



## ***Rocky Enterprise Linux 9.2 Manual Pages on command 'unicode\_start.1'***

**C:\>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 using `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 specified, 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)`

