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Informacijska tehnologija - Nabor grafičnih znakov za komunikacijo z besedili - Latinična abeceda

Information technology - Coded graphic character set for text communication - Latin alphabet

Technologies de l'information - Jeu de caractères graphiques codés pour la transmission de texte - Alphabet latin

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ICS:

35.040	Nabori znakov in kodiranje informacij	Character sets and information coding

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INTERNATIONAL STANDARD

ISO/IEC 6937

Third edition
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Information technology — Coded graphic character set for text communication — Latin alphabet

Technologies de l'information — Jeu de caractères graphiques codés pour la transmission de texte — Alphabet latin

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Contents

Page

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SIST ISO/IEC 6937:2010
https://standards.iteh.ai/catalog/standards/sist/93aa0b87-b10c-41cb-b7e4-
29fe8260e7ca/sist-iso-iec-6937-2010

iii

ISO/IEC 6937:2001(E)

Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 3.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this International Standard may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

International Standard ISO/IEC 6937 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 2, *Coded character sets*.

This third edition cancels and replaces the second edition (ISO/IEC 6937:1994), which has been technically revised.

Annex A forms a normative part of this International Standard. Annexes B, C, D, E and F are for information only.

Introduction

This International Standard specifies a repertoire of graphic characters and their coded representations, for use in text communication.

Although, in general, text (see 4.16) consists of characters and pictures, this International Standard applies only to text made up of characters.

The specifications are based on 8-bit coding; Annex A specifies the 7-bit code for the character set of this International Standard.

Other annexes include:

a) a description of the method used to define a short identifier for each character specified in this International Standard (Annex B);

b) a summary of the use of non-spacing diacritical marks in combination with letters of the basic Latin alphabetic characters (Annex C);

c) a summary of the use of Latin alphabetic characters in various languages (Annex D);

d) an alternative coded representation of the repertoire with no non-spacing diacritical marks (Annex E);

e) a summary of differences between the 1994 (second) edition of ISO/IEC 6937, and the present (third) edition of this International Standard (Annex F);

f) a bibliography.

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INTERNATIONAL STANDARD

ISO/IEC 6937:2001(E)

Information technology — Coded graphic character set for text communication — Latin alphabet

1   Scope

This International Standard

a) specifies the coded representation of the characters;

b) specifies a repertoire of the Latin alphabetic and non-alphabetic characters for the communication of text in many European languages using the Latin script;

c) specifies rules for the definitions and use of graphic character subrepertoires, i.e. subsets of the specified character repertoire.

2 Conformance and implementation

2.1 Conformance

2.1.1 Conformance of information interchange

A coded-character-data-element (CC-data-element) within coded information for interchange is in conformance with this International Standard if all coded representations of characters within that CC-data-element conform to the mandatory requirements of this International Standard.

A claim of conformance shall identify:
- the subrepertoire in accordance with clause 9, if one has been adopted,
- the 7-bit coding in accordance with Annex A, if it has been adopted.

2.1.2 Conformance of devices

A device is in conformance with this International Standard if it conforms to the requirements of 2.1.2.1 and either or both 2.1.2.2 and 2.1.2.3 below.

2.1.2.1 Device description

A device that conforms to this International Standard shall be the subject of a description that identifies the means by which the user may supply characters to the device, or may recognize them when they are made available to the user, as specified respectively in 2.1.2.2 and 2.1.2.3 below.

2.1.2.2 Originating devices

An originating device shall allow its user to supply any sequence of characters of the character repertoire, and shall be capable of transmitting their coded representations within a CC-data-element.

2.1.2.3 Receiving devices

A receiving device shall be capable of receiving and interpreting any coded representation of characters that are within a CC-data-element, and that conform to 2.1.1 of this International Standard, and shall make the corresponding characters available to its user in such a way that the user can identify them among those of the repertoire, and can distinguish them from each other.

2.2 Implementation

The use of this character set requires definitions of its implementation in various media. For example, these could include magnetic and optical interchangeable media and transmission channels, thus permitting interchange of data to take place either indirectly by means of an intermediate recording on a physical medium, or by local connection of various units (such as input and output devices and computers) or by means of data transmission equipment.

The implementation of this coded character set in physical media and for transmission, taking into account the need for error checking, may be the subject of other International Standards.

3 Normative references

The following normative documents contain provisions which, through reference in this text, constitute provisions of this International Standard. For dated references, subsequent amendments to, or revisions of, any of these publications do not apply. However, parties to agreements based on this International Standard are encouraged to investigate the possibility of applying the most recent editions of the normative documents indicated below. For undated references, the latest edition of the normative document referred to applies. Members of ISO and IEC maintain registers of currently valid International Standards.

ISO/IEC 2022:1994, *Information technology - Character code structure and extension techniques*

ISO 2375:1985, *Data processing - Procedure for registration of escape sequences*

ISO/IEC 7350:1991, *Information technology - Registration of repertoires of graphic characters from ISO/IEC 10367*

ISO/IEC 10367:1991, *Information technology - Standardized coded graphic character sets for use in 8-bit codes*

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ISO/IEC 10538:1991, *Information technology - Control functions for text communication*

SIST ISO/IEC 6937:2010

ISO/IEC 10646-1:2000, *Information technology - Universal Multiple-Octet Coded Character Set (UCS) - Part 1: Architecture and Basic Multilingual Plane*https://standards.iteh.ai/catalog/standards/sist/93aa0b87-b10c-41cb-b7e4-
29fe8260e7ca/sist-iso-iec-6937-2010

4 Terms and definitions

For the purposes of this International Standard, the following terms and definitions apply:

4.1
active position
the character position which is to image the graphic symbol representing the next graphic character or relative to which the next control function is to be executed

4.2
bit combination
an ordered set of bits used for the representation of characters

4.3
character
a member of a set of elements used for the organization, control or representation of data

4.4
character position
the portion of a display that is imaging or is capable of imaging a graphic symbol

4.5
coded-character-data-element (CC-data-element)
an element of interchanged information that is specified to consist of a sequence of coded representations of characters, in accordance with one or more identified standards for coded character sets

NOTE 1:   In a communication environment in accordance with the Reference Model for Open Systems Interconnection of ISO 7498, a CC-data-element will form all or part of the information that corresponds to the Presentation-Protocol-Data-Unit (PPDU) defined in that International Standard.

NOTE 2:   When information interchange is accomplished by means of interchangeable media, a CC-data-element will form all or part of the information that corresponds to the user data, and not that recorded during formatting and initialization.

4.6
coded character set; code
a set of unambiguous rules that establishes a character set and the one-to-one relationship between the characters of the set and their bit combinations

4.7
code extension
the techniques for the encoding of characters that are not included in the character set of a given code

4.8
code table
a table showing the characters allocated to each bit combination in a code

4.9
control character
a control function the coded representation of which consists of a single bit combination

4.10
control function
an element of a character set that affects the recording, processing, transmission or interpretation of data, and that has a coded representation consisting of one or more bit combinations

4.11 device: A component of information processing equipment which can transmit, and/or receive, coded information within CC-data-elements

NOTE: It may be an input/output device in the conventional sense, or a process such as an application program or gateway function.

4.12
escape sequence
a string of bit combinations that are used for control purposes in code extension procedures. The first of these bit combinations represents the control function ESCAPE

NOTE: Formats and rules regarding the use of escape sequences are specified in ISO/IEC 2022.

4.13
graphic character
a character, other than a control function, that has a visual representation normally handwritten, printed or displayed, and that has a coded representation consisting of one or more bit combinations

4.14
graphic symbol
a visual representation of a graphic character or of a control function

4.15
repertoire
a specified set of characters that are represented by one or more bit combinations of a coded character set

4.16
text
a representation of information for human comprehension that is intended for presentation in a two-dimensional form, for example printed on paper or displayed on a screen.

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Text consists of symbols, phrases or sentences in natural or artificial languages, pictures, diagrams and tables

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4.17
text communication; communication of text
the transfer of text by means of telecommunications

NOTE: In the context of this International Standard, text communication is by means of binary-coded representations of characters.

4.18
user
a person or other entity that invokes the services provided by a device

NOTE 1: This entity may be a process such as an application program if the "device" is a code convertor or a gateway function, for example.

NOTE 2: The characters, as supplied by the user or made available to the user, may be in the form of codes local to the device, or of non-conventional visible representations, provided that 2.1.2 above is satisfied.

5 Notation, code table and names

5.1 Notation

The bits of the bit combinations of the 8-bit code are identified by b_8, b_7, b_6, b_5, b_4, b_3, b_2 and b_1, where b_8 is the highest-order, or most significant bit and b_1 is the lowest-order, or least significant bit.

The bit combinations may be interpreted to represent numbers in the range 0 to 255 in binary notation by attributing the following weights to the individual bits:

Bit	b_8	b_7	b_6	b_5	b_4	b_3	b_2	b_1
Weight	128	64	32	16	8	4	2	1

In this International Standard, the bit combinations are identified by notations of the form xx/yy, where xx and yy are numbers in the range 00 to 15. The correspondence between the notations of the form xx/yy and the bit combinations consisting of the bits b_8 to b_1, is as follows:

- xx is the number represented by b_8, b_7, b_6 and b_5 where these bits are given the weights 8, 4, 2 and 1, respectively;

- yy is the number represented by b_4, b_3, b_2 and b_1 where these bits are given the weights 8, 4, 2 and 1, respectively.

The notations of the form xx/yy are the same as the ones used to identify code table positions, where xx is the column number and yy is the row number (see 5.2).

5.2 Code table

An 8-bit code table consists of 256 positions arranged in 16 columns and 16 rows. The columns and rows are numbered 00 to 15.

The code table positions are identified by notations of the form xx/yy, where xx is the column number and yy is the row number.

The positions of the code table are in one-to-one correspondence with the bit combinations of the code. The notation of a code table position, of the form xx/yy, is the same as that of the corresponding bit combination.

5.3 Names

This International Standard assigns one name to each character. In addition, it specifies an acronym for the three characters SPACE, NO-BREAK SPACE and SOFT HYPHEN and a graphic symbol for the other graphic characters. By convention, only capital letters, space and hyphen are used for writing the names of characters. It is intended that the acronym and this convention be retained in all translations of the text of this International Standard.

The names chosen to denote graphic characters are intended to reflect their customary meaning. However, this International Standard does not define and does not restrict the meanings of graphic characters. Neither does it specify a particular style or font design for imaging the graphic characters.

The character names are aligned with those of ISO/IEC 10646-1.