

ASCII / Serial Port Crib Sheets

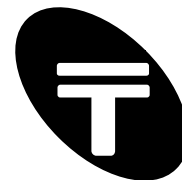
Handy basic ASCII, serial / RS232 port information and decimal/hexadecimal conversion chart

P/N: 9660
Document version: 1.01
Date: August 2007

Information furnished is believed to be accurate and reliable. However, Tronisoft Limited assumes no responsibility, consequential or otherwise of use of such information.

Email support@tronisoft.com with suggestions or to report document inaccuracies, omissions and errors.

Specifications mentioned in this publication are subject to change without notice. This publication supersedes and replaces all information previously supplied.



ASCII / Serial Port Crib Sheet

ASCII Chart

ASCII, the American Standard Code for Information Interchange, was developed in the 1960's as a standard 7-bit code for identifying letters, numbers, symbols, and special characters in the English language. It was later expanded (as Extended ASCII) to include additional symbols and foreign language characters. Standard ASCII consists of 128 characters, ranging from 0 to 127 which can be broken down into the following subgroups:

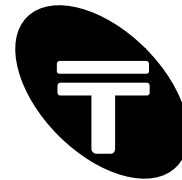
- 0 to 31, 127: Control codes (includes null, backspace, line feed and others)
- 32 to 47, 58 to 64, 81 to 86, 123 to 126: Punctuation marks, mathematical (and other) symbols
- 48 to 57: Numbers 0 through 9
- 65 to 80: Capital letters A through Z
- 87 to 122: Lower case letters a through z

Standard ASCII Chart

The standard chart includes the ASCII character or control and their related decimal and hexadecimal values. Also shown are the control key sequences for the control codes. Note, to obtain codes 0 to 31, console Control Key is pressed while simultaneously pressing a Letter Key, e.g. ^J is the line feed character. Control Key subtracts decimal 64 (40h) from Letter Key pressed.

| Dec | Hex | ^Key | ASCII | Dec | Hex | ASCII | Dec | Hex | ASCII | Dec | Hex | ASCII |
|-----|-----|------|-----------------------------|-----|-----|---------|-----|-----|-------|-----|-----|----------|
| 0 | 0 | ^@ | NUL (Null) | 32 | 20 | (Space) | 64 | 40 | @ | 96 | 60 | ` |
| 1 | 1 | ^A | SOH (Start of Heading) | 33 | 21 | ! | 65 | 41 | A | 97 | 61 | a |
| 2 | 2 | ^B | STX (Start of Text) | 34 | 22 | " | 66 | 42 | B | 98 | 62 | b |
| 3 | 3 | ^C | ETX (End of Text) | 35 | 23 | # | 67 | 43 | C | 99 | 63 | c |
| 4 | 4 | ^D | EOT (End of Transmission) | 36 | 24 | \$ | 68 | 44 | D | 100 | 64 | d |
| 5 | 5 | ^E | ENQ (Enquiry) | 37 | 25 | % | 69 | 45 | E | 101 | 65 | e |
| 6 | 6 | ^F | ACK (Acknowledgement) | 38 | 26 | & | 70 | 46 | F | 102 | 66 | f |
| 7 | 7 | ^G | BEL (Bell) | 39 | 27 | ' | 71 | 47 | G | 103 | 67 | g |
| 8 | 8 | ^H | BS (Backspace) | 40 | 28 | (| 72 | 48 | H | 104 | 68 | h |
| 9 | 9 | ^I | HT (Horizontal Tab) | 41 | 29 |) | 73 | 49 | I | 105 | 69 | i |
| 10 | A | ^J | LF (Line Feed) | 42 | 2A | * | 74 | 4A | J | 106 | 6A | j |
| 11 | B | ^K | VT (Vertical Tab) | 43 | 2B | + | 75 | 4B | K | 107 | 6B | k |
| 12 | C | ^L | FF (Form Feed) | 44 | 2C | , | 76 | 4C | L | 108 | 6C | l |
| 13 | D | ^M | CR (Carriage Return) | 45 | 2D | - | 77 | 4D | M | 109 | 6D | m |
| 14 | E | ^N | SO (Shift Out) | 46 | 2E | . | 78 | 4E | N | 110 | 6E | n |
| 15 | F | ^O | SI (Shift In) | 47 | 2F | / | 79 | 4F | O | 111 | 6F | o |
| 16 | 10 | ^P | DLE (Data Line Escape) | 48 | 30 | 0 | 80 | 50 | P | 112 | 70 | p |
| 17 | 11 | ^Q | DC1 (Device Control 1) | 49 | 31 | 1 | 81 | 51 | Q | 113 | 71 | q |
| 18 | 12 | ^R | DC2 (Device Control 2) | 50 | 32 | 2 | 82 | 52 | R | 114 | 72 | r |
| 19 | 13 | ^S | DC3 (Device Control 3) | 51 | 33 | 3 | 83 | 53 | S | 115 | 73 | s |
| 20 | 14 | ^T | DC4 (Device Control 4) | 52 | 34 | 4 | 84 | 54 | T | 116 | 74 | t |
| 21 | 15 | ^U | NAK (Negative Ack.) | 53 | 35 | 5 | 85 | 55 | U | 117 | 75 | u |
| 22 | 16 | ^V | SYN (Synchronous Idle) | 54 | 36 | 6 | 86 | 56 | V | 118 | 76 | v |
| 23 | 17 | ^W | ETB (End of Transmit Block) | 55 | 37 | 7 | 87 | 57 | W | 119 | 77 | w |
| 24 | 18 | ^X | CAN (Cancel) | 56 | 38 | 8 | 88 | 58 | X | 120 | 78 | x |
| 25 | 19 | ^Y | EM (End of Medium) | 57 | 39 | 9 | 89 | 59 | Y | 121 | 79 | y |
| 26 | 1A | ^Z | SUB (Substitute) | 58 | 3A | : | 90 | 5A | Z | 122 | 7A | z |
| 27 | 1B | ^[| ESC (Escape) | 59 | 3B | ; | 91 | 5B | [| 123 | 7B | { |
| 28 | 1C | ^\ | FS (File Separator) | 60 | 3C | < | 92 | 5C | \ | 124 | 7C | |
| 29 | 1D | ^] | GS (Group Separator) | 61 | 3D | = | 93 | 5D |] | 125 | 7D | } |
| 30 | 1E | ^^ | RS (Record Separator) | 62 | 3E | > | 94 | 5E | ^ | 126 | 7E | ~ |
| 31 | 1F | ^_ | US (Unit Separator) | 63 | 3F | ? | 95 | 5F | _ | 127 | 7F | (Delete) |

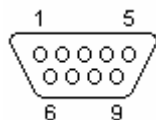
Legend: ^Key - Control Key + Letter Key combination except 30 (1E hex) = Control +caret.



ASCII / Serial Port Crib Sheet

Pinout and Signals for the PC RS232 Connector

DB9 RS232 Port (IBM PC XT/AT)

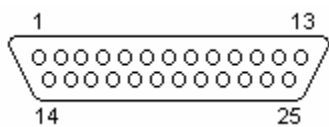


DB9 pin D-SUB male

| Pin | Signal Name | Direction (DTE ← DCE) |
|-----|---------------------------|-----------------------|
| 1 | CD (Carrier Detect) | ← |
| 2 | RXD (Receive Data) | ← |
| 3 | TXD (Transmit Data) | → |
| 4 | DTR (Data Terminal Ready) | → |
| 5 | GND (System Ground) | - |
| 6 | DSR (Data Set Ready) | ← |
| 7 | RTS (Request to Send) | → |
| 8 | CTS (Clear to Send) | ← |
| 9 | RI (Ring Indicator) | ← |

Note: a) Signal names are with respect to the computer/PC. b) Direction is from peripheral/modem (DCE) to the computer (DTE) e.g. RXD is the computer's input pin.

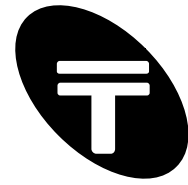
DB25 RS232 Port



DB25 pin D-SUB male

| Pin | Signal Name | Direction (DTE ← DCE) |
|-----|-----------------------------------|-----------------------|
| 1 | SHIELD (Shield/Protective Ground) | - |
| 2 | TXD (Transmit Data) | → |
| 3 | RXD (Receive Data) | ← |
| 4 | RTS (Request to Send) | → |
| 5 | CTS (Clear to Send) | ← |
| 6 | DSR (Data Set Ready) | ← |
| 7 | GND (System Ground) | - |
| 8 | CD (Carrier Detect) | ← |
| 9 | n/c | - |
| 10 | n/c | - |
| 11 | n/c | - |
| 12 | n/c | - |
| 13 | n/c | - |
| 14 | n/c | - |
| 15 | n/c | - |
| 16 | n/c | - |
| 17 | n/c | - |
| 18 | n/c | - |
| 19 | n/c | - |
| 20 | DTR (Data Terminal Ready) | → |
| 21 | n/c | - |
| 22 | RI (Ring Indicator) | ← |
| 23 | n/c | - |
| 24 | n/c | - |
| 25 | n/c | - |

Note: a) Signal names are with respect to the computer/PC. b) Direction is from peripheral/modem (DCE) to the computer (DTE) e.g. RXD is the computer's input pin. c) Do not connect SHIELD(1) to GND(7).



Decimal - Hexadecimal Conversion Chart

This chart shows the conversion between decimal and hexadecimal and vice versa.

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0 | 000 | 001 | 002 | 003 | 004 | 005 | 006 | 007 | 008 | 009 | 010 | 011 | 012 | 013 | 014 | 015 |
| 1 | 016 | 017 | 018 | 019 | 020 | 021 | 022 | 023 | 024 | 025 | 026 | 027 | 028 | 029 | 030 | 031 |
| 2 | 032 | 033 | 034 | 035 | 036 | 037 | 038 | 039 | 040 | 041 | 042 | 043 | 044 | 045 | 046 | 047 |
| 3 | 048 | 049 | 050 | 051 | 052 | 053 | 054 | 055 | 056 | 057 | 058 | 059 | 060 | 061 | 062 | 063 |
| 4 | 064 | 065 | 066 | 067 | 068 | 069 | 070 | 071 | 072 | 073 | 074 | 075 | 076 | 077 | 078 | 079 |
| 5 | 080 | 081 | 082 | 083 | 084 | 085 | 086 | 087 | 088 | 089 | 090 | 091 | 092 | 093 | 094 | 095 |
| 6 | 096 | 097 | 098 | 099 | 100 | 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 | 111 |
| 7 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 | 121 | 122 | 123 | 124 | 125 | 126 | 127 |
| 8 | 128 | 129 | 130 | 131 | 132 | 133 | 134 | 135 | 136 | 137 | 138 | 139 | 140 | 141 | 142 | 143 |
| 9 | 144 | 145 | 146 | 147 | 148 | 149 | 150 | 151 | 152 | 153 | 154 | 155 | 156 | 157 | 158 | 159 |
| A | 160 | 161 | 162 | 163 | 164 | 165 | 166 | 167 | 168 | 169 | 170 | 171 | 172 | 173 | 174 | 175 |
| B | 176 | 177 | 178 | 179 | 180 | 181 | 182 | 183 | 184 | 185 | 186 | 187 | 188 | 189 | 190 | 191 |
| C | 192 | 193 | 194 | 195 | 196 | 197 | 198 | 199 | 200 | 201 | 202 | 203 | 204 | 205 | 206 | 207 |
| D | 208 | 209 | 210 | 211 | 212 | 213 | 214 | 215 | 216 | 217 | 218 | 219 | 220 | 221 | 222 | 223 |
| E | 224 | 225 | 226 | 227 | 228 | 229 | 230 | 231 | 232 | 233 | 234 | 235 | 236 | 237 | 238 | 239 |
| F | 240 | 241 | 242 | 243 | 244 | 245 | 246 | 247 | 248 | 249 | 250 | 251 | 252 | 253 | 254 | 255 |

Usage example:

Hex 31 is equivalent to decimal 49. Alternatively decimal 255 is equivalent to hex FF.