

Table 4 Correspondence between Character Codes and Character Patterns (ROM Code: A00)

Lower 4 Bits \ Upper 4 Bits	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
xxxx0000	CG RAM (1)			0	a	P	`	P				-	9	3	o	p
xxxx0001	(2)		!	1	A	Q	a	9			a	7	7	4	ä	q
xxxx0010	(3)		"	2	B	R	b	r			7	7	7	7	ß	ø
xxxx0011	(4)		#	3	C	S	c	s			7	7	7	7	ε	ω
xxxx0100	(5)		\$	4	D	T	d	t			7	7	7	7	μ	Ω
xxxx0101	(6)		%	5	E	U	e	u			7	7	7	7	σ	Ü
xxxx0110	(7)		&	6	F	V	f	v			7	7	7	7	ρ	Σ
xxxx0111	(8)		'	7	G	W	g	w			7	7	7	7	g	π
xxxx1000	(1)		(	8	H	X	h	x			7	7	7	7	7	π
xxxx1001	(2)		)	9	I	Y	i	y			7	7	7	7	7	γ
xxxx1010	(3)		*	:	J	Z	j	z			7	7	7	7	7	7
xxxx1011	(4)		+	:	K	C	k	c			7	7	7	7	7	7
xxxx1100	(5)		,	<	L	¥	l	l			7	7	7	7	7	7
xxxx1101	(6)		-	=	M	I	m	)			7	7	7	7	7	7
xxxx1110	(7)		.	>	N	^	n	÷			7	7	7	7	7	7
xxxx1111	(8)		/	?	O	_	o	€			7	7	7	7	7	7

Note: The user can specify any pattern for character-generator RAM.