Character sets

Symbol font – Unicode alternatives for Greek and special characters in HTML

| ANSI | MACROMAN | DIFFERENCES | WGL4 | SYMBOL | WINGDINGS | WINGDINGS 2 |

Symbol font should not be used in Web pages. This page is not a demonstration of how to use Symbol font; it provides a warning of the problems that it causes, and shows how to use Unicode instead.

Monotype Typography produce their non-Unicode Symbol font in a Windows OpenType® version which is supplied with Windows Vista, a Windows TrueType® version which was supplied with Windows 3.1x, Windows 95, Windows 98, Windows Me, Windows NT, Windows 2000 and Windows XP, a Macintosh TrueType version which was supplied with Mac OS 9, and PostScript® versions for Windows, Macintosh and UNIX.

For Windows, browsers such as Google Chrome, Internet Explorer, Netscape 4 and Safari 5 that are not standards-compliant allow non-Unicode fonts such as Symbol to be specified in HTML or CSS, to enable the basic Greek alphabet and many other special characters to be displayed. **Specifying Symbol font is contrary to the published specifications, has never been a documented feature of HTML, is not reliable, and should not be done.** Even though the Macintosh and Windows versions of Symbol font have identical character sets, a Web page that specifies Symbol font and displays correctly on Windows cannot be relied on when viewed with Internet Explorer under Mac OS – the Greek letters display as intended, but many of the other characters do not.

The more standards-compliant browsers, such as Firefox, Netscape 6+, Opera 6+, Safari 3, Safari 4 and SeaMonkey (formerly Mozilla), do not support non-Unicode fonts such as Symbol, and correctly display the normal Unicode characters instead. For example, they display D instead of Δ for decimal code point 68.

Fortunately, the greatly extended range of character entity references supported in HTML 4.01 together with the increased number of characters in Microsoft's WGL4 TrueType fonts and Apple's Lucida Grande font provide an easier and more reliable way to display most of the characters for which the Symbol font was formerly required. Even more characters are becoming displayable as Unicode support in browsers and fonts becomes more widespread. The fourth and fifth columns in the following tables show how to use Unicode characters that are equivalent to almost all of the characters in Symbol font.

With Mac OS X 10.1, Apple supply a system font called Symbol that has the characters at their Unicode code points.

In the following tables, the first 2 columns are intended to demonstrate the problems caused by using Symbol font. It is possible that your combination of browser and operating system will show Greek and special characters, but browsers that conform to the published standards will demonstrate why **Symbol font should not be used in Web pages.**

If you want to print this page, you will probably need to use either landscape orientation or shrink-to-fit.

Unicode ranges containing equivalent characters

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Basic Latin : Unicode U+0000 – U+007F (0–127)

Symbol				Unicode		
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
' '	`<font face="Symbol"> </font>`	space	-	 is ' '	Space	WGL4
!	`<font face="Symbol">!</font>`	exclam	-	! is !	Exclamation mark	WGL4
#	`<font face="Symbol">#</font>`	numbersign	-	# is #	Number sign	WGL4
%	`<font face="Symbol">%</font>`	percent	-	% is %	Percent sign	WGL4
&	`<font face="Symbol">&</font>`	ampersand	& is &	& is &	Ampersand	WGL4
(	`<font face="Symbol">(</font>`	parenleft	-	(is (	Left parenthesis	WGL4
)	`<font face="Symbol">)</font>`	parenright	-	) is)	Right parenthesis	WGL4
+	`<font face="Symbol">+</font>`	plus	-	+ is +	Plus sign	WGL4
,	`<font face="Symbol">,</font>`	comma	-	, is ,	Comma	WGL4
.	`<font face="Symbol">.</font>`	period	-	. is .	Full stop	WGL4
/	`<font face="Symbol">/</font>`	slash	-	/ is /	Solidus	WGL4
0	`<font face="Symbol">0</font>`	zero	-	0 is 0	Digit zero	WGL4
1	`<font face="Symbol">1</font>`	one	-	1 is 1	Digit one	WGL4
2	`<font face="Symbol">2</font>`	two	-	2 is 2	Digit two	WGL4
3	`<font face="Symbol">3</font>`	three	-	3 is 3	Digit three	WGL4
4	`<font face="Symbol">4</font>`	four	-	4 is 4	Digit four	WGL4
5	`<font face="Symbol">5</font>`	five	-	5 is 5	Digit five	WGL4
6	`<font face="Symbol">6</font>`	six	-	6 is 6	Digit six	WGL4
7	`<font face="Symbol">7</font>`	seven	-	7 is 7	Digit seven	WGL4
8	`<font face="Symbol">8</font>`	eight	-	8 is 8	Digit eight	WGL4
9	`<font face="Symbol">9</font>`	nine	-	9 is 9	Digit nine	WGL4
:	`<font face="Symbol">:</font>`	colon	-	: is :	Colon	WGL4
;	`<font face="Symbol">;</font>`	semicolon	-	; is ;	Semicolon	WGL4
<	`<font face="Symbol"><</font>`	less	< is <	< is <	Less-than sign	WGL4
=	`<font face="Symbol">=</font>`	equal	-	= is =	Equals sign	WGL4
>	`<font face="Symbol">></font>`	greater	> is >	> is >	Greater-than sign	WGL4
?	`<font face="Symbol">?</font>`	question	-	? is ?	Question mark	WGL4
[	`<font face="Symbol">[</font>`	bracketleft	-	[is [	Left square bracket	WGL4
	`<font face="Symbol">]</font>`	bracketright	-		Right square	WGL4

]				] is]	bracket	
_	`<font face="Symbol">_</font>`	underscore	-	_ is _	Low line	WGL4
{	`<font face="Symbol">{</font>`	braceleft	-	{ is {	Left curly bracket	WGL4
|	`<font face="Symbol">|</font>`	bar	-	| is |	Vertical line	WGL4
}	`<font face="Symbol">}</font>`	braceright	-	} is }	Right curly bracket	WGL4

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Latin-1 Supplement : Unicode U+0080 – U+00FF (128–255)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
°	`<font face="Symbol">°</font>`	degree	° is °	° is °	Degree sign	WGL4
±	`<font face="Symbol">±</font>`	plusminus	± is ±	± is ±	Plus-minus sign	WGL4
´	`<font face="Symbol">´</font>`	multiply	× is ×	× is ×	Multiplication sign	WGL4
¸	`<font face="Symbol">¸</font>`	divide	÷ is ÷	÷ is ÷	Division sign	WGL4
Ò	`<font face="Symbol">Ò</font>`	registerserif	® is ®	® is ®	Registered sign (serif)	WGL4
Ó	`<font face="Symbol">Ó</font>`	copyrightserif	© is ©	© is ©	Copyright sign (serif)	WGL4
Ø	`<font face="Symbol">Ø</font>`	logicalnot	¬ is ¬	¬ is ¬	Not sign	WGL4
â	`<font face="Symbol">â</font>`	registersans	® is ®	® is ®	Registered sign (sans-serif)	WGL4
ã	`<font face="Symbol">ã</font>`	copyrightsans	© is ©	© is ©	Copyright sign (sans-serif)	WGL4

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Latin Extended-B : Unicode U+0180 – U+024F (384–591)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
¦	`<font face="Symbol">¦</font>`	florin	ƒ is f	ƒ is f	Latin small letter f with hook	WGL4

[TOP]

Greek : Unicode U+0370 – U+03FF (880–1023)

Symbol			Unicode			

Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
A	`<font face="Symbol">A</font>`	Alpha	Α is A	Α is A	Greek capital letter alpha	WGL4
B	`<font face="Symbol">B</font>`	Beta	Β is B	Β is B	Greek capital letter beta	WGL4
G	`<font face="Symbol">G</font>`	Gamma	Γ is Γ	Γ is Γ	Greek capital letter gamma	WGL4
D	`<font face="Symbol">D</font>`	Delta	Δ is Δ	Δ is Δ	Greek capital letter delta	WGL4
E	`<font face="Symbol">E</font>`	Epsilon	Ε is E	Ε is E	Greek capital letter epsilon	WGL4
Z	`<font face="Symbol">Z</font>`	Zeta	Ζ is Z	Ζ is Z	Greek capital letter zeta	WGL4
H	`<font face="Symbol">H</font>`	Eta	Η is H	Η is H	Greek capital letter eta	WGL4
Q	`<font face="Symbol">Q</font>`	Theta	Θ is Θ	Θ is Θ	Greek capital letter theta	WGL4
I	`<font face="Symbol">I</font>`	Iota	Ι is I	Ι is I	Greek capital letter iota	WGL4
K	`<font face="Symbol">K</font>`	Kappa	Κ is K	Κ is K	Greek capital letter kappa	WGL4
L	`<font face="Symbol">L</font>`	Lambda	Λ is Λ	Λ is Λ	Greek capital letter lamda	WGL4
M	`<font face="Symbol">M</font>`	Mu	Μ is M	Μ is M	Greek capital letter mu	WGL4
N	`<font face="Symbol">N</font>`	Nu	Ν is N	Ν is N	Greek capital letter nu	WGL4
X	`<font face="Symbol">X</font>`	Xi	Ξ is Ξ	Ξ is Ξ	Greek capital letter xi	WGL4
O	`<font face="Symbol">O</font>`	Omicron	Ο is O	Ο is O	Greek capital letter omicron	WGL4
P	`<font face="Symbol">P</font>`	Pi	Π is Π	Π is Π	Greek capital letter pi	WGL4
R	`<font face="Symbol">R</font>`	Rho	Ρ is P	Ρ is P	Greek capital letter rho	WGL4
S	`<font face="Symbol">S</font>`	Sigma	Σ is Σ	Σ is Σ	Greek capital letter sigma	WGL4
T	`<font face="Symbol">T</font>`	Tau	Τ is T	Τ is T	Greek capital letter tau	WGL4
U	`<font face="Symbol">U</font>`	Upsilon	Υ is Y	Υ is Y	Greek capital letter upsilon	WGL4
F	`<font face="Symbol">F</font>`	Phi	Φ is Φ	Φ is Φ	Greek capital letter phi	WGL4
C	`<font face="Symbol">C</font>`	Chi	Χ is X	Χ is X	Greek capital letter chi	WGL4
Y	`<font face="Symbol">Y</font>`	Psi	Ψ is Ψ	Ψ is Ψ	Greek capital letter psi	WGL4

W	`<font face="Symbol">W</font>`	Omega	Ω is Ω	Ω is Ω	Greek capital letter omega	WGL4
a	`<font face="Symbol">a</font>`	alpha	α is α	α is α	Greek small letter alpha	WGL4
b	`<font face="Symbol">b</font>`	beta	β is β	β is β	Greek small letter beta	WGL4
g	`<font face="Symbol">g</font>`	gamma	γ is γ	γ is γ	Greek small letter gamma	WGL4
d	`<font face="Symbol">d</font>`	delta	δ is δ	δ is δ	Greek small letter delta	WGL4
e	`<font face="Symbol">e</font>`	epsilon	ε is ε	ε is ε	Greek small letter epsilon	WGL4
z	`<font face="Symbol">z</font>`	zeta	ζ is ζ	ζ is ζ	Greek small letter zeta	WGL4
h	`<font face="Symbol">h</font>`	eta	η is η	η is η	Greek small letter eta	WGL4
q	`<font face="Symbol">q</font>`	theta	θ is θ	θ is θ	Greek small letter theta	WGL4
i	`<font face="Symbol">i</font>`	iota	ι is ι	ι is ι	Greek small letter iota	WGL4
k	`<font face="Symbol">k</font>`	kappa	κ is $\varkappa$	κ is $\varkappa$	Greek small letter kappa	WGL4
l	`<font face="Symbol">l</font>`	lambda	λ is λ	λ is λ	Greek small letter lamda	WGL4
m	`<font face="Symbol">m</font>`	mu	μ is μ	μ is μ	Greek small letter mu	WGL4
n	`<font face="Symbol">n</font>`	nu	ν is ν	ν is ν	Greek small letter nu	WGL4
x	`<font face="Symbol">x</font>`	xi	ξ is ξ	ξ is ξ	Greek small letter xi	WGL4
o	`<font face="Symbol">o</font>`	omicron	ο is o	ο is o	Greek small letter omicron	WGL4
p	`<font face="Symbol">p</font>`	pi	π is π	π is π	Greek small letter pi	WGL4
r	`<font face="Symbol">r</font>`	rho	ρ is ϱ	ρ is ϱ	Greek small letter rho	WGL4
V	`<font face="Symbol">V</font>`	sigma1	ς is ς	ς is ς	Greek small letter final sigma	WGL4
s	`<font face="Symbol">s</font>`	sigma	σ is σ	σ is σ	Greek small letter sigma	WGL4
t	`<font face="Symbol">t</font>`	tau	τ is τ	τ is τ	Greek small letter tau	WGL4
u	`<font face="Symbol">u</font>`	upsilon	υ is υ	υ is υ	Greek small letter upsilon	WGL4
f	`<font face="Symbol">f</font>`	phi	φ is ϕ	φ is ϕ	Greek small letter phi	WGL4
	`<font face="Symbol">c</font>`	chi	χ is χ	χ is χ	Greek small letter	WGL4

c					chi	
y	y	psi	ψ is ψ	ψ is ψ	Greek small letter psi	WGL4
w	w	omega	ω is ω	ω is ω	Greek small letter omega	WGL4
J	J	theta1	ϑ is ϑ	ϑ is ϑ	Greek theta symbol	-
j	j	phi1	-	ϕ is φ	Greek phi symbol	-
v	v	omega1	ϖ is ϖ	ϖ is ϖ	Greek pi symbol	-
¡	¡	Upsilon1	ϒ is ϒ	ϒ is ϒ	Greek upsilon with hook symbol	-

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General Punctuation : Unicode U+2000 – U+206F (8192–8303)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
¢	¢	minute	′ is ′	′ is ′	Prime	WGL4
¤	¤	fraction	⁄ is ⁄	⁄ is ⁄	Fraction slash	WGL4
²	²	second	″ is ″	″ is ″	Double prime	WGL4
¼	¼	ellipsis	… is …	… is …	Horizontal ellipsis	WGL4

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Letterlike Symbols : Unicode U+2100 – U+214F (8448–8527)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
À	À	aleph	ℵ is ℵ	ℵ is ℵ	Alef symbol	-
Á	Á	Ifraktur	ℑ is ℑ	ℑ is ℑ	Black-letter capital I	-
Â	Â	Rfraktur	ℜ is ℜ	ℜ is ℜ	Black-letter capital R	-
Ã	Ã	weierstrass	℘ is ℘	℘ is ℘	Script capital P	-
Ô	Ô	trademarkserif	™ is ™	™ is ™	Trade mark sign (serif)	WGL4
ä	ä	trademarksans	™ is ™	™ is ™	Trade mark sign (sans-serif)	WGL4

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Currency Symbols : Unicode U+20A0 – U+20CF (8352–8399)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
ð	`<font face="Symbol">ð</font>`	Euro	€ is €	€ is €	Euro sign	WGL4

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Arrows : Unicode U+2190 – U+21FF (8592–8703)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
«	`<font face="Symbol">«</font>`	arrowboth	↔ is ↔	↔ is ↔	Left right arrow	WGL4
¬	`<font face="Symbol">¬</font>`	arrowleft	← is ←	← is ←	Leftwards arrow	WGL4
	`<font face="Symbol">­</font>`	arrowup	↑ is ↑	↑ is ↑	Upwards arrow	WGL4
®	`<font face="Symbol">®</font>`	arrowright	→ is →	→ is →	Rightwards arrow	WGL4
‾	`<font face="Symbol">¯</font>`	arrowdown	↓ is ↓	↓ is ↓	Downwards arrow	WGL4
¿	`<font face="Symbol">¿</font>`	carriagereturn	↵ is ↵	↵ is ↵	Downwards arrow with corner leftwards	-
Û	`<font face="Symbol">Û</font>`	arrowdblboth	⇔ is ⇔	⇔ is ⇔	Left right double arrow	-
Ü	`<font face="Symbol">Ü</font>`	arrowdblleft	⇐ is ⇐	⇐ is ⇐	Leftwards double arrow	-
Ý	`<font face="Symbol">Ý</font>`	arrowdblup	⇑ is ⇑	⇑ is ⇑	Upwards double arrow	-
Þ	`<font face="Symbol">Þ</font>`	arrowdblright	⇒ is ⇒	⇒ is ⇒	Rightwards double arrow	-
ß	`<font face="Symbol">ß</font>`	arrowdbldown	⇓ is ⇓	⇓ is ⇓	Downwards double arrow	-

[TOP]

Mathematical Operators : Unicode U+2200 – U+22FF (8704–8959)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
"	`<font face="Symbol">"</font>`	universal	∀ is ∀	∀ is ∀	For all	-
$	`<font face="Symbol">$</font>`	existential	∃ is ∃	∃ is ∃	There exists	-
	`<font face="Symbol">'</font>`	suchthat	-	∍ is ∋	Small contains	-

'					as member	
*	`<font face="Symbol">*</font>`	asteriskmath	∗ is ∗	∗ is ∗	Asterisk operator	-
−	`<font face="Symbol">-</font>`	minus	− is −	− is −	Minus sign	WGL4
@	`<font face="Symbol">@</font>`	congruent	≅ is ≅	≅ is ≅	Approximately equal to	-
\	`<font face="Symbol">\</font>`	therefore	∴ is ∴	∴ is ∴	Therefore	-
∧	`<font face="Symbol">^</font>`	perpendicular	⊥ is ⊥	⊥ is ⊥	Up tack	-
~	`<font face="Symbol">~</font>`	similar	∼ is ∼	∼ is ∼	Tilde operator	-
£	`<font face="Symbol">£</font>`	lessequal	≤ is ≤	≤ is ≤	Less-than or equal to	WGL4
¥	`<font face="Symbol">¥</font>`	infinity	∞ is ∞	∞ is ∞	Infinity	WGL4
³	`<font face="Symbol">³</font>`	greaterequal	≥ is ≥	≥ is ≥	Greater-than or equal to	WGL4
µ	`<font face="Symbol">µ</font>`	proportional	∝ is ∝	∝ is ∝	Proportional to	-
¶	`<font face="Symbol">¶</font>`	partialdiff	∂ is ∂	∂ is ∂	Partial differential	WGL4
·	`<font face="Symbol">·</font>`	bullet	-	∙ is ·	Bullet operator	WGL4
¹	`<font face="Symbol">¹</font>`	notequal	≠ is ≠	≠ is ≠	Not equal to	WGL4
º	`<font face="Symbol">º</font>`	equivalence	≡ is ≡	≡ is ≡	Identical to	WGL4
»	`<font face="Symbol">»</font>`	approxequal	≈ is ≈	≈ is ≈	Almost equal to	WGL4
Ä	`<font face="Symbol">Ä</font>`	circlemultiply	⊗ is ⊗	⊗ is ⊗	Circled times	-
Å	`<font face="Symbol">Å</font>`	circleplus	⊕ is ⊕	⊕ is ⊕	Circled plus	-
Æ	`<font face="Symbol">Æ</font>`	emptyset	∅ is ∅	∅ is ∅	Empty set	-
Ç	`<font face="Symbol">Ç</font>`	intersection	∩ is ∩	∩ is ∩	Intersection	WGL4
È	`<font face="Symbol">È</font>`	union	∪ is ∪	∪ is ∪	Union	-
É	`<font face="Symbol">É</font>`	propersuperset	⊃ is ⊃	⊃ is ⊃	Superset of	-
Ê	`<font face="Symbol">Ê</font>`	reflexsuperset	⊇ is ⊇	⊇ is ⊇	Superset of or equal to	-
Ë	`<font face="Symbol">Ë</font>`	notsubset	⊄ is ⊄	⊄ is ⊄	Not a subset of	-
Ì	`<font face="Symbol">Ì</font>`	propersubset	⊂ is ⊂	⊂ is ⊂	Subset of	-
					Subset of or	

Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
Í	`<font face="Symbol">Í</font>`	reflexsubset	⊆ is ⊆	⊆ is ⊆	equal to	-
Î	`<font face="Symbol">Î</font>`	element	∈ is ∈	∈ is ∈	Element of	-
Ï	`<font face="Symbol">Ï</font>`	notelement	∉ is ∉	∉ is ∉	Not an element of	-
Ð	`<font face="Symbol">Ð</font>`	angle	∠ is ∠	∠ is ∠	Angle	-
Ñ	`<font face="Symbol">Ñ</font>`	gradient	∇ is ∇	∇ is ∇	Nabla	-
Õ	`<font face="Symbol">Õ</font>`	product	∏ is ∏	∏ is ∏	N-ary product	WGL4
Ö	`<font face="Symbol">Ö</font>`	radical	√ is √	√ is √	Square root	WGL4
×	`<font face="Symbol">×</font>`	dotmath	⋅ is ·	⋅ is ·	Dot operator	-
Ù	`<font face="Symbol">Ù</font>`	logicaland	∧ is ∧	∧ is ∧	Logical and	-
Ú	`<font face="Symbol">Ú</font>`	logicalor	∨ is ∨	∨ is ∨	Logical or	-
å	`<font face="Symbol">å</font>`	summation	∑ is ∑	∑ is ∑	N-ary summation	WGL4
ò	`<font face="Symbol">ò</font>`	integral	∫ is ∫	∫ is ∫	Integral	WGL4

[TOP]

Miscellaneous Technical : Unicode U+2300 – U+23FF (8960–9215)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
½	`<font face="Symbol">½</font>`	arrowvertex	-	⏐ is │	Vertical line extension	-
¾	`<font face="Symbol">¾</font>`	arrowhorizex	-	⎯ is ─	Horizontal line extension	-
á	`<font face="Symbol">á</font>`	angleleft	⟨ is ⟨	〈 is ⟨	Left-pointing angle bracket	-
æ	`<font face="Symbol">æ</font>`	parenlefttp	-	⎛ is ⎛	Left parenthesis upper hook	-
ç	`<font face="Symbol">ç</font>`	parenleftex	-	⎜ is ⎜	Left parenthesis extension	-
è	`<font face="Symbol">è</font>`	parenleftbt	-	⎝ is ⎝	Left parenthesis lower hook	-
é	`<font face="Symbol">é</font>`	bracketlefttp	-	⎡ is ⎡	Left square bracket upper corner	-
ê	`<font face="Symbol">ê</font>`	bracketleftex	-	⎢ is ⎢	Left square bracket extension	-

ë	`<font face="Symbol">ë</font>`	bracketleftbt	-	⎣ is ⌊	Left square bracket lower corner	-
ì	`<font face="Symbol">ì</font>`	bracelefttp	-	⎧ is ⎧	Left curly bracket upper hook	-
í	`<font face="Symbol">í</font>`	braceleftmid	-	⎨ is ⎨	Left curly bracket middle piece	-
î	`<font face="Symbol">î</font>`	braceleftbt	-	⎩ is ⎩	Left curly bracket lower hook	-
ï	`<font face="Symbol">ï</font>`	braceex	-	⎪ is ⎪	Curly bracket extension	-
ñ	`<font face="Symbol">ñ</font>`	angleright	⟩ is 〉	〉 is 〉	Right-pointing angle bracket	-
ó	`<font face="Symbol">ó</font>`	integraltp	-	⌠ is ⌠	Top half integral	WGL4
ô	`<font face="Symbol">ô</font>`	integralex	-	⎮ is ⎮	Integral extension	-
õ	`<font face="Symbol">õ</font>`	integralbt	-	⌡ is ⌡	Bottom half integral	WGL4
ö	`<font face="Symbol">ö</font>`	parenrighttp	-	⎞ is ⎞	Right parenthesis upper hook	-
÷	`<font face="Symbol">÷</font>`	parenrightex	-	⎟ is ⎟	Right parenthesis extension	-
ø	`<font face="Symbol">ø</font>`	parenrightbt	-	⎠ is ⎠	Right parenthesis lower hook	-
ù	`<font face="Symbol">ù</font>`	bracketrighttp	-	⎤ is ⌐	Right square bracket upper corner	-
ú	`<font face="Symbol">ú</font>`	bracketrightex	-	⎥ is ⎟	Right square bracket extension	-
û	`<font face="Symbol">û</font>`	bracketrightbt	-	⎦ is ⌋	Right square bracket lower corner	-
ü	`<font face="Symbol">ü</font>`	bracerighttp	-	⎫ is ⎫	Right curly bracket upper hook	-
ý	`<font face="Symbol">ý</font>`	bracerightmid	-	⎬ is ⎬	Right curly bracket middle piece	-
þ	`<font face="Symbol">þ</font>`	bracerightbt	-	⎭ is ⎭	Right curly bracket lower hook	-

[TOP]

Geometric Shapes : Unicode U+25A0 – U+25FF (9632–9727)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
à	`<font face="Symbol">à</font>`	lozenge	◊ is ◊	◊ is ◊	Lozenge	WGL4

[TOP]

Miscellaneous Symbols : Unicode U+2600 – U+26FF (9728–9983)

Symbol			Unicode			
Character	HTML code for character	PS name	Character entity	Numeric reference	Name	WGL4
§	`<font face="Symbol">§</font>`	club	♣ is ♣	♣ is ♣	Black club suit	WGL4
..	`<font face="Symbol">¨</font>`	diamond	♦ is ♦	♦ is ♦	Black diamond suit	WGL4
©	`<font face="Symbol">©</font>`	heart	♥ is ♥	♥ is ♥	Black heart suit	WGL4
a	`<font face="Symbol">ª</font>`	spade	♠ is ♠	♠ is ♠	Black spade suit	WGL4

[TOP]

Character with no Unicode equivalent

Character	HTML code for character	PS name	WGL4
`	`<font face="Symbol">``	radicalex	-

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Send comments or questions to Alan Wood

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