

NAME

derb - disassemble a resource bundle

SYNOPSIS

derb [**-h**, **-?**, **--help**] [**-V**, **--version**] [**-v**, **--verbose**] [**-e**, **--encoding** *encoding*] [**--bom**] [**-t**, **--truncate** [*size*]] [**-s**, **--sourcedir** *source*] [**-d**, **--destdir** *destination*] [**-i**, **--icudatadir** *directory*] [**-c**, **--to-stdout**] *bundle* ...

DESCRIPTION

derb reads the compiled resource *bundle* files passed on the command line and write them back in text form. The resulting text files have a **.txt** extension while compiled resource bundle source files typically have a **.res** extension.

It is customary to name the resource bundles by their locale name, i.e. to use a local identifier for the *bundle* filename, e.g. **ja_JP.res** for Japanese (Japan) data, or **root.res** for the root bundle. This is especially important for **derb** since the locale name is not accessible directly from the compiled resource bundle, and to know which locale to ask for when opening the bundle. **derb** will produce a file whose base name is the base name of the compiled resource file itself. If the **--to-stdout**, **-c** option is used, however, the text will be written on the standard output.

OPTIONS**-h, -?, --help**

Print help about usage and exit.

-V, --version

Print the version of **derb** and exit.

-v, --verbose

Display extra informative messages during execution.

-A, --suppressAliases

Don't follow aliases when producing output.

-e, --encoding *encoding*

Set the encoding used to write output files to *encoding*. The default encoding is the invariant (subset of ASCII or EBCDIC) codepage for the system (see section **INVARIANT CHARACTERS**). The choice of the encoding does not affect the data, just their representation. Characters that cannot be represented in the *encoding* will be represented using **\uhhhh** escape sequences.

--bom

Write a byte order mark (BOM) at the beginning of the file.

-l, --locale *locale*

Set the *locale* for the resource bundle, which is used both in the generated text and as the base name of the output file.

-t, --truncate [*size*]

Truncate individual resources (strings or binary data) to *size* bytes. The default if *size* is not specified is **80** bytes.

-s, --sourcedir *source*

Set the source directory to *source*. The default source directory is the current directory. If **-** is passed for *source*, then the *bundle* will be looked for in its default location, specified by the **ICU_DATA** environment variable (or defaulting to the location set when ICU was built if **ICU_DATA** is not set).

-d, --destdir *destination*

Set the destination directory to *destination*. The default destination directory is specified by the environment variable **ICU_DATA** or is the location set when ICU was built if **ICU_DATA** is not set.

-i, --icudatadir *directory*

Look for any necessary ICU data files in *directory*. For example, when processing collation overrides, the file **ucadata.dat** must be located. The default ICU data directory is specified by the environment variable **ICU_DATA**.

-c, --to-stdout

Write the disassembled *bundle* on standard output instead of into a file.

CAVEATS

When the option **--bom** is used, the character **U+FEFF** is written in the destination *encoding* regardless of whether it is a Unicode transformation format (UTF) or not. This option should only be used with an UTF encoding, as byte order marks are not meaningful for other encodings.

INVARIANT CHARACTERS

The **invariant character set** consists of the following set of characters, expressed as a standard POSIX regular expression: **[a-z][A-Z][0-9]_|+|-*|/**. This is the set which is guaranteed to be available regardless of code page.

ENVIRONMENT**ICU_DATA**

Specifies the directory containing ICU data. Defaults to `${prefix}/share/icu/73.2/`. Some tools in ICU depend on the presence of the trailing slash. It is thus important to make sure that it is present if **ICU_DATA** is set.

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VERSION

1.0

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SEE ALSO

genrb(1)