

PC-6601SR keyboard-> character code table

This is a list of key codes and displayed characters sent from the PC-6601SR keyboard to the PC-6601SR main unit. The code data is 1 byte, but there is 1 bit of additional information called a graphic flag (expressed in PC-6001mkII_Analysis Manual I), which makes it possible to have 512 key data. Some key codes have changed from before mkII, and before mkII it was possible to send hiragana and katakana data directly, but with PC-6601SR it is no longer possible.

When graphic flag = 1, only about half of hiragana and katakana can be sent. It is different from PC-6001mkII.

There are a lot of blanks in the code after 0x80, but it doesn't respond or behaves strangely (trying to display a code that can't be displayed?).

The keyboard side of PC-6601SR does not manage the status of CAPS, Hiragana, and Katakana. For example, "3", "A" and "A" all send the same key code. The characters to be displayed on the main unit are determined by the key status (normal, kana, kana) on the main unit at that time. In the case of "a", if you send the "#" code in hiragana, "a" will be displayed on the main unit. I haven't checked if "A" is displayed on the main unit when SHIFT + 3 is sent in hiragana.

Graphic flag = 0

		Top									
	0	1	2	3	Four	Five	6	7	8	9	A B C D E F
	0	CTRL-P	SPACE	0	@	P	p		♠		
	1	CTRL-A	CTRL-Q	!!	1	A	Q	a q	♥		
	2	CTRL-B	CTRL-R	"	2	B	R	b r	♣		
	3	CTRL-C	CTRL-S	#	3	C	S	c s	♦		
	Four	CTRL-D	CTRL-T	\$	Four	D	T	d t	○		
	Five	CTRL-E	CTRL-U	%%	Five	E	U	e u	●		
	6	CTRL-F	CTRL-V	&	6	F	V	f v			
Lower	7	CTRL-G	CTRL-W	'	7	G	W	g w			
	8	CTRL-H	CTRL-X	(8	H	X	h x			
	9	CTRL-I	CTRL-Y)	9	I	Y	i y			
	A	CTRL-J	CTRL-Z	*	::	J	Z	j z			
	B	CTRL-K	Esc	+	;	K	[k			
	C	CTRL-L	→	,	<	L	\\	l			
	D	CTRL-M	←	---	=	M]	m			
	E	CTRL-N	↑	..	>	N	^^	n			PAGE
	F	CTRL-O	↓	/	??	O	_	o DEL			

Graphic flag = 1

		Top									
Lower	0	1	2	3	Four	Five	6	7	8	9	A B C D E F
	0	π		0	@	P	p	♠			- Ta F1

1	Moon	⊥	!!	1	A	Q	a	q	♥	Ah	..	A	Chi	F2
2	fire	⊥	"	2	B	R	b	r	♣	I	"	I	Tsu	F3
3	water	⊥	#	3	C	S	c	s	♦	U	"	C	Te	F4
Four	wood	⊥	\$	Four	D	T	d	t	○	e	,	D	To	F5
Five	Money	⊥	%%	Five	E	U	e	u	●	O	·	Oh	Na	F6
6	soil		&	6	F	V	f	v	To	Or	Wo	Mosquito	D	F7
7	Day	—	'	7	G	W	g	w	Ah	Ki	A	Ki	Nu	F8
8	Year	┐	(8	H	X	h	x	I	Ku	I	Ku	Ne	F9
9	Circle	┐)	9	I	Y	i	y	U	Ke	U	Ke	No	F10
A	Time	┐	*	::	J	Z	j	z	Eh	This	E	Ko	C	STOP
B	Minutes	┐	+	;	K	[k	{	huh	Sa	Oh	Sa	Hi	CAPS
C	Seconds	×	,	<	L	\\	l		Ya	Shi	YA	Shi	FamilyMart	Kana / Kana
D	hundred	Big	---	=	M]	m	}	Shu	Su	Yu	Su	He	MODE
E	thousand	During	..	>	N	^^	n	~	Yo	Se	Yo	Central League		Wonder
F	Ten thousand	small	/	??	O	_	o		Tsu	So	Tsu	So	Ma	

When kana is on

I tried to find out what happens when I send a key code from 00 to FFh with Kana ON (the state where Kana is displayed at the bottom right of the function key). I know that if you press "3" in the kana state, "A" will appear, but there are some different keys, and the four characters "" and "rono" are assigned to the code after 80h. Probably, these characters are originally the characters that are displayed when you enter while holding down the SHIFT key in the kana state (the shift key area is unknown because it has not been investigated). However, it is assigned here. Thanks to this, you can enter a single character without using the SHIFT key.

When the kana was ON and the graphic flag was 1, the result was the same as when the graphic flag was 1 when the kana was OFF.

In the case of katakana, the hiragana part becomes katakana.

Top														
Lower	0	1	2	3	Four	Five	6	7	8	9	A	B	C	D E F
0		CTRL-P	SPACE	Wow	"			Se	♠					
1	CTRL-A	CTRL-Q		Nu			Chi	Ta	♥					
2	CTRL-B	CTRL-R		Fu			This	Su	♣	"				
3	CTRL-C	CTRL-S	Ah	Ah			So	When	♦	"				
Four	CTRL-D	CTRL-T	U	U			Shi	Or	○					
Five	CTRL-E	CTRL-U	Eh	e	I		I	Nana	●					
6	CTRL-F	CTRL-V	huh	O			Is	Hi		To				
7	CTRL-G	CTRL-W	Ya	Or			Ki	hand						
8	CTRL-H	CTRL-X	Shu	Yu			Ku	Sa						
9	CTRL-I	CTRL-Y	Yo	Yo			To	Hmm						

A	CTRL-J	CTRL-Z	Ke	Tsu	Ma	Tsu	
B	CTRL-K	Esc	Re	°	of		Ro
C	CTRL-L	→	Ne	,	-	Ri	
D	CTRL-M	←	Ho		Mu	Also	
E	CTRL-N	↑	Ru	..	What	Mi	PAGE
F	CTRL-O	↓	Me	•		Ra	DEL