Atari Classic TrueType Font

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The Atari Classic TrueType font is a modern digital font that replicates the appearance of the classic ATASCII character set used on the Atari 8-bit computers—Atari 400, 800, 1200XL, 600XL, 600XL, 65XE, and 130XE.



Atari Classic is a Unicode-compliant TrueType font, which will work on any modern operating system that supports TrueType. The font contains standard Mac and Windows character encoding (MacRoman and Windows Latin 1252) covering the most common Western Latin-based languages. The original ATASCII had no support for accented characters, but starting with the 1200XL contained some support. Atari Classic includes these, of course, but goes much further. The additional characters have been designed to match the look and feel of the classic Atari characters.

E000	E001	E002	E003	E004	E005	E006	E007	E008	E009	E00A	EOOB	E00C	E00D	EOOE	EOOF	E010	E011	E012	E013	E014	E015	E016	E017	E018	E019	E01A	E01B	E01C	E01D	E01E	E01F
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E020	E021	E022	E023	E024	E025	E026	E027	E028	E029	E02A	E02B	E02C	E02D	E02E	E02F	E030	E031	E032	E033	E034	E035	E036	E037	E038	E039	E03A	E03B	E03C	E03D	E03E	E03F
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E040	E041	E042	E043	E044	E045	E046	E047	E048	E049	E04A	E04B	E04C	E04D	E04E	E04F	E050	E051	E052	E053	E054	E055	E056	E057	E058	E059	E05A	E05B	E05C	E05D	EOSE	EOSF
e	A	в	С	D	Е	F	G	Н	Ι	J	к	L	м	N	0	Р	Q	R	5	Т	Ц	V	М	ж	Y	z	E	N	J	^	—
E060	E061	E062	E063	E064	E065	E066	E067	E068	E069	E06A	E06B	E06C	E06D	E06E	E06F	E070	E071	E072	E073	E074	E075	E076	E077	E078	E079	E07A	E07B	E07C	E07D	E07E	E07F
٠	а	ь	С	d	е	f	9	h	i	j	k	1	м	n	o	Р	q	Г	s	t	u	v	w	x	У	z	ŧ	I	5	•	►
E080	E081	E082	E083	E084	E085	E086	E087	E088	E089	E08A	E08B	E08C	E08D	E08E	E08F	E090	E091	E092	E093	E094	E095	E096	E097	E098	E099	E09A	E09B	E09C	E09D	E09E	E09F
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EOAO	E0A1	E0A2	E0A3	E0A4	E0A5	E0A6	E0A7	E0A8	E0A9	EOAA	EOAB	EOAC	EOAD	EOAE	EOAF	EOBO	EOB1	E0B2	E0B3	E0B4	E0B5	E0B6	EOB7	E0B8	E0B9	EOBA	EOBB	EOBC	EOBD	EOBE	EOBF
				\$	z	2	•	C	2	22	÷				7	6	1	2	3	4	5	6	7	8	9	:	H.	<		Σ	?
EOCO	E0C1	E0C2	E0C3	E0C4	E0C5	E0C6	E0C7	E0C8	E0C9	EOCA	EOCB	EOCC	EOCD	EOCE	EOCF	EODO	E0D1	E0D2	E0D3	E0D4	E0D5	E0D6	E0D7	E0D8	E0D9	EODA	EODB	EODC	EODD	EODE	EODF
C	Α	в	С	D	Ξ	F	G		I	J	к	L			0	Р	Q		5	Т		U		н	Y	Z	Γ	\mathbf{N}	1	^	
EOEO	EOE1	E0E2	E0E3	E0E4	EOES	E0E6	EOE7	E0E8	E0E9	EOEA	EOEB	EOEC	EOED	EOEE	EOEF	EOFO	EOF1	E0F2	EOF3	E0F4	EOF5	E0F6	E0F7	E0F8	E0F9	EOFA	EOFB	EOFC	EOFD	EOFE	EOFF
	а	ь	С	d	е	f		h	i	j	k	1			Ο	Р	9	Г	5	t	U	v		×	9	z	÷		5		Þ



Atari Classic also includes two complete ATASCII character sets—the original set and the later international set. Both in normal and inverse modes. To avoid conflicting with existing Unicode characters, these two character sets have been placed in the Unicode Private Use Area (PUA). The original ATASCII set starts at Unicode point \$E000, with inverse starting at \$E080. The international ATASCII set starts at Unicode point \$E100, with inverse starting at \$E080. The international ATASCII character, take the base ATASCII value and add \$E000 for the standard set or \$E100 for the international set. If you are a programmer and want to use Atari Classic TrueType font in your program, this layout should make things fairly straightforward.

In some word processing and graphics apps, you may be able to enter Unicode values directly. If not, you can use a utility such as Character Map on Windows or Character Viewer on the Mac. Third-party apps, such as PopChar, or graphics apps that include Glyph palettes will work, too.

These fonts will tend to look uneven at font sizes that do not correspond to the 8-by-8 pixel grid that the characters are based on. Therefore, they will look best in a font size that corresponds a multiple of 8 (i.e., 8px, 16px, 24px, etc.). Note: On platforms with a nominal resolution of 96dpi, such as Windows or the Web, 8-pixels corresponds to size of 6-points. So, the best sizes will be 6-pt, 12-pt, 18-pt, and so on.

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