

FunFont

COLLABORATORS

	<i>TITLE :</i> FunFont		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 24, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

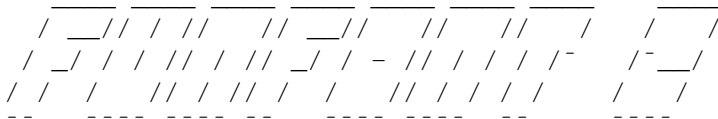
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Chapter 1

FunFont

1.1 FunFont



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

1.2 Does this make sense...?

Does this make sense...?

`\div` there and welcome to the World of Æ vÜ

$$\S^3 + \tilde{A} + \tilde{A}^* = \sim$$

I hope to see you in the #FunFont channel (Dalnet)

You will either get $\2 or a slap with a í

§§§§§

1.3 Keyboard Shortcuts

Keyboard Shortcuts:

The normal method for printing FunFont graphics to a channel is through Arexx parsing of keywords, however sometimes you need to be a little bit more responsive.

Therefore the more frequently used graphics have been allocated certain keyboard shortcuts (for example pressing Alt-y prints a "Yes!" graphic).

I have tried to make the shortcuts as easy as possible to remember, and have also included a reference sheet similar to the one for the CODES.

FunFont currently supports these keymaps...

CDN (Canadian Français)

CH1 (Suisse)

CH2 (Schweiz)

D (Deutsch)

DK (Dansk)

E (Español)

F (Francais)

GB (British)

I (Italiana)

N (Norsk)

S (Svenskt)

USA (American)

Keyboard Shortcuts:

ppppÃ Keyboard shortcutsppppppp ppp_pÄppppp=pppppÅppppp+ Éppppp- pâppppppp0 p ←
 Øppppppp*Ãpp
 ppp1 pppp\textdegree{}ppppp2 pppp\$\mathrm{\mu}\$ppppp3 ppp%ppppppp4 pppppppppp5 ←
 pppp´ppppp6 pppp\$^1\$ppppp7 pppp°ppppp8 pppp¶ppppp9 pppp·ppppp0 pppp.pp

bbbAb\$^3\$bbbbbab%bbbbbbBbàbbbbbbbÂbbbbbbCbBbbbbbbDbbbbbð bbbdbbbbbbb\ensuremath{\pm} ←
 bbbbbE \$ bbbbbIbbbbbøbbbbi bb\$\div\$b
 bbbLb¼bbbbbm bbbbbbµbbbbb b|bbbbbob\$\times\$bbbbbbPbb~bbbbbbîbb
 bbbRbAbbbbbbbSbbîbbbbbsbîbbbbT bbbbbbªbb
 bbbUbbËbbbbbbub\$^2\$bbbbbbV bbbb\ensuremath{\lnot}bbbbbv bbÜbbbbbbWbÆbbbbbw æbbbbX ←
 bbbbbb¢bbbbbxbbðbbbbY ;bbbbbybbbbbb\$\yen\$b
 bbbZ bbbbîbbbbz bbbîbbbbb?b"bbbbb!bÊbbbb:bbðbbbb;bbbbbbÇbbbb(bbbbbîbbbb) ←
 bbbbbîbbbb,Àbbbbbb.bbbÁbb

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

1.5 Fansi keystroke reference

Fansi keystroke reference:

```

Alt-t          ONE PIXEL SPACE
Alt-k y  ýþþþþþþþþþþ ONE PIXEL SPACE WITH UPPER DOT
Alt-f y  ýþþþþþþþþþþ 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: "âþLOOKâþATâþTHISâ»"
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 (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!

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
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 (PISSED 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?