

# The **cmsrb** package

Uroš Stefanović\*

March 22, 2019 v3.0

## 1 Why **cmsrb**?

The **cm-super** package provides great support for Cyrillic script in various languages, but there's a problem with italic variants of some letters for Serbian and Macedonian. The **cmsrb** package includes the correct shapes for italic letters `\cyrg`, `\cyrd`, `\cyrp`, `\cyrt` and letter `\cyrb`. This package also has some improvements in letters and accents used in Serbian language.

## 2 Package Features

The **cmsrb** fonts are the extensions of the Computer Modern fonts for Serbian and Macedonian languages for **T<sub>E</sub>X** (**L<sub>A</sub>T<sub>E</sub>X**). Support files are provided for T1, TS1, T2A, X2 and OT2 encodings. Supported font styles are serif, sans-serif and mono, for size 10pt.

This package is very simple to use: just put

```
\usepackage{cmsrb}
```

in preamble of the document.

cmsrb	cm-super	cmsrb	cm-super	cmsrb	cm-super
<i>бигаш</i>	<i>бгднт</i>	<i>бигаш</i>	<i>бгднт</i>	<i>ђћ</i>	<i>ђћ</i>
<i>бббб</i>	<i>бббб</i>	<i>аљ</i>	<i>аљ</i>	<i>đđ</i>	<i>đđ</i>

Table 1: Some **cm-super** and **cmsrb** differences.

## 3 OT2 Features

The OT2 encoding is modified to match the rules of Latin to Cyrillic transcription in Serbian language. Therefore, the `ts`, `kh`, `ch` and similar ligatures are removed from the encoding (see Table 2).

---

\*urostajms@gmail.com

In OT2 encoding Macedonian letters Г and К are added, with Montenegrin letters Ђ and Ѓ.

However, it is not recommended to use the OT2 encoding; better choice for Serbian language is T2A encoding and utf8 input. One can use OT2 encoding if they already have a document written in Latin—in which case it would be easy to transcribe it to Cyrillic.

## 4 T1 Features

The T1 encoding now support conversion from Cyrillic to Latin script (see Example 7).

## 5 Math

The `cmsrb` package load default Computer Modern math fonts, but load only fonts with size lower or equal 10pt, for better visual effect. Also, it change integral sign from  $\int$  to  $\int$  (upright integral is traditionally used in Serbian language, with `\limits` option). However, one can use `nomath` option to prevent any change in math fonts:

```
\usepackage[nomath]{cmsrb}
```

## 6 Examples

**Example 1:**

```
\documentclass{article}
\usepackage{cmsrb}
\usepackage[OT2,T1]{fontenc}
\usepackage[serbian]{babel}
\newcommand{\test}{%
{Ljubazni fenjerd\v{v} zija \v{v} ca\dj avog lica ho\c{c}e da mi poka\v{v} ze \v{v} stos.}
\begin{document}
\test \\
\fontencoding{OT2}\selectfont \test \\
Akcenti: \'a\`a\c{C} a\f{a}=a\^a\"a\u{a} a
\end{document}}
```

**Result 1:**

Ljubazni fenjerdžija čađavog lica hoće da mi pokaže štos.  
Љубазни фењерџија чађавог лица хоће да ми покаже штос.  
Акценти: áàââåâäää

Input	Output	Input	Output	Input	Output	Input	Output
A	А	В	Б	С	Ц	Д	Д
E	Е	F	Ф	G	Г	H	Х
I	И	J	Ј	K	К	L	Л
M	М	N	Н	O	О	P	П
Q	Ч	R	Р	S	С	T	Т
U	У	V	В	W	Ш	X	Ш
Y	Ы	Z	З	\#	Ђ		
a	а	b	б	c	ц	d	д
e	е	f	ф	g	г	h	х
i	и	j	ј	k	к	l	л
m	м	n	н	o	о	p	п
q	ч	r	р	s	с	t	т
u	у	v	в	w	ш	x	ш
y	ы	z	з	+	Ђ		
C1	Ћ	D1	Ћ	D2	Џ	D3	Ѕ
E0	Ё	E1	Ә	E2	Ҽ	I0	Ӣ
I1	І	J1	҃	J2	҂	L1	҄
N0	Ҥ	N1	Ҥ	P1	Ӯ	P2	ӭ
Z1	Җ	\v{C}	Қ	\'C	҃	\DJ	҅
\v{s}	Ш	\v{Z}	Ж	LJ	҄	Lj	҄
NJ	Ҥ	Nj	Ҥ	D\v{Z}	Џ	D\v{z}	Џ
c1	һ	d1	һ	d2	џ	d3	ѕ
e0	ë	e1	ә	e2	ҽ	i0	Ӣ
i1	і	j1	я	j2	ю	l1	҄
\i	ı	n1	ń	p1	ь	p2	ӭ
z1	ж	\v{c}	ҹ	\'c	һ	\dj	һ
\v{s}	Ш	\v{z}	Ж	lj	҄		
nj	Ҥ			d\v{z}	Џ		
\char 20	V	\char 21	Ө	\char 28	в	\char 29	ө
\'G	Ѓ	\'K	Ќ	\'g	ѓ	\'k	ќ
\'S	Ҫ	\'Z	Ӡ	\'s	ć	\'z	ڙ

Table 2: OT2 encoding in `cmsrb` package.

**Example 2:**

```
\documentclass{article}
\usepackage{cmsrb}
\usepackage[OT2,T1]{fontenc}
\usepackage[utf8]{inputenc}
\usepackage[serbian]{babel}
\newcommand{\test}{%
{Ljubazni fenjerdžija čađavog lica hoće da mi pokaže štos.}
\begin{document}
\textit{\test} \\
\fontencoding{OT2}\selectfont \textit{\test}
\end{document}
```

**Result 2:**

*Ljubazni fenjerdžija čađavog lica hoće da mi pokaže štos.*  
*Љубазни фењердија чађавоћ лица хоће да ми покаже штос.*

**Example 3:**

```
\documentclass{article}
\usepackage{cmsrb}
\usepackage[T2A]{fontenc}
\usepackage[utf8]{inputenc}
\usepackage[serbianc]{babel}
\DeclareTextSymbolDefault{\dj}{T1}
\begin{document}
\textit{Ljubazni fenjerdžija čađavog lica hoće da mi pokaže štos.} \\
Љубазни фењердија чађавог лица хоће да ми покаже штос.} \\
Акценти: 'и' 'и' Си fи =и ^и "и" и
\end{document}
```

**Result 3:**

*Ljubazni fenjerdžija čađavog lica hoće da mi pokaže štos.*  
*Љубазни фењердија чађавоћ лица хоће да ми покаже штос.*  
Акценти: њићићићи

**Example 4:**

```
\documentclass{article}
\usepackage{cmsrb}
\usepackage[T2A]{fontenc}
\usepackage[utf8]{inputenc}
```

```

\usepackage[serbianc]{babel}
\begin{document}
\textit{а б в г д ђ ф е ј з \’{з} с и ј к л љ м н њ о п р с \’{с} т ђ к ў ф х ц ц ш}
\end{document}

```

**Result 4:**

*а б в г ђ е ј з с и ј к л љ м н њ о п р с ђ т ђ к ў ф х ц ц ш*

**Example 5:**

```

\documentclass{article}
\usepackage{cmsrb}
\newcommand{\ud}{\text{\textnormal{d}}}
\begin{document}
$$ \int_0^1 e^x \, \mathrm{d}x $$
\end{document}

```

**Result 5:**

$$\int_0^1 e^x \, \mathrm{d}x$$

**Example 6:**

```

\documentclass{article}
\usepackage[nomath]{cmsrb}
\newcommand{\ud}{\text{\textnormal{d}}}
\begin{document}
$$ \int_0^1 e^x \, \mathrm{d}x $$
\end{document}

```

**Result 6:**

$$\int_0^1 e^x \, \mathrm{d}x$$

**Example 7:**

```
\documentclass{article}
\usepackage{cmsrb}
\usepackage[T1]{fontenc}
\usepackage[utf8]{inputenc}
\usepackage[serbian]{babel}
\begin{document}
Љубазни фењерција чађавог лица хоће да ми покаже штос.
\end{document}
```

**Result 7:**

Ljubazni fenjerdžija čađavog lica hoće da mi pokaže štos.

## 7 Version history

### 3.0

- Letter δ is modified.
- Cyrillic to Latin conversion is added.
- Math fonts are changed (`nomath` option is active).
- Upright integral sign is added.

### 2.0

- Added support for the letters ſ, ſ, č, ž.

### 1.1

- The separate `.map` files merged into one.