

- uppercase letters
- lowercase letters
- numbers
- special characters

The MouseText characters that replace the alternate uppercase inverse characters in the range of \$40–\$5F in the original Apple IIe are inverse characters, but they don't look like it because of the way they have been constructed.

You select the character set by means of the alternate-text soft switch, ALTCHAR, described later in the section "Display Mode Switching." Table 2-4 shows the character codes in hexadecimal for the Apple IIe primary and alternate character sets in normal, inverse, and flashing formats.

Each character on the screen is stored as one byte of display data. The low-order six bits make up the ASCII code of the character being displayed. The remaining two (high-order) bits select inverse or flashing format and uppercase or lowercase characters. In the primary character set, bit 7 selects inverse or normal format and bit 6 controls character flashing. In the alternate character set, bit 6 selects between uppercase and lowercase, according to the ASCII character codes, and flashing format is not available.

Table 2-4
Display character sets

Hex values	Primary character set		Alternate character set	
	Character type	Format	Character type	Format
\$00–\$1F	Uppercase letters	Inverse	Uppercase letters	Inverse
\$20–\$3F	Special characters	Inverse	Special characters	Inverse
\$40–\$5F	Uppercase letters	Flashing	MouseText	Inverse
\$60–\$7F	Special characters	Flashing	Lowercase letters	Inverse
\$80–\$9F	Uppercase letters	Normal	Uppercase letters	Normal
\$A0–\$BF	Special characters	Normal	Special characters	Normal
\$C0–\$DF	Uppercase letters	Normal	Uppercase letters	Normal
\$E0–\$FF	Lowercase letters	Normal	Lowercase letters	Normal

Note: To identify particular characters and values, refer to Table 2-2.

Original IIe	In the alternate character set of the original Apple IIe, characters in the range \$40–\$5F are uppercase inverse.
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