

NOTES:

1. According to Reference 4, IBM may suggest that the ASCII graphic "exclamation" map into EBCDIC graphic "vertical bar" with hexadecimal code value 5A, card punch code 11-8-2. If this suggestion is made, IBM must at the same time suggest that the ASCII graphic, "vertical bar" map into some unused EBCDIC code. Since such a suggestion can only lead to confusion about non-corresponding vertical bars and exclamations, it is unlikely to be accepted by anybody unless backed up by IBM supplied hardware and software conversion mechanisms, which is equally unlikely.

This suggestion follows from an IBM desire to have the graphics used by PL/I all map into the 64 character subset of ASCII obtained by discarding the controls and the lower case letters. This desire also explains the IBM suggested correspondence of ASCII "circumflex" with EBCDIC "negation" and the change of "hooked overline" to "overline (tilde)" in the latest revision of ASCII.

2. The suggested mapping of ASCII "overline (tilde)" into EBCDIC code E0 is based on IBM's proposal for mapping pr(1965) ASCII into EBCDIC; since the "overline(tilde)" character did not appear in pr(1965) ASCII, the present suggestion is inferred. An alternate but inadequate proposal, which may be suggested by workers not familiar with note 1, above, is to map ASCII "overline (tilde)" into EBCDIC "negation", and ASCII "circumflex" into EBCDIC code E0.

Table II: Correspondence between Multics Control Characters and EBCDIC

ASCII Code Value	ASCII ^{control} graphic meaning	Corresponding EBCDIC meaning	EBCDIC Code Value	EBCDIC Card Punch Code	Comments
007	BEL		01	12-9-1	*
010	BS	BS	16	11-9-6	
012	NL	NL	15	11-9-5	
014	FF		02	12-9-2	*
016	RRS		11	11-9-1	*
017	BRS		12	11-9-2	*
022	HLF		31	9-1	*
024	HLR		32	9-2	*
040	Space	Space	40	No punches	

* arbitrary assignment for purposes of obtaining a punch card code.