Prompt ANSI Control Strings

ANSI control strings supported by MS-DOS

String	ANSI parameters	Function
ESC [f	1: row (1-based) 2: column (2-based)	Moves to row, column
ESC [j	1: row (1-based) 2: column (2-based)	Moves to row, column
ESC [K		Clears line from cursor to end of line
ESC [m	Any number of parameters is valid, including none	If no number given, acts as if zero. Each number changes an attribute that will be used to print text after the escape. 0 clears all attributes to default. See table "MS-DOS Prompt ANSI Display Attribute Strings" for more information.
ESC [= h	1: display mode	Sets display mode according to display mode code. Note that the code is ESC [= followed by the number, then h. 0 = 40x25 monochrome text 1 = 40x25 color text 2 = 80x25 monochrome text 3 = 80x25 color text 4 = 320x200 color graphics 5 = 320x200 monochrome graphics 6 = 640x200 monochrome graphics 7 = wrap at end of line
ESC [= l	1: display mode	Resets display mode according to display mode code. Note that the code is ESC [= followed by the number, then l. 0 = 40x25 monochrome text 1 = 40x25 color text 2 = 80x25 monochrome text 3 = 80x25 color text 4 = 320x200 color graphics 5 = 320x200 monochrome graphics 6 = 640x200 monochrome graphics 7 = disable wrap at end of line

Sources

*[*0]* The Programmer's PC Sourcebook, Thom Hogan, Microsoft Press, 1988

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Notes

- ANSI control strings are portrayed where possible as escape code separated from parameters. ANSI escapes are usually ESC [<paramaters> <code>. <parameters> can be nothing, one number, or multiple numbers separated by semicolons. The ANSI escape for bright yellow text for example would be written ESC [1;33m meaning 'm' to set attributes, 1 for bright, 33 for yellow. MS-DOS generally confirms to the ANSI standard in this way. If specific parameters set the function such as ESC [6n then the parameter is considered part of the escape but also listed as a param as well.