TYPE: C1 Control Character Set	REGISTRATION NUMBER: 133
	DATE OF REGISTRATION: 31st July 1987

ESCAPE SEQUENCE:

G0: -

G1: -

G2: -

G3: -

C0: -

C1: ESC 2/2 4/4

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

DESCRIPTION

A control character set comprising 23 control characters for
use as a C1 set in videotex applications.
The remaining nine 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.

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C1 SET

7-bit coding

BKF	ESC 4/0
RDF	ESC 4/1
GRF	ESC 4/2
YLF	ESC 4/3
BLF	ESC 4/4
MGF	ESC 4/5
CNF	ESC 4/6
WHF	ESC 4/7
SSZ	ESC 4/8
MSZ	ESC 4/9
NSZ	ESC 4/10
SZX	ESC 4/11
CON	ESC 4/14
COF	ESC 4/15
COL	ESC 5/0
FLC	ESC 5/1
CDC	ESC 5/2
P-MACRO	ESC 5/5
RPC	ESC 5/8
SPL	ESC 5/9
STL	ESC 5/10
UNP	ESC 5/14
PRT	ESC 5/15

8-bit coding

b_8					1	1
b_7					0	0
b_6					0	0
b_5					0	1
					08	09
b_4	b_3	b_2	b_1			
0	0	0	0	00	BKF	COL
0	0	0	1	01	RDF	FLC
0	0	1	0	02	GRF	CDC
0	0	1	1	03	YLF	
0	1	0	0	04	BLF	
0	1	0	1	05	MGF	P-MACRO
0	1	1	0	06	CNF	
0	1	1	1	07	WHF	
1	0	0	0	08	SSZ	RPC
1	0	0	1	09	MSZ	SPL
1	0	1	0	10	NSZ	STL
1	0	1	1	11	SZX	
1	1	0	0	12		
1	1	0	1	13		
1	1	1	0	14	CON	UNP
1	1	1	1	15	COF	PRT

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Acronym	Name	Description
BKF	BLACK FOREGROUND	This control character invokes black or the 0th colour of the Look Up Table as a foreground colour.
RDF	RED FOREGROUND	This control character invokes red or the 1st colour of the Look Up Table as a foreground colour.
GRF	GREEN FOREGROUND	This control character invokes green or the 2nd colour of the Look Up Table as a foreground colour.
YLF	YELLOW FOREGROUND	This control character invokes yellow or the 3rd colour of the Look Up Table as a foreground colour.
BLF	BLUE FOREGROUND	This control character invokes blue or the 4th colour of the Look Up Table as a foreground colour.
MGF	MAGENTA FOREGROUND	This control character invokes magenta or the 5th colour of the Look Up Table as a foreground colour.
CNF	CYAN FOREGROUND	This control character invokes cyan or the 6th colour of the Look Up Table as a foreground colour.
WHF	WHITE FOREGROUND	This control character invokes white or the 7th colour of the Look Up Table as a foreground colour.
SSZ	SMALL SIZE	This control character reduces the width and the height to half that set by NSZ.
MSZ	MEDIUM SIZE	This control character reduces the width to half that set by NSZ. The character height is the same as that set by NSZ.
NSZ	NORMAL SIZE	This control character sets the width and the height to that of the character block specified by the P-TEXT command.
SZX	SIZE CONTROL	This control character specifies the height and width of a character by means of a one-byte parameter following it. The significance of the parameter values is specified in Rec. T.101.
CON	CURSOR ON	This control character makes the cursor display visible.
COF	CURSOR OFF	This control character turns off the cursor display.
COL	BACKGROUND OR FOREGROUND COLOUR	This control character specifies a full intensity background colour, a reduced intensity foreground colour or a reduced intensity background colour by means of a one-byte parameter following it. The significance of the parameter values is specified in Rec. T.101.
FLC	FLASHING CONTROL	This control character specifies flashing attributes by means of a one-byte parameter following it. The significance of the parameter values is specified in Rec. T.101.

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Acronym	Name	Description
CDC	CONCEAL DISPLAY CONTROL	This control character provides the conceal display attribute. When the conceal display attribute is applied, character and DRCS are made invisible. The character position takes ordinary advance. Concealed characters are made visible by the specified user action. CDC specifies conceal display attributes by means of a one-byte parameter following it. The significance of the parameter values is specified in Rec. T.101.
P-MACRO	PHOTO MACRO	This control character provides the capability for a string of any presentation level characters and commands (including transparent mode commands) to be stored within the terminal and to be subsequently executed via a single photo macro call. It is followed by a one-byte parameter. Each macro is identified by a value (from 2/0 to 7/15) of this parameter. The 96 photo macros are named PM0 to PM95. The significance of the parameter values is specified in Rec. T.101.
RPC	REPEAT CONTROL	This control character causes the following transmitted G set character, if the following character is a non-spacing character, both the non-spacing character and the next character, to be displayed a number of times specified by a numeric parameter following it. The byte representing this parameter shall be from columns 4 to 7. The repeat count is given by the binary number comprising bits b6 to b1, b6 being the MSB. If the byte following RPC does not belong to columns 4 to 7, RPC is not executed. Parameter value 4/0 means repeat to end of line.
SPL	START LINING	This control character applies the lining attribute. Characters are displayed with an underline whereas mosaic patterns are displayed in separate font.
STL	STOP LINING	This control character resets the lining attribute.
UNP	UNPROTECTED	This control character renders the following characters unprotected.
PRT	PROTECTED	This control character renders the following characters protected.