

Namespace IconFonts

Classes

[FontAwesome6](#)

Class FontAwesome6

Namespace: [IconFonts](#)

Assembly: Patoframework.dll

```
public class FontAwesome6
```

Inheritance

[object](#) ← FontAwesome6

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

A

```
public const string A = "A"
```

Field Value

[string](#)

AddressBook

```
public const string AddressBook = "▫"
```

Field Value

[string](#)

AddressCard

```
public const string AddressCard = "¤"
```

Field Value

[string](#)

AlignCenter

```
public const string AlignCenter = "¤"
```

Field Value

[string](#)

AlignJustify

```
public const string AlignJustify = "¤"
```

Field Value

[string](#)

AlignLeft

```
public const string AlignLeft = "¤"
```

Field Value

[string](#)

AlignRight

```
public const string AlignRight = "¤"
```

Field Value

[string](#)

Anchor

```
public const string Anchor = "¤"
```

Field Value

[string](#)

AnchorCircleCheck

```
public const string AnchorCircleCheck = "¤"
```

Field Value

[string](#)

AnchorCircleExclamation

```
public const string AnchorCircleExclamation = "¤"
```

Field Value

[string](#)

AnchorCircleXmark

```
public const string AnchorCircleXmark = "▫"
```

Field Value

[string](#)

AnchorLock

```
public const string AnchorLock = "▫"
```

Field Value

[string](#)

AngleDown

```
public const string AngleDown = "▫"
```

Field Value

[string](#)

AngleLeft

```
public const string AngleLeft = "▫"
```

Field Value

[string](#)

AngleRight

```
public const string AngleRight = "▫"
```

Field Value

[string ↗](#)

AngleUp

```
public const string AngleUp = "▫"
```

Field Value

[string ↗](#)

AnglesDown

```
public const string AnglesDown = "▫"
```

Field Value

[string ↗](#)

AnglesLeft

```
public const string AnglesLeft = "▫"
```

Field Value

[string ↗](#)

AnglesRight

```
public const string AnglesRight = "▫"
```

Field Value

[string ↗](#)

AnglesUp

```
public const string AnglesUp = "▫"
```

Field Value

[string ↗](#)

Ankh

```
public const string Ankh = "▫"
```

Field Value

[string ↗](#)

AppleWhole

```
public const string AppleWhole = "▫"
```

Field Value

[string ↗](#)

Archway

```
public const string Archway = "▫"
```

Field Value

[string ↗](#)

ArrowDown

```
public const string ArrowDown = "▫"
```

Field Value

[string ↗](#)

ArrowDown19

```
public const string ArrowDown19 = "▫"
```

Field Value

[string ↗](#)

ArrowDown91

```
public const string ArrowDown91 = "▫"
```

Field Value

[string ↗](#)

ArrowDownAZ

```
public const string ArrowDownAZ = "▣"
```

Field Value

[string ↗](#)

ArrowDownLong

```
public const string ArrowDownLong = "▣"
```

Field Value

[string ↗](#)

ArrowDownShortWide

```
public const string ArrowDownShortWide = "▣"
```

Field Value

[string ↗](#)

ArrowDownUpAcrossLine

```
public const string ArrowDownUpAcrossLine = "▣"
```

Field Value

[string ↗](#)

ArrowDownUpLock

```
public const string ArrowDownUpLock = "▫"
```

Field Value

[string ↗](#)

ArrowDownWideShort

```
public const string ArrowDownWideShort = "▫"
```

Field Value

[string ↗](#)

ArrowDownZA

```
public const string ArrowDownZA = "▫"
```

Field Value

[string ↗](#)

ArrowLeft

```
public const string ArrowLeft = "▫"
```

Field Value

[string ↗](#)

ArrowLeftLong

```
public const string ArrowLeftLong = "▫"
```

Field Value

[string](#)

ArrowPointer

```
public const string ArrowPointer = "▫"
```

Field Value

[string](#)

ArrowRight

```
public const string ArrowRight = "▫"
```

Field Value

[string](#)

ArrowRightArrowLeft

```
public const string ArrowRightArrowLeft = "▫"
```

Field Value

[string](#)

ArrowRightFromBracket

```
public const string ArrowRightFromBracket = "➡"
```

Field Value

[string ↗](#)

ArrowRightLong

```
public const string ArrowRightLong = "➡"
```

Field Value

[string ↗](#)

ArrowRightToBracket

```
public const string ArrowRightToBracket = "➡"
```

Field Value

[string ↗](#)

ArrowRightToCity

```
public const string ArrowRightToCity = "➡"
```

Field Value

[string ↗](#)

ArrowRotateLeft

```
public const string ArrowRotateLeft = "◐"
```

Field Value

[string](#)

ArrowRotateRight

```
public const string ArrowRotateRight = "◓"
```

Field Value

[string](#)

ArrowTrendDown

```
public const string ArrowTrendDown = "◐"
```

Field Value

[string](#)

ArrowTrendUp

```
public const string ArrowTrendUp = "◓"
```

Field Value

[string](#)

ArrowTurnDown

```
public const string ArrowTurnDown = "▫"
```

Field Value

[string ↗](#)

ArrowTurnUp

```
public const string ArrowTurnUp = "▫"
```

Field Value

[string ↗](#)

ArrowUp

```
public const string ArrowUp = "▫"
```

Field Value

[string ↗](#)

ArrowUp19

```
public const string ArrowUp19 = "▫"
```

Field Value

[string ↗](#)

ArrowUp91

```
public const string ArrowUp91 = "▫"
```

Field Value

[string](#)

ArrowUpAZ

```
public const string ArrowUpAZ = "▫"
```

Field Value

[string](#)

ArrowUpFromBracket

```
public const string ArrowUpFromBracket = "▫"
```

Field Value

[string](#)

ArrowUpFromGroundWater

```
public const string ArrowUpFromGroundWater = "▫"
```

Field Value

[string](#)

ArrowUpFromWaterPump

```
public const string ArrowUpFromWaterPump = "▫"
```

Field Value

[string](#)

ArrowUpLong

```
public const string ArrowUpLong = "▫"
```

Field Value

[string](#)

ArrowUpRightDots

```
public const string ArrowUpRightDots = "▫"
```

Field Value

[string](#)

ArrowUpRightFromSquare

```
public const string ArrowUpRightFromSquare = "▫"
```

Field Value

[string](#)

ArrowUpShortWide

```
public const string ArrowUpShortWide = "▫"
```

Field Value

[string](#)

ArrowUpWideShort

```
public const string ArrowUpWideShort = "▫"
```

Field Value

[string](#)

ArrowUpZA

```
public const string ArrowUpZA = "▫"
```

Field Value

[string](#)

ArrowsDownToLine

```
public const string ArrowsDownToLine = "▫"
```

Field Value

[string](#)

ArrowsDownToPeople

```
public const string ArrowsDownToPeople = "▫"
```

Field Value

[string ↗](#)

ArrowsLeftRight

```
public const string ArrowsLeftRight = "▫"
```

Field Value

[string ↗](#)

ArrowsLeftRightToLine

```
public const string ArrowsLeftRightToLine = "▫"
```

Field Value

[string ↗](#)

ArrowsRotate

```
public const string ArrowsRotate = "▫"
```

Field Value

[string ↗](#)

ArrowsSpin

```
public const string ArrowsSpin = "▫"
```

Field Value

[string ↗](#)

ArrowsSplitUpAndLeft

```
public const string ArrowsSplitUpAndLeft = "▫"
```

Field Value

[string ↗](#)

ArrowsToCircle

```
public const string ArrowsToCircle = "▫"
```

Field Value

[string ↗](#)

ArrowsToDot

```
public const string ArrowsToDot = "▫"
```

Field Value

[string ↗](#)

ArrowsToEye

```
public const string ArrowsToEye = "▫"
```

Field Value

[string ↗](#)

ArrowsTurnRight

```
public const string ArrowsTurnRight = "▫"
```

Field Value

[string ↗](#)

ArrowsTurnToDots

```
public const string ArrowsTurnToDots = "▫"
```

Field Value

[string ↗](#)

ArrowsUpDown

```
public const string ArrowsUpDown = "▫"
```

Field Value

[string ↗](#)

ArrowsUpDownLeftRight

```
public const string ArrowsUpDownLeftRight = "¤"
```

Field Value

[string](#)

ArrowsUpToLine

```
public const string ArrowsUpToLine = "¤"
```

Field Value

[string](#)

Asterisk

```
public const string Asterisk = "*"
```

Field Value

[string](#)

At

```
public const string At = "@"
```

Field Value

[string](#)

Atom

```
public const string Atom = "▫"
```

Field Value

[string](#)

AudioDescription

```
public const string AudioDescription = "▫"
```

Field Value

[string](#)

AustralSign

```
public const string AustralSign = "▫"
```

Field Value

[string](#)

Award

```
public const string Award = "▫"
```

Field Value

[string](#)

B

```
public const string B = "B"
```

Field Value

[string](#)

Baby

```
public const string Baby = "o"
```

Field Value

[string](#)

BabyCarriage

```
public const string BabyCarriage = "o"
```

Field Value

[string](#)

Backward

```
public const string Backward = "o"
```

Field Value

[string](#)

BackwardFast

```
public const string BackwardFast = "¤"
```

Field Value

[string](#)

BackwardStep

```
public const string BackwardStep = "¤"
```

Field Value

[string](#)

Bacon

```
public const string Bacon = "¤"
```

Field Value

[string](#)

Bacteria

```
public const string Bacteria = "¤"
```

Field Value

[string](#)

Bacterium

```
public const string Bacterium = "¤"
```

Field Value

[string](#)

BagShopping

```
public const string BagShopping = "¤"
```

Field Value

[string](#)

Bahai

```
public const string Bahai = "¤"
```

Field Value

[string](#)

BahtSign

```
public const string BahtSign = "¤"
```

Field Value

[string](#)

Ban

```
public const string Ban = "¤"
```

Field Value

[string](#)

BanSmoking

```
public const string BanSmoking = "¤"
```

Field Value

[string](#)

Bandage

```
public const string Bandage = "¤"
```

Field Value

[string](#)

BangladeshiTakaSign

```
public const string BangladeshiTakaSign = "¤"
```

Field Value

[string](#)

Barcode

```
public const string Barcode = "¤"
```

Field Value

[string](#)

Bars

```
public const string Bars = "¤"
```

Field Value

[string](#)

BarsProgress

```
public const string BarsProgress = "¤"
```

Field Value

[string](#)

BarsStaggered

```
public const string BarsStaggered = "¤"
```

Field Value

[string](#)

Baseball

```
public const string Baseball = "¤"
```

Field Value

[string ↗](#)

BaseballBatBall

```
public const string BaseballBatBall = "¤"
```

Field Value

[string ↗](#)

BasketShopping

```
public const string BasketShopping = "¤"
```

Field Value

[string ↗](#)

Basketball

```
public const string Basketball = "¤"
```

Field Value

[string ↗](#)

Bath

```
public const string Bath = "▫"
```

Field Value

[string](#)

BatteryEmpty

```
public const string BatteryEmpty = "▫"
```

Field Value

[string](#)

BatteryFull

```
public const string BatteryFull = "▫"
```

Field Value

[string](#)

BatteryHalf

```
public const string BatteryHalf = "▫"
```

Field Value

[string](#)

BatteryQuarter

```
public const string BatteryQuarter = "□"
```

Field Value

[string ↗](#)

BatteryThreeQuarters

```
public const string BatteryThreeQuarters = "▣"
```

Field Value

[string ↗](#)

Bed

```
public const string Bed = "▣"
```

Field Value

[string ↗](#)

BedPulse

```
public const string BedPulse = "▣▣"
```

Field Value

[string ↗](#)

BeerMugEmpty

```
public const string BeerMugEmpty = "▫"
```

Field Value

[string ↗](#)

Bell

```
public const string Bell = "▫"
```

Field Value

[string ↗](#)

BellConcierge

```
public const string BellConcierge = "▫"
```

Field Value

[string ↗](#)

BellSlash

```
public const string BellSlash = "▫"
```

Field Value

[string ↗](#)

BezierCurve

```
public const string BezierCurve = "▣"
```

Field Value

[string ↗](#)

Bicycle

```
public const string Bicycle = "▣"
```

Field Value

[string ↗](#)

Binoculars

```
public const string Binoculars = "▣"
```

Field Value

[string ↗](#)

Biohazard

```
public const string Biohazard = "▣"
```

Field Value

[string ↗](#)

BitcoinSign

```
public const string BitcoinSign = "¤"
```

Field Value

[string ↗](#)

Blender

```
public const string Blender = "¤"
```

Field Value

[string ↗](#)

BlenderPhone

```
public const string BlenderPhone = "¤"
```

Field Value

[string ↗](#)

Blog

```
public const string Blog = "¤"
```

Field Value

[string ↗](#)

Bold

```
public const string Bold = "¤"
```

Field Value

[string ↗](#)

Bolt

```
public const string Bolt = "¤"
```

Field Value

[string ↗](#)

BoltLightning

```
public const string BoltLightning = "¤"
```

Field Value

[string ↗](#)

Bomb

```
public const string Bomb = "¤"
```

Field Value

[string ↗](#)

Bone

```
public const string Bone = "¤"
```

Field Value

[string ↗](#)

Bong

```
public const string Bong = "¤"
```

Field Value

[string ↗](#)

Book

```
public const string Book = "¤"
```

Field Value

[string ↗](#)

BookAtlas

```
public const string BookAtlas = "¤"
```

Field Value

[string ↗](#)

BookBible

```
public const string BookBible = "¤"
```

Field Value

[string](#)

BookBookmark

```
public const string BookBookmark = "¤"
```

Field Value

[string](#)

BookJournalWhills

```
public const string BookJournalWhills = "¤"
```

Field Value

[string](#)

BookMedical

```
public const string BookMedical = "¤"
```

Field Value

[string](#)

BookOpen

```
public const string BookOpen = "▫"
```

Field Value

[string ↗](#)

BookOpenReader

```
public const string BookOpenReader = "▫"
```

Field Value

[string ↗](#)

BookQuran

```
public const string BookQuran = "▫"
```

Field Value

[string ↗](#)

BookSkull

```
public const string BookSkull = "▫"
```

Field Value

[string ↗](#)

BookTanakh

```
public const string BookTanakh = "□"
```

Field Value

[string](#)

Bookmark

```
public const string Bookmark = "□"
```

Field Value

[string](#)

BorderAll

```
public const string BorderAll = "□"
```

Field Value

[string](#)

BorderNone

```
public const string BorderNone = "□"
```

Field Value

[string](#)

BorderTopLeft

```
public const string BorderTopLeft = "▫"
```

Field Value

[string ↗](#)

BoreHole

```
public const string BoreHole = "▫"
```

Field Value

[string ↗](#)

BottleDroplet

```
public const string BottleDroplet = "▫"
```

Field Value

[string ↗](#)

BottleWater

```
public const string BottleWater = "▫"
```

Field Value

[string ↗](#)

BowlFood

```
public const string BowlFood = "¤"
```

Field Value

[string](#)

BowlRice

```
public const string BowlRice = "¤"
```

Field Value

[string](#)

BowlingBall

```
public const string BowlingBall = "¤"
```

Field Value

[string](#)

Box

```
public const string Box = "¤"
```

Field Value

[string](#)

BoxArchive

```
public const string BoxArchive = "▣"
```

Field Value

[string ↗](#)

BoxOpen

```
public const string BoxOpen = "▣"
```

Field Value

[string ↗](#)

BoxTissue

```
public const string BoxTissue = "▣"
```

Field Value

[string ↗](#)

BoxesPacking

```
public const string BoxesPacking = "▣"
```

Field Value

[string ↗](#)

BoxesStacked

```
public const string BoxesStacked = "▫"
```

Field Value

[string ↗](#)

Braille

```
public const string Braille = "▫"
```

Field Value

[string ↗](#)

Brain

```
public const string Brain = "▫"
```

Field Value

[string ↗](#)

BrazilianRealSign

```
public const string BrazilianRealSign = "▫"
```

Field Value

[string ↗](#)

BreadSlice

```
public const string BreadSlice = "¤"
```

Field Value

[string](#)

Bridge

```
public const string Bridge = "¤"
```

Field Value

[string](#)

BridgeCircleCheck

```
public const string BridgeCircleCheck = "¤"
```

Field Value

[string](#)

BridgeCircleExclamation

```
public const string BridgeCircleExclamation = "¤"
```

Field Value

[string](#)

BridgeCircleXmark

```
public const string BridgeCircleXmark = "▫"
```

Field Value

[string](#)

BridgeLock

```
public const string BridgeLock = "▫"
```

Field Value

[string](#)

BridgeWater

```
public const string BridgeWater = "▫"
```

Field Value

[string](#)

Briefcase

```
public const string Briefcase = "▫"
```

Field Value

[string](#)

BriefcaseMedical

```
public const string BriefcaseMedical = "¤"
```

Field Value

[string](#)

Broom

```
public const string Broom = "¤"
```

Field Value

[string](#)

BroomBall

```
public const string BroomBall = "¤"
```

Field Value

[string](#)

Brush

```
public const string Brush = "¤"
```

Field Value

[string](#)

Bucket

```
public const string Bucket = "█"
```

Field Value

[string ↗](#)

Bug

```
public const string Bug = "█"
```

Field Value

[string ↗](#)

BugSlash

```
public const string BugSlash = "█"
```

Field Value

[string ↗](#)

Bugs

```
public const string Bugs = "█"
```

Field Value

[string ↗](#)

Building

```
public const string Building = "▣"
```

Field Value

[string ↗](#)

BuildingCircleArrowRight

```
public const string BuildingCircleArrowRight = "▣"
```

Field Value

[string ↗](#)

BuildingCircleCheck

```
public const string BuildingCircleCheck = "▣"
```

Field Value

[string ↗](#)

BuildingCircleExclamation

```
public const string BuildingCircleExclamation = "▣"
```

Field Value

[string ↗](#)

BuildingCircleXmark

```
public const string BuildingCircleXmark = "▫"
```

Field Value

[string ↗](#)

BuildingColumns

```
public const string BuildingColumns = "▫"
```

Field Value

[string ↗](#)

BuildingFlag

```
public const string BuildingFlag = "▫"
```

Field Value

[string ↗](#)

BuildingLock

```
public const string BuildingLock = "▫"
```

Field Value

[string ↗](#)

BuildingNgo

```
public const string BuildingNgo = "¤"
```

Field Value

[string](#)

BuildingShield

```
public const string BuildingShield = "¤"
```

Field Value

[string](#)

BuildingUn

```
public const string BuildingUn = "¤"
```

Field Value

[string](#)

BuildingUser

```
public const string BuildingUser = "¤"
```

Field Value

[string](#)

BuildingWheat

```
public const string BuildingWheat = "¤"
```

Field Value

[string ↗](#)

Bullhorn

```
public const string Bullhorn = "¤"
```

Field Value

[string ↗](#)

Bullseye

```
public const string Bullseye = "¤"
```

Field Value

[string ↗](#)

Burger

```
public const string Burger = "¤"
```

Field Value

[string ↗](#)

Burst

```
public const string Burst = "▣"
```

Field Value

[string](#)

Bus

```
public const string Bus = "▣"
```

Field Value

[string](#)

BusSimple

```
public const string BusSimple = "▣"
```

Field Value

[string](#)

BusinessTime

```
public const string BusinessTime = "▣"
```

Field Value

[string](#)

C

```
public const string C = "C"
```

Field Value

[string](#)

CableCar

```
public const string CableCar = "□"
```

Field Value

[string](#)

CakeCandles

```
public const string CakeCandles = "□"
```

Field Value

[string](#)

Calculator

```
public const string Calculator = "□"
```

Field Value

[string](#)

Calendar

```
public const string Calendar = "□"
```

Field Value

[string](#)

CalendarCheck

```
public const string CalendarCheck = "□"
```

Field Value

[string](#)

CalendarDay

```
public const string CalendarDay = "□"
```

Field Value

[string](#)

CalendarDays

```
public const string CalendarDays = "□"
```

Field Value

[string](#)

CalendarMinus

```
public const string CalendarMinus = "▫"
```

Field Value

[string](#)

CalendarPlus

```
public const string CalendarPlus = "▫"
```

Field Value

[string](#)

CalendarWeek

```
public const string CalendarWeek = "▫"
```

Field Value

[string](#)

CalendarXmark

```
public const string CalendarXmark = "▫"
```

Field Value

[string](#)

Camera

```
public const string Camera = "▫"
```

Field Value

[string](#)

CameraRetro

```
public const string CameraRetro = "▫"
```

Field Value

[string](#)

CameraRotate

```
public const string CameraRotate = "▫"
```

Field Value

[string](#)

Campground

```
public const string Campground = "▫"
```

Field Value

[string](#)

CandyCane

```
public const string CandyCane = "¤"
```

Field Value

[string ↗](#)

Cannabis

```
public const string Cannabis = "¤"
```

Field Value

[string ↗](#)

Capsules

```
public const string Capsules = "¤"
```

Field Value

[string ↗](#)

Car

```
public const string Car = "¤"
```

Field Value

[string ↗](#)

CarBattery

```
public const string CarBattery = "■"
```

Field Value

[string](#)

CarBurst

```
public const string CarBurst = "▣"
```

Field Value

[string](#)

CarOn

```
public const string CarOn = "■"
```

Field Value

[string](#)

CarRear

```
public const string CarRear = "▣"
```

Field Value

[string](#)

CarSide

```
public const string CarSide = "□"
```

Field Value

[string ↗](#)

CarTunnel

```
public const string CarTunnel = "□"
```

Field Value

[string ↗](#)

Caravan

```
public const string Caravan = "□"
```

Field Value

[string ↗](#)

CaretDown

```
public const string CaretDown = "□"
```

Field Value

[string ↗](#)

CaretLeft

```
public const string CaretLeft = "▫"
```

Field Value

[string ↗](#)

CaretRight

```
public const string CaretRight = "▫"
```

Field Value

[string ↗](#)

CaretUp

```
public const string CaretUp = "▫"
```

Field Value

[string ↗](#)

Carrot

```
public const string Carrot = "▫"
```

Field Value

[string ↗](#)

CartArrowDown

```
public const string CartArrowDown = "▫"
```

Field Value

[string ↗](#)

CartFlatbed

```
public const string CartFlatbed = "▫"
```

Field Value

[string ↗](#)

CartFlatbedSuitcase

```
public const string CartFlatbedSuitcase = "▫"
```

Field Value

[string ↗](#)

CartPlus

```
public const string CartPlus = "▫"
```

Field Value

[string ↗](#)

CartShopping

```
public const string CartShopping = "¤"
```

Field Value

[string ↗](#)

CashRegister

```
public const string CashRegister = "¤"
```

Field Value

[string ↗](#)

Cat

```
public const string Cat = "¤"
```

Field Value

[string ↗](#)

CediSign

```
public const string CediSign = "¤"
```

Field Value

[string ↗](#)

CentSign

```
public const string CentSign = "¤"
```

Field Value

[string](#)

Certificate

```
public const string Certificate = "¤"
```

Field Value

[string](#)

Chair

```
public const string Chair = "¤"
```

Field Value

[string](#)

Chalkboard

```
public const string Chalkboard = "¤"
```

Field Value

[string](#)

ChalkboardUser

```
public const string ChalkboardUser = "o"
```

Field Value

[string](#)

ChampagneGlasses

```
public const string ChampagneGlasses = "o"
```

Field Value

[string](#)

ChargingStation

```
public const string ChargingStation = "o"
```

Field Value

[string](#)

ChartArea

```
public const string ChartArea = "o"
```

Field Value

[string](#)

ChartBar

```
public const string ChartBar = "▣"
```

Field Value

[string ↗](#)

ChartColumn

```
public const string ChartColumn = "▣"
```

Field Value

[string ↗](#)

ChartGantt

```
public const string ChartGantt = "▣"
```

Field Value

[string ↗](#)

ChartLine

```
public const string ChartLine = "▣"
```

Field Value

[string ↗](#)

ChartPie

```
public const string ChartPie = "▣"
```

Field Value

[string ↗](#)

ChartSimple

```
public const string ChartSimple = "▣"
```

Field Value

[string ↗](#)

Check

```
public const string Check = "▣"
```

Field Value

[string ↗](#)

CheckDouble

```
public const string CheckDouble = "▣"
```

Field Value

[string ↗](#)

CheckToSlot

```
public const string CheckToSlot = "¤"
```

Field Value

[string ↗](#)

Cheese

```
public const string Cheese = "¤"
```

Field Value

[string ↗](#)

Chess

```
public const string Chess = "¤"
```

Field Value

[string ↗](#)

ChessBishop

```
public const string ChessBishop = "¤"
```

Field Value

[string ↗](#)

ChessBoard

```
public const string ChessBoard = "¤"
```

Field Value

[string ↗](#)

ChessKing

```
public const string ChessKing = "¤"
```

Field Value

[string ↗](#)

ChessKnight

```
public const string ChessKnight = "¤"
```

Field Value

[string ↗](#)

ChessPawn

```
public const string ChessPawn = "¤"
```

Field Value

[string ↗](#)

ChessQueen

```
public const string ChessQueen = "¤"
```

Field Value

[string](#)

ChessRook

```
public const string ChessRook = "¤"
```

Field Value

[string](#)

ChevronDown

```
public const string ChevronDown = "¤"
```

Field Value

[string](#)

ChevronLeft

```
public const string ChevronLeft = "¤"
```

Field Value

[string](#)

ChevronRight

```
public const string ChevronRight = "▣"
```

Field Value

[string](#)

ChevronUp

```
public const string ChevronUp = "▢"
```

Field Value

[string](#)

Child

```
public const string Child = "▢"
```

Field Value

[string](#)

ChildCombatant

```
public const string ChildCombatant = "▢"
```

Field Value

[string](#)

ChildDress

```
public const string ChildDress = "¤"
```

Field Value

[string ↗](#)

ChildReaching

```
public const string ChildReaching = "¤"
```

Field Value

[string ↗](#)

Children

```
public const string Children = "¤"
```

Field Value

[string ↗](#)

Church

```
public const string Church = "¤"
```

Field Value

[string ↗](#)

Circle

```
public const string Circle = "▣"
```

Field Value

[string ↗](#)

CircleArrowDown

```
public const string CircleArrowDown = "▣"
```

Field Value

[string ↗](#)

CircleArrowLeft

```
public const string CircleArrowLeft = "▣"
```

Field Value

[string ↗](#)

CircleArrowRight

```
public const string CircleArrowRight = "▣"
```

Field Value

[string ↗](#)

CircleArrowUp

```
public const string CircleArrowUp = "▣"
```

Field Value

[string ↗](#)

CircleCheck

```
public const string CircleCheck = "▣"
```

Field Value

[string ↗](#)

CircleChevronDown

```
public const string CircleChevronDown = "▣"
```

Field Value

[string ↗](#)

CircleChevronLeft

```
public const string CircleChevronLeft = "▣"
```

Field Value

[string ↗](#)

CircleChevronRight

```
public const string CircleChevronRight = "▣"
```

Field Value

[string ↗](#)

CircleChevronUp

```
public const string CircleChevronUp = "▢"
```

Field Value

[string ↗](#)

CircleDollarToSlot

```
public const string CircleDollarToSlot = "▣"
```

Field Value

[string ↗](#)

CircleDot

```
public const string CircleDot = "▣"
```

Field Value

[string ↗](#)

CircleDown

```
public const string CircleDown = "▣"
```

Field Value

[string](#)

CircleExclamation

```
public const string CircleExclamation = "▣"
```

Field Value

[string](#)

CircleH

```
public const string CircleH = "▣"
```

Field Value

[string](#)

CircleHalfStroke

```
public const string CircleHalfStroke = "▣"
```

Field Value

[string](#)

CircleInfo

```
public const string CircleInfo = "▫"
```

Field Value

[string](#)

CircleLeft

```
public const string CircleLeft = "▫"
```

Field Value

[string](#)

CircleMinus

```
public const string CircleMinus = "▫"
```

Field Value

[string](#)

CircleNodes

```
public const string CircleNodes = "▫"
```

Field Value

[string](#)

CircleNotch

```
public const string CircleNotch = "▣"
```

Field Value

[string ↗](#)

CirclePause

```
public const string CirclePause = "▢"
```

Field Value

[string ↗](#)

CirclePlay

```
public const string CirclePlay = "▣"
```

Field Value

[string ↗](#)

CirclePlus

```
public const string CirclePlus = "▢"
```

Field Value

[string ↗](#)

CircleQuestion

```
public const string CircleQuestion = "▣"
```

Field Value

[string ↗](#)

CircleRadiation

```
public const string CircleRadiation = "▣"
```

Field Value

[string ↗](#)

CircleRight

```
public const string CircleRight = "▣"
```

Field Value

[string ↗](#)

CircleStop

```
public const string CircleStop = "▣"
```

Field Value

[string ↗](#)

CircleUp

```
public const string CircleUp = "▣"
```

Field Value

[string ↗](#)

CircleUser

```
public const string CircleUser = "▣"
```

Field Value

[string ↗](#)

CircleXmark

```
public const string CircleXmark = "▣"
```

Field Value

[string ↗](#)

City

```
public const string City = "▣"
```

Field Value

[string ↗](#)

Clapperboard

```
public const string Clapperboard = "▣"
```

Field Value

[string](#)

Clipboard

```
public const string Clipboard = "▣"
```

Field Value

[string](#)

ClipboardCheck

```
public const string ClipboardCheck = "▣"
```

Field Value

[string](#)

ClipboardList

```
public const string ClipboardList = "▣"
```

Field Value

[string](#)

ClipboardQuestion

```
public const string ClipboardQuestion = "¤"
```

Field Value

[string](#)

ClipboardUser

```
public const string ClipboardUser = "¤"
```

Field Value

[string](#)

Clock

```
public const string Clock = "¤"
```

Field Value

[string](#)

ClockRotateLeft

```
public const string ClockRotateLeft = "¤"
```

Field Value

[string](#)

Clone

```
public const string Clone = "▫"
```

Field Value

[string ↗](#)

ClosedCaptioning

```
public const string ClosedCaptioning = "▫"
```

Field Value

[string ↗](#)

Cloud

```
public const string Cloud = "▫"
```

Field Value

[string ↗](#)

CloudArrowDown

```
public const string CloudArrowDown = "▫"
```

Field Value

[string ↗](#)

CloudArrowUp

```
public const string CloudArrowUp = "▫"
```

Field Value

[string](#)

CloudBolt

```
public const string CloudBolt = "▫"
```

Field Value

[string](#)

CloudMeatball

```
public const string CloudMeatball = "▫"
```

Field Value

[string](#)

CloudMoon

```
public const string CloudMoon = "▫"
```

Field Value

[string](#)

CloudMoonRain

```
public const string CloudMoonRain = "▫"
```

Field Value

[string](#)

CloudRain

```
public const string CloudRain = "▫"
```

Field Value

[string](#)

CloudShowersHeavy

```
public const string CloudShowersHeavy = "▫"
```

Field Value

[string](#)

CloudShowersWater

```
public const string CloudShowersWater = "▫"
```

Field Value

[string](#)

CloudSun

```
public const string CloudSun = "¤"
```

Field Value

[string](#)

CloudSunRain

```
public const string CloudSunRain = "¤"
```

Field Value

[string](#)

Clover

```
public const string Clover = "¤"
```

Field Value

[string](#)

Code

```
public const string Code = "¤"
```

Field Value

[string](#)

CodeBranch

```
public const string CodeBranch = "■"
```

Field Value

[string](#)

CodeCommit

```
public const string CodeCommit = "■"
```

Field Value

[string](#)

CodeCompare

```
public const string CodeCompare = "■"
```

Field Value

[string](#)

CodeFork

```
public const string CodeFork = "■"
```

Field Value

[string](#)

CodeMerge

```
public const string CodeMerge = "▫"
```

Field Value

[string ↗](#)

CodePullRequest

```
public const string CodePullRequest = "▫"
```

Field Value

[string ↗](#)

Coins

```
public const string Coins = "▫"
```

Field Value

[string ↗](#)

ColonSign

```
public const string ColonSign = "▫"
```

Field Value

[string ↗](#)

Comment

```
public const string Comment = "¤"
```

Field Value

[string](#)

CommentDollar

```
public const string CommentDollar = "¤"
```

Field Value

[string](#)

CommentDots

```
public const string CommentDots = "¤"
```

Field Value

[string](#)

CommentMedical

```
public const string CommentMedical = "¤"
```

Field Value

[string](#)

CommentSlash

```
public const string CommentSlash = "¤"
```

Field Value

[string](#)

CommentSms

```
public const string CommentSms = "¤"
```

Field Value

[string](#)

Comments

```
public const string Comments = "¤"
```

Field Value

[string](#)

CommentsDollar

```
public const string CommentsDollar = "¤"
```

Field Value

[string](#)

CompactDisc

```
public const string CompactDisc = "¤"
```

Field Value

[string](#)

Compass

```
public const string Compass = "¤"
```

Field Value

[string](#)

CompassDrafting

```
public const string CompassDrafting = "¤"
```

Field Value

[string](#)

Compress

```
public const string Compress = "¤"
```

Field Value

[string](#)

Computer

```
public const string Computer = "□"
```

Field Value

[string](#)

ComputerMouse

```
public const string ComputerMouse = "□"
```

Field Value

[string](#)

Cookie

```
public const string Cookie = "□"
```

Field Value

[string](#)

CookieBite

```
public const string CookieBite = "□"
```

Field Value

[string](#)

Copy

```
public const string Copy = "□"
```

Field Value

[string ↗](#)

Copyright

```
public const string Copyright = "□"
```

Field Value

[string ↗](#)

Couch

```
public const string Couch = "□"
```

Field Value

[string ↗](#)

Cow

```
public const string Cow = "□"
```

Field Value

[string ↗](#)

CreditCard

```
public const string CreditCard = "¤"
```

Field Value

[string](#)

Crop

```
public const string Crop = "¤"
```

Field Value

[string](#)

CropSimple

```
public const string CropSimple = "¤"
```

Field Value

[string](#)

Cross

```
public const string Cross = "¤"
```

Field Value

[string](#)

Crosshairs

```
public const string Crosshairs = "▫"
```

Field Value

[string](#)

Crow

```
public const string Crow = "▫"
```

Field Value

[string](#)

Crown

```
public const string Crown = "▫"
```

Field Value

[string](#)

Crutch

```
public const string Crutch = "▫"
```

Field Value

[string](#)

CruzeiroSign

```
public const string CruzeiroSign = "¤"
```

Field Value

[string](#)

Cube

```
public const string Cube = "¤"
```

Field Value

[string](#)

Cubes

```
public const string Cubes = "¤"
```

Field Value

[string](#)

CubesStacked

```
public const string CubesStacked = "¤"
```

Field Value

[string](#)

D

```
public const string D = "D"
```

Field Value

[string](#)

Database

```
public const string Database = "D"
```

Field Value

[string](#)

DeleteLeft

```
public const string DeleteLeft = "L"
```

Field Value

[string](#)

Democrat

```
public const string Democrat = "D"
```

Field Value

[string](#)

Desktop

```
public const string Desktop = "□"
```

Field Value

[string](#)

Dharmachakra

```
public const string Dharmachakra = "□"
```

Field Value

[string](#)

DiagramNext

```
public const string DiagramNext = "□"
```

Field Value

[string](#)

DiagramPredecessor

```
public const string DiagramPredecessor = "□"
```

Field Value

[string](#)

DiagramProject

```
public const string DiagramProject = "▣"
```

Field Value

[string ↗](#)

DiagramSuccessor

```
public const string DiagramSuccessor = "▣"
```

Field Value

[string ↗](#)

Diamond

```
public const string Diamond = "▣"
```

Field Value

[string ↗](#)

DiamondTurnRight

```
public const string DiamondTurnRight = "▣"
```

Field Value

[string ↗](#)

Dice

```
public const string Dice = "¤"
```

Field Value

[string ↗](#)

DiceD20

```
public const string DiceD20 = "¤"
```

Field Value

[string ↗](#)

DiceD6

```
public const string DiceD6 = "¤"
```

Field Value

[string ↗](#)

DiceFive

```
public const string DiceFive = "¤"
```

Field Value

[string ↗](#)

DiceFour

```
public const string DiceFour = "▣"
```

Field Value

[string ↗](#)

DiceOne

```
public const string DiceOne = "▢"
```

Field Value

[string ↗](#)

DiceSix

```
public const string DiceSix = "▣"
```

Field Value

[string ↗](#)

DiceThree

```
public const string DiceThree = "▢"
```

Field Value

[string ↗](#)

DiceTwo

```
public const string DiceTwo = "¤"
```

Field Value

[string ↗](#)

Disease

```
public const string Disease = "¤"
```

Field Value

[string ↗](#)

Display

```
public const string Display = "¤"
```

Field Value

[string ↗](#)

Divide

```
public const string Divide = "¤"
```

Field Value

[string ↗](#)

Dna

```
public const string Dna = "¤"
```

Field Value

[string](#)

Dog

```
public const string Dog = "¤"
```

Field Value

[string](#)

DollarSign

```
public const string DollarSign = "$"
```

Field Value

[string](#)

Dolly

```
public const string Dolly = "¤"
```

Field Value

[string](#)

DongSign

```
public const string DongSign = "▣"
```

Field Value

[string](#)

DoorClosed

```
public const string DoorClosed = "▣"
```

Field Value

[string](#)

DoorOpen

```
public const string DoorOpen = "▣"
```

Field Value

[string](#)

Dove

```
public const string Dove = "▣"
```

Field Value

[string](#)

DownLeftAndUpRightToCenter

```
public const string DownLeftAndUpRightToCenter = "¤"
```

Field Value

[string](#)

DownLong

```
public const string DownLong = "¤"
```

Field Value

[string](#)

Download

```
public const string Download = "¤"
```

Field Value

[string](#)

Dragon

```
public const string Dragon = "¤"
```

Field Value

[string](#)

DrawPolygon

```
public const string DrawPolygon = "▣"
```

Field Value

[string ↗](#)

Droplet

```
public const string Droplet = "▢"
```

Field Value

[string ↗](#)

DropletSlash

```
public const string DropletSlash = "▢＼"
```

Field Value

[string ↗](#)

Drum

```
public const string Drum = "▢□"
```

Field Value

[string ↗](#)

DrumSteelpan

```
public const string DrumSteelpan = "¤"
```

Field Value

[string](#)

DrumstickBite

```
public const string DrumstickBite = "¤"
```

Field Value

[string](#)

Dumbbell

```
public const string Dumbbell = "¤"
```

Field Value

[string](#)

Dumpster

```
public const string Dumpster = "¤"
```

Field Value

[string](#)

DumpsterFire

```
public const string DumpsterFire = "▣"
```

Field Value

[string ↗](#)

Dungeon

```
public const string Dungeon = "▣"
```

Field Value

[string ↗](#)

E

```
public const string E = "E"
```

Field Value

[string ↗](#)

EarDeaf

```
public const string EarDeaf = "▣"
```

Field Value

[string ↗](#)

EarListen

```
public const string EarListen = "¤"
```

Field Value

[string ↗](#)

EarthAfrica

```
public const string EarthAfrica = "¤"
```

Field Value

[string ↗](#)

EarthAmericas

```
public const string EarthAmericas = "¤"
```

Field Value

[string ↗](#)

EarthAsia

```
public const string EarthAsia = "¤"
```

Field Value

[string ↗](#)

EarthEurope

```
public const string EarthEurope = "¤"
```

Field Value

[string](#)

EarthOceania

```
public const string EarthOceania = "¤"
```

Field Value

[string](#)

Egg

```
public const string Egg = "¤"
```

Field Value

[string](#)

Eject

```
public const string Eject = "¤"
```

Field Value

[string](#)

Elevator

```
public const string Elevator = "▣"
```

Field Value

[string](#)

Ellipsis

```
public const string Ellipsis = "▫"
```

Field Value

[string](#)

EllipsisVertical

```
public const string EllipsisVertical = "▫"
```

Field Value

[string](#)

Envelope

```
public const string Envelope = "▣"
```

Field Value

[string](#)

EnvelopeCircleCheck

```
public const string EnvelopeCircleCheck = "o"
```

Field Value

[string](#)

EnvelopeOpen

```
public const string EnvelopeOpen = "o"
```

Field Value

[string](#)

EnvelopeOpenText

```
public const string EnvelopeOpenText = "o"
```

Field Value

[string](#)

EnvelopesBulk

```
public const string EnvelopesBulk = "o"
```

Field Value

[string](#)

Equals

```
public const string Equals = "="
```

Field Value

[string](#)

Eraser

```
public const string Eraser = "¤"
```

Field Value

[string](#)

Ethernet

```
public const string Ethernet = "¤"
```

Field Value

[string](#)

EuroSign

```
public const string EuroSign = "¤"
```

Field Value

[string](#)

Exclamation

```
public const string Exclamation = "!"
```

Field Value

[string](#)

Expand

```
public const string Expand = "¤"
```

Field Value

[string](#)

Explosion

```
public const string Explosion = "¤"
```

Field Value

[string](#)

Eye

```
public const string Eye = "¤"
```

Field Value

[string](#)

EyeDropper

```
public const string EyeDropper = "▫"
```

Field Value

[string](#)

EyeLowVision

```
public const string EyeLowVision = "▫"
```

Field Value

[string](#)

EyeSlash

```
public const string EyeSlash = "▫"
```

Field Value

[string](#)

F

```
public const string F = "F"
```

Field Value

[string](#)

FaceAngry

```
public const string FaceAngry = "¤"
```

Field Value

[string](#)

FaceDizzy

```
public const string FaceDizzy = "¤"
```

Field Value

[string](#)

FaceFlushed

```
public const string FaceFlushed = "¤"
```

Field Value

[string](#)

FaceFrown

```
public const string FaceFrown = "¤"
```

Field Value

[string](#)

FaceFrownOpen

```
public const string FaceFrownOpen = "▫"
```

Field Value

[string ↗](#)

FaceGrimace

```
public const string FaceGrimace = "▫"
```

Field Value

[string ↗](#)

FaceGrin

```
public const string FaceGrin = "▫"
```

Field Value

[string ↗](#)

FaceGrinBeam

```
public const string FaceGrinBeam = "▫"
```

Field Value

[string ↗](#)

FaceGrinBeamSweat

```
public const string FaceGrinBeamSweat = "▫"
```

Field Value

[string](#)

FaceGrinHearts

```
public const string FaceGrinHearts = "▫"
```

Field Value

[string](#)

FaceGrinSquint

```
public const string FaceGrinSquint = "▫"
```

Field Value

[string](#)

FaceGrinSquintTears

```
public const string FaceGrinSquintTears = "▫"
```

Field Value

[string](#)

FaceGrinStars

```
public const string FaceGrinStars = "¤"
```

Field Value

[string](#)

FaceGrinTears

```
public const string FaceGrinTears = "¤"
```

Field Value

[string](#)

FaceGrinTongue

```
public const string FaceGrinTongue = "¤"
```

Field Value

[string](#)

FaceGrinTongueSquint

```
public const string FaceGrinTongueSquint = "¤"
```

Field Value

[string](#)

FaceGrinTongueWink

```
public const string FaceGrinTongueWink = "¤"
```

Field Value

[string](#)

FaceGrinWide

```
public const string FaceGrinWide = "¤"
```

Field Value

[string](#)

FaceGrinWink

```
public const string FaceGrinWink = "¤"
```

Field Value

[string](#)

FaceKiss

```
public const string FaceKiss = "¤"
```

Field Value

[string](#)

FaceKissBeam

```
public const string FaceKissBeam = "¤"
```

Field Value

[string](#)

FaceKissWinkHeart

```
public const string FaceKissWinkHeart = "¤"
```

Field Value

[string](#)

FaceLaugh

```
public const string FaceLaugh = "¤"
```

Field Value

[string](#)

FaceLaughBeam

```
public const string FaceLaughBeam = "¤"
```

Field Value

[string](#)

FaceLaughSquint

```
public const string FaceLaughSquint = "¤"
```

Field Value

[string](#)

FaceLaughWink

```
public const string FaceLaughWink = "¤"
```

Field Value

[string](#)

FaceMeh

```
public const string FaceMeh = "¤"
```

Field Value

[string](#)

FaceMehBlank

```
public const string FaceMehBlank = "¤"
```

Field Value

[string](#)

FaceRollingEyes

```
public const string FaceRollingEyes = "▫"
```

Field Value

[string ↗](#)

FaceSadCry

```
public const string FaceSadCry = "▫"
```

Field Value

[string ↗](#)

FaceSadTear

```
public const string FaceSadTear = "▫"
```

Field Value

[string ↗](#)

FaceSmile

```
public const string FaceSmile = "▫"
```

Field Value

[string ↗](#)

FaceSmileBeam

```
public const string FaceSmileBeam = "▣"
```

Field Value

[string](#)

FaceSmileWink

```
public const string FaceSmileWink = "▣"
```

Field Value

[string](#)

FaceSurprise

```
public const string FaceSurprise = "▣"
```

Field Value

[string](#)

FaceTired

```
public const string FaceTired = "▣"
```

Field Value

[string](#)

Fan

```
public const string Fan = "▣"
```

Field Value

[string ↗](#)

Faucet

```
public const string Faucet = "▣"
```

Field Value

[string ↗](#)

FaucetDrip

```
public const string FaucetDrip = "▣"
```

Field Value

[string ↗](#)

Fax

```
public const string Fax = "▣"
```

Field Value

[string ↗](#)

Feather

```
public const string Feather = "¤"
```

Field Value

[string](#)

FeatherPointed

```
public const string FeatherPointed = "¤"
```

Field Value

[string](#)

Ferry

```
public const string Ferry = "¤"
```

Field Value

[string](#)

File

```
public const string File = "¤"
```

Field Value

[string](#)

FileArrowDown

```
public const string FileArrowDown = "▣"
```

Field Value

[string ↗](#)

FileArrowUp

```
public const string FileArrowUp = "▢"
```

Field Value

[string ↗](#)

FileAudio

```
public const string FileAudio = "▢"
```

Field Value

[string ↗](#)

FileCircleCheck

```
public const string FileCircleCheck = "▣"
```

Field Value

[string ↗](#)

FileCircleExclamation

```
public const string FileCircleExclamation = "▣"
```

Field Value

[string](#)

FileCircleMinus

```
public const string FileCircleMinus = "▢"
```

Field Value

[string](#)

FileCirclePlus

```
public const string FileCirclePlus = "▣"
```

Field Value

[string](#)

FileCircleQuestion

```
public const string FileCircleQuestion = "▢"
```

Field Value

[string](#)

FileCircleXmark

```
public const string FileCircleXmark = "▫"
```

Field Value

[string](#)

FileCode

```
public const string FileCode = "▫"
```

Field Value

[string](#)

FileContract

```
public const string FileContract = "▫"
```

Field Value

[string](#)

FileCsv

```
public const string FileCsv = "▫"
```

Field Value

[string](#)

FileExcel

```
public const string FileExcel = "▣"
```

Field Value

[string](#)

FileExport

```
public const string FileExport = "▣"
```

Field Value

[string](#)

FileImage

```
public const string FileImage = "▣"
```

Field Value

[string](#)

FileImport

```
public const string FileImport = "▣"
```

Field Value

[string](#)

FileInvoice

```
public const string FileInvoice = "¤"
```

Field Value

[string](#)

FileInvoiceDollar

```
public const string FileInvoiceDollar = "¤"
```

Field Value

[string](#)

FileLines

```
public const string FileLines = "¤"
```

Field Value

[string](#)

FileMedical

```
public const string FileMedical = "¤"
```

Field Value

[string](#)

FilePdf

```
public const string FilePdf = "□"
```

Field Value

[string ↗](#)

FilePen

```
public const string FilePen = "□"
```

Field Value

[string ↗](#)

FilePowerpoint

```
public const string FilePowerpoint = "□"
```

Field Value

[string ↗](#)

FilePrescription

```
public const string FilePrescription = "□"
```

Field Value

[string ↗](#)

FileShield

```
public const string FileShield = "▣"
```

Field Value

[string](#)

FileSignature

```
public const string FileSignature = "▣"
```

Field Value

[string](#)

FileVideo

```
public const string FileVideo = "▣"
```

Field Value

[string](#)

FileWaveform

```
public const string FileWaveform = "▣"
```

Field Value

[string](#)

FileWord

```
public const string FileWord = "¤"
```

Field Value

[string ↗](#)

FileZipper

```
public const string FileZipper = "¤"
```

Field Value

[string ↗](#)

Fill

```
public const string Fill = "¤"
```

Field Value

[string ↗](#)

FillDrip

```
public const string FillDrip = "¤"
```

Field Value

[string ↗](#)

Film

```
public const string Film = "▫"
```

Field Value

[string ↗](#)

Filter

```
public const string Filter = "▫"
```

Field Value

[string ↗](#)

FilterCircleDollar

```
public const string FilterCircleDollar = "▫"
```

Field Value

[string ↗](#)

FilterCircleXmark

```
public const string FilterCircleXmark = "▫"
```

Field Value

[string ↗](#)

Fingerprint

```
public const string Fingerprint = "¤"
```

Field Value

[string](#)

Fire

```
public const string Fire = "¤"
```

Field Value

[string](#)

FireBurner

```
public const string FireBurner = "¤"
```

Field Value

[string](#)

FireExtinguisher

```
public const string FireExtinguisher = "¤"
```

Field Value

[string](#)

FireFlameCurved

```
public const string FireFlameCurved = "¤"
```

Field Value

[string ↗](#)

FireFlameSimple

```
public const string FireFlameSimple = "¤"
```

Field Value

[string ↗](#)

Fish

```
public const string Fish = "¤"
```

Field Value

[string ↗](#)

FishFins

```
public const string FishFins = "¤"
```

Field Value

[string ↗](#)

Flag

```
public const string Flag = "¤"
```

Field Value

[string](#)

FlagCheckered

```
public const string FlagCheckered = "¤"
```

Field Value

[string](#)

FlagUsa

```
public const string FlagUsa = "¤"
```

Field Value

[string](#)

Flask

```
public const string Flask = "¤"
```

Field Value

[string](#)

FlaskVial

```
public const string FlaskVial = "▫"
```

Field Value

[string ↗](#)

FloppyDisk

```
public const string FloppyDisk = "▫"
```

Field Value

[string ↗](#)

FlorinSign

```
public const string FlorinSign = "▫"
```

Field Value

[string ↗](#)

Folder

```
public const string Folder = "▫"
```

Field Value

[string ↗](#)

FolderClosed

```
public const string FolderClosed = "▫"
```

Field Value

[string ↗](#)

FolderMinus

```
public const string FolderMinus = "▫"
```

Field Value

[string ↗](#)

FolderOpen

```
public const string FolderOpen = "▫"
```

Field Value

[string ↗](#)

FolderPlus

```
public const string FolderPlus = "▫"
```

Field Value

[string ↗](#)

FolderTree

```
public const string FolderTree = "▫"
```

Field Value

[string ↗](#)

Font

```
public const string Font = "▫"
```

Field Value

[string ↗](#)

FontAwesomeIcon

```
public const string FontAwesome = "▫"
```

Field Value

[string ↗](#)

FontAwesomeIconFAR

```
public const string FontIconFileNameFAR = "fa-regular-400.ttf"
```

Field Value

[string ↗](#)

FontAwesomeIconFAS

```
public const string FontIconFileNameFAS = "fa-solid-900.ttf"
```

Field Value

[string ↗](#)

Football

```
public const string Football = "¤"
```

Field Value

[string ↗](#)

Forward

```
public const string Forward = "¤"
```

Field Value

[string ↗](#)

ForwardFast

```
public const string ForwardFast = "¤"
```

Field Value

[string ↗](#)

ForwardStep

```
public const string ForwardStep = "¤"
```

Field Value

[string](#)

FrancSign

```
public const string FrancSign = "¤"
```

Field Value

[string](#)

Frog

```
public const string Frog = "¤"
```

Field Value

[string](#)

Futbol

```
public const string Futbol = "¤"
```

Field Value

[string](#)

G

```
public const string G = "G"
```

Field Value

[string](#)

Gamepad

```
public const string Gamepad = "□"
```

Field Value

[string](#)

GasPump

```
public const string GasPump = "□"
```

Field Value

[string](#)

Gauge

```
public const string Gauge = "□"
```

Field Value

[string](#)

GaugeHigh

```
public const string GaugeHigh = "▣"
```

Field Value

[string ↗](#)

GaugeSimple

```
public const string GaugeSimple = "▢"
```

Field Value

[string ↗](#)

GaugeSimpleHigh

```
public const string GaugeSimpleHigh = "▣"
```

Field Value

[string ↗](#)

Gavel

```
public const string Gavel = "▢"
```

Field Value

[string ↗](#)

Gear

```
public const string Gear = "¤"
```

Field Value

[string ↗](#)

Gears

```
public const string Gears = "¤"
```

Field Value

[string ↗](#)

Gem

```
public const string Gem = "¤"
```

Field Value

[string ↗](#)

Genderless

```
public const string Genderless = "¤"
```

Field Value

[string ↗](#)

Ghost

```
public const string Ghost = "▫"
```

Field Value

[string](#)

Gift

```
public const string Gift = "▫"
```

Field Value

[string](#)

Gifts

```
public const string Gifts = "▫"
```

Field Value

[string](#)

GlassWater

```
public const string GlassWater = "▫"
```

Field Value

[string](#)

GlassWaterDroplet

```
public const string GlassWaterDroplet = "¤"
```

Field Value

[string](#)

Glasses

```
public const string Glasses = "¤"
```

Field Value

[string](#)

Globe

```
public const string Globe = "¤"
```

Field Value

[string](#)

GolfBallTee

```
public const string GolfBallTee = "¤"
```

Field Value

[string](#)

Gopuram

```
public const string Gopuram = "▣"
```

Field Value

[string](#)

GraduationCap

```
public const string GraduationCap = "▣"
```

Field Value

[string](#)

GreaterThan

```
public const string GreaterThan = ">"
```

Field Value

[string](#)

GreaterThanOrEqualTo

```
public const string GreaterThanOrEqualTo = "▣"
```

Field Value

[string](#)

Grip

```
public const string Grip = "▫"
```

Field Value

[string](#)

GripLines

```
public const string GripLines = "▫"
```

Field Value

[string](#)

GripLinesVertical

```
public const string GripLinesVertical = "▫"
```

Field Value

[string](#)

GripVertical

```
public const string GripVertical = "▫"
```

Field Value

[string](#)

GroupArrowsRotate

```
public const string GroupArrowsRotate = "▫"
```

Field Value

[string ↗](#)

GuaraniSign

```
public const string GuaraniSign = "▫"
```

Field Value

[string ↗](#)

Guitar

```
public const string Guitar = "▫"
```

Field Value

[string ↗](#)

Gun

```
public const string Gun = "▫"
```

Field Value

[string ↗](#)

H

```
public const string H = "H"
```

Field Value

[string ↗](#)

Hammer

```
public const string Hammer = "¤"
```

Field Value

[string ↗](#)

Hamsa

```
public const string Hamsa = "¤"
```

Field Value

[string ↗](#)

Hand

```
public const string Hand = "¤"
```

Field Value

[string ↗](#)

HandBackFist

```
public const string HandBackFist = "▣"
```

Field Value

[string ↗](#)

HandDots

```
public const string HandDots = "▫"
```

Field Value

[string ↗](#)

HandFist

```
public const string HandFist = "▣"
```

Field Value

[string ↗](#)

HandHolding

```
public const string HandHolding = "▣"
```

Field Value

[string ↗](#)

HandHoldingDollar

```
public const string HandHoldingDollar = "¤"
```

Field Value

[string](#)

HandHoldingDroplet

```
public const string HandHoldingDroplet = "¤"
```

Field Value

[string](#)

HandHoldingHand

```
public const string HandHoldingHand = "¤"
```

Field Value

[string](#)

HandHoldingHeart

```
public const string HandHoldingHeart = "¤"
```

Field Value

[string](#)

HandHoldingMedical

```
public const string HandHoldingMedical = "¤"
```

Field Value

[string](#)

HandLizard

```
public const string HandLizard = "¤"
```

Field Value

[string](#)

HandMiddleFinger

```
public const string HandMiddleFinger = "¤"
```

Field Value

[string](#)

HandPeace

```
public const string HandPeace = "¤"
```

Field Value

[string](#)

HandPointDown

```
public const string HandPointDown = "▫"
```

Field Value

[string](#)

HandPointLeft

```
public const string HandPointLeft = "▫"
```

Field Value

[string](#)

HandPointRight

```
public const string HandPointRight = "▫"
```

Field Value

[string](#)

HandPointUp

```
public const string HandPointUp = "▫"
```

Field Value

[string](#)

HandPointer

```
public const string HandPointer = "▣"
```

Field Value

[string](#)

HandScissors

```
public const string HandScissors = "▢"
```

Field Value

[string](#)

HandSparkles

```
public const string HandSparkles = "▢"
```

Field Value

[string](#)

HandSpock

```
public const string HandSpock = "▢"
```

Field Value

[string](#)

Handcuffs

```
public const string Handcuffs = "¤"
```

Field Value

[string ↗](#)

Hands

```
public const string Hands = "¤"
```

Field Value

[string ↗](#)

HandsAslInterpreting

```
public const string HandsAslInterpreting = "¤"
```

Field Value

[string ↗](#)

HandsBound

```
public const string HandsBound = "¤"
```

Field Value

[string ↗](#)

HandsBubbles

```
public const string HandsBubbles = "▢"
```

Field Value

[string ↗](#)

HandsClapping

```
public const string HandsClapping = "▢"
```

Field Value

[string ↗](#)

HandsHolding

```
public const string HandsHolding = "▢"
```

Field Value

[string ↗](#)

HandsHoldingChild

```
public const string HandsHoldingChild = "▢"
```

Field Value

[string ↗](#)

HandsHoldingCircle

```
public const string HandsHoldingCircle = "▣"
```

Field Value

[string ↗](#)

HandsPraying

```
public const string HandsPraying = "▢"
```

Field Value

[string ↗](#)

Handshake

```
public const string Handshake = "▣"
```

Field Value

[string ↗](#)

HandshakeAngle

```
public const string HandshakeAngle = "▢"
```

Field Value

[string ↗](#)

HandshakeSimple

```
public const string HandshakeSimple = "▣"
```

Field Value

[string](#)

HandshakeSimpleSlash

```
public const string HandshakeSimpleSlash = "▣"
```

Field Value

[string](#)

HandshakeSlash

```
public const string HandshakeSlash = "▣"
```

Field Value

[string](#)

Hanukiah

```
public const string Hanukiah = "▣"
```

Field Value

[string](#)

HardDrive

```
public const string HardDrive = "¤"
```

Field Value

[string](#)

Hashtag

```
public const string Hashtag = "#"
```

Field Value

[string](#)

HatCowboy

```
public const string HatCowboy = "¤"
```

Field Value

[string](#)

HatCowboySide

```
public const string HatCowboySide = "¤"
```

Field Value

[string](#)

HatWizard

```
public const string HatWizard = "¤"
```

Field Value

[string](#)

HeadSideCough

```
public const string HeadSideCough = "¤"
```

Field Value

[string](#)

HeadSideCoughSlash

```
public const string HeadSideCoughSlash = "¤"
```

Field Value

[string](#)

HeadSideMask

```
public const string HeadSideMask = "¤"
```

Field Value

[string](#)

HeadSideVirus

```
public const string HeadSideVirus = "¤"
```

Field Value

[string ↗](#)

Heading

```
public const string Heading = "¤"
```

Field Value

[string ↗](#)

Headphones

```
public const string Headphones = "¤"
```

Field Value

[string ↗](#)

HeadphonesSimple

```
public const string HeadphonesSimple = "¤"
```

Field Value

[string ↗](#)

Headset

```
public const string Headset = "¤"
```

Field Value

[string ↗](#)

Heart

```
public const string Heart = ","
```

Field Value

[string ↗](#)

HeartCircleBolt

```
public const string HeartCircleBolt = "¤"
```

Field Value

[string ↗](#)

HeartCircleCheck

```
public const string HeartCircleCheck = "¤"
```

Field Value

[string ↗](#)

HeartCircleExclamation

```
public const string HeartCircleExclamation = "¤"
```

Field Value

[string](#)

HeartCircleMinus

```
public const string HeartCircleMinus = "¤"
```

Field Value

[string](#)

HeartCirclePlus

```
public const string HeartCirclePlus = "¤"
```

Field Value

[string](#)

HeartCircleXmark

```
public const string HeartCircleXmark = "¤"
```

Field Value

[string](#)

HeartCrack

```
public const string HeartCrack = "¤"
```

Field Value

[string](#)

HeartPulse

```
public const string HeartPulse = "¤"
```

Field Value

[string](#)

Helicopter

```
public const string Helicopter = "¤"
```

Field Value

[string](#)

HelicopterSymbol

```
public const string HelicopterSymbol = "¤"
```

Field Value

[string](#)

HelmetSafety

```
public const string HelmetSafety = "□"
```

Field Value

[string](#)

HelmetUn

```
public const string HelmetUn = "□"
```

Field Value

[string](#)

Highlighter

```
public const string Highlighter = "□"
```

Field Value

[string](#)

HillAvalanche

```
public const string HillAvalanche = "□"
```

Field Value

[string](#)

HillRockslide

```
public const string HillRockslide = "¤"
```

Field Value

[string](#)

Hippo

```
public const string Hippo = "¤"
```

Field Value

[string](#)

HockeyPuck

```
public const string HockeyPuck = "¤"
```

Field Value

[string](#)

HollyBerry

```
public const string HollyBerry = "¤"
```

Field Value

[string](#)

Horse

```
public const string Horse = "¤"
```

Field Value

[string](#)

HorseHead

```
public const string HorseHead = "¤"
```

Field Value

[string](#)

Hospital

```
public const string Hospital = "¤"
```

Field Value

[string](#)

HospitalUser

```
public const string HospitalUser = "¤"
```

Field Value

[string](#)

HotTubPerson

```
public const string HotTubPerson = "¤"
```

Field Value

[string ↗](#)

Hotdog

```
public const string Hotdog = "¤"
```

Field Value

[string ↗](#)

Hotel

```
public const string Hotel = "¤"
```

Field Value

[string ↗](#)

Hourglass

```
public const string Hourglass = "¤"
```

Field Value

[string ↗](#)

HourglassEnd

```
public const string HourglassEnd = "▫"
```

Field Value

[string](#)

HourglassHalf

```
public const string HourglassHalf = "▫"
```

Field Value

[string](#)

HourglassStart

```
public const string HourglassStart = "▫"
```

Field Value

[string](#)

House

```
public const string House = "▫"
```

Field Value

[string](#)

HouseChimney

```
public const string HouseChimney = "¤"
```

Field Value

[string](#)

HouseChimneyCrack

```
public const string HouseChimneyCrack = "¤"
```

Field Value

[string](#)

HouseChimneyMedical

```
public const string HouseChimneyMedical = "¤"
```

Field Value

[string](#)

HouseChimneyUser

```
public const string HouseChimneyUser = "¤"
```

Field Value

[string](#)

HouseChimneyWindow

```
public const string HouseChimneyWindow = "¤"
```

Field Value

[string](#)

HouseCircleCheck

```
public const string HouseCircleCheck = "¤"
```

Field Value

[string](#)

HouseCircleExclamation

```
public const string HouseCircleExclamation = "¤"
```

Field Value

[string](#)

HouseCircleXmark

```
public const string HouseCircleXmark = "¤"
```

Field Value

[string](#)

HouseCrack

```
public const string HouseCrack = "▫"
```

Field Value

[string ↗](#)

HouseFire

```
public const string HouseFire = "▫"
```

Field Value

[string ↗](#)

HouseFlag

```
public const string HouseFlag = "▫"
```

Field Value

[string ↗](#)

HouseFloodWater

```
public const string HouseFloodWater = "▫"
```

Field Value

[string ↗](#)

HouseFloodWaterCircleArrowRight

```
public const string HouseFloodWaterCircleArrowRight = "▫"
```

Field Value

[string](#)

HouseLaptop

```
public const string HouseLaptop = "▫"
```

Field Value

[string](#)

HouseLock

```
public const string HouseLock = "▫"
```

Field Value

[string](#)

HouseMedical

```
public const string HouseMedical = "▫"
```

Field Value

[string](#)

HouseMedicalCircleCheck

```
public const string HouseMedicalCircleCheck = "▫"
```

Field Value

[string](#)

HouseMedicalCircleExclamation

```
public const string HouseMedicalCircleExclamation = "▫"
```

Field Value

[string](#)

HouseMedicalCircleXmark

```
public const string HouseMedicalCircleXmark = "▫"
```

Field Value

[string](#)

HouseMedicalFlag

```
public const string HouseMedicalFlag = "▫"
```

Field Value

[string](#)

HouseSignal

```
public const string HouseSignal = "¤"
```

Field Value

[string](#)

HouseTsunami

```
public const string HouseTsunami = "¤"
```

Field Value

[string](#)

HouseUser

```
public const string HouseUser = "¤"
```

Field Value

[string](#)

HryvniaSign

```
public const string HryvniaSign = "¤"
```

Field Value

[string](#)

Hurricane

```
public const string Hurricane = "¤"
```

Field Value

[string](#)

I

```
public const string I = "I"
```

Field Value

[string](#)

ICursor

```
public const string ICursor = "¤"
```

Field Value

[string](#)

IceCream

```
public const string IceCream = "¤"
```

Field Value

[string](#)

Icicles

```
public const string Icicles = "▣"
```

Field Value

[string](#)

IconMax

```
public const int IconMax = 63743
```

Field Value

[int](#)

IconMax16

```
public const int IconMax16 = 63743
```

Field Value

[int](#)

IconMin

```
public const int IconMin = 57349
```

Field Value

[int](#)

Icons

```
public const string Icons = "▣"
```

Field Value

[string](#)

IdBadge

```
public const string IdBadge = "▣"
```

Field Value

[string](#)

IdCard

```
public const string IdCard = "▣"
```

Field Value

[string](#)

IdCardClip

```
public const string IdCardClip = "▣"
```

Field Value

[string](#)

Igloo

```
public const string Igloo = "▣"
```

Field Value

[string ↗](#)

Image

```
public const string Image = "▣"
```

Field Value

[string ↗](#)

ImagePortrait

```
public const string ImagePortrait = "▣"
```

Field Value

[string ↗](#)

Images

```
public const string Images = "▣"
```

Field Value

[string ↗](#)

Inbox

```
public const string Inbox = "¤"
```

Field Value

[string](#)

Indent

```
public const string Indent = "¤"
```

Field Value

[string](#)

IndianRupeeSign

```
public const string IndianRupeeSign = "¤"
```

Field Value

[string](#)

Industry

```
public const string Industry = "¤"
```

Field Value

[string](#)

Infinity

```
public const string Infinity = "∞"
```

Field Value

[string](#)

Info

```
public const string Info = "info"
```

Field Value

[string](#)

Italic

```
public const string Italic = "italic"
```

Field Value

[string](#)

J

```
public const string J = "J"
```

Field Value

[string](#)

Jar

```
public const string Jar = "¤"
```

Field Value

[string ↗](#)

JarWheat

```
public const string JarWheat = "¤"
```

Field Value

[string ↗](#)

Jedi

```
public const string Jedi = "¤"
```

Field Value

[string ↗](#)

JetFighter

```
public const string JetFighter = "¤"
```

Field Value

[string ↗](#)

JetFighterUp

```
public const string JetFighterUp = "□"
```

Field Value

[string ↗](#)

Joint

```
public const string Joint = "□"
```

Field Value

[string ↗](#)

JugDetergent

```
public const string JugDetergent = "□"
```

Field Value

[string ↗](#)

K

```
public const string K = "K"
```

Field Value

[string ↗](#)

Kaaba

```
public const string Kaaba = "▫"
```

Field Value

[string ↗](#)

Key

```
public const string Key = "▫"
```

Field Value

[string ↗](#)

Keyboard

```
public const string Keyboard = "▫"
```

Field Value

[string ↗](#)

Khanda

```
public const string Khanda = "▫"
```

Field Value

[string ↗](#)

KipSign

```
public const string KipSign = "¤"
```

Field Value

[string](#)

KitMedical

```
public const string KitMedical = "¤"
```

Field Value

[string](#)

KitchenSet

```
public const string KitchenSet = "¤"
```

Field Value

[string](#)

KiwiBird

```
public const string KiwiBird = "¤"
```

Field Value

[string](#)

L

```
public const string L = "L"
```

Field Value

[string](#)

LandMineOn

```
public const string LandMineOn = "o"
```

Field Value

[string](#)

Landmark

```
public const string Landmark = "o"
```

Field Value

[string](#)

LandmarkDome

```
public const string LandmarkDome = "o"
```

Field Value

[string](#)

LandmarkFlag

```
public const string LandmarkFlag = "■"
```

Field Value

[string](#)

Language

```
public const string Language = "■"
```

Field Value

[string](#)

Laptop

```
public const string Laptop = "■"
```

Field Value

[string](#)

LaptopCode

```
public const string LaptopCode = "■"
```

Field Value

[string](#)

LaptopFile

```
public const string LaptopFile = "¤"
```

Field Value

[string](#)

LaptopMedical

```
public const string LaptopMedical = "¤"
```

Field Value

[string](#)

LariSign

```
public const string LariSign = "¤"
```

Field Value

[string](#)

LayerGroup

```
public const string LayerGroup = "¤"
```

Field Value

[string](#)

Leaf

```
public const string Leaf = "¤"
```

Field Value

[string ↗](#)

LeftLong

```
public const string LeftLong = "¤"
```

Field Value

[string ↗](#)

LeftRight

```
public const string LeftRight = "¤"
```

Field Value

[string ↗](#)

Lemon

```
public const string Lemon = "¤"
```

Field Value

[string ↗](#)

LessThan

```
public const string LessThan = "<"
```

Field Value

[string ↗](#)

LessThanEqual

```
public const string LessThanEqual = "<="
```

Field Value

[string ↗](#)

LifeRing

```
public const string LifeRing = "<="
```

Field Value

[string ↗](#)

Lightbulb

```
public const string Lightbulb = "<="
```

Field Value

[string ↗](#)

LinesLeaning

```
public const string LinesLeaning = "▫"
```

Field Value

[string ↗](#)

Link

```
public const string Link = "▫"
```

Field Value

[string ↗](#)

LinkSlash

```
public const string LinkSlash = "▫"
```

Field Value

[string ↗](#)

LiraSign

```
public const string LiraSign = "▫"
```

Field Value

[string ↗](#)

List

```
public const string List = "¤"
```

Field Value

[string](#)

ListCheck

```
public const string ListCheck = "¤"
```

Field Value

[string](#)

ListOl

```
public const string ListOl = "¤"
```

Field Value

[string](#)

ListUl

```
public const string ListUl = "¤"
```

Field Value

[string](#)

LitecoinSign

```
public const string LitecoinSign = "¤"
```

Field Value

[string](#)

LocationArrow

```
public const string LocationArrow = "¤"
```

Field Value

[string](#)

LocationCrosshairs

```
public const string LocationCrosshairs = "¤"
```

Field Value

[string](#)

LocationDot

```
public const string LocationDot = "¤"
```

Field Value

[string](#)

LocationPin

```
public const string LocationPin = "¤"
```

Field Value

[string](#)

LocationPinLock

```
public const string LocationPinLock = "¤"
```

Field Value

[string](#)

Lock

```
public const string Lock = "¤"
```

Field Value

[string](#)

LockOpen

```
public const string LockOpen = "¤"
```

Field Value

[string](#)

Locust

```
public const string Locust = "¤"
```

Field Value

[string ↗](#)

Lungs

```
public const string Lungs = "¤"
```

Field Value

[string ↗](#)

LungsVirus

```
public const string LungsVirus = "¤"
```

Field Value

[string ↗](#)

M

```
public const string M = "M"
```

Field Value

[string ↗](#)

Magnet

```
public const string Magnet = "□"
```

Field Value

[string](#)

MagnifyingGlass

```
public const string MagnifyingGlass = "□"
```

Field Value

[string](#)

MagnifyingGlassArrowRight

```
public const string MagnifyingGlassArrowRight = "□"
```

Field Value

[string](#)

MagnifyingGlassChart

```
public const string MagnifyingGlassChart = "□"
```

Field Value

[string](#)

MagnifyingGlassDollar

```
public const string MagnifyingGlassDollar = "¤"
```

Field Value

[string](#)

MagnifyingGlassLocation

```
public const string MagnifyingGlassLocation = "¤"
```

Field Value

[string](#)

MagnifyingGlassMinus

```
public const string MagnifyingGlassMinus = "¤"
```

Field Value

[string](#)

MagnifyingGlassPlus

```
public const string MagnifyingGlassPlus = "¤"
```

Field Value

[string](#)

ManatSign

```
public const string ManatSign = "₮"
```

Field Value

[string ↗](#)

Map

```
public const string Map = "gMaps"
```

Field Value

[string ↗](#)

MapLocation

```
public const string MapLocation = "gMapsLoc"
```

Field Value

[string ↗](#)

MapLocationDot

```
public const string MapLocationDot = "gMapsLocDot"
```

Field Value

[string ↗](#)

MapPin

```
public const string MapPin = "¤"
```

Field Value

[string](#)

Marker

```
public const string Marker = "¤"
```

Field Value

[string](#)

Mars

```
public const string Mars = "¤"
```

Field Value

[string](#)

MarsAndVenus

```
public const string MarsAndVenus = "¤"
```

Field Value

[string](#)

MarsAndVenusBurst

```
public const string MarsAndVenusBurst = "¤"
```

Field Value

[string](#)

MarsDouble

```
public const string MarsDouble = "¤"
```

Field Value

[string](#)

MarsStroke

```
public const string MarsStroke = "¤"
```

Field Value

[string](#)

MarsStrokeRight

```
public const string MarsStrokeRight = "¤"
```

Field Value

[string](#)

MarsStrokeUp

```
public const string MarsStrokeUp = "□"
```

Field Value

[string](#)

MartiniGlass

```
public const string MartiniGlass = "□"
```

Field Value

[string](#)

MartiniGlassCitrus

```
public const string MartiniGlassCitrus = "□"
```

Field Value

[string](#)

MartiniGlassEmpty

```
public const string MartiniGlassEmpty = "□"
```

Field Value

[string](#)

Mask

```
public const string Mask = "¤"
```

Field Value

[string](#)

MaskFace

```
public const string MaskFace = "¤"
```

Field Value

[string](#)

MaskVentilator

```
public const string MaskVentilator = "¤"
```

Field Value

[string](#)

MasksTheater

```
public const string MasksTheater = "¤"
```

Field Value

[string](#)

MattressPillow

```
public const string MattressPillow = "▫"
```

Field Value

[string ↗](#)

Maximize

```
public const string Maximize = "▫"
```

Field Value

[string ↗](#)

Medal

```
public const string Medal = "▫"
```

Field Value

[string ↗](#)

Memory

```
public const string Memory = "▫"
```

Field Value

[string ↗](#)

Menorah

```
public const string Menorah = "¤"
```

Field Value

[string](#)

Mercury

```
public const string Mercury = "¤"
```

Field Value

[string](#)

Message

```
public const string Message = "¤"
```

Field Value

[string](#)

Meteor

```
public const string Meteor = "¤"
```

Field Value

[string](#)

Microchip

```
public const string Microchip = "¤"
```

Field Value

[string](#)

Microphone

```
public const string Microphone = "¤"
```

Field Value

[string](#)

MicrophoneLines

```
public const string MicrophoneLines = "¤"
```

Field Value

[string](#)

MicrophoneLinesSlash

```
public const string MicrophoneLinesSlash = "¤"
```

Field Value

[string](#)

MicrophoneSlash

```
public const string MicrophoneSlash = "⏏"
```

Field Value

[string ↗](#)

Microscope

```
public const string Microscope = "oculars"
```

Field Value

[string ↗](#)

MillSign

```
public const string MillSign = "₥"
```

Field Value

[string ↗](#)

Minimize

```
public const string Minimize = "☒"
```

Field Value

[string ↗](#)

Minus

```
public const string Minus = "▫"
```

Field Value

[string ↗](#)

Mitten

```
public const string Mitten = "▫"
```

Field Value

[string ↗](#)

Mobile

```
public const string Mobile = "▫"
```

Field Value

[string ↗](#)

MobileButton

```
public const string MobileButton = "▫"
```

Field Value

[string ↗](#)

MobileRetro

```
public const string MobileRetro = "¤"
```

Field Value

[string](#)

MobileScreen

```
public const string MobileScreen = "¤"
```

Field Value

[string](#)

MobileScreenButton

```
public const string MobileScreenButton = "¤"
```

Field Value

[string](#)

MoneyBill

```
public const string MoneyBill = "¤"
```

Field Value

[string](#)

MoneyBill1

```
public const string MoneyBill1 = "¤"
```

Field Value

[string ↗](#)

MoneyBill1Wave

```
public const string MoneyBill1Wave = "¤"
```

Field Value

[string ↗](#)

MoneyBillTransfer

```
public const string MoneyBillTransfer = "¤"
```

Field Value

[string ↗](#)

MoneyBillTrendUp

```
public const string MoneyBillTrendUp = "¤"
```

Field Value

[string ↗](#)

MoneyBillWave

```
public const string MoneyBillWave = "¤"
```

Field Value

[string](#)

MoneyBillWheat

```
public const string MoneyBillWheat = "¤"
```

Field Value

[string](#)

MoneyBills

```
public const string MoneyBills = "¤"
```

Field Value

[string](#)

MoneyCheck

```
public const string MoneyCheck = "¤"
```

Field Value

[string](#)

MoneyCheckDollar

```
public const string MoneyCheckDollar = "¤"
```

Field Value

[string](#)

Monument

```
public const string Monument = "¤"
```

Field Value

[string](#)

Moon

```
public const string Moon = "¤"
```

Field Value

[string](#)

MortarPestle

```
public const string MortarPestle = "¤"
```

Field Value

[string](#)

Mosque

```
public const string Mosque = "¤"
```

Field Value

[string](#)

Mosquito

```
public const string Mosquito = "¤"
```

Field Value

[string](#)

MosquitoNet

```
public const string MosquitoNet = "¤"
```

Field Value

[string](#)

Motorcycle

```
public const string Motorcycle = "¤"
```

Field Value

[string](#)

Mound

```
public const string Mound = "¤"
```

Field Value

[string](#)

Mountain

```
public const string Mountain = "¤"
```

Field Value

[string](#)

MountainCity

```
public const string MountainCity = "¤"
```

Field Value

[string](#)

MountainSun

```
public const string MountainSun = "¤"
```

Field Value

[string](#)

MugHot

```
public const string MugHot = "¤"
```

Field Value

[string ↗](#)

MugSaucer

```
public const string MugSaucer = "¤"
```

Field Value

[string ↗](#)

Music

```
public const string Music = "¤"
```

Field Value

[string ↗](#)

N

```
public const string N = "N"
```

Field Value

[string ↗](#)

NairaSign

```
public const string NairaSign = "¤"
```

Field Value

[string](#)

NetworkWired

```
public const string NetworkWired = "¤"
```

Field Value

[string](#)

Neuter

```
public const string Neuter = "¤"
```

Field Value

[string](#)

Newspaper

```
public const string Newspaper = "¤"
```

Field Value

[string](#)

NotEqual

```
public const string NotEqual = "≠"
```

Field Value

[string](#)

Notdef

```
public const string Notdef = "▫"
```

Field Value

[string](#)

NoteSticky

```
public const string NoteSticky = "▫"
```

Field Value

[string](#)

NotesMedical

```
public const string NotesMedical = "▫"
```

Field Value

[string](#)

Num0

```
public const string Num0 = "0"
```

Field Value

[string ↗](#)

Num1

```
public const string Num1 = "1"
```

Field Value

[string ↗](#)

Num2

```
public const string Num2 = "2"
```

Field Value

[string ↗](#)

Num3

```
public const string Num3 = "3"
```

Field Value

[string ↗](#)

Num4

```
public const string Num4 = "4"
```

Field Value

[string ↗](#)

Num5

```
public const string Num5 = "5"
```

Field Value

[string ↗](#)

Num6

```
public const string Num6 = "6"
```

Field Value

[string ↗](#)

Num7

```
public const string Num7 = "7"
```

Field Value

[string ↗](#)

Num8

```
public const string Num8 = "8"
```

Field Value

[string](#)

Num9

```
public const string Num9 = "9"
```

Field Value

[string](#)

O

```
public const string O = "0"
```

Field Value

[string](#)

ObjectGroup

```
public const string ObjectGroup = "o"
```

Field Value

[string](#)

ObjectUngroup

```
public const string ObjectUngroup = "□"
```

Field Value

[string ↗](#)

OilCan

```
public const string OilCan = "□"
```

Field Value

[string ↗](#)

OilWell

```
public const string OilWell = "□"
```

Field Value

[string ↗](#)

Om

```
public const string Om = "□"
```

Field Value

[string ↗](#)

Otter

```
public const string Otter = "o"
```

Field Value

[string](#)

Outdent

```
public const string Outdent = "o"
```

Field Value

[string](#)

P

```
public const string P = "P"
```

Field Value

[string](#)

Pager

```
public const string Pager = "o"
```

Field Value

[string](#)

PaintRoller

```
public const string PaintRoller = "▫"
```

Field Value

[string](#)

Paintbrush

```
public const string Paintbrush = "▫"
```

Field Value

[string](#)

Palette

```
public const string Palette = "▫"
```

Field Value

[string](#)

Pallet

```
public const string Pallet = "▫"
```

Field Value

[string](#)

Panorama

```
public const string Panorama = "▫"
```

Field Value

[string ↗](#)

PaperPlane

```
public const string PaperPlane = "▫"
```

Field Value

[string ↗](#)

Paperclip

```
public const string Paperclip = "▫"
```

Field Value

[string ↗](#)

ParachuteBox

```
public const string ParachuteBox = "▫"
```

Field Value

[string ↗](#)

Paragraph

```
public const string Paragraph = "¤"
```

Field Value

[string ↗](#)

Passport

```
public const string Passport = "¤"
```

Field Value

[string ↗](#)

Paste

```
public const string Paste = "¤"
```

Field Value

[string ↗](#)

Pause

```
public const string Pause = "¤"
```

Field Value

[string ↗](#)

Paw

```
public const string Paw = "¤"
```

Field Value

[string ↗](#)

Peace

```
public const string Peace = "¤"
```

Field Value

[string ↗](#)

Pen

```
public const string Pen = "¤"
```

Field Value

[string ↗](#)

PenClip

```
public const string PenClip = "¤"
```

Field Value

[string ↗](#)

PenFancy

```
public const string PenFancy = "¤"
```

Field Value

[string ↗](#)

PenNib

```
public const string PenNib = "¤"
```

Field Value

[string ↗](#)

PenRuler

```
public const string PenRuler = "¤"
```

Field Value

[string ↗](#)

PenToSquare

```
public const string PenToSquare = "¤"
```

Field Value

[string ↗](#)

Pencil

```
public const string Pencil = "□"
```

Field Value

[string](#)

PeopleArrows

```
public const string PeopleArrows = "□"
```

Field Value

[string](#)

PeopleCarryBox

```
public const string PeopleCarryBox = "□"
```

Field Value

[string](#)

PeopleGroup

```
public const string PeopleGroup = "□"
```

Field Value

[string](#)

PeopleLine

```
public const string PeopleLine = "¤"
```

Field Value

[string](#)

PeoplePulling

```
public const string PeoplePulling = "¤"
```

Field Value

[string](#)

PeopleRobbery

```
public const string PeopleRobbery = "¤"
```

Field Value

[string](#)

PeopleRoof

```
public const string PeopleRoof = "¤"
```

Field Value

[string](#)

PepperHot

```
public const string PepperHot = "¤"
```

Field Value

[string ↗](#)

Percent

```
public const string Percent = "%"'
```

Field Value

[string ↗](#)

Person

```
public const string Person = "¤"
```

Field Value

[string ↗](#)

PersonArrowDownToLine

```
public const string PersonArrowDownToLine = "¤"
```

Field Value

[string ↗](#)

PersonArrowUpFromLine

```
public const string PersonArrowUpFromLine = "▫"
```

Field Value

[string](#)

PersonBiking

```
public const string PersonBiking = "▫"
```

Field Value

[string](#)

PersonBooth

```
public const string PersonBooth = "▫"
```

Field Value

[string](#)

PersonBreastfeeding

```
public const string PersonBreastfeeding = "▫"
```

Field Value

[string](#)

PersonBurst

```
public const string PersonBurst = "¤"
```

Field Value

[string](#)

PersonCane

```
public const string PersonCane = "¤"
```

Field Value

[string](#)

PersonChalkboard

```
public const string PersonChalkboard = "¤"
```

Field Value

[string](#)

PersonCircleCheck

```
public const string PersonCircleCheck = "¤"
```

Field Value

[string](#)

PersonCircleExclamation

```
public const string PersonCircleExclamation = "▫"
```

Field Value

[string ↗](#)

PersonCircleMinus

```
public const string PersonCircleMinus = "▫"
```

Field Value

[string ↗](#)

PersonCirclePlus

```
public const string PersonCirclePlus = "▫"
```

Field Value

[string ↗](#)

PersonCircleQuestion

```
public const string PersonCircleQuestion = "▫"
```

Field Value

[string ↗](#)

PersonCircleXmark

```
public const string PersonCircleXmark = "▫"
```

Field Value

[string](#)

PersonDigging

```
public const string PersonDigging = "▫"
```

Field Value

[string](#)

PersonDotsFromLine

```
public const string PersonDotsFromLine = "▫"
```

Field Value

[string](#)

PersonDress

```
public const string PersonDress = "▫"
```

Field Value

[string](#)

PersonDressBurst

```
public const string PersonDressBurst = "¤"
```

Field Value

[string](#)

PersonDrowning

```
public const string PersonDrowning = "¤"
```

Field Value

[string](#)

PersonFalling

```
public const string PersonFalling = "¤"
```

Field Value

[string](#)

PersonFallingBurst

```
public const string PersonFallingBurst = "¤"
```

Field Value

[string](#)

PersonHalfDress

```
public const string PersonHalfDress = "¤"
```

Field Value

[string](#)

PersonHarassing

```
public const string PersonHarassing = "¤"
```

Field Value

[string](#)

PersonHiking

```
public const string PersonHiking = "¤"
```

Field Value

[string](#)

PersonMilitaryPointing

```
public const string PersonMilitaryPointing = "¤"
```

Field Value

[string](#)

PersonMilitaryRifle

```
public const string PersonMilitaryRifle = "¤"
```

Field Value

[string](#)

PersonMilitaryToPerson

```
public const string PersonMilitaryToPerson = "¤"
```

Field Value

[string](#)

PersonPraying

```
public const string PersonPraying = "¤"
```

Field Value

[string](#)

PersonPregnant

```
public const string PersonPregnant = "¤"
```

Field Value

[string](#)

PersonRays

```
public const string PersonRays = "¤"
```

Field Value

[string](#)

PersonRifle

```
public const string PersonRifle = "¤"
```

Field Value

[string](#)

PersonRunning

```
public const string PersonRunning = "¤"
```

Field Value

[string](#)

PersonShelter

```
public const string PersonShelter = "¤"
```

Field Value

[string](#)

PersonSkating

```
public const string PersonSkating = "¤"
```

Field Value

[string](#)

PersonSkiing

```
public const string PersonSkiing = "¤"
```

Field Value

[string](#)

PersonSkiingNordic

```
public const string PersonSkiingNordic = "¤"
```

Field Value

[string](#)

PersonSnowboarding

```
public const string PersonSnowboarding = "¤"
```

Field Value

[string](#)

PersonSwimming

```
public const string PersonSwimming = "▫"
```

Field Value

[string ↗](#)

PersonThroughWindow

```
public const string PersonThroughWindow = "▫"
```

Field Value

[string ↗](#)

PersonWalking

```
public const string PersonWalking = "▫"
```

Field Value

[string ↗](#)

PersonWalkingArrowLoopLeft

```
public const string PersonWalkingArrowLoopLeft = "▫"
```

Field Value

[string ↗](#)

PersonWalkingArrowRight

```
public const string PersonWalkingArrowRight = "▫"
```

Field Value

[string](#)

PersonWalkingDashedLineArrowRight

```
public const string PersonWalkingDashedLineArrowRight = "▫"
```

Field Value

[string](#)

PersonWalkingLuggage

```
public const string PersonWalkingLuggage = "▫"
```

Field Value

[string](#)

PersonWalkingWithCane

```
public const string PersonWalkingWithCane = "▫"
```

Field Value

[string](#)

PesetaSign

```
public const string PesetaSign = "¤"
```

Field Value

[string](#)

PesoSign

```
public const string PesoSign = "¤"
```

Field Value

[string](#)

Phone

```
public const string Phone = "¤"
```

Field Value

[string](#)

PhoneFlip

```
public const string PhoneFlip = "¤"
```

Field Value

[string](#)

PhoneSlash

```
public const string PhoneSlash = "＼"
```

Field Value

[string](#)

PhoneVolume

```
public const string PhoneVolume = "＼"
```

Field Value

[string](#)

PhotoFilm

```
public const string PhotoFilm = "＼"
```

Field Value

[string](#)

PiggyBank

```
public const string PiggyBank = "＼"
```

Field Value

[string](#)

Pills

```
public const string Pills = "¤"
```

Field Value

[string](#)

PizzaSlice

```
public const string PizzaSlice = "¤"
```

Field Value

[string](#)

PlaceOfWorship

```
public const string PlaceOfWorship = "¤"
```

Field Value

[string](#)

Plane

```
public const string Plane = "¤"
```

Field Value

[string](#)

PlaneArrival

```
public const string PlaneArrival = "▣"
```

Field Value

[string](#)

PlaneCircleCheck

```
public const string PlaneCircleCheck = "▣"
```

Field Value

[string](#)

PlaneCircleExclamation

```
public const string PlaneCircleExclamation = "▣"
```

Field Value

[string](#)

PlaneCircleXmark

```
public const string PlaneCircleXmark = "▣"
```

Field Value

[string](#)

PlaneDeparture

```
public const string PlaneDeparture = "▣"
```

Field Value

[string ↗](#)

PlaneLock

```
public const string PlaneLock = "▣"
```

Field Value

[string ↗](#)

PlaneSlash

```
public const string PlaneSlash = "▣"
```

Field Value

[string ↗](#)

PlaneUp

```
public const string PlaneUp = "▣"
```

Field Value

[string ↗](#)

PlantWilt

```
public const string PlantWilt = "¤"
```

Field Value

[string](#)

PlateWheat

```
public const string PlateWheat = "¤"
```

Field Value

[string](#)

Play

```
public const string Play = "¤"
```

Field Value

[string](#)

Plug

```
public const string Plug = "¤"
```

Field Value

[string](#)

PlugCircleBolt

```
public const string PlugCircleBolt = "▣"
```

Field Value

[string](#)

PlugCircleCheck

```
public const string PlugCircleCheck = "▣"
```

Field Value

[string](#)

PlugCircleExclamation

```
public const string PlugCircleExclamation = "▣"
```

Field Value

[string](#)

PlugCircleMinus

```
public const string PlugCircleMinus = "▣"
```

Field Value

[string](#)

PlugCirclePlus

```
public const string PlugCirclePlus = "▣"
```

Field Value

[string ↗](#)

PlugCircleXmark

```
public const string PlugCircleXmark = "▢"
```

Field Value

[string ↗](#)

Plus

```
public const string Plus = "+"
```

Field Value

[string ↗](#)

PlusMinus

```
public const string PlusMinus = "▢"
```

Field Value

[string ↗](#)

Podcast

```
public const string Podcast = "▣"
```

Field Value

[string](#)

Poo

```
public const string Poo = "▣"
```

Field Value

[string](#)

PooStorm

```
public const string PooStorm = "▣"
```

Field Value

[string](#)

Poop

```
public const string Poop = "▣"
```

Field Value

[string](#)

PowerOff

```
public const string PowerOff = "□"
```

Field Value

[string](#)

Prescription

```
public const string Prescription = "□"
```

Field Value

[string](#)

PrescriptionBottle

```
public const string PrescriptionBottle = "□"
```

Field Value

[string](#)

PrescriptionBottleMedical

```
public const string PrescriptionBottleMedical = "□"
```

Field Value

[string](#)

Print

```
public const string Print = "¤"
```

Field Value

[string](#)

PumpMedical

```
public const string PumpMedical = "¤"
```

Field Value

[string](#)

PumpSoap

```
public const string PumpSoap = "¤"
```

Field Value

[string](#)

PuzzlePiece

```
public const string PuzzlePiece = "¤"
```

Field Value

[string](#)

Q

```
public const string Q = "Q"
```

Field Value

[string](#)

Qrcode

```
public const string Qrcode = "¤"
```

Field Value

[string](#)

Question

```
public const string Question = "?"
```

Field Value

[string](#)

QuoteLeft

```
public const string QuoteLeft = "¤"
```

Field Value

[string](#)

QuoteRight

```
public const string QuoteRight = "¤"
```

Field Value

[string](#)

R

```
public const string R = "R"
```

Field Value

[string](#)

Radiation

```
public const string Radiation = "¤"
```

Field Value

[string](#)

Radio

```
public const string Radio = "¤"
```

Field Value

[string](#)

Rainbow

```
public const string Rainbow = "¤"
```

Field Value

[string](#) ↗

RankingStar

```
public const string RankingStar = "¤"
```

Field Value

[string](#) ↗

Receipt

```
public const string Receipt = "¤"
```

Field Value

[string](#) ↗

RecordVinyl

```
public const string RecordVinyl = "¤"
```

Field Value

[string](#) ↗

RectangleAd

```
public const string RectangleAd = "▣"
```

Field Value

[string](#)

RectangleList

```
public const string RectangleList = "▣"
```

Field Value

[string](#)

RectangleXmark

```
public const string RectangleXmark = "▣"
```

Field Value

[string](#)

Recycle

```
public const string Recycle = "▣"
```

Field Value

[string](#)

Registered

```
public const string Registered = "o"
```

Field Value

[string](#)

Repeat

```
public const string Repeat = "o"
```

Field Value

[string](#)

Reply

```
public const string Reply = "o"
```

Field Value

[string](#)

ReplyAll

```
public const string ReplyAll = "o"
```

Field Value

[string](#)

Republican

```
public const string Republican = "¤"
```

Field Value

[string](#)

Restroom

```
public const string Restroom = "¤"
```

Field Value

[string](#)

Retweet

```
public const string Retweet = "¤"
```

Field Value

[string](#)

Ribbon

```
public const string Ribbon = "¤"
```

Field Value

[string](#)

RightFromBracket

```
public const string RightFromBracket = "¤"
```

Field Value

[string](#)

RightLeft

```
public const string RightLeft = "¤"
```

Field Value

[string](#)

RightLong

```
public const string RightLong = "¤"
```

Field Value

[string](#)

RightToBracket

```
public const string RightToBracket = "¤"
```

Field Value

[string](#)

Ring

```
public const string Ring = "▫"
```

Field Value

[string](#)

Road

```
public const string Road = "▫"
```

Field Value

[string](#)

RoadBarrier

```
public const string RoadBarrier = "▫"
```

Field Value

[string](#)

RoadBridge

```
public const string RoadBridge = "▫"
```

Field Value

[string](#)

RoadCircleCheck

```
public const string RoadCircleCheck = "▫"
```

Field Value

[string](#)

RoadCircleExclamation

```
public const string RoadCircleExclamation = "▫"
```

Field Value

[string](#)

RoadCircleXmark

```
public const string RoadCircleXmark = "▫"
```

Field Value

[string](#)

RoadLock

```
public const string RoadLock = "▫"
```

Field Value

[string](#)

RoadSpikes

```
public const string RoadSpikes = "¤"
```

Field Value

[string](#)

Robot

```
public const string Robot = "¤"
```

Field Value

[string](#)

Rocket

```
public const string Rocket = "¤"
```

Field Value

[string](#)

Rotate

```
public const string Rotate = "¤"
```

Field Value

[string](#)

RotateLeft

```
public const string RotateLeft = "¤"
```

Field Value

[string](#)

RotateRight

```
public const string RotateRight = "¤"
```

Field Value

[string](#)

Route

```
public const string Route = "¤"
```

Field Value

[string](#)

Rss

```
public const string Rss = "¤"
```

Field Value

[string](#)

RubleSign

```
public const string RubleSign = "¤"
```

Field Value

[string](#)

Rug

```
public const string Rug = "¤"
```

Field Value

[string](#)

Ruler

```
public const string Ruler = "¤"
```

Field Value

[string](#)

RulerCombined

```
public const string RulerCombined = "¤"
```

Field Value

[string](#)

RulerHorizontal

```
public const string RulerHorizontal = "▫"
```

Field Value

[string ↗](#)

RulerVertical

```
public const string RulerVertical = "▫"
```

Field Value

[string ↗](#)

RupeeSign

```
public const string RupeeSign = "▫"
```

Field Value

[string ↗](#)

RupiahSign

```
public const string RupiahSign = "▫"
```

Field Value

[string ↗](#)

S

```
public const string S = "S"
```

Field Value

[string ↗](#)

SackDollar

```
public const string SackDollar = "¤"
```

Field Value

[string ↗](#)

SackXmark

```
public const string SackXmark = "¤"
```

Field Value

[string ↗](#)

Sailboat

```
public const string Sailboat = "¤"
```

Field Value

[string ↗](#)

Satellite

```
public const string Satellite = "□"
```

Field Value

[string](#)

SatelliteDish

```
public const string SatelliteDish = "□"
```

Field Value

[string](#)

ScaleBalanced

```
public const string ScaleBalanced = "□"
```

Field Value

[string](#)

ScaleUnbalanced

```
public const string ScaleUnbalanced = "□"
```

Field Value

[string](#)

ScaleUnbalancedFlip

```
public const string ScaleUnbalancedFlip = "▫"
```

Field Value

[string](#)

School

```
public const string School = "▫"
```

Field Value

[string](#)

SchoolCircleCheck

```
public const string SchoolCircleCheck = "▫"
```

Field Value

[string](#)

SchoolCircleExclamation

```
public const string SchoolCircleExclamation = "▫"
```

Field Value

[string](#)

SchoolCircleXmark

```
public const string SchoolCircleXmark = "▫"
```

Field Value

[string ↗](#)

SchoolFlag

```
public const string SchoolFlag = "▫"
```

Field Value

[string ↗](#)

SchoolLock

```
public const string SchoolLock = "▫"
```

Field Value

[string ↗](#)

Scissors

```
public const string Scissors = "▫"
```

Field Value

[string ↗](#)

Screwdriver

```
public const string Screwdriver = "¤"
```

Field Value

[string](#)

ScrewdriverWrench

```
public const string ScrewdriverWrench = "¤"
```

Field Value

[string](#)

Scroll

```
public const string Scroll = "¤"
```

Field Value

[string](#)

ScrollTorah

```
public const string ScrollTorah = "¤"
```

Field Value

[string](#)

SdCard

```
public const string SdCard = "▫"
```

Field Value

[string](#)

Section

```
public const string Section = "▫"
```

Field Value

[string](#)

Seedling

```
public const string Seedling = "▫"
```

Field Value

[string](#)

Server

```
public const string Server = "▫"
```

Field Value

[string](#)

Shapes

```
public const string Shapes = "□"
```

Field Value

[string](#)

Share

```
public const string Share = "□"
```

Field Value

[string](#)

ShareFromSquare

```
public const string ShareFromSquare = "□"
```

Field Value

[string](#)

ShareNodes

```
public const string ShareNodes = "□"
```

Field Value

[string](#)

SheetPlastic

```
public const string SheetPlastic = "▫"
```

Field Value

[string ↗](#)

ShekelSign

```
public const string ShekelSign = "₪"
```

Field Value

[string ↗](#)

Shield

```
public const string Shield = "▢"
```

Field Value

[string ↗](#)

ShieldCat

```
public const string ShieldCat = "▣"
```

Field Value

[string ↗](#)

ShieldDog

```
public const string ShieldDog = "¤"
```

Field Value

[string](#)

ShieldHalved

```
public const string ShieldHalved = "¤"
```

Field Value

[string](#)

ShieldHeart

```
public const string ShieldHeart = "¤"
```

Field Value

[string](#)

ShieldVirus

```
public const string ShieldVirus = "¤"
```

Field Value

[string](#)

Ship

```
public const string Ship = "¤"
```

Field Value

[string ↗](#)

Shirt

```
public const string Shirt = "¤"
```

Field Value

[string ↗](#)

ShoePrints

```
public const string ShoePrints = "¤"
```

Field Value

[string ↗](#)

Shop

```
public const string Shop = "¤"
```

Field Value

[string ↗](#)

ShopLock

```
public const string ShopLock = "锁"
```

Field Value

[string](#)

ShopSlash

```
public const string ShopSlash = "/"
```

Field Value

[string](#)

Shower

```
public const string Shower = "淋浴"
```

Field Value

[string](#)

Shrimp

```
public const string Shrimp = "虾"
```

Field Value

[string](#)

Shuffle

```
public const string Shuffle = "¤"
```

Field Value

[string ↗](#)

ShuttleSpace

```
public const string ShuttleSpace = "¤"
```

Field Value

[string ↗](#)

SignHanging

```
public const string SignHanging = "¤"
```

Field Value

[string ↗](#)

Signal

```
public const string Signal = "¤"
```

Field Value

[string ↗](#)

Signature

```
public const string Signature = "¤"
```

Field Value

[string](#)

SignsPost

```
public const string SignsPost = "¤"
```

Field Value

[string](#)

SimCard

```
public const string SimCard = "¤"
```

Field Value

[string](#)

Sink

```
public const string Sink = "¤"
```

Field Value

[string](#)

Sitemap

```
public const string Sitemap = "▫"
```

Field Value

[string ↗](#)

Skull

```
public const string Skull = "▫"
```

Field Value

[string ↗](#)

SkullCrossbones

```
public const string SkullCrossbones = "▫"
```

Field Value

[string ↗](#)

Slash

```
public const string Slash = "▫"
```

Field Value

[string ↗](#)

Sleigh

```
public const string Sleigh = "¤"
```

Field Value

[string ↗](#)

Sliders

```
public const string Sliders = "¤"
```

Field Value

[string ↗](#)

Smog

```
public const string Smog = "¤"
```

Field Value

[string ↗](#)

Smoking

```
public const string Smoking = "¤"
```

Field Value

[string ↗](#)

Snowflake

```
public const string Snowflake = "¤"
```

Field Value

[string ↗](#)

Snowman

```
public const string Snowman = "¤"
```

Field Value

[string ↗](#)

Snowplow

```
public const string Snowplow = "¤"
```

Field Value

[string ↗](#)

Soap

```
public const string Soap = "¤"
```

Field Value

[string ↗](#)

Socks

```
public const string Socks = "¤"
```

Field Value

[string](#)

SolarPanel

```
public const string SolarPanel = "¤"
```

Field Value

[string](#)

Sort

```
public const string Sort = "¤"
```

Field Value

[string](#)

SortDown

```
public const string SortDown = "¤"
```

Field Value

[string](#)

SortUp

```
public const string SortUp = "¤"
```

Field Value

[string](#)

Spa

```
public const string Spa = "¤"
```

Field Value

[string](#)

SpaghettiMonsterFlying

```
public const string SpaghettiMonsterFlying = "¤"
```

Field Value

[string](#)

SpellCheck

```
public const string SpellCheck = "¤"
```

Field Value

[string](#)

Spider

```
public const string Spider = "□"
```

Field Value

[string ↗](#)

Spinner

```
public const string Spinner = "□"
```

Field Value

[string ↗](#)

Splotch

```
public const string Splotch = "□"
```

Field Value

[string ↗](#)

Spoon

```
public const string Spoon = "□"
```

Field Value

[string ↗](#)

SprayCan

```
public const string SprayCan = "¤"
```

Field Value

[string](#)

SprayCanSparkles

```
public const string SprayCanSparkles = "¤"
```

Field Value

[string](#)

Square

```
public const string Square = "¤"
```

Field Value

[string](#)

SquareArrowUpRight

```
public const string SquareArrowUpRight = "¤"
```

Field Value

[string](#)

SquareCaretDown

```
public const string SquareCaretDown = "▫"
```

Field Value

[string](#)

SquareCaretLeft

```
public const string SquareCaretLeft = "▫"
```

Field Value

[string](#)

SquareCaretRight

```
public const string SquareCaretRight = "▫"
```

Field Value

[string](#)

SquareCaretUp

```
public const string SquareCaretUp = "▫"
```

Field Value

[string](#)

SquareCheck

```
public const string SquareCheck = "▫"
```

Field Value

[string](#)

SquareEnvelope

```
public const string SquareEnvelope = "▫"
```

Field Value

[string](#)

SquareFull

```
public const string SquareFull = "▫"
```

Field Value

[string](#)

SquareH

```
public const string SquareH = "▫"
```

Field Value

[string](#)

SquareMinus

```
public const string SquareMinus = "▫"
```

Field Value

[string](#)

SquareNfi

```
public const string SquareNfi = "▫"
```

Field Value

[string](#)

SquareParking

```
public const string SquareParking = "▫"
```

Field Value

[string](#)

SquarePen

```
public const string SquarePen = "▫"
```

Field Value

[string](#)

SquarePersonConfined

```
public const string SquarePersonConfined = "▣"
```

Field Value

[string ↗](#)

SquarePhone

```
public const string SquarePhone = "▣"
```

Field Value

[string ↗](#)

SquarePhoneFlip

```
public const string SquarePhoneFlip = "▣"
```

Field Value

[string ↗](#)

SquarePlus

```
public const string SquarePlus = "▣"
```

Field Value

[string ↗](#)

SquarePoltHorizontal

```
public const string SquarePollHorizontal = "▣"
```

Field Value

[string ↗](#)

SquarePollVertical

```
public const string SquarePollVertical = "▢"
```

Field Value

[string ↗](#)

SquareRootVariable

```
public const string SquareRootVariable = "▫"
```

Field Value

[string ↗](#)

SquareRss

```
public const string SquareRss = "▣"
```

Field Value

[string ↗](#)

SquareShareNodes

```
public const string SquareShareNodes = "▫"
```

Field Value

[string](#)

SquareUpRight

```
public const string SquareUpRight = "▫"
```

Field Value

[string](#)

SquareVirus

```
public const string SquareVirus = "▫"
```

Field Value

[string](#)

SquareXmark

```
public const string SquareXmark = "▫"
```

Field Value

[string](#)

StaffSnake

```
public const string StaffSnake = "¤"
```

Field Value

[string ↗](#)

Stairs

```
public const string Stairs = "¤"
```

Field Value

[string ↗](#)

Stamp

```
public const string Stamp = "¤"
```

Field Value

[string ↗](#)

Stapler

```
public const string Stapler = "¤"
```

Field Value

[string ↗](#)

Star

```
public const string Star = "▫"
```

Field Value

[string](#)

StarAndCrescent

```
public const string StarAndCrescent = "▫"
```

Field Value

[string](#)

StarHalf

```
public const string StarHalf = "▫"
```

Field Value

[string](#)

StarHalfStroke

```
public const string StarHalfStroke = "▫"
```

Field Value

[string](#)

StarOfDavid

```
public const string StarOfDavid = "□"
```

Field Value

[string](#)

StarOfLife

```
public const string StarOfLife = "□"
```

Field Value

[string](#)

SterlingSign

```
public const string SterlingSign = "¤"
```

Field Value

[string](#)

Stethoscope

```
public const string Stethoscope = "□"
```

Field Value

[string](#)

Stop

```
public const string Stop = "¤"
```

Field Value

[string ↗](#)

Stopwatch

```
public const string Stopwatch = "¤"
```

Field Value

[string ↗](#)

Stopwatch20

```
public const string Stopwatch20 = "¤"
```

Field Value

[string ↗](#)

Store

```
public const string Store = "¤"
```

Field Value

[string ↗](#)

StoreSlash

```
public const string StoreSlash = "＼"
```

Field Value

[string](#)

StreetView

```
public const string StreetView = "＼"
```

Field Value

[string](#)

Strikethrough

```
public const string Strikethrough = "＼"
```

Field Value

[string](#)

Stroopwafel

```
public const string Stroopwafel = "＼"
```

Field Value

[string](#)

Subscript

```
public const string Subscript = "▫"
```

Field Value

[string ↗](#)

Suitcase

```
public const string Suitcase = "▫"
```

Field Value

[string ↗](#)

SuitcaseMedical

```
public const string SuitcaseMedical = "▫"
```

Field Value

[string ↗](#)

SuitcaseRolling

```
public const string SuitcaseRolling = "▫"
```

Field Value

[string ↗](#)

Sun

```
public const string Sun = "¤"
```

Field Value

[string](#)

SunPlantWilt

```
public const string SunPlantWilt = "¤"
```

Field Value

[string](#)

Superscript

```
public const string Superscript = "¤"
```

Field Value

[string](#)

Swatchbook

```
public const string Swatchbook = "¤"
```

Field Value

[string](#)

Synagogue

```
public const string Synagogue = "¤"
```

Field Value

[string ↗](#)

Syringe

```
public const string Syringe = "¤"
```

Field Value

[string ↗](#)

T

```
public const string T = "T"
```

Field Value

[string ↗](#)

Table

```
public const string Table = "¤"
```

Field Value

[string ↗](#)

TableCells

```
public const string TableCells = "¤"
```

Field Value

[string](#)

TableCellsLarge

```
public const string TableCellsLarge = "¤"
```

Field Value

[string](#)

TableColumns

```
public const string TableColumns = "¤"
```

Field Value

[string](#)

TableList

```
public const string TableList = "¤"
```

Field Value

[string](#)

TableTennisPaddleBall

```
public const string TableTennisPaddleBall = "¤"
```

Field Value

[string](#)

Tablet

```
public const string Tablet = "¤"
```

Field Value

[string](#)

TabletButton

```
public const string TabletButton = "¤"
```

Field Value

[string](#)

TabletScreenButton

```
public const string TabletScreenButton = "¤"
```

Field Value

[string](#)

Tablets

```
public const string Tablets = "▫"
```

Field Value

[string](#) ↗

TachographDigital

```
public const string TachographDigital = "▫"
```

Field Value

[string](#) ↗

Tag

```
public const string Tag = "▫"
```

Field Value

[string](#) ↗

Tags

```
public const string Tags = "▫"
```

Field Value

[string](#) ↗

Tape

```
public const string Tape = "¤"
```

Field Value

[string](#)

Tarp

```
public const string Tarp = "¤"
```

Field Value

[string](#)

TarpDroplet

```
public const string TarpDroplet = "¤"
```

Field Value

[string](#)

Taxi

```
public const string Taxi = "¤"
```

Field Value

[string](#)

Teeth

```
public const string Teeth = "▫"
```

Field Value

[string](#)

TeethOpen

```
public const string TeethOpen = "▫"
```

Field Value

[string](#)

TemperatureArrowDown

```
public const string TemperatureArrowDown = "▫"
```

Field Value

[string](#)

TemperatureArrowUp

```
public const string TemperatureArrowUp = "▫"
```

Field Value

[string](#)

TemperatureEmpty

```
public const string TemperatureEmpty = "▫"
```

Field Value

[string](#)

TemperatureFull

```
public const string TemperatureFull = "▫"
```

Field Value

[string](#)

TemperatureHalf

```
public const string TemperatureHalf = "▫"
```

Field Value

[string](#)

TemperatureHigh

```
public const string TemperatureHigh = "▫"
```

Field Value

[string](#)

TemperatureLow

```
public const string TemperatureLow = "▫"
```

Field Value

[string](#)

TemperatureQuarter

```
public const string TemperatureQuarter = "▫"
```

Field Value

[string](#)

TemperatureThreeQuarters

```
public const string TemperatureThreeQuarters = "▫"
```

Field Value

[string](#)

TengeSign

```
public const string TengeSign = "▫"
```

Field Value

[string](#)

Tent

```
public const string Tent = "▫"
```

Field Value

[string](#)

TentArrowDownToLine

```
public const string TentArrowDownToLine = "▫"
```

Field Value

[string](#)

TentArrowLeftRight

```
public const string TentArrowLeftRight = "▫"
```

Field Value

[string](#)

TentArrowTurnLeft

```
public const string TentArrowTurnLeft = "▫"
```

Field Value

[string](#)

TentArrowsDown

```
public const string TentArrowsDown = "▫"
```

Field Value

[string ↗](#)

Tents

```
public const string Tents = "▫"
```

Field Value

[string ↗](#)

Terminal

```
public const string Terminal = "▫"
```

Field Value

[string ↗](#)

TextHeight

```
public const string TextHeight = "▫"
```

Field Value

[string ↗](#)

TextSlash

```
public const string TextSlash = "▫"
```

Field Value

[string ↗](#)

TextWidth

```
public const string TextWidth = "▫"
```

Field Value

[string ↗](#)

Thermometer

```
public const string Thermometer = "▫"
```

Field Value

[string ↗](#)

ThumbsDown

```
public const string ThumbsDown = "▫"
```

Field Value

[string ↗](#)

ThumbsUp

```
public const string ThumbsUp = "◐"
```

Field Value

[string](#)

Thumbtack

```
public const string Thumbtack = "◐"
```

Field Value

[string](#)

Ticket

```
public const string Ticket = "◐"
```

Field Value

[string](#)

TicketSimple

```
public const string TicketSimple = "◐"
```

Field Value

[string](#)

Timeline

```
public const string Timeline = "▫"
```

Field Value

[string ↗](#)

ToggleOff

```
public const string ToggleOff = "▫"
```

Field Value

[string ↗](#)

ToggleOn

```
public const string ToggleOn = "▫"
```

Field Value

[string ↗](#)

Toilet

```
public const string Toilet = "▫"
```

Field Value

[string ↗](#)

ToiletPaper

```
public const string ToiletPaper = "¤"
```

Field Value

[string](#)

ToiletPaperSlash

```
public const string ToiletPaperSlash = "¤"
```

Field Value

[string](#)

ToiletPortable

```
public const string ToiletPortable = "¤"
```

Field Value

[string](#)

ToiletsPortable

```
public const string ToiletsPortable = "¤"
```

Field Value

[string](#)

Toolbox

```
public const string Toolbox = "▫"
```

Field Value

[string ↗](#)

Tooth

```
public const string Tooth = "▫"
```

Field Value

[string ↗](#)

ToriiGate

```
public const string ToriiGate = "▫"
```

Field Value

[string ↗](#)

Tornado

```
public const string Tornado = "▫"
```

Field Value

[string ↗](#)

TowerBroadcast

```
public const string TowerBroadcast = "o"
```

Field Value

[string](#)

TowerCell

```
public const string TowerCell = "o"
```

Field Value

[string](#)

TowerObservation

```
public const string TowerObservation = "o"
```

Field Value

[string](#)

Tractor

```
public const string Tractor = "o"
```

Field Value

[string](#)

Trademark

```
public const string Trademark = "¤"
```

Field Value

[string](#)

TrafficLight

```
public const string TrafficLight = "¤"
```

Field Value

[string](#)

Trailer

```
public const string Trailer = "¤"
```

Field Value

[string](#)

Train

```
public const string Train = "¤"
```

Field Value

[string](#)

TrainSubway

```
public const string TrainSubway = "▫"
```

Field Value

[string ↗](#)

TrainTram

```
public const string TrainTram = "▫"
```

Field Value

[string ↗](#)

Transgender

```
public const string Transgender = "▫"
```

Field Value

[string ↗](#)

Trash

```
public const string Trash = "▫"
```

Field Value

[string ↗](#)

TrashArrowUp

```
public const string TrashArrowUp = "▫"
```

Field Value

[string ↗](#)

TrashCan

```
public const string TrashCan = "▫"
```

Field Value

[string ↗](#)

TrashCanArrowUp

```
public const string TrashCanArrowUp = "▫"
```

Field Value

[string ↗](#)

Tree

```
public const string Tree = "▫"
```

Field Value

[string ↗](#)

TreeCity

```
public const string TreeCity = "¤"
```

Field Value

[string](#)

TriangleExclamation

```
public const string TriangleExclamation = "¤"
```

Field Value

[string](#)

Trophy

```
public const string Trophy = "¤"
```

Field Value

[string](#)

Trowel

```
public const string Trowel = "¤"
```

Field Value

[string](#)

TrowelBricks

```
public const string TrowelBricks = "▣"
```

Field Value

[string](#)

Truck

```
public const string Truck = "▣"
```

Field Value

[string](#)

TruckArrowRight

```
public const string TruckArrowRight = "▣"
```

Field Value

[string](#)

TruckDroplet

```
public const string TruckDroplet = "▣"
```

Field Value

[string](#)

TruckFast

```
public const string TruckFast = "▣"
```

Field Value

[string](#)

TruckField

```
public const string TruckField = "▣"
```

Field Value

[string](#)

TruckFieldUn

```
public const string TruckFieldUn = "▣"
```

Field Value

[string](#)

TruckFront

```
public const string TruckFront = "▣"
```

Field Value

[string](#)

TruckMedical

```
public const string TruckMedical = "¤"
```

Field Value

[string](#)

TruckMonster

```
public const string TruckMonster = "¤"
```

Field Value

[string](#)

TruckMoving

```
public const string TruckMoving = "¤"
```

Field Value

[string](#)

TruckPickup

```
public const string TruckPickup = "¤"
```

Field Value

[string](#)

TruckPlane

```
public const string TruckPlane = "▫"
```

Field Value

[string](#)

TruckRampBox

```
public const string TruckRampBox = "▫"
```

Field Value

[string](#)

Tty

```
public const string Tty = "▫"
```

Field Value

[string](#)

TurkishLiraSign

```
public const string TurkishLiraSign = "▫"
```

Field Value

[string](#)

TurnDown

```
public const string TurnDown = "□"
```

Field Value

[string](#)

TurnUp

```
public const string TurnUp = "□"
```

Field Value

[string](#)

Tv

```
public const string Tv = "□"
```

Field Value

[string](#)

U

```
public const string U = "U"
```

Field Value

[string](#)

Umbrella

```
public const string Umbrella = "□"
```

Field Value

[string](#)

UmbrellaBeach

```
public const string UmbrellaBeach = "□"
```

Field Value

[string](#)

Underline

```
public const string Underline = "□"
```

Field Value

[string](#)

UniversalAccess

```
public const string UniversalAccess = "□"
```

Field Value

[string](#)

Unlock

```
public const string Unlock = "□"
```

Field Value

[string](#)

UnlockKeyhole

```
public const string UnlockKeyhole = "□"
```

Field Value

[string](#)

UpDown

```
public const string UpDown = "□"
```

Field Value

[string](#)

UpDownLeftRight

```
public const string UpDownLeftRight = "□"
```

Field Value

[string](#)

UpLong

```
public const string UpLong = "□"
```

Field Value

[string ↗](#)

UpRightAndDownLeftFromCenter

```
public const string UpRightAndDownLeftFromCenter = "□"
```

Field Value

[string ↗](#)

UpRightFromSquare

```
public const string UpRightFromSquare = "□"
```

Field Value

[string ↗](#)

Upload

```
public const string Upload = "□"
```

Field Value

[string ↗](#)

User

```
public const string User = "□"
```

Field Value

[string](#)

UserAstronaut

```
public const string UserAstronaut = "□"
```

Field Value

[string](#)

UserCheck

```
public const string UserCheck = "□"
```

Field Value

[string](#)

UserClock

```
public const string UserClock = "□"
```

Field Value

[string](#)

UserDoctor

```
public const string UserDoctor = "¤"
```

Field Value

[string](#)

UserGear

```
public const string UserGear = "¤"
```

Field Value

[string](#)

UserGraduate

```
public const string UserGraduate = "¤"
```

Field Value

[string](#)

UserGroup

```
public const string UserGroup = "¤"
```

Field Value

[string](#)

UserInjured

```
public const string UserInjured = "▫"
```

Field Value

[string](#)

UserLarge

```
public const string UserLarge = "▫"
```

Field Value

[string](#)

UserLargeSlash

```
public const string UserLargeSlash = "▫"
```

Field Value

[string](#)

UserLock

```
public const string UserLock = "▫"
```

Field Value

[string](#)

UserMinus

```
public const string UserMinus = "¤"
```

Field Value

[string](#)

UserNinja

```
public const string UserNinja = "¤"
```

Field Value

[string](#)

UserNurse

```
public const string UserNurse = "¤"
```

Field Value

[string](#)

UserPen

```
public const string UserPen = "¤"
```

Field Value

[string](#)

UserPlus

```
public const string UserPlus = "¤"
```

Field Value

[string](#)

UserSecret

```
public const string UserSecret = "¤"
```

Field Value

[string](#)

UserShield

```
public const string UserShield = "¤"
```

Field Value

[string](#)

UserSlash

```
public const string UserSlash = "¤"
```

Field Value

[string](#)

UserTag

```
public const string UserTag = "¤"
```

Field Value

[string](#)

UserTie

```
public const string UserTie = "¤"
```

Field Value

[string](#)

UserXmark

```
public const string UserXmark = "¤"
```

Field Value

[string](#)

Users

```
public const string Users = "¤"
```

Field Value

[string](#)

UsersBetweenLines

```
public const string UsersBetweenLines = "¤"
```

Field Value

[string](#)

UsersGear

```
public const string UsersGear = "¤"
```

Field Value

[string](#)

UsersLine

```
public const string UsersLine = "¤"
```

Field Value

[string](#)

UsersRays

```
public const string UsersRays = "¤"
```

Field Value

[string](#)

UsersRectangle

```
public const string UsersRectangle = "□"
```

Field Value

[string](#)

UsersSlash

```
public const string UsersSlash = "▫"
```

Field Value

[string](#)

UsersViewfinder

```
public const string UsersViewfinder = "▢"
```

Field Value

[string](#)

Utensils

```
public const string Utensils = "▣"
```

Field Value

[string](#)

V

```
public const string V = "V"
```

Field Value

[string](#)

VanShuttle

```
public const string VanShuttle = "▫"
```

Field Value

[string](#)

Vault

```
public const string Vault = "▫"
```

Field Value

[string](#)

VectorSquare

```
public const string VectorSquare = "▫"
```

Field Value

[string](#)

Venus

```
public const string Venus = "¤"
```

Field Value

[string](#)

VenusDouble

```
public const string VenusDouble = "¤"
```

Field Value

[string](#)

VenusMars

```
public const string VenusMars = "¤"
```

Field Value

[string](#)

Vest

```
public const string Vest = "¤"
```

Field Value

[string](#)

VestPatches

```
public const string VestPatches = "▫"
```

Field Value

[string](#)

Vial

```
public const string Vial = "▫"
```

Field Value

[string](#)

VialCircleCheck

```
public const string VialCircleCheck = "▫"
```

Field Value

[string](#)

VialVirus

```
public const string VialVirus = "▫"
```

Field Value

[string](#)

Vials

```
public const string Vials = "▫"
```

Field Value

[string ↗](#)

Video

```
public const string Video = "▫"
```

Field Value

[string ↗](#)

VideoSlash

```
public const string VideoSlash = "▫"
```

Field Value

[string ↗](#)

Vihara

```
public const string Vihara = "▫"
```

Field Value

[string ↗](#)

Virus

```
public const string Virus = "▫"
```

Field Value

[string](#)

VirusCovid

```
public const string VirusCovid = "▫"
```

Field Value

[string](#)

VirusCovidSlash

```
public const string VirusCovidSlash = "▫"
```

Field Value

[string](#)

VirusSlash

```
public const string VirusSlash = "▫"
```

Field Value

[string](#)

Viruses

```
public const string Viruses = "¤"
```

Field Value

[string ↗](#)

Voicemail

```
public const string Voicemail = "¤"
```

Field Value

[string ↗](#)

Volcano

```
public const string Volcano = "¤"
```

Field Value

[string ↗](#)

Volleyball

```
public const string Volleyball = "¤"
```

Field Value

[string ↗](#)

VolumeHigh

```
public const string VolumeHigh = "▣"
```

Field Value

[string](#)

VolumeLow

```
public const string VolumeLow = "▢"
```

Field Value

[string](#)

VolumeOff

```
public const string VolumeOff = "▢"
```

Field Value

[string](#)

VolumeXmark

```
public const string VolumeXmark = "▢"
```

Field Value

[string](#)

VrCardboard

```
public const string VrCardboard = "¤"
```

Field Value

[string](#)

W

```
public const string W = "W"
```

Field Value

[string](#)

WalkieTalkie

```
public const string WalkieTalkie = "¤"
```

Field Value

[string](#)

Wallet

```
public const string Wallet = "¤"
```

Field Value

[string](#)

WandMagic

```
public const string WandMagic = "¤"
```

Field Value

[string](#)

WandMagicSparkles

```
public const string WandMagicSparkles = "¤"
```

Field Value

[string](#)

WandSparkles

```
public const string WandSparkles = "¤"
```

Field Value

[string](#)

Warehouse

```
public const string Warehouse = "¤"
```

Field Value

[string](#)

Water

```
public const string Water = "¤"
```

Field Value

[string](#)

WaterLadder

```
public const string WaterLadder = "¤"
```

Field Value

[string](#)

WaveSquare

```
public const string WaveSquare = "¤"
```

Field Value

[string](#)

WeightHanging

```
public const string WeightHanging = "¤"
```

Field Value

[string](#)

WeightScale

```
public const string WeightScale = "▫"
```

Field Value

[string ↗](#)

WheatAwn

```
public const string WheatAwn = "▫"
```

Field Value

[string ↗](#)

WheatAwnCircleExclamation

```
public const string WheatAwnCircleExclamation = "▫"
```

Field Value

[string ↗](#)

Wheelchair

```
public const string Wheelchair = "▫"
```

Field Value

[string ↗](#)

WheelchairMove

```
public const string WheelchairMove = "¤"
```

Field Value

[string](#)

WhiskeyGlass

```
public const string WhiskeyGlass = "¤"
```

Field Value

[string](#)

Wifi

```
public const string Wifi = "¤"
```

Field Value

[string](#)

Wind

```
public const string Wind = "¤"
```

Field Value

[string](#)

WindowMaximize

```
public const string WindowMaximize = "■"
```

Field Value

[string](#)

WindowMinimize

```
public const string WindowMinimize = "□"
```

Field Value

[string](#)

WindowRestore

```
public const string WindowRestore = "■"
```

Field Value

[string](#)

WineBottle

```
public const string WineBottle = "■"
```

Field Value

[string](#)

WineGlass

```
public const string WineGlass = "¤"
```

Field Value

[string ↗](#)

WineGlassEmpty

```
public const string WineGlassEmpty = "¤"
```

Field Value

[string ↗](#)

WonSign

```
public const string WonSign = "¤"
```

Field Value

[string ↗](#)

Worm

```
public const string Worm = "¤"
```

Field Value

[string ↗](#)

Wrench

```
public const string Wrench = "¤"
```

Field Value

[string](#)

X

```
public const string X = "X"
```

Field Value

[string](#)

XRay

```
public const string XRay = "¤"
```

Field Value

[string](#)

Xmark

```
public const string Xmark = "¤"
```

Field Value

[string](#)

XmarksLines

```
public const string XmarksLines = "¤"
```

Field Value

[string](#)

Y

```
public const string Y = "¥"
```

Field Value

[string](#)

YenSign

```
public const string YenSign = "¤"
```

Field Value

[string](#)

YinYang

```
public const string YinYang = "¤"
```

Field Value

[string](#)

Z

```
public const string Z = "Z"
```

Field Value

[string](#) ↗

Namespace PatoframeWork

Classes

[Behaviour](#)

Basic class for all the Behaviours

[BehaviourHelper](#)

Static class for general helpers

[Entity](#)

[ErrorManager](#)

Simple class to easily log Errors to the Console

[GameController](#)

Base class for the game Loop, it holds all the Entities.

Class Behaviour

Namespace: [PatoframeWork](#)

Assembly: Patoframework.dll

Basic class for all the Behaviours

```
public class Behaviour
```

Inheritance

[object](#) ← Behaviour

Derived

[PhysicBehaviour](#), [LightBehaviour](#), [RendererBehaviour](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Extension Methods

[BehaviourHelper.CloneBehaviour\(Behaviour\)](#) , [BehaviourHelper.RemoveBehaviour\(Behaviour\)](#) ,
[BehaviourHelper.SwitchOwner\(Behaviour, Entity\)](#)

Fields

Owner

Entity this behaviour is attached to

```
public required Entity Owner
```

Field Value

[Entity](#)

Methods

OnAdd()

Called once when the Behaviour is added to an Entity

```
public virtual void OnAdd()
```

OnRemove()

Called once when the Behaviour is removed from an Entity

```
public virtual void OnRemove()
```

UpdateEffect()

Called once each frame, as long as the Owner Entity has the variable ReceiveUpdates enabled

```
public virtual void UpdateEffect()
```

Class BehaviourHelper

Namespace: [PatoframeWork](#)

Assembly: Patoframework.dll

Static class for general helpers

```
public static class BehaviourHelper
```

Inheritance

[object](#) ← BehaviourHelper

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

AddBehaviour(Entity, Type)

Adds a Behaviour of type [behaviourType](#) to a target entity

```
public static Behaviour AddBehaviour(this Entity entity, Type behaviourType)
```

Parameters

[entity](#) [Entity](#)

[behaviourType](#) [Type](#)

Returns

[Behaviour](#)

The added Behaviour

AddBehaviour<T>(Entity)

Adds the type of Behaviour to a target entity

```
public static T AddBehaviour<T>(this Entity entity) where T : Behaviour
```

Parameters

entity [Entity](#)

Returns

T

The added Behaviour

Type Parameters

T

CloneBehaviour(Behaviour)

Creates an exact copy of the target Behaviour

```
public static Behaviour CloneBehaviour(this Behaviour behaviour)
```

Parameters

behaviour [Behaviour](#)

Returns

[Behaviour](#)

The cloned Behaviour

FindBehaviour<T>(Entity)

Finds a Behaviour in a target entity

```
public static T? FindBehaviour<T>(this Entity entity) where T : Behaviour
```

Parameters

entity [Entity](#)

Returns

T

The first instance found of the specified behaviour

Type Parameters

T

RemoveBehaviour(Behaviour)

Removes a target Behaviour from an entity

```
public static void RemoveBehaviour(this Behaviour behaviour)
```

Parameters

behaviour [Behaviour](#)

SetColor(RendererBehaviour, Color)

Sets the Color of a RendererBehaviour

```
public static RendererBehaviour SetColor(this RendererBehaviour beh, Color color)
```

Parameters

beh [RendererBehaviour](#)

color Color

Returns

[RendererBehaviour](#)

The target Behaviour

SetOrder(RendererBehaviour, int)

Sets the render order of a RenderBehaviour

```
public static RendererBehaviour SetOrder(this RendererBehaviour beh, int order)
```

Parameters

beh [RendererBehaviour](#)

order [int](#)

Returns

[RendererBehaviour](#)

The target RenderBehaviour

SetSize(RendererBehaviour, int)

Sets the size (render size) of a RenderBehaviour

```
public static RendererBehaviour SetSize(this RendererBehaviour beh, int size)
```

Parameters

beh [RendererBehaviour](#)

size [int](#)

Returns

[RendererBehaviour](#)

The target RenderBehaviour

SwitchOwner(Behaviour, Entity)

Sets the target Behaviour Owner to the Entity `newOwner`.

```
public static void SwitchOwner(this Behaviour currBehaviour, Entity newOwner)
```

Parameters

`currBehaviour` [Behaviour](#)

`newOwner` [Entity](#)

Class Entity

Namespace: [PatoframeWork](#)

Assembly: Patoframework.dll

```
public class Entity
```

Inheritance

[object](#) ← Entity

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Extension Methods

[BehaviourHelper.AddBehaviour\(Entity, Type\)](#) , [BehaviourHelper.AddBehaviour<T>\(Entity\)](#) ,
[BehaviourHelper.FindBehaviour<T>\(Entity\)](#).

Constructors

Entity()

This constructor initializes a new Entity.

```
public Entity()
```

Entity(Entity)

This constructor initializes a new Entity, and sets its Parent to [parent](#).

```
public Entity(Entity parent)
```

Parameters

[parent](#) [Entity](#)

Entity(string)

This constructor initializes a new Entity with
`name` as its name.

```
public Entity(string name)
```

Parameters

`name` [string](#)

Fields

LocalPosition

Local position of the Entity, relative to its Parent (if it has any).

```
[InspectorShowOrder(3)]  
public Vector2 LocalPosition
```

Field Value

[Vector2](#)

Name

Shown name of the Entity.

```
public string Name
```

Field Value

[string](#)

Properties

Active

If disabled, this Entity and its Behaviours will act like if they didn't exist.

```
[InspectorShowOrder(5)]  
public bool Active { get; set; }
```

Property Value

[bool](#)

Behaviours

Collection of all the Behaviours an entity has.

```
public List<Behaviour> Behaviours { get; }
```

Property Value

[List](#)<[Behaviour](#)>

Remarks

Use FindBehaviours to get an specific one

Childs

Collection of the Ids of the Child Entities.

```
public List<ulong> Childs { get; }
```

Property Value

[List](#)<[ulong](#)>

GlobalPosition

Position of the Entity in relation to all its Parent Entities.

```
[JsonIgnore]  
[InspectorShowOrder(2)]  
public Vector2 GlobalPosition { get; set; }
```

Property Value

[Vector2](#)

Remarks

If no Parent Entities exist, its equal to LocalPosition

Id

Inmutable Id of an Entity.

```
[InspectorShowOrder(6)]  
public ulong Id { get; }
```

Property Value

[ulong](#)

Remarks

Every Id is unique to that Entity. Use GameController.FindEntity() to find an Entity by its Id

Parent

Id of the Parent Entity.

```
public ulong Parent { get; }
```

Property Value

[ulong](#)

Remarks

is 0 if has no Parent

ReceiveUpdates

If enabled, the Behaviours of this Entity get updated each frame.

```
[InspectorShowOrder(2)]  
public bool ReceiveUpdates { get; set; }
```

Property Value

[bool](#)

Methods

Delete(bool, bool)

Remove the Entity from the Entity List.

```
public void Delete(bool isInstant = false, bool DeleteChilds = false)
```

Parameters

isInstant [bool](#)

DeleteChilds [bool](#)

Duplicate()

Creates an exact copy of the current entity (with a different ID).

```
public Entity Duplicate()
```

Returns

[Entity](#)

Remarks

Copies the Behaviours and Child Entities as well

IsMyChild(Entity, bool)

Checks if the Entity `entity`, is a child of the current Entity. `SearchRecursively` makes it search recursively in the childs of childs.

```
public bool IsMyChild(Entity entity, bool SearchRecursively = true)
```

Parameters

`entity` [Entity](#)

`SearchRecursively` [bool](#)

Returns

[bool](#)

IsMyChild(ulong, bool)

Checks if the Entity `entityId`, is a child of the current Entity. `SearchRecursively` makes it search recursively in the childs of childs.

```
public bool IsMyChild(ulong entityId, bool SearchRecursively = true)
```

Parameters

`entityId` [ulong](#)

`SearchRecursively` [bool](#)

Returns

[bool](#)

OnDelete()

Override this method to set custom behaviour when this object gets Deleted.

```
protected virtual void OnDelete()
```

OnLoad()

Override this method to set custom behaviour when this object gets Loaded/Instantiated/Enabled into a scene.

```
protected virtual void OnLoad()
```

OnUnload()

Override this method to set custom behaviour when this object gets disabled into a scene.

```
protected virtual void OnUnload()
```

SelfUpdate()

Its called once each frame, override to control how often the Behaviours of this Entity get Updated.

```
public virtual void SelfUpdate()
```

Remarks

By default, it doesn't get called if the Entity is inactive, or if ReceiveUpdates is set to false

SetParent(Entity?)

Changes the current Parent of the Entity to `newParent`.

```
public void SetParent(Entity? newParent)
```

Parameters

`newParent` [Entity](#)

Remarks

If `newParent` is null, it unparents the Entity

SetParent(ulong)

Changes the current Parent of the Entity with ID `newParentID`.

```
public void SetParent(ulong newParentID)
```

Parameters

`newParentID` [ulong](#)

Remarks

If `newParentID` is 0, it unparents the Entity.

SetParentNoNotify(ulong)

Changes the current Parent of the Entity to `newParent`, without updating the Parent about it.

```
public void SetParentNoNotify(ulong newParent)
```

Parameters

`newParent` [ulong](#)

Class ErrorManager

Namespace: [PatoframeWork](#)

Assembly: Patoframework.dll

Simple class to easily log Errors to the Console

```
public static class ErrorManager
```

Inheritance

[object](#) ← ErrorManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

.LogError(string)

```
public static void LogError(string args)
```

Parameters

args [string](#)

Class GameController

Namespace: [PatoframeWork](#)

Assembly: Patoframework.dll

Base class for the game Loop, it holds all the Entities.

```
public static class GameController
```

Inheritance

[object](#) ← GameController

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

SaveLocation

```
public static string? SaveLocation
```

Field Value

[string](#)

Update

```
[JsonIgnore]  
public static Action? Update
```

Field Value

[Action](#)

fileSaveName

```
public static string? fileSaveName
```

Field Value

[string](#) ↗

lights

```
public static LightBehaviour[] lights
```

Field Value

[LightBehaviour](#)[]

Properties

CurrentFrame

```
public static int CurrentFrame { get; }
```

Property Value

[int](#) ↗

Methods

AddEntity(Entity)

Adds an Entity to the Entity list. Not recommended to use unless you really know what you are doing.

```
public static void AddEntity(Entity entity)
```

Parameters

[entity Entity](#)

AddRenderer(RendererBehaviour)

Adds the RendererBehaviour [rendBeh](#) to the Renderers list.

```
public static void AddRenderer(RendererBehaviour rendBeh)
```

Parameters

[rendBeh RendererBehaviour](#)

FindEntity(ulong)

Retrieves the Entity with matching ID.

```
public static Entity FindEntity(ulong ID)
```

Parameters

[ID \[ulong\]\(#\)](#)

Returns

[Entity](#)

GetAllEntities()

Returns a list containing all the Entities.

```
public static List<Entity> GetAllEntities()
```

Returns

[List](#)<[Entity](#)>

GetLowestFreeID()

Retrieves the lowest, unoccupied ID from the Entity list.

```
public static ulong GetLowestFreeID()
```

Returns

[ulong](#)

LoadScene()

Loads an Entity list from a .json file.

```
public static void LoadScene()
```

MainThread()

```
public static void MainThread()
```

RemoveEntity(ulong)

Removes an Entity from the Entity list. Not recommended to use unless you really know what you are doing.

```
public static void RemoveEntity(ulong ID)
```

Parameters

ID [ulong](#)

RemoveRenderer(RendererBehaviour)

Removes the RendererBehaviour `rendBeh` from the Renderers list.

```
public static void RemoveRenderer(RendererBehaviour rendBeh)
```

Parameters

`rendBeh` [RendererBehaviour](#)

SaveScene()

Saves all the Entities in a .json file.

```
public static void SaveScene()
```

TryFindEntity(ulong)

Retrieves the Entity with matching ID, or `null` if no Entity is found.

```
public static Entity? TryFindEntity(ulong ID)
```

Parameters

`ID` [ulong](#) ↗

Returns

[Entity](#)

Namespace PatoframeWork.Inspector

Classes

[InspectorHideAttribute](#)

Prevents the Inspector from exposing this variable

[InspectorHideNullAttribute](#)

Hides this property if its value is null

[InspectorNonEditableAttribute](#)

Prevents this variable from being edited in the inspector (readonly)

[InspectorShowOrderAttribute](#)

Forces the Inspector to draw this property in an specific order

Class InspectorHideAttribute

Namespace: [PatoframeWork.Inspector](#)

Assembly: Patoframework.dll

Prevents the Inspector from exposing this variable

```
[AttributeUsage(AttributeTargets.Property|AttributeTargets.Field, AllowMultiple  
= false)]  
public class InspectorHideAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← InspectorHideAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,

[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Class InspectorHideNullAttribute

Namespace: [PatoframeWork.Inspector](#)

Assembly: Patoframework.dll

Hides this property if its value is null

```
[AttributeUsage(AttributeTargets.Property|AttributeTargets.Field)]
public class InspectorHideNullAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← InspectorHideNullAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,

[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Class InspectorNonEditableAttribute

Namespace: [PatoFramework.Inspector](#)

Assembly: PatoFramework.dll

Prevents this variable from being edited in the inspector (readonly)

```
[AttributeUsage(AttributeTargets.Property|AttributeTargets.Field)]
public class InspectorNonEditableAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← InspectorNonEditableAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,

[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Class InspectorShowOrderAttribute

Namespace: [PatoframeWork.Inspector](#)

Assembly: Patoframework.dll

Forces the Inspector to draw this property in an specific order

```
[AttributeUsage(AttributeTargets.Property|AttributeTargets.Field)]
public class InspectorShowOrderAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← InspectorShowOrderAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,

[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

InspectorShowOrderAttribute(int)

Forces the Inspector to draw this property in an specific order

```
public InspectorShowOrderAttribute(int Order)
```

Parameters

Order [int](#)

Fields

order

```
public int order
```

Field Value

[int](#)

Namespace PatoframeWork.Physics

Classes

[PhysicBehaviour](#)

Class PhysicBehaviour

Namespace: [PatoFramework.Physics](#)

Assembly: PatoFramework.dll

```
public class PhysicBehaviour : Behaviour
```

Inheritance

[object](#) ← [Behaviour](#) ← PhysicBehaviour

Inherited Members

[Behaviour.Owner](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[BehaviourHelper.CloneBehaviour\(Behaviour\)](#) , [BehaviourHelper.RemoveBehaviour\(Behaviour\)](#) ,
[BehaviourHelper.SwitchOwner\(Behaviour, Entity\)](#)

Fields

Velocity

```
public Vector2 Velocity
```

Field Value

[Vector2](#)

Methods

OnAdd()

Called once when the Behaviour is added to an Entity

```
public override void OnAdd()
```

OnRemove()

Called once when the Behaviour is removed from an Entity

```
public override void OnRemove()
```

PhysicsUpdate()

```
public virtual void PhysicsUpdate()
```

UpdateEffect()

Called once each frame, as long as the Owner Entity has the variable ReceiveUpdates enabled

```
public override void UpdateEffect()
```

Namespace PatoframeWork.Rendering

Classes

[CameraManager](#)

Class to handle the camera logic

[ImageData](#)

[LightBehaviour](#)

[LightsManager](#)

[RendererBehaviour](#)

[SpriteManager](#)

Enums

[RendererBehaviour.VisualShapeType](#)

Class CameraManager

Namespace: [PatoframeWork.Rendering](#)

Assembly: Patoframework.dll

Class to handle the camera logic

```
public class CameraManager
```

Inheritance

[object](#) ← CameraManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

Velocity

Camera move Velocity.

```
public float Velocity
```

Field Value

[float](#)

cam

Target 2D Camera.

```
public Camera2D cam
```

Field Value

freeRoam

```
public bool freeRoam
```

Field Value

[bool](#)

lastPos

Stores the Camera's last position.

```
public Vector2 lastPos
```

Field Value

[Vector2](#)

lastRotZoom

Stores the Camera's last Rotation and Zoom values.

```
public Vector2 lastRotZoom
```

Field Value

[Vector2](#)

Properties

I

```
public static CameraManager I { get; }
```

Property Value

[CameraManager](#)

Methods

ResetCamera()

```
public void ResetCamera()
```

UpdateCamera()

Camera logic. Is called each frame by [GameController](#)

```
public void UpdateCamera()
```

Class ImageData

Namespace: [PatoFramework.Rendering](#)

Assembly: PatoFramework.dll

```
public class ImageData
```

Inheritance

[object](#) ← ImageData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

ImageData(Image, int, int, Dictionary<ulong, Rectangle>)

```
public ImageData(Image newImage, int SizeX, int SizeY, Dictionary<ulong, Rectangle> SpriteRectangles)
```

Parameters

newImage Image

SizeX [int](#)

SizeY [int](#)

SpriteRectangles [Dictionary](#)<[ulong](#), Rectangle>

Fields

SpriteRects

```
public Dictionary<ulong, Rectangle> SpriteRects
```

Field Value

[Dictionary](#)<[ulong](#), Rectangle>

TextSizeX

```
public int TextSizeX
```

Field Value

[int](#)

TextSizeY

```
public int TextSizeY
```

Field Value

[int](#)

hasNormal

```
public bool hasNormal
```

Field Value

[bool](#)

image

```
public Image image
```

Field Value

Image

imageNormal

```
public Image? imageNormal
```

Field Value

Image?

loadedNormal

```
public Texture2D? loadedNormal
```

Field Value

Texture2D?

loadedTexture

```
public Texture2D? loadedTexture
```

Field Value

Texture2D?

Methods

GetLowestID(List<ulong>)

```
public static ulong GetLowestID(List<ulong> list)
```

Parameters

list [List](#)<[ulong](#)>

Returns

[ulong](#)

Class LightBehaviour

Namespace: [PatoFramework.Rendering](#)

Assembly: PatoFramework.dll

```
public class LightBehaviour : Behaviour
```

Inheritance

[object](#) ← [Behaviour](#) ← LightBehaviour

Inherited Members

[Behaviour.Owner](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[BehaviourHelper.CloneBehaviour\(Behaviour\)](#) , [BehaviourHelper.RemoveBehaviour\(Behaviour\)](#) ,
[BehaviourHelper.SwitchOwner\(Behaviour, Entity\)](#)

Fields

IsDirty

```
public bool IsDirty
```

Field Value

[bool](#)

LightColor

```
public Color LightColor
```

Field Value

Color

Zpos

```
public float Zpos
```

Field Value

[float ↗](#)

Methods

OnAdd()

Called once when the Behaviour is added to an Entity

```
public override void OnAdd()
```

OnRemove()

Called once when the Behaviour is removed from an Entity

```
public override void OnRemove()
```

UpdateEffect()

Called once each frame, as long as the Owner Entity has the variable ReceiveUpdates enabled

```
public override void UpdateEffect()
```

Class LightsManager

Namespace: [PatoFramework.Rendering](#)

Assembly: PatoFramework.dll

```
public static class LightsManager
```

Inheritance

[object](#) ← LightsManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

AmbientLight

```
public static Color AmbientLight { get; set; }
```

Property Value

Color

LightFallOff

```
public static float LightFallOff { get; set; }
```

Property Value

[float](#)

LightResolution

```
public static int LightResolution { get; set; }
```

Property Value

[int ↗](#)

Methods

AddLight(LightBehaviour)

```
public static void AddLight(LightBehaviour light)
```

Parameters

[light](#) [LightBehaviour](#)

GetNearestLights(int)

```
public static Vector3[] GetNearestLights(int amount = 5)
```

Parameters

[amount](#) [int ↗](#)

Returns

[Vector3 ↗](#)[]

GetNearestLightsColors()

```
public static Vector4[] GetNearestLightsColors()
```

Returns

[Vector4](#)[]

IsDirty()

```
public static bool IsDirty()
```

Returns

[bool](#)

RemoveLight(LightBehaviour)

```
public static void RemoveLight(LightBehaviour light)
```

Parameters

light [LightBehaviour](#)

Class RendererBehaviour

Namespace: [PatoFramework.Rendering](#)

Assembly: PatoFramework.dll

```
public class RendererBehaviour : Behaviour
```

Inheritance

[object](#) ← [Behaviour](#) ← RendererBehaviour

Inherited Members

[Behaviour.Owner](#) , [Behaviour.UpdateEffect\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[BehaviourHelper.CloneBehaviour\(Behaviour\)](#) , [BehaviourHelper.RemoveBehaviour\(Behaviour\)](#) ,
[BehaviourHelper.SwitchOwner\(Behaviour, Entity\)](#) ,
[BehaviourHelper.SetColor\(RendererBehaviour, Color\)](#) ,
[BehaviourHelper.SetOrder\(RendererBehaviour, int\)](#) ,
[BehaviourHelper.SetSize\(RendererBehaviour, int\)](#)

Fields

Color

```
public Color Color
```

Field Value

Color

ImageID

```
public ulong ImageID
```

Field Value

[ulong](#) ↗

Order

`public int Order`

Field Value

[int](#) ↗

RenderType

`public RendererBehaviour.VisualShapeType RenderType`

Field Value

[RendererBehaviour.VisualShapeType](#)

Size

`public float Size`

Field Value

[float](#) ↗

SpriteID

`public ulong SpriteID`

Field Value

[ulong](#)

zRot

`public float zRot`

Field Value

[float](#)

Methods

OnAdd()

Called once when the Behaviour is added to an Entity

`public override void OnAdd()`

OnRemove()

Called once when the Behaviour is removed from an Entity

`public override void OnRemove()`

Enum RendererBehaviour.VisualShapeType

Namespace: [PatoframeWork.Rendering](#)

Assembly: Patoframework.dll

```
public enum RendererBehaviour.VisualShapeType
```

Fields

Circle = 0

Image = 2

Square = 1

Class SpriteManager

Namespace: [PatoFramework.Rendering](#)

Assembly: PatoFramework.dll

```
public static class SpriteManager
```

Inheritance

[object](#) ← SpriteManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

DefaultImg

```
public static Image DefaultImg { get; set; }
```

Property Value

Image

DefaultText

```
public static Texture2D? DefaultText { get; }
```

Property Value

Texture2D?

IsDirty

```
public static bool IsDirty { get; }
```

Property Value

[bool](#)

LoadedImages

```
public static Dictionary<ulong, ImageData> LoadedImages { get; }
```

Property Value

[Dictionary](#)<[ulong](#), [ImageData](#)>

Methods

LoadAllTextures()

```
public static void LoadAllTextures()
```

LoadTextureFolder(string, bool)

```
public static void LoadTextureFolder(string folderPath, bool cleanUp = true)
```

Parameters

folderPath [string](#)

cleanUp [bool](#)

UnloadAllImages()

```
public static void UnloadAllImages()
```

UnloadImage(ulong)

```
public static void UnloadImage(ulong key)
```

Parameters

key [ulong](#)

Namespace PatoframeWork.Tweening

Classes

[TweenManager](#)

[Tween<T>](#)

Class TweenManager

Namespace: [PatoFramework.Tweening](#)

Assembly: PatoFramework.dll

```
public class TweenManager
```

Inheritance

[object](#) ← TweenManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class Tween<T>

Namespace: [PatoFramework.Tweening](#)

Assembly: PatoFramework.dll

```
public class Tween<T>
```

Type Parameters

T

Inheritance

[object](#) ← Tween<T>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

Tween(T, T, float, Action<T>)

```
public Tween(T startVal, T endVal, float duration, Action<T> onUpdateTween)
```

Parameters

startVal T

endVal T

duration [float](#)

onUpdateTween [Action](#)<T>

Fields

ID

```
public ulong ID
```

Field Value

[ulong](#) ↗

Target

```
public required object Target
```

Field Value

[object](#) ↗

isPaused

```
public bool isPaused
```

Field Value

[bool](#) ↗

Namespace Patoframework.Inspector

Classes

[InspectorVisual](#)

Class InspectorVisual

Namespace: [PatoFramework.Inspector](#)

Assembly: PatoFramework.dll

```
public static class InspectorVisual
```

Inheritance

[object](#) ← InspectorVisual

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Namespace rImGui_cs

Classes

[RImGui](#)

Delegates

[RImGui.SetupUserFontsCallback](#)

Class RImGui

Namespace: [rImGui.cs](#)

Assembly: Patoframework.dll

```
public static class RImGui
```

Inheritance

[object](#) ← RImGui

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

SetupUserFonts

Callback for cases where the user wants to install additional fonts.

```
public static RImGui.SetupUserFontsCallback? SetupUserFonts
```

Field Value

[RImGui.SetupUserFontsCallback](#)

Methods

Begin(float)

```
public static void Begin(float dt = -1)
```

Parameters

dt [float](#)

BeginInitImGui()

Custom initialization. Not needed if you call Setup. Only needed if you want to add custom setup code. must be followed by EndInitImGui

```
public static void BeginInitImGui()
```

End()

Ends an ImGui frame and submits all ImGui drawing to raylib for processing.

```
public static void End()
```

EndInitImGui()

End Custom initialization. Not needed if you call Setup. Only needed if you want to add custom setup code. must be proceeded by BeginInitImGui

```
public static void EndInitImGui()
```

Image(Texture2D)

Draw a texture as an image in an ImGui Context Uses the current ImGui Cursor position and the full texture size.

```
public static void Image(Texture2D image)
```

Parameters

image Texture2D

The raylib texture to draw

ImageButton(string, Texture2D)

Draws a texture as an image button in an ImGui context. Uses the current ImGui cursor position and the full size of the texture

```
public static bool ImageButton(string name, Texture2D image)
```

Parameters

name [string](#)

The display name and ImGui ID for the button

image Texture2D

The texture to draw

Returns

[bool](#)

True if the button was clicked

ImageButtonSize(string, Texture2D, Vector2)

```
public static bool ImageButtonSize(string name, Texture2D image, Vector2 size)
```

Parameters

name [string](#)

image Texture2D

size [Vector2](#)

Returns

[bool](#)

ImageRect(Texture2D, int, int, Rectangle)

Draw a portion texture as an image in an ImGui Context at a defined size Uses the current ImGui Cursor position and the specified size The image will be scaled up or down to fit as needed

```
public static void ImageRect(Texture2D image, int destWidth, int destHeight,  
    Rectangle sourceRect)
```

Parameters

image Texture2D

The raylib texture to draw

destWidth [int](#)

The width of the drawn image

destHeight [int](#)

The height of the drawn image

sourceRect Rectangle

The portion of the texture to draw as an image. Negative values for the width and height will flip the image

ImageRenderTexture(RenderTexture2D)

Draws a render texture as an image an ImGui Context, automatically flipping the Y axis so it will show correctly on screen

```
public static void ImageRenderTexture(RenderTexture2D image)
```

Parameters

image RenderTexture2D

The render texture to draw

ImageRenderTextureFit(RenderTexture2D, bool)

Draws a render texture as an image to the current ImGui Context, flipping the Y axis so it will show correctly on the screen The texture will be scaled to fit the content are available, centered if desired

```
public static void ImageRenderTextureFit(RenderTexture2D image, bool center = true)
```

Parameters

image RenderTexture2D

The render texture to draw

center [bool](#)

When true the texture will be centered in the content area. When false the image will be left and top justified

ImageSize(Texture2D, int, int)

Draw a texture as an image in an ImGui Context at a specific size Uses the current ImGui Cursor position and the specified width and height The image will be scaled up or down to fit as needed

```
public static void ImageSize(Texture2D image, int width, int height)
```

Parameters

image Texture2D

The raylib texture to draw

width [int](#)

The width of the drawn image

height [int](#)

The height of the drawn image

ImageSize(Texture2D, Vector2)

Draw a texture as an image in an ImGui Context at a specific size Uses the current ImGui Cursor position and the specified size The image will be scaled up or down to fit as needed

```
public static void ImageSize(Texture2D image, Vector2 size)
```

Parameters

image Texture2D

The raylib texture to draw

size [Vector2](#)

The size of drawn image

ReloadFonts()

Forces the font texture atlas to be recomputed and re-cached

```
public static void ReloadFonts()
```

Setup(bool, bool)

```
public static void Setup(bool darkTheme = true, bool enableDocking = false)
```

Parameters

darkTheme [bool](#)

enableDocking [bool](#)

Shutdown()

Cleanup ImGui and unload font atlas

```
public static void Shutdown()
```

Delegate RlImGui.SetupUserFontsCallback

Namespace: [rlImGui.cs](#)

Assembly: Patoframework.dll

```
public delegate void RlImGui.SetupUserFontsCallback(ImGuiIOPtr imGuiIo)
```

Parameters

imGuiIo ImGuiIOPtr