Use case	Option list for the 'fallbackfonts' option	Base font	With fallback font
Extend 8-bit encoding	{fontname=Helvetica encoding=unicode forcechars=euro}	123?	123€
Use Euro glyph from another font	{fontname=Helvetica encoding=unicode forcechars=euro textrise=-5%}	123€	123€
Enlarge all glyphs in a font	{fontname=Times-Italic encoding=unicode forcechars={U+0020-U+00FF} fontsize=120%}	*font size*	*font size*
Add enlarged pictogram	{fontname=ZapfDingbats encoding=unicode forcechars=.a12 fontsize=150% textrise=-15%}	Bullet symbol: ?	Bullet symbol: ☞
Add enlarged symbol glyph	{fontname=Symbol encoding=unicode forcechars=U+2663 fontsize=125%}	Club symbol: ?	Club symbol: ♣
Add Greek characters to Latin font	{fontname=Symbol encoding=unicode}	Greek text: ?????	Greek text: ΛΟΓΟΣ
Gaiji with EUDC font	{fontname=EUDC encoding=unicode forcechars=U+E000 fontsize=140% textrise=-20%}	Gaiji: ?	Gaiji: 🕏
Gaiji with SING font	{fontname=PDFlibWing encoding=unicode forcechars=gaiji}	Gaiji: ?	Gaiji: 🕏
Replace Latin characters in CJK font	{fontname=Courier-Bold encoding=unicode forcechars={U+0020-U+007E}}	Latin and 日本語	**Latin and** 日本語
Identify missing glyphs	{fontname=fallback encoding=unicode}	Missing glyphs: ? ? ?	Missing glyphs: 🔲 🔲 🔲

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