Chess Mérida (TTF)

EXAMPLES:

The Figure 1 is a typical diagram generated in a word processor; you must have the Chess Merida font installed to see the diagram correctly.
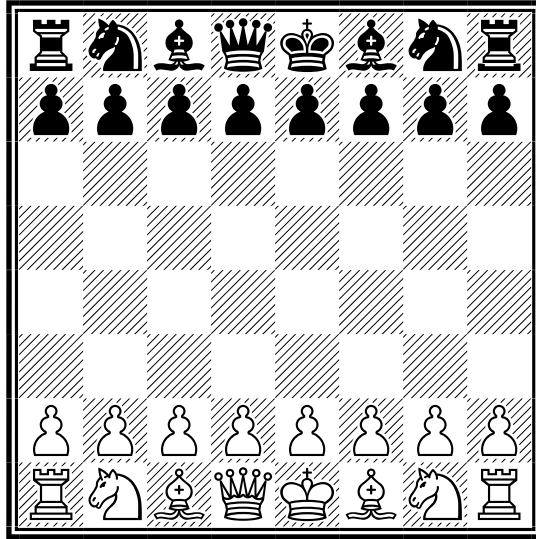

Fig. 1. Example diagram (24 points)

The Figure 2 is the same diagram, but with a text font (Couier New font):

```
!"""""""""#
$tMvWlVmT%
$OoOoOoOo%
$ + + + +%
$+ + + + %
$ + + + +%
$+ + + + %
$pPpPpPpP%
$RnBqKbNr%
/((((((()
```

Fig. 2. Same diagram with a text font(16 points).

Where ASCII codes: ! - 033, " - 034, # - 035, $ - 036, % - 037, / - 047, (- 040, and) - 041.

Chess Merida ~ Keymap

Keymap of pieces for diagrams, corners, borders, and pieces for figurine notation. All the characters which form this font can be obtained from any program run under Windows. The upper and lowercase characters are the same as a standard keyboard, are obtained by typing the corresponding key directly. And in general, all the characters can be obtained by ASCII codes. To generate them turn on the [Numlock] key, hold down the [Alt] key and use the numeric keypad to type 0 followed by two or three digit ASCII number for the character. **Print this table.**

Chr	Key	Description
♙	p	w-pawn / w-square
♟	o	b-pawn / w-square
♘	n	w-knight / w-square
♞	m	b-knight / w-square
♗	b	w-bishop / w-square
♝	v	b-bishop / w-square
♖	r	w-rook / w-square
♜	t	b-rook / w-square
♕	q	w-queen / w-square
♛	w	b-queen / w-square
♔	k	w-king / w-square
♚	l	b-king / w-square
×	x	x on white square
•	.	dot on white square
white	[space]	white square
white	*	white square
♙	P	w-pawn / b-square
♟	O	b-pawn / b-square
♘	N	w-knight / b-square
♞	M	b-knight / b-square
♗	B	w-bishop / b-square
♝	V	b-bishop / b-square
♖	R	w-rook / b-square
♜	T	b-rook / b-square
♕	Q	w-queen / b-square
♛	W	b-queen / b-square
♔	K	w-king / b-square
♚	L	b-king / b-square
×	X	x on black square
•	:	dot on black square
▨	+	black square

Chr	Key	Description
	1	*single* top left corner
	2	top border
	3	top right corner
	4	left border
	5	right border
	7	bottom left corner
	8	bottom border
	9	bottom right corner
	!	*double* top left corner
	"	top border
	#	top right corner
	$	left border
	%	right border
	/	bottom left corner
	(	bottom border
	)	bottom right corner
	a	*round* top left corner
	s	top right corner
	d	bottom left corner
	f	bottom right corner
	A	double top left corner
	S	top right corner
	D	bottom left corner
	F	bottom right corner
1	0192	coordinate *1* border
2	0193	coordinate *2* border
3	0194	coordinate *3* border
4	0195	coordinate *4* border
5	0196	coordinate *5* border
6	0197	coordinate *6* border
7	0198	coordinate *7* border

Chr	Key	Description
8	0199	coordinate *8* border
a	0200	coordinate *a* border
b	0201	coordinate *b* border
c	0202	coordinate *c* border
d	0203	coordinate *d* border
e	0204	coordinate *e* border
f	0205	coordinate *f* border
g	0206	coordinate *g* border
h	0207	coordinate *h* border
1	0224	coordinate *1* border
2	0225	coordinate *2* border
3	0226	coordinate *3* border
4	0227	coordinate *4* border
5	0228	coordinate *5* border
6	0229	coordinate *6* border
7	0230	coordinate *7* border
8	0231	coordinate *8* border
a	0232	coordinate *a* border
b	0233	coordinate *b* border
c	0234	coordinate *c* border
d	0235	coordinate *d* border
e	0236	coordinate *e* border
f	0237	coordinate *f* border
g	0238	coordinate *g* border
h	0239	coordinate *h* border
♔	0162	fig. notation king
♕	0163	fig. notation queen
♘	0164	fig. notation knight
♗	0165	fig. notation bishop
♖	0166	fig. notation rook
♙	0167	fig. notation pawn