

Character Layout

This table describes the layout of the input characters. These characters are accessed when giving your new program a name.

New words start here, with 'A'.

	!	"	#	\$	%	&	'	()	*	+	,	-	.	/	0	1	2	3	4	5	6	7	8	9	:	;	<	=
>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	[
¥]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y
z	{		}	→	←																								

All subsequent letters start at the underscore '_'.

- Spinning the wheel clockwise will scroll through the letters in the table above from right to left.
- Spinning the wheel counter-clockwise will scroll through the letters in the table 'backwards', from right to left.