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Sample Data User's Manual

Doc. # ST-160-R1-092994

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Sample Data User's Manual

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Introduction

“Sample data” is data that is collected so that both application software and sample programs can use it.

This version provides the font library.

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Font File

These are bit mapped fonts that are used to display characters on the game machine. The fonts supplied include an 8 X 16 dot, a 1 byte code font and a 16 X 16 dot 2 byte code kanji font.

- Font Specifications

- 1 byte code Font 8 X 16 dot ASCII Font
Symbol Font
Katakana font
- 2 byte code Font 16 X 16 dot JIS 1 STANDARD KANJI Font
JIS 2 STANDARD KANJI Font

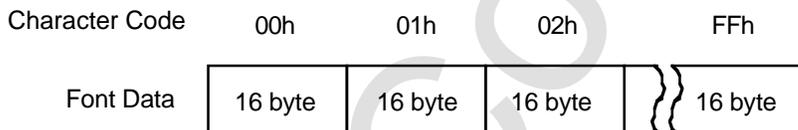
- Table of Fonts Provided

Font	Font File	Comments
ASCII + Symbol	ASCII.FON	Code table 1
ASCII + KATAKANA Font	KANA.FON	Code table 2
JIS 1,2 STD KANJI Font	KANJI.FON	

- Font Format

- ASCII.FON, KANA.FON

Font data is in 16 byte units starting at the start of the file.

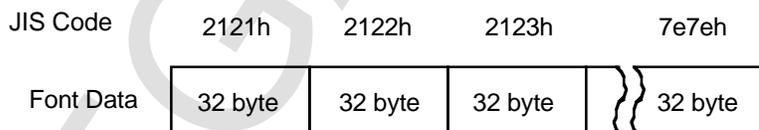


Equation to calculate the font position:

$$\text{Font Position} = \text{Character code} \times 16$$

- KANJI.FON

These are JIS 1 and 2 STD KANJI Fonts. Font data is in 32 byte units from the start of the file.



Equation to calculate the font position from the JIS code:

$$\text{Font Position} = (\text{JH} - 21\text{h}) \times (7\text{eh} - 21\text{h} + 1) + (\text{JL} - 21\text{h})$$

JH: JIS CODE Upper bytes

JL: JIS CODE Lower bytes



- Font Code Table

Code tables for ASCII.FON and KANA.FON are shown in Tables 1 and 2.

Table 1 Code table 1 (ASCII.FON)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0			0	@	P	'	p				°	Á	Ð	à	ð	
1		1	1	À	Q	a	q			ı	±	Â	Ñ	á	ñ	
2		"	2	B	R	b	r			ϕ	²	Ã	Ò	â	ò	
3		#	3	C	S	c	s			£	°	Ä	Ó	ã	ó	
4		\$	4	D	T	d	t			¤	'	Å	Ô	ä	ô	
5		%	5	E	U	e	u			¥	µ	Ä	Õ	å	õ	
6		&	6	F	V	f	v			ı	¶	Æ	Ö	æ	ö	
7		.	7	G	W	g	w			§	·	Ç	×	ç	÷	
8		<	8	H	X	h	x			¨	,	È	Ø	è	ø	
9		>	9	I	Y	i	y			©	'	É	Ù	é	ù	
A		*	:	J	Z	j	z			ª	²	Ê	Ú	ê	ú	
B		+	;	K	[k	{			«	»	Ë	Û	ë	û	
C		,	<	L	\	l				¬	¼	Ì	Ü	ì	ü	
D		-	=	M]	m	}			-	½	Í	Ý	í	ý	
E		.	>	N	^	n	~			®	¾	Î	Þ	î	þ	
F		/	?	O	_	o				¯	¿	Ï	ß	ï	ÿ	

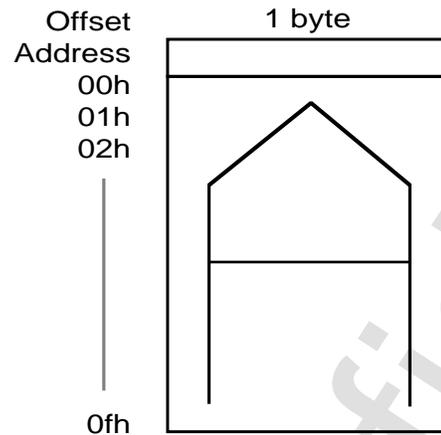
Table 2 Code table 2 (KANA.FON)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0			0	@	P	'	p				-	ヲ	ミ			
1		1	1	À	Q	a	q				.	ア	チ	ム		
2		"	2	B	R	b	r				「	イ	ツ	メ		
3		#	3	C	S	c	s				」	ウ	テ	ト		
4		\$	4	D	T	d	t				,	エ	ト	フ		
5		%	5	E	U	e	u				.	オ	ナ	ル		
6		&	6	F	V	f	v				フ	カ	ニ	ヨ		
7		.	7	G	W	g	w				ア	キ	ヲ	ラ		
8		<	8	H	X	h	x				イ	ク	ネ	リ		
9		>	9	I	Y	i	y				ウ	ケ	ノ	ル		
A		*	:	J	Z	j	z				エ	コ	ハ	レ		
B		+	;	K	[k	{				オ	ウ	ヒ	ロ		
C		,	<	L	\	l					ト	ツ	フ	フ		
D		-	=	M]	m	}				ユ	ス	ハ	ノ		
E		.	>	N	^	n	~				ヨ	ビ	ホ	”		
F		/	?	O	_	o					ツ	ソ	マ	°		

Font Data List

- ASCII, FON, KANA.FON

The 1 byte code font is expressed by 8 bits X 16 and the significant address from the top is allocated.



- KANJI.FON

The 2 byte code font is expressed by 16 bits X 16 and the significant address from the top is allocated in the order of left to right.

