



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

**\$ man unicode\_start.1**

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#### 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), set?  
font(8)

kbd

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