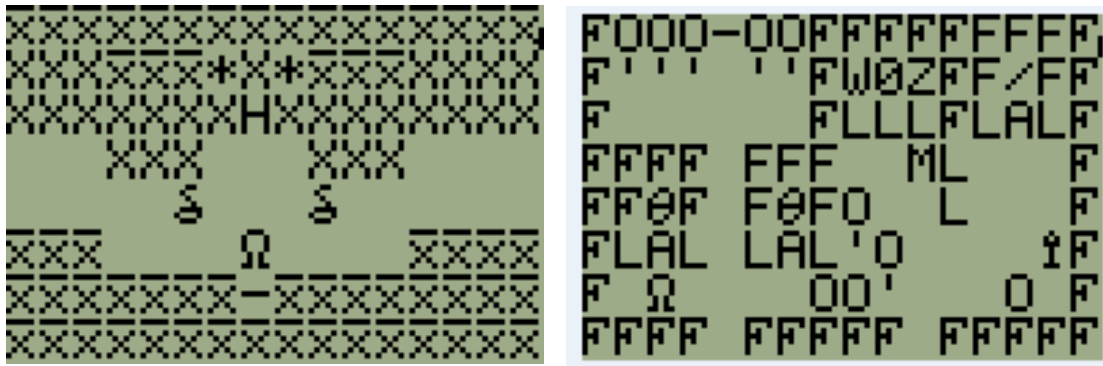


# What is Correlation?

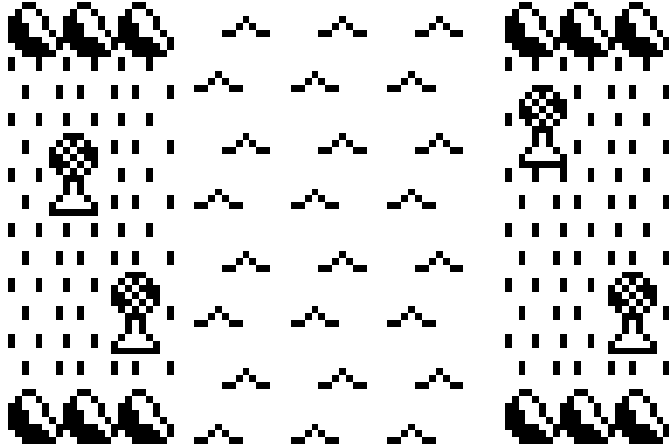
When it comes to the Ti-83+, a lot of games are written in Ti-Basic. Does that mean the games are inferior and undeserving of praise? **ABSOLUTELY NOT!** Some of the greatest games ever written for the Ti-83+ are written in Ti-Basic.

Many of these games are text-based, meaning text is used for graphics. In such games, text can represent rocks, trees, a person, bears, ducks, even water if the programmer wants.



Sadly, this text stuff doesn't fully resemble trees, rocks, walls, people, etc. Do you know why? It's because a text-based game has to use the Ti-83+ font. And the Ti-83+ font contain mostly letters, numbers, symbols and punctuation. It contains no pictures, just text!

Wouldn't it be nice if you could replace or edit the TI-83+ font? What if you could change all the text in the font into pictures so that when you use Output( or Text( you get something like this?



But replacing or editing the Ti-83+ font is hard or impossible, so the next best thing is creating your own font and using it in a Ti-Basic program. And with Correlation, you can do that! You can create a font that uses pictures in place of text. Anything you can do with the Ti-83+ font, you can do with your custom font to create beautiful maps, worlds and game levels.

And best of all, your Ti-Basic program, which uses Correlation, will run faster than a similar Ti-Basic program that does not use Correlation. Hard to believe? You'll definitely see a difference as you write processor-intensive games that use Correlation.

This guide is meant to give you a sure footing in using customized fonts in your Ti-Basic game. So if you're ready, start by looking at the terms on the next page and making sure that you understand what they mean. Or, my friend Rebma Boss prepared a video tutorial on Youtube if you are interested: (LINK COMING SOON!)