Commander X16 Screen Display codes

PETSCII code (dec, hex)		Character (upper, lower)		PETSCII code (dec, hex)		Character (upper, lower)	PETSCII code (dec, hex)		Character (upper, lower)		PETSCII code (dec, hex)		Character (upper, lower)
0	\$00		e	32	\$20		64	\$40			96	\$60	
1	\$01	A	a	33	\$21		65	\$41	±	A	97	\$61	
2	\$02	В	Ь	34	\$22		66	\$42		В	98	\$62	
3	\$03	C	C	35	\$23	Ħ	67	\$43		C	99	\$63	
4	\$04	D	В	36	\$24	\$	68	\$44		D	100	\$64	
5	\$05	E	e	37	\$25	Z	69	\$45		E	101	\$65	
6	\$06	F	f	38	\$26	2	70	\$46		F	102	\$66	88
7	\$07	G	9	39	\$27	7	71	\$47		G	103	\$67	
8	\$08	H	h	40	\$28	(72	\$48		H	104	\$68	
9	\$09	I	i	41	\$29)	73	\$49	5	Ι	105	\$69	
10	\$0A	J	j	42	\$2A	×	74	\$4A	19	J	106	\$6A	
11	\$0B	K	k	43	\$2B	+	75	\$4B	2	K	107	\$6B	
12	\$0C		1	44	\$2C		76	\$4C			108	\$6C	
13	\$0D	M	M	45	\$2D		77	\$4D	N	M	109	\$6D	
14	\$0E	H	n	46	\$2E		78	\$4E		H	110	\$6E	
15	\$0F	0	0	47	\$2F		79	\$4F		0	111	\$6F	
16	\$10	P	P	48	\$30	0	80	\$50		P	112	\$70	
17	\$11	Q	9	49	\$31	1	81	\$51		Q	113	\$71	
18	\$12	R	r	50	\$32	2	82	\$52		R	114	\$72	
19	\$13	S	S	51	\$33	3	83	\$53	•	S	115	\$73	
20	\$14	T	t	52	\$34	4	84	\$54		T	116	\$74	
21	\$15	U	u	53	\$35	5	85	\$55		Ū	117	\$75	
22	\$16	V	V	54	\$36	6	86	\$56	X	V	118	\$76	
23	\$17	M	W	55	\$37	7	87	\$57	0	М	119	\$77	
24	\$18	X	×	56	\$38	8	88	\$58	2	X	120	\$78	
25	\$19	Y	y	57	\$39	9	89	\$59		Y	121	\$79	
26	\$1A	Z	Z	58	\$3A	=	90	\$5A	•	Ζ	122	\$7A	
27	\$1B			59	\$3B	į	91	\$5B			123	\$7B	
28	\$1C		£	60	\$3C	<	92	\$5C	8		124	\$7C	
29	\$1D]	61	\$3D	=	93	\$5D			125	\$7D	
30	\$1E	[Ť	62	\$3E	>	94	\$5E	- I	88	126	\$7E	
31	\$1F	[+	63	\$3F	?	95	\$5F	•		127	\$7F	

Use these values for when poking characters. Characters 128-255 are reversed versions of characters 0-127. Adapted from https://sta.c64.org/cbm64pet.html
January 29, 2020