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Introductory note:

In accordance with Resolution M07.21 adopted at the 7th SC 2 plenary meeting held in Iraklion-Crete, Greece, 1997-07-08/09, this document is forwarded to the SC 2 members for a 4-month combined CD registration and FCD consideration ballot.

Note that a letter ballot on project subdivision is conducted as a separate document (SC 2 N 2910).

P-members of SC 2 are requested to complete attached letter ballot and return it to the SC 2 Secretariat as soon as possible but not later than 1997-12-15.

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC1. Draft International Standards adopted by the joint technical committee are circulated to the member bodies for voting. Publication as an International Standard requires approval by at least 75% of the national bodies casting a vote.

This Part **XX** of International Standard ISO/IEC 8859 was prepared by Joint Technical Committee ISO/IEC JTC1, *Information Technology*, Sub-Committee SC2, *Character sets and information coding*.

ISO/IEC 8859 consists of the following parts, under the general title *Information technology – 8-bit single-byte coded graphic character sets*:

- Part 1: *Latin alphabet No. 1*
- Part 2: *Latin alphabet No. 2*
- Part 3: *Latin alphabet No. 3*
- Part 4: *Latin alphabet No. 4*
- Part 5: *Latin/Cyrillic alphabet*
- Part 6: *Latin/Arabic alphabet*
- Part 7: *Latin/Greek alphabet*
- Part 8: *Latin/Hebrew alphabet*
- Part 9: *Latin alphabet No. 5*
- Part 10: *Latin alphabet No. 6*
- Part 11: *Latin/Thai alphabet*
- Part 12: *Latin/Devanagari alphabet*
- Part 13: *Latin alphabet No. 7 (Baltic Rim)*
- Part 14: *Latin alphabet No. 8 (Celtic)*

Annexes A to D of this part of ISO/IEC 8859 are for information only.

ISO/IEC Draft 8859-xx:1997

Introduction

ISO/IEC 8859 consists of several parts. Each part specifies a set of up to 191 graphic characters and the coded representation of these characters by means of a single 8-bit byte. Each set is intended for use for a particular group of languages.

Information technology — 8-bit single-byte coded graphic character sets

Part xx: Latin alphabet No. 0

1 Scope

This part of ISO/IEC 8859 specifies a set of 191 coded graphic characters identified as Latin alphabet No. 0.

This set of coded graphic characters is intended for use in data and text processing applications and also for information interchange.

The set contains graphic characters used for general purpose applications in typical office environments in at least the following languages:

Albanian, Basque, Breton, Catalan, Danish, Dutch, English, Estonian, Faroese, Finnish, French, Frisian, Galician, German, Greenlandic, Icelandic, Irish Gaelic, Italian, Latin, Luxemburgish, Norwegian, Portuguese, Rhaeto-Romanic, Scottish Gaelic, Spanish, and Swedish.

This set of coded graphic characters may be regarded as a version of an 8-bit code according to ISO/IEC 2022 or ISO/IEC 4873 at level 1.

This part of ISO/IEC 8859 may not be used in conjunction with any other parts of ISO/IEC 8859. If coded characters from more than one part are to be used together, by means of code extension techniques, the equivalent coded character sets from ISO/IEC 10367 should be used instead within a version of ISO/IEC 4873 at level 2 or level 3.

The coded characters in this set may be used in conjunction with coded control functions selected from ISO/IEC 6429. However, control functions are not used to create composite graphic symbols from two or more graphic characters (see clause 6).

NOTE – ISO/IEC 8859 is not intended for use with Telematic services defined by ITU-T. If information coded according to ISO/IEC 8859 is to be transferred to such services, it will have to conform to the requirements of those services at the access-point.

2 Conformance

2.1 Conformance of information interchange

A coded-character-data-element (CC-data-element) within coded information for interchange is in conformance with this part of this International Standard if all the coded representations of

graphic characters within that CC-data-element conform to the requirements of clause 6.

2.2 Conformance of devices

A device is in conformance with this International Standard if it conforms to the requirements of 2.2.1, and either or both of 2.2.2 and 2.2.3. A claim of conformance shall identify the document which contains the description specified in 2.2.1.

2.2.1 Device description

A device that conforms to this International Standard shall be the subject of a description that identifies the means by which the user may supply characters to the device, or may recognize them when they are made available to him, as specified respectively in 2.2.2 and 2.2.3.

2.2.2 Originating devices

An originating device shall allow its user to supply any sequence of characters from those specified in clause 6, and shall be capable of transmitting their coded representations within a CC-data-element.

2.2.3 Receiving devices

A receiving device shall be capable of receiving and interpreting any coded representations of characters that are within a CC-data-element, and that conform to clause 6, and shall make the corresponding characters available to its user in such a way that the user can identify them from among those specified there, and can distinguish them from each other.

3 Normative references

The following standards contain provisions which, through reference in this text, constitute provisions of this International Standard. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this International Standard are encouraged to investigate the possibility of applying the most recent editions of the standards listed below. Members of IEC and ISO maintain registers of currently valid International Standards.

ISO/IEC 2022:1994, *Information technology – Character code structure and extension techniques*.

ISO/IEC 4873:1991, *Information technology – ISO 8-bit code for information interchange – Structure and rules for implementation*.

ISO/IEC 8824:1995, *Information technology – Open systems interconnection – Abstract Syntax Notation One (ASN.1)*.

4 Definitions

For the purposes of this International Standard, the following definitions apply:

4.1 bit combination: An ordered set of bits used for the representation of characters.

4.2 byte: A bit string that is operated upon as a unit.

4.3 character: A member of a set of elements used for the organization, control, or representation of data.

4.4 code table: A table showing the characters allocated to each bit combination in a code.

4.5 coded-character-data-element (CC-data-element): An element of interchanged information that is specified to consist of a sequence of coded representations of characters, in accordance with one or more identified standards for coded character sets.

4.6 coded character set; code: A set of unambiguous rules that establishes a character set and the one-to-one relationship between the characters of the set and their bit combinations.

4.7 graphic character: A character, other than a control function, that has a visual representation normally handwritten, printed or displayed, and that has a coded representation consisting of one or more bit combinations.

NOTE – In ISO/IEC 8859 a single bit combination is used to represent each character.

4.8 graphic symbol: A visual representation of a graphic character or of a control function.

4.8 position: That part of a code table identified by its column and row coordinates.

5 Notation, code table and names

5.1 Notation

The bits of the bit combinations of the 8-bit code are identified by b_8 , b_7 , b_6 , b_5 , b_4 , b_3 , b_2 , and b_1 ,

where b_8 is the highest-order, or most-significant bit and b_1 is the lowest-order, or least-significant bit.

The bit combinations may be interpreted to represent numbers in binary notation by attributing the following weights to the individual bits:

Bit	b_8	b_7	b_6	b_5	b_4	b_3	b_2	b_1
Weight	128	64	32	16	8	4	2	1

Using these weights, the bit combinations are identified by notations of the form xx/yy , where xx and yy are numbers in the range 00 to 15. The correspondence between the notations of the form xx/yy and the bit combinations consisting of the bits b_8 to b_1 is as follows:

- xx is the number represented by b_8 , b_7 , b_6 and b_5 where these bits are given the weights 8, 4, 2, and 1 respectively.
- yy is the number represented by b_4 , b_3 , b_2 and b_1 where these bits are given the weights 8, 4, 2, and 1 respectively.

The bit combinations are also identified by notations of the form hk , where h and k are numbers in the range 0 to F in hexadecimal notation. The number h is the same as the number xx described above, and the number k is the same as the number yy described above.

5.2 Layout of the code table

An 8-bit code table consists of 256 positions arranged in 16 columns and 16 rows. The columns and the rows are numbered 00 to 15. In hexadecimal notation the columns and the rows are numbered 0 to F.

The code table positions are identified by notations of the form xx/yy , where xx is the column number and yy is the row number. The column and row numbers are shown at the top and left edges of the table respectively. The code table positions are also identified by notations of the form hk , where h is the column number and k is the row number in hexadecimal notation. The column and row numbers are shown at the bottom and right edges of the table respectively.

The positions of the code table are in one-to-one correspondence with the bit combinations of the code. The notation of a code table position, of the form xx/yy , or of the form hk , is the same as that of the corresponding bit combination.

5.3 Names and meanings

This part of ISO/IEC 8859 assigns a unique name to each graphic character. These names have been taken from ISO/IEC 10646-1 (E). This part of ISO/IEC 8859 also specifies an acronym for each of the characters SPACE, NO-BREAK SPACE and SOFT HYPHEN. For acronyms only Latin capital letters A to Z are used. It is intended that the acronyms be retained in all translations of the text.

Except for SPACE (SP), NO-BREAK SPACE (NBSP) and SOFT HYPHEN (SHY), this part of ISO/IEC 8859 does not define and does not restrict the meanings of graphic characters.

This part of ISO/IEC 8859 specifies a graphic symbol for each graphic character. This symbol is shown in the corresponding position of the code table. However, this part, or any other part, of ISO/IEC 8859 does not specify a particular style or font design for imaging graphic characters. Annex B of ISO/IEC 10367 gives further information on this subject.

5.3.1 SPACE (SP)

A graphic character the visual representation of which consists of the absence of a graphic symbol.

5.3.2 NO-BREAK SPACE (NBSP)

A graphic character the visual representation of which consists of the absence of a graphic symbol, for use when a line break is to be prevented in the text as presented.

5.3.3 SOFT HYPHEN (SHY)

A graphic character that is imaged by a graphic symbol identical with, or similar to, that representing HYPHEN, for use when a line break has been established within a word.

6 Specification of the coded character set

This part of ISO/IEC 8859 specifies 191 characters allocated to the bit combinations of the code table (table 2).

Control functions, such as BACKSPACE or CARRIAGE RETURN, shall not be used to create composite graphic symbols, which are graphic symbols made up from the graphic representations of two or more characters.

6.1 Characters of the set and their coded representation

See table 1.

Table 1 – Character set, coded representation

Bit combination	Name
02/00	SPACE
02/01	EXCLAMATION MARK
02/02	QUOTATION MARK
02/03	NUMBER SIGN
02/04	DOLLAR SIGN
02/05	PERCENT SIGN
02/06	AMPERSAND
02/07	APOSTROPHE
02/08	LEFT PARENTHESIS
02/09	RIGHT PARENTHESIS
02/10	ASTERISK
02/11	PLUS SIGN
02/12	COMMA
02/13	HYPHEN-MINUS
02/14	FULL STOP
02/15	SOLIDUS
03/00	DIGIT ZERO
03/01	DIGIT ONE
03/02	DIGIT TWO
03/03	DIGIT THREE
03/04	DIGIT FOUR
03/05	DIGIT FIVE
03/06	DIGIT SIX
03/07	DIGIT SEVEN
03/08	DIGIT EIGHT
03/09	DIGIT NINE
03/10	COLON
03/11	SEMICOLON
03/12	LESS-THAN SIGN
03/13	EQUALS SIGN
03/14	GREATER-THAN SIGN
03/15	QUESTION MARK
04/00	COMMERCIAL AT
04/01	LATIN CAPITAL LETTER A
04/02	LATIN CAPITAL LETTER B
04/03	LATIN CAPITAL LETTER C
04/04	LATIN CAPITAL LETTER D
04/05	LATIN CAPITAL LETTER E
04/06	LATIN CAPITAL LETTER F
04/07	LATIN CAPITAL LETTER G
04/08	LATIN CAPITAL LETTER H
04/09	LATIN CAPITAL LETTER I
04/10	LATIN CAPITAL LETTER J
04/11	LATIN CAPITAL LETTER K
04/12	LATIN CAPITAL LETTER L
04/13	LATIN CAPITAL LETTER M
04/14	LATIN CAPITAL LETTER N
04/15	LATIN CAPITAL LETTER O
05/00	LATIN CAPITAL LETTER P
05/01	LATIN CAPITAL LETTER Q
05/02	LATIN CAPITAL LETTER R
05/03	LATIN CAPITAL LETTER S
05/04	LATIN CAPITAL LETTER T
05/05	LATIN CAPITAL LETTER U
05/06	LATIN CAPITAL LETTER V
05/07	LATIN CAPITAL LETTER W
05/08	LATIN CAPITAL LETTER X
05/09	LATIN CAPITAL LETTER Y
05/10	LATIN CAPITAL LETTER Z
05/11	LEFT SQUARE BRACKET
05/12	REVERSE SOLIDUS
05/13	RIGHT SQUARE BRACKET
05/14	CIRCUMFLEX ACCENT
05/15	LOW LINE

Table 1 (continued)

Bit combination	Name
06/00	GRAVE ACCENT
06/01	LATIN SMALL LETTER A
06/02	LATIN SMALL LETTER B
06/03	LATIN SMALL LETTER C
06/04	LATIN SMALL LETTER D
06/05	LATIN SMALL LETTER E
06/06	LATIN SMALL LETTER F
06/07	LATIN SMALL LETTER G
06/08	LATIN SMALL LETTER H
06/09	LATIN SMALL LETTER I
06/10	LATIN SMALL LETTER J
06/11	LATIN SMALL LETTER K
06/12	LATIN SMALL LETTER L
06/13	LATIN SMALL LETTER M
06/14	LATIN SMALL LETTER N
06/15	LATIN SMALL LETTER O
07/00	LATIN SMALL LETTER P
07/01	LATIN SMALL LETTER Q
07/02	LATIN SMALL LETTER R
07/03	LATIN SMALL LETTER S
07/04	LATIN SMALL LETTER T
07/05	LATIN SMALL LETTER U
07/06	LATIN SMALL LETTER V
07/07	LATIN SMALL LETTER W
07/08	LATIN SMALL LETTER X
07/09	LATIN SMALL LETTER Y
07/10	LATIN SMALL LETTER Z
07/11	LEFT CURLY BRACKET
07/12	VERTICAL LINE
07/13	RIGHT CURLY BRACKET
07/14	TILDE
10/00	NO-BREAK SPACE
10/01	INVERTED EXCLAMATION MARK
10/02	CENT SIGN
10/03	POUND SIGN
10/04	CURRENCY SIGN
10/05	YEN SIGN
10/06	LATIN CAPITAL LETTER S WITH CARON
10/07	SECTION SIGN
10/08	LATIN SMALL LETTER S WITH CARON
10/09	COPYRIGHT SIGN
10/10	FEMININE ORDINAL INDICATOR
10/11	LEFT-POINTING DOUBLE ANGLE QUOTATION MARK
10/12	NOT SIGN
10/13	SOFT HYPHEN
10/14	REGISTERED SIGN
10/15	OVERLINE
11/00	DEGREE SIGN
11/01	EURO SIGN
11/02	SUPERSCRIP TWO
11/03	SUPERSCRIP THREE
11/04	LATIN CAPITAL LETTER Z WITH CARON
11/05	MICRO SIGN
11/06	PILCROW SIGN
11/07	MIDDLE DOT
11/08	LATIN SMALL LETTER Z WITH CARON
11/09	SUPERSCRIP ONE
11/10	MASCULINE ORDINAL INDICATOR
11/11	RIGHT-POINTING DOUBLE ANGLE QUOTATION MARK
11/12	LATIN CAPITAL LIGATURE OE
11/13	LATIN SMALL LIGATURE OE
11/14	LATIN CAPITAL LETTER Y WITH DIAERESIS
11/15	INVERTED QUESTION MARK

Table 1 (concluded)

Bit combination	Name
12/00	LATIN CAPITAL LETTER A WITH GRAVE
12/01	LATIN CAPITAL LETTER A WITH ACUTE
12/02	LATIN CAPITAL LETTER A WITH CIRCUMFLEX
12/03	LATIN CAPITAL LETTER A WITH TILDE
12/04	LATIN CAPITAL LETTER A WITH DIAERESIS
12/05	LATIN CAPITAL LETTER A WITH RING ABOVE
12/06	LATIN CAPITAL LETTER AE
12/07	LATIN CAPITAL LETTER C WITH CEDILLA
12/08	LATIN CAPITAL LETTER E WITH GRAVE
12/09	LATIN CAPITAL LETTER E WITH ACUTE
12/10	LATIN CAPITAL LETTER E WITH CIRCUMFLEX
12/11	LATIN CAPITAL LETTER E WITH DIAERESIS
12/12	LATIN CAPITAL LETTER I WITH GRAVE
12/13	LATIN CAPITAL LETTER I WITH ACUTE
12/14	LATIN CAPITAL LETTER I WITH CIRCUMFLEX
12/15	LATIN CAPITAL LETTER I WITH DIAERESIS
13/00	LATIN CAPITAL LETTER W WITH CIRCUMFLEX
13/01	LATIN CAPITAL LETTER N WITH TILDE
13/02	LATIN CAPITAL LETTER O WITH GRAVE
13/03	LATIN CAPITAL LETTER O WITH ACUTE
13/04	LATIN CAPITAL LETTER O WITH CIRCUMFLEX
13/05	LATIN CAPITAL LETTER O WITH TILDE
13/06	LATIN CAPITAL LETTER O WITH DIAERESIS
13/07	LATIN CAPITAL LETTER T WITH DOT ABOVE
13/08	LATIN CAPITAL LETTER O WITH STROKE
13/09	LATIN CAPITAL LETTER U WITH GRAVE
13/10	LATIN CAPITAL LETTER U WITH ACUTE
13/11	LATIN CAPITAL LETTER U WITH CIRCUMFLEX
13/12	LATIN CAPITAL LETTER U WITH DIAERESIS
13/13	LATIN CAPITAL LETTER Y WITH ACUTE
13/14	LATIN CAPITAL LETTER Y WITH CIRCUMFLEX
13/15	LATIN SMALL LETTER SHARP S (German)
14/00	LATIN SMALL LETTER A WITH GRAVE
14/01	LATIN SMALL LETTER A WITH ACUTE
14/02	LATIN SMALL LETTER A WITH CIRCUMFLEX
14/03	LATIN SMALL LETTER A WITH TILDE
14/04	LATIN SMALL LETTER A WITH DIAERESIS
14/05	LATIN SMALL LETTER A WITH RING ABOVE
14/06	LATIN SMALL LETTER AE
14/07	LATIN SMALL LETTER C WITH CEDILLA
14/08	LATIN SMALL LETTER E WITH GRAVE
14/09	LATIN SMALL LETTER E WITH ACUTE
14/10	LATIN SMALL LETTER E WITH CIRCUMFLEX
14/11	LATIN SMALL LETTER E WITH DIAERESIS
14/12	LATIN SMALL LETTER I WITH GRAVE
14/13	LATIN SMALL LETTER I WITH ACUTE
14/14	LATIN SMALL LETTER I WITH CIRCUMFLEX
14/15	LATIN SMALL LETTER I WITH DIAERESIS
15/00	LATIN SMALL LETTER W WITH CIRCUMFLEX
15/01	LATIN SMALL LETTER N WITH TILDE
15/02	LATIN SMALL LETTER O WITH GRAVE
15/03	LATIN SMALL LETTER O WITH ACUTE
15/04	LATIN SMALL LETTER O WITH CIRCUMFLEX
15/05	LATIN SMALL LETTER O WITH TILDE
15/06	LATIN SMALL LETTER O WITH DIAERESIS
15/07	LATIN SMALL LETTER T WITH DOT ABOVE
15/08	LATIN SMALL LETTER O WITH STROKE
15/09	LATIN SMALL LETTER U WITH GRAVE
15/10	LATIN SMALL LETTER U WITH ACUTE
15/11	LATIN SMALL LETTER U WITH CIRCUMFLEX
15/12	LATIN SMALL LETTER U WITH DIAERESIS
15/13	LATIN SMALL LETTER Y WITH ACUTE
15/14	LATIN SMALL LETTER Y WITH CIRCUMFLEX
15/15	LATIN SMALL LETTER Y WITH DIAERESIS

6.2 Code table

For each character in the set the code table (table 2) shows a graphic symbol at the position in the code table corresponding to the bit combination specified in table 1.

The shaded positions in the code table correspond to bit combinations that do not represent graphic characters. Their use is outside the scope of ISO/IEC 8859; it is specified in other international Standards, for example ISO/IEC 6429.

Table 2 – Code table of Latin alphabet No. 0

				c ₄	c ₃	c ₂	c ₁	c ₀																				
				0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1								
				0	0	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1							
				0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1							
				00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15									
c ₄	c ₃	c ₂	c ₁																									
0	0	0	0	00			SP	0	@	P	`	p			␣	°	À	Ð	à	ð	0							
0	0	0	1	01			!	1	A	Q	a	q			ı	€	Á	Ñ	á	ñ	1							
0	0	1	0	02			"	2	B	R	b	r			ç	²	Â	Ò	â	ò	2							
0	0	1	1	03			#	3	C	S	c	s			£	³	Ã	Ó	ã	ó	3							
0	1	0	0	04			\$	4	D	T	d	t			¤	Ž	Ä	Ô	ä	ô	4							
0	1	0	1	05			%	5	E	U	e	u			¥	µ	Å	Ö	å	ö	5							
0	1	1	0	06			ξ	6	F	V	f	v			Š	Ŧ	Æ	Ö	æ	ö	6							
0	1	1	1	07			'	7	G	W	g	w			§	·	Ç	×	ç	÷	7							
1	0	0	0	08			(8	H	X	h	x			š	ž	È	Ø	è	ø	8							
1	0	0	1	09)	9	I	Y	i	y			©	¹	É	Ù	é	ù	9							
1	0	1	0	10			*	:	J	Z	j	z			ª	º	Ê	Ú	ê	ú	A							
1	0	1	1	11			+	;	K	[k	{			«	»	Ë	Û	ë	û	B							
1	1	0	0	12			,	<	L	\	l				¬	ƒ	Ï	Ü	ï	ü	C							
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				0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F									

7 Identification of the character set

7.1 Identification according to ISO/IEC 2022 and ISO/IEC 4873

The graphic characters of this part of ISO/IEC 8859 constitute a single coded character set. However in accordance with ISO/IEC 2022 and ISO/IEC 4873 the code table of this part of ISO/IEC 8859 may be considered to consist of the following components:

- The character SPACE represented by bit combination 02/00;
- a 94-character G0 graphic character set represented by bit combinations 02/01 to 07/14;
- a 96-character G1 graphic character set represented by bit combinations 10/00 to 15/15.

When the identification methods of ISO/IEC 2022 or ISO/IEC 4873 are used this part of ISO/IEC 8859 shall be identified by the following pair of designation functions:

Gxxx	xx/xx	(ESC 02/08 xx/xx)
Gxxx	xx/xx	(ESC 02/13 xx/xx)

NOTE – The corresponding escape sequences are shown in parentheses.

7.2 Identification according to ISO/IEC 8824 (ASN.1)

In the terminology of ISO/IEC 8824 the character set of this part of ISO/IEC 8859 and the corresponding coded representations are distinct, and are known as the "character abstract syntax" and the "character transfer syntax" respectively.

When the identification methods of ISO/IEC 8824 are used this part of ISO/IEC 8859 shall be identified by the following object identifiers:

- character set
{ iso standard 8859 14 abstract-syntax (1) }
- coded representations
{ iso standard 8859 **XX** transfer-syntax (0) }

The corresponding object descriptions shall be:

- character set "ISO 8859 part **XX** repertoire"
- coded representations "ISO 8859 part **XX** code"

7.3 Identification using the ISO International register of coded character sets to be used with escape sequences

According to 7.1 above the character set of this part of ISO/IEC 8859 may be considered to consist of the character SPACE, a 94-character G0 graphic character set, and a 96-character G1 graphic character set. The G0 and G1 graphic character sets may be identified by the use of the Registration Numbers from the ISO International register of coded character sets to be used with escape sequences.

When these registration numbers are used this part of ISO/IEC 8859 shall be identified by the following pair of registration numbers:

- G0 graphic character set ISO-IR 6
- G1 graphic character set ISO-IR xxx

ANNEX A
(informative)

Coverage of languages by parts 1 to 14 of ISO/IEC 8859

A.1 Languages of European origin written in Latin script

The following parts of ISO/IEC 8859 specify coded character sets which comprise various different selections of characters based on the Latin alphabet. These sets are identified by the numbers 1 to 8 as shown.

- ISO/IEC 8859-1 Latin alphabet No. 1
- ISO/IEC 8859-2 Latin alphabet No. 2
- ISO/IEC 8859-3 Latin alphabet No. 3
- ISO/IEC 8859-4 Latin alphabet No. 4
- ISO/IEC 8859-9 Latin alphabet No. 5
- ISO/IEC 8859-10 Latin alphabet No. 6
- ISO/IEC 8859-11 Latin alphabet No. 7 (Baltic Rim)
- ISO/IEC 8859-14 Latin alphabet No. 8 (Celtic)

The following official and regional languages written in Europe are known to be covered by the Latin alphabets as indicated by number in Table A.1:

Table A.1 – Language coverage

Language	Covered by alphabet(s)	Language	Covered by alphabet(s)	Language	Covered by alphabet(s)
Albanian	1 2 5 8	Frisian	1 5	Manx	1 5 8
Basque	1 5 8	Gaelic	1 5 8	Norwegian	1 4 5 6 7 8
Breton	1 5 8	Galician	1 5 8	Polish	2
Catalan	1 5 8	German	1 2 3 4 5 6 8	Portuguese	1 3 5 8
Cornish	1 5 8	Greenlandic	1 4 5 6 8	Rhaeto-Romanic	1 5 8
Croatian	2	Hungarian	2	Sámi	4 6
Czech	2	Icelandic	1 6	Slovak	2
Danish	1 4 5 6 8	Irish (new orth.)	1 5 6 8	Slovenian	2 4 6
Dutch	1 5	Irish (old orth.)	8	Sorbian	2
English	1 2 3 4 5 6 7 8	Italian	1 3 5 8	Spanish	1 5 8
Esperanto	3	Latin	1 2 3 4 5 6 7 8	Swedish	1 4 5 6 8
Estonian	4 6 7	Latvian	4 7	Turkish	(3) 5
Faroese	1 6	Lithuanian	4 6 7	Welsh	8
Finnish	1 4 5 6	Luxemburgish	1 5 8		
French	1 3 5 8	Maltese	3		

NOTES

1 The list of languages in Table A.1 is not exhaustive. It shows the languages that are included in the Scope clause of each Part of ISO/IEC 8859.

2. For writing French three characters (Œ œ Ÿ) are not covered in parts 1, 3, 5 and 8 (or in other parts of ISO/IEC 8859), but are present in this part of ISO/IEC 8859. For writing Finnish four characters (Š š Ž ž) are not covered in parts 1, 4, 5 and 6 (or in other parts of ISO/IEC 8859), but are present in this part of ISO/IEC 8859.

3 Welsh is also covered by ISO-IR 182.

4 The various Sámi languages use partly differing orthographies. The character sets in parts 4 and 10 cover the requirements of the Sámi languages most commonly used in Finland, Norway and Sweden. For the Skolt Sámi language used in Finland and Norway additional characters are needed. These are included in ISO-IR 158 and 197.

5 There are several official written languages outside Europe that are covered by Latin alphabet No. 1. Examples are Indonesian/Malay, Tagalog (Philippines), Swahili, Afrikaans.

6 Use of Latin alphabet No. 3 for Turkish is deprecated.

A.2 Languages written in non-Latin scripts

The following parts of ISO/IEC 8859 specify coded character sets which include characters from alphabets other than the Latin alphabet:

- ISO/IEC 8859-5 Latin/Cyrillic alphabet
- ISO/IEC 8859-6 Latin/Arabic alphabet
- ISO/IEC 8859-7 Latin/Greek alphabet
- ISO/IEC 8859-8 Latin/Hebrew alphabet
- CD 8859-11 Latin/Thai alphabet
- CD 8859-12 Latin/Devanagari alphabet

The following official and regional languages are covered by these alphabets:

The Cyrillic characters included in Part 5 cover Bulgarian, Belarussian, (Slavic) Macedonian, Russian, Serbian, and Ukrainian (as written up to 1990, see also Scope of Part 5).

The Arabic characters included in Part 6 cover Arabic. The Greek characters included in Part 7 cover Greek (*monotonikó* orthography). The Hebrew characters included in Part 8 cover Hebrew. The Thai characters included in Part 11 cover Thai. The Devanagari characters included in Part 12 cover Hindi.

ANNEX B
(informative)

**Main differences between the First edition and this Second edition of this part of
ISO/IEC 8859**

As 8859-XX:1997 is the First edition of this Part of ISO/IEC 8859, this Annex has been intentionally left without content.

ANNEX C
(informative)

Bibliography

ISO/IEC 6429:1992, *Information technology – Control functions for 7-bit and 8-bit coded character sets.*

ISO/IEC 10367:1991, *Information technology – Standardized coded graphic character sets for use in 8-bit codes.*

ISO/IEC 10646-1:1993, *Information technology - Universal Multiple-Octet Coded Character Set (UCS) - Part 1: Architecture and Multilingual Plane.*

ISO International register of coded character sets to be used with escape sequences.

ANNEX D
(informative)

Character identifiers according to ISO/IEC 10646-1

ISO/IEC 10646-1 defines a unique identifier for each character that is specified in that International Standard.

For each character specified in this part of ISO/IEC 8859, the identifier is:

U-000000xy

where x and y respectively denote the bit combinations xx and yy (or column number and row number) shown for the character in Table 1A, expressed as a single digit in hexadecimal notation. For each character specified in Table 1B of this part of ISO/IEC 8859, the identifier is as shown in Table 3 below.

Note: The identifiers may be notated in any of the alternative forms that are defined in ISO/IEC 10646-1.

Table 3 - Identifiers for the characters in columns 10 to 15.

Graphic image	Bit combination	Hex	Identifier	Graphic image	Bit combination	Hex	Identifier
SP	02/00	20	U-00000020	H	04/08	48	U-00000048
!	02/01	21	U-00000021	I	04/09	49	U-00000049
"	02/02	22	U-00000022	J	04/10	4A	U-0000004A
#	02/03	23	U-00000023	K	04/11	4B	U-0000004B
\$	02/04	24	U-00000024	L	04/12	4C	U-0000004C
%	02/05	25	U-00000025	M	04/13	4D	U-0000004D
&	02/06	26	U-00000026	N	04/14	4E	U-0000004E
'	02/07	27	U-00000027	O	04/15	4F	U-0000004F
(02/08	28	U-00000028	P	05/00	50	U-00000050
)	02/09	29	U-00000029	Q	05/01	51	U-00000051
*	02/10	2A	U-0000002A	R	05/02	52	U-00000052
+	02/11	2B	U-0000002B	S	05/03	53	U-00000053
,	02/12	2C	U-0000002C	T	05/04	54	U-00000054
-	02/13	2D	U-0000002D	U	05/05	55	U-00000055
.	02/14	2E	U-0000002E	V	05/06	56	U-00000056
/	02/15	2F	U-0000002F	W	05/07	57	U-00000057
0	03/00	30	U-00000030	X	05/08	58	U-00000058
1	03/01	31	U-00000031	Y	05/09	59	U-00000059
2	03/02	32	U-00000032	Z	05/10	5A	U-0000005A
3	03/03	33	U-00000033	[05/11	5B	U-0000005B
4	03/04	34	U-00000034	\	05/12	5C	U-0000005C
5	03/05	35	U-00000035]	05/13	5D	U-0000005D
6	03/06	36	U-00000036	^	05/14	5E	U-0000005E
7	03/07	37	U-00000037	_	05/15	5F	U-0000005F
8	03/08	38	U-00000038	`	06/00	60	U-00000060
9	03/09	39	U-00000039	a	06/01	61	U-00000061
:	03/10	3A	U-0000003A	b	06/02	62	U-00000062
;	03/11	3B	U-0000003B	c	06/03	63	U-00000063
<	03/12	3C	U-0000003C	d	06/04	64	U-00000064
=	03/13	3D	U-0000003D	e	06/05	65	U-00000065
>	03/14	3E	U-0000003E	f	06/06	66	U-00000066
?	03/15	3F	U-0000003F	g	06/07	67	U-00000067
@	04/00	40	U-00000040	h	06/08	68	U-00000068
A	04/01	41	U-00000041	i	06/09	69	U-00000069
B	04/02	42	U-00000042	j	06/10	6A	U-0000006A
C	04/03	43	U-00000043	k	06/11	6B	U-0000006B
D	04/04	44	U-00000044	l	06/12	6C	U-0000006C
E	04/05	45	U-00000045	m	06/13	6D	U-0000006D
F	04/06	46	U-00000046	n	06/14	6E	U-0000006E
G	04/07	47	U-00000047	o	06/15	6F	U-0000006F

Graphic image	Bit combination	Hex	Identifier	Graphic image	Bit combination	Hex	Identifier
p	07/00	70	U-00000070	ø	13/00	D0	U-00000174
q	07/01	71	U-00000071	ñ	13/01	D1	U-000000D1
r	07/02	72	U-00000072	ó	13/02	D2	U-000000D2
s	07/03	73	U-00000073	ô	13/03	D3	U-000000D3
t	07/04	74	U-00000074	õ	13/04	D4	U-000000D4
u	07/05	75	U-00000075	ö	13/05	D5	U-000000D5
v	07/06	76	U-00000076	÷	13/06	D6	U-000000D6
w	07/07	77	U-00000077	x	13/07	D7	U-00001E6A
x	07/08	78	U-00000078	ø	13/08	D8	U-000000D8
y	07/09	79	U-00000079	ù	13/09	D9	U-000000D9
z	07/10	7A	U-0000007A	ú	13/10	DA	U-000000DA
[07/11	7B	U-0000007B	û	13/11	DB	U-000000DB
]	07/12	7C	U-0000007C	ü	13/12	DC	U-000000DC
^	07/13	7D	U-0000007D	ý	13/13	DD	U-000000DD
~	07/14	7E	U-0000007E	þ	13/14	DE	U-00000176
	10/00	A0	U-000000A0	ß	13/15	DF	U-000000DF
	10/01	A1	U-000000A1	à	14/00	E0	U-000000E0
	10/02	A2	U-000000A2	á	14/01	E1	U-000000E1
	10/03	A3	U-000000A3	â	14/02	E2	U-000000E2
	10/04	A4	U-000000A4	ã	14/03	E3	U-000000E3
	10/05	A5	U-000000A5	ä	14/04	E4	U-000000E4
	10/06	A6	U-00000160	å	14/05	E5	U-000000E5
	10/07	A7	U-000000A7	æ	14/06	E6	U-000000E6
	10/08	A8	U-00000161	ç	14/07	E7	U-000000E7
	10/09	A9	U-000000A9	è	14/08	E8	U-000000E8
	10/10	AA	U-000000AA	é	14/09	E9	U-000000E9
	10/11	AB	U-000000AB	ê	14/10	EA	U-000000EA
	10/12	AC	U-000000AC	ë	14/11	EB	U-000000EB
	10/13	AD	U-000000AD	ì	14/12	EC	U-000000EC
	10/14	AE	U-000000AE	í	14/13	ED	U-000000ED
	10/15	AF	U-000000AF	î	14/14	EE	U-000000EE
	11/00	B0	U-000000B0	ï	14/15	EF	U-000000EF
	11/01	B1	U-000020AC (prop.)	ð	15/00	F0	U-00000175
	11/02	B2	U-000000B2	ñ	15/01	F1	U-000000F1
	11/03	B3	U-000000B3	ò	15/02	F2	U-000000F2
	11/04	B4	U-0000017D	ó	15/03	F3	U-000000F3
	11/05	B5	U-000000B5	ô	15/04	F4	U-000000F4
	11/06	B6	U-000000B6	õ	15/05	F5	U-000000F5
	11/07	B7	U-000000B7	ö	15/06	F6	U-000000F6
	11/08	B8	U-0000017E	÷	15/07	F7	U-00001E6B
	11/09	B9	U-000000B9	ø	15/08	F8	U-000000F8
	11/10	BA	U-000000BA	ù	15/09	F9	U-000000F9
	11/11	BB	U-000000BB	ú	15/10	FA	U-000000FA
	11/12	BC	U-00000152	û	15/11	FB	U-000000FB
	11/13	BD	U-00000153	ü	15/12	FC	U-000000FC
	11/14	BE	U-00000178	ý	15/13	FD	U-000000FD
	11/15	BF	U-000000BF	þ	15/14	FE	U-00000177
	12/00	C0	U-000000C0	ÿ	15/15	FF	U-000000FF
	12/01	C1	U-000000C1				
	12/02	C2	U-000000C2				
	12/03	C3	U-000000C3				
	12/04	C4	U-000000C4				
	12/05	C5	U-000000C5				
	12/06	C6	U-000000C6				
	12/07	C7	U-000000C7				
	12/08	C8	U-000000C8				
	12/09	C9	U-000000C9				
	12/10	CA	U-000000CA				
	12/11	CB	U-000000CB				
	12/12	CC	U-000000CC				
	12/13	CD	U-000000CD				
	12/14	CE	U-000000CE				
	12/15	CF	U-000000CF				