

## Font folder

This folder contains the fonts used in game, note that since I explicitly want a low-resolution aliasing font I have created a custom 5 by 9 monospaced aliasing font as a png image, titled NineFive. It is primarily Serif because I like that, though whenever the glyph appeared to cluttered I removed the serif.

NineFive supports the LIMITED EXTENDED LATIN (Basic, Supplement, Extension A and B) script Unicode 0x0000 to 0x024F. This should cover most currently used continental European languages, Pinyin (an (honestly superior) alternative phonetic writing system for Mandarin Chinese) and some African Latin-based scripts. Some extinct languages should also be covered by this

NineFive also supports GREEK/COPTIC and BASIC CYRILLIC (NOT EXTENDED) (Unicode 0x0370 to 0x0500)

Furthermore NineFive provides LIMITED NEWSPEAK (Unicode 0x1F300-1F5FF) (I will not add more, since especially the never pictograms do not fit)

I sincerely apologize for not adding support for more languages, but manually drawing these glyphs takes a long time, and as a North-Western European, and most non-Latin scripts won't even fit into the five by nine format. Still, Not supporting Arabic and Devanagari is a huge limitation.

Normally I (when not working with pixelated displays) I recommend using a third party TTF font Creative Commons/Gnu GPL/Public Domain.

This folder contains a file "default.txt" which tells the program what font to load. The font folders must contain a file caligraphy.txt with the png image used, minimum unicode character (integer base 16), maximum unicode character (integer base 16), number of columns (integer base 10) and number of rows (integer base 10). Multiple similar entries can be used to represent multiple segments of Unicode, as an example see NineFive.

If the png image has width not divisible by the rows/columns it is simply cropped until it is (As is the case with NineFive)