

KKsymbols Package Documentation

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Version 2.0.3 (2026/02/16)

目次

1	Outline	3
2	Acknowledgements / Credit	4
3	Installation	4
4	Caution	4
5	Updates for LuaTeX-ja v20260107.0	4
6	Commands	4
6.1	The maru series	5
7	Rotation	6
7.1	Commands	6
7.2	Vertical mode	7
8	The seihou series	7
9	The kakko series	8
10	License	9
11	Version History	9

1 Outline

Japanese: このパッケージは、既存の otf フォントに頼ることなく、「任意のフォント、任意の引数で」丸数字などの特殊記号を再現する目的で作成されています。

`luatexja-otf` における`\ajMaru`などは、その設計上いたしかばりのデメリットとして、早見表がないと使い物にならないというものがありました。しかし、本パッケージでは、一から特殊文字を設計し直すという取り組みを行なっているため、そのようなデメリットが解消されています。

English: This package is designed to reproduce special characters, such as circled numbers, using arbitrary fonts and parameters without relying on existing off font sets.

A known disadvantage of commands like \ajMaru in luatexja-otf is that they are practically unusable without a reference chart. In contrast, this package addresses this issue by re-engineering special characters from the ground up, eliminating the need for complex lookup tables.

あ あ (あ) あ あ

The image consists of a large grid of 100 columns by 100 rows of small squares. Each square contains a different symbol, primarily from the ASCII character set, including letters (A-Z, a-z), numbers (0-9), and various punctuation and mathematical symbols (+, -, *, /, =, <, >, %, etc.). The symbols are arranged in a seemingly random pattern across the entire grid.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26
a b c d e f g h i j k l m n o p q r s t u v w x y z
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

2 Acknowledgements / Credit

In developing this package, I made extensive use of the advice I received from Mr. Yusuke Terada.

I recommend you to refer to his article when you develop new-type symbols on \LaTeX .

<https://doratex.hatenablog.jp/entry/20211205/1638697391>

3 Installation

Place `KKsymbols.sty` in a directory where \LaTeX can find it, e.g., your local `texmf` tree or alongside your document.

Dependencies:

- `LuaTeX-ja`
- `tikz`
- `clac`

Load the package:

```
\usepackage{KKsymbols}
```

4 Caution

Since this package internally calls `\ltjghostbeforejachar` and `\ltjghostafterjachar`, it can be used only in a `LuaTeX-ja` environment.

5 Updates for `LuaTeX-ja v20260107.0`

With the update to `luatexja` version 20260107.0, the commands provided by the `KKsymbols` package now behave identically to native Japanese characters. This improvement is due to the bug fixes in `\ltjghostbeforejachar` and `\ltjghostafterjachar`. Previously, when multiple commands from this package were used consecutively, proper glue was not inserted between them; however, this issue has been resolved in this update.

6 Commands

6.1 The maru series

This package provides `\maru`, `\kuromaru`, and `\nmaru`. Each of them takes one mandatory argument and no optional arguments. You can pass strings of any length and in any font as arguments.

In most cases, `\maru{argument}` will meet your demands. However, only when you take lowercase alphabet in these commands, you must use star-command just like `\maru*{m}`¹⁾.

Input Mind the star option!

```
1 % Normal Characters
2 \maru{A}\maru{あ}\maru{QED.}
3
4 % Lowercase Alphabetic Characters
5 \maru*{a}\maru*{j}\maru*{z}
```

Output

```
Ⓐあ⓪
ⓐｊ⓪
```

They are used as follows.

表 1: maru series

argument	<code>\maru</code>	<code>\kuromaru</code>	<code>\nmaru</code>	<code>\jegg</code>	<code>\jegg*</code>
I	Ⓐ	⓪	Ⓐ	Ⓐ	⓪
97	⓫	⓫	⓫	⓫	⓪
だ	⓪	⓪	⓪	⓪	⓪
ばばば	⓪	⓪	⓪	⓪	⓪
m	Ⓜ	Ⓜ	Ⓜ	Ⓜ	Ⓜ
Qjg	⓪	⓪	⓪	⓪	⓪

They behave as if they were single kanji or hiragana characters:

あいう⓪あいう①②③あいうえお

The spacing between `\maru` and other characters is adjusted using `\ltjghostbeforejachar` and `\ltjghostafterjachar` so that it behaves like hiragana or kanji.

1) `\jegg` is an exception of this rule. When you use `\jegg`, you don't have to put the star option no matter the argument is lowercase or not. If you do it, the background color of the `\jegg` changes into gray. Only in this case, the effect of the option is different.

When changing the font size using commands such as `\Large`, each command is scaled proportionally according to the font size change:



You can also change the current font:



和

7 Rotation

7.1 Commands

This package provides `\RotYoko` and `\RotTate`. The differences are as follows:

In horizontal mode You should use `\RotYoko`. The default value is 0. Therefore, if you use `\RotYoko` with no arguments, this is equal to `\RotYoko[0]`

In vertical mode You should use `\RotTate`. The default value is 90. Therefore, if you use `\RotTate` with no arguments, this is equal to `\RotTate[90]`

From a technical perspective: Commands like `\maru` provided by this package automatically rotate their arguments based on the “current typesetting direction” Specifically, the package applies a 0-degree rotation for horizontal writing (yoko-gaki) and a 90-degree rotation for vertical writing (tate-gaki).

The commands `\RotYoko` and `\RotTate` redefine this “automatic rotation angle” to the value specified in their arguments. Consequently, the effect is persistent unless localized (similar to how font-size commands like `\small` behave). Therefore, please ensure you use appropriate scoping, such as enclosing the command within curly braces `{...}`, when applying these settings.

```
Input

1 % In horizontal mode
2 {\RotYoko[45]\kakko{あ}\kakko{い}\kakko{う}}\par
3 {\RotYoko[60]\kakko{1}\kakko{2}\kakko{3}}
4
5 % In vertical mode
6 \parbox<t>{5\zw}{% <!-- option requires ltxtext package.
7 {\RotTate[45]\kakko{あ}\kakko{い}\kakko{う}}\par
8 {\RotTate[60]\kakko{1}\kakko{2}\kakko{3}}
9 }
```

Output

(1) (あ)
(2) (い)
(3) (う)

7.2 Vertical mode

When you want to typeset あ, for instance, in vertical mode, you should use \RotTate command.

As described in the previous subsection, the effect of \RotTate lasts, when localized, in a certain group. So when you typeset hiragana or kanji, use it like this:

Input

```
1 % In vertical mode
2 \parbox{5zw}{%
3   \RotTate[0]{あ}{い}{う}}\par
4 \kakko{1}\kakko{1}\kakko{3}
5 }
```

Output

(1) (あ)
(1) (い)
(3) (う)

8 The seihou series

The commands introduced below are used in exactly the same way as the maru series. In most cases, \seihou{argument} will meet your demands. However, only when you take lowercase alphabet in these commands, you must use star-command just like \seihou*{m}.

表 2: seihou series

argument	\seihou	\kuroseihou	\seimaru	\kuroseimaru
1	1	1	1	1
97	97	97	97	97
だ	だ	だ	だ	だ
ばばば	ばばば	ばばば	ばばば	ばばば
m	m	m	m	m
Qjg	Qjg	Qjg	Qjg	Qjg

表 3: hishi series

argument	\hishi	\kurohishi	\maruhishi	\kuromaruuhishi
1	◊	◊	◊	◊
97	◊	◊	◊	◊
だ	◊	◊	◊	◊
ばばば	◊	◊	◊	◊
m	◊	◊	◊	◊
Qjg	◊	◊	◊	◊

Input
Mind the star option!

```

1 % Normal Characters
2 \seihou{A}\seihou{あ}\seihou{QED.}
3
4 % Lowercase Alphabetic Characters
5 \seihou*{a}\seihou*{j}\seihou*{z}

```

Output

[A]あ[■]

[a][j][z]

9 The kakko series

The commands introduced below are used in exactly the same way as the maru series.

In most cases, \kakko{argument} will meet your demands. However, only when you take lowercase alphabet in these commands, you must use star-command just like \kakko*{m}.

表 4: kakko series ①

argument	\kakko	\sumikakko	\kakukakko	\kikakko	\ykakko
1	(1)	[1]	[1]	(1)	$\langle 1 \rangle$
97	(97)	[97]	[97]	(97)	$\langle 97 \rangle$
だ	(だ)	[だ]	[だ]	(だ)	$\langle \text{だ} \rangle$
ばばば	(ばばば)	[ばばば]	[ばばば]	(ばばば)	$\langle \text{ばばば} \rangle$
m	(m)	[m]	[m]	(m)	$\langle m \rangle$
Qjg	(Qjg)	[Qjg]	[Qjg]	(Qjg)	$\langle \text{Qjg} \rangle$

表 5: kakko series ②

argument	\nyakkko	\namikakko	\kagikakko	\nkagikakko	\ichimoji
1	$\langle 1 \rangle$	{1}	「1」	『1』	1
97	$\langle 97 \rangle$	[97]	「97」	『97』	97
だ	$\langle \text{だ} \rangle$	[だ]	「だ」	『だ』	だ
ばばば	$\langle \text{ばばば} \rangle$	[ばばば]	「ばばば」	『ばばば』	ばばば
m	(m)	[m]	「m」	『m』	m
Qjg	(Qjg)	[Qjg]	「Qjg」	『Qjg』	Qjg

Input
Mind the star option!

```

1 % Normal Characters
2 \kakko{A}\kakko{あ}\kakko{QED.}
3
4 % Lowercase Alphabetic Characters
5 \kakko*[a]\kakko*[j]\kakko*[z]

```

Output

```
(A)(あ)( 曰)
(a)(j)(z)
```

10 License

Released under the MIT License.

11 Version History

- v1.0.0 (2025/10/03) — Initial public release.
- v1.0.1–1.0.4 — Added \ichimoji; fixed various bugs.

- v1.1.0 (2025/10/28) — Unified all commands to zenkaku (full-width).
- v1.1.1 (2025/11/10) — Refined \ichimoji scaling logic.
- v2.0.0 (2025/12/23) — Overhauled scaling to match OTF character quality.
- v2.0.1 (2026/01/08) — Added explanations regarding several important notes. In addition, the manual has been updated to reflect bug fixes introduced in luatexja version 20260107.0.
- v2.0.2 (2026/01/20) — This update fixes a critical bug where arguments of the \kakko command could overflow when using specific fonts (for example, Hiragino fonts with weights W4 and above).