

SuperChart: VIC 20 / Commodore 64

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
0	00		@	end-line	BRK	0
1	01		A		ORA(I,X)	1
2	02		B			2
3	03	stop	C			3
4	04		D			4
5	05	white	E		ORA Z	5
6	06		F		ASL Z	6
7	07		G			7
8	08	lock	H		PHP	8
9	09	unlock	I		ORA #	9
10	0A		J		ASL A	10
11	0B		K			11
12	0C		L			12
13	0D	car ret	M		ORA	13
14	0E	text	N		ASL	14
15	0F		O			15
16	10		P		BPL	16
17	11	cur down	Q		ORA(I),Y	17
18	12	reverse	R			18
19	13	cur home	S			19
20	14	delete	T			20
21	15		U		ORA Z,X	21
22	16		V		ASL Z,X	22
23	17		W			23
24	18		X		CLC	24
25	19		Y		ORA Y	25
26	1A		Z			26
27	1B		[27
28	1C	red	\			28
29	1D	cur right]		ORA X	29
30	1E	green	↑		ASL X	30
31	1F	blue	←			31
32	20	space	space	space	JSR	32
33	21	!	!	!	AND(I,X)	33
34	22	"	"	"		34
35	23	#	#	#		35
36	24	\$	\$	\$	BIT Z	36
37	25	%	%	%	AND Z	37
38	26	&	&	&	ROL Z	38
39	27	/	/	/		39
40	28	(((PLP	40
41	29)))	AND #	41
42	2A	*	*	*	ROL A	42
43	2B	+	+	+		43
44	2C	,	,	,	BIT	44
45	2D	-	-	-	AND	45
46	2E	.	.	.	ROL	46
47	2F	/	/	/		47
48	30	0	0	0	BMI	48
49	31	1	1	1	AND(I),Y	49
50	32	2	2	2		50
51	33	3	3	3		51
52	34	4	4	4		52
53	35	5	5	5	AND Z,X	53
54	36	6	6	6	ROL Z,X	54
55	37	7	7	7		55
56	38	8	8	8	SEC	56
57	39	9	9	9	AND Y	57
58	3A	:	:	:		58
59	3B	;	;	;		59
60	3C	<	<	<		60
61	3D	=	=	=	AND X	61
62	3E	>	>	>	ROL X	62
63	3F	?	?	?		63

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
64	40	@	␣	@	RTI	64
65	41	A	▀,a	A	EOR(I,X)	65
66	42	B	▁,b	B		66
67	43	C	▂,c	C		67
68	44	D	▃,d	D		68
69	45	E	▄,e	E	EOR Z	69
70	46	F	▅,f	F	LSR Z	70
71	47	G	▆,g	G		71
72	48	H	▇,h	H	PHA	72
73	49	I	█,i	I	EOR #	73
74	4A	J	▉,j	J	LSR A	74
75	4B	K	▊,k	K		75
76	4C	L	▋,l	L	JMP	76
77	4D	M	▌,m	M	EOR	77
78	4E	N	▍,n	N	LSR	78
79	4F	O	▎,o	O		79
80	50	P	▏,p	P	BVC	80
81	51	Q	▐,q	Q	EOR(I),Y	81
82	52	R	░,r	R		82
83	53	S	▒,s	S		83
84	54	T	▓,t	T		84
85	55	U	▔,u	U	EOR Z,X	85
86	56	V	▕,v	V	LSR Z,X	86
87	57	W	▖,w	W		87
88	58	X	▗,x	X	CLI	88
89	59	Y	▘,y	Y	EOR Y	89
90	5A	Z	▙,z	Z		90
91	5B	[␣	[91
92	5C	£	▀	£		92
93	5D]	▁]	EOR X	93
94	5E	↑	▂,▃	↑	LSR X	94
95	5F	←	▄,▅	←		95
96	60		▆		RTS	96
97	61		▇		ADC(I,X)	97
98	62		█			98
99	63		▉			99
100	64		▊			100
101	65		▋		ADC Z	101
102	66		▌		ROR Z	102
103	67		▍			103
104	68		▎		PLA	104
105	69		▏		ADC #	105
106	6A		▐		ROR A	106
107	6B		░			107
108	6C		▒		JMP(I)	108
109	6D		▓		ADC	109
110	6E		▔		ROR	110
111	6F		▕			111
112	70		▖		BVS	112
113	71		▗		ADC(I),Y	113
114	72		▘			114
115	73		▙			115
116	74		▚			116
117	75		▛		ADC Z,X	117
118	76		▜		ROR Z,X	118
119	77		▝			119
120	78		▞		SEI	120
121	79		▟		ADC Y	121
122	7A		■,□			122
123	7B		▣			123
124	7C		▤			124
125	7D		▥		ADC X	125
126	7E		▦		ROR X	126
127	7F		▧			127

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL	DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
128	80		@	END		128	192	C0	☐	TAN	CPY #		192
129	81	orange	A	FOR	STA(I,X)	129	193	C1	▣,a	ATN	CMP(I),X		193
130	82		B	NEXT		130	194	C2	☐,b	PEEK			194
131	83	load & run	C	DATA		131	195	C3	☐,c	LEN			195
132	84		D	INPUT#	STY Z	132	196	C4	☐,d	STR\$	CPY Z		196
133	85	f1	E	INPUT	STA Z	133	197	C5	☐,e	VAL	CMP Z		197
134	86	f2	F	DIM	STX Z	134	198	C6	☐,f	ASC	DEC Z		198
135	87	f3	G	READ		135	199	C7	☐,g	CHR\$			199
136	88	f4	H	LET	DEY	136	200	C8	☐,h	LEFT\$	INY		200
137	89	f5	I	GOTO		137	201	C9	☐,i	RIGHT\$	CMP #		201
138	8A	f6	J	RUN	TXA	138	202	CA	☐,j	MID\$	DEX		202
139	8B	f7	K	IF		139	203	CB	☐,k	GO			203
140	8C	f8	L	RESTORE	STY	140	204	CC	☐,l		CPY		204
141	8D	car ret	M	GOSUB	STA	141	205	CD	☐,m		CMP		205
142	8E	graphics	N	RETURN	STX	142	206	CE	☐,n		DEC		206
143	8F		O	REM		143	207	CF	☐,o				207
144	90	black	P	STOP	BCC	144	208	D0	☐,p		BNE		208
145	91	cur up	Q	ON	STA(I),Y	145	209	D1	▣,q		CMP(I),Y		209
146	92	rvs off	R	WAIT		146	210	D2	☐,r				210
147	93	clear	S	LOAD		147	211	D3	▣,s				211
148	94	insert	T	SAVE	STY Z,X	148	212	D4	☐,t				212
149	95	brown	U	VERIFY	STA Z,X	149	213	D5	☐,u		CMP Z,X		213
150	96	lt. red	V	DEF	STX Z,Y	150	214	D6	☐,v		DEC Z,X		214
151	97	dk. grey	W	POKE		151	215	D7	☐,w				215
152	98	md. grey	X	PRINT#	TYA	152	216	D8	▣,x		CLD		216
153	99	lt. green	Y	PRINT	STA Y	153	217	D9	☐,y		CMP Y		217
154	9A	lt. blue	Z	CONT	TXS	154	218	DA	▣,z				218
155	9B	lt. grey	[LIST		155	219	DB	☐				219
156	9C	magenta	£	CLR		156	220	DC	▣				220
157	9D	cur left	!	CMD	STA X	157	221	DD	☐		CMP X		221
158	9E	yellow	↑	SYS		158	222	DE	▣,▣		DEC X		222
159	9F	cyan	←	OPEN		159	223	DF	▣,▣				223
160	A0	☐	!	CLOSE	LDY #	160	224	E0	▣		CPX #		224
161	A1	▣	!"	GET	LDA(I,X)	161	225	E1	▣		SBC(I),X		225
162	A2	▣	!"	NEW	LDX #	162	226	E2	▣				226
163	A3	☐	#	TAB(163	227	E3	▣				227
164	A4	☐	\$	TO	LDY Z	164	228	E4	▣		CPX Z		228
165	A5	☐	%	FN	LDA Z	165	229	E5	▣		SBC Z		229
166	A6	▣	&	SPC(LDX Z	166	230	E6	▣		INC Z		230
167	A7	☐	'	THEN		167	231	E7	▣				231
168	A8	▣	(NOT	TAY	168	232	E8	▣		INX		232
169	A9	▣)	STEP	LDA #	169	233	E9	▣		SBC #		233
170	AA	☐	*	+	TAX	170	234	EA	▣		NOP		234
171	AB	☐	+	-		171	235	EB	▣				235
172	AC	☐	,	*	LDY	172	236	EC	▣		CPX		236
173	AD	☐	.	/	LDA	173	237	ED	▣		SBC		237
174	AE	☐	:	↑	LDX	174	238	EE	▣		INC		238
175	AF	☐	;	AND		175	239	EF	▣				239
176	B0	☐	0	OR	BCS	176	240	F0	▣		BEQ		240
177	B1	☐	1	>	LDA(I),Y	177	241	F1	▣		SBC(I),Y		241
178	B2	☐	2	=		178	242	F2	▣				242
179	B3	☐	3	<		179	243	F3	▣				243
180	B4	☐	4	SGN	LDY Z,X	180	244	F4	▣				244
181	B5	☐	5	INT	LDA Z,X	181	245	F5	▣		SBC Z,X		245
182	B6	☐	6	ABS	LDX Z,Y	182	246	F6	▣		INC Z,X		246
183	B7	☐	7	USR		183	247	F7	☐				247
184	B8	☐	8	FRE	CLV	184	248	F8	☐		SED		248
185	B9	☐	9	POS	LDA Y	185	249	F9	☐		SBC Y		249
186	BA	☐,▣	:	SQR	TSX	186	250	FA	▣,▣				250
187	BB	☐	;	RND		187	251	FB	▣				251
188	BC	☐	<	LOG	LDY X	188	252	FC	▣				252
189	BD	☐	=	EXP	LDA X	189	253	FD	▣		SBC X		253
190	BE	☐	>	COS	LDX Y	190	254	FE	▣		INC X		254
191	BF	▣	?	SIN		191	255	FF	▣		π		255

Reverse of ASCII

SuperChart: BASIC 2.0 / 4.0

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
0	00		@	end-line	BRK	0
1	01		A		ORA(I,X)	1
2	02		B			2
3	03	stop	C			3
4	04		D			4
5	05		E		ORA Z	5
6	06		F		ASL Z	6
7	07	bell	G			7
8	08		H		PHP	8
9	09	tab	I		ORA #	9
10	0A		J		ASL A	10
11	0B		K			11
12	0C		L			12
13	0D	car ret	M		ORA	13
14	0E	text	N		ASL	14
15	0F	top left	O			15
16	10		P		BPL	16
17	11	cur down	Q		ORA(I),Y	17
18	12	reverse	R			18
19	13	cur home	S			19
20	14	delete	T			20
21	15	del line	U		ORA Z,X	21
22	16	ers start	V		ASL Z,X	22
23	17		W			23
24	18		X		CLC	24
25	19	scroll dn	Y		ORA Y	25
26	1A		Z			26
27	1B	escape	[27
28	1C		\			28
29	1D	cur right]		ORA X	29
30	1E		↑		ASL X	30
31	1F		←			31
32	20	space	space	space	JSR	32
33	21	!	!	!	AND(I,X)	33
34	22	"	"	"		34
35	23	#	#	#		35
36	24	\$	\$	\$	BIT Z	36
37	25	%	%	%	AND Z	37
38	26	&	&	&	ROL Z	38
39	27	/	/	/		39
40	28	(((PLP	40
41	29)))	AND #	41
42	2A	*	*	*	ROL A	42
43	2B	+	+	+		43
44	2C	,	,	,	BIT	44
45	2D	-	-	-	AND	45
46	2E	.	.	.	ROL	46
47	2F	/	/	/		47
48	30	0	0	0	BMI	48
49	31	1	1	1	AND(I),Y	49
50	32	2	2	2		50
51	33	3	3	3		51
52	34	4	4	4		52
53	35	5	5	5	AND Z,X	53
54	36	6	6	6	ROL Z,X	54
55	37	7	7	7		55
56	38	8	8	8	SEC	56
57	39	9	9	9	AND Y	57
58	3A	:	:	:		58
59	3B	:	:	:		59
60	3C	<	<	<		60
61	3D	=	=	=	AND X	61
62	3E	>	>	>	ROL X	62
63	3F	?	?	?		63

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
64	40	@	␣	@	RTI	64
65	41	A	■,a	A	EOR(I,X)	65
66	42	B	▣,b	B		66
67	43	C	▤,c	C		67
68	44	D	▥,d	D		68
69	45	E	▦,e	E	EOR Z	69
70	46	F	▧,f	F	LSR Z	70
71	47	G	▨,g	G		71
72	48	H	▩,h	H	PHA	72
73	49	I	▪,i	I	EOR #	73
74	4A	J	▫,j	J	LSR A	74
75	4B	K	▬,k	K		75
76	4C	L	▭,l	L	JMP	76
77	4D	M	▮,m	M	EOR	77
78	4E	N	▯,n	N	LSR	78
79	4F	O	▰,o	O		79
80	50	P	▱,p	P	BVC	80
81	51	Q	▲,q	Q	EOR(I),Y	81
82	52	R	△,r	R		82
83	53	S	▴,s	S		83
84	54	T	▵,t	T		84
85	55	U	▶,u	U	EOR Z,X	85
86	56	V	▷,v	V	LSR Z,X	86
87	57	W	▸,w	W		87
88	58	X	▹,x	X	CLI	88
89	59	Y	►,y	Y	EOR Y	89
90	5A	Z	▻,z	Z		90
91	5B	[␣	[91
92	5C	\	▣	\		92
93	5D]	▤]	EOR X	93
94	5E	↑	▥,▦	↑	LSR X	94
95	5F	←	▧,▨	←		95
96	60		▩		RTS	96
97	61		▪		ADC(I,X)	97
98	62		▫			98
99	63		▬			99
100	64		▭			100
101	65		▮		ADC Z	101
102	66		▯		ROR Z	102
103	67		▰			103
104	68		▱		PLA	104
105	69		▲,△		ADC #	105
106	6A		▴		ROR A	106
107	6B		▵			107
108	6C		▶		JMP(I)	108
109	6D		▷		ADC	109
110	6E		▸		ROR	110
111	6F		▹			111
112	70		►		BVS	112
113	71		▻		ADC(I),Y	113
114	72		▼			114
115	73		▽			115
116	74		▾			116
117	75		▿		ADC Z,X	117
118	76		▸		ROR Z,X	118
119	77		▹			119
120	78		►		SEI	120
121	79		▻		ADC Y	121
122	7A		▼,▽			122
123	7B		▾			123
124	7C		▿			124
125	7D		▸		ADC X	125
126	7E		▹		ROR X	126
127	7F		►			127

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
128	80		@	END		128
129	81		A	FOR	STA(I,X)	129
130	82		B	NEXT		130
131	83	load & run	C	DATA		131
132	84		D	INPUT#	STY Z	132
133	85		E	INPUT	STA Z	133
134	86		F	DIM	STX Z	134
135	87	bell	G	READ		135
136	88		H	LET	DEY	136
137	89	set/cir tab	I	GOTO		137
138	8A		J	RUN	TXA	138
139	8B		K	IF		139
140	8C		L	RESTORE	STY	140
141	8D	car ret	M	GOSUB	STA	141
142	8E	graphics	N	RETURN	STX	142
143	8F	bot right	O	REM		143
144	90		P	STOP	BCC	144
145	91	cur up	Q	ON	STA(I),Y	145
146	92	rvs off	R	WAIT		146
147	93	clear	S	LOAD		147
148	94	insert	T	SAVE	STY Z,X	148
149	95	ins line	U	VERIFY	STA Z,X	149
150	96	ers end	V	DEF	STX Z,Y	150
151	97		W	POKE		151
152	98		X	PRINT#	TYA	152
153	99	scroll up	Y	PRINT	STA Y	153
154	9A		Z	CONT	TXS	154
155	9B	escape	[LIST		155
156	9C		\	CLR		156
157	9D	cur left	↑	CMD	STA X	157
158	9E		↑	SYS		158
159	9F		←	OPEN		159
160	A0		█	CLOSE	LDY #	160
161	A1		!	GET	LDA(I,X)	161
162	A2		"	NEW	LDX #	162
163	A3		#	TAB(163
164	A4		\$	TO	LDY Z	164
165	A5		%	FN	LDA Z	165
166	A6		&	SPC(LDX Z	166
167	A7		'	THEN		167
168	A8		(NOT	TAY	168
169	A9)	STEP	LDA #	169
170	AA		*	+	TAX	170
171	AB		+	-		171
172	AC		,	*	LDY	172
173	AD		.	/	LDA	173
174	AE		↑	↑	LDX	174
175	AF		/	AND		175
176	B0		0	OR	BCS	176
177	B1		1	>	LDA(I),Y	177
178	B2		2	=		178
179	B3		3	<		179
180	B4		4	SGN	LDY Z,X	180
181	B5		5	INT	LDA Z,X	181
182	B6		6	ABS	LDX Z,Y	182
183	B7		7	USR		183
184	B8		8	FRE	CLV	184
185	B9		9	POS	LDA Y	185
186	BA		:	SQR	TSX	186
187	BB		;	RND		187
188	BC		<	LOG	LDY X	188
189	BD		=	EXP	LDA X	189
190	BE		>	COS	LDX Y	190
191	BF		?	SIN		191

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
192	C0		▣	TAN	CPY #	192
193	C1	a	▣,a	ATN	CMP(I),X	193
194	C2	b	▣,b	PEEK		194
195	C3	c	▣,c	LEN		195
196	C4	d	▣,d	STR\$	CPY Z	196
197	C5	e	▣,e	VAL	CMP Z	197
198	C6	f	▣,f	ASC	DEC Z	198
199	C7	g	▣,g	CHR\$		199
200	C8	h	▣,h	LEFT\$	INY	200
201	C9	i	▣,i	RIGHT\$	CMP #	201
202	CA	j	▣,j	MID\$	DEX	202
203	CB	k	▣,k	GO		203
204	CC	l	▣,l	CONCAT	CPY	204
205	CD	m	▣,m	DOPEN	CMP	205
206	CE	n	▣,n	DCLOSE	DEC	206
207	CF	o	▣,o	RECORD		207
208	D0	p	▣,p	HEADER	BNE	208
209	D1	q	▣,q	COLLECT	CMP(I),Y	209
210	D2	r	▣,r	BACKUP		210
211	D3	s	▣,s	COPY		211
212	D4	t	▣,t	APPEND		212
213	D5	u	▣,u	DSAVE	CMP Z,X	213
214	D6	v	▣,v	DLOAD	DEC Z,X	214
215	D7	w	▣,w	CATALOG		215
216	D8	x	▣,x	RENAME	CLD	216
217	D9	y	▣,y	SCRATCH	CMP Y	217
218	DA	z	▣,z	DIRECTORY		218
219	DB		▣			219
220	DC		▣			220
221	DD		▣		CMP X	221
222	DE		▣		DEC X	222
223	DF		▣			223
224	E0		█		CPX #	224
225	E1		█		SBC(I),X	225
226	E2		█			226
227	E3		█			227
228	E4		█		CPX Z	228
229	E5		█		SBC Z	229
230	E6		█		INC Z	230
231	E7		█			231
232	E8		█		INX	232
233	E9		█		SBC #	233
234	EA		█		NOP	234
235	EB		█			235
236	EC		█		CPX	236
237	ED		█		SBC	237
238	EE		█		INC	238
239	EF		█			239
240	F0		█		BEQ	240
241	F1		█		SBC(I),Y	241
242	F2		█			242
243	F3		█			243
244	F4		█			244
245	F5		█		SBC Z,X	245
246	F6		█		INC Z,X	246
247	F7		█			247
248	F8		█		SED	248
249	F9		█		SBC Y	249
250	FA		█			250
251	FB		█			251
252	FC		█			252
253	FD		█		SBC X	253
254	FE		█		INC X	254
255	FF	π	█	π		255

Reverse of ASCII