

*** KANJI Code Viewer Program ***

< Overview >

This sample program is used for mapping built-in KANJI data in PlayStation as 16-bit texture on a rectangle polygon. Shift-JIS codes of the built-in fonts can be displayed. Use for the reference to user-defined character codes.

< How to operate >

Left Up:	Scrolling upward
Left Down:	Scrolling downward
L1:	Character color +
L2:	Character color -
R1:	Background color +
R2:	Background color -

Keeping any key pushed will increase the speed in 3 steps; standard, double, 4 times.

< How to load the program >

> psymake

With the above command, codeview.cpe is created. krom2tim.obj, kprintf.obj and ktrans.obj are needed to compile. These *.obj files will be built in libgpu.lib later. Use the following commands for the execution.

> run patchw
> run codeview

Since KANJI font is not built in DTL-H2000, execute patchw before codeview execution.