

## ASCII Table

Below is the ASCII table for charset 850 which we will be using to draw figures in the terminal:

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
32		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
48	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
64	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
80	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
96																
112	p	q	r	s	t	u	v	w	x	y	z	{		}	~	
128																
144	¡	¢	£	¤	¥	¦	§	¨	©							
160											¡	¢	£	¤	¥	¦
176	§	¨	©													
192					¡	¢	£	¤	¥	¦	§	¨	©			
208															¡	¢
224	£	¤	¥	¦	§	¨	©									
240									¡	¢	£	¤	¥	¦	§	¨

## ANSI Escape Codes

Wherever you see the parameter # it should be replaced by the appropriate number. ESC is the ASCII character number 27.

### ESC code sequence

#### Cursor Controls:

ESC[*r*;*c*H or ESC[*r*;*c*f

ESC[#A

ESC[#B

ESC[#C

ESC[#D

ESC[s

ESC[u

ESC[H

### Function

Moves cursor to row *r*, column *c*

Moves cursor up # lines

Moves cursor down # lines

Moves cursor forward # spaces

Moves cursor back # spaces

Saves cursor position for recall later

Return to saved cursor position

Home cursor

#### Erase Functions:

ESC[J

ESC[2J

ESC[K

ESC[2K

Clear from cursor to end of screen

Clear screen and home cursor<sup>1</sup>

Clear from cursor to end of line

Clear line and home cursor<sup>1</sup>

#### Set Graphics Rendition:

ESC[#;*#*;*...*;*#*m

Set display attributes where # is

00 for normal display (or just 0)

01 for bold on (or just 1)

02 faint (or just 2)

03 standout (or just 3)

04 underline (or just 4)

05 blink on (or just 5)

07 reverse video on (or just 7)

<sup>1</sup> PuTTY 0.70 does NOT home the cursor.

08 non-displayed (invisible) (or just 8)  
 22 normal  
 23 no-standout  
 24 no-underline  
 25 no-blink  
 27 no-reverse  
 30 black foreground  
 31 red foreground  
 32 green foreground  
 33 yellow foreground  
 34 blue foreground  
 35 magenta foreground  
 36 cyan foreground  
 37 white foreground  
 39 default foreground  
 40 black background  
 41 red background  
 42 green background  
 43 yellow background  
 44 blue background  
 45 magenta background  
 46 cyan background  
 47 white background  
 49 default background

### Keyboard Reassignments

ESC[#;#;...p or  
 ESC["string"p or  
 ESC[#;"string";#;  
 #;"string";#p

Keyboard reassignment. The first ASCII code defines which code is to be changed. The remaining codes define what it is to be changed to.

E.g. Reassign the Q and q keys to the A and a keys (and vice versa).

ESC [65;81p	A becomes Q
ESC [97;113p	a becomes q
ESC [81;65p	Q becomes A
ESC [113;97p	q becomes a

E.g. Reassign the F10 key to a DIR command.

ESC [0;68;"dir";13p	The 0;68 is the extended ASCII code for the F10 key and 13 is the ASCII code for a carriage return
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Other function key codes

F1=59,F2=60,F3=61,F4=62,F5=63  
 F6=64,F7=65,F8=66,F9=67,F10=68