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 TO: Distribution  
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 SUBJECT: Escape Conventions for Correspondence Code 2741's

Since Multics must support correspondence code 2741's, certain escape conventions must be chosen for the characters which are not represented on the correspondence keyboard/typeball. Multics will support the correspondence code using the graphics on the IBM 029 typeball only.

There are a total of 11 characters in the ASCII set which are not represented in the correspondence set. These include all of the left/right bracketing characters except the parentheses, the exclamation point, tilde, grave accent, vertical bar and circumflex.

Escape conventions must be chosen so that these characters may be easily input and represented on output. Output conventions will be chosen for both normal (^edited) and edited output modes.

The following table lists the characters and their escape conventions.

| ASCII Graphic | Escape | Edited Output |
|---------------|--------|---------------|
| <             | ¢(     | ←             |
| >             | ¢)     | →             |
| [             | ¢l     | ⌊             |
| ]             | ¢r     | ⌋             |
| {             | ¢173   |               |
| }             | ¢175   |               |
| !             | ¢:     | !             |
| ~             | ¢t     |               |
| `             | ¢'     |               |
|               | ¢/     |               |
| ^             | ±      |               |

Note that the representation of the circumflex (^) uses the existing correspondence graphic plus-minus.

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Since the one-quarter and one-half graphics are not in the ASCII set, they will be accepted for input of the less-than (<) and greater-than (>) symbols, as follows:

|   |     |
|---|-----|
| < | 1/4 |
| > | 1/2 |

This will be done to allow for quicker input of these characters, and to allow for possible keyboard/typeball modifications.