

BELTEL Terminal specification (PRESTEL)

invisible when the cursor off (COF, 1/4) is received. When visible, it shall be easily recognisable as the the cursor but shall not render invisible any character currently located on the cursor position. The codes which move the cursor are as follows:

- ACTIVE POSITION BACKWARD (APB,0/8) -moves cursor left one character position.
- ACTIVE POSITION FORWARD (APF,0/9) -moves the cursor right one character position.
- ACTIVE POSITION DOWN (APD,0/10) -moves the cursor down one row.
- ACTIVE POSITION UP (APU,0/11) -moves the cursor up one row.
- CLEAR SCREEN (CS,0/12) -moves the cursor to the first character position of the top row and clears the page memory. The terminal shall be ready to receive the next display character 30 ms after receiving CS.
- ACTIVE POSITION RETURN (APR,0/13) -moves the cursor to the first character position of the current row.
- ACTIVE POSITION HOME (APH,1/14) -moves the cursor to the first character position of the top row.

For all cursor movements the first character of each row is regarded as contiguous with the last character of the previous row, and the top row is regarded as the row following the bottom row.

- TIME FILLING (NUF,0/0) -for example, may be used after CS to allow time for clearing the screen. No action is required by the terminal.
- INQUIRY (ENQ,0/5) -is sent to request the terminal to send its BELTEL terminal identification number (TIN) (see part 4).
- SCAPE (ESC,1/11) -is used to prefix columns 3,4 and 5, thereby selecting the characters in columns 3b,4b and 5b.

3.2. The C1 display attribute character set in columns 4b and 5b contain the characters used to modify the appearance of the subsequent characters on the same row of the display. All terminals must be capable of receiving this character set, but it is at the manufacturers discretion whether to incorporate these display modes into the terminal design. (For example a black and white display would not respond to the display colour codes 4b/1 to 4b/7.)

The display modes are listed in fig. 5.2 as complementary pairs. Those on the left are assumed at the start of every row. The control character codes are listed with each mode used to initiate that mode.

Some control characters have immediate effect ("set at") in that the new mode obtains for and from the corresponding character rectangle, others have subsequent effect ("set after") when the new mode obtains for and from the next character rectangle. A later control character takes precedence over an earlier one.

When a control character signifies a change into a mode which is already obtaining, that mode generally continues uninterrupted