C=16/+4/116/64 CHARACTER GENERATOR AND UNICODE

by Vladimir Lidovski

The character generator of the C16/116/+4 consists of 256 symbols, but only 153 are unique — 90 symbols are duplicated, two are triplicated and three even quadruplicated. 124 characters of the 153 are mapped to Unicode, the remaining 29 however are UNMAPPED! This may produce impossibility of using our well known Commodore symbols with modern and FUTURE computer systems. This problem has naturally appeared in the situation of conversion of Commodore texts to the other systems — some symbols become LOST. Without unicodes they will be lost FOREVER...

So we need to register them at the Unicode Consortium (www.unicode.org). The Unicode structure is not perfect. It's missed some obvious characters. They were sacrificed to this structure. For example, the chapter "Form and charts components" contains places only for 128 symbols — all these places are occupied, the chapter "Block elements" has 32 places and all are occupied, etc.

Eleven (73–75, 77, 78, 85, 86, 103, 118, 119, 120) of the 29 unregistered characters can simply get Unicode names. They are probably the victims of the mentioned structure. Their obvious names (prefixed by question mark) are presented in the next big chart.

Two characters (223, 233) have pictures very similar to some presented in Unicode. Their registration may not be necessary.

The remaining 16 (68–72, 76, 79, 80, 82, 84, 89, 92, 102, 104, 122, 222) require NAMES acceptable to ALL.

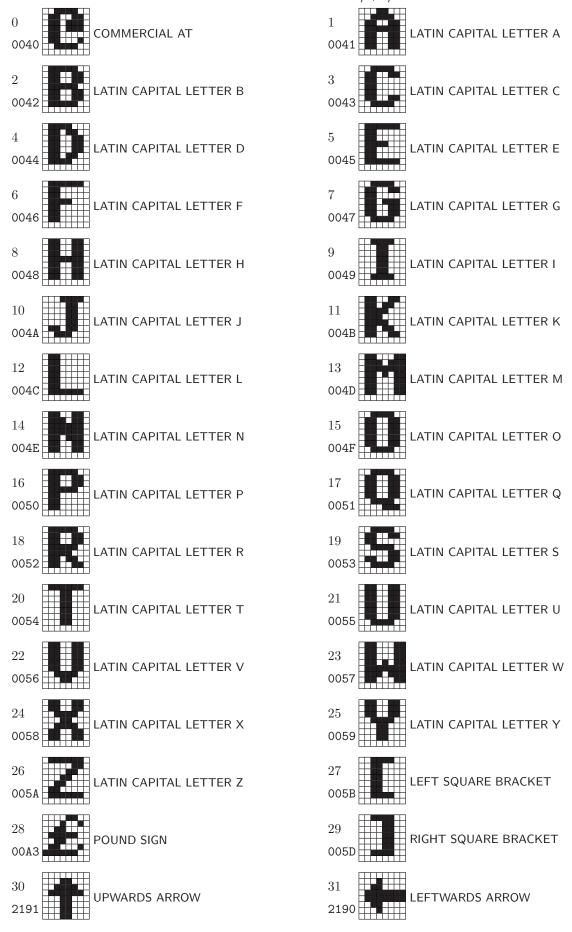
23 of the unmapped characters (68–80, 82, 84–86, 89, 103, 118–120, 122) can be placed in the extension to the above mentioned chapter "Form and charts components".

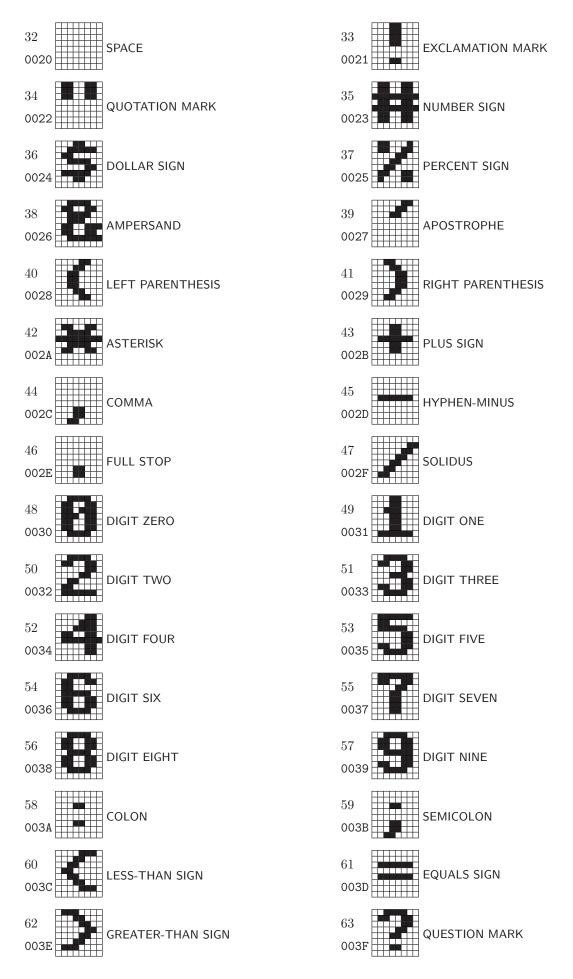
The location for the other six (92, 102, 104, 222, 223, 233) is more difficult to determine. It can be in the extensions of "Geometric shapes", or "Miscellaneous Symbols", or some other place.

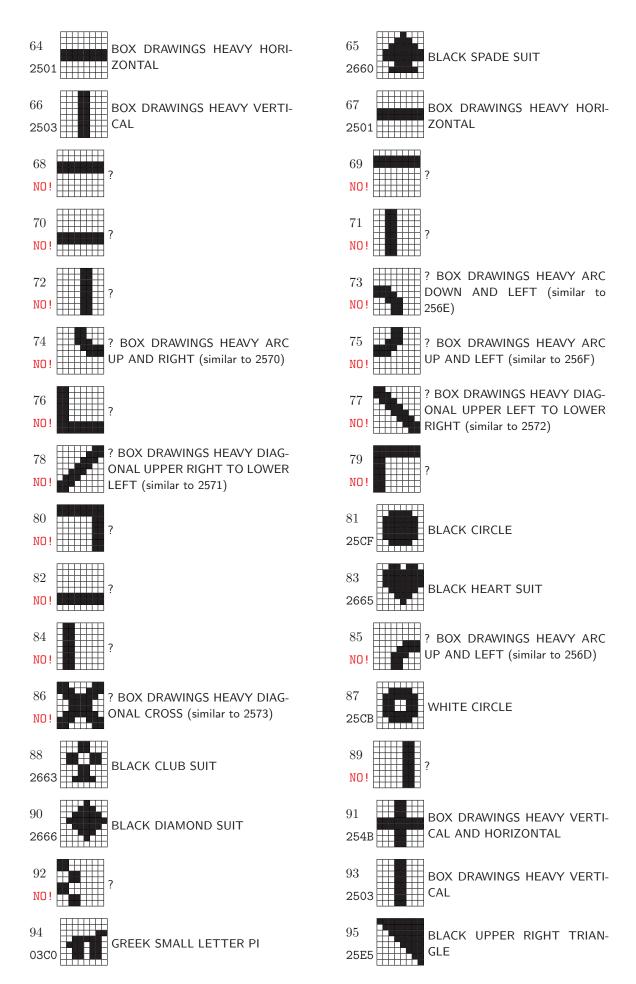
The character ROM of C64 consists of 512 characters — 256 are the same as in C16/116/+4 and the other 256 are their inversion. The C64 has two character generators. The first 128 symbols parts of each are equal to first and second parts in the following big chart. The second 128 symbols parts contain inverted symbols of the first parts.

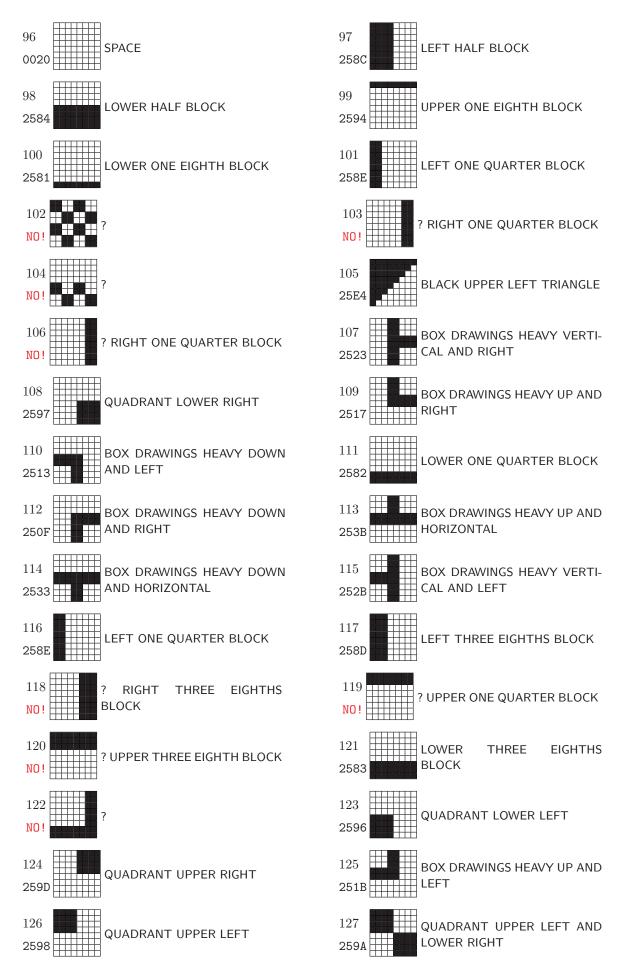
Commodore VIC20 character ROM structure is the same as C64, but this ROM contains THIN (light) characters which box drawings part is better represented in Unicode. This leaves only 21 unmapped characters.

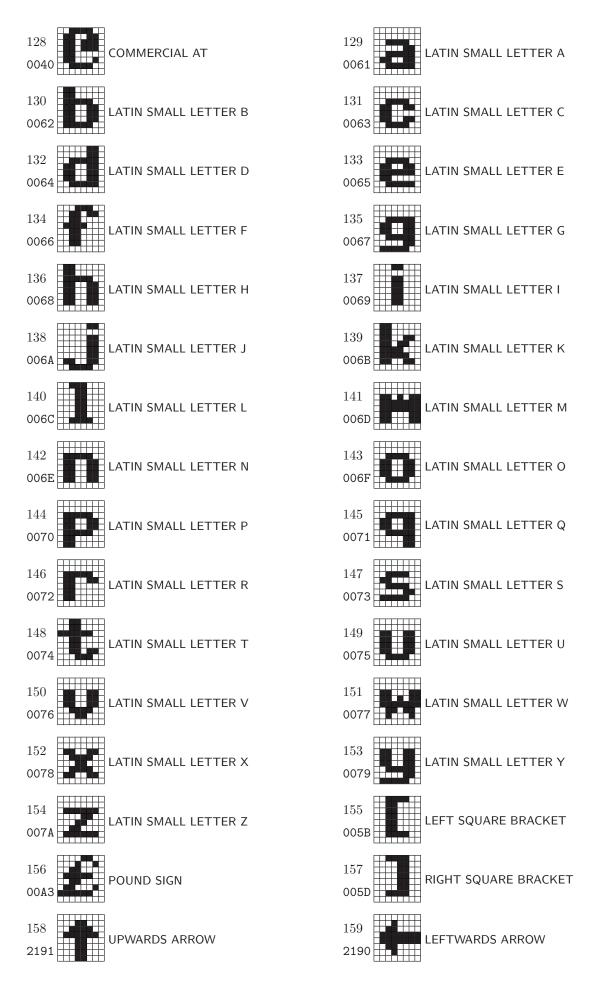
CURRENT UNICODE MAP OF C≠16/+4/116 CHARACTERS

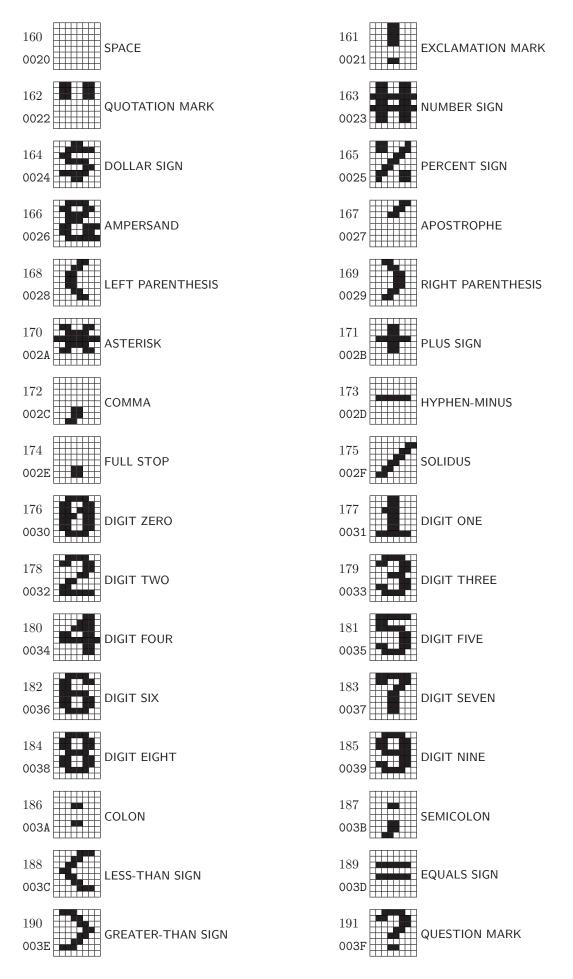




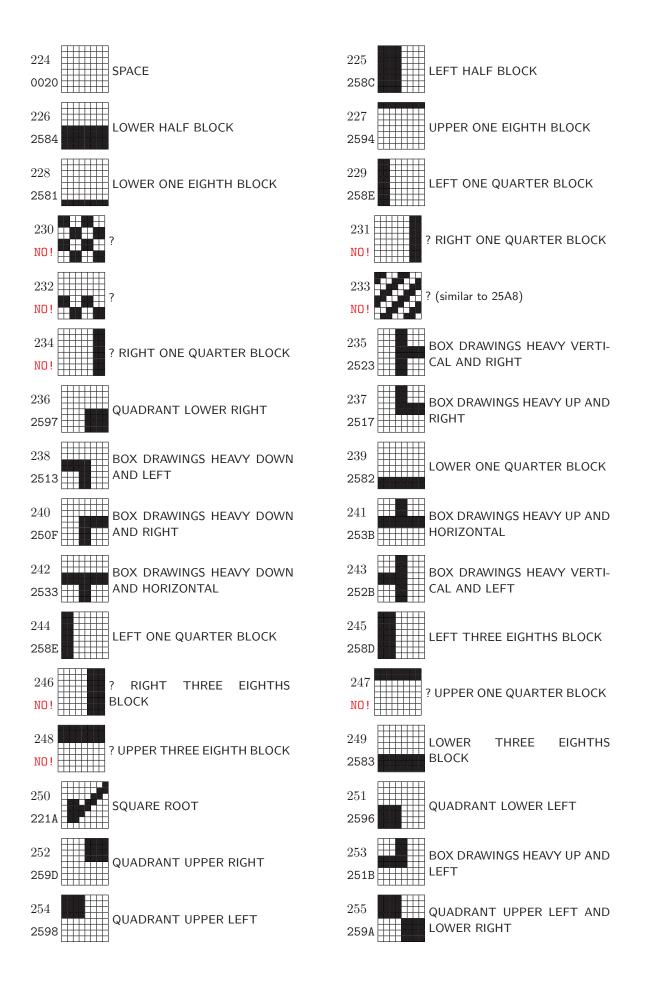












ALL $\ \Box 16/+4/116 \$ UNICODES

ALL G-10/+4/110 UNICODES					
0020	32 96 160 224	0021	33 161	0022	34 162
0023	35 163	0024	36 164	0025	37 165
0026	38 166	0027	39 167	0028	40 168
0029	41 169	002A	42 170	002B	43 171
002C	44 172	002D	45 173	002E	46 174
002F	47 175	0030	48 176	0031	49 177
0032	50 178	0033	51 179	0034	52 180
0035	53 181	0036	54 182	0037	55 183
0038	56 184	0039	57 185	003A	58 186
003B	59 187	003C	60 188	003D	61 189
003E	62 190	003F	63 191	0040	0 128
0041	1 193	0042	2 194	0043	3 195
0044	4 196	0045	5 197	0046	6 198
0047	7 199	0048	8 200	0049	9 201
004A	10 202	004B	11 203	004C	12 204
004D	13 205	004E	14 206	004F	15 207
0050	16 208	0051	17 209	0052	18 210
0053	19 211	0054	20 212	0055	21 213
0056	22 214	0057	23 215	0058	24 216
0059	25 217	005A	26 218	005B	27 155
005D	29 157	0061	129	0062	130
0063	131	0064	132	0065	133
0066	134	0067	135	0068	136
0069	137	006A	138	006B	139
006C	140	006D	141	006E	142
006F	143	0000	144	0001	145
0001	146	0073	147	0071	148
0072	149	0075	150	0074	151
0078	152	0076	153	0077 007A	154
0078 00A3	28 156	03C0	94	2190	31 159
2191	30 158	221A	250	2501	64 67 192
2503	66 93 221	250F	112 240	2513	110 238
1	109 237		125 253		
2517		251B		2523	107 235
252B	115 243	2533	114 242	253B	113 241
254B	91 219	2581	100 228	2582	111 239
2583	121 249	2584	98 226	258C	97 225
258D	117 245	258E	101 116 229 244	2594	99 227
2596	123 251	2597	108 236	2598	126 254
259A	127 255	259D	124 252	25CB	87
25CF	81	25E4	105	25E5	95
2660	65	2663	88	2665	83
2666	90	NO!	102 230	NO!*	103 106 231 234
NO!	104 232	NO!*	118 246	NO!*	119 247
NO!*	120 248	NO!	122	NO!	222
NO!**	223	NO!**	233	NO i	68
NO!	69	NO i	70	NO!	71
NO!	72	NO!*	73	NO!*	74
NO!*	75	NO!	76	NO!*	77
NO!*	78	NO!	79	NO!	80
NO!	82	NO!	84	NO!*	85
NO!*	86	NO!	89	NO!	92 220

The asterisk (*) marks 11 symbols which MUST really be in Unicode even without influence of Commodore symbol table. Two asterisks (**) mark two symbols which have very similar matches in Unicode.

Edited by Csabo of LOD