

VT100 ESC sequences

Control Codes

enter = '^m';	# Return
erase = '^?';	# DEL
down = '\E[B' '\EOB';	# Down Arrow
right = '\E[C' '\EOC';	# Right Arrow
up = '\E[A' '\EOA';	# Up Arrow
left = '\E[D' '\EOD' '^h';	# Left Arrow or backspace
home = '\E[H' '^a';	# Home or CTRL-a
nl = '\E[4~' '^j';	# Select or Linefeed
insrt = '\E[2~' '\EOR';	# Insert Here or PF3
delete = '\E[3~' '\EOS';	# Remove or PF4
eof = '\E[1~' '\EOP';	# Find or PF1
tab = '^i';	# Tab
btab = '\E[5~';	# Prev Screen
clear = '\E[6~' '\EOQ' '^l';	# Next Screen or PF2 or CTRL-l
pfk1 = '\EOq' '\E1';	# Numeric 1 or ESC 1
pfk2 = '\EOr' '\E2';	# Numeric 2 or ESC 2
pfk3 = '\EOs' '\E3';	# Numeric 3 or ESC 3
pfk4 = '\EOt' '\E4';	# Numeric 4 or ESC 4
pfk5 = '\EOu' '\E5';	# Numeric 5 or ESC 5
pfk6 = '\EOv' '\E6';	# Numeric 6 or ESC 6
pfk7 = '\EOw' '\E7';	# Numeric 7 or ESC 7
pfk8 = '\EOx' '\E8';	# Numeric 8 or ESC 8
pfk9 = '\EOy' '\E9';	# Numeric 9 or ESC 9
pfk10 = '\EOp' '\E0';	# Numeric 0 or ESC 0
pfk11 = '\EOn' '\E!';	# Numeric Period or ESC !
pfk12 = '\EOM' '\E@';	# Enter or ESC @
pfk13 = '\E[17~' '\E#';	# F6 or ESC #
pfk14 = '\E[18~' '\E\$';	# F7 or ESC \$
pfk15 = '\E[19~' '\E%';	# F8 or ESC %
pfk16 = '\E[20~' '\E^';	# F9 or ESC ^
pfk17 = '\E[21~' '\E&';	# F10 or ESC &
pfk18 = '\E[23~' '\E*';	# F11 or ESC *
pfk19 = '\E[24~' '\E(';	# F12 or ESC (

pfk20 = '\E[25~' '\E)';	# F13 or ESC)
pfk21 = '\E[26~' '\E-';	# F14 or ESC -
pfk22 = '\E[31~' '\E=';	# F17 or ESC =
pfk23 = '\E[32~' '\E_';	# F18 or ESC _
pfk24 = '\E[33~' '\E+';	# F19 or ESC +
pa1 = '\EOm' '\Ea1';	# Numeric Minus or ESC a1
pa2 = '\EOI' '\Ea2';	# Numeric Comma or ESC a2
pa3 = '\E[34~' '\Ea3';	# F20 or ESC a3
escape = '^[';	# Telnet escape
help = '^e' '\E[28~';	# On-line help
keymap = '^k';	# Put out the keymapping
option = '^o';	# Set options
lpri = '^p';	# Print screen (to a file)
fm = '^f';	# Set Field Mark
dup = '^d';	# Duplicate
eh_v = '\Ev';	# Highlighting according to currently valid state
eh_f = '\Ef';	# Highlighting as for field
eh_b = '\Eb';	# Blinking
eh_r = '\Er';	# Reverse video
eh_u = '\Eu';	# Underscore
ec_v = '\EV';	# Colour according to currently valid state
ec_f = '\EF';	# Colour as for field
ec_b = '\EB';	# Blue
ec_r = '\ER';	# Red
ec_p = '\EP';	# Pink
ec_g = '\EG';	# Green
ec_t = '\ET';	# Turquoise
ec_y = '\EY';	# Yellow
ec_n = '\EN';	# Neutral
extend = '^x'; # Switch to extended ASCII	
normal = '^n';	# Switch to normal ASCII
mreset = '^g';	# Master reset
reshow = '^v';	
reset = '^t';	

ESC Sequences

Key Sequence	Meaning
ESC(B	Set to US ASCII character set
ESC(A	UK National
ESC(0	Graphic
ESC[M	Move the cursor up in scrolling region.
ESC[nA	Move the cursor up.
ESCD'LF'	Move the cursor down in scrolling region.
ESC[nB	Move the cursor down
ESC[nC	Move the cursor right
ESC[nD	Move the cursor left
ESCE	Move cursor to start of next line
ESC[r;cH	Move the cursor to row r, column c.
ESC7	Save the cursor column position and character attributes
ESC8	Restore the cursor column position and character attributes
ESC[0K	Erase from the cursor to the end of the line
ESC[1K	erase from the beginning of the line to the cursor.
ESC[2K	Erase the line
ESC[0J	Erase from the cursor to the end of the screen.
ESC[1J	erase from the bottom of the screen to the cursor
ESC[2J	Erase the screen
ESC[t;br	Defines a scrolling region where the top line = t and the bottom line = b.
ESC[?6h	Set cursor position 0,0 equal to the upper left corner of the scrolling region.
ESC[?6l	Set cursor position 0,0 equal to upper left corner of the defined scrolling region.
ESC[0m	Normal characters
ESC[1m	Bold characters
ESC[4m	Underline characters.
ESC[5m	Blinking characters
ESC[7m	reverse video characters
ESC#3	Double height characters, top half.
ESC#4	Double height characters, bottom
ESC#5	Single width characters
ESC#6	Double width characters
ESC[?3l	Set terminal to 132 column mode

ESC[?3h	Set terminal to 80 column mode
ESCH	Set tab stop at current column position
ESC[g	Clear tab stop at current column.
ESC[3g	Clear all tab stops.