Top/Bottom Borders:

Empty Squares:

Top/Bottom Borders.		Leit/Right Borders.			
0163 £ white	0166 ¦	top	0162 ¢	left	
0164 ¤ /// dark	0161 ¡	bottom	0165 ¥	right	
Standard:	Rotate 90:	Rotate 180:	Rotate 270:	Chameleon:	Neutral:
0048 0	0052 4	0056 8	0067 C 0068 D 0069 E 0070 F 0083 S 0084 T 0085 U 0086 V 00105 i	0206 Î ∰ 0207 Ï ∰ 0208 Đ ∰ 0209 Ñ ∰	0236 ì
0087 W	0097 a	0101 e	0106 j	0210 O 🚊 0211 Ó 📜 0212 Ô 📱 0213 Õ 🖫	0246 Ö 1 0247 ÷ 1 0247 ÷ 1 0247 ÷ 1 0247
0109 m	0113 q P 0114 r P 0115 s P 0116 t P	0117 U T 0118 V T 0119 W T 0120 X	0121 y	0214 Ö 0215 × 0216 Ø 0217 Ù	0226 é
0169 © ② Knights 0170 a ② 0171 « ③ 0172 ¬ ②	0203 Ë 🔥 0174 ® 👸 0175 🍎 0176 °	0177 ± 😯 0178 ² 😘 0179 ³ 😵 0180 ′	0181 µ 🔊 0182 ¶ 🖏 0183 · 🕏 0184 ¸ 🐔	0218 Ú ② 0219 Û ② 0220 Ü ③ 0221 Ý ③	0231 ú ** 0232 û ⑤ 0233 ü ⑥ 0234 ý ⑥ 0235 ë ⑥
0185 ¹	0189 ½ ▷ ○ ○ 0190 ¾ ▷ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	0193 Á ¥ 0194 Â ₩ 0195 Ã ¥ 0196 Ä ¥	0197 Å ←☐ 0198 Æ ∰ 0199 Ç ←☐ 0200 È	0222 Þ 🛣 0223 ß 🛣 0224 à 🛨 0225 á 🏖	0248 Ø ♦ 0249 ù Ø 0250 ú ♦ 0251 û Ø
Symbols	0201 É ↔ 0202 Ê → 0205 Í ✓				0252 Ü × 0253 ý

Left/Right Borders:

Note:

Each box above contains 3 items: (1) 4-digit ASCII code; (2) Arial font character equivalent; and (3) GC2004D chess figure equivalent. To generate a chess figure, hold down the ALT key and enter the 4-digit code on your numeric keypad. Make sure your NumLock is ON. Notice that each figure has a white-square and black-square representation. The GC font series was developed by David L. Brown for The Good Companions, and is used exclusively for diagrams on www.StrateGems.org.

Rotate 45:	Rotate 135:	Rotate 225:	Rotate 315:	Neutral 0/90:	Neutral 180/270:
0048 0 & Kings 0049 1 & 0050 2 & 0051 3	0052 4 % 0053 5 % 0054 6 % 0055 7 %	0056 8 \$\cdot \cdot \cdo	0067 C % 0068 D % 0069 E % 0070 F	0195 Ã 🔮 0196 Ä 🎉 0197 Å 🚱 0198 Æ	0199 Ç &\(\begin{align*} \black \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\
0071 G & Queens 0072 H & Queens 0073 I & Queens	0075 K & 0076 L & 0077 M & 0078 N &	0079 O 🕸 0080 P 🚳 0081 Q 💸 0082 R	0083 S 💸 0084 T 💸 0085 U 💥 0086 V	0205 Í 🙀	0207 Ï 🖟 0208 Đ 🔊 0209 Ñ 🔊 0210 Ò
0087 W ❖ Rooks 0088 X ኞ 0089 Y ❖ 0090 Z ※	0097 a 💠 0098 b 💥 0099 c 💠 0100 d 🗩	0101 e � 0102 f � 0103 g � 0104 h �	0105 i 💠 0106 j 💸 0107 k 🍫 0108 l	0211 Ó 🙀 0212 Ô 🙀	0213 Õ
0109 m ○ 0110 n ○ 0111 o ○ 0112 p ○ ○	0113 q 🔞 0114 r 🐉 0115 s 🔞 0116 t	0117 U 0118 V 0119 W 0120 X	0121 y > 0122 z	0217 Ù 🔓 0218 Ú 🙀	0219 Û T 0220 Ü T 0221 Ý ← 1 0222 Þ
0163 £ 🔊 Knights 0164 ¤ 🔊 0165 ¥ 🗳 0166 ¦	0167 § 👙 0168 " 🎉 0169 © 😃 0170 a	0171 « (\$ 0172 ¬ (\$ 0255 ÿ (\$ 0174 ® (\$)	0175 ~ \$\times \) 0176 ° \$\times \) 0177 ± \$\tag{1}\$ 0178 2	0223 ß 🗳 0224 à 🗳	0225 á 😯 0226 â 🚱 0227 ã 👨 0228 ä
0179 ³	0183 · 💪 0184 , \iint 0185 ¹ 🛧 0186 °	0187 » & 0188 ¼ & 0189 ½ & 0190 ¾ & 6	0191 ¿ 🌣 0192 À 🐉 0193 Á 🧚 0194 Â	0229 å 异 0230 æ	0231 ç ↓ ↓ 0232 è ↓ ↓ 0233 é ← 1 0234 ê
Special	0235 ё 豆 0236 ì 豆 0237 í 豆 0238 î	0239 Ï 🖂 0240 Õ 🖼 0241 Ñ 🖼 0242 Ò	0243 ó	0247 ÷ ○ 0248 Ø ○ 0249 ù ● 0250 ú ●	0251 û ☆ 0252 ü ※ 0253 ý ★ 0254 þ

Note:

Each box above contains 3 items: (1) 4-digit ASCII code; (2) Arial font character equivalent; and (3) GC2004X chess figure equivalent. To generate a chess figure, hold down the ALT key and enter the 4-digit code on your numeric keypad. Make sure your NumLock is ON. Notice that each figure has a white-square and black-square representation. The GC font series was developed by David L. Brown for The Good Companions, and is used exclusively for diagrams on www.StrateGems.org.

Empty Squares:

GC2004YQ.xls

Double Borders:

rev. 28-June-2004

Corners:

0079 O white dark		0083 S = b	op oottom eft ight	0075 K 0077 M 0082 R 0084 T	
left/right borders: 0085 U 0086 V	2-Sided Edges: 0087 W 0088 X 0089 Y [0090 Z 0101 e 0102 f	3-Sided Edges: 0097 a		Arrows: 0198 Æ ↑ 0199 Ç ← 0200 È ↓ 0201 É ↑ 0202 Ê ∩ 0203 Ë ♀	
0056 8	0052 4 🗇 0053 5 🗐 0054 6 🔊 0055 7	0048 0 ① 0049 1 ② 0050 2 ② 0051 3 ②	0067 C % 0068 D % 0069 E % 0070 F	0071 G	0194 Â 😨 0195 Ã 🐯 0196 Ä 🜚 0197 Å
====== Row Labe	ls =====	======	====== c	olumn Labels	=======
0103 g 1 0104 h 2 0105 i 3 0106 j 4 0107 k 5 Single>	0112 p 10 0113 q 11 0114 r 12 0115 s 13 0116 t 14 0117 H 15	0121 y 19 0122 z 20 0161 i 21 0162 ¢ 22 0163 £ 23	0167 § a 0168 " b 0169 © c 0170 a d 0171 « e	0177 \pm ${a}$ 0178 2 ${b}$ 0179 3 ${c}$ 0180 $^{\prime}$ ${d}$ 0181 μ ${e}$	0186 ° a 0187 » b 0188 ½ c 0189 ½ d 0190 ¾ e
0109 m 7 0110 n 8 0111 0 9	0117 U 15 0118 V 16 0119 W 17 0120 X 18	0164 ¤ 24 0165 ¥ 25 0166 ¦ 26	0172 $\neg \frac{f}{g}$ 0174 $\bigcirc \frac{g}{h}$ 0176 $\bigcirc \frac{g}{h}$	0182 \P $\frac{f}{f}$ 0183 \cdot $\frac{g}{g}$ 0184 \cdot $\frac{h}{i}$	0191 ¿ f g 0192 À g h

Note:

Each box above contains 3 items: (1) 4-digit ASCII code; (2) Arial font character equivalent; and (3) GC2004Y chess figure equivalent. To generate a chess figure, hold down the ALT key and enter the 4-digit code on your numeric keypad. Make sure your NumLock is ON. Notice that each figure has a white-square and black-square representation. The GC font series was developed by David L. Brown for The Good Companions, and is used exclusively for diagrams on www.StrateGems.org.

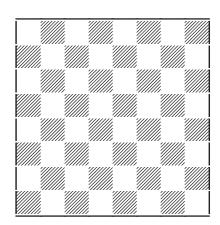
Creating a blank diagram:

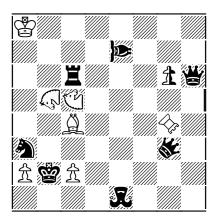
To manually generate a diagram using GC2004 series fonts, you can copy the block of characters below to a Word document or a rich-text file:

Or, you can manually enter the ASCII codes below in a Word document or rich-text file:

```
line 1 (top border): 0163 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 + 0166 +
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Once you have this block of characters copied (or keyed), change the font to GC2004D. A blank diagram should now appear; see below (left).





Entering a chess position:

Set your Insert key to OFF (so that Overwrite is in effect). Now, for each chess figure you want to enter, do the following:

- 1) Find the chess figure you want to enter on the quick-reference pages (above).
- Note which font (GC2004D, GC2004X, GC2004Y) is needed for this figure.
- 3) Note which square color (white or black) this figure will be placed on.
- 4) Note the ASCII code for that figure on the square-color desired.
- 5) Move your cursor to the appropriate square.
- 6) Type the 4-digit ASCII code on your numeric keypad.
- 7) If figure is under GC2004X or GC2004Y font, change that figure's font in the diagram.
- 8) The chess figure should now appear, on the proper square 'background'.
- 9) Repeat for the entire position. The above diagram (right) shows a finished example.

If you make a mistake (ie. enter the wrong ASCII code, or on the wrong square), you can 'erase' a square by entering ASCII code 0163 (empty white square) or 0164 (empty black square). For more help, contact dan@StrateGems.org