

# Commodore PETSCII character sets

## PET ASCII, CBM ASCII

The PETSCII character sets, also known as PET ASCII or CBM ASCII, were 8-bit character sets used by Commodore computers of the 1970s and 1980s. Originally introduced with Commodore PET 2001 in 1977, PETSCII was modified and reused in several later Commodore computers.

In each version of PETSCII, there were two alternative character sets available: an upper case set (graphics mode) and a lower case set (text/business mode). The upper case set supported upper case letters along with digits and symbols. The lower case set supported both upper and lower case letters, but less symbols. The current set was selected by either the user or a program.

Originally, both character sets consisted of 127 visually unique characters. In upper case, there were 62 standard ASCII characters and 65 additional graphic characters. In lower case there were 87 ASCII and 38 graphic characters. Several of the 127 unique characters were duplicated, resulting in each set containing a total of 192 visible characters. Character order was ideal for the PET keyboard layout: holding down the SHIFT key would produce the character whose PETSCII value was base character + 128. Later on, the sets were adjusted a bit, ending with 123 unique characters (61 ASCII, 62 graphical) in upper case and 125 ones (87 ASCII + 38 graphical) in lower case for Commodore 64.

In addition to the visible characters, the sets also supported a number of invisible control characters. Support for these control codes varied from device to device. Control characters were used for special keys, cursor movement, editing, color selection and the like. If typed between quotes "...", control characters became visible in program listings. There they appeared in reverse field (see the Sym column in the character charts).

At least four different versions of PETSCII have existed, not counting any regional modifications.

- 1) The 1977 version defaulted to upper case letters. In business mode, lower case letters were available with SHIFT.
- 2) Business mode soon changed. Upper and lower case were swapped. Lower case could now be typed without SHIFT.
- 3) VIC-20 replaced the backslash (\) by the pound (£). Area hex 60-7F now duplicated different characters than before. Most characters were still similar to PET, but they all appeared stretched on VIC-20.
- 4) With Commodore 64, the characters became thicker in order to look better on TV. 1-pixel lines were converted to 2-pixel lines. This caused 4 pairs of line drawing characters, which used to be 1 pixel off each other, to become similar.

If we consider visible characters only, the 1977 version of PETSCII was downwards compatible with ASCII-1963, which was the initial (and long forgotten) version of the ASCII standard. Control characters differed, though. Because of this, PETSCII has never been compatible with any version of ASCII. Thus, the names PET ASCII and CBM ASCII are rather misleading.

Even though PETSCII is not fully compatible with either ASCII or Unicode, the following charts list matching characters in these standard character sets where available.

PETSCII was used in main memory, keyboard input, storage and printing. A completely different representation for the same characters was used for screen memory. For this purpose Commodore computers used screen display codes. These codes could be "poked" to screen RAM area instead of using PETSCII. As with PETSCII, poke codes too came in upper and lower case sets, which meant each Commodore computer used a total of 4 non-standard character encodings.

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# PETSCII (Commodore 64) — Character sets 1 & 2

C64, C16, C128

	00					10					20	30	40	50	60	70	80					90					A0	B0	C0	D0	duplicate area		
	Sym	C64	C16	C128 40c	C128 80c	Sym	C64	C16	C128 40c	C128 80c					Sym	C64	C16	C128 40c	C128 80c	Sym	C64	C16	C128 40c	C128 80c									
-0											SPACE														BLACK	SHIFT+SPC							
-1							CURSOR DOWN								ORANGE	DK PUR		CURSOR UP															
-2				UL ON			REVERSE ON								FSH ON	UL OFF		REVERSE OFF															
-3		STOP					HOME								RUN			CLEAR															
-4							DEL								FSH OFF			INST															
-5		WHITE													F1			BROWN	DK YEL														
-6															F3		PINK	YEL GRN	PINK														
-7			BELL												F5		DK GRN	PINK	DK GRN	DK CYN													
-8		LOCK CASE					TAB SET/ CLEAR								F7		MED GRN	BL GRN	MEDIUM GRAY														
-9		UNLOCK CASE	TAB												F2		LGT GRN	LGT BLU	LIGHT GREEN														
-A			LINE FEED												F4		LGT BLU	DK BLU	LIGHT BLUE														
-B			UNLOCK CASE				ESC								F6		LGT GRN	LGT GRN	LIGHT GRAY														
-C			LOCK CASE				RED								F8 HLP	F8		PURPLE															
-D		RETURN					CURSOR RIGHT								SHIFT+RETURN			CURSOR LEFT															
-E		LOWER CASE					GREEN								UPPER CASE			YELLOW															
-F				FSH ON			BLUE											CYAN															

duplicate area

# PETSCII (Commodore 64) — Character set 1

C64, C16, C128 — Upper case (graphics mode)

	00					10					20	30	40	50	60	70	80					90					A0	B0	C0	D0	duplicate area					
	Sym	C64	C16	C128 40c	C128 80c	Sym	C64	C16	C128 40c	C128 80c							Sym	C64	C16	C128 40c	C128 80c	Sym	C64	C16	C128 40c	C128 80c										
-0											SPACE																BLACK	SHIFT+SPC								
-1							CURSOR DOWN				!	1	A	Q				ORANGE	DK PUR								CURSOR UP									
-2					UL ON		REVERSE ON				"	2	B	R				FSH ON	UL OFF								REVERSE OFF									
-3		STOP					HOME				#	3	C	S				RUN									CLEAR									
-4							DEL				\$	4	D	T				FSH OFF									INST									
-5		WHITE									%	5	E	U				F1								BROWN	DK YEL									
-6											&	6	F	V				F3	PINK	YEL GRN	PINK															
-7					BELL						'	7	G	W				F5	DK GRN	PINK	DK GRN	DK CYN														
-8		LOCK CASE					TAB SET/ CLEAR				(	8	H	X				F7	MED GRN	BL GRN	MEDIUM GRAY															
-9		UNLOCK CASE	TAB								)	9	I	Y				F2	LGT GRN	LGT BLU	LIGHT GREEN															
-A					LINE FEED						*	:	J	Z				F4	LGT BLU	DK BLU	LIGHT BLUE															
-B					UNLOCK CASE		ESC				+	;	K	[				F6	LGT GRN	LGT GRN	LIGHT GRAY															
-C					LOCK CASE		RED				,	<	L	\				F8 HLP	F8								PURPLE									
-D		RETURN					CURSOR RIGHT				=	=	M	^				SHIFT+RETURN									CURSOR LEFT									
-E		LOWER CASE					GREEN				.	>	N	_				UPPER CASE									YELLOW									
-F					FSH ON		BLUE				/	?	O	`								FSH OFF					CYAN									

Character images from C64. Sym=Symbol for control inside quotes.

# PETSCII (Commodore 64) — Character set 2

C64, C16, C128 — Lower case (text mode)

	00					10					20	30	40	50	60	70	80					90			A0	B0	C0	D0	duplicate area							
	Sym	C64	C16	C128 40c	C128 80c	Sym	C64	C16	C128 40c	C128 80c							Sym	C64	C16	C128 40c	C128 80c	Sym	C64	C16	C128 40c	C128 80c										
-0											SPACE															BLACK	SHIFT+SPC									
-1							CURSOR DOWN				!	1	a	q	A	Q		ORANGE	DK PUR				CURSOR UP													
-2					UL ON		REVERSE ON			"	2	b	r	B	R		FSH ON	UL OFF				REVERSE OFF														
-3		STOP					HOME			#	3	c	s	C	S		RUN						CLEAR													
-4							DEL			\$	4	d	t	D	T		FSH OFF						INST													
-5		WHITE								%	5	e	u	E	U		F1						BROWN	DK YEL												
-6										&	6	f	v	F	V		F3						PINK	YEL GRN	PINK											
-7					BELL					'	7	g	w	G	W		F5						DK GRN	PINK	DK GRN	DK CYN										
-8		LOCK CASE					TAB SET/ CLEAR			(	8	h	x	H	X		F7						MED GRN	BL GRN	MEDIUM GRAY											
-9		UNLOCK CASE	TAB							)	9	i	y	I	Y		F2						LGT GRN	LGT BLU	LIGHT GREEN											
-A			LINE FEED							*	:	j	z	J	Z		F4						LGT BLU	DK BLU	LIGHT BLUE											
-B			UNLOCK CASE				ESC			+	;	k	[	K	[		F6						LGT GRN	LGT GRN	LIGHT GRAY											
-C			LOCK CASE				RED			,	<	l	]	L	]		F8	HLP	F8				PURPLE													
-D		RETURN					CURSOR RIGHT			-	=	m	j	M	]		SHIFT+RETURN						CURSOR LEFT													
-E		LOWER CASE					GREEN			.	>	n	_	N	[		UPPER CASE						YELLOW													
-F					FSH ON		BLUE			/	?	o	`	O	[								FSH OFF				CYAN									

Character images from C64. Sym=Symbol for control inside quotes.

# PETSCII (Commodore VIC-20) — Character sets 1 & 2

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area	
-0	0	16	32 SPACE	48	64	80	96	112	128	144 BLACK	160 SHIFT+SPC	176	192	208	224	240
-1	1	17 CURSOR DOWN	33 !	49 1	65 Aa	81 Qq	97	113	129	145 CURSOR UP	161	177	193	209	225	241
-2	2	18 REVERSE ON	34 " 2	50 Bb	66 Rr	82	98	114	130	146 REVERSE OFF	162	178	194	210	226	242
-3	3 STOP	19 HOME	35 # 3	51 Cc	67 Ss	83	99	115	131 RUN	147 CLEAR	163	179	195	211	227	243
-4	4	20 DEL	36 \$ 4	52 Dd	68 Tt	84	100	116	132	148 INST	164	180	196	212	228	244
-5	5 WHITE	21	37 % 5	53 Ee	69 Uu	85	101	117	133 F1	149	165	181	197	213	229	245
-6	6	22	38 & 6	54 Ff	70 Vv	86	102	118	134 F3	150	166	182	198	214	230	246
-7	7	23	39 ' 7	55 Gg	71 Ww	87	103	119	135 F5	151	167	183	199	215	231	247
-8	8 LOCK CASE	24	40 < 8	56 Hh	72 Xx	88	104	120	136 F7	152	168	184	200	216	232	248
-9	9 UNLOCK CASE	25	41 > 9	57 Ii	73 Yy	89	105	121	137 F2	153	169	185	201	217	233	249
-A	10	26	42 * : Jj	58 Zz	74	90	106	122	138 F4	154	170	186	202	218	234	250
-B	11	27	43 + ; Kk	59 C	75	91	107	123	139 F6	155	171	187	203	219	235	251
-C	12	28 RED	44 , < L l	60 £	76	92	108	124	140 F8	156 PURPLE	172	188	204	220	236	252
-D	13 RETURN	29 CURSOR RIGHT	45 - = M m	61 J	77	93	109	125	141 SHIFT+RETURN	157 CURSOR LEFT	173	189	205	221	237	253
-E	14 LOWER CASE	30 GREEN	46 . > N n	62 ↑	78	94	110	126	142 UPPER CASE	158 YELLOW	174	190	206	222	238	254
-F	15	31 BLUE	47 / ? O o	63 ←	79	95	111	127	143	159 CYAN	175	191	207	223	239	255

duplicate area

Differences to C64: Stretched characters with narrow lines. Character pairs A5-B4, A7-AA, C0-C3, C2-DD differ from each other (also in duplicated areas).

# PETSCII (Commodore VIC-20) — Character set 1

## Upper case (graphics mode)

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area	
<b>-0</b>	0	16	32 SPACE	48	64	80	96	112	128	144 BLACK	160 SHIFT+SPC	176	192	208	224	240
<b>-1</b>	1	17 CURSOR DOWN	33 !	49 1	65 A	81	97	113	129	145 CURSOR UP	161	177	193	209	225	241
<b>-2</b>	2	18 REVERSE ON	34 "	50 2	66 B	82 R	98	114	130	146 REVERSE OFF	162	178	194	210	226	242
<b>-3</b>	3	19	35 #	51 3	67 C	83 S	99	115	131 RUN	147 CLEAR	163	179	195	211	227	243
<b>-4</b>	4	20	36	52 4	68 D	84 T	100	116	132	148 INST	164	180	196	212	228	244
<b>-5</b>	5	21	37	53 5	69 E	85 U	101	117	133	149 F1	165	181	197	213	229	245
<b>-6</b>	6	22	38	54 6	70 F	86 V	102	118	134 F3	150	166	182	198	214	230	246
<b>-7</b>	7	23	39	55 7	71 G	87 W	103	119	135 F5	151	167	183	199	215	231	247
<b>-8</b>	8	24	40	56 8	72 H	88 X	104	120	136 F7	152	168	184	200	216	232	248
<b>-9</b>	9	25	41	57 9	73 I	89 Y	105	121	137 F2	153	169	185	201	217	233	249
<b>-A</b>	10	26	42	58 :	74 J	90 Z	106	122	138 F4	154	170	186	202	218	234	250
<b>-B</b>	11	27	43	59 +	75 K	91	107	123	139 F6	155	171	187	203	219	235	251
<b>-C</b>	12	28	44	60	76 L	92	108	124	140 F8	156	172	188	204	220	236	252
<b>-D</b>	13	29	45	61 =	77 M	93	109	125	141 SHIFT+RETURN	157	173	189	205	221	237	253
<b>-E</b>	14	30	46	62	78 N	94	110	126	142 UPPER CASE	158	174	190	206	222	238	254
<b>-F</b>	15	31	47	63	79	95	111	127	143	159	175	191	207	223	239	255

duplicate area

Differences to C64: Stretched characters with narrow lines. Character pairs A5-B4, A7-AA, C0-C3, C2-DD differ from each other (also in duplicated areas).

# PETSCII (Commodore VIC-20) — Character set 2

Lower case (text mode)

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area	
<b>-0</b>	0	16	32 SPACE	48	64	80	96	112	128	144	160 SHIFT+SPC	176	192	208	224	240
<b>-1</b>	1	17 CURSOR DOWN	33 !	49 1	65 a	81 q	97 A	113 Q	129	145 CURSOR UP	161	177	193 A	209 Q	225	241
<b>-2</b>	2	18 REVERSE ON	34 "	50 2	66 b	82 r	98 B	114 R	130	146 REVERSE OFF	162	178	194 B	210 R	226	242
<b>-3</b>	3	19 STOP	35 #	51 3	67 c	83 s	99 C	115 S	131	147 RUN	163	179	195 C	211 S	227	243
<b>-4</b>	4	20 DEL	36 \$	52 4	68 d	84 t	100 D	116 T	132	148 INST	164	180	196 D	212 T	228	244
<b>-5</b>	5	21 WHITE	37 %	53 5	69 e	85 u	101 E	117 U	133	149 F1	165	181	197 E	213 U	229	245
<b>-6</b>	6	22	38 &	54 6	70 f	86 v	102 F	118 V	134	150 F3	166	182	198 F	214 V	230	246
<b>-7</b>	7	23	39 '	55 7	71 g	87 w	103 G	119 W	135	151 F5	167	183	199 G	215 W	231	247
<b>-8</b>	8	24 LOCK CASE	40 <	56 8	72 h	88 x	104 H	120 X	136	152 F7	168	184	200 H	216 X	232	248
<b>-9</b>	9	25 UNLOCK CASE	41 >	57 9	73 i	89 y	105 I	121 Y	137	153 F2	169	185	201 I	217 Y	233	249
<b>-A</b>	10	26	42 *	58 :	74 j	90 z	106 J	122 Z	138	154 F4	170	186	202 J	218 Z	234	250
<b>-B</b>	11	27	43 +	59 ;	75 k	91	107 K	123	139	155 F6	171	187	203 K	219	235	251
<b>-C</b>	12	28 RED	44 ,	60 <	76 l	92	108 L	124	140	156 F8	172	188	204 L	220	236	252
<b>-D</b>	13 RETURN	29 CURSOR RIGHT	45 -	61 =	77 m	93	109 M	125	141	157 SHIFT+RETURN	173	189	205 M	221	237	253
<b>-E</b>	14 LOWER CASE	30 GREEN	46 .	62 >	78 n	94	110 N	126	142	158 UPPER CASE	174	190	206 N	222	238	254
<b>-F</b>	15	31 BLUE	47 /	63 ?	79 o	95	111 O	127	143	159 CYAN	175	191	207 O	223	239	255

Differences to C64: Stretched characters with narrow lines. Character pairs A5-B4, A7-AA differ from each other (also in duplicated areas).

# PETSCII (Commodore PET) — Character sets 1 & 2

Commodore PET 8032

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area	
<b>-0</b>	0	16	32 SPACE	48	64	80 P p	96	112	128	144	160 SHIFT+SPC	176	192	208	224	240
<b>-1</b>	1	17 CURSOR DOWN	33 !	49 1	65 A a	81 Q q	97	113	129	145 CURSOR UP	161	177	193	209	225	241
<b>-2</b>	2	18 REVERSE ON	34 "	50 2	66 B b	82 R r	98	114	130	146 REVERSE OFF	162	178	194	210	226	242
<b>-3</b>	3  STOP	19  HOME	35 #	51 3	67 C c	83 S s	99	115	131	147  CLEAR	163	179	195	211	227	243
<b>-4</b>	4	20  DEL	36 \$	52 4	68 D d	84 T t	100	116	132	148  INST	164	180	196	212	228	244
<b>-5</b>	5	21  KILL LINE	37 %	53 5	69 E e	85 U u	101	117	133	149  INSERT LINE ABOVE	165	181	197	213	229	245
<b>-6</b>	6	22  ERASE TO RIGHT	38 &	54 6	70 F f	86 V v	102	118	134	150  ERASE TO LEFT	166	182	198	214	230	246
<b>-7</b>	7  BELL	23	39 /	55 7	71 G g	87 W w	103	119	135  DOUBLE BELL	151	167	183	199	215	231	247
<b>-8</b>	8	24	40 <	56 8	72 H h	88 X x	104	120	136	152	168	184	200	216	232	248
<b>-9</b>	9  TAB	25  SCROLL UP	41 )	57 9	73 I i	89 Y y	105	121	137  TAB SET/CLEAR	153  SCROLL DOWN	169	185	201	217	233	249
<b>-A</b>	10	26	42 *	58 :	74 J j	90 Z z	106	122	138	154	170	186	202	218	234	250
<b>-B</b>	11	27  ESC	43 +	59 ;	75 K k	91 [	107	123	139	155	171	187	203	219	235	251
<b>-C</b>	12	28	44 ,	60 <	76 L l	92	108	124	140	156	172	188	204	220	236	252
<b>-D</b>	13  RETURN	29  CURSOR RIGHT	45 -	61 =	77 M m	93 ]	109	125	141  SHIFT+RETURN	157  CURSOR LEFT	173	189	205	221	237	253
<b>-E</b>	14  LOWER CASE	30	46 .	62 >	78 N n	94 ^	110	126	142  UPPER CASE	158	174	190	206	222	238	254
<b>-F</b>	15  SET WINDOW TOP	31	47 /	63 ?	79 O o	95 _	111	127	143  SET WINDOW END	159	175	191	207	223	239	255

duplicate area

Differences to VIC-20: Hex 5C is \ instead of £. Hex 60-7F duplicates a different area.



# PETSCII (Commodore PET) — Character set 1

Commodore PET 8032 — Upper case (graphics mode)

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area E0 F0	
<b>-0</b>	0  0	16  16	32 SPACE  32	48  48	64  64	80  80	96  96	112  112	128  128	144  144	160 SHIFT+SPC  160	176  176	192  192	208  208	224  224	240  240
<b>-1</b>	1  1	17 CURSOR DOWN  17	33 !  33	49 1  49	65 A  65	81 Q  81	97  97	113  113	129  129	145 CURSOR UP  145	161  161	177  177	193  193	209  209	225  225	241  241
<b>-2</b>	2  2	18 REVERSE ON  18	34 "  34	50 2  50	66 B  66	82 R  82	98  98	114  114	130  130	146 REVERSE OFF  146	162  162	178  178	194  194	210  210	226  226	242  242
<b>-3</b>	3  3	19 HOME  19	35 #  35	51 3  51	67 C  67	83 S  83	99  99	115  115	131  131	147 CLEAR  147	163  163	179  179	195  195	211  211	227  227	243  243
<b>-4</b>	4  4	20 DEL  20	36 \$  36	52 4  52	68 D  68	84 T  84	100  100	116  116	132  132	148 INST  148	164  164	180  180	196  196	212  212	228  228	244  244
<b>-5</b>	5  5	21 KILL LINE  21	37 %  37	53 5  53	69 E  69	85 U  85	101  101	117  117	133  133	149 INSERT LINE ABOVE  149	165  165	181  181	197  197	213  213	229  229	245  245
<b>-6</b>	6  6	22 ERASE TO RIGHT  22	38 &  38	54 6  54	70 F  70	86 V  86	102  102	118  118	134  134	150 ERASE TO LEFT  150	166  166	182  182	198  198	214  214	230  230	246  246
<b>-7</b>	7  7	23 BELL  23	39 '  39	55 7  55	71 G  71	87 W  87	103  103	119  119	135 DOUBLE BELL  135	151  151	167  167	183  183	199  199	215  215	231  231	247  247
<b>-8</b>	8  8	24  24	40 (  40	56 8  56	72 H  72	88 X  88	104  104	120  120	136  136	152  152	168  168	184  184	200  200	216  216	232  232	248  248
<b>-9</b>	9  9	25 TAB  25	41 )  41	57 9  57	73 I  73	89 Y  89	105  105	121  121	137 TAB SET/CLEAR  137	153 SCROLL DOWN  153	169  169	185  185	201  201	217  217	233  233	249  249
<b>-A</b>	10  10	26  26	42 *  42	58 :  58	74 J  74	90 Z  90	106  106	122  122	138  138	154  154	170  170	186  186	202  202	218  218	234  234	250  250
<b>-B</b>	11  11	27 ESC  27	43 +  43	59 ;  59	75 K  75	91 [  91	107  107	123  123	139  139	155  155	171  171	187  187	203  203	219  219	235  235	251  251
<b>-C</b>	12  12	28  28	44 ,  44	60 <  60	76 L  76	92  92	108  108	124  124	140  140	156  156	172  172	188  188	204  204	220  220	236  236	252  252
<b>-D</b>	13  13	29 RETURN  29	45 -  45	61 =  61	77 M  77	93 J  93	109  109	125  125	141 SHIFT+RETURN  141	157 CURSOR LEFT  157	173  173	189  189	205  205	221  221	237  237	253  253
<b>-E</b>	14  14	30 LOWER CASE  30	46 .  46	62 >  62	78 N  78	94 ↑  94	110  110	126  126	142 UPPER CASE  142	158  158	174  174	190  190	206  206	222  222	238  238	254  254
<b>-F</b>	15  15	31 SET WINDOW TOP  31	47 /  47	63 ?  63	79 O  79	95 ←  95	111  111	127  127	143 SET WINDOW END  143	159  159	175  175	191  191	207  207	223  223	239  239	255  255

duplicate area

Differences to VIC-20: Hex 5C is \ instead of £. Hex 60-7F duplicates a different area.

# PETSCII (Commodore PET) — Character set 2

Commodore PET 8032 — Lower case (business mode)

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area	
<b>-0</b>	0 @	16 P	32 SPACE u+0020	48 Ø u+0030	64 @ u+0040	80 P u+0070	96 ☐ u+0020	112 ☐ u+0030	128 ▬	144 P	160 SHIFT+SPC u+0020	176 ☐ u+250c	192 ☐ u+2500	208 P u+0050	224 ☐ u+0020	240 ☐ u+250c
<b>-1</b>	1 a	17 CURSOR DOWN u+0084	33 ! u+0021	49 1 u+0031	65 a u+0061	81 q u+0071	97 ☐ u+0021	113 ☐ u+0031	129 A	145 CURSOR UP u+008d	161 ☐ u+258c	177 ☐ u+2534	193 A u+0041	209 Q u+0051	225 ☐ u+258c	241 ☐ u+2534
<b>-2</b>	2 b	18 REVERSE ON	34 " u+0022	50 2 u+0032	66 b u+0062	82 r u+0072	98 ☐ u+0022	114 ☐ u+0032	130 B	146 REVERSE OFF	162 ☐ u+2584	178 ☐ u+252c	194 B u+0042	210 R u+0052	226 ☐ u+2584	242 ☐ u+252c
<b>-3</b>	3 STOP u+0003	19 HOME	35 # u+0023	51 3 u+0033	67 c u+0063	83 s u+0073	99 # u+0023	115 3 u+0033	131 C	147 CLEAR	163 ☐ u+2594	179 ☐ u+2524	195 C u+0043	211 S u+0053	227 ☐ u+2594	243 ☐ u+2524
<b>-4</b>	4 e	20 DEL u+0008	36 \$ u+0024	52 4 u+0034	68 d u+0064	84 t u+0074	100 ☐ u+0024	116 ☐ u+0034	132 D	148 INST	164 ☐ u+2581	180 ☐ u+258e	196 D u+0044	212 T u+0054	228 ☐ u+2581	244 ☐ u+258e
<b>-5</b>	5 e	21 KILL LINE	37 % u+0025	53 5 u+0035	69 e u+0065	85 u u+0075	101 ☐ u+0025	117 ☐ u+0035	133 E	149 INSERT LINE ABOVE	165 ☐ u+258f	181 ☐ u+258d	197 E u+0045	213 U u+0055	229 ☐ u+258f	245 ☐ u+258d
<b>-6</b>	6 f	22 ERASE TO RIGHT	38 & u+0026	54 6 u+0036	70 f u+0066	86 v u+0076	102 ☐ u+0026	118 ☐ u+0036	134 F	150 ERASE TO LEFT	166 ☐ u+2592	182 ☐ u+2592	198 F u+0046	214 V u+0056	230 ☐ u+2592	246 ☐ u+2592
<b>-7</b>	7 BELL u+0007	23 w	39 ' u+0027	55 7 u+0037	71 g u+0067	87 w u+0077	103 ☐ u+0027	119 ☐ u+0037	135 DOUBLE BELL	151 W	167 ☐ u+2595	183 ☐ u+2595	199 G u+0047	215 W u+0057	231 ☐ u+2595	247 ☐ u+2595
<b>-8</b>	8 h	24 x	40 ( u+0028	56 8 u+0038	72 h u+0068	88 x u+0078	104 ☐ u+0028	120 ☐ u+0038	136 H	152 X	168 ☐ u+2592	184 ☐ u+2592	200 H u+0048	216 X u+0058	232 ☐ u+2592	248 ☐ u+2592
<b>-9</b>	9 TAB u+0009	25 SCROLL UP	41 ) u+0029	57 9 u+0039	73 i u+0069	89 y u+0079	105 ☐ u+0029	121 ☐ u+0039	137 TAB SET/CLEAR u+0088	153 SCROLL DOWN	169 ☐ u+2583	185 ☐ u+2583	201 I u+0049	217 Y u+0059	233 ☐ u+2583	249 ☐ u+2583
<b>-A</b>	10 j	26 z	42 * u+002a	58 : u+003a	74 j u+006a	90 z u+007a	106 ☐ u+002a	122 ☐ u+003a	138 J	154 Z	170 ☐ u+2583	186 ☐ u+2713	202 J u+004a	218 Z u+005a	234 ☐ u+2583	250 ☐ u+2713
<b>-B</b>	11 k	27 ESC u+001b	43 + u+002b	59 ; u+003b	75 k u+006b	91 [ u+007b	107 ☐ u+002b	123 ☐ u+003b	139 K	155	171 ☐ u+251c	187 ☐ u+2596	203 K u+004b	219 ☐ u+253c	235 ☐ u+251c	251 ☐ u+2596
<b>-C</b>	12 l	28 n	44 , u+002c	60 < u+003c	76 l u+006c	92 ☐ u+005c	108 ☐ u+002c	124 ☐ u+003c	140 L	156 n	172 ☐ u+2597	188 ☐ u+259d	204 L u+004c	220 ☐ u+2597	236 ☐ u+2597	252 ☐ u+259d
<b>-D</b>	13 RETURN	29 CURSOR RIGHT	45 - u+002d	61 = u+003d	77 m u+006d	93 J u+005d	109 ☐ u+002d	125 ☐ u+003d	141 SHIFT+RETURN	157 CURSOR LEFT	173 ☐ u+2514	189 ☐ u+2518	205 M u+004d	221 ☐ u+2502	237 ☐ u+2514	253 ☐ u+2518
<b>-E</b>	14 LOWER CASE u+000e	30 ↑	46 . u+002e	62 > u+003e	78 n u+006e	94 ↑ u+2191	110 ☐ u+002e	126 ☐ u+003e	142 UPPER CASE u+000f	158 n	174 ☐ u+2510	190 ☐ u+2598	206 N u+004e	222 ☐ u+2592	238 ☐ u+2510	254 ☐ u+2598
<b>-F</b>	15 SET WINDOW TOP	31 ←	47 / u+002f	63 ? u+003f	79 o u+006f	95 ← u+2190	111 ☐ u+002f	127 ☐ u+003f	143 SET WINDOW END	159 /	175 ☐ u+2582	191 ☐ u+259a	207 O u+004f	223 ☐ u+2592	239 ☐ u+2582	255 ☐ u+2592

Differences to VIC-20: Hex 5C is \ instead of £. Hex 60-7F duplicates a different area.

# PETSCII (Original version) — Character sets 1 & 2

First Commodore PET 2001 (1977)

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area	
<b>-0</b>	0	16	32 SPACE	48	64	80	96	112	128	144	160 SHIFT+SPC	176	192	208	224	240
<b>-1</b>	1	17  CURSOR DOWN	33 !	49 1	65	81	97 !	113 1	129	145  CURSOR UP	161	177	193	209	225	241
<b>-2</b>	2	18  REVERSE ON	34 "	50 2	66	82	98 "	114 2	130	146  REVERSE OFF	162	178	194	210	226	242
<b>-3</b>	3  STOP	19  HOME	35 #	51 3	67	83	99 #	115 3	131	147  CLEAR	163	179	195	211	227	243
<b>-4</b>	4  D	20  DEL	36 \$	52 4	68	84	100 \$	116 4	132	148  INST	164	180	196	212	228	244
<b>-5</b>	5  E	21	37 %	53 5	69	85	101 %	117 5	133	149	165	181	197	213	229	245
<b>-6</b>	6  F	22	38 &	54 6	70	86	102 &	118 6	134	150	166	182	198	214	230	246
<b>-7</b>	7  G	23	39 /	55 7	71	87	103 /	119 7	135	151	167	183	199	215	231	247
<b>-8</b>	8  H	24	40 <	56 8	72	88	104 <	120 8	136	152	168	184	200	216	232	248
<b>-9</b>	9  I	25	41 >	57 9	73	89	105 >	121 9	137	153	169	185	201	217	233	249
<b>-A</b>	10  J	26	42 *	58 :	74	90	106 *	122 :	138	154	170	186	202	218	234	250
<b>-B</b>	11  K	27	43 +	59 ;	75	91	107 +	123 ;	139	155	171	187	203	219	235	251
<b>-C</b>	12  L	28	44 ,	60 <	76	92	108 ,	124 <	140	156	172	188	204	220	236	252
<b>-D</b>	13  RETURN	29  CURSOR RIGHT	45 -	61 =	77	93	109 -	125 =	141  SHIFT+RETURN	157  CURSOR LEFT	173	189	205	221	237	253
<b>-E</b>	14  N	30	46 .	62 >	78	94	110 .	126 >	142	158	174	190	206	222	238	254
<b>-F</b>	15  O	31	47 /	63 ?	79	95	111 /	127 ?	143	159	175	191	207	223	239	255

duplicate area

Business mode differs from later PET machines: A-Z and a-z appear swapped (thus, SHIFT+a = lower case a).

## PETSCII (Original version) — Character set 1

First Commodore PET 2001 (1977) — Upper case (graphics mode)

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area	
															E0	F0
<b>-0</b>	0 @	16 P	32 SPACE <small>u+0020</small>	48 Ø	64 @	80 P	96 □	112 Ø	128 ■	144 ■	160 SHIFT+SPC <small>u+0020</small>	176 □	192 □	208 □	224 □	240 □
<b>-1</b>	1 A	17 CURSOR DOWN <small>u+0084</small>	33 !	49 1	65 A	81 Q	97 !	113 1	129 ▲	145 CURSOR UP <small>u+008d</small>	161 ■	177 □	193 ■	209 ■	225 ■	241 □
<b>-2</b>	2 B	18 REVERSE ON <small>u+008a</small>	34 "	50 2	66 B	82 R	98 "	114 2	130 ▮	146 REVERSE OFF <small>u+008b</small>	162 ■	178 □	194 ▮	210 □	226 ■	242 □
<b>-3</b>	3 STOP <small>u+0003</small>	19 HOME <small>u+0002</small>	35 #	51 3	67 C	83 S	99 #	115 3	131 ■	147 CLEAR <small>u+0001</small>	163 □	179 □	195 □	211 ■	227 □	243 □
<b>-4</b>	4 D	20 DEL <small>u+0008</small>	36 \$	52 4	68 D	84 T	100 \$	116 4	132 ■	148 INST <small>u+0007</small>	164 □	180 □	196 □	212 □	228 □	244 □
<b>-5</b>	5 E	21 U	37 %	53 5	69 E	85 U	101 %	117 5	133 ■	149 ■	165 □	181 □	197 □	213 □	229 □	245 □
<b>-6</b>	6 F	22 V	38 &	54 6	70 F	86 V	102 &	118 6	134 ■	150 X	166 ■	182 □	198 □	214 X	230 ■	246 □
<b>-7</b>	7 G	23 W	39 /	55 7	71 G	87 W	103 /	119 7	135 ▮	151 □	167 □	183 □	199 □	215 □	231 □	247 □
<b>-8</b>	8 H	24 X	40 <	56 8	72 H	88 X	104 <	120 8	136 ▮	152 ■	168 ■	184 □	200 □	216 ■	232 ■	248 □
<b>-9</b>	9 I	25 Y	41 )	57 9	73 I	89 Y	105 )	121 9	137 ■	153 ▮	169 ■	185 □	201 □	217 □	233 ■	249 □
<b>-A</b>	10 J	26 Z	42 *	58 :	74 J	90 Z	106 *	122 :	138 ▮	154 ■	170 □	186 □	202 □	218 ■	234 □	250 □
<b>-B</b>	11 K	27 [	43 +	59 ;	75 K	91 [	107 +	123 ;	139 ▮	155 +	171 □	187 □	203 □	219 □	235 □	251 □
<b>-C</b>	12 L	28 \	44 ,	60 <	76 L	92 /	108 ,	124 <	140 ▮	156 ■	172 □	188 □	204 □	220 ■	236 □	252 □
<b>-D</b>	13 RETURN	29 CURSOR RIGHT <small>u+0009</small>	45 -	61 =	77 M	93 J	109 -	125 =	141 SHIFT+RETURN <small>u+000d</small>	157 CURSOR LEFT <small>u+000e</small>	173 □	189 □	205 □	221 □	237 □	253 □
<b>-E</b>	14 N	30 ↑	46 .	62 >	78 N	94 ↑	110 .	126 >	142 ▮	158 ▮	174 □	190 □	206 □	222 ▮	238 □	254 □
<b>-F</b>	15 O	31 ←	47 /	63 ?	79 O	95 ←	111 /	127 ?	143 ▮	159 ▮	175 □	191 □	207 □	223 ▮	239 □	255 ▮

duplicate area

Graphics mode is the same as in later PET machines.

## PETSCII (Original version) — Character set 2

First Commodore PET 2001 (1977) — Lower case (business mode)

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	duplicate area	
<b>-0</b>	0 @	16 P	32 SPACE <small>u+0020</small>	48 Ø	64 @	80 P	96 □	112 Ø	128 ■	144 P	160 SHIFT+SPC <small>u+0020</small>	176 □	192 ■	208 P	224 □	240 P
<b>-1</b>	1 A	17 Q CURSOR DOWN <small>u+0084</small>	33 !	49 1	65 A	81 Q	97 !	113 1	129 A	145 Q CURSOR UP <small>u+008d</small>	161 □	177 ■	193 P	209 Q	225 □	241 ■
<b>-2</b>	2 B	18 R REVERSE ON	34 "	50 2	66 B	82 R	98 "	114 2	130 B	146 R REVERSE OFF	162 □	178 ■	194 P	210 R	226 □	242 ■
<b>-3</b>	3 C STOP <small>u+0003</small>	19 S HOME	35 #	51 3	67 C	83 S	99 #	115 3	131 C	147 S CLEAR	163 □	179 ■	195 P	211 S	227 □	243 ■
<b>-4</b>	4 D	20 T DEL <small>u+0008</small>	36 \$	52 4	68 D	84 T	100 \$	116 4	132 D	148 T INST	164 □	180 ■	196 P	212 T	228 □	244 ■
<b>-5</b>	5 E	21 U	37 %	53 5	69 E	85 U	101 %	117 5	133 E	149 U	165 □	181 ■	197 P	213 U	229 □	245 ■
<b>-6</b>	6 F	22 V	38 &	54 6	70 F	86 V	102 &	118 6	134 f	150 U	166 ■	182 □	198 P	214 V	230 ■	246 □
<b>-7</b>	7 G	23 W	39 '	55 7	71 G	87 W	103 '	119 7	135 g	151 W	167 □	183 ■	199 P	215 W	231 □	247 ■
<b>-8</b>	8 H	24 X	40 <	56 8	72 H	88 X	104 <	120 8	136 h	152 X	168 ■	184 □	200 P	216 X	232 ■	248 □
<b>-9</b>	9 I	25 Y	41 )	57 9	73 I	89 Y	105 )	121 9	137 i	153 Y	169 ■	185 □	201 P	217 Y	233 ■	249 □
<b>-A</b>	10 J	26 Z	42 *	58 :	74 J	90 Z	106 *	122 :	138 j	154 Z	170 □	186 ■	202 P	218 Z	234 □	250 ■
<b>-B</b>	11 K	27 [	43 +	59 ;	75 K	91 [	107 +	123 ;	139 k	155 +	171 □	187 ■	203 P	219 [	235 □	251 ■
<b>-C</b>	12 L	28 \	44 ,	60 <	76 L	92 \ <small>u+005c</small>	108 ,	124 <	140 l	156 \ <small>u+005c</small>	172 □	188 ■	204 P	220 \ <small>u+006c</small>	236 □	252 ■
<b>-D</b>	13 RETURN	29 ] CURSOR RIGHT	45 -	61 =	77 M	93 ] <small>u+005d</small>	109 -	125 =	141 SHIFT+RETURN	157 ] CURSOR LEFT	173 □	189 ■	205 P	221 ] <small>u+006d</small>	237 □	253 ■
<b>-E</b>	14 N	30 ↑	46 .	62 >	78 N	94 ↑ <small>u+2191</small>	110 .	126 >	142 n	158 . <small>u+002e</small>	174 □	190 ■	206 P	222 ↑ <small>u+2592</small>	238 □	254 ■
<b>-F</b>	15 O	31 ←	47 /	63 ?	79 O	95 ← <small>u+2190</small>	111 /	127 ?	143 o	159 / <small>u+002f</small>	175 □	191 ■	207 P	223 ← <small>u+2592</small>	239 □	255 ■

Business mode differs from later PET machines: A-Z and a-z appear swapped (thus, SHIFT+a = lower case a).

# Commodore 64 screen display codes — POKE character sets 1 & 2

Character codes in screen memory

	00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	E0	F0
-0	<sup>0</sup> e	<sup>16</sup> P p	<sup>32</sup> SPACE	<sup>48</sup> 0	<sup>64</sup>	<sup>80</sup>	<sup>96</sup> SHIFT+SPC	<sup>112</sup>	<sup>128</sup>	<sup>144</sup> P P	<sup>160</sup>	<sup>176</sup>	<sup>192</sup>	<sup>208</sup>	<sup>224</sup>	<sup>240</sup>
-1	<sup>1</sup> A a	<sup>17</sup> Q q	<sup>33</sup> !	<sup>49</sup> 1	<sup>65</sup>	<sup>81</sup>	<sup>97</sup>	<sup>113</sup>	<sup>129</sup> A a	<sup>145</sup> Q q	<sup>161</sup>	<sup>177</sup>	<sup>193</sup>	<sup>209</sup>	<sup>225</sup>	<sup>241</sup>
-2	<sup>2</sup> B b	<sup>18</sup> R r	<sup>34</sup> "	<sup>50</sup> 2	<sup>66</sup>	<sup>82</sup>	<sup>98</sup>	<sup>114</sup>	<sup>130</sup> B b	<sup>146</sup> R r	<sup>162</sup>	<sup>178</sup>	<sup>194</sup>	<sup>210</sup>	<sup>226</sup>	<sup>242</sup>
-3	<sup>3</sup> C c	<sup>19</sup> S s	<sup>35</sup> #	<sup>51</sup> 3	<sup>67</sup>	<sup>83</sup>	<sup>99</sup>	<sup>115</sup>	<sup>131</sup> C c	<sup>147</sup> S s	<sup>163</sup>	<sup>179</sup>	<sup>195</sup>	<sup>211</sup>	<sup>227</sup>	<sup>243</sup>
-4	<sup>4</sup> D d	<sup>20</sup> T t	<sup>36</sup> \$	<sup>52</sup> 4	<sup>68</sup>	<sup>84</sup>	<sup>100</sup>	<sup>116</sup>	<sup>132</sup> D d	<sup>148</sup> T t	<sup>164</sup>	<sup>180</sup>	<sup>196</sup>	<sup>212</sup>	<sup>228</sup>	<sup>244</sup>
-5	<sup>5</sup> E e	<sup>21</sup> U u	<sup>37</sup> %	<sup>53</sup> 5	<sup>69</sup>	<sup>85</sup>	<sup>101</sup>	<sup>117</sup>	<sup>133</sup> E e	<sup>149</sup> U u	<sup>165</sup>	<sup>181</sup>	<sup>197</sup>	<sup>213</sup>	<sup>229</sup>	<sup>245</sup>
-6	<sup>6</sup> F f	<sup>22</sup> V v	<sup>38</sup> &	<sup>54</sup> 6	<sup>70</sup>	<sup>86</sup>	<sup>102</sup>	<sup>118</sup>	<sup>134</sup> F f	<sup>150</sup> V v	<sup>166</sup>	<sup>182</sup>	<sup>198</sup>	<sup>214</sup>	<sup>230</sup>	<sup>246</sup>
-7	<sup>7</sup> G g	<sup>23</sup> W w	<sup>39</sup> '	<sup>55</sup> 7	<sup>71</sup>	<sup>87</sup>	<sup>103</sup>	<sup>119</sup>	<sup>135</sup> G g	<sup>151</sup> W w	<sup>167</sup>	<sup>183</sup>	<sup>199</sup>	<sup>215</sup>	<sup>231</sup>	<sup>247</sup>
-8	<sup>8</sup> H h	<sup>24</sup> X x	<sup>40</sup> (	<sup>56</sup> 8	<sup>72</sup>	<sup>88</sup>	<sup>104</sup>	<sup>120</sup>	<sup>136</sup> H h	<sup>152</sup> X x	<sup>168</sup>	<sup>184</sup>	<sup>200</sup>	<sup>216</sup>	<sup>232</sup>	<sup>248</sup>
-9	<sup>9</sup> I i	<sup>25</sup> Y y	<sup>41</sup> )	<sup>57</sup> 9	<sup>73</sup>	<sup>89</sup>	<sup>105</sup>	<sup>121</sup>	<sup>137</sup> I i	<sup>153</sup> Y y	<sup>169</sup>	<sup>185</sup>	<sup>201</sup>	<sup>217</sup>	<sup>233</sup>	<sup>249</sup>
-A	<sup>10</sup> J j	<sup>26</sup> Z z	<sup>42</sup> *	<sup>58</sup> :	<sup>74</sup>	<sup>90</sup>	<sup>106</sup>	<sup>122</sup>	<sup>138</sup> J j	<sup>154</sup> Z z	<sup>170</sup>	<sup>186</sup>	<sup>202</sup>	<sup>218</sup>	<sup>234</sup>	<sup>250</sup>
-B	<sup>11</sup> K k	<sup>27</sup> [	<sup>43</sup> +	<sup>59</sup> ;	<sup>75</sup>	<sup>91</sup>	<sup>107</sup>	<sup>123</sup>	<sup>139</sup> K k	<sup>155</sup> [	<sup>171</sup>	<sup>187</sup>	<sup>203</sup>	<sup>219</sup>	<sup>235</sup>	<sup>251</sup>
-C	<sup>12</sup> L l	<sup>28</sup> £	<sup>44</sup> ,	<sup>60</sup> <	<sup>76</sup>	<sup>92</sup>	<sup>108</sup>	<sup>124</sup>	<sup>140</sup> L l	<sup>156</sup> £	<sup>172</sup>	<sup>188</sup>	<sup>204</sup>	<sup>220</sup>	<sup>236</sup>	<sup>252</sup>
-D	<sup>13</sup> M m	<sup>29</sup> ]	<sup>45</sup> -	<sup>61</sup> =	<sup>77</sup>	<sup>93</sup>	<sup>109</sup>	<sup>125</sup>	<sup>141</sup> M m	<sup>157</sup> ]	<sup>173</sup>	<sup>189</sup>	<sup>205</sup>	<sup>221</sup>	<sup>237</sup>	<sup>253</sup>
-E	<sup>14</sup> N n	<sup>30</sup> †	<sup>46</sup> .	<sup>62</sup> >	<sup>78</sup>	<sup>94</sup>	<sup>110</sup>	<sup>126</sup>	<sup>142</sup> N n	<sup>158</sup> †	<sup>174</sup>	<sup>190</sup>	<sup>206</sup>	<sup>222</sup>	<sup>238</sup>	<sup>254</sup>
-F	<sup>15</sup> O o	<sup>31</sup> ‡	<sup>47</sup> /	<sup>63</sup> ?	<sup>79</sup>	<sup>95</sup>	<sup>111</sup>	<sup>127</sup>	<sup>143</sup> O o	<sup>159</sup> ‡	<sup>175</sup>	<sup>191</sup>	<sup>207</sup>	<sup>223</sup>	<sup>239</sup>	<sup>255</sup>

### Thick vs. narrow characters

C64 vs. PET 8032 — POKE character sets 1 & 2

	00	10	20	30	40	50	60	70	00	10	20	30	40	50	60	70
-0																
-1																
-2																
-3																
-4																
-5																
-6																
-7																
-8																
-9																
-A																
-B																
-C																
-D																
-E																
-F																

Commodore 64 and later used thick characters. PET and VIC-20 used narrow characters. Characters marked with red became duplicates when the characters were made thicker for C64.

## Commodore PETSCII control characters

(monitor and keyboard)

### Control characters C0/C1

BELL	BEL (07)	Produce bell tone.
ESC	ESC (1B)	Escape.
FSH ON		Output following characters in flashing mode.
FSH OFF		Terminate flashing mode.
LOCK CASE		Disable SHIFT + C= keypress. User cannot change character set.
LOWER CASE	SO (0E)	Switch character set to lower case (text/business mode).
REVERSE ON		Output following characters in reverse field mode.
REVERSE OFF		Terminate reverse field mode.
TAB SET/CLEAR	HTS (88)	Set horizontal tab position. Clear position if it exists already.
UL ON		Output following characters in underlined mode.
UL OFF		Terminate underlined mode.
UNLOCK CASE		Enable SHIFT + C= to change character set.
UPPER CASE	SI (0F)	Switch character set to upper case (graphics mode).

### Cursor and editing controls

CLEAR		Clear screen and move cursor to home position (top left). Similar to Ctrl+L on some systems. Closest ASCII equivalent is FF (0C).
CURSOR DOWN	IND (84)	Move cursor to next line, keeping the same column.
CURSOR LEFT		Move cursor one position to left.
CURSOR RIGHT		Move cursor one position to right.
CURSOR UP	RI (8D)	Move cursor to previous line, keeping the same column.
DEL	BS (08)	Delete character on the left.
HOME		Move cursor to home position (top left) of the display.
INST		Insert a space at current position.
LINE FEED	LF (0A)	Move cursor to next row, keeping the same column.
RETURN		Carriage return and line feed. This is the newline character. Closest ASCII equivalent is CR+LF. *)
SHIFT+RETURN		Carriage return and line feed. Do not execute current line. *)
TAB	HT (09)	Move cursor horizontally to next tab position.

C0/C1: Respective standard control code in ASCII/Unicode.

\*) Pressing RETURN executes current line, SHIFT+RETURN discards it. Both move cursor to start of next line. Line ending convention is RETURN alone, no LF.

Printer control characters differ from these codes.

### PET specific control characters

ERASE TO LEFT	Erase all from start of line to current position. Don't move cursor.
ERASE TO RIGHT	Erase all from current position to end of line. Don't move cursor.
INSERT LINE ABOVE	Insert empty line before current line. Move remaining lines down.
KILL LINE	Delete current line. Move remaining lines up.
SCROLL DOWN	Scroll all lines down by one line.
SCROLL UP	Scroll all lines up by one line.
SET WINDOW END	Set viewport bottom-right coordinate to current position.
SET WINDOW TOP	Set viewport top-left coordinate to current position.

### Keyboard codes

F1..F8	Keycodes for function keys F1 to F8.
HLP	Keycode for HELP key (on F7 key on keyboard).
RUN	Keycode for RUN key (SHIFT+RUN/STOP). Pressing RUN causes the loading and running of a program.
SHIFT+SPC	Keycode for SHIFT+SPACE. The character is visually similar to a regular space. (Not really a non-breaking space without word wrapping functionality.)
STOP	Keycode for STOP key. Pressing STOP ends the current program. Similar to Ctrl+C on other systems.

### Color codes

DK BLU	Dark blue
DK CYN	Dark cyan
DK PUR	Dark purple
DK YEL	Dark yellow
BL GRN	Blue green
YEL GRN	Yellow green
DK GRY	Dark gray (gray 1)
MED GRY	Medium gray (gray 2)
LGT GRY	Light gray (gray 3)

Other colors appear by their name.