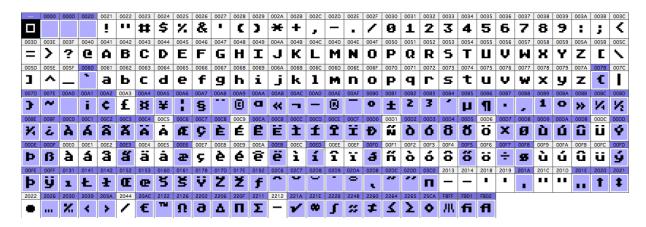# Atari Classic TrueType Font

(Macintosh Version 2.0)
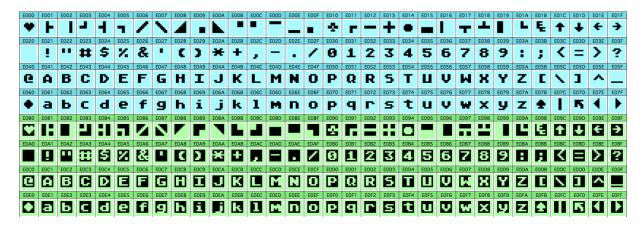Created by Mark Simonson (v.2.0-2016)
mark@marksimonson.com
Website: Mac/Atari Fusion--Atari Home Computer Resources for Mac Users
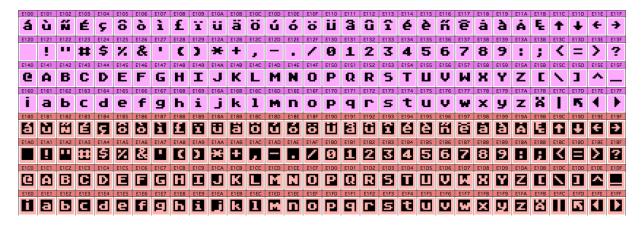http://www2.bitstream.net/~marksim/atarimac/

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, 800XL, 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.

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 $E180. To determine the Unicode value for any 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.

Revised: November 21, 2016.