

0x41 A	0x42 B	0x43 C	0x44 D	0x45 E	0x46 F
0x47 G	0x48 H	0x49 I	0x4a J	0x4b K	0x4c L
0x4d M	0x4e N	0x4f O	0x50 P	0x51 Q	0x52 R
0x53 S	0x54 T	0x55 U	0x56 V	0x57 W	0x58 X
0x59 Y	0x5a Z	0x61 a	0x62 b	0x63 c	0x64 d
0x65 e	0x66 f	0x67 g	0x68 h	0x69 i	0x6a j
0x6b k	0x6c l	0x6d m	0x6e n	0x6f o	0x70 p
0x71 q	0x72 r	0x73 s	0x74 t	0x75 u	0x76 v

0x77 w	0x78 x	0x79 y	0x7a z	0x30 0	0x31 1
0x32 2	0x33 3	0x34 4	0x35 5	0x36 6	0x37 7
0x38 8	0x39 9	0x21 !	0x40 @	0x23 #	0x24 \$
0x25 %	0x5e ^	0x26 &	0x2a *	0x28 (0x29)
0x5f _	0x2d -	0x2b +	0x3d =	0x7b {	0x7d }
0x5b [0x5d]	0x5c /	0x7c	0x3a :	0x3b ;
0x22 "	0x3c <	0x3e >	0x2c ,	0x2e .	0x3f ?
		0x2f /	0x20		