## Partial VT220 Command Set

## Character: Action: $\overline{\mathbf{V}}$ BELL (7) Beeps the terminal. BS (8) HT (9) $\sqrt{}$ Moves the cursor back one column. Moves the cursor to the next tab stop. (tabstops are fixed at every 8th column) Moves the cursor down one row. $\checkmark$ LF (10) VT (11) FF (12) $\overline{\mathbf{V}}$ (acts same as LF) (acts same as LF) $\checkmark$ CR (13) Moves the cursor to column one. CAN (24) Cancels an Escape sequence. $\overline{\mathbf{V}}$ ESC (27) Starts an Escape Sequence.

## Escape Sequences:

	<u>NAME</u>	DESCRIPTION	CODE	<u> </u>	EQL	JEN	<u>ICE</u>	
	CUU CUD CUF CUB CUP HVP	Cursor Up Cursor Down Cursor Forward Cursor Backward Cursor Position Horizontal and Vertical Position	ESC ESC ESC ESC ESC	[ [ [	Pn Pn Pn Pn	B C D ;		
<u>v</u>	IND NEL HTS RI	Index Next Line Horizontal Tabulation Set Reverse Index	ESC ESC ESC	E H				
<b>☑</b>	DECSTBM	Set Top and Bottom Margin (used by IND, NEL, RI, CUU, CUD, DL, IL, a	ESC	[		;	Pn	r
<b>V</b>	DECSAVC DECRESC	Save Cursor and attributes Restore Cursor and attributes	ESC ESC					
$\square$	ED	Erase in Display (ignores scroll region) 0 - cursor to EOD 1 - BOD to cursor 2 - full display (ansi: cursor to 1,1)	ESC	[	Ps	J		
☑	EL	Erase in Line 0 - cursor to EOL 1 - BOL to cursor 2 - full line	ESC	[	Ps	K		
	DL IL DCH ICH ECH	Delete Line Insert Line Delete Character Insert Character (VT200) Erase Character (VT200)	ESC ESC ESC ESC	[ [ [	Pn Pn Pn	L P @		
	TBC	Tab Clear 0 - clear tab at current position 3 - clear all tab stops	ESC		Ps	g		

DECKPAM Keypad Numeric Mode ESC > DECKPNM Keypad Application Mode  $\sqrt{}$ Reset Mode ESC [ Ps 1  $\overline{\mathbf{V}}$ SM Set Mode ESC [ Ps h  $\overline{\mathbf{Q}}$ IRM Insert/Replacement mode LNM Line feed/New line Mode DECCKM ? 1 Cursor/application Keypad Mode X DECOM ? 6 Origin/absolute Mode DECAWM AutoWrap at end-of-line Mode  $\overline{\mathbf{Q}}$ ? 9 Enable X10 Mouse reporting  $\square$ ? 1000 Enable VT200 Mouse reporting  $\overline{\mathbf{Q}}$ ? 1006 Use SGR encoding  $\overline{\mathbf{Q}}$ ? 1015 Use URXVT encoding  $\square$ ? 25 Show Text Cursor (use RM to hide) Select Character Set ESC ( Px A - ASCII Set B - ASCII Set O - Special Graphics  $\overline{\mathbf{Q}}$ SGR Select Graphic Rendition ESC [ Ps m 0 - normal 1 - bold 2 - dim foreground 4 - underlined 5 - blinking (not supported) 7 - reverse video 30 to 37 - foreground colour 39 - use default foreground colour 40 to 47 - background colour 49 - use default background colour Reset to Initial State RIS Soft Reset ESC [ ! p  $\square$ Get Cursor Position ESC [ 6 n DSR terminal responds with: "ESC [ Pn ; Pn R"