

ASCII

This program is not only for checking the correct loading of the required codepage, but also for previewing the ASCII character numbers that we want to use in any of our program.

From the PC-Basic documentation:

Codepage 437 - This table shows the characters that are produced by the 256 single-byte code points when the DOS Latin USA codepage **437 is loaded, which is the default.**

So starting GW-Basic:

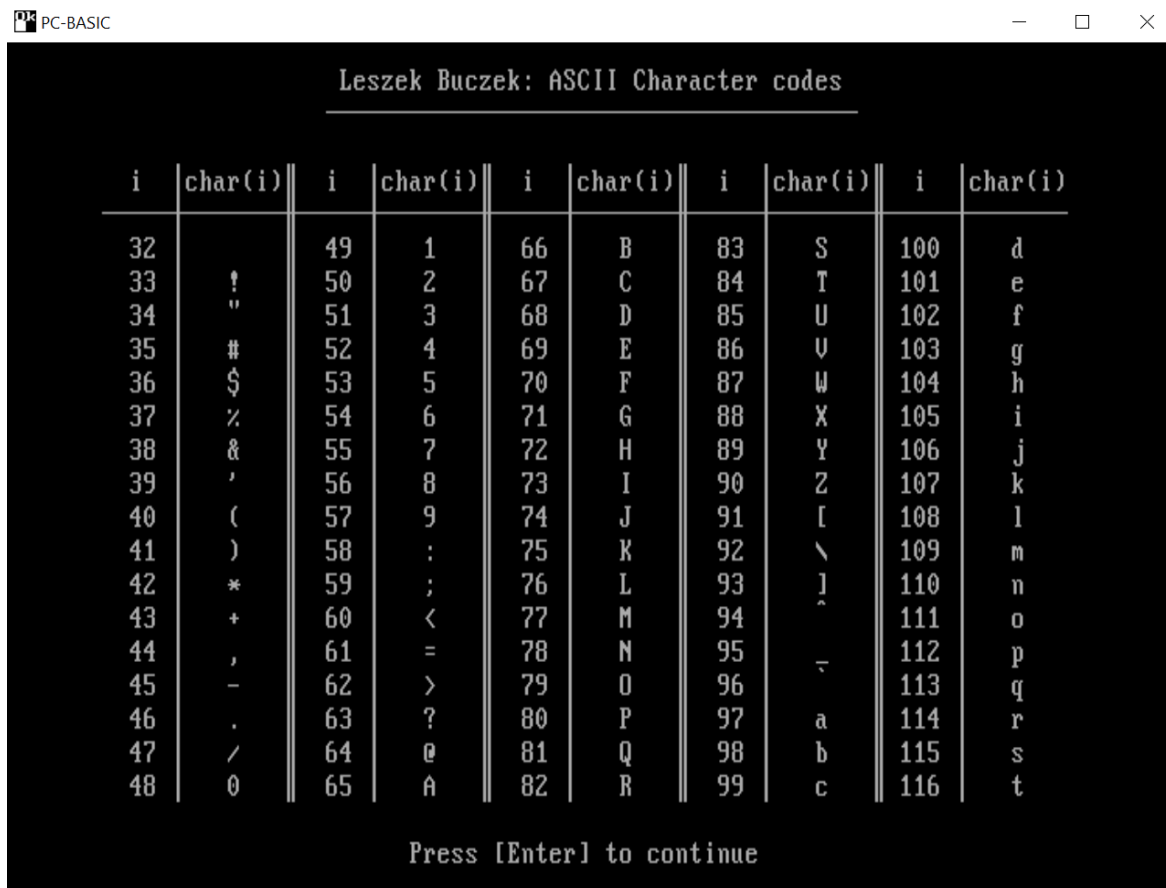
```
C:\GWBasic\pcbasic
```

... is the same as running it like this

```
C:\GWBasic\pcbasic --codepage=437
```

(Be sure to apply a trick described above to delete the codepage directory files - please see: "GWBasic - Before you start (Zanim zaczniesz) - in English".)

Now loading (LOAD "ASCII_en) and running (RUN) the ASCII_en program gives exactly this:



The screenshot shows a PC-BASIC window titled "PC-BASIC" with a black background and white text. The window displays a table titled "Leszek Buczek: ASCII Character codes". The table lists ASCII character codes from 32 to 116, organized into five columns. Each column has a header row with 'i' and 'char(i)'. The characters shown are standard ASCII characters, including punctuation, digits, and letters. At the bottom of the window, it says "Press [Enter] to continue".

i	char(i)	i	char(i)	i	char(i)	i	char(i)	i	char(i)
32		49	1	66	B	83	S	100	d
33	!	50	2	67	C	84	T	101	e
34	"	51	3	68	D	85	U	102	f
35	#	52	4	69	E	86	V	103	g
36	\$	53	5	70	F	87	W	104	h
37	%	54	6	71	G	88	X	105	i
38	&	55	7	72	H	89	Y	106	j
39	'	56	8	73	I	90	Z	107	k
40	(57	9	74	J	91	[108	l
41)	58	:	75	K	92	\	109	m
42	*	59	;	76	L	93]	110	n
43	+	60	<	77	M	94	^	111	o
44	,	61	=	78	N	95	_	112	p
45	-	62	>	79	O	96	`	113	q
46	.	63	?	80	P	97	a	114	r
47	/	64	@	81	Q	98	b	115	s
48	0	65	A	82	R	99	c	116	t

Press [Enter] to continue

Leszek Buczek: ASCII Character codes

i	char(i)	i	char(i)	i	char(i)	i	char(i)	i	char(i)
117	u	134	â	151	ù	168	ı	185	ƒ
118	v	135	ç	152	ü	169	ƒ	186	ƒ
119	w	136	ê	153	õ	170	ƒ	187	ƒ
120	x	137	ë	154	ü	171	½	188	ƒ
121	y	138	è	155	¢	172	¼	189	ƒ
122	z	139	ï	156	£	173	ı	190	ƒ
123	{	140	î	157	¥	174	«	191	ƒ
124		141	ì	158	ℜ	175	»	192	ƒ
125	}	142	Ā	159	ƒ	176	ƒ	193	ƒ
126	~	143	Ă	160	á	177	ƒ	194	ƒ
127	△	144	É	161	í	178	ƒ	195	ƒ
128	Ç	145	æ	162	ó	179	ƒ	196	ƒ
129	ü	146	ff	163	ú	180	ƒ	197	ƒ
130	é	147	ô	164	ñ	181	ƒ	198	ƒ
131	â	148	ö	165	Ñ	182	ƒ	199	ƒ
132	ä	149	ò	166	æ	183	ƒ	200	ƒ
133	à	150	û	167	æ	184	ƒ	201	ƒ

Press [Enter] to continue

Leszek Buczek: ASCII Character codes

i	char(i)	i	char(i)	i	char(i)	i	char(i)	i	char(i)
202	ƒ	213	ƒ	224	α	235	δ	246	ƒ
203	ƒ	214	ƒ	225	β	236	ω	247	ƒ
204	ƒ	215	ƒ	226	Γ	237	φ	248	ƒ
205	=	216	ƒ	227	π	238	ε	249	ƒ
206	ƒ	217	ƒ	228	Σ	239	Π	250	ƒ
207	ƒ	218	ƒ	229	σ	240	≡	251	ƒ
208	ƒ	219	ƒ	230	μ	241	±	252	ƒ
209	ƒ	220	ƒ	231	τ	242	≥	253	ƒ
210	ƒ	221	ƒ	232	φ	243	≤	254	ƒ
211	ƒ	222	ƒ	233	θ	244	ƒ	255	ƒ
212	ƒ	223	ƒ	234	Ω	245	ƒ		

Press [E] to exit or [any other key] to repeat

However, when we start GW-Basic this way:

`C:\GWBasic\pcbasic --codepage=852`

then we load (LOAD "ASCII_pl) and run (RUN) the **ASCII_pl** program we are getting this:

Leszek Buczek: Kody znaków ASCII

i	znak(i)	i	znak(i)	i	znak(i)	i	znak(i)	i	znak(i)
32		49	1	66	B	83	S	100	d
33	!	50	2	67	C	84	T	101	e
34	"	51	3	68	D	85	U	102	f
35	#	52	4	69	E	86	V	103	g
36	\$	53	5	70	F	87	W	104	h
37	%	54	6	71	G	88	X	105	i
38	&	55	7	72	H	89	Y	106	j
39	'	56	8	73	I	90	Z	107	k
40	(57	9	74	J	91	[108	l
41)	58	:	75	K	92	\	109	m
42	*	59	;	76	L	93]	110	n
43	+	60	<	77	M	94	^	111	o
44	,	61	=	78	N	95	_	112	p
45	-	62	>	79	O	96	`	113	q
46	.	63	?	80	P	97	a	114	r
47	/	64	@	81	Q	98	b	115	s
48	0	65	A	82	R	99	c	116	t

Naciśnij [Enter] aby kontynuować

Leszek Buczek: Kody znaków ASCII

i	znak(i)	i	znak(i)	i	znak(i)	i	znak(i)	i	znak(i)
117	u	134	ć	151	ś	168	Ł	185	Ź
118	v	135	ç	152	ś	169	ł	186	ż
119	w	136	ł	153	ö	170	¬	187	Ź
120	x	137	ë	154	ü	171	ž	188	ž
121	y	138	ő	155	ť	172	Č	189	ž
122	z	139	ó	156	ť	173	š	190	ž
123	{	140	î	157	ž	174	«	191	ž
124		141	ž	158	x	175	»	192	ž
125	}	142	Ä	159	č	176	•	193	ž
126	~	143	Č	160	á	177	•	194	ž
127	Δ	144	Ě	161	í	178	•	195	ž
128	Ç	145	Ĺ	162	ó	179	•	196	ž
129	ü	146	Í	163	ú	180	•	197	ž
130	é	147	ô	164	â	181	•	198	ž
131	â	148	ö	165	ä	182	•	199	ž
132	ä	149	Ł	166	ž	183	•	200	ž
133	ů	150	ř	167	ž	184	•	201	ž

Naciśnij [Enter] aby kontynuować

Leszek Buczek: Kody znaków ASCII

i	znak(i)	i	znak(i)	i	znak(i)	i	znak(i)	i	znak(i)
202	⌚	213	Ň	224	Ó	235	Ŭ	246	÷
203	⌚	214	Í	225	ß	236	Ů	247	◊
204	⌚	215	Î	226	Ô	237	Ŷ	248	◊
205	=	216	ě	227	Ň	238	ţ	249	◊
206	⌚	217	Ј	228	ń	239	ţ	250	◊
207	⌚	218	Г	229	ň	240	–	251	Ů
208	ä	219	■	230	š	241	–	252	Ř
209	Đ	220	■	231	š	242	•	253	ř
210	Ď	221	■	232	Ř	243	•	254	■
211	Ě	222	■	233	Ú	244	•	255	
212	č	223	■	234	ř	245	§		

Naciśnij [W] aby wyjść z programu albo [Enter] aby powtórzyć tabelę ASCII

If your codepage is German* one or French or other one:

1. Remove from the **codepage** directory (in my case **C:\GWBasic\codepage**) files with the extension .ucp between 437.ucp and your codepage, so the codepages: English (437) and yours would be the first in the **codepage** directory.
2. Following the "ASCII_en" program, replace the descriptions in English with your language.
- (3. You can change my name to yours - you have my permission to do so**.)
4. Rename the program to suggest your country name (e.g. **ASCII_du** for Germany).
5. Run the GW-Basic:

C:\GWBasic\pcbasic --codepage= Your code page

6. Load ([F3], e.g. **LOAD "ASCII_du**) and run ([F2], **RUN**) the program.

 * Code page 437, which is the default page, already has national German characters (ß, ä, ë, ö, ü etc), but I do not know if code page 437 is dedicated for all the German speaking countries.

** Apply the basic law of science: "All knowledge you get becomes your property". Another rule of science is the "need for constant dissatisfaction", which is the engine of progress - do not copy my programs indiscriminately, but improve them, change them your way ...