

This directory contains documentation, samples, and tools for developing with the Kanji character set on the PlayStation. You should have a Kanji-version of Windows (or a similar operating system that can process wide-byte characters correctly) to view these files correctly. Please contact your regional center if you have difficulties with these files. All information is contained in the included text files.

#### Font data

The following files belong in the directory "<tree>\kanji\fontdata":

<b>got1[135]j0b.h.</b>	Non-KANJI data
<b>got1[135]j1b.h.</b>	The first level KANJI data
<b>got1[135]j2b.h.</b>	The second level KANJI data
<b>got1[135]tat.h.</b>	Data for vertical writing
<b>got1[135]hlf.h</b>	Half-size data (hankaku )
<b>got15gai.h.</b>	User-defined data
<b>format_e.txt.</b>	Font data file and explanation of KANJI data structures
<b>half_e.txt.</b>	Character array of half size data
<b>offset.h.</b>	Code conversion table

#### Built-in font KANJI code list

The following files belong in the directory "<tree>\kanji\sjiscode":

<b>codeview.c.</b>	Tool for Shift-JIS code list
<b>readme_e.txt.</b>	Codeview explanation
<b>makefile.mak.</b>	Tool makefile (for psymake)
<b>makefile.6x.</b>	Tool makefile (for NEWS)

#### Sample to extract data by character

The following files belong in the directory "<tree>\kanji\kanjdiv":

<b>readme_e.txt.</b>	Extract command explanation
<b>kanjdiv.exe.</b>	Command to extract data by character
<b>test.knj.</b>	Input data sample (-> kanji.out)
<b>kanji.out.</b>	Extracted data sample (<- test.knj)
<b>viewer_e.txt.</b>	Viewer explanation
<b>viewer.c.</b>	Viewer source file
<b>makefile.mak.</b>	Viewer makefile (for psymake)
<b>makefile.6x.</b>	Viewer makefile (for NEWS)

#### Sample to use files by font size

The following files belong in the directory "<tree>\kanji\kanjifnt":

<b>readme_e.txt</b>	Sample program explanation
<b>kanji.h</b>	Font size designation
<b>main.c</b>	Main routine
<b>trans.c</b>	KANJI code and address conversion
<b>makefile.mak</b>	Sample makefile (for psymake)
<b>makefile.6x</b>	Sample makefile (for NEWS)

### Utility for converting ASCII code to Shift-JIS code

The following files belong in the directory "<tree>\kanji\asc2sjis."

<b>asc2sjis.c</b>	Function for converting
<b>readme_e.txt</b>	Function explanation
<b>makefile.mak</b>	Tool makefile (for psymake)
<b>makefile.6x</b>	Tool makefile (for NEWS)