*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.

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





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

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

*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 |  | Chr | Key | Description |  | Chr | Key | Description |
|  | p | w-pawn / w-square |  |  | 1 | *single* top left corner |  |  | 0199 | coordinate *8* border |
|  | o | b-pawn / w-square |  |  | 2 | top border |  |  | 0200 | coordinate *a* border |
|  | n | w-knight / w-square |  |  | 3 | top right corner |  |  | 0201 | coordinate *b* border |
|  | m | b-knight / w-square |  |  | 4 | left border |  |  | 0202 | coordinate *c* border |
|  | b | w-bishop / w-square |  |  | 5 | right border |  |  | 0203 | coordinate *d* border |
|  | v | b-bishop / w-square |  |  | 7 | bottom left corner |  |  | 0204 | coordinate *e* border |
|  | r | w-rook / w-square |  |  | 8 | bottom border |  |  | 0205 | coordinate *f* border |
|  | t | b-rook / w-square |  |  | 9 | bottom right corner |  |  | 0206 | coordinate *g* border |
|  | q | w-queen / w-square |  |  | ! | *double* top left corner |  |  | 0207 | coordinate *h* border |
|  | w | b-queen / w-square |  |  | " | top border |  |  | 0224 | coordinate *1* border |
|  | k | w-king / w-square |  |  | # | top right corner |  |  | 0225 | coordinate *2* border |
|  | l | b-king / w-square |  |  | $ | left border |  |  | 0226 | coordinate *3* border |
|  | x | x on white square |  |  | % | right border |  |  | 0227 | coordinate *4* border |
|  | . | dot on white square |  |  | / | bottom left corner |  |  | 0228 | coordinate *5* border |
| white | [space] | white square |  |  | ( | bottom border |  |  | 0229 | coordinate *6* border |
| white | \* | white square |  |  | ) | bottom right corner |  |  | 0230 | coordinate *7* border |
|  | P | w-pawn / b-square |  |  | a | *round* top left corner |  |  | 0231 | coordinate *8* border |
|  | O | b-pawn / b-square |  |  | s | top right corner |  |  | 0232 | coordinate *a* border |
|  | N | w-knight / b-square |  |  | d | bottom left corner |  |  | 0233 | coordinate *b* border |
|  | M | b-knight / b-square |  |  | f | bottom right corner |  |  | 0234 | coordinate *c* border |
|  | B | w-bishop / b-square |  |  | A | double top left corner |  |  | 0235 | coordinate *d* border |
|  | V | b-bishop / b-square |  |  | S | top right corner |  |  | 0236 | coordinate *e* border |
|  | R | w-rook / b-square |  |  | D | bottom left corner |  |  | 0237 | coordinate *f* border |
|  | T | b-rook / b-square |  |  | F | bottom right corner |  |  | 0238 | coordinate *g* border |
|  | Q | w-queen / b-square |  |  | 0192 | coordinate *1* border |  |  | 0239 | coordinate *h* border |
|  | W | b-queen / b-square |  |  | 0193 | coordinate *2* border |  |  | 0162 | fig. notation king |
|  | K | w-king / b-square |  |  | 0194 | coordinate *3* border |  |  | 0163 | fig. notation queen |
|  | L | b-king / b-square |  |  | 0195 | coordinate *4* border |  |  | 0164 | fig. notation knight |
|  | X | x on black square |  |  | 0196 | coordinate *5* border |  |  | 0165 | fig. notation bishop |
|  | : | dot on black square |  |  | 0197 | coordinate *6* border |  |  | 0166 | fig. notation rook |
|  | + | black square |  |  | 0198 | coordinate *7* border |  |  | 0167 | fig. notation pawn |