

Symbols for Legacy Computing Supplement

Range: 1CC00–1CEBF

DRAFT The Unicode Standard, Version 16.0 BETA REVIEW

This file contains an excerpt from the character code tables and list of character names for
DRAFT The Unicode Standard, Version 16.0 BETA REVIEW

Characters in this chart that are new for The Unicode Standard, Version 16.0 are shown in conjunction with any existing characters. For ease of reference, the new characters have been highlighted in the chart grid and in the names list.

This file will not be updated with errata, or when additional characters are assigned to the Unicode Standard.
See <https://www.unicode.org/errata/> for an up-to-date list of errata.

See <https://www.unicode.org/charts/> for access to a complete list of the latest character code charts.
See <https://www.unicode.org/charts/PDF/Unicode-16.0/> for charts showing only the characters added in Unicode 16.0.
See <https://www.unicode.org/Public/16.0.0/charts/> for a complete archived file of character code charts for Unicode 16.0.
See <https://www.unicode.org/charts/About.html#Conventions> for conventions used in these code charts, and other general information.

Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 16.0 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this file, please consult the appropriate sections of The Unicode Standard, Version 16.0, online at <https://www.unicode.org/versions/Unicode16.0.0/>, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, #44, #45, and #50, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

See <https://www.unicode.org/ucd/> and <https://www.unicode.org/reports/>

A thorough understanding of the information contained in these additional sources is required for a successful implementation.

Copying characters from the character code tables or list of character names is not recommended, because for production reasons the PDF files for the code charts cannot guarantee that the correct character codes will always be copied.

Fonts

The shapes of the reference glyphs used in these code charts are not prescriptive. Considerable variation is to be expected in actual fonts. The particular fonts used in these charts were provided to the Unicode Consortium by a number of different font designers, who own the rights to the fonts.

See <https://www.unicode.org/charts/fonts.html> for a list.

Terms of Use

















































































































































































































































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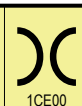
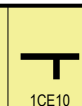



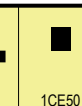








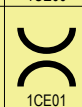
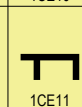









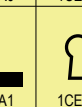



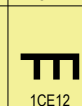


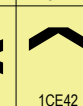
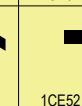
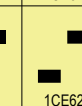


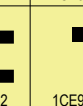



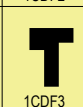
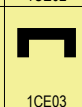
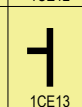
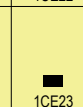

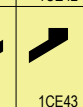
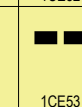
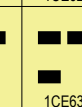
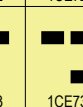
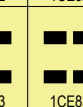
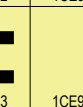
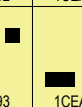



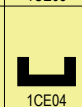
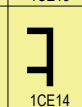



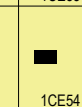




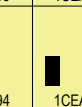


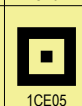



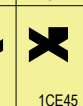
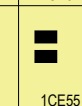

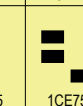


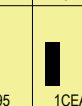



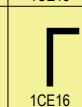
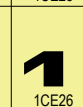

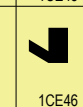
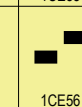



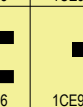




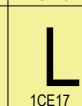
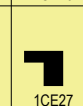
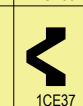

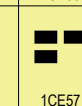
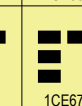
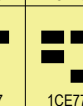

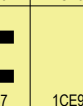
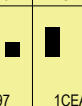



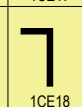
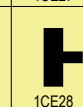
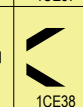
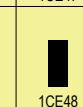
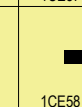
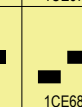
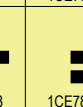


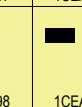







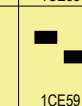
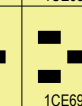
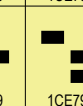
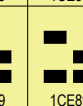
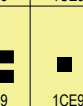





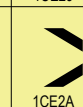


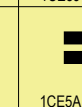
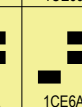
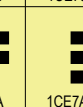

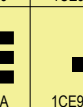
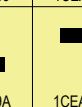





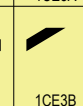

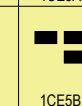
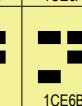

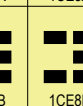
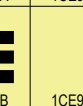
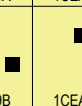


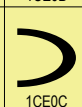
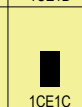



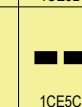
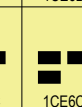
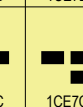





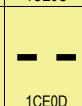
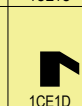



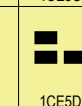
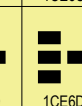
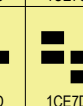
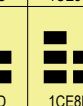




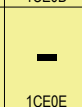

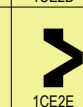
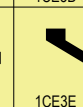

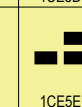
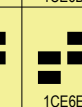
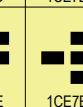
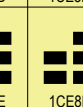




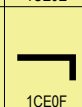

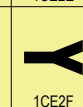
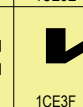

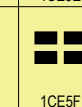
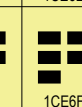
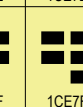
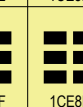
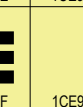
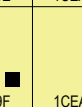
See <https://www.unicode.org/pending/pending.html> and <https://www.unicode.org/alloc/Pipeline.html>.

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Game sprites

1CC00		UP-POINTING GO-KART
1CC01		RIGHT-POINTING GO-KART
1CC02		LEFT-POINTING STICK FIGURE
1CC03		RIGHT-POINTING STICK FIGURE
1CC04		DOWN-POINTING STICK FIGURE

Rule segments

1CC05		LOWER HORIZONTAL RULER SEGMENT
1CC06		RIGHT VERTICAL RULER SEGMENT
1CC07		LOWER RIGHT RULER SEGMENT

Schematic symbols

1CC08		ANTENNA
1CC09		HORIZONTAL RESISTOR SEGMENT
1CC0A		VERTICAL RESISTOR SEGMENT
1CC0B		LEFT THIRD INDUCTOR
1CC0C		MIDDLE THIRD INDUCTOR
1CC0D		RIGHT THIRD INDUCTOR
1CC0E		LEFT-POINTING DIODE
1CC0F		RIGHT-POINTING DIODE
1CC10		NPN TRANSISTOR
1CC11		PNP TRANSISTOR
1CC12		RECEPTACLE
1CC13		HORIZONTAL CAPACITOR
1CC14		VERTICAL CAPACITOR
1CC15		LOGIC GATE OR
1CC16		LOGIC GATE AND
1CC17		LOGIC GATE INVERTED INPUTS
1CC18		LOGIC GATE INVERTED OUTPUT
1CC19		LOGIC GATE BUFFER
1CC1A		LOGIC GATE BUFFER WITH INVERTED INPUT

Box drawing characters

1CC1B		BOX DRAWINGS LIGHT HORIZONTAL AND UPPER RIGHT
1CC1C		BOX DRAWINGS LIGHT HORIZONTAL AND LOWER RIGHT
1CC1D		BOX DRAWINGS LIGHT TOP AND UPPER LEFT
1CC1E		BOX DRAWINGS LIGHT BOTTOM AND LOWER LEFT
1CC1F		BOX DRAWINGS DOUBLE DIAGONAL UPPER RIGHT TO LOWER LEFT
1CC20		BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO LOWER RIGHT

Separated mosaic terminal graphic characters

1CC21		SEPARATED BLOCK QUADRANT-1
1CC22		SEPARATED BLOCK QUADRANT-2
1CC23		SEPARATED BLOCK QUADRANT-12
1CC24		SEPARATED BLOCK QUADRANT-3
1CC25		SEPARATED BLOCK QUADRANT-13
1CC26		SEPARATED BLOCK QUADRANT-23
1CC27		SEPARATED BLOCK QUADRANT-123
1CC28		SEPARATED BLOCK QUADRANT-4
1CC29		SEPARATED BLOCK QUADRANT-14
1CC2A		SEPARATED BLOCK QUADRANT-24
1CC2B		SEPARATED BLOCK QUADRANT-124
1CC2C		SEPARATED BLOCK QUADRANT-34
1CC2D		SEPARATED BLOCK QUADRANT-134
1CC2E		SEPARATED BLOCK QUADRANT-234
1CC2F		SEPARATED BLOCK QUADRANT-1234

Circle segments

1CC30		UPPER LEFT TWELFTH CIRCLE
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1CC31		UPPER CENTRE LEFT TWELFTH CIRCLE
1CC32		UPPER CENTRE RIGHT TWELFTH CIRCLE
1CC33		UPPER RIGHT TWELFTH CIRCLE
1CC34		UPPER MIDDLE LEFT TWELFTH CIRCLE
1CC35		UPPER LEFT QUARTER CIRCLE
1CC36		UPPER RIGHT QUARTER CIRCLE
1CC37		UPPER MIDDLE RIGHT TWELFTH CIRCLE
1CC38		LOWER MIDDLE LEFT TWELFTH CIRCLE
1CC39		LOWER LEFT QUARTER CIRCLE
1CC3A		LOWER RIGHT QUARTER CIRCLE
1CC3B		LOWER MIDDLE RIGHT TWELFTH CIRCLE
1CC3C		LOWER LEFT TWELFTH CIRCLE
1CC3D		LOWER CENTRE LEFT TWELFTH CIRCLE
1CC3E		LOWER CENTRE RIGHT TWELFTH CIRCLE
1CC3F		LOWER RIGHT TWELFTH CIRCLE

Fill characters

1CC40		SPARSE HORIZONTAL FILL
1CC41		SPARSE VERTICAL FILL
1CC42		ORTHOGONAL CROSSHATCH FILL
1CC43		DIAGONAL CROSSHATCH FILL
1CC44		DENSE VERTICAL FILL
1CC45		DENSE HORIZONTAL FILL
1CC46		SPECKLE FILL FRAME-1
1CC47		SPECKLE FILL FRAME-2

Game sprites

1CC48		LEFT-FACING BASSINET
1CC49		RIGHT-FACING BASSINET
1CC4A		FLYING SAUCER WITH BEAMS
1CC4B		FLYING SAUCER WITHOUT BEAMS
1CC4C		ALIEN MONSTER OPEN JAWS
1CC4D		ALIEN MONSTER CLOSED JAWS
1CC4E		ALIEN SQUID OPEN TENTACLES
1CC4F		ALIEN SQUID CLOSED TENTACLES
1CC50		ALIEN CRAB STEPPING RIGHT
1CC51		ALIEN CRAB STEPPING LEFT
1CC52		ALIEN SPIDER CROUCHING
1CC53		ALIEN SPIDER SPREAD
1CC54		ALIEN MONSTER STEP-1
1CC55		ALIEN MONSTER STEP-2
1CC56		LEFT-POINTING ROCKET SHIP
1CC57		UP-POINTING ROCKET SHIP
1CC58		RIGHT-POINTING ROCKET SHIP
1CC59		DOWN-POINTING ROCKET SHIP
1CC5A		TOP HALF LEFT-FACING ROBOT
1CC5B		TOP HALF FORWARD-FACING ROBOT
1CC5C		TOP HALF RIGHT-FACING ROBOT
1CC5D		BOTTOM HALF LEFT-FACING ROBOT
1CC5E		BOTTOM HALF FORWARD-FACING ROBOT
1CC5F		BOTTOM HALF RIGHT-FACING ROBOT
1CC60		LEFT-POINTING ATOMIC BOMB
1CC61		UP-POINTING ATOMIC BOMB
1CC62		RIGHT-POINTING ATOMIC BOMB
1CC63		DOWN-POINTING ATOMIC BOMB
1CC64		MUSHROOM CLOUD
1CC65		LEFT-POINTING RIFLE
1CC66		UP-POINTING RIFLE
1CC67		RIGHT-POINTING RIFLE
1CC68		DOWN-POINTING RIFLE
1CC69		EIGHT RAYS INWARD
1CC6A		EIGHT RAYS OUTWARD

1CC6B		BLACK LARGE CIRCLE MINUS LEFT QUARTER SECTION
1CC6C		BLACK LARGE CIRCLE MINUS UPPER QUARTER SECTION
1CC6D		BLACK LARGE CIRCLE MINUS RIGHT QUARTER SECTION
1CC6E		BLACK LARGE CIRCLE MINUS LOWER QUARTER SECTION

Emoticon

1CC6F		BLACK NEUTRAL FACE
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Game sprites

1CC70		LEFT-FACING SNAKE HEAD WITH OPEN MOUTH
1CC71		UP-FACING SNAKE HEAD WITH OPEN MOUTH
1CC72		RIGHT-FACING SNAKE HEAD WITH OPEN MOUTH
1CC73		DOWN-FACING SNAKE HEAD WITH OPEN MOUTH
1CC74		LEFT-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC75		UP-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC76		RIGHT-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC77		DOWN-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC78		LEFT-POINTING ENERGY WAVE
1CC79		UP-POINTING ENERGY WAVE
1CC7A		RIGHT-POINTING ENERGY WAVE
1CC7B		DOWN-POINTING ENERGY WAVE
1CC7C		SQUARE SPIRAL FROM TOP LEFT
1CC7D		SQUARE SPIRAL FROM TOP RIGHT
1CC7E		SQUARE SPIRAL FROM BOTTOM RIGHT
1CC7F		SQUARE SPIRAL FROM BOTTOM LEFT
1CC80		STRIPED LEFT-POINTING TRIANGLE
1CC81		STRIPED UP-POINTING TRIANGLE
1CC82		STRIPED RIGHT-POINTING TRIANGLE
1CC83		STRIPED DOWN-POINTING TRIANGLE
1CC84		VERTICAL LADDER
1CC85		HORIZONTAL LADDER

Terminal graphic characters

1CC86		WHITE LOWER LEFT POINTER
1CC87		WHITE LOWER RIGHT POINTER
1CC88		TWO RINGS ALIGNED HORIZONTALLY
1CC89		SQUARE FOUR CORNER SALTIRES
1CC8A		SQUARE FOUR CORNER DIAGONALS
1CC8B		SQUARE FOUR CORNER BLACK TRIANGLES
1CC8C		SQUARE APERTURE
1CC8D		INVERSE BLACK DIAMOND
1CC8E		LEFT AND UPPER ONE EIGHTH BLOCK CONTAINING BLACK SMALL SQUARE
1CC8F		INVERSE BLACK SMALL SQUARE

Lines with tick marks

1CC90		VERTICAL LINE WITH FOUR TICK MARKS
1CC91		HORIZONTAL LINE WITH FOUR TICK MARKS

Game sprites

1CC92		LEFT-FACING FISH
1CC93		RIGHT-FACING FISH
1CC94		LEFT-FACING FISH WITH OPEN MOUTH
1CC95		RIGHT-FACING FISH WITH OPEN MOUTH
1CC96		FLAPPING BIRD

1CC97		LEFT-POINTING RACING CAR
1CC98		UP-POINTING RACING CAR
1CC99		RIGHT-POINTING RACING CAR
1CC9A		DOWN-POINTING RACING CAR
1CC9B		HORIZONTAL RACING CAR
1CC9C		VERTICAL RACING CAR
1CC9D		VERTICAL GO-KART
1CC9E		LEFT-POINTING TANK
1CC9F		RIGHT-POINTING TANK
1CCA0		LEFT-POINTING ROCKET BOOSTER
1CCA1		RIGHT-POINTING ROCKET BOOSTER
1CCA2		LEFT-POINTING ROLLER COASTER CAR
1CCA3		RIGHT-POINTING ROLLER COASTER CAR
1CCA4		LEFT HALF FLYING SAUCER
1CCA5		RIGHT HALF FLYING SAUCER

Faces








1CCA6		UPPER LEFT QUADRANT FACE WITH OPEN EYES
1CCA7		UPPER RIGHT QUADRANT FACE WITH OPEN EYES
1CCA8		UPPER LEFT QUADRANT FACE WITH CLOSED EYES
1CCA9		UPPER RIGHT QUADRANT FACE WITH CLOSED EYES
1CCAA		LOWER LEFT QUADRANT SMILING FACE
1CCAB		LOWER RIGHT QUADRANT SMILING FACE
1CCAC		LOWER LEFT QUADRANT NEUTRAL FACE
1CCAD		LOWER RIGHT QUADRANT NEUTRAL FACE
1CCAE		LOWER LEFT QUADRANT FACE WITH OPEN MOUTH
1CCAF		LOWER RIGHT QUADRANT FACE WITH OPEN MOUTH
1CCB0		LOWER LEFT QUADRANT FROWNING FACE
1CCB1		LOWER RIGHT QUADRANT FROWNING FACE

Icons





1CCB2		UPPER LEFT QUADRANT TELEVISION
1CCB3		UPPER RIGHT QUADRANT TELEVISION
1CCB4		LOWER LEFT QUADRANT TELEVISION
1CCB5		LOWER RIGHT QUADRANT TELEVISION
1CCB6		UPPER LEFT QUADRANT MICROCOMPUTER
1CCB7		UPPER RIGHT QUADRANT MICROCOMPUTER
1CCB8		LOWER LEFT QUADRANT MICROCOMPUTER
1CCB9		LOWER RIGHT QUADRANT MICROCOMPUTER

Chess symbols

























1CCBA		UPPER LEFT QUADRANT CHESS KING
1CCBB		UPPER RIGHT QUADRANT CHESS KING
1CCBC		LOWER LEFT QUADRANT CHESS KING
1CCBD		LOWER RIGHT QUADRANT CHESS KING
1CCBE		UPPER LEFT QUADRANT CHESS QUEEN
1CCBF		UPPER RIGHT QUADRANT CHESS QUEEN
1CCC0		LOWER LEFT QUADRANT CHESS QUEEN
1CCC1		LOWER RIGHT QUADRANT CHESS QUEEN
1CCC2		UPPER LEFT QUADRANT CHESS ROOK
1CCC3		UPPER RIGHT QUADRANT CHESS ROOK
1CCC4		LOWER LEFT QUADRANT CHESS ROOK
1CCC5		LOWER RIGHT QUADRANT CHESS ROOK
1CCC6		UPPER LEFT QUADRANT CHESS BISHOP
1CCC7		UPPER RIGHT QUADRANT CHESS BISHOP
1CCC8		LOWER LEFT QUADRANT CHESS BISHOP
1CCC9		LOWER RIGHT QUADRANT CHESS BISHOP
1CCCA		UPPER LEFT QUADRANT CHESS KNIGHT

1CCCB		UPPER RIGHT QUADRANT CHESS KNIGHT
1CCCC		LOWER LEFT QUADRANT CHESS KNIGHT
1CCCD		LOWER RIGHT QUADRANT CHESS KNIGHT
1CCCE		UPPER LEFT QUADRANT CHESS PAWN
1CCCF		UPPER RIGHT QUADRANT CHESS PAWN
1CCD0		LOWER LEFT QUADRANT CHESS PAWN
1CCD1		LOWER RIGHT QUADRANT CHESS PAWN

Icons











1CCD2		UPPER LEFT QUADRANT STANDING KNIGHT
1CCD3		UPPER RIGHT QUADRANT STANDING KNIGHT
1CCD4		LOWER LEFT QUADRANT STANDING KNIGHT
1CCD5		LOWER RIGHT QUADRANT STANDING KNIGHT

Outlined uppercase Latin alphabet

1CCD6		OUTLINED LATIN CAPITAL LETTER A ≈ 0041 A latin capital letter a
1CCD7		OUTLINED LATIN CAPITAL LETTER B ≈ 0042 B latin capital letter b
1CCD8		OUTLINED LATIN CAPITAL LETTER C ≈ 0043 C latin capital letter c
1CCD9		OUTLINED LATIN CAPITAL LETTER D ≈ 0044 D latin capital letter d
1CCDA		OUTLINED LATIN CAPITAL LETTER E ≈ 0045 E latin capital letter e
1CCDB		OUTLINED LATIN CAPITAL LETTER F ≈ 0046 F latin capital letter f
1CCDC		OUTLINED LATIN CAPITAL LETTER G ≈ 0047 G latin capital letter g
1CCDD		OUTLINED LATIN CAPITAL LETTER H ≈ 0048 H latin capital letter h
1CCDE		OUTLINED LATIN CAPITAL LETTER I ≈ 0049 I latin capital letter i
1CCDF		OUTLINED LATIN CAPITAL LETTER J ≈ 004A J latin capital letter j
1CCE0		OUTLINED LATIN CAPITAL LETTER K ≈ 004B K latin capital letter k
1CCE1		OUTLINED LATIN CAPITAL LETTER L ≈ 004C L latin capital letter l
1CCE2		OUTLINED LATIN CAPITAL LETTER M ≈ 004D M latin capital letter m
1CCE3		OUTLINED LATIN CAPITAL LETTER N ≈ 004E N latin capital letter n
1CCE4		OUTLINED LATIN CAPITAL LETTER O ≈ 004F O latin capital letter o
1CCE5		OUTLINED LATIN CAPITAL LETTER P ≈ 0050 P latin capital letter p
1CCE6		OUTLINED LATIN CAPITAL LETTER Q ≈ 0051 Q latin capital letter q
1CCE7		OUTLINED LATIN CAPITAL LETTER R ≈ 0052 R latin capital letter r
1CCE8		OUTLINED LATIN CAPITAL LETTER S ≈ 0053 S latin capital letter s
1CCE9		OUTLINED LATIN CAPITAL LETTER T ≈ 0054 T latin capital letter t
1CCEA		OUTLINED LATIN CAPITAL LETTER U ≈ 0055 U latin capital letter u
1CCEB		OUTLINED LATIN CAPITAL LETTER V ≈ 0056 V latin capital letter v
1CCEC		OUTLINED LATIN CAPITAL LETTER W ≈ 0057 W latin capital letter w
1CCED		OUTLINED LATIN CAPITAL LETTER X ≈ 0058 X latin capital letter x
































1CCEE		OUTLINED LATIN CAPITAL LETTER Y ≈ 0059 Y latin capital letter y
1CCEF		OUTLINED LATIN CAPITAL LETTER Z ≈ 005A Z latin capital letter z

Outlined digits

1CCF0		OUTLINED DIGIT ZERO ≈ 0030 0 digit zero
1CCF1		OUTLINED DIGIT ONE ≈ 0031 1 digit one
1CCF2		OUTLINED DIGIT TWO ≈ 0032 2 digit two
1CCF3		OUTLINED DIGIT THREE ≈ 0033 3 digit three
1CCF4		OUTLINED DIGIT FOUR ≈ 0034 4 digit four
1CCF5		OUTLINED DIGIT FIVE ≈ 0035 5 digit five
1CCF6		OUTLINED DIGIT SIX ≈ 0036 6 digit six
1CCF7		OUTLINED DIGIT SEVEN ≈ 0037 7 digit seven
1CCF8		OUTLINED DIGIT EIGHT ≈ 0038 8 digit eight
1CCF9		OUTLINED DIGIT NINE ≈ 0039 9 digit nine

Block mosaic terminal graphic characters

The term "octant" refers to block mosaics divided into eight parts.

1CD00		BLOCK OCTANT-3
1CD01		BLOCK OCTANT-23
1CD02		BLOCK OCTANT-123
1CD03		BLOCK OCTANT-4
1CD04		BLOCK OCTANT-14
1CD05		BLOCK OCTANT-124
1CD06		BLOCK OCTANT-34
1CD07		BLOCK OCTANT-134
1CD08		BLOCK OCTANT-234
1CD09		BLOCK OCTANT-5
1CD0A		BLOCK OCTANT-15
1CD0B		BLOCK OCTANT-25
1CD0C		BLOCK OCTANT-125
1CD0D		BLOCK OCTANT-135
1CD0E		BLOCK OCTANT-235
1CD0F		BLOCK OCTANT-1235
1CD10		BLOCK OCTANT-45
1CD11		BLOCK OCTANT-145
1CD12		BLOCK OCTANT-245
1CD13		BLOCK OCTANT-1245
1CD14		BLOCK OCTANT-345
1CD15		BLOCK OCTANT-1345
1CD16		BLOCK OCTANT-2345
1CD17		BLOCK OCTANT-12345
1CD18		BLOCK OCTANT-6
1CD19		BLOCK OCTANT-16
1CD1A		BLOCK OCTANT-26
1CD1B		BLOCK OCTANT-126
1CD1C		BLOCK OCTANT-36
1CD1D		BLOCK OCTANT-136
1CD1E		BLOCK OCTANT-236
1CD1F		BLOCK OCTANT-1236
1CD20		BLOCK OCTANT-146

1CD9D		BLOCK OCTANT-1568
1CD9E		BLOCK OCTANT-2568
1CD9F		BLOCK OCTANT-12568
1CDA0		BLOCK OCTANT-3568
1CDA1		BLOCK OCTANT-13568
1CDA2		BLOCK OCTANT-23568
1CDA3		BLOCK OCTANT-123568
1CDA4		BLOCK OCTANT-4568
1CDA5		BLOCK OCTANT-14568
1CDA6		BLOCK OCTANT-24568
1CDA7		BLOCK OCTANT-124568
1CDA8		BLOCK OCTANT-34568
1CDA9		BLOCK OCTANT-134568
1CDA A		BLOCK OCTANT-234568
1CDAB		BLOCK OCTANT-1234568
1CDAC		BLOCK OCTANT-178
1CDAD		BLOCK OCTANT-278
1CDAE		BLOCK OCTANT-1278
1CDAF		BLOCK OCTANT-378
1CDB0		BLOCK OCTANT-1378
1CDB1		BLOCK OCTANT-2378
1CDB2		BLOCK OCTANT-12378
1CDB3		BLOCK OCTANT-478
1CDB4		BLOCK OCTANT-1478
1CDB5		BLOCK OCTANT-2478
1CDB6		BLOCK OCTANT-12478
1CDB7		BLOCK OCTANT-3478
	→ 1FB97	heavy horizontal fill
1CDB8		BLOCK OCTANT-13478
1CDB9		BLOCK OCTANT-23478
1CDBA		BLOCK OCTANT-123478
1CDBB		BLOCK OCTANT-578
1CDBC		BLOCK OCTANT-1578
1CDBD		BLOCK OCTANT-2578
1CDBE		BLOCK OCTANT-12578
1CDBF		BLOCK OCTANT-3578
1CDC0		BLOCK OCTANT-13578
1CDC1		BLOCK OCTANT-23578
1CDC2		BLOCK OCTANT-123578
1CDC3		BLOCK OCTANT-4578
1CDC4		BLOCK OCTANT-14578
1CDC5		BLOCK OCTANT-24578
1CDC6		BLOCK OCTANT-124578
1CDC7		BLOCK OCTANT-34578
1CDC8		BLOCK OCTANT-134578
1CDC9		BLOCK OCTANT-234578
1CDCA		BLOCK OCTANT-1234578
1CDCB		BLOCK OCTANT-678
1CDCC		BLOCK OCTANT-1678
1CDCD		BLOCK OCTANT-2678
1CDCE		BLOCK OCTANT-12678
1CDCF		BLOCK OCTANT-3678
1CDD0		BLOCK OCTANT-13678
1CDD1		BLOCK OCTANT-23678
1CDD2		BLOCK OCTANT-123678
1CDD3		BLOCK OCTANT-4678
1CDD4		BLOCK OCTANT-14678
1CDD5		BLOCK OCTANT-24678
1CDD6		BLOCK OCTANT-124678
1CDD7		BLOCK OCTANT-34678
1CDD8		BLOCK OCTANT-134678
1CDD9		BLOCK OCTANT-234678

1CDDA		BLOCK OCTANT-1234678
1CDDB		BLOCK OCTANT-15678
1CDDC		BLOCK OCTANT-25678
1CDDD		BLOCK OCTANT-125678
1CDDE		BLOCK OCTANT-35678
1CDDF		BLOCK OCTANT-235678
1CDE0		BLOCK OCTANT-1235678
1CDE1		BLOCK OCTANT-45678
1CDE2		BLOCK OCTANT-145678
1CDE3		BLOCK OCTANT-1245678
1CDE4		BLOCK OCTANT-1345678
1CDE5		BLOCK OCTANT-2345678

Game sprites

The term "frame" used here refers to frames of an animation.

1CDE6		TOP HALF STANDING PERSON
1CDE7		BOTTOM HALF STANDING PERSON
1CDE8		TOP HALF RIGHT-FACING RUNNER FRAME-1
1CDE9		BOTTOM HALF RIGHT-FACING RUNNER FRAME-1
1CDEA		TOP HALF RIGHT-FACING RUNNER FRAME-2
1CDEB		BOTTOM HALF RIGHT-FACING RUNNER FRAME-2
1CDEC		TOP HALF LEFT-FACING RUNNER FRAME-1
1CDED		BOTTOM HALF LEFT-FACING RUNNER FRAME-1
1CDEE		TOP HALF LEFT-FACING RUNNER FRAME-2
1CDEF		BOTTOM HALF LEFT-FACING RUNNER FRAME-2
1CDF0		TOP HALF FORWARD-FACING RUNNER
1CDF1		BOTTOM HALF FORWARD-FACING RUNNER FRAME-1
1CDF2		BOTTOM HALF FORWARD-FACING RUNNER FRAME-2
1CDF3		BOTTOM HALF FORWARD-FACING RUNNER FRAME-3
1CDF4		BOTTOM HALF FORWARD-FACING RUNNER FRAME-4
1CDF5		MOON LANDER
1CDF6		TOP HALF FLAILING ROBOT FRAME-1
1CDF7		TOP HALF FLAILING ROBOT FRAME-2
1CDF8		DOWN-POINTING AIRPLANE
1CDF9		LEFT-POINTING AIRPLANE
1CDFA		SMALL UP-POINTING AIRPLANE
1CDFB		UP-POINTING FROG
1CDFC		DOWN-POINTING FROG
1CDFD		EXPLOSION FRAME-1
1CDFE		EXPLOSION FRAME-2
1CDFF		EXPLOSION FRAME-3

Terminal graphic characters

1CE00		RIGHT HALF AND LEFT HALF WHITE CIRCLE
1CE01		LOWER HALF AND UPPER HALF WHITE CIRCLE
1CE02		EXPLOSION AT HORIZON
1CE03		UPPER HALF HEAVY WHITE SQUARE
1CE04		LOWER HALF HEAVY WHITE SQUARE
1CE05		HEAVY WHITE SQUARE CONTAINING BLACK VERY SMALL SQUARE
1CE06		WHITE VERTICAL RECTANGLE WITH HORIZONTAL BAR
1CE07		TOP LEFT BLACK LEFT-POINTING SMALL TRIANGLE
1CE08		FUNNEL
1CE09		BOX DRAWINGS DOUBLE DIAGONAL LOWER LEFT TO MIDDLE CENTRE TO LOWER RIGHT

1CE0A	⇩	BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO UPPER RIGHT
1CE0B	⌒	LEFT HALF WHITE ELLIPSE
1CE0C	⌓	RIGHT HALF WHITE ELLIPSE

Dashed lines

1CE0D	--	LEFT HALF TRIPLE DASH HORIZONTAL
1CE0E	- -	RIGHT HALF TRIPLE DASH HORIZONTAL

Lines with tick marks

1CE0F	┐	HORIZONTAL LINE WITH TICK MARK
1CE10	┐┐┐	LEFT HALF HORIZONTAL LINE WITH THREE TICK MARKS
1CE11	┐┐┐	RIGHT HALF HORIZONTAL LINE WITH THREE TICK MARKS
1CE12	┐┐┐	HORIZONTAL LINE WITH THREE TICK MARKS
1CE13	┑	LOWER HALF VERTICAL LINE WITH THREE TICK MARKS
1CE14	┑	UPPER HALF VERTICAL LINE WITH THREE TICK MARKS
1CE15	┑┑┑	VERTICAL LINE WITH THREE TICK MARKS

Box drawing characters

1CE16	┌	BOX DRAWINGS LIGHT VERTICAL AND TOP RIGHT
1CE17	└	BOX DRAWINGS LIGHT VERTICAL AND BOTTOM RIGHT
1CE18	┐	BOX DRAWINGS LIGHT VERTICAL AND TOP LEFT
1CE19	┘	BOX DRAWINGS LIGHT VERTICAL AND BOTTOM LEFT

Large type pieces

1CE1A	└─	LARGE TYPE PIECE UPPER LEFT ARC
1CE1B	└─┐	LARGE TYPE PIECE UPPER LEFT CORNER
1CE1C	└─┐	LARGE TYPE PIECE UPPER TERMINAL
1CE1D	└─┐	LARGE TYPE PIECE UPPER LEFT CROTCH
1CE1E	└─	LARGE TYPE PIECE LEFT ARM
1CE1F	─┐	LARGE TYPE PIECE CROSSBAR
1CE20	└─┐	LARGE TYPE PIECE CROSSBAR WITH LOWER STEM
1CE21	└─┐	LARGE TYPE PIECE UPPER HALF VERTEX OF M
1CE22	└─┐	LARGE TYPE PIECE DIAGONAL LOWER LEFT
1CE23	└─┐	LARGE TYPE PIECE SHORT UPPER TERMINAL
1CE24	└─┐	LARGE TYPE PIECE UPPER RIGHT ARC
1CE25	└─┐	LARGE TYPE PIECE RIGHT ARM
1CE26	└─┐	LARGE TYPE PIECE UPPER RIGHT CROTCH
1CE27	└─┐	LARGE TYPE PIECE UPPER RIGHT CORNER
1CE28	└─┐	LARGE TYPE PIECE STEM WITH RIGHT CROSSBAR
1CE29	└─	LARGE TYPE PIECE STEM
1CE2A	└─┐	LARGE TYPE PIECE DIAGONAL UPPER RIGHT AND LOWER RIGHT
1CE2B	└─┐	LARGE TYPE PIECE DIAGONAL UPPER RIGHT
1CE2C	└─┐	LARGE TYPE PIECE DIAGONAL LOWER RIGHT
1CE2D	└─┐	LARGE TYPE PIECE SHORT LOWER TERMINAL
1CE2E	└─┐	LARGE TYPE PIECE LOWER LEFT AND UPPER LEFT ARC
1CE2F	└─┐	LARGE TYPE PIECE CENTRE OF K
1CE30	└─┐	LARGE TYPE PIECE LOWER HALF VERTEX OF M
1CE31	└─┐	LARGE TYPE PIECE UPPER HALF VERTEX OF W
1CE32	└─┐	LARGE TYPE PIECE CENTRE OF X
1CE33	└─┐	LARGE TYPE PIECE CENTRE OF Y
1CE34	└─┐	LARGE TYPE PIECE CENTRE OF Z WITH CROSSBAR
1CE35	└─┐	LARGE TYPE PIECE RAISED UPPER LEFT ARC

1CE36	└─┐	LARGE TYPE PIECE STEM WITH LEFT CROSSBAR
1CE37	└─┐	LARGE TYPE PIECE LOWER RIGHT AND UPPER RIGHT ARC
1CE38	└─┐	LARGE TYPE PIECE DIAGONAL UPPER LEFT AND LOWER LEFT
1CE39	└─┐	LARGE TYPE PIECE STEM WITH LEFT JOINT
1CE3A	└─┐	LARGE TYPE PIECE STEM WITH CROSSBAR
1CE3B	└─┐	LARGE TYPE PIECE DIAGONAL UPPER LEFT
1CE3C	└─┐	LARGE TYPE PIECE LOWER TERMINAL
1CE3D	└─┐	LARGE TYPE PIECE LOWER LEFT CORNER
1CE3E	└─┐	LARGE TYPE PIECE LOWER LEFT ARC
1CE3F	└─┐	LARGE TYPE PIECE LOWER LEFT CROTCH
1CE40	└─┐	LARGE TYPE PIECE CROSSBAR WITH UPPER STEM
1CE41	└─┐	LARGE TYPE PIECE VERTEX OF V
1CE42	└─┐	LARGE TYPE PIECE LOWER HALF VERTEX OF W
1CE43	└─┐	LARGE TYPE PIECE LOWER RIGHT ARC
1CE44	└─┐	LARGE TYPE PIECE LOWER RIGHT CORNER
1CE45	└─┐	LARGE TYPE PIECE LOWER RIGHT ARC WITH TAIL
1CE46	└─┐	LARGE TYPE PIECE LOWER RIGHT CROTCH
1CE47	└─┐	LARGE TYPE PIECE STEM-45
1CE48	└─┐	LARGE TYPE PIECE STEM-2345
1CE49	└─┐	LARGE TYPE PIECE STEM-4
1CE4A	└─┐	LARGE TYPE PIECE STEM-34
1CE4B	└─┐	LARGE TYPE PIECE STEM-234
1CE4C	└─┐	LARGE TYPE PIECE STEM-1234
1CE4D	└─┐	LARGE TYPE PIECE STEM-3
1CE4E	└─┐	LARGE TYPE PIECE STEM-23
1CE4F	└─┐	LARGE TYPE PIECE STEM-2
1CE50	└─┐	LARGE TYPE PIECE STEM-12

Separated mosaic terminal graphic characters

The term "sextant" refers to block mosaics divided into six parts.

1CE51	└─┐	SEPARATED BLOCK SEXTANT-1
1CE52	└─┐	SEPARATED BLOCK SEXTANT-2
1CE53	└─┐	SEPARATED BLOCK SEXTANT-12
1CE54	└─┐	SEPARATED BLOCK SEXTANT-3
1CE55	└─┐	SEPARATED BLOCK SEXTANT-13
1CE56	└─┐	SEPARATED BLOCK SEXTANT-23
1CE57	└─┐	SEPARATED BLOCK SEXTANT-123
1CE58	└─┐	SEPARATED BLOCK SEXTANT-4
1CE59	└─┐	SEPARATED BLOCK SEXTANT-14
1CE5A	└─┐	SEPARATED BLOCK SEXTANT-24
1CE5B	└─┐	SEPARATED BLOCK SEXTANT-124
1CE5C	└─┐	SEPARATED BLOCK SEXTANT-34
1CE5D	└─┐	SEPARATED BLOCK SEXTANT-134
1CE5E	└─┐	SEPARATED BLOCK SEXTANT-234
1CE5F	└─┐	SEPARATED BLOCK SEXTANT-1234
1CE60	└─┐	SEPARATED BLOCK SEXTANT-5
1CE61	└─┐	SEPARATED BLOCK SEXTANT-15
1CE62	└─┐	SEPARATED BLOCK SEXTANT-25
1CE63	└─┐	SEPARATED BLOCK SEXTANT-125
1CE64	└─┐	SEPARATED BLOCK SEXTANT-35
1CE65	└─┐	SEPARATED BLOCK SEXTANT-135
1CE66	└─┐	SEPARATED BLOCK SEXTANT-235
1CE67	└─┐	SEPARATED BLOCK SEXTANT-1235
1CE68	└─┐	SEPARATED BLOCK SEXTANT-45
1CE69	└─┐	SEPARATED BLOCK SEXTANT-145
1CE6A	└─┐	SEPARATED BLOCK SEXTANT-245
1CE6B	└─┐	SEPARATED BLOCK SEXTANT-1245
1CE6C	└─┐	SEPARATED BLOCK SEXTANT-345

1CE6D	■	SEPARATED BLOCK SEXTANT-1345
1CE6E	■	SEPARATED BLOCK SEXTANT-2345
1CE6F	■	SEPARATED BLOCK SEXTANT-12345
1CE70	■	SEPARATED BLOCK SEXTANT-6
1CE71	■	SEPARATED BLOCK SEXTANT-16
1CE72	■	SEPARATED BLOCK SEXTANT-26
1CE73	■	SEPARATED BLOCK SEXTANT-126
1CE74	■	SEPARATED BLOCK SEXTANT-36
1CE75	■	SEPARATED BLOCK SEXTANT-136
1CE76	■	SEPARATED BLOCK SEXTANT-236
1CE77	■	SEPARATED BLOCK SEXTANT-1236
1CE78	■	SEPARATED BLOCK SEXTANT-46
1CE79	■	SEPARATED BLOCK SEXTANT-146
1CE7A	■	SEPARATED BLOCK SEXTANT-246
1CE7B	■	SEPARATED BLOCK SEXTANT-1246
1CE7C	■	SEPARATED BLOCK SEXTANT-346
1CE7D	■	SEPARATED BLOCK SEXTANT-1346
1CE7E	■	SEPARATED BLOCK SEXTANT-2346
1CE7F	■	SEPARATED BLOCK SEXTANT-12346
1CE80	■	SEPARATED BLOCK SEXTANT-56
1CE81	■	SEPARATED BLOCK SEXTANT-156
1CE82	■	SEPARATED BLOCK SEXTANT-256
1CE83	■	SEPARATED BLOCK SEXTANT-1256
1CE84	■	SEPARATED BLOCK SEXTANT-356
1CE85	■	SEPARATED BLOCK SEXTANT-1356
1CE86	■	SEPARATED BLOCK SEXTANT-2356
1CE87	■	SEPARATED BLOCK SEXTANT-12356
1CE88	■	SEPARATED BLOCK SEXTANT-456
1CE89	■	SEPARATED BLOCK SEXTANT-1456
1CE8A	■	SEPARATED BLOCK SEXTANT-2456
1CE8B	■	SEPARATED BLOCK SEXTANT-12456
1CE8C	■	SEPARATED BLOCK SEXTANT-3456
1CE8D	■	SEPARATED BLOCK SEXTANT-13456
1CE8E	■	SEPARATED BLOCK SEXTANT-23456
1CE8F	■	SEPARATED BLOCK SEXTANT-123456

Block elements

1CE90	■	UPPER LEFT ONE SIXTEENTH BLOCK
1CE91	■	UPPER CENTRE LEFT ONE SIXTEENTH BLOCK
1CE92	■	UPPER CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE93	■	UPPER RIGHT ONE SIXTEENTH BLOCK
1CE94	■	UPPER MIDDLE LEFT ONE SIXTEENTH BLOCK
1CE95	■	UPPER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK
1CE96	■	UPPER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE97	■	UPPER MIDDLE RIGHT ONE SIXTEENTH BLOCK
1CE98	■	LOWER MIDDLE LEFT ONE SIXTEENTH BLOCK
1CE99	■	LOWER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK
1CE9A	■	LOWER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE9B	■	LOWER MIDDLE RIGHT ONE SIXTEENTH BLOCK
1CE9C	■	LOWER LEFT ONE SIXTEENTH BLOCK
1CE9D	■	LOWER CENTRE LEFT ONE SIXTEENTH BLOCK
1CE9E	■	LOWER CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE9F	■	LOWER RIGHT ONE SIXTEENTH BLOCK
1CEA0	■	RIGHT HALF LOWER ONE QUARTER BLOCK
1CEA1	■	RIGHT THREE QUARTERS LOWER ONE QUARTER BLOCK
1CEA2	■	LEFT THREE QUARTERS LOWER ONE QUARTER BLOCK
1CEA3	■	LEFT HALF LOWER ONE QUARTER BLOCK

1CEA4	■	LOWER HALF LEFT ONE QUARTER BLOCK
1CEA5	■	LOWER THREE QUARTERS LEFT ONE QUARTER BLOCK
1CEA6	■	UPPER THREE QUARTERS LEFT ONE QUARTER BLOCK
1CEA7	■	UPPER HALF LEFT ONE QUARTER BLOCK
1CEA8	■	LEFT HALF UPPER ONE QUARTER BLOCK
1CEA9	■	LEFT THREE QUARTERS UPPER ONE QUARTER BLOCK
1CEAA	■	RIGHT THREE QUARTERS UPPER ONE QUARTER BLOCK
1CEAB	■	RIGHT HALF UPPER ONE QUARTER BLOCK
1CEAC	■	UPPER HALF RIGHT ONE QUARTER BLOCK
1CEAD	■	UPPER THREE QUARTERS RIGHT ONE QUARTER BLOCK
1CEAE	■	LOWER THREE QUARTERS RIGHT ONE QUARTER BLOCK
1CEAF	■	LOWER HALF RIGHT ONE QUARTER BLOCK

Smalltalk symbols

1CEB0	~~~~	HORIZONTAL ZIGZAG LINE
1CEB1	🔑	KEYHOLE
1CEB2	💻	OLD PERSONAL COMPUTER WITH MONITOR IN PORTRAIT ORIENTATION
1CEB3	▴	BLACK RIGHT TRIANGLE CARET