**NAME**
   afm2afm – reencode an *afm* file

**SYNOPSIS**
   afm2afm **−e** *encoding* [**−o** *output*] *afmfile*

**DESCRIPTION**
   This program reencodes an *afm* file. It's mainly intended to be used with *afm* files that were
   extracted from TrueType or OpenType fonts, since these are often too big to be handled with
   tools like *fontinst* (Adobe's CaflischScriptPro-Regular font, for example, contains 1289 glyphs
   and 278678 kerning pairs, leading to an *afm* file of nearly 9MB).

   Glyphs that are absent from the chosen encoding aren't written to the output, which yields much
   smaller output files.

   The program also generates an entry for a *dvips*−style map file.

**OPTIONS**
   Option names were chosen to match those of *ttf2afm*.

   **−e** *encoding*
      Reencode using the encoding given in file *encoding*.

   **−o** *output*
      Write the reencoded *afm* to file *output* instead of `stdout`. The mapfile entry will still be
      written to `stdout`.

**FILES**
   All input files are searched using **kpsewhich** or **findtexmf** when these commands are available;
   otherwise only the current working directory is searched.

**SEE ALSO**
   *autoinst*, *cmap2enc*, *font2afm*, *ot2kpx*, *pfm2kpx*.

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**HISTORY**
   *2005−01−10*  First version

   *2005−01−25*  Added printing of mapfile entry

   *2005−02−18*  Rewrote some of the code

   *2005−03−08*  Input files searched via **kpsewhich** (where available)

   *2005−03−15*  Input files searched using **kpsewhich** or **findtexmf** (if available)

   *2005−04−15*  Updated creation of mapfile entry; look for font file to deduce the correct font file
                 format (pfb, pfa, ttf). If no font file is found, pfb is assumed.

   *2005−04−20*  Program quits if the specified output file exists

   *2005−04−29*  Improved the documentation

   *2005−07−29*  Some updates to the documentation

   *2006−01−12*  A few minor changes to the code