

**NAME**

mapscrn – load screen output mapping table

**SYNOPSIS**

**mapscrn** [-V] [-v] [-o *map.orig*] *mapfile*

**DESCRIPTION**

The **mapscrn** command is obsolete - its function is now built-in into setfont. However, for backwards compatibility it is still available as a separate command.

The *mapscrn* command loads a user defined output character mapping table into the console driver. The console driver may be later put into **use user-defined mapping table** mode by outputting a special escape sequence to the console device. This sequence is `<esc>(K` for the **G0** character set and `<esc>)K` for the **G1** character set. When the *-o* option is given, the old map is saved in *map.orig*.

**USE**

There are two kinds of mapping tables: direct-to-font tables, that give a font position for each user byte value, and user-to-unicode tables that give a unicode value for each user byte. The corresponding glyph is now found using the unicode index of the font. The command

```
mapscrn trivial
```

sets up a one-to-one direct-to-font table where user bytes directly address the font. This is useful for fonts that are in the same order as the character set one uses. A command like

```
mapscrn 8859-2
```

sets up a user-to-unicode table that assumes that the user uses ISO 8859-2.

**INPUT FORMAT**

The *mapscrn* command can read the map in either of two formats:

1. 256 or 512 bytes binary data
2. two-column text file

Format (1) is a direct image of the translation *table*. The 256-bytes tables are *direct-to-font*, the 512-bytes tables are user-to-unicode tables. Format (2) is used to fill the *table* as follows: cell with offset mentioned in the first column is filled with the value mentioned in the second column. When values larger than 255 occur, or values are written using the U+xxxx notation, the table is assumed to be a user-to-unicode table, otherwise it is a direct-to-font table.

Values in the file may be specified in one of several **formats**:

1. **Decimal**: String of decimal digits not starting with '0'
2. **Octal**: String of octal digits beginning with '0'.
3. **Hexadecimal**: String of hexadecimal digits preceded by "0x".
4. **Unicode**: String of four hexadecimal digits preceded by "U+".
5. **Character**: Single character enclosed in single quotes. (And the binary value is used.) Note that blank, comma, tab character and '#' cannot be specified with this format.
6. **UTF-8 Character**: Single (possibly multi-byte) UTF-8 character, enclosed in single quotes.

Note that control characters (with codes < 32) cannot be re-mapped with *mapscrn* because they have special meaning for the driver.

**OTHER OPTIONS**

- V Prints version number and exits.
- v Be verbose.

**FILES**

*/usr/share/consoletrans* is the default directory for screen mappings.

**SEE ALSO**

*setfont*(8)

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