

The bbding-package*

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Abstract

This package provides an easy-to-use interface to the `bbding` symbol set developed by *Karel Horak*. The naming conventions is made close to *Zapf-Dingbat* as it can be found in *Wordperfect 6.0*, however, sometimes shortening the names.

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A special thought should be given to *Mauro Orlandini* and *Max Hailperin* who developed a macro for setting paragraphs in parallel. This saved me for a lot of work, when developing this manual.

1 Usage and Symbols

`bbding` provides an easy to use interface to the `bbding-symbolfont` set. It is loaded by issuing the command `\usepackage{bbding}` in your document preamble.

You have the symbols shown in the following tables at your disposal. All the symbols are used issuing the command written to the right of the symbol.

*This file has v1.01 and is dated 1999/04/15

[†]Made the METAFONT-source for the font.

[‡]Implemented the L^AT_EX 2_ε-package.

[§]Fixed a bug in the symbols for scissors

| | |
|---|--|
|  <code>\ScissorRight</code> |  <code>\ScissorRightBrokenBottom</code> |
|  <code>\ScissorRightBrokenTop</code> |  <code>\ScissorHollowRight</code> |
|  <code>\ScissorLeft</code> |  <code>\ScissorLeftBrokenBottom</code> |
|  <code>\ScissorLeftBrokenTop</code> |  <code>\ScissorHollowLeft</code> |

Figure 1: Scissors

| | | |
|---|--|--|
|  <code>\HandRight</code> |  <code>\HandRightUp</code> |  <code>\HandCuffRight</code> |
|  <code>\HandCuffRightUp</code> |  <code>\HandLeft</code> |  <code>\HandLeftUp</code> |
|  <code>\HandCuffLeft</code> |  <code>\HandCuffLeftUp</code> |  <code>\HandPencilLeft</code> |

Figure 2: Hands

| | | |
|--|---|---|
|  <code>\PencilRight</code> |  <code>\PencilRightUp</code> |  <code>\PencilRightDown</code> |
|  <code>\PencilLeft</code> |  <code>\PencilLeftUp</code> |  <code>\PencilLeftDown</code> |
|  <code>\NibRight</code> |  <code>\NibSolidRight</code> |  <code>\NibLeft</code> |
|  <code>\NibSolidLeft</code> | | |

Figure 3: Writing tools

| | | |
|--|--|---|
|  <code>\XSolid</code> |  <code>\XSolidBold</code> |  <code>\XSolidBrush</code> |
|  <code>\Plus</code> |  <code>\PlusOutline</code> |  <code>\PlusCenterOpen</code> |
|  <code>\PlusThinCenterOpen</code> |  <code>\Cross</code> |  <code>\CrossOpenShadow</code> |
|  <code>\CrossOutline</code> |  <code>\CrossBoldOutline</code> |  <code>\CrossClowerTips</code> |
|  <code>\CrossMaltese</code> | | |

Figure 4: Crosses, plusses and the like

| | | |
|--|--|--|
|  <code>\DavidStar</code> |  <code>\DavidStarSolid</code> |  <code>\JackStar</code> |
|  <code>\JackStarBold</code> |  <code>\FourStar</code> |  <code>\FourStarOpen</code> |
|  <code>\FiveStar</code> |  <code>\FiveStarLines</code> |  <code>\FiveStarOpen</code> |
|  <code>\FiveStarOpenCircled</code> |  <code>\FiveStarCenterOpen</code> |  <code>\FiveStarOpenDotted</code> |
|  <code>\FiveStarOutline</code> |  <code>\FiveStarOutlineHeavy</code> |  <code>\FiveStarConvex</code> |
|  <code>\FiveStarShadow</code> |  <code>\SixStar</code> |  <code>\EightStar</code> |
|  <code>\EightStarBold</code> |  <code>\EightStarTaper</code> |  <code>\EightStarConvex</code> |
|  <code>\TwelveStar</code> |  <code>\SixteenStarLight</code> |  <code>\Asterisk</code> |
|  <code>\AsteriskBold</code> |  <code>\AsteriskCenterOpen</code> |  <code>\AsteriskThin</code> |
|  <code>\AsteriskThinCenterOpen</code> |  <code>\AsteriskRoundedEnds</code> |  <code>\FourAsterisk</code> |
|  <code>\EightAsterisk</code> | | |

Figure 5: All kind of stars

| | |
|---|---|
|  <code>\FiveFlowerOpen</code> |  <code>\FiveFlowerPetal</code> |
|  <code>\SixFlowerOpenCenter</code> |  <code>\SixFlowerRemovedOpenPetal</code> |
|  <code>\SixFlowerAlternate</code> |  <code>\SixFlowerAltPetal</code> |
|  <code>\SixFlowerPetalDotted</code> |  <code>\SixFlowerPetalRemoved</code> |
|  <code>\EightFlowerPetalRemoved</code> |  <code>\EightFlowerPetal</code> |
|  <code>\FourClowerOpen</code> |  <code>\FourClowerSolid</code> |
|  <code>\Sparkle</code> |  <code>\SparkleBold</code> |
|  <code>\SnowflakeChevron</code> |  <code>\SnowflakeChevronBold</code> |
|  <code>\Snowflake</code> | |

Figure 6: Flowers, snowflakes and the like

| | | | |
|---|---|---|--|
|  | <code>\CircleSolid</code> |  | <code>\CircleShadow</code> |
|  | <code>\HalfCircleRight</code> |  | <code>\HalfCircleLeft</code> |
|  | <code>\Ellipse</code> |  | <code>\EllipseSolid</code> |
|  | <code>\EllipseShadow</code> |  | <code>\Square</code> |
|  | <code>\SquareSolid</code> |  | <code>\SquareShadowBottomRight</code> |
|  | <code>\SquareShadowTopRight</code> |  | <code>\SquareShadowTopLeft</code> |
|  | <code>\SquareCastShadowBottomRight</code> |  | <code>\SquareCastShadowTopRight</code> |
|  | <code>\SquareCastShadowTopLeft</code> |  | <code>\TriangleUp</code> |
|  | <code>\TriangleDown</code> |  | <code>\DiamondSolid</code> |
|  | <code>\OrnamentDiamondSolid</code> |  | <code>\RectangleThin</code> |
|  | <code>\Rectangle</code> |  | <code>\RectangleBold</code> |

Figure 7: Geometrical Shapes

| | | | | | |
|---|------------------------------------|---|-------------------------------------|---|-----------------------------------|
|  | <code>\Phone</code> |  | <code>\PhoneHandset</code> |  | <code>\Tape</code> |
|  | <code>\Plane</code> |  | <code>\Envelope</code> |  | <code>\Peace</code> |
|  | <code>\Checkmark</code> |  | <code>\CheckmarkBold</code> |  | <code>\SunshineOpenCircled</code> |
|  | <code>\ArrowBoldRightStrobe</code> |  | <code>\ArrowBoldUpRight</code> |  | <code>\ArrowBoldDownRight</code> |
|  | <code>\ArrowBoldRightShort</code> |  | <code>\ArrowBoldRightCircled</code> | | |

Figure 8: Miscellaneous

2 How to Install `bbding`

I suppose that you have already got the file `bbding10.mf` containing the METAFONT-source for the `bbding`-symbol set from your nearest CTAN-site. It should be placed in a directory, where it can be found by METAFONT.

Then generate the font-metrics `bbding10.tfm` using METAFONT (ask your system administrator for details). This is done from a command line issuing, say:

```
metafont \mode=localmode); input bbding10
```

where *localmode* is one of the modes defined in your local setup file, `local.mf`, for METAFONT. Move the resulting `bbding10.tfm` to a directory in the path, where \LaTeX looks for `.tfm`-files. If it had also generated the bitmap-file, move it to a location, where your favourite DVI-viewer can find it.

As the last thing install the package file, by running \TeX with the file `bbding.ins`. This generates two files: `bbding.sty` and `Uding.fd`. `bbding.sty` is the packages file, which is loaded by \LaTeX and `Uding.fd` contains the loading information about the font.

If the manualfont `manfnt.tfm`—which is only used to generate the logo for METAFONT—is not installed at your system, you should remove the first line of this file

```
%\manfnttrue    ^^A remove this line if...
```

This file is documented using `doc`. This means that documentation and commented packagecode is contained in the single file `bbding.dtx`. If you want to see the full documentation, you should remove the second line of the file `bbding.dtx`

```
%\UsersGuidetrue ^^A remove this line...
```

and then run \LaTeX on the changed file. After this you should generate the change history using `makeindex`:

```
makeindex -s gglo.ist -o bbding.gls bbding.glo
```

After this process the file once more.

© At last the borrowing formal stuff: You are encouraged to copy, use, delete etc. the package (`bbding.dtx`, `dingbat.fd` and `semantic.ins`) as much as your heart desires as long as you pass it on in complete. You are welcome to sneak in the code and get inspiration. You should just remember: ©1993 Karel Horak for the METAFONT-source and ©1995–1996 Peter Møller Neergaard for the style file