CF83 Primary Character Set - Page 1 of 48

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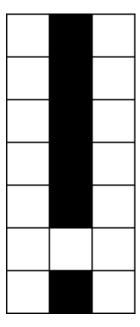
Traditionally, Forth blocks are formatted to 64 characters per line and 16 lines per block, for a total of 1024 characters per block.

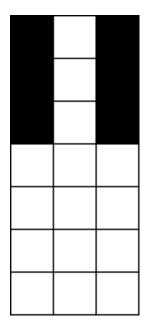
In order to accommodate this on the Coco, I have used a character design of 7 pixels high by 3 pixels wide on CF83 PMODE H (256 wide by 192 high = PMODE 4 in BASIC), with one pixel of width between characters, and 1 pixel of height between lines.

Thus,  $64 \times 4 = 256$ , and  $16 \times 8 = 128$ ; leaving 64 pixels (i.e. 8 characters high) below the block contents for information about the block itself.

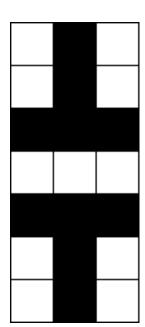
This design covers the visible character numbers 33 (&H21)! through 126 (&H7E) ~.

This design presupposes the use of the Natural (OS-9) keyboard in the VCC Emulator. Some of the keys in that emulator do not work correctly. Work-arounds are provided below for such keys.

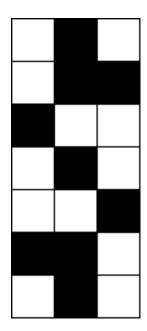




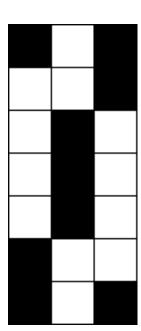
34 &H22 "



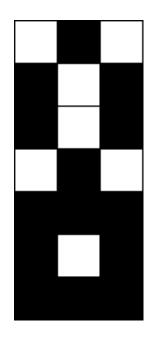
35 &H23 #



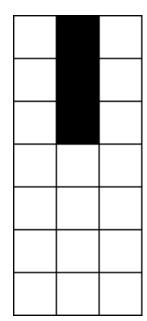
36 &H24 \$



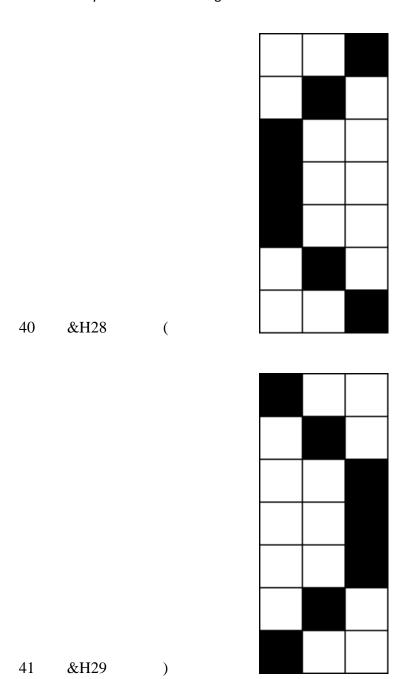
37 &H25 %

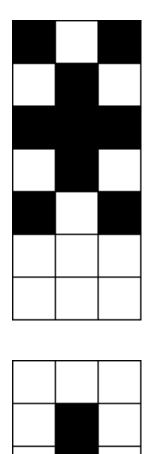


38 &H26 &

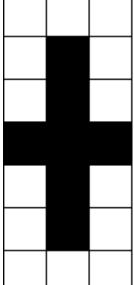


39 &H27

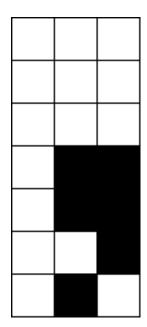




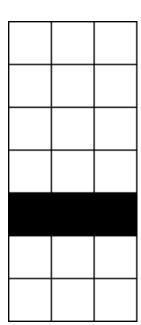
42 &H2A \*



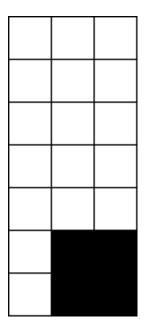
43 &H2B +



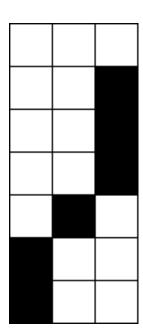
44 &H2C ,



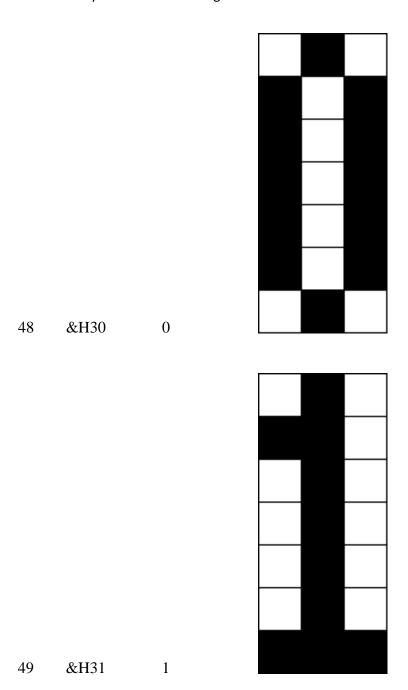
45 &H2D -

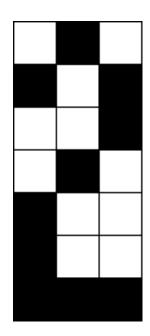


46 &H2E .

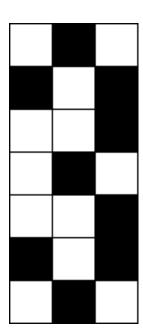


47 &H2F /

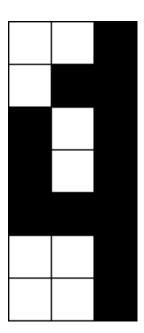




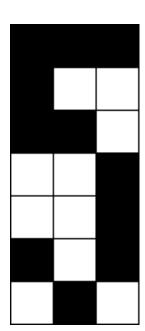
50 &H32 2



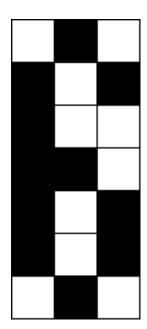
51 &H51 3



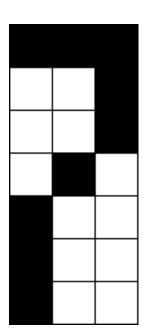
52 &H34 4



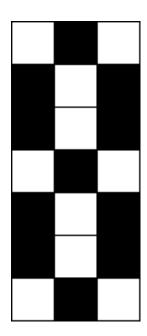
53 &H35 5



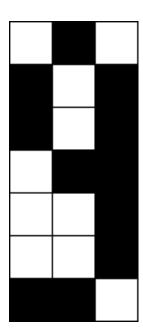
54 &H36 6



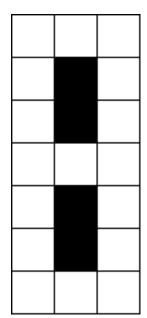
55 &H37 7



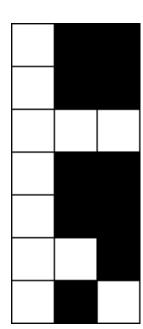
56 &H38 8



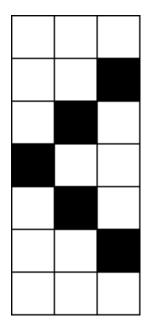
57 &H39 9



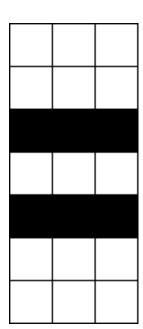
58 &H3A :



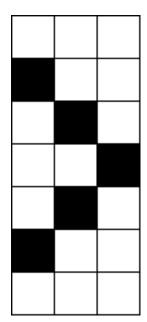
59 &H3B ;



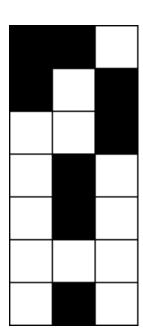
60 &H3C <



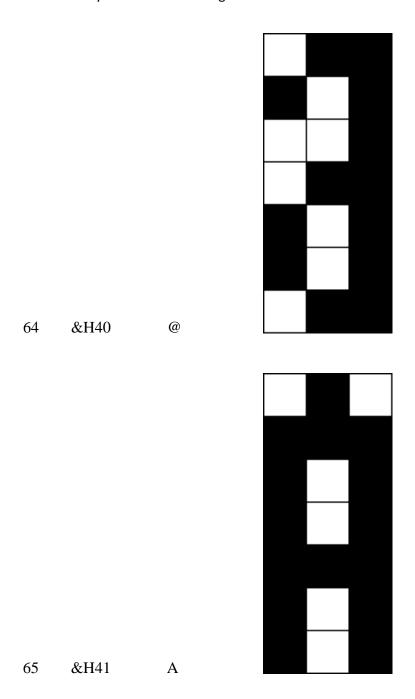
61 &H3D =

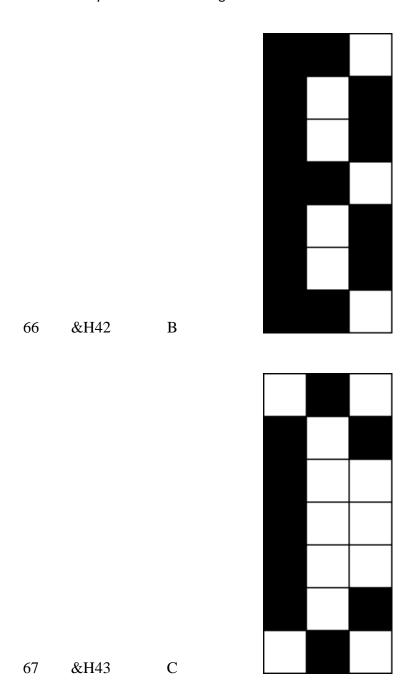


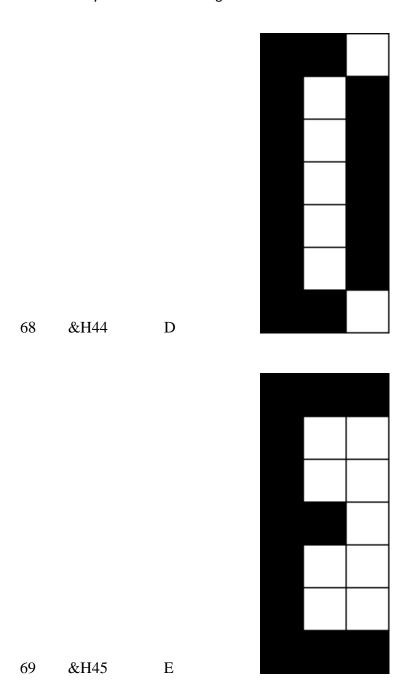
62 &H3E >

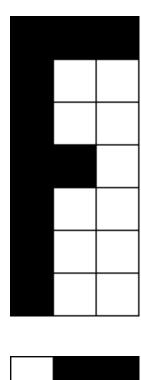


63 &H3F ?

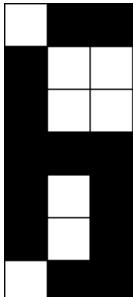




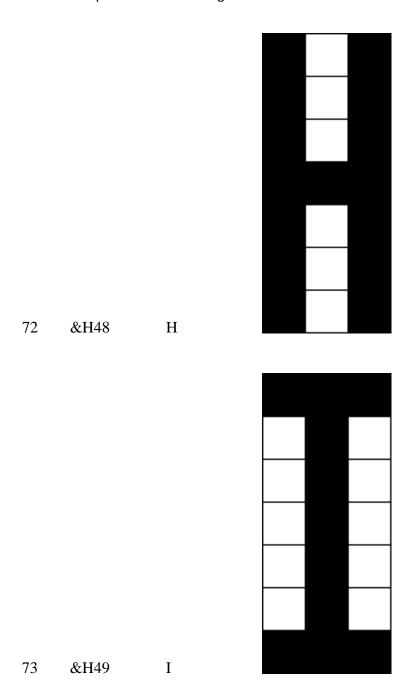


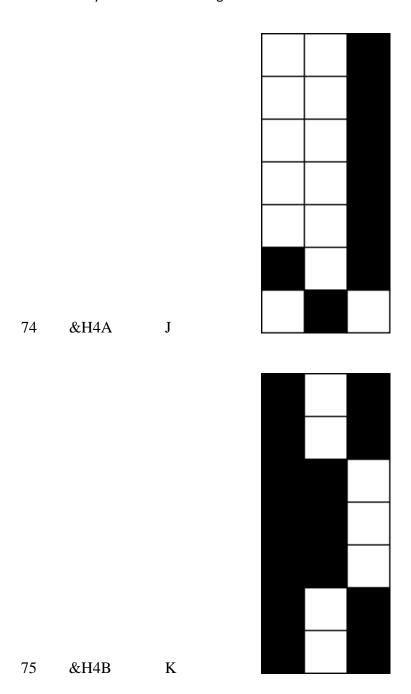


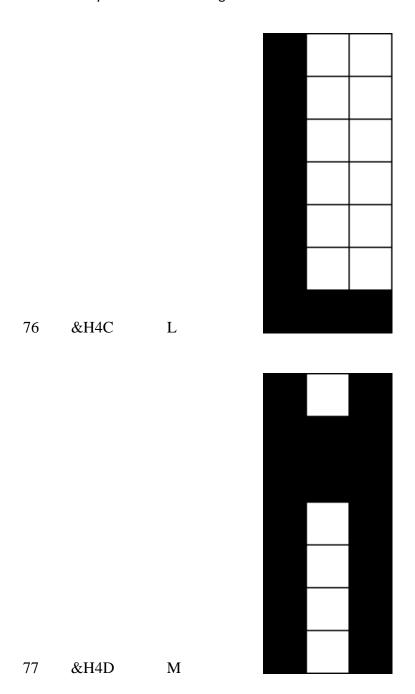
70 &H46 F

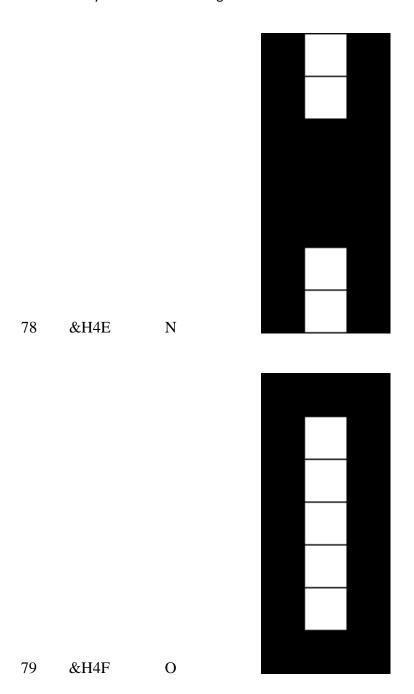


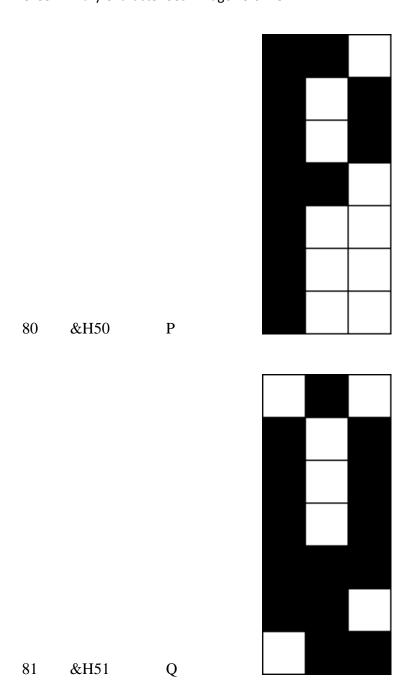
71 &H47 G

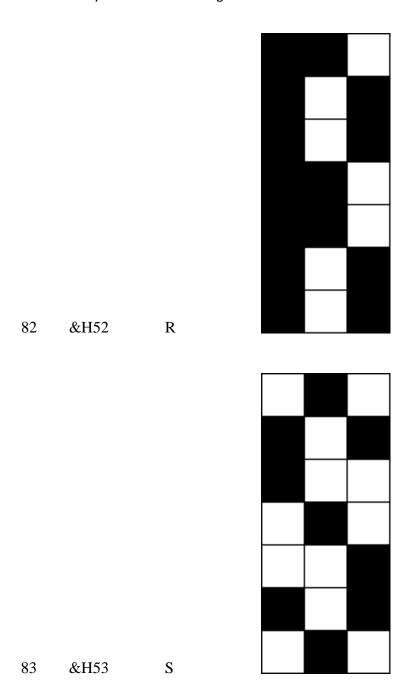


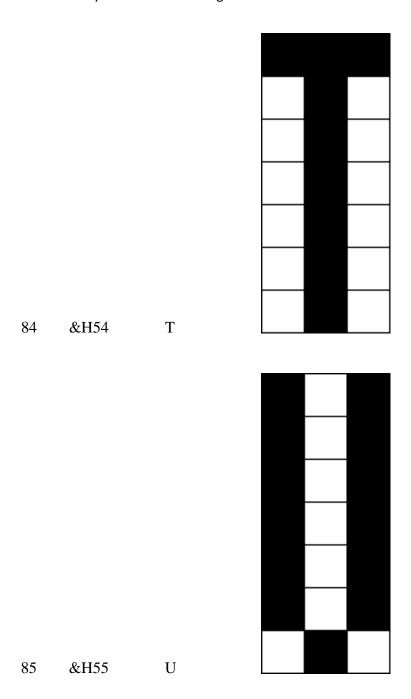


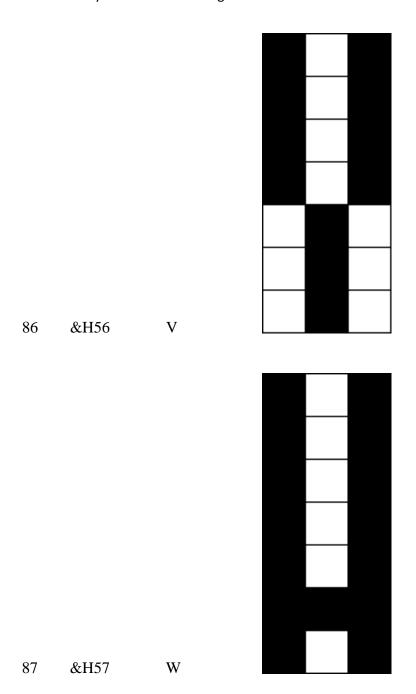


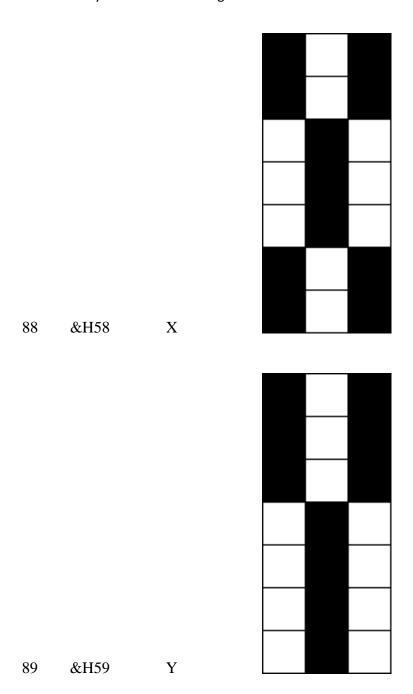


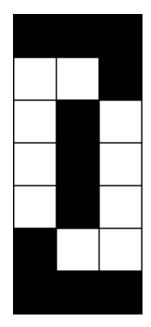




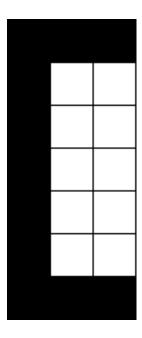




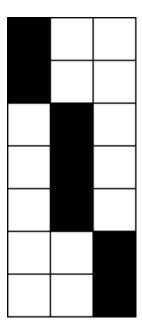




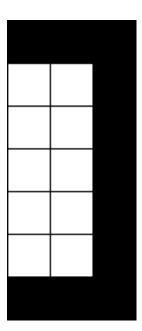
90 &H5A Z



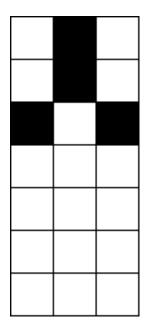
91 &H5B [
Does not work correctly in VCC.
Use "CLEAR-[" instead.



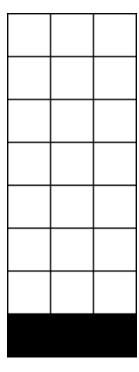
92 &H5C \
Does not work correctly in VCC.
Use "CLEAR-/" instead.



93 &H5D ]
Does not work correctly in VCC.
Use "CLEAR-]" instead.

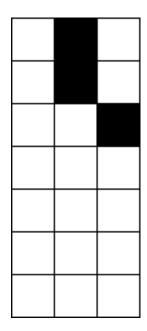


94 &H5E ^
Does not work correctly in VCC.
Use "CLEAR-SHIFT-: and then
BACKSPACE" instead.
"CLEAR-SHIFT-:" outputs ^| and
then BACKSPACE removes the |.



95 &H5F \_ Does not work correctly in VCC. Use "SHIFT-CTRL-ALT" instead. In that order – and note: CTRL not CLEAR.

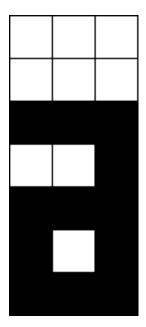
Note that dots are actually on the line BELOW the 3 x 7 character.



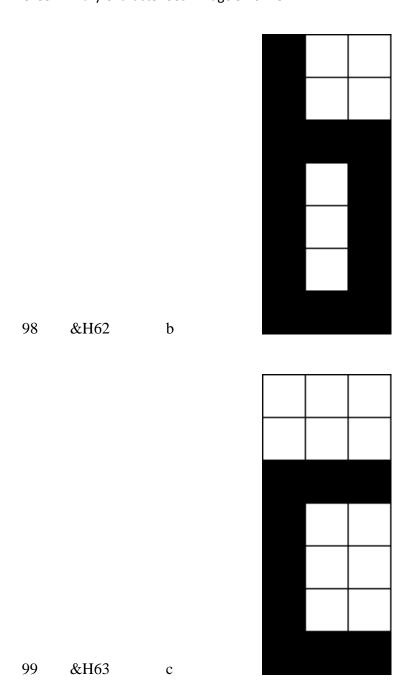
96 &H60 (backtick)

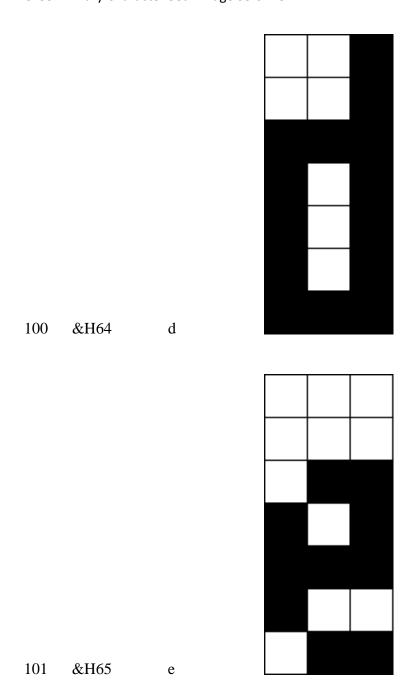
Does not work correctly in VCC

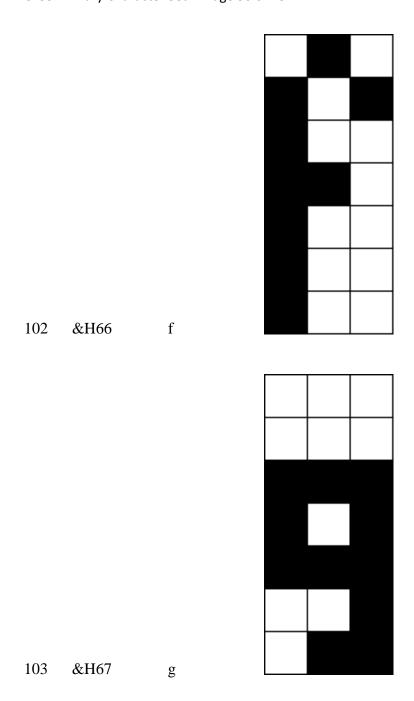
Does not work correctly in VCC. Use "CLEAR-7" instead.

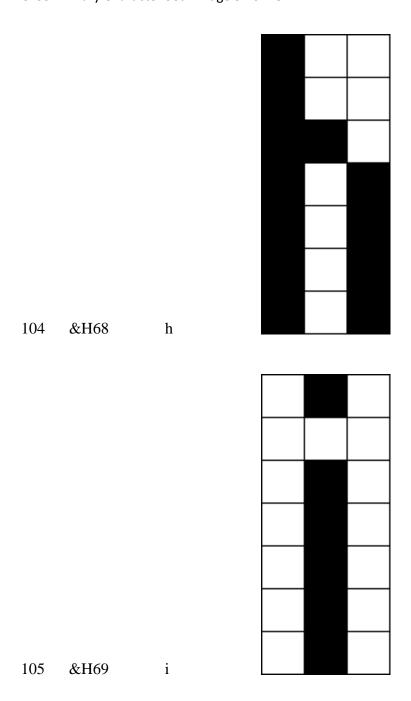


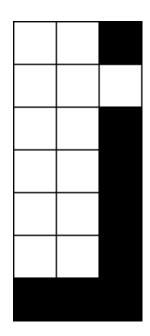
97 &H61 a



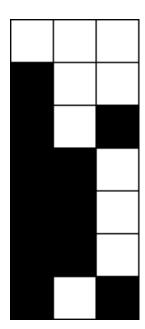




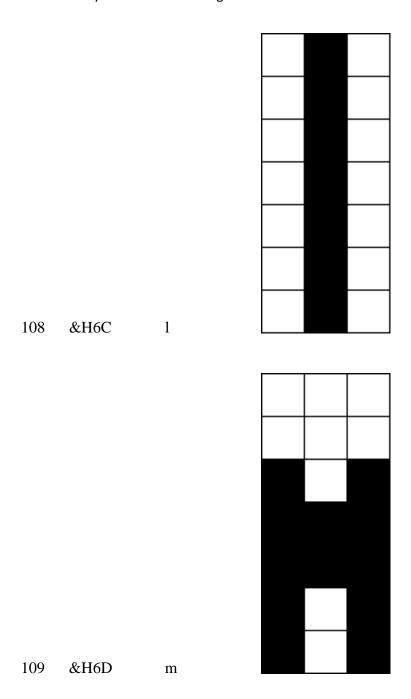


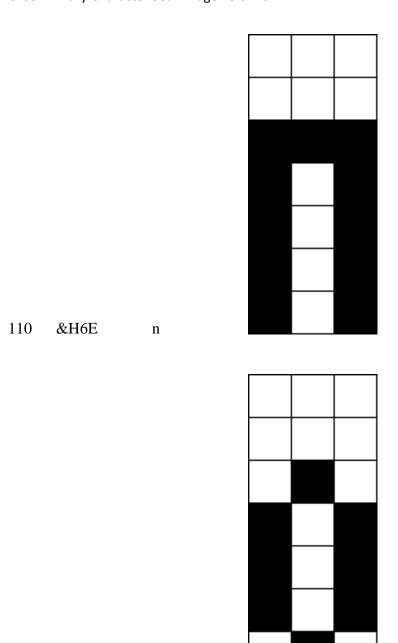


106 &H6A j



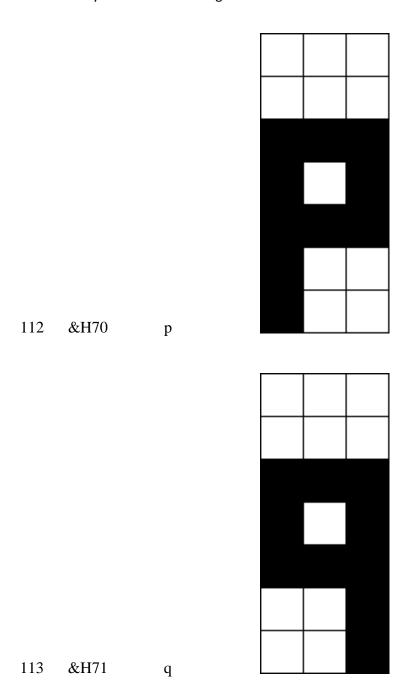
107 &H6B k

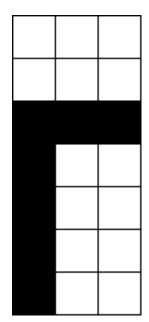




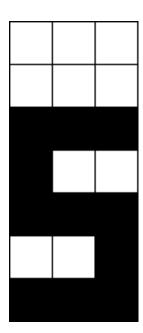
111

&H6F o

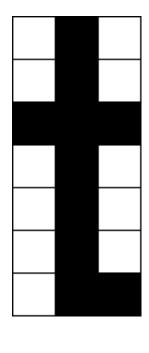




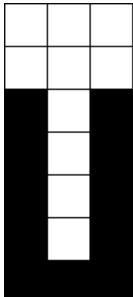
114 &H72 r



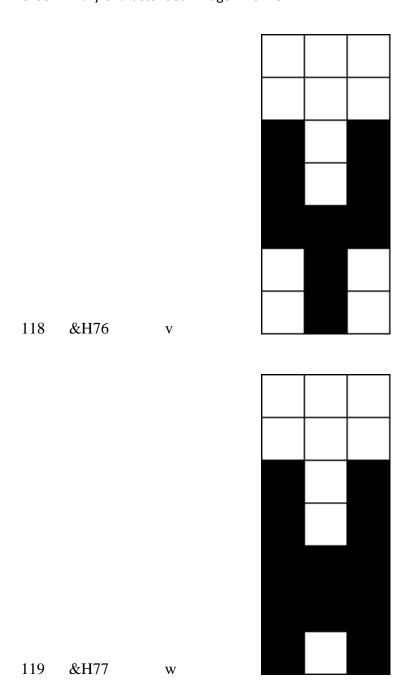
115 &H73 s

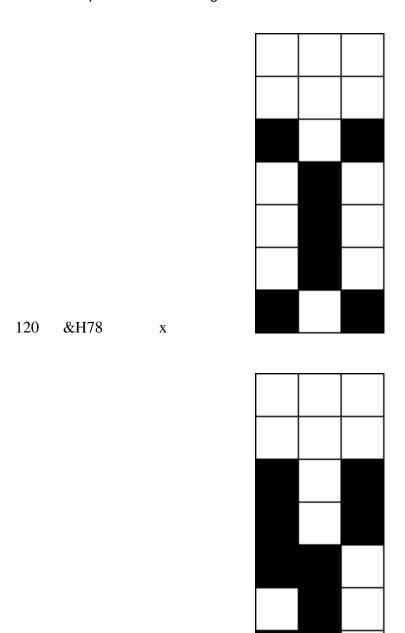


116 &H74 t

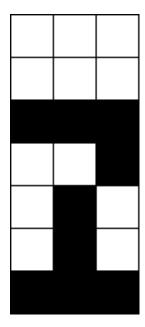


117 &H75 u

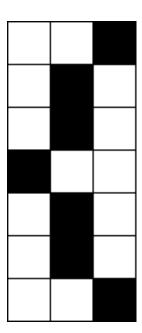




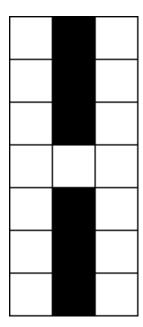
121 &H79 y



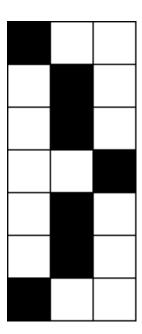
122 &H7A z



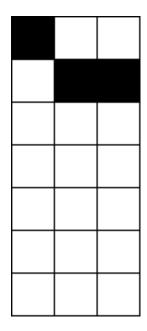
123 &H7B {
Does not work correctly in VCC.
Use "CLEAR-," instead.



124 &H7C | Does not work correctly in VCC. Use "CLEAR-SHIFT-|" instead.



125 &H7D }
Does not work correctly in VCC.
Use "CLEAR-." instead.



126 &H7E

(tilde)

Does not work correctly in VCC. Use "CLEAR-SHIFT-8 and then BACKSPACE" instead. "CLEAR-SHIFT-8" outputs ~| and then BACKSPACE removes the |.