
Eight-bit code conversions

Tables E-5 through E-12 show the entire ASCII character set twice: once with the high bit off, and once with it on. Here is how to interpret these tables.

- The *Binary* column has the eight-bit code for each ASCII character.
- The first 128 ASCII entries represent seven-bit ASCII codes plus a high-order bit of 0 (SPACE parity or Pascal)—for example, 010010000 for the letter *H*.
- The last 128 ASCII entries (from 128 through 255) represent seven-bit ASCII codes plus a high-order bit of 1 (MARK parity or BASIC)—for example, 11001000 for the letter *H*.
- A transmitted or received ASCII character will take whichever form is appropriate if odd or even parity is selected—for example, 11001000 for an odd-parity *H*, 01001000 for an even-parity *H*.
- The *ASCII Char* column gives the ASCII character name.
- The *Interpretation* column spells out the meaning of special symbols and abbreviations, where necessary.
- The *What to Type* column indicates what keystrokes generate the ASCII character (where it is not obvious).

The columns marked *Pri* and *Alt* indicate what displayed character results from each code when using the primary or alternate display character set, respectively. Boldface is used for inverse characters; italic is used for flashing characters.

The MouseText characters are shown in Table E-8.

Note that the values \$40 through \$5F (and \$C0 through \$DF) in the alternate character set are displayed as MouseText characters if MouseText is turned on.

- ❖ *Note:* The primary and alternate displayed character sets in Tables E-6 through E-13 are the result of firmware mapping. The character generator ROM actually contains only one character set. The firmware mapping procedure is described in the section “Inverse and Flashing Text” in Chapter 3.