Character Mappings for Gooe

Kashomon

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Rendered	Character	Series
+	+	gooegb
F	[gooegb
_]	gooegb
_)	gooegb
Γ	<	gooegb
コ	>	gooegb
<u>L</u>	,	gooegb
		gooegb
+	*	gooegb
	@	gooegb
	!	gooegb
0	1	gooegb
•	\mathbf{C}	gooegb
\bigcirc	\mathbf{c}	gooegb
	2	gooegb
	S	gooegb
	\mathbf{S}	gooegb
\triangle	3	gooegb
	:	gooegb
	${ m T}$	gooegb
	;	gooegb
	t	gooegb
×	4	gooegb
	X	gooegb
\otimes	X	gooegb

0	char1 (´)	gooa
2	char2 (^)	gooa
3	char3 ($$)	gooa
4	char4 (")	gooa
5	char5 (″)	gooa
6	char6 ($^{\circ}$)	gooa
7	char7 (`)	gooa
8	char8 (~)	gooa
9	char9 (⁻)	gooa
10	char10 (')	gooa
99	char99 (c)	gooa
1	char1 (´)	goea
2	$\mathrm{char2}\ (\hat{\ })$	goea
	• • •	
<u>(99)</u>	char99 (c)	goea
10	char1 (´)	goob
102	$\mathrm{char2}\ (\hat{\ })$	goob
	char99 (c)	goob
101	char1 (´)	goeb
102	$\mathrm{char2}\ (\hat{\ })$	goeb
	char99 (c)	goeb
201	char1 (´)	gooc
202	$\mathrm{char} 2\ (\hat{\ })$	gooc
	•••	
	char99 (c)	gooc
201	char1 (´)	goec
202	$\mathrm{char} 2\ (\hat{\ })$	goec
	•••	• • •
	char99 (c)	goec
301	char1 (´)	good
302	char2 (^)	good

399	char99 (c)	good
301)	char1 (´)	goed
302	char2 (^)	goed
399	char99 (c)	goed
•	char1 (´)	gobl
6	char2 (^)	gobl
• • • •		
\boldsymbol{z}	char26 (j)	gobl
<u>a</u>	char1 (´)	gowl
$\bigcirc b$	char2 (^)	gowl
<u>z</u>	char26 (j)	gowl