


```
CCCCCCCC HH HH RRRRRRRR KK KK EEEEEEEEEE YY YY
CCCCCCCC HH HH RRRRRRRR KK KK EEEEEEEEEE YY YY
CC        HH HH RR RR KK KK EE YY YY
CC        HH HH RR RR KK KK EE YY YY
CC        HH HH RR RR KK KK EE YY YY
CC        HH HH RR RR KK KK EE YY YY
CC        HHHHHHHHHH RRRRRRRR KKKKKK EEEEEEEE YY YY
CC        HHHHHHHHHH RRRRRRRR KKKKKK EEEEEEEE YY YY
CC        HH HH RR RR KK KK EE YY YY
CC        HH HH RR RR KK KK EE YY YY
CC        HH HH RR RR KK KK EE YY YY
CC        HH HH RR RR KK KK EE YY YY
CCCCCCCC HH HH RR RR KK KK EEEEEEEEEE YY
CCCCCCCC HH HH RR RR KK KK EEEEEEEEEE YY
```

```
RRRRRRRR EEEEEEEEEE QQQQQQ
RRRRRRRR EEEEEEEEEE QQQQQQ
RR RR EE QQ QQ
RR RR EE QQ QQ
RR RR EE QQ QQ
RRRRRRRR EEEEEEEE QQ QQ
RRRRRRRR EEEEEEEE QQ QQ
RR RR EE QQ QQ
RR RR EE QQ QQ
RR RR EE QQ QQ
RR RR EE QQ QQ
RR RR EEEEEEEEEE QQQQ QQ
RR RR EEEEEEEEEE QQQQ QQ
```

CHRKEY.REQ - Defines character mappings for PATCH

Version: 'V04-000'

```

*****
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*****

```

The CHAR_TYPE_TABLE associates each ASCII character with a value from 0 to n. The meaning of the numeric value can be seen in literal definitions declared in SCALIT.REQ (for example, 1 is bound to alpha).

```

BIND
CHAR_TYPE_TABLE = UPLIT BYTE (

```

6.	0.	0.	0.	0.	0.	0.	0.	0.	0.	!000-007	treat null char as lf
0.	4.	6.	6.	6.	6.	0.	0.	0.	0.	:010-017	tab, lf, vtab, ff, cr
0.	0.	0.	0.	0.	0.	0.	0.	0.	0.	:020-027	
0.	0.	0.	0.	0.	0.	0.	0.	0.	0.	:030-037	
4.	5.	16.	28.	1.	0.	0.	0.	16.	13.	:040-047	space ! " # \$ % & ' () * + , - . /
9.	10.	21.	11.	24.	12.	20.	13.	0.	0.	:050-057	0 1 2 3 4 5 6 7
2.	2.	2.	2.	2.	2.	2.	2.	2.	0.	:060-067	8 9 : ; < = > ?
2.	2.	14.	15.	22.	25.	23.	0.	0.	0.	:070-077	@ A B C D E F G
19.	3.	3.	3.	3.	3.	3.	1.	1.	1.	:100-107	H I J K L M N O
1.	1.	1.	1.	1.	1.	1.	1.	1.	1.	:110-117	P Q R S T U V W
1.	1.	1.	26.	18.	27.	17.	1.	1.	1.	:120-127	X Y Z [\] ^ _
0.	8.	8.	8.	8.	8.	8.	7.	7.	7.	:140-147	` a b c d e f g
7.	7.	7.	7.	7.	7.	7.	7.	7.	7.	:150-157	h i j k l m n o
7.	7.	7.	7.	7.	7.	7.	7.	7.	7.	:160-167	p q r s t u v w
7.	7.	7.	0.	0.	0.	0.	0.	0.	0.	:170-177	x y z { } ~ delete

CHRKEY.REQ;1

) : VECTOR [,BYTE];

!
!

CHRKEY.REQ - last line

**

