# A Word About Symbol or "Pi" Fonts

This font package contains both OpenType and PostScript Type 1 versions of symbol or "pi" fonts. This allows you to use either version of the font, according to the terms of the end user license agreement. Adobe has included both versions of these fonts because some of the characters in the OpenType versions of symbol or "pi" fonts may not be accessible to certain applications due to the way these characters are encoded.

Although OpenType fonts from Adobe are compatible with virtually all recent applications, operating systems, and output devices, Adobe's symbol or "pi" fonts in OpenType format use code points in Unicode that are not part of the standard Windows and Mac basic character sets. (Unicode is a platform-independent character encoding standard that maps each character in a font to a unique value that is used to access that character.) As a result, the "pi" and symbol characters in OpenType fonts are not accessible in most applications from normal keyboards.

For example, when using the Type 1 version of ITC Zapf Dingbats, you would type the letter "A" to access the "victory hand" character. This is because a standard Type 1 font treats symbolic fonts as if they contained regular alphabetic characters. However, OpenType fonts use Unicode encoding, where these characters have their own unique code points, which do not have corresponding keys on any language's standard keyboard. In Adobe's Open-Type "ITC Zapf Dingbats Std" font, for example, the "victory hand" is at the Unicode value U+270C, whereas a capital "A" would be U+0041. Typing "A" on your keyboard inserts the code U+0041 in your document, which is an undefined character in ITC Zapf Dingbats Std. When using this font you must use some other input method to access the desired characters.
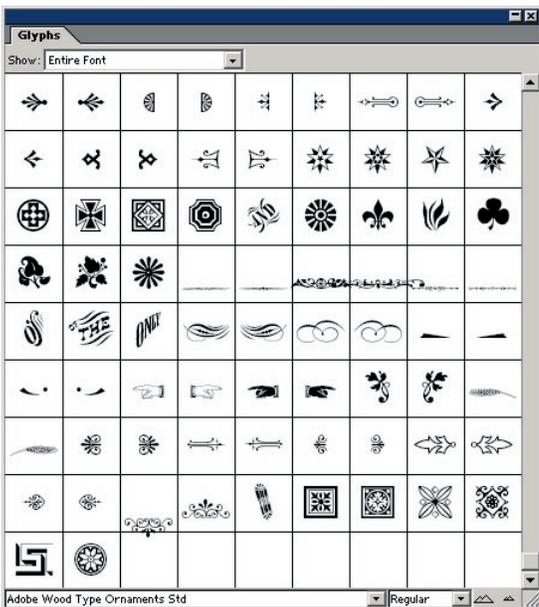
When using Unicode-aware applications, you can generally use the Windows Character Map accessory (Windows NT, 2000 and XP), the Macintosh Character Palette (Mac OS X), or similar functionality built into an application, such as the Adobe InDesign "Insert Glyphs" palette, to access these "pi" or symbol characters in OpenType fonts by calling their true Unicode values. (Support for accessing Unicode characters via the Macintosh Character Palette and Windows Character Map accessory may vary by application. In addition, a few OpenType fonts from Adobe, including Sonata Std, Lucida Math Std Symbol, and Bundesbahn Pi Std 3, contain characters recently added to the Unicode standard. As a result, certain Unicode-aware applications may not support these additional characters because they only support a fixed list of Unicode characters or a certain range of Unicode characters. If you are using an application that does not support these characters, it may be necessary to use the Type 1 version of the font.)

Accessing characters via their Unicode values has advantages in workflows where text may be repurposed or processed without the original fonts. For example, if you typeset a printed document that uses the "victory hand" symbol, when you export that underlying text for use in a web page or content management system, you want to make sure the underlying "victory hand" character is exported and not the capital "A," as would be the case with a Type 1 font. As Unicode workflows become more prevalent, Adobe expects that additional ways will be developed to access pi or symbolic characters in OpenType format fonts.

For non-Unicode-aware applications, or where text is not likely to be repurposed, you may wish to use the Type 1 versions of the fonts. These applications map the symbols to regular keyboard-accessible characters using Macintosh and Windows character encodings, and work in virtually all applications.

For more information on using your fonts and on Unicode, consult Adobe's User Guide for OpenType. For more information on application compatibility issues, consult the general OpenType Read Me file. Thank you for licensing fonts from Adobe.

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