

**FunFont**

**COLLABORATORS**

	<i>TITLE :</i> FunFont		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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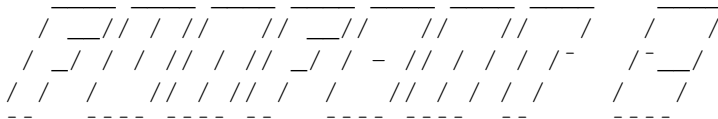
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## Chapter 1

# FunFont

### 1.1 FunFont



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WELCOME TO THE ADVANCED USERS MENU

Keyboard Shortcuts

(F)ANSI

Send Script

Figlet

Fonts

Discussion

FUNFONT is copyright © CREATIVE DESIGN 1997 Carbon

IF THE INSTALLATION WAS SUCCESSFUL, YOU SHOULD BE ABLE TO...

READ THIS  
AND HEAR THIS

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bbbAb\$^3\$bbbbbap½bbbbbBpàbbbbbâbbbbbCpbPbbbbbDpbbbò bbbdppppppp\ensuremath{\pm} ←  
 bbbpE \$ bbbpIpbpppppppøppppi bps\div\$pb  
 bbbLp¾ppppbm bbbp"ppppn b|ppppop\$\times\$ppppPpb~pppppÎpb  
 bbbRpÀpppppSbbi ppbbpT bbbpp"pb  
 bbbUpËpppppup\$^2\$ppppV bbb\ensuremath{\lnot}ppppv bbbÜppppWpÆppppw æppppX ←  
 bbbp¢ppppxpppY ;ppppypppp\$\yen\$pb  
 bbbZ bbbîppppz bbbÍpppp?b"pppp!pËpppp:ppppÇpppp( bbbîpppp) ←  
 bbbpïpppp, pÀpppp.pbbÁpb

## 1.4 FunFont enhanced ANSI

FunFont enhanced ANSI:

FunFont makes it easy to create superb graphics to  
 Send  
 to a channel or  
 to swap with other FunFont users.

By adding a selection of carefully designed "building block" graphics to  
 the inventory of available ansi-type characters, you are no longer limited  
 to creating graphics made out of the usual backslashes and underscores.

Follow these easy steps to create your own FANSI graphics...

1: Click on the FansiMaker icon (if installed).

OR...

1: Launch your Workbench Font preference program (Sys:Prefs/Fonts).

2: Select FunFont size 7,9 or 11 as the Default font.

3: Click on the USE gadget.

4: Start creating !!! (Ed which is located in your C: directory will do).

TIP: PUT A "ONE PIXEL SPACE" (Alt-t) AT THE LEFT HAND EDGE OF EVERY LINE.  
 THIS IS SO THAT Amirc DOES'NT CONFUSE "/" AS COMMAND IDENTIFIERS.

TIP: YOU CAN INCORPORATE ANY OF THE GRAPHICS THAT ARE ACCESSIBLE FROM THE  
 KEYBOARD SHORTCUTS...BUT WATCH THAT SPACING AS THEY'RE NOT UNIFORMED

TIP: FOR WYSIWYG EDITING OF FANSI CHARACTERS AND FUNFONT GRAPHICS, USE  
 THE FANSIMAKER UTILITY (COPIED TO YOUR SYSTEM DURING INSTALLATION)

VIEW  
 FANSI keystroke reference sheet.

Send your works of art to: [funfont@c-design.tcp.co.uk](mailto:funfont@c-design.tcp.co.uk)

## 1.5 Fansi keystroke reference

Fansi keystroke reference:

```

Alt-t          ONE PIXEL SPACE
Alt-k y  ýbbbbbbb ONE PIXEL SPACE WITH UPPER DOT
Alt-f y  ýbbbbbbb ONE PIXEL SPACE WITH LOWER DOT
Alt-g E  È
Alt-g e  è
Alt-g i  ì
Alt-k e  ë
Alt-f o  ó
Alt-h o  ô
Alt-j o  õ
Alt-h O  Ô
Alt-j O  Õ
Alt-g u  ù
Alt-f u  ú
Alt-h u  û
Alt-k O  Ö
Alt-g U  Ù
Alt-f Y  Ý
Alt-h U  Û
Alt-f U  Ú
Alt-j a  ã
Alt-h a  â USE WITH Alt-OPEN/CLOSE BRACKETS EG: "âpLOOKâpATâpTHISâ»"
Alt-g O  Ò
Alt-f O  Ó
Alt-j N  Ñ
Alt-h e  ê

```

TIP: DONT FORGET TO USE THE NORMAL ANSI CHARACTERS... \ / | ` - \_ ^ ( )

Note: These keystrokes are independant of the FunFont keymaps.

## 1.6 Send (F)ANSI graphics to a channel

Send (F)ANSI graphics to a channel:

Once you have created your (F)ANSI graphics, you will need to be able to send them to a channel.

[Tipop@concentric.net](mailto:Tipop@concentric.net) (The Possessed Programmer) has kindly provided the

the necessary script to do this for you.

The script is copied to your AmIRC:Rexx/ directory during the installation.

USAGE: /RX Send <file> Where <file> is full path to file.

OR...

You can use the pNEW SendReq command, which will prompt you to choose a Fansi graphic from a requester...

USAGE: /RX SendReq

TIP: DO NOT SEND TOO MANY GRAPHICS TO A CHANNEL AS THIS CAN CAUSE FLOODING.

TIP: KEEP GRAPHICS TO A FEW LINES BY USING THE EXTENDED FUNFONT CHARACTERS.

TIP: CHECK OUT THE EXAMPLES I MADE (BADLY) IN THE DIRECTORY AMIRC:FANSI/

## 1.7 Figlet

Figlet:

Figlet is an Amiga port of a text rendering program written by Steve Tibbet

FunFont will by default improve the look of all Figlets, however it is possible to use the extended FANSI characters to create and render FunFont enhanced Figlets.

I have included a couple of example Figlet fonts for you to play with...

FunFont01.flf is a plain, vertical font.

FunFont02.flf is a slanted, raised block font.

Both examples are copied to AmIRC:Figlet/ during installation.

USAGE: /FIGLET -f <fontname> <text>

Figlet is NOT included in the FunFont package.

Figlet can be obtained from AMINET:text/show/figlet.lha

---



## 1.8 Fonts

Fonts:

I have tried to design the best font within the constraints set by the FunFont criteria, and as of version 2.2 there is now a choice of p12 different fonts with varying height, width and weights.

VIEW available fonts.

If you have chosen to install the FONTINSTALL utility, you will be able to replace the FunFont font at anytime.

Note: Graphics are enhanced with 11 point fonts, original with 9 point fonts and compressed with 7 point fonts.

For more information on font design see  
Discussion

## 1.9 Discussion

Discussion:

FunFont is the result of a lot of hard work and long hours slaving over a hot keyboard, so I hope that the Amiga community (that's you!) will take the time to at least have a look at this package and hopefully enjoy it!

Fixed versus Proportional:

FunFont is based on a proportional bitmapped font, I chose to use this method for a number of reasons. Firstly, proportional fonts look much nicer when typing normal text as you don't get spaces either side of thin letters like "i" and "l". Secondly, by using proportional fonts I was able to design graphics up to 32 pixels wide. Lastly, by using intelligent kerning and spacing (space before and after a character) I was able to ensure that graphics looked good when reversed and to allow some relevant graphics like the "Snake" to be "daisy-chained" to produce a better result.

Why use a nine pixel point size ?:

Whilst developing FunFont, I spoke to many users and asked them what size font they used during they're IRC sessions; It would seem that the average size was in fact eight. So why did I choose to use a nine point size ? The answer is two fold (there's a word for that!), firstly any size smaller than eight makes it very difficult to design recognisable graphics, and to produce (F)ANSI characters that fit together properly you must use an odd point size so that characters have an absolute centre. So nine it is then!

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If you fancy having a go at creating your own FunFont font, click  
HERE

If you would like to offer feedback, please fill in this form [↔](#)  
Feedback

HAVE FUN !

Andrew J Bailey carbon@c-design.tcp.co.uk

## 1.10 Template for FunFont font creation

FunFont font creation template:

Characters marked with \* MUST be the same width...  
(usually the same as point size).

```
000 N/A
001 DOGSH*T
002 BOLD ON/OFF
003 N/A
004 NOSEY (USE "-" EITHER SIDE)
005 SWEAR
006 MALE OR FEMALE (POINT TO M/F)
007 SAME AS HII + SYSTEMBEEP
008 PRICK
009 N/A
010 N/A
011 NOT! (SEE WAYNE'S WORLD)
012 PIRATE (SKULL & CROSSBONES)
013 STAR
014 CLOCK
015 XXX FOR ONLINE HELP (NON PRINT)
016 TELEVISION
017 MICKEY MOUSE
018 KEYBOARD (COMPUTER)
019 LEMMING (COULD MEAN WAIT)
020 SHIP (USE \REV FOR NIGHT)
021 HORSE AND CARRIAGE
022 REVERSE ON/OFF
023 ROAD RUNNER (MEEP MEEP!)
024 EMAIL
025 ELEPHANT (MEMORY ?)
026 PLATE (FOOD ETC)
027 SHARK
028 CAR (RACING)
029 GUN (PISTOL)
030 SCISSORS (USE "-" EITHER SIDE)
031 UNDERLINE ON/OFF
* 032 SPACE (AS IN THAT BIG KEY!)
```

---

033	!
034	"
* 035	#
036	\$
037	%
038	&
* 039	'
* 040	(
* 041	)
* 042	*
043	+
* 044	,
* 045	-
* 046	.
* 047	/
048	0
049	1
050	2
051	3
052	4
053	5
054	6
055	7
056	8
057	9
* 058	:
* 059	;
* 060	<
061	=
* 062	>
063	?
064	@
065	A
066	B
067	C
068	D
069	E
070	F
071	G
072	H
073	I
074	J
075	K
076	L
077	M
078	N
079	O
080	P
081	Q
082	R
083	S
084	T
085	U
086	V
087	W
088	X
089	Y

---

090 z  
\* 091 [  
\* 092 \  
\* 093 ]  
\* 094 ^  
\* 095 \_  
\* 096 `

097 a  
098 b  
099 c  
100 d  
101 e  
102 f  
103 g  
104 h  
105 i  
106 j  
107 k  
108 l  
109 m  
110 n  
111 o  
112 p  
113 q  
114 r  
115 s  
116 t  
117 u  
118 v  
119 w  
120 x  
121 y  
122 z

\* 123 {  
\* 124 |  
\* 125 }  
\* 126 ~

127 N/A  
128 JOINT (CHILL OUT MAN!)  
129 HELP  
130 PLANE (AEROPLANE)  
131 BED (Zzzz)  
132 KNOB (COCK & BALL!)  
133 SWEETS  
134 FOOTBALL PITCH  
135 DRINKS (BEER PLEASE!)  
136 BATMAN (SEARCHLIGHT)  
137 SNAKE (REPEATABLE)  
138 SPACE SHUTTLE (ORBITING MOON)  
139 DOOM!  
140 LOCK & KEY (PRIVATE)  
141 COW (REQUESTED BY DOW)  
142 UFO (SAUCER)  
143 SPACE (STARS & MOON)  
144 CUP (TEA OR COFFEE ?)  
145 DOGGIE STYLE!  
146 POINT THE FINGER

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147 GRASS (SMOKE IT DUDE!)  
148 RUNNING MAN  
149 PIGGY BANK (MINE IS EMPTY!)  
150 ANIMAL PAWS (REPEATABLE)  
151 TELEPHONE  
152 FILM (ANIMATION)  
153 MUSIC (MUSIC MOD')  
154 CARRIAGE (TRAIN) (REPEATABLE)  
155 TRAIN (PRECEED WITH CARRIAGES)  
156 GRAPHICS  
157 SOUND SAMPLE  
158 LIPS (PUCKER UP!)  
159 LIGHT BULB (IDEA)  
160 POWER  
161 TICK (RIGHT)  
162 CROSS (WRONG)  
163 £  
164 PONDERING OR THINKING  
165 YES!  
166 NO!  
167 HE! (REPEATABLE)  
168 QUESTION  
169 ©  
170 THUMBS UP!  
\* 171 «  
172 HEART (LOVE)  
173 STONED/DRUNK (FACE)  
174 ®  
\* 175 -  
176 LAUGH (FACE)  
177 DOH! (SEE HOMER SIMPSON!)  
178 OPS (DONT ASK FOR IT!)  
179 AMIRC (WHAT A COOL PROGRAM!)  
180 TOUNGE (STICK IT OUT!) (FACE)  
181 SMILE (FACE)  
182 SAD (FACE)  
183 CRY (FACE)  
184 MAD (PISSSED OFF!) (FACE)  
185 SHADES (COOL/SMIRK) (FACE)  
186 OOH! (SUPRISED) (FACE)  
\* 187 »  
188 WINK (FACE)  
189 ANSWER  
190 LAUGHING OUT LOUD  
191 ¿  
192 FIRST PART OF "AMIGA"  
193 SECOND PART OF "AMIGA"  
194 BACK (AS IN "I'M BACK!")  
195 FUNFONT (© CREATIVE DESIGN)  
196 LAME  
197 THANKS  
198 BE BACK LATER  
199 NO PROBLEM  
\* 200 FANSI FILLED BLOCK  
201 UP ARROW (POINT TO ABOVE TXT)  
202 GHOST (BOO!)  
203 KICK (BOOT 'EM!)

---

204 BANG!  
205 BOMB  
206 PING (DELAY CITY!)  
207 SLAP (WITH A WET TROUT!)  
208 CRAP!  
\* 209 FANSI DIAGONAL CROSS  
\* 210 FANSI DOWN  
\* 211 FANSI UP  
\* 212 FANSI FORWARD SLASH+UNDERScore  
\* 213 FANSI BACKSLASH+UNDERScore  
\* 214 FANSI FORWARD SLASH+LEFT SCORE  
215 OK (OKAY)  
\* 216 EYE (USE IN PREDRAWN ASWELL)  
\* 217 FANSI LEFT SCORE+OVERERScore  
\* 218 FANSI RIGHT SCORE+UNDERScore  
\* 219 FANSI LEFT SCORE+UNDERScore  
220 VERSION STRING  
\* 221 FANSI RIGHT SCORE+OVERSCORE  
222 COOL!  
223 ROLL ON THE FLOOR LAUGHING  
224 BE RIGHT BACK!  
225 á  
226 ARROW SHAFT (USE WITH ALTERNATIVE BRACKETS)  
\* 227 FANSI LEFT SCORE+MIDDLE SCORE  
228 ä  
229 å  
230 WELCOME BACK  
231 ç  
\* 232 FANSI DIAMOND  
233 é  
\* 234 FANSI RIGHT SCORE  
\* 235 FANSI UPPER LEFT TRIANGLE  
\* 236 FANSI SQUARE  
237 BIG WET TROUT  
238 QUOTE (``)  
239 QUOTE (``)  
240 LAG (NOT AGAIN!)  
241 ñ  
242 DCC (SEND/CHAT)  
\* 243 FANSI UPPER RIGHT TRIANGLE  
\* 244 FANSI LOWER LEFT TRIANGLE  
\* 245 FANSI LOWER RIGHT TRIANGLE  
246 ö  
247 HI (LOOKS GOOD REVERSED)  
248 BYE (SEEYA!)  
\* 249 FANSI BACKSLASH+LEFT SCORE  
\* 250 FANSI FORWARD SLASH+RIGHT SCORE  
\* 251 FANSI BACKSLASH+RIGHT SCORE  
252 ü  
253 SPECIAL 1 PIXEL SPACE+LOWER DOT  
254 SPECIAL 1 PIXEL SPACE  
255 SPECIAL 1 PIXEL SPACE+UPPER DOT

PHEW!!!

## 1.11 Secret

Secret:

Enter the secret 4 digit PIN for a suprise...

HELP

7  
8  
9

4  
5  
6

1  
2  
3

+  
0  
-

## 1.12 Secret

Secret:

Enter the secret 4 digit PIN for a suprise...

HELP

7  
8  
9

4  
5  
6

1  
2  
3

+  
0  
-

## 1.13 Secret

Secret:

Enter the secret 4 digit PIN for a suprise...

HELP

7  
8  
9  
  
4  
5  
6  
  
1  
2  
3  
  
+  
0  
-

## 1.14 Secret

Secret:

Enter the secret 4 digit PIN for a suprise...

HELP

7  
8  
9  
  
4  
5

---



6  
1  
2  
3  
+  
0  
-

**1.15 Correct PIN entered**

p?