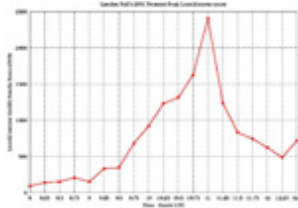




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ANSI Escape Sequences

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Cypher Escape

ESC BSB

ANSI Escape Sequences

Wherever you see '#', that should be replaced by the appropriate number.

ESC code sequence Function

Cursor Controls:

ESC[##H or ESC[##f Moves cursor to line #, column #
 ESC[#A Moves cursor up # lines
 ESC[#B Moves cursor down # lines
 ESC[#C Moves cursor forward # spaces
 ESC[#D Moves cursor back # spaces
 ESC[##R Reports current cursor line & column
 ESC[s Saves cursor position for recall later
 ESC[u Return to saved cursor position

Erase Functions:

ESC[2J Clear screen and home cursor
 ESC[K Clear to end of line

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)
 08 nondisplayed (invisible) (or just 8)

22 normal

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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

ESC[=#;7h or Put screen in indicated mode where # is
ESC[=h or 0 for 40 x 25 black & white
ESC[=0h or 1 for 40 x 25 color
ESC[?7h 2 for 80 x 25 b&w

3 for 80 x 25 color
4 for 320 x 200 color graphics
5 for 320 x 200 b & w graphics
6 for 640 x 200 b & w graphics
7 to wrap at end of line

ESC[=#;7l or ESC[=l or Resets mode # set with above command
ESC[=0l or ESC[?7l

Keyboard Reassignments:

ESC[##;...p Keyboard reassignment. The first ASCII
or ESC["string"p code defines which code is to be
or ESC[##;"string";#; changed. The remaining codes define
#;"string";#p what it is to be changed to.

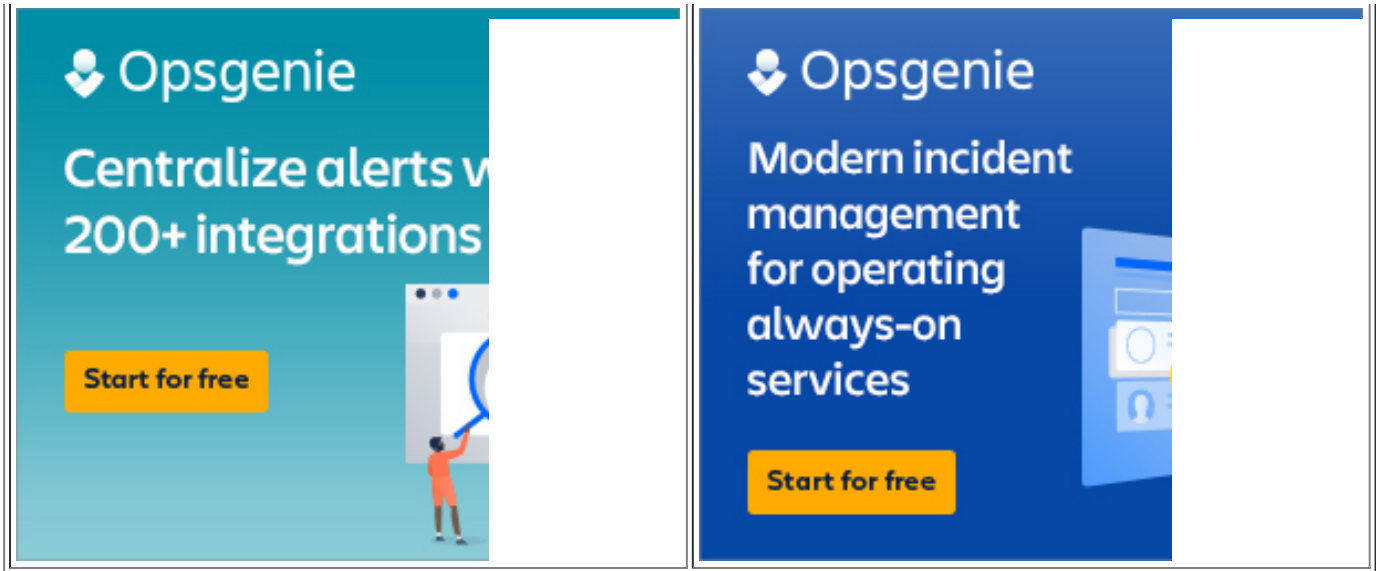
E.g. Reassign the Q and q keys to the A and a keys (and vice versa).

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.

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



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[chongo](#) (was here) [^oo^](#)

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