

NAME

afm2afm – reencode an *afm* file

SYNOPSIS

afm2afm **-e** *encoding* [**-o** *output*] *afmfile*

DESCRIPTION

This program reencodes an *afm* file. It's mainly intended to be used with *afm* files that were extracted from TrueType or OpenType fonts, since these are often too big to be handled with tools like *fontinst* (Adobe's CaflischScriptPro-Regular font, for example, contains 1289 glyphs and 278678 kerning pairs, leading to an *afm* file of nearly 9MB).

Glyphs that are absent from the chosen encoding aren't written to the output, which yields much smaller output files.

The program also generates an entry for a *dvips*-style map file.

OPTIONS

Option names were chosen to match those of *ttf2afm*.

-e *encoding*

Reencode using the encoding given in file *encoding*.

-o *output*

Write the reencoded *afm* to file *output* instead of `stdout`. The mapfile entry will still be written to `stdout`.

FILES

All input files are searched using **kpsewhich** or **findtexmf** when these commands are available; otherwise only the current working directory is searched.

SEE ALSO

autoinst, *cmap2enc*, *font2afm*, *ot2kpx*, *pfm2kpx*.

AUTHOR

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HISTORY

2005-01-10 First version

2005-01-25 Added printing of mapfile entry

2005-02-18 Rewrote some of the code

2005-03-08 Input files searched via **kpsewhich** (where available)

2005-03-15 Input files searched using **kpsewhich** or **findtexmf** (if available)

2005-04-15 Updated creation of mapfile entry; look for font file to deduce the correct font file format (pfb, pfa, ttf). If no font file is found, pfb is assumed.

2005-04-20 Program quits if the specified output file exists

2005-04-29 Improved the documentation

2005-07-29 Some updates to the documentation