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## Distribution of KANJI Font Data

### < Overview >

The following KANJI font data is distributed as application development tool for PlayStation.

Font:	Gothic	
Size:	11, 13, 15 dots	
Type:	Non-KANJI	got1[135]j0b
	The first level KANJI	got1[135]j1b
	The second level KANJI	got1[135]j2b
	Character for vertical writing	got1[135]tat
	Half-size characters (hankaku)	got1[135]hlf
	User-defined character	got15gai

The data files described above are included in 'fontdata\\*.h'.

### < How to use >

#### 0. KANJI font data format

Refer to 'fontdata\format.doc' for KANJI font data structure and the file structure.

Also, half-size character array is described in 'fontdata\hankaku.doc'.

#### 1. Built-in KANJI font data in PlayStation

PlayStation contains the 15-dot font data; non-KANJIs, the first level KANJIs and the user-defined characters. Make use of the built-in data with an access function (Krom2RawAdd2()) distributed before. (Refer to \psx\doc\jp\api.)

- @ The tool for displaying KANJI codes and data can be used, too. (sjiscode\codeview.cpe)

Note: In this tool the Krom2RawAdd2() function is used for the access to the user-defined characters added for overseas PlayStation. The specification is the same as Krom2RawAdd(), and it corresponds to every code in the non-KANJIs, first level KANJIs and user-defined characters.

#### 2. Necessary KANJI font data only

As for the font data distributed this time, the case is assumed that only the necessary data is extracted from all the font data, and that the extracted data is used in each application. The tool for extracting the necessary font data for kanjidiv, and viewer for the extracted data are attached to this document. However, the characters for vertical writing and the half-size data (hankaku) are not included.

#### 3. KANJI data files by font size

As a reference, a sample for handling KANJI data files by font size is included in kanjifnt.

### < Files >

readme\_e.txt      This file

fontdata\          Font data

got1[135]j0b.h	Non-KANJI data
got1[135]j1b.h	The first level KANJI data
got1[135]j2b.h	The second level KANJI data
got1[135]tat.h	Data for vertical writing

got1[135]hlf.h	Half-size data (hankaku )
got15gai.h	User-defined data
format_e.txt	Font data file and explanation of KANJI data structure
half_e.txt	Character array of half size data
offset.h	Code conversion table
sjiscode\	Built-in font KANJI code list
codeview.c	Tool for Shift-JIS code list
readme_e.txt	codeview explanation
makefile.mak	Tool makefile (for psymake)
makefile.6x	Tool makefile (for NEWS)
kanjidiv\	Sample to extract data by character
readme_e.txt	Extract command explanation
kanjidiv.exe	Command to extract data by character
test.knj	Input data sample (-> kanji.out)
kanji.out	Extracted data sample (<- test.knj)
viewer_e.txt	Viewer explanation
viewer.c	Viewer source file
makefile.mak	Viewer makefile (for psymake)
makefile.6x	Viewer makefile (for NEWS)
kanjifnt\	Sample to use files by font size
readme_e.txt	Sample program explanation
kanji.h	Font size designation
main.c	Main routine
trans.c	KANJI code and address conversion
makefile.mak	Sample makefile (for psymake)
makefile.6x	Sample makefile (for NEWS)
asc2sjis\	Utility for converting ASCII code to Shift-JIS code
asc2sjis.c	Function for converting
readme_e.txt	Function explanation
makefile.mak	Tool makefile (for psymake)
makefile.6x	Tool makefile (for NEWS)