About internal fonts

Internal vector fonts have been decoded from original Borland `CHR` fonts and turned to arrays of coordinates; that is, glyphs.

I'm not aware of the legal status of the `CHR` fonts that accompanied Borland Turbo C and other compilers. Anyhow, even assuming that they are still copyrighted under U.S. law, their glyphs are not; please see this Wikipedia article for details. It is therefore legal to incorporate the glyphs of `CHR` fonts in `SDL_bgi`.

Fonts were taken from Borland Turbo C++ 3, available here, and converted using the ancillary program `tmp/chr_decoder.c`.