

ASCII-Tabelle (hex)

Hex	Zeichen	Bemerkung
0x00	Ctrl-@	NUL Null Prompt
0x01	Ctrl-A	SOH Start of Heading
0x02	Ctrl-B	STX Start of Text
0x03	Ctrl-C	ETX End of Text
0x04	Ctrl-D	EOT End of Transmission
0x05	Ctrl-E	ENQ Enquiry
0x06	Ctrl-F	ACK Acknowledge
0x07	Ctrl-G	BEL Bell
0x08	Ctrl-H	BS Backspace
0x09	Ctrl-I	HT Horizontal Tab
0x0A	Ctrl-J	LF Line Feed
0x0B	Ctrl-K	VT Vertical Tab
0x0C	Ctrl-L	FF Form Feed (New Page)
0x0D	Ctrl-M	CR Carriage Return
0x0E	Ctrl-N	SO Shift Out
0x0F	Ctrl-O	SI Shift In
0x10	Ctrl-P	DLE Data Link Escape
0x11	Ctrl-Q	DC1 Device Control 1 (X-On)
0x12	Ctrl-R	DC2 Device Control 2
0x13	Ctrl-S	DC3 Device Control 3 X-Off
0x14	Ctrl-T	DC4 Device Control 4
0x15	Ctrl-U	NAK No Acknowledge
0x16	Ctrl-V	SYN Synchronous Idle
0x17	Ctrl-W	ETB End of Transm. Block
0x18	Ctrl-X	CAN Cancel
0x19	Ctrl-Y	EM End of Medium
0x1A	Ctrl-Z	SUB Substitute
0x1B	Ctrl-[	ESC Escape
0x1C	Ctrl-\	FS File Separator
0x1D	Ctrl-]	GS Group Separator
0x1E	Ctrl-^	RS Record Separator
0x1F	Ctrl-_	US Unit Separator
0x20		Space
0x21	!	
0x22	"	
0x23	#	Number sign
0x24	\$	
0x25	%	
0x26	&	Ampersand
0x27	'	
0x28	(	
0x29	)	
0x2A	*	
0x2B	+	
0x2C	,	
0x2D	-	
0x2E	.	
0x2F	/	Slash
0x30	0	
0x31	1	
0x32	2	
0x33	3	
0x34	4	
0x35	5	
0x36	6	
0x37	7	
0x38	8	
0x39	9	
0x3A	:	
0x3B	;	Semicolon
0x3C	<	
0x3D	=	
0x3E	>	
0x3F	?	

Hex	Zeichen	Bemerkung
0x40	@	At sign
0x41	A	
0x42	B	
0x43	C	
0x44	D	
0x45	E	
0x46	F	
0x47	G	
0x48	H	
0x49	I	
0x4A	J	
0x4B	K	
0x4C	L	
0x4D	M	
0x4E	N	
0x4F	O	
0x50	P	
0x51	Q	
0x52	R	
0x53	S	
0x54	T	
0x55	U	
0x56	V	
0x57	W	
0x58	X	
0x59	Y	
0x5A	Z	
0x5B	[	
0x5C	\	
0x5D	]	
0x5E	^	Caret (Zirkumflex)
0x5F	_	Underscore
0x60	`	Backtick
0x61	a	
0x62	b	
0x63	c	
0x64	d	
0x65	e	
0x66	f	
0x67	g	
0x68	h	
0x69	i	
0x6A	j	
0x6B	k	
0x6C	l	
0x6D	m	
0x6E	n	
0x6F	o	
0x70	p	
0x71	q	
0x72	r	
0x73	s	
0x74	t	
0x75	u	
0x76	v	
0x77	w	
0x78	x	
0x79	y	
0x7A	z	
0x7B	{	
0x7C		
0x7D	}	
0x7E	~	Tilde
0x7F	DEL	Delete

Die Zeichen 0 bis 31 und 127 sind nicht druckbare Steuerzeichen

Zeilenschaltungen: Windows (CTRL-M CTRL-J), MacOS und Unix (CTRL-J)

Wird ein ASCII-Zeichen als Byte gespeichert, ist das höchstwertige Bit immer die 0