

APPENDICES



[THE BLAZINGCORE SERIES]

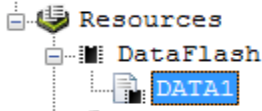
WITH SUPERIOR NUMBER CRUNCHING ABILITIES AND PERIPHERAL HANDLING ON OUR CUSTOM EMBEDDED OS,
RAPID PROTOTYPING IS NOW EASY... AND BLAZING FAST.

TRANSFERRING BITMAP FILES FROM PC TO BCORE

Store the Bitmap Files in your BCore Project's Resource Folder, and import it using the Resource Page in Sonata IDE. Files may be imported and downloaded into an external memory chip (DataFlash) or external memory card (MMC). Example code to draw bitmap files to the OLED from both external memory methods are available under its respective instruction set.

External DataFlash

1. To store Bitmap files in the External DataFlash, make sure the Bitmap files you want loaded into the DataFlash is stored where your project folder is (together with your project files).
2. Next, Select the data file (DATA1) under the DataFlash Resources of your project, and declare an array of type data.



Note: If you put your image files in another folder within your project folder eg. Images; You will need to declare it this way;

```
DATA myData (arraySize) FromFile "Images\FileName"
```

If it is in the root of the project folder;

```
DATA myData (arraySize) FromFile "FileName"
```

Code:

```
'DATA1
DATA B_PLAYER(570) FROMFILE "P_PLAYER.bmp"
DATA BLUEB16(455) FROMFILE "Blue16.bmp"
```

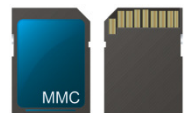
The array size should correspond to the size of your bitmap file in bytes (You can find out the size by placing your mouse over the particular bmp). (Refer to example as shown in figure above)

3. Compile and download the data file (DATA1) into the External DataFlash.
4. BMP files are now programmatically accessible through the use of the *variable name* (in this case, *B_Player*) as per the example code under the `OLED.Draw.BitmapDFlash` Command.

Note: The data file downloads directly to the external data flash chip, separate from downloading the actual program. Downloading your program does **NOT** download the data from the data file to the external data flash chip at the same time.

External Memory Card

1. To store Bitmap files in the External Memory Card (MMC/ SD Compatible), make sure you slot an MMC card into your card reader on your Laptop/PC and open it up using Windows® Explorer.
2. Drag and Drop your Bitmap files into the External Memory Card.
3. When you're done, eject the External Memory Card and slot it into the External Memory Card Socket onboard the OLED interface board.
4. The bitmap files in the External Memory Card are now programmatically accessible using the Bitmap File Name as per the example code under the `OLED.Draw.BitmapFromMemCard` Command.



*Please note that the file name length must be kept to 8 characters. Files with names longer than that may fail to open.

APPENDIX B

ASCII CHART

The following is a standard extended ascii chart supported by the BCore Font Library.

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99
100	101	102	103	104	105	106	107	108	109
110	111	112	113	114	115	116	117	118	119
120	121	122	123	124	125	126	127	128	129
130	131	132	133	134	135	136	137	138	139
140	141	142	143	144	145	146	147	148	149
150	151	152	153	154	155	156	157	158	159
160	161	162	163	164	165	166	167	168	169
170	171	172	173	174	175	176	177	178	179
180	181	182	183	184	185	186	187	188	189
190	191	192	193	194	195	196	197	198	199
200	201	202	203	204	205	206	207	208	209
210	211	212	213	214	215	216	217	218	219
220	221	222	223	224	225	226	227	228	229
230	231	232	233	234	235	236	237	238	239
240	241	242	243	244	245	246	247	248	249
250	251	252	253	254	255				

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