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 https://en.wikipedia.org/wiki/Intellectual_property_protection_of_typefaces 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 at https://archive.org/details/turboc3, and converted using the ancillary program `tmp/chr_decoder.c`.