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Information technology — 8-bit single-byte coded graphic character sets —

Part 7: Latin/Greek alphabet

Technologies de l'information — Jeux de caractères graphiques codés sur un octet —

Partie 7: Alphabet latin/grec

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Contents

Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. 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 document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

ISO/IEC 8859-7 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 2, *Coded character sets*.

This first edition cancels and replaces ISO 8859-7:1987, which has been technically revised.

ISO/IEC 8859 consists of the following parts, under the general title *Information technology — 8-bit single-byte coded graphic character sets*:

– *Part 1: Latin alphabet No. 1*
– *Part 2: Latin alphabet No. 2*
– *Part 3: Latin alphabet No. 3*
– *Part 4: Latin alphabet No. 4*
– *Part 5: Latin/Cyrillic alphabet*
– *Part 6: Latin/Arabic alphabet*
– *Part 7: Latin/Greek alphabet*
– *Part 8: Latin/Hebrew alphabet*
– *Part 9: Latin alphabet No. 5*
– *Part 10: Latin alphabet No. 6*
– *Part 11: Latin/Thai alphabet*
– *Part 12: (unassigned)*
– *Part 13: Latin alphabet No. 7*
– *Part 14: Latin alphabet No. 8 (Celtic)*
– *Part 15: Latin alphabet No. 9*
– *Part 16: Latin alphabet No. 10*

Introduction

ISO/IEC 8859 consists of several parts. Each part specifies a set of up to 191 graphic characters and the coded representation of these characters by means of a single 8-bit byte. Each set is intended for use for a particular group of languages.

Information technology — 8-bit single-byte coded graphic character sets —

Part 7: Latin/Greek alphabet

1 Scope

This part of ISO/IEC 8859 specifies a set of 188 coded graphic characters identified as Latin/Greek alphabet.

This set of coded graphic characters is intended for use in data and text processing applications and also for information interchange.

The set contains graphic characters used for general purpose applications in typical office environments in at least the following languages:

English, Greek, and Latin.

This set of coded graphic characters may be regarded as a version of an 8-bit code according to ISO/IEC 2022 or ISO/IEC 4873 at level 1.

This part of ISO/IEC 8859 may not be used in conjunction with any other parts of ISO/IEC 8859. If coded characters from more than one part are to be used together, by means of code extension techniques, the equivalent coded character sets from ISO/IEC 10367, or their corresponding G1 sets from the *ISO International Register of Coded Character Sets to be Used with Escape Sequences*, should be used instead within a version of ISO/IEC 4873 at level 2 or level 3.

The coded characters in this set may be used in conjunction with coded control functions selected from ISO/IEC 6429. However, control functions are not used to create composite graphic symbols from two or more graphic characters (see Clause 6).

NOTE – ISO/IEC 8859 is not intended for use with Telematic services defined by ITU-T. If information coded according to ISO/IEC 8859 is to be transferred to such services, it will have to conform to the requirements of those services at the access-point.

2 Conformance

2.1 Conformance of information interchange

A coded-character-data-element (CC-data-element) within coded information for interchange is in conformance with this part of ISO/IEC 8859 if all the coded representations of graphic characters within that CC-data-element conform to the requirements of Clause 6.

2.2 Conformance of devices

A device is in conformance with this part of ISO/IEC 8859 if it conforms to the requirements of 2.2.1, and either or both of 2.2.2 and 2.2.3. A claim of conformance shall identify the document which contains the description specified in 2.2.1.

2.2.1 Device description

A device that conforms to this part of ISO/IEC 8859 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 him, as specified respectively in 2.2.2 and 2.2.3.

2.2.2 Originating devices

An originating device shall allow its user to supply any sequence of characters from those specified in Clause 6, and shall be capable of transmitting their coded representations within a CC-data-element.

2.2.3 Receiving devices

A receiving device shall be capable of receiving and interpreting any coded representations of characters that are within a CC-data-element, and that conform to clause 6, and shall make the corresponding characters available to its user in such a way that the user can identify them from among those specified there, and can distinguish them from each other.

3 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

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

ISO/IEC 4873: 1991, *Information technology – ISO 8-bit code for information interchange – Structure and rules for implementation*

ISO/IEC 8824-1: 1998, *Information technology – Abstract Syntax Notation One (ASN.1): Specification of basic notation*

4 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

4.1 bit combination: An ordered set of bits used for the representation of characters

4.2 byte: A bit string that is operated upon as a unit

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

4.4 code table: A table showing the characters allocated to each bit combination in a code

4.5 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

4.6 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

4.7 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

NOTE – In ISO/IEC 8859 a single bit combination is used to represent each character.

4.8 graphic symbol: A visual representation of a graphic character or of a control function

4.9 position: That part of a code table identified by its column and row coordinates

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 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

Using these weights, 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 bit combinations are also identified by notations of the form hk, where h and k are numbers in the range 0 to F in hexadecimal notation. The number h is the same as the number xx described above, and the number k is the same as the number yy described above.

5.2 Layout of the code table

An 8-bit code table consists of 256 positions arranged in 16 columns and 16 rows. The columns and the rows are numbered 00 to 15. In hexadecimal notation the columns and the rows are numbered 0 to F.

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 column and row numbers are shown at the top and left edges of the table respectively. The code table positions are also identified by notations of the form hk, where h is the column number and k is the row number in hexadecimal notation. The column and row numbers are shown at the bottom and right edges of the table respectively.

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, or of the form hk, is the same as that of the corresponding bit combination.

5.3 Names and meanings

This part of ISO/IEC 8859 assigns a unique name and a unique identifier to each graphic character.

These names and identifiers have been taken from ISO/IEC 10646-1 (E). This part of ISO/IEC 8859 also specifies an acronym for each of the characters SPACE, NO-BREAK SPACE and SOFT HYPHEN. For acronyms only Latin capital letters A to Z are used. It is intended that the acronyms be retained in all translations of the text.

Except for SPACE (SP), NO-BREAK SPACE (NBSP) and SOFT HYPHEN (SHY), this part of ISO/IEC 8859 does not define and does not restrict the meanings of graphic characters.

This part of ISO/IEC 8859 specifies a graphic symbol for each graphic character. This symbol is shown in the corresponding position of the code table. However, this part, or any other part, of ISO/IEC 8859 does not specify a particular style or font design for imaging graphic characters. Annex B of ISO/IEC 10367 gives further information on this subject.

5.3.1 SPACE (SP)

A graphic character the visual representation of which consists of the absence of a graphic symbol.

5.3.2 NO-BREAK SPACE (NBSP)

A graphic character the visual representation of which consists of the absence of a graphic symbol, for use when a line break is to be prevented in the text as presented.

5.3.3 SOFT HYPHEN (SHY)

A graphic character that is imaged by a graphic symbol identical with, or similar to, that representing HYPHEN, for use when a line break has been established within a word.

6 Specification of the coded character set

This part of ISO/IEC 8859 specifies 188 characters allocated to the bit combinations of the code table (Table 2). None of these characters are combining characters.

NOTE – Combining characters are described in ISO/IEC 2022:1994 subclause 6.3.3.

Control functions, such as BACKSPACE or CARRIAGE RETURN, shall not be used to create composite graphic symbols, which are made up from the graphic representations of two or more characters.

6.1 Characters of the set and their coded representation

See Table 1.

Table 1 – Character set, coded representation

Bit combi-nation	Hex	Identifier	Name
02/00	20	U+0020	SPACE
02/01	21	U+0021	EXCLAMATION MARK
02/02	22	U+0022	QUOTATION MARK
02/03	23	U+0023	NUMBER SIGN
02/04	24	U+0024	DOLLAR SIGN
02/05	25	U+0025	PERCENT SIGN
02/06	26	U+0026	AMPERSAND
02/07	27	U+0027	APOSTROPHE
02/08	28	U+0028	LEFT PARENTHESIS
02/09	29	U+0029	RIGHT PARENTHESIS
02/10	2A	U+002A	ASTERISK
02/11	2B	U+002B	PLUS SIGN
02/12	2C	U+002C	COMMA
02/13	2D	U+002D	HYPHEN-MINUS
02/14	2E	U+002E	FULL STOP
02/15	2F	U+002F	SOLIDUS
03/00	30	U+0030	DIGIT ZERO
03/01	31	U+0031	DIGIT ONE
03/02	32	U+0032	DIGIT TWO
03/03	33	U+0033	DIGIT THREE
03/04	34	U+0034	DIGIT FOUR
03/05	35	U+0035	DIGIT FIVE
03/06	36	U+0036	DIGIT SIX
03/07	37	U+0037	DIGIT SEVEN
03/08	38	U+0038	DIGIT EIGHT
03/09	39	U+0039	DIGIT NINE
03/10	3A	U+003A	COLON
03/11	3B	U+003B	SEMICOLON (used for Greek erotimatiko)
03/12	3C	U+003C	LESS-THAN SIGN
03/13	3D	U+003D	EQUALS SIGN
03/14	3E	U+003E	GREATER-THAN SIGN
03/15	3F	U+003F	QUESTION MARK
04/00	40	U+0040	COMMERCIAL AT
04/01	41	U+0041	LATIN CAPITAL LETTER A
04/02	42	U+0042	LATIN CAPITAL LETTER B
04/03	43	U+0043	LATIN CAPITAL LETTER C
04/04	44	U+0044	LATIN CAPITAL LETTER D
04/05	45	U+0045	LATIN CAPITAL LETTER E
04/06	46	U+0046	LATIN CAPITAL LETTER F
04/07	47	U+0047	LATIN CAPITAL LETTER G
04/08	48	U+0048	LATIN CAPITAL LETTER H
04/09	49	U+0049	LATIN CAPITAL LETTER I
04/10	4A	U+004A	LATIN CAPITAL LETTER J
04/11	4B	U+004B	LATIN CAPITAL LETTER K
04/12	4C	U+004C	LATIN CAPITAL LETTER L
04/13	4D	U+004D	LATIN CAPITAL LETTER M
04/14	4E	U+004E	LATIN CAPITAL LETTER N
04/15	4F	U+004R	LATIN CAPITAL LETTER O
05/00	50	U+0050	LATIN CAPITAL LETTER P
05/01	51	U+0051	LATIN CAPITAL LETTER Q
05/02	52	U+0052	LATIN CAPITAL LETTER R
05/03	53	U+0053	LATIN CAPITAL LETTER S
05/04	54	U+0054	LATIN CAPITAL LETTER T
05/05	55	U+0055	LATIN CAPITAL LETTER U
05/06	56	U+0056	LATIN CAPITAL LETTER V
05/07	57	U+0057	LATIN CAPITAL LETTER W
05/08	58	U+0058	LATIN CAPITAL LETTER X
05/09	59	U+0059	LATIN CAPITAL LETTER Y
05/10	5A	U+005A	LATIN CAPITAL LETTER Z
05/11	5B	U+005B	LEFT SQUARE BRACKET
05/12	5C	U+005C	REVERSE SOLIDUS
05/13	5D	U+005D	RIGHT SQUARE BRACKET
05/14	5E	U+005E	CIRCUMFLEX ACCENT
05/15	5F	U+005F	LOW LINE

Table 1 *(continued)*

Bit combi-nation	Hex	Identifier	Name
06/00	60	U+0060	GRAVE ACCENT
06/01	61	U+0061	LATIN SMALL LETTER A
06/02	62	U+0062	LATIN SMALL LETTER B
06/03	63	U+0063	LATIN SMALL LETTER C
06/04	64	U+0064	LATIN SMALL LETTER D
06/05	65	U+0065	LATIN SMALL LETTER E
06/06	66	U+0066	LATIN SMALL LETTER F
06/07	67	U+0067	LATIN SMALL LETTER G
06/08	68	U+0068	LATIN SMALL LETTER H
06/09	69	U+0069	LATIN SMALL LETTER I
06/10	6A	U+006A	LATIN SMALL LETTER J
06/11	6B	U+006B	LATIN SMALL LETTER K
06/12	6C	U+006C	LATIN SMALL LETTER L
06/13	6D	U+006D	LATIN SMALL LETTER M
06/14	6E	U+006E	LATIN SMALL LETTER N
06/15	6F	U+006F	LATIN SMALL LETTER O
07/00	70	U+0070	LATIN SMALL LETTER P
07/01	71	U+0071	LATIN SMALL LETTER Q
07/02	72	U+0072	LATIN SMALL LETTER R
07/03	73	U+0073	LATIN SMALL LETTER S
07/04	74	U+0074	LATIN SMALL LETTER T
07/05	75	U+0075	LATIN SMALL LETTER U
07/06	76	U+0076	LATIN SMALL LETTER V
07/07	77	U+0077	LATIN SMALL LETTER W
07/08	78	U+0078	LATIN SMALL LETTER X
07/09	79	U+0079	LATIN SMALL LETTER Y
07/10	7A	U+007A	LATIN SMALL LETTER Z
07/11	7B	U+007B	LEFT CURLY BRACKET
07/12	7C	U+007C	VERTICAL LINE
07/13	7D	U+007D	RIGHT CURLY BRACKET
07/14	7E	U+007E	TILDE
10/00	A0	U+00A0	NO-BREAK SPACE
10/01	A1	U+2018	LEFT SINGLE QUOTATION MARK
10/02	A2	U+2019	RIGHT SINGLE QUOTATION MARK
10/03	A3	U+00A3	POUND SIGN
10/04	A4	U+20AC	EURO SIGN
10/05	A5	U+20AF	DRACHMA SIGN
10/06	A6	U+00A6	BROKEN BAR
10/07	A7	U+00A7	SECTION SIGN
10/08	A8	U+00A8	DIAERESIS (Greek dialytika)
10/09	A9	U+00A9	COPYRIGHT SIGN
10/10	AA	U+037A	GREEK YPOGEGRAMMENI
10/11	AB	U+00AB	LEFT-POINTING DOUBLE ANGLE QUOTATION MARK
10/12	AC	U+00AC	NOT SIGN
10/13	AD	U+00AD	SOFT HYPHEN
10/14	AE		(This position shall not be used)
10/15	AF	U+2015	HORIZONTAL BAR (Greek parenthetiki pavla)
11/00	B0	U+00B0	DEGREE SIGN
11/01	B1	U+00B1	PLUS-MINUS SIGN
11/02	B2	U+00B2	SUPERSCRIPT TWO
11/03	B3	U+00B3	SUPERSCRIPT THREE
11/04	B4	U+0384	GREEK TONOS
11/05	B5	U+0385	GREEK DIALYTIKA TONOS
11/06	B6	U+0386	GREEK CAPITAL LETTER ALPHA WITH TONOS
11/07	B7	U+00B7	MIDDLE DOT
11/08	B8	U+0388	GREEK CAPITAL LETTER EPSILON WITH TONOS
11/09	B9	U+0389	GREEK CAPITAL LETTER ETA WITH TONOS
11/10	BA	U+038A	GREEK CAPITAL LETTER IOTA WITH TONOS
11/11	BB	U+00BB	RIGHT-POINTING DOUBLE ANGLE QUOTATION MARK
11/12	BC	U+038C	GREEK CAPITAL LETTER OMICRON WITH TONOS
11/13	BD	U+00BD	VULGAR FRACTION ONE HALF
11/14	BE	U+038E	GREEK CAPITAL LETTER UPSILON WITH TONOS
11/15	BF	U+038F	GREEK CAPITAL LETTER OMEGA WITH TONOS

Table 1 *(continued)*

Bit combi-nation	Hex	Identifier	Name
12/00	C0	U+0390	GREEK SMALL LETTER IOTA WITH DIALYTIKA AND TONOS
12/01	C1	U+0391	GREEK CAPITAL LETTER ALPHA
12/02	C2	U+0392	GREEK CAPITAL LETTER BETA
12/03	C3	U+0393	GREEK CAPITAL LETTER GAMMA
12/04	C4	U+0394	GREEK CAPITAL LETTER DELTA
12/05	C5	U+0395	GREEK CAPITAL LETTER EPSILON
12/06	C6	U+0396	GREEK CAPITAL LETTER ZETA
12/07	C7	U+0397	GREEK CAPITAL LETTER ETA
12/08	C8	U+0398	GREEK CAPITAL LETTER THETA
12/09	C9	U+0399	GREEK CAPITAL LETTER IOTA
12/10	CA	U+039A	GREEK CAPITAL LETTER KAPPA
12/11	CB	U+039B	GREEK CAPITAL LETTER LAMDA
12/12	CC	U+039C	GREEK CAPITAL LETTER MU
12/13	CD	U+039D	GREEK CAPITAL LETTER NU
12/14	CE	U+039E	GREEK CAPITAL LETTER XI
12/15	CF	U+039F	GREEK CAPITAL LETTER OMICRON
13/00	D0	U+03A0	GREEK CAPITAL LETTER PI
13/01	D1	U+03A1	GREEK CAPITAL LETTER RHO
13/02	D2		(This position shall not be used)
13/03	D3	U+03A3	GREEK CAPITAL LETTER SIGMA
13/04	D4	U+03A4	GREEK CAPITAL LETTER TAU
13/05	D5	U+03A5	GREEK CAPITAL LETTER UPSILON
13/06	D6	U+03A6	GREEK CAPITAL LETTER PHI
13/07	D7	U+03A7	GREEK CAPITAL LETTER CHI
13/08	D8	U+03A8	GREEK CAPITAL LETTER PSI
13/09	D9	U+03A9	GREEK CAPITAL LETTER OMEGA
13/10	DA	U+03AA	GREEK CAPITAL LETTER IOTA WITH DIALYTIKA
13/11	DB	U+03AB	GREEK CAPITAL LETTER UPSILON WITH DIALYTIKA
13/12	DC	U+03AC	GREEK SMALL LETTER ALPHA WITH TONOS
13/13	DD	U+03AD	GREEK SMALL LETTER EPSILON WITH TONOS
13/14	DE	U+03AE	GREEK SMALL LETTER ETA WITH TONOS
13/15	DF	U+03AF	GREEK SMALL LETTER IOTA WITH TONOS
14/00	E0	U+03B0	GREEK SMALL LETTER UPSILON WITH DIALYTIKA AND TONOS
14/01	E1	U+03B1	GREEK SMALL LETTER ALPHA
14/02	E2	U+03B2	GREEK SMALL LETTER BETA
14/03	E3	U+03B3	GREEK SMALL LETTER GAMMA
14/04	E4	U+03B4	GREEK SMALL LETTER DELTA
14/05	E5	U+03B5	GREEK SMALL LETTER EPSILON
14/06	E6	U+03B6	GREEK SMALL LETTER ZETA
14/07	E7	U+03B7	GREEK SMALL LETTER ETA
14/08	E8	U+03B8	GREEK SMALL LETTER THETA
14/09	E9	U+03B9	GREEK SMALL LETTER IOTA
14/10	EA	U+03BA	GREEK SMALL LETTER KAPPA
14/11	EB	U+03BB	GREEK SMALL LETTER LAMDA
14/12	EC	U+03BC	GREEK SMALL LETTER MU
14/13	ED	U+03BD	GREEK SMALL LETTER NU
14/14	EE	U+03BE	GREEK SMALL LETTER XI
14/15	EF	U+03BF	GREEK SMALL LETTER OMICRON
15/00	F0	U+03C0	GREEK SMALL LETTER PI
15/01	F1	U+03C1	GREEK SMALL LETTER RHO
15/02	F2	U+03C2	GREEK SMALL LETTER FINAL SIGMA
15/03	F3	U+03C3	GREEK SMALL LETTER SIGMA
15/04	F4	U+03C4	GREEK SMALL LETTER TAU
15/05	F5	U+03C5	GREEK SMALL LETTER UPSILON
15/06	F6	U+03C6	GREEK SMALL LETTER PHI
15/07	F7	U+03C7	GREEK SMALL LETTER CHI
15/08	F8	U+03C8	GREEK SMALL LETTER PSI
15/09	F9	U+03C9	GREEK SMALL LETTER OMEGA
15/10	FA	U+03CA	GREEK SMALL LETTER IOTA WITH DIALYTIKA
15/11	FB	U+03CB	GREEK SMALL LETTER UPSILON WITH DIALYTIKA
15/12	FC	U+03CC	GREEK SMALL LETTER OMICRON WITH TONOS
15/13	FD	U+03CD	GREEK SMALL LETTER UPSILON WITH TONOS
15/14	FE	U+03CE	GREEK SMALL LETTER OMEGA WITH TONOS
15/15	FF		(This position shall not be used)

6.2 Code table

For each character in the set the code table (Table 2) shows a graphic symbol at the position in the code table corresponding to the bit combination specified in Table 1.

The shaded positions in the code table correspond to bit combinations that do not represent graphic characters. Their use is outside the scope of ISO/IEC 8859; it is specified in other International Standards, for example ISO/IEC 6429.

The positions in the code table that are shown with cross-hatching correspond to bit combinations in Table 1 having the entry “(This position shall not be used)”.

Table 2 – Code table of Latin/Greek alphabet

b_4	b_3	b_2	b_1		00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	
				b_8	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	
				b_7	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1	
				b_6	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	
				b_5	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	
0	0	0	0	00			SP	0	@	P	`	p			NBSP	°	ΐ	Π	ΰ	π	0
0	0	0	1	01			!	1	A	Q	a	q			‘	±	A	P	α	ρ	1
0	0	1	0	02			"	2	B	R	b	r			’	²	B		β	ς	2
0	0	1	1	03			#	3	C	S	c	s			£	³	Γ	Σ	γ	σ	3
0	1	0	0	04			$	4	D	T	d	t			€	΄	Δ	T	δ	τ	4
0	1	0	1	05			%	5	E	U	e	u			₯	΅	E	Y	ε	υ	5
0	1	1	0	06			&	6	F	V	f	v			¦	Ά	Z	Φ	ζ	φ	6
0	1	1	1	07			'	7	G	W	g	w			§	·	H	X	η	χ	7
1	0	0	0	08			(	8	H	X	h	x			¨	Έ	Θ	Ψ	θ	ψ	8
1	0	0	1	09			)	9	I	Y	i	y			©	Ή	I	Ω	ι	ω	9
1	0	1	0	10			*	:	J	Z	j	z			ͺ	Ί	K	Ϊ	κ	ϊ	A
1	0	1	1	11			+	;	K	[	k	{			«	»	Λ	Ÿ	λ	ü	B
1	1	0	0	12			,	<	L	\	l	|			¬	Ό	M	ά	μ	ό	C
1	1	0	1	13			-	=	M	]	m	}			SHY	½	N	έ	ν	ύ	D
1	1	1	0	14			.	>	N	^	n	~				Ύ	Ξ	ή	ξ	ώ	E
1	1	1	1	15			/	?	O	_	o				―	Ώ	O	ί	ο		F
					0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	hex

7 Identification of the character set

7.1 Identification according to ISO/IEC 2022 and ISO/IEC 4873

The graphic characters of this part of ISO/IEC 8859 constitute a single coded character set. However in accordance with ISO/IEC 2022 and ISO/IEC 4873 the code table of this part of ISO/IEC 8859 may be considered to consist of the following components:

- The character SPACE represented by bit combination 02/00;
- a 94-character G0 graphic character set represented by bit combinations 02/01 to 07/14;
- a 96-character G1 graphic character set represented by bit combinations 10/00 to 15/15.

When the identification methods of ISO/IEC 2022 or ISO/IEC 4873 are used this part of ISO/IEC 8859 shall be identified by the following pair of designation functions:

GZD4	04/02	(ESC 02/08 04/02)
G1D6	06/09	(ESC 02/13 06/09)

NOTE 1 – The corresponding escape sequences are shown in parentheses.

NOTE 2 – The first version of this standard (ISO 8859-7:1987) was identified as follows:

GZD4	04/02	(ESC 02/08 04/02)
G1D6	04/08	(ESC 02/13 04/06)

7.2 Identification according to ISO/IEC 8824-1 (ASN.1)

In the terminology of ISO/IEC 8824-1 the character set of this part of ISO/IEC 8859 and the corresponding coded representations are distinct, and are known as the “character abstract syntax” and the “character transfer syntax” respectively.

When the identification methods of ISO/IEC 8824-1 are used, this part of ISO/IEC 8859 shall be identified by the following object identifiers:

- character set
  { iso standard 8859 7 abstract-syntax (1) }
- coded representations
  { iso standard 8859 7 transfer-syntax (0) }

The corresponding object descriptions shall be:

- character set “ISO 8859 part 7 repertoire”
- coded representations “ISO 8859 part 7 code”

7.3 Identification using the ISO International register of coded character sets to be used with escape sequences

According to 7.1 above, the character set of this part of ISO/IEC 8859 may be considered to consist of the character SPACE, a 94-character G0 graphic character set, and a 96-character G1 graphic character set. The G0 and G1 graphic character sets may be identified by the use of the Registration Numbers from the ISO International register of coded character sets to be used with escape sequences.

When these registration numbers are used this part of ISO/IEC 8859 shall be identifed by the following pair of registration numbers:

- G0 graphic character set ISO-IR 6
- G1 graphic character set ISO-IR 227

NOTE – The first version of this standard (ISO 8859-7:1987) was identified as follows:

- G0 graphic character set ISO-IR 6
- G1 graphic character set ISO-IR 126