For fx-9860G Series

E

fx-9860G

Software Development Kit

Character Set

http://world.casio.com/edu/

CASIO®

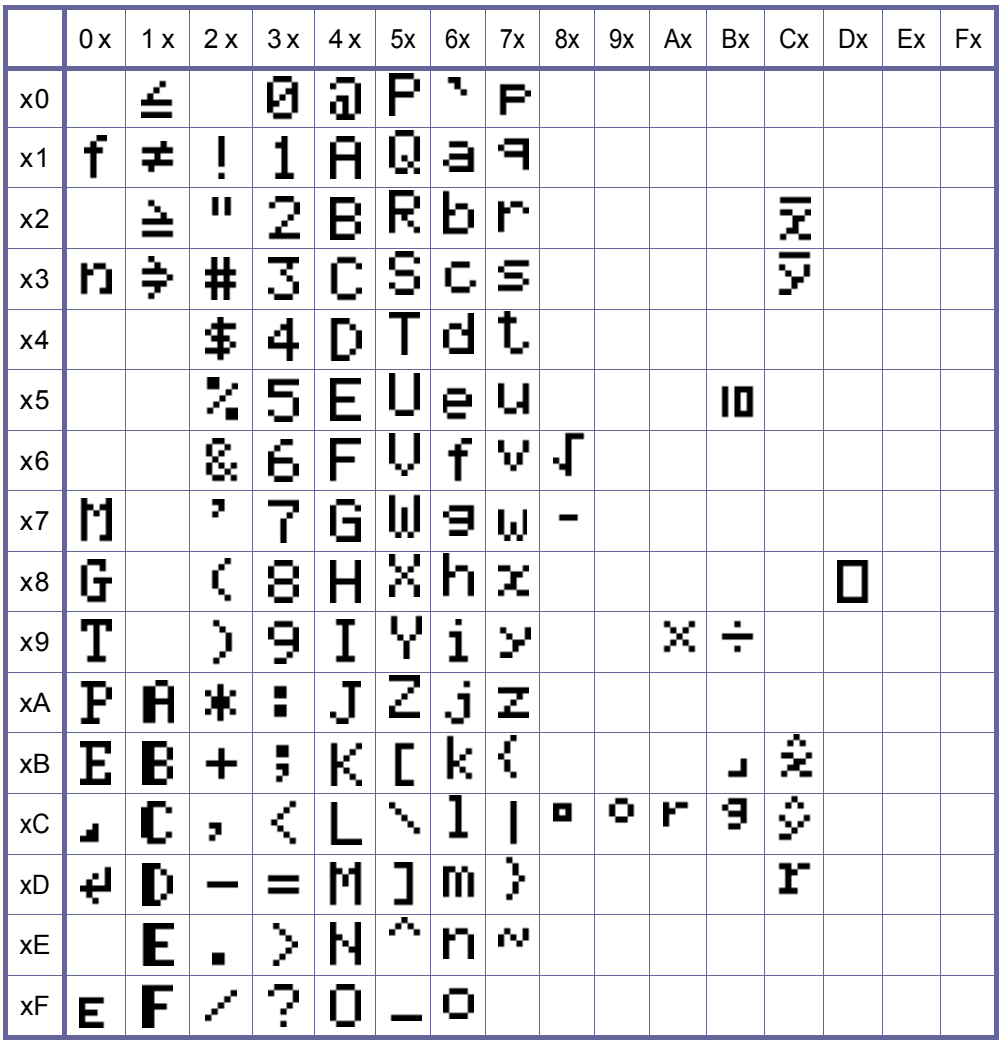
fx-9860G SDK Character Set

The fx-9860G has a large number of characters it must be able to represent internally. Because of this the fx-9860G supports multi-byte character strings.

To differentiate a single byte character from a multi-byte character, a multi-byte character's first byte is always an extended code. Extended codes are 0x7F, 0xF7, 0xF9, 0xE5, 0xE6 and 0xE7. Currently only four codes are used: 0x7F, 0xF9, 0xE5 and 0xE6.

The entire character set on the fx-9860G is as follows:

1. Single byte large font characters 0xXX



	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0		≤		0	@	P	`	p								
x1	f	≠	!	1	A	Q	a	q								
x2		≥	"	2	B	R	b	r					x̄			
x3	n	⇒	#	3	C	S	c	s					ȳ			
x4			$	4	D	T	d	t								
x5			%	5	E	U	e	u				⏨				
x6			&	6	F	V	f	v	√							
x7	M		'	7	G	W	g	w	-							
x8	G		(	8	H	X	h	x						□		
x9	T		)	9	I	Y	i	y			×	÷				
xA	P	A	*	:	J	Z	j	z								
xB	E	B	+	;	K	[	k	{				⌟	※			
xC	⌟	C	,	<	L	\	l	|	▫	○	r	g	◇		
xD	↵	D	−	=	M	]	m	}					r			
xE		E	.	>	N	^	n	~								
xF	E	F	/	?	O	_	o									

2. Multi byte large font characters 0x7FXX

	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x1																
x2																
x3																
x4																
x5																
x6																
x7																
x8																
x9																
xA																
xB																
xC																
xD																
xE																
xF																

3. Multi byte large font characters 0xF9XX

	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x1																
x2																
x3																
x4																
x5																
x6																
x7																
x8													* 1			
x9													* 2			
xA													* 3			
xB																
xC																
xD													* 4			
xE																
xF																

Control code system

*1: Back Control

*2: Forward Control

*3: Down Control

*4: First from Left Control

4. Multi byte large font characters 0xE5XX

	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x1																
x2																
x3																
x4																
x5																
x6																
x7																
x8																
x9																
xA																
xB																
xC																
xD																
xE																
xF																

5. Multi byte large font characters 0xE6XX

	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x1																
x2																
x3																
x4																
x5																
x6																
x7																
x8																
x9																
xA																
xB																
xC																
xD																
xE																
xF																

6. Single byte small font characters 0xXX

	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x1																
x2																
x3																
x4																
x5																
x6																
x7																
x8																
x9																
xA																
xB																
xC																
xD																
xE																
xF																

7. Multi byte small font characters 0x7FXX

	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x1																
x2																
x3																
x4																
x5																
x6																
x7																
x8																
x9																
xA																
xB																
xC																
xD																
xE																
xF																

8. Multi byte small font characters 0xE5XX

	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x1																
x2																
x3																
x4																
x5																
x6																
x7																
x8																
x9																
xA																
xB																
xC																
xD																
xE																
xF																

9. Multi byte small font characters 0xE6XX

	0 x	1 x	2 x	3 x	4 x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x1																
x2																
x3																
x4																
x5																
x6																
x7																
x8																
x9																
xA																
xB																
xC																
xD																
xE																
xF																

Let’s walk through the creation of the multi-byte character . Looking at the character charts, you’ll see that has display code 0xE6 and it’s second byte is 0x9B (refer to the chart immediately above). To create this character the code would look like this:

unsigned char multi[3]={0xE6,0x9B,0};

Notice that this array is null terminated.

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