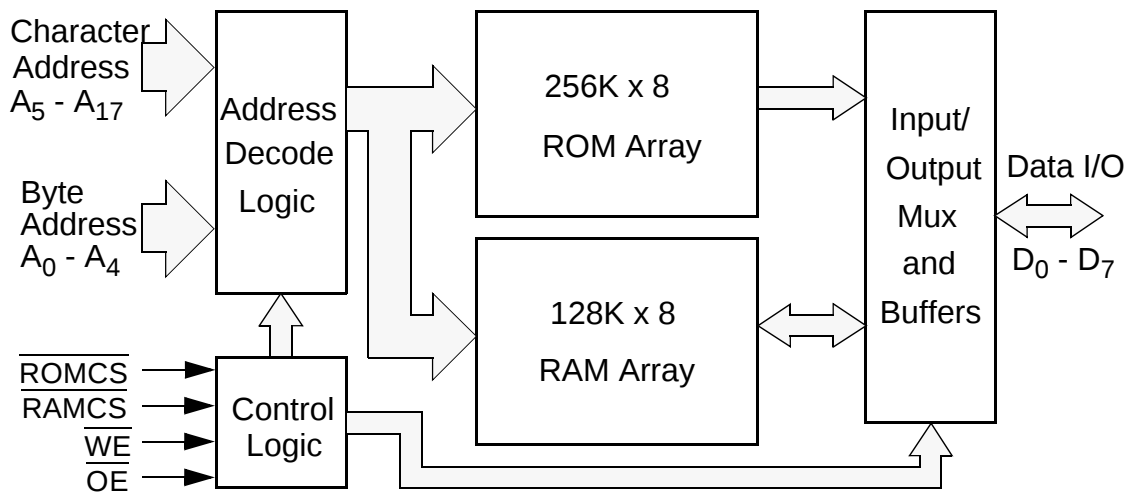


FIGURE 2: Functional Block Diagram

* Note: Addresses A0 through A16 are shared by both RAM and Character Rom

Character Code Translation

The GB 2312 Standard defines a unique 16 bit binary code to identify each character. Because NanoAmp Solutions implements only the Popular GB codes between hex A1A1 and hex F7FE, the 16 bit code can be mathematically translated to a 13 bit binary code. The address translation formula used in the EM11R04 is:

$$\text{Address} = (\text{MSBh} - \text{A1h}) * 5\text{Eh} + (\text{LSBh} - \text{A1h})$$

Where MSB is the most significant byte of the GB address and LSB is the least significant byte of the GB address.

Example:

GB character address A2A2 translates as follows:

$$\begin{aligned} & (\text{A2} - \text{A1}) * 5\text{E} + (\text{A2} - \text{A1}) \\ &= (1) * 5\text{E} + (1) = 5\text{F} \text{ (hex)} \\ & \text{or binary } 0\ 0000\ 0101\ 1111 \end{aligned}$$

Application of this binary code to the most significant

bits of the device (A17 to A5) with addresses A4 to A0 set to 00000 will cause the byte 0 of GB character A2A2 to be presented. The balance of the character data is obtained by sequencing the byte addresses A0 to A4.

Character Viewing Software

NanoAmp Solutions provides viewing software that will allow you to view the full set of characters implemented in NanoAmp character ROMs. You may download this software from the NanoAmp website product section (www.nanoamp.com). Downloading this software will place the following file in your target directory:

esi_gb.exe (DOS display program)

To view characters, run the .exe file. Keying a hex representation of the most significant 8 bits of the 16 bit gb code (key in two hex characters representing the 8 bits intended) will display the character set that shares the 8 most significant bits used. A complete datafile of the ROM contents can be

TABLE 1: Revision History

Revision #	Date	Change Description
01	May 6, 1999	Initial Formal Release