

~: AdobePiStd OpenType Font ~:

Daisyweb
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1 Adobe Pi Standard Symbols

Adobe Reader v6.x and later¹ provides a **AdobePiStd.otf** file that has 371 glyphs for dingbats and ornaments. The font version used in this font pack is 1.004 as of 2002.

2 Installation

This installation guide is tested with MiKTeX version 2.3.

- ① Unpack AdobePiStd.zip in the /localtexmf directory.
- ② Refresh file name database.
- ③ Open updmap.cfg in /texmf/web2c and add the following line:

```
Map AdobePiStd.map
```

- ④ Issue the following command:

```
initexmf --mkmaps -u
```

3 How to Use


AdobePiStd font can be used with dvips, dvipdfm(x), and pdflatex. The following preamble is enough to use AdobePiStd font:

```
\usepackage{pifont}  
...  
\Pisymbol{fd_name}{slot_number}
```

where

- **fd_name** is a *font definition* file name. The available font definition names are **pps1**, **pps2**, and **pps3**. See Section 4 for more information on these names.
- **slot_number** is a slot number for a glyph. See Section 4 for more information.

The pifont package also supports additional macros such as:

- **\Pifill**{fd_name}{slot_number} as shown here 
- **\Piline**{fd_name}{slot_number} as shown here



¹More OpenType fonts are provided in this later version.

- You can see the difference between these two macros.

In addition, the `pifont` package supports the `dinglist` and `dingautolist` environments with slot numbers. But the default font for these environments are Zapf Dingbats (pzd). To use AdobePiStd font for the “`dinglist`” environment, you have to redefine the environment. You can use `pps1`, `pps2`, or `pps3`.

```
\renewenvironment{dinglist}[1]{\begin{Pilist}{pps3}{#1}}%
{\end{Pilist}}
```

The following example uses `pps3` and the slot number of 120:

```
\begin{dinglist}{120}
\item Everything
\item that has a beginning
\item has an end.
\end{dinglist}
```

✍ Everything
✍ that has a beginning
✍ has an end.

To use AdobePiStd font for the “`dingautolist`” environment, you have to redefine the environment. You can use `pps1`, `pps2`, or `pps3`.

```
\renewenvironment{dingautolist}[1]{\begin{Piautolist}{pps3}{#1}}%
{\end{Piautolist}}
```

The following example uses `pps3` and the slot numbers of 149 and 199, respectively:

① Everything	🔪 Everything
② that has a beginning	🔪 that has a beginning
③ has an end.	🔪 has an end.

4 AdobePiStd Font Tests

I arbitrarily divided the font into three parts: “AdobePiStd Arrows”, “AdobePiStd Ornaments”, and “AdobePiStd Markers, Communications, and Offices”. The ornaments are the main reason that I decided to make this font pack.

4.1 AdobePiStd Arrows

The `upps1.fd` file supports various arrows. To use them, issue `\Pisymbol{pps1}{slot_number}`. The arrows and their slot numbers are shown in the following table.

	0	1	2	3	4	5	6	7	8	9
40									→	→
50	→	→	↘	↙	→	↗	→	↖	↗	↖
60	➤	➤	➤	➤	➤	➤	➤	➤	➤	➤
70	➤	➤	➤	➤	➤	➤	➤	➤	➤	➤
80	➤	➤	➤	➤	➤	➤	➤	➤	➤	➤
90	→	→	→	→	→	→	→	→	→	→

4.2 AdobePiStd Ornaments

The upps2.fd file supports various ornaments. To use them, issue `\Pisymbol{pps2}{slot_number}`. The ornaments and their slot numbers are shown in the following table.

	0	1	2	3	4	5	6	7	8	9
40										
50										
60										
70										
80										
90										
100										
110										
120										
130										
140										
150										
160										
170										
180										

4.3 AdobePiStd Markers, Communications, and Offices

The upps3.fd file supports various markers, communications, and office symbols. To use them, issue `\Pisymbol{pps3}{slot_number}`. The symbols and their slot numbers are shown in the following table.

	0	1	2	3	4	5	6	7	8	9
40										
50										
60										
70										
80										
90										
100										
110										
120										
130										
140										
150										
160										
170										
180										
190										
200										