

# CHARACTER MODULE FONT TABLE (Standard font)

Character modules with built in controllers and Character Generator (CG) ROM & RAM will display 96 ASCII and special characters in a dot matrix format. Then first 16 locations are occupied by the character generator RAM. These locations can be loaded with the user designed symbols and then displayed along with the characters stored in the CG ROM.

CHARACTER FONT TABLE													
UPPER 4 BITS LOWER 4 BITS	0000	0010	0011	0100	0101	0110	0111	1010	1011	1100	1101	1110	1111
0000	CG RAM (1)		0	a	P	`	P		-	9	E	o	p
0001	(2)	!	1	A	Q	a	q	.	7	7	G	ä	q
0010	(3)	"	2	B	R	b	r	´	í	W	x	ß	e
0011	(4)	#	3	C	S	c	s	¸	ó	7	E	ε	∞
0100	(5)	\$	4	D	T	d	t	˘	ı	ı	ı	μ	Ω
0101	(6)	%	5	E	U	e	u	.	o	+	ı	ε	ü
0110	(7)	&	6	F	V	f	v	ˆ	o	ı	ı	ρ	Σ
0111	(8)	'	7	G	W	g	w	˚	ı	ı	ı	g	π
1000	(1)	(	8	H	X	h	x	ı	ı	ı	ı	ı	ı
1001	(2)	)	9	I	Y	i	y	ı	ı	ı	ı	ı	y
1010	(3)	*	:	J	Z	j	z	ı	ı	ı	ı	j	*
1011	(4)	+	;	K	L	k	l	ı	ı	ı	ı	ı	ı
1100	(5)	,	<	L	*	ı	ı	ı	ı	ı	ı	ı	ı
1101	(6)	-	=	M	I	m	)	ı	ı	ı	ı	ı	ı
1110	(7)	.	>	N	^	n	ˆ	ı	ı	ı	ı	ı	ı
1111	(8)	/	?	O	_	o	ˆ	ı	ı	ı	ı	ı	ı