

## 4051 MAXIPACK Extended FONTS ROM Pack instructions

4051 EXTENDED FONTS are 10x16 dot matrix fonts. The 4051 BASIC dot matrix text font is 5x7, which is why the EXTENDED FONTS print slower. The EXTENDED FONTS uses the 10-bit X and Y vector DACs - so these fit horizontally and vertically in the same 72 characters per line as the BASIC 5x7 fonts.

### EXTENDED FONTS - BASIC CALLS:

NOFONT - 4051 BASIC 5x7 dot matrix text font

FONT00 - 7x9 standard text font

FONT01 - Superscript and Subscript 7x9 font

FONT02 - Greek 7x9 font

FONT03 - Superscript and Subscript Greek 7x9 font

FONT04 - Graphic Symbol 7x9 font

@FONTN - Selectable 7x9 text font in PRINT statement with each "@n" in the text string changing to FONT0n where n=0 to 4

NOTE: you cannot display "@" in this font mode

CALL "FONT00" through "FONT04" can be individually called with no parameters. All subsequent PRINT commands will use that font until another CALL "FONT0n" or CALL "NOFONT" command.

CALL "@FONTN" allows you to switch between the fonts dynamically, within the text in a PRINT statement. The fonts are enumerated 0 through 4, so after that call, adding @0 in a PRINT string selects FONT00 until you type @1 when it switches to FONT01, etc. This means that you have to give up typing "@" in any text, since it is used to select between the various fonts.

CALL "NOFONT" or else power cycling the 4051 returns you to the standard 4051 BASIC 5x7 font.

NOFORN

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A 5x10 grid of dots forming the word "FORTNITE". Each letter is constructed from a specific pattern of dots within its 5x2 column space.

**F O R T N E 2**

FONT03

FONT 04

[illegible]
$$E=mc^2$$

$$3^2 + 4^2 = 5^2$$

$$\sqrt{196}=14$$