

[MS-VUVP-Diff]:

VT-UTF8 and VT100+ Protocols

Intellectual Property Rights Notice for Open Specifications Documentation

- **Technical Documentation.** Microsoft publishes Open Specifications documentation (“this documentation”) for protocols, file formats, data portability, computer languages, and standards support. Additionally, overview documents cover inter-protocol relationships and interactions.
- **Copyrights.** This documentation is covered by Microsoft copyrights. Regardless of any other terms that are contained in the terms of use for the Microsoft website that hosts this documentation, you can make copies of it in order to develop implementations of the technologies that are described in this documentation and can distribute portions of it in your implementations that use these technologies or in your documentation as necessary to properly document the implementation. You can also distribute in your implementation, with or without modification, any schemas, IDLs, or code samples that are included in the documentation. This permission also applies to any documents that are referenced in the Open Specifications documentation.
- **No Trade Secrets.** Microsoft does not claim any trade secret rights in this documentation.
- **Patents.** Microsoft has patents that might cover your implementations of the technologies described in the Open Specifications documentation. Neither this notice nor Microsoft's delivery of this documentation grants any licenses under those patents or any other Microsoft patents. However, a given Open Specifications document might be covered by the Microsoft [Open Specifications Promise](#) or the [Microsoft Community Promise](#). If you would prefer a written license, or if the technologies described in this documentation are not covered by the Open Specifications Promise or Community Promise, as applicable, patent licenses are available by contacting iplg@microsoft.com.
- **License Programs.** To see all of the protocols in scope under a specific license program and the associated patents, visit the [Patent Map](#).
- **Trademarks.** The names of companies and products contained in this documentation might be covered by trademarks or similar intellectual property rights. This notice does not grant any licenses under those rights. For a list of Microsoft trademarks, visit www.microsoft.com/trademarks.
- **Fictitious Names.** The example companies, organizations, products, domain names, email addresses, logos, people, places, and events that are depicted in this documentation are fictitious. No association with any real company, organization, product, domain name, email address, logo, person, place, or event is intended or should be inferred.

Reservation of Rights. All other rights are reserved, and this notice does not grant any rights other than as specifically described above, whether by implication, estoppel, or otherwise.

Tools. The Open Specifications documentation does not require the use of Microsoft programming tools or programming environments in order for you to develop an implementation. If you have access to Microsoft programming tools and environments, you are free to take advantage of them. Certain Open Specifications documents are intended for use in conjunction with publicly available standards specifications and network programming art and, as such, assume that the reader either is familiar with the aforementioned material or has immediate access to it.

Support. For questions and support, please contact dochelp@microsoft.com.

Revision Summary

Date	Revision History	Revision Class	Comments
5/11/2007	0.1	New	Version 0.1 release
8/10/2007	0.1.1	Editorial	Changed language and formatting in the technical content.
9/28/2007	0.1.2	Editorial	Changed language and formatting in the technical content.
10/23/2007	0.1.3	Editorial	Changed language and formatting in the technical content.
11/30/2007	0.1.4	Editorial	Changed language and formatting in the technical content.
1/25/2008	1.0	Editorial	Changed language and formatting in the technical content.
3/14/2008	2.0	Major	Updated and revised the technical content.
5/16/2008	2.0.1	Editorial	Changed language and formatting in the technical content.
6/20/2008	2.0.2	Editorial	Changed language and formatting in the technical content.
7/25/2008	2.0.3	Editorial	Changed language and formatting in the technical content.
8/29/2008	2.0.4	Editorial	Changed language and formatting in the technical content.
10/24/2008	2.0.5	Editorial	Changed language and formatting in the technical content.
12/5/2008	3.0	Major	Updated and revised the technical content.
1/16/2009	3.0.1	Editorial	Changed language and formatting in the technical content.
2/27/2009	3.0.2	Editorial	Changed language and formatting in the technical content.
4/10/2009	3.0.3	Editorial	Changed language and formatting in the technical content.
5/22/2009	4.0	Major	Updated and revised the technical content.
7/2/2009	4.0.1	Editorial	Changed language and formatting in the technical content.
8/14/2009	4.0.2	Editorial	Changed language and formatting in the technical content.
9/25/2009	4.1	Minor	Clarified the meaning of the technical content.
11/6/2009	4.1.1	Editorial	Changed language and formatting in the technical content.
12/18/2009	4.1.2	Editorial	Changed language and formatting in the technical content.
1/29/2010	4.1.3	Editorial	Changed language and formatting in the technical content.
3/12/2010	4.1.4	Editorial	Changed language and formatting in the technical content.
4/23/2010	4.1.5	Editorial	Changed language and formatting in the technical content.
6/4/2010	5.0	Major	Updated and revised the technical content.
7/16/2010	5.0	None	No changes to the meaning, language, or formatting of the technical content.
8/27/2010	5.0	None	No changes to the meaning, language, or formatting of the technical content.
10/8/2010	5.0	None	No changes to the meaning, language, or formatting of the technical content.

Date	Revision History	Revision Class	Comments
11/19/2010	5.0	None	No changes to the meaning, language, or formatting of the technical content.
1/7/2011	5.0	None	No changes to the meaning, language, or formatting of the technical content.
2/11/2011	5.0	None	No changes to the meaning, language, or formatting of the technical content.
3/25/2011	5.0	None	No changes to the meaning, language, or formatting of the technical content.
5/6/2011	5.0	None	No changes to the meaning, language, or formatting of the technical content.
6/17/2011	5.1	Minor	Clarified the meaning of the technical content.
9/23/2011	5.1	None	No changes to the meaning, language, or formatting of the technical content.
12/16/2011	6.0	Major	Updated and revised the technical content.
3/30/2012	6.0	None	No changes to the meaning, language, or formatting of the technical content.
7/12/2012	6.0	None	No changes to the meaning, language, or formatting of the technical content.
10/25/2012	6.0	None	No changes to the meaning, language, or formatting of the technical content.
1/31/2013	6.0	None	No changes to the meaning, language, or formatting of the technical content.
8/8/2013	7.0	Major	Updated and revised the technical content.
11/14/2013	7.0	None	No changes to the meaning, language, or formatting of the technical content.
2/13/2014	7.0	None	No changes to the meaning, language, or formatting of the technical content.
5/15/2014	7.0	None	No changes to the meaning, language, or formatting of the technical content.
6/30/2015	8.0	Major	Significantly changed the technical content.
10/16/2015	9.0	Major	Significantly changed the technical content.
7/14/2016	10.0	Major	Significantly changed the technical content.
6/1/2017	10.0	None	No changes to the meaning, language, or formatting of the technical content.
9/15/2017	11.0	Major	Significantly changed the technical content.
9/12/2018	12.0	Major	Significantly changed the technical content.
4/7/2021	13.0	Major	Significantly changed the technical content.
6/25/2021	14.0	Major	Significantly changed the technical content.

Date	Revision History	Revision Class	Comments
4/23/2024	15.0	Major	Significantly changed the technical content.

Table of Contents

1	Introduction	7
1.1	Glossary	7
1.2	References	8
1.2.1	(Updated Section) Normative References	8
1.2.2	(Updated Section) Informative References	8
1.3	Overview	8
1.3.1	VT-UTF8	9
1.3.2	VT100+	9
1.4	Relationship to Other Protocols	9
1.5	Prerequisites/Preconditions	9
1.6	Applicability Statement	9
1.7	Versioning and Capability Negotiation	9
1.8	Vendor-Extensible Fields	9
1.9	Standards Assignments	9
2	Messages	10
2.1	Transport	10
2.2	Message Syntax	10
2.2.1	VT-UTF8 and VT100+ for Serial/UPS	10
2.2.2	VT100+ Character Extensions for Serial/UPS	10
2.2.2.1	Client Display Terminal Color Extensions	11
2.2.2.1.1	Character Sequences	11
2.2.2.1.2	Color Values	11
2.2.2.2	Character and Key Extensions	12
2.2.3	VT100+ Character Extensions for Console Host	13
2.2.3.1	Client Display Terminal Color Extensions	13
2.2.3.1.1	Character Sequences	13
2.2.3.1.2	Color Values	13
2.2.3.2	Character and Key Extensions	15
3	Protocol Details	16
3.1	Server Details	16
3.1.1	Abstract Data Model	16
3.1.2	Timers	16
3.1.3	Initialization	16
3.1.4	Higher-Layer Triggered Events	16
3.1.5	Message Processing Events and Sequencing Rules	16
3.1.5.1	Sending VT-UTF8 and VT100+ Requests	16
3.1.5.2	Receiving VT-UTF8 and VT100+ Requests	17
3.1.5.3	Receiving Character and Key Extensions	17
3.1.6	Timer Events	17
3.1.7	Other Local Events	17
3.2	Client Details	17
3.2.1	Abstract Data Model	17
3.2.2	Timers	17
3.2.3	Initialization	18
3.2.4	Higher-Layer Triggered Events	18
3.2.5	Message Processing Events and Sequencing Rules	18
3.2.5.1	Sending VT-UTF8 and VT100+ Requests	18
3.2.5.2	Receiving VT-UTF8 and VT100+ Requests	18
3.2.5.3	Receiving Client Display Terminal Color Extensions	18
3.2.5.4	Receiving Character and Key Extensions	19
3.2.6	Timer Events	19
3.2.7	Other Local Events	19
4	Protocol Examples	20
4.1	VT-UTF8 Example for Serial/UPS	20

4.2	VT100+ Example for Serial/UPS.....	20
4.3	VT100+ Example for Console Host	20
5	Security.....	22
5.1	Security Considerations for Implementers	22
5.2	Index of Security Parameters	22
6	(Updated Section) Appendix A: Product Behavior.....	23
7	Change Tracking.....	24
8	Index.....	25

1 Introduction

The VT-UTF8 and VT100+ Protocols are used for point-to-point serial communication for terminal control and headless server configuration.

Sections 1.5, 1.8, 1.9, 2, and 3 of this specification are normative. All other sections and examples in this specification are informative.

1.1 Glossary

This document uses the following terms:

American National Standards Institute (ANSI) character set: A character set defined by a code page approved by the American National Standards Institute (ANSI). The term "ANSI" as used to signify Windows code pages is a historical reference and a misnomer that persists in the Windows community. The source of this misnomer stems from the fact that the Windows code page 1252 was originally based on an ANSI draft, which became International Organization for Standardization (ISO) Standard 8859-1 [ISO/IEC-8859-1]. In Windows, the ANSI character set can be any of the following code pages: 1252, 1250, 1251, 1253, 1254, 1255, 1256, 1257, 1258, 874, 932, 936, 949, or 950. For example, "ANSI application" is usually a reference to a non-Unicode or code-page-based application. Therefore, "ANSI character set" is often misused to refer to one of the character sets defined by a Windows code page that can be used as an active system code page; for example, character sets defined by code page 1252 or character sets defined by code page 950. Windows is now based on Unicode, so the use of ANSI character sets is strongly discouraged unless they are used to interoperate with legacy applications or legacy data.

ASCII: The American Standard Code for Information Interchange (ASCII) is an 8-bit character-encoding scheme based on the English alphabet. ASCII codes represent text in computers, communications equipment, and other devices that work with text. ASCII refers to a single 8-bit ASCII character or an array of 8-bit ASCII characters with the high bit of each character set to zero.

console host: A server process that sends and receives data from a hosted text-based/character-mode application client.

management console: A remote computer that is used to interact with a local computer via a terminal emulator. A management console is often in a geographically different location than the local computer. A single management console can be used to interact with one or more local computers.

terminal: A text-based console. Terminals can be local or remote. A local terminal on a PC is typically an 80 × 25 text-format cell-based output that is displayed on a monitor.

terminal emulator: Software that runs a remote terminal on a management console. The terminal emulator uses a specified terminal type that must be agreed upon in advance via the local console and the remote terminal.

Unicode: A character encoding standard developed by the Unicode Consortium that represents almost all of the written languages of the world. The Unicode standard [UNICODE5.0.0/2007] provides three forms (UTF-8, UTF-16, and UTF-32) and seven schemes (UTF-8, UTF-16, UTF-16 BE, UTF-16 LE, UTF-32, UTF-32 LE, and UTF-32 BE).

uninterruptible power supply (UPS): A device that provides a backup short-term power source for occasions when utility power is lost. A UPS can be an intelligent device with which management consoles interact.

UTF-8: A byte-oriented standard for encoding Unicode characters, defined in the Unicode standard. Unless specified otherwise, this term refers to the UTF-8 encoding form specified in [UNICODE5.0.0/2007] section 3.9.

VT100: A terminal type, as defined by [VT100]. [VT100] provides the definition for an English language, 80 × 25 text console.

MAY, SHOULD, MUST, SHOULD NOT, MUST NOT: These terms (in all caps) are used as defined in [RFC2119]. All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

1.2 References

Links to a document in the Microsoft Open Specifications library point to the correct section in the most recently published version of the referenced document. However, because individual documents in the library are not updated at the same time, the section numbers in the documents may not match. You can confirm the correct section numbering by checking the Errata.

1.2.1 (Updated Section) Normative References

We conduct frequent surveys of the normative references to assure their continued availability. If you have any issue with finding a normative reference, please contact dochelp@microsoft.com. We will assist you in finding the relevant information.

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997, <https://www.rfc-editor.org/rfc/info/rfc2119.txt>

[VT100] Digital Equipment Corporation, "VT100 Series Technical Manual", September 1980, <http://vt100.net/docs/vt100-tm/ek-vt100-tm-002.pdf>

1.2.2 (Updated Section) Informative References

[ACPI] Hewlett-Packard Corporation, Intel Corporation, Microsoft Corporation, Phoenix Technologies Ltd., Toshiba Corporation, "Advanced Configuration and Power Interface Specification", October 2006, <http://acpi.info/Downloads/ACPIspec30b> https://uefi.org/sites/default/files/resources/ACPI_3_Errata_B.pdf

[MSDN-ANSI] Microsoft Corporation, "Unicode and Character Sets", <http://msdn.microsoft.com/en-us/library/dd374083.aspx>

[MSDN-ConsoleRef] Microsoft Corporation, "Console Reference", [https://msdn.microsoft.com/en-us/library/windows/desktop/ms682087\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms682087(v=vs.85).aspx)

[XTermControl] Moy, E., Gildea S., and Dickey T., "XTerm Control Sequences", <http://invisible-island.net/xterm/ctlseqs/ctlseqs.html>

1.3 Overview

The VT-UTF8 and VT100+ protocols are used for point-to-point serial client/server communication.

Typically, the client is a terminal emulator and acts as a management console; the server is a platform component that can be a basic input/output (BIOS), uninterruptible power supply (UPS) processor, service processor, or software driver. For example, the protocols allow server power management to be invoked from a serial console.

Alternatively, the server is a terminal emulator and acts as a console host for an application client. The application can be running locally on the same machine as the emulator or remotely over any form of network connection. The client application emits a sequence of characters that are transported to the

terminal emulator server and presented to the user on the screen. The VT100+ protocol allows graphical signaling information to be interleaved with character data within the sequence of characters as it travels between the client and server.

1.3.1 VT-UTF8

The VT-UTF8 protocol uses UTF-8 encoding to allow Unicode characters to be used without conflicting with the original VT100 protocol commands. Using Unicode characters, for example, allows non-English output on a client display.

1.3.2 VT100+

The VT100+ protocol extends the original VT100 terminal specification ([VT100]) to support the use of color in a client display terminal, to define character sequences for function keys on the U.S. standard keyboard (101 keys), and to make provisions for additional graphic characters.

1.4 Relationship to Other Protocols

This protocol extends the VT100 protocol, as specified in [VT100].

1.5 Prerequisites/Preconditions

None.

1.6 Applicability Statement

The VT-UTF8 and VT100+ protocols can apply to text-mode serial connections to physical hardware devices in emergency scenarios such as power outages.

A text-mode serial connection can alternatively be the connection between a client application and a console host window process. In this case, "serial" refers to the practice of signaling messages on a single stream.

1.7 Versioning and Capability Negotiation

None.

1.8 Vendor-Extensible Fields

None.

1.9 Standards Assignments

None.

2 Messages

The following sections specify how the VT-UTF8 and VT100+ protocols are transported and message syntax.

2.1 Transport

The VT-UTF8 and VT100+ protocols are transmitted over a serial port (COM port) connection.

2.2 Message Syntax

2.2.1 VT-UTF8 and VT100+ for Serial/UPS

The VT-UTF8 and VT100+ client console command request or server response consists of a single field that contains the "<ESC>" character followed by one or more characters. The entire sequence **MUST** be sent within 2 seconds of the initial <ESC>, as specified in sections 3.2.2 and 3.2.6.

Command_Sequence: The character sequence containing the entire client request.

Character sequence	Description
<ESC>R<ESC>r<ESC>R	Reset. If the server is a BIOS with control of the serial port and reset is supported, the system MUST be reset within 5 seconds. If the server is a UPS, an application-specific integrated circuit (ASIC), a service processor, or a software driver, and has control of the serial port, the server MUST be reset within 1 second.
<ESC>(Invoke the server ASIC or service processor. After detecting this command sequence, the server ASIC or service processor MUST take control of the server serial port for console input/output (I/O). The server ASIC or service processor MUST return an Acknowledge Sequence within 1 second.
<ESC>)	Invoke the UPS processor. After detecting this command sequence, the server UPS processor MUST take control of the server serial port for console I/O. The server UPS processor MUST return an Acknowledge Sequence within 1 second.
<ESC>*	Acknowledge sequence. This response MUST be returned by the server UPS, ASIC, or service processor before any other server response, and within 1 second after it is invoked.
<ESC>Q	Exit without displaying the user interface. The server UPS, ASIC, or service processor MUST immediately release control of the server serial port, without interaction with the client.
<ESC>^	Wake up. This requests that the server ASIC or service processor turn on the server within 1 second or wake the server from sleep state S1-S4 (for more information on sleep states, see [ACPI]). If the server is already turned on, server operation MUST NOT be disturbed. The server ASIC or service processor MUST return an Acknowledge Sequence within 1 second.

2.2.2 VT100+ Character Extensions for Serial/UPS

The VT100+ character extensions conform to ANSI conventions for setting client display foreground and background colors. The VT100 standard, approved by the American National Standards Institute, defines meanings to coded sequences of characters passed from computer to terminal, as specified in [VT100]. The VT100+ extensions use the same general format of coded sequences of characters, but assign additional meanings for sequences that were not defined in the VT100 standard. The VT100+ character and key extensions also support selected keyboard keys and graphics characters that are

not part of the original VT100 terminal specification. Function keys on a U.S. standard keyboard (101 keys) are not equivalent to similarly named keys on a VT100 terminal keyboard.

2.2.2.1 Client Display Terminal Color Extensions

The following sections list the character sequences and color values for the VT100+ extensions.

2.2.2.1.1 Character Sequences

The following table lists the character sequences for the VT100+ extensions for uninterruptible power supply (UPS).

Character sequence	Description
<ESC>[%1m	Sets video mode and color, where %1 is the color value.
<ESC>[%1;%2;%3m	Sets multiple color values, where %1, %2, and %3 are the color values. Color values MUST NOT overlap.

2.2.2.1.2 Color Values

The following table lists the color values for the VT100+ extensions.

Color value	Description
1	Video bold mode
5	Video blinking mode
30	Foreground black
31	Foreground red
32	Foreground green
33	Foreground yellow
34	Foreground blue
35	Foreground magenta
36	Foreground cyan
37	Foreground white
40	Background black
41	Background red
42	Background green
43	Background yellow
44	Background blue
45	Background magenta
46	Background cyan

Color value	Description
47	Background white

2.2.2.2 Character and Key Extensions

The following table lists the character sequences that correspond to the VT100+ character and key extensions for uninterruptible power supply (UPS).

Note If a modifier sequence (SHIFT modifier, ALT modifier, or CONTROL modifier) is not followed by a character sequence within 2 seconds, the modifier sequence is disregarded.

Character or key	Character sequence
HOME key	<ESC>h
END key	<ESC>k
INSERT key	<ESC>+
DELETE key	<ESC>-
PAGE UP key	<ESC>?
PAGE DOWN key	<ESC>/
F1 key	<ESC>1
F2 key	<ESC>2
F3 key	<ESC>3
F4 key	<ESC>4
F5 key	<ESC>5
F6 key	<ESC>6
F7 key	<ESC>7
F8 key	<ESC>8
F9 key	<ESC>9
F10 key	<ESC>0
F11 key	<ESC>!
F12 key	<ESC>@
SHIFT modifier	<ESC><Ctrl>s
ALT modifier	<ESC><Ctrl>a
CONTROL modifier	<ESC><Ctrl>c
Reserved	<ESC>#
Reserved	<ESC>A
Reserved	<ESC>B

Character or key	Character sequence
Reserved	<ESC>C
Reserved	<ESC>D
Reserved	<ESC>&
Reserved	<ESC>*
Reserved	<ESC>.
Reserved	<ESC>R
Reserved	<ESC>r

2.2.3 VT100+ Character Extensions for Console Host

The VT100+ character extensions for console host conform to ANSI conventions for setting client display foreground and background colors. The extensions use the same general format of coded sequences of characters, but assign additional meanings to align with Xterm control sequences, as described in [XTermControl]. This provides interoperability with terminal emulators on Linux and Mac OS computers.<1>

2.2.3.1 Client Display Terminal Color Extensions

The following sections list the character sequences and color values for the VT100+ extensions.

2.2.3.1.1 Character Sequences

The following table lists the character sequences for the VT100+ extensions for console host.

Character sequence	Description
<ESC>[m	Sets default video mode and color. Equivalent to <ESC>[0m.
<ESC>[%1m	Sets video mode and color, where %1 is the color value.
<ESC>[%1;%2;...;%16m	Sets multiple color values, where %1, %2, and %16 are the color values. Up to 16 values can be used separated by semicolons. Additional values beyond 16 are discarded.

2.2.3.1.2 Color Values

The following table lists the color values for the VT100+ extensions for console host.

Color value	Description
0	Video default mode—clears flags and restores colors to default (when the session began)
1	Video bold/intense mode—implementation-specific color/font differentiation
4	Video underline mode
7	Video reverse mode—swaps foreground and background colors

Color value	Description
24	Unset video underline mode
27	Unset video reverse mode
30	Foreground black
31	Foreground red
32	Foreground green
33	Foreground yellow
34	Foreground blue
35	Foreground magenta
36	Foreground cyan
37	Foreground white
39	Foreground default
40	Background black
41	Background red
42	Background green
43	Background yellow
44	Background blue
45	Background magenta
46	Background cyan
47	Background white
49	Background default
90	Foreground black bold/intense
91	Foreground red bold/intense
92	Foreground green bold/intense
93	Foreground yellow bold/intense
94	Foreground blue bold/intense
95	Foreground magenta bold/intense
96	Foreground cyan bold/intense
97	Foreground white bold/intense
100	Background black bold/intense
101	Background red bold/intense
102	Background green bold/intense
103	Background yellow bold/intense

Color value	Description
104	Background blue bold/intense
105	Background magenta bold/intense
106	Background cyan bold/intense
107	Background white bold/intense

2.2.3.2 Character and Key Extensions

The following table lists the character sequences that correspond to the VT100+ character and key extensions for console host.

Character or key	Character sequence
Show Cursor	<ESC>[?h
Hide Cursor	<ESC>[?l (lowercase L)

3 Protocol Details

3.1 Server Details

This section applies to both the console host server and uninterruptible power supply (UPS) server implementations.<2>

3.1.1 Abstract Data Model

When the uninterruptible power supply (UPS) server receives an escape character, it MUST enter an escape state for 2 seconds as it waits for additional characters.

When the console host server receives an escape character, it MUST wait indefinitely for additional characters.

For more information, see section 3.1.2.

3.1.2 Timers

When an escape sequence is signaled to an uninterruptible power supply (UPS) server, the server MUST receive the escaped characters within 2 seconds. For example, the sequence "<ESC>(" invokes the service processor. The "(" character MUST be received by the server within 2 seconds of when "<ESC>" is received.

When an escape sequence is signaled to a console host server, the server MUST wait indefinitely for the next character before invoking the service processor.

3.1.3 Initialization

The uninterruptible power supply (UPS) server requires no initialization.

The console host server requires initialization by the client application or by the user. Client applications can initialize the server through the SetConsoleMode function (see [MSDN-ConsoleRef]). Users or system administrators can set initialization to occur by default by setting the registry key at HKCU\VirtualTerminalLevel for each user account to a nonzero value.

3.1.4 Higher-Layer Triggered Events

The server has no higher-layer triggered events.

3.1.5 Message Processing Events and Sequencing Rules

The following sections specify the behavior of this protocol when receiving correct requests. Incorrect requests MUST be ignored.

3.1.5.1 Sending VT-UTF8 and VT100+ Requests

The original VT100 protocol, as specified in [VT100], uses the ASCII character set. The UTF-8 algorithm MUST map a Unicode character into a string of 8-bit bytes. The number of 8-bit bytes depends on the bit width of the Unicode character, as shown in the following table.

Bit width	UTF8 encoding
0 - 7	0xxxxxxx

Bit width	UTF8 encoding
8 - 11	110xxxxx 10xxxxxx
12 - 16	1110xxxx 10xxxxxx 10xxxxxx

3.1.5.2 Receiving VT-UTF8 and VT100+ Requests

When a series of bytes is received by the server, it MUST be decoded into the appropriate 16-bit Unicode character. The leading byte MAY be 0x00000000.<3>

The decoded 16-bit Unicode character is then presented in the server representation, as specified in [VT100] table A-11.

If an escape sequence is received, the server processes all the characters in the escape sequence as a single action that is described by the escape sequence, instead of processing each literal character in the sequence.

3.1.5.3 Receiving Character and Key Extensions

When a series of bytes is received by the server, it MUST be decoded into the appropriate 16-bit Unicode character. The leading byte MAY be 0x00000000.

The decoded 16-bit Unicode character is then presented in the server representation according to the tables in [VT100] table A-11.

If an escape sequence is received, the server processes all the characters in the escape sequence as a single action that is described by the escape sequence, instead of processing each literal character in the sequence.

3.1.6 Timer Events

If the server does not receive the escaped characters within 2 seconds of sequence initiation, the entire sequence is discarded.

3.1.7 Other Local Events

None.

3.2 Client Details

3.2.1 Abstract Data Model

When the client receives an escape character, it MUST enter an escape state for 2 seconds as it waits for additional characters. For more information, see section 3.2.2.

3.2.2 Timers

When an escape sequence is signaled, the client MUST receive the escaped characters within 2 seconds.

For example, the sequence "<ESC>(" invokes the service processor. The "(" character MUST be received by the server within 2 seconds of when "<ESC>" is received.

3.2.3 Initialization

The client requires no initialization.

3.2.4 Higher-Layer Triggered Events

The client has no higher-layer triggered events.

3.2.5 Message Processing Events and Sequencing Rules

The following sections specify this protocol's behavior when receiving correct requests. Incorrect requests MUST be ignored.

3.2.5.1 Sending VT-UTF8 and VT100+ Requests

The original VT100 protocol, as specified in [VT100], uses the ASCII character set. The UTF-8 algorithm MUST map a Unicode character into a string of 8-bit bytes. The number of 8-bit bytes depends on the bit width of the Unicode character, as shown in the following table.

Bit width	UTF-8 encoding
0-7	0xxxxxxx
8-11	110xxxxx 10xxxxxx
12-16	1110xxxx 10xxxxxx 10xxxxxx

3.2.5.2 Receiving VT-UTF8 and VT100+ Requests

When a series of bytes is received by the client, it MUST be decoded into the appropriate 16-bit Unicode character. The leading byte MAY be 0x00000000.

The decoded 16-bit Unicode character is then presented in the client representation according to the tables as specified in [VT100] table A-11.

If an escape sequence is received, the client processes all the characters in the escape sequence as a single action that is described by the escape sequence, instead of processing each literal character in the sequence.

3.2.5.3 Receiving Client Display Terminal Color Extensions

When a series of bytes is received by the client, it MUST be decoded into the appropriate 16-bit Unicode character.

The leading byte MAY be 0x00000000. The decoded 16-bit Unicode character is then presented in the client representation according to the tables as specified in [VT100] table A-11.

If an escape sequence is received, the client processes all the characters in the escape sequence as a single action that is described by the escape sequence, instead of processing each literal character in the sequence.

3.2.5.4 Receiving Character and Key Extensions

When a series of bytes is received by the client, it **MUST** be decoded into the appropriate 16-bit Unicode character.

The leading byte **MAY** be 0x00000000. The decoded 16-bit Unicode character is then presented in the client representation according to the tables as specified in [VT100] table A-11.

If an escape sequence is received, the client processes all the characters in the escape sequence as a single action that is described by the escape sequence, instead of processing each literal character in the sequence.

3.2.6 Timer Events

If the client does not receive the escaped characters within 2 seconds of sequence initiation, the entire sequence is discarded.

3.2.7 Other Local Events

None.

4 Protocol Examples

4.1 VT-UTF8 Example for Serial/UPS

A server wants to transmit the Unicode character stream that is represented by the following code point sequence.

```
<004D, 0430, 4E8C>
```

The VT-UTF8 encoding of the Unicode character stream would be

```
<4D D0 B0 E4 BA 8C>
```

where

- <4D> corresponds to 0x004D
- <D0 B0> corresponds to 0x0430
- <E4 BA 8C> corresponds to 0x4E8C

This stream can be transmitted to the client and then decoded by reconstructing the same Unicode character stream.

4.2 VT100+ Example for Serial/UPS

A user wishes to set the video mode to bold, the text foreground to black, and the background to green. The user sends the sequence

```
<ESC>[1,30,42m
```

as specified in section 2.2.2.1.1.

4.3 VT100+ Example for Console Host

The following sequence patterns can be found in section 2.2.3.1.1.

A user wishes to reset all color/font information in an area of text back to what it originally was when the session started. The user sends the sequence:

```
<ESC>[m
```

A user wishes to set a bright/bold green foreground color with a dark blue background color. The user has two options and sends either of the following sequences:

```
<ESC>[32;1;44m  
-OR-  
<ESC>[92;44m
```

Each item of the sequence will be applied in the order it is received. 32 will set the dark green foreground, 1 will turn it into a bright/bold foreground color, then 44 will set the dark blue background. Or 92 will set a bright green foreground in one step.

A user can specify multiple overlapping colors and they will be applied from beginning to end in the order received. The final applicable color in the sequence will be the resulting video mode. In the following example, a user sets blue foreground then magenta foreground:

```
<ESC>32;35m
```

The final result will be a magenta foreground mode.

5 Security

5.1 Security Considerations for Implementers

None.

5.2 Index of Security Parameters

None.

6 (Updated Section) Appendix A: Product Behavior

The information in this specification is applicable to the following Microsoft products or supplemental software. References to product versions include updates to those products.

- Windows NT operating system
- Windows 2000 operating system
- Windows XP operating system
- Windows Server 2003 operating system
- Windows Vista operating system
- Windows Server 2008 operating system
- Windows 7 operating system
- Windows Server 2008 R2 operating system
- Windows Server 2012 operating system
- Windows Server 2012 R2 operating system
- Windows 10 operating system
- Windows Server 2016 operating system
- Windows Server operating system
- Windows Server 2019 operating system
- Windows Server 2022 operating system
- Windows 11 operating system
- Windows Server 2025 operating system

Exceptions, if any, are noted in this section. If an update version, service pack or Knowledge Base (KB) number appears with a product name, the behavior changed in that update. The new behavior also applies to subsequent updates unless otherwise specified. If a product edition appears with the product version, behavior is different in that product edition.

Unless otherwise specified, any statement of optional behavior in this specification that is prescribed using the terms "SHOULD" or "SHOULD NOT" implies product behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term "MAY" implies that the product does not follow the prescription.

<1> Section 2.2.3: The console host terminal emulator sequences listed in this section are only supported on Windows NT.

<2> Section 3.1: The console host implementation applies only to Windows 10, Windows Server 2016, Windows Server operating system, and Windows Server 2019.

<3> Section 3.1.5.2: In the console host implementation, this service is provided by MultiByteToWideChar (see [MSDN-ANSI]) in respect to the current code page. The code page is loaded from the system on console host startup. It can be modified by the running application through GetConsoleOutputCP and SetConsoleOutputCP (see [MSDN-ConsoleRef]).

7 Change Tracking

This section identifies changes that were made to this document since the last release. Changes are classified as Major, Minor, or None.

The revision class **Major** means that the technical content in the document was significantly revised. Major changes affect protocol interoperability or implementation. Examples of major changes are:

- A document revision that incorporates changes to interoperability requirements.
- A document revision that captures changes to protocol functionality.

The revision class **Minor** means that the meaning of the technical content was clarified. Minor changes do not affect protocol interoperability or implementation. Examples of minor changes are updates to clarify ambiguity at the sentence, paragraph, or table level.

The revision class **None** means that no new technical changes were introduced. Minor editorial and formatting changes may have been made, but the relevant technical content is identical to the last released version.

The changes made to this document are listed in the following table. For more information, please contact dochelp@microsoft.com.

Section	Description	Revision class
6 Appendix A: Product Behavior	Added Windows Server 2025 to the list of applicable products.	Major

8 Index

A

Abstract data model
 client 17
 server (section 3.1 16, section 3.1.1 16)
Applicability 9

C

Capability negotiation 9
Change tracking 24
Character extensions
 receiving (section 3.1.5.3 17, section 3.2.5.4 19)
 VT100+ (section 2.2.2 10, section 2.2.2.2 12, section 2.2.3.2 15)
Character sequences - VT100+ extensions 11
Client
 abstract data model 17
 display terminal color extensions (section 2.2.2.1 11, section 2.2.3.1 13)
 higher-layer triggered events 18
 initialization 18
 local events 19
 message processing 18
 other local events 19
 sequencing rules 18
 timer events 19
 timers 17
Client Display Terminal Color extensions - receiving 18
Color values - VT100+ extensions (section 2.2.2.1.2 11, section 2.2.3.1.2 13)

D

Data model - abstract
 client 17
 server (section 3.1 16, section 3.1.1 16)
Display terminal color extensions (section 2.2.2.1 11, section 2.2.3.1 13)

E

Examples 20

F

Fields - vendor-extensible 9

G

Glossary 7

H

Higher-layer triggered events
 client 18
 server 16

I

Implementer - security considerations 22
Implementers - security considerations 22
Index of security parameters 22
Informative references 8
Initialization
 client 18

server 16
Introduction 7

K

Key extensions
receiving (section 3.1.5.3 17, section 3.2.5.4 19)
VT100+ (section 2.2.2.2 12, section 2.2.3.2 15)

L

Local events
client 19
server 17

M

Message processing
client 18
server 16
Messages
overview 10
syntax 10
transport 10
VT100+ Character Extensions for Console Host 13
VT100+ Character Extensions for Serial/UPS 10
VT-UTF8 and VT100+ for Serial/UPS 10

N

Normative references 8

O

Other local events
client 19
server 17
Overview 8
Overview (synopsis) 8

P

Parameters - security 22
Parameters - security index 22
Preconditions 9
Prerequisites 9
Product behavior 23

R

References 8
informative 8
normative 8
Relationship to other protocols 9

S

Security 22
implementer considerations 22
parameter index 22
Sequencing rules
client 18
server 16
Server

- abstract data model (section 3.1 16, section 3.1.1 16)
- higher-layer triggered events 16
- initialization 16
- local events 17
- message processing 16
- other local events 17
- overview 16
- sequencing rules 16
- timer events 17
- timers 16

Standards assignments 9
Syntax - message 10

T

- Timer events
 - client 19
 - server 17
- Timers
 - client 17
 - server 16
- Tracking changes 24
- Transport 10
- Transport - message 10
- Triggered events - higher-layer
 - client 18
 - server 16

U

UTF8

- receiving requests 17
- sending requests 16

V

Vendor-extensible fields 9
Versioning 9
VT100+

- character extensions (section 2.2.2 10, section 2.2.2.2 12, section 2.2.3.2 15)
- key extensions (section 2.2.2.2 12, section 2.2.3.2 15)
- message syntax 10
- overview 9
- receiving requests (section 3.1.5.2 17, section 3.2.5.2 18)
- sending requests (section 3.1.5.1 16, section 3.2.5.1 18)

VT100+ Character Extensions for Console Host message 13
VT100+ Character Extensions for Serial/UPS message 10
VT100+ extensions - color values (section 2.2.2.1.2 11, section 2.2.3.1.2 13)
VT-UTF8

- message syntax 10
- overview 9
- receiving requests 18
- sending requests 18

VT-UTF8 and VT100+ for Serial/UPS message 10