



AccessData®

# WhitePaper

## PRTK™ /DNA® Languages and Character Groups

March 2006



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## **PRTK™ /DNA® Languages and Character Groups**

Passwords should be difficult for others to guess. However, the owner of the password needs to be able to remember it, which means it must conform to some rules known and employed by the owner. That is, it should be something familiar enough for the owner to recall and repeat. That's why passwords are usually composed in a language familiar to the password owner.

Whenever an encrypted file is added to Password Recovery Toolkit™ (PRTK) or Distributed Network Attack® (DNA), you can apply certain settings to the resulting job. Among these settings are languages and character groups. The settings you choose will have a dramatic effect on the time it takes to recover a password.

### ***A Simplified History of Character Sets and Encoding***

Digital computers need a mechanism to represent human language, specifically writing. The smallest unit that could be manipulated and stored by the earliest computing machines was the byte, composed of eight binary bits. Most simply, standards arose based on the use of byte values for characters.

One of the first standard created (and still in use today) was defined to use only seven of the eight bits in a byte, and represents the basic characters used by the English language. Today, this is called 7-bit ASCII (pronounced ASK-ee), which is an acronym for the American Standard Code for Information Interchange. Each character in the set is represented by a value from 0 to 127 encoded as a byte.

As the need to represent other languages became more important, the eighth bit was also used, and the number of characters was increased to support the set of characters that applied most widely to the written languages of Western Europe.

Over time, code pages were created. By specifying in the operating system which code page was currently active, the meaning of each byte value would change based on the character set. Computer users could now select the character set that best met their language needs.

Computer operating systems generally adopted ASCII for the first 128 characters; however they came up with their own definitions for the last 128. Even though the encoding was the same, transporting data from one computer to another was troublesome because different operating systems chose different characters for their sets, or different meanings for the values within a set.

Ultimately, a new standard representing the languages of the world was developed. Named Unicode®, it provides the means to represent the many characters used for particular languages or other purposes. Unicode also defines a variety of encodings that can be used for manipulating and storing character values.

Since 2000, software companies have been adding support for Unicode to their operating systems. Today, most provide complete and integrated support for the standard. Today's software developers are more likely using Unicode in their applications than the old code page model for character representation.

Though passwords may still be composed from code page characters, more often they are composed from the Unicode character system and stored using one of its defined encodings. This is what makes language so important in password recovery.

## **Language Selection**

Choosing a language to use in PRTK/DNA affects two aspects of password recovery: the dictionaries selected for dictionary attacks, and the character sets that will be used to augment dictionary or brute force attacks.

Whenever a language is selected, any dictionaries that contain words of the chosen language are also selected. These dictionaries can be selected or deselected independently as a particular job may require, but all dictionaries corresponding to the selected languages are used by default. Very simply, dictionaries are intended to contain as complete a collection as possible of the words used for a particular language<sup>1</sup>.

One of the more complicated aspects of language selection is the implied selection of character sets associated with each language. The selection of the languages for a particular job corresponds to the selection of character sets to be used. A character set is a collection of characters that pertain to a particular language or purpose. Two different mechanisms emerged for supporting characters: the code page model, and the newer Unicode model.

### **Code Page Model**

Code pages were developed around the basic principle that characters could be encoded as a byte. In its simplest form, each code page is designed to represent a set of 256 characters: the first 128 of which are the ASCII character set, and the second 128 of which are defined according to the purpose of the code page. Some code pages, however, do not contain the ASCII set at all, and are entirely comprised of other characters or symbols.

Because all code pages use the same encoding, and because that encoding is limited to 256 unique code points (one per entry in the code page), the worst-case scenario for recovering a password is to have to try all possible combinations of the 256 code points in sequences ranging from one to some maximum length.

This leads to trying 256 possible single character passwords, 65,535 two-character passwords ( $256 \times 256$ ), 16,777,216 three-character passwords ( $256 \times 256 \times 256$ ), etc. Calculating the total number of passwords composed of the whole 256 code points in sequences ranging from 1 to 10 is approximately 1,200,000,000,000,000,000,000 or  $1.2E24$ ! Much too big to be tested in a reasonable time, and this covers only those passwords up to 10 characters long.

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<sup>1</sup> See PRTK/DNA Biographical and Custom Dictionaries.

## Unicode Model

Unicode is organized different from code pages. Where code pages reuse the same code points, Unicode attempts to define all the characters used in both living and dead written languages, as well as a side variety of symbols and other characters. Each character has an assigned code point within the Unicode character set, which currently has 1,114,111 available entries.

The complete Unicode character set is broken up into smaller sections, called blocks, comprised of the character sets for particular languages or purposes. Though blocks may seem synonymous with code pages, they are different in one very critical way: they have their own unique assigned range of code points that apply to their characters.

In our worst-case scenario of having to try all passwords comprised of 1 to 10 characters from the Unicode character set, we have 1,114,111 possible single character passwords, 1,241,243,320,000 two-character passwords ( $1,114,111 \times 1,114,111$ ), or 1,382,882,840,000,000,000 three-character passwords ( $1,114,111 \times 1,114,111 \times 1,114,111$ ), etc. The total number of passwords comprised of the 1,114,111 code points in sequences ranging from 1 to 10 is approximately  $3E61$  (three followed by 61 zeroes).

## ***Optimization by Language Selection***

The dictionaries selected by choosing languages contain the proper sequences of characters used to represent the written form of the chosen languages (words). The more words in a dictionary, the greater the possibility that a password can be derived from that dictionary.

In addition to the dictionaries used, language settings affect the character sets that are used to modify or permute the words from the dictionaries. Rather than use the entire character set (as in our worst-case scenarios), only those characters that are used by the selected languages will be used in the password permutations.

To help put this into perspective, by selecting English in our worst-case scenario we reduce the calculation from 256 possible code points to only 64 possible (approximately). This leads to  $1.2E18$  tests. Though still a large number, it is one  $1/1,000,000$  of the tests required by using the entire 256 code points. It is one  $1/2.5E43$  the number of tests required by the complete 1,114,111 code points of the Unicode character set.

The huge numbers above represent brute-force attacks or attacks where every possibility is attempted. Selecting languages, dictionaries, and character sets reduces the number of passwords to be tested. If there is evidence that only certain categories or groups of characters have been used creating passwords, such as lower- or uppercase letters, digits, diacritics, or symbols, then the set of characters and number of password tests can be even further reduced.

The result of selecting languages is the need to test fewer character combinations than with a brute-force attack (our worst-case scenario). Not all characters in a code page or in the Unicode character set are relevant to a particular language. By selecting a language, a known valid vocabulary represented by dictionaries will be tried, and then permuted using only those

characters valid for the language. Only if this fails should you use a brute-force attack with the specified character sets. Because of time required, brute-force attacks are usually impractical.

## Appendix A: Glossary

<b>Block</b>	A collection of characters, much like a character set, that is defined as part of the Unicode Standard. A single block is composed of a contiguous range of values.
<b>Character</b>	Any symbol that requires one byte of storage. This includes all the ASCII and extended ASCII characters, including the space character. In character-based software, everything that appears on the screen, including graphics symbols, is considered to be a character. In graphics-based applications, the term character is generally reserved for letters, numbers, and punctuation.
<b>Character Set</b>	A collection defining a range of characters needed to support one or more languages or functions.
<b>Code Page</b>	The traditional IBM term used for a specific character encoding table; Each code page is comprised of a character set where every character has been assigned a particular code point. Most code pages can contain only 256 characters, though some pages contain more (in multiples of 256).
<b>Code Point</b>	<p>Numbers assigned to characters allowing the characters to be referenced. ASCII uses 128 code points in the range 0–127. Unicode uses 1,114,111 code points, many of which do not characters assigned to them.</p> <p>More than one code point can be assigned to a character. Sometimes several code points are given to a character to represent different glyphs being used.</p>
<b>Encoding</b>	The system by which the characters in a set are represented as a value for storing (in a memory or file). A character set may have a variety of different encodings. Code pages and Unicode are the most common encodings (Unicode is a collection of more specific encodings).
<b>Glyph</b>	The visible shape that represents a character, each character typically corresponding to a single glyph. However, this is not always the case, especially in a font used for a language with a large alphabet or complex writing system, where one character may correspond to several glyphs, or several characters to one glyph. Some characters don't represent a glyph, such as the ASCII bell character.
<b>UTF-8</b>	One of the encodings defined by the Unicode Standard. Short for Universal Transformation Format, a method of converting Unicode characters, which are 16 bits each, into 7- or 8-bit characters. UTF-7 converts Unicode into ASCII for transmission over 7-bit mail systems, and UTF-8 converts Unicode to 8-bit bytes.

## Appendix B: Windows® Single-byte Code Pages

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	NUL 0000	STX 0001	SOT 0002	ETX 0003	EOT 0004	ENQ 0005	ACK 0006	BEL 0007	BS 0008	HT 0009	LF 000A	VT 000B	FF 000C	CR 000D	SO 000E	SI 000F
10	DLE 0010	DC1 0011	DC2 0012	DC3 0013	DC4 0014	NAK 0015	SYN 0016	ETB 0017	CAN 0018	EM 0019	SUB 001A	ESC 001B	FS 001C	GS 001D	RS 001E	US 001F
20	SP 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL 007F
80	€ 20AC					… 2026										
90		\\	/	”	”	•	—	—								
A0	NBSP 00A0	ก	ข	ฃ	ค	ฅ	ฆ	ง	จ	ฉ	ช	ฌ	ญ	ฎ	ฏ	
B0	ฐ	ฑ	ฒ	ณ	ด	ต	ถ	ท	ธ	น	บ	ป	ผ	ฝ	พ	ฟ
C0	ภ	ม	ย	ร	ล	ว	ฏ	ฏ	ช	ส	ห	ฬ	อ	ฮ	ย	
D0	๕	๖	๗	๘	๙	๐	๑	๒	๓	๔	๕					฿ 0E3F
E0	๖	๗	๘	๙	๐	๑	๒	๓	๔	๕	๖	๗	๘	๙	๐	๑
F0	๐	๑	๒	๓	๔	๕	๖	๗	๘	๙	๐	๑				

Table 1: Widows Thai Code Page (0874)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	NUL 0000	STX 0001	SOT 0002	ETX 0003	EOT 0004	ENQ 0005	ACK 0006	BEL 0007	BS 0008	HT 0009	LF 000A	VT 000B	FF 000C	CR 000D	SO 000E	SI 000F
10	DLE 0010	DC1 0011	DC2 0012	DC3 0013	DC4 0014	NAK 0015	SYN 0016	ETB 0017	CAN 0018	EM 0019	SUB 001A	ESC 001B	FS 001C	GS 001D	RS 001E	US 001F
20	SP 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL 007F
80	€ 20AC		/		"	...	†	‡		%	š	<	ś	ť	ž	ž
90		\	'	"	"	•	-	-		™	š	>	ś	ť	ž	ž
A0	NBSP 00A0	˘	˘	Ł	*	Ą	!	Ś	ˆ	©	§	«	¬	-	@	Ž
B0	°	±	ˆ	ł	´	µ	¶	·	˘	ą	§	»	Ł	ˆ	ł	ž
C0	Ř	Á	Ě	Ě	Ä	Í	Č	Č	É	Ě	Ě	Ě	Ě	Í	Ě	Ě
D0	Đ	Ń	Ń	Ó	Ö	Ö	Ö	×	Ř	Ů	Ú	Ú	Ú	Ý	Ť	ß
E0	ř	á	ě	ě	ä	í	č	č	é	ě	ě	ě	ě	í	ě	ď
F0	đ	ń	ń	ó	ö	ö	ö	÷	ř	ů	ú	ú	ú	ý	ť	·

Table 2: Windows Central Europe Code Page (1250)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	<u>NUL</u> 0000	<u>STX</u> 0001	<u>SOT</u> 0002	<u>ETX</u> 0003	<u>EOT</u> 0004	<u>ENQ</u> 0005	<u>ACK</u> 0006	<u>BEL</u> 0007	<u>BS</u> 0008	<u>HT</u> 0009	<u>LF</u> 000A	<u>VT</u> 000B	<u>FF</u> 000C	<u>CR</u> 000D	<u>SO</u> 000E	<u>SI</u> 000F
10	<u>DLE</u> 0010	<u>DC1</u> 0011	<u>DC2</u> 0012	<u>DC3</u> 0013	<u>DC4</u> 0014	<u>NAK</u> 0015	<u>SYN</u> 0016	<u>ETB</u> 0017	<u>CAN</u> 0018	<u>EM</u> 0019	<u>SUB</u> 001A	<u>ESC</u> 001B	<u>FS</u> 001C	<u>GS</u> 001D	<u>RS</u> 001E	<u>US</u> 001F
20	<u>SP</u> 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	<u>DEL</u> 007F
80	Ъ	Ѓ	ъ	ѓ	„	…	†	‡	€	‰	Љ	<	Њ	Ќ	Ѓ	Ц
90	ђ	ѵ	Ѷ	ѷ	Ѹ	•	—	—	☒	™	љ	>	њ	ќ	ћ	ц
A0	<u>NBSP</u> 00A0	Ў	ѳ	Ј	*	Ѓ	!	Ѕ	Ё	@	€	<	¬	-	@	Ї
B0	°	±	І	і	Ҁ	μ	¶	·	ё	№	e	>	ј	Ѕ	ѕ	ї
C0	А	В	В	Г	Д	Е	Ж	З	И	Й	К	Л	М	Н	О	П
D0	Р	С	Т	У	Ф	Х	Ц	Ч	Ш	Щ	Ъ	Ы	Ь	Э	Ю	Я
E0	а	б	в	г	д	е	ж	з	и	й	к	л	м	н	о	п
F0	р	с	т	у	ф	х	ц	ч	ш	щ	ъ	ы	ь	э	ю	я

Table 3: Windows Cyrillic Code Page (1251)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	NUL 0000	STX 0001	SOT 0002	ETX 0003	EOT 0004	ENQ 0005	ACK 0006	BEL 0007	BS 0008	HT 0009	LF 000A	VT 000B	FF 000C	CR 000D	SO 000E	SI 000F
10	DLE 0010	DC1 0011	DC2 0012	DC3 0013	DC4 0014	NAK 0015	SYN 0016	ETB 0017	CAN 0018	EM 0019	SUB 001A	ESC 001B	FS 001C	GS 001D	RS 001E	US 001F
20	SP 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL 007F
80	€ 20AC		/	f	"	...	†	‡	~	%	Š	<	€		Ž	
90		\	/	"	"	•	-	-	~	™	Š	>	œ		Ž	ÿ
A0	NBSP 00A0	ı	đ	£	*	¥	ı	Š	ˆ	@	ª	«	¬	-	®	—
B0	°	±	²	³	´	µ	¶	·	¸	¹	º	»	¼	½	¾	¿
C0	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï
D0	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß
E0	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï
F0	ø	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ

Table 4: Windows Latin-1Code Page (1252)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	<u>NUL</u> 0000	<u>STX</u> 0001	<u>SOT</u> 0002	<u>ETX</u> 0003	<u>EOT</u> 0004	<u>ENQ</u> 0005	<u>ACK</u> 0006	<u>BEL</u> 0007	<u>BS</u> 0008	<u>HT</u> 0009	<u>LF</u> 000A	<u>VT</u> 000B	<u>FF</u> 000C	<u>CR</u> 000D	<u>SO</u> 000E	<u>SI</u> 000F
10	<u>DLE</u> 0010	<u>DC1</u> 0011	<u>DC2</u> 0012	<u>DC3</u> 0013	<u>DC4</u> 0014	<u>NAK</u> 0015	<u>SYN</u> 0016	<u>ETB</u> 0017	<u>CAN</u> 0018	<u>EM</u> 0019	<u>SUB</u> 001A	<u>ESC</u> 001B	<u>FS</u> 001C	<u>GS</u> 001D	<u>RS</u> 001E	<u>US</u> 001F
20	<u>SP</u> 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	<u>DEL</u> 007F
80	€ 20AC		/ 201A	f 0192	// 201E	... 2026	† 2020	‡ 2021		% 2030		< 2039				
90		\ 2018	' 2019	" 201C	" 201D	• 2022	- 2013	- 2014		™ 2122		> 203A				
A0	<u>NBSP</u> 00A0	ˆ 0385	ˆ 0386	£ 00A3	* 00A4	¥ 00A5	! 00A6	§ 00A7	¨ 00A8	© 00A9		« 00AB	¬ 00AC	- 00AD	® 00AE	— 2015
B0	° 00B0	± 00B1	² 00B2	³ 00B3	´ 0384	µ 00B5	¶ 00B6	· 00B7	È 0388	É 0389	Ê 038A	» 00BB	Ë 038C	¼ 00BD	Ý 038E	Ω 038F
C0	Í 0390	À 0391	Á 0392	Γ 0393	Δ 0394	Ε 0395	Ζ 0396	Η 0397	Θ 0398	Ι 0399	Κ 039A	Λ 039B	Μ 039C	Ν 039D	Ξ 039E	Ο 039F
D0	Π 03A0	Ρ 03A1		Σ 03A3	Τ 03A4	Υ 03A5	Φ 03A6	Χ 03A7	Ψ 03A8	Ω 03A9	Ï 03AA	ÿ 03AB	ά 03AC	έ 03AD	ή 03AE	ί 03AF
E0	ύ 03B0	α 03B1	β 03B2	γ 03B3	δ 03B4	ε 03B5	ζ 03B6	η 03B7	θ 03B8	ι 03B9	κ 03BA	λ 03BB	μ 03BC	ν 03BD	ξ 03BE	ο 03BF
F0	π 03C0	ρ 03C1	ς 03C2	σ 03C3	τ 03C4	υ 03C5	φ 03C6	χ 03C7	ψ 03C8	ω 03C9	ϊ 03CA	ϋ 03CB	ό 03CC	ύ 03CD	ώ 03CE	

Table 5: Windows Greek Code Page (1253)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	NUL 0000	STX 0001	SOT 0002	ETX 0003	EOT 0004	ENQ 0005	ACK 0006	BEL 0007	BS 0008	HT 0009	LF 000A	VT 000B	FF 000C	CR 000D	SO 000E	SI 000F
10	DLE 0010	DC1 0011	DC2 0012	DC3 0013	DC4 0014	NAK 0015	SYN 0016	ETB 0017	CAN 0018	EM 0019	SUB 001A	ESC 001B	FS 001C	GS 001D	RS 001E	US 001F
20	SP 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL 007F
80	€ 20AC		/	f	"	...	†	‡	~	%	Š	<	€			
90		\	/	"	"	•	-	-	~	™	Š	>	œ			ÿ 0178
A0	NBSP 00A0	ı	ç	£	*	¥	ı	§	¨	©	ª	«	¬	-	®	¯
B0	°	±	²	³	´	µ	¶	·	¸	¹	º	»	¼	½	¾	¿
C0	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï
D0	Ğ	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Ş	ß
E0	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï
F0	ğ	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ı	ş	ÿ

Table 6: Windows Turkish Code Page (1254)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	<u>NUL</u> 0000	<u>STX</u> 0001	<u>SOT</u> 0002	<u>ETX</u> 0003	<u>EOT</u> 0004	<u>ENQ</u> 0005	<u>ACK</u> 0006	<u>BEL</u> 0007	<u>BS</u> 0008	<u>HT</u> 0009	<u>LF</u> 000A	<u>VT</u> 000B	<u>FF</u> 000C	<u>CR</u> 000D	<u>SO</u> 000E	<u>SI</u> 000F
10	<u>DLE</u> 0010	<u>DC1</u> 0011	<u>DC2</u> 0012	<u>DC3</u> 0013	<u>DC4</u> 0014	<u>NAK</u> 0015	<u>SYN</u> 0016	<u>ETB</u> 0017	<u>CAN</u> 0018	<u>EM</u> 0019	<u>SUB</u> 001A	<u>ESC</u> 001B	<u>FS</u> 001C	<u>GS</u> 001D	<u>RS</u> 001E	<u>US</u> 001F
20	<u>SP</u> 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	<u>DEL</u> 007F
80	€ 20AC		/	f	//	...	†	‡	~	%		<				
90		\	/	"	"	•	-	-	~	™		>				
A0	<u>NBSP</u> 00A0	ı	đ	£	¤	¥	¦	§	¨	©	×	«	¬	-	®	—
B0	°	±	²	³	´	µ	¶	·	¸	¹	º	»	¼	½	¾	¿
C0	˙	˚	˛	˜	˘	˙	˚	˛	˜	˘		˙	˚	˛	˜	˘
D0	ı	˙	˚	˛	˜	˘	˙	˚	˛	˜	˘		˙	˚	˛	˜
E0	א	ב	ג	ד	ה	ו	ז	ח	ט	י	כ	ל	מ	נ	ס	ע
F0	פ	צ	ק	ר	ש	ת	ך	ך	שׁ	שׂ				<u>LTR</u> 200E	<u>RTL</u> 200F	

Table 7: Windows Hebrew Code Page (1255)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	<u>NUL</u> 0000	<u>STX</u> 0001	<u>SOT</u> 0002	<u>ETX</u> 0003	<u>EOT</u> 0004	<u>ENQ</u> 0005	<u>ACK</u> 0006	<u>BEL</u> 0007	<u>BS</u> 0008	<u>HT</u> 0009	<u>LF</u> 000A	<u>VT</u> 000B	<u>FF</u> 000C	<u>CR</u> 000D	<u>SO</u> 000E	<u>SI</u> 000F
10	<u>DLE</u> 0010	<u>DC1</u> 0011	<u>DC2</u> 0012	<u>DC3</u> 0013	<u>DC4</u> 0014	<u>NAK</u> 0015	<u>SYN</u> 0016	<u>ETB</u> 0017	<u>CAN</u> 0018	<u>EM</u> 0019	<u>SUB</u> 001A	<u>ESC</u> 001B	<u>FS</u> 001C	<u>GS</u> 001D	<u>RS</u> 001E	<u>US</u> 001F
20	<u>SP</u> 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	<u>DEL</u> 007F
80	€ 20AC	پ 067E	/ 201A	f 0192	" 201E	… 2026	† 2020	‡ 2021	ˆ 02C6	% 2030	ث 0679	< 2039	€ 0152	ع 0686	ز 0698	ذ 0688
90	گ 06AF	ٲ 2018	/ 2019	" 201C	" 201D	• 2022	– 2013	– 2014	ك 06A9	™ 2122	﴾ 0691	> 203A	œ 0153	<u>ZWNJ</u> 200C	<u>ZWJ</u> 200D	U 06BA
A0	<u>NBSP</u> 00A0	، 060C	¢ 00A2	£ 00A3	¤ 00A4	¥ 00A5	¦ 00A6	§ 00A7	¨ 00A8	© 00A9	ª 06BE	« 00AB	¬ 00AC	– 00AD	® 00AE	¯ 00AF
B0	° 00B0	± 00B1	² 00B2	³ 00B3	´ 00B4	µ 00B5	¶ 00B6	· 00B7	¸ 00B8	¹ 00B9	º 061B	» 00BB	¼ 00BC	½ 00BD	¾ 00BE	¿ 061F
C0	^ 06C1	ء 0621	آ 0622	أ 0623	ؤ 0624	إ 0625	ئ 0626	ا 0627	ب 0628	ة 0629	ت 062A	ث 062B	ج 062C	ح 062D	خ 062E	د 062F
D0	ذ 0630	ر 0631	ز 0632	س 0633	ش 0634	ص 0635	ض 0636	× 00D7	ط 0637	ظ 0638	ع 0639	غ 063A	– 0640	ف 0641	ق 0642	ك 0643
E0	à 00E0	ل 0644	ã 00E2	م 0645	ن 0646	ه 0647	و 0648	ç 00E7	è 00E8	é 00E9	ê 00EA	ë 00EB	ى 0649	ي 064A	î 00EE	ï 00EF
F0	، 064B	ء 064C	ء 064D	ء 064E	ö 00F4	ء 064F	ء 0650	÷ 00F7	ء 0651	ù 00F9	ء 0652	û 00FB	ü 00FC	<u>LTR</u> 200E	<u>RTL</u> 200F	ء 06D2

Table 8: Widows Arabic Code Page (1256)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	NUL 0000	STX 0001	SOT 0002	ETX 0003	EOT 0004	ENQ 0005	ACK 0006	BEL 0007	BS 0008	HT 0009	LF 000A	VT 000B	FF 000C	CR 000D	SO 000E	SI 000F
10	DLE 0010	DC1 0011	DC2 0012	DC3 0013	DC4 0014	NAK 0015	SYN 0016	ETB 0017	CAN 0018	EM 0019	SUB 001A	ESC 001B	FS 001C	GS 001D	RS 001E	US 001F
20	SP 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL 007F
80	€ 20AC		/ 201A		" 201E	… 2026	† 2020	‡ 2021		% 2030		< 2039		· 00A8	˘ 02C7	˙ 00B8
90		\ 2018	/ 2019	" 201C	" 201D	• 2022	– 2013	— 2014		™ 2122		> 203A		– 00AF	ˆ 02DB	
A0	NBSP 00A0		¢ 00A2	£ 00A3	* 00A4		! 00A6	§ 00A7	Ø 00D8	© 00A9	℞ 0156	« 00AB	¬ 00AC	– 00AD	® 00AE	Æ 00C6
B0	° 00E0	± 00E1	² 00E2	³ 00E3	´ 00E4	µ 00E5	¶ 00E6	· 00E7	ø 00F8	¹ 00E9	² 0157	» 00BB	¼ 00BC	½ 00BD	¾ 00BE	æ 00E6
C0	À 0104	Á 012E	Â 0100	Ã 0106	Ä 00C4	Å 00C5	Æ 0118	Ç 0112	Ĉ 010C	É 00C9	Ê 0179	Ë 0116	Ĝ 0122	Ķ 0136	Ī 012A	Ĳ 013B
D0	Š 0160	Ń 0143	Ņ 0145	Ó 00D3	Ô 014C	Õ 00D5	Ö 00D6	× 00D7	Ū 0172	Ł 0141	Ś 015A	Ū 016A	Ŭ 00DC	Ż 017B	Ž 017D	ß 00DF
E0	ą 0105	ı 012F	ā 0101	ć 0107	ä 00E4	å 00E5	ę 0119	ē 0113	č 010D	é 00E9	ż 017A	ê 0117	ğ 0123	ķ 0137	ī 012B	ĳ 013C
F0	š 0161	ń 0144	ņ 0146	ó 00F3	ô 014D	õ 00F5	ö 00F6	÷ 00F7	ų 0173	ł 0142	ś 015B	ū 016B	ŭ 00FC	ź 017C	ž 017E	· 02D9

Table 9: Windows Baltic Code Page (1257)

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00	NUL 0000	STX 0001	SOT 0002	ETX 0003	EOT 0004	ENQ 0005	ACK 0006	BEL 0007	BS 0008	HT 0009	LF 000A	VT 000B	FF 000C	CR 000D	SO 000E	SI 000F
10	DLE 0010	DC1 0011	DC2 0012	DC3 0013	DC4 0014	NAK 0015	SYN 0016	ETB 0017	CAN 0018	EM 0019	SUB 001A	ESC 001B	FS 001C	GS 001D	RS 001E	US 001F
20	SP 0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
30	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
60	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL 007F
80	€ 20AC		/	f	"	...	†	‡	~	%		<	€			
90		\	/	"	"	•	-	-	~	™		>	œ			ÿ 0178
A0	NBSP 00A0	ı	đ	£	*	¥	ı	Š	ˆ	@	ª	«	¬	-	®	—
B0	°	±	²	³	´	µ	¶	·	¸	¹	º	»	¼	½	¾	¿
C0	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï
D0	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	~	ß
E0	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï
F0	đ	ñ	.	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ur	đ	ÿ 00FF

Table 10: Windows Vietnamese Code Page (1258)

## Appendix C: Language to Code Page Relationships

This list shows a language, its two-character code, and the code page name and number that supports it. All of these languages are now supported in the AccessData Dictionary Utility. Bolded languages are currently supported (both code page and Unicode) in the AccessData products Password Recovery Toolkit™ (PRTK) and Distributed Network Attack® (DNA). Languages constructed by an asterisk (\*) are those for which dictionaries have been constructed.

Language	Two-character Code	Code Page and Number
Afrikaans	AF	Latin 1 – 1252
Albanian	SQ	Central Europe – 1250
<b>*Arabic</b>	AR	Arabic – 1250
Azeri	AZ	Cyrillic – 1251
Azeri	AZ	Turkish – 1251
Basque	EU	Latin 1 – 1252
Belarusian	BE	Cyrillic – 1251
Bulgarian	BG	Cyrillic – 1251
Catalan	CA	Latin 1 – 1252
Croatian	HR	Central Europe – 1250
Czech	CS	Central Europe – 1250
Danish	DA	Latin 1 – 1252
Dutch	NA	Latin 1 – 1252
<b>*English</b>	EN	Latin 1 – 1252
Estonian	ET	Baltic – 1257
Faroese	FO	Latin 1 – 1252
Farsi	FA	Arabic – 1250
Finnish	FI	Latin 1 – 1252
<b>*French</b>	FR	Latin 1 – 1252
Galician	GL	Latin 1 – 1252
<b>*German</b>	DE	Latin 1 – 1252
Greek	EL	Greek – 1253
Hebrew	HE	Hebrew – 1255
Hungarian	HU	Central Europe – 1250
Icelandic	IS	Latin 1 – 1252
Indonesian	ID	Latin 1 – 1252
<b>*Italian</b>	IT	Latin 1 – 1252
<b>*Japanese</b>	JA	None
Kazakh	KK	Cyrillic – 1251
Kyrgyz	KY	Cyrillic – 1251
Latvian	LV	Baltic – 1257
Lithuanian	LT	Baltic – 1257
Macedonian	MK	Cyrillic – 1251
Malay	MS	Latin 1 – 1252
Mongolian	MN	Cyrillic – 1251

Language	Two-character Code	Code Page and Number
Norwegian	NO	Latin 1 – 1252
Polish	PL	Central Europe – 1250
Portuguese	PT	Latin 1 – 1252
Romanian	RO	Central Europe – 1250
<b>*Russian</b>	RU	Cyrillic – 1251
Serbian	SR	Central Europe – 1250
Serbian	SR	Cyrillic – 1251
Slovak	SK	Central Europe – 1250
Slovenian	SL	Central Europe – 1250
<b>*Spanish</b>	ES	Latin 1 – 1252
Swahili	SW	Latin 1 – 1252
Swedish	SV	Latin 1 – 1252
Tatar	TT	Cyrillic – 1251
Turkish	TR	Turkish – 1251
Ukrainian	UK	Cyrillic – 1251
Urdu	UR	Arabic – 1250
Uzbek	UZ	Turkish – 1251
Uzbek	UZ	Cyrillic – 1251