

C0 - JOGO DE CARACTERES DE CONTROLE

				b ₇ 0 0		
				b ₆ 0 0		
				b ₅ 0 1		
				0	1	
b ₄	b ₃	b ₂	b ₁			
0	0	0	0	0	NUL	
0	0	0	1	1	SOH	C.ON
0	0	1	0	2	STX	Rep
0	0	1	1	3	ETX	Sep
0	1	0	0	4	EOT	C.OFF
0	1	0	1	5	ENQ	
0	1	1	0	6		SS2
0	1	1	1	7	BEL	
1	0	0	0	8	BS	CAN
1	0	0	1	9	HT	
1	0	1	0	10	LF	SUB
1	0	1	1	11	VT	ESC
1	1	0	0	12	FF	
1	1	0	1	13	CR	
1	1	1	0	14	SO	RS
1	1	1	1	15	SI	US

G0 - JOGO DE CARACTERES ALFANUMÉRICOS

b ₇		0	0	1	1	1	1
b ₆		1	1	0	0	1	1
b ₅		0	1	0	1	0	1
		2	3	4	5	6	7
b ₄ b ₃ b ₂ b ₁		sp.	0	@	P		p
0 0 0 0	0	!	1	A	Q	a	q
0 0 0 1	1	"	2	B	R	b	r
0 0 1 0	2		3	C	S	c	s
0 0 1 1	3		4	D	T	d	t
0 1 0 0	4	%	5	E	U	e	u
0 1 0 1	5	&	6	F	V	f	v
0 1 1 0	6	'	7	G	W	g	w
0 1 1 1	7	(	8	H	X	h	x
1 0 0 0	8	)	9	I	Y	i	y
1 0 0 1	9	*	:	J	Z	j	z
1 0 1 0	10	+	;	K	£	k	{
1 0 1 1	11	,	<	L	/	l	
1 1 0 0	12	-	=	M	∩	m	}
1 1 0 1	13	.	>	N		n	
1 1 1 0	14	/	?	O		o	—
1 1 1 1	15						

G2 - JOGO DE CARACTERES ESPECIAIS

					b ₇	0	0	1	1	1	1
					b ₆	1	1	0	0	1	1
					b ₅	0	1	0	1	0	1
						2	3	4	5	6	7
b ₄	b ₃	b ₂	b ₁								
0	0	0	0	0			°				
0	0	0	1	1			±	`			
0	0	1	0	2				'			
0	0	1	1	3		£		^			
0	1	0	0	4		\$					
0	1	0	1	5							
0	1	1	0	6		#					
0	1	1	1	7							
1	0	0	0	8			÷	••			
1	0	0	1	9							
1	0	1	0	10						œ	œ
1	0	1	1	11				b			
1	1	0	0	12		←	¼				
1	1	0	1	13		↑	½				
1	1	1	0	14		→	¾				
1	1	1	1	15		↓					