

# 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.

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

†Made the METAFONT-source for the font.

‡Implemented the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>-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>\FourCloverOpen</code>		<code>\FourCloverSolid</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 L<sup>A</sup>T<sub>E</sub>X 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 T<sub>E</sub>X with the file `bbding.ins`. This generates two files: `bbding.sty` and `Uding.fd`. `bbding.sty` is the packages file, which is loaded by L<sup>A</sup>T<sub>E</sub>X 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 L<sup>A</sup>T<sub>E</sub>X 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