Rocky Enterprise Linux 9.2 Manual Pages on command 'unicode_start.1'

$ man unicode_start.1

UNICODE_START(1)   General Commands Manual   UNICODE_START(1)

NAME

    unicode_start - put keyboard and console in unicode mode

SYNOPSIS

    unicode_start [font [umap]]

DESCRIPTION

    The unicode_start command will put the keyboard and console into Unicode (UTF-8) mode.

    For the keyboard this means that one can attach 16-bit U+xxxx values to keyboard keys us?

    ing loadkeys(1), and have these appear as UTF-8 input to user programs. Also, that one

    can type hexadecimal Alt-xxxx using the numeric keypad, and again produce UTF-8.

    For the console this means that the kernel expects UTF-8 output from user programs, and

    displays the output accordingly.

    The parameter font is a font that is loaded. It should have a built-in Unicode map, or, if

    it hasn't, such a map can be given explicitly as second parameter. When no font was spec?

    ified, the current font is kept.

NOTE

    Unicode mode is a parameter with a value per virtual console. However, usually the font

    and keymap is common to all consoles.

SEE ALSO

    dumpkeys(1), kbd_mode(1), loadkeys(1), unicode_stop(1), utf-8(7), setfont(8)

kbd   3 Feb 2001   UNICODE_START(1)