

# The MarVoSym Font Package

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This document describes how to use the *Martin Vogel's Symbols* font in your  $\LaTeX$  documents. The font is a PS font, so you need a PS printer or `ghostscript`. Alternatively, you can use `pdflatex` to produce a PDF file. The font provides the “official” Euro currency symbol, Euro symbols which go well with the Times / Helvetica / Courier fonts, warning and safety-related symbols, astronomy symbols, zodiac signs and many others.

## 1 Installation

In the following, replace `$TEXMF` with your actual `texmf` directory, e. g. `/usr/share/texmf`.

- Copy `marvosym.pfb` into a directory where `dvips` can find it, e. g. `$TEXMF/fonts/type1/public/marvosym/`.
- Copy `fmvr8x.tfm` into a directory where  $\TeX$  will find it, e. g. `$TEXMF/fonts/tfm/public/marvosym/`.
- Add the line  
`fmvr8x_MarVoSym_<marvosym.pfb`  
to your `psfonts.map` file, which should reside in `$TEXMF/dvips/config/`, or `/var/lib/texmf/dvips/config/`. If you want to make the font available to `pdflatex` as well, repeat the procedure with the file `/var/lib/texmf/dvips/config/pdftex.map`. (Note: `_` denotes a space character.)
- Copy `marvosym.sty` to a  $\TeX$  input directory, e. g. `$TEXMF/tex/latex/misc/`.
- Optionally copy `marvosym.afm` into an `afm`-directory, e. g. `$TEXMF/fonts/afm/public/marvosym/` ( $\TeX$  doesn't need this file.)

## 2 Usage

In your document's preamble, type `\usepackage{marvosym}`. To insert a symbol, use a macro as described in the next section. The symbol will appear in the currently selected font size. To get a bigger symbol, use a size-changing command like `{\small\Smiley}{\Large\Smiley}{\LARGE\Smiley}`: ♥♥♥

## 3 Available symbols

### 3.1 Communication

<code>\Pickup</code>	<code>\Letter</code>	<code>\Mobilefone</code>	<code>\Telefon</code>	<code>\fax</code>	<code>\FAX</code>	<code>\Faxmachine</code>	<code>\Email</code>	<code>\Lightning</code>	<code>\Emailct</code>
A	B	H	T	τ	υ	Ϝ	κ	E	ζ

### 3.2 Engineering

<code>\Beam</code>	<code>\Bearing</code>	<code>\Loosebearing</code>	<code>\Fixedbearing</code>	<code>\Lefttorque</code>	<code>\Righttorque</code>	<code>\Lineload</code>	<code>\Force</code>
∇	#	∃	%	&	ə	Λ	λ
<code>\Octosteel</code>	<code>\Hexasteel</code>	<code>\Squaresteel</code>	<code>\Rectsteel</code>	<code>\Circsteel</code>	<code>\Flatsteel</code>	<code>\Squarepipe</code>	<code>\Rectpipe</code>
<code>\Lsteel</code>	<code>\Tsteel</code>	<code>\Circpipe</code>	<code>\Tsteel</code>	<code>\RoundedTsteel</code>	<code>\RoundedTTsteel</code>	<code>\RoundedLsteel</code>	

### 3.3 Information

<code>\Industry</code>	<code>\Coffeecup</code>	<code>\Rightscissors</code>	<code>\Kutline</code>	<code>\Leftscissors</code>	<code>\Football</code>	<code>\Bicycle</code>	
I	K	Θ	P	Σ	o	→	
<code>\Info</code>	<code>\Clocklogo</code>	<code>\Cutright</code>	<code>\Cutline</code>	<code>\Cutleft</code>	<code>\Wheelchair</code>	<code>\Gentsroom</code>	<code>\Ladiesroom</code>
ι	Y	θ	ρ	σ	ω	ξ	ψ
<code>\Checkedbox</code>	<code>\Crossedbox</code>	<code>\Pointinghand</code>	<code>\Writinghand</code>				
ς	Ξ	Z	β				

### 3.4 Laundry

<code>\WashCotton</code>	<code>\WashSynthetics</code>	<code>\WashWool</code>	<code>\Handwash</code>	<code>\Dontwash</code>	<code>\Tumbler</code>	<code>\NoTumbler</code>	<code>\NoChemicalCleaning</code>
		←	↑				◆
<code>\Bleech</code>	<code>\NoBleech</code>	<code>\CleaningA</code>	<code>\CleaningP</code>	<code>\CleaningPP</code>	<code>\CleaningF</code>	<code>\CleaningFF</code>	
☹	⊂	↔	←	↑	—	↵	
<code>\IroningI</code>	<code>\IroningII</code>	<code>\IroningIII</code>	<code>\NoIroning</code>	<code>\AtNinetyFive</code>	<code>\ShortNinetyFive</code>	<code>\AtSixty</code>	<code>\ShortSixty</code>
↓	◦	±	”	©	™	Π	√
<code>\ShortFifty</code>	<code>\AtForty</code>	<code>\ShortForty</code>	<code>\SpecialForty</code>	<code>\ShortThirty</code>			
·	└	∧	∨	↔			

### 3.5 Currency

<code>\EUR</code>	<code>\EURdig</code>	<code>\EURhv</code>	<code>\EURcr</code>	<code>\EURtm</code>	<code>\Ecommerce</code>	<code>\Shilling</code>	<code>\Denarius</code>	<code>\Pfund</code>	<code>\EyesDollar</code>
							<code>\Deleatur</code>		
/	Δ	χ	δ	ε		Υ	'	≤	f

- Hey, `\Ecommerce` is not really a currency symbol, you might say. But it has something to do with money, so there you go...
- The `\Denarius` symbol is also known as the correction sign “Deleatur”.
- `\EUR` is the normal (natural) width Euro symbol. `\EURdig` has “special” metrics, so it has the same width as the digits (of this font). (To line up properly in tables etc.)

### 3.6 Safety

<code>\Stopsign</code>	<code>\CEsign</code>	<code>\Estatically</code>	<code>\Explosionsafe</code>	<code>\Laserbeam</code>	<code>\Biohazard</code>	<code>\Radioactivity</code>	<code>\BSEfree</code>
!	X	⚡	☠	☄	☣	☢	☒

### 3.7 Navigation

<code>\RewindToIndex</code>	<code>\RewindToStart</code>	<code>\Rewind</code>	<code>\Forward</code>	<code>\ForwardToEnd</code>	<code>\ForwardToIndex</code>	<code>\MoveUp</code>	<code>\MoveDown</code>	<code>\ToTop</code>	<code>\ToBottom</code>
⌂	∞	∂	•	÷	≠	≡	≈	...	

### 3.8 Computers

<code>\ComputerMouse</code>	<code>\SerialInterface</code>	<code>\Keyboard</code>	<code>\SerialPort</code>	<code>\ParallelPort</code>	<code>\Printer</code>
⊆	∈	∉	∠	∇	®

### 3.9 Maths

<code>\MVZero</code>	<code>\MVOne</code>	<code>\MVTwo</code>	<code>\MVThree</code>	<code>\MVFour</code>	<code>\MVFive</code>	<code>\MVSix</code>	<code>\MVSeven</code>	<code>\MVEight</code>	<code>\MVNine</code>
0	1	2	3	4	5	6	7	8	9
<code>\Corresponds</code>	<code>\Vectorarrowhigh</code>	<code>\Anglesign</code>	<code>\Vectorarrow</code>	<code>\Squaredot</code>					
=	Π	Ω	π						

### 3.10 Biology

<code>\Neutral</code>	<code>\Male</code>	<code>\Hermaphrodite</code>	<code>\Female</code>	<code>\MALE</code>	<code>\HERMAPHRODITE</code>	<code>\FEMALE</code>	<code>\MaleMale</code>	<code>\FemaleFemale</code>	<code>\FemaleMale</code>
{		}	~						

### 3.11 Astronomy

<code>\Sun</code>	<code>\Moon</code>	<code>\Mercury</code>	<code>\Venus</code>	<code>\Mars</code>	<code>\Jupiter</code>	<code>\Saturn</code>	<code>\Uranus</code>	<code>\Neptune</code>	<code>\Pluto</code>	<code>\Earth</code>
☼	☾	☿	♀	♂	♃	♄	♅	♆	♇	♁

### 3.12 Astrology

<code>\Aries</code>	<code>\Taurus</code>	<code>\Gemini</code>	<code>\Cancer</code>	<code>\Leo</code>	<code>\Virgo</code>	<code>\Libra</code>	<code>\Scorpio</code>	<code>\Sagittarius</code>	<code>\Capricorn</code>	<code>\Aquarius</code>	<code>\Pisces</code>
♈	♉	♊	♋	♌	♍	♎	♏	♐	♑	♒	♓

### 3.13 Others

<code>\Yinyang</code>	<code>\Rightarrow</code>	<code>\MVat</code>	<code>\FHBologo</code>	<code>\FHBologo</code>	<code>\FullFHBO</code>	<code>\Mundus</code>	<code>\Cross</code>	<code>\Celtcross</code>	<code>\Ankh</code>
☯	→	≅	Φ	φ	μ	⊕	⊗	⊕	⊕
<code>\Heart</code>	<code>\CircledA</code>	<code>\Bouquet</code>	<code>\Frowny</code>	<code>\Smiley</code>	<code>\Bat</code>	<code>\Womanface</code>	<code>\MartinVogel</code>		
♥	♠	♣	☹	☺	☹	☺	☹		

## 4 Authors

The font was designed by Martin Vogel ([martin.vogel@fh-bochum.de](mailto:martin.vogel@fh-bochum.de)). See <http://www.marvosym.com>

The macros and this documentation were written by Thomas Henlich ([thenlich@rcs.urz.tu-dresden.de](mailto:thenlich@rcs.urz.tu-dresden.de)) who also converted the font to a Type 1 font. The latter involved running `ttf2pt1` and doing some manual fixes afterwards.

## 5 History

2000-04-21 Updated the font and documentation. Changed /FontName to MarVoSym. Many new glyphs. Removed: \Kross, \Snowflake, \Circles, \Womanside, \Manside, \Womanfront, \Manfront.

1998-07-20 Changed (\*) to /\* in /FontName. Thanks to Denis B. Roegel for telling me about this.

1998-06-21 Conversion to type 1 font now done with ttf2pt1 program. Font works now with dvips 5.78 and partial font downloading. Thanks to Uwe W. Gehring and Armin Geisse for cooperation. Added \Ankh macro. Renamed some macros.

1998-06-10 First version.

## 6 Software

ttf2pt1, the TrueType to PS type 1 font converter, is free software. See <http://ttf2pt1.sourceforge> for more information.