

The Comprehensive L^AT_EX Symbol List

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Abstract

This document lists 3300 symbols and the corresponding L^AT_EX commands that produce them. Some of these symbols are guaranteed to be available in every L^AT_EX 2 _{ϵ} system; others require fonts and packages that may not accompany a given distribution and that therefore need to be installed. All of the fonts and packages used to prepare this document—as well as this document itself—are freely available from the Comprehensive T_EX Archive Network (<http://www.ctan.org/>).

Contents

1	Introduction	7
1.1	Document Usage	7
1.2	Frequently Requested Symbols	7
2	Body-text symbols	8
Table 1:	L ^A T _E X 2 _{ϵ} Escapable “Special” Characters	8
Table 2:	Predefined L ^A T _E X 2 _{ϵ} Text-mode Commands	8
Table 3:	L ^A T _E X 2 _{ϵ} Commands Defined to Work in Both Math and Text Mode	8
Table 4:	<i>AMS</i> Commands Defined to Work in Both Math and Text Mode	9
Table 5:	Non-ASCII Letters (Excluding Accented Letters)	9
Table 6:	Letters Used to Typeset African Languages	9
Table 7:	Letters Used to Typeset Vietnamese	9
Table 8:	Punctuation Marks Not Found in OT1	9
Table 9:	pifont Decorative Punctuation Marks	10
Table 10:	tipa Phonetic Symbols	10
Table 11:	tipx Phonetic Symbols	11
Table 13:	wsuipa Phonetic Symbols	12
Table 14:	wasysym Phonetic Symbols	12
Table 15:	phonetic Phonetic Symbols	12
Table 16:	t4phonet Phonetic Symbols	13
Table 17:	semtrans Transliteration Symbols	13
Table 18:	Text-mode Accents	13
Table 19:	tipa Text-mode Accents	14
Table 20:	extraipa Text-mode Accents	15
Table 21:	wsuipa Text-mode Accents	15
Table 22:	phonetic Text-mode Accents	16
Table 23:	metre Text-mode Accents	16
Table 24:	t4phonet Text-mode Accents	16
Table 25:	arcs Text-mode Accents	16
Table 26:	semtrans Accents	17
Table 27:	wsuipa Diacritics	17

*The original version of this document was written by David Carlisle, with several additional tables provided by Alexander Holt.
See Section 7.6 on page 82 for more information about who did what.

Table 28:	textcomp Diacritics	17
Table 29:	textcomp Currency Symbols	17
Table 30:	marvosym Currency Symbols	18
Table 31:	wasysym Currency Symbols	18
Table 32:	eurosym Euro Signs	18
Table 33:	textcomp Legal Symbols	18
Table 34:	cclicenses Creative Commons License Icons	18
Table 35:	textcomp Old-style Numerals	19
Table 36:	Miscellaneous textcomp Symbols	19
Table 37:	Miscellaneous wasysym Text-mode Symbols	19

3 Mathematical symbols

Table 38:	Math-Mode Versions of Text Symbols	20
Table 39:	Binary Operators	20
Table 40:	<i>AMS</i> Binary Operators	21
Table 41:	stmaryrd Binary Operators	21
Table 42:	wasysym Binary Operators	21
Table 43:	txfonts/pfxfonts Binary Operators	21
Table 44:	mathabx Binary Operators	22
Table 45:	ulsy Geometric Binary Operators	22
Table 46:	mathabx Geometric Binary Operators	22
Table 47:	Variable-sized Math Operators	23
Table 48:	<i>AMS</i> Variable-sized Math Operators	23
Table 49:	stmaryrd Variable-sized Math Operators	23
Table 50:	wasysym Variable-sized Math Operators	23
Table 51:	mathabx Variable-sized Math Operators	24
Table 52:	txfonts/pfxfonts Variable-sized Math Operators	25
Table 53:	esint Variable-sized Math Operators	26
Table 54:	Binary Relations	26
Table 55:	<i>AMS</i> Binary Relations	26
Table 56:	<i>AMS</i> Negated Binary Relations	27
Table 57:	stmaryrd Binary Relations	27
Table 58:	wasysym Binary Relations	27
Table 59:	txfonts/pfxfonts Binary Relations	27
Table 60:	txfonts/pfxfonts Negated Binary Relations	28
Table 61:	mathabx Binary Relations	28
Table 62:	mathabx Negated Binary Relations	28
Table 63:	trsym Binary Relations	29
Table 64:	trfsigns Binary Relations	29
Table 65:	Subset and Superset Relations	29
Table 66:	<i>AMS</i> Subset and Superset Relations	29
Table 67:	stmaryrd Subset and Superset Relations	29
Table 68:	wasysym Subset and Superset Relations	29
Table 69:	txfonts/pfxfonts Subset and Superset Relations	29
Table 70:	mathabx Subset and Superset Relations	30
Table 71:	Inequalities	30
Table 72:	<i>AMS</i> Inequalities	30
Table 73:	wasysym Inequalities	30
Table 74:	txfonts/pfxfonts Inequalities	30
Table 75:	mathabx Inequalities	31
Table 76:	<i>AMS</i> Triangle Relations	31
Table 77:	stmaryrd Triangle Relations	31
Table 78:	mathabx Triangle Relations	31
Table 79:	Arrows	32

Table 80:	Harpoons	32
Table 81:	textcomp Text-mode Arrows	32
Table 82:	\mathcal{AMS} Arrows	32
Table 83:	\mathcal{AMS} Negated Arrows	32
Table 84:	\mathcal{AMS} Harpoons	33
Table 85:	stmaryrd Arrows	33
Table 86:	txfonts/pxfonts Arrows	33
Table 87:	mathabx Arrows	33
Table 88:	mathabx Negated Arrows	33
Table 89:	mathabx Harpoons	34
Table 90:	chemarrow Arrows	34
Table 91:	ulsy Contradiction Symbols	34
Table 92:	Extension Characters	34
Table 93:	stmaryrd Extension Characters	34
Table 94:	txfonts/pxfonts Extension Characters	34
Table 95:	mathabx Extension Characters	34
Table 96:	Log-like Symbols	35
Table 97:	\mathcal{AMS} Log-like Symbols	35
Table 98:	Greek Letters	35
Table 99:	\mathcal{AMS} Greek Letters	35
Table 100:	txfonts/pxfonts Upright Greek Letters	36
Table 101:	upgreek Upright Greek Letters	36
Table 102:	txfonts/pxfonts Variant Latin Letters	36
Table 103:	\mathcal{AMS} Hebrew Letters	36
Table 104:	Letter-like Symbols	36
Table 105:	\mathcal{AMS} Letter-like Symbols	37
Table 106:	txfonts/pxfonts Letter-like Symbols	37
Table 107:	mathabx Letter-like Symbols	37
Table 108:	trfsigns Letter-like Symbols	37
Table 109:	\mathcal{AMS} Delimiters	37
Table 110:	stmaryrd Delimiters	37
Table 111:	mathabx Delimiters	37
Table 112:	nath Delimiters	38
Table 113:	Variable-sized Delimiters	38
Table 114:	Large, Variable-sized Delimiters	38
Table 115:	\mathcal{AMS} Variable-sized Delimiters	39
Table 116:	stmaryrd Variable-sized Delimiters	39
Table 117:	mathabx Variable-sized Delimiters	39
Table 118:	nath Variable-sized Delimiters (Double)	39
Table 119:	nath Variable-sized Delimiters (Triple)	40
Table 120:	textcomp Text-mode Delimiters	40
Table 121:	metre Text-mode Delimiters	40
Table 122:	Math-mode Accents	40
Table 123:	\mathcal{AMS} Math-mode Accents	40
Table 124:	yhmath Math-mode Accents	41
Table 125:	trfsigns Math-mode Accents	41
Table 126:	Extensible Accents	41
Table 127:	overrightarrow Extensible Accents	41
Table 128:	yhmath Extensible Accents	42
Table 129:	\mathcal{AMS} Extensible Accents	42
Table 130:	empheq Extensible Accents	42
Table 131:	chemarr Extensible Accents	42
Table 132:	chemarrow Extensible Accents	43
Table 133:	mathabx Extensible Accents	43

Table 134: esvect Extensible Accents	43
Table 135: undertilde Extensible Accents	44
Table 136: extarrows Extensible Accents	44
Table 137: holtpolt Non-commutative Division Symbols	44
Table 138: Dots	44
Table 139: \mathcal{AM} S Dots	45
Table 140: mathdots Dots	45
Table 141: yhmath Dots	45
Table 142: mathcomp Math Symbols	45
Table 143: mathabx Mayan Digits	45
Table 144: marvosym Math Symbols	45
Table 145: Miscellaneous L ^A T _E X 2 _E Math Symbols	46
Table 146: Miscellaneous \mathcal{AM} S Math Symbols	46
Table 147: Miscellaneous wasysym Math Symbols	46
Table 148: Miscellaneous txfonts/pxfonts Math Symbols	46
Table 149: Miscellaneous mathabx Math Symbols	46
Table 150: Miscellaneous textcomp Text-mode Math Symbols	47
Table 151: Math Alphabets	48

4 Science and technology symbols	49
Table 152: gensymb Symbols Defined to Work in Both Math and Text Mode	49
Table 153: wasysym Electrical and Physical Symbols	49
Table 154: ifsym Pulse Diagram Symbols	49
Table 155: ar Aspect Ratio Symbol	49
Table 156: textcomp Text-mode Science and Engineering Symbols	49
Table 157: wasysym Astronomical Symbols	50
Table 158: marvosym Astronomical Symbols	50
Table 159: mathabx Astronomical Symbols	50
Table 160: wasysym Astrological Symbols	50
Table 161: marvosym Astrological Symbols	50
Table 162: mathabx Astrological Symbols	50
Table 163: wasysym APL Symbols	51
Table 164: wasysym APL Modifiers	51
Table 165: marvosym Computer Hardware Symbols	51
Table 166: ascii Control Characters (IBM)	51
Table 167: marvosym Communication Symbols	51
Table 168: marvosym Engineering Symbols	52
Table 169: wasysym Biological Symbols	52
Table 170: marvosym Biological Symbols	52
Table 171: marvosym Safety-related Symbols	52

5 Dingbats	53
Table 172: bbdng Arrows	53
Table 173: pifont Arrows	53
Table 174: marvosym Scissors	53
Table 175: bbdng Scissors	53
Table 176: pifont Scissors	53
Table 177: dingbat Pencils	54
Table 178: bbdng Pencils and Nibs	54
Table 179: pifont Pencils and Nibs	54
Table 180: dingbat Hands	54
Table 181: bbdng Hands	54
Table 182: pifont Hands	54
Table 183: bbdng Crosses and Plususes	54

Table 184: pifont Crosses and Plusses	55
Table 185: bbdng Xs and Check Marks	55
Table 186: pifont Xs and Check Marks	55
Table 187: wasysym Xs and Check Marks	55
Table 188: pifont Circled Numbers	55
Table 189: wasysym Stars	55
Table 190: bbdng Stars, Flowers, and Similar Shapes	56
Table 191: pifont Stars, Flowers, and Similar Shapes	56
Table 192: wasysym Geometric Shapes	56
Table 193: ifsym Geometric Shapes	57
Table 194: bbdng Geometric Shapes	57
Table 195: pifont Geometric Shapes	58
Table 196: universa Geometric Shapes	58
Table 197: manfnt Dangerous Bend Symbols	58
Table 198: skull Symbols	58
Table 199: Non-Mathematical mathabx Symbols	58
Table 200: marvosym Information Symbols	58
Table 201: Miscellaneous dingbat Dingbats	58
Table 202: Miscellaneous bbdng Dingbats	59
Table 203: Miscellaneous pifont Dingbats	59

6 Other symbols

Table 204: textcomp Genealogical Symbols	60
Table 205: wasysym General Symbols	60
Table 206: wasysym Circles	60
Table 207: wasysym Musical Symbols	60
Table 208: harmony Musical Symbols	60
Table 209: harmony Musical Accents	61
Table 210: Miscellaneous manfnt Symbols	61
Table 211: marvosym Navigation Symbols	61
Table 212: marvosym Laundry Symbols	62
Table 213: Other marvosym Symbols	62
Table 214: Miscellaneous universa Symbols	62
Table 215: ifsym Weather Symbols	62
Table 216: ifsym Alpine Symbols	63
Table 217: ifsym Clocks	63
Table 218: Other ifsym Symbols	63
Table 219: skak Chess Informator Symbols	64
Table 220: metre Metrical Symbols	64
Table 221: metre Small and Large Metrical Symbols	64
Table 222: phaistos Symbols from the Phaistos Disk	65
Table 223: protosem Proto-Semitic Characters	65
Table 224: hierogl Hieroglyphics	66
Table 225: dictsym Dictionary Symbols	66

7 Additional Information

7.1 Symbol Name Clashes	67
7.2 Where can I find the symbol for . . . ?	67
7.3 Math-mode spacing	77
7.4 Bold mathematical symbols	78
7.5 ASCII and Latin 1 quick reference	79
7.6 About this document	82
7.7 Copyright and license	83

References

83

Index

86

1 Introduction

Welcome to the Comprehensive L^AT_EX Symbol List! This document strives to be your primary source of L^AT_EX symbol information: font samples, L^AT_EX commands, packages, usage details, caveats—everything needed to put thousands of different symbols at your disposal. All of the fonts covered herein meet the following criteria:

1. They are freely available from the Comprehensive T_EX Archive Network (<http://www.ctan.org>).
2. All of their symbols have L^AT_EX 2_E bindings. That is, a user should be able to access a symbol by name, not just by `\char<number>`.

These are not particularly limiting criteria; the Comprehensive L^AT_EX Symbol List contains samples of 3300 symbols—quite a large number. Some of these symbols are guaranteed to be available in every L^AT_EX 2_E system; others require fonts and packages that may not accompany a given distribution and that therefore need to be installed. See <http://www.tex.ac.uk/cgi-bin/texfaq2html?label=instpackages+wherefiles> for help with installing new fonts and packages.

1.1 Document Usage

Each section of this document contains a number of font tables. Each table shows a set of symbols, with the corresponding L^AT_EX command to the right of each symbol. A table's caption indicates what package needs to be loaded in order to access that table's symbols. For example, the symbols in Table 35, “textcomp Old-Style Numerals”, are made available by putting “`\usepackage{textcomp}`” in your document's preamble. **AMS** means to use the AMS packages, viz. `amssymb` and/or `amsmath`. Notes below a table provide additional information about some or all the symbols in that table.

One note that appears a few times in this document, particularly in Section 2, indicates that certain symbols do not exist in the OT1 font encoding (Donald Knuth's original, 7-bit font encoding, which is the default font encoding for L^AT_EX) and that you should use `fontenc` to select a different encoding, such as T1 (a common 8-bit font encoding). That means that you should put “`\usepackage[⟨encoding⟩]{fontenc}`” in your document's preamble, where `⟨encoding⟩` is, e.g., T1 or LY1. To limit the change in font encoding to the current group, use “`\fontencoding{⟨encoding⟩}\selectfont`”.

Section 7 contains some additional information about the symbols in this document. It shows which symbol names are not unique across packages, gives examples of how to create new symbols out of existing symbols, explains how symbols are spaced in math mode, presents a L^AT_EX ASCII and Latin 1 tables, and provides some information about this document itself. The Comprehensive L^AT_EX Symbol List ends with an index of all the symbols in the document and various additional useful terms.

1.2 Frequently Requested Symbols

There are a number of symbols that are requested over and over again on `comp.text.tex`. If you're looking for such a symbol the following list will help you find it quickly.

„, as in “Spaces_are_significant.”	8	≤ and ≥	30
í, ï, ī, î, etc. (versus i, ī, ī, and î)	13	⋮	45
€	17	°, as in ‘180°’ or ‘15°C’	47
€	18	Ł, ₣, etc.	48
©, ®, and ™	18	N, Z, R, etc.	48
%	19	f	71
ƒ	25	á, è, etc. (i.e., several accents per character)	72
⋮	26	<, >, and (instead of i, ī, and —)	80
:= and ::=	27	^ and ~ (or ≈)	80

2 Body-text symbols

This section lists symbols that are intended for use in running text, such as punctuation marks, accents, ligatures, and currency symbols.

TABLE 1: $\text{\LaTeX} 2_{\mathcal{E}}$ Escapable “Special” Characters

$\$$	$\text{\$}$	$\%$	\%	$-$	_	$*$	$\}$	$\text{\}}$	$\&$	\&	$\#$	\#	$\{$	$\text{\{}$
------	-------------	------	-------------	-----	-------------	-----	------	-------------	------	-------------	------	-------------	------	-------------

* The underscore package redefines “ $_$ ” to produce an underscore in text mode (i.e., it makes it unnecessary to escape the underscore character).

TABLE 2: Predefined $\text{\LaTeX} 2_{\mathcal{E}}$ Text-mode Commands

\wedge	\textasciicircum	\leq	\textless
\sim	\textasciitilde	\geq	\textgreater
\ast	$\text{\textasteriskcentered}$	\circ	\textordfeminine
\backslash	\textbackslash	\bullet	\textordmasculine
\mid	\textbar	\P	\textparagraph
$\{$	\textbraceleft	$.$	$\text{\textperiodcentered}$
$\}$	\textbraceright	\textquestiondown	\textquotedblleft
\bullet	\textbullet	\textquoteright	$\text{\textquotedblright}$
\circledC	\textcopyright	\textquoteright	\textquoteright
\dagger	\textdagger	\textregistered	\textregistered
\ddagger	\textdaggerdbl	\textsterling	\textsterling
$\$$	\textdollar	\textsection	\textsection
\dots	\textellipsis	\textsterling	\textsterling
---	\textemdash	\texttrademark	\texttrademark
--	\textendash	\textunderscore	\textunderscore
!	\textexcldown	\textvisiblespace	\textvisiblespace
$>$	\textgreater		

Where two symbols are present, the left one is the “faked” symbol that $\text{\LaTeX} 2_{\mathcal{E}}$ provides by default, and the right one is the “true” symbol that textcomp makes available.

* It’s generally preferable to use the corresponding symbol from Table 3 because the symbols in that table work properly in both text mode and math mode.

TABLE 3: $\text{\LaTeX} 2_{\mathcal{E}}$ Commands Defined to Work in Both Math and Text Mode

$\$$	$\text{\$}$	$-$	_	\ddag	\ddag	$\{$	$\text{\{}$
\P	\P	\circledC	\textcopyright	\dots	\dots	$\}$	\
\S	\S	\dagger	\dag	\pounds	\pounds		

Where two symbols are present, the left one is the “faked” symbol that $\text{\LaTeX} 2_{\mathcal{E}}$ provides by default, and the right one is the “true” symbol that textcomp makes available.

TABLE 4: \mathcal{AM} S Commands Defined to Work in Both Math and Text Mode

✓ \checkmark \checkmark \circledR \circledast \maltese

TABLE 5: Non-ASCII Letters (Excluding Accented Letters)

\aa	\aa	\D	\DH^*	\L	\L	\o	\o	\ss
\AA	\AA	\d	\dh^*	\l	\l	\O	\O	\SS
\AE	\AE	\D	\DJ^*	\I	\NG^*	\OE	\OE	\TH^*
\ae	\ae	\d	\dj^*	\n	\ng^*	\oe	\oe	\th^*

* Not available in the OT1 font encoding. Use the `fontenc` package to select an alternate font encoding, such as T1.

TABLE 6: Letters Used to Typeset African Languages

\D	$\text{\B\{D\}}$	\E	$\text{\m\{c\}}$	\f	$\text{\m\{f\}}$	\k	$\text{\m\{k\}}$	\t	$\text{\M\{t\}}$	\z	$\text{\m\{Z\}}$
\d	$\text{\B\{d\}}$	\D	$\text{\m\{D\}}$	\F	$\text{\m\{F\}}$	\I	$\text{\m\{N\}}$	\T	$\text{\M\{T\}}$	\xi	$\text{\T\{E\}}$
\H	$\text{\B\{H\}}$	\d	$\text{\M\{d\}}$	\Y	$\text{\m\{G\}}$	\y	$\text{\m\{n\}}$	\f	$\text{\m\{t\}}$	\xi	$\text{\T\{e\}}$
\h	$\text{\B\{h\}}$	\D	$\text{\M\{D\}}$	\y	$\text{\m\{g\}}$	\o	$\text{\m\{o\}}$	\T	$\text{\m\{T\}}$	$\text{\tilde{O}}$	$\text{\T\{O\}}$
\t	$\text{\B\{t\}}$	\d'	$\text{\m\{d\}}$	\l	$\text{\m\{I\}}$	\O	$\text{\m\{O\}}$	\v	$\text{\m\{u\}}^*$	$\text{\tilde{o}}$	$\text{\T\{o\}}$
\T	$\text{\B\{T\}}$	\E	$\text{\m\{E\}}$	\u	$\text{\m\{i\}}$	\P	$\text{\m\{P\}}$	\U	$\text{\m\{U\}}^*$		
\b	$\text{\m\{b\}}$	\e	$\text{\m\{e\}}$	\N	$\text{\m\{J\}}$	\f	$\text{\m\{p\}}$	\Y	$\text{\m\{Y\}}$		
\B	$\text{\m\{B\}}$	\E	$\text{\M\{E\}}$	\n	$\text{\m\{j\}}$	\f	$\text{\m\{s\}}$	\y	$\text{\m\{y\}}$		
\C	$\text{\m\{C\}}$	\e	$\text{\M\{e\}}$	\K	$\text{\m\{K\}}$	\f	$\text{\m\{S\}}$	\z	$\text{\m\{z\}}$		

These characters all need the T4 font encoding, which is provided by the `fc` package.

* $\text{\m\{v\}}$ and $\text{\m\{V\}}$ are synonyms for $\text{\m\{u\}}$ and $\text{\m\{U\}}$.

TABLE 7: Letters Used to Typeset Vietnamese

\O \OHORN \o \ohorn \U \UHORN \u \uhorn

These characters all need the T5 font encoding, which is provided by the `vntex` package.

TABLE 8: Punctuation Marks Not Found in OT1

\guillemotleft	\guilsinglleft	\guillemotright	\guilsinglright	\quotedblbase	\textquotedblbase
	\guilsinglright			\textquotedblbase	$\text{\textquotedblright}$

To get these symbols, use the `fontenc` package to select an alternate font encoding, such as T1.

TABLE 9: pifont Decorative Punctuation Marks

•	<code>\ding{123}</code>	■	<code>\ding{125}</code>	▢	<code>\ding{161}</code>	◊	<code>\ding{163}</code>
,	<code>\ding{124}</code>	▣	<code>\ding{126}</code>	▢	<code>\ding{162}</code>		

TABLE 10: tipa Phonetic Symbols

γ	<code>\textbabygamma</code>	?	<code>\textglotstop</code>	η	<code>\textrtailn</code>
b	<code>\textbarb</code>	.	<code>\texthalflength</code>	ł	<code>\textrtailr</code>
c	<code>\textbarc</code>	ń	<code>\texthardsign</code>	s	<code>\textrtails</code>
d	<code>\textbard</code>	ŕ	<code>\texthooktop</code>	ł	<code>\textrtailt</code>
ż	<code>\textbardotlessj</code>	ó	<code>\texthtb</code>	z	<code>\textrtailz</code>
g	<code>\textbarg</code>	f	<code>\texthtbardotlessj</code>	.	<code>\textrthook</code>
?	<code>\textbarglotstop</code>	č	<code>\texthtc</code>	A	<code>\textsc{a}</code>
í	<code>\textbari</code>	đ	<code>\texthtd</code>	B	<code>\textsc{b}</code>
ł	<code>\textbarl</code>	ǵ	<code>\texthtg</code>	E	<code>\textsc{e}</code>
ø	<code>\textbaro</code>	ń	<code>\texthth</code>	G	<code>\textsc{g}</code>
ꝑ	<code>\textbarrevglotstop</code>	ħ	<code>\texthteng</code>	H	<code>\textsc{h}</code>
ꝑ	<code>\textbaru</code>	ń	<code>\texthtk</code>	ə	<code>\textschwa</code>
ꝑ	<code>\textbeltl</code>	þ	<code>\texthtp</code>	I	<code>\textsc{i}</code>
β	<code>\textbeta</code>	ǵ	<code>\texthtq</code>	J	<code>\textsc{j}</code>
ꝑ	<code>\textbullseye</code>	đ	<code>\texthtraild</code>	L	<code>\textsc{l}</code>
‘	<code>\textcepal</code>	ǵ	<code>\texthtscg</code>	N	<code>\textsc{n}</code>
ꝑ	<code>\textchi</code>	ń	<code>\texthtt</code>	(E)	<code>\textsc{e}</code>
ꝑ	<code>\textcloseepsilon</code>	hu	<code>\texthvlig</code>	ꝑ	<code>\textsc{omega}</code>
ꝑ	<code>\textcloseomega</code>	ɔ	<code>\textinvglotstop</code>	R	<code>\textsc{r}</code>
ꝑ	<code>\textcloserepsilon</code>	ø	<code>\textinvscr</code>	a	<code>\textscripta</code>
ꝑ	<code>\textcommatailz</code>	ı	<code>\textiota</code>	g	<code>\textscriptg</code>
ꝑ	<code>\textcorner</code>	λ	<code>\textlambda</code>	v	<code>\textscriptv</code>
b	<code>\textcrb</code>	:	<code>\textlengthmark</code>	U	<code>\textsc{u}</code>
đ	<code>\textcrd</code>	Ń	<code>\textlhookt</code>	Y	<code>\textsc{y}</code>
g	<code>\textcrg</code>	ł	<code>\textlhtlongi</code>	.	<code>\textsecstress</code>
h	<code>\textcrh</code>	ą	<code>\textlhtlongy</code>	ń	<code>\textsoftsign</code>
᷇	<code>\textcrinvglotstop</code>	ń	<code>\textlongegr</code>	ć	<code>\textstretchc</code>
ꝑ	<code>\textcrlambda</code>	ń	<code>\textlptr</code>	tc	<code>\texttctclig</code>
ꝑ	<code>\textcrtwo</code>	m̄	<code>\textltailm</code>	ǵ	<code>\textteshlig</code>
c	<code>\textctc</code>	n̄	<code>\textltailn</code>	θ	<code>\texttheta</code>
d	<code>\textctd</code>	ł̄	<code>\textltilde</code>	p	<code>\textthorn</code>
dz	<code>\textctdctzlig</code>	ń̄	<code>\textlyoghlig</code>	ł	<code>\texttoneletterstem</code>
᷇	<code>\textctesh</code>	j̄	<code>\textObardotlessj</code>	ts	<code>\texttslig</code>
᷇	<code>\textctj</code>	ń̄	<code>\textOlyoghlig</code>	ę	<code>\textturna</code>
ń	<code>\textctn</code>	ω̄	<code>\textomega</code>	œ	<code>\textturnelig</code>
t̄	<code>\textctt</code>	r̄	<code>\textopencorner</code>	ꝑ	<code>\textturnh</code>
tc̄	<code>\textcttctclig</code>	ɔ̄	<code>\textopeno</code>	ꝑ	<code>\textturnnk</code>
᷇	<code>\textctyogh</code>	ń̄	<code>\textpalhook</code>	ł	<code>\textturnlongegr</code>
z̄	<code>\textctz</code>	ɸ̄	<code>\textphi</code>	uu	<code>\textturnnm</code>

(continued on next page)

(continued from previous page)

dz	\textdctzlig	I	\textpipe	u	\textturnmrleg
f	\textdoublebaresh	?	\textprimstress	ı	\textturnr
‡	\textdoublebarpipe	l	\textraiseglotstop	ł	\textturnrrtail
≠	\textdoublebarslash	y	\textraisevibyi	đ	\textturnscripta
	\textdoublepipe	‘	\textramshorns	ż	\textturnt
	\textdoublevertline	’	\textrevapostrophe	ѧ	\textturnv
↓	\textdownstep	ə	\textreve	ѧ	\textturnw
Ծ	\textdyoghlig	ɜ	\textrevespsilon	ܶ	\textturny
ڏ	\textdzlig	Ӧ	\textrevglotstop	ܻ	\textupsilon
ܰ	\textepsilon	ܸ	\textrevyogh	ܵ	\textupstep
ܱ	\textesh	ܹ	\textrhookrevespsilon	ܲ	\textvertline
ܳ	\textfishhookr	ܺ	\textrhookschwa	ܲ	\textvibyi
ܴ	\textg	ܻ	\textrhoticity	ܻ	\textvibyy
ܵ	\textglobfall	ܼ	\textrptr	ܻ	\textwynn
ܶ	\textglobrise	ܽ	\textrtaild	ܻ	\textyogh
		ܿ	\textrtaill		

tipa defines shortcut characters for many of the above. It also defines a command \tone for denoting tone letters (pitches). See the tipa documentation for more information.

TABLE 11: tipx Phonetic Symbols

ࡠ	\textaaolig	࡫	\texthtbardotlessjvar	ࡲ	\textrthhooklong
ࡢ	\textbentailyogh	࡮	\textinvomega	ࡃ	\textscaolig
ࡣ	\textbktailgamma	࡯	\textinvscsa	ࡄ	\textscdelta
ࡤ	\textctinglotstop	ࡥ	\textinvscripta	ࡅ	\textscf
ࡥ	\textctjvar	ࡦ	\textlfishhookrlig	ࡆ	\textscck
ࡦ	\textctstretchc	ࡧ	\textlhookfour	ࡇ	\textscm
ࡨ	\textctstretchcv	ࡨ	\textlhookp	ࡈ	\textscp
ࡩ	\textctturnt	ࡩ	\textlhti	ࡉ	\textscq
ࡪ	\textdblig	ࡪ	\textlooptoprevesh	ࡊ	\textspleftarrow
࡫	\textdoublebarpipevar	ࡪ	\textnrleg	ࡋ	\textstretchcv
࡬	\textdoublepipevar	ࡪ	\textObullseye	ࡌ	\textsubdoublearrow
࡭	\textdownfullarrow	ࡪ	\textpalhooklong	ࡍ	\textsubrightarrow
࡮	\textfemale	ࡪ	\textpalhookvar	ࡎ	\textthornvari
࡯	\textfrbarn	ࡪ	\textpipevar	ࡏ	\textthornvari
ࡰ	\textfrhookd	ࡪ	\textqplig	ࡐ	\textthornvariii
ࡱ	\textfrhookdvar	ࡪ	\textrectangle	ࡑ	\textthornvariv
ࡲ	\textfrhookt	ࡪ	\textretractingvar	ࡒ	\textturnglotstop
ࡳ	\textfrtailgamma	ࡪ	\textrevscl	ࡓ	\textturnsck
ࡴ	\textglotstopvari	ࡪ	\textrevscr	ࡔ	\textturnscu
ࡵ	\textglotstopvari	ࡪ	\textrhooka	ࡕ	\textturnthree
ࡶ	\textglotstopvarii	ࡪ	\textrhooke	ࡖ	\textturntwo
ࡷ	\textgrgamma	ࡪ	\textrookepsilon	ࡗ	\textuncrfemale
ࡸ	\textheng	ࡪ	\textrhookopeno	ࡘ	\textupfullarrow
ࡹ	\texthmlig	ࡪ	\textrtailhth		

TABLE 13: wsipa Phonetic Symbols

ȝ	\babygamma
b	\barb
d	\bard
i	\bari
t	\barl
θ	\baro
p	\barp
f	\barsci
u	\baru
·	\clickb
č	\clickc
‡	\clickt
ω	\closedniomega
ȝ	\closedrevepsilon
b	\crossb
đ	\crossd
h	\crossh
χ	\crossnilambda
c	\curlyc
ʃ	\curlyesh
ȝ	\curlyyogh
z	\curlyz
t	\dlbari
ðʒ	\dz
?	\ejective
ŋ	\eng
ɔ	\er
f	\esh
ð	\eth
r	\flap
?	\glottal
B	\hausaB
þ	\hausab
ð	\hausad
D	\hausaD
ɸ	\hausak
K	\hausaK
d	\hookd
y	\ipagamma
ŋ	\labdentalnas
ɸ	\latfric
ɥ	\legm
l	\legr
ȝ	\lz
α	\nialpha
β	\nibeta
χ	\nichi
ε	\niepsilon
γ	\nigamma
ւ	\niota
λ	\nilambda
ω	\niomega
Փ	\niphil
σ	\nisigma
θ	\nitheta
ʊ	\niupsilon
ն	\nj
օ	\oo
օ	\openo
զ	\reve
՛	\reveject
Յ	\revepsilon
Ւ	\revglotstop
D	\scd
G	\scg
ə	\schwa
I	\sci
N	\scn
R	\scr
a	\scripta
g	\scriptg
v	\scriptv
U	\scu
Y	\scy
ყ	\slashb
Շ	\slashc
Ճ	\slashd
Կ	\slashh
Ճ	\taild
Ճ	\tailinvr
լ	\taill
Ն	\tailn
Լ	\tailr
Տ	\tails
Շ	\tailt
Զ	\tailz
Շ	\tesh
Բ	\thorn
Ւ	\tilded
Յ	\yogh

TABLE 14: wasysym Phonetic Symbols

D	\DH
D	\Thorn
ð	\dh
ð	\inve
Ծ	\openo
Ծ	\thorn

TABLE 15: phonetic Phonetic Symbols

լ	\barj
Խ	\barlambda
Ր	\emgma
Ծ	\engma
Ն	\enya
Ը	\epsi
Ժ	\esh
Ծ	\eth
Ֆ	\fj
ր	\flap
՞	\glottal
Բ	\hausaB
Ծ	\hausab
Ծ	\hausad
Ծ	\hausaD
Ֆ	\hausak
Կ	\hausaK
Ժ	\hookd
ի	\ibar
օ	\openo
հ	\planck
Ա	\pwedge
Ծ	\revD
Ր	\riota
Ո	\rotm
Վ	\rotOmega
Շ	\rototr
Ծ	\rotvara
Ծ	\rotw
Ծ	\roty
Ծ	\schwa
Ծ	\thorn
Ծ	\ubar
Ծ	\udesc
Ծ	\vara
Ծ	\varg
լ	\vari
Ը	\varomega
Ծ	\varopeno
Վ	\vod
Ֆ	\voicedh
Յ	\yogh

TABLE 16: t4phonet Phonetic Symbols

đ	\textcrd	d̊	\texthtd	ł	\textpipe
ḥ	\textcrh	k̊	\texthtk	đ	\textrtaild
ɛ	\textepsilon	ɸ̊	\texthtp	ł̊	\textrtailt
ʃ̊	\textesh	t̊	\texthtt	đ̊	\textscha
fj̊	\textfjlig	ů	\textiota	ʃ̊	\textscriptv
þ̊	\texthtb	p̊	\textltailn	t̊	\textteshlig
ɛ̊	\texthtc	o̊	\textopeno	z̊	\textyogh

The idea behind the t4phonet package's phonetic symbols is to provide an interface to some of the characters in the T4 font encoding (Table 6 on page 9) but using the same names as the tipa characters presented in Table 10 on page 10.

TABLE 17: semtrans Transliteration Symbols

> \Alif < \Ayn

TABLE 18: Text-mode Accents

Ää	\\"{A}"{a}	Àà	\'{A}\'{a}	Aa	\d{A}\d{a}	Åå	\r{A}\r{a}
Áá	\'{A}'{a}	Àá	\ {A}\ {a}†	Ää	\G{A}\G{a}†	Ãá	\t{A}\t{a}
Àá	\.{A}\.{a}	Àá	\~{A}\~{a}	Åá	\h{A}\h{a}§	Ãá	\u{A}\u{a}
Āá	\={A}\={a}	Aá	\b{A}\b{a}	Ãá	\H{A}\H{a}	Ãá	\U{A}\U{a}†
Ââ	\^{\{}A\}\^{\{}a\}	Aá	\c{A}\c{a}	Aâ	\k{A}\k{a}†	Ãâ	\v{A}\v{a}
		Ââ	\newtie{A}\newtie{a}* (A)â		\textcircled{A}\textcircled{a}		

* Requires the textcomp package.

† Not available in the OT1 font encoding. Use the fontenc package to select an alternate font encoding, such as T1.

‡ Requires the T4 font encoding, provided by the fc package.

§ Requires the T5 font encoding, provided by the vntex package.

Also note the existence of \i and \j, which produce dotless versions of "i" and "j" (viz., "í" and "í"). These are useful when the accent is supposed to replace the dot. For example, "na\"{\i}ve" produces a correct "naïve", while "na\"{\i}ve" would yield the rather odd-looking "naive". ("na\"{\i}ve" does work in encodings other than OT1, however.)

TABLE 19: tipa Text-mode Accents

Áá	\textacute{a}\textacute{a}
Áá	\textacute{e}{a}\textacute{e}{a}
Aa	\textadvancing{a}\textadvancing{a}
Aa	\textbottomtiebar{a}\textbottomtiebar{a}
Áá	\textbreve{a}\textbreve{a}
Áá	\textcircum{a}\textcircum{a}
Áá	\textcircumdot{a}\textcircumdot{a}
Áá	\textdotacute{a}\textdotacute{a}
Áá	\textdotbreve{a}\textdotbreve{a}
Áá	\textdotbreve{a}\textdotbreve{a}
Áá	\textdoublegrave{a}\textdoublegrave{a}
Áá	\textdoublebaraccent{a}\textdoublebaraccent{a}
Áá	\textgrave{a}\textgrave{a}
Áá	\textgravedot{a}\textgravedot{a}
Áá	\textgravemacron{a}\textgravemacron{a}
Áá	\textgravemid{a}\textgravemid{a}
Aa	\textinvsubbridge{a}\textinvsubbridge{a}
Aa	\textlowering{a}\textlowering{a}
Áá	\textmidacute{a}\textmidacute{a}
Áá	\textovercross{a}\textovercross{a}
Áá	\textoverw{a}\textoverw{a}
Aa	\textpolhook{a}\textpolhook{a}
Aa	\textraising{a}\textraising{a}
Aa	\textretracting{a}\textretracting{a}
Áá	\textringmacron{a}\textringmacron{a}
Áá	\textroundcap{a}\textroundcap{a}
Aa	\textseagull{a}\textseagull{a}
Aa	\textsubacute{a}\textsubacute{a}
Aa	\textsubarch{a}\textsubarch{a}
Aa	\textsubbar{a}\textsubbar{a}
Aa	\textsubbridge{a}\textsubbridge{a}
Aa	\textsubcircum{a}\textsubcircum{a}
Aa	\textsubdot{a}\textsubdot{a}
Aa	\textsubgrave{a}\textsubgrave{a}
Aa	\textsublhalfing{a}\textsublhalfing{a}
Aa	\textsubplus{a}\textsubplus{a}
Aa	\textsubrhalfing{a}\textsubrhalfing{a}

(continued on next page)

(continued from previous page)

A _o _o	\textsubring{A}\textsubring{a}
A _g _g	\textsubsquare{A}\textsubsquare{a}
A _~ _~	\textsubtilde{A}\textsubtilde{a}
A _{..} _{..}	\textsubumlaut{A}\textsubumlaut{a}
A _w _w	\textsubw{A}\textsubw{a}
A _~ _~	\textsubwedge{A}\textsubwedge{a}
A _a _a	\textsuperimpostilde{A}\textsuperimpostilde{a}
A _~ _~	\textsyllabic{A}\textsyllabic{a}
Ä _~ _~	\texttildedot{A}\texttildedot{a}
Ä _~ _~	\texttoptiebar{A}\texttoptiebar{a}
Ä _~ _~	\textvbaraccent{A}\textvbaraccent{a}

`tipa` defines shortcut sequences for many of the above. See the `tipa` documentation for more information.

TABLE 20: extraipa Text-mode Accents

Ä _~ _~	\bibridge{A}\bibridge{a}	Ä _~ _~	\partvoiceless{A}\partvoiceless{a}
Ä _~ _~	\crtilde{A}\crtilde{a}	Ä _~ _~	\sliding{A}\sliding{a}
Ä _~ _~	\dottedtilde{A}\dottedtilde{a}	Ä _~ _~	\spreadlips{A}\spreadlips{a}
Ä _~ _~	\doubletilde{A}\doubletilde{a}	Ä _~ _~	\subcorner{A}\subcorner{a}
Ä _~ _~	\finpartvoice{A}\finpartvoice{a}	Ä _~ _~	\subdoublebar{A}\subdoublebar{a}
Ä _~ _~	\finpartvoiceless{A}\finpartvoiceless{a}	Ä _~ _~	\subdoublevert{A}\subdoublevert{a}
Ä _~ _~	\inipartvoice{A}\inipartvoice{a}	Ä _~ _~	\sublptr{A}\sublptr{a}
Ä _~ _~	\inipartvoiceless{A}\inipartvoiceless{a}	Ä _~ _~	\subrptr{A}\subrptr{a}
Ä _~ _~	\overbridge{A}\overbridge{a}	Ä _~ _~	\whistle{A}\whistle{a}
Ä _~ _~	\partvoice{A}\partvoice{a}		

TABLE 21: wsuipa Text-mode Accents

A _a _a	\dental{A}\dental{a}
A _a _a	\underarch{A}\underarch{a}

TABLE 22: phonetic Text-mode Accents

$\hat{A}\hat{a}$	<code>\hill{A}\hill{a}</code>	$\hat{\underline{A}}\hat{\underline{a}}$	<code>\rcf{A}\rcf{a}</code>	$\underline{\hat{A}}\underline{\hat{a}}$	<code>\ut{A}\ut{a}</code>
$\hat{A}\hat{a}$	<code>\od{A}\od{a}</code>	$\hat{\underline{A}}\hat{\underline{a}}$	<code>\syl{A}\syl{a}</code>	$\underline{\hat{A}}\underline{\hat{a}}$	<code>\td{A}\td{a}</code>
$\hat{\underline{A}}\hat{\underline{a}}$	<code>\ohill{A}\ohill{a}</code>	$\hat{\underline{A}}\hat{\underline{a}}$	<code>\td{A}\td{a}</code>		

The `phonetic` package provides a few additional macros for linguistic accents. `\acbar` and `\acarc` compose characters with multiple accents; for example, `\acbar{\'}\{a}` produces “ \acute{a} ” and `\acarc{\'}\{e}` produces “ \ddot{e} ”. `\labvel` joins two characters with an arc: `\labvel{mn}` → “ $\widehat{m}n$ ”. `\upbar` is intended to go between characters as in “ $x\upbar{}y$ ” → “ $x\bar{y}$ ”. Lastly, `\uplett` behaves like `\textsuperscript` but uses a smaller font. Contrast “ $p\uplett{h}$ ” → “ p^h ” with “ ph ” → “ p^h ”.

TABLE 23: metre Text-mode Accents

$\acute{A}\acute{a}$	<code>\acutus{A}\acutus{a}</code>
$\breve{A}\breve{a}$	<code>\breve{A}\breve{a}</code>
$\circ{A}\circ{a}$	<code>\circumflexus{A}\circumflexus{a}</code>
$\ddot{A}\ddot{a}$	<code>\diaeresis{A}\diaeresis{a}</code>
$\grave{A}\grave{a}$	<code>\gravis{A}\gravis{a}</code>
$\bar{A}\bar{a}$	<code>\macron{A}\macron{a}</code>

TABLE 24: t4phonet Text-mode Accents

$\ddot{A}\ddot{a}$	<code>\textdoublegrave{A}\textdoublegrave{a}</code>
$\grave{A}\grave{a}$	<code>\textvbaraccent{A}\textvbaraccent{a}</code>
$\ddot{\grave{A}}\ddot{\grave{a}}$	<code>\textdoublevbaraccent{A}\textdoublevbaraccent{a}</code>

The idea behind the `t4phonet` package’s text-mode accents is to provide an interface to some of the accents in the T4 font encoding (accents marked with “‡” in Table 18 on page 13) but using the same names as the `tipa` accents presented in Table 19 on page 14.

TABLE 25: arcs Text-mode Accents

$\widehat{\underline{A}}\widehat{\underline{a}}$ `\overarc{A}\overarc{a}` $\underline{\widehat{A}}\underline{\widehat{a}}$ `\underarc{A}\underarc{a}`

The accents shown above scale only to a few characters wide. An optional macro argument alters the effective width of the accented characters. See the `arcs` documentation for more information.

TABLE 26: *semtrans* Accents

\AA	$\text{\D{A}\D{a}}$	\aa	$\text{\U{A}\U{a}}$
$\text{\V{e}}$	$\text{\T{A}\T{a}}^*$		

$\text{\T{ }}$ is not actually an accent but a command that rotates its argument 180° using the *graphicx* package's *\rotatebox* command.

TABLE 27: *wsuipa* Diacritics

\ain	\leftfp	\overring	\stress	\underwedge
\corner	\lefttt	\polishhook	\syllabic	\upp
\downp	\length	\rightfp	\underdots	\upt
\downt	\midtilde	\rightt	\underring	
\halflength	\open	\secstress	\undertilde	

The *wsuipa* package defines all of the above as ordinary characters, not as accents. However, it does provide *\diatop* and *\diaunder* commands, which are used to compose diacritics with other characters. For example, *\diatop[\overring{a}]* produces “å”, and *\diaunder[\underdots{a}]* produces ‘ä’. See the *wsuipa* documentation for more information.

TABLE 28: *textcomp* Diacritics

\textacutedbl	\textasciicaron	\textasciimacron
\textasciacute	$\text{\textasciidieresis}$	\textgravedbl
\textasciibreve	\textasciigrave	

The *textcomp* package defines all of the above as ordinary characters, not as accents.

TABLE 29: *textcomp* Currency Symbols

\textbaht	\textdollar^*	\textguarani	\textwon
\textcent	$\text{\textdollaroldstyle}$	\textlira	\textyen
\textcentoldstyle	\textdong	\textnaira	
$\text{\textcolonmonetary}$	\texteuro	\textpeso	
\textcurrency	\textflorin	\textsterling^*	

* It's generally preferable to use the corresponding symbol from Table 3 on page 8 because the symbols in that table work properly in both text mode and math mode.

TABLE 30: marvosym Currency Symbols

	\Denarius		\EUR		\EURdig		\EURtm		\Pfund
	\Ecommerce		\EURcr		\EURhv		\EyesDollar		\Shilling

The different euro signs are meant to be compatible with different fonts—Courier (\EURcr), Helvetica (\EURhv), Times (\EURtm), and the marvosym digits listed in Table 144 (\EURdig).

TABLE 31: wasysym Currency Symbols

	\cent		\currency
--	-------	--	-----------

TABLE 32: eurosym Euro Signs

	\geneuro		\geneuronarrow		\geneurowide		\officialeuro
--	----------	--	----------------	--	--------------	--	---------------

\euro is automatically mapped to one of the above—by default, \officialeuro—based on a eurosym package option. See the eurosym documentation for more information. The \geneuro... characters are generated from the current body font’s “C” character and therefore may not appear exactly as shown.

TABLE 33: textcomp Legal Symbols

	\textcircledP		\textcopyright		\textservicemark
	\textcopyleft		\textregistered		\texttrademark

Where two symbols are present, the left one is the “faked” symbol that L^AT_EX 2_E provides by default, and the right one is the “true” symbol that textcomp makes available.

See <http://www.tex.ac.uk/cgi-bin/texfaq2html?label=tradesyms> for solutions to common problems that occur when using these symbols (e.g., getting a ‘(P)’ when you expected to get a ‘(R)’).

TABLE 34: cclicenses Creative Commons License Icons

	\cc		\ccby		\ccnc*		\ccnd		\ccsa*
--	-----	--	-------	--	--------	--	-------	--	--------

* These symbols utilize the rotating package and therefore display improperly in most DVI viewers.

TABLE 35: *textcomp* Old-style Numerals

0	\textzerooldstyle	4	\textfouroldstyle	8	\texteightoldstyle
1	\textoneoldstyle	5	\textfiveoldstyle	9	\textnineoldstyle
2	\texttwooldstyle	6	\textsixoldstyle		
3	\textthreeoldstyle	7	\textsevenoldstyle		

Rather than use the bulky `\textoneoldstyle`, `\texttwooldstyle`, etc. commands shown above, consider using `\oldstylenums{...}` to typeset an old-style number.

TABLE 36: Miscellaneous *textcomp* Symbols

*	\textasteriskcentered	a	\textordfeminine
	\textbardbl	o	\textordmasculine
○	\textbigcircle	¶	\textparagraph*
þ	\textblank	.	\textperiodcentered
—	\textbrokenbar	%oo	\textpertenthousand
•	\textbullet	%o	\textperthousand
†	\textdagger*	¶	\textpilcrow
‡	\textdaggerdbl*	'	\textquotesingle
=	\textdblyhyphen	,	\textquotestraightbase
=	\textdblyhyphenchar	"	\textquotestraightdblbase
%	\textdiscount	R	\textrecipie
€	\textestimated	⌘	\textreferencemark
‽	\textinterrobang	§	\textsection*
‽	\textinterrobangdown	—	\textthreequartersemdash
♪	\textmusicalnote	~	\texttildelow
№	\textnumero	—	\texttwelveudash
◦	\textopenbullet		

Where two symbols are present, the left one is the “faked” symbol that $\text{\LaTeX} 2_{\varepsilon}$ provides by default, and the right one is the “true” symbol that *textcomp* makes available.

* It’s generally preferable to use the corresponding symbol from Table 3 on page 8 because the symbols in that table work properly in both text mode and math mode.

TABLE 37: Miscellaneous *wasysym* Text-mode Symbols

%oo \permil

3 Mathematical symbols

Most, but not all, of the symbols in this section are math-mode only. That is, they yield a “Missing \$ inserted” error message if not used within $\$ \dots \$$, $\[\dots]$, or another math-mode environment. Operators marked as “variable-sized” are taller in displayed formulas, shorter in in-text formulas, and possibly shorter still when used in various levels of superscripts or subscripts.

Alphanumeric symbols (e.g., ‘ \mathbb{Z} ’ and ‘ \mathbb{Z} ’) are usually produced using one of the math alphabets in Table 151 rather than with an explicit symbol command. Look there first if you need a symbol for a transform, number set, or some other alphanumeric.

Although there have been many requests on `comp.text.tex` for a contradiction symbol, the ensuing discussion invariably reveals innumerable ways to represent contradiction in a proof, including “ \dagger ” (`\blitza`), “ $\Rightarrow\Leftarrow$ ” (`\Rightarrow\Leftarrow`), “ \bot ” (`\bot`), “ \nleftrightarrow ” (`\nleftrightarrow`), and “ \ast ” (`\textreferencemark`). Because of the lack of notational consensus, it is probably better to spell out “Contradiction!” than to use a symbol for this purpose. Similarly, discussions on `comp.text.tex` have revealed that there are a variety of ways to indicate the mathematical notion of “is defined as”. Common candidates include “ \triangleq ” (`\triangleq`), “ \equiv ” (`\equiv`), “ \coloneqq ” (`\coloneqq`), and “ $\stackrel{\text{def}}{=}$ ” (`\stackrel{\text{def}}{=}`). See also the example of `\equalsfill` on page 74. Finally, the average value of a variable x is written by some people as “ \overline{x} ” (`\overline{x}`), by some people as “ $\langle x \rangle$ ” (`\langle x \rangle`), and by some people as “ \bar{x} ” or “ $\mathcal{O}x$ ” (`\bar{x}` or `\mathcal{O}x`). The moral of the story is that you should be careful always to explain your notation to avoid confusing your readers.

TABLE 38: Math-Mode Versions of Text Symbols

$\$$	<code>\mathdollar</code>	\P	<code>\mathparagraph</code>	\pounds	<code>\mathsterling</code>
...	<code>\mathellipsis</code>	\S	<code>\mathsection</code>	-	<code>\mathunderscore</code>

It’s generally preferable to use the corresponding symbol from Table 3 on page 8 because the symbols in that table work properly in both text mode and math mode.

TABLE 39: Binary Operators

\amalg	<code>\amalg</code>	\cup	<code>\cup</code>	\oplus	<code>\oplus</code>	\times	<code>\times</code>
\ast	<code>\ast</code>	\dagger	<code>\dagger</code>	\oslash	<code>\oslash</code>	\triangleleft	<code>\triangleleft</code>
\circlearrowright	<code>\bigcirc</code>	\ddagger	<code>\ddagger</code>	\otimes	<code>\otimes</code>	\triangleright	<code>\triangleright</code>
\bigtriangledown	<code>\bigtriangledown</code>	\diamond	<code>\diamond</code>	\pm	<code>\pm</code>	\unlhd^*	<code>\unlhd^*</code>
\bigtriangleup	<code>\bigtriangleup</code>	\div	<code>\div</code>	\rhd^*	<code>\rhd^*</code>	\unrhd^*	<code>\unrhd^*</code>
\bullet	<code>\bullet</code>	\lhd^*	<code>\lhd^*</code>	\setminus	<code>\setminus</code>	\uplus	<code>\uplus</code>
\cap	<code>\cap</code>	\mp	<code>\mp</code>	\sqcap	<code>\sqcap</code>	\vee	<code>\vee</code>
\cdot	<code>\cdot</code>	\odot	<code>\odot</code>	\sqcup	<code>\sqcup</code>	\wedge	<code>\wedge</code>
\circ	<code>\circ</code>	\ominus	<code>\ominus</code>	\star	<code>\star</code>	\wr	<code>\wr</code>

* Not predefined in `LATEX 2 ϵ` . Use one of the packages `latexsym`, `amsfonts`, `amssymb`, `txfonts`, `pxfonts`, or `wasysym`.

TABLE 40: \mathcal{AM} S Binary Operators

$\bar{\wedge}$	<code>\barwedge</code>	\circledcirc	<code>\circledcirc</code>	\intercal	<code>\intercal</code>
\boxdot	<code>\boxdot</code>	\circleddash	<code>\circleddash</code>	\leftthreetimes	<code>\leftthreetimes</code>
\boxminus	<code>\boxminus</code>	\Cup	<code>\Cup</code>	\ltimes	<code>\ltimes</code>
\boxplus	<code>\boxplus</code>	\curlyvee	<code>\curlyvee</code>	\rightthreetimes	<code>\rightthreetimes</code>
\boxtimes	<code>\boxtimes</code>	\curlywedge	<code>\curlywedge</code>	\rtimes	<code>\rtimes</code>
\Cap	<code>\Cap</code>	\divideontimes	<code>\divideontimes</code>	\smallsetminus	<code>\smallsetminus</code>
\cdot	<code>\centerdot</code>	\dotplus	<code>\dotplus</code>	\veebar	<code>\veebar</code>
\circledast	<code>\circledast</code>	\doublebarwedge	<code>\doublebarwedge</code>		

TABLE 41: stmaryrd Binary Operators

\bar{o}	<code>\baro</code>	\interleave	<code>\interleave</code>	\varoast	<code>\varoast</code>
$\backslash\backslash$	<code>\bbslash</code>	\leftslice	<code>\leftslice</code>	\varobar	<code>\varobar</code>
$\&$	<code>\binampersand</code>	\merge	<code>\merge</code>	\varobslash	<code>\varobslash</code>
\wp	<code>\bindnasrepma</code>	\minuso	<code>\minuso</code>	\varocircle	<code>\varocircle</code>
\boxast	<code>\boxast</code>	\moo	<code>\moo</code>	\varodot	<code>\varodot</code>
\boxbar	<code>\boxbar</code>	\nplus	<code>\nplus</code>	\varogt	<code>\varogt</code>
\boxbox	<code>\boxbox</code>	\obar	<code>\obar</code>	\varoles	<code>\varoles</code>
\boxbslash	<code>\boxbslash</code>	\oblong	<code>\oblong</code>	\varominus	<code>\varominus</code>
\boxcircle	<code>\boxcircle</code>	\obslash	<code>\obslash</code>	\varoplus	<code>\varoplus</code>
\boxdot	<code>\boxdot</code>	\gtrthan	<code>\gtrthan</code>	\varoslash	<code>\varoslash</code>
\boxempty	<code>\boxempty</code>	\less	<code>\less</code>	\varotimes	<code>\varotimes</code>
\boxslash	<code>\boxslash</code>	\ovee	<code>\ovee</code>	\varovee	<code>\varovee</code>
\downarrow	<code>\curlyveedownarrow</code>	\owedge	<code>\owedge</code>	\varowedge	<code>\varowedge</code>
\uparrow	<code>\curlyveeuparrow</code>	\rightslice	<code>\rightslice</code>	\vartimes	<code>\vartimes</code>
\nwarrow	<code>\curlywedgedownarrow</code>	\sslash	<code>\sslash</code>	\Ydown	<code>\Ydown</code>
\nearrow	<code>\curlywedgeuparrow</code>	\talloblong	<code>\talloblong</code>	\Yleft	<code>\Yleft</code>
$\backslash\backslash$	<code>\fatbslash</code>	\varbigcirc	<code>\varbigcirc</code>	\Yright	<code>\Yright</code>
\cdot	<code>\fatsemi</code>	\varcurlyvee	<code>\varcurlyvee</code>	\Yup	<code>\Yup</code>
\cdot	<code>\fatslash</code>	\varcurlywedge	<code>\varcurlywedge</code>		

TABLE 42: wasysym Binary Operators

\triangleleft	<code>\lhd</code>	\circlearrowleft	<code>\circlearrowleft</code>	\triangleright	<code>\rhd</code>
\blacktriangleleft	<code>\LHD</code>	\circlearrowright	<code>\rhd</code>	\triangleleft	<code>\unlhd</code>

TABLE 43: txfonts/pxfonts Binary Operators

\circledcirc	<code>\circledbar</code>	\circledcirc	<code>\circledwedge</code>	\circledcirc	<code>\medcirc</code>
\circledcirc	<code>\circledbslash</code>	\wp	<code>\invamp</code>	\circledcirc	<code>\sqcapplus</code>
\circledcirc	<code>\circledvee</code>	\bullet	<code>\medbullet</code>	\circledcirc	<code>\sqcupplus</code>

TABLE 44: mathabx Binary Operators

*	\ast	爱人	\curlywedge	□	\sqcap
*	\Asterisk	·	\divdot	□	\sqcup
＼	\barwedge	＊	\divideontimes	□	\sqdoublecap
★	\bigstar	÷	\dotdiv	□	\sqdoublecup
★	\bigvarstar	+	\dotplus	□	\square
◆	\blackdiamond	×	\dottimes	□	\squplus
○	\cap	×	\doublebarwedge	·	\udot
+	\circplus	◎	\doublecap	⊕	\uplus
*	\coasterisk	⊗	\doublecup	*	\varstar
*	\coAsterisk	⊗	\ltimes	∨	\vee
*	\convolution	◆	\pluscirc	∨	\veebar
○	\cup	×	\rtimes	≤	\veedoublebar
∨	\curlyvee	■	\sqbullet	∧	\wedge

Many of the above glyphs go by multiple names. \centerdot is equivalent to \sqbullet, and \ast is equivalent to *. \Asterisk produces the same glyph as \ast, but as an ordinary symbol, not a binary operator. Similarly, \bigast produces a large-operator version of the \Asterisk binary operator, and \bigcoast produces a large-operator version of the \coAsterisk binary operator.

TABLE 45: utsy Geometric Binary Operators

⊕ \odplus

TABLE 46: mathabx Geometric Binary Operators

▼	\blacktriangledown	□	\boxright	⊖	\ominus
◀	\blacktriangleleft	□	\boxslash	⊕	\oplus
▶	\blacktriangleright	□	\boxtimes	⊕	\right
▲	\blacktriangleup	□	\boxtop	⊖	\oslash
✳	\boxasterisk	□	\boxtriangleup	⊗	\otimes
☒	\boxbackslash	□	\boxvoid	⊕	\otop
☒	\boxbot	⊛	\oasterisk	⊗	\triangleup
☒	\boxcirc	⊛	\backslash	○	\ovoid
✳	\boxcoasterisk	⊕	\obackslash	▽	\smalltriangledown
☒	\boxdiv	⊕	\obot	◀	\smalltriangleleft
☒	\boxdot	⊕	\ocirc	▶	\smalltriangleright
☒	\boxleft	⊕	\ocoasterisk	△	\smalltriangleup
☒	\boxminus	⊕	\odiv	○	
☒	\boxplus	⊕	\odot		
			\oleft		

TABLE 47: Variable-sized Math Operators

$\cap \cap$	$\backslash \bigcap$	$\otimes \otimes$	$\backslash \bigotimes$	$\wedge \wedge$	$\backslash \bigwedge$	$\prod \prod$	$\backslash \prod$
$\cup \cup$	$\backslash \bigcup$	$\sqcup \sqcup$	$\backslash \bigsqcup$	$\coprod \coprod$	$\backslash \coprod$	$\sum \sum$	$\backslash \sum$
$\odot \odot$	$\backslash \bigodot$	$\uplus \uplus$	$\backslash \biguplus$	$\int \int$	$\backslash \int$		
$\oplus \oplus$	$\backslash \bigoplus$	$\vee \vee$	$\backslash \bigvee$	$\oint \oint$	$\backslash \oint$		

TABLE 48: *AMS* Variable-sized Math Operators

\iint	\iint	$\backslash \iint$	\iiii	\iiii	$\backslash \iiii$
\iiiii	\iiiii	$\backslash \iiiii$	$\int \cdots \int$	$\int \cdots \int$	$\backslash \idotsint$

TABLE 49: *stmaryrd* Variable-sized Math Operators

$\square \square$	$\backslash \bigbox$	$\parallel \parallel$	$\backslash \biginterleave$	$\square \square$	$\backslash \bigsqcap$
$\curlyvee \curlyvee$	$\backslash \bigcurlyvee$	$\oplus \oplus$	$\backslash \bignplus$	$\nabla \nabla$	$\backslash \bigtriangledown$
$\curlywedge \curlywedge$	$\backslash \bigcurlywedge$	$\parallel \parallel$	$\backslash \bigparallel$	$\Delta \Delta$	$\backslash \bigtriangleup$

TABLE 50: *wasysym* Variable-sized Math Operators

$\int \int \backslash \int^{\dagger}$	$\iint \iint \backslash \iint$	$\iiii \iiii \backslash \iiii$
$\int \int \backslash \varint^*$	$\oint \oint \backslash \varoint^*$	$\oint \oint \backslash \oint$

None of the preceding symbols are defined when *wasysym* is passed the *nointegrals* option.

* Not defined when *wasysym* is passed the *integrals* option.

† Defined only when *wasysym* is passed the *integrals* option. Otherwise, the default L^AT_EX *\int* glyph (as shown in Table 47) is used.

TABLE 51: *mathabx* Variable-sized Math Operators

\bigcurlyvee	\bigboxslash	\bigright
\bigsqcap	\bigboxtimes	\bigoslash
\bigwedge	\bigboxtop	\bigotimes
\bigboxasterisk	\bigtriangleup	\bigtriangleupup
\bigboxbackslash	\bigboxvoid	\bigvoid
\bigboxbot	\bigcomplement	\bigplus
\bigboxcirc	\bigoasterisk	\bigsquplus
\bigboxcoasterisk	\bigbackslash	\bigtimes
\bigboxdiv	\bigbot	\iiint
\bigboxdot	\bigcirc	\iint
\bigboxleft	\bigocoasterisk	\int
\bigboxminus	\bigodiv	\oiint
\bigboxplus	\bigoleft	\oint
\bigboxright	\bigominus	

TABLE 52: txfonts/pxfonts Variable-sized Math Operators

		<code>\bigsqcapplus</code>			<code>\ointclockwise</code>
		<code>\bigsqcupplus</code>			<code>\ointctr-clockwise</code>
		<code>\fint</code>			<code>\sqiint</code>
		<code>\idotsint</code>			<code>\sqaint</code>
		<code>\iiint</code>			<code>\sqint</code>
		<code>\iiint</code>			<code>\varoiintclockwise</code>
		<code>\iint</code>			<code>\varoiintctr-clockwise</code>
		<code>\oiintclockwise</code>			<code>\varoiintclockwise</code>
		<code>\oiintctr-clockwise</code>			<code>\varoiintctr-clockwise</code>
		<code>\oiint</code>			<code>\varointclockwise</code>
		<code>\oiintclockwise</code>			<code>\varointctr-clockwise</code>
		<code>\oiintctr-clockwise</code>			<code>\varprod</code>
		<code>\oiint</code>			

TABLE 53: esint Variable-sized Math Operators

$\int \dots \int \dots \int \backslash dotsint$	$\oint \oint \oint \backslash ointclockwise$
$f \int f \backslash fint$	$\oint \oint \oint \backslash ointctrcclockwise$
$\int \int \int \int \int \backslash iiiiint$	$\oint \oint \oint \oint \oint \backslash sqiint$
$\int \int \int \int \backslash iiint$	$\oint \oint \oint \backslash sqint$
$\int \int \backslash iint$	$\oint \oint \backslash varooint$
$\oint \int \backslash landdownint$	$\oint \oint \backslash varointclockwise$
$f \int f \backslash landupint$	$\oint \oint \backslash varointctrcclockwise$
$\oint \oint \backslash oint$	

TABLE 54: Binary Relations

\approx	$\backslash approx$	\equiv	$\backslash equiv$	\perp	$\backslash perp$	\sqcup	$\backslash smile$
\asymp	$\backslash asymp$	\sim	$\backslash frown$	\curlywedge	$\backslash prec$	\succ	$\backslash succ$
\bowtie	$\backslash bowtie$	\bowtie	$\backslash Join^*$	\curlyvee	$\backslash preceq$	\succcurlyeq	$\backslash succeq$
\cong	$\backslash cong$	$ $	$\backslash mid$	\propto	$\backslash propto$	\vdash	$\backslash vdash$
\dashv	$\backslash dashv$	\models	$\backslash models$	\sim	$\backslash sim$		
\doteq	$\backslash doteq$	\parallel	$\backslash parallel$	\approx	$\backslash simeq$		

* Not predefined in $\text{\LaTeX} 2\text{\tiny E}$. Use one of the packages `latexsym`, `amsfonts`, `amssymb`, `mathabx`, `txfonts`, `pxfonts`, or `wasysym`.

 TABLE 55: \mathcal{AM} S Binary Relations

\approx	$\backslash approxeq$	\equiv	$\backslash eqcirc$	\approx	$\backslash succapprox$
\exists	$\backslash backepsilon$	\models	$\backslash fallingdotseq$	\approx	$\backslash succcurlyeq$
\succeq	$\backslash backsim$	\rightarrowtail	$\backslash multimap$	\succeq	$\backslash succsim$
\succeq	$\backslash backsimeq$	\pitchfork	$\backslash pitchfork$	\therefore	$\backslash therefore$
\because	$\backslash because$	\approx	$\backslash precapprox$	\approx	$\backslash thickapprox$
\between	$\backslash between$	\approx	$\backslash preccurlyeq$	\sim	$\backslash thicksim$
\bowtie	$\backslash Bumpeq$	\approx	$\backslash precsim$	α	$\backslash varproto$
\simeq	$\backslash bumpeq$	\models	$\backslash risingdotseq$	\vdash	$\backslash Vdash$
\circledcirc	$\backslash circeq$	\models	$\backslash shortmid$	\models	$\backslash vDash$
\asymp	$\backslash curlyeqprec$	\parallel	$\backslash shortparallel$	\models	$\backslash VvDash$
\asymp	$\backslash curlyeqsucc$	\sim	$\backslash smallfrown$		
\doteqdot	$\backslash doteqdot$	\sim	$\backslash smallsmile$		

TABLE 56: \mathcal{AM} S Negated Binary Relations

$\not\cong$	<code>\ncong</code>	$\not\models$	<code>\nshortparallel</code>	$\not\vdash$	<code>\nVdash</code>
$\not\models$	<code>\nmid</code>	$\not\sim$	<code>\nsim</code>	$\not\approx$	<code>\precnapprox</code>
$\not\parallel$	<code>\nparallel</code>	$\not\succ$	<code>\nsucc</code>	$\not\approx$	<code>\precnsim</code>
$\not\preceq$	<code>\nprec</code>	$\not\preceq$	<code>\nsucceq</code>	$\not\approx$	<code>\succnapprox</code>
$\not\preceq$	<code>\npreceq</code>	$\not\approx$	<code>\nvDash</code>	$\not\approx$	<code>\succnsim</code>
$\not\models$	<code>\nshortmid</code>	$\not\models$	<code>\nvDash</code>	$\not\approx$	<code>\nvDash</code>
$\not\models$	<code>\nshortmid</code>	$\not\models$	<code>\nvDash</code>	$\not\approx$	<code>\nvDash</code>

TABLE 57: stmaryrd Binary Relations

\Subset `\inplus` \Supset `\niplus`

TABLE 58: wasysym Binary Relations

\sqsubset	<code>\invneg</code>	\rightsquigarrow	<code>\leadsto</code>	\bowtie	<code>\wasypropto</code>
\Join		\oplus		\logof	

TABLE 59: txfonts/pxfonts Binary Relations

\circledcirc	<code>\circledgtr</code>	\Join	<code>\lJoin</code>	\times	<code>\opentimes</code>
\circledcirc	<code>\circledless</code>	\Join	<code>\lrtimes</code>	$\perp\!\!\!\perp$	<code>\Perp</code>
\approx	<code>\colonapprox</code>	\multimap	<code>\multimap</code>	\asymp	<code>\preceqq</code>
\approx	<code>\Colonapprox</code>	\multimapboth	<code>\multimapboth</code>	\asymp	<code>\precneqq</code>
\vdash	<code>\coloneq</code>	\multimapbothvert	<code>\multimapbothvert</code>	\times	<code>\rJoin</code>
\vdash	<code>\Coloneq</code>	\multimapdot	<code>\multimapdot</code>	ε	<code>\strictfi</code>
\vdash	<code>\Coloneqq</code>	\multimapdotboth	<code>\multimapdotboth</code>	\exists	<code>\strictif</code>
\vdash	<code>\Coloneqq*</code>	\multimapdotbothA	<code>\multimapdotbothA</code>	$\exists\exists$	<code>\strictiff</code>
\vdash	<code>\Colonsim</code>	\multimapdotbothAvert	<code>\multimapdotbothAvert</code>	$\Sigma\Sigma$	<code>\succeqq</code>
\vdash	<code>\Colonsim</code>	\multimapdotbothB	<code>\multimapdotbothB</code>	$\Sigma\Sigma$	<code>\succneqq</code>
\vdash	<code>\Eqcolon</code>	\multimapdotbothBvert	<code>\multimapdotbothBvert</code>	$\parallel\!\!\!\parallel$	<code>\varparallel</code>
\vdash	<code>\eqcolon</code>	\multimapdotbothvert	<code>\multimapdotbothvert</code>	$\parallel\!\!\!\parallel$	<code>\varparallelinv</code>
\vdash	<code>\eqqcolon</code>	\multimapdotinv	<code>\multimapdotinv</code>	$\parallel\!\!\!\parallel$	<code>\VvDash</code>
\vdash	<code>\Eqqcolon</code>	\multimapinv	<code>\multimapinv</code>		
\vdash	<code>\eqsim</code>	\openJoin	<code>\openJoin</code>		

* As an alternative to using txfonts/pxfonts, a “ \equiv ” symbol can be constructed with `\mathrel{\mathop:}=`.

TABLE 60: txfonts/pxfonts Negated Binary Relations

$\not\approx$	<code>\napproxeq</code>	$\not\preccurlyeq$	<code>\npreccurlyeq</code>	$\not\thickapprox$	<code>\nthickapprox</code>
$\not\asymp$	<code>\nasymptotic</code>	$\not\preceq$	<code>\preceq</code>	$\not\twoheadleftarrow$	<code>\twoheadleftarrow</code>
$\not\backsim$	<code>\nbacksim</code>	$\not\prec$	<code>\prec</code>	$\not\twoheadrightarrow$	<code>\twoheadrightarrow</code>
$\not\backsimeq$	<code>\nbacksimeq</code>	$\not\simeq$	<code>\simeq</code>	$\not\varparallel$	<code>\varparallel</code>
$\not\bumpeq$	<code>\nbump</code>	$\not\precapprox$	<code>\precapprox</code>	$\not\varparallelinv$	<code>\varparallelinv</code>
$\not\Bumpeq$	<code>\nBumpeq</code>	$\not\curlyeqsuccapprox$	<code>\curlyeqsuccapprox</code>	$\not\Vdash$	<code>\Vdash</code>
$\not\equiv$	<code>\nequiv</code>	$\not\curlyeqsucc$	<code>\curlyeqsucc</code>		
$\not\approx$	<code>\nprecapprox</code>	$\not\curlyeqsim$	<code>\curlyeqsim</code>		

TABLE 61: mathabx Binary Relations

\between	<code>\between</code>	\mid	<code>\divides</code>	\vdots	<code>\risingdotseq</code>
\botdoteq	<code>\botdoteq</code>	\div	<code>\dotseq</code>	\approx	<code>\succapprox</code>
\Bumpedeq	<code>\Bumpedeq</code>	$\overline{\div}$	<code>\ebumped</code>	\asymp	<code>\succcurlyeq</code>
\bumpedeq	<code>\bumpedeq</code>	\equiv	<code>\eqcirc</code>	\succdot	<code>\succdot</code>
\circeq	<code>\circeq</code>	\coloneqq	<code>\eqcolon</code>	\succsim	<code>\succsim</code>
\coloneqq	<code>\coloneqq</code>	\eqqcolon	<code>\fallingdotseq</code>	\therefore	<code>\therefore</code>
\corresponds	<code>\corresponds</code>	\ggcurlyeq	<code>\ggcurlyeq</code>	\topdoteq	<code>\topdoteq</code>
\curlyeqprec	<code>\curlyeqprec</code>	\llcurlyeq	<code>\llcurlyeq</code>	\vDash	<code>\vDash</code>
\curlyeqsucc	<code>\curlyeqsucc</code>	\approx	<code>\precapprox</code>	\Vdash	<code>\Vdash</code>
\DashV	<code>\DashV</code>	\lessapprox	<code>\preccurlyeq</code>	\Vdash	<code>\Vdash</code>
\Dashv	<code>\Dashv</code>	\triangleleft	<code>\precdot</code>	\Vdash	<code>\Vdash</code>
\dashVv	<code>\dashVv</code>	\triangleright	<code>\precsim</code>	\Vdash	<code>\Vdash</code>

TABLE 62: mathabx Negated Binary Relations

$\not\approx$	<code>\napprox</code>	$\not\perp$	<code>\notperp</code>	$\not\Vdash$	<code>\nvDash</code>
$\not\cong$	<code>\ncong</code>	$\not\prec$	<code>\prec</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\curlyeqprec$	<code>\ncurlyeqprec</code>	$\not\precapprox$	<code>\precapprox</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\curlyeqsucc$	<code>\ncurlyeqsucc</code>	$\not\curlyeqapprox$	<code>\curlyeqapprox</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\Dashv$	<code>\nDashv</code>	$\not\preceq$	<code>\preceq</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\dashV$	<code>\ndashV</code>	$\not\precsim$	<code>\precsim</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\dashv$	<code>\ndashv</code>	$\not\simeq$	<code>\simeq</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\dashVv$	<code>\ndashVv</code>	$\not\curlyeqsucc$	<code>\curlyeqsucc</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\neq$	<code>\neq</code>	$\not\curlyeqapprox$	<code>\curlyeqapprox</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\asymp$	<code>\notasymp</code>	$\not\curlyeqsuccapprox$	<code>\curlyeqsuccapprox</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\divides$	<code>\notdivides</code>	$\not\curlyeqsim$	<code>\curlyeqsim</code>	$\not\Vdash$	<code>\nVdash</code>
$\not\equiv$	<code>\notequiv</code>	$\not\curlyeqapprox$	<code>\curlyeqapprox</code>	$\not\Vdash$	<code>\nVdash</code>

The `\changenotsign` command toggles the behavior of `\not` to produce either a vertical or a diagonal slash through a binary operator. Thus, `"$a \not= b$"` can be made to produce either `"a ≠ b"` or `"a ≠ b"`.

TABLE 63: *trsym* Binary Relations

	<code>\InversTransformHoriz</code>		<code>\TransformHoriz</code>
	<code>\InversTransformVert</code>		<code>\TransformVert</code>

TABLE 64: *trfsigns* Binary Relations

	<code>\dfourier</code>		<code>\Dfourier</code>
	<code>\fourier</code>		<code>\Fourier</code>
	<code>\laplace</code>		<code>\Laplace</code>
	<code>\ztransf</code>		<code>\Ztransf</code>

TABLE 65: Subset and Superset Relations

	<code>\sqsubsetseteq*</code>		<code>\sqsupsetseteq</code>		<code>\supset</code>
	<code>\sqsubsetseteq</code>		<code>\subset</code>		<code>\supseteq</code>
	<code>\sqsupsetset</code>		<code>\subsetneq</code>		<code>\supsetneq</code>

* Not predefined in *LATEX 2 ε* . Use one of the packages *latexsym*, *amsfonts*, *amssymb*, *mathabx*, *txfonts*, *pxfonts*, or *wasysym*.

TABLE 66: *AMS* Subset and Superset Relations

	<code>\nsubseteqeq</code>		<code>\subsetneqq</code>		<code>\supsetneqq</code>
	<code>\nsubseteqeq</code>		<code>\subsetneq</code>		<code>\varsubsetneqq</code>
	<code>\nsubseteqeq</code>		<code>\subsetneqq</code>		<code>\varsubsetneq</code>
	<code>\sqsubsetset</code>		<code>\Supset</code>		<code>\supsetneqq</code>
	<code>\sqsupsetset</code>		<code>\supseteqqq</code>		<code>\varsupsetneqq</code>
	<code>\Subset</code>		<code>\supsetneq</code>		<code>\varsupsetneq</code>

TABLE 67: *stmaryrd* Subset and Superset Relations

	<code>\subsetplus</code>		<code>\supsetplus</code>
	<code>\subsetplusseq</code>		<code>\supsetplusseq</code>

TABLE 68: *wasysym* Subset and Superset Relations

	<code>\sqsubsetset</code>		<code>\sqsupsetset</code>
--	---------------------------	--	---------------------------

TABLE 69: *txfonts/pxfonts* Subset and Superset Relations

	<code>\nsqsubset</code>		<code>\nsqsupseteq</code>		<code>\nSupset</code>
	<code>\nsqsubseteq</code>		<code>\nSubset</code>		<code>\nsubseteq</code>
	<code>\nsqsupset</code>		<code>\nsubseteqq</code>		<code>\nsubsetneqq</code>

TABLE 70: mathabx Subset and Superset Relations

⊆	\nsqsubset	⊇	\nsupset	⊑	\sqsupseteq	⊒	\supseteq
⫋	\nsqSubset	⫌	\nSupset	⊏	\sqsupseteqq	⊓	\supseteqq
⫑	\nsqsubseteq	⫒	\nsupseteq	⊐	\sqsupsetneq	⊔	\supsetneq
⫓	\nsqsubseteqq	⫔	\nsupseteqq	⊑̄	\sqsupsetneqq	⊕	\supsetneqq
⫆	\nsqsupset	⫇	\sqsubset	⊑̄̄	\subset	⊖	\varsqsubsetneq
⫇	\nsqSupset	⫈	\sqSubset	⊏̄	\Subset	⊘	\varsqsubsetneqq
⫉	\nsqsupseteq	⫉	\sqsubseteq	⊐̄	\subseteq	⊙	\varsqsupsetneq
⫊	\nsqsupseteqq	⫊	\sqsubseteqq	⊑̄̄̄	\subseteqq	⊚	\varsqsupsetneqq
⫋	\nsubset	⫌	\sqsubsetneq	⊑̄̄̄̄	\subsetneq	⊛	\varsubsetneq
⫌	\nSubset	⫍	\sqsubsetneqq	⊑̄̄̄̄̄	\subsetneqq	⊜	\varsubsetneqq
⫑	\nsubseteq	⫒	\sqSupset	⊑̄̄̄̄̄̄	\supset	⊚̄	\varsupsetneq
⫓	\nsubseteqq	⫔	\sqsupset	⊑̄̄̄̄̄̄̄	\Supset	⊜̄	\varsupsetneqq

TABLE 71: Inequalities

≥ \geq > \gg ≤ \leq ≪ \ll ≠ \neq

TABLE 72: *AMS* Inequalities

⩳	\eqslantgtr	⩳	\gtreqdot	⩵	\lesseqgtr	⩷	\ngeq
⩲	\eqslantless	⩲	\gtreqless	⩶	\lesseqgtr	⩷	\ngeqq
⩴	\geqq	⩴	\gtreqqless	⩶	\lessgtr	⩷	\ngeqlant
⩵	\geqlant	⩵	\gtreqless	⩵	\lessim	⩷	\ngtr
⩶	\ggg	⩶	\gtreqsim	⩶	\lll	⩷	\nleq
⩷	\gnapprox	⩷	\gvertneqq	⩷	\lnapprox	⩷	\nleqq
⩸	\gneq	⩸	\leqq	⩸	\lneq	⩸	\nleqslant
⩹	\gneqq	⩹	\leqslant	⩹	\lneqq	⩹	\nless
⩺	\gnsim	⩺	\lessapprox	⩺	\lnsim		
⩻	\gtrapprox	⩻	\lessdot	⩻	\lvertneqq		

TABLE 73: wasysym Inequalities

⩵ \apprge ⩶ \apprle

TABLE 74: txfonts/pffonts Inequalities

⩷	\ngg	⩷	\ngtrsim	⩷	\nlesssim
⩸	\ngtrapprox	⩸	\nlessapprox	⩸	\nll
⩹	\ngtrless	⩹	\nlessgr		

TABLE 75: mathabx Inequalities

\asymp	<code>\eqslantgtr</code>	$\asymp\backslash\asymp$	<code>\gtreqless</code>	$\asymp\backslash\asymp$	<code>\lesssim</code>	\asymp	<code>\ngtr</code>
\ll	<code>\eqslantless</code>	$\ll\backslash\ll$	<code>\gtreqqless</code>	$\ll\backslash\ll$	<code>\lll</code>	\ll	<code>\ngtrapprox</code>
\gg	<code>\geq</code>	$\gg\backslash\gg$	<code>\gtrless</code>	$\gg\backslash\gg$	<code>\lll</code>	\gg	<code>\ngtrsim</code>
\geqq	<code>\geqq</code>	$\geqq\backslash\geqq$	<code>\gtrsim</code>	$\geqq\backslash\geqq$	<code>\lnapprox</code>	\geqq	<code>\nleq</code>
\ggg	<code>\gg</code>	$\gg\backslash\gg$	<code>\gvertneqq</code>	$\gg\backslash\gg$	<code>\lneq</code>	$\gg\backslash\gg$	<code>\nleqq</code>
\ggg	<code>\ggg</code>	$\gg\backslash\gg$	<code>\leq</code>	$\gg\backslash\gg$	<code>\lneqq</code>	$\gg\backslash\gg$	<code>\nless</code>
\gnapprox	<code>\gnapprox</code>	$\gnapprox\backslash\gnapprox$	<code>\leqq</code>	$\gnapprox\backslash\gnapprox$	<code>\lnsim</code>	$\gnapprox\backslash\gnapprox$	<code>\nlessapprox</code>
\gneq	<code>\gneq</code>	$\gneq\backslash\gneq$	<code>\lessapprox</code>	$\gneq\backslash\gneq$	<code>\lvertneqq</code>	$\gneq\backslash\gneq$	<code>\nlesssim</code>
\gneqq	<code>\gneqq</code>	$\gneqq\backslash\gneqq$	<code>\lessdot</code>	$\gneqq\backslash\gneqq$	<code>\neqslantgtr</code>	$\gneqq\backslash\gneqq$	<code>\nvargeq</code>
\gnsim	<code>\gnsim</code>	$\gnsim\backslash\gnsim$	<code>\lesseqgtr</code>	$\gnsim\backslash\gnsim$	<code>\neqslantless</code>	$\gnsim\backslash\gnsim$	<code>\nvarleq</code>
\gtrapprox	<code>\gtrapprox</code>	$\gtrapprox\backslash\gtrapprox$	<code>\lesseqgtr</code>	$\gtrapprox\backslash\gtrapprox$	<code>\ngeq</code>	$\gtrapprox\backslash\gtrapprox$	<code>\vargeq</code>
\gtrdot	<code>\gtrdot</code>	$\gtrdot\backslash\gtrdot$	<code>\lessgtr</code>	$\gtrdot\backslash\gtrdot$	<code>\ngeqq</code>	$\gtrdot\backslash\gtrdot$	<code>\varleq</code>

mathabx defines `\leqslant` and `\le` as synonyms for `\leq`, `\geqslant` and `\ge` as synonyms for `\geq`, `\nleqslant` as a synonym for `\nleq`, and `\ngeqslant` as a synonym for `\ngeq`.

 TABLE 76: *AMS* Triangle Relations

\blacktriangleleft	<code>\blacktriangleleft</code>	\ntrianglelefteq	<code>\ntrianglelefteq</code>	\trianglelefteq	<code>\trianglelefteq</code>	\vartriangleleft	<code>\vartriangleleft</code>
\blacktriangleright	<code>\blacktriangleright</code>	\ntriangleright	<code>\ntriangleright</code>	\trianglelefteq	<code>\trianglelefteq</code>	\vartriangleright	<code>\vartriangleright</code>
\ntriangleleft	<code>\ntriangleleft</code>	\ntriangleright	<code>\ntriangleright</code>	\triangleq	<code>\triangleq</code>	\vartriangleq	<code>\vartriangleq</code>

TABLE 77: stmaryrd Triangle Relations

\trianglelefteqslant	<code>\trianglelefteqslant</code>	\trianglerighteqslant	<code>\trianglerighteqslant</code>
\ntrianglelefteqslant	<code>\ntrianglelefteqslant</code>	\ntrianglerighteqslant	<code>\ntrianglerighteqslant</code>

TABLE 78: mathabx Triangle Relations

\ntriangleleft	<code>\ntriangleleft</code>	\ntrianglerighteq	<code>\ntrianglerighteq</code>	\triangleq	<code>\triangleq</code>	\vartriangleright	<code>\vartriangleright</code>
\ntrianglelefteq	<code>\ntrianglelefteq</code>	\triangleleft	<code>\triangleleft</code>	\ntrianglerighteq	<code>\ntrianglerighteq</code>	\vartrianglerighteq	<code>\vartrianglerighteq</code>
\ntriangleright	<code>\ntriangleright</code>	\trianglelefteq	<code>\trianglelefteq</code>	\ntriangleleft	<code>\ntriangleleft</code>	\vartriangleleft	<code>\vartriangleleft</code>

TABLE 79: Arrows

\Downarrow	<code>\Downarrow</code>	\Longleftarrow	<code>\Longleftarrow</code>	\nparallel	<code>\nparallel</code>
\Downarrow	<code>\downarrow</code>	\Longleftarrow	<code>\Longleftarrow</code>	\rightarrow	<code>\rightarrow</code>
\hookleftarrow	<code>\hookleftarrow</code>	\Longleftarrow	<code>\Longleftarrow</code>	\nearrow	<code>\nearrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\Longleftarrow	<code>\Longleftarrow</code>	\searrow	<code>\searrow</code>
\leadsto^*	<code>\leadsto^*</code>	\longmapsto	<code>\longmapsto</code>	\swarrow	<code>\swarrow</code>
\Leftarrow	<code>\Leftarrow</code>	\Longrightarrow	<code>\Longrightarrow</code>	\uparrow	<code>\uparrow</code>
\Leftarrow	<code>\Leftarrow</code>	\Longrightarrow	<code>\Longrightarrow</code>	\Uparrow	<code>\Uparrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\mapsto	<code>\mapsto</code>	\updownarrow	<code>\updownarrow</code>
\Leftrightarrow	<code>\leftrightharpoonup</code>	\nearrow^\dagger	<code>\nearrow^\dagger</code>		

* Not predefined in $\text{\LaTeX} 2\epsilon$. Use one of the packages `latexsym`, `amsfonts`, `amssymb`, `txfonts`, `pxfonts`, or `wasysym`.

† See the note beneath Table 126 for information about how to put a diagonal arrow across a mathematical expression (as in “ $\nabla \cdot \vec{B}$ ”)

TABLE 80: Harpoons

\leftarrowtail	<code>\leftharpoondown</code>	\rightarrowtail	<code>\rightharpoondown</code>	\rightleftharpoons	<code>\rightleftharpoons</code>
\leftharpoonup	<code>\leftharpoonup</code>		<code>\rightharpoonup</code>		

TABLE 81: `textcomp` Text-mode Arrows

\Downarrow	<code>\textdownarrow</code>	\rightarrow	<code>\rightarrow</code>
\Leftarrow	<code>\textleftarrow</code>	\uparrow	<code>\textuparrow</code>

TABLE 82: \mathcal{AM} Arrows

\circlearrowleft	<code>\circlearrowleft</code>	\leftarrowtail	<code>\leftarrowtail</code>	\rightleftarrows	<code>\rightleftarrows</code>
\circlearrowright	<code>\circlearrowright</code>	\rightarrowtail	<code>\rightarrowtail</code>	\rightrightarrows	<code>\rightrightarrows</code>
\curvearrowleft	<code>\curvearrowleft</code>	\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\rightsquigarrow	<code>\rightsquigarrow</code>
\curvearrowright	<code>\curvearrowright</code>	\Lleftarrow	<code>\Lleftarrow</code>	\Rsh	<code>\Rsh</code>
\dashleftarrow	<code>\dashleftarrow</code>	\looparrowleft	<code>\looparrowleft</code>	\twoheadleftarrow	<code>\twoheadleftarrow</code>
\dashrightarrow	<code>\dashrightarrow</code>	\looparrowright	<code>\looparrowright</code>	\twoheadrightarrow	<code>\twoheadrightarrow</code>
\downdownarrows	<code>\downdownarrows</code>	\Lsh	<code>\Lsh</code>	\upuparrows	<code>\upuparrows</code>
\leftarrowtail	<code>\leftarrowtail</code>	\rightarrowtail	<code>\rightarrowtail</code>		

TABLE 83: \mathcal{AM} Negated Arrows

$\not\Leftarrow$	<code>\nLeftarrow</code>	$\not\Rightarrow$	<code>\nRightarrow</code>	$\not\rightarrow$	<code>\nrightarrow</code>
$\not\Leftarrow$	<code>\nleftarrow</code>	$\not\Rightarrow$	<code>\nRightarrow</code>	$\not\rightarrow$	<code>\nrightarrow</code>

TABLE 84: *AMS* Harpoons

\downarrow	<code>\downharpoonleft</code>	\Downarrow	<code>\leftrightharpoons</code>	\uparrow	<code>\upharpoonleft</code>
\downarrow	<code>\downharpoonright</code>	\Leftrightarrow	<code>\rightleftharpoons</code>	\Uparrow	<code>\upharpoonright</code>

TABLE 85: *stmaryrd* Arrows

\leftarrow	<code>\leftarrowtriangle</code>	\Leftarrow	<code>\Mapsfrom</code>	\leftarrow	<code>\shortleftarrow</code>
\Leftrightarrow	<code>\leftarrowrightarroweq</code>	\Leftrightarrow	<code>\mapsfrom</code>	\rightarrow	<code>\shortrightarrow</code>
\leftrightarrow	<code>\leftarrowrightarrowtriangle</code>	\Leftrightarrow	<code>\Mapsto</code>	\uparrow	<code>\shortuparrow</code>
$\not\leftarrow$	<code>\lightning</code>	\nearrow	<code>\lnearrow</code>	\downarrow	<code>\shortdownarrow</code>
$\leftarrow\leftarrow$	<code>\Longmapsfrom</code>	\nwarrow	<code>\nnwarrow</code>	$\uparrow\downarrow$	<code>\sssearrow</code>
$\leftarrow\leftarrow$	<code>\longmapsfrom</code>	$\rightarrow\rightarrow$	<code>\rightarrowtriangle</code>	$\downarrow\uparrow$	<code>\ssswarrow</code>
$\leftarrow\leftarrow\leftarrow$	<code>\Longmapsto</code>	\downarrow	<code>\shortdownarrow</code>		

TABLE 86: *txfonts/pffonts* Arrows

$\leftarrow\square$	<code>\boxdotLeft</code>	$\rightarrow\square$	<code>\circledddotright</code>	$\leftarrow\square$	<code>\Diamondleft</code>
$\leftarrow\square$	<code>\boxdotleft</code>	$\leftarrow\square$	<code>\circleleft</code>	$\square\leftarrow$	<code>\Diamondright</code>
$\square\rightarrow$	<code>\boxdotright</code>	$\square\rightarrow$	<code>\circleright</code>	$\square\rightarrow$	<code>\DiamondRight</code>
$\square\rightarrow$	<code>\boxdotRight</code>	$\square\rightarrow$	<code>\dashleftrightarrow</code>	\rightsquigarrow	<code>\leftsquigarrow</code>
$\leftarrow\square$	<code>\boxLeft</code>	$\leftarrow\square$	<code>\DiamonddotLeft</code>	\nearrow	<code>\Nearrow</code>
$\leftarrow\square$	<code>\boxleft</code>	$\leftarrow\square$	<code>\Diamonddotleft</code>	\nwarrow	<code>\Nwarrow</code>
$\square\rightarrow$	<code>\boxright</code>	$\square\rightarrow$	<code>\Diamonddotright</code>	\rightarrow	<code>\Rrightarrow</code>
$\square\rightarrow$	<code>\boxRight</code>	$\square\rightarrow$	<code>\DiamonddotRight</code>	\searrow	<code>\Searrow</code>
$\leftarrow\square$	<code>\circledddotleft</code>	$\leftarrow\square$	<code>\DiamondLeft</code>	\swarrow	<code>\Swarrow</code>

TABLE 87: *mathabx* Arrows

\circlearrowleft	<code>\circlearrowleft</code>	\leftarrow	<code>\leftarrow</code>	\nwarrow	<code>\nwarrow</code>
\circlearrowright	<code>\circlearrowright</code>	$\leftarrow\leftarrow$	<code>\leftleftarrows</code>	\restriction	<code>\restriction</code>
\curvearrowbotleft	<code>\curvearrowbotleft</code>	$\leftarrow\rightarrow$	<code>\leftrightarrows</code>	\rightarrow	<code>\rightarrow</code>
\curvearrowbotleft	<code>\curvearrowbotleft</code>	$\leftarrow\rightarrow$	<code>\leftrightarrows</code>	$\leftarrow\leftarrow$	<code>\leftleftarrows</code>
\curvearrowbotright	<code>\curvearrowbotright</code>	\rightsquigarrow	<code>\leftrightsquigarrow</code>	$\rightarrow\rightarrow$	<code>\rightrightarrows</code>
\curvearrowleft	<code>\curvearrowleft</code>	\rightsquigarrow	<code>\leftsquigarrow</code>	\rightsquigarrow	<code>\rightsquigarrow</code>
\curvearrowleft	<code>\curvearrowleft</code>	$\square\leftarrow$	<code>\lefttarrow</code>	$\rightarrow\leftarrow$	<code>\righttoleftarrow</code>
\curvearrowleft	<code>\curvearrowleft</code>	$\leftarrow\downarrow$	<code>\looparrowdownleft</code>	\Rsh	<code>\Rsh</code>
\curvearrowright	<code>\curvearrowright</code>	$\downarrow\leftarrow$	<code>\looparrowdownright</code>	\searrow	<code>\searrow</code>
\curvearrowright	<code>\curvearrowright</code>	$\leftarrow\uparrow$	<code>\looparrowleft</code>	\swarrow	<code>\swarrow</code>
$\downarrow\downarrow$	<code>\dldsh</code>	$\uparrow\leftarrow$	<code>\looparrowright</code>	\updownarrows	<code>\updownarrows</code>
$\downarrow\downarrow$	<code>\dldsh</code>	$\leftarrow\uparrow$	<code>\Lsh</code>	\updownarrow	<code>\uptodownarrow</code>
$\downarrow\downarrow$	<code>\dldsh</code>	$\uparrow\uparrow$	<code>\nearrow</code>	\upuparrows	<code>\upuparrows</code>
$\downarrow\downarrow$	<code>\dldsh</code>				

TABLE 88: *mathabx* Negated Arrows

$\not\leftarrow$	<code>\nLeftarrow</code>	$\not\leftrightarrow$	<code>\nleftrightharpoons</code>	$\not\rightarrow$	<code>\nrightarrow</code>
$\not\leftarrow$	<code>\nleftarrow</code>	$\not\leftrightarrow$	<code>\nLeftrightarrow</code>	$\not\Rightarrow$	<code>\nRightarrow</code>

TABLE 89: mathabx Harpoons

\rightleftharpoons	<code>\barlefttharpoon</code>	\leftarrow	<code>\leftharpoonup</code>	\rightleftharpoons	<code>\rightleftharpoons</code>
\rightleftharpoons	<code>\barrightharpoon</code>	\leftleftarpoons	<code>\leftleftharpoons</code>	\rightleftharpoons	<code>\rightrightharpoons</code>
\Downarrow	<code>\downdownharpoons</code>	\leftleftarpoons	<code>\leftrightharpoon</code>	\Downarrow	<code>\updownharpoons</code>
\downarrow	<code>\downharpoonleft</code>	\leftleftarpoons	<code>\leftrightharpoons</code>	\Downarrow	<code>\upharpoonleft</code>
\downarrow	<code>\downharpoonright</code>	\rightleftarpoons	<code>\rightbarharpoon</code>	\Downarrow	<code>\upharpoonright</code>
\Downarrow	<code>\downupharpoons</code>	\rightarrow	<code>\rightharpoondown</code>	\Downarrow	<code>\upupharpoons</code>
\Leftarrow	<code>\leftbarharpoon</code>	\rightarrow	<code>\rightharpoonup</code>	\Updownarrow	
\leftarrow	<code>\leftharpoondown</code>	\rightleftarpoons	<code>\rightleftharpoon</code>		

TABLE 90: chemarrow Arrows

\rightarrow `\chemarrow`

TABLE 91: utsy Contradiction Symbols

\blacksquare `\blitza` \blacksquare `\blitzb` \blacksquare `\blitzc` \blacksquare `\blitzd` \blacksquare `\blitze`

TABLE 92: Extension Characters

$-$ `\relbar` $=$ `\Relbar`

TABLE 93: stmaryrd Extension Characters

$/$	<code>\Arrownnot</code>	\vdash	<code>\Mapsfromchar</code>	\vdash	<code>\Mapstochar</code>
$/$	<code>\arrownot</code>	\vdash	<code>\mapsfromchar</code>		

TABLE 94: txfonts/pxfonts Extension Characters

\vdash	<code>\Mappedfromchar</code>	\vdash	<code>\Mmappedfromchar</code>	\vdash	<code>\Mmapstochar</code>
\vdash	<code>\mappedfromchar</code>	\vdash	<code>\mmappedfromchar</code>	\vdash	<code>\mmapstochar</code>

TABLE 95: mathabx Extension Characters

\vdash	<code>\mapsfromchar</code>	\vdash	<code>\mapstochar</code>
\vdash	<code>\Mapsfromchar</code>	\vdash	<code>\Mapstochar</code>

TABLE 96: Log-like Symbols

\arccos	\cos	\csc	\exp	\ker	\limsup	\min	\sinh
\arcsin	\cosh	\deg	\gcd	\lg	\ln	\Pr	\sup
\arctan	\cot	\det	\hom	\lim	\log	\sec	\tan
\arg	\coth	\dim	\inf	\liminf	\max	\sin	\tanh

Calling the above “symbols” may be a bit misleading.¹ Each log-like symbol merely produces the eponymous textual equivalent, but with proper surrounding spacing. See Section 7.3 for more information about log-like symbols. As \bmod and \pmod are arguably not symbols we refer the reader to the Short Math Guide for LATEX [Dow00] for samples.

TABLE 97: *AMS* Log-like Symbols

inj lim	\injlim	lim	\varinjlim	lim	\varlimsup
proj lim	\proqlim	lim	\varliminf	lim	\varprojlim

Load the amsmath package to get these symbols. See Section 7.3 for some additional comments regarding log-like symbols. As \mod and \pmod are arguably not symbols we refer the reader to the Short Math Guide for LATEX [Dow00] for samples.

TABLE 98: Greek Letters

α	\alpha	θ	\theta	\circ	\circ	τ	\tau
β	\beta	ϑ	\vartheta	π	\pi	υ	\upsilon
γ	\gamma	ι	\iota	ϖ	\varpi	ϕ	\phi
δ	\delta	κ	\kappa	ρ	\rho	φ	\varphi
ϵ	\epsilon	λ	\lambda	ϱ	\varrho	χ	\chi
ε	\varepsilon	μ	\mu	σ	\sigma	ψ	\psi
ζ	\zeta	ν	\nu	ς	\varsigma	ω	\omega
η	\eta	ξ	\xi				
Γ	\Gamma	Λ	\Lambda	Σ	\Sigma	Ψ	\Psi
Δ	\Delta	Ξ	\Xi	Υ	\Upsilon	Ω	\Omega
Θ	\Theta	Π	\Pi	Φ	\Phi		

The remaining Greek majuscules can be produced with ordinary Latin letters. The symbol “M”, for instance, is used for both an uppercase “m” and an uppercase “μ”. See Section 7.4 for examples of how to produce bold Greek letters.

TABLE 99: *AMS* Greek Letters

F	\digamma	\varkappa	\varkappa
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¹Michael J. Downes prefers the more general term, “atomic math objects”.

TABLE 100: `txfonts/pxfonts` Upright Greek Letters

α	<code>\alphaup</code>	θ	<code>\thetaup</code>	π	<code>\piup</code>	ϕ	<code>\phi</code>
β	<code>\betaup</code>	ϑ	<code>\varthetaup</code>	ϖ	<code>\varpiup</code>	φ	<code>\varphi</code>
γ	<code>\gammaup</code>	ι	<code>\iotaup</code>	ρ	<code>\rho</code>	χ	<code>\chiup</code>
δ	<code>\deltaup</code>	κ	<code>\kappaup</code>	ϱ	<code>\varrho</code>	ψ	<code>\psiup</code>
ϵ	<code>\epsilonup</code>	λ	<code>\lambdaup</code>	σ	<code>\sigmaup</code>	ω	<code>\omegap</code>
ε	<code>\varepsilonup</code>	μ	<code>\muup</code>	ς	<code>\varsigmaup</code>		
ζ	<code>\zetaup</code>	ν	<code>\nuup</code>	τ	<code>\tauup</code>		
η	<code>\etaup</code>	ξ	<code>\xiup</code>	υ	<code>\upsilonup</code>		

TABLE 101: `upgreek` Upright Greek Letters

α	<code>\upalpha</code>	θ	<code>\uptheta</code>	π	<code>\uppi</code>	ϕ	<code>\upphi</code>
β	<code>\upbeta</code>	ϑ	<code>\upvartheta</code>	ϖ	<code>\upvarpi</code>	φ	<code>\upvarphi</code>
γ	<code>\upgamma</code>	ι	<code>\upiota</code>	ρ	<code>\uprho</code>	χ	<code>\upchi</code>
δ	<code>\updelta</code>	κ	<code>\upkappa</code>	ϱ	<code>\upvarrho</code>	ψ	<code>\uppsi</code>
ϵ	<code>\upepsilon</code>	λ	<code>\uplambda</code>	σ	<code>\upsigma</code>	ω	<code>\upomega</code>
ε	<code>\varepsilonup</code>	μ	<code>\muup</code>	ς	<code>\varsigmaup</code>		
ζ	<code>\zetaup</code>	ν	<code>\nuup</code>	τ	<code>\tauup</code>		
η	<code>\etaup</code>	ξ	<code>\xiup</code>	υ	<code>\upsilonup</code>		
Γ	<code>\Upsilon</code>	Λ	<code>\Upsilon</code>	Σ	<code>\Upsilon</code>	Ψ	<code>\Upsilon</code>
Δ	<code>\Updelta</code>	Ξ	<code>\Upxi</code>	Υ	<code>\Upupsilon</code>	Ω	<code>\Upomega</code>
Θ	<code>\Uptheta</code>	Π	<code>\Uppi</code>	Φ	<code>\Upphi</code>		

`upgreek` utilizes upright Greek characters from either the PostScript Symbol font (depicted above) or Euler Roman. As a result, the glyphs may appear slightly different from the above. Contrast, for example, “ $\Gamma\Delta\Theta\alpha\beta\gamma$ ” (Symbol) with “ $\Gamma\Delta\Theta\alpha\beta\gamma$ ” (Euler).

TABLE 102: `txfonts/pxfonts` Variant Latin Letters

g `\varg` v `\varv` w `\varw` y `\vary`

Pass the `varg` option to `txfonts/pxfonts` to replace g , v , w , and y with $\textcolor{red}{g}$, $\textcolor{green}{v}$, $\textcolor{blue}{w}$, and $\textcolor{red}{y}$ in every mathematical expression in your document.

TABLE 103: \mathcal{AM} Hebrew Letters

\beth `\beth` \gimel `\gimel` \daleth `\daleth`

\aleph appears in Table 145 on page 46.

TABLE 104: Letter-like Symbols

\bot	<code>\bot</code>	\forall	<code>\forall</code>	i	<code>\imath</code>	\exists	<code>\ni</code>	\top	<code>\top</code>
ℓ	<code>\ell</code>	\hbar	<code>\hbar</code>	\in	<code>\in</code>	∂	<code>\partial</code>	\wp	<code>\wp</code>
\exists	<code>\exists</code>	\Im	<code>\Im</code>	j	<code>\jmath</code>	\Re	<code>\Re</code>		

TABLE 105: \mathcal{AM} S Letter-like Symbols

\mathbb{k}	<code>\Bbbk</code>	\complement	<code>\complement</code>	\hbar	<code>\hbar</code>
\circledR	<code>\circledR</code>	\exists	<code>\exists</code>	\hslash	<code>\hslash</code>
\circledS	<code>\circledS</code>	\circlearrowleft	<code>\Game</code>	\nexists	<code>\nexists</code>

TABLE 106: txfonts/pxfonts Letter-like Symbols

\mathfrak{c}	<code>\mathcent</code>	\mathfrak{f}	<code>\mathsterling</code>	\notin	<code>\notin</code>	\mathfrak{p}	<code>\notni</code>
----------------	------------------------	----------------	----------------------------	----------	---------------------	----------------	---------------------

* It's generally preferable to use the corresponding symbol from Table 3 on page 8 because the symbols in that table work properly in both text mode and math mode.

TABLE 107: mathabx Letter-like Symbols

\mathbb{E}	<code>\barin</code>	\mathbb{e}	<code>\in</code>	\mathbb{X}	<code>\nottop</code>	\mathbb{E}	<code>\varnotin</code>
\complement	<code>\complement</code>	$\mathbb{\exists}$	<code>\exists</code>	\mathbb{O}	<code>\owns</code>	$\mathbb{\exists}$	<code>\varnotowner</code>
$\mathbb{\exists}$	<code>\exists</code>	\mathbb{L}	<code>\notbot</code>	\mathbb{B}	<code>\ownsbar</code>	\mathbb{L}	
\mathbb{L}	<code>\Finv</code>	\mathbb{F}	<code>\notin</code>	\mathbb{D}	<code>\partial</code>	\mathbb{F}	<code>\partial</code>
\mathbb{D}	<code>\Game</code>	\mathbb{N}	<code>\notowner</code>	\mathbb{P}	<code>\partial</code>	\mathbb{P}	<code>\partial</code>

TABLE 108: trfsigns Letter-like Symbols

e	<code>\e</code>	j	<code>\im</code>
-----	-----------------	-----	------------------

TABLE 109: \mathcal{AM} S Delimiters

\lceil	<code>\ulcorner</code>	<math\rceil< math=""></math\rceil<>	<code>\urcorner</code>
<math\rceil< math=""></math\rceil<>	<code>\llcorner</code>	<math\rceil< math=""></math\rceil<>	<code>\lrcorner</code>

TABLE 110: stmaryrd Delimiters

\mathbb{L}	<code>\Lbag</code>	\mathbb{J}	<code>\Rbag</code>	\mathbb{L}	<code>\lbag</code>	\mathbb{J}	<code>\rbag</code>
\mathbb{R}	<code>\Lceil</code>	\mathbb{R}	<code>\Rceil</code>	\mathbb{L}	<code>\lfloor</code>	\mathbb{R}	<code>\rfloor</code>
\mathbb{C}	<code>\Lceil</code>	\mathbb{C}	<code>\Rceil</code>	\mathbb{L}	<code>\lfloor</code>	\mathbb{C}	<code>\rfloor</code>

TABLE 111: mathabx Delimiters

\lceil	<code>\lcorners</code>	<math\rceil< math=""></math\rceil<>	<code>\rcorners</code>
\lceil	<code>\ulcorner</code>	<math\rceil< math=""></math\rceil<>	<code>\urcorner</code>
\lceil	<code>\llcorner</code>	<math\rceil< math=""></math\rceil<>	<code>\lrcorner</code>
\lceil	<code>\lrcorner</code>	<math\rceil< math=""></math\rceil<>	<code>\ulcorner</code>

TABLE 112: `nath` Delimiters

\llcorner `\niv` \lrcorner `\vin`

TABLE 113: Variable-sized Delimiters

\downarrow	<code>\downarrow</code>	\Downarrow	<code>\Downarrow</code>	$[$	<code>[</code>	$]$	<code>]</code>	\lceil
\langle	<code>\langle</code>	\rangle	<code>\rangle</code>	\lvert	<code>\lvert</code>	\rvert^*	<code>\rvert^*</code>	\parallel
\lceil	<code>\lceil</code>	\rceil	<code>\rceil</code>	\uparrow	<code>\uparrow</code>	\uparrow	<code>\uparrow</code>	\Uparrow
\lfloor	<code>\lfloor</code>	\rfloor	<code>\rfloor</code>	\downarrow	<code>\downarrow</code>	\downarrow	<code>\downarrow</code>	\Downarrow
$($	<code>(</code>	$)$	<code>)</code>	$\{$	<code>\{</code>	$\}$	<code>\}</code>	$\}$
$/$	<code>/</code>	\backslash	<code>\backslash</code>					

When used with `\left` and `\right`, these symbols expand to the height of the enclosed math expression. Note that `\vert` is a synonym for `\lvert`, and `\Vert` is a synonym for `\rvert`.

* ε -T_EX provides a `\middle` analogue to `\left` and `\right` that can be used to make an internal “|” (often used to indicate “evaluated at”) expand to the height of the surrounding `\left` and `\right` symbols. A similar effect can be achieved in conventional L^AT_EX using the `braket` package.

TABLE 114: Large, Variable-sized Delimiters

$\{$	<code>\lmoustache</code>	$\}$	<code>\rmoustache</code>	$($	<code>(</code>	$)$	<code>)</code>	\lgroup
$ $	<code>\arrowvert</code>	\parallel	<code>\Arrowvert</code>	$ $	<code> </code>	\lvert	<code>\bracevert</code>	\rgroup

These symbols *must* be used with `\left` and `\right`. The `mathabx` package, however, redefines `\lgroup` and `\rgroup` so that those symbols can work without `\left` and `\right`.

TABLE 115: *AMS* Variable-sized Delimiters

	\lvert		\rvert
	\lVert		\rVert

According to the `amsmath` documentation [AMS99], the preceding symbols are intended to be used as delimiters (e.g., as in “ $| -z|$ ”) while the `\vert` and `\Vert` symbols (Table 113 on the previous page) are intended to be used as operators (e.g., as in “ $p|q$ ”).

TABLE 116: `stmaryrd` Variable-sized Delimiters

$$\llbracket \quad \backslash lbracket \quad \rrbracket \quad \backslash rrbracket$$

TABLE 117: `mathabx` Variable-sized Delimiters

[\lbbbrack]	\rbbrack
{	\lfilet	}	\rfilet
	\thickvert		\vvvert

TABLE 118: `nath` Variable-sized Delimiters (Double)

«	\lAngle	»	\rAngle
[\lBrack]	\rBrack
[\lCeil]	\rCeil
[\lFloor]	\rFloor
	\lVert*		\rVert*

* `nath` redefines all of the above to include implicit `\left` and `\right` commands. Hence, separate `\lVert` and `\rVert` commands are needed to disambiguate whether “`|`” is a left or right delimiter.

All of the symbols in Table 118 can also be expressed using the `\double` macro. See the `nath` documentation for examples and additional information.

TABLE 119: `nath` Variable-sized Delimiters (Triple)

$\langle \langle \langle$	<code>\triple<</code>	$\rangle \rangle \rangle$	<code>\triple></code>
$\llbracket \llbracket \llbracket$	<code>\triple[</code>	$\rrbracket \rrbracket \rrbracket$	<code>\triple]</code>
$\llbracket \llbracket \llbracket$	<code>\ltriple *</code>	$\rrbracket \rrbracket \rrbracket$	<code>\rtriple *</code>

* Similar to `\lVert` and `\rVert` in Table 118, `\ltriple` and `\rtriple` must be used instead of `\triple` to disambiguate whether “|” is a left or right delimiter.

Note that `\triple`—and the corresponding `\double`—is actually a macro that takes a delimiter as an argument.

TABLE 120: `textcomp` Text-mode Delimiters

\langle	<code>\textlangle</code>	\rangle	<code>\textrangle</code>
\llbracket	<code>\textlbrackdbl</code>	\rrbracket	<code>\textrbrackdbl</code>
\llbracket	<code>\textlquill</code>	\rrbracket	<code>\textrquill</code>

TABLE 121: `metre` Text-mode Delimiters

$\} \}$	<code>\alad</code>	$\} \}$	<code>\Alad</code>	$\dagger \dagger$	<code>\crux</code>	$\dagger \dagger$	<code>\Crux</code>
$\{ \{$	<code>\alas</code>	$\{ \{$	<code>\Alas</code>	$\} \}$	<code>\quadrad</code>	$\} \}$	<code>\Quadrad</code>
$\} \}$	<code>\angud</code>	$\} \}$	<code>\Angud</code>	$\} \}$	<code>\quadras</code>	$\} \}$	<code>\Quadas</code>
$\{ \}$	<code>\angus</code>	$\{ \}$	<code>\Angus</code>				<code>\Quadas</code>

TABLE 122: Math-mode Accents

\acute{a}	<code>\acute{a}</code>	\check{a}	<code>\check{a}</code>	\grave{a}	<code>\grave{a}</code>	\tilde{a}	<code>\tilde{a}</code>
\bar{a}	<code>\bar{a}</code>	\ddot{a}	<code>\ddot{a}</code>	\hat{a}	<code>\hat{a}</code>	\vec{a}	<code>\vec{a}</code>
\breve{a}	<code>\breve{a}</code>	\dot{a}	<code>\dot{a}</code>	\mathring{a}	<code>\mathring{a}</code>		

Also note the existence of `\imath` and `\jmath`, which produce dotless versions of “ \acute{i} ” and “ \acute{j} ”. (See Table 145 on page 46.) These are useful when the accent is supposed to replace the dot. For example, “`\hat{\imath}`” produces a correct “ $\acute{\imath}$ ”, while “`\hat{\imath}`” would yield the rather odd-looking “ $\hat{\acute{i}}$ ”.

TABLE 123: `AMS` Math-mode Accents

\ddot{a} `\ddot{a}` \dddot{a} `\dddot{a}`

These accents are also provided by the `mathabx` package.

TABLE 124: *yhmath* Math-mode Accents

\mathring{a} `\ring{a}`

This symbol is largely obsolete, as standard $\text{\LaTeX} 2\epsilon$ has supported `\mathring` since June, 1998 [LAT98].

TABLE 125: *trfsigns* Math-mode Accents

\mathfrak{a} `\dft{a}` \mathfrak{a} `\DFT{a}`

The above are a sort of “reverse accent” in that the argument text serves as a subscript to the transform line.

TABLE 126: Extensible Accents

\widetilde{abc}	<code>\widetilde{abc}</code> *	\widehat{abc}	<code>\widehat{abc}</code> *
\overleftarrow{abc}	<code>\overleftarrow{abc}</code> †	\overrightarrow{abc}	<code>\overrightarrow{abc}</code> †
\overline{abc}	<code>\overline{abc}</code>	\underline{abc}	<code>\underline{abc}</code>
\overbrace{abc}	<code>\overbrace{abc}</code>	\underbrace{abc}	<code>\underbrace{abc}</code>
\sqrt{abc}	<code>\sqrt{abc}</code> ‡		

As demonstrated in a 1997 TUGboat article about typesetting long-division problems [Gib97], an extensible long-division sign (“ $\big)abc$ ”) can be faked by putting a “ $\big)$ ” in a `tabular` environment with an `\hline` or `\cline` in the preceding row. The article also presents a piece of code (uploaded to CTAN as `longdiv.tex`) that automatically solves and typesets—by putting an `\overline` atop “ $\big)$ ” and the desired text—long-division problems. See also the `polynom` package, which automatically solves and typesets polynomial-division problems in a similar manner.

* Made more extensible by the *yhmath* package.

† If you’re looking for an extensible *diagonal* line or arrow to be used for canceling or reducing mathematical subexpressions (e.g., “ $x + \cancel{x}$ ” or “ $3 + \cancel{2}^5$ ”) then consider using the `cancel` package.

‡ With an optional argument, `\sqrt` typesets nth roots. For example, “`\sqrt[3]{abc}`” produces $\sqrt[3]{abc}$ and “`\sqrt[n]{abc}`” produces $\sqrt[n]{abc}$.

TABLE 127: *overrightarrow* Extensible Accents

\overrightarrow{abc} `\overrightarrow{abc}`

TABLE 128: *yhmath* Extensible Accents

\widehat{abc}	<code>\wideparen{abc}</code>	\widehat{abc}	<code>\widetriangle{abc}</code>
.			
\widehat{abc}	<code>\widering{abc}</code>		

TABLE 129: *AMS* Extensible Accents

\overleftarrow{abc}	<code>\overleftarrow{abc}</code>	\overleftarrow{abc}	<code>\underleftarrow{abc}</code>
\underleftarrow{abc}	<code>\underleftarrow{abc}</code>	\underrightarrow{abc}	<code>\underrightarrow{abc}</code>

The following are a sort of “reverse accent” in that the argument text serves as a superscript to the arrow. In addition, the optional first argument (not shown) serves as a subscript to the arrow. See the Short Math Guide for L^AT_EX [Dow00] for further examples.

\xleftarrow{abc}	<code>\xleftarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
--------------------	-------------------------------	---------------------	--------------------------------

TABLE 130: *empheq* Extensible Accents

\overbracket{abc}	<code>\overbracket{abc}</code>	\underbracket{abc}	<code>\underbracket{abc}</code>
---------------------	--------------------------------	----------------------	---------------------------------

The following are each a sort of “reverse accent” in that the argument text serves as a superscript to the arrows. In addition, the optional first argument (not shown) serves as a subscript to the arrows.

\xhookleftarrow{abc}	<code>\xhookleftarrow{abc}</code>	\xleftrightharpoons{abc}	<code>\xleftrightharpoons{abc}</code>
\xhookrightarrow{abc}	<code>\xhookrightarrow{abc}</code>	\xleftrightarrow{abc}	<code>\xleftrightarrow{abc}</code>
\xLeftarrow{abc}	<code>\xLeftarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
$\xleftrightharpoondown{abc}$	<code>\xleftrightharpoondown{abc}</code>	$\xrightleftharpoonup{abc}$	<code>\xrightleftharpoonup{abc}</code>
$\xleftrightharpoonup{abc}$	<code>\xleftrightharpoonup{abc}</code>	$\xrightleftharpoondown{abc}$	<code>\xrightleftharpoondown{abc}</code>
\xleftrightarrow{abc}	<code>\xleftrightarrow{abc}</code>	\xleftrightarrow{abc}	<code>\xleftrightarrow{abc}</code>
$\xleftrightarrow[abc]{abc}$	<code>\xleftrightarrow[abc]{abc}</code>	$\xleftrightarrow[abc]{abc}$	<code>\xleftrightarrow[abc]{abc}</code>

TABLE 131: *chemarr* Extensible Accents

\rightleftharpoons^{abc}	<code>\rightleftharpoons^{abc}</code>
----------------------------	---------------------------------------

`\rightleftharpoons` is a sort of “reverse accent” in that the argument text serves as a superscript to the arrows. In addition, the optional first argument (not shown) serves as a subscript to the arrows.

TABLE 132: chemarrow Extensible Accents

	<code>\autoleftarrow{abc}{def}</code>		<code>\autorightarrow{abc}{def}</code>
	<code>\autoleftrightharpoons{abc}{def}</code>		<code>\autorightleftharpoons{abc}{def}</code>

These symbols are all “reverse accents” in that the two arguments serve, respectively, as a superscript and a subscript to the arrows.

In addition to the symbols shown above, `chemarrow` also provides `\larrowfill`, `\rarrowfill`, `\leftrightharpoonsfill`, and `\rightleftharpoonsfill` macros. Each of these takes a length argument and produces an arrow of the specified length.

TABLE 133: mathabx Extensible Accents

	<code>\overbrace{abc}</code>		<code>\widebar{abc}</code>
	<code>\overgroup{abc}</code>		<code>\widecheck{abc}</code>
	<code>\underbrace{abc}</code>		<code>\wideparen{abc}</code>
	<code>\undergroup{abc}</code>		<code>\widering{abc}</code>
	<code>\widearrow{abc}</code>		

The braces shown for `\overbrace` and `\underbrace` appear in their minimum size. They can expand arbitrarily wide, however.

TABLE 134: esvect Extensible Accents

	<code>\vv{abc}</code> with package option a
	<code>\vv{abc}</code> with package option b
	<code>\vv{abc}</code> with package option c
	<code>\vv{abc}</code> with package option d
	<code>\vv{abc}</code> with package option e
	<code>\vv{abc}</code> with package option f
	<code>\vv{abc}</code> with package option g
	<code>\vv{abc}</code> with package option h

`esvect` also defines a `\vv*` macro which is used to typeset arrows over vector variables with subscripts. See the `esvect` documentation for more information.

TABLE 135: undertilde Extensible Accents

$\begin{array}{c} abc \\ \hline \end{array}$	$\backslash utilde\{abc\}$
--	----------------------------

Because `\utilde` is based on `\widetilde` it is also made more extensible by the `yhmath` package.

TABLE 136: extarrows Extensible Accents

$\begin{array}{c} abc \\ \overleftarrow{} \end{array}$	$\backslash xLeftrightarrow\{abc\}$	$\begin{array}{c} abc \\ \overleftarrow{} \end{array}$	$\backslash xLongleftrightarrow\{abc\}$
$\begin{array}{c} abc \\ \overleftarrow{} \end{array}$	$\backslash xleftrightharpoonup\{abc\}$	$\begin{array}{c} abc \\ \overleftarrow{} \end{array}$	$\backslash xlongleftrightharpoonup\{abc\}$
$\begin{array}{c} abc \\ \overline{} \end{array}$	$\backslash xlongequal\{abc\}$	$\begin{array}{c} abc \\ \overrightarrow{} \end{array}$	$\backslash xLongrightarrow\{abc\}$
$\begin{array}{c} abc \\ \overleftarrow{} \end{array}$	$\backslash xLongleftarrow\{abc\}$	$\begin{array}{c} abc \\ \overrightarrow{} \end{array}$	$\backslash xlongrightarrow\{abc\}$
$\begin{array}{c} abc \\ \overleftarrow{} \end{array}$	$\backslash xlongleftarrow\{abc\}$		

The above are a sort of “reverse accent” in that the argument text serves as a superscript to the arrow. In addition, the optional first argument (not shown) serves as a subscript to the arrow.

TABLE 137: holtpolt Non-commutative Division Symbols

$\begin{array}{c} abc \\ def \end{array}$	$\backslash holter\{abc\}\{def\}$	$\begin{array}{c} abc \\ def \end{array}$	$\backslash polter\{abc\}\{def\}$
---	-----------------------------------	---	-----------------------------------

TABLE 138: Dots

\cdot	$\backslash cdotp$	$:$	$\backslash colon^*$	\cdot	$\backslash ldotp$	$:$	$\backslash vdots^\dagger$
\dots	$\backslash cdots$	\ddots	$\backslash ddots^\dagger$	\dots	$\backslash ldots$		

* While “ $:$ ” is valid in math mode, `\colon` uses different surrounding spacing. See Section 7.3 and the Short Math Guide for `LATeX` [Dow00] for more information on math-mode spacing.

† The `mathdots` package redefines `\ddots` and `\vdots` to make them scale properly with font size. (They normally scale horizontally but not vertically.) `\fixedddots` and `\fixedvdots` provide the original, fixed-height functionality of `LATeX 2 ε` ’s `\ddots` and `\vdots` macros.

TABLE 139: \mathcal{AM} S Dots

...	<code>\dotsb</code>	...	<code>\dotsi</code>	...	<code>\dotso</code>
...	<code>\dotsc</code>	...	<code>\dotsm</code>	...	

The \mathcal{AM} S dot symbols are named according to their intended usage: `\dotsb` between pairs of binary operators/relations, `\dotsc` between pairs of commas, `\dotsi` between pairs of integrals, `\dotsm` between pairs of multiplication signs, and `\dotso` between other symbol pairs.

TABLE 140: mathdots Dots

`\idots`

TABLE 141: yhmath Dots

`\adots`

TABLE 142: mathcomp Math Symbols

$^{\circ}\text{C}$	<code>\tccentigrade</code>	Ω	<code>\tcohm</code>	$\%$	<code>\tcpertousand</code>
μ	<code>\tcmu</code>	$\%$	<code>\tcohm</code>	‰	<code>\tcohm</code>

TABLE 143: mathabx Mayan Digits

	<code>\maya{0}</code>	:	<code>\maya{2}</code>		<code>\maya{4}</code>
.	<code>\maya{1}</code>	:	<code>\maya{3}</code>		<code>\maya{5}</code>

TABLE 144: marvosym Math Symbols

	<code>\MVZero</code>		<code>\MVTwo</code>		<code>\MVFour</code>		<code>\MVSix</code>		<code>\MVEight</code>
	<code>\MVOne</code>		<code>\MVThree</code>		<code>\MVFive</code>		<code>\MVSeven</code>		<code>\MVNine</code>

`\Anglesign` \rightarrow `\Squaredot` \rightarrow `\Vectorarrowhigh`
`\Corresponds` \rightarrow `\Vectorarrow`

TABLE 145: Miscellaneous L^AT_EX 2 _{ϵ} Math Symbols

ℵ	\aleph	◇	\Diamond*	∞	\infty	/	\prime
∠	\angle	◇	\diamondsuit	○	\mho*	#	\sharp
\	\backslash	∅	\emptyset^‡	▽	\nabla	♠	\spadesuit
□	\Box*†	flat	\flat	♮	\natural	√	\surd
♣	\clubsuit	♥	\heartsuit	¬	\neg	△	\triangle

* Not predefined in L^AT_EX 2 _{ϵ} . Use one of the packages `latexsym`, `amsfonts`, `amssymb`, `txfonts`, `pxfonts`, or `wasysym`.

† To use `\Box`—or any other symbol—as an end-of-proof (Q.E.D.) marker, consider using the `ntheorem` package, which properly juxtaposes a symbol with the end of the proof text.

‡ Many people prefer the look of \mathcal{AM} 's `\varnothing` (Table 146) to that of L^AT_EX's `\emptyset`.

TABLE 146: Miscellaneous \mathcal{AM} Math Symbols

∠	\angle	▼	\blacktriangledown	○	\mho
▀	\backprime	↙	\diagdown	◀	\sphericalangle
★	\bigstar	↗	\diagup	□	\square
◆	\blacklozenge	◊	\eth	▽	\triangledown
■	\blacksquare	◊	\lozenge	∅	\varnothing
▲	\blacktriangle	↙	\measuredangle	△	\vartriangle

TABLE 147: Miscellaneous wasysym Math Symbols

□	\Box	○	\mho*	∴	\wasytherefore
◇	\Diamond	✗	\varangle		

* `wasysym` also defines an `\agem0` symbol, which is the same glyph as `\mho` but is intended for use in text mode.

TABLE 148: Miscellaneous txfonts/pxfonts Math Symbols

◆	\Diamondblack	λ	\lambdaslash	♥	\varheartsuit
◇	\Diamonddot	♣	\varclubsuit	♦	\varspadesuit
▮	\lambdaabar	♦	\vardiamondsuit		

TABLE 149: Miscellaneous mathabx Math Symbols

○	\degree		\fourth	✗	\measuredangle	//	\second
／＼	\diagdown	#	\hash	ㄣ	\pitchfork	✗	\sphericalangle
＼／	\diagup	∞	\infty	∞	\propto	///	\third
∅	\diameter	×	\leftthreetimes	✗	\rightthreetimes	#	\varhash

TABLE 150: Miscellaneous `textcomp` Text-mode Math Symbols

\circ	<code>\textdegree</code> *	$\frac{1}{2}$	<code>\textonehalf</code> †	$\frac{3}{4}$	<code>\textthreequarters</code> ‡
\div	<code>\textdiv</code>	$\frac{1}{4}$	<code>\textonequarter</code> †	$\frac{3}{3}$	<code>\textthreesuperior</code>
$/$	<code>\textfractionsolidus</code>	$\frac{1}{}$	<code>\textonesuperior</code>	\times	<code>\texttimes</code>
$-$	<code>\textlnot</code>	\pm	<code>\textpm</code>	2	<code>\texttwosuperior</code>
$-$	<code>\textminus</code>	$\sqrt{}$	<code>\textsurd</code>		

* If you prefer a larger degree symbol you might consider defining one as
`"\ensuremath{\overset{\circ}{\circ}}"`.

† `nicefrac` (part of the `units` package) can be used to construct vulgar fractions like “ $\frac{1}{2}$ ”,
“ $\frac{1}{4}$ ”, “ $\frac{3}{4}$ ”, and even “ $\frac{c}{o}$ ”.

TABLE 151: Math Alphabets

Font sample	Generating command	Required package
ABCdef123	<code>\mathrm{ABCdef123}</code>	<i>none</i>
<i>ABCdef123</i>	<code>\mathit{ABCdef123}</code>	<i>none</i>
<i>ABCdef123</i>	<code>\mathnormal{ABCdef123}</code>	<i>none</i>
<i>ABC</i>	<code>\mathcal{ABC}</code>	<i>none</i>
<i>A<small>B</small>C</i>	<code>\mathscr{ABC}</code> <i>or</i> <code>\mathcal{ABC}</code>	<code>mathrsfs</code> <code>calrsfs</code>
<i>A<small>B</small>C</i>	<code>\mathcal{ABC}</code> <i>or</i> <code>\mathscr{ABC}</code>	<code>euscript</code> with the <code>mathcal</code> option <code>euscript</code> with the <code>mathscr</code> option
<i>ABCdef123</i>	<code>\mathpzc{ABCdef123}</code>	<i>none</i> ; manually defined*
<i>ABC</i>	<code>\mathbb{ABC}</code>	<code>amsfonts</code> , [§] <code>amssymb</code> , <code>txfonts</code> , or <code>pxfonts</code>
<i>ABC</i>	<code>\varmathbb{ABC}</code>	<code>txfonts</code> or <code>pxfonts</code>
<i>ABCdef123</i>	<code>\mathbb{ABCdef123}</code>	<code>bbold</code> or <code>mathbbol</code> [†]
<i>ABCdef123</i>	<code>\mathbb{ABCdef123}</code>	<code>mbboard</code> [†]
<i>ABCdef12</i>	<code>\mathbbm{ABCdef12}</code>	<code>bbm</code>
<i>ABCdef12</i>	<code>\mathbbmss{ABCdef12}</code>	<code>bbm</code>
<i>ABCdef12</i>	<code>\mathbbmtt{ABCdef12}</code>	<code>bbm</code>
<i>ABC1</i>	<code>\mathds{ABC1}</code>	<code>dsfont</code>
<i>ABC1</i>	<code>\mathds{ABC1}</code>	<code>dsfont</code> with the <code>sans</code> option
<i>ABCdef123</i>	<code>\mathfrak{ABCdef123}</code>	<code>eufrak</code>
<i>ABCdef123</i>	<code>\textfrak{ABCdef123}</code>	<code>yfonts</code> [‡]
<i>ABCdef123</i>	<code>\textswab{ABCdef123}</code>	<code>yfonts</code> [‡]
<i>ABC<small>r</small>f123</i>	<code>\textgoth{ABCdef123}</code>	<code>yfonts</code> [‡]

* Put “`\DeclareMathAlphabet{\mathpzc}{OT1}{pzc}{m}{it}`” in your document’s preamble to make `\mathpzc` typeset its argument in Zapf Chancery.

† The `mathbbol` package defines some additional blackboard bold characters: parentheses, square brackets, angle brackets, and—if the `bbgreekl` option is passed to `mathbbol`—Greek letters. For instance, “ $\langle\langle\alpha\beta\gamma\rangle\rangle$ ” is produced by “`\mathbb{(\Langle\Lbrack\Lparen\bbalpha\bbbeta\bbgamma\Rparen\Rbrack\Rangle)}`”.

`mbboard` extends the blackboard bold symbol set significantly further. It supports not only the Greek alphabet—including “Greek-like” symbols such as `\bbnabla` (“ ∇ ”)—but also *all* punctuation marks, various currency symbols such as `\bbdollar` (“\$”) and `\bbeuro` (“€”), and the Hebrew alphabet (e.g., “`\bbfinalnun\bbayod\bbqof\bbpe`” → “ פָּיְגָּוָן ”).

‡ As their `\text...` names imply, the fonts provided by the `yfonts` package are actually text fonts. They are included in Table 151 because they are frequently used in a mathematical context.

§ An older (i.e., prior to 1991) version of the `AMS`’s fonts rendered `C`, `N`, `R`, `S`, and `Z` as `C`, `N`, `R`, `S`, and `Z`. As some people prefer the older glyphs—much to the `AMS`’s surprise—and because those glyphs fail to build under modern versions of METAFONT, Berthold Horn uploaded PostScript fonts for the older blackboard-bold glyphs to CTAN, to the `fonts/msym10` directory. As of this writing, however, there are no `LATEX 2\epsilon` packages for utilizing the now-obsolete glyphs.

4 Science and technology symbols

This section lists symbols that are employed in various branches of science and engineering (and, because we were extremely liberal in our classification, astrology, too).

TABLE 152: `gensymb` Symbols Defined to Work in Both Math and Text Mode

$^{\circ}\text{C}$	<code>\celsius</code>	μ	<code>\micro</code>	$\%$	<code>\perthousand</code>
$^{\circ}$	<code>\degree</code>	Ω	<code>\ohm</code>		

TABLE 153: `wasymp` Electrical and Physical Symbols

\sim	<code>\AC</code>	\approx	<code>\VHF</code>	$\sim\sim\sim$	<code>\photon</code>	F	<code>\HF</code>	$\sim\sim\sim\sim$	<code>\gluon</code>
--------	------------------	-----------	-------------------	----------------	----------------------	-----	------------------	--------------------	---------------------

TABLE 154: `ifsym` Pulse Diagram Symbols

	<code>\FallingEdge</code>		<code>\LongPulseLow</code>		<code>\PulseLow</code>		<code>\ShortPulseHigh</code>
	<code>\LongPulseHigh</code>		<code>\PulseHigh</code>		<code>\RaisingEdge</code>		<code>\ShortPulseLow</code>

In addition, within `\textifsym{...}`, the following codes are valid:

$-$	l	$-$	m	$-$	h	$-$	d	$<$	$<$	$>$	$>$
$-$	L	$-$	M	$-$	H	$-$	D	$<$	$<<$	$>$	$>>$

This enables one to write “`\textifsym{mm<DDD>mm}`” to get “” or “`\textifsym{L|H|L|H|L}`” to get “”. See also the `timing` package, which provides a wide variety of pulse-diagram symbols within an environment designed specifically for typesetting pulse diagrams.

Finally, `\textifsym` supports the display of segmented digits, as would appear on an LCD: “`\textifsym{-123.456}`” produces “ -123.456 ”. “`\textifsym{b}`” outputs a blank with the same width as an “ \emptyset ”.

TABLE 155: `ar` Aspect Ratio Symbol

`\AR` `\AR`

TABLE 156: `textcomp` Text-mode Science and Engineering Symbols

$^{\circ}\text{C}$ `\textcelsius` \textcirc `\textmho` μ `\textmu` Ω `\textohm`

TABLE 157: wasysym Astronomical Symbols

	\ascnode		\jupiter		\newmoon		\venus
	\astrosun		\leftymoon		\pluto		\vernal
	\descnode		\mars		\rightymoon		
	\earth		\mercury		\saturn		
	\fullmoon		\neptune		\uranus		

TABLE 158: marvosym Astronomical Symbols

	\Mercury		\Mars		\Uranus		\Sun
	\Venus		\Jupiter		\Neptune		\Moon
	\Earth		\Saturn		\Pluto		

TABLE 159: mathabx Astronomical Symbols

	\Mercury		\Earth		\Jupiter		\Uranus		\Pluto
	\Venus		\Mars		\Saturn		\Neptune		
	\fullmoon		\leftymoon		\newmoon		\rightymoon		
	\Sun		\varEarth						

mathabx also defines \girl as an alias for \Venus, \boy as an alias for \Mars, and \Moon as an alias for \leftymoon.

TABLE 160: wasysym Astrological Symbols

	\aries		\cancer		\libra		\capricornus
	\taurus		\leo		\scorpio		\aquarius
	\gemini		\virgo		\sagittarius		\pisces
					\conjunction		\opposition

TABLE 161: marvosym Astrological Symbols

	\Aries		\Cancer		\Libra		\Capricorn
	\Taurus		\Leo		\Scorpio		\Aquarius
	\Gemini		\Virgo		\Sagittarius		\Pisces

Note that \Aries ... \Pisces can also be specified with \Zodiac{1} ... \Zodiac{12}.

TABLE 162: mathabx Astrological Symbols

	\Aries		\Taurus		\Gemini
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TABLE 163: wasysym APL Symbols

	\APLbox		\APLinv	*	\APLstar
	\APLcomment		\APLleftarrowbox	\Delta	\APLup
	\APLdown		\APLlog		\APLuparrowbox
	\APLdownarrowbox	-	\APLminus		\notbackslash
	\APLinput		\APLrightarrowbox		\notslash

TABLE 164: wasysym APL Modifiers

\APLcirc{} ~ \APLnot{} | \APLvert{}

TABLE 165: marvosym Computer Hardware Symbols

	\ComputerMouse		\ParallelPort		\SerialInterface
	\Keyboard		\Printer		\SerialPort

TABLE 166: ascii Control Characters (IBM)

⌚	\SOH	•	\BEL	♪	\CR	!!	\DCc	↓	\EM	▼	\US
⌚	\STX	▣	\BS	♫	\SO	¶	\DCd	→	\SUB		\splitvert
♥	\ETX	T	\HT	◊	\SI	S	\NAK	←	\ESC	◇	\DEL
♦	\EOT	▣	\LF	▶	\DLE	-	\SYN	L	\FS		
♣	\ENQ	♂	\VT	◀	\DCa	‡	\ETB	↔	\GS		
♠	\ACK	♀	\FF	‡	\DCb	↑	\CAN	▲	\RS		

SOH, STX, ETX, ..., US are the names of ASCII characters 1–31. DEL is the name of ASCII character 127. \splitvert doesn't correspond to a control character but is merely the “|” character shown IBM style.

These characters must be entered with the `ascii` font in effect, for example, “{\code{ascii}\code{STX}}”. See the `ascii` package documentation for more information.

TABLE 167: marvosym Communication Symbols

	\Email		\fax		\Faxmachine		\Lightning		\Pickup
	\Emailict		\FAX		\Letter		\Mobilefone		\Telefon

TABLE 168: marvosym Engineering Symbols

	\Beam		\Force		\Octosteel		\RoundedTTsteel
	\Bearing		\Hexasteel		\Rectpipe		\Squarepipe
	\Circpipe		\Lefttorque		\Rectsteel		\Squaresteel
	\Circsteel		\Lineload		\Righttorque		\Tsteel
	\Fixedbearing		\Loosebearing		\RoundedLsteel*		\TTsteel
-	\Flatsteel		\Lsteel		\RoundedTsteel*		

* \RoundedLsteel and \RoundedTsteel seem to be swapped, at least in the 2000/05/01 version of marvosym.

TABLE 169: wasysym Biological Symbols

\female \male

TABLE 170: marvosym Biological Symbols

	\Female		\FemaleMale		\MALE		\Neutral
	\FEMALE		\Hermaphrodite		\Male		
	\FemaleFemale		\HERMAPHRODITE		\MaleMale		

TABLE 171: marvosym Safety-related Symbols

	\Biohazard		\CEsign		\Explosionsafe		\Radioactivity
	\BSEfree		\Estatically		\Laserbeam		\Stopsign

5 Dingbats

Dingbats are symbols such as stars, arrows, and geometric shapes. They are commonly used as bullets in itemized lists or, more generally, as a means to draw attention to the text that follows.

The pifont dingbat package warrants special mention. Among other capabilities, pifont provides a L^AT_EX interface to the Zapf Dingbats font (one of the standard 35 PostScript fonts). However, rather than name each of the dingbats individually, pifont merely provides a single \ding command, which outputs the character that lies at a given position in the font. The consequence is that the pifont symbols can't be listed by name in this document's index, so be mindful of that fact when searching for a particular symbol.

TABLE 172: bbdng Arrows

	\ArrowBoldDownRight		\ArrowBoldRightShort		\ArrowBoldUpRight
	\ArrowBoldRightCircled		\ArrowBoldRightStrobe		

TABLE 173: pifont Arrows

	\ding{212}		\ding{213}		\ding{214}		\ding{215}		\ding{216}		\ding{217}		\ding{218}		\ding{219}		\ding{220}		\ding{221}		\ding{222}		\ding{223}		\ding{224}		\ding{225}		\ding{226}		\ding{227}		\ding{228}		\ding{229}		\ding{230}		\ding{231}		\ding{232}		\ding{233}		\ding{234}		\ding{235}		\ding{236}		\ding{237}		\ding{238}		\ding{239}		\ding{241}		\ding{242}		\ding{243}		\ding{244}		\ding{245}		\ding{246}		\ding{247}		\ding{248}		\ding{249}		\ding{250}		\ding{251}		\ding{252}		\ding{253}		\ding{254}
--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------	--	------------

TABLE 174: marvosym Scissors

	\Cutleft		\Cutright		\Leftscissors
	\Cutline		\Kutline		\Rightscissors

TABLE 175: bbdng Scissors

	\ScissorHollowLeft		\ScissorLeftBrokenTop
	\ScissorHollowRight		\ScissorRight
	\ScissorLeft		\ScissorRightBrokenBottom
	\ScissorLeftBrokenBottom		\ScissorRightBrokenTop

TABLE 176: pifont Scissors

	\ding{33}		\ding{34}		\ding{35}		\ding{36}
--	-----------	--	-----------	--	-----------	--	-----------

TABLE 177: dingbat Pencils

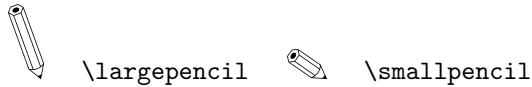


TABLE 178: bbdng Pencils and Nibs

	<code>\NibLeft</code>		<code>\PencilLeft</code>		<code>\PencilRightDown</code>
	<code>\NibRight</code>		<code>\PencilLeftDown</code>		<code>\PencilRightUp</code>
	<code>\NibSolidLeft</code>		<code>\PencilLeftUp</code>		
	<code>\NibSolidRight</code>		<code>\PencilRight</code>		

TABLE 179: pifont Pencils and Nibs

	<code>\ding{46}</code>		<code>\ding{47}</code>		<code>\ding{48}</code>		<code>\ding{49}</code>		<code>\ding{50}</code>
--	------------------------	--	------------------------	--	------------------------	--	------------------------	--	------------------------

TABLE 180: dingbat Hands

	<code>\leftpointright</code>		<code>\rightpointleft</code>		<code>\rightpointright</code>
	<code>\leftthumbsdown</code>		<code>\rightthumbsdown</code>		
	<code>\leftthumbsup</code>		<code>\rightthumbsup</code>		

TABLE 181: bbdng Hands

	<code>\HandCuffLeft</code>		<code>\HandCuffRightUp</code>		<code>\HandPencilLeft</code>
	<code>\HandCuffLeftUp</code>		<code>\HandLeft</code>		<code>\HandRight</code>
	<code>\HandCuffRight</code>		<code>\HandLeftUp</code>		<code>\HandRightUp</code>

TABLE 182: pifont Hands

	<code>\ding{42}</code>		<code>\ding{43}</code>		<code>\ding{44}</code>		<code>\ding{45}</code>
--	------------------------	--	------------------------	--	------------------------	--	------------------------

TABLE 183: bbdng Crosses and Plusses

	<code>\Cross</code>		<code>\CrossOpenShadow</code>		<code>\PlusOutline</code>
	<code>\CrossBoldOutline</code>		<code>\CrossOutline</code>		<code>\PlusThinCenterOpen</code>
	<code>\CrossClowerTips</code>		<code>\Plus</code>		
	<code>\CrossMaltese</code>		<code>\PlusCenterOpen</code>		

TABLE 184: pifont Crosses and Plusses

	<code>\ding{57}</code>		<code>\ding{59}</code>		<code>\ding{61}</code>		<code>\ding{63}</code>
	<code>\ding{58}</code>		<code>\ding{60}</code>		<code>\ding{62}</code>		<code>\ding{64}</code>

TABLE 185: bbding Xs and Check Marks

	<code>\Checkmark</code>		<code>\XSolid</code>		<code>\XSolidBrush</code>
	<code>\CheckmarkBold</code>		<code>\XSolidBold</code>		

TABLE 186: pifont Xs and Check Marks

	<code>\ding{51}</code>		<code>\ding{53}</code>		<code>\ding{55}</code>
	<code>\ding{52}</code>		<code>\ding{54}</code>		<code>\ding{56}</code>

TABLE 187: wasysym Xs and Check Marks

	<code>\CheckedBox</code>		<code>\Square</code>		<code>\XBox</code>
--	--------------------------	--	----------------------	--	--------------------

TABLE 188: pifont Circled Numbers

	<code>\ding{172}</code>		<code>\ding{182}</code>		<code>\ding{192}</code>		<code>\ding{202}</code>
	<code>\ding{173}</code>		<code>\ding{183}</code>		<code>\ding{193}</code>		<code>\ding{203}</code>
	<code>\ding{174}</code>		<code>\ding{184}</code>		<code>\ding{194}</code>		<code>\ding{204}</code>
	<code>\ding{175}</code>		<code>\ding{185}</code>		<code>\ding{195}</code>		<code>\ding{205}</code>
	<code>\ding{176}</code>		<code>\ding{186}</code>		<code>\ding{196}</code>		<code>\ding{206}</code>
	<code>\ding{177}</code>		<code>\ding{187}</code>		<code>\ding{197}</code>		<code>\ding{207}</code>
	<code>\ding{178}</code>		<code>\ding{188}</code>		<code>\ding{198}</code>		<code>\ding{208}</code>
	<code>\ding{179}</code>		<code>\ding{189}</code>		<code>\ding{199}</code>		<code>\ding{209}</code>
	<code>\ding{180}</code>		<code>\ding{190}</code>		<code>\ding{200}</code>		<code>\ding{210}</code>
	<code>\ding{181}</code>		<code>\ding{191}</code>		<code>\ding{201}</code>		<code>\ding{211}</code>

pifont (part of the psnfss package) provides a `dingautolist` environment which resembles `enumerate` but uses circled numbers as bullets.² See the `psnfss` documentation for more information.

TABLE 189: wasysym Stars

	<code>\davidsstar</code>		<code>\hexstar</code>		<code>\varhexstar</code>
--	--------------------------	--	-----------------------	--	--------------------------

²In fact, `dingautolist` can use any set of consecutive Zapf Dingbats symbols.

TABLE 190: bbdng Stars, Flowers, and Similar Shapes

*	\Asterisk	*	\FiveFlowerPetal	*	\JackStar
*	\AsteriskBold	*	\FiveStar	*	\JackStarBold
*	\AsteriskCenterOpen	*	\FiveStarCenterOpen	*	\SixFlowerAlternate
*	\AsteriskRoundedEnds	*	\FiveStarConvex	*	\SixFlowerAltPetal
*	\AsteriskThin	*	\FiveStarLines	*	\SixFlowerOpenCenter
*	\AsteriskThinCenterOpen	*	\FiveStarOpen	*	\SixFlowerPetaldotted
◊	\DavidStar	*	\FiveStarOpenCircled	*	\SixFlowerPetalRemoved
★	\DavidStarSolid	*	\FiveStarOpenDotted	*	\SixFlowerRemovedOpenPetal
*	\EightAsterisk	*	\FiveStarOutline	*	\SixStar
*	\EightFlowerPetal	*	\FiveStarOutlineHeavy	*	\SixteenStarLight
*	\EightFlowerPetalRemoved	*	\FiveStarShadow	*	\Snowflake
*	\EightStar	*	\FourAsterisk	*	\SnowflakeChevron
*	\EightStarBold	*	\FourCloverOpen	*	\SnowflakeChevronBold
*	\EightStarConvex	*	\FourCloverSolid	*	\Sparkle
*	\EightStarTaper	*	\FourStar	*	\SparkleBold
*	\FiveFlowerOpen	*	\FourStarOpen	*	\TwelveStar

TABLE 191: pifont Stars, Flowers, and Similar Shapes

◊	\ding{65}	★	\ding{74}	*	\ding{83}	*	\ding{92}	*	\ding{101}
◊	\ding{66}	★	\ding{75}	*	\ding{84}	*	\ding{93}	*	\ding{102}
◊	\ding{67}	★	\ding{76}	◊	\ding{85}	*	\ding{94}	*	\ding{103}
◊◊	\ding{68}	★	\ding{77}	*	\ding{86}	*	\ding{95}	*	\ding{104}
◊◊	\ding{69}	★	\ding{78}	*	\ding{87}	*	\ding{96}	*	\ding{105}
◊◊	\ding{70}	★	\ding{79}	*	\ding{88}	*	\ding{97}	*	\ding{106}
◊◊	\ding{71}	★	\ding{80}	*	\ding{89}	*	\ding{98}	*	\ding{107}
★	\ding{72}	★	\ding{81}	*	\ding{90}	*	\ding{99}	*	
★	\ding{73}	★	\ding{82}	*	\ding{91}	*	\ding{100}		

TABLE 192: wasysym Geometric Shapes

□ \hexagon ○ \octagon ◻ \pentagon □ \varhexagon

TABLE 193: ifsym Geometric Shapes

○	\BigCircle	►	\FilledBigTriangleRight	○	\SmallCircle
×	\BigCross	▲	\FilledBigTriangleUp	×	\SmallCross
◇	\BigDiamondshape	●	\FilledCircle	◊	\SmallDiamondshape
—	\BigHBar	◆	\FilledDiamondShadowA	—	\SmallHBar
◆	\BigLowerDiamond	◆	\FilledDiamondShadowC	◆	\SmallLowerDiamond
◆	\BigRightDiamond	◆	\FilledDiamondshape	◆	\SmallRightDiamond
□	\BigSquare	●	\FilledSmallCircle	□	\SmallSquare
▽	\BigTriangleDown	◆	\FilledSmallDiamondshape	▽	\SmallTriangleDown
◀	\BigTriangleLeft	■	\FilledSmallSquare	◀	\SmallTriangleLeft
▶	\BigTriangleRight	▼	\FilledSmallTriangleDown	▶	\SmallTriangleRight
△	\BigTriangleUp	◀	\FilledSmallTriangleLeft	△	\SmallTriangleUp
	\BigVBar	▶	\FilledSmallTriangleRight		\SmallVBar
○	\Circle	▲	\FilledSmallTriangleUp	↓	\SpinDown
×	\Cross	■	\FilledSquare	↑	\SpinUp
◊	\DiamondShadowA	■	\FilledSquareShadowA	□	\Square
◊	\DiamondShadowB	■	\FilledSquareShadowC	□	\SquareShadowA
◊	\DiamondShadowC	▼	\FilledTriangleDown	■	\SquareShadowB
◊	\Diamondshape	◀	\FilledTriangleLeft	□	\SquareShadowC
●	\FilledBigCircle	▶	\FilledTriangleRight	▽	\TriangleDown
◆	\FilledBigDiamondshape	▲	\FilledTriangleUp	◀	\TriangleLeft
■	\FilledBigSquare	—	\HBar	▶	\TriangleRight
▼	\FilledBigTriangleDown	◆	\LowerDiamond	△	\TriangleUp
◀	\FilledBigTriangleLeft	◆	\RightDiamond		\VBar

The ifsym documentation points out that one can use \rlap to combine some of the above into useful, new symbols. For example, \BigCircle and \FilledSmallCircle combine to give “\bigcirc”. Likewise, \Square and \Cross combine to give “\boxtimes”. See Section 7.2 for more information about constructing new symbols out of existing symbols.

TABLE 194: bbdng Geometric Shapes

○	\CircleShadow		\Rectangle	□	\SquareShadowTopLeft
●	\CircleSolid	■	\RectangleBold	□	\SquareShadowTopRight
◆	\DiamondSolid		\RectangleThin	■	\SquareSolid
○	\Ellipse	□	\Square	▼	\TriangleDown
○	\EllipseShadow	□	\SquareCastShadowBottomRight	▲	\TriangleUp
●	\EllipseSolid	□	\SquareCastShadowTopLeft		
◀	\HalfCircleLeft	□	\SquareCastShadowTopRight		
▶	\HalfCircleRight	□	\SquareShadowBottomRight		

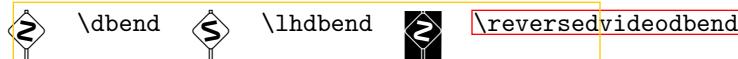
TABLE 195: pifont Geometric Shapes

●	<code>\ding{108}</code>	□	<code>\ding{111}</code>	□	<code>\ding{114}</code>	◆	<code>\ding{117}</code>	□	<code>\ding{121}</code>
○	<code>\ding{109}</code>	□	<code>\ding{112}</code>	▲	<code>\ding{115}</code>	●	<code>\ding{119}</code>	■	<code>\ding{122}</code>
■	<code>\ding{110}</code>	□	<code>\ding{113}</code>	▼	<code>\ding{116}</code>	□	<code>\ding{120}</code>		

TABLE 196: universa Geometric Shapes

●	<code>\baucircle</code>	■	<code>\lausquare</code>	▲	<code>\autriangle</code>
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TABLE 197: manfnt Dangerous Bend Symbols



Note that these symbols descend far beneath the baseline. manfnt also defines non-descending versions, which it calls, correspondingly, `\textdbend`, `\textlhdbend`, and `\textreversedvideobend`.

TABLE 198: skull Symbols

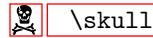


TABLE 199: Non-Mathematical mathabx Symbols

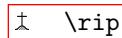


TABLE 200: marvosym Information Symbols

🚲	<code>\Bicycle</code>	⚽	<code>\Football</code>	👉	<code>\Pointinghand</code>
☑	<code>\Checkedbox</code>	🚹	<code>\Gentsroom</code>	♿	<code>\Wheelchair</code>
⌚	<code>\Clocklogo</code>	🏭	<code>\Industry</code>	✍	<code>\Writinghand</code>
☕	<code>\Coffeecup</code>	ℹ️	<code>\Info</code>	🚻	<code>\Ladiesroom</code>
☒	<code>\Crossedbox</code>	🚹			

TABLE 201: Miscellaneous dingbat Dingbats

⚓	<code>\anchor</code>	👁	<code>\eye</code>	▣	<code>\Sborder</code>
↷	<code>\carriagereturn</code>	❖	<code>\filledsquarewithdots</code>	❖	<code>\squarewithdots</code>
✓	<code>\checkmark</code>	🌙	<code>\satellitedish</code>	▤	<code>\Zborder</code>

TABLE 202: Miscellaneous `bbding` Dingbats

 \Envelope	 \Peace	 \PhoneHandset	 \SunshineOpenCircled
 \OrnamentDiamondSolid	 \Phone	 \Plane	 \Tape

TABLE 203: Miscellaneous `pifont` Dingbats

 \ding{37}	 \ding{40}	 \ding{164}	 \ding{167}	 \ding{171}
 \ding{38}	 \ding{41}	 \ding{165}	 \ding{168}	 \ding{169}
 \ding{39}	 \ding{118}	 \ding{166}	 \ding{170}	

6 Other symbols

The following are all the symbols that didn't fit neatly or unambiguously into any of the previous sections. (Do weather symbols belong under "Science and technology"? Should dice be considered "mathematics"?). While some of the tables contain clearly related groups of symbols (e.g., musical notes), others represent motley assortments of whatever the font designer felt like drawing.

TABLE 204: *textcomp* Genealogical Symbols

	<code>\textborn</code>		<code>\textdivorced</code>		<code>\textmarried</code>
	<code>\textdied</code>			<code>\textleaf</code>	

TABLE 205: *wasy sym* General Symbols

	<code>\ataribox</code>		<code>\clock</code>		<code>\LEFTarrow</code>		<code>\smiley</code>
	<code>\bell</code>		<code>\diameter</code>		<code>\lightning</code>		<code>\sun</code>
	<code>\blacksmiley</code>		<code>\DOWNarrow</code>		<code>\phone</code>		<code>\UParrow</code>
	<code>\Bowtie</code>		<code>\frownie</code>		<code>\pointer</code>		<code>\wasylozenge</code>
	<code>\brokenvert</code>		<code>\invdiameter</code>		<code>\recorder</code>		
	<code>\checked</code>		<code>\kreuz</code>		<code>\RIGHTarrow</code>		

TABLE 206: *wasy sym* Circles

	<code>\CIRCLE</code>		<code>\LEFTcircle</code>		<code>\RIGHTcircle</code>		<code>\rightturn</code>
	<code>\Circle</code>		<code>\Leftcircle</code>		<code>\Rightcircle</code>		
	<code>\LEFTCIRCLE</code>		<code>\RIGHTCIRCLE</code>		<code>\leftturn</code>		

TABLE 207: *wasy sym* Musical Symbols

	<code>\eighthnote</code>		<code>\halfnote</code>		<code>\twonotes</code>		<code>\fullnote</code>		<code>\quaternote</code>
--	--------------------------	--	------------------------	--	------------------------	--	------------------------	--	--------------------------

See also `\flat`, `\sharp`, and `\natural` (Table 145 on page 46).

TABLE 208: *harmony* Musical Symbols

	<code>\AAcht</code>		<code>\Ds</code>		<code>\Pu</code>		<code>\VM</code>
	<code>\Acht</code>		<code>\DS</code>		<code>\Sech</code>		<code>\Zwdr</code>
	<code>\AcPa</code>		<code>\Ganz</code>		<code>\SePa</code>		<code>\ZwPa</code>
	<code>\DD</code>		<code>\GaPa</code>		<code>\UB</code>		
	<code>\DDohne</code>		<code>\Halb</code>		<code>\Vier</code>		
	<code>\Dohne</code>		<code>\HaPa</code>		<code>\ViPa</code>		

The *musixtex* package must be installed to use *harmony*.

TABLE 209: harmony Musical Accents

	<code>\Ferli{A}\Ferli{a}</code> *		<code>\Ohne{A}\Ohne{a}</code> *
	<code>\Fermi{A}\Fermi{a}</code>		<code>\Umd{A}\Umd{a}</code> *
	<code>\Kr{A}\Kr{a}</code>		

* These symbols take an optional argument which shifts the accent either horizontally or vertically (depending on the command) by the given distance.

In addition to the accents shown above, `\HH` is a special accent command which accepts five period-separated characters and typesets them such that `\HH.X.a.b.c.d.` produces “ $X^{\frac{a}{b}}$ ”. All arguments except the first can be omitted: `\HH.X.....` produces “ X ”. `\Takt` takes two arguments and composes them into a musical time signature. For example, “`\Takt{12}{8}`” produces “ $\frac{12}{8}$ ”. As two special cases, “`\Takt{c}{0}`” produces “ C ” and “`\Takt{c}{1}`” produces “ $\textcolor{green}{C}$ ”.

The musixtex package must be installed to use harmony.

TABLE 210: Miscellaneous `manfnt` Symbols

	<code>\manboldkidney</code>		<code>\manpenkidney</code>
	<code>\manconcentriccircles</code>		<code>\manconcentricdiamond</code>
	<code>\mancone</code>		<code>\mancube</code>
	<code>\manerrarrow</code>		<code>\manfilledquartercircle</code>
	<code>\manhPennib</code>		<code>\manimpossiblecube</code>
	<code>\mankidney</code>		<code>\manlHPenkidney</code>
			<code>\manrotatedquartercircle</code>
			<code>\manrotatedquadrifolium</code>
			<code>\mantiltPennib</code>
			<code>\mantriangledown</code>
			<code>\mantriangleup</code>
			<code>\manvPennib</code>

TABLE 211: marvosym Navigation Symbols

	<code>\Forward</code>		<code>\MoveDown</code>		<code>\RewindToIndex</code>		<code>\ToTop</code>
	<code>\ForwardToEnd</code>		<code>\MoveUp</code>		<code>\RewindToStart</code>		
	<code>\ForwardToIndex</code>		<code>\Rewind</code>		<code>\ToBottom</code>		

TABLE 212: marvosym Laundry Symbols

	\AtForty		\Handwash		\ShortNinetyFive
	\AtNinetyFive		\IroningI		\ShortSixty
	\AtSixty		\IroningII		\ShortThirty
	\Bleech		\IroningIII		\SpecialForty
	\CleaningA		\NoBleech		\Tumbler
	\CleaningF		\NoChemicalCleaning		\WashCotton
	\CleaningFF		\NoIroning		\WashSynthetics
	\CleaningP		\NoTumbler		\WashWool
	\CleaningPP		\ShortFifty		
	\Dontwash		\ShortForty		

TABLE 213: Other marvosym Symbols

	\Ankh		\Cross		\Heart		\Smiley
	\Bat		\FHB0logo		\MartinVogel		\Womanface
	\Bouquet		\FHB0LOGO		\Mundus		\Yinyang
	\Celtcross		\Frowny		\MVAt		
	\CircledA		\FullFHB0		\Rightarrow*		

* Standard L^AT_EX 2_C defines \Rightarrow to display “→”, while marvosym redefines it to display “→” (or “.” in math mode). This conflict can be problematic for math symbols defined in terms of \Rightarrow, such as \Longleftrightarrow, which ends up looking like “←:.”.

TABLE 214: Miscellaneous universa Symbols

	\bauforms		\bauhead
--	-----------	--	----------

TABLE 215: ifsym Weather Symbols

	\Cloud		\Hail		\Sleet		\WeakRain
	\FilledCloud		\HalfSun		\Snow		\WeakRainCloud
	\FilledRainCloud		\Lightning		\SnowCloud		\FilledSnowCloud
	\FilledSunCloud		\NoSun		\Sun		
	\FilledWeakRainCloud		\Rain		\SunCloud		
	\Fog		\RainCloud		\ThinFog		

In addition, \Thermo{0}... \Thermo{6} produce thermometers that are between 0/6 and 6/6 full of mercury:

Similarly, \wind{<sun>}{<angle>}{<strength>} will draw wind symbols with a given amount of sun (0–4), a given angle (in degrees), and a given strength in km/h (0–100). For example, \wind{0}{0}{0} produces “○”, \wind{2}{0}{0} produces “◐”, and \wind{4}{0}{100} produces “●”.

TABLE 216: ifsym Alpine Symbols

	\SummitSign		\Summit		\SurveySign		\HalfFilledHut
	\StoneMan		\IceMountain		\Joch		\Flag
	\Hut		\VarMountain		\VarFlag		
	\FilledHut		\VarIceMountain		\Tent		
	\Village						

TABLE 217: ifsym Clocks

	\Interval		\StopWatchStart		\VarClock		\Wecker
	\StopWatchEnd		\Taschenuhr		\VarTaschenuhr		

ifsym also exports a \showclock macro. \showclock{<hours>}{<minutes>} outputs a clock displaying the corresponding time. For instance, “\showclock{5}{40}” produces . <hours> must be an integer from 0 to 11, and <minutes> must be an integer multiple of 5 from 0 to 55.

TABLE 218: Other ifsym Symbols

	\FilledSectioningDiamond		\Letter		\Radiation
	\Fire		\PaperLandscape		\SectioningDiamond
	\Irritant		\PaperPortrait		\Telephone
	\StrokeOne		\StrokeThree		\StrokeFive
	\StrokeTwo		\StrokeFour		

In addition, \Cube{1}... \Cube{6} produce dice with the corresponding number of spots:

TABLE 219: skak Chess Informator Symbols

≡	\bbetter	○	\doublepawns	N	\novelty	R	\various
-+	\bdecisive	⊥	\ending	□	\onlymove	±	\wbetter
▷	\betteris	=	\equal	■	\opposbishops	+-	\wdecisive
□▷	\bishoppair		\etc	○	\passedpawn	×	\weakpt
⊤	\bupperhand	↔	\file	«	\qside	_	\with
田	\centre	»	\kside	■	\samebishops	→	\withattack
RR	\comment	X	\markera	—	\see	△	\withidea
∞	\compensation	O	\markerb	○○	\seppawns	↑	\withinit
⇄	\counterplay	#	\mate	⊕	\timelimit	L	\without
○	\devadantage	>	\morepawns	∞	\unclear	±	\upperhand
↗	\diagonal	○	\moreroom	○○	\unitedpawns	○	\zugzwang

The preceding symbols are merely the named informator symbol. skak can typeset many more chess-related symbols, including those for all of the pieces (♔♕♗♘♙ / ♕♔♗♗♘♘♙♙), but only in the context of moves and boards, not as individual, named LATEX symbols.

TABLE 220: metre Metrical Symbols

×	\a	ꝝ	\bBm		\cc	ꝝ	\Mbb	:	\Pppp	⊗	\t
ꝝ	\B	ꝝ	\bbm		\Ccc	ꝝ	\mbbx	:	\pppp	—	\tsbm
ꝝ	\b	ꝝ	\Bbm	—	\m	oo	\oo	—	\Ppppp	—	\tsmb
ꝝ	\Bb	ꝝ	\bbmb	—	\M	.	\p	—	\ppppp	—	\tsmm
ꝝ	\BB	ꝝ	\bbmx	—	\ma	—	\pm	—	\ps	—	\vppm
ꝝ	\bb	ꝝ	\bm	—	\Mb	—	\pp	—	\pxp	—	\vpppm
ꝝ	\Bb	ꝝ	\Bm	—	\mb	—	\Pp	—	\Pxp	—	\x
ꝝ	\bba		\c	—	\mBb	—	\ppm	—	\R	—	
ꝝ	\bbb		\C	—	\mbB	—	\ppp	—	\r	—	
ꝝ	\Bbm		\Cc	—	\mbb	—	\Ppp	—	\T	—	

The preceding symbols are valid only within the argument to the `metre` command.

TABLE 221: metre Small and Large Metrical Symbols

÷	\anaclassis	÷	\Anaclassis
〈	\antidiple	〈	\Antidiple
〈	\antidiple*	〈	\Antidiple*
〉	\antisigma	〉	\Antisigma
※	\asteriscus	※	\Asteriscus
^	\catalexis	^	\Catalexis
>	\diple	>	\Diple
>	\diple*	>	\Diple*
—	\obelus	—	\Obelus
÷	\obelus*	÷	\Obelus*
~	\respondens	~	\Respondens
⊗	\terminus	⊗	\Terminus
⊕	\terminus*	⊕	\Terminus*

TABLE 222: phaistos Symbols from the Phaistos Disk

	\PHarrow		\PHeagle		\PHplumedHead
	\PHbee		\PHflute		\PHram
	\PHbeehive		\PHgauntlet		\PHrosette
	\PHboomerang		\PHgrater		\PHsaw
	\PHbow		\PHhelmet		\PHshield
	\PHbullLeg		\PHhide		\PHship
	\PHcaptive		\PHhorn		\PHsling
	\PHcarpentryPlane		\PHlid		\PHsmallAxe
	\PHcat		\PHlily		\PHstrainer
	\PHchild		\PHmanacles		\PHtattooedHead
	\PHclub		\PHmattock		\PHtiara
	\PHcolumn		\PHoxBack		\PHtunny
	\PHcomb		\PHpapyrus		\PHvine
	\PHdolium		\PHpedestrian		\PHwavyBand
	\PHdove		\PHplaneTree		\PHwoman

TABLE 223: protosem Proto-Semitic Characters

	\Aaleph		\AAhe		\Akaph		\Asamekh		\AAresh
	\AAaleph		\Avav		\AAkaph		\Ape		\Ashin
	\Abeth		\Aheth		\Alamed		\AApe		\Ahelmet
	\AAbeth		\AAheth		\AAlamed		\Asade		\AAhelmet
	\Agimel		\Ateth		\Amem		\AAsade		\Atav
	\Adaleth		\Ayod		\Anun		\Aqoph		
	\AAdaleth		\AAyod		\Aayin		\AAqoph		
	\Ahe				\AAayin		\Aresh		

The `protosem` package defines abbreviated control sequences for each of the above. In addition, single-letter shortcuts can be used within the argument to the `\textproto` command (e.g., `\textproto{Pakyn}` produces “𠁿𠁽𠁻𠁽𠁾”). See the `protosem` documentation for more information.

TABLE 224: `hieroglif` Hieroglyphics

	\HA		\Ha		\HI		\Hi		\Hn		\HO		\Ho		\HT
	\HB		\Hb		\Hibl		\Hibl		\Hn		\HO		\Ho		\HT
	\HB		\Hb		\Hibp		\Hibp		\Hn		\HO		\Ho		\HT
	\HC		\Hc		\Hibs		\Hibs		\Hn		\HO		\Ho		\HT
	\HC		\Hc		\Hibw		\Hibw		\Hn		\HO		\Ho		\HT
	\HD		\Hd		\Hj		\Hj		\Hn		\HP		\Ho		\HT
	\HD		\Hd		\Hj		\Hj		\Hn		\HP		\Ho		\HT
	\Hdual				\Hk		\Hk		\Hn		\Hplus		\Ho		\HT
	\He				\HK		\HK		\Hn		\HQ		\Ho		\HT
	\HE				\HL		\HL		\Hn		\Hquery		\Ho		\HT
	\HF				\Hl		\Hl		\Hn		\HR		\Ho		\HT
	\HF				\Hm		\Hm		\Hn		\Hr		\Ho		\HT
	\HG				\Hman		\Hman		\Hn		\Hscribe		\Ho		\HT
	\HG				\Hms		\Hms		\Hn		\Hslash		\Ho		\HT
	\HH				\HN		\HN		\Hn		\Hsv		\Ho		\HT
	\Hone						\Hhundred		\Hone		\HXthousand		\Hten		\Hmillion
	\Hten						\Hthousand		\Hten		\HCthousand				

The `hieroglif` package defines alternate control sequences and single-letter shortcuts for each of the above which can be used within the argument to the `\textpmhg` command (e.g., “`\textpmhg{Pakin}`” produces). See the `hieroglif` documentation for more information.

TABLE 225: `dictsym` Dictionary Symbols

	\dsaeronautical		\dscommercial		\dsmedical
	\dsagricultural		\dsheraldical		\dsmilitary
	\dsarchitectural		\dsjuridical		\dsrailways
	\dsbiological		\dsliterary		\dstechanical
	\dschemical		\dsmathematical		

7 Additional Information

Unlike the previous sections of this document, Section 7 does not contain new symbol tables. Rather, it provides additional help in using the Comprehensive L^AT_EX Symbol List. First, it draws attention to symbol names used by multiple packages. Next, it provides some guidelines for finding symbols and gives some examples regarding how to construct missing symbols out of existing ones. Then, it comments on the spacing surrounding symbols in math mode. After that, it presents an ASCII and Latin 1 quick-reference guide, showing how to enter all of the standard ASCII/Latin 1 symbols in L^AT_EX. And finally, it lists some statistics about this document itself.

7.1 Symbol Name Clashes

Unfortunately, a number of symbol names are not unique; they appear in more than one package. Depending on how the symbols are defined in each package, L^AT_EX will either output an error message or replace an earlier-defined symbol with a later-defined symbol. Table 226 presents a selection of name clashes that appear in this document.

Using multiple symbols with the same name in the same document—or even merely loading conflicting symbol packages—can be tricky, but, as evidenced by the existence of Table 226, not impossible. The general procedure is to load the first package, rename the conflicting symbols, and then load the second package. Examine the L^AT_EX source for this document (`symbols.tex`)—especially the `\savesymbol` and `\restoresymbol` macros and their subsequent usage—to see one possible way to handle symbol conflicts.

`txfonts` and `pxfonts` redefine a huge number of symbols—essentially, all of the symbols defined by `latexsym`, `textcomp`, the various $\mathcal{A}\mathcal{M}\mathcal{S}$ symbol sets, and L^AT_EX 2_E itself. Similarly, `mathabx` redefines a vast number of math symbols in an attempt to improve their look. The `txfonts`, `pxfonts`, and `mathabx` conflicts are not listed in Table 226 because they are designed to be compatible with the symbols they replace. Table 227 on page 69 illustrates what “compatible” means in this context.

To use the new `txfonts/pxfonts` symbols without altering the document’s main font, merely reset the default font families back to their original values after loading one of those packages:

```
\renewcommand\rmdefault{cmr}  
\renewcommand\sfdefault{cmmss}  
\renewcommand\ttdefault{cmtt}
```

7.2 Where can I find the symbol for . . . ?

If you can’t find some symbol you’re looking for in this document, there are a few possible explanations:

- The symbol isn’t intuitively named. As a few examples, the command to draw dice is “`\Cube`”; a plus sign with a circle around it (“exclusive or” to computer engineers) is “`\oplus`”; and lightning bolts in fonts designed by German speakers may have “`blitz`” in their names. The moral of the story is to be creative with synonyms when searching the index.
- The symbol is defined by some package that I overlooked (or deemed unimportant). If there’s some symbol package that you think should be included in the Comprehensive L^AT_EX Symbol List, please send me e-mail at the address listed on the title page.
- The symbol isn’t defined in any package whatsoever.

Even in the last case, all is not lost. Sometimes, a symbol exists in a font, but there is no L^AT_EX binding for it. For example, the PostScript Symbol font contains a “`J`” symbol, which may be useful for representing a carriage return, but there is no package (as far as I know) for accessing that symbol. To produce an unnamed symbol, you need to switch to the font explicitly with L^AT_EX 2_E’s low-level font commands [L^AT_OO] and use TeX’s primitive `\char` command [Knu86a] to request a specific character number in the font.³ In fact, `\char` is not strictly necessary: the character can often be entered symbolically. For example, the symbol for an impulse train or Tate-Shafarevich

³pifont defines a convenient `\Pisymbol` command for accessing symbols in PostScript fonts by number. For example, “`\Pisymbol{psy}{191}`” produces “`J`”.

TABLE 226: Symbol Name Clashes

Symbol	$\text{\LaTeX} 2_{\epsilon}$	\mathcal{MS}	stmaryrd	wasysym	mathabx	marvosym	bbding	ifsym	dingbat	wsuipa
<code>\baro</code>				ϕ						Θ
<code>\bigtriangledown</code>	\bigtriangledown			∇						
<code>\bigtriangleup</code>	\bigtriangleup			Δ						
<code>\checkmark</code>			\checkmark							
<code>\Circle</code>				\circ						
<code>\Cross</code>							\times			
<code>\ggg</code>										
<code>\Letter</code>								\boxtimes		
<code>\lightning</code>				$\not\perp$						
<code>\Lightning</code>										
<code>\lll</code>						\ll				
<code>\Rightarrow</code>							\rightarrow			
<code>\Square</code>							\square			
<code>\Sun</code>								\odot		
<code>\TriangleDown</code>								\blacktriangledown		
<code>\TriangleUp</code>								\blacktriangleup		

TABLE 227: Example of a Benign Name Clash

Symbol	Default (Computer Modern)	txfonts (Times Roman)
R	R	R
\textrecipie	R	R

group (“III”) is actually an uppercase *sha* in the Cyrillic alphabet. (Cyrillic is supported by the OT2 font encoding, for instance). While a *sha* can be defined numerically as “{\fontencoding{OT2}\selectfont\char88}” it may be more intuitive to use the OT2 font encoding’s “SH” ligature: “{\fontencoding{OT2}\selectfont SH}”

Reflecting and rotating existing symbols

A common request on `comp.text.tex` is for a reversed or rotated version of an existing symbol. As a last resort, these effects can be achieved with the `graphicx` (or `graphics`) package’s `\reflectbox` and `\rotatebox` macros. For example, `\rotatebox[origin=c]{180}{\ιota}` produces the definite-description operator (“?”). The disadvantage of the `graphicx`/`graphics` approach is that not every `TEX` backend handles graphical transformations.⁴ Far better is to find a suitable font that contains the desired symbol in the correct orientation. For instance, if the `phonetic` package is available, then `\textit{\riota}` will yield a backend-independent ‘?’ . Similarly, `tipa`’s `\textrevespsilon` (“3”) or `wsupipa`’s `\revepsilon` (“3”) may be used to express the mathematical notion of “such that” in a cleaner manner than with `\reflectbox` or `\rotatebox`.

Joining and overlapping existing symbols

Symbols that do not exist in any font can sometimes be fabricated out of existing symbols. The `LATEX2E` source file `fontdef.dtx` contains a number of such definitions. For example, `\models` (see Table 54 on page 26) is defined in that file with:

```
\def\models{\mathrel|\joinrel=}
```

where `\mathrel` and `\joinrel` are used to control the horizontal spacing. `\def` is the `TEX` primitive upon which `LATEX`’s `\newcommand` is based. See The `TEXbook` [Knu86a] for more information on all three of those commands.

With some simple pattern-matching, one can easily define a backward `\models` sign (“=”):

```
\def\ismodeledby{=\joinrel\mathrel|}
```

In general, arrows/harpoons, horizontal lines (“=”, “-”, “\relbar”, and “\Relbar”), and the various math-extension characters can be combined creatively with miscellaneous other characters to produce a variety of new symbols. Of course, new symbols can be composed from *any* set of existing characters. For instance, `LATEX` defines `\hbar` (“h”) as a “-” character (`\mathchar`26`) followed by a backspace of 9 math units (`\mkern-9mu`), followed by the letter ‘h’:

```
\def\hbar{{\mathchar`26\mkern-9mu h}}
```

We can just as easily define other barred letters:

```
\def\bbar{{\mathchar`26\mkern-9mu b}}
\def\dbar{{\mathchar`26\mkern-12mu d}}
```

⁴As an example, Xdvi ignores both `\reflectbox` and `\rotatebox`.

(The space after the “mu” is optional but is added for clarity.) `\bbar` and `\dbar` define ‘ \overline{b} ’ and ‘ \overline{d} ’, respectively. Note that `\dbar` requires a greater backward math kern than `\bbar`; a -9μ kern would have produced the less-attractive ‘ $\overline{\overline{d}}$ ’ glyph.

There is a \TeX primitive called `\mathaccnt` which centers one mathematical symbol atop another. For example, one can define `\dotcup` (“ \cup ”)—the composition of a `\cup` and a `\cdot`—as follows:

```
\newcommand{\dotcup}{\ensuremath{\mathaccnt{\cdot}{\cup}}}
```

The catch is that `\mathaccnt` requires the accent to be a “math character”. That is, it must be a character in a math font as opposed to a symbol defined in terms of other symbols. See *The TeXbook* [Knu86a] for more information.

Another \TeX primitive that is useful for composing symbols is `\vcenter`. `\vcenter` is conceptually similar to “`\begin{tabular}{l}`” in \LaTeX but takes a list of vertical material instead of `\backslash`-separated rows. Also, it vertically centers the result on the math axis. (Many operators, such as ‘ $+$ ’ and ‘ $-$ ’ are also vertically centered on the math axis.) Enrico Gregorio posted the following symbol definition to `comp.text.tex` in March 2004 in response to a query about an alternate way to denote equivalence:

```
\newcommand*{\threesim}{%
  \mathrel{\vcenter{\offinterlineskip
    \hbox{$\sim$}\vskip-.35ex\hbox{$\sim$}\vskip-.35ex\hbox{$\sim$}}}}
```

The `\threesim` symbol, which vertically centers three `\sim` (‘ \sim ’) symbols with $0.35x$ -heights of space between them, is rendered as “ \approx ”. `\offinterlineskip` is a macro that disables implicit interline spacing. Without it, `\threesim` would have a full line of vertical spacing between each `\sim`. Because of `\vcenter`, `\threesim` aligns properly with other math operators: $a \div b \approx c \times d$.

The `slashed` package, although originally designed for producing Feynman slashed-character notation, in fact facilitates the production of *arbitrary* overlapped symbols. The default behavior is to overwrite a given character with “/”. For example, `\slashed{D}` produces ‘ \overline{D} ’. However, the `\declarelashed` command provides the flexibility to specify the mathematical context of the composite character (operator, relation, punctuation, etc., as will be discussed in Section 7.3), the overlapping symbol, horizontal and vertical adjustments in symbol-relative units, and the character to be overlapped. Consider, for example, the symbol for reduced quadrupole moment (“ I ”). This can be declared as follows:

```
\newcommand{\rqm}{%
  \declarelashed{}{\text{-}{0.04}{0}{I}\slashed{I}}}
```

`\declarelashed{}{\text{-}{0.04}{0}{I}\slashed{I}}` affects the meaning of all subsequent `\slashed{I}` commands in the same scope. The preceding definition of `\rqm` therefore uses an extra set of curly braces to limit that scope to a single `\slashed{I}`. In addition, `\rqm` uses `amstext`’s `\text` macro (described on the next page) to make `\declarelashed` use a text-mode hyphen (“-”) instead of a math-mode minus sign (“ $-$ ”) and to ensure that the hyphen scales properly in size in subscripts and superscripts. See `slashed`’s documentation (located in `slashed.sty` itself) for a detailed usage description of the `\slashed` and `\declarelashed` commands.

Making new symbols work in superscripts and subscripts

To make composite symbols work properly within subscripts and superscripts, you may need to use \TeX ’s `\mathchoice` primitive. `\mathchoice` evaluates one of four expressions, based on whether the current math style is display, text, script, or scriptscript. (See *The TeXbook* [Knu86a] for a more complete description.) For example, the following \LaTeX code—posted to `comp.text.tex` by Torsten Bronger—composes a sub/superscriptable “ T ” symbol out of `\topbotatom` and `\bottopatom` (“ \topbotatom{T} ” and “ \bottopatom{T} ”):

```
\def\topbotatom#1{\hbox{\hbox to Opt{$#1\bot$\hss}##1\top$}}
\newcommand*{\topbot}{\mathrel{\mathchoice{\topbotatom\displaystyle}{\topbotatom\textstyle}{\topbotatom\scriptstyle}{\topbotatom\scriptscriptstyle}}}
```

The following is another example that uses `\mathchoice` to construct symbols in different math modes. The code defines a principal value integral symbol, which is an integral sign with a line through it.

```
\def\Xint#1{\mathchoice
  {\XXint\displaystyle\textstyle{#1}}%
  {\XXint{textstyle\scriptstyle{#1}}%}
  {\XXint{\scriptstyle\scriptstyle{#1}}%}
  {\XXint{\scriptstyle\scriptstyle\scriptstyle\scriptstyle{#1}}%}
  \!\!int}
\def\XXint#1#2#3{\setbox0=\hbox{$#1#2#3$\int}%
  \vcenter{\hbox{$#2#3$}\kern-.5\wd0}}
\def\ddashint{\Xint=}
\def\dashint{\Xint-}
```

(The preceding code was taken verbatim from the UK TeX Users' Group FAQ at <http://www.tex.ac.uk/faq>.) `\dashint` produces a single-dashed integral sign (“ \int ”), while `\ddashint` produces a double-dashed one (“ $\int\int$ ”). The `\Xint` macro defined above can also be used to generate a wealth of new integrals: “ $\int\circlearrowright$ ” (`\Xint\circlearrowright`), “ $\int\circlearrowleft$ ” (`\Xint\circlearrowleft`), “ $\int\subset$ ” (`\Xint\subset`), “ $\int\infty$ ” (`\Xint\infty`), and so forth.

LaTeX 2 ϵ provides a simple wrapper for `\mathchoice` that sometimes helps produce terser symbol definitions. The macro is called `\mathpalette` and it takes two arguments. `\mathpalette` invokes the first argument, passing it one of “`\displaystyle`”, “`\textstyle`”, “`\scriptstyle`”, or “`\scriptstyle\scriptstyle`”, followed by the second argument. `\mathpalette` is useful when a symbol macro must know which math style is currently in use (e.g., to set it explicitly within an `\mbox`). Donald Arseneau posted the following `\mathpalette`-based definition of a probabilistic-independence symbol (“ \perp ”) to `comp.text.tex` in June 2000:

```
\newcommand{\independent}{\mathrel{\mathop{\perp\!\!\!\perp}}}
\def\independent{\mathrel{\rlap{\scriptsize\perp}\mkern2mu\scriptsize\perp}}
```

The `\independent` macro uses `\mathpalette` to pass the `\independent` helper macro both the current math style and the `\perp` symbol. `\independent` typesets `\perp` in the current math style, moves two math units to the right, and finally typesets a second—overlapping—copy of `\perp`, again in the current math style. `\rlap`, which enables text overlap, is described on the following page.

Some people like their square-root signs with a trailing “hook” (i.e., “ $\sqrt{-}$ ”) as this helps visually distinguish expressions like “ $\sqrt{3x}$ ” from those like “ $\sqrt[3]{x}$ ”. In March 2002, Dan Luecking posted a `\mathpalette`-based definition of a hooked square-root symbol to `comp.text.tex`:

```
\def\hksqrt{\mathpalette\DHl\hksqrt}
\def\DHl\hksqrt#1#2{\setbox0=\hbox{$#1\sqrt{#2}$}\dimen0=\ht0
  \advance\dimen0-0.2\ht0
  \setbox2=\hbox{\vrule height\ht0 depth -\dimen0\box0\lower0.4pt\box2}}
```

Notice how `\DHl\hksqrt` uses `\mathpalette` to recover the outer math style (argument #1) from within an `\hbox`. The rest of the code is simply using TeX primitives to position a hook of height 0.2 times the `\sqrt` height at the right of the `\sqrt`. See The TeXbook [Knu86a] for more understanding of TeX “boxes” and “dimens”.

Sometimes, however, `amstext`'s `\text` macro is all that is necessary to make composite symbols appear correctly in subscripts and superscripts, as in the following definitions of `\neswarrow` (“ \nearrow ”) and `\nwsearrow` (“ \nwarrow ”):⁵

```
\newcommand{\neswarrow}{\mathrel{\text{$\nearrow$}}}
\newcommand{\nwsearrow}{\mathrel{\text{$\nwarrow$}}}
```

⁵Note that if your goal is to typeset commutative diagrams, then you should probably be using `Xy-pic`.

\text resembles L^AT_EX's \mbox command but shrinks its argument appropriately when used within a subscript or superscript. \llap ("left overlap") and its counterpart, \rlap ("right overlap"), appear frequently when creating composite characters. \llap outputs its argument to the left of the current position, overlapping whatever text is already there. Similarly, \rlap overlaps whatever text would normally appear to the right of its argument. For example, "A\llap{B}" and "\rlap{A}B" each produce "B". However, the result of the former is the width of "A", and the result of the latter is the width of "B"—\llap{...} and \rlap{...} take up zero space.

In a June 2002 post to comp.text.tex, Donald Arseneau presented a general macro for aligning an arbitrary number of symbols on their horizontal centers and vertical baselines:

```
\makeatletter
\def\moverlay{\mathpalette\mov@rlay}
\def\mov@rlay#1#2{\leavevmode\vtop{%
  \baselineskip\z@skip \lineskiplimit-\maxdimen
  \ialign{\hfil$#1##$\hfil\cr#2\crcr}}}
\makeatother
```

The \makeatletter and \makeatother commands are needed to coerce L^AT_EX into accepting "@" as part of a macro name. \moverlay takes a list of symbols separated by \cr (T_EX's equivalent of L^AT_EX's \\). For example, the \topbot command defined on page 70 could have been expressed as "\moverlay{\top\cr\bot}" and the \neswarrow command defined on the previous page could have been expressed as "\moverlay{\nearrow\cr\swarrow}".

The basic concept behind \moverlay's implementation is that \moverlay typesets the given symbols in a table that utilizes a zero \baselineskip. This causes every row to be typeset at the same vertical position. See The T_EXbook [Knu86a] for explanations of the T_EX primitives used by \moverlay.

Modifying L^AT_EX-generated symbols

Oftentimes, symbols composed in the L^AT_EX 2_S source code can be modified with minimal effort to produce useful variations. For example, fontdef.dtx composes the \ddots symbol (see Table 138 on page 44) out of three periods, raised 7 pt., 4 pt., and 1 pt., respectively:

```
\def\ddots{\mathinner{\mkern1mu\raise7\p@
  \vbox{\kern7\p@\hbox{.}}\mkern2mu
  \raise4\p@\hbox{.}\mkern2mu\raise\p@\hbox{.}\mkern1mu}}
```

\p@ is a L^AT_EX 2_S shortcut for "pt" or "1.0pt". The remaining commands are defined in The T_EXbook [Knu86a]. To draw a version of \ddots with the dots going along the opposite diagonal, we merely have to reorder the \raise7\p@, \raise4\p@, and \raise\p@:

```
\makeatletter
\def\revddots{\mathinner{\mkern1mu\raise\p@
  \vbox{\kern7\p@\hbox{.}}\mkern2mu
  \raise4\p@\hbox{.}\mkern2mu\raise7\p@\hbox{.}\mkern1mu}}
\makeatother
```

\revddots is essentially identical to the mathdots package's \iddots command or the yhmath package's \adots command.

Producing complex accents

Accents are a special case of combining existing symbols to make new symbols. While various tables in this document show how to add an accent to an existing symbol, some applications, such as transliterations from non-Latin alphabets, require *multiple* accents per character. For instance, the creator of pdfT_EX writes his name as "H[ा]_ન Th[ે]_ઠ Th[ા]_ન". The dblaccnt package enables L^AT_EX to stack accents, as in "H\`an Th\^{e} Th\^anh" (albeit not in the OT1 font encoding). In addition, the wsipa package defines \diatop and \diaunder macros for putting

one or more diacritics or accents above or below a given character. For example, `\diaunder[f\diatop[\']|\=]{}` or `\textsubdot{r}` produces “ \tilde{r} ”. See the `wsipa` documentation for more information.

The `accents` package facilitates the fabrication of accents in math mode. Its `\accentset` command enables *any* character to be used as an accent. For instance, `\accentset{\star}{f}` produces “ $\overset{*}{f}$ ” and `\accentset{e}{X}` produces “ $\overset{e}{X}$ ”. `\underaccent` does the same thing, but places the accent beneath the character. This enables constructs like `\underaccent{\tilde}{V}`, which produces “ \tilde{V} ”. `accents` provides other accent-related features as well; see the documentation for more information.

A more complex example of composing accents is the following definition of extensible `\overbracket`, `\underbracket`, `\overparenthesis`, and `\underparenthesis` symbols, taken from a May 2002 `comp.text.tex` post by Donald Arseneau (June 2003):

```
\makeatletter
\def\overbracket#1{\mathop{\vbox{\ialign{##\crcr\noalign{\kern3\p@}
    \downbracketfill\crcr\noalign{\kern3\p@\nointerlineskip}
    $|hfil\displaystyle{#1}|hfil$|crcr}}}\limits}
\def\underbracket#1{\mathop{\vtop{\ialign{##\crcr
    $|hfil\displaystyle{#1}|hfil$|crcr\noalign{\kern3\p@\nointerlineskip}
    |upbracketfill\crcr\noalign{\kern3\p@}}}\limits}}
\def\overparenthesis#1{\mathop{\vbox{\ialign{##\crcr\noalign{\kern3\p@}
    \downparenthfill\crcr\noalign{\kern3\p@\nointerlineskip}
    $|hfil\displaystyle{#1}|hfil$|crcr}}}\limits}
\def\underparenthesis#1{\mathop{\vtop{\ialign{##\crcr
    $|hfil\displaystyle{#1}|hfil$|crcr\noalign{\kern3\p@\nointerlineskip}
    |upparenthfill\crcr\noalign{\kern3\p@}}}\limits}}
\def\downparenthfill{$\m@th\braceld\leaders\vrule\hfill\bracerd$}
\def\upparenthfill{$\m@th\bracelu\leaders\vrule\hfill\braceru$}
\def\upbracketfill{$\m@th\makesm@sh{\llap{\vrule\@height3\p@\@width.7\p@}}%
    \leaders\vrule\@height.7\p@\hfill\makesm@sh{\rlap{\vrule\@height3\p@\@width.7\p@}}$}
\def\downbracketfill{$\m@th\makesm@sh{\llap{\vrule\@height.7\p@\@depth2.3\p@\@width.7\p@}}%
    \leaders\vrule\@height.7\p@\hfill\makesm@sh{\rlap{\vrule\@height.7\p@\@depth2.3\p@\@width.7\p@}}$}
\makeatother
```

Table 228 showcases these accents. The `TEXbook` [Knu86a] or another book on `TEX` primitives is indispensable for understanding how the preceding code works. The basic idea is that `\downparenthfill`, `\upparenthfill`, `\downbracketfill`, and `\upbracketfill` do all of the work; they output a left symbol (e.g., `\braceld` [“ \llcorner ”] for `\downparenthfill`), a horizontal rule that stretches as wide as possible, and a right symbol (e.g., `\bracerd` [“ \lrcorner ”] for `\downbracketfill`). `\overbracket`, `\underbracket`, `\overparenthesis`, and `\underparenthesis` merely create a table whose width is determined by the given text, thereby constraining the width of the horizontal rules.

TABLE 228: Manually Composed Extensible Accents

\overbrace{abc}	<code>\overbracket{abc}</code>	\overbrace{abc}	<code>\overparenthesis{abc}</code>
\underbrace{abc}	<code>\underbracket{abc}</code>	\underbrace{abc}	<code>\underparenthesis{abc}</code>

A similar, but simpler example, stems from another `comp.text.tex` post by Donald Arseneau. The following code defines an equals sign that extends as far to the right as possible (just like `TEX`'s `\hrulefill` command):

```
\makeatletter
```

```
\def\equalsfill{$\m@th\mathord{\mkern-7mu
\cleaders\hbox{$!\mathord=\!$}\hfill
\mkern-7mu\mathord=$}
\makeatother
```

$\text{\TeX}'s \text{\cleaders}$ and \hfill primitives are the key to understanding \equalsfill 's extensibility. Essentially, \equalsfill repeats a box containing “=” plus some negative space until it fills the maximum available horizontal space. \equalsfill is intended to be used with $\text{\LaTeX}'s \text{\stackrel}$ command, which stacks one mathematical expression (slightly reduced in size) atop another. Hence, “ $\text{\stackrel{a}{\rightarrow}}$ ” produces “ $\text{\textcolor{red}{A}}$ ” and “ $X \text{\stackrel{\text{definition}}{\textcolor{red}{Y}}}$ ”.

If all that needs to extend are horizontal and vertical lines—as opposed to repeated symbols such as the “=” in the previous example— $\text{\LaTeX}'s \text{\array}$ or \tabular environments may suffice. Consider the following code (also presented in a `comp.text.tex` post by Donald Arseneau) for typesetting annuities:

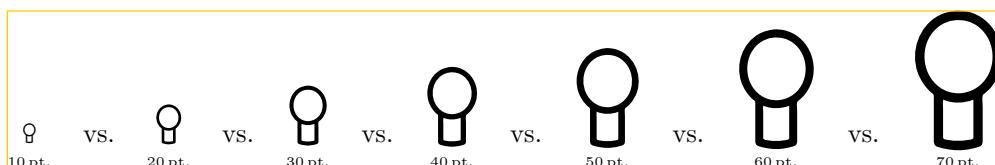
```
DeclareRobustCommand{\annu}[1]{_%
\def\arraystretch{0}%
\setlength\arraycolsep{1pt}%
\setlength\arrayrulewidth{.2pt}%
\begin{array}[b]{@{}c@{}}\hline
\\[\arraycolsep]%
\scriptstyle #1%
\end{array}%
}
```

One can then use, e.g., “ $\$A\text{\annu\{x:n\}}\$$ ” to produce “ $\text{\textcolor{red}{A}_{x:n}}$ ”.

Creating new symbols from scratch

Sometimes it is simply not possible to define a new symbol in terms of existing symbols. Fortunately, most, if not all, \TeX distributions are shipped with a tool called METAFONT which is designed specifically for creating fonts to be used with \TeX . The METAFONTbook [Knu86b] is the authoritative text on METAFONT. If you plan to design your own symbols with METAFONT, The METAFONTbook is essential reading. Nevertheless, the following is an extremely brief tutorial on how to create a new \LaTeX symbol using METAFONT. Its primary purpose is to cover the \LaTeX -specific operations not mentioned in The METAFONTbook and to demonstrate that symbol-font creation is not necessarily a difficult task.

Suppose we need a symbol to represent a light bulb (“ $\text{\textcolor{red}{Q}}$ ”).⁶ The first step is to draw this in METAFONT. It is common to separate the font into two files: a size-dependent file, which specifies the design size and various font-specific parameters that are a function of the design size; and a size-independent file, which draws characters in the given size. Figure 1 shows the METAFONT code for `lightbulb10.mf`. `lightbulb10.mf` specifies various parameters that produce a 10 pt. light bulb then loads `lightbulb.mf`. Ideally, one should produce `lightbulb<size>.mf` files for a variety of `<size>`s. This is called “optical scaling”. It enables, for example, the lines that make up the light bulb to retain the same thickness at different font sizes, which looks much nicer than the alternative—and default—“mechanical scaling”. When a `lightbulb<size>.mf` file does not exist for a given size `<size>`, the computer mechanically produces a wider, taller, thicker symbol:



`lightbulb.mf`, shown in Figure 2, draws a light bulb using the parameters defined in `lightbulb10.mf`. Note that the the filenames “`lightbulb10.mf`” and “`lightbulb.mf`” do not follow the Berry font-naming scheme [Ber01]; the Berry font-naming scheme is largely irrelevant for symbol fonts, which generally lack bold, italic, small-caps, slanted, and other such variants.

⁶I'm not a very good artist; you'll have to pretend that “ $\text{\textcolor{red}{Q}}$ ” looks like a light bulb.

```

font_identifier := "LightBulb10";                                % Name the font.
font_size 10pt#;                                              % Specify the design size.

em# := 10pt#;                                                 % "M" width is 10 points.
cap# := 7pt#;                                                 % Capital letter height is 7 points above the baseline.
sb# := 1/4pt#;                                               % Leave this much space on the side of each character.
o# := 1/16pt#;                                              % Amount that curves overshoot borders.

input lightbulb                                              % Load the file that draws the actual glyph.

```

Figure 1: Sample METAFONT size-specific file (`lightbulb10.mf`)

```

mode_setup;                                              % Target a given printer.

define_pixels(em, cap, sb);                               % Convert to device-specific units.
define_corrected_pixels(o);                            % Same, but add a device-specific fudge factor.

%% Define a light bulb at the character position for "A"
%% with width  $1/2em\#$ , height  $cap\#$ , and depth  $1pt\#$ .
beginchar("A", 1/2em#, cap#, 1pt#); "A light bulb";
  pickup pencircle scaled 1/2pt;                         % Use a pen with a small, circular tip.

  %% Define the points we need.
  top z1 = (w/2, h + o);                                %  $z_1$  is at the top of a circle.
  rt z2 = (w + sb + o - x4, y4);                      %  $z_2$  is at the same height as  $z_4$  but the opposite side.
  bot z3 = (z1 - (0, w - sb - o));                     %  $z_3$  is at the bottom of the circle.
  lft z4 = (sb - o, 1/2[y1, y3]);                      %  $z_4$  is on the left of the circle.
  path bulb;                                            % Define a path for the bulb itself.
  bulb = z1 .. z2 .. z3 .. z4 .. cycle;                 % The bulb is a closed path.

  z5 = point 2 - 1/3 of bulb;                           %  $z_5$  lies on the bulb, a little to the right of  $z_3$ .
  z6 = (x5, 0);                                         %  $z_6$  is at the bottom, directly under  $z_5$ .
  z7 = (x8, 0);                                         %  $z_7$  is at the bottom, directly under  $z_8$ .
  z8 = point 2 + 1/3 of bulb;                           %  $z_8$  lies on the bulb, a little to the left of  $z_3$ .
  bot z67 = (1/2[x6, x7], pen_bot - o - 1/8pt);      %  $z_{67}$  lies halfway between  $z_6$  and  $z_7$  but a jot lower.

  %% Draw the bulb and the base.
  draw bulb;                                            % Draw the bulb proper.
  draw z5 -- z6 .. z67 .. z7 -- z8;                   % Draw the base of the bulb.

  %% Display key positions and points to help us debug.
  makegrid(0, sb, w/2, w - sb)(0, -1pt, y2, h);       % Label "interesting" x and y coordinates.
  penlabels(1, 2, 3, 4, 5, 6, 67, 7, 8);              % Label control points for debugging.

endchar;
end

```

Figure 2: Sample METAFONT size-independent file (`lightbulb.mf`)

The code in Figures 1 and 2 is heavily commented and should demonstrate some of the basic concepts behind METAFONT usage: declaring variables, defining points, drawing lines and curves, and preparing to debug or fine-tune the output. Again, The METAFONTbook [Knu86b] is the definitive reference on METAFONT programming.

METAFONT can produce “proofs” of fonts—large, labeled versions that showcase the logical structure of each character. In fact, proof mode is METAFONT’s default mode. To produce a proof of `lightbulb10.mf`, issue the following commands at the operating-system prompt:

```
prompt> mf lightbulb10.mf
prompt> gftodvi lightbulb10.2602gf
```

↳ Produces `lightbulb10.2602gf`
 ↳ Produces `lightbulb10.dvi`

You can then view `lightbulb10.dvi` with any DVI viewer. The result is shown in Figure 3. Observe how the grid defined with `makegrid` at the bottom of Figure 2 draws vertical lines at positions 0, s_b , $w/2$, and $w - s_b$ and horizontal lines at positions 0, $-1pt$, y_2 , and h . Similarly, observe how the `penlabels` command labels all of the important coordinates: z_1, z_2, \dots, z_8 and z_{67} , which `lightbulb.mf` defines to lie between z_6 and z_7 .

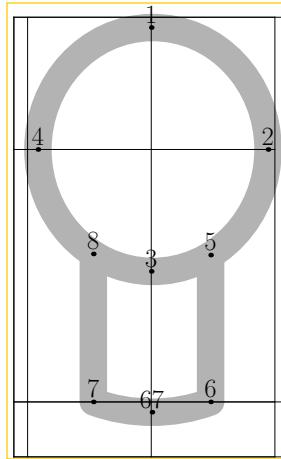


Figure 3: Proof diagram of `lightbulb10.mf`

Most, if not all, TeX distributions include a Plain TeX file called `testfont.tex` which is useful for testing new fonts in a variety of ways. One useful routine produces a table of all of the characters in the font:

```
prompt> tex testfont
This is TeX, Version 3.14159 (Web2C 7.3.1)
(/usr/share/texmf/tex/plain/base/testfont.tex
Name of the font to test = lightbulb10
Now type a test command (\help for help):)
*\table

*\bye
[1]
Output written on testfont.dvi (1 page, 1516 bytes).
Transcript written on testfont.log.
```

The resulting table, stored in `testfont.dvi` and illustrated in Figure 4, shows every character in the font. To understand how to read the table, note that the character code for “A”—the only character defined by `lightbulb10.mf`—is 41 in hexadecimal (base 16) and 101 in octal (base 8).

The LightBulb10 font is now usable by TeX. L^AT_EX₂^E, however, needs more information before documents can use the font. First, we create a font-description file that tells L^AT_EX₂^E how to map fonts in a given font family and encoding to a particular font in a particular font size. For symbol fonts, this mapping is fairly simple. Symbol fonts almost always use the “U” (“Unknown”) font encoding and frequently occur in only one

Test of lightbulb10 on March 11, 2003 at 1127

	'0	'1	'2	'3	'4	'5	'6	'7	
'10x		Q							
'11x									
	"8	"9	"A	"B	"C	"D	"E	"F	"4x

Figure 4: Font table produced by `testfont.tex`

variant: normal weight and non-italicized. The filename for a font-description file important; it must be of the form “`<encoding><family>.fd`”, where `<encoding>` is the lowercase version of the encoding name (typically “u” for symbol fonts) and `<family>` is the name of the font family. For LightBulb10, let’s call this “bulb”. Figure 5 lists the contents of `ubulb.fd`. The document “`LATEX 2E Font Selection`” [LTO0] describes `\DeclareFontFamily` and `\DeclareFontShape` in detail, but the gist of `ubulb.fd` is first to declare a U-encoded version of the `bulb` font family and then to specify that a `LATEX 2E` request for a U-encoded version of `bulb` with a (m)edium font series (as opposed to, e.g., bold) and a (n)ormal font shape (as opposed to, e.g., italic) should translate into a `TeX` request for `lightbulb10.tfm` mechanically scaled to the current font size.

```
\DeclareFontFamily{U}{bulb}{}  
\DeclareFontShape{U}{bulb}{m}{n}{<->} lightbulb10{}
```

Figure 5: `LATEX 2E` font-description file (`ubulb.fd`)

The final step is to write a `LATEX 2E` style file that defines a name for each symbol in the font. Because we have only one symbol our style file, `lightbulb.sty` (Figure 6), is rather trivial. Note that instead of typesetting “A” we could have had `\lightbulb` typeset “`\char65`”, “`\char"41`”, or “`\char'101`” (respectively, decimal, hexadecimal, and octal character offsets into the font). For a simple, one-character symbol font such as LightBulb10 it would be reasonable to merge `ubulb.fd` into `lightbulb.sty` instead of maintaining two separate files. In either case, a document need only include “`\usepackage{lightbulb}`” to make the `\lightbulb` symbol available.

```
\newcommand{\lightbulb}{\usefont{U}{bulb}{m}{n}A}
```

Figure 6: `LATEX 2E` style file (`lightbulb.sty`)

METAFONT normally produces bitmapped fonts. However, it is also possible, with the help of some external tools, to produce PostScript Type 1 fonts. These have the advantages of rendering better in Adobe® Acrobat® (at least in versions prior to 6.0) and of being more memory-efficient when handled by a PostScript interpreter. See <http://www.tex.ac.uk/cgi-bin/texfaq2html?label=textrace> for pointers to tools that can produce Type 1 fonts from METAFONT.

7.3 Math-mode spacing

Terms such as “binary operators”, “relations”, and “punctuation” in Section 3 primarily regard the surrounding spacing. (See the Short Math Guide for `LATEX` [Dow00] for a nice exposition on the subject.) To use a symbol for a different purpose, you can use the `TeX` commands `\mathord`, `\mathop`, `\mathbin`, `\mathrel`, `\mathopen`, `\mathclose`, and `\mathpunct`. For example, if you want to use `\downarrow` as a variable (an “ordinary” symbol) instead of a delimiter, you can write `3x + \mathord{\downarrow}` to get the properly spaced “`3x + ↓`” rather than the awkward-looking “`3x + ↓`”. Similarly, to create a dotted-union symbol (“`Ü`”) that spaces like the ordinary set-union symbol (`\cup`) it must be defined with `\mathbin`, just as `\cup` is. Contrast `A \dot{\cup} B` (“`A Ü B`”) with `A \mathbin{\dot{\cup}} B` (“`A ∪ B`”). See The `TeX`book [Knu86a] for the definitive description of math-mode spacing.

The purpose of the “log-like symbols” in Tables 96 and 97 is to provide the correct amount of spacing around and within multiletter function names. Table 229 contrasts the output of the log-like symbols with various, naïve alternatives. In addition to spacing, the log-like symbols also handle subscripts properly. For example, “`\max_{p \in P}`” produces $\max_{p \in P}$ in text, but “`\max`” as part of a displayed formula.

TABLE 229: Spacing Around/Within Log-like Symbols

L ^A T _E X expression	Output
<code>\$r \sin \theta\$</code>	$r \sin \theta$ (best)
<code>\$r sin \theta\$</code>	$rsin\theta$
<code>\$r \mbox{\sin} \theta\$</code>	$rsin\theta$
<code>\$r \mathbf{sin} \theta\$</code>	$rsin\theta$

The `amsmath` package makes it straightforward to define new log-like symbols:

```
\DeclareMathOperator{\atan}{atan}
\DeclareMathOperator*{\lcm}{lcm}
```

The difference between `\DeclareMathOperator` and `\DeclareMathOperator*` involves the handling of subscripts. With `\DeclareMathOperator*`, subscripts are written beneath log-like symbols in display style and to the right in text style. This is useful for limit operators (e.g., `\lim`) and functions that tend to map over a set (e.g., `\min`). In contrast, `\DeclareMathOperator` tells TeX that subscripts should always be displayed to the right of the operator, as is common for functions that take a single parameter (e.g., `\log` and `\cos`). Table 230 contrasts symbols declared with `\DeclareMathOperator` and `\DeclareMathOperator*` in both text style `[$...$]` and display style `(\[...\])`.⁷

TABLE 230: Defining new log-like symbols

Declaration function	<code>\$\newlogsym_{p \in P}\$</code>	<code>\[\newlogsym_{p \in P} \]</code>
<code>\DeclareMathOperator</code>	$\text{newlogsym}_{p \in P}$	$\text{newlogsym}_{p \in P}$
<code>\DeclareMathOperator*</code>	$\text{newlogsym}_{p \in P}$	$\text{newlogsym}_{p \in P}$

It is common to use a thin space (`\,`) between the words of a multiword operators, as in “`\DeclareMathOperator*{\argmax}{arg\,max}`”. `\liminf`, `\limsup`, and all of the log-like symbols shown in Table 97 utilize this spacing convention.

7.4 Bold mathematical symbols

L^AT_EX does not normally use bold symbols when typesetting mathematics. However, bold symbols are occasionally needed, for example when naming vectors. Any of the approaches described at <http://www.tex.ac.uk/cgi-bin/texfaq2html?label=boldgreek> can be used to produce bold mathematical symbols. Table 231 contrasts the output produced by these various techniques. As the table illustrates, these techniques exhibit variation in their formatting of Latin letters (upright vs. italic), formatting of Greek letters (bold vs. normal), formatting of operators and relations (bold vs. normal), and spacing.

⁷Note that `\displaystyle` can be used to force display style within `[$...$]` and `\textstyle` can be used to force text style within `(\[...\])`.

TABLE 231: Producing bold mathematical symbols

Package	Code	Output	
<i>none</i>	$\$\\alpha + b = \\Gamma \\div D$$	$\alpha + b = \Gamma \div D$	(no bold)
<i>none</i>	$\$\\mathbf{\\alpha + b = \\Gamma \\div D}$$$	$\alpha + b = \Gamma \div D$	
<i>none</i>	$\$\\boldsymbol{\\alpha + b = \\Gamma \\div D}$$$	$\alpha + b = \Gamma \div D$	
<i>amsbsy</i>	$\$\\pmb{\\alpha + b = \\Gamma \\div D}$$$	$\alpha + b = \Gamma \div D$	
<i>amsbsy</i>	$\$\\boldsymbol{\\alpha + b = \\Gamma \\div D}$$$	$\alpha + b = \Gamma \div D$	faked bold
<i>bm</i>	$\$\\bm{\\alpha + b = \\Gamma \\div D}$$$	$\alpha + b = \Gamma \div D$	
<i>fixmath</i>	$\$\\mathbold{\\alpha + b = \\Gamma \\div D}$$$	$\alpha + b = \Gamma \div D$	

7.5 ASCII and Latin 1 quick reference

Table 232 amalgamates data from various other tables in this document into a convenient reference for \LaTeX typesetting of ASCII characters, i.e., the characters available on a typical U.S. computer keyboard. The first two columns list the character's ASCII code in decimal and hexadecimal. The third column shows what the character looks like. The fourth column lists the \LaTeX command to typeset the character as a text character. And the fifth column lists the \LaTeX command to typeset the character within a $\text{\texttt{...}}$ command (or, more generally, when \ttfamily is in effect).

TABLE 232: \LaTeX ASCII Table

Dec	Hex	Char	Body text	$\text{\texttt{}}\text{\texttt{}}$	Dec	Hex	Char	Body text	$\text{\texttt{}}\text{\texttt{}}$
33	21	!	!	!	62	3E	>	$\text{\texttt{\textgreater}}$	>
34	22	"	$\text{\texttt{\textquotedbl}}$	"	63	3F	?	$\text{\texttt{\textquestionmark}}$?
35	23	#	$\text{\texttt{\#}}$	$\text{\texttt{\#}}$	64	40	@	$\text{\texttt{\text{@}}}$	@
36	24	\$	$\text{\texttt{\$}}$	$\text{\texttt{\$}}$	65	41	A	$\text{\texttt{\text{A}}}$	A
37	25	%	$\text{\texttt{\%}}$	$\text{\texttt{\%}}$	66	42	B	$\text{\texttt{\text{B}}}$	B
38	26	&	$\text{\texttt{\&}}$	$\text{\texttt{\&}}$	67	43	C	$\text{\texttt{\text{C}}}$	C
39	27	,	,	,	68	44	:	$\text{\texttt{\text{:}}}$:
40	28	(((69	5A	Z	$\text{\texttt{\text{Z}}}$	Z
41	29)))	70	5B	[$\text{\texttt{\text{[}}}$	[
42	2A	*	*	*	71	5C	\	$\text{\texttt{\textbackslash}}$	$\text{\texttt{\text{\\}}}$
43	2B	+	+	+	72	5D]	$\text{\texttt{\text{]}}}$]
44	2C	,	,	,	73	5E	^	$\text{\texttt{\text{^}}}$	$\text{\texttt{\text{^}}}$
45	2D	-	-	-	74	5F	_	$\text{\texttt{\text{_}}}$	$\text{\texttt{\text{_}}}$
46	2E	.	.	.	75	60	'	$\text{\texttt{\text{'}}}$	'
47	2F	/	/	/	76	61	a	$\text{\texttt{\text{a}}}$	a
48	30	0	0	0	77	62	b	$\text{\texttt{\text{b}}}$	b
49	31	1	1	1	78	63	c	$\text{\texttt{\text{c}}}$	c
50	32	2	2	2	79	64	:	$\text{\texttt{\text{:}}}$:
...	80	65	;	$\text{\texttt{\text{;}}}$;
57	39	9	9	9	81	66	;	$\text{\texttt{\text{;}}}$;
58	3A	:	:	:	82	67	<	$\text{\texttt{\text{<}}}$	<
59	3B	;	;	;	83	68	>	$\text{\texttt{\text{>}}}$	>
60	3C	<	$\text{\texttt{\text{less}}}$	<	84	69	>	$\text{\texttt{\text{greater}}}$	>
61	3D	=	=	=	85	6A	{	$\text{\texttt{\text{}}}$	{}
					86	6B	}	$\text{\texttt{\text{}}}$	}
					87	6C		$\text{\texttt{\text{ }}}$	
					88	6D	}	$\text{\texttt{\text{}}}$	}
					89	6E	~	$\text{\texttt{\text{~}}}$	$\text{\texttt{\text{~}}}$

The following are some additional notes about the contents of Table 232:

- “!” is not available in the OT1 font encoding.

- The characters “<”, “>”, and “|” do work as expected in math mode, although they produce, respectively, “_”, “_”, and “—” in text mode when using the OT1 font encoding.⁸ The following are some alternatives for typesetting “<”, “>”, and “|”:

- Specify a document font encoding other than OT1 (as described on page 7).
- Use the appropriate symbol commands from Table 2 on page 8, viz. `\textless`, `\textgreater`, and `\textbar`.
- Enter the symbols in math mode instead of text mode, i.e., `$<$`, `$>$`, and `$!$`.

Note that for typesetting metavariables many people prefer `\textlangle` and `\textrangle` to `\textless` and `\textgreater`, i.e., “`\langle filename \rangle`” instead of “`<filename>`”.

- Although “/” does not require any special treatment, L^AT_EX additionally defines a `\slash` command which outputs the same glyph but permits a line break afterwards. That is, “increase/decrease” is always typeset as a single entity while “increase`\slash`decrease” may be typeset with “increase/” on one line and “decrease” on the next.

- `\textasciicircum` can be used instead of `\^{}{}`, and `\textasciitilde` can be used instead of `\~{}{}`. Note that `\textasciitilde` and `\~{}{}` produce raised, diacritic tildes. “Text” (i.e., vertically centered) tildes can be generated with either the math-mode `\sim` command (shown in Table 54 on page 26), which produces a somewhat wide “~”, or the `textcomp` package’s `\texttildelow` (shown in Table 36 on page 19), which produces a vertically centered “~” in most fonts but a baseline-oriented “~” in Computer Modern, txfonts, pxfonts, and various other fonts originating from the T_EX world. If your goal is to typeset tildes in URLs or Unix filenames, your best bet is to use the `url` package, which has a number of nice features such as proper line-breaking of such names.

- The various `\char` commands within `\textttt` are necessary only in the OT1 font encoding. In other encodings (e.g., T1), commands such as `\{`, `\}`, `_`, and `\textbackslash` all work properly.
- The IBM version of ASCII characters 1 to 31 can be typeset using the `ascii` package. See Table 166 on page 51.
- To replace “‘” and “’” with the more computer-like (and more visibly distinct) “`” and “’” within a `verbatim` environment, use the `upquote` package. Outside of `verbatim`, you can use `\char18` and `\char13` to get the modified quote characters. (The former is actually a grave accent.)

Similar to Table 232, Table 233 on the next page is an amalgamation of data from other tables in this document. While Table 232 shows how to typeset the 7-bit ASCII character set, Table 233 shows the Latin 1 (Western European) character set, also known as ISO-8859-1.

The following are some additional notes about the contents of Table 233:

- A “(tc)” after a symbol name means that the `textcomp` package must be loaded to access that symbol. A “(T1)” means that the symbol requires the T1 font encoding. The `fontenc` package can change the font encoding document-wide.
- Many of the `\text...` accents can also be produced using the accent commands shown in Table 18 on page 13 plus an empty argument. For instance, `\={}` is essentially the same as `\textasciimacron`.
- The commands in the “L^AT_EX2_E” columns work both in body text and within a `\textttt{...}` command (or, more generally, when `\ttfamily` is in effect).
- Microsoft® Windows® normally uses a superset of Latin 1 called “CP1252” (Code Page 1252). CP1252 adds codes in the range 128–159 (hexadecimal 80–9F), including characters such as dashes, daggers, and quotation marks. If there’s sufficient interest, a future version of the Comprehensive L^AT_EX Symbol List may include a CP1252 table.

⁸Donald Knuth didn’t think such symbols were important outside of mathematics so he omitted them from his text fonts.

TABLE 233: LATEX 2_ε Latin 1 Table

Dec	Hex	Char	LATEX 2 _ε		Dec	Hex	Char	LATEX 2 _ε
161	A1	¡	! `		209	D1	Ñ	\~{N}
162	A2	¢	\textcent	(tc)	210	D2	Ò	\`{O}
163	A3	£	\pounds		211	D3	Ó	\'{O}
164	A4	¤	\textcurrency	(tc)	212	D4	Ô	\^{\O}
165	A5	¥	\textyen	(tc)	213	D5	Õ	\~{\O}
166	A6	¦	\textbrokenbar	(tc)	214	D6	Ö	\\"{\O}
167	A7	§	\\$		215	D7	×	\texttimes (tc)
168	A8	„	\textasciidieresis	(tc)	216	D8	Ø	\o
169	A9	©	\textcopyright		217	D9	Ù	\`{U}
170	AA	ª	\textordfeminine		218	DA	Ú	\'{U}
171	AB	«	\guillemotleft	(T1)	219	DB	Û	\^{\U}
172	AC	¬	\textlnnot	(tc)	220	DC	Ü	\\"{\U}
173	AD	-	\-		221	DD	Ý	\'{Y}
174	AE	®	\textregistered		222	DE	Þ	\TH (T1)
175	AF	—	\textasciimacron	(tc)	223	DF	ß	\ss
176	B0	°	\textdegree	(tc)	224	E0	à	\`{a}
177	B1	±	\textpm	(tc)	225	E1	á	\'{a}
178	B2	²	\texttwosuperior	(tc)	226	E2	â	\^{\a}
179	B3	³	\textthreesuperior	(tc)	227	E3	ã	\~{\a}
180	B4	‘	\textasciacute	(tc)	228	E4	ä	\\"{\a}
181	B5	µ	\textmu	(tc)	229	E5	å	\aa
182	B6	¶	\P		230	E6	æ	\ae
183	B7	·	\textperiodcentered		231	E7	ç	\c{c}
184	B8	¸	\c{}		232	E8	è	\`{e}
185	B9	¸	\textonesuperior	(tc)	233	E9	é	\'{e}
186	BA	º	\textordmasculine		234	EA	ê	\^{\e}
187	BB	»	\guillemotright		235	EB	ë	\\"{\e}
188	BC	¼	\textonequarter	(tc)	236	EC	ì	\`{\i}
189	BD	½	\textonehalf	(tc)	237	ED	í	\'{i}
190	BE	¾	\textthreequarters	(tc)	238	EE	î	\^{\i}
191	BF	¿	?		239	EF	ï	\\"{\i}
192	C0	À	\`{A}		240	F0	ð	\dh (T1)
193	C1	Á	\'{A}		241	F1	ñ	\~{n}
194	C2	Â	\^{\A}		242	F2	ò	\`{o}
195	C3	Ã	\~{\A}		243	F3	ó	\'{o}
196	C4	Ä	\\"{\A}		244	F4	ô	\^{\o}
197	C5	Å	\AA		245	F5	õ	\~{\o}
198	C6	Æ	\AE		246	F6	ö	\\"{\o}
199	C7	Ҫ	\c{C}		247	F7	÷	\textdiv (tc)
200	C8	Ѐ	\`{E}		248	F8	ø	\o
201	C9	Ѐ	\'{E}		249	F9	ù	\`{u}
202	CA	Ѐ	\^{\E}		250	FA	ú	\'{u}
203	CB	Ӯ	\\"{\E}		251	FB	û	\^{\u}
204	CC	Ӯ	\`{I}		252	FC	ü	\\"{\u}
205	CD	Ӯ	\'{I}		253	FD	ý	\'{y}
206	CE	Ӯ	\^{\I}		254	FE	þ	\th (T1)
207	CF	Ӯ	\\"{\I}		255	FF	ÿ	\\"{\y}
208	D0	҃	\DH	(T1)				

- The “f” and “\$” glyphs occupy the same slot (36) of the OT1 font encoding, with “f” appearing in italic fonts and “\$” appearing in roman fonts. A problem with L^AT_EX’s default handling of this double-mapping is that “{\sffamily\slshape\pounds}” produces “£”, not “£”. Other font encodings use separate slots for the two characters and are therefore robust to the problem of “£”/“\$” conflicts. Authors who use \pounds should select a font encoding other than OT1 (as explained on page 7) or use the textcomp package, which redefines \pounds to use the TS1 font encoding.
- Character 173, \-, is shown as “-” but is actually a discretionary hyphen; it appears only at the end of a line.

While too large to incorporate into this document, a listing of ISO 8879:1986 SGML/XML character entities and their L^AT_EX equivalents is available from <http://www.bitjungle.com/~isoent/>. Some of the characters presented there make use of isoent, a L^AT_EX 2_E package (available from the same URL) that fakes some of the missing ISO glyphs using the L^AT_EX picture environment.⁹

7.6 About this document

History David Carlisle wrote the first version of this document in October, 1994. It originally contained all of the native L^AT_EX symbols (Tables 39, 47, 54, 79, 96, 98, 113, 114, 122, 126, 145, and a few tables that have since been reorganized) and was designed to be nearly identical to the tables in Chapter 3 of Leslie Lamport’s book [Lam86]. Even the table captions and the order of the symbols within each table matched! The *AMS* symbols (Tables 40, 55, 56, 82, 83, 99, 103, 109, and 146) and an initial Math Alphabets table (Table 151) were added thereafter. Later, Alexander Holt provided the stmaryrd tables (Tables 41, 49, 57, 85, 93, and 110).

In January, 2001, Scott Pakin took responsibility for maintaining the symbol list and has since implemented a complete overhaul of the document. The result, now called, “The Comprehensive L^AT_EX Symbol List”, includes the following new features:

- the addition of a handful of new math alphabets, dozens of new font tables, and thousands of new symbols
- the categorization of the symbol tables into body-text symbols, mathematical symbols, science and technology symbols, dingbats, and other symbols, to provide a more user-friendly document structure
- an index, table of contents, and a frequently-requested symbol list, to help users quickly locate symbols
- symbol tables rewritten to list the symbols in alphabetical order
- appendices to provide additional information relevant to using symbols in L^AT_EX
- tables showing how to typeset all of the characters in the ASCII and Latin 1 font encodings

Furthermore, the internal structure of the document has been completely altered from David’s original version. Most of the changes are geared towards making the document easier to extend, modify, and reformat.

Build characteristics Table 234 on the following page lists some of this document’s build characteristics. Most important is the list of packages that L^AT_EX couldn’t find, but that `symbols.tex` otherwise would have been able to take advantage of. Complete, prebuilt versions of this document are available from CTAN (<http://www.ctan.org/> or one of its many mirror sites) in the directory `tex-archive/info/symbols/comprehensive`. Table 235 shows the package date (specified in the `.sty` file with `\ProvidesPackage`) for each package that was used to build this document and that specifies a package date. Packages are not listed in any particular order in either Table 234 or 235.

⁹isoent is not featured in this document, because it is not available from CTAN and because the faked symbols are not “true” characters; they exist in only one size, regardless of the body text’s font size.

TABLE 234: Document Characteristics

Characteristic	Value
Source file:	<code>symbols.tex</code>
Build date:	September 22, 2005
Symbols documented:	3300
Packages included:	textcomp latexsym amssymb stmaryrd euscript wasysym pifont manfnt bbding undertilde ifsym tipa tipx extraipa wsupipa phonetic ulyar metre txfonts mathabx fclfont skak ascii dingbat skull eurosym esvect yfonts yhmath esint mathdots trsym universa upgreek overrightarrow chemarr chemarrow nath trfsigns empheq phaistos arcs t5 t4phonet holtpolt semtrans dictsym extarrows protosem harmony hi- eroglf ccllicenses accents nicefrac bm mathrsfs zapfchan bbold mbboard dsfont bbm
Packages omitted:	<i>none</i>

7.7 Copyright and license

The Comprehensive L^AT_EX Symbol List
Copyright © 2005, Scott Pakin

This work may be distributed and/or modified under the conditions of the L^AT_EX Project Public License, either version 1.3 of this license or (at your option) any later version. The latest version of this license is in

<http://www.latex-project.org/lppl.txt>

and version 1.3 or later is part of all distributions of L^AT_EX version 2003/12/01 or later.

This work has the LPPL maintenance status “maintained”.

The Current Maintainer of this work is Scott Pakin.

This work consists of the files `symbols.tex`, `README`, `SYMLIST`, `lightbulb10.mf`, and `lightbulb.mf`, `lightbulb.map`, and all PDF, PostScript, Encapsulated PostScript, and PostScript font files derived from those.

TABLE 235: Package versions used in the preparation of this document

Name	Date
textcomp	2000/08/30
latexsym	1998/08/17
amssymb	1996/11/03
stmaryrd	1994/03/03
euscript	1995/01/06
wasysym	2003/10/30
pifont	2000/01/12
manfnt	1999/07/01
bding	1999/04/15
undertilde	2000/08/08
ifsym	2000/04/18
tipa	2002/08/08
tipx	2003/01/01
wsuipa	1994/07/16
metre	2001/12/05
txfonts	2000/12/15
skak	2003/01/25
dingbat	2001/04/27
skull	2002/01/23
eurosym	1998/08/06
yfonts	2003/01/08
mathdots	2001/02/28
trsym	2000/06/25
universa	98/08/01
upgreek	2003/02/12
chemarr	2001/06/22
empheq	2004/04/14
phaistos	2004/04/23
arcs	2004/05/09
t4phonet	2004/06/01
semtrans	1998/02/10
dictsym	2004/07/26
extarrows	2002/03/30
protosem	2005/03/18
harmony	2005/05/10
hieroglif	2000/09/23
cclibraries	2005/05/20
accents	2000/08/06
nicefrac	1998/08/04
bm	1999/07/05

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- [LT00] LATEX3 Project Team. LATEX2 ε font selection, January 30, 2000. Available from <http://www.ctan.org/tex-archive/macros/latex/doc/fntguide.ps> (also included in many TeX distributions).

Index

If you're having trouble locating a symbol, try looking under "T" for "\text...". Many text-mode commands begin with that prefix. Also, accents are shown over/under a black box, e.g., "▀" for "\v".

Some symbol entries appear to be listed repeatedly. This happens when multiple packages define identical (or nearly identical) glyphs with the same symbol name.¹⁰

Symbols			
▀ (▀)	13	\Ayin (₪)	65
# (#)	8, 79	\AAyod (₩)	65
\$ (\$)	8, 79	\Abeth (¤)	65
% (%)	8, 79	absolute value	see \lvert and \rvert
& (&)	8, 79	abzüglich	see \textdiscount
' (')	13	\AC (~)	49
(())	38	\acarc	16
) ()	38	\acbar	16
¤ (¤)	22	accents	13–17, 40, 41, 43, 44, 51, 61, 72–73
\,	78	any character as	73
\- -	81, 82	extensible	41–44, 73
□ (▀)	13	multiple per character	72
/ (/)	38	accents (package)	73, 83, 84
[(])	38	\accentset	73
] (])	38	\Acht (♪)	60
▀ (▀)	13	\ACK (♠)	51
\^{\cdot} (^\cdot)	80	\AcPa (ȝ)	60
\ ()	38	\acute (▀)	40
\ (▀)	13	\acuteus (▀)	16
\= (▬)	13	\Adaleth (׀)	65
\={-} (-)	80	Adobe Acrobat	77
()	38	\adots (⋮)	45, 72
_ (_)	8, 80	advancing	see \textadvancing
\f (ƒ)	8, 38, 80	\AE (Æ)	9
\} (})	8, 38, 80	\ae (æ)	9
\` (▀)	13	\agem0 (Ӯ)	46
\~ (▀)	13	\Agimel (֍)	65
\^{\cdot} (^\cdot)	80	\Ahe (ߵ)	65
A		\Ahelmet (߷)	65
a (esvect package option)	43	\Aheth (߶)	65
\a (x)	64	\ain (߸)	17
\AA (Å)	9	\Akaph (߹)	65
\aa (å)	9	\Alad (߻)	40
\AAaleph (ߴ)	65	\Alamed (߻)	65
\AAayin (߸)	65	\Alas (߻)	40
\AAbeth (߶)	65	\alas (߻)	40
\AAcht (♪)	60	\aleph (߱)	36, 46
\AAdaleth (ߴ)	65	\Alif (ߵ)	13
\AAhe (ߵ)	65	\alpha (α)	35
\AAhelmet (߷)	65	alphabets	see alphabets
\AAheth (߶)	65	African	9
\AAkaph (߹)	65	Cyrillic	69
\AAalamed (߻)	65	Greek	35, 36, 48
\AAleph (߱)	65	Hebrew	36, 48
\AAape (߻)	65	hieroglyphic	66
\AAqoph (߸)	65	math	48
\AAresh (߸)	65		
\AAasade (ߴ)	65		

¹⁰This occurs frequently between `amssymb` and `mathabx`, for example.

\APLbox (□)	51
\APLcirc (■)	51
\APLcomment (⍞)	51
\APLdown (▽)	51
\APLdownarrowbox (⊤)	51
\APLinput (⊤)	51
\APLinv (⊤)	51
\APLleftarrowbox (⊥)	51
\APLlog (⊗)	51
\APLminus (⊖)	51
\APLnot (¬)	51
\APLrightarrowbox (⊦)	51
\APLstar (★)	51
\APLup (△)	51
\APLuparrowbox (⊤)	51
\APLvert (□)	51
\apprge (≥)	30
\apprle (≤)	30
\approx (≈)	26
\approxeq (≈)	26
\Aqoph (ϙ)	65
\Aquarius (♒)	50
\aquarius (♒)	50
\AR (ℳ)	49
ar (package)	49, 83
\arccos (arccos)	35
arcminutes	see \prime
arcs (package)	16, 83, 84
arcseconds	see \second
\arcsin (arcsin)	35
\arctan (arctan)	35
\Aresh (܂)	65
\arg (arg)	35
\Aries (♈)	50
\Aries (♉)	50
\aries (♊)	50
\ArrowBoldDownRight (➡)	53
\ArrowBoldRightCircled (⟳)	53
\ArrowBoldRightShort (⤠)	53
\ArrowBoldRightStrobe (⤢)	53
\ArrowBoldUpRight (➡)	53
\Arrownot (⤠)	34
\arrownot (⤠)	34
arrows	32–34, 53, 67 diagonal, for reducing subexpressions
	41
	double-headed, diagonal
	71–72
extensible	41–44
negated	32, 33
\Arrowvert ()	38
\arrowvert ()	38
Arseneau, Donald	71–74
\Asade (܂)	65
\Asamekh (܂)	65
ASCII	7, 9, 51, 79–80, 82 table
	79
ascii (package)	51, 80, 83
\ascnode (܂)	50
\Ashin (܂)	65
aspect ratio	49
\ast (*)	22
\ast (*)	20
\Asteriscus (܂)	64
\asteriscus (܂)	64
\Asterisk (܂)	22
\Asterisk (܂)	56
\Asterisk (*)	22
\AsteriskBold (܂)	56
\AsteriskCenterOpen (܂)	56
\AsteriskRoundedEnds (܂)	56
asterisks	22, 56
\AsteriskThin (܂)	56
\AsteriskThinCenterOpen (܂)	56
astrological symbols	50
astronomical symbols	50
\astrosun (܂)	50
\asymp (܂)	26
\atan (atan)	78
\ataribox (܂)	60
\Atav (+)	65
\Ateth (܂)	65
\AtForty (܂)	62
\AtNinetyFive (܂)	62
atomic math objects	35, 78
\AtSixty (܂)	62
\autoleftarrow (←)	43
\autoleftrightharpoons (↔)	43
	43
\autorightarrow (→)	43
\autoleftrightharpoons (↔)	43
	43
\autorightarrow (→)	43
\autoleftrightharpoons (↔)	43
	43
\Avav (܂)	65
average	20
\Ayn (܂)	13
\Ayod (܂)	65
\Azayin (܂)	65
	B
\B	9
\B (܂)	64
b (esvect package option)	43
\b (■)	13
\b (܂)	64
\babygamma (܂)	12
\backepsilon (܂)	26
\backprime (܂)	46
\backsimeq (܂)	26
\backsimeq (܂)	26
\backslash (\\)	38, 46
banana brackets	see \llparenthesis and \rrparenthesis
\bar (■)	40
\barb (܂)	12
\bard (܂)	12
\bari (܂)	12
\barin (܂)	37
\barj (܂)	12
\barl (܂)	12
\barlambda (܂)	12
\barleftharpoon (⇒)	34
\baro (܂)	21
\baro (܂ vs. e)	68
\baro (܂)	12
\barp (܂)	12
barred letters	69
\barriightharpoon (⇒)	34
\barsci (܂)	12
\barscu (܂)	12
\baru (܂)	12
\barwedge (⤠)	22
\barwedge (⤠)	21
\Bat (⤠)	62
\baucircle (●)	58
\bauforms (܂)	62
\bauhead (܂)	62
\lausquare (■)	58
\bautriangle (▲)	58
\BB (܂)	64
\bba (܂)	64
\bbalpha (܂)	48
\bbar (܂)	70
\bbb (܂)	64
\bbbeta (܂)	48
\Bbk (܂)	37
bbding (package)	53–57, 59, 68, 83, 84
\bbdollar (\$)	48
\bbetter (⤠)	64
\bbeuro (€)	48
\bbfinalnun (܂)	48
\bbgamma (܂)	48
bbgreekl (mathbbol package option)	48
\BBm (܂)	64
\Bbm (܂)	64
\Bbm (܂)	64
bbm (package)	48, 83
\bbm (܂)	64
\bbmb (܂)	64
\bbmx (܂)	64
\bbnabla (܂)	48
bold (package)	48, 83

\bbpe (⊸)	48	\bigocoasterisk (⊛)	24	\blacktriangledown (▼)	46																																																																																																																																																																																																																
\bbqof (⊠)	48	\bigodiv (÷)	24	\blacktriangleleft (◀)	22																																																																																																																																																																																																																
\bbslash (\\)	21	\bigodot (○)	23	\blacktriangleleft (◀)	31																																																																																																																																																																																																																
\bbyod (⊤)	48	\bigoleft (◐)	24	\blacktriangleleft (◀)	22																																																																																																																																																																																																																
\bdecisive (−+)	64	\bigominus (⊖)	24	\blacktriangleleft (◀)	31																																																																																																																																																																																																																
\Beam (⊲)	52	\bigoplus (⊕)	23	\blacktriangleup (▲)	22																																																																																																																																																																																																																
\Bearing (Δ)	52	\bigright (◑)	24	\blacktriangleup (▲)	22																																																																																																																																																																																																																
\because (:)	26	\bigtimes (⊗)	24	blank	see \textblank																																																																																																																																																																																																																
\BEL (•)	51	\bigtop (⊕)	24	\Bleech (△)	62																																																																																																																																																																																																																
\bell (🛎)	60	\bigtriangleup (Ⓐ)	24	\blitza (↯)	20, 34																																																																																																																																																																																																																
Berry, Karl	85	\bigvoid (○)	24	\blitzb (↯)	34																																																																																																																																																																																																																
\beta (β)	35	\bigparallel ()	23	\blitzc (↯)	34																																																																																																																																																																																																																
\betaau (β̄)	36	\bigplus (⊕)	24	\blitzd (↯)	34																																																																																																																																																																																																																
\beth (beth)	36	\BigRightDiamond (◇)	57	\blitze (↯)	34																																																																																																																																																																																																																
\betteris (⏜)	64	\bigsqcap (⊓)	24	\Bm (≤)	64																																																																																																																																																																																																																
\between (()	28	\bigsqcap (⊓)	23	bm (package)	79, 83, 84																																																																																																																																																																																																																
\between (()	26	\bigsqcapplus (⊓+)	25	\bm (bm)	79																																																																																																																																																																																																																
\bibrige (▣)	15	\bigsqcup (⊔)	23	\bm (≤)	64																																																																																																																																																																																																																
\Bicycle (🚲)	58	\bigsqcupplus (⊔+)	25	\bmod (mod)	35																																																																																																																																																																																																																
\bigast (*)	22	\BigSquare (□)	57	body-text symbols	8–19																																																																																																																																																																																																																
\bigbox (□)	23	\bigsquplus (⊔+)	24	bold symbols	78–79																																																																																																																																																																																																																
\bigboxasterisk (✳)	24	\bigstar (★)	22	\boldmath (boldmath)	79																																																																																																																																																																																																																
\bigboxbackslash (☒)	24	\bigstar (★)	46	\boldsymbol (boldsymbol)	79																																																																																																																																																																																																																
\bigboxbot (▣)	24	\bigtimes (×)	24	born	see \textborn																																																																																																																																																																																																																
\bigboxcirc (○)	24	\BigTriangleDown (▽)	57	\bigboxcoasterisk (✳)	24	\bigtriangledown (▽)	23	\bot (⊥)	20, 36, 70	\bigboxdiv (⋮)	24	\bigtriangledown (▽) vs. ▽	68	\botdoteq (=)	28	\bigboxdot (•)	24	\bigtriangledown (▽)	20	\Bouquet (✿)	62	\bigboxleft (◑)	24	\BigTriangleLeft (◁)	57	\Bowtie (☒)	60	\bigboxminus (⊖)	24	\BigTriangleRight (▷)	57	\bowtie (☒)	26	\bigboxplus (⊕)	24	\BigTriangleUp (△)	57	\Box (□)	46	\bigboxright (◑)	24	\bigtriangleup (△)	23	\Box (□)	46	\bigboxslash (☒)	24	\bigtriangleup (△) vs. △	68	\boxast (⊛)	21	\bigboxtimes (⊗)	24	\bigtriangleup (△)	20	\boxasterisk (✳)	22	\bigboxtop (▣)	24	\biguplus (⊕)	23	\boxbackslash (☒)	22	\bigboxtriangleup (△)	24	\bigvarstar (★)	22	\boxbar (⊓)	21	\bigboxvoid (○)	24	\BigBar (—)	57	\boxbot (⊒)	22	\bigcap (∩)	23	\bigvee (∨)	23	\boxbox (⊑)	21	\bigcirc (○)	20	\bigwedge (∧)	23	\boxbslash (☒)	21	\BigCircle (○)	57	\binampersand (&)	21	\boxcirc (○)	22	\bigcoast (*)	22	binary operators	20–22	\boxcircle (○)	21	\bigcomplementop (○)	24	binary relations	26–31	\boxcoasterisk (✳)	22	\BigCross (✗)	57	negated	27, 28	\boxdiv (⋮)	22	\bigcup (∪)	23	\bindnasrepma (⊗)	21	\boxdot (▪)	22	\bigcurlyvee (YY)	24	\Biohazard (☣)	52	\boxdot (▪)	21	\bigcurlyvee (YY)	23	biological symbols	52	\boxdotLeft (↔)	33	\bigcurlywedge (⤠)	24	bishop	see chess symbols	\boxdotLeft (↔)	33	\bigcurlywedge (⤠)	23	\bishoppair (⊕)	64	\boxdotRight (↔)	33	\BigDiamondshape (◇)	57	blackboard bold	see alphabets,	\boxdotRight (↔)	33	\BigHBar (—)	57	math		\boxempty (□)	21	\biginterleave ()	23	\bischoppair (⊕)	64	\boxLeft (↔)	33	\BigLowerDiamond (◐)	57	\boxminus (⊖)	22	\boxleft (↔)	22	\bignplus (⊕)	23	\blackdiamond (◆)	22	\boxminus (⊖)	22	\bigoasterisk (✳)	24	\blacklozenge (◆)	46	\boxminus (⊖)	21	\bigobackslash (☒)	24	\blacksmiley (☺)	60	\boxplus (⊕)	22	\bigobot (◑)	24	\blacksquare (■)	46	\boxplus (⊕)	21	\bigocirc (○)	24	\blacktriangle (▲)	46	\boxRight (↔)	33			\blacktriangledown (▼)	22	\boxright (↔)	22					\boxright (↔)	33					\boxslash (☒)	22
\bigboxcoasterisk (✳)	24	\bigtriangledown (▽)	23	\bot (⊥)	20, 36, 70																																																																																																																																																																																																																
\bigboxdiv (⋮)	24	\bigtriangledown (▽) vs. ▽	68	\botdoteq (=)	28																																																																																																																																																																																																																
\bigboxdot (•)	24	\bigtriangledown (▽)	20	\Bouquet (✿)	62																																																																																																																																																																																																																
\bigboxleft (◑)	24	\BigTriangleLeft (◁)	57	\Bowtie (☒)	60																																																																																																																																																																																																																
\bigboxminus (⊖)	24	\BigTriangleRight (▷)	57	\bowtie (☒)	26																																																																																																																																																																																																																
\bigboxplus (⊕)	24	\BigTriangleUp (△)	57	\Box (□)	46																																																																																																																																																																																																																
\bigboxright (◑)	24	\bigtriangleup (△)	23	\Box (□)	46																																																																																																																																																																																																																
\bigboxslash (☒)	24	\bigtriangleup (△) vs. △	68	\boxast (⊛)	21																																																																																																																																																																																																																
\bigboxtimes (⊗)	24	\bigtriangleup (△)	20	\boxasterisk (✳)	22																																																																																																																																																																																																																
\bigboxtop (▣)	24	\biguplus (⊕)	23	\boxbackslash (☒)	22																																																																																																																																																																																																																
\bigboxtriangleup (△)	24	\bigvarstar (★)	22	\boxbar (⊓)	21																																																																																																																																																																																																																
\bigboxvoid (○)	24	\BigBar (—)	57	\boxbot (⊒)	22																																																																																																																																																																																																																
\bigcap (∩)	23	\bigvee (∨)	23	\boxbox (⊑)	21																																																																																																																																																																																																																
\bigcirc (○)	20	\bigwedge (∧)	23	\boxbslash (☒)	21																																																																																																																																																																																																																
\BigCircle (○)	57	\binampersand (&)	21	\boxcirc (○)	22																																																																																																																																																																																																																
\bigcoast (*)	22	binary operators	20–22	\boxcircle (○)	21																																																																																																																																																																																																																
\bigcomplementop (○)	24	binary relations	26–31	\boxcoasterisk (✳)	22																																																																																																																																																																																																																
\BigCross (✗)	57	negated	27, 28	\boxdiv (⋮)	22																																																																																																																																																																																																																
\bigcup (∪)	23	\bindnasrepma (⊗)	21	\boxdot (▪)	22																																																																																																																																																																																																																
\bigcurlyvee (YY)	24	\Biohazard (☣)	52	\boxdot (▪)	21																																																																																																																																																																																																																
\bigcurlyvee (YY)	23	biological symbols	52	\boxdotLeft (↔)	33																																																																																																																																																																																																																
\bigcurlywedge (⤠)	24	bishop	see chess symbols	\boxdotLeft (↔)	33																																																																																																																																																																																																																
\bigcurlywedge (⤠)	23	\bishoppair (⊕)	64	\boxdotRight (↔)	33																																																																																																																																																																																																																
\BigDiamondshape (◇)	57	blackboard bold	see alphabets,	\boxdotRight (↔)	33																																																																																																																																																																																																																
\BigHBar (—)	57	math		\boxempty (□)	21																																																																																																																																																																																																																
\biginterleave ()	23	\bischoppair (⊕)	64	\boxLeft (↔)	33																																																																																																																																																																																																																
\BigLowerDiamond (◐)	57	\boxminus (⊖)	22	\boxleft (↔)	22																																																																																																																																																																																																																
\bignplus (⊕)	23	\blackdiamond (◆)	22	\boxminus (⊖)	22																																																																																																																																																																																																																
\bigoasterisk (✳)	24	\blacklozenge (◆)	46	\boxminus (⊖)	21																																																																																																																																																																																																																
\bigobackslash (☒)	24	\blacksmiley (☺)	60	\boxplus (⊕)	22																																																																																																																																																																																																																
\bigobot (◑)	24	\blacksquare (■)	46	\boxplus (⊕)	21																																																																																																																																																																																																																
\bigocirc (○)	24	\blacktriangle (▲)	46	\boxRight (↔)	33																																																																																																																																																																																																																
		\blacktriangledown (▼)	22	\boxright (↔)	22																																																																																																																																																																																																																
				\boxright (↔)	33																																																																																																																																																																																																																
				\boxslash (☒)	22																																																																																																																																																																																																																

\boxslash (⟨⟩)	21	\ccby (✉)	18	\circleddotright (⊕→)	33
\boxtimes (⊗)	22	\CC ()	64	\circledgtr (⊗)	27
\boxtimes (⊗)	21	cclicenses (package)	18, 83, 84	\circledless (⊖)	27
\boxtop (⊤)	22	\ccnc (⊗)	18	\circledminus see \ominus	
\boxtriangleup (△)	22	\ccsa (⊕)	18	\circleddotleft see \circleddotleft	
\boxvoid (□)	22	\cdot (.)	20, 70	\circleddotright see \circleddotright	
\boy (♂)	50	\cdot (.)	44	\circledplus see \oplus	
\braceleft (⟨)	73	\cdots (...	44	\circledR (⊕)	9, 37
\bracerd (⤵)	73	Cedi see \textcolonmonetary		\circledS (⊖)	37
\bracevert ()	38	cedilla see accents		\circledslash see \oslash	
brackets see delimiters		\celsius (°C)	49	\circledtimes see \otimes	
braket (package)	38	\Celtcross (⊕)	62	\circledvee (⊕)	21
breve see accents		\cent (¢)	18	\circledwedge (⊗)	21
\breve (˘)	40	\centerdot (▪)	22	\circleleft (←○)	33
\breve (˘)	16	\centerdot (.)	21	\circleright (○→)	33
\brokenvert ()	60	\centre (田)	64	circles 57, 58, 60	
Bronger, Torsten	70	cents see \textcent		\CircleShadow (○)	57
\BS (▣)	51	\CEsign (€)	52	\CircleSolid (●)	57
\BSEfree (⊖)	52	\changenotsign	28	\Circpipe (○)	52
\bullet (•)	20	\char 7, 67		\circoplus (+)	22
bullseye see \textbullseye		\check (˘)	40	\Circsteel (●)	52
\BumpedEq (≈)	28	check marks 55, 58		circumflex see accents	
\bumpedeq (≈)	28	\checked (✓)	60	\circumflexus (■)	16
\Bumpeq (≈)	26	\CheckedBox (☒)	55	\CleaningA (Ⓐ)	62
\bumpeq (≈)	26	\Checkedbox (☒)	58	\CleaningF (Ⓕ)	62
\bupperhand (⊤)	64	\Checkmark (✓)	55	\CleaningFF (Ⓕ)	62
\C ()	64	\checkmark (✓) 9		\CleaningP (Ⓟ)	62
c (esvect package option)	43	\checkmark (✓) vs. ✓	68	\CleaningPP (Ⓟ)	62
\c (▀)	13, 81	\checkmark (✓) 58		\clickb (●)	12
\c ()	64	\CheckmarkBold (✓)	55	\clickc (Ⓒ)	12
calrsfs (package)	48	chemarr (package)	42, 83, 84	\clickt (↑)	12
\CAN (↑)	51	chemarrow (package)	34, 43, 83	\clock (⌚)	60
cancel (package)	41	\chemarrow (→)	34	clock symbols 63	
\Cancer (♋)	50	chess symbols 64		\Clocklogo (⌚)	58
\cancer (♋)	50	\chi (χ)	35	\closedniomega (ω)	12
\Cap (ⓘ)	21	\chiup (χ)	36	\closedrevepsilon (϶)	12
\cap (∩)	22	\circ (○)	20, 47	\Cloud (☁)	62
\cap (∩)	20	\circceq (⊒)	28	clovers 56	
\Capricorn (♑)	50	\circceq (⊑)	26	clubs (suit) 46, 59	
\capricornus (♑)	50	\CIRCLE (●)	60	\clubsuit (♣)	46
card suits 46, 59		\Circle (○)	57	\coAsterisk (⊛)	22
cardinality see \aleph		\Circle (○) vs. ○	68	\coasterisk (*)	22
care of (%)	47	\Circle (○)	60	\Coffeecup (☕)	58
caret see \^		\circlearrowleft (↺)	33	\colon 44	
Carlisle, David 1, 82		\circlearrowleft (↶)	32	\Colonapprox (≈)	27
carriage return 51, 58, 67, see also		\circlearrowright (↻)	33	\colonapprox (≈)	27
\hookleftarrow		\circlearrowright (↷)	32	\Coloneq (:=)	27
\carriagereturn (⤵)	58	\circlearrowright (○)	32	\coloneq (:=)	28
castle see chess symbols		circled numbers 55		\coloneq (:=)	27
\Catalexis (⤶)	64	\CircledA (Ⓐ)	62	\Coloneqq (≡)	27
\catalexis (⤶)	64	\circledast (⊗)	21	\Coloneqeq (⊐)	27
catamorphism see \llparenthesis		\circledbar (◑)	21	\Coloneqeqq (⊐)	27
and \rrparenthesis		\circledbslash (⊖)	21	\Coloneqq (≡)	20, 27
\Cc ()	64	\circledcirc (◎)	21	\Colonsim (⊈)	27
\cc (⊖)	18	\circleddash (⊖)	21	\colonsim (⊈)	27
\cc ()	64	\circleddot see \odot		\comment (RR) 64	
		\circleddotleft (←○)	33	communication symbols 51	

comp.text.tex (newsgroup)	7, 20, 69–74	\cup (\cup)	21	\DCb (\uparrow)	51
\compensation (\bowtie)	64	\cup (\cup)	22	\DCc (!!)	51
\complement (\complement)	37	\cup (\cup)	20, 70, 77	\DCd (\P)	51
\complement (\complement)	37	\curlyc (ϵ)	12	\DD (\bullet)	60
complex numbers (\mathbb{C})	see alphabets, math	\curlyeqprec (\lessdot)	28	\ddag (\ddagger)	8
Comprehensive TeX Archive Network	1, 7, 41, 48, 82	\curlyeqprec (\lessdot)	26	\ddagger (\ddagger)	20
computer hardware symbols	51	\curlyeqsucc (\gtrdot)	28	\ddashint (\ddashint)	71
\ComputerMouse (\bowtie)	51	\curlyeqsucc (\gtrdot)	26	\ddotdotdot (\ddotdotdot)	40
\cong (\cong)	26	\curlyesh (\downarrow)	12	\ddotdotdot (\ddotdotdot)	40
conjunction	see \wedge	\curlyvee (\vee)	22	\DDohne (\bullet)	60
\conjunction (σ)	50	\curlyvee (\vee)	21	\ddotdot (\ddotdot)	40
contradiction symbols	20, 34	\curlyveedownarrow (\downarrow)	21	\ddots ('..)	44, 72
control characters	51	\curlyveeuparrow (\uparrow)	21	\DeclareFontFamily	77
\convolution (*)	22	\curlywedge (\wedge)	22	\DeclareFontShape	77
\coprod (\coprod)	23	\curlywedge (\wedge)	21	\DeclareMathOperator	78
copyright	8, 18, 81	\curlywedgedownarrow (\wedge)	21	\DeclareMathOperator*	78
\copyright (\circledC)	8	\curlywedgeuparrow (\wedge)	21	\declareslashed	70
\corner (\nwarrow)	17	\curlyyogh (ζ)	12	definite-description operator (γ)	69
\Corresponds (\cong)	45	\curlyz (\mathbf{z})	12	definition symbols	20, 74
\corresponds ($\hat{\cong}$)	28	\currency (\circ)	18	\deg (deg)	35
\cos (cos)	35, 78	currency symbols	17, 18, 48	\degree (°)	46
\cosh (cosh)	35	\curvearrowbotleft (\curvearrowleft)	33	\degree (°)	49
\cot (cot)	35	\curvearrowbotright (\curvearrowright)	33	degrees	see \textdegree
\coth (coth)	35	\curvearrowleft (\curvearrowleft)	33	\DEL (Δ)	51
\counterplay (\leftrightharpoons)	64	\curvearrowleft (\curvearrowleft)	32	\Deleatur	see \Denarius
Courier (PostScript font)	18	\curvearrowleftright ($\curvearrowleft\curvearrowright$)	33	delimiters	37–40
CP1252	80	\curvearrowright (\curvearrowright)	33	text-mode	40
\CR (\downarrow)	51	\Cutleft (\curvearrowleft)	53	variable-sized	38–40
Creative Commons licenses	18	\Cutline (\cdots)	53	\Delta (Δ)	35
\Cross (\times)	57	cutoff subtraction	see \dotdiv	\delta (δ)	35
\Cross (\pm vs. \mp vs. \times)	68	\Cutright (\curvearrowright)	53	\deltaup (δ)	36
\Cross (\pm)	62	D		\Denarius (\S)	18
\Cross (\mp)	54	\D (\square)	17	\dental (\blacksquare)	15
\crossb (\bar{b})	12	d (esvect package option)	43	derivative, partial	see \partial
\CrossBoldOutline (\mp)	54	\d (\square)	13	\descnode (\circlearrowleft)	50
\CrossClowerTips ($\mp\mp$)	54	\dag (\dagger)	8	\det (det)	35
\crossd (\bar{d})	12	\dagger (\dagger)	20	\devadvantage (\circledC)	64
\Crossedbox (\boxtimes)	58	\daleth (\daleth)	36	\Dfourier ($\curvearrowleft\circlearrowright$)	29
crosses	54, 55, 62	dangerous bend symbols	58	\dfourier (\circlearrowleft)	29
\crossh (\bar{h})	12	\dasharrow see \dashrightarrow		\DFT (\dashrightarrow)	41
\CrossMaltese (\boxplus)	54	\dashint (f)	71	\dft (\dashrightarrow)	41
\crossnilambda (λ)	12	\dashleftarrow (\dashleftarrow)	32	\DH (D)	9
\CrossOpenShadow (\mp)	54	\dashleftrightarrow (\dashleftrightarrow)	33	\DH (D)	12
\CrossOutline (\mp)	54	\dashrightarrow (\dashrightarrow)	32	\dh (δ)	9
\ctilde (\tilde{c})	15	\DashV (\parallel)	28	diacritics	see accents
crucifixes	54, 55, 62	\DashV (\parallel)	28	\diaeresis (\ddot{a})	16
\Crux (\dagger)	40	\dashhv (\dashhv)	26	diæresis	see accents
\crux (\dagger)	40	\dashhv (\dashhv)	26	\diagdown (\swarrow)	46
\csc (csc)	35	\dashhvv (\dashhv)	28	\diagdown (\swarrow)	46
CTAN	see Comprehensive TeX Archive Network	\davidsstar (\heartsuit)	55	\diagonal ($\diagup\diagdown$)	64
\Cube	63, 67	\DavidStar (\star)	56	\diagup (\diagup)	46
cube root	see \sqrt	\DavidStarSolid (\star)	56	\diagup (\diagup)	46
		\dbar (\bar{d})	70	\diameter (\varnothing)	46
		\dbend (\circlearrowleft)	58	\diameter (\varnothing)	20
		dblaccnt (package)	72	\diameter (\varnothing)	60
		\DCa (\blacktriangleleft)	51		

\Diamond (◊)	46	division times <i>see</i> \divideontimes		\downharpoonleft (↓)	34
\Diamond(◊)	46	divorced	<i>see</i> \textdivorced	\downharpoonleft (↓)	33
\diamond (◊)	20	\DJ (DJ)	9	\downharpoonright (↓)	34
\Diamondblack (◆)	46	\dj (d)	9	\downharpoonright (↓)	33
\Diamonddot (◊)	46	\dlbari (†)	12	\downnp (^)	17
\DiamonddotLeft (↔◊)	33	\DLE (►)	51	\downparentfill	73
\Diamonddotleft (↔◊)	33	\dlsh (↓)	33	\downt (↑)	17
\DiamonddotRight (◊↔)	33	does not divide	<i>see</i> \nmid	\downtouparrow (↑)	33
\Diamonddotright (◊↔)	33	does not exist	<i>see</i> \nexists	\downuparrows (↑↓)	33
\DiamondLeft (↔◊)	33	\Dohn (D)	60	\downupharpoons ()	34
\Diamondleft (↔◊)	33	dollar	<i>see</i> \textdollar	\drsh (↳)	33
\DiamondRight (◊↔)	33	dollar sign	<i>see</i> \\$	\DS (S)	60
\Diamondright (◊↔)	33	\Dontwash (⤿)	62	\Ds (S)	60
diamonds	57, 58	\dot (■)	40	\dsaeeronautical (⤵)	66
diamonds (suit)	46, 59	dot symbols	44, 45	\dsagricultural (⤶)	66
\DiamondShadowA (◊»)	57	\dotcup (⋎)	70	\dsarchitectural (⤷)	66
\DiamondShadowB (◊»)	57	\dotdiv (÷)	22	\dsbiological (⤸)	66
\DiamondShadowC (◊»)	57	\Doteq	<i>see</i> \doteqdot	\dschemical (⤹)	66
\Diamondshape (◊)	57	\doteq (≈)	26	\dscommercial (⤻)	66
\DiamondSolid (◆)	57	\doteqdot (=)	26	dsfont (package)	48, 83
\diamondsuit (◊)	46	dotless i (i)		\dsheraldical (⤽)	66
\diatop	17, 72	math mode	40, 46	\dsjuridical (⤾)	66
\diaunder	17, 72	text mode	13	\dsliterary (⤿)	66
dice	63, 67	dotless j (j)		\dsmathematical (⤸)	66
dictionary symbols	10–13, 66	math mode	40, 46	\dsmedical (⤼)	66
dictsym (package)	66, 83, 84	text mode	13	\dsmilitary (⤻)	66
died	<i>see</i> \textdied	\dotplus (+)	22	\dsrailways (⤻)	66
differential, inexact	<i>see</i> \dbar	\dotplus (+)	21	\dstechnical (⤻)	66
\digamma (F)	35	\dots (ellipsis)	8	DVI	18, 76
digits	45	dots (ellipsis)	8, 44–46, 72	\dz (dʒ)	12
circled	55	\dotsb (ellipsis)	45		
LCD	49	\dotsc (ellipsis)	45	E	
Mayan	45	\dotseq (≡)	28	e (esvect package option)	43
old-style	19	\dotsi (ellipsis)	45	\e (e)	37
segmented	49	\dotsint (∫...)	26	\e-TEX	38
\dim (dim)	35	\dotsm (ellipsis)	45	\Earth (⊕)	50
\ding	10, 53–56, 58, 59	\dotso (ellipsis)	45	\Earth (δ)	50
dingautolist	55	dotted union (∪)	77	\earth (δ)	50
dingbat (package)	54, 58, 68, 83, 84	\dottedtilde (˜)	15	\Ecommerce (@)	18
dingbat symbols	53–59	\dottimes (×)	22	\EightAsterisk (*)	56
\Diple (>)	64	\double	39, 40	\EightFlowerPetal (✿)	56
\diple (>)	64	\doublebarwedge (⊐)	22	\EightFlowerPetalRemoved (✿)	56
\Diple* (>)	64	\doublebarwedge (⊑)	21		
\diple* (>)	64	\doublecap	<i>see</i> \Cap	\eighthnote (♪)	60
discount	<i>see</i> \textdiscount	\doublecap (∩)	22	\EightStar (*)	56
discretionary hyphen	82	\doublecup	<i>see</i> \Cup	\EightStarBold (✿)	56
disjunction	<i>see</i> \vee	\doublecup (∪)	22	\EightStarConvex (*)	56
\displaystyle	70, 71, 73, 78	\doublepawns (○)	64	\EightStarTaper (*)	56
ditto marks	<i>see</i> \textquotedbl	\doubletilde (˜)	15	\ejective (?)	12
\div (÷)	20	\DOWNarrow (▼)	60	electrical symbols	49
\divdot (÷)	22	\Downarrow (↓)	32, 38	electromotive force (ℰ)	<i>see</i>
\divideontimes (*)	22	\downarrowarrow	77	alphabets, math	
\divideontimes (*)	21	\downarrowarrow (↓)	32, 38	\ell (ℓ)	36
\divides ()	28	\downbracketfill	73	\Ellipse (○)	57
division	20, 41	\downdownarrows (↓↓)	33	ellipses (dots)	8, 44–46, 72
non-commutative	44	\downdownarrows (↓↓)	32	ellipses (ovals)	57
		\downdownarrows (↓↓)	34	\EllipsisShadow (○)	57
		Downes, Michael J.	35, 85		

\EllipseSolid (●)	57	\eth (ð)	12	\FilledBigCircle (●)	57
\EM (↓)	51	\ETX (♥)	51	\FilledBigDiamondshape (◆)	57
\Email (✉)	51	eufrak (package)	48	\FilledBigSquare (■)	57
\Emailct (✉)	51	Euler Roman	36	\FilledBigTriangleDown (▼)	57
\emgma (ŋ)	12	\EUR (€)	18	\FilledBigTriangleLeft (◀)	57
empheq (package)	42, 83, 84	\EURcr (€)	18	\FilledBigTriangleRight (▶)	57
\emptyset (Ø)	46	\EURdig (€)	18	\FilledBigTriangleUp (▲)	57
end of proof	46	\EURhy (€)	18	\FilledCircle (●)	57
\ending (⊥)	64	\euro	18	\FilledCloud (☁)	62
\eng (ŋ)	12	euro signs	18	\FilledDiamondShadowA (◆)	57
engineering symbols	49, 52	blackboard bold	48	\FilledDiamondShadowC (◆)	57
\engma (ŋ)	12	eurosym (package)	18, 83, 84	\FilledDiamondshape (◆)	57
\ENQ (♣)	51	\EURtm (€)	18	\FilledHut (↑)	63
entails	see \models	\euscript (package)	48, 83, 84	\FilledRainCloud (🌧)	62
enter	see carriage return	evaluated at (())	38	\FilledSectioningDiamond (❖)	63
\Envelope (✉)	59	exclusive or	67	\FilledSmallCircle (●)	57
\enya (ɲ)	12	\exists (exists)	37	\FilledSmallDiamondshape (◆)	57
\EOT (♦)	51	\exists (exists)	36	\FilledSmallSquare (■)	57
\epsi (ε)	12	\exp (exp)	35	\FilledSmallTriangleDown (▼)	57
\epsilon (ε)	35	\Explosionsafe (⌚)	52	\FilledSmallTriangleLeft (◀)	57
\epsilonpsilonup (ε)	36	extarrows (package)	44, 83, 84	\FilledSmallTriangleRight (▶)	57
\eqbumped (≈)	28	extensible accents	41–44, 73		
\eqcirc (≈)	28	extensible arrows	41–44		
\Eqcolon (::)	27	extensible tildes	41, 44		
\eqcolon (=:)	28	extension characters	34		
\eqcolon (:-)	27	extraipa (package)	15, 83		
\Eqqcolon (≡)	27	\eye (👁)	58		
\eqqcolon (≡)	27	\EyesDollar (\$)	18		
\eqsim (≈)	27				
\eqslantgtr (>)	31	F			
\eqslantgtr (≥)	30	f (esvect package option)	43	\FilledSmallTriangleUp (▲)	57
\eqslantless (≤)	31	\fallingdotseq (=)	28	\FilledSnowCloud (☃)	62
\eqslantless (≤)	30	\fallingdotseq (≡)	26	\FilledSquare (■)	57
\equal (=)	64	\FallingEdge (↖)	49	\FilledSquareShadowA (▣)	57
\equalsfill	20, 74	\fatbslash (\\)	21	\FilledSquareShadowC (▣)	57
equilibrium	see \rightleftharpoons	\fatsemi (;)	21	\filledsquarewithdots (◆)	58
\equiv (≡)	20, 26	\fatslash (//)	21	\FilledSunCloud (☀)	62
equivalence	see \equiv, \leftarrow, and \threesim	\FAX (Fax)	51	\FilledTriangleDown (▼)	57
		\fax (Fax)	51	\FilledTriangleLeft (◀)	57
		\Faxmachine (📠)	51	\FilledTriangleRight (▶)	57
		fc (package)	9, 13	\FilledTriangleUp (▲)	57
		fclfont (package)	83	\FilledWeakRainCloud (🌧)	62
		feet	see \prime and \textquotesingle	\finpartvoice (■)	15
				\finpartvoiceless (■)	15
		\FEMALE (♀)	52	\fint (f)	25
		\Female (♀)	52	\fint (f)	26
		\female (♀)	52	\Finv (⊣)	37
		\FemaleFemale (♀♀)	52	\Finv (⊣)	37
		\FemaleMale (⚥)	52	\Fire (🔥)	63
		\Ferli (ⓘ)	61	fish hook	see \strictif
		\Fermi (🔒)	61	\FiveFlowerOpen (✿)	56
		Feynman slashed character nota-		\FiveFlowerPetals (✿)	56
		tion	70	\FiveStar (★)	56
		\FF (♀)	51	\FiveStarCenterOpen (☆)	56
		\FHBOLOGO (▣)	62	\FiveStarConvex (☆)	56
		\FHBOLogo (▣)	62		
		\file (✉)	64		

\FiveStarLines (★)	56	\fourier (○—)	29	\gnapprox (≈)	31
\FiveStarOpen (☆)	56	Fourier transform (F)	see alphabets, math	\gnapprox (≈)	30
\FiveStarOpenCircled (★)	56	\FourStar (◆)	56	\gneq (≥)	31
\FiveStarOpenDotted (★)	56	\FourStarOpen (★)	56	\gneq (≥)	30
\FiveStarOutline (★)	56	\fourth (⅓)	46	\gneqq (≥)	31
\FiveStarOutlineHeavy (★)	56	fractions	47	\gneqq (≥)	30
\FiveStarShadow (☆)	56	fraktur	see alphabets, math	\gnsim (≈)	31
\Fixedbearing (❖)	52	\frown (~~~~)	26	\gnsim (≈)	30
\fixedddots (··)	44	\frownie (⊖)	60	graphics (package)	69
\fixedvdots (·)	44	\Frowny (⊖)	62	graphicx (package)	17, 69
fixmath (package)	79	\FS (L)	51	\grave (˘)	40
\fj (fj)	12	\FullFHBO (𦵃)	62	\gravis (˘)	16
\Flag (↑)	63	\fullmoon (○)	50	greater-than signs	see inequalities
\flap (r)	12	\fullmoon (○)	50	Greek	35, 36
\flapr (r)	12	\fullnote (.)	60	blackboard bold	48
\flat (b)	46, 60			bold	35, 78
\Flatsteel (-)	52			upright	36
florin	see \textflorin			Gregorio, Enrico	70
flowers	56			\GS (↔)	51
\Fog (■■■)	62	\g (esvect package option)	43	\gtrapprox (⪻)	31
font encodings	7, 80, 82	\Game (○)	37	\gtrapprox (⪻)	30
7-bit	7	\Game (○)	37	\gtrdot (>)	31
8-bit	7	\Gammaamma (Γ)	35	\gtrdot (>)	30
ASCII	82	\gammama (γ)	35	\gtreqless (⪻)	31
document	80	\gammamaup (γ)	36	\gtreqless (⪻)	30
Latin 1	82	\Ganz (σ)	60	\gtreqless (⪻)	31
limiting scope of	7	\GaPa (‐)	60	\gtreqless (⪻)	30
LY1	7	\gcd (gcd)	35	\gtreqless (⪻)	31
OT1	7, 9, 13, 72, 79, 80, 82	\ge	see \geq	\gtreqless (⪻)	30
OT2	69	\Gemini (II)	50	\gtreqless (⪻)	31
T1	7, 9, 13, 80	\Gemini (II)	50	\gtreqless (⪻)	30
T4	9, 13, 16	\gemini (II)	50	\guillemotleft («)	9, 81
T5	9, 13	genealogical symbols	60	\guillemotright (»)	9, 81
TS1	82	\geneuro (€)	18	\guilsinglleft (⟨)	9
fontdef.dtx (file)	69, 72	\geneuronarrow (€)	18	\guilsinglright (⟩)	9
fontenc (package)	7, 9, 13, 80	\geneuronwide (€)	18	\gvertneqq (⊟)	31
\fontencoding	7	gensymb (package)	49	\gvertneqq (⊟)	30
fonts, PostScript		\Gentsroom (▮)	58		
Courier	18	geometric shapes	56–58		
Helvetica	18	\geq (≥)	31	H	
Symbol	36, 67	\geq (>)	30, 31	\H (APPLE)	13
Times	18	\geqq (≥)	31	h (esvect package option)	43
Type 1	77	\geqq (≥)	30	\h (˘)	13
Zapf Chancery	48	\geqlslant (≥)	30	\HA (—)	66
Zapf Dingbats	53, 55	\gets	see \leftarrow	\Ha (⤠)	66
\Football (⚽)	58	\gg (»)	31	háček	see accents
\forall (∀)	36	\gg (»)	30	\Hail (✿)	62
\Force (↓)	52	\ggcurly (»)	28	\Halb (đ)	60
\Forward (►)	61	\ggg (»)	31	\HalfCircleLeft (◐)	57
\ForwardToEnd (►)	61	\ggg (»)	30	\HalfCircleRight (◑)	57
\ForwardToIndex (►►)	61	\ggg (» vs. »)	68	\HalfFilledHut (◐)	63
\FourAsterisk (✖)	56	\gggr	see \ggg	\halflength (')	17
\FourClowerOpen (✿)	56	Gibbons, Jeremy	85	\halfnote (♪)	60
\FourClowerSolid (✿)	56	\gimel (J)	36	\HalfSun (☀)	62
\Fourier (—○)	29	\girl (♀)	50	Hamiltonian (ℋ)	see alphabets, math
		\glotstop (?)	12	\HandCuffLeft (⌚)	54
		\glottal (?)	12	\HandCuffLeftUp (⌚)	54
		\gluon (~~~~~)	49		

\HandCuffRight (⌚)	54	\Hibl (ⓘ)	66	\Hslash (＼)	66
\HandCuffRightUp (⌚)	54	\Hibp (ⓘ)	66	\hslash (ḥ)	37
\HandLeft (Ⓣ)	54	\Hibs (ⓘ)	66	\Hsv (ⓘ)	66
\HandLeftUp (⌚)	54	\Hibw (ⓘ)	66	\HT (Ⓣ)	66
\HandPencilLeft (ⓘ)	54	hierogl (package)	66, 83, 84	\HT (T)	51
\HandRight (ⓧ)	54	hieroglyphics	66	\Ht (ⓘ)	66
\HandRightUp (⌚)	54	Hilbert space (H)	see alphabets, math	\Hten (ⓘ)	66
hands	54	\hill (ⓘ)	16	\Hthousand (ⓘ)	66
\Handwash (🛁)	62	\HJ (ⓘ)	66	\Htongue (ⓘ)	66
\HaPa (-)	60	\Hj (ⓘ)	66	\HU (ⓘ)	66
harmony (package)	60, 61, 83, 84	\HK (ⓘ)	66	\Hu (ⓘ)	66
harpoons	32–34	\Hk (ⓘ)	66	Hungarian umlaut	see accents
\hash (#)	46	\hksqrt (ⓘ)	71	\Hut (ⓘ)	63
hash mark	see \#	\HL (ⓘ)	66	\HV (ⓘ)	66
\hat (ⓘ)	40	\HL (ⓘ)	66	\Hv (ⓘ)	66
\hausaB (B)	12	\HM (ⓘ)	66	\hv (hv)	12
\hausab (b)	12	\Hm (ⓘ)	66	\Hvbar (ⓘ)	66
\hausaD (D)	12	\Hman (ⓘ)	66	\HW (ⓘ)	66
\hausad (d)	12	\Hmillion (ⓘ)	66	\Hw (ⓘ)	66
\hausaK (K)	12	\Hms (ⓘ)	66	\HX (ⓘ)	66
\hausak (k)	12	\HN (ⓘ)	66	\Hx (ⓘ)	66
\HB (ⓘ)	66	\Hn (ⓘ)	66	\HXthousand (ⓘ)	66
\Hb (ⓘ)	66	\HO (ⓘ)	66	\HY (ⓘ)	66
\HBar (-)	57	\Ho (ⓘ)	66	\Hy (ⓘ)	66
\hbar (h)	36, 37, 69	Holt, Alexander	1, 82	hyphen, discretionary	82
\HC (ⓘ)	66	\holter (ⓘ)	44	\HZ (ⓘ)	66
\Hc (ⓘ)	66	holtpolt (package)	44, 83	\Hz (ⓘ)	66
\HCthousand (ⓘ)	66	\hom (hom)	35	I	
\HD (ⓘ)	66	\Hone (i)	66	\i (i)	13
\Hdual (ⓘ)	66	\hookb (ⓘ)	12	\ibar (i)	12
\HE (ⓘ)	66	\hookd (ⓘ)	12	IBM	51, 80
\He (ⓘ)	66	\hookd (d)	12	\IceMountain (ⓘ)	63
\Heart (ⓘ)	62	\hookg (ⓘ)	12	\iddots (ⓘ)	45, 72
hearts (suit)	46, 59	\hookh (ⓘ)	12	\idotsint (ⓘ)	23
\heartsuit (ⓘ)	46	\hookheng (ⓘ)	12	\idotsint (ⓘ)	25
Hebrew	36, 48	\hookleftarrow (ⓘ)	32	\iff . see \Longleftrightarrow	
Helvetica (PostScript font)	18	\hookrevepsilon (ⓘ)	12	ifsym (package)	49, 57, 62, 63, 68,
\HERMAPHRODITE (ⓘ)	52	\hookrightarrow (ⓘ)	32	83, 84	
\Hermaphrodite (ⓘ)	52	Horn, Berthold	48	\iiint (ⓘ)	23
\hexagon (○)	56	\HP (ⓘ)	66	\iiint (ⓘ)	25
\Hexasteel (ⓘ)	52	\Hp (ⓘ)	66	\iiint (ⓘ)	26
\hexstar (*)	55	\Hplural (ⓘ)	66	\iiint (ⓘ)	24
\HF (F)	49	\Hplus (ⓘ)	66	\iiint (ⓘ)	23
\HF (ⓘ)	66	\HQ (ⓘ)	66	\iiint (ⓘ)	23, 25
\Hf (ⓘ)	66	\Hq (ⓘ)	66	\iiint (ⓘ)	26
\HG (ⓘ)	66	\Hquery (ⓘ)	66	\iiint (ⓘ)	24
\Hg (ⓘ)	66	\HR (ⓘ)	66	\iiint (ⓘ)	23
\HH	61	\Hr (ⓘ)	66	\iiint (ⓘ)	23, 25
\HH (ⓘ)	66	\HS (ⓘ)	66	\iiint (ⓘ)	26
\Hh (ⓘ)	66	\Hs (ⓘ)	66	\Im (ⓘ)	36
\Hhundred (ⓘ)	66	\Hscribe (ⓘ)	66	\im (j)	37
\HI (ⓘ)	66			\imath (i)	36, 40
\Hi (ⓘ)	66				

\impliedby . <i>see</i> \Longleftarrow	
\implies . <i>see</i> \Longrightarrow and \vdash	
impulse train <i>see</i> sha	
\in (\in) 37	
\in (\in) 36	
inches <i>see</i> \second and \textquotedbll	
independence	J
probabilistic 71	\j (j) 13
statistical 71	\JackStar (♣) 56
stochastic <i>see</i> \bot	\JackStarBold (♦) 56
\independent (⊤) 71	Jewish star 55, 56
\Industry (✉) 58	\jmath (j) 36, 40
inequalities 8, 30, 31	\Joch (◊) 63
inexact differential <i>see</i> \dbar	\Join (⋈) 26, 27
\inf (inf) 35	\joinrel 69
\Info (ⓘ) 58	\Jupiter (♃) 50
information symbols 58	\Jupiter (♄) 50
informator symbols 64	\jupiter (♄) 50
\infty (∞) 46	K
\infty (∞) 46	\k (█) 13
\inipartvoice (▀) 15	\kappa (κ) 35
\inipartvoiceless (▀) 15	\kappaup (κ) 36
\injlim (injlim) 35	\ker (ker) 35
\inplus (⊕) 27	\Keyboard (⌨) 51
\int (ʃ) 24	king <i>see</i> chess symbols
\int (ʃ) 23	knight <i>see</i> chess symbols
integers (\mathbb{Z}) <i>see</i> alphabets, math	Knuth, Donald E. 7, 80, 85
integrals 23–26, 71	symbols by 58, 61
integrals (wasysym package option)	\Kr (█) 61
. 23	\kreuz (✖) 60
\intercal (⊜) 21	\kside (») 64
\interleave () 21	\Kutline (---) 53
intersection <i>see</i> \cap	L
\Interval (⌚) 63	\L (Ⓛ) 9
\inva (ゑ) 12	\l (ℓ) 9
\invamp (ߵ) 21	\labdentalnas (ນ) 12
\invdiameter (߶) 60	\label 16
\inve (܂) 12	\Ladiesroom (܂) 58
\InversTransformHoriz (●○) 29	Lagrangian (\mathcal{L}) <i>see</i> alphabets,
\InversTransformVert (○) 29	math
\invf (܂) 12	\Lambda (Λ) 35
\invglotstop (܂) 12	\lambda (λ) 35
\invh (܂) 12	\lambdabar (܂) 46
\invlegr (܂) 12	\lambdaslash (܂) 46
\invm (܂) 12	\lambdaup (λ) 36
\invneg (܂) 27	Lamport, Leslie 82, 85
\invr (܂) 12	\land <i>see</i> \wedge
\invscr (܂) 12	\landdownint (܂) 26
\invscripta (܂) 12	\landupint (܂) 26
\invv (܂) 12	\Langle (⟨) 48
\invw (܂) 12	\lAngle (⟨) 39
\invy (܂) 12	\language (⟨) 20, 38
\iota (݂) 35	\Laplace (⦿) 29
\iotaup (݂) 36	\laplace (○⦿) 29
\ipagamma (܂) 12	
	Laplace transform (\mathcal{L}) <i>see</i>
	alphabets, math
	Laplacian (Δ) <i>see</i> \Delta
	Laplacian (∇^2) <i>see</i> \nabla
	 \largepencil (↓) 54
	\larrowfill 43
	\Laserbeam (✳) 52
	LATeX 1, 7, 23, 35, 38, 42, 44, 46, 53, 64, 67, 69, 70, 72–74, 77, 78, 80, 82, 83, 85
	LATeX2e 1, 7, 8, 18–20, 26, 29, 32, 41, 44, 46, 48, 62, 67–69, 71, 72, 76, 77, 79–82, 85
	\latexsym (package) 20, 26, 29, 32, 46, 67, 83, 84
	\latfric (†) 12
	Latin 1 7, 80, 82
	table 81
	laundry symbols 62
	\Lbag (⠇) 37
	\lbag (⠇) 37
	\lbbbbrack (⠇) 39
	\Lbrack (⠇) 48
	\lBrack (⠇) 39
	LCD digits 49
	\lCeil (⠇) 39
	\lceil (⠇) 38
	\lcm (lcm) 78
	\lcorners (⠇) 37
	\ldotp (.) 44
	\ldots (..) 44
	\le <i>see</i> \leq
	\leadsto (↝) 27, 32
	leaf <i>see</i> \textleaf
	\left 38, 39
	\LEFTarrow (◀) 60
	\Leftarrow (⟲) 20, 32
	\leftarrow (←) 33
	\leftarrowtail (⤠) 32
	\leftarrowtriangle (⤠) 33
	\leftbarharpoon (⤠) 34
	\LEFTCIRCLE (◐) 60
	\LEFTcircle (◑) 60
	\Leftcircle (◐) 60
	\leftharpoondown (⤠) 34
	\leftharpoondown (⤠) 32
	\leftharpoonup (⤠) 34
	\leftharpoonup (⤠) 32
	\leftharpoonup (⤠) 32
	\leftleftarrows (⤠⤠) 33
	\leftleftarrows (⤠⤠) 32
	\leftleftharpoons (⤠⤠) 34
	\leftmoon (܂) 50
	\leftmoon (܂) 50
	\leftfp (܂) 17
	\leftpointright (⤠⤠) 54

\Leftrightarrow (↔)	32	\LF (◻)	51	\lnot	see \neg
\leftrightsquigarrow (↭)	33	\lfilet (')	39	\lnsim (≿)	31
\leftarrow (←)	32	\lfloor (⌋)	39	\lnsim (≿)	30
\leftarroweq (↭)	33	\lfloor (⌊)	38	local ring (𝓞) <i>see alphabets, math</i>	
\leftarrowsw (⤒)	33	\lg (lg)	35	\log (log)	35, 78
\leftarrows (⤒)	32	\lgroupt (ⓘ)	38	log-like symbols	35, 78
\leftarrowtriangle (⤒)	33	\LHD (◀)	21	logical operators	
\lefttharpoon (⤑)	34	\lhd (◁)	20, 21	and	see \wedge
\lefttharpoons (⤑)	34	\lhd bend (⤑)	58	not	see \neg and \sim
\lefttharpoons (⤑)	33	\Libra (♎)	50	or	see \vee
\lefttharpoonsfill (⤑)	43	\libra (♎)	50		
\leftrightsquigarrow (⤒)	33	\lightbulb (💡)	77	\logof (⊗)	27
\leftrightsquigarrow (⤒)	32	\lightbulb.map (file)	83	lollipop	see \multimap
\Leftscissors (✂)	53	\lightbulb.mf (file)	74–76, 83	long division	41
\leftslice (⤑)	21	\lightbulb.sty (file)	77	longdiv (package)	41
\leftsquigarrow (⤒)	33	\lightbulb10.2602gf (file)	76	\Longleftarrow (⤒)	32
\leftsquigarrow (⤒)	33	\lightbulb10.dvi (file)	76	\Longleftarrow (⤒)	32
\lefttt (⤑)	17	\lightbulb10.mf (file)	74–76, 83	\Longleftarrow (⤒)	32
\leftthreetimes (⤑)	46	\lightbulb10.tfm (file)	77	\Longleftarrow (⤒)	62
\leftthreetimes (⤑)	21	\Lightning (⚡ vs. ⚡)	68	\longleftarrow (⤒)	32
\leftthumbsdown (⤑)	54	\Lightning (⚡)	51	\Longmapsfrom (⤒)	33
\leftthumbsup (⤑)	54	\Lightning (⚡)	62	\Longmapsfrom (⤒)	33
\lefttorightarrow (⤒)	33	\lightning (⚡)	33	\Longmapsto (⤒)	33
\Lefttorque (⌈)	52	\lightning (⚡ vs. ⚡)	68	\Longmapsto (⤒)	32
\leftturn (⤑)	60	\lightning (⚡)	60	\LongPulseHigh (□)	49
legal symbols	8, 18, 81	\lim (lim)	35, 78	\LongPulseLow (□)	49
\legm (✉)	12	\liminf (lim inf)	35, 78	\Longrightarrow (⤒)	32
\legr (✉)	12	limits	35	\Longrightarrow (⤒)	32
\length (?)	17	\limsup (lim sup)	35, 78	\looparrowdownleft (⤠)	33
\Leo (♌)	50	linear implication	<i>see \multimap</i>	\looparrowdownright (⤠)	33
\leo (♌)	50	\LineLoad (⤠)	52	\looparrowleft (⤠)	33
\leq (≤)	31	linguistic symbols	10–13	\looparrowleft (⤠)	32
\leq (≤)	30, 31	\lJoin (⋈)	27	\looparrowright (⤠)	33
\leqq (≤)	31	\ll (⋘)	31	\looparrowright (⤠)	32
\leqq (≤)	30	\ll (⋘)	30	\Loosebearing (Δ)	52
\leqslant (≤)	30	\lap	72	\lor	see \vee
less-than signs	<i>see inequalities</i>	\lbracket (⟦)	39	\LowerDiamond (◆)	57
\lessapprox (≾)	31	\lceil (⌈)	37	lowering	see \textlowering
\lessapprox (≾)	30	\lcorner (⌜)	37	\lozenge (◊)	46
\lessdot (≺)	31	\lcorner (⌞)	37	\lparen (⟨)	48
\lessdot (≺)	30	\lcurly (⋘)	28	\lrcorner (⌞)	37
\lesseqgtr (≤)	31	\leftarrow (⤒)	32	\lrcorner (⌞)	37
\lesseqgtr (≤)	30	\lfloor (⌋)	37	\lJoin	<i>see \Join</i>
\lesseqgtr (≤)	31	\lceil (⌉)	31	\lrtimes (⊛)	27
\lesseqgtr (≤)	30	\lceil (⋘)	30	\lsh (⤑)	33
\lesseqgtr (≤)	31	\lceil (⋘ vs. ☋)	68	\lsh (⤑)	32
\lesseqgtr (≤)	30	\less (≺)	<i>see \lceil</i>	\lsteel (Ｌ)	52
\lessgtr (≾)	31	\less (≺)	37	\ltimes (⊗)	22
\lessgtr (≾)	30	\lless	<i>see \lceil</i>	\ltimes (⊗)	21
\lessim (≾)	31	\lparen (⟨)	37	\ltrip (⊛)	40
\lessim (≾)	30	\lvert (⠄)	38	Luecking, Dan	71
\Letter (✉)	63	\ln (ln)	35	\lvert (⠄)	39
\Letter (✉ vs. ✉)	68	\lnapprox (≿)	31	\lvert (⠄)	39
\Letter (✉)	51	\lnapprox (≿)	30	\lvert (⠄)	39
letter-like symbols	36, 37	\lneq (≠)	31	\lvertneqq (⊏)	31
letters	<i>see alphabets</i>	\lneq (≠)	30	\lvertneqq (⊏)	30
barred	69	\lneqq (⊏)	31	\lz (⠄)	12
non-ASCII	9	\lneqq (⊏)	30	M	
slashed	70	\lneqq (⊏)	31	\M	
variant Latin	36	\lneqq (⊏)	30		9

\M (-)	64	marvosym (package)	18, 45, 50–53 58, 61, 62, 68
\m	9	matbbol (package)	48
\m (-)	64	\mate (#)	64
\ma (✉)	64	material biconditional	
macron	see accents see \leftrightarrow and \equiv	
\macron (▀)	16	material conditional	see \rightarrow and \supset
majuscules	35	material equivalence	
\makeatletter	72 see \leftrightarrow and \equiv	
\makeatother	72	material implication	see \rightarrow and \supset
\MALE (♂)	52	math alphabets	48
\Male (♂)	52	math-text	20
\male (♂)	52	mathabx (package)	22, 24, 26, 28–31, 33, 34, 37–40, 43, 45, 46, 50, 58, 67, 68, 83, 86
\MaleMale (♂♂)	52	\mathaccent	70
\maltese (✠)	9	\mathbb	48
\manboldkidney (◎)	61	\mathbbm	48
\manconcentriccircles (◎◎)	61	\mathbbms	48
\manconcentricdiamond (❖❖)	61	\mathbbmtt	48
\mancone (◊)	61	\mathbbol (package)	48
\mancube (▣)	61	\mathbf	79
\manerrarrow (↖→)	61	\mathbin	77
\manfilledquartercircle (▣)	61	\mathbold	79
manfnt (package)	58, 61, 83, 84	mathcal (euscript package option)	48
\manhpennib (▬)	61	\mathcal	48
\imanimpossiblecube (❖❖)	61	\mathcent (¢)	37
\mankidney (◎)	61	\mathchoice	70, 71
\manlhpennidney (◎)	61	\mathclose	77
\manpenkidney (◎)	61	mathcomp (package)	45
\manquadrifolium (❖)	61	\mathdollar (\$)	20
\manquartercircle (◊)	61	mathdots (package)	44, 45, 72, 83, 84
\manrotatedquadrifolium (❖)	61	\mathds	48
\manrotatedquartercircle (↷)	61	\mathellipsis (...)	20
\manstar (★)	61	mathematical symbols	20–48
\mantiltPennib (▬)	61	\mathfrak	48
\mantriangledown (▼)	61	\mathit	48
\mantriangleright (►)	61	\mathnormal	48
\mantriangleup (▲)	61	\mathop	77
\manvpennib (▬)	61	\mathopen	77
\Mappedfromchar ()	34	\mathord	77
\mappedfromchar ()	34	\mathpalette	71
\Mapsfrom (↔)	33	\mathparagraph (¶)	20
\mapsfrom (↔)	33	\mathpunct	77
\Mapsfromchar ()	34	\mathpzc	48
\Mapsfromchar ()	34	\mathrel	69, 77
\mapsfromchar ()	34	\mathring (▀)	40, 41
\mapsfromchar ()	34	\mathrm	48
\Mapsto (⇒)	33	mathrsfs (package)	48, 83
\mapsto (→)	32	mathscr (euscript package option)	48
\Mapstochar ()	34	\mathscr	48
\Mapstochar ()	34		
\mapstochar ()	34		
\markerA (✗)	64		
\markerB (○)	64		
married	see \textmarried		
\Mars (♂)	50		
\Mars (♀)	50		
\mars (♂)	50		
\MartinVogel (⌚)	62		
		\mathsection (§)	20
		\mathsterling (£)	20, 37
		\mathunderscore (_)	20
		\max (max)	35
		Maxwell-Stefan diffusion coefficient	see \DH
		\maya	45
		\Mb (Ⓜ)	64
		\mb (Ⓜ)	64
		\MbB (ⓂⓂ)	64
		\mbB (ⓂⓂ)	64
		mbboard (package)	48, 83
		\mbbx (ℳℳ)	64
		\mbox	71, 72
		\measuredangle (⦢)	46
		\measuredangle (⦣)	46
		mechanical scaling	74, 77
		\medbullet (●)	21
		\medcirc (○)	21
		\Mercury (☿)	50
		\Mercury (☿)	50
		\mercury (☿)	50
		\merge (ℳ)	21
		METAFONT	48, 74–77
		METAFONTbook symbols	61
		metre (package)	16, 40, 64, 83, 84
		metre	64
		metrical symbols	64
		\mho (℧)	46
		micro	see \textmu
		\micro (μ)	49
		Microsoft Windows	80
		\mid ()	26
		\middle	38
		\midtilde (~)	17
		\min (min)	35, 78
		minus	see \textminus
		\minuso (⊖)	21
		minutes, angular	see \prime
		miscellaneous symbols	46, 58–66
		“Missing \$ inserted”	20
		\Mmappedfromchar ()	34
		\mmappedfromchar ()	34
		\Mmapstochar ()	34
		\mmapstochar ()	34
		\Mobilefone (📱)	51
		\mod	35
		\models (\models)	26, 69
		moduli space	see alphabets, math
		monetary symbols	17, 18, 48
		\moo (±)	21
		\Moon (⌚⌚)	50
		\Moon (⌚⌚)	50
		\morepawns (>)	64
		\moreroom (⌚⌚)	64

\Mountain (\blacktriangle)	63	\ndashVv (\textendash)	28	\niupsilon (\wp)	12
mouse see \ComputerMouse		\ne	see \neq	\niv (\textlrcorner)	38
\MoveDown (\blacktriangledown)	61	\Nearrow (\nearrow)	33	\nj ($\text{\textit{n}}$)	12
\moverlay	72	\nearrow (\nearrow)	33	\nLeftarrow (\textleftarrow)	33
\MoveUp (\blacktriangle)	61	\nearrow (\nearrow)	32, 71, 72	\nLeftarrow (\textleftarrow)	32
\mp (\mp)	20	\neg (\neg)	46	\nleftarrow (\textleftarrow)	33
\mu (μ)	35	negation	see \neg and \sim	\nleftarrow (\textleftarrow)	32
\multimap (\multimap)	26, 27	\Neptune (Ψ)	50	\nleftrightarrow ($\text{\textleftrightarrow}$)	33
\multimapboth ($\multimap\text{\textcircled{o}}$)	27	\Neptune (Ψ)	50	\nleftrightarrow ($\text{\textleftrightarrow}$)	32
\multimapbothvert ($\multimap\text{\textcircled{j}}$)	27	\neq (\neq)	28	\nleftrightarrow ($\text{\textleftrightarrow}$)	33
\multimapdot ($\multimap\text{\textcircled{e}}$)	27	\neq (\neq)	30	\nleftrightarrow ($\text{\textleftrightarrow}$)	20, 32
\multimapdotboth ($\multimap\text{\textcircled{ee}}$)	27	\neqslantgtr (\textlessgtr)	31	\nleq (\textlessgtr)	31
\multimapdotbothAvert ($\multimap\text{\textcircled{d}}$)	27	\neqslantless (\textlessless)	31	\nleq (\textlessgtr)	30, 31
\multimapdotbothBvert ($\multimap\text{\textcircled{c}}$)	27	\nequiv (\textequiv)	28	\nleqq (\textlessless)	31
\multimapdotbothBvert ($\multimap\text{\textcircled{b}}$)	27	\nesarrow (\textleftarrow)	71, 72	\nleqslant (\textlessgtr)	30
\multimapdotbothvert ($\multimap\text{\textcircled{a}}$)	27	\Neutral ($\text{\textcircled{o}}$)	52	\nless (\textless)	31
\multimapdotinv ($\multimap\text{\textcircled{b}}$)	27	\newmoon ($\text{\textcircled{b}}$)	50	\nless (\textless)	30
\multimapinv ($\multimap\text{\textcircled{a}}$)	27	\newmoon ($\text{\textcircled{b}}$)	50	\nlessapprox (\textlessapprox)	31
multiple accents per character	72	\newtie ($\text{\textcircled{b}}$)	13	\nlessapprox (\textlessapprox)	30
\Mundus ($\text{\textcircled{b}}$)	62	\nexists ($\text{\textcircled{b}}$)	37	\nlessgtr (\textlessgtr)	30
musical symbols	19, 46, 60, 61	\nexists ($\text{\textcircled{b}}$)	37	\nlessssim (\textlessssim)	31
musixtex (package)	60, 61	\NG ($\text{\textcircled{l}}$)	9	\nlessssim (\textlessssim)	30
\muup (μ)	36	\ng ($\text{\textcircled{y}}$)	9	\nll ($\text{\textcircled{b}}$)	30
\MVAt (@)	62	\ngeq ($\text{\textcircled{b}}$)	31	\nmid ($\text{\textcircled{f}}$)	27
\MVEight (8)	45	\ngeq ($\text{\textcircled{b}}$)	30, 31	\nnarrow ($\text{\textcircled{b}}$)	33
\MVFive (5)	45	\ngeqq ($\text{\textcircled{b}}$)	31	\nnarrow ($\text{\textcircled{b}}$)	33
\MVFour (4)	45	\ngeqq ($\text{\textcircled{b}}$)	30	\NoBleech ($\text{\textcircled{x}}$)	62
\MVNine (9)	45	\ngeqlant ($\text{\textcircled{b}}$)	30	\NoChemicalCleaning ($\text{\textcircled{o}}$)	62
\MVOne (1)	45	\ngg ($\text{\textcircled{b}}$)	30	nintegrals (wasysym package op-	
\MVSeven (7)	45	\ngtr ($\text{\textcircled{b}}$)	31	tion)	23
\MVSix (6)	45	\ngtr ($\text{\textcircled{b}}$)	30	\NoIroning ($\text{\textcircled{a}}$)	62
\MVTthree (3)	45	\ngtrapprox ($\text{\textcircled{b}}$)	31	non-commutative division	44
\MVTtwo (2)	45	\ngtrapprox ($\text{\textcircled{b}}$)	30	norm see \lVert and \rVert	
\MVZero (0)	45	\ngtrless ($\text{\textcircled{b}}$)	30	\NoSun ($\text{\textcircled{b}}$)	62
N					
\nabla (∇)	46	\ngtrsim ($\text{\textcircled{b}}$)	31	not	see \neg
\NAK ($\text{\textcircled{s}}$)	51	\ngtrsim ($\text{\textcircled{b}}$)	30	\not	28
\napprox ($\text{\textcircled{z}}$)	28	\ni ($\text{\textcircled{z}}$)	36	\not equal (\neq vs. \neq)	28
\napproxeq ($\text{\textcircled{z}}$)	28	\nialpha (α)	12	\notasymp ($\text{\textcircled{z}}$)	28
\nasympt ($\text{\textcircled{z}}$)	28	\nibar	see \ownsbar	\notbackslash ($\text{\textcircled{z}}$)	51
nath (package)	38–40, 83	\nibeta (β)	12	\notbot ($\text{\textcircled{z}}$)	37
\natural (\natural)	46, 60	\NibLeft ($\text{\textcircled{z}}$)	54	\notdivides ($\text{\textcircled{z}}$)	28
natural numbers (\mathbb{N})	see alphabets, math	\NibRight ($\text{\textcircled{z}}$)	54	\notequiv ($\text{\textcircled{z}}$)	28
navigation symbols	61	nibs	54	\notinin ($\text{\textcircled{z}}$)	37
\nbacksim ($\text{\textcircled{z}}$)	28	\NibSolidLeft ($\text{\textcircled{z}}$)	54	\notinin ($\text{\textcircled{z}}$)	37
\nbacksimeq ($\text{\textcircled{z}}$)	28	\NibSolidRight ($\text{\textcircled{z}}$)	54	\notni ($\text{\textcircled{z}}$)	37
\nBumpeq ($\text{\textcircled{z}}$)	28	\nicefrac (package)	47, 83, 84	\notowner ($\text{\textcircled{z}}$)	37
\nbumppeq ($\text{\textcircled{z}}$)	28	\nichi ($\text{\textcircled{y}}$)	12	\notowns see \notowner and	
\ncong ($\text{\textcircled{z}}$)	28	\niepsilon (ε)	12	\notni	
\ncong ($\text{\textcircled{z}}$)	27	\nigamma (γ)	12	\notperp ($\text{\textcircled{z}}$)	28
\ncurlyeqprec ($\text{\textcircled{z}}$)	28	\niota ($\text{\textcircled{i}}$)	12	\notslash ($\text{\textcircled{z}}$)	51
\curlyeqsucc ($\text{\textcircled{z}}$)	28	\nilambda (λ)	12	\nottop ($\text{\textcircled{z}}$)	37
\DashV ($\text{\textcircled{z}}$)	28	\niomega (ω)	12	\NoTumbler ($\text{\textcircled{z}}$)	62
\Dashv ($\text{\textcircled{z}}$)	28	\niphil (ϕ)	12	\novelty ($\text{\textcircled{N}}$)	64
\dashv ($\text{\textcircled{z}}$)	28	\niplus (\oplus)	27	\parallel ($\text{\textcircled{z}}$)	27
\dashv ($\text{\textcircled{z}}$)	28	\nisigma (σ)	12	\nplus ($\text{\textcircled{z}}$)	21
\dashv ($\text{\textcircled{z}}$)	28	\nitheta (θ)	12	\nprec ($\text{\textcircled{z}}$)	28
\dashv ($\text{\textcircled{z}}$)	28			\nprec ($\text{\textcircled{z}}$)	27

\nprecapprox (⌚)	28	\ntriangleleft (⌚)	31	\OE (E)	9
\nprecapprox (⌚)	28	\ntrianglelefteq (⌚)	31	\oe (œ)	9
\npreccurlyeq (⌚)	28	\ntrianglelefteq (⌚)	31	\officialeuro (€)	18
\npreccurlyeq (⌚)	28	\ntrianglelefteqslant (⌚)	31	\offinterlineskip	70
\npreceq (⌚)	28	\ntriangleright (⌚)	31	ogonek	see accents
\npreceq (⌚)	27	\ntriangleright (⌚)	31	\ogreaterthan (⌚)	21
\npreceqq (⌚)	28	\ntrianglerighteq (⌚)	31	\ohill (⌚)	16
\nprecsim (⌚)	28	\ntrianglerighteq (⌚)	31	ohm	see \textohm
\nprecsim (⌚)	28	\ntrianglerighteq (⌚)	31	\ohm (Ω)	49
\nrightarrow (⇒)	33	\ntrianglerighteq (⌚)	31	\Ohne (⌚)	61
\nrightarrow (⇒)	32	\ntwoheadleftarrow (↔)	28	\OHORN (O)	9
\nrightarrow (↔)	33	\ntwoheadrightarrow (↔)	28	\ohorn (σ)	9
\nrightarrow (↔)	32	\nu (ν)	35	\oiint (⨍)	25
\nshortmid (⋮)	27	null set	46	\oiintclockwise (⨍)	25
\nshortparallel (⋮)	27	number	see \textnumero	\oiintctrcclockwise (⨍)	25
\nsim (⌚)	28	number sets	see alphabets, math	\oint (∮)	24
\nsim (⌚)	27	numbers	see digits	\oint (∮)	23, 25
\nsimeq (⌚)	28	\nuup (ν)	36	\oint (∮)	26
\nsimeq (⌚)	28	\vareq (⌚)	31	\ointclockwise (∮)	25
\nsqSubset (⫋)	30	\varparallel (⋈)	28	\ointctrcclockwise (∮)	25
\nsqsubset (⫋)	30	\varparallelinv (⋈)	28	\oint (∮)	24
\nsqsubset (⫋)	29	\nVDash (ℳ)	28	\oint (∮)	23
\nsqsubseteq (⫋)	30	\nVDash (ℳ)	27	\ointclockwise (∮)	25
\nsqsubseteq (⫋)	29	\nVdash (ℳ)	28	\ointctrcclockwise (∮)	26
\nsqsubseteqq (⫋)	30	\nVdash (ℳ)	28	\oint (∮)	25
\nsqSupset (⫌)	30	\nvDash (ℳ)	27	\ointclockwise (∮)	26
\nsqsupset (⫌)	30	\nvDash (ℳ)	27	\ointctrcclockwise (∮)	25
\nsqsupset (⫌)	29	\nvDash (ℳ)	28	\oint (∮)	26
\nsqsupseteq (⫌)	30	\nvDash (ℳ)	27	old-style digits	19
\nsqsupseteq (⫌)	29	\nvDash (ℳ)	27	\oldstylenums	19
\nsqsupseteqq (⫌)	29	\nvDash (ℳ)	28	\oleft (⌚)	22
\nsqsupseteqq (⫌)	30	\Nwarrow (↖)	33	\olessthan (⌚)	21
\nSubset (⫋)	30	\nwarrow (↖)	33	\Omega (Ω)	35
\nSubset (⫋)	29	\nwarrow (↖)	32, 71	\omega (ω)	35
\nsubset (⫋)	30	\nwsearrow (↖)	71	\omegaap (ω)	36
\nsubseteq (⫋)	30	O		\ominus (⊖)	22
\nsubseteq (⫋)	29	\o (Ø)	9	\ominus (⊖)	20
\nsubseteqq (⫋)	30	\o (ø)	9	\onlymove (□)	64
\nsubseteqq (⫋)	29	\o (o)	35	\oo (oo)	64
\nsucc (⌚)	28	\oasterisk (⊗)	22	\oo (∞)	12
\nsuccapprox (⌚)	27	\obackslash (⌚)	22	\open (□)	17
\nsuccapprox (⌚)	28	\obar (⌚)	21	\openJoin (×)	27
\nsucccurlyeq (⌚)	28	\obelus (—)	64	\openo (○)	12
\nsucccurlyeq (⌚)	28	\obelus (—)	64	\openo (○)	12
\nsuccceq (⌚)	28	\obelus* (⌚)	64	\openo (○)	12
\nsuccceq (⌚)	27	\obelus* (⌚)	64	\opentimes (×	27
\nsuccceqq (⌚)	28	\oblong (□)	21	operators	
\nsucccsim (⌚)	28	\obot (⊕)	22	binary	20–22
\nsucccsim (⌚)	28	\obslash (⌚)	21	logical	see logical operators
\nSupset (⫌)	30	\ocirc (⌚)	22	set	see set operators
\nSupset (⫌)	29	\circle (○)	21	\oplus (⊕)	22
\nupset (⌚)	30	\ocoasterisk (⊗)	22	\oplus (⊕)	20, 67
\nupseteq (⌚)	30	\octagon (⌚)	56	\opposbishops (⌚)	64
\nupseteq (⌚)	29	\Octosteel (●)	52	\opposition (⌚)	50
\nupseteqq (⌚)	30	\od (■)	16	optical scaling	74
\nupseteqq (⌚)	29	\odiv (⊕)	22	options	see package options
ntheorem (package)	46	\odot (⊙)	22	or	see \vee
\nthickapprox (⌚)	28	\odot (⊙)	20	\right (⌚)	22
\ntriangleleft (⌚)	31	\odplus (⊕)	22		

\OrnamentDiamondSolid	(❖)	. 59
orthogonal to	see \bot
\oslash	(∅)	. 22
\oslash	(∅)	. 20
\otimes	(⊗)	. 22
\otimes	(⊗)	. 20
\otop	(⊕)	. 22
\triangleup	(◎)	. 22
ovals	57
\ovee	(◎)	. 21
\overarc	(■)	. 16
\overbrace	(■)	. 43
\overbrace	(■)	. 41
\overbracket	(■)	. 42
\overbracket	(■)	. 73
\overbridge	(■)	. 15
\overgroup	(■)	. 43
\overleftarrow	(■)	. 41
\overleftrightarrow	(■)	. 42
\overline	(■)	. 20, 41
\overparenthesis	(■)	. 73
\overrightarrow	(■)	. 41
overrightarrow (package)	41, 83
\overrightarrow	(■)	. 41
\overring	(°)	. 17
\void	(○)	. 22
\owedge	(◎)	. 21
\owns	see \ni
\owns	(Ξ)	. 37
\ownsbar	(Ξ)	. 37

P

\P	(¶)	. 8, 81
\p	(.)	. 64
\p@	72
package options		
a	(esvect)	. 43
bbgreekl	(mathbbol)	. 48
b	(esvect)	. 43
c	(esvect)	. 43
d	(esvect)	. 43
e	(esvect)	. 43
f	(esvect)	. 43
g	(esvect)	. 43
h	(esvect)	. 43
integrals	(wasysym)	. 23
mathcal	(euscript)	. 48
mathscr	(euscript)	. 48
nointegrals	(wasysym)	. 23
sans	(dsfont)	. 48
varg	(txfonts/pxfonts)	. 36
packages		
accents	73, 83, 84
amsbsy	79
amsfonts	20, 26, 29, 32, 46, 48	
amsmath	7, 35, 78

amssymb	7, 20, 26, 29, 32, 46, 48, 83, 84, 86
amstext
arcs
ar
ascii	51, 80, 83
bbding	53–57, 59, 68, 83, 84
bbm
bbold
bm	79, 83, 84
braket
calrsfs
cancel
cclicenses	18, 83, 84
chemarrow	34, 43, 83
chemarr	42, 83, 84
dblaccnt
dictsym	66, 83, 84
dingbat	54, 58, 68, 83, 84
dsfont
emphed	42, 83, 84
esint
esvect
eufrak
eurosym	18, 83, 84
euscript	48, 83, 84
extarrows	44, 83, 84
extraipa
fclfont
fc	9, 13
fixmath
fontenc	7, 9, 13, 80
gensymb
graphics
graphicx	17, 69
harmony	60, 61, 83, 84
hierogl	66, 83, 84
holtpolt
ifsym	49, 57, 62, 63, 68, 83, 84
isoent
latexsym	20, 26, 29, 32, 46, 67, 83, 84
manfnt
marvosym	18, 45, 50–53, 58, 61, 62, 68
matbbol
mathabx	22, 24, 26, 28–31, 33, 34, 37–40, 43, 45, 46, 50, 58, 67, 68, 83, 86
mathbbol
mathcomp
mathdots	44, 45, 72, 83, 84
mathrsfs
mbboard
metre	16, 40, 64, 83, 84
musixtex
nath	38–40, 83
nicefrac	47, 83, 84
ntheorem

overrightarrow
phaistos
phonetic	12, 16, 69, 83
pifont	10, 53–56, 58, 59, 67, 83, 84
polynom
protosem	65, 83, 84
psnfss
pxfonts	20, 21, 25–30, 32–34, 36, 37, 46, 48, 67, 80
rotating
semtrans	13, 17, 83, 84
skak	64, 83, 84
skull	58, 83, 84
slashed
stmaryrd	21, 23, 27, 29, 31, 33, 34, 37, 39, 68, 82–84
t4phonet
t5
textcomp	7, 8, 13, 17–19, 32, 40, 47, 49, 60, 67, 80, 82–84
timing
tipa	10, 11, 13–16, 69, 83, 84
tipx
trfsigns	29, 37, 41, 83
trsyst
txfonts	20, 21, 25–30, 32–34, 36, 37, 46, 48, 67, 69, 80, 83, 84
ulsy
underscore
undertilde
units
universa	58, 62, 83, 84
upgreek	36, 83, 84
upquote
url
vntex
wasysym	12, 18–21, 23, 26, 27, 29, 30, 32, 46, 49–52, 55, 56, 60, 68, 83, 84
wsuipa	12, 15, 17, 68, 69, 72, 73, 83, 84
yfonts
yhmath	41, 42, 44, 45, 72, 83
zapfchan
longdiv
Pakin, Scott
\PaperLandscape	(横向)
\PaperPortrait	(纵向)
par
paragraph mark
parallel
\parallel	()
\ParallelPort	(端口)
\partial	(∂)

parts per thousand	see \textperthousand	65	\PHhelmet (⌚)	65	pipe	see \textpipe
\partvoice (✉)	15		\PHhide (氲)	65	\Pisces (♓)	50
\partvoiceless (✉)	15		\PHhorn (🎺)	65	\pisces (♓)	50
\passedpawn (♙)	64		\Phi (Φ)	35	\Pisymbol	67
pawn	see chess symbols		\phi (ϕ)	35	\pitchfork (↑)	46
\Peace (🐰)	59		\phiup (ϕ)	36	\pitchfork (↑)	26
\PencilLeft (👈)	54		\PHlid (ڍ)	65	\piup (π)	36
\PencilLeftDown (👈)	54		\PHlily (ڍ)	65	\planck (ħ)	12
\PencilLeftUp (👉)	54		\PHmanacles (ڍ)	65	\Plane (✈)	59
\PencilRight (👉)	54		\PHmattock (⚒)	65	planets	50
\PencilRightDown (👉)	54		\Phone (☎)	59	playing cards	see card suits
\PencilRightUp (👉)	54		\PhoneHandset (📞)	59	\Plus (✚)	54
pencils	54		phonetic (package)	12, 16, 69, 83	plus-or-minus sign	see \pm
\pentagon (◇)	56		phonetic symbols	10–13	\PlusCenterOpen (✚)	54
percent sign	see \%		\photon (~~~~)	49	\pluscirc (⊕)	22
\permil (‰)	19		\PHoxBack (ߎ)	65	\PlusOutline (✚)	54
\Perp (⊥)	27		\PHpapyrus (ߔ)	65	plusses	54, 55
\perp (⊥)	26, 71		\PHpedestrian (🚶)	65	\PlusThinCenterOpen (✚)	54
\perthousand (‰)	49		\PHplaneTree (didSelectRowAtIndexPath	65	\Pluto (♃)	50
\Pfund (₩)	18		\PHplumedHead (ߎ)	65	\Pluto (♃)	50
phaistos (package)	65, 83, 84		\PHram (ߩ)	65	\pluto (♃)	50
Phaistos disk	65		\PHrosette (ߠ)	65	\pm (±)	20
pharmaceutical prescription	see \textrecipe		\PHsaw (ݏ)	65	\pm (±)	64
\PHarrow (↑)	65		\PHshield (🛡)	65	\pmb	79
\PHbee (🐝)	65		\PHship (🚢)	65	\pmmod	35
\PHbeehive (🐝)	65		\PHsling (ߝ)	65	\pod	35
\PHboomerang (ߜ)	65		\PHsmallAxe (ܰ)	65	\pointer (♂)	60
\PHbow (🏹)	65		\PHstrainer (ܰ)	65	\Pointinghand (👉)	58
\PHbullLeg (ܰ)	65		\PHtattooedHead (ܰ)	65	\polishhook (ܰ)	17
\PHcaptive (ܰ)	65		\PHtiara (ܰ)	65	\polter (ܰ)	44
\PHcarpentryPlane (ܰ)	65		\PHtunny (ܰ)	65	polygons	56
\PHcat (ܰ)	65		\PHvine (ܰ)	65	\polynom (package)	41
\PHchild (ܰ)	65		\PHwavyBand (ܰ)	65	polynomial division	41
\PHclub (ܰ)	65		\PHwoman (ܰ)	65	PostScript fonts	18, 36, 48, 53, 55,
\PHcolumn (ܰ)	65		physical symbols	49	67, 77	
\PHcomb (ܰ)	65		\Pi (Π)	35	\pounds (£)	8, 81, 82
\PHdolium (ܰ)	65		\pi (π)	35	power set (℘)	see alphabets, math
\PHdove (ܰ)	65		\Pickup (ܰ)	51	\Pp (:)	64
\PHeagle (ܰ)	65		pifont (package)	10, 53–56, 58, 59,	\pp (:)	64
\PHflute (ܰ)	65		67, 83, 84		\ppm (ܰ)	64
\PHgauntlet (ܰ)	65		pilcrow	see \P	\Ppp (:)	64
\PHgrater (ܰ)	65				\ppp (:)	64
					\Pppp (:)	64
					\pppp (:)	64
					\Ppppp (:)	64
					\Pr (ܰ)	35
					\prec (≺)	26
					\precapprox (≾)	28
					\precapprox (≿)	26
					\preccurlyeq (≾)	28
					\preccurlyeq (≾)	26
					\precdot (≺)	28
					\preceq (≾)	26
					\preceqq (≾)	27

\precnapprox (≈)	28	\Radioactivity (☢)	52	\revepsilon (⌚)	12, 69
\precnapprox (≈)	27	\Rain (🌧)	62	reverse solidus	see \textbackslash
\precneq (≢)	28	\RainCloud (🌧)	62	\textbackslash	
\precneqq (≢)	27	raising	see \textraising		
\precnsim (≔)	28	\RaisingEdge (↑)	49	\textbackslash	
\precnsim (≔)	27	\Range (➢)	48		
\precsim (≔)	28	\rAngle (⟨⟩)	39		
\precsim (≔)	26	\rangleangle (⟨⟩)	20, 38		
prescription	see \textrecipie	\arrowfill	43		
\prime ()	46	rational numbers (ⓧ)	see		
\Printer (🖨)	51	alphabets, math			
probabilistic independence	□	rationalized Planck constant	see		
\prod (Π)	23	\hbar			
\projlim (proj lim)	35	\Rbag (⤒)	37	\RHD (▶)	21
pronunciation symbols	see	\rbag (⤒)	37	\rh (▷)	20, 21
phonetic symbols		\rbbrack (⤓)	39	\rho (ρ)	35
proof, end of	46	\Rbrack (⤓)	48	\rho (ρ)	36
\proto (α)	46	\rBrack (⤓)	39	\right	38, 39
\proto (α)	26	\rc (▣)	16	\RIGHTarrow (▶)	60
proto-Semitic symbols	65	\rceil (⤑)	39	\Rightarrow (⇒ vs. ⇨ vs. ⇒)	68
protosem (package)	65, 83, 84	\rceilceil (⤑)	38	\Rightarrow (⇒)	20, 32, 62
\ProvidesPackage	82	\rcorners (⤓)	37	\Rightarrow (→)	62
\ps (⤕)	64	\Re (ℜ)	36	\rightarrow (→)	33
\Psi (Ψ)	35	README (file)	83	\rightarrow (→)	32
\psi (ψ)	35	real numbers (ℝ)	see alphabets,	\rightarrowtail (→)	32
\psiup (ψ)	36	math		\rightarrowtriangle (→)	33
psnfss (package)	55	recipe	see \textrecipie	\rightbarharpoon (≡)	34
\Pu ()	60	\recorder (⌚)	60	\RIGHTCIRCLE (●)	60
pulse diagram symbols	49	\Rectangle (▢)	57	\RIGHTcircle (○)	60
\PulseHigh (⤕)	49	\RectangleBold (▣)	57	\Rightcircle (○)	60
\PulseLow (⤕)	49	rectangles	57, 58	\RightDiamond (◆)	57
punctuation	9, 10	\RectangleThin (▢)	57	\rightharpoondown (→)	34
\pwedge (Λ)	12	\Rectpipe (▣)	52	\rightharpoondown (→)	32
pxfonts (package)	20, 21, 25–30, 32–34, 36, 37, 46, 48, 67, 80	\Rectsteel (▣)	52	\rightharpoonup (→)	34
\Pxp ()	64	reduced quadrupole moment	see	\rightharpoonup (→)	32
\pxp ()	64	\rqm		\rightleftarrows (⇄)	33
Q					
Q.E.D.	46	\reflectbox	69	\rightleftarrows (⇄)	32
\qside (⤕)	64	registered trademark	see	\rightleftarpoon (→)	32
\Quadrad (▢)	40	\textregistered		\rightleftarpoon (→)	34
\quadrad (▢)	40	relational symbols	26	\rightleftharpoons (⇄)	34
\Quadras (▢)	40	binary	26–31	\rightleftharpoons (⇄)	33
\quadras (▢)	40	negated binary	27, 28	\rightleftharpoons (⇄)	32
\quaternote (▢)	60	triangle	31	\rightleftharpoonsfill (⇄)	43
quaternions (ℍ)	see alphabets, math	\Relbar (⤖)	34, 69	\rightmoon (☽)	50
queen	see chess symbols	\relbar (⤖)	34, 69	\rightmoon (☽)	50
\quotedblbase („)	19	\Respondens (⤗)	64	\righttp (⌚)	17
\quotesinglbase („)	19	\respondens (⤗)	64	\rightpointleft (⤙)	54
R					
\R (~)	64	\restoresymbol	67	\rightpointright (⤙)	54
\r (▣)	13	\restriction	see	\rightrightarrows (⇄)	33
\r (~)	64	\upharpoonright		\rightrightarrows (⇄)	32
\Radiation (☢)	63	\restriction (⤖)	33	\rightrightharpoons (⇄)	34
radicals	see \sqrt and \surd	retracting	see \textretracting	\Rightscissors (✂)	53
		return	see carriage return	\rightslice (▷)	21
		\revD (Ⓓ)	12	\rightsquigarrow (~~)	33
		\revddots (⋮)	72	\rightsquigarrow (~~)	32
		\reve (⠃)	12	\rightt (-)	17
		\reveject (՞)	12	\rightthreetimes (✗)	46
				\rightthreetimes (✗)	21

$\backslash rightthumbsdown$ (✉)	54	$\backslash savesymbol$	67	$\backslash SePa$ (⌚)	60
$\backslash rightthumbsup$ (✉)	54	$\backslash Sborder$ (⠇)	58	$\backslash seppawns$ (○○)	64
$\backslash righttopleftarrow$ (⤒)	33	scaling		$\backslash SerialInterface$ (✉)	51
$\backslash Righttorque$ (⟳)	52	mechanical	74, 77	$\backslash SerialPort$ (✉)	51
$\backslash rightturn$ (⤓)	60	optical	74	set operators	
$\backslash ring$ (▣)	41			intersection	<i>see</i> $\backslash cap$
ring equal to		$\backslash scd$ (D)	12	union	<i>see</i> $\backslash cup$
ring in equal to		$\backslash scg$ (G)	12	$\backslash setminus$ (\\)	20
$\backslash riota$ (፣)	12	$\backslash schwa$ (ə)	12	SGML	82
$\backslash rip$ (ત)	58	Schwartz distribution spaces	<i>see</i>	sha (III)	67–69
$\backslash risingdotseq$ (=̄)	28	alphabets, math		$\backslash sharp$ (#)	46, 60
$\backslash risingdotseq$ (=̄)	26	$\backslash ScissorHollowLeft$ (⤔)	53	$\backslash Shilling$ (฿)	18
$\backslash rJoin$ (⤔)	27	$\backslash ScissorHollowRight$ (⤖)	53	$\backslash shortdownarrow$ (↓)	33
$\backslash rlap$	57, 71, 72	$\backslash ScissorLeft$ (⤙)	53	$\backslash ShortFifty$ (⤚)	62
$\backslash rmoustache$ (})	38	$\backslash ScissorLeftBrokenBottom$ (⤙)	53	$\backslash ShortForty$ (⤚)	62
rook		53	$\backslash shortleftarrow$ (⤒)	33
roots		$\backslash ScissorLeftBrokenTop$ (⤙)	53	$\backslash shortmid$ (፤)	26
$\backslash rotatebox$	17, 69	$\backslash ScissorRight$ (⤖)	53	$\backslash ShortNinetyFive$ (⤚)	62
rotated symbols		$\backslash ScissorRightBrokenBottom$ (⤖)	53	$\backslash shortparallel$ ()	26
rotating (package)	18	$\backslash ScissorRightBrokenTop$ (⤖)	53	$\backslash ShortPulseHigh$ (⤚)	49
$\backslash rotm$ (ui)	12	scissors	53	$\backslash ShortPulseLow$ (⤚)	49
$\backslash rotOmega$ (v)	12	$\backslash scn$ (N)	12	$\backslash shortrightarrow$ (→)	33
$\backslash rotr$ (i)	12	$\backslash Scorpio$ (♏)	50	$\backslash ShortSixty$ (⤚)	62
$\backslash rotvara$ (v)	12	$\backslash scorpio$ (♏)	50	$\backslash ShortThirty$ (⤚)	62
$\backslash rotw$ (M)	12	$\backslash scr$ (R)	12	$\backslash shortuparrow$ (↑)	33
$\backslash roty$ (f)	12	script letters	<i>see</i> alphabets, math	$\backslash showclock$	63
$\backslash RoundedIsteel$ (T)	52	$\backslash scripta$ (a)	12	$\backslash SI$ (⌚)	51
$\backslash RoundedTsteel$ (L)	52	$\backslash scriptg$ (g)	12	$\backslash Sigma$ (Σ)	35
$\backslash RoundedTTsteel$ (I)	52	$\backslash scriptscriptstyle$	70, 71	$\backslash sigma$ (σ)	35
$\backslash Rparen$ ())	48	$\backslash scriptstyle$	70, 71	$\backslash sigmaup$ (σ)	36
$\backslash rqm$ (f)	70	$\backslash scriptv$ (v)	12	$\backslash sim$ (~)	26, 70, 80
$\backslash rrbracket$ ())	39	$\backslash scu$ (U)	12	$\backslash simeq$ (≈)	26
$\backslash rrceil$ ())	37	$\backslash scy$ (Y)	12	$\backslash sin$ (sin)	35
$\backslash rrfloor$ ())	37	seagull	<i>see</i> seagull	$\backslash sinh$ (sinh)	35
$\backslash Rightarrow$ (⤒)	33	$\backslash Searrow$ (⤒)	33	$\backslash SixFlowerAlternate$ (✿)	56
$\backslash rrparenthesis$ ())	37	$\backslash searrow$ (⤒)	33	$\backslash SixFlowerAltPetal$ (✿)	56
$\backslash RS$ (▲)	51	$\backslash searrow$ (⤒)	32, 71	$\backslash SixFlowerOpenCenter$ (✿)	56
$\backslash Rsh$ (⤚)	33	$\backslash sec$ (sec)	35	$\backslash SixFlowerPetaldotted$ (✿)	56
$\backslash Rsh$ (⤚)	32	$\backslash Sech$ (♪)	60	$\backslash SixFlowerPetalRemoved$ (✿)	56
$\backslash rtimes$ (✖)	22	$\backslash second$ (〃)	46	$\backslash SixFlowerRemovedOpenPetel$	
$\backslash rtimes$ (✖)	21	seconds, angular	<i>see</i> $\backslash second$	(✿)	56
$\backslash rtriple$	40	$\backslash secstress$ ()	17	$\backslash SixStar$ (★)	56
$\backslash rVert$ ()	39	section mark	<i>see</i> $\backslash S$	$\backslash SixteenStarLight$ (★)	56
$\backslash rVert$ ()	39	$\backslash SectioningDiamond$ (❖)	63	skak (package)	64, 83, 84
$\backslash rvert$ ())	39	$\backslash see$ (-)	64	skull (package)	58, 83, 84
S					
$\backslash S$ (\$)	8, 81	segmented digits	49	$\backslash skull$ (💀)	58
safety-related symbols	52	$\backslash selectfont$	7	$\backslash slash$ (/)	80
$\backslash Sagittarius$ (♐)	50	semantic valuation	<i>see</i>	$\backslash slashb$ (β)	12
$\backslash sagittarius$ (♐)	50			$\backslash slashc$ (€)	12
$\backslash samebishops$ (☛)	64	$\backslash llbracket$ / \rrbracket		$\backslash slashd$ (đ)	12
sans (dsfont package option)	48	$\backslash lbbbracket$ / \rbbracket		slashed (package)	70
$\backslash satellite$ (⦿)	58	semidirect products	21, 22, 46	$\backslash slashed$	70
$\backslash Saturn$ (♃)	50	semitic transliteration	13, 17	slashed letters	70
$\backslash Saturn$ (♃)	50	$\backslash semtrans$ (package)	13, 17, 83, 84	$\backslash slashed.sty$ (file)	70
$\backslash saturn$ (♃)	50			$\backslash slashu$ (ȝ)	12
				$\backslash Sleet$ (ঢ়)	62

\sliding (\blacksquare)	15	\sqcup (\sqcup)	22	\ss (SS)	9
\SmallCircle (\circ)	57	\sqcup (\sqcup)	20	\ss (β)	9
\SmallCross (\times)	57	\sqcupplus ($\sqcup\!\sqcup$)	21	\ssearrow (\swarrow)	33
\SmallDiamondshape (\diamond)	57	\sqdoublecap ($\sqcap\!\sqcap$)	22	\sslash ($\//$)	21
\smallfrown (\smile)	26	\sqdoublecup ($\sqcup\!\sqcup$)	22	\sswarro ($\swarrow\!\swarrow$)	33
\SmallHBar (-)	57	\sqint ($\int\!\int$)	25	\stackrel{+}{}	20, 74
\SmallLowerDiamond (\blacklozenge)	57	\sqint ($\int\!\int$)	25	\star (*)	20, 73
\smallpencil (\pencil)	54	\sqint ($\int\!\int$)	26	Star of David	55, 56
\SmallRightDiamond (\lozenge)	57	\sqrt (\sqrt)	41, 71	stars	46, 55, 56
\smallsetminus (\smallsetminus)	21	\sqsubset (\sqsubset)	30	statistical independence	71
\smallsmile (\smile)	26	\sqsubset (\sqsubset)	30	sterling	<i>see</i> \pounds
\SmallSquare (\square)	57	\sqsubset (\sqsubset)	29	stmaryrd (package)	21, 23, 27, 29,
\SmallTriangleDown (∇)	57	\sqsubseteq (\sqsubseteq)	30	31, 33, 34, 37, 39, 68, 82–84	
\smalltriangledown (\triangledown)	22	\sqsubseteq (\sqsubseteq)	29	stochastic independence	<i>see</i> \bot
\SmallTriangleLeft (\triangleleft)	57	\sqsubseteqq ($\sqsubseteq\!\sqsubseteq$)	30	\StoneMan (\blacktriangle)	63
\smalltriangleleft (\triangleleft)	22	\sqsubsetneq ($\sqsubset\!\sqsupset$)	30	\StopSign ($\text{\textcircled{s}}$)	52
\SmallTriangleRight (\triangleright)	57	\sqsubsetneqq ($\sqsubset\!\sqsubset$)	30	\StopWatchEnd ($\text{\textcircled{e}}$)	63
\smalltriangleright (\triangleright)	22	\sqsupset (\sqsupset)	30	\StopWatchStart ($\text{\textcircled{t}}$)	63
\SmallTriangleUp (\triangleup)	57	\sqsupseteq ($\sqsupset\!\sqsupset$)	30	\stress (')	17
\smalltriangleup (\triangleup)	22	\sqsupseteqq ($\sqsupset\!\sqsupset$)	30	\strictfi (ε)	27
\SmallVBar ()	57	\sqsupseteqq ($\sqsupset\!\sqsupset$)	30	\strictif (\exists)	27
\smile (\smile)	26	\sqsupsetneq ($\sqsupset\!\sqsubset$)	30	\strictiff ($\varepsilon\exists$)	27
\Smiley ($\text{\textcircled{S}}$)	62	\sqsupsetneqq ($\sqsupset\!\sqsubset$)	30	\StrokeFive ($\text{\texttt{H}}\text{\texttt{H}}$)	63
\smiley ($\text{\textcircled{S}}$)	60	\sqsupsetneqq ($\sqsupset\!\sqsubset$)	30	\StrokeFour ($\text{\texttt{H}}\text{\texttt{H}}\text{\texttt{H}}$)	63
smiley faces	51, 60, 62	\sqsupsetneqqq ($\sqsupset\!\sqsubset\!\sqsubset$)	30	\StrokeOne ()	63
\Snow ($\text{\texttt{*}}$)	62	\sqsupseteqq ($\sqsupset\!\sqsupset$)	29	\StrokeThree ($\text{\texttt{H}}\text{\texttt{H}}\text{\texttt{H}}$)	63
\SnowCloud ($\text{\textcircled{S}}$)	62	\sqsupseteqq ($\sqsupset\!\sqsupset$)	30	\StrokeTwo ($\text{\texttt{H}}\text{\texttt{H}}$)	63
\Snowflake ($\text{\texttt{*}}$)	56	\sqsupseteqq ($\sqsupset\!\sqsupset$)	30	\STX ($\text{\textcircled{S}}$)	51
\SnowflakeChevron ($\text{\texttt{*}}$)	56	\sqsupsetneqq ($\sqsupset\!\sqsubset$)	30	\SUB (\rightarrow)	51
\SnowflakeChevronBold ($\text{\texttt{*}}$)	56	\square (□)	55	\subcorner (\blacksquare)	15
snowflakes	56	\square (□)	57	\subdoublebar (\blacksquare)	15
\SO ($\text{\texttt{H}}$)	51	\square (□)	22	\subdoublevert (\blacksquare)	15
\SOH ($\text{\texttt{O}}$)	51	\square (□)	46	\sublptr (\blacksquare)	15
space		square root	<i>see</i> \sqrt		subscripts
thin	78	hooked	<i>see</i> \hksqrt		new symbols used in
space, visible	8	\Square (□)	57		70–71
spades (suit)	46, 59	\Square (□) vs. □ vs. □	68	\Subset (\sqsubset)	30
\spadesuit (\spadesuit)	46	\Square (□)	55	\Subset (\sqsubset)	29
\Sparkle ($\text{\texttt{*}}$)	56	\Square (□)	57	\subset (\subset)	30
\SparkleBold ($\text{\texttt{*}}$)	56	\Square (□)	22	\subseteq (\sqsubseteq)	30
sparkles	56	\Square (□)	46	\subseteqq ($\sqsubseteq\!\sqsubseteq$)	29
“special” characters	8	\SquareCastShadowBottomRight (\square)	57	\subsetneq ($\sqsubset\!\sqsupset$)	29
\SpecialForty ($\text{\texttt{W}}$)	62	\SquareCastShadowTopLeft (\square)	57	\subsetneqq ($\sqsubset\!\sqsubset$)	30
\sphericalangle ($\text{\textcircled{x}}$)	46	\SquareCastShadowTopRight (\square)	57	\subsetneqqq ($\sqsubset\!\sqsubset\!\sqsubset$)	30
\sphericalangle (\triangleleft)	46	\Squaredot (·)	45	\subsetneqqq ($\sqsubset\!\sqsubset\!\sqsubset$)	29
\SpinDown ()↓	57	\Squarepipe (□)	52	\subsetplus ($\sqsubset\!\sqcup$)	29
\SpinUp ()↑	57	squares	57, 58	\subsetplusq ($\sqsubset\!\sqcup\!\sqcup$)	29
\splitvert	51	\SquareShadowA (\square)	57	\subsetplusq ($\sqsubset\!\sqcup\!\sqcup$)	30
\splitvert ()	51	\SquareShadowB (\square)	57	\subsetneqqq ($\sqsubset\!\sqsubset\!\sqsubset$)	29
\spreadlips (\blacksquare)	15	\SquareShadowBottomRight (\square)	57	\subsetneqqq ($\sqsubset\!\sqsubset\!\sqsubset$)	30
\sqbullet (#)	22	57	\subsetneqqq ($\sqsubset\!\sqsubset\!\sqsubset$)	29
\sqcap (□)	22	\SquareShadowC (\square)	57	\succ (\succ)	29
\sqcap (□)	20	\SquareShadowTopLeft (\square)	57	\succapprox ($\succ\!\approx$)	28
\sqcapplus (□)	21	\SquareShadowTopRight (\square)	57	\succapprox ($\succ\!\approx$)	26

\succceq (\succ)	26	clock	63
\succceqq (\succeq)	27	communication	51
\succcnapprox (\gtrapprox)	28	computer hardware	51
\succcnapprox (\gtrapprox)	27	contradiction	20, 34
\succcneq ($\succ\!\succ$)	28	currency	17, 18, 48
\succcneqq ($\succ\!\succ$)	27	dangerous bend	58
\succcnsim (\gtrsim)	28	definition	20, 74
\succcnsim (\gtrsim)	27	dictionary	10–13, 66
\succccsim ($\succ\!\gtrsim$)	28	dingbat	53–59
\succccsim ($\succ\!\gtrsim$)	26	dot	44, 45
such that (3)	69	electrical	49
\sum (Σ)	23	engineering	49, 52
\Summit (\blacktriangle)	63	genealogical	60
\SummitSign ($\textcolor{red}{\textbf{T}}$)	63	general	60
\Sun (\odot)	50	information	58
\Sun (\odot) vs. \odot vs. \odot	68	informer	64
\Sun (\odot)	50	Knuth's	58, 61
\Sun (\odot)	62	laundry	62
\sun (\odot)	60	legal	8, 18, 81
\SunCloud (\odot)	62	letter-like	36, 37
\SunshineOpenCircled (\odot)	59	linguistic	10–13
\sup (sup)	35	log-like	35, 78
superscripts		mathematical	20–48
new symbols used in	70–71	METAFONTbook	61
supersets	29, 30	metrical	64
\Supset (\supset)	30	miscellaneous	46, 58–66
\Supset (\supseteq)	29	monetary	17, 18, 48
\supset (\supseteq)	30	musical	19, 46, 60, 61
\supseteq (\supseteq)	29	navigation	61
\supseteqq (\supseteqq)	29	non-commutative division	44
\supseteqq (\supseteqq)	29	Phaistos disk	65
\supsetneq (\supsetneq)	30	phonetic	10–13
\supsetneq (\supsetneq)	29	physical	49
\supsetneqq (\supsetneqq)	29	proto-Semitic	65
\supsetneqq (\supsetneqq)	29	pulse diagram	49
\supsetneqq (\supsetneqq)	30	relational	26
\supsetneqq (\supsetneqq)	29	reversed	69
\supsetneqq (\supsetneqq)	29	rotated	17, 69
\supsetneqq (\supsetneqq)	29	safety-related	52
\supsetplus ($\supset+$)	29	scientific	49–52
\supsetplusq ($\supset\oplus$)	29	subset and superset	29, 30
\surd ($\sqrt{}$)	46	technological	49–52
\SurveySign (\blacktriangle)	63	TeXbook	58, 61
\Swallow (\swarrow)	33	transliteration	13
\swallow (\swarrow)	33	upside-down	17, 69, 80
\swallow (\swarrow)	32, 71, 72	variable-sized	23–26
swung dash	see \sim	weather	62
\syl (\blacksquare)	16	zodiacal	50
\syllabic ()	17	symbols from	58, 61
Symbol (PostScript font)	36, 67	\text	20, 70–72
symbols		\textacutedbl ("")	17
alpine	63	\textacute (■)	14
APL	51	\textacute (■)	14
astrological	50	\textacute (■)	14
astronomical	50	\textacute (■)	14
biological	52	\textacute (■)	14
body-text	8–19	\textacute (■)	14
bold	78–79	\textacute (■)	11
chess	64	\textasciacute (')	17, 81
		\textasciibreve (˘)	17
		\textasciicaron (ˇ)	17
		\textasciicircum (˘)	8, 80
		\textasciidieresis (˝)	17, 81
		\textasciigrave (˘)	17
		\textasciimacron (˘)	80
		\textasciimacron (˘)	17, 81

\textasciitilde (~)	8, 80	\textcringlotstop (⌚)	10	\textesh (ಫ)	11
\textasteriskcentered (*)	8, 19	\textcrlambda (ಳ)	10	\textesh (ಫ)	13
\textbabygamma (೯)	10	\textcrtwo (೨)	10	\textestimated (೪)	19
\textbackslash (\।)	8, 79, 80	\textctc (೮)	10	\texteuro (ೱ)	17
\textbaht (฿)	17	\textctd (೬)	10	\textexclamdown (ಇ)	8
\textbar (ೠ)	8, 79, 80	\textctdczlig (ಽ್)	10	\textfemale (೦)	11
\textbarb (ಬ)	10	\textctesh (ಫ)	10	\textfishhookr (ರ)	11
\textbarc (೬)	10	\textctinvglotstop (ಃ)	11	\textfiveoldstyle (೫)	19
\textbard (೩)	10	\textctj (ಜ)	10	\textfjlig (ಫಿ)	13
\textbardbl (೦)	19	\textctjvar (ಜ)	11	\textflorin (ಈ)	17
\textbardotlessj (ಜ)	10	\textctn (ನ)	10	\textfouroldstyle (೪)	19
\textbarg (೧)	10	\textctstretchc (ೲ)	11	\textfractionsolidus (/)	47
\textbarglotstop (?)	10	\textctstretchcvar (ೳ)	11	\textfrak	48
\textbari (ಿ)	10	\textctt (೩)	10	\textfrbarn (ನ)	11
\textbarl (ಿ)	10	\textcttczlig (ೳ)	10	\textfrhookd (ಡ)	11
\textbaro (ಾ)	10	\textctturnt (ಾ)	11	\textfrhookdvar (ಡ)	11
\textbarrevglotstop (ಂ)	10	\textctyogh (ಃ)	10	\textfrhookt (ತ)	11
\textbaru (ಂ)	10	\textctz (ಂ)	10	\textfrtailgamma (್ಯ)	11
\textbeltl (ಂ)	10	\textcurrency (೰)	17, 81	\textg (ಗ)	11
\textbentailyogh (ಝ)	11	\textdagger (†)	8, 19	\textgamma (್ಯ)	11
\textbeta (ಃ)	10	\textdaggerdbl (‡)	8, 19	\textglobfall (ಂ)	11
\textbigcircle (ಂ)	19	\textdbend (ಂ)	58	\textglobrise (ಂ)	11
\textbktailgamma (ಞ)	11	\textdblhyphen (೽)	19	\textglotstop (?)	10
\textblank (ಂ)	19	\textdblhyphenchar (೽)	19	\textglotstopvari (?)	11
\textborn (ಂ)	60	\textdblig (ಂ)	11	\textglotstopvari (?)	11
\textbottomtiebar (ಂ)	14	\textdctzlig (ಽ್)	11	\textglotstopvariii (?)	11
\textbraceleft ({})	8	\textdegree (ಂ)	47, 81	\textgoth	48
\textbraceright ({})	8	\textdied (†)	60	\textgravecircum (ಂ)	14
\textbrevemacron (ಂ)	14	\textdiscount (೰)	19	\textgravedbl (ಂ)	17
\textbrokenbar (ಂ)	19, 81	\textdiv (೷)	47	\textgravedot (ಂ)	14
\textbullet (•)	8, 19	\textdivorced (ಂ)	60	\textgravemacron (ಂ)	14
\textbullseye (ಂ)	10	\textdollar (\$)	8, 17	\textgravemid (ಂ)	14
\textcelsius (ಂ)	49	\textdollaroldstyle (\$)	17	\textgreater (ಂ)	8, 79, 80
\textceltpal (ಂ)	10	\textdong (ಂ)	17	\textgrgamma (್ಯ)	11
\textcent (ಂ)	17, 81	\textdotacute (ಂ)	14	\textguarani (ಗ)	17
\textcentoldstyle (ಂ)	17	\textdotbreve (ಂ)	14	\texthalflength (ಂ)	10
\textchi (ಂ)	10	\textdoublebaresh (ಂ)	11	\texthardsign (ಂ)	10
\textcircled (ಂ)	13	\textdoublebarpipe (ಂ)	11	\textheng (ಂ)	11
\textcircledP (ಂ)	18	\textdoublebarpipevar (ಂ)	11	\texthmlig (ಂ)	11
\textcircumacute (ಂ)	14	\textdoublebarslash (ಂ)	11	\texthooktop (ಂ)	10
\textcircumdot (ಂ)	14	\textdoublegrave (ಂ)	14	\texthtb (ಂ)	10
\textcloseepsilon (ಂ)	10	\textdoublegrave (ಂ)	16	\texthtb (ಂ)	13
\textcloseomega (ಂ)	10	\textdoublelepipe ()	11	\texthtbardotlessj (ಂ)	10
\textcloserevepsilon (ಂ)	10	\textdoublelepipevar ()	11	\texthtbardotlessjvar (ಂ)	11
\textcolonmonetary (ಂ)	17	\textdoublelevbaraccent (ಂ)	14	\texthtc (ಂ)	10
\textcommatailz (ಂ)	10	\textdoublelevbaraccent (ಂ)	16	\texthtc (ಂ)	13
textcomp (package)	7, 8, 13, 17–19, 32, 40, 47, 49, 60, 67, 80, 82–84	\textdoublevertline ()	11	\texthtd (ಂ)	10
\textcopyleft (ಂ)	18	\textdownarrow (ಂ)	32	\texthtd (ಂ)	13
\textcopyright (ಂ)	8, 18, 81	\textdownfullarrow (ಂ)	11	\texthtg (ಂ)	10
\textcorner (ಂ)	10	\textdownstep (ಂ)	11	\textthth (ಂ)	10
\textcrb (ಂ)	10	\textdyoghlig (ಂ)	11	\textththeng (ಂ)	10
\textcrd (ಂ)	10	\textdzlig (ಽ್)	11	\texthtk (ಂ)	10
\textcrd (ಂ)	13	\texteightoldstyle (೮)	19	\texthtk (ಂ)	13
\textcrg (ಂ)	10	\textellipsis (...)	8	\texthtp (ಂ)	10
\textcrh (ಂ)	10	\textemdash (—)	8	\texthtq (ಂ)	13
\textcrh (ಂ)	13	\textendash (್)	8	\texthtq (ಂ)	10
\textepsilon (ಂ)	11	\textepsilon (ೇ)	11	\texthttaild (ಂ)	10
\textepsilon (ಂ)	13	\textepsilon (ೇ)	13	\texthtscg (ಂ)	10
				\texthtt (ಂ)	10

\texthtt (f)	13	\textonequarter (¼)	47, 81	\textrevscr (¤)	11
\texthlig (hv)	10	\textonesuperior (¹)	47, 81	\textrevyogh (ȝ)	11
\textifsym	49	\textopenbullet (o)	19	\textrhooka (ȝ)	11
\textinterrobang (‽)	19	\textopencorner (՞)	10	\textrhooke (e)	11
\textinterrobangdown (՞՞)	19	\textopeno (՞)	10	\textrhookepsilon (ȝ)	11
\textinvglotstop (՞)	10	\textopeno (՞)	13	\textrhookepsilon (ȝ)	11
\textinvomega (՞)	11	\textordfeminine (՞)	8, 19, 81	\textrhokrepsilon (՞)	11
\textinvsc (՞)	11	\textordmasculine (՞)	8, 19, 81	\textrhokrepsilon (՞)	11
\textinvscr (՞)	10	\textovercross (՞)	14	\textrhoticity (՞)	11
\textinvscripta (՞)	11	\textoverw (՞)	14	\textrightarrow (→)	32
\textinvsubbridge (՞)	14	\textpalhook (՞)	10	\textringmacron (՞)	14
\textiota (՞)	10	\textpalhooklong (՞)	11	\textroundcap (՞)	14
\textiota (՞)	13	\textpalhookvar (՞)	11	\textrptr (՞)	11
\textlambda (՞)	10	\textparagraph (՞)	8, 19	\textrquill (՞)	40
\textangle (՞)	40, 80	\textperiodcentered (՞)	8, 19, 81	\textrtaild (՞)	11
\textlbrackdbl (՞)	40	\textperenthousand (՞)	19	\textrtaild (՞)	13
\textleaf (՞)	60	\textperthousand (՞)	19	\textrtailh (՞)	11
\textleftarrow (՞)	32	\textpeso (՞)	17	\textrtaill (՞)	11
\textlengthmark (՞)	10	\textphi (՞)	10	\textrtailn (՞)	10
\textless (՞)	8, 79, 80	\textpilcrow (՞)	19	\textrtailr (՞)	10
\textlfishhookrlig (՞)	11	\textpipe (՞)	11	\textrtails (՞)	10
\textlhbend (՞)	58	\textpipevar (՞)	13	\textrtailt (՞)	10
\textlhookfour (՞)	11	\textpm (՞)	47, 81	\textrtailz (՞)	10
\textlhookp (՞)	11	\textpmhg (՞)	66	\textrthook (՞)	10
\textlhookt (՞)	10	\textpolhook (՞)	14	\textrthooklong (՞)	11
\textlhti (՞)	11	\textprimstress (՞)	11	\textsc (՞)	10
\textlhtlongi (՞)	10	\textproto (՞)	65	\textscalig (՞)	11
\textlhtlongy (՞)	10	\textqplig (՞)	11	\textscb (՞)	10
\textlira (՞)	17	\textquestiondown (՞)	8	\textscdelta (՞)	11
\textlnot (՞)	47, 81	\textquotedbl (՞)	9, 79	\textscce (՞)	10
\textlonglegr (՞)	10	\textquotedbleft (՞)	8	\textscf (՞)	11
\textlooptoprevsh (՞)	11	\textquotedbright (՞)	8	\textscg (՞)	10
\textlowering (՞)	14	\textquotaleft (՞)	8	\textsch (՞)	10
\textlptr (՞)	10	\textquoteright (՞)	8	\textschwa (՞)	10
\textlquill (՞)	40	\textquotesingle (՞)	19	\textschwa (՞)	13
\textltailm (՞)	10	\textquotestraightbase (՞)	19	\textsci (՞)	10
\textltailn (՞)	10	\textquotestraightdbldbase (՞)	19	\textscj (՞)	10
\textltailn (՞)	13		19	\textscck (՞)	11
\textltilde (՞)	10	\textraiseglotstop (՞)	11	\textsccl (՞)	10
\textlyoghlig (՞)	10	\textraisevibyi (՞)	11	\textscm (՞)	11
\textmarried (՞)	60	\textraising (՞)	14	\textscn (՞)	10
\textmho (՞)	49	\textramshorns (՞)	11	\textscoeilig (՞)	10
\textmidacute (՞)	14	\texttriangle (՞)	40, 80	\textscomega (՞)	10
\textminus (՞)	47	\textrbrackdbl (՞)	40	\textscp (՞)	11
\textmu (՞)	49, 81	\textrecipe (՞)	19, 69	\textscq (՞)	11
\textmusicalnote (՞)	19	\textrectangle (՞)	11	\textscr (՞)	10
\textnaira (՞)	17	\textreferencemark (՞)	19, 20	\textscripta (՞)	10
\textnineoldstyle (՞)	19	\textregistered (՞)	8, 18, 81	\textscriptg (՞)	10
\textnrleg (՞)	11	\textretracting (՞)	14	\textscriptv (՞)	10
\textnumero (՞)	19	\textretractingvar (՞)	11	\textscriptv (՞)	13
\textobardotlessj (՞)	10	\textrevapostrophe (՞)	11	\textscu (՞)	10
\textobullseye (՞)	11	\textreve (՞)	11	\textscy (՞)	10
\textohm (՞)	49	\textrevespsilon (՞)	11, 69	\textseagull (՞)	14
\textolyoghlig (՞)	10		58	\textsecstress (՞)	10
\textomega (՞)	10	\textreversedvideodbend (՞)	.	\textsection (՞)	8, 19
\textonehalf (՞)	47, 81		11	\textservicemark (՞)	18
\textoneoldstyle (՞)	19	\textrevglotstop (՞)	11	\textsevenoldstyle (՞)	19
\textoneoldstyle (՞)	19	\textrevscl (՞)	11	\textsixoldstyle (՞)	19

\textsoftsign (ь)	10	\textturnr (ı)	11	\tilde{t} (ł)	12
\textspleftarrow (↑)	11	\textturnrrtail (ł)	11	time of day	63
\textsterling (£)	8, 17	\textturnsck (ş)	11	\timelimit (⊕)	64
\textstretchc (⌚)	10	\textturnscripta (đ)	11	\times (×)	20
\textstretchcvar (⌚)	11	\textturnscu (ŋ)	11	Times (PostScript font)	18
\textstyle	70, 71, 78	\textturnt (֍)	11	timing (package)	49
\textsubacute (ؒ)	14	\textturnthree (֍)	11	tipa (package)	10, 11, 13–16, 69, 83, 84
\textsubarch (ؒ)	14	\textturntwo (֍)	11	tipx (package)	11, 83, 84
\textsubbar (ؒ)	14	\textturnv (֍)	11	\to (→)	see \rightarrow
\textsubbridge (ؒ)	14	\textturnw (֍)	11	\ToBottom (֍)	61
\textsubcircum (ؒ)	14	\textturny (֍)	11	\tone (֍)	11
\textsubdot (ؒ)	14	\texttwelveudash (֍)	19	\top (֍)	36, 70
\textsubdoublearrow (؊)	11	\texttwooldstyle (֍)	19	\topbot (֍)	70, 72
\textsubgrave (ؒ)	14	\texttwooldstyle (֍)	19	\topdoteq (؍)	28
\textsubhalfring (ؒ)	14	\texttwosuperior (՞)	47, 81	torus (Ⓣ) . . . see alphabets, math	
\textsubplus (ؒ)	14	\textuncrfemale (ؠ)	11	\ToTop (֍)	61
\textsubrhalfring (ؒ)	14	\textunderscore (֍)	8	trademark . . . see \texttrademark	
\textsubrightarrow (→)	11	\textuparrowarrow (↑)	32	\TransformHoriz (֍•)	29
\textsubring (ؒ)	15	\textupfullarrow (↑)	11	transforms . . . 29, 41, see also alphabets, math	
\textsubrsquare (ؒ)	15	\textupsilon (ڽ)	11	\TransformVert (֍)	29
\textsubtilde (ؒ)	15	\textupstep (↑)	11	transliteration . . .	
\textsubumlaut (ؒ)	15	\textvbaraccent (ؒ)	15	semitic . . . 13, 17	
\textsubw (ؒ)	15	\textvbaraccent (ؒ)	16	transliteration symbols . . . 13	
\textsubwedge (ؒ)	15	\textvertline (׀)	11	transversality . . . see \pitchfork	
\textsuperimposetilde (ؒ)	15	\textvibyi (ؠ)	11	\trfsigns (package) . . . 29, 37, 41, 83	
\textsuperscript . . .	16	\textvibyy (݂)	11	\triangle (△)	46
\textsurd (ߪ)	47	\textvisibleinspace (֍)	8	triangle relations . . . 31	
\textswab . . .	48	\textwon (ݓ)	17	\TriangleDown (▽)	57
\textsyllabic (ؒ)	15	\textwynn (Ƿ)	11	\TriangleDown (▼ vs. ▽)	68
\texttctclig (֍)	10	\textyen (ܺ)	17, 81	\TriangleDown (▼)	57
\textteshlig (ڜ)	10	\textyogh (ܵ)	11	\triangledown (▽)	46
\textteshslig (ڜ)	13	\textyogh (ܵ)	13	\TriangleLeft (◁)	57
\texttheta (ߠ)	10	\textzerooldstyle (ܹ)	19	\triangleleft (◁)	31
\textthorn (ܭ)	10	\TH (ܪ)	9	\triangleleft (◁)	20
\textthornvari (ܭ)	11	\th (ܭ)	9	\trianglelefteq (ܼ)	31
\textthornvarii (ܭ)	11	Thành, Hàn Thé . . .	72	\trianglelefteq (ܼ)	31
\textthornvariii (ܭ)	11	\therefore (∴)	28	\trianglelefteq (ܼ)	31
\textthornvariv (ܭ)	11	\therefore (∴)	26	\trianglelefteq (ܼ)	31
\textthreeoldstyle (ܳ)	19	\Thermo . . .	62	\trianglelefteq (ܼ)	31
\textthreequarters (ܴ)	47, 81	\Theta (ܶ)	35	\trianglelefteqslant (ܼ)	31
\textthreequartersemidash (֍)	19	\theta (ߠ)	35	\triangleq (ܼ)	20, 31
\textthreesuperior (ܳ)	47, 81	\thetaup (ߠ)	36	\TriangleRight (▷)	57
\texttildedor (ܻ)	15	\thickapprox (ܼ)	26	\triangleright (▷)	31
\texttildelow (ܻ)	19, 80	\thicksim (ܼ)	26	\triangleright (▷)	20
\texttimes (ܴ)	47	\thickvert (׀)	39	\trianglerighteq (ܼ)	31
\texttoneletterstem (ܰ)	10	thin space . . .	78	\trianglelefteq (ܼ)	31
\texttoptiebar (ܻ)	15	\ThinFog (ܻ)	62	\trianglelefteq (ܼ)	31
\texttrademark (ܺ)	8, 18	\third (ܻ)	46	\trianglerighteq (ܼ)	31
\texttslig (ܻ)	10	\Thorn (ܪ)	12	\trianglerighteq (ܼ)	31
\textturna (ܰ)	10	\thorn (ܭ)	12	\trianglerighteq (ܼ)	31
\textturncelig (ܰ)	10	\thorn (ܭ)	12	\trianglerighteq (ܼ)	31
\textturnglotstop (ܻ)	11	\threesim (ܼ)	70	\trianglerighteq (ܼ)	31
\textturnh (ܻ)	10	tilde . . . 8, 10, 12, 14, 17, 19, 40, 41, 44, 73, 80		triangles . . . 46, 57, 58	
\textturnk (ܻ)	10	extensible . . . 41, 44		\TriangleUp (△)	57
\textturnlonglegr (ܰ)	10	vertically centered . . . 80		\TriangleUp (▲ vs. △)	68
\textturnnm (ܰ)	10	\tilde (ܻ)	40, 73	\TriangleUp (▲)	57
\textturnnrleg (ܻ)	11			\triple . . .	40

\TTsteel (I)	52	\unrhd (>)	20, 21	\upuparrows (↑↑)	32				
TUGboat	41	\upalpha (α)	36	\upupharpoons (↑↑)	34				
\Tumbler (□)	62	\UParrow (▲)	60	\Upupsilon (Υ)	36				
\TwelveStar (★)	56	\Uparrow (↑)	32, 38	\upupsilon (υ)	36				
\twoheadleftarrow (←)	32	\uparrow (↑)	32, 38	\upvarepsilon (ε)	36				
\twoheadrightarrow (→)	32	\upbar	16	\upvarphi (φ)	36				
\twonotes (♪)	60	\upbeta (β)	36	\upvarpi (ϖ)	36				
txfonts (package)	20, 21, 25–30, 32–34, 36, 37, 46, 48, 67, 69, 80, 83, 84	\upbracketfill	73	\upvarrho (ρ)	36				
Type 1 (PostScript font)	77	\upchi (χ)	36	\upvarsigma (σ)	36				
U									
\U (█)	17	\Updelta (Δ)	36	\upvartheta (ϑ)	36				
\U (▀)	13	\Updelta (δ)	36	\Upxi (Ξ)	36				
\u (█)	13	\Updownarrow (⇓)	32, 38	\upxi (ξ)	36				
\UB (⌚)	60	\Updownarrow (↑↓)	32, 38	\upzeta (ζ)	36				
\ubar (ubar)	12	\Updownarrows (↑↓)	33	\Uranus (♂)	50				
ubulb.fd (file)	77	\Updownarrows (↑↓)	33	\Uranus (❀)	50				
\udesc (ゅ)	12	\Updownarrows (↑↓)	33	\uranus (♂)	50				
\udot (・)	22	\Upgamma (Γ)	36	\urcorner (⌜)	37				
\UHORN (U)	9	\Upgamma (γ)	36	\urcorner (⌞)	37				
\uhorn (္)	9	\upgreek (package)	36, 83, 84	url (package)	80				
\ulcorner (⌜)	37	\upharpoonleft (⤠)	34	\US (▼)	51				
\ulcorner (⌞)	37	\upharpoonleft (⤠)	33	\usepackage	7				
ulsy (package)	22, 34, 83	\upharpoonright (⤢)	34	\ut (▣)	16				
\Umd (■)	61	\upharpoonright (⤢)	33	\utilde (❑)	44				
umlaut	see accents	\upiota (ι)	36	V					
\unclear (∞)	64	\upkappa (κ)	36	\v (▀)	13				
\underaccent	73	\Uplambda (Λ)	36	\vara (ᾳ)	12				
\underarc (▬)	16	\Uplambda (λ)	36	\varangle (⦚)	46				
\underarch (▬)	15	\uplett	16	\varbigcirc (○)	21				
\underbrace (▬)	43	\uplus (⊕)	22	\VarClock (⌚)	63				
\underbrace (▬)	41	\uplus (⊕)	20	\varclubsuit (♤)	46				
\underbracket (▬)	42	\upmu (μ)	36	\varcurlyvee (YY)	21				
\underbracket (▬)	73	\upnu (ν)	36	\varcurlywedge (⤠)	21				
\underdots („)	17	\Upomega (Ω)	36	\vardiamondsuit (♦)	46				
\undergroup (▬)	43	\Upomega (ω)	36	\varEarth (♂)	50				
\underleftarrow (▬)	42	\upp (^)	17	\varepsilon (ε)	35				
\underleftrightarrow (▬)	42	\upparenthefill	73	\varepsilon (ε)	36				
\underline (▬)	41	\Upphi (Φ)	36	\VarFlag (⚑)	63				
\underparenthesis (▬)	73	\Upphi (φ)	36	varg (txfonts/pxfonts package)	op-				
\underrightarrow (▬)	42	\Uppi (Π)	36	tion)	36				
\underring (◦)	17	\Uppi (π)	36	\varg (g)	36				
underscore	see _	\Uppsi (Ψ)	36	\varg (q)	12				
underscore (package)	8	\Uppsi (ψ)	36	\vageq (≥)	31				
undertilde (package)	44, 83, 84	upquote (package)	80	\varhash (#)	46				
\undertilde (▬)	17	\uprho (ρ)	36	\varheartsuit (♥)	46				
\underwedge (▬)	17	upright Greek letters	36	\varhexagon (○)	56				
union	see \cup	upside-down symbols	80	\varhexstar (*)	55				
\unitedpaws (◦◦)	64	upside-down symbols	17, 69	\vari (ι)	12				
units (package)	47	\Upsigma (Σ)	36	variable-sized symbols	23–26				
unity (ၤ)	see alphabets, math	\Upsigma (σ)	36	\VarIceMountain (◣)	63				
universa (package)	58, 62, 83, 84	\Upsilon (Υ)	35	\varinjlim (lim)	35				
\unlhd (≤)	20, 21	\Upsilon (υ)	35	\varint (ʃ)	23				
		\uptau (τ)	36	\various (R)	64				
		\Uptheta (Θ)	36	\varkappa (ϰ)	35				
		\Uptheta (θ)	36	\varleq (≤)	31				
		\uptowarrow (Ω)	33	\varliminf (lim)	35				
		\upuparrows (↑↑)	33	\varlimsup (lim)	35				
				\varmathbb	48				

		W	
\VarMountain (▲)	63	\WashCotton (⌚)	62
\varnothingnothing (Ø)	20, 46	\WashSynthetics (⌚)	62
\varnotin (#)	37	\WashWool (⌚)	62
\varnotowner (#)	37	\wasyllozenge (☒)	60
\varoast (⊗)	21	\wasyproto (∞)	27
\varobar (◑)	21	wasysym (package)	12, 18–21, 23, 26, 27, 29, 30, 32, 46, 49–52, 55, 56, 60, 68, 83, 84
\varobslash (◎)	21	\wasytherefore (∴)	46
\varocircle (◎)	21	\wbetter (±)	64
\varodot (◎)	21	\wdecisive (+)	64
\varogreaterthan (◎)	21	\weakpt (✗)	64
\varoiintclockwise (fff)	25	\WeakRain (weathermap)	62
\varoiintctrcclockwise (fff)	25	\WeakRainCloud (weathermap)	62
\varoiint (ff)	26	weather symbols	62
\varointclockwise (ff)	25	\Wecker (⌚)	63
\varointctrcclockwise (ff)	25	\wedge (∧)	22
\varoint (ff)	23	\wedge (∧)	20
\varointclockwise (φ)	25	Weierstrass φ function	see \wp
\varointclockwise (φ)	26	\Wheelchair (♿)	58
\varointctrcclockwise (φ)	25	\whistle (▣)	15
\varointctrcclockwise (φ)	26	\widearrow (⤵)	43
\varolessthan (⊖)	21	\widebar (⤶)	43
\varomega (ω)	12	\widecheck (⤷)	43
\varominus (⊖)	21	\widehat (⤸)	41
\varopeno (○)	12	\wideparen (⤹)	43
\varoplus (⊕)	21	\wideparen (⤺)	42
\varoslash (Ø)	21	\widering (⤵)	43
\varotimes (⊗)	21	\widering (⤵)	42
\varovee (◊)	21	\widetilde (⤶)	41, 44
\varowedge (◑)	21	\widetriangle (⤷)	42
\varparallel (//)	27	\wind	62
\varparallelinv (\)	27	Windows	80
\varphi (φ)	35	\with (⤵)	64
\varphiup (φ)	36	\withattack (⤵)	64
\varpi (ϖ)	35	\withidea (△)	64
\varpiup (ϖ)	36	\withinit (↑)	64
\varprod (⊗)	25	\without (⤵)	64
\varprojlim (lim)	35	\Womanface (ሴ)	62
\varproto (∞)	26	won	see \textwon
\varrho (ρ)	35	\wp (℘)	36
\varrhoup (ρ)	36	\wr (≀)	20
\varsigma (ς)	35	wreath product	see \wr
\varsigmaup (ς)	36	\Writinghand (✍)	58
\varspadesuit (♤)	46	wsuipa (package)	12, 15, 17, 68, 69, 72, 73, 83, 84
\varsqsubsetneq (⊈)	30	\wupperhand (±)	64
\varsqsubsetneqq (⊉)	30		
\varsqsupsetneq (⊉)	30		
\varsqsupsetneqq (⊊)	30		
\varstar (*)	22		
\varsubsetneq (⊈)	30		
\varsubsetneqq (⊉)	29		
\varsubsetneqq (⊊)	30		
\varsubsetneqq (⊋)	29		
\VarSummit (△)	63		
\varsupsetneq (⊈)	30		
\varsupsetneq (⊉)	29		
\varsupsetneq (⊊)	30		
\varsupsetneqq (⊋)	29		
		X	
		\x (:)	64
		\XBox (☒)	55
		Xdvi	69
		\xhookleftarrow (↔)	42

\xhookrightarrow[]{}	42
\Xi (Ξ)	35
\xi (ξ)	35
\xiup (ξ)	36
\xLeftarrow[]{}	42
\xleftarrow[]{}	42
\xleftharpoondown (⤵)	42
\leftharpoonup (⤴)	42
\xLeftrightarrow[]{}	44
\xleftrightarrow[]{}	42
\xleftrightharpoons[]{}	42
\xleftrightharpoons[]{}	42
\xleftrightharpoons[]{}	42
\xleftrightharpoons[]{}	42
\xlongequal[]{}	44
\xLongleftarrow[]{}	44
\xlongleftarrow[]{}	44
\xLongleftrightharpoons[]{}	44
\xlongleftrightharpoons[]{}	44
\xlongleftarrow[]{}	44
\xLongrightarrow[]{}	44
\xlongrightarrow[]{}	44
\xmapsto[]{}	42
XML	82
\xrightarrow[]{}	42
\xrightarrow[]{}	42
\xrightharpoondown (⤶)	42
\rightharpoonup (⤴)	42
\xrightleftharpoons[]{}	42
\xrightleftharpoons[]{}	42
Xs	55, 58
\XSolid (✗)	55
\XSolidBold (✗)	55
\XSolidBrush (✗)	55
Xy-pic	71
Y	
\Ydown (⤷)	21
yen	see \textyen
yfonts (package)	48, 83, 84
yhmath (package)	41, 42, 44, 45, 72, 83
Z	
Zapf Chancery (PostScript font)	48
Zapf Dingbats (PostScript font)	53,
zapfchan (package)	55 83
\Zborder (⤵)	58
\zeta (ζ)	35
\zetaup (ζ)	36
\Zodiac	50
zodiacal symbols	50
\Ztransf (●⤸○)	29
\ztransf (○⤸●)	29
\zugzwang (⦿)	64
\Zwdr (♪)	60
\ZwPa (♫)	60