TYPE: C0 Control Character Set	REGISTRATION NUMBER: 132 DATE OF REGISTRATION: 31st July 1987

ESCAPE SEQUENCE:

G0: -
G1: -
G2: -
G3: -
C0: ESC 2/1 4/9
C1: -

NAME Primary Control Set of Data Syntax I of CCITT Rec. T.101.

DESCRIPTION

A control character set comprising 16 control characters for use as a C0 set in videotex applications. The remaining 16 code positions shall not be used.

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ORIGIN CCITT Rec. T.101, Data Syntax I

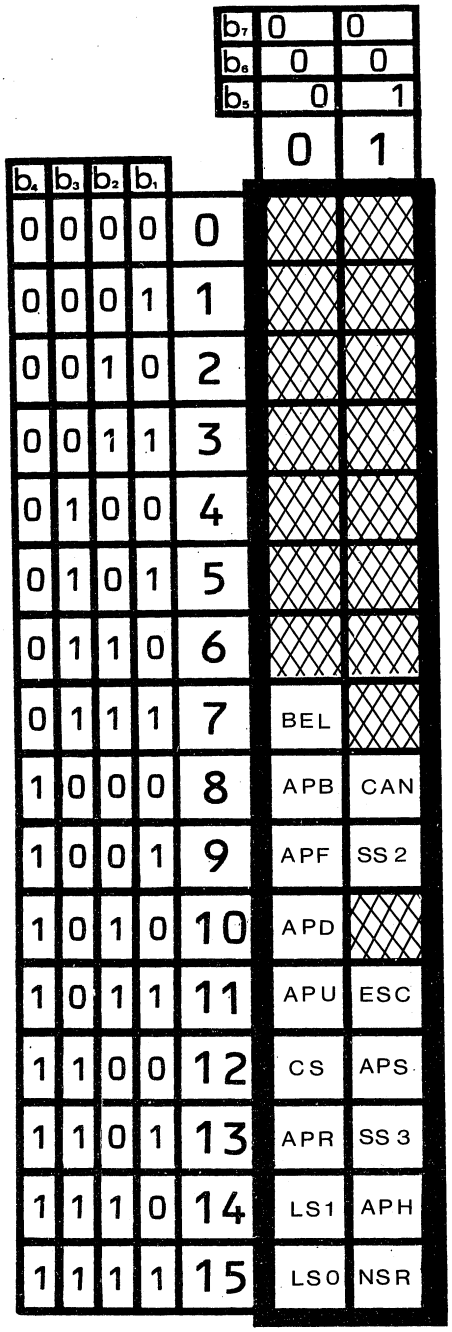
FIELD OF UTILISATION

Videotex applications

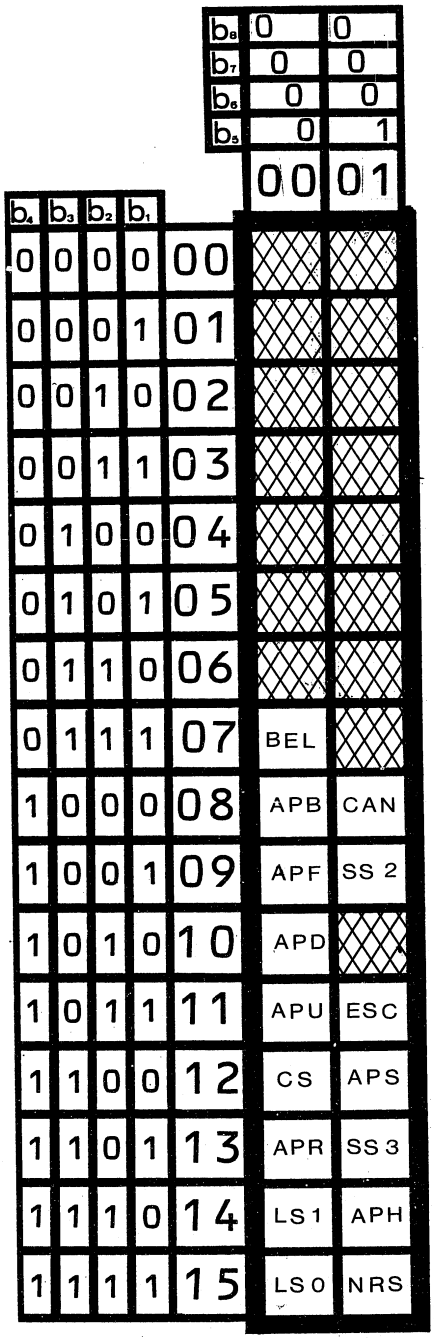
This registration is sponsored by CCITT. If required at a later stage, this registration may be amended under the procedure of clause 8.2 of ISO 2375. In this case the already allocated escape sequence will remain unchanged.

C0 SET

7-bit coding



8-bit coding



Acronym	Name	Description
BEL	BELL	This control character momentarily rings a bell for attracting the user's attention.
APB	ACTIVE POSITION BACKWARD	This control character positions the cursor at a distance equal to the inter-character spacing lying parallel to the character path in the direction opposite to the character path. If such a movement causes the edge of the defined display area to be crossed, then the cursor is positioned at the opposite edge of the active drawing area and an automatic APU is executed.
APF	ACTIVE POSITION FORWARD	This control character moves the cursor a distance equal to the inter-character spacing lying parallel to the character path in the direction of the character path. If such a movement causes the edge of the defined display area to be crossed, then the cursor is positioned at the opposite edge of the defined display area and an automatic APD is executed.
APD	ACTIVE POSITION DOWN	This control character moves the cursor a distance equal to the inter-row spacing lying perpendicular to the character path in a direction perpendicular to the character path (-90^{o}). If such a movement causes the edge of the defined display area to be crossed, the cursor is positioned at the opposite edge of the defined display area.
APU	ACTIVE POSITION UP	This control character moves the cursor a distance equal to the inter-row spacing lying perpendicular to the character path in a direction perpendicular to the character path (90^{o}). If such a movement causes the edge of the defined display area to be crossed, then the cursor is positioned at the opposite edge of the defined display area.
CS	CLEAR SCREEN	This control character resets all the display attributes to their default states and activates an automatic APH. Then, all macro definitions and DRCS definitions are cancelled. CS clears the entire screen.
APR	ACTIVE POSITION RETURN	This control character positions the cursor to the first character position within the defined display area along the character path and an automatic APD is executed.
LS1	LOCKING SHIFT ONE	This control character invokes the G1 set into columns 2 to 7 of the code table.
LS0	LOCKING SHIFT ZERO	This control character invokes the G0 set into columns 2 to 7 of the code table.
CAN	CANCEL	This control character terminates processing of all currently executing macros. Execution is resumed at the next presentation level character following the terminated macro call. The effect of CAN is immediate.
SS2	SINGLE SHIFT TWO	This control character invokes a single character from the G2 set.

Acronym	Name	Description
ESC	ESCAPE	This control character introduces a code extension sequence.
APS	ACTIVE POSITION SET	This control character sets the cursor position which is specified by the two-byte parameter immediately following APS. The first byte represents the row address and the second byte represents the column address. The address is obtained by taking the binary values comprising bits b6 to b1, b6 being the MSB. (Each byte is from column 4 to 7.) APS operations are as follows: First, an automatic APH is executed. Then the cursor is positioned n inter-row spacings below and m inter-character spacings right of the home position, where n is the number specified by the first byte, and m is the number specified by the second byte. If any of the two bytes does not belong to columns 4 to 7, the APS character and the following two bytes are interpreted as NULs.
SS3	SINGLE SHIFT THREE	This control character invokes a single character from the G3 set.
APH	ACTIVE POSITION HOME	This control character moves the cursor to the upper left character position in the defined display area.
NSR	NON SELECTIVE RESET	This control character serves two functions. NSR resets non-selectively all the display attributes to their default states. Then NSR sets the cursor positions according to the two-byte parameters immediately following it. The cursor positioning is the same as APS, except that APS sets the cursor according to the current inter-character spacing and inter-row spacing, while NSR sets the cursor according to their default values. Macro definitions and DRCS definitions are not cancelled by NSR.