

Bilkent University

EE102 – 04
Term Project

Device for Calculating the Area of a Rectangular Room

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Purpose:

The aim of this project is to design a device that can calculate the area of a rectangular room after it is placed in the corner of the room with a Basys3 FPGA board and VHDL.

Methodology:

First of all I decided on my components. In this project I need to take two measurements for two sides of the room. Therefore, I need a 90 degrees movement between two measurements. I used an SG90 servo motor to do this turn. Another component that I used is HC-SR04 ultrasonic distance sensor. With this ultrasonic sensor I can measure the two sides of the room. I combined these two components by placing an ultrasonic sensor on the top of the servo motor. In this way I completed the mechanical part of my project. In the next step I need to show corresponding measurements to the user. I used a VGA monitor to display measurements. I also used 4 seven-segment displays to show the area. Then I wrote my VHDL codes according to "design specifications" part. Finally I made pin connections and generated bitstream file then uploaded it on Basys3 FPGA board.

Design Specifications:

In this project I have following modules:

1. Servo:

```
clk input std_logic;  
sw: input std_logic;  
pwm: output std_logic;
```

This module takes inputs as "sw". "1" indicates the initial direction of servo and "2" indicates the direction of servo after it turned 90 degrees. The working

principle of servo depends on the “pwm” signal that we applied to its signal pin. According to the datasheet, I need to generate waveforms which have a 20ms period. The direction of servo depends on when our signal is HIGH at the beginning between 1-2 ms. SG90 can rotate 180 degrees and we divide 1 ms to 180 degrees. If we apply 1 ms high it becomes 0 degrees. Similarly if we apply 2 ms HIGH it becomes 180 degrees. I divided the 100Mhz clock by 50 to generate a 20 ms period which corresponds to 50hz. In each wave I decided the waveforms by calculating the necessary timing to turn the servo 90 degrees.

2. HCSR04:

```
clk: in std_logic;
echo: in std_logic;
trig: out std_logic;
distance: out std_logic_vector(7 downto 0);
```

This module makes distance measurement and gives a distance output. The working principle of an ultrasonic sensor depends upon trigger output and echo input. It works with pwm signals. Datasheet recommends a 60 ms measurement cycle which is the period of pwm signals applied to the trigger pin. When we apply 10 us high to the trigger pin it sends ultrasonic waves and makes the echo pin high. When it reaches the sensor again it makes the echo pin low. This signal gives us the time interval of the wave traveled. We can use this time and speed of sound in the air and calculate the distance. I used the formula $\mu\text{s}/58 = \text{centimeters}$.

3. Binary_bcd:

```
clk, reset: in std_logic;
binary_in: in std_logic_vector(15 downto 0);
bcd0, bcd1, bcd2, bcd3, bcd4: out std_logic_vector(3 downto 0);
```

This module takes 16 bits binary input and converts it to binary coded decimal form with shift left add 3 algorithm. In this form each decimal digit is coded by 4 bits of binary number. I used this bcd output to convert my area std_logic_vector and show it on a seven-segment display. This module is combined with BCD_to_sevenseg module and I can decide the seven segment cathode outputs.

4. BCD_to_sevenseg:

```
bnum : in STD_LOGIC_VECTOR (3 downto 0);
sevenseg : out STD_LOGIC_VECTOR (7 downto 0);
```

This module takes BCD input and matches it with seven segment cathode output.

5. Top:

```
clk : in STD_LOGIC;
```

```

echo: in std_logic;
reset : in STD_LOGIC;
trig: out std_logic;
sevensseg : out std_logic_vector (7 downto 0);
anodes_o : out std_logic_vector (3 downto 0);
pwm : out std_logic;
side1_o : out std_logic_vector (7 downto 0);
side2_o : out std_logic_vector (7 downto 0);
area_o : out std_logic_vector (15 downto 0)

```

This module is responsible for calculating the area and displaying it on a seven-segment display. This module also takes reset input and starts the measurement process sequentially by the next event counter. I instantiated Servo, HCSR04, Binary_BCD and BCD_to_sevensseg modules in the top module. It takes the distance output of HCSR04 and uses it for measurements. Servo is used for rotating ultrasonic sensors after the first measurement. For the seven segment display I wrote an anode process. I swapped 4 displays in high frequency and reached the persistence of vision that we learned in previous labs. I also used the Binary_BCD module to convert the area signal to BCD. After that I instantiated my Bcd_to_sevensseg module 4 times for each display. With seven segment cathode outputs I wrote my cathode process to show each digit.

6. Sync:

```

clk100: IN STD_LOGIC;
echo: in std_logic;
trig: out std_logic;
HSYNC: OUT STD_LOGIC;
VSYNC: OUT STD_LOGIC;
R: OUT STD_LOGIC_VECTOR(3 downto 0);
G: OUT STD_LOGIC_VECTOR(3 downto 0);
B: OUT STD_LOGIC_VECTOR(3 downto 0);
reset : in STD_LOGIC;
sevensseg : out std_logic_vector (7 downto 0);
anodes_o : out std_logic_vector (3 downto 0);
pwm : out std_logic

```

This module is used for drawing measurements on a VGA monitor. I instantiated my top module in it. I used 1024x1280 60Hz resolution. For this resolution I need a 108 Mhz clock. I used the Vivado IP generator of the Clocking wizard to do this. I generated Hsync and Vsync waveforms to use a VGA monitor. Between the front porch and back porch I Applied low and otherwise high for each signal. I counted SYNC signals according to timing values specified for my resolution. We decide which pixels to turn on by checking current hcount and vcount positions. If the current pixel is in our drawing interval, we define RGB values according to the color we want to show. Each pixel includes RGB colors. If we want white we give all three colors to one. Otherwise if we want to have black pixel we give 0 for all three colors. I wanted white background color and used black for drawing.

7. Text drawing modules from <https://github.com/Derek-X-Wang/VGA-Text-Generator>:

I used three modules from this source:

1. commonPak.vhd
2. pixel_on_text.vhd

```
clk: in std_logic;  
displayText: in string (1 to textLength) := (others => NUL);  
position: in point_2d := (0, 0);  
horzCoord: in integer;  
vertCoord: in integer;  
pixel: out std_logic := '0'
```

3. Font_Rom.vhd

I used these modules to draw text on vga. I instantiated the pixel_on_text module in the sync module. It takes string input of measurements. It takes pixel coordinates as position input for where to draw text. It also takes horizontal and vertical current coordinates to give output. The output pixel indicates where we have a pixel included in text to show.

Results:

As a result I have a working device for calculating the area of a rectangular room automatically. After setting up the project environment and making cable connections I uploaded my bitstream file to fpga. When I pressed the reset button it resetted and started to area measurement. First it measured side1 and waited for a while. After that it rotated 90 degrees. When it turned to the other side, it took another measurement for side2. Then it calculated the area and displayed it on a seven segment display. It also showed both side and area measurements on a vga monitor around a rectangle. The results are shown below:

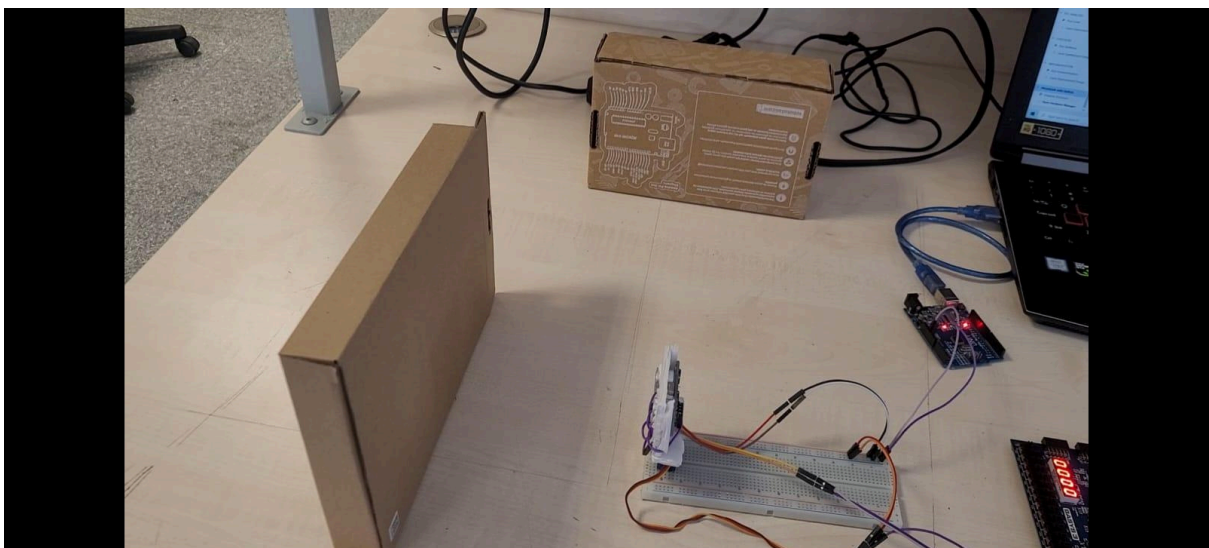


Figure 1.1 Measuring side 1.

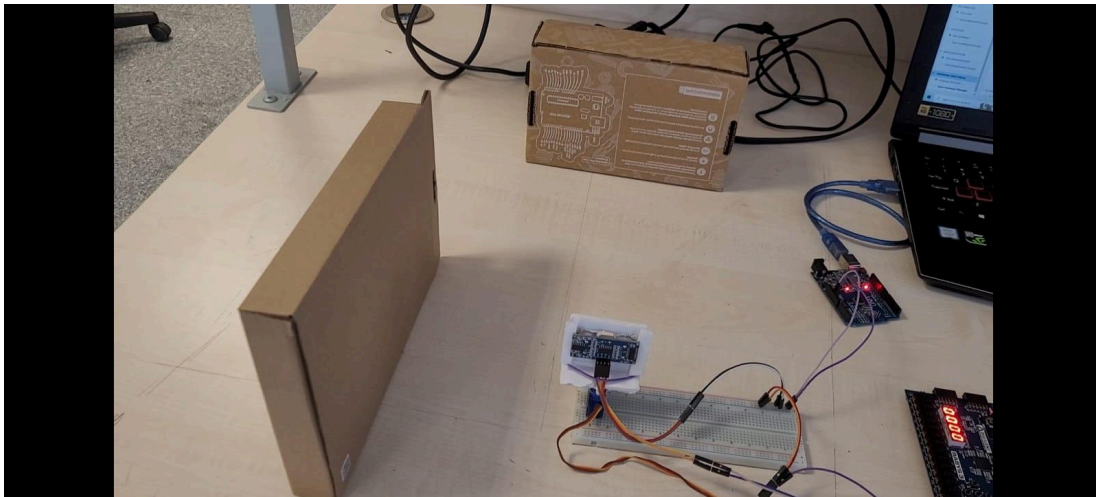


Figure 1.2 Measuring side 2.

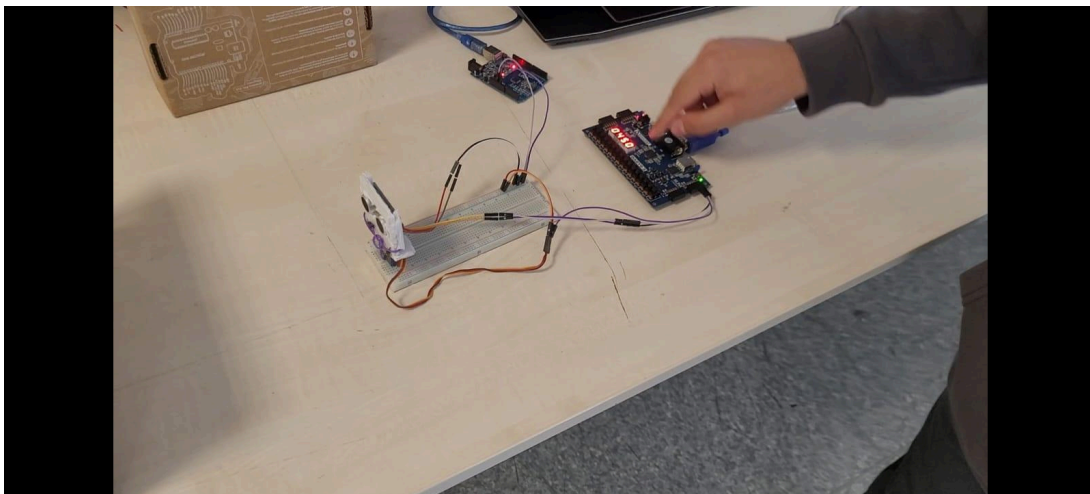


Figure 1.3 Area on seven segment display.

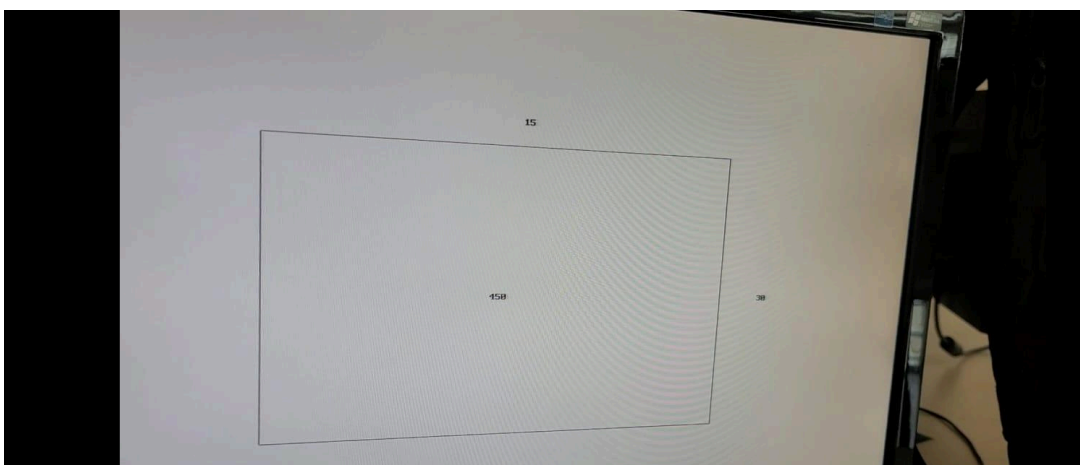


Figure 1.4 Measurements on a VGA monitor.

Conclusion:

In conclusion I designed and implemented a working device that can calculate the area of a rectangular room after making necessary measurements automatically. I used an ultrasonic sensor, servo motor, seven segment display and a vga monitor as external components. I used basys3 FPGA board and VHDL for all the processes. In my opinion it is a good idea for a product. It is simple to use. It also has a low cost due to cheap sensors. With necessary changes it can be used in industry. In my proposal I wrote that I will show the area just on a seven segment display. After my project worked well until this point I thought adding a VGA monitor could be a good idea. Then I started to learn VGA and combined it with my project. I preferred to use written codes for text drawing because it requires lots of data on ROM.

Sources:

<http://www.tinyvga.com/vga-timing>
<https://cdn.sparkfun.com/datasheets/Sensors/Proximity/HCSR04.pdf>
<https://github.com/Derek-X-Wang/VGA-Text-Generator>
http://www.ee.ic.ac.uk/pcheung/teaching/DE1_EE/stores/sg90_datasheet.pdf
<https://allaboutfpga.com/vhdl-code-for-binary-to-bcd-converter/>
<https://youtu.be/WK5FT5RD1sU?si=22Wy8HZtse1AfOAe>

Youtube Link:

<https://www.youtube.com/watch?v=4fVQo5mIX5c>

VHDL Code:

Servo:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use ieee.std_logic_unsigned.all;

entity servo is
  Port (
    clk : in STD_LOGIC;
    sw : in STD_LOGIC;
    pwm : out STD_LOGIC);
end servo;

architecture Behavioral of servo is

  constant limit : integer := 100000000/50;
  signal timer : integer range 0 to limit;
  signal angle : integer range 50000 to 250000;
```

```

begin

process (clk) begin
if rising_edge(clk) then
    if timer = limit - 1 then
        timer <= 0;
    else
        timer <= timer + 1;
    end if;

    if angle > timer then
        pwm <= '1';
    else
        pwm <= '0';
    end if;
end if;
end process;

```

```

process(sw) begin
if sw = '0' then
    angle <= 52000;
elsif sw = '1' then
    angle <= 145000;

end if;
end process;

```

end Behavioral;

```

-----
-----
-----

```

HCSR04:

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use ieee.std_logic_unsigned.all;
use IEEE.numeric_std.all;

```

```

entity hcsr04 is
    port(
        clk: in std_logic;
        echo: in std_logic;

```

```

        trig: out std_logic;
        distance: out std_logic_vector(7 downto 0)
    );
end hcsr04;

```

architecture Behavioral of hcsr04 is

```

constant limit : integer := 6000000;
signal timer : integer range 0 to limit;
signal counter : integer range 0 to 100000000;
signal echo_p : std_logic := '0';
signal echo_fe : std_logic;

```

```
begin
```

```

process (clk) begin
if rising_edge(clk) then

```

```

    if timer = limit - 1 then
        timer <= 0;
    else
        timer <= timer + 1;
    end if;

```

```

    if timer < 1000 then
        counter <= 0;
        trig <= '1';
    else
        trig <= '0';
    end if;

```

```

    if echo = '1' then
        counter <= counter + 1;
    end if;

```

```

    if echo_fe = '1' then
        distance <= std_logic_vector(TO_UNSIGNED(integer(counter/5800), distance'length));
    end if;

```

```

end if;
end process;

```

```

echo_p <= echo when rising_edge(clk);
echo_fe <= not echo and echo_p;

```


end Behavioral;

Binary_BCD:

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
```

```
entity binary_bcd is
  port(
    clk, reset: in std_logic;
    binary_in: in std_logic_vector(15 downto 0);
    bcd0, bcd1, bcd2, bcd3, bcd4: out std_logic_vector(3 downto 0)
  );
end binary_bcd ;
```

architecture behaviour of binary_bcd is

```
  type states is (start, shift, done);
  signal state, state_next: states;
```

```
  signal binary, binary_next: std_logic_vector(15 downto 0);
  signal s_bcd, s_bcd_reg, s_bcd_next: std_logic_vector(19 downto 0);
  signal s_bcd_out_reg, s_bcd_out_reg_next: std_logic_vector(19 downto 0);
  signal shift_counter, shift_counter_next: integer range 0 to 16;
begin
```

```
  process(clk, reset)
  begin
    if reset = '1' then
      binary <= (others => '0');
      s_bcd <= (others => '0');
      state <= start;
      s_bcd_out_reg <= (others => '0');
      shift_counter <= 0;
    elsif falling_edge(clk) then
      binary <= binary_next;
      s_bcd <= s_bcd_next;
      state <= state_next;
      s_bcd_out_reg <= s_bcd_out_reg_next;
      shift_counter <= shift_counter_next;
    end if;
  end process;
```

convert:

```
process(state, binary, binary_in, s_bcd, s_bcd_reg, shift_counter)
```

```
begin
```

```
    state_next <= state;  
    s_bcd_next <= s_bcd;  
    binary_next <= binary;  
    shift_counter_next <= shift_counter;
```

```
    case state is
```

```
        when start =>
```

```
            state_next <= shift;  
            binary_next <= binary_in;  
            s_bcd_next <= (others => '0');  
            shift_counter_next <= 0;
```

```
        when shift =>
```

```
            if shift_counter = 16 then  
                state_next <= done;  
            else  
                binary_next <= binary(14 downto 0) & 'L';  
                s_bcd_next <= s_bcd_reg(18 downto 0) & binary(15);  
                shift_counter_next <= shift_counter + 1;  
            end if;
```

```
        when done =>
```

```
            state_next <= start;
```

```
    end case;
```

```
end process;
```

```
s_bcd_reg(19 downto 16) <= s_bcd(19 downto 16) + 3 when s_bcd(19 downto 16) > 4  
else
```

```
    s_bcd(19 downto 16);
```

```
s_bcd_reg(15 downto 12) <= s_bcd(15 downto 12) + 3 when s_bcd(15 downto 12) > 4  
else
```

```
    s_bcd(15 downto 12);
```

```
s_bcd_reg(11 downto 8) <= s_bcd(11 downto 8) + 3 when s_bcd(11 downto 8) > 4 else  
    s_bcd(11 downto 8);
```

```
s_bcd_reg(7 downto 4) <= s_bcd(7 downto 4) + 3 when s_bcd(7 downto 4) > 4 else  
    s_bcd(7 downto 4);
```

```
s_bcd_reg(3 downto 0) <= s_bcd(3 downto 0) + 3 when s_bcd(3 downto 0) > 4 else  
    s_bcd(3 downto 0);
```

```
s_bcd_out_reg_next <= s_bcd when state = done else  
    s_bcd_out_reg;
```

```
bcd4 <= s_bcd_out_reg(19 downto 16);
```

```
bcd3 <= s_bcd_out_reg(15 downto 12);
```

```
bcd2 <= s_bcd_out_reg(11 downto 8);
```

```
bcd1 <= s_bcd_out_reg(7 downto 4);
```

```
bcd0 <= s_bcd_out_reg(3 downto 0);
```

end behaviour;

BCD_to_sevenseg:

library IEEE;

use IEEE.STD_LOGIC_1164.ALL;

entity bcd_to_sevenseg is

Port (bnum : in STD_LOGIC_VECTOR (3 downto 0);

sevenseg : out STD_LOGIC_VECTOR (7 downto 0));

end bcd_to_sevenseg;

architecture Behavioral of bcd_to_sevenseg is

begin

process (bnum) begin

case bnum is

when "0000" => sevenseg <= "11000000";

when "0001" => sevenseg <= "11111001";

when "0010" => sevenseg <= "10100100";

when "0011" => sevenseg <= "10110000";

when "0100" => sevenseg <= "10011001";

when "0101" => sevenseg <= "10010010";

when "0110" => sevenseg <= "10000010";

when "0111" => sevenseg <= "11111000";

when "1000" => sevenseg <= "10000000";

when "1001" => sevenseg <= "10010000";

when others => sevenseg <= "11111111";

end case;

end process;

end Behavioral;

Top:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use ieee.std_logic_unsigned.all;
use IEEE.numeric_std.all;
```

```
entity top is
generic(clk_freq : integer := 100_000_000);
```

```
    Port (
        clk : in STD_LOGIC;
        echo: in std_logic;
        reset : in STD_LOGIC;
        trig: out std_logic;
        sevenseg : out std_logic_vector (7 downto 0);
        anodes_o : out std_logic_vector (3 downto 0);
        pwm : out std_logic;
        side1_o : out std_logic_vector (7 downto 0);
        side2_o : out std_logic_vector (7 downto 0);
        area_o : out std_logic_vector (15 downto 0)
    );
end top;
```

architecture Behavioral of top is

component servo is

```
    Port (
        clk : in STD_LOGIC;
        sw : in STD_LOGIC;
        pwm : out STD_LOGIC);
end component;
```

component bcd_to_sevenseg is

```
    Port ( bnum : in STD_LOGIC_VECTOR (3 downto 0);
           sevenseg : out STD_LOGIC_VECTOR (7 downto 0));
end component;
```

component binary_bcd is

```
    generic(N: positive := 16);
    port(
        clk, reset: in std_logic;
        binary_in: in std_logic_vector(N-1 downto 0);
        bcd0, bcd1, bcd2, bcd3, bcd4: out std_logic_vector(3 downto 0)
```

```
);  
end component ;
```

```
component hcsr04 is  
    port(  
        clk: in std_logic;  
        echo: in std_logic;  
        trig: out std_logic;  
        distance: out std_logic_vector(7 downto 0)  
    );  
end component;
```

```
constant clk_lim : integer := clk_freq/1000;  
constant event_timer_lim : std_logic_vector := "11111111111111111111111111111111";  
signal timer : integer range 0 to clk_lim;  
signal anodes : std_logic_vector(3 downto 0) := "1110";  
signal first : std_logic_vector(3 downto 0);  
signal second : std_logic_vector(3 downto 0);  
signal third : std_logic_vector(3 downto 0);  
signal fourth : std_logic_vector(3 downto 0);  
signal fsevenseg : std_logic_vector(7 downto 0);  
signal ssevenseg : std_logic_vector(7 downto 0);  
signal tsevenseg : std_logic_vector(7 downto 0);  
signal fsevenseg : std_logic_vector(7 downto 0);  
signal distance_s : std_logic_vector(7 downto 0);  
signal distance_a : std_logic_vector(7 downto 0) := "00000000";  
signal distance_b : std_logic_vector(7 downto 0) := "00000000";  
signal area : std_logic_vector(15 downto 0) := "0000000000000000";  
signal event_timer : std_logic_vector(26 downto 0) := (others => '0');  
signal next_event : integer range 0 to 8;  
signal turn : std_logic := '0';
```

```
begin
```

```
angle: servo  
port map(clk => clk,  
        sw => turn,  
        pwm => pwm);
```

```
dist: hcsr04  
port map (clk => clk,  
        echo => echo,  
        trig => trig,  
        distance => distance_s);
```

```
bin: binary_bcd  
generic map(N => 16)  
port map(clk => clk,
```

```

    reset => reset,
    binary_in => area,
    bcd0 => fourth,
    bcd1 => third,
    bcd2 => second,
    bcd3 => first);

```

```

fd: bcd_to_sevenseg
port map (
    bnum => first,
    sevenseg => fsevenseg
);
sd: bcd_to_sevenseg
port map (
    bnum => second,
    sevenseg => ssevenseg
);
td: bcd_to_sevenseg
port map (
    bnum => third,
    sevenseg => tsevenseg
);
fod: bcd_to_sevenseg
port map (
    bnum => fourth,
    sevenseg => fosevenseg
);

```

```

main_process: process(clk) begin
    if (rising_edge(clk)) then

        if next_event < 6 then
            if (event_timer = event_timer_lim-1) then
                event_timer <= (others => '0');
                next_event <= next_event + 1;
            else
                event_timer <= event_timer+1;
            end if;
        end if;

        if (timer = clk_lim-1) then
            timer <= 0;
            anodes(3 downto 1) <= anodes(2 downto 0);
            anodes(0) <= anodes(3);
        end if;
    end if;
end process;

```

```

else
    timer <= timer+1;
end if;

if (anodes(0) = '0') then
    sevenseg <= fsevenseg;
elseif (anodes(1) = '0') then
    sevenseg <= tsevenseg;
elseif (anodes(2) = '0') then
    sevenseg <= ssevenseg;
elseif (anodes(3) = '0') then
    sevenseg <= fsevenseg;
end if;

if reset = '1' then
    distance_a <= (others => '0');
    distance_b <= (others => '0');
    next_event <= 0;
    turn <= '0';
end if;

if next_event = 2 then
    distance_a <= distance_s;
elseif next_event = 3 then
    turn <= '1';
elseif next_event = 5 then
    distance_b <= distance_s;
end if;

end if;

end process;

area_o <= area;
side2_o <= distance_b;
side1_o <= distance_a;
area <= distance_a * distance_b;
anodes_o <= anodes;

end Behavioral;

```

```

-----
-----
-----

```

SYNC:

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
library work;
use work.commonPak.all;
```

```
ENTITY SYNC IS
PORT(
CLK100: IN STD_LOGIC;
echo: in std_logic;
trig: out std_logic;
HSYNC: OUT STD_LOGIC;
VSYNC: OUT STD_LOGIC;
R: OUT STD_LOGIC_VECTOR(3 downto 0);
G: OUT STD_LOGIC_VECTOR(3 downto 0);
B: OUT STD_LOGIC_VECTOR(3 downto 0);
reset : in STD_LOGIC;
sevenseg : out std_logic_vector (7 downto 0);
anodes_o : out std_logic_vector (3 downto 0);
pwm : out std_logic
);
END SYNC;
```

ARCHITECTURE MAIN OF SYNC IS

```
component Pixel_On_Text is
    generic(
        textLength: integer := 3
    );
    port (
        clk: in std_logic;
        displayText: in string (1 to textLength) := (others => NUL);
        -- top left corner of the text
        position: in point_2d := (0, 0);
        -- current pixel postion
        horzCoord: in integer;
        vertCoord: in integer;

        pixel: out std_logic := '0'
    );
end component;
```

```
component clk_wiz_0
port
```



```

(-- Clock in ports
-- Clock out ports
clk_108      : out  std_logic;
clk_100      : in   std_logic
);
end component;

component top is
generic(clk_freq : integer := 100_000_000);

```

```

Port (
    clk : in STD_LOGIC;
    echo: in std_logic;
    reset : in  STD_LOGIC;
    trig: out std_logic;
    sevenseg : out std_logic_vector (7 downto 0);
    anodes_o : out std_logic_vector (3 downto 0);
    pwm : out std_logic;
    side1_o : out std_logic_vector (7 downto 0);
    side2_o : out std_logic_vector (7 downto 0);
    area_o : out std_logic_vector (15 downto 0)
);
end component;

```

```

signal clk108: std_logic;
signal t1: std_logic;
signal t2: std_logic;
signal t3: std_logic;
signal side1 : std_logic_vector(7 downto 0);
signal side2 : std_logic_vector(7 downto 0);
signal area : std_logic_vector(15 downto 0);

```

```

signal dist1 : integer range 0 to 256;
signal dist2 : integer range 0 to 256;
signal areaint : integer range 0 to 32768;

```

```

signal str1: string (1 to 3);
signal str2: string (1 to 3);
signal str3: string (1 to 3);

```

```

SIGNAL HPOS: INTEGER RANGE 0 TO 1688:=0;
SIGNAL VPOS: INTEGER RANGE 0 TO 1066:=0;

```

BEGIN

```
topmod: top
port map(clk => clk100,
        echo => echo,
        reset => reset,
        trig => trig,
        sevenseg => sevenseg,
        anodes_o => anodes_o,
        pwm => pwm,
        side1_o => side1,
        side2_o => side2,
        area_o => area);
```

```
textElement1: entity work.Pixel_On_Text
generic map (
    textLength => 3
)
port map(
    clk => clk108,
    displayText => str1,
    position => (1420, 554), -- text position (top left)
    horzCoord => HPOS,
    vertCoord => VPOS,
    pixel => t1 -- result
);
```

```
textElement2: entity work.Pixel_On_Text
generic map (
    textLength => 3
)
port map(
    clk => clk108,
    displayText => str2,
    position => (1048, 250), -- text position (top left)
    horzCoord => HPOS,
    vertCoord => VPOS,
    pixel => t2 -- result
);
```

```
textElement3: entity work.Pixel_On_Text
generic map (
    textLength => 3
)
port map(
    clk => clk108,
```

```

displayText => str3,
position => (1018, 554), -- text position (top left)
horzCoord => HPOS,
vertCoord => VPOS,
pixel => t3 -- result
);

```

```

clocking_wizard : clk_wiz_0
port map (
-- Clock out ports
clk_108 => clk108,
-- Clock in ports
clk_100 => clk100

);
PROCESS(clk108)
BEGIN
IF(clk108'EVENT AND clk108='1')THEN

    IF(HPOS<1688)THEN
HPOS<=HPOS+1;
ELSE
HPOS<=0;
    IF(VPOS<1066)THEN
        VPOS<=VPOS+1;
    ELSE
        VPOS<=0;
    END IF;
END IF;
IF((HPOS>0 AND HPOS<408) OR (VPOS>0 AND VPOS<42))THEN
R<=(others=>'0');
G<=(others=>'0');
B<=(others=>'0');
END IF;

IF(HPOS>48 AND HPOS<160)THEN----HSYNC
    HSYNC<='0';
ELSE
    HSYNC<='1';

```

END IF;

IF(VPOS>0 AND VPOS<4)THEN-----vsync

VSYNC<='0';

ELSE

VSYNC<='1';

END IF;

if (t1 = '1' or t2 = '1' or t3 = '1') then

R <= "0000";

G <= "0000";

B <= "0000";

elsif HPOS < 1368 and HPOS > 728 and (VPOS = 298 or VPOS = 810) then

R <= "0000";

G <= "0000";

B <= "0000";

elsif VPOS > 298 and VPOS < 810 and (HPOS = 728 or HPOS = 1368) then

R <= "0000";

G <= "0000";

B <= "0000";

else

R <= "1111";

G <= "1111";

B <= "1111";

end if;

dist1 <= TO_INTEGER(UNSIGNED(side1));

dist2 <= TO_INTEGER(UNSIGNED(side2));

areaint <= TO_INTEGER(UNSIGNED(area));

case dist1 is

when 0 => str1 <= " 0";

when 1 => str1 <= " 1";

when 2 => str1 <= " 2";

when 3 => str1 <= " 3";

when 4 => str1 <= " 4";

when 5 => str1 <= " 5";

when 6 => str1 <= " 6";

when 7 => str1 <= " 7";

when 8 => str1 <= " 8";

when 9 => str1 <= " 9";

when 10 => str1 <= " 10";

when 11 => str1 <= " 11";

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when 12 => str1 <= " 12";
when 13 => str1 <= " 13";
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when 59 => str1 <= " 59";
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when 60 => str1 <= " 60";
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when 108 => str1 <= "108";
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when 156 => str1 <= "156";
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when 202 => str1 <= "202";
when 203 => str1 <= "203";
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when 204 => str1 <= "204";
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when 249 => str1 <= "249";
when 250 => str1 <= "250";
when 251 => str1 <= "251";
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when 252 => str1 <= "252";
when 253 => str1 <= "253";
when 254 => str1 <= "254";
when 255 => str1 <= "255";
when 256 => str1 <= "256";
when others => str1 <= " ";
end case;
```

```
case dist2 is
when 0 => str2 <= " 0";
when 1 => str2 <= " 1";
when 2 => str2 <= " 2";
when 3 => str2 <= " 3";
when 4 => str2 <= " 4";
when 5 => str2 <= " 5";
when 6 => str2 <= " 6";
when 7 => str2 <= " 7";
when 8 => str2 <= " 8";
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when 38 => str2 <= " 38";
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when 39 => str2 <= " 39";
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when 86 => str2 <= " 86";
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when 87 => str2 <= " 87";
when 88 => str2 <= " 88";
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when 135 => str2 <= "135";
when 136 => str2 <= "136";
when 137 => str2 <= "137";
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when 180 => str2 <= "180";
when 181 => str2 <= "181";
when 182 => str2 <= "182";
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when 183 => str2 <= "183";
when 184 => str2 <= "184";
when 185 => str2 <= "185";
when 186 => str2 <= "186";
when 187 => str2 <= "187";
when 188 => str2 <= "188";
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when 226 => str2 <= "226";
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when 228 => str2 <= "228";
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when 230 => str2 <= "230";
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when 231 => str2 <= "231";
when 232 => str2 <= "232";
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when 251 => str2 <= "251";
when 252 => str2 <= "252";
when 253 => str2 <= "253";
when 254 => str2 <= "254";
when 255 => str2 <= "255";
when 256 => str2 <= "256";
when others => str2 <= " ";
end case;
```

case areaint is

```
when 0 => str3 <= " 0";
when 1 => str3 <= " 1";
when 2 => str3 <= " 2";
when 3 => str3 <= " 3";
when 4 => str3 <= " 4";
when 5 => str3 <= " 5";
when 6 => str3 <= " 6";
when 7 => str3 <= " 7";
when 8 => str3 <= " 8";
when 9 => str3 <= " 9";
when 10 => str3 <= " 10";
when 11 => str3 <= " 11";
when 12 => str3 <= " 12";
when 13 => str3 <= " 13";
when 14 => str3 <= " 14";
when 15 => str3 <= " 15";
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when 17 => str3 <= " 17";
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when 18 => str3 <= " 18";
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when 66 => str3 <= " 66";
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when 111 => str3 <= "111";
when 112 => str3 <= "112";
when 113 => str3 <= "113";
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when 114 => str3 <= "114";
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when 849 => str3 <= "849";
when 850 => str3 <= "850";
when 851 => str3 <= "851";
when 852 => str3 <= "852";
when 853 => str3 <= "853";
when 854 => str3 <= "854";
when 855 => str3 <= "855";
when 856 => str3 <= "856";
when 857 => str3 <= "857";
when 858 => str3 <= "858";
when 859 => str3 <= "859";
when 860 => str3 <= "860";
when 861 => str3 <= "861";
when 862 => str3 <= "862";
when 863 => str3 <= "863";
when 864 => str3 <= "864";
when 865 => str3 <= "865";
when 866 => str3 <= "866";
when 867 => str3 <= "867";
when 868 => str3 <= "868";
when 869 => str3 <= "869";
when 870 => str3 <= "870";
when 871 => str3 <= "871";
when 872 => str3 <= "872";
when 873 => str3 <= "873";
when 874 => str3 <= "874";
when 875 => str3 <= "875";
when 876 => str3 <= "876";
when 877 => str3 <= "877";
when 878 => str3 <= "878";
when 879 => str3 <= "879";
when 880 => str3 <= "880";
when 881 => str3 <= "881";
```

```
when 882 => str3 <= "882";
when 883 => str3 <= "883";
when 884 => str3 <= "884";
when 885 => str3 <= "885";
when 886 => str3 <= "886";
when 887 => str3 <= "887";
when 888 => str3 <= "888";
when 889 => str3 <= "889";
when 890 => str3 <= "890";
when 891 => str3 <= "891";
when 892 => str3 <= "892";
when 893 => str3 <= "893";
when 894 => str3 <= "894";
when 895 => str3 <= "895";
when 896 => str3 <= "896";
when 897 => str3 <= "897";
when 898 => str3 <= "898";
when 899 => str3 <= "899";
when 900 => str3 <= "900";
when 901 => str3 <= "901";
when 902 => str3 <= "902";
when 903 => str3 <= "903";
when 904 => str3 <= "904";
when 905 => str3 <= "905";
when 906 => str3 <= "906";
when 907 => str3 <= "907";
when 908 => str3 <= "908";
when 909 => str3 <= "909";
when 910 => str3 <= "910";
when 911 => str3 <= "911";
when 912 => str3 <= "912";
when 913 => str3 <= "913";
when 914 => str3 <= "914";
when 915 => str3 <= "915";
when 916 => str3 <= "916";
when 917 => str3 <= "917";
when 918 => str3 <= "918";
when 919 => str3 <= "919";
when 920 => str3 <= "920";
when 921 => str3 <= "921";
when 922 => str3 <= "922";
when 923 => str3 <= "923";
when 924 => str3 <= "924";
when 925 => str3 <= "925";
when 926 => str3 <= "926";
when 927 => str3 <= "927";
when 928 => str3 <= "928";
when 929 => str3 <= "929";
```

```
when 930 => str3 <= "930";
when 931 => str3 <= "931";
when 932 => str3 <= "932";
when 933 => str3 <= "933";
when 934 => str3 <= "934";
when 935 => str3 <= "935";
when 936 => str3 <= "936";
when 937 => str3 <= "937";
when 938 => str3 <= "938";
when 939 => str3 <= "939";
when 940 => str3 <= "940";
when 941 => str3 <= "941";
when 942 => str3 <= "942";
when 943 => str3 <= "943";
when 944 => str3 <= "944";
when 945 => str3 <= "945";
when 946 => str3 <= "946";
when 947 => str3 <= "947";
when 948 => str3 <= "948";
when 949 => str3 <= "949";
when 950 => str3 <= "950";
when 951 => str3 <= "951";
when 952 => str3 <= "952";
when 953 => str3 <= "953";
when 954 => str3 <= "954";
when 955 => str3 <= "955";
when 956 => str3 <= "956";
when 957 => str3 <= "957";
when 958 => str3 <= "958";
when 959 => str3 <= "959";
when 960 => str3 <= "960";
when 961 => str3 <= "961";
when 962 => str3 <= "962";
when 963 => str3 <= "963";
when 964 => str3 <= "964";
when 965 => str3 <= "965";
when 966 => str3 <= "966";
when 967 => str3 <= "967";
when 968 => str3 <= "968";
when 969 => str3 <= "969";
when 970 => str3 <= "970";
when 971 => str3 <= "971";
when 972 => str3 <= "972";
when 973 => str3 <= "973";
when 974 => str3 <= "974";
when 975 => str3 <= "975";
when 976 => str3 <= "976";
when 977 => str3 <= "977";
```

```

when 978 => str3 <= "978";
when 979 => str3 <= "979";
when 980 => str3 <= "980";
when 981 => str3 <= "981";
when 982 => str3 <= "982";
when 983 => str3 <= "983";
when 984 => str3 <= "984";
when 985 => str3 <= "985";
when 986 => str3 <= "986";
when 987 => str3 <= "987";
when 988 => str3 <= "988";
when 989 => str3 <= "989";
when 990 => str3 <= "990";
when 991 => str3 <= "991";
when 992 => str3 <= "992";
when 993 => str3 <= "993";
when 994 => str3 <= "994";
when 995 => str3 <= "995";
when 996 => str3 <= "996";
when 997 => str3 <= "997";
when 998 => str3 <= "998";
when 999 => str3 <= "999";
when others => str3 <= " ";
end case;

```

```

END IF;
END PROCESS;
END MAIN;

```

```

-----
-----
-----

```

Text generation codes: from <https://github.com/Derek-X-Wang/VGA-Text-Generator>

Pixel_on_text:

```

-- Pixel_On_Text determines if the current pixel is on text
-- param:
--  textlength, use to init the string
-- input:

```

```

-- VGA clock(the clk you used to update VGA)
-- display text
-- top left corner of the text box
-- current X and Y position
-- output:
-- a bit that represent whether is the pixel in text

```

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

```

```

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
use IEEE.NUMERIC_STD.ALL;

```

```

-- Uncomment the following library declaration if instantiating
-- any Xilinx primitives in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

```

```

-- note this line.The package is compiled to this directory by default.
-- so don't forget to include this directory.
library work;
-- this line also is must.This includes the particular package into your program.
use work.commonPak.all;

```

```

entity Pixel_On_Text is
    generic(
        -- needed for init displayText, the default value 11 is just a random number
        textLength: integer := 11
    );
    port (
        clk: in std_logic;
        displayText: in string (1 to textLength) := (others => NUL);
        -- top left corner of the text
        position: in point_2d := (0, 0);
        -- current pixel postion
        horzCoord: in integer;
        vertCoord: in integer;

        pixel: out std_logic := '0'
    );

```

```

end Pixel_On_Text;

```

```

architecture Behavioral of Pixel_On_Text is

```

```

    signal fontAddress: integer;
    -- A row of bit in a charactor, we check if our current (x,y) is 1 in char row

```

```

    signal charBitInRow: std_logic_vector(FONT_WIDTH-1 downto 0) := (others => '0');
    -- char in ASCII code
    signal charCode:integer := 0;
    -- the position(column) of a charactor in the given text
    signal charPosition:integer := 0;
    -- the bit position(column) in a charactor
    signal bitPosition:integer := 0;
begin
    -- (horzCoord - position.x): x position in the top left of the whole text
    charPosition <= (horzCoord - position.x)/FONT_WIDTH + 1;
    bitPosition <= (horzCoord - position.x) mod FONT_WIDTH;
    charCode <= character'pos(displayText(charPosition));
    -- charCode*16: first row of the char
    fontAddress <= charCode*16+(vertCoord - position.y);

    fontRom: entity work.Font_Rom
    port map(
        clk => clk,
        addr => fontAddress,
        fontRow => charBitInRow
    );

    pixelOn: process(clk)
        variable inXRange: boolean := false;
        variable inYRange: boolean := false;
    begin
        if rising_edge(clk) then

            -- reset
            inXRange := false;
            inYRange := false;
            pixel <= '0';
            -- If current pixel is in the horizontal range of text
            if horzCoord >= position.x and horzCoord < position.x + (FONT_WIDTH * textlength)
then
                inXRange := true;
            end if;

            -- If current pixel is in the vertical range of text
            if vertCoord >= position.y and vertCoord < position.y + FONT_HEIGHT then
                inYRange := true;
            end if;

            -- need to check if the pixel is on for text
            if inXRange and inYRange then
                -- FONT_WIDTH-bitPosition: we are reverting the charactor
                if charBitInRow(FONT_WIDTH-bitPosition) = '1' then

```

```

        pixel <= '1';
    end if;
end if;

    end if;
end process;

end Behavioral;

```

```

-----
-----
-----

```

commonPak:

```

-- Original Source from FP-V-GA-Text: https://github.com/MadLittleMods/FP-V-GA-Text
--
-- Package File Template
--
-- Purpose: This package defines supplemental types, subtypes,
--          constants, and functions
--
-- To use any of the example code shown below, uncomment the lines and modify as
-- necessary
--

```

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;

```

```

use ieee.math_real.all;

```

```

package commonPak is

```

```

    constant ADDR_WIDTH : integer := 11;
    constant DATA_WIDTH : integer := 8;

    constant FONT_WIDTH : integer := 8;
    constant FONT_HEIGHT : integer := 16;

```

```

-----

```

```

type point_2d is
record
    x : integer;
    y : integer;
end record;

```

```

type type_textColorMap is array(natural range <>) of std_logic_vector(7 downto 0);

```

```

type type_drawElement is
record
    pixelOn: boolean;
    rgb: std_logic_vector(7 downto 0);
end record;
constant init_type_drawElement: type_drawElement := (pixelOn => false, rgb =>
(others => '0'));
type type_drawElementArray is array(natural range <>) of type_drawElement;

```

```

type type_inArbiterPort is
record
    dataRequest: boolean;
    addr: std_logic_vector(ADDR_WIDTH-1 downto 0);
    writeRequest: boolean;
    writeData: std_logic_vector(DATA_WIDTH-1 downto 0);
end record;
constant init_type_inArbiterPort: type_inArbiterPort := (dataRequest => false, addr =>
(others => '0'), writeRequest => false, writeData => (others => '0'));
type type_inArbiterPortArray is array(natural range <>) of type_inArbiterPort;

```

```

type type_outArbiterPort is
record
    dataWaiting: boolean;
    data: std_logic_vector(DATA_WIDTH-1 downto 0);
    dataWritten: boolean;
end record;
constant init_type_outArbiterPort: type_outArbiterPort := (dataWaiting => false, data
=> (others => '0'), dataWritten => false);
type type_outArbiterPortArray is array(natural range <>) of type_outArbiterPort;

```

```
function log2_float(val : positive) return natural;

end commonPak;

package body commonPak is
    function log2_float(val : positive) return natural is
    begin
        return integer(ceil(log2(real(val))));
    end function;
end commonPak;
```



```
Font_Rom:
-- character ROM
-- - 8-by-16 (8-by-2^4) font
-- - 128 (2^7) characters
-- - ROM size: 512-by-8 (2^11-by-8) bits
--       16K bits: 1 BRAM

-- I got this copy from FP-V-GA-Text: https://github.com/MadLittleMods/FP-V-GA-Text
-- and I remove some functionalities to keep it as simply as possible
-- Original Source: https://github.com/thelonious/vga\_generator/tree/master/vga\_text

-- VHDL'93 supports the full table of ISO-8859-1 characters (0x00 through 0xFF(255))
-- ISO-8859-1 Table: http://kireji.com/reference/iso88591.html

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx primitives in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

-- note this line. The package is compiled to this directory by default.
```

```
-- so don't forget to include this directory.
library work;
-- this line also is must. This includes the particular package into your program.
use work.commonPak.all;
```

```
entity Font_Rom is
    port(
        clk: in std_logic;
        addr: in integer;
        fontRow: out std_logic_vector(FONT_WIDTH-1 downto 0)
    );
end Font_Rom;
```

architecture Behavioral of Font_Rom is

```
-- 2^7 characters
-- + 2^4 row per character
-- therefore the total array size is 2^11 = 2048
    type rom_type is array (0 to 2**11-1) of std_logic_vector(FONT_WIDTH-1 downto 0);
```

```
-- ROM definition
signal ROM: rom_type := ( -- 2^11-by-8
```

```
    -- NUL: code x00
    "00000000", -- 0
    "00000000", -- 1
    "00000000", -- 2
    "00000000", -- 3
    "00000000", -- 4
    "00000000", -- 5
    "00000000", -- 6
    "00000000", -- 7
    "00000000", -- 8
    "00000000", -- 9
    "00000000", -- a
    "00000000", -- b
    "00000000", -- c
    "00000000", -- d
    "00000000", -- e
    "00000000", -- f
    -- SOH: code x01
    "00000000", -- 0
    "00000000", -- 1
    "01111110", -- 2 *****
    "10000001", -- 3 *      *
    "10100101", -- 4 * *   * *
    "10000001", -- 5 *      *
    "10000001", -- 6 *      *
    "10111101", -- 7 * *****
```

```
"10011001", -- 8 * ** *
"10000001", -- 9 *   *
"10000001", -- a *   *
"01111110", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- STX: code x02
"00000000", -- 0
"00000000", -- 1
"01111110", -- 2 *****
"11111111", -- 3 *****
"11011011", -- 4 ** ** **
"11111111", -- 5 *****
"11111111", -- 6 *****
"11000011", -- 7 **   **
"11100111", -- 8 ***   ***
"11111111", -- 9 *****
"11111111", -- a *****
"01111110", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- ETX: code x03
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"01101100", -- 4 ** **
"11111110", -- 5 *****
"11111110", -- 6 *****
"11111110", -- 7 *****
"11111110", -- 8 *****
"01111100", -- 9 *****
"00111000", -- a ***
"00010000", -- b *
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- EOT: code x04
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00010000", -- 4 *
```

```
"00111000", -- 5 ***
"01111100", -- 6 *****
"11111110", -- 7 *****
"01111100", -- 8 *****
"00111000", -- 9 ***
"00010000", -- a *
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- ENQ: code x05
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00011000", -- 3 **
"00111100", -- 4 ****
"00111100", -- 5 ****
"11100111", -- 6 *** ***
"11100111", -- 7 *** ***
"11100111", -- 8 *** ***
"00011000", -- 9 **
"00011000", -- a **
"00111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- ACK: code x06
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00011000", -- 3 **
"00111100", -- 4 ****
"01111110", -- 5 *****
"11111111", -- 6 *****
"11111111", -- 7 *****
"01111110", -- 8 *****
"00011000", -- 9 **
"00011000", -- a **
"00111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- BEL: code x07
"00000000", -- 0
"00000000", -- 1
```

```
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"00011000", -- 6  **
"00111100", -- 7  ****
"00111100", -- 8  ****
"00011000", -- 9  **
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- BS: code x08
"11111111", -- 0  ****
"11111111", -- 1  ****
"11111111", -- 2  ****
"11111111", -- 3  ****
"11111111", -- 4  ****
"11111111", -- 5  ****
"11100111", -- 6  ***  **
"11000011", -- 7  **   **
"11000011", -- 8  **   **
"11100111", -- 9  ***  ***
"11111111", -- a  ****
"11111111", -- b  ****
"11111111", -- c  ****
"11111111", -- d  ****
"11111111", -- e  ****
"11111111", -- f  ****
-- HT: code x09
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00111100", -- 5  ****
"01100110", -- 6  **  **
"01000010", -- 7  *   *
"01000010", -- 8  *   *
"01100110", -- 9  **  **
"00111100", -- a  ****
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
```

```

-- LF: code x0a
"11111111", -- 0 *****
"11111111", -- 1 *****
"11111111", -- 2 *****
"11111111", -- 3 *****
"11111111", -- 4 *****
"11000011", -- 5 **  **
"10011001", -- 6 *  ** *
"10111101", -- 7 * **** *
"10111101", -- 8 * **** *
"10011001", -- 9 *  ** *
"11000011", -- a **  **
"11111111", -- b *****
"11111111", -- c *****
"11111111", -- d *****
"11111111", -- e *****
"11111111", -- f *****

-- code x0b
"00000000", -- 0
"00000000", -- 1
"00011110", -- 2  ****
"00001110", -- 3   ***
"00011010", -- 4   ** *
"00110010", -- 5   ** *
"01111000", -- 6  ****
"11001100", -- 7 **  **
"11001100", -- 8 **  **
"11001100", -- 9 **  **
"11001100", -- a **  **
"01111000", -- b  ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f

-- code x0c
"00000000", -- 0
"00000000", -- 1
"00111100", -- 2  ****
"01100110", -- 3 **  **
"01100110", -- 4 **  **
"01100110", -- 5 **  **
"01100110", -- 6 **  **
"00111100", -- 7  ****
"00011000", -- 8   **
"01111110", -- 9  *****
"00011000", -- a   **
"00011000", -- b   **
"00000000", -- c

```

```
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x0d
"00000000", -- 0
"00000000", -- 1
"00111111", -- 2 *****
"00110011", -- 3 ** **
"00111111", -- 4 *****
"00110000", -- 5 **
"00110000", -- 6 **
"00110000", -- 7 **
"00110000", -- 8 **
"01110000", -- 9 ***
"11110000", -- a ****
"11100000", -- b ***
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x0e
"00000000", -- 0
"00000000", -- 1
"01111111", -- 2 *****
"01100011", -- 3 ** **
"01111111", -- 4 *****
"01100011", -- 5 ** **
"01100011", -- 6 ** **
"01100011", -- 7 ** **
"01100011", -- 8 ** **
"01100111", -- 9 ** ***
"11100111", -- a *** ***
"11100110", -- b *** **
"11000000", -- c **
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x0f
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00011000", -- 3 **
"00011000", -- 4 **
"11011011", -- 5 ** ** **
"00111100", -- 6 ****
"11100111", -- 7 *** ***
"00111100", -- 8 ****
"11011011", -- 9 ** ** **
```

```

"00011000", -- a  **
"00011000", -- b  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x10
"00000000", -- 0
"10000000", -- 1  *
"11000000", -- 2  **
"11100000", -- 3  ***
"11110000", -- 4  ****
"11111000", -- 5  *****
"11111110", -- 6  *****
"11111000", -- 7  *****
"11110000", -- 8  ****
"11100000", -- 9  ***
"11000000", -- a  **
"10000000", -- b  *
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x11
"00000000", -- 0
"00000010", -- 1    *
"00000110", -- 2    **
"00001110", -- 3    ***
"00011110", -- 4    ****
"00111110", -- 5    *****
"11111110", -- 6    *****
"00111110", -- 7    *****
"00011110", -- 8    ****
"00001110", -- 9    ***
"00000110", -- a    **
"00000010", -- b    *
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x12
"00000000", -- 0
"00000000", -- 1
"00011000", -- 2  **
"00111100", -- 3  ****
"01111110", -- 4  *****
"00011000", -- 5  **
"00011000", -- 6  **

```



```
"00011000", -- 7  **
"01111110", -- 8  *****
"00111100", -- 9  ****
"00011000", -- a  **
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x13
"00000000", -- 0
"00000000", -- 1
"01100110", -- 2  ** **
"01100110", -- 3  ** **
"01100110", -- 4  ** **
"01100110", -- 5  ** **
"01100110", -- 6  ** **
"01100110", -- 7  ** **
"01100110", -- 8  ** **
"00000000", -- 9
"01100110", -- a  ** **
"01100110", -- b  ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x14
"00000000", -- 0
"00000000", -- 1
"01111111", -- 2  *****
"11011011", -- 3  ** ** **
"11011011", -- 4  ** ** **
"11011011", -- 5  ** ** **
"01111011", -- 6  **** **
"00011011", -- 7  ** **
"00011011", -- 8  ** **
"00011011", -- 9  ** **
"00011011", -- a  ** **
"00011011", -- b  ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x15
"00000000", -- 0
"01111100", -- 1  *****
"11000110", -- 2  ** **
"01100000", -- 3  **
```

```

"00111000", -- 4   ***
"01101100", -- 5   ** **
"11000110", -- 6   ** **
"11000110", -- 7   ** **
"01101100", -- 8   ** **
"00111000", -- 9   ***
"00001100", -- a   **
"11000110", -- b   ** **
"01111100", -- c   *****
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x16
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"11111110", -- 8   *****
"11111110", -- 9   *****
"11111110", -- a   *****
"11111110", -- b   *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x17
"00000000", -- 0
"00000000", -- 1
"00011000", -- 2   **
"00111100", -- 3   ****
"01111110", -- 4   *****
"00011000", -- 5   **
"00011000", -- 6   **
"00011000", -- 7   **
"01111110", -- 8   *****
"00111100", -- 9   ****
"00011000", -- a   **
"01111110", -- b   *****
"00110000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x18
"00000000", -- 0

```

```

"00000000", -- 1
"00011000", -- 2  **
"00111100", -- 3  ****
"01111110", -- 4  *****
"00011000", -- 5  **
"00011000", -- 6  **
"00011000", -- 7  **
"00011000", -- 8  **
"00011000", -- 9  **
"00011000", -- a  **
"00011000", -- b  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x19
"00000000", -- 0
"00000000", -- 1
"00011000", -- 2  **
"00011000", -- 3  **
"00011000", -- 4  **
"00011000", -- 5  **
"00011000", -- 6  **
"00011000", -- 7  **
"00011000", -- 8  **
"01111110", -- 9  *****
"00111100", -- a  ****
"00011000", -- b  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x1a
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00011000", -- 5  **
"00001100", -- 6  **
"11111110", -- 7  *****
"00001100", -- 8  **
"00011000", -- 9  **
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e

```

```

"00000000", -- f
-- code x1b
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00110000", -- 5 **
"01100000", -- 6 **
"11111110", -- 7 *****
"01100000", -- 8 **
"00110000", -- 9 **
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x1c
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"11000000", -- 6 **
"11000000", -- 7 **
"11000000", -- 8 **
"11111110", -- 9 *****
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x1d
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00100100", -- 5 * *
"01100110", -- 6 ** **
"11111111", -- 7 *****
"01100110", -- 8 ** **
"00100100", -- 9 * *
"00000000", -- a
"00000000", -- b

```

```
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x1e
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00010000", -- 4  *
"00111000", -- 5  ***
"00111000", -- 6  ***
"01111100", -- 7  *****
"01111100", -- 8  *****
"11111110", -- 9  *****
"11111110", -- a  *****
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x1f
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"11111110", -- 4  *****
"11111110", -- 5  *****
"01111100", -- 6  *****
"01111100", -- 7  *****
"00111000", -- 8  ***
"00111000", -- 9  ***
"00010000", -- a  *
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x20
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
```

```
"00000000", -- 9
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x21
"00000000", -- 0
"00000000", -- 1
"00011000", -- 2  **
"00111100", -- 3  ****
"00111100", -- 4  ****
"00111100", -- 5  ****
"00011000", -- 6  **
"00011000", -- 7  **
"00011000", -- 8  **
"00000000", -- 9
"00011000", -- a  **
"00011000", -- b  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x22
"00000000", -- 0
"01100110", -- 1  ** **
"01100110", -- 2  ** **
"01100110", -- 3  ** **
"00100100", -- 4  *  *
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00000000", -- 9
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x23
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"01101100", -- 3  ** **
"01101100", -- 4  ** **
"11111110", -- 5  *****
```

```

"01101100", -- 6 ** **
"01101100", -- 7 ** **
"01101100", -- 8 ** **
"11111110", -- 9 *****
"01101100", -- a ** **
"01101100", -- b ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x24
"00011000", -- 0 **
"00011000", -- 1 **
"01111100", -- 2 *****
"11000110", -- 3 ** **
"11000010", -- 4 ** *
"11000000", -- 5 **
"01111100", -- 6 *****
"00000110", -- 7 **
"00000110", -- 8 **
"10000110", -- 9 * **
"11000110", -- a ** **
"01111100", -- b *****
"00011000", -- c **
"00011000", -- d **
"00000000", -- e
"00000000", -- f
-- code x25
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"11000010", -- 4 ** *
"11000110", -- 5 ** **
"00001100", -- 6 **
"00011000", -- 7 **
"00110000", -- 8 **
"01100000", -- 9 **
"11000110", -- a ** **
"10000110", -- b * **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x26
"00000000", -- 0
"00000000", -- 1
"00111000", -- 2 ***

```

```
"01101100", -- 3 ** **
"01101100", -- 4 ** **
"00111000", -- 5 ***
"01110110", -- 6 *** **
"11011100", -- 7 ** ***
"11001100", -- 8 ** **
"11001100", -- 9 ** **
"11001100", -- a ** **
"01110110", -- b *** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x27
"00000000", -- 0
"00110000", -- 1 **
"00110000", -- 2 **
"00110000", -- 3 **
"01100000", -- 4 **
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00000000", -- 9
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x28
"00000000", -- 0
"00000000", -- 1
"00001100", -- 2 **
"00011000", -- 3 **
"00110000", -- 4 **
"00110000", -- 5 **
"00110000", -- 6 **
"00110000", -- 7 **
"00110000", -- 8 **
"00110000", -- 9 **
"00011000", -- a **
"00001100", -- b **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x29
```



```
"00000000", -- 0
"00000000", -- 1
"00110000", -- 2  **
"00011000", -- 3  **
"00001100", -- 4  **
"00001100", -- 5  **
"00001100", -- 6  **
"00001100", -- 7  **
"00001100", -- 8  **
"00001100", -- 9  **
"00011000", -- a  **
"00110000", -- b  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x2a
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01100110", -- 5  **  **
"00111100", -- 6  ****
"11111111", -- 7  ****
"00111100", -- 8  ****
"01100110", -- 9  **  **
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x2b
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00011000", -- 5  **
"00011000", -- 6  **
"01111110", -- 7  ****
"00011000", -- 8  **
"00011000", -- 9  **
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
```

```
"00000000", -- e
"00000000", -- f
-- code x2c
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00011000", -- 9 **
"00011000", -- a **
"00011000", -- b **
"00110000", -- c **
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x2d
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"01111110", -- 7 *****
"00000000", -- 8
"00000000", -- 9
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x2e
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00000000", -- 9
"00011000", -- a **
```

```

"00011000", -- b  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x2f
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000010", -- 4  *
"00000110", -- 5  **
"00001100", -- 6  **
"00011000", -- 7  **
"00110000", -- 8  **
"01100000", -- 9  **
"11000000", -- a  **
"10000000", -- b  *
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- 0: code x30
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2  *****
"11000110", -- 3  **  **
"11000110", -- 4  **  **
"11001110", -- 5  **  ***
"11011110", -- 6  **  *****
"11110110", -- 7  ***** **
"11100110", -- 8  ***  **
"11000110", -- 9  **  **
"11000110", -- a  **  **
"01111100", -- b  *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- 1: code x31
"00000000", -- 0
"00000000", -- 1
"00011000", -- 2
"00111000", -- 3
"01111000", -- 4  **
"00011000", -- 5  ***
"00011000", -- 6  *****
"00011000", -- 7  **

```

```

"00011000", -- 8  **
"00011000", -- 9  **
"00011000", -- a  **
"01111110", -- b  **
"00000000", -- c  **
"00000000", -- d  *****
"00000000", -- e
"00000000", -- f
-- 2: code x32
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2  *****
"11000110", -- 3  **  **
"00000110", -- 4  **
"00001100", -- 5  **
"00011000", -- 6  **
"00110000", -- 7  **
"01100000", -- 8  **
"11000000", -- 9  **
"11000110", -- a  **  **
"11111110", -- b  *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- 3: code x33
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2  *****
"11000110", -- 3  **  **
"00000110", -- 4  **
"00000110", -- 5  **
"00111100", -- 6  ****
"00000110", -- 7  **
"00000110", -- 8  **
"00000110", -- 9  **
"11000110", -- a  **  **
"01111100", -- b  *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- 4: code x34
"00000000", -- 0
"00000000", -- 1
"00001100", -- 2  **
"00011100", -- 3  ***
"00111100", -- 4  ****

```

```

"01101100", -- 5 ** **
"11001100", -- 6 ** **
"11111110", -- 7 ****
"00001100", -- 8 **
"00001100", -- 9 **
"00001100", -- a **
"00011110", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x35
"00000000", -- 0
"00000000", -- 1
"11111110", -- 2 ****
"11000000", -- 3 **
"11000000", -- 4 **
"11000000", -- 5 **
"11111100", -- 6 ****
"00000110", -- 7 **
"00000110", -- 8 **
"00000110", -- 9 **
"11000110", -- a ** **
"01111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x36
"00000000", -- 0
"00000000", -- 1
"00111000", -- 2 ***
"01100000", -- 3 **
"11000000", -- 4 **
"11000000", -- 5 **
"11111100", -- 6 ****
"11000110", -- 7 ** **
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"11000110", -- a ** **
"01111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x37
"00000000", -- 0
"00000000", -- 1

```

```
"11111110", -- 2 *****
"11000110", -- 3 ** **
"00000110", -- 4 **
"00000110", -- 5 **
"00001100", -- 6 **
"00011000", -- 7 **
"00110000", -- 8 **
"00110000", -- 9 **
"00110000", -- a **
"00110000", -- b **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x38
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2 *****
"11000110", -- 3 ** **
"11000110", -- 4 ** **
"11000110", -- 5 ** **
"01111100", -- 6 *****
"11000110", -- 7 ** **
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"11000110", -- a ** **
"01111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x39
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2 *****
"11000110", -- 3 ** **
"11000110", -- 4 ** **
"11000110", -- 5 ** **
"01111110", -- 6 *****
"00000110", -- 7 **
"00000110", -- 8 **
"00000110", -- 9 **
"00001100", -- a **
"01111000", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
```

```

-- code x3a
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00011000", -- 4  **
"00011000", -- 5  **
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00011000", -- 9  **
"00011000", -- a  **
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x3b
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00011000", -- 4  **
"00011000", -- 5  **
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00011000", -- 9  **
"00011000", -- a  **
"00110000", -- b  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x3c
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000110", -- 3  **
"00001100", -- 4  **
"00011000", -- 5  **
"00110000", -- 6  **
"01100000", -- 7  **
"00110000", -- 8  **
"00011000", -- 9  **
"00001100", -- a  **
"00000110", -- b  **
"00000000", -- c

```

```
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x3d
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01111110", -- 5 *****
"00000000", -- 6
"00000000", -- 7
"01111110", -- 8 *****
"00000000", -- 9
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x3e
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"01100000", -- 3 **
"00110000", -- 4 **
"00011000", -- 5 **
"00001100", -- 6 **
"00000110", -- 7 **
"00001100", -- 8 **
"00011000", -- 9 **
"00110000", -- a **
"01100000", -- b **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x3f
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2 *****
"11000110", -- 3 ** **
"11000110", -- 4 ** **
"00001100", -- 5 **
"00011000", -- 6 **
"00011000", -- 7 **
"00011000", -- 8 **
"00000000", -- 9
```



```

"00011000", -- a  **
"00011000", -- b  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x40
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2  *****
"11000110", -- 3  **  **
"11000110", -- 4  **  **
"11000110", -- 5  **  **
"11011110", -- 6  **  *****
"11011110", -- 7  **  *****
"11011110", -- 8  **  *****
"11011100", -- 9  **  ***
"11000000", -- a  **
"01111100", -- b  *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- A: code x41
"00000000", -- 0
"00000000", -- 1
"00010000", -- 2  *
"00111000", -- 3  ***
"01101100", -- 4  **  **
"11000110", -- 5  **  **
"11000110", -- 6  **  **
"11111110", -- 7  *****
"11000110", -- 8  **  **
"11000110", -- 9  **  **
"11000110", -- a  **  **
"11000110", -- b  **  **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- B: code x42
"00000000", -- 0
"00000000", -- 1
"11111100", -- 2  *****
"01100110", -- 3  **  **
"01100110", -- 4  **  **
"01100110", -- 5  **  **
"01111100", -- 6  *****

```

```
"01100110", -- 7 ** **
"01100110", -- 8 ** **
"01100110", -- 9 ** **
"01100110", -- a ** **
"11111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- C: code x43
"00000000", -- 0
"00000000", -- 1
"00111100", -- 2 ****
"01100110", -- 3 ** **
"11000010", -- 4 ** *
"11000000", -- 5 **
"11000000", -- 6 **
"11000000", -- 7 **
"11000000", -- 8 **
"11000010", -- 9 ** *
"01100110", -- a ** **
"00111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- D: code x44
"00000000", -- 0
"00000000", -- 1
"11111000", -- 2 *****
"01101100", -- 3 ** **
"01100110", -- 4 ** **
"01100110", -- 5 ** **
"01100110", -- 6 ** **
"01100110", -- 7 ** **
"01100110", -- 8 ** **
"01100110", -- 9 ** **
"01101100", -- a ** **
"11111000", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x45
"00000000", -- 0
"00000000", -- 1
"11111110", -- 2 *****
"01100110", -- 3 ** **
```

```
"01100010", -- 4 ** *
"01101000", -- 5 ** *
"01111000", -- 6 ****
"01101000", -- 7 ** *
"01100000", -- 8 **
"01100010", -- 9 ** *
"01100110", -- a ** **
"11111110", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x46
"00000000", -- 0
"00000000", -- 1
"11111110", -- 2 ****
"01100110", -- 3 ** **
"01100010", -- 4 ** *
"01101000", -- 5 ** *
"01111000", -- 6 ****
"01101000", -- 7 ** *
"01100000", -- 8 **
"01100000", -- 9 **
"01100000", -- a **
"11110000", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x47
"00000000", -- 0
"00000000", -- 1
"00111100", -- 2 ****
"01100110", -- 3 ** **
"11000010", -- 4 ** *
"11000000", -- 5 **
"11000000", -- 6 **
"11011110", -- 7 ** ****
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"01100110", -- a ** **
"00111010", -- b **** *
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- H: code x48
"00000000", -- 0
```

```

"00000000", -- 1
"11000110", -- 2 ** **
"11000110", -- 3 ** **
"11000110", -- 4 ** **
"11000110", -- 5 ** **
"11111110", -- 6 *****
"11000110", -- 7 ** **
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"11000110", -- a ** **
"11000110", -- b ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- I: code x49
"00000000", -- 0
"00000000", -- 1
"00111100", -- 2 ****
"00011000", -- 3 **
"00011000", -- 4 **
"00011000", -- 5 **
"00011000", -- 6 **
"00011000", -- 7 **
"00011000", -- 8 **
"00011000", -- 9 **
"00011000", -- a **
"00111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- J: code x4a
"00000000", -- 0
"00000000", -- 1
"00011110", -- 2 ****
"00001100", -- 3 **
"00001100", -- 4 **
"00001100", -- 5 **
"00001100", -- 6 **
"00001100", -- 7 **
"11001100", -- 8 ** **
"11001100", -- 9 ** **
"11001100", -- a ** **
"01111000", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e

```

```

"00000000", -- f
-- K: code x4b
"00000000", -- 0
"00000000", -- 1
"11100110", -- 2 *** **
"01100110", -- 3 ** **
"01100110", -- 4 ** **
"01101100", -- 5 ** **
"01111000", -- 6 ****
"01111000", -- 7 ****
"01101100", -- 8 ** **
"01100110", -- 9 ** **
"01100110", -- a ** **
"11100110", -- b *** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- L: code x4c
"00000000", -- 0
"00000000", -- 1
"11110000", -- 2 ****
"01100000", -- 3 **
"01100000", -- 4 **
"01100000", -- 5 **
"01100000", -- 6 **
"01100000", -- 7 **
"01100000", -- 8 **
"01100010", -- 9 ** *
"01100110", -- a ** **
"11111110", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- M: code x4d
"00000000", -- 0
"00000000", -- 1
"11000011", -- 2 ** **
"11100111", -- 3 *** ***
"11111111", -- 4 ****
"11111111", -- 5 ****
"11011011", -- 6 ** **
"11000011", -- 7 ** **
"11000011", -- 8 ** **
"11000011", -- 9 ** **
"11000011", -- a ** **
"11000011", -- b ** **

```

```
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- N: code x4e
"00000000", -- 0
"00000000", -- 1
"11000110", -- 2 ** **
"11100110", -- 3 *** **
"11110110", -- 4 **** **
"11111110", -- 5 *****
"11011110", -- 6 ** ****
"11001110", -- 7 ** ***
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"11000110", -- a ** **
"11000110", -- b ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- O: code x4f
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2 *****
"11000110", -- 3 ** **
"11000110", -- 4 ** **
"11000110", -- 5 ** **
"11000110", -- 6 ** **
"11000110", -- 7 ** **
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"11000110", -- a ** **
"01111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- P: code x50
"00000000", -- 0
"00000000", -- 1
"11111100", -- 2 *****
"01100110", -- 3 ** **
"01100110", -- 4 ** **
"01100110", -- 5 ** **
"01111100", -- 6 *****
"01100000", -- 7 **
"01100000", -- 8 **
```

```
"01100000", -- 9 **
"01100000", -- a **
"11110000", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- Q: code x510
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2 *****
"11000110", -- 3 ** **
"11000110", -- 4 ** **
"11000110", -- 5 ** **
"11000110", -- 6 ** **
"11000110", -- 7 ** **
"11000110", -- 8 ** **
"11010110", -- 9 ** * **
"11011110", -- a ** *****
"01111100", -- b *****
"00001100", -- c **
"00001110", -- d ***
"00000000", -- e
"00000000", -- f
-- code x52
"00000000", -- 0
"00000000", -- 1
"11111100", -- 2 *****
"01100110", -- 3 ** **
"01100110", -- 4 ** **
"01100110", -- 5 ** **
"01111100", -- 6 *****
"01101100", -- 7 ** **
"01100110", -- 8 ** **
"01100110", -- 9 ** **
"01100110", -- a ** **
"11100110", -- b *** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x53
"00000000", -- 0
"00000000", -- 1
"01111100", -- 2 *****
"11000110", -- 3 ** **
"11000110", -- 4 ** **
"01100000", -- 5 **
```

```

"00111000", -- 6 ***
"00001100", -- 7 **
"00000110", -- 8 **
"11000110", -- 9 ** **
"11000110", -- a ** **
"01111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x54
"00000000", -- 0
"00000000", -- 1
"11111111", -- 2 *****
"11011011", -- 3 ** ** **
"10011001", -- 4 * ** *
"00011000", -- 5 **
"00011000", -- 6 **
"00011000", -- 7 **
"00011000", -- 8 **
"00011000", -- 9 **
"00011000", -- a **
"00111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x55
"00000000", -- 0
"00000000", -- 1
"11000110", -- 2 ** **
"11000110", -- 3 ** **
"11000110", -- 4 ** **
"11000110", -- 5 ** **
"11000110", -- 6 ** **
"11000110", -- 7 ** **
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"11000110", -- a ** **
"01111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x56
"00000000", -- 0
"00000000", -- 1
"11000011", -- 2 ** **

```



```

"11000011", -- 3 ** **
"11000011", -- 4 ** **
"11000011", -- 5 ** **
"11000011", -- 6 ** **
"11000011", -- 7 ** **
"11000011", -- 8 ** **
"01100110", -- 9 ** **
"00111100", -- a ****
"00011000", -- b **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x57
"00000000", -- 0
"00000000", -- 1
"11000011", -- 2 ** **
"11000011", -- 3 ** **
"11000011", -- 4 ** **
"11000011", -- 5 ** **
"11000011", -- 6 ** **
"11011011", -- 7 ** ** **
"11011011", -- 8 ** ** **
"11111111", -- 9 ****
"01100110", -- a ** **
"01100110", -- b ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f

-- code x58
"00000000", -- 0
"00000000", -- 1
"11000011", -- 2 ** **
"11000011", -- 3 ** **
"01100110", -- 4 ** **
"00111100", -- 5 ****
"00011000", -- 6 **
"00011000", -- 7 **
"00111100", -- 8 ****
"01100110", -- 9 ** **
"11000011", -- a ** **
"11000011", -- b ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f

```

```

-- code x59
"00000000", -- 0
"00000000", -- 1
"11000011", -- 2 **  **
"11000011", -- 3 **  **
"11000011", -- 4 **  **
"01100110", -- 5 **  **
"00111100", -- 6 ****
"00011000", -- 7 **
"00011000", -- 8 **
"00011000", -- 9 **
"00011000", -- a **
"00111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x5a
"00000000", -- 0
"00000000", -- 1
"11111111", -- 2 ****
"11000011", -- 3 **  **
"10000110", -- 4 *   **
"00001100", -- 5     **
"00011000", -- 6     **
"00110000", -- 7     **
"01100000", -- 8     **
"11000001", -- 9 **   *
"11000011", -- a **   **
"11111111", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x5b
"00000000", -- 0
"00000000", -- 1
"00111100", -- 2 ****
"00110000", -- 3 **
"00110000", -- 4 **
"00110000", -- 5 **
"00110000", -- 6 **
"00110000", -- 7 **
"00110000", -- 8 **
"00110000", -- 9 **
"00110000", -- a **
"00111100", -- b ****
"00000000", -- c

```

```

"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x5c
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"10000000", -- 3 *
"11000000", -- 4 **
"11100000", -- 5 ***
"01110000", -- 6 ***
"00111000", -- 7 ***
"00011100", -- 8 ***
"00001110", -- 9 ***
"00000110", -- a **
"00000010", -- b *
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x5d
"00000000", -- 0
"00000000", -- 1
"00111100", -- 2 ****
"00001100", -- 3 **
"00001100", -- 4 **
"00001100", -- 5 **
"00001100", -- 6 **
"00001100", -- 7 **
"00001100", -- 8 **
"00001100", -- 9 **
"00001100", -- a **
"00111100", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x5e
"00010000", -- 0 *
"00111000", -- 1 ***
"01101100", -- 2 ** **
"11000110", -- 3 ** **
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00000000", -- 9

```

```

"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x5f
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00000000", -- 9
"00000000", -- a
"00000000", -- b
"00000000", -- c
"11111111", -- d *****
"00000000", -- e
"00000000", -- f
-- code x60
"00110000", -- 0  **
"00110000", -- 1  **
"00011000", -- 2  **
"00000000", -- 3
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00000000", -- 9
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- a: code x61
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01111000", -- 5  ****
"00001100", -- 6  **

```

```

"01111100", -- 7 *****
"11001100", -- 8 ** **
"11001100", -- 9 ** **
"11001100", -- a ** **
"01110110", -- b *** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- b: code x62
"00000000", -- 0
"00000000", -- 1
"11100000", -- 2 ***
"01100000", -- 3 **
"01100000", -- 4 **
"01111000", -- 5 *****
"01101100", -- 6 ** **
"01100110", -- 7 ** **
"01100110", -- 8 ** **
"01100110", -- 9 ** **
"01100110", -- a ** **
"01111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- c: code x63
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01111100", -- 5 *****
"11000110", -- 6 ** **
"11000000", -- 7 **
"11000000", -- 8 **
"11000000", -- 9 **
"11000110", -- a ** **
"01111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- d: code x64
"00000000", -- 0
"00000000", -- 1
"00011100", -- 2 ***
"00001100", -- 3 **

```

```
"00001100", -- 4  **
"00111100", -- 5  ****
"01101100", -- 6  ** **
"11001100", -- 7  ** **
"11001100", -- 8  ** **
"11001100", -- 9  ** **
"11001100", -- a  ** **
"01110110", -- b  *** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- e: code x65
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01111100", -- 5  *****
"11000110", -- 6  ** **
"11111110", -- 7  *****
"11000000", -- 8  **
"11000000", -- 9  **
"11000110", -- a  ** **
"01111100", -- b  *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- f: code x66
"00000000", -- 0
"00000000", -- 1
"00111000", -- 2  ***
"01101100", -- 3  ** **
"01100100", -- 4  ** *
"01100000", -- 5  **
"11110000", -- 6  ****
"01100000", -- 7  **
"01100000", -- 8  **
"01100000", -- 9  **
"01100000", -- a  **
"11110000", -- b  ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- g: code x67
"00000000", -- 0
```

```

"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01110110", -- 5 *** **
"11001100", -- 6 ** **
"11001100", -- 7 ** **
"11001100", -- 8 ** **
"11001100", -- 9 ** **
"11001100", -- a ** **
"01111100", -- b *****
"00001100", -- c **
"11001100", -- d ** **
"01111000", -- e *****
"00000000", -- f
-- h: code x68
"00000000", -- 0
"00000000", -- 1
"11100000", -- 2 ***
"01100000", -- 3 **
"01100000", -- 4 **
"01101100", -- 5 ** **
"01110110", -- 6 *** **
"01100110", -- 7 ** **
"01100110", -- 8 ** **
"01100110", -- 9 ** **
"01100110", -- a ** **
"11100110", -- b *** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- i: code x69
"00000000", -- 0
"00000000", -- 1
"00011000", -- 2 **
"00011000", -- 3 **
"00000000", -- 4
"00111000", -- 5 ***
"00011000", -- 6 **
"00011000", -- 7 **
"00011000", -- 8 **
"00011000", -- 9 **
"00011000", -- a **
"00111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e

```

```

"00000000", -- f
-- j: code x6a
"00000000", -- 0
"00000000", -- 1
"00000110", -- 2  **
"00000110", -- 3  **
"00000000", -- 4
"00001110", -- 5  ***
"00000110", -- 6  **
"00000110", -- 7  **
"00000110", -- 8  **
"00000110", -- 9  **
"00000110", -- a  **
"00000110", -- b  **
"01100110", -- c  ** **
"01100110", -- d  ** **
"00111100", -- e  ****
"00000000", -- f
-- k: code x6b
"00000000", -- 0
"00000000", -- 1
"11100000", -- 2  ***
"01100000", -- 3  **
"01100000", -- 4  **
"01100110", -- 5  ** **
"01101100", -- 6  ** **
"01111000", -- 7  ****
"01111000", -- 8  ****
"01101100", -- 9  ** **
"01100110", -- a  ** **
"11100110", -- b  *** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- l: code x6c
"00000000", -- 0
"00000000", -- 1
"00111000", -- 2  ***
"00011000", -- 3  **
"00011000", -- 4  **
"00011000", -- 5  **
"00011000", -- 6  **
"00011000", -- 7  **
"00011000", -- 8  **
"00011000", -- 9  **
"00011000", -- a  **
"00111100", -- b  ****

```



```
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- m: code x6d
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11100110", -- 5 *** **
"11111111", -- 6 *****
"11011011", -- 7 ** ** **
"11011011", -- 8 ** ** **
"11011011", -- 9 ** ** **
"11011011", -- a ** ** **
"11011011", -- b ** ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- n: code x6e
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11011100", -- 5 ** ***
"01100110", -- 6 ** **
"01100110", -- 7 ** **
"01100110", -- 8 ** **
"01100110", -- 9 ** **
"01100110", -- a ** **
"01100110", -- b ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- o: code x6f
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01111100", -- 5 *****
"11000110", -- 6 ** **
"11000110", -- 7 ** **
"11000110", -- 8 ** **
```

```
"11000110", -- 9 ** **
"11000110", -- a ** **
"01111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x70
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11011100", -- 5 ** ***
"01100110", -- 6 ** **
"01100110", -- 7 ** **
"01100110", -- 8 ** **
"01100110", -- 9 ** **
"01100110", -- a ** **
"01111100", -- b *****
"01100000", -- c **
"01100000", -- d **
"11110000", -- e ****
"00000000", -- f
-- code x71
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01110110", -- 5 *** **
"11001100", -- 6 ** **
"11001100", -- 7 ** **
"11001100", -- 8 ** **
"11001100", -- 9 ** **
"11001100", -- a ** **
"01111100", -- b *****
"00001100", -- c **
"00001100", -- d **
"00011110", -- e *****
"00000000", -- f
-- code x72
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11011100", -- 5 ** ***
```

```
"01110110", -- 6 *** **
"01100110", -- 7 ** **
"01100000", -- 8 **
"01100000", -- 9 **
"01100000", -- a **
"11110000", -- b ****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x73
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"01111100", -- 5 *****
"11000110", -- 6 ** **
"01100000", -- 7 **
"00111000", -- 8 ***
"00001100", -- 9 **
"11000110", -- a ** **
"01111100", -- b *****
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x74
"00000000", -- 0
"00000000", -- 1
"00010000", -- 2 *
"00110000", -- 3 **
"00110000", -- 4 **
"11111100", -- 5 *****
"00110000", -- 6 **
"00110000", -- 7 **
"00110000", -- 8 **
"00110000", -- 9 **
"00110110", -- a ** **
"00011100", -- b ***
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x75
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
```

```
"00000000", -- 3
"00000000", -- 4
"11001100", -- 5 ** **
"11001100", -- 6 ** **
"11001100", -- 7 ** **
"11001100", -- 8 ** **
"11001100", -- 9 ** **
"11001100", -- a ** **
"01110110", -- b *** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x76
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11000011", -- 5 ** **
"11000011", -- 6 ** **
"11000011", -- 7 ** **
"11000011", -- 8 ** **
"01100110", -- 9 ** **
"00111100", -- a ****
"00011000", -- b **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x77
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11000011", -- 5 ** **
"11000011", -- 6 ** **
"11000011", -- 7 ** **
"11011011", -- 8 ** ** **
"11011011", -- 9 ** ** **
"11111111", -- a ** **
"01100110", -- b ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x78
```

```
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11000011", -- 5 ** **
"01100110", -- 6 ** **
"00111100", -- 7 ****
"00011000", -- 8 **
"00111100", -- 9 ****
"01100110", -- a ** **
"11000011", -- b ** **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x79
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11000110", -- 5 ** **
"11000110", -- 6 ** **
"11000110", -- 7 ** **
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"11000110", -- a ** **
"01111110", -- b ****
"00000110", -- c **
"00001100", -- d **
"11111000", -- e ****
"00000000", -- f
-- code x7a
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00000000", -- 4
"11111110", -- 5 ****
"11001100", -- 6 ** **
"00011000", -- 7 **
"00110000", -- 8 **
"01100000", -- 9 **
"11000110", -- a ** **
"11111110", -- b ****
"00000000", -- c
"00000000", -- d
```

```

"00000000", -- e
"00000000", -- f
-- code x7b
"00000000", -- 0
"00000000", -- 1
"00001110", -- 2 ***
"00011000", -- 3 **
"00011000", -- 4 **
"00011000", -- 5 **
"01110000", -- 6 ***
"00011000", -- 7 **
"00011000", -- 8 **
"00011000", -- 9 **
"00011000", -- a **
"00001110", -- b ***
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x7c
"00000000", -- 0
"00000000", -- 1
"00011000", -- 2 **
"00011000", -- 3 **
"00011000", -- 4 **
"00011000", -- 5 **
"00000000", -- 6
"00011000", -- 7 **
"00011000", -- 8 **
"00011000", -- 9 **
"00011000", -- a **
"00011000", -- b **
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x7d
"00000000", -- 0
"00000000", -- 1
"01110000", -- 2 ***
"00011000", -- 3 **
"00011000", -- 4 **
"00011000", -- 5 **
"00001110", -- 6 ***
"00011000", -- 7 **
"00011000", -- 8 **
"00011000", -- 9 **
"00011000", -- a **

```

```

"01110000", -- b ***
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x7e
"00000000", -- 0
"00000000", -- 1
"01110110", -- 2 *** **
"11011100", -- 3 ** ***
"00000000", -- 4
"00000000", -- 5
"00000000", -- 6
"00000000", -- 7
"00000000", -- 8
"00000000", -- 9
"00000000", -- a
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000", -- f
-- code x7f
"00000000", -- 0
"00000000", -- 1
"00000000", -- 2
"00000000", -- 3
"00010000", -- 4 *
"00111000", -- 5 ***
"01101100", -- 6 ** **
"11000110", -- 7 ** **
"11000110", -- 8 ** **
"11000110", -- 9 ** **
"11111110", -- a *****
"00000000", -- b
"00000000", -- c
"00000000", -- d
"00000000", -- e
"00000000" -- f
);
begin

pixelOn: process (clk)
begin
    if rising_edge(clk) then
        -- Read from Rom
        fontRow <= ROM(addr);
    end if;

```

end process;

end Behavioral;