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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

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          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)
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