

europs – Using Adobe’s Euro Currency Symbol Fonts with L^AT_EX 2_ε

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1 The Style File

First we introduce ourself and request a reasonable L^AT_EX version.

```
1 (*style)
2 \ProvidesPackage{europs}
3   [1999/01/16 v1.2 Euro Currency Symbol PostScript]
4 \NeedsTeXFormat{LaTeX2e}
```

I prefer the `ifthen` package over using plainT_EX commands. This is said to be more portable, anyway...

```
5 \RequirePackage{ifthen}
```

Now we define three macros to access the three font families. The actual glyph each macro produces still depends on the current selection of series and shape. If the macro `\EURtm` is used inside e.g. `\textbf{}`, the macro takes the symbol from EuroSerif Bold.

`\EURtm` `\EURtm` selects the Euro symbol from the EuroSerif family. The name should indicate that this shape can be combined with fonts like Times.

```
6 \providecommand{\EURtm}{\fontencoding{U}\fontfamily{zpeu}\selectfont E}}
```

`\EURhv` `\EURhv` prints the sans serif version of the Euro symbol. The association is that this symbol looks like Helvetica.

```
7 \providecommand{\EURhv}{\fontencoding{U}\fontfamily{zpeus}\selectfont E}}
```

`\EURcr` `\EURcr` finally is a monospaced version of the Euro symbol. It can be combined with Courier and similar typewriter fonts.

```
8 \providecommand{\EURcr}{\fontencoding{U}\fontfamily{zpeut}\selectfont E}}
```

`\EUR` This macro selects one of the three symbols defined above, depending on the current font family. This way, `\EUR` follows all the usual font changes one can perform with the `\text{..}` commands.

```
9 \providecommand{\EUR}{%
10   \ifthenelse{\equal{\f@family}{\rmdefault}}{%
11     {\EURtm}%
12     {\ifthenelse{\equal{\f@family}{\ttdefault}}%
```

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```

13      {\EURcr}%
14      {\EURhv}}%
15  }

```

`\EURofc` Having defined all these different symbols, the truth is, that there *should* be only one symbol. It is the one represented by EuroSans Regular. So if you want to conform with the rules of the European bureaucrats, and break the rules of typesetters and designers, you can use `\EURofc` to get the “official” Euro symbol, independent of the current context.

```

16 \providecommand{\EURofc}{\usefont{U}{zpeus}{m}{n} E}
17 </style>

```

2 The Font Definitions

Now we have to provide font definitions to introduce the three families to NFSS.

2.1 EuroSerif

First, the definitions for EuroSerif:

```

18 <*uzpeu>
19 \ProvidesFile{uzpeu.fd}
20 [1999/01/16 v1.2 font definitions for U/zpeu]
21 \DeclareFontFamily{U}{zpeu}{}
22 \DeclareFontShape{U}{zpeu}{m}{n}{<->zpeur}{}
23 \DeclareFontShape{U}{zpeu}{m}{it}{<->zpeuri}{}
24 \DeclareFontShape{U}{zpeu}{bx}{n}{<->zpeub}{}
25 \DeclareFontShape{U}{zpeu}{bx}{it}{<->zpeubi}{}

```

We define some substitution rules that might be useful.

```

26 \DeclareFontShape{U}{zpeu}{b}{n}{<->ssub * zpeu/bx/n}{}
27 \DeclareFontShape{U}{zpeu}{b}{it}{<->ssub * zpeu/bx/it}{}
28 \DeclareFontShape{U}{zpeu}{m}{sl}{<->ssub * zpeu/m/it}{}
29 \DeclareFontShape{U}{zpeu}{bx}{sl}{<->ssub * zpeu/bx/it}{}
30 </uzpeu>

```

2.2 EuroSans

The definitions for EuroSans are essentially the same:

```

31 <*uzpeus>
32 \ProvidesFile{uzpeus.fd}
33 [1999/01/16 v1.2 font definitions for U/zpeus]
34 \DeclareFontFamily{U}{zpeus}{}
35 \DeclareFontShape{U}{zpeus}{m}{n}{<->zpeurs}{}
36 \DeclareFontShape{U}{zpeus}{m}{it}{<->zpeuris}{}
37 \DeclareFontShape{U}{zpeus}{bx}{n}{<->zpeubs}{}
38 \DeclareFontShape{U}{zpeus}{bx}{it}{<->zpeubis}{}
39 \DeclareFontShape{U}{zpeus}{b}{n}{<->ssub * zpeus/bx/n}{}
40 \DeclareFontShape{U}{zpeus}{b}{it}{<->ssub * zpeus/bx/it}{}
41 \DeclareFontShape{U}{zpeus}{m}{sl}{<->ssub * zpeus/m/it}{}
42 \DeclareFontShape{U}{zpeus}{bx}{sl}{<->ssub * zpeus/bx/it}{}
43 </uzpeus>

```

2.3 EuroMono

And finally the definitions for EuroMono:

```
44 <*uzpeut>
45 \ProvidesFile{uzpeut.fd}
46     [1999/01/16 v1.2 font definitions for U/zpeut]
47 \DeclareFontFamily{U}{zpeut}{}
48 \DeclareFontShape{U}{zpeut}{m}{n}{<->zpeurt}{}
49 \DeclareFontShape{U}{zpeut}{m}{it}{<->zpeurit}{}
50 \DeclareFontShape{U}{zpeut}{bx}{n}{<->zpeubt}{}
51 \DeclareFontShape{U}{zpeut}{bx}{it}{<->zpeubit}{}
52 \DeclareFontShape{U}{zpeut}{b}{n}{<->ssub * zpeut/bx/n}{}
53 \DeclareFontShape{U}{zpeut}{b}{it}{<->ssub * zpeut/bx/it}{}
54 \DeclareFontShape{U}{zpeut}{m}{sl}{<->ssub * zpeut/m/it}{}
55 \DeclareFontShape{U}{zpeut}{bx}{sl}{<->ssub * zpeut/bx/it}{}
56 <*zpeut>
```