

FontEditor V1.0 manual

Dezember 2009 © ELECTRONIC ASSEMBLY GmbH



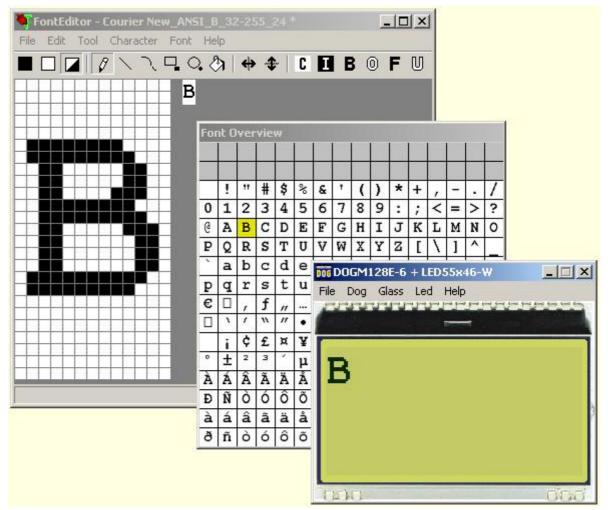
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1 General



All graphic displays from ELECTRONIC ASSEMBLY EA DOG series do provide a full graphic memory. To display some characters and text, a small bitmap needs to be written into this graphic memory. The FontEditor from ELECTRONIC ASSEMBLY generates those bitmap files. It will be included in μ C sourcefiles then.

Use the ready made on-stick fonts *.fv

The FontEditor comes with some ready made fonts, they are optimized for good readability.

<u>4x6.fv</u> [20], <u>5x6.fv</u> [21], <u>6x8.fv</u> [22], <u>8x8.fv</u> [23], <u>7x12.fv</u> [24], <u>8x16.fv</u> [25], <u>16x32_numbers.fv</u> [26], <u>48x64_numbers.fv</u> [27], <u>6x8_cyrillic.fv</u> [28], <u>8x16_cyrillic.fv</u> [29]

Thousand more fonts can be created easily with the help of Windows Font Import 7.



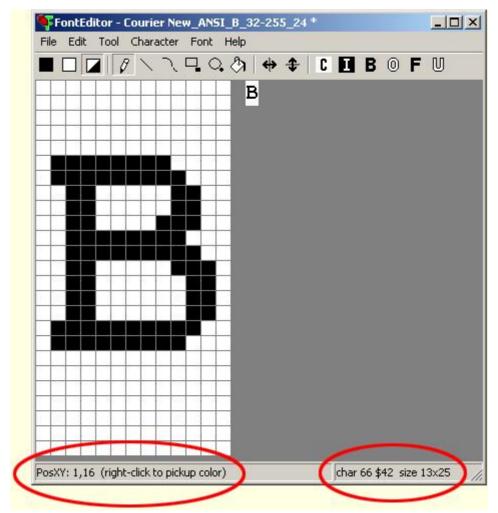
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2 Overview

2.1 Main window

Double click on the file FontEditor.exe opens the EA FontEditor.



Note that the lower helpline does show useful additional information.

There are 2 possibilities to work with the FontEditor tool. You can click through the menu with the mouse or you can use the Shift, Alt Ctrl/Strg with some letters of the keyboard.

After pressing the Alt key in the Main Menu the letter with which you can open the menu item in combination with the Alt button is underlined.

2.2 Font Overview

The Window **Font Overview** is a preview function for the whole character set (codes 0x00 to 0xFF). The white fields do mark all included characters, while the gray fields represent non used codes. The yellow area marks the active character.

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P	Q	R	S	т	U	V	W	X	Y	z]	1	1	۸	
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ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ

With a right-mouse-click the font can be cut. This action safes memory space. Use left-mouse-click to enlarge the range of included character codes.

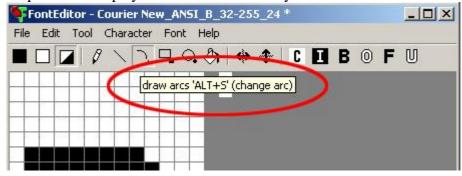
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ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	Ý	þ	Ÿ		

EA FontEditor help

2.3 Toolbar

The most important functions of the Menu $\underline{\text{Tool}}_{14}$ and $\underline{\text{Character}}_{15}$ are also available in the toolbar for quick access.

Note that tooltips will be displayed when the mouse stays over the button.



Black Color

Draw color black. Every action you are doing will paint black color to the pixels you are touching.

White Color

Draw color white. Every action you are doing will paint white color to the pixels you are touching.

Inverse Color

Draw color inverse. Every action you are doing will paint the opposite color to the pixels they had been before. This means white pixels will get black and black will get white.

Draw Dots

Every dot you are clicking gets changed to the draw color.

🔰 Draw Lines

The software draws a straight line from one position to another as good as possible.

Craw Arc

The software draws an arc from one position to another as good as possible. Alt+S changes the direction of bending the arc, also during execution.

Draw Rectangle

A rectangle is drawn from the starting point to the point leave the mouse button. Alt+R changes the option to fill the rectangle, also during execution.

Oraw Circles

The software draws a circle or ellipsoid from one point to another as good as possible. Alt+C changes the option to fill the circle, also during execution.

Fill area

Click to an area and it will be filled with the draw color (black or white)

Horizontal Mirror will mirror the character in X-direction.



Vertical Mirror will mirror the character in Y-direction.

C Clear

Erases the character (white).



Invert Black dots turn to white and white dots to black.

B Bold

Makes the character bold, does mean adds 1 dot around.

Outline Adds an outline around the character and deletes the inner area.

F _{Fill} Fills inner areas.

Unfill Unfills inner areas.

2.4 Import Fonts

7

Import TrueType fonts

A smart way to generate larger fonts is to scan and convert Windows TrueTypeFonts. This is recommended for medium and large fonts with a pixel height of min. 16.

Font Style:	<u>S</u> ize:	
Standard	16	OK
Standard Kursiv Fett Fett Kursiv	16 18 20 22 24 26 28 36	Cancel
Sample	Wiqwam	
	Standard Standard Kursiv Fett Fett Kursiv	Font Style: Size: Standard 16 Standard 16 Kursiv 18 Fett 20 Fett Kursiv 22 24 26 36 Sample

Note that the font styles "Kursiv"/"Italic" are not supported.

8

2.5 Export Fonts

Export font file

With the Export function the font is converted to a text file which may be directly included in a C and basic source code.

For other programming languages you can use the array data in *.h files by manually cut&paste into your source code.

Export Font					<u>?×</u>
Speichern in:	G FV_HD61202	_SED1520	• +	🗈 👉 🔳	.
Verlauf Verlauf Desktop Arbeitsplatz Netzwerkumg					
	Dateiname: Dateityp:	Courier New_ANSI_B_32-255 Overview Bitmap (*.BMP)	_24	-	Speichern
		C Header File vertical FV (*.h) C Header File horizontal FH (*. Basic Header File vertical FV I Basic Header File horizontal F Overview Bitmap (*.BMP)	*.bas)		<i></i> //,

Export a Overview Bitmap

File '16x32ZIF.fv' as '16x32ZIF.bmp'

+ Lower Upper	\$0 (0)	\$1 (1)	\$2 (2)	\$3 (3)	\$4 (4)	\$5 (5)	\$6 (6)	\$7 (7)	\$8 (8)	\$9 (9)	\$A (10)	\$B (11)	\$C (12)	\$D (13)	\$E (14)	\$F (15)
\$20 (dez: 32)											×	+		Η		÷
\$30 (dez: 48)	0	1	2	3	4	5	6	7	8	9	1					

Export a C-Header File

/* File 'AB.fv' as include

the array starts with a 8 byte header: lst Byte: 'F' first 2 bytes are always FV 2nd Byte: 'V' for FONT VERTICAL 3rd Byte: First code to define 4th Byte: Last code to define 5th Byte: Width of character in dots 6th Byte: Height of character in dots 7th Byte: Height of character in bytes 8th Byte: Bytes needed for each character (1..255) **EA FontEditor help**

```
or 0 for big fonts calculate WidthInDots * HeightInBytes
After that font data will follow */
#define Font_AB_fh_LEN 40
unsigned char Font_AB_fh[Font_AB_fh_LEN] =
{
    70, 86, 65, 66, 8, 16, 2, 16,
    0,248, 12, 12, 12, 12, 248, 0, 0, 63, 3, 3, 3, 3, 63, 0,
    0,252,140,140,140,140,120, 0, 0, 63, 49, 49, 49, 49, 30, 0
};
```

Export a Basic Source Code

'File 'AB.fv' as array
'the array starts with a 8 byte header:
' lst Byte: 'F' first 2 bytes are always FV
' 2nd Byte: 'V' for FONT VERTICAL
' 3rd Byte: First code to define
' 4th Byte: Last code to define
' 5th Byte: Width of character in dots
' 6th Byte: Height of character in bytes
' 8th Byte: Bytes needed for each character (1..255)
' or 0 for big fonts calculate WidthInDots * HeightInBytes
' After that font data will follow
Dim Font_AB_fh(40)=_
{_
70, 86, 65, 66, 8, 16, 2, 16,_
0,248, 12, 12, 12, 12,248, 0, 0, 63, 3, 3, 3, 3, 63, 0,_
0,252,140,140,140,120, 0, 0, 63, 49, 49, 49, 49, 30, 0_
};

2.6 DOG-Simulator

Simulation (StartDog.exe)

The simulator software for the EA DOG displays does perfectly cooperate with the FontEditor. When both programs are started, the simulated DOG display immediately shows the current character. With that it is easy to assess immediately size and design.

You will find a copy of StartDog.exe on the EA USBSTICK-FONT in \StartDog\StartDog.exe



LiveView on EA 9780-2USB

When both FontEditor.exe and StartDog.exe are running and the testboard EA 9780-2USB is connected to the USB, then the character is immeditaley visible live on the plugged-in DOG display.

Individual Text

With the menuentry <u>Text for DOG-Simulator</u> [13] you can change the displayed characters.

EA FontEditor help

3 Menu

3.1 File

New Open Import Font	Ctrl+N Ctrl+O Ctrl+T	B	0 F	1
Save Save As	Ctrl+S Shift+Ctrl+S			
Export Print	Ctrl+E Ctrl+P			
1 H:\FontEditor\Fonts\8X16.FV 2 H:\FontEditor\Fonts\4X6.FV 3 H:\FontEditor\Fonts\8X16KYR.I 4 H:\FontEditor\Fonts\6X8KYR.F' 5 not used 6 not used 7 not used 8 not used				
Exit	Alt+F4			

New

Creates a new Font, you are asked for character size in pixels in width and height. After clicking the Ok button the new Font is created, ready to modify.

Open

Opens a window with several already existing fonts high in different sizes which you can modify and save under your own name.

Import Font

Gives the possibility to <u>import fonts</u> (mono spaced only) from Windows System. You can choose the character height you want to have and the ASCII Code range you want to import. You can modify it letter by letter and store it as your own character set. Please be careful not to violate any copyrights.

Save

You can save previously created fonts under their original name. If it had not yet been saved before you will get the same Window as under "Save as" which asks for a name and extension.

Save as

You can change path, name and format of the font and store it there. The original font remains unchanged.

Export

Export the font b to different data formats:

C Header File vertical FV(*.h) C Header File horizontal FH(*.h) Basic Header File vertical FV(*.bas) Basic Header File horizontal FH(*.bas) Overview Bitmap (*.bmp)

The files *.fv are for EA DOG display controller which use vertically oriented bytes (ST7565R, UC1610 and UC1701)

The *.fh files are for controller which have placed the bytes horizontally.

Overview Bitmap (*.bmp) creates a file which shows character font in a list which shows an overview of the characters and which character has which corresponding HEX-code. This *.bmp is good for documentation.

Print

Prints directly the Font Overview list with upper and lower hex codes.

Exit

This closes FontEditor.exe after asking whether the changes made should be saved.

3.2 Edit

File E	dit Tool Chara	icter Font Help				
	Undo Redo	Ctrl+Z Ctrl+R	♦ ‡	C 🔳	B 0	• 0
	Copy Paste	Ctrl+C Ctrl+V				
	Text for DOG-Si	mulator Ctrl+D				
+++						

Undo

This command gives you the possibility to make things undone step by step.

Redo

With the Redo function you can undo the steps you made with undo.

Сору

Copies the actual character into the clipboard.

Paste

Copies the clipboard content to the actual character.

Text for DOG-Simulator

Together with our simulation software StartDog.exe you can see immediately on the monitor how the character looks on the display. When using this simulator option you need to start "StartDog.exe". When you have in addition our new USB testboard EA 9780-2USB you can see the appearance life on the plugged in DOG module.

The sign "|" represents a line break, the "#" represents a kind of space holder when you are trying several letters out of the character font.

3.3 Tool

	Black Color White Color Inverse Color	ALT+I	↔ 4	► C	D B	0 F
	Draw Dots Draw Lines	ALT+D ALT+L				
29 2 2		ALT+S				
	Draw Rectangles Draw Circles					
		ALT+A				

Black Color

Draw color black. Every action you are doing will paint black color to the pixels you are touching.

White Color

Draw color white. Every action you are doing will paint white color to the pixels you are touching.

Inverse Color

Draw color inverse. Every action you are doing will paint the opposite color.

Draw Dots 🖉

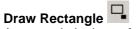
Every dot you are clicking gets changed to the draw color.

Draw Lines

The software draws a straight line from one position to another as good as possible.

Draw Arc 🥄

The software draws an arc from one position to another as good as possible. Alt+S changes the direction of bending the arc, also during execution.



A rectangle is drawn from the starting point to the point leave the mouse button. Alt+R changes the option to fill the rectangle, also during execution.

Draw Circles

The software draws a circle or ellipsoid from one point to another as good as possible. Alt+C changes the option to fill the circle, also during execution.

Fill area 🖄

Click to an area and it will be filled with the draw color (black or white)

3.4 Character

15

Preamble: all functions in the Menu Character do effect to 1 single character only. The same functions can also be used to the whole font (all characters). Those functions are in the Menu Font 17.

FontEditor -	Courier New_ANSI	_B_32-255_	24 *	
File Edit Tool	Character Font	Help	1	
	Horizontal Mirror Vertical Mirror		CIB	0 F U
	Clear	Ctrl+DEL		
	Invert	Ctrl+I		
	Bold	Ctrl+B		
	Outline	Ctrl+L		
	Fill	Ctrl+F		
	Unfill	Ctrl+U		
	Scroll Left	Ctrl+LEFT		
	Scroll Right	Ctrl+RIGHT		
	Scroll Up	Ctrl+UP		
	Scroll Down	Ctrl+DOWN		
			char 66 \$42 siz	e 13x25 //.

Horizontal Mirror 🐡 will mirror the character in X-direction.

Vertical Mirror will mirror the character in Y-direction.

Clear C

Erases the character (white).

Invert

Black dots turn to white and white dots to black.

Bold B

Makes the character bold, does mean adds 1 dot around.

Outline O Adds an outline around the character and deletes the inner area.

Fill **F** Fills inner areas.

Unfill Unfills inner areas.

Scroll Left

Shift the whole character one bit to the left.

Scroll Right

Shift the whole character one bit to the right.

Scroll Up

Shift the whole character one bit upwards.

Scroll Down

Shift the whole character one bit downwards.

3.5 Font

17

	nange size	Shift+Ctrl+C
R	emove unused border	Shift+Ctrl+A
R	otate	Shift+Ctrl+R
 н. н	orizontal Mirror	Shift+Ctrl+X
Ve	ertical Mirror	Shift+Ctrl+Y
ci	ear	Shift+Ctrl+DEL
In	vert	Shift+Ctrl+I
Bo	bld	Shift+Ctrl+B
0	utline	Shift+Ctrl+L
Fi	I	Shift+Ctrl+F
UI UI	nfill	Shift+Ctrl+U
Sc.	roll Left	Shift+Ctrl+LEFT
So	roll Right	Shift+Ctrl+RIGHT
Sc.	roll Up	Shift+Ctrl+UP
S0	roll Down	Shift+Ctrl+DOWN

Preamble: all functions do effect all characters simultanously. Compare with the Menu Character 15

Change size

A new draw area/size can be defined here. Please note that this function does not scale the character !

Remove unused border

This function reduces the file size. The FontEditor scans all characters and if there are not used width and/or height, the whole character set will be cut out to minimum size.

To reduce to an optimum, sometimes it is necessary to scroll some single characters additionally and then to repeat the function "Remove unused border".

Rotate

When the EA DOG display should be used in portrait mode (e.g. 64x128 dots), then it can be assembled by 90° rotation. Of course all characters need to be rotated, too. This function rotates the whole font by 90° clockwise.

Horizontal Mirror

will mirror the whole font in X-direction.

Vertical Mirror

will mirror the whole font in Y-direction.

Clear

Erases the whole font (white).

Invert

Black dots turn to white and white dots to black.

Bold

Makes the whole font bold, does mean adds 1 dot around.

18

Outline

Adds an outline around the whole font and deletes the inner area.

Fill

Fills inner areas.

Unfill

Unfills inner areas.

Scroll Left

Shift the whole font one bit to the left.

Scroll Right

Shift the whole font one bit to the right.

Scroll Up

Shift the whole font one bit upwards.

Scroll Down

Shift the whole font one bit downwards.

3.6 Help

the second second second second	or - Courier New_ANSI	And the second sec	
	ool Character Font	Help Help F1	B () F ()
		char 66 \$42	size 13x25

Help This click shows you the Help-File.

About This click shows you the software version of the FontEditor.



4 On-Stick Fonts

4.1 Font 4x6

+ Lower Upper	\$0 (0)	\$1 (1)	\$2 (2)	\$3 (3)	\$4 (4)	\$5 (5)	\$6 (6)	\$7 (7)	\$8 (8)	\$9 (9)	\$A (10)	\$B (11)	\$C (12)	\$D (13)	\$E (14)	\$F (15)
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\$60 (dez: 96)	•	a	Ь	C	Ч	\$	Ŧ	9	h	i	j	k	L	н	n	•
\$70 (dez: 112)	P	9	г	5	t	ш	v		×	3	I	<	I	Э	*	۵
\$80 (dez: 128)		ü			ä		S=3					S	2-3		Ă	
\$90 (dez: 144)					ö					ð	ü				ß	

4.2 Font 5x6

+ Lower Upper	\$0 (0)	\$1 (1)	\$2 (2)	\$3 (3)	\$4 (4)	\$5 (5)	\$6 (6)	\$7 (7)	\$8 (8)	\$9 (9)	\$A (10)	\$B (11)	\$C (12)	\$D (13)	\$E (14)	\$F (15)
\$20 (dez: 32)		!	*	\$	\$	X	8	*	()	X	+	,	-		1
\$30 (dez: 48)	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
\$40 (dez: 64)	0	A	в	С	D	E	F	G	Н	I	J	К	L	H	Ν	0
\$50 (dez: 80)	P	Q	R	S	Т	U	V	H	X	¥	Z	C	٦	3	٠	_
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\$70 (dez: 112)	Ρ	q	Ŀ	5	t	u	¥	L	х	У	z	£	I	3	4	۵
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\$90 (dez: 144)	Ė	Ŧ	Æ	8	8	6	û	ù	ÿ	ŏ	ü	ŧ	£	¥	β	

4.3 Font 6x8

+ Lower	\$0	\$1	\$2	\$3	\$4	\$5	\$6	\$7	\$8	\$9	\$A	\$B	\$C	\$D	\$E	\$F
Upper	(0)	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	(13)	(14)	(15)
\$20 (dez: 32)		i	н	#	\$	Ζ	8,	1	¢	$\left \right\rangle$	*	+	,	-		/
\$30 (dez: 48)	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
\$40 (dez: 64)	6	A	В	С	D	E	F	G	Н	Ι	J	К	L	М	Ν	0
\$50 (dez: 80)	Ρ	Q	R	S	Т	U	V	ω	Х	Y	Ζ	С	\mathbf{N}	ב	^	_
\$60 (dez: 96)	٩	а	b	С	d	е	f	9	h	i	j	k	1	M	n	ο
\$70 (dez: 112)	р	9	r	S	t	u	v	ω	×	Э	z	{	l	}	~	۵
\$80 (dez: 128)	Ç	ü	é	ā	ä	ā	ā	ç	ē	ë	ē	ï	î	ì	Ä	À
\$90 (dez: 144)	Ē	Æ	Æ	8	6	õ	a	ū	ÿ	ö	Ü	¢	£	¥	ß	f
\$A0 (dez: 160)	á	i	õ	ū	ñ	Ñ	đ	2	Ċ	-	٦	ŀź	4		«	>
\$B0 (dez: 176)		*	*	Ι	-	4	-11	П	F	뤼		ה	ᅴ	Щ	Н	٦
\$C0 (dez: 192)	L	Т	т	ŀ	_	+	F	╟	Ľ	١Ŀ	上	ਜਾ	lł	=	캮	4
\$D0 (dez: 208)	ш	╤	π	Ш	F	F	Π	#	+	L	Г					
\$E0 (dez: 224)	α	ß	Г	Π	Σ	σ	μ	Т	Ξ	θ	Ω	δ	Φ	ø	ε	Π
\$F0 (dez: 240)	≡	±	2	\leq	Г	J	÷	2	0			Ł	Π	2		

4.4 Font 8x8

+ Lower	\$0 (0)	\$1 (1)	\$2 (2)	\$3 (3)	\$4 (4)	\$5 (5)	\$6 (6)	\$7 (7)	\$8 (8)	\$9 (9)	\$A (10)	\$B (11)	\$C (12)	\$D (13)	\$E (14)	\$F (15)
\$20 (dez: 32)		ļ		#	\$	7.	8	•	C]	₩	+	,	8 		1
\$30 (dez: 48)	Ø	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
\$40 (dez: 64)	6	Â	B	C	D	Ε	F	G	Η	Ι	J	K	L	Μ	M	0
\$50 (dez: 80)	P	Q	R	S	Т	U	Ų	μ	X	Y	Ζ	Γ	٦	J	^	_
\$60 (dez: 96)	۰.	а	b	C	d	e	f	g	h	i	j	k	1	m	n	O
\$70 (dez: 112)	p	q	Г	s	t	u	V	W	x	y	z	•	I	3	~	Δ
\$80 (dez: 128)	ç	ü	é	â	ä	à	4	ç	ê	ë	è	ï	î	ì	Ä	À
\$90 (dez: 144)	É	æ	Æ	ô	ö	ò	û	ù	ÿ	ö	ü	¢	£	¥	ß	f
\$A0 (dez: 160)	á	í	ó	ú	ñ	ñ	ā	ō	è	r	-	1/2	14	i	«	≫
\$B0 (dez: 176)	::	:::			-	1	-11	Π	7	41		71	4	-11	=	7
\$C0 (dez: 192)	L		T	ŀ	—	+	F	Iŀ	Ľ	F	1	TF	lì	=	:;;	=
\$D0 (dez: 208)	щ	Ŧ	π	ш	E	F	Π	#	=	4	F					
\$E0 (dez: 224)	α	ß	Г	Π	Σ	б	ш	T	Q	8	Ω	6	ø	ф	E	Π
\$F0 (dez: 240)	≡	±	2	<u><</u>	ſ	J	÷	\approx	•	-		۰r	n	2	3	—

4.5 Font 7x12

+ Lower Upper	\$0 (0)	\$1 (1)	\$2 (2)	\$3 (3)	\$4 (4)	\$5 (5)	\$6 (6)	\$7 (7)	\$8 (8)	\$9 (9)	\$A (10)	\$B (11)	\$C (12)	\$D (13)	\$E (14)	\$F (15)
\$20 (dez: 32)		Ī	77	#	\$	z	8	•	()	×	+	,	-		1
\$30 (dez: 48)	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
\$40 (dez: 64)	6	A	B	C	D	Ε	F	G	H	Ι	J	ĸ	L	H	N	0
\$50 (dez: 80)	Р	Q	R	S	Т	U	Ų	H	X	Y	z	1	١]	^	_
\$60 (dez: 96)	٩	a	Ь	C	d	e	f	9	h	i	j	k	l	M	n	O
\$70 (dez: 112)	Р	q	r	s	t	u	Ų	н	x	y	z	{	ł	}	**	۵
\$80 (dez: 128)	Ç	ü	é	â	ä	à	å	ç	ê	ë	è	ï	î	ì	Ä	Â
\$90 (dez: 144)	É	æ	Æ	ô	ö	ò	û	ù	ÿ	Ö	Ü	¢	£	¥	ß	£
\$A0 (dez: 160)	á	í	ó	ú	ñ	Ñ	₫	2	j	r	-	X	X	i	*	*
\$80 (dez: 176)			鬪		-	=	┨	π	7	╣		٦	J	Ш	٦	٦
\$C0 (dez: 192)	L	Т	т	┠	-	+	F	╟	L	ſŗ	╨	٦Ē	╠	=	쀼	╧
\$D0 (dez: 208)	Ш	₸	П	L	F	F	Г	#	ŧ	J	Г				I	
\$E0 (dez: 224)	α	ß	Г	Π	Σ	σ	μ	۲	Σ	θ	Ω	8	ø	ф	ε	N
\$F0 (dez: 240)	=	±	Z	٤	ſ	J	÷	ø	0	٠		ſ	n	2		-

4.6 Font 8x16

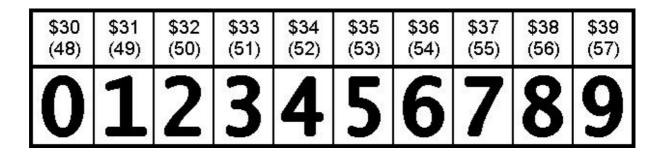
+ Lower	\$0	\$1	\$2	\$3	\$4	\$5	\$6	\$7	\$8	\$9	\$A	\$B	\$C	\$D	\$E	\$F
Upper	(0)	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	(13)	(14)	(15)
\$20 (dez: 32)		!	П	#	\$	X.	&	1	()	¥	+	,	-		1
\$30 (dez: 48)	0	1	2	3	4	5	6	7	8	9	ł	;	<	=	>	?
\$40 (dez: 64)	0	A	B	C	D	Ε	F	G	H	Ι	J	K	L	M	N	0
\$50 (dez: 80)	P	Q	R	S	T	U	Ų	M	X	Y	Ζ	[Ν]	۸	
\$60 (dez: 96)	N	а	b	C	d	e	f	g	h	i	j	k	1	M	Π	0
\$70 (dez: 112)	p	q	Г	S	t	U	¥	M	X	y	z	{	I	}	~	Δ
\$80 (dez: 128)	Ç	Ü	é	â	ä	à	å	Ç	ê	ë	è	ï	î	ì	Ä	Å
\$90 (dez: 144)	É	æ	Æ	ô	ö	ò	Û	ù	ÿ	Ö	Ü	¢	£	¥	ß	f
\$A0 (dez: 160)	á	í	ó	ú	ñ	Ñ	<u>a</u>	Ō	i	г	٦	ž	4	i	«	≫
\$B0 (dez: 176)	::				+	=	\mathbf{H}	Π	F	4		71	1	Ш	4	٦
\$C0 (dez: 192)	L	T	т	F	-	ł	F	₽	Ľ	ī	Щ	īī	ŀ	=	#	F
\$D0 (dez: 208)	Ш	Ŧ	Π	Ш	F	F	Π	Ħ	ŧ	1	Г					
\$E0 (dez: 224)	α	β	Γ	π	Σ	σ	Д	τ	Q	θ	Ω	δ	¢	ф	ε	Π
\$F0 (dez: 240)		±	2	≤	ſ	J	÷	Þ	0		•	۰	n	2	3	

4.7 Font 16x32 numbers

+ Lower Upper	\$0 (0)	\$1 (1)	\$2 (2)	\$3 (3)	\$4 (4)	\$5 (5)	\$6 (6)	\$7 (7)	\$8 (8)	\$9 (9)	\$A (10)	\$B (11)	\$C (12)	\$D (13)	\$E (14)	\$F (15)
\$20 (dez: 32)											×	+	,	Η		÷
\$30 (dez: 48)	0	1	2	3	4	5	6	7	8	9						

27

4.8 Font 48x64 numbers



4.9 Font 6x8 cyrillic

+ Lower Upper	\$0 (0)	\$1 (1)	\$2 (2)	\$3 (3)	\$4 (4)	\$5 (5)	\$6 (6)	\$7 (7)	\$8 (8)	\$9 (9)	\$A (10)	\$B (11)	\$C (12)	\$D (13)	\$E (14)	\$F (15)
\$40 (dez: 64)	Ж	Φ	И	С	В	Y	Ĥ	П	Ρ	Ш	0	Л	д	Ь	Т	Щ
\$50 (dez: 80)	3	й	К	Ы	E	Г	Μ	Ц	Ч	Η	Я	Х	Э	Ъ	Б	Ю
\$60 (dez: 96)	ж	\$	и	С	в	У	а	п	P	ш	ο	л	д	ь	т	Щ
\$70 (dez: 112)	в	й	к	ы	e	Г	М	Ц	ч	н	я	×	Э	Ъ	6	ю
\$80 (dez: 128)	Ë															

EA FontEditor help

4.10 Font 8x16 cyrillic

+ Lower Upper	\$0 (0)	\$1 (1)	\$2 (2)	\$3 (3)	\$4 (4)	\$5 (5)	\$6 (6)	\$7 (7)	\$8 (8)	\$9 (9)	\$A (10)	\$B (11)	\$C (12)	\$D (13)	\$E (14)	\$F (15)
\$40 (dez: 64)	Ж	Φ	И	С	В	Y	Ĥ	Π	Ρ	Ш	0	Π	А	Ь	T	Щ
\$50 (dez: 80)	З	Й	K	Ы	Ε	Γ	Μ	Ц	Ч	Η	Я	Х	Э	Ъ	6	Ю
\$60 (dez: 96)	Ж	Φ	И	С	в	У	а	П	Р	Ш	0	Л	А	Ь	Т	Щ
\$70 (dez: 112)	З	Й	К	Ы	е	Г	М	Ц	ч	н	я	Х	Э	Ъ	б	ю
\$80 (dez: 128)	Ë															

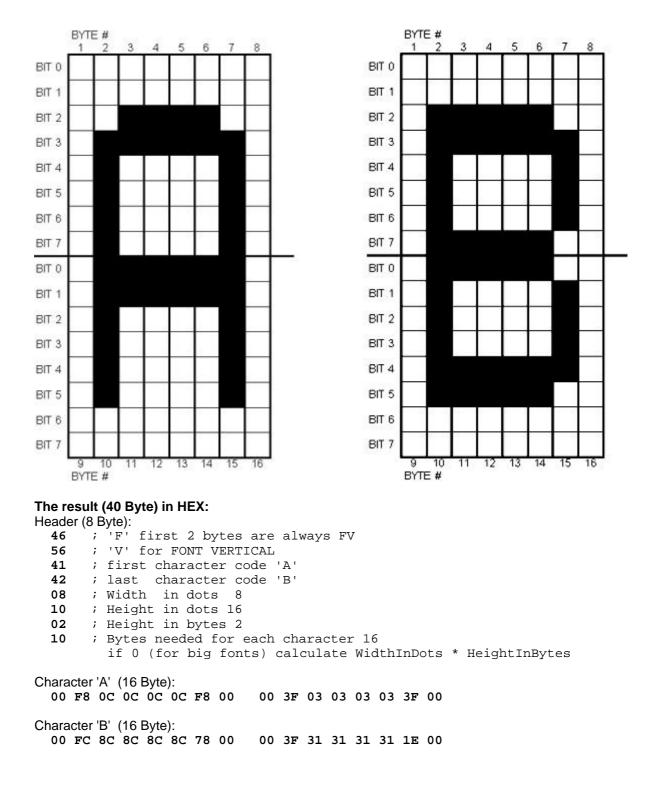
5 Font format *.FV

Font format *.FV for e.g. ST7565, UC1701, UC1610, SED1520 and KS0108 controller.

compatible displays from ELECTRONIC ASSEMBLY <u>http://www.lcd-module.de</u>: EA DOGS102-6, EA DOGM132-5, EA DOGL128-6, EA DOGL128-6, EA DOGXL160-7, EA DIP122-5, EA DIP128-6, EA DIP180-5

Each file starts with a 8 byte header, after that font data will follow. One Byte represents 8 pixels in vertical orientation LSB=TOP and MSB=BOTTOM.

Example: 8x16 font, that defines character 'A' and 'B' only.



EA FontEditor help

6 Font format *.FH

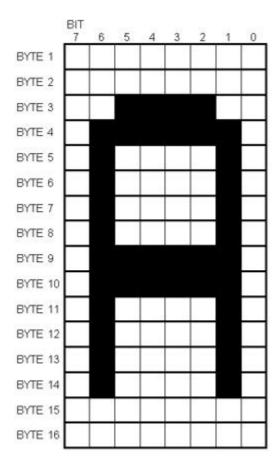
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Font format *.FH for e.g. T6963 and S1D13700 controller.

compatible display from ELECTRONIC ASSEMBLY <u>http://www.lcd-module.de</u>: EA DIP240-7, EA W240-7, EA W320-8

Each file starts with a 8 byte header, after that font data will follow. One Byte represents 8 pixels in horizontal orientation MSB=LEFT and LSB=RIGHT.

Example: 8x16 font, that defines character 'A' and 'B' only.



	BIT 7	6	5	4	3	2	1	0
BYTE 1			<u> </u>					· · · · ·
BYTE 2								
BYTE 3								
BYTE 4								
BYTE 5								
BYTE 6			_					
BYTE 7								
BYTE 8	а. Т						ň —	
BYTE 9	· · · ·							
BYTE 10								
BYTE 11								
BYTE 12								
BYTE 13								
BYTE 14							59	
BYTE 15								
BYTE 16								

The result (40 Byte) in HEX:

Header (8 Byte):

46	; 'F' first 2 bytes are always FH
48	; 'H' for FONT HORIZONTAL
41	; first character code 'A'
42	; last character code 'B'
08	; Width in dots 8
10	; Height in dots 16
01	; Width in bytes 1
10	; Bytes needed for each character 16
	if 0 (for big fonts) calculate WidthInBytes * HeightInDots
	er 'A' (16 Byte): 0 3C 7E 42 42 42 42 7E 7E 42 42 42 42 00 00
	er 'B' (16 Byte): 0 7C 7E 42 42 42 7C 7C 42 42 42 7E 7C 00 00

Mouser Electronics

Authorized Distributor

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ELECTRONIC ASSEMBLY: EA USBSTICK-FONT