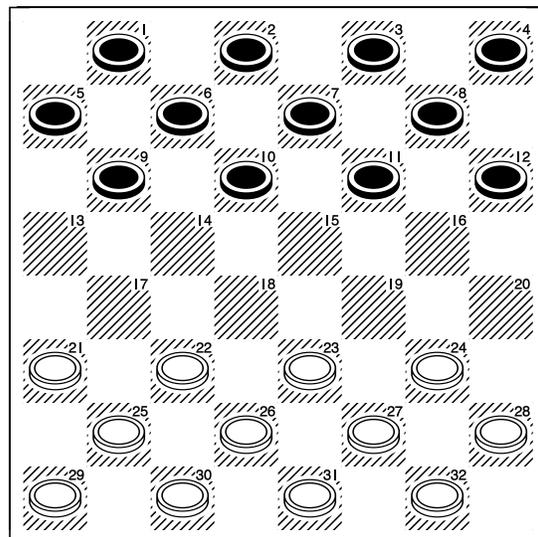
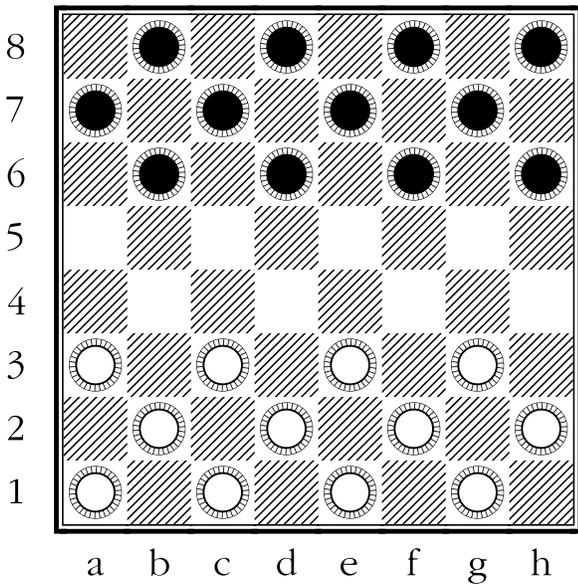
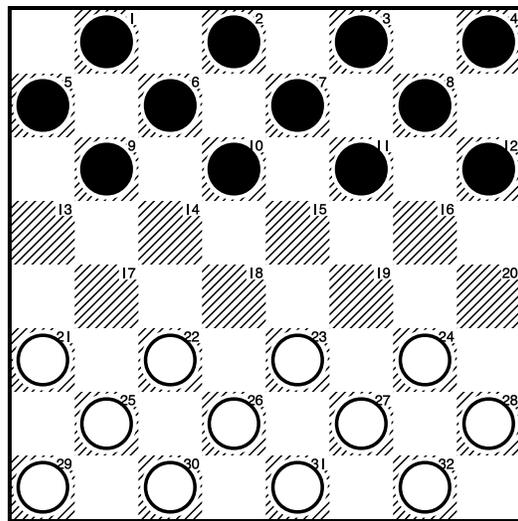
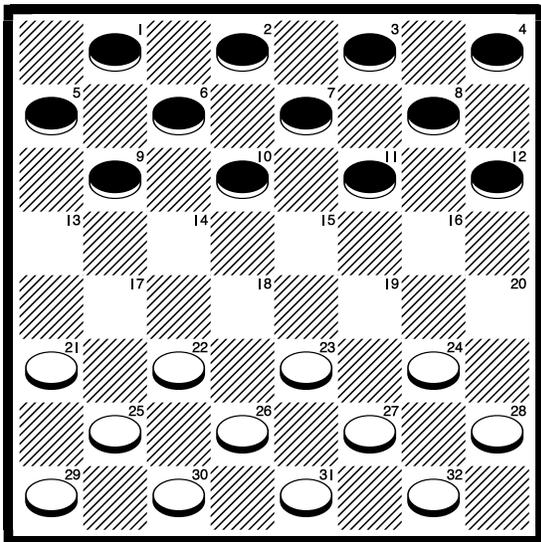


# User's Guide

## For the Edinburgh Checkers Font

### Windows™ Version



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## License Agreement

This manual and the Edinburgh font are protected by copyright law so reproduction or redistribution is strictly prohibited. A single use license is granted the purchaser of the fonts. The font may be installed on more than one machine, but only one copy of a given font may be in use at any time.

Please support future enhancements and updates of the fonts by refusing friend's and colleague's requests to "borrow" the font. Pirating is illegal and harms both the font designer and registered users. Thanks.

## Guarantee

This font has a 30 day money-back guarantee. If you are not satisfied for any reason, return the font and manual and your purchase price will be refunded.

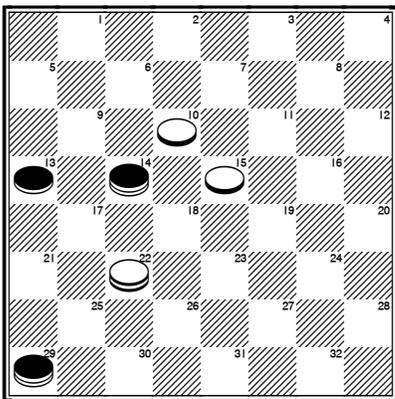
**Edinburgh** font ©1995-2003  
by Alpine Electronics, Steve Smith  
Alpine Electronics  
703 Iverson Ave.  
Laramie, WY 82070

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## Introduction

Welcome to the **Edinburgh** checkers font! With this font you can use any Macintosh word processor or page layout program to create and print a variety of beautiful checkers diagrams.



White to play and win. 22-26!! 14-7 26-22! 13-17  
22-13 29-25 13-17 25-21 17-22

The **Edinburgh** checkers font was created by Steve Smith, who has been designing commercial chess and game diagram fonts for many years.

## What You Need

You will need an IBM PC compatible computer running the Windows 3.1 (or later) operating system and any Windows word processor or page layout program. Earlier versions of Windows do not support TrueType fonts. To use the PostScript™ version of the fonts you will need Adobe Type Manager (ATM).

## What is Included

The high density floppy disk contains TrueType™ and PostScript™ versions of the **Edinburgh** checkers fonts.

Also included is a WRITE file Edinburg.WRI. After the **Edinburgh** font is installed use the Windows 3.1 Accessory program WRITE or almost any other word processor to open and printout this test file. Printouts at 600 dots per inch are included separately from this User's Guide. The diagrams may not look as sharp on a 300 dpi or less printer.

All TrueType™ fonts can be used with any program running under Windows 3.1 or later. The PostScript™ versions requires Adobe Type Manager.

## Installing the Edinburgh Font

*The following is a summary of the procedure for installing the Edinburgh font in your Windows 3.1 or Windows 95 system. For a more detailed description of TrueType™ font installation consult your Windows manual or help menu. For a more detailed description of PostScript™ font installation consult your Adobe Type Manager manual.*

**Important Note:** Install only the TrueType **or** the PostScript versions of the font. Having both the TrueType and PostScript versions of the same font on a system will usually cause problems. Most people will want to use the TrueType fonts unless a commercial printing company has asked you to use PostScript fonts or you use Adobe Type Manager and prefer PostScript.

### TrueType for Windows 3.1

**1)** Insert the **Edinburgh** disk into the disk drive **2)** Double click on the Main icon at the bottom of the Program Manager window **3)** Double click on the Control Panel icon **4)** Double click on the Fonts icon **5)** Click on the Add button **6)** Select the drive (usually drive a:) containing the Edinburgh font **7)** Select the Edinburgh font **8)** Click "OK"

## TrueType for Windows 95

1) Insert the **Edinburgh** disk into the disk drive. 2) Click on the **Start** icon located at the lower left of the screen. 3) Move the selection arrow to **Settings**, then over to the **Control Panel** icon and click. 4) Double click on the **Fonts Folder** icon. 5) Move the selection arrow to the **File** menu located at the upper left of the window, then down to **Install New Font** and click. 6) Select the drive containing the **Edinburgh** font by clicking on the triangle in the **Drive** box and then clicking on the **a:** drive (the floppy disk drive may be called the **b:** drive on some systems). 7) Select the **Edinburgh** font by clicking on it in the **List of Fonts** box. 8) Click on the **OK** button to install the selected fonts.

*To install PostScript™ fonts in Windows you must have Adobe Type Manager (ATM) version 2.0 or higher. Expect to pay about \$40 for ATM.*

## PostScript for Windows 3.1 or Windows 95

1) Double click on the ATM Control Panel icon in the Program Manager window (If you are running Windows 95, the ATM icon may be in the Windows folder or the Control Panel folder.) 2) Click on the Add button 3) Scroll through the drive/directory list to find the drive containing the Edinburgh font 4) Double click on the drive (usually drive a:) containing the Edinburgh font 5) Select the Edinburgh font 6) Click on the Add button 7) Click on the Exit button 8) Click on "Restart Windows" (If you are using version 2.5 or higher of ATM you won't need step 8)

## Some Examples

With five different checker styles, six border styles, squares with or without numbers and checkers on white or dark squares, there are 120 different possible checker diagram styles. See the keymap and keyboard maps on pages 7-8 for information about the location of the various checker diagram symbols.

## Initial Position Without Numbers

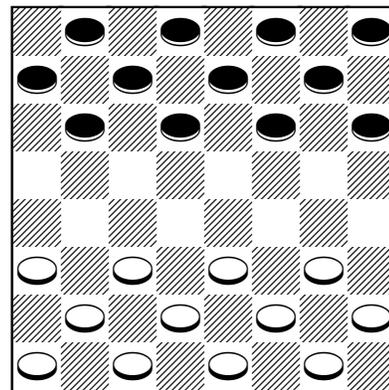
We will start by creating a checker diagram with checker style 5, border style 1, squares without numbers and checkers on white squares. For checker style 5, the checker symbols ○ ● ◐ ◑ are the keyboard characters Q q K k respectively. For diagram style 1, the diagram border symbols \_ | | \_ are the keyboard characters \_ [ ] - respectively. An empty white square is w and an empty dark square is d. Open your favorite word processor, select the Edinburgh font, set the font's point size to 16 and type the following to create a diagram for the initial position.

```

w_____w
[dqdqdqdq]
[qdqdqdq]
[dqdqdqdq]
[w d w d w d]
[d w d w d w]
[QdQdQdQd]
[dQdQdQdQ]
[QdQdQdQd]
w-----w

```

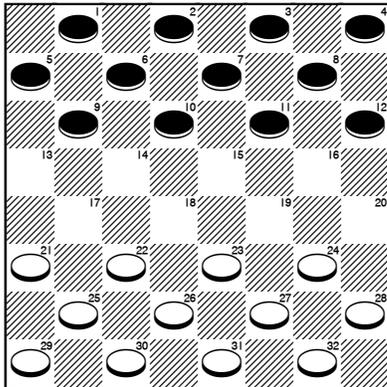
The w characters in each of the four corners are used to align the diagram. The diagram is shown below with the Edinburgh font.



## Adding Numbers to the Squares

Now we will add numbers to the white squares. The square numbers are very small. To make the numbers easier to see on your computer screen you may want to select the entire checker diagram and change the font's point size to 48 points. With the checker diagram shown above on your computer screen, move the cursor slightly to the right of the first black checker in the back row, click the mouse button and type 1 (this should place a tiny number 1 on the checker's square). Now move the cursor slightly to the right of the next black checker in the top row, click the mouse button and type 2. Continue in this fashion for the first nine numbered squares. The tens place digits are shifted versions of the respective numbers on the keyboard, i.e. ! @ # \$ % ^ & \* ( ) for the tens digits 1 2 3 4 5 6 7 8 9 0 respectively. Move the cursor just to the right of the tenth square, click the mouse button and type !0 (i.e. shift-1 followed by 0). Move the cursor just to the right of the next checker, click the mouse button and type !1 and so on. For the twentieth square type @0 (i.e. shift-2 followed by 0) and so on. For the thirtieth square type #0 (i.e. shift-3 followed by 0) and so on. The resulting numbered diagram with the Edinburgh font is shown on the next page.

**Important note:** To remove a number from a square, move the cursor slightly to the right of the square the number is on, click the mouse button and hit the delete key.



For reference, the numbered diagram shown above is shown below with a text font.

```

W_____W
[ dq1dq2dq3dq4 ]
[ q5dq6dq7dq8d ]
[ dq9dq!0dq!1dq!2 ]
[w! 3dw! 4dw! 5dw! 6d ]
[dw! 7dw! 8dw! 9dw@0 ]
[ Q@1dQ@2dQ@3dQ@4d ]
[ dQ@5dQ@6dQ@7dQ@8 ]
[ Q@9dQ#0dQ#1dQ#2d ]
w-----w

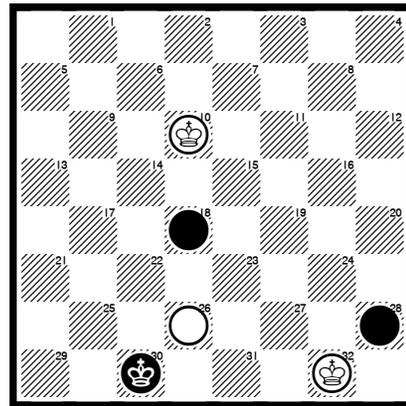
```

### Checkers on the Dark Squares

Now we will create a diagram with checker style 1, border style 3, squares with numbers and checkers on the dark squares. For checker style 1, the checker symbols ○ ● ☺ ☻ are the keyboard characters M m G g respectively. For border style 3, the border symbols \_ \_ \_ | | \_ \_ \_ are the keyboard characters y t Y / \ z b Z respectively. Two keyboard characters must be typed to put a checker on a dark square (i.e., the dark background mask that will surround the checker and then the checker). There are nine different dark background masks to accommodate the three different checker shapes—single checker, king and disk and the need for one digit numbers or two digit numbers or no numbers. For single checkers, the dark background masks for zero, one or two digit numbers [diagonal lines] [diagonal lines] [diagonal lines] are the keyboard characters a U A respectively. For the kings, the dark background masks for zero, one or two digit numbers [diagonal lines] [diagonal lines] [diagonal lines] are the keyboard characters e E = respectively. For disk shaped checkers and kings, the dark background masks for zero, one or two digit numbers [diagonal lines] [diagonal lines] [diagonal lines] are the

keyboard characters f + F respectively. For the empty dark squares with zero, one or two digit numbers [diagonal lines] [diagonal lines] [diagonal lines] the keyboard characters are d + D respectively. To put a disk shaped black checker on a dark square numbered 1 ● you would type +m1, to put a disk shaped white checker on a dark square numbered 32 ○ type FM#2, etc. The diagram is shown below with the Edinburgh font.

**Important note:** To remove the dark square masking from a square, move the cursor slightly to the right of the left edge of the square, click the mouse and hit the delete key.



White to play and win with 10-14! 30-23 32-27 23-32 14-23. For reference the same diagram is shown below with a text font.

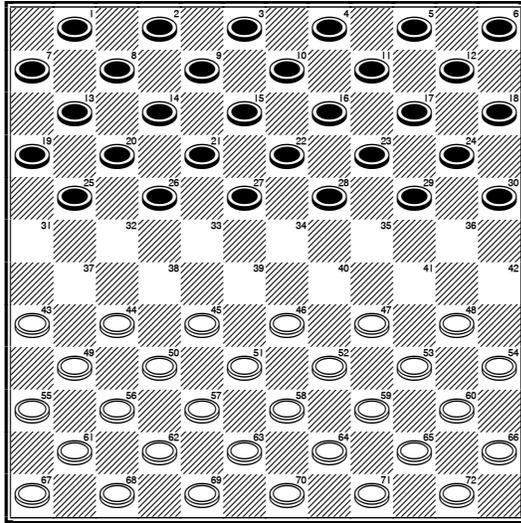
```

yTTTTTTTTTY
/wL1wL2wL3wL4\
/L5wL6wL7wL8w\
/wL9wFG!0wD!1wD!2\
/D! 3wD! 4wD! 5wD! 6w\
/wD! 7wFm! 8wD! 9wD@0\
/D@1wD@2wD@3wD@4w\
/wD@5wFM@6wD@7wFm@8\
/D@9wFg#0wD#1wFG#2w\
zbbbbbbbbbZ

```

### 10x10 or Larger Boards

Boards of any size can be created, even rectangular boards are possible. For diagrams with numbered squares, the maximum size is 14x14. The maximum size for diagrams with algebraic borders is 10x10. A 12x12 diagram for Canadian checkers with checker style 2, border style 2, squares with numbers and checkers on the white squares is shown on the next page with the Edinburgh font followed by the same diagram with a text font.



```

cuuuuuuuuuuuC
{dn1dn2dn3dn4dn5dn6}
{n7dn8dn9dn!0dn!1dn!2d}
{dn!3dn!4dn!5dn!6dn!7dn!8}
{n!9dn@0dn@1dn@2dn@3dn@4d}
{dn@5dn@6dn@7dn@8dn@9dn#0}
{w#1dw#2dw#3dw#4dw#5dw#6d}
{dw#7dw#8dw#9dw$0dw$1dw$2}
{N$3dN$4dN$5dN$6dN$7dN$8d}
{dN$9dN%0dN%1dN%2dN%3dN%4}
{N%5dN%6dN%7dN%8dN%9dN^0d}
{dN^1dN^2dN^3dN^4dN^5dN^6}
{N^7dN^8dN^9dN&0dN&1dN&2d}
vllllllllllllV

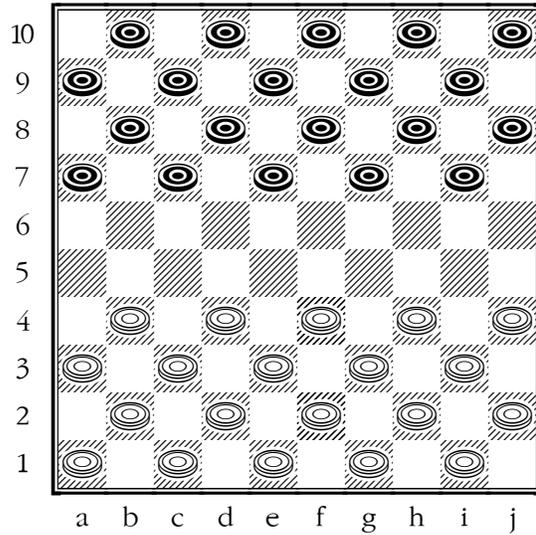
```

### Algebraic Borders

There are two styles of algebraic borders, a simple single-line border `1 |` and a double-line border `1 ||`. The algebraic borders require a slightly new approach because they use higher order ASCII locations. To create the bottom edge of a double-line algebraic border, type `v`, then turn on the Numlock key, hold down the ALT key and *use the numeric keypad* to type `0221` and release the ALT key (this should place an  $\overline{a}$  in the correct location), again hold down the ALT key and type `0222` and release the ALT key, again hold down the ALT key and type `0223` and release the ALT key, continue in the same fashion across the bottom row with `0224, 0225, 0226, 0227, 0228`, then type `V`. The other algebraic border pieces are accessed in a similar fashion. See the keymap on pages 7-8 to find the ASCII numbers that need to be typed for each algebraic border piece.

Next is a 10x10 checker diagram using checker style 4, algebraic border style 2, without numbers on the squares and with the checkers on the dark squares. The

diagram is shown first with the Edinburgh font and then for reference with a standard text font.



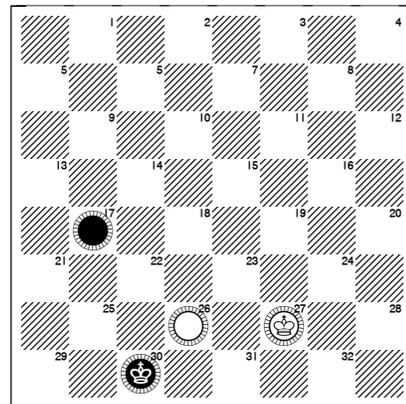
```

cuuuuuuuuuuuC
wapwapwapwapwap}
iapwapwapwapwap}
iwapwapwapwapwap}
iapwapwapwapwap}
iwdwdwdwdwd}
edwdwdwdwdwd}
êwaPwaPwaaPwaPwaP}
éaPwaPwaPwaPwaPw}
èwaPwaPwaaPwaPwaP}
çaPwaPwaPwaPwaPw}
vŷ ßàáâãäåæV

```

### A Final Example

The following diagram uses checker style 3, border style 4, with numbers on the squares and with the checkers on the white squares. The diagram is shown first with the Edinburgh font and then for reference with a standard text font on the top of the next page.



White to play and win. 26-22! 17-26 27-31 30-25  
31-29.

```

rTTTTTTTTTR
<dw1dw2dw3dw4>
<w5dw5dw7dw8d>
<dw9dw!0dw!1dw!2>
<w!3dw!4dw!5dw!6d>
<do!7dw!8dw!9dw@0>
<w@1dw@2dw@3dw@4d>
<dw@5dO@6dI@7dw@8>
<w@9di#0dw#1dw#2d>
sBBBBBBBBBS

```

## Tips for Using the Fonts

- 1) It is easy to change a diagram's size. Just highlight the entire diagram and change the font's point size. A 10 to 12 point font size would be a small size diagram, a 14 to 18 font point size would be an average size diagram and a 24 or larger font point size would be a large diagram size. Sometimes it is advantageous to increase the diagram's size during the editing process and then reduce it in size when the diagram is completed.
- 2) You may need to experiment with various diagram font point sizes to select the ones that have the most pleasing dark square diagonal lines for the particular computer and printer that you have. For most 300 dot per inch (dpi) laser printers the 16 point size looks best. All diagram sizes look good on a 600 dpi laser printer.
- 3) Use your word processor's copy and paste features to move an empty checker diagram or beginning diagram or evolving diagram to the appropriate place in your document and then edit the diagram. This is sometimes easier than creating a new diagram from scratch.
- 4) To remove a number from a square, move the cursor slightly to the right of the square the number is on, click the mouse button and hit the delete key.
- 5) To remove the dark square masking from a square, move the cursor slightly to the right of the left edge of the square, click the mouse and hit the delete key.
- 6) If the checker diagrams are not square (i.e., taller than they are wide), set the line height equal to the same point size as the font's point size. Check your word processor's manual to see how to adjust the line height. (Most word processors have a line space box on their ruler at the top of the document and double clicking in this box will bring up a dialog box that will allow you to adjust the line height or spacing.)
- 7) Some word processors may not display the upper edge of a checker diagram border on the computer screen when the line spacing point size is set equal to the font point size. This shouldn't be a problem as it doesn't effect the printing of the checker diagrams.

If you have any problems with the fonts, please send a note to Alpine Electronics and include a description of the problem, a printout illustrating the problem, a description of the computer, printer and software you are using and the serial number on your Edinburgh disk. Help is available via email. The email address is:

alpine@partae.com

## Other Game Diagram Fonts

Alpine Electronics sells diagram font families for many other games. The **Linares**, **Hastings** and **Zürich** chess font families are \$49 each, two for \$79 or all three for \$99 postpaid including a 14 page User's Guide. Other game font families include **Beijing** (XiangQi or Chinese chess), **Bermuda** (playing cards and bridge), **Canton** (Mah Jong), **Copenhagen** (Othello), **Las Vegas** (dice and dominoes), **Magalasy** (Fanorona), **Monte Carlo** (backgammon), **Tendo** (shogi or Japanese chess) and **Tokyo** (go). Each of these font families sells for \$49 postpaid which includes a User's Guide (or \$129 for any three font families). Be sure to specify Windows or Macintosh.

### Linares, Hastings and Zürich (chess)

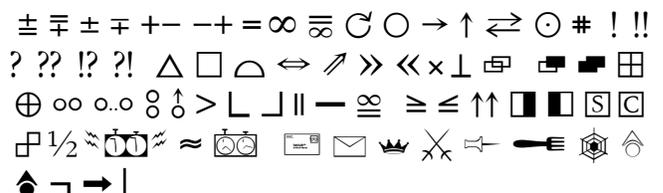


Here are samples of the figurine fonts.

♖e7 6. ♔d4 O-O  
7. ♘d3 ♗d7 8.  
O-O h6? !8. ...  
♜g6 9. ♗e4 ♜f6  
10. ♗d6 ♖d6 11.  
c4 ♘g4=

12. ... ♘e7 [12.  
... ♘f4? 13. g3  
♘g5 14. ♜fg5 hg5  
15. 15. ♖h5±; 13.  
... f5 14. ♜c3 ♘g5  
15. h4 ♘e7 16.  
♜d5±! 13. ♘c2!  
♜e8

17. ... ♘f5 [17. ...  
♜f7 18. ♗e5 ♜g8  
19. ♖h7 ♗h7 20.  
♘b3+-; 17. ...  
♖d5 18. ♘b3 ♖f7  
19. ♘f7 ♜f7 20.  
♖c4 ♜g6 21. ♖g8  
♘f6 22. ♗h4 ♘h4



Fonts with User's Guide are \$49 each or \$129 for any three. Send postcard to request complete printouts.

### Tendo (shogi or Japanese chess)

香	桂	銀	金	王	金	銀	桂	香
飛								角
歩	歩	歩	歩	歩	歩	歩	歩	歩
歩	歩		歩	歩	歩	歩	歩	歩
	角							飛
香	桂	銀	金	王	金	銀	桂	香

一  
二  
三  
四  
五  
六  
七  
八  
九

龍馬  
成桂  
成桂  
成桂  
成桂  
成桂  
成桂  
成桂  
成桂

There are other border and piece styles

玉	金	銀
玉將	金將	銀將
K	G	S
K	G	S

### Monte Carlo (backgammon)

### Bermuda (playing cards)

### Beijing (XiangQi or Chinese chess)

車	馬	象	士	將	士	象	馬	車
		包				包		
卒	卒	卒	卒	卒	卒	卒	卒	卒
兵	兵	兵	兵	兵	兵	兵	兵	兵
炮								炮
俥	馬	相	仕	帥	仕	相	馬	俥

There are other border and piece styles.

帥	士	相	馬
K	G	B	N
K	G	B	N

### Las Vegas (dice and dominoes)

### Tokyo (go)

A	B	C	D	E	F	G	H	J
19								82
18								
17								
16								
15								
14								
13								
12								

Stone numbering is optional and there are algebraic borders for up to a 27x27 board. There are several other pieces symbols.

□	■	△	▲	○
●	◐	◑	☯	×

### Copenhagen (Othello)

51	42	25	40	41	32	54	52
38	53	9	14	29	33	47	55
45	8	5	4	23	22	31	30
37	12	3			6	27	39
46	13	7			1	28	44
18	17	11	2	10	26	24	59
48	43	16	20	21	15	57	58
49	50	19	34	36	35	56	60

There is an algebraic border for up to a 10x10 board. Numbering the disks is optional.

### Canton (Mah Jong)

1	2	3	4	5	8	9
1	2	3	4	5	6	7
1	2	3	N	S	E	W
中	發		室	子	1	3

# Edinburgh Keymap

Key	Char	Symbol	Explanation
M	○		white checker style 1
m	●		black checker style 1
G	⊕		white king style 1
g	⊗		black king style 1
N	○		white checker style 2
n	●		black checker style 2
H	⊕		white king style 2
h	⊗		black king style 2
O	○		white checker style 3
o	●		black checker style 3
I	⊕		white king style 3
i	⊗		black king style 3
P	○		white checker style 4
p	●		black checker style 4
J	⊕		white king style 4
j	⊗		black king style 4
Q	○		white checker style 5
q	●		black checker style 5
K	⊕		white king style 5
k	⊗		black king style 5
w			empty white square
W			alternate empty white square
d	■		empty dark square
L	■		empty dark square with notch for 1 digit number
D	■		empty dark square with notch for 2 digit number
a	■		masking for checker
U	■		masking for checker with notch for 1 digit number
A	■		masking for checker with notch for 2 digit number
e	■		masking for king
=	■		masking for king with notch for 1 digit number
E	■		masking for king with notch for 2 digit number
f	■		masking for round checker
+	■		masking for round checker with notch for 1 digit number
F	■		masking for round checker with notch for 2 digit number
-	—		top border style 1
[	┌		left border style 1
]	┐		right border style 1
-	└		bottom border style 1
c	┌┐		upper left corner border style 2
u	—		top border style 2
C	┌┐		upper right corner border style 2
{	┌		left border style 2
}	┐		right border style 2
v	└└		lower left corner border style 3
l	—		bottom border style 2
V	└└		lower right corner border style 3
y	┌┐		upper left corner border style 3
t	—		top border style 3

Keystroke	Char	Symbol	Explanation
Y	┐		upper right corner border style 3
/	┌		left border style 3
\	┐		right border style 3
z	└└		lower left corner border style 3
b	—		bottom border style 3
Z	└└		lower right corner border style 3
r	┌┐		upper left corner border style 4
T	—		top border style 4
R	┐		upper right corner border style 4
<	┌		left border style 4
>	┐		right border style 4
s	└└		lower left corner border style 4
B	—		bottom border style 4
S	└└		lower right corner border style 4
1	1		units place 1 for numbering squares
2	2		units place 2 for numbering squares
3	3		units place 3 for numbering squares
4	4		units place 4 for numbering squares
5	5		units place 5 for numbering squares
6	6		units place 6 for numbering squares
7	7		units place 7 for numbering squares
8	8		units place 8 for numbering squares
9	9		units place 9 for numbering squares
0	0		units place 0 for numbering squares
!	!		tens place 1 for numbering squares
@	@		tens place 2 for numbering squares
#	#		tens place 3 for numbering squares
\$	\$		tens place 4 for numbering squares
%	%		tens place 5 for numbering squares
^	^		tens place 6 for numbering squares
&	&		tens place 7 for numbering squares
*	*		tens place 8 for numbering squares
(	(		tens place 9 for numbering squares
)	)		tens place 0 for numbering squares
.	★		star on white square
,	★		star on dark square
;	+		plus sign on white square
:	+		plus sign on dark square
X	x		X on white square
x	x		X on dark square
ASCII	Char	Symbol	Explanation
201	a		algebraic bottom border "a" style 1
202	b		algebraic bottom border "b" style 1
203	c		algebraic bottom border "c" style 1
204	d		algebraic bottom border "d" style 1
205	e		algebraic bottom border "e" style 1
206	f		algebraic bottom border "f" style 1
207	g		algebraic bottom border "g" style 1

**Note:** Keymap continues on the next page.

## Edinburgh Keymap (continued)

ASCII	Char	Symbol	Explanation
208	<u>h</u>		algebraic bottom border "h" style 1
209	<u>i</u>		algebraic bottom border "i" style 1
210	<u>j</u>		algebraic bottom border "j" style 1
211	<u>1</u>		algebraic left border "1" style 1
212	<u>2</u>		algebraic left border "2" style 1
213	<u>3</u>		algebraic left border "3" style 1
214	<u>4</u>		algebraic left border "4" style 1
215	<u>5</u>		algebraic left border "5" style 1
216	<u>6</u>		algebraic left border "6" style 1
217	<u>7</u>		algebraic left border "7" style 1
218	<u>8</u>		algebraic left border "8" style 1
219	<u>9</u>		algebraic left border "9" style 1
220	<u>10</u>		algebraic left border "10" style 1
221	<u>a</u>		algebraic bottom border "a" style 2
222	<u>b</u>		algebraic bottom border "b" style 2
223	<u>c</u>		algebraic bottom border "c" style 2
224	<u>d</u>		algebraic bottom border "d" style 2

ASCII	Char	Symbol	Explanation
225	<u>e</u>		algebraic bottom border "e" style 2
226	<u>f</u>		algebraic bottom border "f" style 2
227	<u>g</u>		algebraic bottom border "g" style 2
228	<u>h</u>		algebraic bottom border "h" style 2
229	<u>i</u>		algebraic bottom border "i" style 2
230	<u>j</u>		algebraic bottom border "j" style 2
231	<u>1</u>		algebraic left border "1" style 2
232	<u>2</u>		algebraic left border "2" style 2
233	<u>3</u>		algebraic left border "3" style 2
234	<u>4</u>		algebraic left border "4" style 2
235	<u>5</u>		algebraic left border "5" style 2
236	<u>6</u>		algebraic left border "6" style 2
237	<u>7</u>		algebraic left border "7" style 2
238	<u>8</u>		algebraic left border "8" style 2
239	<u>9</u>		algebraic left border "9" style 2
240	<u>10</u>		algebraic left border "10" style 2

## Edinburgh Keyboard Map

	1	2	3	4	5	6	7	8	9	0	-	=	
	q	w	e	r	t	y	u	i	o	p	[	]	\
	a	s	d	f	g	h	j	k	l	;	'		
shift	z	x	c	v	b	n	m	,	.	/			
option													

	1	2	3	4	5	6	7	8	9	0	-	=	
	q	w	e	r	t	y	u	i	o	p	[	]	\
	a	s	d	f	g	h	j	k	l	;	'		
shift	z	x	c	v	b	n	m	,	.	/			
option													

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