The drawings contained in this Recommendation have been done in Autocad.

APPENDIX I

(to Recommendation T.101)

Text and mosaic character repertoires

In the Interworking Data Syntax all text and mosaic characters are assigned a code name so that they may be uniquely identified. An exhaustive Repertoire of all of the text and mosaic characters used in the data syntaxes specified in Recommendation T.101 is presented below. This simplifies many of the references to graphic character sets used in the IDS since only the code names need be used in the body of the ASN.1 description of the Interworking Data Syntax. None of the videotex data syntaxes make use of all of the text and mosaic characters identified below. There are areas where there is a large amount of overlap between the various data syntaxes. In order to aid transcoding and conversions several categories have been identified. Separate repertoires have been defined for each of these categories.

I.1 *Repertoire I — Common alphanumeric text characters*

Repertoire I contains the common repertoire of basic alphanumeric text characters. These characters are taken from the primary and supplementary characters from Recommendation T.51, with registered final characters 4/0 and 6/2 respectively. In addition this includes the SPACE character (SP01) and the DELETE character (SM34). The descriptive names given to characters differ between the various terminal data syntaxes defined in Recommendation T.101 and between the repertoire of alphanumeric characters defined in ISO standards ISO 6937. Composite names are used here, which endeavour to include the full range of meanings specified in the different terminal data syntaxes identified in Recommendation T.101, and achieve the maximum level of commonality with ISO 6937.

I.1.1 Latin alphabetic characters

Name Code	*Descriptive name*	*Name Code*	*Descriptive name*
LA01	small a	LA43	small a with ogonek
LA02	capital A	LA44	capital A with ogonek
LA11	small a with acute accent	LA51	small ae diphthong
LA12	capital A with acute accent	LA52	capital AE diphthong
LA13	small a with grave accent	LB01	small b
LA14	capital A with grave accent	LB02	capital B
LA15	small a with circumflex accent	LC01	small c
LA16	capital A with circumflex accent	LC02	capital C
LA17	small a with diaeresis or umlaut mark	LC11	small c with acute accent
LA18	capital A with diaeresis or umlaut mark	LC12	capital C with acute accent
LA19	small a with tilde	LC15	small c with circumflex accent
LA20	capital A with tilde	LC16	capital C with circumflex accent
LA23	small a with breve	LC21	small c with caron
LA24	capital A with breve	LC22	capital C with caron
LA27	small a with ring	LC29	small c with dot above
LA28	capital A with ring	LC30	capital C with dot above
LA31	small a with macron	LC41	small c with cedilla
LA32	capital A with macron	LC42	capital C with cedilla

Name Code	*Descriptive name*
LD01	small d
LD02	capital D
LD21	small d with caron
LD22	capital D with caron
LD61	small d with stroke
LD62	capital D with stroke (Icelandic eth)
LD63	small eth, Icelandic
LE01	small e
LE02	capital E
LE11	small e with acute accent
LE12	capital E with acute accent
LE13	small e with grave accent
LE14	capital E with grave accent
LE15	small e with circumflex accent
LE16	capital E with circumflex accent
LE17	small e with diaeresis or umlaut
LE18	capital E with diaeresis or umlaut
LE21	small e with caron
LE22	capital E with caron
LE29	small e with dot above
LE30	capital E with dot above
LE31	small e with macron
LE32	capital E with macron
LE43	small e with ogonek
LE44	capital E with ogonek
LF01	small f
LF02	capital F
LG01	small g
LG02	capital G
LG11	small g with acute accent
LG15	small g with circumflex accent
LG16	capital G with circumflex accent
LG23	small g with breve
LG24	capital G with breve
LG29	small g with dot above
LG30	capital G with dot above
LG42	capital G with cedilla

Name Code	*Descriptive name*
LH01	small h
LH02	capital H
LH15	small h with circumflex accent
LH16	capital H with circumflex accent
LH61	small h with stroke
LH62	capital H with stroke
LI01	small i
LI02	capital I
LI11	small i with acute accent
LI12	capital I with acute accent
LI13	small i with grave accent
LI14	capital I with grave accent
LI15	small i with circumflex accent
LI16	capital I with circumflex accent
LI17	small i with diaeresis or umlaut mark
LI18	capital I with diaeresis or umlaut mark
LI19	small i with tilde
LI20	capital I with tilde
LI30	capital I with dot above
LI31	small i with macron
LI32	capital I with macron
LI43	small i with ogonek
LI44	capital I with ogonek
LI51	small ij ligature
LI52	capital IJ ligature
LI61	small i without dot
LJ01	small j
LJ02	capital J
LJ15	small j with circumflex accent
LJ16	capital J with circumflex accent
LK01	small k
LK02	capital K
LK41	small k with cedilla
LK42	capital K with cedilla
LK61	small k, Greenlandic
LL01	small l
LL02	capital L

Name Code	*Descriptive name*
LL11	small l with acute accent
LL12	capital L with acute accent
LL21	small l with caron
LL22	capital L with caron
LL41	small l with cedilla
LL42	capital L with cedilla
LL61	small l with stroke
LL62	capital L with stroke
LL63	small l with middle dot
LL64	capital L with middle dot
LM01	small m
LM02	capital M
LN01	small n
LN02	capital N
LN11	small n with acute accent
LN12	capital N with acute accent
LN19	small n with tilde
LN20	capital N with tilde
LN21	small n with caron
LN22	capital N with caron
LN41	small n with cedilla
LN42	capital N with cedilla
LN61	small eng, Lapp
LN62	capital eng, Lapp
LN63	small n with apostrophe
LO01	small o
LO02	capital O
LO11	small o with acute accent
LO12	capital O with acute accent
LO13	small o with grave accent
LO14	capital O with grave accent
LO15	small o with circumflex accent
LO16	capital O with circumflex accent
LO17	small o with diaeresis or umlaut mark
LO18	capital O with diaeresis or umlaut mark
LO19	small o with tilde
LO20	capital O with tilde
LO25	small o with double acute accent
LO26	capital O with double acute accent
LO31	small o with macron
LO32	capital O with macron
LO51	small oe ligature
LO52	capital OE ligature
LO61	small o with slash
LO62	capital O with slash
LP01	small p
LP02	capital P
LQ01	small q
LQ02	capital Q
LR01	small r
LR02	capital R
LR11	small r with acute accent
LR12	capital R with acute accent
LR21	small r with caron
LR22	capital R with caron
LR41	small r with cedilla
LR42	capital R with cedilla
LS01	small s
LS02	capital S
LS11	small s with acute accent
LS12	capital S with acute accent
LS15	small s with circumflex accent
LS16	capital S with circumflex accent
LS21	small s with caron
LS22	capital S with caron
LS41	small s with cedilla
LS42	capital S with cedilla
LS61	small sharp s, German
LT01	small t
LT02	capital T
LT21	small t with caron
LT22	capital T with caron
LT41	small t with cedilla
LT42	capital T with cedilla

Name Code	*Descriptive name*
LT61	small t with stroke
LT62	capital T with stroke
LT63	small thorn, Icelandic
LT64	capital thorn, Icelandic
LU01	small u
LU02	capital U
LU11	small u with acute accent
LU12	capital U with acute accent
LU13	small u with grave accent
LU14	capital U with grave accent
LU15	small u with circumflex accent
LU16	capital U with circumflex accent
LU17	small u with diaeresis or umlaut mark
LU18	capital U with diaeresis or umlaut mark
LU19	small u with tilde
LU20	capital U with tilde
LU23	small u with breve
LU24	capital U with breve
LU25	small u with double acute accent
LU26	capital U with double acute accent
LU27	small u with ring
LU28	capital U with ring
LU31	small u with macron
LU32	capital U with macron
LU43	small u with ogonek
LU44	capital U with ogonek
LV01	small v
LV02	capital V
LW01	small w
LW02	capital W
LW15	small w with circumflex accent
LW16	capital W with circumflex accent
LX01	small x
LX02	capital x
LY01	small y
LY02	capital Y
LY11	small y with acute accent
LY12	capital Y with acute accent
LY15	small y with circumflex accent
LY16	capital Y with circumflex accent
LY17	small y with diaeresis or umlaut mark
LY18	capital Y with diaeresis or umlaut mark
LZ01	small z
LZ02	capital Z
LZ11	small z with acute accent
LZ12	capital Z with acute accent
LZ21	small z with caron
LZ22	capital Z with caron
LZ29	small z with dot above
LZ30	capital Z with dot above
I.1.2	Non—alphabetic characters
I.1.2.1	*Decimal digits*
ND01	digit 1
ND02	digit 2
ND03	digit 3
ND04	digit 4
ND05	digit 5
ND06	digit 6
ND07	digit 7
ND08	digit 8
ND09	digit 9
ND10	digit 0
I.1.2.2	Currency signs
SC01	general currency sign
SC02	pound sign
SC03	dollar sign
SC04	cent sign
SC05	yen sign
I.1.2.3	Punctuation marks
SP01	SPACE
SP02	exclamation mark
SP03	inverted exclamation mark
Name	*Descriptive name*

Code

SP04 quotation mark

SP05 apostrophe

SP06 opening (left) parenthesis

SP07 closing (right) parenthesis

SP08 comma

SP10 hyphen or minus sign

SP11 period (or decimal point)

SP12 solidus (slant)

SP13 colon

SP14 semicolon

SP15 question mark

SP16 inverted question mark

SP17 angle quotation mark left

SP18 angle quotation mark right

SP19 single quotation mark left

SP20 single quotation mark right

SP21 double quotation mark left

SP22 double quotation mark right

I.1.2.4 Arithmetic signs

SA01 plus sign

SA02 plus/minus sign

SA03 less—than sign

SA04 equals sign

SA05 greater—than sign

SA06 divide sign

SA07 multiply sign

I.1.2.5 Subscripts and superscripts

NS01 superscript 1

NS02 superscript 2

NS03 superscript 3

I.1.2.6 Fractions

NF01 fraction 1/2

NF04 fraction 1/4

NF05 fraction 3/4

SM39 fraction 1/8 (equivalent to NF18)

SM40 fraction 3/8 (equivalent to NF19)

SM41 fraction 5/8 (equivalent to NF20)

SM42 fraction 7/8 (equivalent to NF21)

Name *Descriptive name*

Code

I.1.2.7 *Miscellaneous*

SM01 number sign

SM02 percent sign

SM03 ampersand

SM04 star, asterisk

SM05 commercial at

SM06 opening (left) square bracket

SM07 reverse solidus

SM08 closing (right) square bracket

SM11 opening brace, left curly bracket

SM12 central horizonal bar jointive

SM13 central vertical line jointive

SM14 closing brace, right curly bracket

SM17 micro sign

SM18 ohm sign

SM19 degree sign

SM20 ordinal indicator, masculine

SM21 ordinal indicator, feminine

SM24 section sign

SM25 paragraph sign, pilcrow

SM26 middle dot

SM30 leftward arrow

SM31 rightward arrow

SM32 upward arrow

SM33 downward arrow

SM34 DELETE

SM35 registered sign (equivalent to SM53)

SM36 copyright sign (equivalent to SM52)

SM37 trademark sign (equivalent to SM54)

SM38 musical symbol (equivalent to SM93)

SM43 arrowhead upwards, circumflex shape

SM44 upper reverse solidus, grave accent shape

SM47 upper bar (not jointive) bar or tilde shape

SM48 lower bar (not jointive) low line, spacing underline (equivalent to SP09 of ISO 6937)

SM49 non spacing underline

Note — The characters SM43, SM44, SM47, SM48 have multiple names since the descriptive names for these characters differ significantly between the various terminal data syntaxes defined in Recommendation T.101. These characters were originally intended as accent characters in the original usage of the IRV code table of ISO 646. This meaning has changed since the introduction of the composite method of coding accented characters defined in CCITT Recommendation T.51, ISO 6937 and several CCITT Recommendations. As a result these characters should not be used to generated accented characters. To retain compatibility with previous standards, multiple names are described here.

I.1.2.8 *Diacritical marks (as displayed when used in conjunction with SPACE)*

Name Code	*Descriptive name*	*Name Code*	*Descriptive name*
SD11	acute accent	SD23	breve
SD13	grave accent	SD25	double acute accent
SD15	circumflex accent	SD27	ring
SD17	umlaut or diaeresis	SD29	dot above
SD19	tilde	SD31	macron
SD21	caron	SD41	cedilla
		SD43	ogonek

I.2 *Repertoire 2* — Special alphanumeric text characters

These characters are unique to one or two of the terminal data syntaxes and the presentation of these characters must be converted so that their presentation effect may be achieved in other terminal data syntax.

Name Code	*Descriptive name*	*Name Code*	*Descriptive name*
SM45	left vertical bar jointive	SM50	non spacing vector overbar
SM46	right vertical bar jointive	SM51	non spacing slant

Note — The name codes SM50 and SM51 are introduced here since name codes for these characters are not included in either the ISO registry (Registered code table number 99) or in CCITT Recommendation T.101.

I.3 *Repertoire 3* — Kana characters

This entire set of characters is unique to only one of the terminal data syntaxes and therefore the presentation of these characters must be converted so that their presentation effect may be achieved in another terminal data syntax.

Name Code	*Descriptive name*	*Code*	
JA01	Katakana full stop	JA10	Katakana small e
JA02	Katakana opening bracket	JA11	Katakana small o
JA03	Katakana closing bracket	JA12	Katakana ya
JA04	Katakana comma	JA13	Katakana small yu
JA05	Katakana conjunctive symbol	JA14	Katakana yo
JA06	Katakana WO	JA15	Katakana tsu
JA07	Katakana small a	JA16	Prolonged Sound Symbol
JA08	Katakana small i	JA17	Katakana A
JA09	Katakana small u	JA18	Katakana I
Name	*Descriptive name*	*Name*	*Descriptive name*
Code		*Code*	

JA19	Katakana U
JA20	Katakana E
JA21	Katakana O
JA22	Katakana KA
JA23	Katakana KI
JA24	Katakana KU
JA25	Katakana KE
JA26	Katakana KO
JA27	Katakana SA
JA28	Katakana SHI
JA29	Katakana SU
JA30	Katakana SE
JA31	Katakana SO
JA32	Katakana TA
JA33	Katakana CHI
JA34	Katakana TSU
JA35	Katakana TE
JA36	Katakana TO
JA37	Katakana NA
JA38	Katakana NI
JA39	Katakana NU
JA40	Katakana NE

Code	
JA41	Katakana NO
JA42	Katakana HA
JA43	Katakana HI
JA44	Katakana FU
JA45	Katakana HE
JA46	Katakana HO
JA47	Katakana MA
JA48	Katakana MI
JA49	Katakana MU
JA50	Katakana ME
JA51	Katakana MO
JA52	Katakana YA
JA53	Katakana YU
JA54	Katakana YO
JA55	Katakana RA
JA56	Katakana RI
JA57	Katakana RU
JA58	Katakana RE
JA59	Katakana RO
JA60	Katakana WA
JA61	Katakana N or M
JA62	Voiced sound symbol
JA63	semi—voiced sound symbol

Name *Descriptive name*

Note — Since name codes are not included for these characters in either the ISO registry (Registration number 13) or in CCITT Recommendation T.101, codes beginning with JA are introduced here.

I.4 *Repertoire 4* — Kanji characters

These characters occur in only one of the terminal data syntaxes although the registered Kanji character code table is sometimes used in combination with the sets of another terminal data syntax. Except in the case when Kanji character capability is available at both ends of an interchange, the presentation of these characters must be converted so that their presentation effect may be achieved in the other terminal data syntax. The Kanji character set is registered as a two byte set. CCITT Recommendation T.101 uses a sub—Repertoire of this set which includes some 3639 characters, of which 2980 are Kanji symbol characters. These characters are unique to this Repertoire. The remaining characters, including a number of special characters as well as some alphabetics for other languages, overlap with other registered character sets. For example a Cyrillic, Greek, Katakana, and Hiragana alphabet are included, as well as all but 11 of the Latin alphabet characters of Repertoire 1. The overlap characters in this code table have the same *name codes* as the equivalent characters in Repertoire 1 and can therefore be converted directly between data syntaxes. Special handling is required for the other characters. In addition there are 32 drawing characters which overlap those in Repertoire 8. These also share the same *name codes* as those in other character sets and therefore are part of the greater drawing character Repertoire (Repertoire 8).

The Repertoire of Kanji pictorial characters and unique special characters is voluminous. Since conversions from this Repertoire of characters require special handling, it is not necessary to list the Repertoire here. For reference, see CCITT Recommendation T.101 Data Syntax I which is a sub Repertoire of the ISO registration number 87. The name codes Kanji JK01 to JK2980, HK01 to HK83, and JS01 to JS366 have been introduced to identify the Kanji pictorial characters, the Hiragana characters, and the Kanji Special characters respectively.

I.5 *Repertoire 5* — Greek characters

Name	*Descriptive name*
Code	
GA01	Lower case greek letter Alpha
GA02	Upper case greek letter Alpha
GA11	Lower case greek letter Alpha with accent
GA12	Upper case greek letter Alpha with accent
GB01	Lower case greek letter Beta
GB02	Upper case greek letter Beta
GD01	Lower case greek letter Delta
GD02	Upper case greek letter Delta
GE01	Lower case greek letter Epsilon
GE02	Upper case greek letter Epsilon
GE11	Lower case greek letter Epsilon with accent
GE12	Upper case greek letter Epsilon with accent
GE61	Lower case greek letter Eta
GE62	Upper case greek letter Eta
GE63	Lower case greek letter Eta with accent
GE64	Upper case greek letter Eta with accent
GF01	Lower case greek letter Phi
GF02	Upper case greek letter Phi
GG01	Lower case greek letter Gamma
GG02	Upper case greek letter Gamma
GH01	Lower case greek letter Khi
GH02	Upper case greek letter Khi
GI01	Lower case greek letter Iota
GI02	Upper case greek letter Iota
GI11	Lower case greek letter Iota with accent
GI12	Upper case greek letter Iota with accent
GI17	Lower case greek letter Iota with diaeresis
GI18	Upper case greek letter Iota with diaeresis
GI33	Lower case greek letter Iota with accent and diaeresis
GK01	Lower case greek letter Kappa
GK02	Upper case greek letter Kappa
GL01	Lower case greek letter Lambda
GL02	Upper case greek letter Lambda
GM01	Lower case greek letter Mu
Name	*Descriptive name*
Code	
GM02	Upper case greek letter Mu
GN01	Lower case greek letter Nu
GN02	Upper case greek letter Nu
GO01	Lower case greek letter Omicron
GO02	Upper case greek letter Omicron
GO11	Lower case greek letter Omicron with accent
GO12	Upper case greek letter Omicron with accent
GO61	Lower case greek letter Omega
GO62	Upper case greek letter Omega
GO63	Lower case greek letter Omega with accent
GO64	Upper case greek letter Omega with accent
GP01	Lower case greek letter Pi
GP02	Upper case greek letter Pi
GP61	Lower case greek letter Psi
GP62	Upper case greek letter Psi
GR01	Lower case greek letter Rho
GR02	Upper case greek letter Rho
GS01	Lower case greek letter Sigma
GS02	Upper case greek letter Sigma
GS61	Lower case greek letter final Sigma
GT01	Lower case greek letter Tau
GT02	Upper case greek letter Tau
GT61	Lower case greek letter Theta
GT62	Upper case greek letter Theta
GU01	Lower case greek letter Upsilon
GU02	Upper case greek letter Upsilon
GU11	Lower case greek letter Upsilon with accent
GU12	Upper case greek letter Upsilon with accent
GU17	Lower case Upsilon with diaeresis
GU18	Upper case Upsilon with diaeresis
GU33	Lower case Upsilon with accent and diaeresis
GX01	Lower case greek letter Xi
GX02	Upper case greek letter Xi
GZ01	Lower case greek letter Zeta
Name	*Descriptive name*
Code	

GZ02	Upper case greek letter Zeta
SD33	Diaeresis and accent sign with space
I.6	*Repertoire 6* — Cyrillic characters
KA01	small cyrillic a
KA02	capital cyrillic a
KA61	small cyrillic ja
KA62	capital cyrillic ja
KB01	small cyrillic be
KB02	capital cyrillic be
KC01	small cyrillic tse
KC02	capital cyrillic tse
KC21	small cyrillic tche
KC22	capital cyrillic tche
KC61	small cyrillic chtcha
KC62	capital cyrillic chtcha
KD01	small cyrillic de
KD02	capital cyrillic de
KE01	small cyrillic je
KE02	capital cyrillic je
KE17	small cyrillic jo
KE18	capital cyrillic jo
KE61	small cyrillic e
KE62	capital cyrillic e
KF01	small cyrillic eff
KF02	capital cyrillic eff
KG01	small cyrillic gue
KG02	capital cyrillic gue
KH01	small cyrillic kha
KH02	capital cyrillic kha
KI01	small cyrillic i
KI02	capital cyrillic i
KI23	small cyrillic breve i
KI24	capital cyrillic breve i
KJ01	small cyrillic zhe

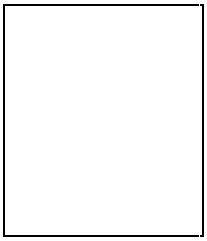
Name	*Descriptive name*
I.7	*Repertoire 7* — Block mosaic characters

Code	
KJ02	capital cyrillic zhe
KL01	small cyrillic el
KL02	capital cyrillic el
KM01	small cyrillic em
KM02	capital cyrillic em
KN01	small cyrillic en
KN02	capital cyrillic en
KO01	small cyrillic o
KO02	capital cyrillic o
KP01	small cyrillic Pe
KP02	capital cyrillic Pe
KR01	small cyrillic er
KR02	capital cyrillic er
KS01	small cyrillic es
KS02	capital cyrillic es
KS23	small cyrillic sha
KS24	capital cyrillic sha
KT01	small cyrillic te
KT02	capital cyrillic te
KU01	small cyrillic v
KU02	capital cyrillic v
KV61	small cyrillic ju
KV62	capital cyrillic ju
KV01	small cyrillic ve
KV02	capital cyrillic ve
KY01	small cyrillic ieri
KY02	capital cyrillic ieri
KY61	small cyrillic ier (miagkil zhak)
KY62	capital cyrillic ier (miagkil zhak)
KY63	small cyrillic ier' (tvjordy zhak)
KY64	capital cyrillic ier' (tvjordy zhak)
KZ01	small cyrillic ze
KZ02	capital cyrillic ze
KK01	small cyrillic ka
KK02	capital cyrillic ka

Block mosaic characters are a sub—Repertoire of the mosaics used in each of the terminal data syntaxes and therefore are directly translatable between data syntaxes. Even the coding of the block mosaic characters is identical except for the Filled Mosaic character. A Filled Mosaic is included in Repertoire 5. Either of the two equivalent codings established in Recommendation T.101 (code table position 5/15 or 7/15) for the Filled Mosaic character is acceptable in a string of characters from Repertoire 5.

Note — The following convention is used to describe the shape of a 2 sub—cell wide by 3 sub—cell high mosaic character. The cells are numbered from the upper left, to upper right, centre left, centre right, lower left, and lower right as 1,2,3,4,5,6 respectively. This code is used in identifying each character in the Repertoire.

Diagram T0803710—89 = 3 cm



Name *Code*	*Descriptive name*
MG00	Mosaic empty character
MG01	Block Mosaic 1
MG02	Block Mosaic 2
MG03	Block Mosaic 1,2
MG04	Block Mosaic 3
MG05	Block Mosaic 1,3
MG06	Block Mosaic 2,3
MG07	Block Mosaic 1,2,3
MG08	Block Mosaic 4
MG09	Block Mosaic 1,4
MG10	Block Mosaic 2,4
MG11	Block Mosaic 1,2,4
MG12	Block Mosaic 3,4
MG13	Block Mosaic 1,3,4
MG14	Block Mosaic 2,3,4
MG15	Block Mosaic 1,2,3,4
MG16	Block Mosaic 5
MG17	Block Mosaic 1,5
MG18	Block Mosaic 2,5
MG19	Block Mosaic 1,2,5
MG20	Block Mosaic 3,5
Name *Code*	*Descriptive name*
MG21	Block Mosaic 1,3,5
MG22	Block Mosaic 2,3,5
MG23	Block Mosaic 1,2,3,5
MG24	Block Mosaic 4,5
MG25	Block Mosaic 1,4,5
MG26	Block Mosaic 2,4,5
MG27	Block Mosaic 1,2,4,5
MG28	Block Mosaic 3,4,5
MG29	Block Mosaic 1,3,4,5
MG30	Block Mosaic 2,3,4,5
MG31	Block Mosaic 1,2,3,4,5
MG32	Block Mosaic 6
MG33	Block Mosaic 1,6
MG34	Block Mosaic 2,6
MG35	Block Mosaic 1,2,6
MG36	Block Mosaic 3,6
MG37	Block Mosaic 1,3,6
MG38	Block Mosaic 2,3,6
MG39	Block Mosaic 1,2,3,6
MG40	Block Mosaic 4,6
MG41	Block Mosaic 1,4,6
MG42	Block Mosaic 2,4,6
MG43	Block Mosaic 1,2,4,6

MG44 Block Mosaic 3,4,6

MG45 Block Mosaic 1,3,4,6

MG46 Block Mosaic 2,3,4,6

MG47 Block Mosaic 1,2,3,4,6

MG48 Block Mosaic 5,6

MG49 Block Mosaic 1,5,6

MG50 Block Mosaic 2,5,6

MG51 Block Mosaic 1,2,5,6

MG52 Block Mosaic 3,5,6

MG53 Block Mosaic 1,3,5,6

MG54 Block Mosaic 2,3,5,6

MG55 Block Mosaic 1,2,3,5,6

MG56 Block Mosaic 4,5,6

MG57 Block Mosaic 1,4,5,6

MG58 Block Mosaic 2,4,5,6

MG59 Block Mosaic 1,2,4,5,6

MG60 Block Mosaic 3,4,5,6

MG61 Block Mosaic 1,3,4,5,6

MG62 Block Mosaic 2,3,4,5,6

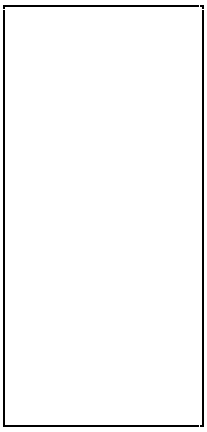
MG63 Filled Mosaic 1,2,3,4,5,6 (also equivalent to MG64—T.101 DSIII)

I.8 *Repertoire 8* — Sub cell aligned smooth mosaics 1

A general set of Sub Cell Aligned Smooth Mosaic characters are part of the Repertoire of mosaic characters used in two of the terminal data syntaxes, and have the same coding. These characters are identified separately as a Repertoire of the interworking data syntax since these characters are directly translatable between two of the data syntaxes. The presentation of these characters must be converted so that their presentation effect may be achieved in a terminal using a data syntax which does not support these characters.

Note — The following convention is used to describe the shape of a 2 sub—cell wide by 3 sub—cell high mosaic character containing Sub Cell Aligned Smooth Mosaics. The vertices of the sub—cells are numbered from the upper sub—cell upper left corner as illustrated below. The smooth mosaic is filled below (B), above (A) to the right (R) or the left (L) of a line or lines through the indicated vertices.

Diagram T0803710—89 = 6cm



Name Code	*Descriptive name*
SG01	Sub Cell Aligned Smooth Mosaic B—7,11
SG02	Sub Cell Aligned Smooth Mosaic B—7,12
SG03	Sub Cell Aligned Smooth Mosaic B—4,11
SG04	Sub Cell Aligned Smooth Mosaic B—4,12
SG05	Sub Cell Aligned Smooth Mosaic B—1,11
SG06	Sub Cell Aligned Smooth Mosaic B—1,12
SG07	Sub Cell Aligned Smooth Mosaic B—4,2
SG08	Sub Cell Aligned Smooth Mosaic B—4,3
SG09	Sub Cell Aligned Smooth Mosaic B—7,2
SG10	Sub Cell Aligned Smooth Mosaic B—7,3
SG11	Sub Cell Aligned Smooth Mosaic B—10,2
SG12	Sub Cell Aligned Smooth Mosaic B—7,6
SG13	Sub Cell Aligned Smooth Mosaic R—1,c,10
SG14	Sub Cell Aligned Smooth Mosaic B—1,c,3
SG15	Sub Cell Aligned Smooth Mosaic A—10,c,12
SG16	Sub Cell Aligned Smooth Mosaic L—3,c,12
SG17	Sub Cell Aligned Smooth Mosaic B—4,9
SG18	Sub Cell Aligned Smooth Mosaic B—2,12
SG19	Sub Cell Aligned Smooth Mosaic B—1,9
SG20	Sub Cell Aligned Smooth Mosaic B—2,9
SG21	Sub Cell Aligned Smooth Mosaic B—1,6
SG22	Sub Cell Aligned Smooth Mosaic B—2,6
SG23	Sub Cell Aligned Smooth Mosaic B—10,3
SG24	Sub Cell Aligned Smooth Mosaic B—11,3
SG25	Sub Cell Aligned Smooth Mosaic B—10,6
SG26	Sub Cell Aligned Smooth Mosaic B—11,6
SG27	Sub Cell Aligned Smooth Mosaic B—10,9
SG28	Sub Cell Aligned Smooth Mosaic B—11,9
SG29	Sub Cell Aligned Smooth Mosaic A—7,11
SG30	Sub Cell Aligned Smooth Mosaic A—7,12
SG31	Sub Cell Aligned Smooth Mosaic A—4,11
SG32	Sub Cell Aligned Smooth Mosaic A—4,12
SG33	Sub Cell Aligned Smooth Mosaic A—1,11
SG34	Sub Cell Aligned Smooth Mosaic A—1,12
SG35	Sub Cell Aligned Smooth Mosaic A—4,2
SG36	Sub Cell Aligned Smooth Mosaic A—4,3
SG37	Sub Cell Aligned Smooth Mosaic A—7,2
SG38	Sub Cell Aligned Smooth Mosaic A—7,3
SG39	Sub Cell Aligned Smooth Mosaic A—10,2
SG40	Sub Cell Aligned Smooth Mosaic A—7,6
SG41	Sub Cell Aligned Smooth Mosaic L—1,c,10
SG42	Sub Cell Aligned Smooth Mosaic A—1,c,3
SG43	Sub Cell Aligned Smooth Mosaic A—11,9
SG44	Sub Cell Aligned Smooth Mosaic A—10,9
SG45	Sub Cell Aligned Smooth Mosaic A—11,6
SG46	Sub Cell Aligned Smooth Mosaic A—10,6
SG47	Sub Cell Aligned Smooth Mosaic A—11,3
SG48	Sub Cell Aligned Smooth Mosaic A—10,3
SG49	Sub Cell Aligned Smooth Mosaic A—2,6
SG50	Sub Cell Aligned Smooth Mosaic A—1,6
SG51	Sub Cell Aligned Smooth Mosaic A—2,9
SG52	Sub Cell Aligned Smooth Mosaic A—1,9
SG53	Sub Cell Aligned Smooth Mosaic A—2,12
SG54	Sub Cell Aligned Smooth Mosaic A—4,9
SG55	Sub Cell Aligned Smooth Mosaic R—3,c,12
SG56	Sub Cell Aligned Smooth Mosaic B—10,c,12

An additional form of Smooth Mosaic characters are available in only one of the terminal data syntaxes. These smooth mosaic characters align with half sub—cell boundaries. Since these characters are unique to only one of the terminal data syntaxes, the presentation of these characters must be converted so that their presentation may be achieved in another terminal data syntax.

Note — The notation used to describe these characters is the same as that used in Repertoire 6 except that intermediate points which identify to the half sub cell are introduced. In the case that four numbers are given, such as for the characters (SG58 and SG71), the area is bounded on all sides by the four sub—cell positions. In two special cases, for the characters (SG68 and SG81), two areas are filled within the mosaic cell.

Name Code	*Descriptive name*
MS01	General Smooth Mosaic B—f,c
MS03	General Smooth Mosaic B—h,i
MS04	General Smooth Mosaic B—F,C,2
MS05	General Smooth Mosaic A—f,11
MS06	General Smooth Mosaic A—1,g
MS07	General Smooth Mosaic L—1,g,10
MS08	General Smooth Mosaic B—f,12
MS09	General Smooth Mosaic A—f,11,g
MS10	General Smooth Mosaic L—3,f,12
MS11	General Smooth Mosaic A—f,2,g
MS12	General Smooth Mosaic L—1,c,10 & R—3,c,12

Diagram T0803730—89 / 6 cm

Name Code	*Descriptive name*
MS16	General Smooth Mosaic B—f,g
MS17	General Smooth Mosaic B—c,g
MS18	General Smooth Mosaic A—e,d & B—a,d
MS19	General Smooth Mosaic A—h,i
MS20	General Smooth Mosaic L—2,c,g
MS21	General Smooth Mosaic A—11,g
MS22	General Smooth Mosaic A—f,3
MS23	General Smooth Mosaic R—3,f,12
MS24	General Smooth Mosaic B—10,g
MS25	General Smooth Mosaic B—f,2,g
MS26	General Smooth Mosaic R—1,g,10
MS27	General Smooth Mosaic B—f,11,g
MS28	General Smooth Mosaic A—1,c,3 & B—10,c,12

I.10 *Repertoire 10* — Drawing characters

A number of drawing characters, consisting primarily of line drawing characters are available in the various terminal data syntaxes. These consist of the drawing characters (DG01 to DG04, DG13 to 24, and DG32) which are common between DS I and DS II of CCITT Recommendation T.101, drawing characters (DG35 to DG50) which are unique to DS 1, drawing characters (DG05 to DG12, and DG25 to 31) which are unique to DS II and drawing characters (DG33 and DG34) which are unique to DS III.

Note — The notation used to describe these characters identifies the character sub—cell vertices and intermediate points in a similar manner to the way smooth mosaics are identified in Repertoire 7; however, only lines are used here to connect the vertex and intermediate points. Some of the drawing graphics contain more than one line component. This is identified by the description of two line elements separated by "&". In addition, the line weight (or width) may vary on some drawing characters. Heavy weight (wider) line elements are indicated by (W). Special drawing graphics are described in words.

Name Code	*Descriptive name*
DG01	Drawing Character W—f,g & c,2
DG02	Drawing Character W—f,g & c,11
DG03	Drawing Character 2,11 & W—c,g
DG04	Drawing Character 2,11 & W—f,c
DG05	Drawing Character 2,f,11
DG06	Drawing Character 2,g,11
DG07	Drawing Character f,11,g
DG08	Drawing Character f,2,g
DG09	Drawing Character f,2
DG10	Drawing Character g,2
DG11	Drawing Character f,11
DG12	Drawing Character g,11
DG13	Drawing Character W—f,g & 2,11
DG14	Drawing Character 2,11
DG15	Drawing Character f,g

Diagram T0803740—89 = 6 cm

Name Code	*Descriptive name*
DG16	Drawing Character 11,c,g
DG17	Drawing Character f,c,11
DG18	Drawing Character 2,c,g
DG19	Drawing Character f,c,2
DG20	Drawing Character 2,11 & c,g
DG21	Drawing Character 2,11 & f,c
DG22	Drawing Character f,g & c, 11
DG23	Drawing Character f,g & c,2
DG24	Drawing Character f,g & 2,11
DG25	Drawing Character f,g (with arrow head on right)
DG26	Drawing Character f,g (with arrow head on left)
DG27	Drawing Character 2,11 (with arrow head on top)

Name Code	*Descriptive name*
DG28	Drawing Character 2,11 (with arrow head on bottom)
DG29	Drawing Character (centre small dot)
DG30	Drawing Character (centre large dot)
DG31	Drawing Character (centre large hollow dot)
DG32	Drawing Character (speckled character)
DG33	Drawing Character 3,10
DG34	Drawing Character 1,12
DG35	Drawing Character W—2,11
DG36	Drawing Character W—f,g
DG37	Drawing Character W—11,c,g
DG38	Drawing Character W—f,c,11
DG39	Drawing Character W—2,c,g
DG40	Drawing Character W—f,c,2
DG41	Drawing Character W—2,11 & W—c,g
DG42	Drawing Character W—2,11 & W—f,c
DG43	Drawing Character W—f,g & W—c,11
DG44	Drawing Character W—f,g & W—c,2
DG45	Drawing Character W—f,g & W—2,11
DG46	Drawing Character W—2,11 & c,g
DG47	Drawing Character W—2,11 & f,c
DG48	Drawing Character f,g & W—c,11
DG49	Drawing Character f,g & W—c,2
DG50	Drawing Character W—2, 11 & f,g

Note — The name codes DG33 to DG50 are introduced here since name codes for these characters are not included in either the ISO registry or in CCITT Recommendation T.101.

Name Code	*Descriptive name*
MS02	Centre—Small—Square
MS13	Open—Left—Half—Oval
MS14	Filled—Left—Half—Oval
MS15	Reverse—Left—Half—Oval
MS29	Open—Right—Half—Oval
MS30	Filled—Right—Half—Oval
MS31	Reverse—Right—Half—Oval

I.11 *Repertoire 11* — Special mosaics

A number of special mosaic shapes exist in the various data syntaxes. These special mosaic shapes are generally unique and occur in only one of the terminal data syntaxes. The presentation of these characters must be converted so that their presentation effect may be achieved in another terminal data syntax.

APPENDIX II

(to Recommendation T.101)

Default states of the interworking data syntax

The Interworking Data Syntax permits a choice of the default states to be established. These defaults correspond to the default states of the terminal oriented data syntaxes corresponding to the source of the data. Referencing Tables II—1/T.101 to II—3/T.101 provides a convenient way of establishing the states required for interworking with a particular source of data. Only three default tables are described below. If a particular profile of a data syntax does not correspond exactly to the default table given below, then explicit state vector commands may be used to alter the particular states which are different.

The default tables include the default values for the function and parameters of the data syntax as well as the default boundary conditions. The Terminal Model Precedence indicator is always assumed to be initially "1", and of course at the initial point, or at a reset, all global variables are assumed to be altered.

Note — In Tables II—2/T.101 below a question mark "(?)" implies that the information for that entry in the table needs to be confirmed. A question mark alone indicates that the information needs to be supplied in a future version of the document.

TABLE II—1/T.101

Default—set—I: defaults corresponding to Data Syntax I

Default boundary condition values	
— Screen—Dimensions	— 0.969, 0.797
— Colour—Map—Limit	— 16
— Presentation—Sub—Area	— full screen
— Char—Mode—Constraints	— 15.5, 8
— Coordinate—Limit—Polygon	— 256 (fill form)
— Coordinate—Limit—Spline	— not applicable
— Presentation—Resolution	— 248, 204 (basic rank)
— Macro—Seg—Memory—Limit	— 3072 bytes (min)
— DRCS—Memory—Limit	— 416 bytes (min)
Default presentation parameters	
current—text—position	— upper left corner
current—foreground—colour	— white
current—auxilary—colour	— blue reduced intensity
lining—state	— off
flash—blink—state	— off
basic—char—size—state	— char=normal 16/256, 24/256
colouring—block—state	— 4/256, 4/256
conceal—state	— off
char—invert—box—state	— off
char—marking—state	— not applicable
screen—protection—state	— protect
display—control—state	— scroll=off
device—control—state	— not applicable
cursor—control—state	— not applicable
current—geometric—position	— lower left corner
geometric—control—1—state	— line texture=solid, texture pattern=solid highlight=off logical pel=0,0
geometric—control—2—state	— not applicable
wait—state	— none
general—text—state	— not applicable
p—text—state	— char rotation=0 char path=right
char spacing=1	cursor=underscore interrow=single space
geometric—text—state	— not applicable
DRCS—definition—state	— none
macro—definition—state	— none
texture—pattern—state	— not applicable
music—part—memory—state	— musical tone=fixed — musical control=fixed part memory=none
animation—configuration—state	— no animation frames frame order=normal
workstation—configuration—state	— not applicable

TABLE II—1/T.101 *(cont.)*

Default colour map — Data Syntax I					
	Map address		Colour value		
			R	G	B
black	0	0000	0001	0001	0001
red	1	0001	1111	0000	0000
green	2	0010	0000	1111	0000
yellow	3	0011	1111	1111	0000
blue	4	0100	0000	0000	1111
magenta	5	0101	1111	0000	1111
cyan	6	0110	0000	1111	1111
white	7	0111	1111	1111	1111
transparent	8	1000	0000	0000	0000
RI red	9	1001	0111	0000	0000
RI green	10	1010	0000	0111	0000
RI yellow	11	1011	0111	0111	0000
RI blue	12	1100	0000	0000	0111
RI magenta	13	1101	0111	0000	0111
RI cyan	14	1110	0000	0111	0111
grey	15	1111	0111	0111	0111

TABLE II—2/T.101

Default—set—II: defaults corresponding to Data Syntax II

Default boundary condition values	
— Screen—Dimensions	— 1, 1
— Colour—Map—Limit	— 32
— Presentation—Sub—Area	— not applicable
— Char—Mode—Constraints	— 40, 24
— Coordinate—Limit—Polygon	— 128
— Coordinate—Limit—Polycurve	— not applicable
— Presentation—Resolution	— (?)
— Macro—Seg—Memory—Limit	— (?)
— DRCS—Memory—Limit	— 2048 bytes
— Direct Colours	— 8 colours
Default presentation parameters	
current—text—position	— upper left corner
current—foreground—colour	— white
current—auxiliary—colour	— transparent
lining—state	— off
flash—blink—state	— off
basic—char—size—state	— 1/40, 5/128, 40 char/24 rows
conceal—state	— off
char—invert—box—state	— off
char—marking—state	— off
screen—protection—state	— not protected
display—control—state	— Implicit scrolling activated. No defined scrolling area.
device—control—state	— display device=on auxiliary device=off recording device=stop hard copy device=stop
cursor—control—state	— off
geometric—control—1—state	— not applicable
geometric—control—2—state	
— Clipping—Rectangle	0.0, 0.0 and 1.0, 1.0
— deferral—mode	asap
— Fill—Area—Colour—Index	1
— Fill—Area—Interior—Style	hollow
— Fill—Area—Style—Index	1
— Set—Highlighting	off
— implicit—regeneration	allowed
— Line—Type	solid
— Line—Width—Scale—Factor	1.0
— Marker—Size—Scale—Factor	1.0
— Marker—Type	asterisk
— Pattern—Vectors	0.0, 1.0 and 1.0, 0.0
— Polyline—Colour—Index	1
— Polymarker—Colour—Index	1
— regeneration—flag	postpone
— Ws—Viewport	the largest square which fits into the display area
— Ws—Window	0.0, 0.0 and 1.0, 1.0
— workstation—identifier	0
geometric—text—state	
— Char—Expansion—Factor	1.0
— Char—Spacing(continous)	0.0
— Char—Rotation(continous)	0.0, 7.0/320.0 and 7.0/320.0, 0.0
— Text—Alignment	normal, normal
— Text—Colour—Index	1

TABLE II—2/T.101 *(cont.)*

— Text—Precision	string
— Char—Path	char—path—right
Fill—Pattern—Control	
— Pattern—Representation	
delta—x	1
delta—y	1
pattern—cell—data	1
pattern—index	1
DRCS—definition—state	— none defined
macro—definition—state	— not applicable
texture—pattern—state	— ?
music—part—memory—state	— not applicable
animation—configuration—state	— not applicable
Segment—Control—State	
— Segment—Priority	0.0
— Segment—Transform—Matrix	1.0; 0.0; 0.0
— segment—visibility	visible

Default colour map — Data Syntax II

	Map address		Colour value		
			R	G	B
black	0	00000	000000	000000	000000
red	1	00001	111111	000000	000000
green	2	00010	000000	111111	000000
yellow	3	00011	111111	111111	000000
blue	4	00100	000000	000000	111111
magenta	5	00101	111111	000000	111111
cyan	6	00110	000000	111111	111111
white	7	00111	111111	111111	111111
transparent	8	01000	———	———	———
RI red	9	01001	011111	000000	000000
RI green	10	01010	000000	011111	000000
RI yellow	11	01011	011111	011111	000000
RI blue	12	01100	000000	000000	011111
RI magenta	13	01101	011111	000000	011111
RI cyan	14	01110	000000	011111	011111
grey	15	01111	011111	011111	011111
black	16	10000	000000	000000	000000
red	17	10001	111111	000000	000000
green	18	10010	000000	111111	000000
yellow	19	10011	111111	111111	000000
blue	20	10100	000000	000000	111111
magenta	21	10101	111111	000000	111111
cyan	22	10110	000000	111111	111111
white	23	10111	111111	111111	111111
black	24	11000	000000	000000	000000
red	25	11001	111111	000000	000000
green	26	11010	000000	111111	000000
yellow	27	11011	111111	111111	000000
blue	28	11100	000000	000000	111111
magenta	29	11101	111111	000000	111111
cyan	30	11110	000000	111111	111111
white	31	11111	111111	111111	111111

TABLE II—3/T.101

Default—set—III: defaults corresponding to Data Syntax III

Default boundary condition values	
— Screen—Dimensions	— 0.9999, 0.78125
— Colour—Map—Limit	— 16
— Presentation—Sub—Area	— full screen
— Char—Mode—Constraints	— 40, 20
— Coordinate—Limit—Polygon	— 256
— Coordinate—Limit—Polycurve	— 256
— Presentation—Resolution	— 256, 200 (nominal)
— Macro—Seg—Memory—Limit	— 3072 bytes
— DRCS—Memory—Limit	— 3072 bytes (shared with Macro)
Default presentation parameters	
current—text—position	— lower left corner
current—foreground—colour	— colour=white — mode=direct
current—auxilary—colour	— none
lining—state	— off
flash—blink—state	— off
basic—char—size—state	— dx=1/40, dy=1/128
conceal—state	— not applicable
char—invert—box—state	— char=normal size, invert=off, box (transparent)=off
char—marking—state	— not applicable
screen—protection—state	— protected
display—control—state	— scroll=off
device—control—state	— not applicable
cursor—control—state	— off (invisible)
geometric—control—1—state	— line texture=solid texture pattern=solid texture mask=1/40, 5/128 highlight=off logical pel=0,0
geometric—control—2—state	— not applicable
wait—state	— none
general—text—state	— char rotation=0 char path=right cursor=underscore interrow=single space
char spacing=1	
p—text—state	— not applicable
geometric—text—state	— not applicable
DRCS—definition—state	— none defined
macro—definition—state	— none defined
texture—pattern—state	— none defined
music—part—memory—state	— not applicable
animation—configuration—state	— not applicable
workstation—configuration—state	— not applicable

TABLE II—3/T.101 *(cont.)*

Default colour map — Data Syntax I					
	Map address		Colour value		
			R	G	B
nominal black	0	0000	000	000	000
	1	0001	001	001	001
	2	0010	010	010	010
grey	3	0011	011	011	011
	4	100	100	100	100
	5	0101	101	101	101
	6	110	110	110	110
nominal white	7	0111	111	111	111
	8	1000	000	111	111
	9	1001	101	111	111
	10	1010	111	100	100
hues	11	1011	010	111	000
	12	1100	111	000	000
	13	1101	010	000	000
	14	1110	000	100	100
	15	1111	000	111	111