

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

C1 - JOGO DE CONTROLE SUPLEMENTAR

					b ₇	0	0	0	0	1	1	1	1
					b ₆	0	0	1	1	0	0	1	1
					b ₅	0	1	0	1	0	1	0	1
					COLUMN ROW	0	1	2	3	4	5	6	7
b ₄	b ₃	b ₂	b ₁										
0	0	0	0	0						BKF	BKB		
0	0	0	1	1						RDF	RDB		
0	0	1	0	2						GRF	GRB		
0	0	1	1	3						YLF	YLB		
0	1	0	0	4						BLF	BLB		
0	1	0	1	5						MGF	MGB		
0	1	1	0	6						CNF	CNB		
0	1	1	1	7						WHF	WHB		
1	0	0	0	8						FSH	CDY		
1	0	0	1	9						¹ STD	SPL		
1	0	1	0	10						¹ EDB	STL		
1	0	1	1	11						STB	²		
1	1	0	0	12						NSZ	NPO		
1	1	0	1	13						DBH	IPO		
1	1	1	0	14						DBW	TRB		
1	1	1	1	15						DSZ	RDY		

1 - PARA OUTROS ESTUDOS

2 - RESERVADO PARA CSI

CONTROL SEQUENCE INTRODUCER

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

G1 - JOGO DE CARACTERES ALFAMOSAIICOS

b ₇	0	0	0	0	1	1	1	1	1	1	1
b ₆	0	0	1	1	0	0	1	1	1	1	1
b ₅	0	1	0	1	0	1	0	1	0	1	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							
1	0	1	1	11							
1	1	0	0	12							
1	1	0	1	13							
1	1	1	0	14							
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			↓					

DIAGRAMA DE BLOCOS - HARDWARE DO ADAPTADOR

