

The **dingbat** package*

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2001/04/27

Abstract

The **dingbat** package provides a L^AT_EX 2_& interface to the **ark10.mf** and **dingbat.mf** fonts.

1 Usage

\rightpointright \leftpointright
\leftthumbsdown \leftthumbsup
\rightpointleft \rightthumbsdown
\rightthumbsup

The **dingbat** package defines the following hand gestures:

	\rightpointright	Right hand pointing to the right
	\leftpointright	Left hand pointing to the right
	\leftthumbsdown	Left hand, thumbs down
	\leftthumbsup	Left hand, thumbs up
	\rightpointleft	Right hand pointing to the left
	\rightthumbsdown	Right hand, thumbs down
	\rightthumbsup	Right hand, thumbs up

(\rightpointright comes from **dingbat.mf**, while the rest come from **ark10.mf**, hence, the discrepancy in style.)

The following symbols are intended to be used to create fancy borders around a box or the entire page.

	\squarewithdots	Unfilled square with dots
	\filledsquarewithdots	Filled square with dots
	\Sborder	<i>S</i> -like border design
	\Zborder	<i>Z</i> -like border design

Note that if you *are* going to create fancy borders, I recommend using the **niceframe** package. **niceframe** is geared to drawing fancy borders and knows specifically about the border characters in **dingbat.mf**. The symbols defined by the **dingbat** package,

*This file has version number v1.00, last revised 2001/04/27.

`\squarewithdots`, `\filledsquarewithdots`, `\Sborder`, and `\Zborder`, are the only border characters that might be useful outside of a border (e.g., in a straight line or as a bullet in a fancy itemized list); the other, unnamed, characters defined in `dingbat.mf` represent a frame's corners and sides.

```
\largepencil
  \anchor
\carriagereturn
  \checkmark
  \eye
\satellitedish
  \smallpencil
```

The following `dingbat` symbols don't fit into either of the previous categories:

	<code>\largepencil</code>	Large pencil
	<code>\anchor</code>	Anchor
	<code>\carriagereturn</code>	Carriage return
	<code>\checkmark</code>	Check mark
	<code>\eye</code>	Eye
	<code>\satellitedish</code>	DLA satellite dish
	<code>\smallpencil</code>	Small pencil

For some of these symbols, most notably `\largepencil`, the font metrics seem to be a bit off. As a result, the symbols tend to jut into previous or subsequent lines.

2 Implementation

There's nothing particularly interesting about the implementation. Section 2.1 defines the symbol commands that make up `dingbat.sty`, and Section 2.2 creates the `uark.fd` and `udingbat.fd` font definition files, which L^AT_EX loads when `dingbat.sty` selects font encoding U and font family `ark` or `dingbat`.

2.1 Symbol commands

```
1 <*package>
\arkfamily Define a macro, \arkfamily, which switches the font to ark and another macro,
\ark@sym which typesets a symbol in the ark font.
2 \newcommand{\arkfamily}{\fontencoding{U}\fontfamily{ark}\selectfont}
3 \newcommand{\ark@sym}[1]{\arkfamily\symbol{#1}}
\carriagereturn There are only ten symbols in the ark font. We define names individually for
\leftthumbsdown each of them. Note that \largepencil's bounding box is a little too short, so
\largepencil may jut into the previous line of text. I think some of the other
\eye bounding boxes may be the wrong size, as well, but I haven't yet tested that
\rightpointleft carefully.
\smallpencil
\leftpointright 4 \newcommand{\carriagereturn}{\ark@sym{'103}}
\leftthumbsup 5 \newcommand{\leftthumbsdown}{\ark@sym{'104}}
\largepencil 6 \newcommand{\eye}{\ark@sym{'105}}
\rightthumbsdown 7 \newcommand{\rightpointleft}{\ark@sym{'114}}
\rightthumbspup 8 \newcommand{\smallpencil}{\ark@sym{'120}}
```

```

9 \newcommand{\leftpointright}{\ark@sym{'122}}
10 \newcommand{\leftthumbsup}{\ark@sym{'125}}
11 \newcommand{\largepencil}{\ark@sym{'127}}
12 \newcommand{\rightthumbsdown}{\ark@sym{'144}}
13 \newcommand{\rightthumbsup}{\ark@sym{'165}}


\dingbatfamily Define a macro, \dingbatfamily, which switches the font to dingbat and another
\dingbat@sym macro, \dingbat@sym which typesets a symbol in the dingbat font.
14 \newcommand{\dingbatfamily}{\fontencoding{U}\fontfamily{dingbat}\selectfont}
15 \newcommand{\dingbat@sym}[1]{\dingbatfamily\symbol{#1}}


\checkmark The following are definitions for all the non-border characters in dingbat.mf.
\satellitedish
\rightpointright
\anchor
16 \newcommand{\checkmark}{\dingbat@sym{'104}}
17 \newcommand{\satellitedish}{\dingbat@sym{'111}}
18 \newcommand{\rightpointright}{\dingbat@sym{'116}}
19 \newcommand{\anchor}{\dingbat@sym{'117}}


\squarewithdots The following are the border characters. There are many more, but I haven't yet
\filledsquarewithdots made up LATEX names for them.
\Sborder
\Zborder
20 \newcommand{\squarewithdots}{\dingbat@sym{'102}}
21 \newcommand{\filledsquarewithdots}{\dingbat@sym{'103}}
22 \newcommand{\Sborder}{\dingbat@sym{'123}}
23 \newcommand{\Zborder}{\dingbat@sym{'132}}
24 
```

2.2 Font definition files

2.2.1 uark.fd

All we do here is define **ark** as a symbol font (U encoding) and tell L^AT_EX to scale **ark10.mf** to whatever font size is requested.

```

25 <*uarkfd>
26 \DeclareFontFamily{U}{ark}{}
27 \DeclareFontShape{U}{ark}{m}{n}{<-> ark10}{}
28 
```

2.2.2 udingbat.fd

Similarly, we define **dingbat** as another, U-encoded symbol font and instruct L^AT_EX to scale **dingbat.mf** to whatever font size is requested.

```

29 <*udingbatfd>
30 \DeclareFontFamily{U}{dingbat}{}
31 \DeclareFontShape{U}{dingbat}{m}{n}{<-> dingbat}{}
32 
```

3 Credits

Just so it's clear who did what, here are the various components of the `dingbat` package and the associated copyright information:

<code>ark10.mf</code>	Copyright (c) 1988 by Arthur M. Keller The ARK font was initially done in MF79 by Scott Kim. It was converted to (new) MF by N.N. Billawala of Metamarks.
<code>dingbat.dtx</code>	Copyright (C) 2001 Scott Pakin
<code>dingbat.ins</code>	Copyright (C) 2001 Scott Pakin
<code>dingbat.mf</code>	Created 3-3-89 by Doug Henderson
<code>uark.fd</code>	Copyright (C) 2001 Scott Pakin

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Numbers written in italic refer to the page where the corresponding entry is described, the ones underlined to the code line of the definition, the rest to the code lines where the entry is used.

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<code>\ark@sym</code> <u>2</u> , 4–13		<code>\rightpointright</code> ... <u>16</u>
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