

Linux Console Fonts from The ZAP Group Australia

This package contains custom Linux console fonts from The ZAP Group Australia. The following history is presented in reverse chronological order. If you would like to see a list of detailed changes to this project, you should browse the project's [Git repository](#) on [The ZAP Group Australia web server](#).

Version 2.4 (2nd February, 2024)

Added four fonts, **zap-vga32**, **zap-light32**, **zap-ext-vga32** and **zap-ext-light32**, each being 16×32 pixels in size. The VGA versions were created by doubling each pixel horizontally and vertically in the corresponding **zap-vga16** and **zap-ext-vga16** fonts; the lighter versions were created based on the designs for **zap-light16** and **zap-ext-light16** respectively, then extensively revised for clarity and smoothness.

Revised some glyphs in existing fonts. In particular, shortened the hook on glyph 0x11F (U+0402 CYRILLIC CAPITAL LETTER DJE) as it is not supposed to extend below the baseline; extended the horizontal bar in glyphs 0x143 (U+0452 CYRILLIC SMALL LETTER DJE) and 0x147 (U+045B CYRILLIC SMALL LETTER TSHE); and made capital omega slightly larger on glyphs 0x155 (U+038F GREEK CAPITAL LETTER OMEGA WITH TONOS) and 0x15D (U+03A9 GREEK CAPITAL LETTER OMEGA).

Updated instructions on how to install the fonts; in particular, removed obsolete instructions for older versions of Linux distributions. Changed the name of the not-for-profit organisation to The ZAP Group Australia. Updated the console-font-utils submodule to the latest version.

Version 2.3 (30th November, 2019)

Converted all text files to reStructuredText (ReST) format. This format is still quite readable as raw text, and is much more capable than the myriad all-slightly-incompatible variants of Markdown.

Updated instructions on how to install the fonts on all Linux consoles. Updated the console-fonts-utils submodule to the latest version.

Version 2.2 (13th May, 2017)

Updated the console-fonts-utils submodule to the latest version.

Version 2.1 (9th May, 2017)

Moved the utility programs to their own repository on The ZAP Group Australia web server at <https://git.zap.org.au/git/console-fonts-utils.git>. Added one more program, `psftx-screenshot`, that generates simulated screenshots of a font in use.

Changed the definition of font constants `MIN_WIDTH`, `MAX_WIDTH`, `MIN_HEIGHT` and `MAX_HEIGHT` to reflect what `setfont(1)` allows (from 1×1 to 32×32 pixel fonts, not 4×4 to 32×64). Added some additional strings to `psftx-sampler`.

Version 2.0 (29th April, 2017)

Added six new extended fonts, each with 512 glyphs and covering 17 extra single-byte encodings. These new fonts were designed to cover every current European language including those based on the Cyrillic and Greek alphabets. Updated the *README* documentation to suit.

Tweaked numerous glyphs in the existing fonts and rearranged the order of some of their glyphs to match the first 256 glyphs in the extended fonts.

Added a new utility program, `psftx-sampler`, to generate UTF-8 strings to the standard output. Modified `psftx-encodings` to include the Linux kernel VT100 Unicode map. Also updated the Makefile to generate and check the file `sha1sum`, to allow versioning of released font files.

Version 1.2 (20th April, 2017)

Added two new fonts, **zap-light20** and **zap-light24**. These fonts can be displayed on framebuffer-style consoles only; traditional VGA consoles can only display fonts that are eight pixels wide. Also tweaked the glyph for U+00FE LATIN SMALL LETTER THORN in **zap-light16** and **zap-light18**, and added mappings for four additional box drawing characters (LIGHT ARC variants) to all fonts.

Version 1.1 (17th April, 2017)

Added two new fonts: **zap-vga09** and **zap-light18**.

Version 1.0 (15th April, 2017)

Released the first public version of the Linux Console Fonts package with two fonts: **zap-vga16** and **zap-light16**.

Early history

A number of console fonts were designed by John Zaitseff between 2004 and 2006, but were never released for general use. Only one of these fonts, **zapdef-16**, was widely used on computers maintained by The ZAP Group Australia. This particular font was used as an inspiration for **zap-vga16**; however, the glyph repertoire and Unicode mappings of the font were quite different from the current set.