

CTSS Character Set

Checked characters are in 1403 chain

	0	1	2	3	4	5	6	7
0000	0 ✓	1 ✓	2 ✓	3 ✓	4 ✓	5 ✓	6 ✓	7 ✓
0010	8 ✓	9 ✓		= ✓	' ✓			
0020	+ ✓	A ✓	B ✓	C ✓	D ✓	E ✓	F ✓	G ✓
0030	H ✓	I ✓		o ✓) ✓	: ✓		
0040	- ✓	J ✓	K ✓	L ✓	M ✓	N ✓	Ø ✓	P ✓
0050	Q ✓	R ✓	form feed	\$ ✓	* ✓	C.R.		null
0060	blank	/ ✓	S ✓	T ✓	U ✓	V ✓	W ✓	X ✓
0070	Y ✓	Z ✓	tab	g ✓	(✓			
0100	([) ✓ (single space)] ✓ (double space)	\ ✓ (%) ✓	; ✓ (bell)	# ✓ (!) ✓	← ✓ (who are you)	⌈ ✓ (hang up)	⌋ ✓ (line feed) (Printer off)
0110								
0120	& ✓	a ✓	b ✓	c ✓	d ✓	e ✓	f ✓	g ✓
0130	h ✓	i ✓	(black shift)	(red shift)	(~) ✓	back-space	(C.R. w/o line feed)	" ✓
0140	(_) ✓	j ✓	k ✓	l ✓	m ✓	n ✓	o ✓	p ✓
0150	q ✓	r ✓	(<) ✓	[✓	(prefix)] ✓	? ✓	
0160	(") ✓	(Lock Keyboard)	s ✓	t ✓	u ✓	v ✓	w ✓	x ✓
0170	y ✓	z ✓	(Vertical tab)	{ ✓	{ } ✓	(Printer on)	(Unblock keyboard)	(Alt, mode)

Notes:

- Character codes in parentheses are discarded on input in 6-bit mode. In 12-bit mode these characters have the "4th" bit (400 control added to them) as a flag bit.
- Character code 0137 (double quote) is the erase character in 6-bit mode.
- Character code 0156 (question mark) is the kill character in 6-bit mode.
- ~~Character codes labelled "y" are discarded on output.~~
- The codes ⁰⁰¹⁷0037 (Interrupt), 0057 (Quit) and 0077 (Hang up) ^{on input are} intercepted internally by the supervisor ^{from} special input and are never sent through to the program.