

## Adding fonts to groff

[0 ] if the font is in ttf format, use fontforge to convert to pfa format. this means: open ttf file in fontforge, select generate fonts from the file menu, select ps type 1 (ascii), make sure that in the options the output afm box is ticked, and save. this will at least create a file with the pfa extension and a file with the afm extension in a directory in the system that we can pick. for example, someFon.afm and someFon.pfa are extracted from the someFon.ttf file.

[1 ] convert the afm file to a groff font description file with the afmtodit program. in the example above:

```
afmtodit someFon.afm textmap SOMEFON
```

it is recommended that SOMEFON follow the groff naming conventions for font families, ie AB = arial bold, ABI = arial bold italic, AI = arial italic, AR = arial regular/roman?

[2 ] copy both the pfa file and the groff font description file to a devps directory in groffs font path. the font path is described in the environment section of the troff man page. here, copying to the /usr/share/groff/1.19.2/font/devps/ directory did the trick.

[3 ] find out the PS font name of the font by looking into the groff description file. continuing the example, this means:

```
grep internalname SOMEFON
```

the output is internalname someFon

[4 ] open the download file thats in the directory the fonts were copied to. it should look something like:

```
# List of downloadable fonts
# PostScript-name      Filename
Symbol-Slanted        symbolsl.pfa
ZapfDingbats-Reverse  zapfdr.pfa
FreeEuro              freeeuro.pfa
```

at the end, add the line that corresponds to the font. in the example, this would be:

```
someFon              someFon.pfa
```

[5 ] the font should be ready for use. in a groff file, it may be included with a declaration like:

```
.ft SOMEFON
```

the text that comes after the declaration will be affected by it.