# LATEX font encodings

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#### 1 Introduction

This document explains the ideas that underpin LATEX font encodings and the constraints that apply when defining a new encoding; it also lists the encodings that have already been defined.

#### 1.1 Encodings in T<sub>E</sub>X

T<sub>E</sub>X (the program) implicitly recognises three sorts of encoding, and all are (in a sense) discussed in the T<sub>E</sub>Xbook [16]:

1. The input encoding, which specifies the meanings of characters in files presented to TeX for processing. The TeXbook suggests that 'your version of TeX will recognise the characters you type on your keyboard' (TeX the program has provision for static translations of input characters).

Such direct use of TEX's facilities is not the way modern LATEX (or indeed any other TEX macro package) is likely to deal with input encodings. This document does not address the topic of input encodings; the interested reader should examine the LATEX base package inputenc [21, sec. 7.5.2, p. 357].

2. The token stream that T<sub>E</sub>X processes internally. This stream of T<sub>E</sub>X's consciousness is discussed in great detail in the T<sub>E</sub>Xbook.

Again, this document does not address the topic. LATEX's internal character representation (LICR) is well discussed in [21, sec. 7.11.2, p. 442].

3. The font encoding—i.e., the mapping of character codes to glyphs in the fonts that are used to typeset TEX's output. Again, a set of font encodings is enumerated in the TEXbook, but that set has proved inadequate to the needs of modern multilingual use of LATEX.

This document explains why Knuth's original set of encodings is inadequate to modern conditions, and discusses the issues that surround the design and definition of new font encodings.

Font encodings are important for more than their rôle in mapping the glyphs of the fonts to be used for typesetting: their glyph tables are also the context in which TEX's hyphenation algorithm operates. There are constraints imposed by TEX that affect the way in which new font encodings, for use in a multi-lingual environment, may be structured (see section 3 for details).

#### 1.2 The history of T<sub>E</sub>X font encodings

Little attention was paid to font encodings prior to the arrival of TEX 3. Up to that time, one used Donald Knuth's fonts (the Computer Modern family, using the encodings we now refer to as OT1 and the OM series), or one was on one's own.

The Computer Modern text encoding raises problems in unmodified T<sub>E</sub>X, because hyphenation cannot break words containing \accent commands. Even in those Western European languages for which the OT1 encoding has symbols for the necessary \accent-based diacritics, this shortcoming ruins typesetting of running text.

With the advent of TEX 3, with its ability to switch between hyphenation pattern sets, it was clear that the situation could not continue. Thus a group at the TUG Annual General Meeting in Cork, Ireland, specified a uniform encoding for 256-glyph fonts, that contains accented letters and non-ASCII letters necessary to express most Western European languages (and some Eastern European ones) without recourse to the \accent command.

This "Cork" encoding has since been realised in a series of fonts designed with Metafont, in at least one font series that is available both in Adobe Type 1 format and in OpenType format, and in a number of virtual-font mappings of other font series.

Since the time of the Cork meeting, much effort has been devoted to the design of encodings for text fonts to use with TEX, and the Cork encoding influenced the design of many such encodings.

Encodings for mathematical fonts have, in contrast, changed little since Knuth's contributions. A TUG Technical Working Group was established at the Cork meeting, whose aim was to define a set of 256-glyph encodings to regularise and extend Knuth's originals, using ideas from several other fonts that had appeared since, and from the known needs of researchers in mathematics and the mathematical sciences.

Independently, a first proposal (the so-called *Aston proposal*) was worked out by Justin Ziegler together with Frank Mittelbach and other members of the LATEX3 project team [24]. A first implementation of this propsal was realized by Matthias Clasen und Ulrik Vieth [6, 7].

However, the slow progress of these Mathematical encodings has been overtaken by the addition (in the last decade or so) of a large number of mathematical symbols to Unicode [3]; one can expect further changes so that new public mathematical font encodings will most likely be delayed still further.

#### 1.3 Further information

For a general introduction to  $\LaTeX$ X, including the new features of  $\LaTeX$ Z $_{\varepsilon}$ , you should read  $\LaTeX$ Z $_{\varepsilon}$  A Document Preparation System, Leslie Lamport, Addison Wesley, 2nd ed, 1994.

A more detailed description of the new features of I<sup>A</sup>T<sub>E</sub>X, including an overview of more than 200 packages and nearly 1000 ready to run examples, is to be found in *The I<sup>A</sup>T<sub>E</sub>X Companion second edition* by Frank Mittelbach and Michel Goossens [21].

The LATEX project sponsored a report on Mathematical font encodings, which is worth reading for its insight into the problems of defining the way in which math is used: see [24, 6, 7].

The LATEX font selection scheme is based on TEX, which is described by its developer in *The TeXbook*, Donald E. Knuth, Addison Wesley, 1986, revised in 1991 to include the features of TEX 3.

For more information about TeX and LATeX, please contact your local TeX Users Group, or the international TeX Users Group (http://www.tug.org).

## 2 Existing font encodings

This section lists the encodings currently assigned; for each encoding, we list the registered (LATEX) name, the assigned purpose of the encoding, and the author. Further details may list the code positions used in the encoding, the *variable slots* (see below), an example font (for which a listing will be provided later in the document if the relevant fonts are present), and a source for further reference.

While the characteristic feature of an encoding is that each font encoded according to the encoding should have the same glyph set, there are some encodings (notably OT1 and its descendants) in which a few glyph code slots differ in their contents in different fonts.

#### 2.1 Naming conventions

Names for encoding schemes are strings of up to three letters (all upper case) plus digits.

The LATEX3 project reserves the use of encoding names starting with the following letters: T (standard 256-long text encodings), TS (symbols that are designed to extend a corresponding T encoding), X (text encodings that do not conform to the strict requirements for T encodings), M (standard 256-long mathematical encodings), S (other symbol encodings), A (other special applications), OT (standard 128-long text encodings), and OM (standard 128-long mathematical encodings).

Please do not use the above starting letters for non-portable encodings. If new standard encodings emerge then we shall add them in a later release of LATEX.

Encoding schemes which are local to a site or a system should start with L, experimental encodings intended for wide distribution will start with E, whilst U is for Unknown or Unclassified encodings.

We recommend that new encoding names should not be introduced unless careful consideration and discussion in the user community has confirmed the need for the encoding. If encodings have to change from font to font, a number of problems arise, so it is best to develop encodings that can be used with a large number of fonts in parallel. This allows documents to be typeset using different fonts without problems.

The TS1 encoding is a good example of a bad encoding (even though it was developed with the best intentions) as a huge number of fonts can only implement parts of it. Similarly, the fact that the few sets of available mathematical fonts (beside Computer Modern Math) nearly all implement slightly different encodings is a huge source of problems. Don't add to this if possible!

#### 2.2 128<sup>+</sup> glyph encodings (text)

The 'OT' series of font encodings start with Donald Knuth's original text encoding, that used for the text fonts in the earliest releases of TEX itself. The 'O' of the encoding designator may be taken as signifying 'original', or just 'old'.

LATEX name: OT1
Public name: TEX text

Author: Donald Ervin Knuth

Glyph slots used: 0x00-0x7F

Variable slots: 0x0B-0x0F, 0x24, 0x3C, 0x3E, 0x5C, 0x7B-0x7D

Font example: cmr10; encoding table on page 19

Further reference: [16, p.427]

Donald Knuth designed his font encoding (and hence his fonts) in a very different environment from that which now pervades the TeX world: his (mainframe) computer had very little memory, there was little experience in (or demand for) for multilingual technical type-setting, and as a result it was appropriate to sacrifice uniformity for efficiency.

Thus Knuth's original fonts differ slightly in some encoded slots: for example, the glyphs <, >,  $\setminus$ ,  $\{$ , and  $\}$  are only available in the typewriter fonts and the \$ and  $\pounds$  signs share the same position (in different font shapes).

This means that direct selection of these slots can produce unpredictable results, e.g., typing < or \symbol{'74} in a document can yield '¿'.

 $\LaTeX$  name: OT2

Public name: UW cyrillic encoding Author: University of Washington

Glyph slots used: 0x00-0x7F

Variable slots:

Font example: wnr10; encoding table on page 20

Further reference: [2]

Support for this encoding is available in the Cyrillic bundle although for all practical purposes it is better to use one of the T2 encodings.

LATEX name: OT3

Public name: UW IPA encoding Author: University of Washington

Glyph slots used: 0x00-0x7f

Variable slots: —

Font example: wsuipa10; encoding table on page 20

Further reference: [8, p.149]

The OT3 encoding was never really used with LATEX  $2_{\mathcal{E}}$  following the introduction of the TIPA system which offers much better support for IPA. In particular, no ot3enc.def file was ever produced.

LATEX name: OT4

Public name: Polish text encoding Author: B. Jackowski and M. Ryćko

Glyph slots used: 0x00-0x7F, 0x81, 0x82, 0x86, 0x8A, 0x8B, 0x91, 0x99,

0x9B, 0xA1, 0xA2, 0xA6, 0xAA, 0xAB, 0xAE, 0xAF,

0xB1, 0xB9, 0xBB, 0xD3, 0xF3, 0xFF

Variable slots: 0x0B-0x0F, 0x24, 0x3C, 0x3E, 0x5C, 0x7B-0x7D

Font example: plr10; encoding table on page 21

Further reference: —

While Knuth included the means of typesetting the 'lost L' (Ł) in his OT1 encoding, he omitted the ogonek (,), a diacritic mark that is also needed in Polish text; hence the appearance, well before the T1 encoding, of fonts using this encoding.

LATEX name: OT5

Public name: Not currently allocated

Author: — Glyph slots used: — Variable slots: — Font example: Further reference: —

LATEX name: OT6

Public name: Armenian text encoding

Author: Serguei Dachian

Glyph slots used: 0x03-0x0F, 0x13-0x7F

Variable slots: —

Font example: artmr10

Further reference: —

This encoding was allocated to permit use of Dachian's Armenian fonts in a standard LATEX environment.

Because of license issues the artmr fonts are not necessarily included in distributed TEX installations (and for this reason the corresponding encoding table is not shown below). However, the fonts and the support macros can be found on the CTAN archives (look for armtex).

#### 2.3 256 glyph encodings (text)

LATEX name: T1

Public name: Cork encoding

Author: Euro T<sub>F</sub>X conference at Cork

Glyph slots used: 0x00-0xFF

Variable slots: —

Font example: ecrm1000; encoding table on page 22

Further reference: [10, p.514], [15, p.99]

The Cork encoding was developed so that advantage could be taken of the (then) new facilities of TEX 3, allowing hyphenation of most Western European (and some Eastern European) languages in an unmodified version of TEX.

The encoding was developed in the absence of any extant effort at font design, but instances written in Metafont (the 'EC' fonts), and more recently Adobe Type 1 instances of the same fonts have become available.

Substantial (but incomplete) instances have also been developed, which use virtual fonts. These latter instances map either Knuth's original (OT1-encoded) fonts, or commercial fonts that contain the Adobe 'standard' set of 224 glyphs.

IATEX name: T2A, T2B, T2C
Public name: Cyrillic encodings
Author: The CyrTUG font team

Glyph slots used: 0x00-0xFF

Variable slots: — (within each encoding)

Font example: larm1000; encoding table on page 23

Further reference: [4]

There are too many glyphs in the full Cyrillic complement of languages for all of them to be covered by a single LATEX-compliant encoding (the lower half of each T2 encoding is identical to that of T1, in order that each should be a conforming LATEX encoding — see section 3). The approach taken is therefore to develop a single encoding, X2 (see 2.5) which contains all the glyphs needed for the full set of languages, and then to derive the three LATEX-complaint T2-family encodings using the X2 set together with that of T1.

LATEX name: T3

Public name: IPA encoding

Author: FUKUI Rei, University of Tokyo

Glyph slots used: 0x00-0xFF

Variable slots:

Font example: tipa10; encoding table on page 26

Further reference: [12, p.102]

The T3 encoding (and associated macros) provides the glyphs required in phonetic description according to current International Phonetic Association recommendations [18].

The T3 encoding does not fulfil the requirements for T encodings—the name is a historical accident. The correct name would be X3, but due to the fact that this font family has been used under its current encoding name for a long time, the name will not change for compatibility reasons.

LATEX name: T4

Public name: African Latin (fc) Author: Jörg Knappen Glyph slots used: 0x00-0xFF

Variable slots: 0x24

Font example: fcr10; encoding table on page 27

Further reference: [14]

The African Latin fonts contain in their lower half (0–127) the same characters as the European Latin (T1-encoded) Fonts, while in their upper half (128–255) they contain letters and symbols for African languages that use extended Latin alphabets. Due to lack of space, Jörg had to play the unfortunate trick of assigning \textdollar and \textsterling the same position; users should take these characters from the text companion font, if they are needed. Instead of defining a lot of new control sequences for the single letters, there are three accent-like control sequences with general purpose: \m (Modified-1), \M (Modified-2) and \B (Barred). Most standard LATEX encoding-dependent commands work. However, the Icelandic special letters

are not available and 'best replacements' for  $\Th$ ,  $\th$ , and  $\dh$  are used (barred T and d resp.).

LATEX name: T5

Public name: Vietnamese encoding

Author: Werner Lemberg and Vladimir Volovich

Glyph slots used: 0x00-0xFF

Variable slots: —

Font example: vnr10; encoding table on page 28

Further reference: [17]

The T5 encoding was developed for Vietnamese. Again, this encoding does not conform to the requirements for a T-encoding because its large number of accented letters prevent the \lccode and \uccode mapping requirements for T encodings from being fulfilled. However, since the Vietnamese language does not use word division in typesetting so that this requirement is actually not important for this particular language. Since every glyph used in Vietnamese text is internally represented as LICR macros, the commands \MakeUppercase and \MakeLowercase still work as expected (as they change the case of the ASCII characters in LICR definitions).

LATEX name: T6

Public name: Armenian

Author: — Glyph slots used: — Variable slots: — Font example: Further reference: —

This encoding is reserved to permit future expansion of Armenian TEX to use 256-character (hyphenatable) fonts.

LATEX name: T7

Public name: Greek encoding

Author: —
Glyph slots used: —
Variable slots: —
Font example:
Further reference: —

The name is already reserved for a 256 glyph greek encoding. The encoding itself hasn't been defined so far.

#### 2.4 256 glyph encodings (text symbols)

LATEX name: TS1

Public name: Text Companion encoding (Cork)

Author: Jörg Knappen

Glyph slots used: 0x00-0x0D, 0x12, 0x15, 0x16, 0x18-0x1D, 0x20, 0x24,

0x27, 0x2A, 0x2C-0x3A, 0x3C-0x3E, 0x4D, 0x4F, 0x57, 0x5B, 0x5D-0x60, 0x62-0x64, 0x6C-0x6E, 0x7E-0xBF,

0xD6, 0xF6

Variable slots:

Font example: tcrm1000; encoding table on page 29

Further reference: [15]

The text symbol encoding offers access to symbolic glyphs that are commonly used in text (for a variety of reasons), and whose style should vary with the text that surrounds them.

Unfortunately, the TS1 encoding was developed without reference to the glyphs available in existing commercial fonts. As a result, only font families explicitly developed for TEX (i.e., typically originating with METAFONT) actually contain all glyphs required by the TS1 encoding. Most other font families (whether free or commercial) often only provide half of the set (compare the two tables for TS1 on pages 29 and 30). To improve this situation somewhat, NFSS provides a way to define encoding subsets on a per family basis in the textcomp package (which package offers support for the TS1 encoding).

LATEX name: TS3

Public name: IPA symbol encoding

Author: FUKUI Rei, University of Tokyo

Glyph slots used: 0x00-0x0A, 0x20-0x49, 0x50-0x56, 0x70-0x7B

Variable slots: –

Font example: tipx10; encoding table on page 31

Further reference: [12]

The TS3 encoding (together with the T3 encoding) provides the glyphs for typesetting phonetic transcriptions following the guidelines of the International Phonetic Association [18]. Support is offered through the tipa package.

#### 2.5 256 glyph encodings (text extended)

LATEX name: X2

Public name: Cyrillic glyph container Author: The CyrTUG font team

Glyph slots used: 0x00-0xFF

Variable slots: –

Font example: rxrm1000; encoding table on page 32

Further reference: [4]

This encoding specifies the glyph container for Cyrillic characters, which is used in specifying the T2A, T2B and T2C encodings.

### 2.6 128<sup>+</sup> glyph encodings (mathematics)

LATEX name: OML

Public name: TEX math italic Author: Donald Ervin Knuth

Glyph slots used: 0x00-0x7F

Variable slots: —

Font example: cmmi10; encoding table on page 33

Further reference: [16, p.430]

The OML encoding contains italic Latin and Greek letters for use in mathematical formulas (typically used for variables) together with some symbols.

LATEX name: OMS

Public name: T<sub>E</sub>X math symbol Author: Donald Ervin Knuth

Glyph slots used: 0x00-0x7F

Variable slots:

Font example: cmsy10; encoding table on page 33

Further reference: [16, p.431]

The OMS encoding contains basic mathematical symbols, together with an uppercase "calligraphic" Latin alphabet.

LATEX name: OMX

Public name: TEX math extension Author: Donald Ervin Knuth

Glyph slots used: 0x00-0x7F

Variable slots: –

Font example: cmex10; encoding table on page 34

Further reference: [16, p.432]

 $\tt OMS$  encodes mathematical symbols with variable sizes, such as the  $\sum$  sign, which changes its size if used in displayed formulas, and the construction parts for brackets, braces and radicals, etc., which can stretch to accommodate the thing they're enclosing.

#### 2.7 256 glyph encodings (mathematics)

So far there are no 256 glyph mathematical encodings. A proposal is given in [24].

#### 2.8 Other encodings

LATEX name: C...

Public name: CJK encodings Author: Werner Lemberg Glyph slots used: 0x00-0xFF

Variable slots: —

Font example:

Further reference: [5]

The CJK package defines a number of encodings which access Chinese, Japanese and Korean fonts.

LATEX name: E.

Public name: Experimental encodings

Author: -

Glyph slots used: 0x00-0xFF

Variable slots: all

1

Font example:

Further reference: [21, p.416]

As the name indicates, encodings starting with the letter  ${\tt E}$  are intended for experimental encodings, that are still likely to change.

LATEX name: L..

Public name: Local encoding (site dependent)

Author: -

Glyph slots used: 0x00-0xFF

Variable slots: all

Font example:

Further reference: [21, p.416]

'Local' encodings provide the means to develop representation techniques that are suited to a particular TEX environment. While the developer has freedom to specify their encoding as he or she pleases, there is a strong incentive to obey the LATEX rules for encodings, since it will otherwise be difficult to compose text using the encoding.

At least it was the intention that L.. encodings are local and site dependent. However, a number of such encodings became generally used without ever getting a different name allocated.

LATEX name: LY1

Public name: Y&Y 256 glyph encoding

Author: Berthold Horn

Glyph slots used: 0x00-0x08, 0x0C, 0x10, 0x12-0xFF

Variable slots: believed none

Font example: ptmr8y; encoding table on page 35

Further reference: [21, p.416]

This is an alternative to the T1 encoding developed by Y&Y and used in their commercial  $T_E X$  implementation.

LV1 LV1

Public name: MicroPress encoding

Author: Michael Vulis Glyph slots used: unknown Variable slots: unknown

Font example:

Further reference: [21, p.416]

This is an encoding developed by MicroPress and used for some of their fonts.

LATEX name: LGR

Public name: Greek 256 glyph encoding

Author: unknownGlyph slots used: 0x00-0xFFVariable slots: believed none

Font example: grmn1000; encoding table on page 36

Further reference: [21, p.575]

Currently the main encoding in use for the Greek language.

This encoding doesn't conform to the restrictions for T-encodings described in section 3 on page 13 as it doesn't have ASCII glyphs at all.

LATEX name: PD1

Public name: PDF DocEncoding

Author: Adobe

Glyph slots used: 0x08-0x0A, 0x0C, 0x0D, 0x18-0x7E, 0x80-0x9E,

0xA0-0xAE, 0xB0-0xFF

Variable slots:

Font example:

Further reference: [1], [13]

The PD1 encoding is a virtual encoding with 256 glyphs needed to produce bookmarks and similar text in PDF document generated with pdflaTeX. The encoding is "virtual" because by design there are no TeX fonts that cover PD1. Details can be found in appendix D.1 of [1].

LATEX name: PU

Public name: PDF Unicode Encoding

Author: Adobe
Glyph slots used: —
Variable slots: —

Font example:

Further reference: [1], [13]

Another virtual encoding (with more than 600 characters) for Unicodeencoded bookmarks in PDF documents.

LATEX name: U

Public name: Unknown encoding

Author: –

Glyph slots used: potentially 0x00-0xFF

Variable slots: all

Font example: wasy10; encoding table on page 37

Further reference: [21, p.416]

This encoding should be used for fonts that resist classification, e.g., when it is clear that there will never be more than one font using the same encoding.

#### 3 Restrictions

#### 3.1 Required glyphs for general text encodings

Encodings that are supposed to be used with IATEX for 'general purpose text fonts' need to have certain fixed glyphs in certain encoding slots. A 'general purpose text font' is one intended for arbitrary natural language text and not just within special environments (such as the phonetic alphabet) or just for typesetting individual symbols (e.g., the text companion font with encoding TS1).

This is the case for the following glyphs that have to be in their ASCII positions for general purpose text encodings:

Glyph	Position	$\operatorname{Glyph}$	Position	Glyph <sup>1</sup>	Position
!	33	:	58	<	60
,	39	;	59	>	62
(	40	=	61		124
)	41	?	63		
*	42	@	64		
+	43	$A \dots Z$	65  to  90		
,	44	[	91		
-	45	j	93		
	46	4	96		
/	47	a z	97 to 122		
0 9	48  to  57				

In addition the following glyphs have to be present somewhere<sup>2</sup> in the encoding together with corresponding ligature programs to generate them:

Glyph	Ligature program
"	<i>( (</i>
"	, ,
_	

This is 33 + 2 \* 26 = 85 positions "required", which leaves 171 positions free.

If there are free slots available then adding all or some of the diacritics would be the best way to fill them.

If there are insufficient slots for the characters needed, a possible technique is to create a subsidiary encoding, and to move non-letter characters to it. Since only "letters" take part in the hyphenation algorithm, this technique doesn't affect the appearance of the typeset result.

#### 3.2 The constraints on upper/lower case tables

Due to some technical restrictions of TEX related to hyphenation it is not possible in LATEX to use more than one \lccode or \uccode table. Therefore all encodings need to share these two tables which are defined to be those of the T1 encoding.

<sup>&</sup>lt;sup>1</sup>The requirement for these three glyphs is violated in the Latin alphabet OT encodings.

 $<sup>^2</sup>$ The position in this case is not important as they are generated from ligature programs.

The T1 encoding has some nasty peculiarities which make certain slot positions more or less unusable for other encodings if this restriction is to be obeyed. This is unfortunate but since T1 is well established and the basis for a large number of languages it seemed better to live with this situation instead of trying to replace T1 with a slightly better standard (with the result that for a long time different LATEX installations would not be able to communicate with each other because of incompatible font sets).

The positions that are problematic are as follows.

```
25 (1) uppercase maps strangely (same as for 105, i)
26 (J) uppercase maps strangely (same as for 106, j)
27 (ff) lowercase maps to itself which makes this slot subject to hyphenation (used to support OT1 encoding)
157 (İ) lowercase maps strangely (same as for 73, I)
158 (d) uppercase maps strangely (same as for 240, ð)
```

One way to use such slots is to fill them with ligature glyphs as TEX will not consult these tables for glyphs constructed through ligatures programs but instead uses the entries for the individual glyphs used to produce the ligature.

A complete listing of the uppercase/lowercase mapping tables is to be found in section B (page 38).

### 4 Encoding specific commands

An encoding specific command is one that generates a glyph (or glyphs), to produce a graphic effect that may be implemented differently in different encodings. The encoding specific command automatically changes its implementation when the encoding changes in the course of the document. Encoding specific commands figure in LATEX's internal character representation (LICR) and are also discussed in [21, sec. 7.11.2, p. 442].

The following table only covers the encoding specific commands from the OT1 and T1 encodings. Other encodings may specify additional encoding specific commands. In the table, the first 15 commands are 'accent-like' and need as an argument the character to be accented. For example, \v{c} is the LICR for 'č'.

```
OT1,T1
                                           (grave)
\'
                      OT1,T1
                                           (acute)
                      OT1,T1
                                           (circumflex)
                      OT1,T1
                                           (tilde)
\"
                      OT1,T1
                                           (umlaut)
\Н
                      OT1,T1
                                           (Hungarian umlaut)
                      OT1,T1
\r
                                           (ring)
                      OT1,T1
                                           (haček)
\v
                      OT1,T1
                                           (breve)
\u
\t
                      OT1,T1
                                           (tie)
                      OT1,T1
                                           (macron)
\=
                      OT1,T1
١.
                                           (dot)
\b
                      OT1,T1
                                           (underbar)
\c
                      OT1,T1
                                           (cedilla)
\d
                      OT1,T1
                                           (dot under)
                     T1
\k
                                           (ogonek)
                     OT1,T1
                                       Æ
\AE
```

```
\DH
                    T1
                                   Ð
\DJ
                    T1
                                   Ð
\L
                    OT1,T1
                                   Ł
\NG
                                   Ŋ
                    T1
                    OT1,T1
                                   Œ
\0E
\0
                    OT1,T1
                                   Ø
\SS
                    OT1,T1
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                                       (guillemet)
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\guilsinglleft
                    T1
                                       (guillemet)
                                       (guillemet)
\guilsinglright
                    T1
\i
                    OT1,T1
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                    OT1,T1
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\quotedblbase
                    T1
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                    OT1,T1
\ss
\textasciicircum
                    OT1,T1
                    OT1,T1
\textasciitilde
\textbackslash
                    OT1,T1
\textbar
                    OT1,T1
\textbraceleft
                    OT1,T1
                    OT1,T1
\textbraceright
\textcompwordmark
                                       (invisible)
                   OT1,T1
                                   $
\textdollar
                    OT1,T1
\textemdash
                    OT1,T1
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\textendash
                    OT1,T1
\textexclamdown
                                   i
                    OT1,T1
\textgreater
\textless
                    OT1,T1
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\textquestiondown
                   OT1,T1
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\textquotedblleft
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\textquotedblright OT1,T1
\textquoteleft
                    OT1,T1
\textquoteright
                    OT1,T1
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                    OT1,T1
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                                   §
\textsterling
                    OT1,T1
                                   £
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\texttrademark
                    OT1,T1
\textunderscore
                    OT1,T1
\textvisiblespace
                   OT1,T1
                                   \Box
                    T1
                                   þ
\th
```

### 5 Encodings for Unicode based T<sub>E</sub>X systems

The preceding text has assumed a classic TeX system that is restricted to the use of fonts with at most 256 characters. In order to accommodate all the characters needed for different languages and mathematics it is necessary to have multiple encodings as described above, and LATEX needs to be aware of the encoding used for each font.

Unicode aims to provide a single encoding that removes most of the need to switch encodings, apart from very specialist use for non-standard characters. Rather than assign codes in the range 0–256 (hex FF) Unicode codes are in the range 0–1,114,111 (hex 10FFFF), although not all slots are available for distinct characters for technical reasons. Unicode offers the possibility to use a single input encoding (usually UTF-8) for all documents and to use essentially the same Unicode encoding for all fonts, so removing the need to switch encodings in different contexts.

Omega was perhaps the first widely used TEX extension that supported Unicode. Currently the two actively supported systems that are present in most modern TEX distributions are XeTEX and LuaTEX.

When used with these extended TEX engines, IATEX's font system can refer to Unicode fonts (typically OpenType fonts installed system-wide on your operating system rather than fonts specifically encoded/installed for TEX). Currently the usual method of accessing these fonts is through the contributed fontspec package. This uses as encoding TU: "TEX Unicode" (historically two experimental encodings EU1 and EU2 were used, depending on the engine, but these are deprecated). The exact rules for IATEX encodings for Unicode engines have not yet been finalised in terms of the (usual) requirement that each slot should be defined. (This is not realistic for a Unicode font, as almost all fonts address subsets of the full range.) It is rare to need to specify the TU encoding a document as the fontspec package sets up the correct encoding when loaded.

The restrictions described in section 3 do not apply, or need to be modified in a Unicode based engine. Clearly the lowercase table (and hyphenation patterns) can not be restricted to the values used for T1 and do only refer to the first 256 characters.

When the LATEX format is made LATEX sets up the lowercase table and classifies characters as letter- or non-letter-based on T1 if a classic TEX or pdfTEX is being used. If a Unicode based TEX is detected, the values are instead based on the classification and lower-case mappings provided by the Unicode Character Database [23]. The LATEX team have written a generic loader bundle, unicode-data, which provides the mechanism to load this information directly from the Unicode Character Database data files and which is read when a Unicode-compliant engine is detected during format-building.

Similarly in the default configuration files used by modern TEX distribution, the hyphenation files for each supported language are written in UTF-8 encoding, using Unicode code points for all letters, then if a classic TEX system is detected, some additional macros are loaded to convert these files to 256-character encodings where possible, and assuming the T1 lowercase table. For Unicode engines no conversion takes place. (The hyphenation patterns for a small number of languages require that some punctuation characters have non-zero c values. This are set during pattern reading, and may at some stage in the future use the e-TEX \savinghyphcodes mechanism to avoid any need to manipulate \lccode in the document.)

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# Appendices

## A Example code tables

This appendix contains a table of each font mentioned as an "example" font above, providing that the font was available when the document was processed with LATEX generates a warning message for each font it fails to find.)

### A.1 Text encodings

cmr10,	OT1	0	1	2	<b>'</b> 3	4	<b>'</b> 5	6	′7	
•	'00x	Γ	Δ	Θ	Λ	Ξ	П	Σ	Υ	″0x
	'01x	Φ	Ψ	Ω	ff	fi	fl	ffi	ffl	UX
•	<i>'02x</i>	1	J	`	,	Ť	Ü	_	٥	″1x
•	<i>'03x</i>	د	ß	æ	œ	ø	Æ	Œ	Ø	IX
	'04x	-	!	"	#	\$	%	&	,	″2x
	'05x	(	)	*	+	,	-		/	ZX
	'06x	0	1	2	3	4	5	6	7	″3x
	'07x	8	9	:	;	i	=	i	?	JX.
	′10x	0	A	В	C	D	E	F	G	″4x
	′11x	Н	I	J	K	L	M	N	О	47
	′12x	P	Q	R	S	Т	U	V	W	″5x
	′13x	X	Y	Z	[	"	]	^	•	
	′14x	•	a	b	c	d	e	f	g	″6x
	′15x	h	i	j	k	1	m	n	О	0x
	′16x	p	q	r	s	t	u	v	w	″7x
	′17x	X	у	Z	_		"	~		1.
		″8	″9	"A	″В	"C	"D	"E	"F	

10	ОШО	1 40	l 24	1 40		1	l ,=	1	l .m	1
wnr10,	012	<i>'0</i>	′1	'2	<b>'</b> 3	4	<b>'</b> 5	<i>'6</i>	′7	
	'00x	Њ	Љ	Ų	Э	I	$\epsilon$	$\mathbf{T}$	Ti	″0x
	'01x	њ	Љ	ц	Э	i	$\epsilon$	ħ	ħ	UX.
-	'02x	Ю	Ж	Й	Ë	V	Ð	S	Я	″1x
-	<i>'03x</i>	Ю	Ж	й	ë	V	θ	s	Я	IX
-	'04x	•	!	"	Ъ	U	%	,	,	″2x
-	′05x	(	)	*	Ъ	,	-		/	ZX
-	'06x	0	1	2	3	4	5	6	7	″3x
-	′07x	8	9	:	;	«	1	*	?	OX.
-	′10x	v	A	Б	Ц	Д	E	Φ	Γ	″4x
-	´11x	X	И	J	K	Л	M	Н	О	4x
-	´12x	П	Ч	P	C	Т	У	В	Щ	″5x
-	′13x	Ш	Ы	3	[	"	]	Ь	Ъ	OX.
-	′14x	í	a	б	Ц	Д	е	ф	Г	″6x
-	´15x	X	И	j	К	Л	М	Н	О	OX
-	′16x	П	Ч	p	c	Т	у	В	Щ	″7x
-	′17x	Ш	Ы	3	-	_	$N_{\overline{0}}$	Ь	Ъ	/ X
-		″8	″9	"A	"B	"C	″D	"E	"F	

wsuipa10,	OT3	0	′1	'2	<i>'3</i>	4	<b>'</b> 5	6	17	
•	′00x	В	a	α	σ	Λ	ħ	b	þ	″0x
•	′01x	б	β	Ø	ç	С	đ	d	øl	UX
•	<i>'02x</i>	ď	d,	dз	ð	D	Э	S₁.	е	″1x
	<i>'03x</i>	ε	3	3₁	3	g	g	G	γ	1 X
•	<i>'04x</i>	γ	R	h	ħ	ĥ	Ŋ	Ч	i	″2x
•	'05x	ł	ι	I	Ŧ	J	1	1	4	2.X
	′06x	l	В	λ	χ	ŋ	ш	щ	n	″3x
	′07x	ŋ	η	N	0	θ	Э	ω	ω	J JX
	′10x	$\infty$	Ð	þ	ф	r	r	τ	ı	″4x
	′11x	્ર	J	R	R	Ş	ſ	Ţ	σ	47
	′12x	t.	ţſ	Ĵ	θ	u	у	υ	U	″5x
	′13x	U	υ	М	χ	Λ	Y	Z.	Z,	- SX
	´14x	3	3	3	٩	5	2	ና		″6x
	′15x	1	1	1	٦	т	т	-	-	OX.
	´16x	•	I		•	۸	٧	<	>	″7x
	′17x	0	0	ć	~	~	v	د	_	/ X
-		″8	″9	"A	″B	"C	″D	"E	"F	

plr10,	OT4	0	1	2	<i>'3</i>	4	<b>'</b> 5	6	7	
	'00x	Γ	Δ	Θ	Λ	Ξ	П	Σ	Υ	"-
•	'01x	Φ	Ψ	Ω	ff	fi	fl	ffi	ffl	″0x
•	'02x	1	J	`	,	~	U	_	0	".
•	'03x	د	В	æ	œ	ø	Æ	Œ	Ø	″1x
	'04x	-	!	"	#	\$	%	&	,	″0
	'05x	(	)	*	+	,	-		/	″2x
•	'06x	0	1	2	3	4	5	6	7	″3x
•	′07x	8	9	:	;	i	=	į	?	3X
•	′10x	@	A	В	С	D	E	F	G	″4x
•	′11x	Н	I	J	K	L	M	N	О	4x
	′12x	Р	Q	R	S	Т	U	V	W	″5x
•	′13x	X	Y	Z	[	"	]	^	•	ox.
•	´14x	'	a	b	с	d	е	f	g	″6x
	′15x	h	i	j	k	1	m	n	О	OX
	′16x	p	q	r	s	t	u	v	w	″7x
	′17x	x	У	Z	_		"	~	••	1 1 1
	'20x		Ą	Ć				Ę		″8x
	'21x			Ł	Ń					OA .
	'22x		Ś							″9x
	´23x		Ź		Ż					JA.
	<i>'24x</i>		ą	ć				ę		"Ax
	´25x			ł	ń			«	<b>»</b>	1111
	'26x		ś							"Bx
	'27x		ź		ż					DX.
	′30x									″Cx
	′31x									
	´32x				Ó					″Dx
	′33x									
	<i>'34x</i>									"Ex
	´35x									
	′36x				ó					"Fx
	'37x								,,	
		″8	″9	″A	″В	"C	″D	"E	"F	

	17	<i>'6</i>	<b>'</b> 5	4	<i>'3</i>	2	1	<i>'0</i>	ecrm1000, T1
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″0x	>	<	,	c			-		~01x
".4		_	_	>>	«	,,	"	"	~02x
″1x	ffl	ffi	fl	fi	ff	J	1	О	'03x
″0	,	&	%	\$	#	"	!	J	~04x
″2x	/		-	,	+	*	)	(	~05x
″3x	7	6	5	4	3	2	1	0	~06x
3x	?	>	=	<	;	:	9	8	'07x
″4x	G	F	E	D	C	В	A	@	′10x
4x	О	N	M	L	K	J	I	Н	′11x
″5x	W	V	U	Т	S	R	Q	Р	′12x
5x	_	^	]	\	[	Z	Y	X	′13x
″6x	g	f	e	d	c	b	a	(	
OX	О	n	m	1	k	j	i	h	′15x
″7x	w	V	u	t	s	r	q	р	′16x
/ ^	-	~	}		{	$\mathbf{z}$	У	x	′17x
″8x	Ğ	Ę	Ě	Ď	Č	Ć	Ą	Ă	'20x
	Ŕ	Ő	Ŋ	Ň	Ń	Ł	Ľ	Ĺ	
″9x	Ů	Ű	Ţ	Ť	Ş	Š	Ś	Ř	'22x
<i>J X</i>	§	đ	İ	IJ	Ż	Ž	Ź	Ÿ	´23x
"Ax	ğ	ę	ě	ď	č	ć	ą	ă	
AX	ŕ	ő	ŋ	ň	ń	ł	ľ	ĺ	
"Bx	ů	ű	ţ	ť	ş	š	ś	ř	
DX.	£	i	i	ij	ż	ž	ź	ÿ	
"Cx	Ç Ï	Æ	Å	Ä	Ã	Â	Á	À	
OA	Ϊ	Î	Í	Ì	Ë	Ê	É	È	
″Dx	Œ	Ö	Õ	Ô	Ó	Ò	$ ilde{ ext{N}}$	Ð	
	SS	Þ	Ý	Ü	Û	Ú	Ù	Ø	
"Ex	ç	æ	å	ä	ã	â	á	à	<i>'34x</i>
nv.	ï	î	í	ì	ë	ê	é	è	'35x
"Fx	œ	ö	õ	ô	ó	ò	ñ	ð	'36x
1. Y	ß	þ	ý	ü	û	ú	ù	Ø	'37x
	"F	"E	"D	″C	"B	"A	″9	″8	

	17	<b>'</b> 6	<b>'</b> 5	4	<i>'3</i>	2	1	0	m arm 1000,  T2A
″0	~	0	"	•	~	^	,	`	~00x
″0x	$\rightarrow$	(	I	c	د	•	-	Ü	~
″4		_	_	·	~	^	"	"	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
″1x	ffl	ffi	fl	fi	ff	J	1	0	<i>'03x</i>
″0	,	&	%	\$	#	11	!	J	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
″2x	/		-	,	+	*	)	(	~
″3x	7	6	5	4	3	2	1	0	'06x
) SX	?	>	=	<	;	:	9	8	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"4x	G	F	Е	D	С	В	A	@	
4x	О	N	M	L	K	J	I	Н	<u> </u>
″5x	W	V	U	Т	S	R	Q	Р	´12x
JX		^		\	[	Z	Y	X	′13x
″6x	g	f	e	d	c	b	a	٤	´14x
	О	n	$\mathbf{m}$	1	k	j	i	h	´15x
″7x	w	v	u	t	s	r	q	p	
1 1	-	~	}		{	$\mathbf{Z}$	У	X	
″8x	Љ	3	Ж	h	Ti	Ъ	F	Ц	
OA.	S	Н	Ң	Æ	К	К	Қ	Ϊ	´21x
″9x	Ч	Ų	X,	¥	Y	Ў	Ç	Θ	
	§	¤	№	Ë	Њ	G	Э	Ч	
"Ax	љ	3	Ж	h	ħ	ħ	F	Ґ	´24x
HA.	s	н	ң	æ	К	Ж	K	ï	
"Bx	Ч	Ή	X,	¥	Y	ÿ	ç	Θ	
DX.	*	«	,,	ë	њ	Э	$\epsilon$	Ч	
″Cx	3	Ж	E	Д	Γ	В	Б	A	
OA.	П	О	Н	M	Л	K	Й	И	
″Dx	Ч	Ц	X	Φ	У	Т	С	Р	
	R	Ю	Э	Ь	Ы	Ъ	Щ	Ш	<u>'33x</u>
"Ex	3	Ж	e	Д	Γ	В	б	a	
	П	0	Н	M	Л	K	й	И	
"Fx	Ч	Ц	X	ф	У	Т	c	p	
x	Я	Ю	Э	Ь	Ы	Ъ	Щ	Ш	
	"F	"E	"D	"C	"B	"A	″9	″8	

lbrm1000,	T2B	0	1	2	<i>'3</i>	4	<b>'</b> 5	6	7	
	`00x	`	,	^	~		"	0	~	"-
		Ü	-	•	د	c	I	(	>	″0x
		44	"	^		·	_	_		"4
	'03x	0	1	J	ff	fi	fl	ffi	ffl	″1x
		J	!	"	#	\$	%	&	,	″O
	~	(	)	*	+	,	-		/	″2x
	'06x	0	1	2	3	4	5	6	7	″3x
	'07x	8	9	:	;	<	=	>	?	3x
		@	A	В	С	D	E	F	G	″4x
	′11x	Н	I	J	K	L	M	N	О	4x
	′12x	Р	Q	R	S	Т	U	V	W	″5x
	′13x	X	Y	Z	[	\	]	^	_	
	′14x	'	a	b	c	d	e	f	g	″6x
	′15x	h	i	j	k	1	m	n	0	OX.
	′16x	p	q	r	S	t	u	v	W	″7x
	′17x	x	У	$\mathbf{z}$	{		}	~	-	1 A
	'20x	Ę	F	Γ	Б	h	Ж	δ	3	″8x
	´21x	Љ	K	Д	Ӄ	Л	Н	Н	H	OA .
		Θ	C	Ў	Y	X	X	Х	Ч	″9x
		Ч	Њ	Э	3	Ë	Nº	¤	§	
	´24x	Ę	F	Г	Ђ	h	Ж	δ	3	″Ax
		љ	Қ	Д	Ӄ	Л	ң	н	Н	
		Θ	c	ÿ	Y	X	Х	Ŋ	Ä	″Bx
	′27x	Ч	њ	Э	3	ë	,,	«	*	
		A	Б	В	Γ	Д	Е	Ж	3	″Cx
	<u>'31x</u>	И	Й	K	Л	M	Н	О	П	
		P	С	Т	У	Φ	X	Ц	Ч	″Dx
		Ш	Щ	Ъ	Ы	Ь	Э	Ю	Я	
	<i>'34x</i>	a	б	В	Г	Д	e	Ж	3	″Ex
	<u>'35x</u>	И	й	K	Л	M	Н	0	П	
	<u>'36x</u>	p	С	Т	У	ф	X	Ц	Ч	″Fx
	'37x	Ш	Щ	ъ	Ы	Ь	Э	Ю	Я	
		″8	″9	"A	″В	"C	″D	″E	"F	

	7	6	<b>'</b> 5	4	<i>'3</i>	'2	<i>'1</i>	$\mathcal{O}$	lcrm1000, T2C
″0x	~	۰	"	••	~	^	,	`	~00x
Ох	>	(	I	c	د		-	V	~01x
″1x		_	_	٠		^	"	"	
ΙX	ffl	ffi	fl	fi	ff	J	1	0	'03x
″2x	,	&	%	\$	#	"	!	J	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
2x	/		-	,	+	*	)	(	~05x
″3x	7	6	5	4	3	2	1	0	'06x
ЗX	?	>	=	<	;	:	9	8	<i>'07x</i>
″4x	G	F	Е	D	С	В	A	@	
4x	О	N	M	L	K	J	I	Н	
″5x	W	V	U	Т	S	R	Q	Р	´12x
ЭX	_	^		\	[	Z	Y	X	′13x
″6x	g	f	e	d	c	b	a	4	
ΟX	О	n	m	1	k	j	i	h	
″7x	w	v	u	t	s	r	q	p	´16x
1 1	-	~	}		{	$\mathbf{z}$	У	x	′17x
″8x	3	P	Р	h	Б	Т	Щ	П	
OA	Н	M	Ң	Л	K	Д	K	Щ	
″9x	Q	Ų	Х	Й	Ъ	é	e	Θ	'22x
JA	§	¤	№	Ë	В	G	Н	Ч	'23x
"Ax	3	р	p	h	Б	т	щ	ҧ	<i>'24x</i>
AA	Н	М	ң	Л	k	д	Қ	М	'25x
"Bx	Q	ŢĪ	X,	й	Ъ	Æ	e	Θ	´26x
DX	*	«	,,	ë	ß	Э	Н	Ч	'27x
"Cx	3	Ж	E	Д	Γ	В	Б	A	<i>'30x</i>
OA .	П	О	Н	M	Л	K	Й	И	
"Dx	Ч	Ц	X	Φ	У	Т	С	P	<u>'32x</u>
DA	R	Ю	Э	Ь	Ы	Ъ	Щ	Ш	<u>'33x</u>
"Ex	3	Ж	e	Д	Γ	В	б	a	
<u> п</u> х	П	0	Н	M	Л	K	й	И	
"Fx	Ч	Ц	X	ф	У	Т	c	p	
1.7.	R	Ю	Э	Ь	Ы	Ъ	Щ	Ш	
	"F	"E	"D	"C	″B	"A	″9	″8	

tipa $10, T3$	0	1	2	<i>'3</i>	<i>'</i> 4	<b>'</b> 5	<i>'6</i>	′7	
- ´00x	`	,	^	~		"	0	~	″.0
~	U	-	•	د	c	"	`	,	″0x
	^	п	u	-	>	C	ω	~	"4
~03x	×	1	J	+	1	т	4	F	″1x
	/	!	1	r•	le	J	~	,	″2x
~05x	(	)	*	+	,	-		/	2x
'06x	ŧ	i	Λ	3	Ч	В	α	γ	″3x
'07x	θ	е	ĭ	•	J	=	_	?	3x
′10x	Э	α	β	ç	ð	3	Ф	У	″4x
	б	I	j	R	Λ	m	ŋ	Э	4x
12x	3	?	ſ	ſ	θ	υ	υ	ш	″5x
′13x	χ	Y	3	[	,	]	٦	г	J.
′14x	(	a	b	c	d	e	f	g	″6x
′15x	h	i	j	k	1	m	n	О	OX.
	p	q	r	s	t	u	v	w	″7x
	x	У	z			‡	1	1	/ A
	_	_	\	\	\	_	/	/	″8x
	/	-	`	\	\	\	/	/	OX.
	/	/			<b>↓</b>	1	7	>	″9x
	,	_	~	~	'	"	٠.	•	
<u>'24x</u>	ħ	đ	d	q	E	g	1	ι	"Ax
	J	Ч	ł	λ	λ	ß	ŋ,	æ	
	ω	Ω	Ţ	ţ	ţ	ts	ч	ч	"Bx
	3	3	Ь	ъ	?	<	>	I	
	A	ď	C	ф	Ðr.	В	3	3 <sup>r</sup>	″Cx
	Å	ď	fj	Н	ι	J	k	L	
	В	0	б	q	r	J	£	Œ	″Dx
	Ĵ	tſ	U	5	3	\$	Z	р	
$\underline{}$ '34 $x$	В	6	ď	d	g	G	æ	ç	"Ex
	ħ	J	f	ł	ł	l	щ	η	
	N	n	0	τ	ı	Ţ	R	œ	"Fx
	Ø	ş	t	М	Z,	Z	þ	h	
	″8	″9	"A	"B	"C	″D	"E	"F	

	′7	6	<b>'</b> 5	4	<i>'3</i>	'2	1	0	10, T4
″O <sub>2</sub>	v	0	"	**	~	^	,	`	'00x
_ 03	>	<	,	ι	د	•	-	Ü	'01x
"4-		_	_	<b>»</b>	«	"	"	"	'02x
″12	ffl	ffi	fl	fi	ff	J	1	0	'03x
	,	&	%	\$	#	11	!	Ш	~04x
_ 23	/		-	,	+	*	)	(	'05x
″32	7	6	5	4	3	2	1	0	'06x
- 32	?	>	=	<	;	:	9	8	'07x
″4 <sub>2</sub>	G	F	E	D	С	В	A	@	′10x
43	О	N	M	L	K	J	I	Н	
″5 <sub>2</sub>	W	V	U	T	S	R	Q	Р	′12x
_ 52	_	^	]	\	[	Z	Y	X	′13x
″6 <sub>2</sub>	g	f	е	d	С	b	a	•	
_ 63	О	n	m	l	k	j	i	h	
″7 <sub>2</sub>	w	v	u	t	S	r	q	р	′16x
_ /2	-	~	}		{	Z	У	X	′17x
	H	R	Ě	F	E	З	D	В	'20x
_ 83	Y	U	Ŋ	ſ	Ń	С	N	К	'21x
″0-	Ŧ	3	Ş	N	Ń	Š	P	Ć	'22x
″9₂	"	đ	fj	ţſ	T	Т	Ė	Ė	'23x
″A2	ħ	γ	ě	f	Э	ε	ď	в	'24x
– Ax	У	υ	ŋ	ſ	ń	Э	n	k	'25x
″Bɔ	ŧ	3	ş	n	'n	š	р	č	'26x
_ 83	,	i	i	"	t	ť	ė	ė	'27x
″C2	Ç	Æ	Õ	Ń	Ã	Ĩ.	İ	Ţ	′30x
	Ĩ	$ ilde{ ext{E}}$	Ē	Ē	Ë	Ê	É	È	′31x
	Œ	Ö	Õ	Ô	Ò	Ó	Ñ	Đ	′32x
מע –	-	Ũ	Ų	Ŏ	Ō	Ō	Ò	Ø	′33x
″E2	ç	æ	õ	ń	ã	ĩ	į	Ն	′34x
_ E)	ĩ	ẽ	ē	ē	ë	ê	é	è	′35x
″Fɔ	œ	ö	Õ	ô	ò	ò	ñ	d,	′36x
	ſß	ũ	ų	ŏ	ō	ō	Ò	Ø	'37x
	"F	"E	″D	"C	″В	″A	″9	″8	

	17	<i>'</i> 6	<b>'</b> 5	4	<i>'3</i>	2	1	<i>'0</i>	nr10, T5
″^	v	۰			~	^	,	`	'00x
″0x	>	<	,	?	د		-	v	'01x
″1x		_	-	<b>»</b>	«	,,	,,	"	'02x
1X	đ	Ð	У.	Ÿ	ỷ	Ý	1	0	′03x
″2x	,	&	%	\$	#	"	!	J	'04x
ZX	/		-	,	+	*	)	(	'05x
″3x	7	6	5	4	3	2	1	0	'06x
ЭX	?	>	=	<	;	:	9	8	'07x
″4x	G	F	E	D	C	В	A	@	′10x
47	О	N	M	L	K	J	I	Н	´11x
″5x	W	V	U	T	$\mathbf{S}$	R	Q	P	′12x
O.A.	_	^	]	\	[	$\mathbf{Z}$	Y	X	′13x
″6x	g	f	e	d	c	b	a	4	′14x
OA	О	n	m	1	k	j	i	h	′15x
″7x	w	v	u	t	s	r	q	p	′16x
1 1	-	~	}		{	Z	У	х	17x
″8x	Â	À	Â	Ą	Å	Ã	Á	À	'20x
OX	Å	Ã	Á	À	Ă	Â	Â	Ã	´21x
″0	È	Ê	Ė	É		É	È	Ă	'22x
″9x	Î	Ĩ	Í	Ì	Ê	É	Ê	É	´23x
″ A	á	à	â	ą	å	ã	á	à	´24x
"Ax	å	ã	á	à	ă	â	å	ã	'25x
″D	è	ê	ė	é	~ e	é	è	ă	'26x
"Bx	í	ĩ	í	ì	ệ	ể	ê	é	'27x
″ α	Ò	Ô	Ò	Ô	Õ	Ó	Ò	İ	'30x
"Cx	Õ	Ó	Ó	Q	Ô	Ô	Õ	Ó	'31x
″ъ	Ü	Ų	Ů	Ũ	Ú	Ù	Ò	ở	'32x
"Dx	Ŷ	Ý	Ý	Ų	Ů	Ũ	Ú	Ù	'33x
″E	ò	ô	Ò	ỏ	õ	ó	ò	į	
"Ex	õ	ớ	ά	Q	ộ	ô	õ	ố	'35x
″p	ư	ų	ů	ũ	ú	ù	ġ	ở	'36x
"Fx	ỹ	ý	ỳ	ự	ử	ữ	ứ	ừ	'37x
	″F	″E	″D	″C	"B	"A	″9	″8	

## A.2 Text symbol encodings

The full table for  ${\tt TS1}$  as provided by European Computer Modern family:

tcrm1000	, TS1	0	′1	'2	<i>'3</i>	4	<b>'</b> 5	6	7	
	'00x		-	^	~		~	0	~	"-
	'01x	Ü	-		د	c	1			″0x
	'02x			"			_	_		",
	<i>'03x</i>	<b>←</b>	$\rightarrow$	^	_	^	^			″1x
		ъ				\$			,	″0
				*		,	=		/	″2x
	'06x	0	1	2	3	4	5	6	7	″3x
	'07x	8	9			(	_	>		3X
	′10x									″4x
							Ω		0	4X
	′12x								Ω	″5x
	′13x				I			1	<b>+</b>	5X
	´14x	`		*	0 0	+				″6x
	′15x					0	00	•γ		OX.
	′16x									″7x
	′17x							~	=	
	'20x	Ü	~	"	"	†	‡		‰	″8x
	'21x	•	$^{\circ}\mathrm{C}$	\$	¢	f	C	₩	N	OX.
	'22x	G	₽	£	R	?	i	₫	TM	″9x
	′23x	%00	¶	₿	Nº	%	е	0	SM	J.
	'24x	{	}	¢	£	¤	¥	1	§	"Ax
	´25x		©	<u>a</u>	(3)	7	P	R	_	HA.
	'26x	۰	土	2	3	,	μ	¶	•	"Bx
	′27x	*	1	Ō	√	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{3}{4}$	€	DX .
	′30x									"Cx
	′31x									
	′32x							×		″Dx
	′33x									
	′34x									"Ex
	^35x									
								÷		"Fx
	′37x									
		″8	″9	″A	″В	"C	"D	"E	"F	

In contrast typical PostScript fonts usually have incomplete implementations of TS1 sometimes missing more than half of the glyphs:

ptmr8c	, TS1	0	1	2	<i>'3</i>	4	<b>'</b> 5	6	7	
-	′00x	`	,	^	~		"	٥	~	″.
-	'01x		-	•	5		,			″0x
-	'02x			,,			_	_		".
-	'03x	-	•							″1x
-	´04x					\$			'	″0
-	′05x			*		,			/	″2x
-	'06x	-								″.
-	′07x	-	•				_			″3x
=	′10x									<b>"</b> •
-	′11x									″4x
-	´12x									<b>"</b> -
-	′13x				[		]			″5x
-	´14x	`								".0
-	´15x									″6x
-	′16x									<b>"</b> =
-	′17x							~		″7x
-	´20x	J	~	"	"	†	‡	I	%0	″8x
-	'21x	•	°C			f				8X
-	'22x	•							TM	″9x
-	'23x	-								9x
-	'24x	-		¢	£	¤	¥	ŀ	§	″ A
-	'25x		©	a		_		®	-	"Ax
-	´26x	0	±	2	3	,	μ	¶		"Bx
-	'27x	-	1	О		1/4	1/2	3/4	€	BX
-	′30x									″a
-	′31x									"Cx
-	'32x							×		"Dx
-	′33x									DX
-	<i>'34x</i>									"Ex
-	′35x									Łx
-	′36x							÷		″E
-	'37x									"Fx
-		″8	″9	"A	″В	"C	"D	"E	"F	

tipx10,	TS3	0	1	2	<i>'3</i>	4	<b>'</b> 5	<i>'6</i>	17	
_	'00x	٠	l.	J	ฮ	0	+	н	<b>↓</b>	″0x
	'01x	1	$\rightarrow$	$\leftrightarrow$						UX
	'02x									″1x
	<i>'03x</i>									1.
	<i>'04x</i>	$a_{\iota}$	α	æ	4	С	L	С	٠d	″2x
	'05x	d	ф	e,	ε,	γ	γ	γ	б	2.X
_	'06x	h	า	j	₽	h	n	η	Q.	″3x
	'07x	ρ	$\odot$	5	თ	р	ф	ી	t	- 5x
	′10x	£	7	3	8	5	Y.	I	II	″4x
_	′11x	#	ŀ							47
_	′12x	þ	þ	þ	þ	?	?	5		″5x
_	′13x									OA .
_	′14x									″6x
_	′15x									OA.
_	′16x	A	Æ	Δ	F	K	К	L	M	″7x
_	′17x	P	Q	Я	U					, A
		″8	″9	″A	″В	"C	″D	"E	"F	

## A.3 Extended text encodings

rxrm1000	o, <b>X2</b>	$\mathcal{O}$	′1	2	<i>'</i> 3	4	<b>'</b> 5	6	′7	
-	'00x	`	,	^	~		"	۰	~	
-	'01x	Ü		•	د	c	I	(	>	″0x
-	'02x	"	"	^	"		_	_	,	
-	'03x	0	`	,	-	δ	δ	Н	н	″1x
-	'04x	J	!	11	#	\$	%	&	,	
-	'05x	(	)	*	+	,	-		/	″2x
-	'06x	0	1	2	3	4	5	6	7	
-	′07x	8	9	:	;	<	=	>	?	″3x
-	′10x	@	Æ	Ъ	Ћ	е	ę	К	K	,,,
-	′11x	Д	I	J	Љ	М	Њ	Q	П	″4x
=	′12x	Р	Q	Т	S	ТЦ	Ų	Ч	W	<b>"</b> -
_	′13x	Ъ	Ж	V		\	1	^		″5x
-	′14x	4	æ	ħ	ħ	·e	.é	К	k	"0
-	′15x	д	i	j	Љ	Щ	њ	Q	ҧ	″6x
_	′16x	p	q	т	s	тц	ΤÌ	ч	w	″¬
_	′17x	Ъ	Ж	V	{		}	~	-	″7x
-	'20x	Г	£	Γ	Б	h	Ж	3	3	″0
_	'21x	Ϊ	Қ	Ж	Ӄ	Л	Ң	Н	H	″8x
_	'22x	Θ	Ç	ў	Y	¥	X,	Ӽ	Ч	″0
	'23x	Ч	$\epsilon$	Э	3	Ë	Nº	¤	§	″9x
-	'24x	Ľ	F	Г	Б	h	ж	3	3	"Ax
-	'25x	ï	Қ	Ж	Ӄ	Л	ң	н	н	AX
-	'26x	Θ	ç	ÿ	Y	¥	ҳ	Ŋ	ч	"Bx
-	'27x	ч	$\epsilon$	Э	ε	ë	,,	«	*	ВХ
-	′30x	A	Б	В	Γ	Д	E	Ж	3	"Cx
_	′31x	И	Й	K	Л	M	Н	О	П	CX
_	'32x	Р	С	Т	У	Φ	X	Ц	Ч	"Dx
-	′33x	Ш	Щ	Ъ	Ы	Ь	Э	Ю	Я	DX
=	'34x	a	б	В	Г	д	e	ж	3	"Ex
-	′35x	И	й	K	Л	M	Н	О	П	EX
-	′36x	р	с	Т	у	ф	Х	ц	Ч	"Fx
-	′37x	Ш	Щ	ъ	Ы	Ь	Э	Ю	Я	r X
<del>-</del>		″8	″9	"A	″В	"C	"D	"E	"F	

## A.4 Mathematical encodings

cmmi10,	OML	0	1	2	<i>'3</i>	4	<b>'</b> 5	6	'7	
	'00x	Γ	Δ	Θ	Λ	Ξ	П	Σ	Υ	″0x
	'01x	Φ	$\Psi$	Ω	α	β	$\gamma$	δ	$\epsilon$	UX
	'02x	ζ	η	θ	ι	$\kappa$	λ	$\mu$	ν	″1x
	′03x	ξ	$\pi$	ρ	$\sigma$	$\tau$	υ	$\phi$	χ	IX
	´04x	$\psi$	$\omega$	ε	$\vartheta$	$\overline{\omega}$	ρ	ς	$\varphi$	″2x
	'05x		_		~	c	>	$\triangleright$	⊲	2.x
	'06x	0	1	2	3	4	5	6	7	″3x
	'07x	8	9		,	<	/	>	*	J.
	′10x	$\partial$	A	B	C	D	E	F	G	″4x
	′11x	H	I	J	K	L	M	N	O	47
	′12x	P	Q	R	S	T	U	V	W	″5x
	′13x	X	Y	Z	þ	Ц	#	)		JX.
	′14x	$\ell$	a	b	c	d	e	f	g	″6x
	′15x	h	i	j	k	l	m	n	o	OX.
	′16x	p	q	r	s	t	u	v	w	″7x
	′17x	x	y	z	$\imath$	Ĵ	80	<b>→</b>	^	/ X
		″8	″9	"A	"B	"C	″D	"E	"F	

cmsy10, OMS	0	1	2	<i>'</i> 3	4	<b>'</b> 5	6	′7	
	_		×	*	÷	<b>♦</b>	土	Ŧ	″0x
~01x	$\oplus$	$\Theta$	$\otimes$	0	0	0	0	•	UX
'02x	×	≡	$\subseteq$	⊇	<u> </u>	$\geq$	$\preceq$	<u></u>	″1x
'03x	$\sim$	$\approx$	$\subset$	$\supset$	«	>>	$\prec$	>	1.X
'04x	$\leftarrow$	$\rightarrow$	<b>†</b>	<b>↓</b>	$\leftrightarrow$	7	>	21	″2x
	<b>(</b>	$\Rightarrow$	1	₩	$\Leftrightarrow$		~	$\propto$	
'06x	,	$\infty$	€	∋	Δ	$\nabla$	/	ŀ	″3x
	$\forall$	3	Г	Ø	$\Re$	3	T	上	
′10x	×	$\mathcal{A}$	$\mathcal{B}$	$\mathcal{C}$	$\mathcal{D}$	$\mathcal{E}$	$\mathcal{F}$	$\mathcal{G}$	″4x
′11x	$\mathcal{H}$	$\mathcal{I}$	$\mathcal{J}$	$\mathcal{K}$	$\mathcal{L}$	$\mathcal{M}$	$\mathcal{N}$	0	
	$\mathcal{P}$	Q	$\mathcal{R}$	$\mathcal{S}$	$\mathcal{T}$	$\mathcal{U}$	$\mathcal{V}$	$\mathcal{W}$	″5x
	$\mathcal{X}$	$\mathcal{Y}$	$\mathcal{Z}$	U	n	₩	^	V	- JA
	⊢	⊣	L		Γ	]	{	}	″6x
	(	>			<b>\$</b>	<b>\$</b>	\	}	OA .
′16x		П	$\nabla$	ſ	Ш	П		⊒	″7x
	§	†	‡	¶	<b>.</b>	$\Diamond$	Q	<b>^</b>	
	″8	″9	"A	″B	"C	"D	"E	"F	

cmex10, (	OMX	0	1	<b>'</b> 2	<b>'</b> 3	4	<b>'</b> 5	6	′7	
	'00x	(	)	[	]	L		Γ	1	″0x
	'01x	{	}	<	>	I	Ш	/	\	UX
	'02x	(	)	(						″1x
	′03x			{	}					1.X
	'04x									″2x
	'05x	$\bigg\{$	}					/	\	ZA
	′06x							I	I	″3x
	<i>'07x</i>	ſ	١	ţ	J	{	}	ı	ı	JA.
	′10x		]	ı	I	<		Ш		″4x
	′11x	∮	$\int$	0	$\odot$	$\oplus$	$\oplus$	$\otimes$	$\otimes$	47
	´12x	Σ	П	ſ	U	$\cap$	+	Λ	V	″5x
	′13x	$\sum$	П	$\int$	U	$\cap$	#	$\wedge$	V	
	′14x	П	Ш	^	^		~	~	$\sim$	"0
	′15x	[	]				7	{	}	″6x
	′16x			$\sqrt{}$		1	I	Γ	II	" <b>7</b>
	′17x	1	<b>\</b>	_	`	`	,	介	₩	″7x
		″8	″9	"A	"B	"C	″D	″E	"F	

## A.5 Other encodings

	17	<i>'</i> 6	<b>'</b> 5	4	<i>'3</i>	<b>'</b> 2	1	<i>'0</i>	ptmr8y, LY1
	ı	"		/					'00x
"0x				fi				fl	~
	۰	-	J	~	,	`		1	<i>'02x</i>
"1x	Ø	Œ	Æ	ø	œ	æ	В	5	~03x
	,	&	%	\$	#	"	!		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"2x	/	•	-	,	+	*	)	(	~05x
	7	6	5	4	3	2	1	0	~06x
″3x	?	>	=	<	;	:	9	8	'07x
	G	F	Е	D	С	В	A	@	
"4x	О	N	M	L	K	J	I	Н	
<b>"</b> -	W	V	U	Т	S	R	Q	P	12x
″5x	_	^	]	١	[	Z	Y	X	~13x
	g	f	e	d	с	b	a	4	
″6x	О	n	m	1	k	j	i	h	
	w	v	u	t	s	r	q	р	16x
″7x		~	}	ı	{	z	у	х	17x
	‡	†		,,	f	,	,	Ł	
″8x	_	^	Ž	Œ	<	Š	%0	^	~21x
″0	_	_	•	,,	"	,	4	ł	~22x
″9x	Ÿ	~	ž	œ	>	š	TM	~	~23x
"Ax	§	ł	¥	¤	£	¢	i		~24x
AX	-	®		7	«	a	©		^25x
″Bx		¶	μ	,	3	2	±	0	´26x
BX	i	3/4	1/2	1/4	»	o	1	5	~27x
″a	Ç	Æ	Å	Ä	Ã	Â	Á	À	'30x
"Cx	Ϊ	Î	Í	Ì	Ë	Ê	É	È	'31x
	×	Ö	Õ	Ô	Ó	Ó	Ñ	Ð	'32x
"Dx	В	Þ	Ý	Ü	Û	Ú	Ù	Ø	'33x
″E	ç	æ	å	ä	ã	â	á	à	<i>'34x</i>
"Ex	ï	î	í	ì	ë	ê	é	è	^35x
	÷	ö	õ	ô	ó	ò	ñ	ð	
"Fx	ÿ	þ	ý	ü	û	ú	ù	ø	~37x
	″F	"E	″D	″C	"B	″A	″9	″8	-

${\rm grmn1000,LGR}$	0	1	2	<i>'3</i>	4	<b>'</b> 5	<i>'6</i>	7	
$\overline{}$ ' $00x$	_	_	Δ	Ħ	X	M	7	র	″.0
	I	$A_{\rm I}$	$H_{\rm I}$	$\Omega_{\mathrm{I}}$	A	Ϋ	α	Ü	″0x
	,	,	4	٩	Ü	Ω	Т	λ	".4
~'03x	€	<b>%</b> 0	Э	স	(	,	U	_	″1x
	24	!		.4	s.	%		,	″0
~	(	)	*	+	,	-		/	″2x
	0	1	2	3	4	5	6	7	″2
	8	9	:		·	=	,	;	″3x
	'n	A	В	ď	Δ	Е	Φ	Γ	" 4
	Н	I	Θ	K	Λ	M	N	0	″4x
′12x	П	X	P	Σ	Т	Υ	•	Ω	″5x
$\overline{}$ '13 $x$	Ξ	Ψ	Z	[	3'	]	5/	24	3 SX
$\overline{}$ '14 $x$	`	α	β	ς	δ	ε	φ	Υ	″6x
$\overline{}$ 15 $x$	η	l	θ	х	λ	μ	ν	o	OX
′16x	π	χ	ρ	σ	τ	υ		ω	″7x
′17x	ξ	ψ	ζ	«		>>	~	_	/ X
'20x	ά	ά	å	à	à	ά	ἀ	å	″8x
	ά	ă	ď	à	ά	Ϋ́	ά̈́	à à	OX
	ã	ă	ã	F	ã	å	ἆ	V	″9x
	ή	ή	ή		'n	ή	ή		J
	ή	ή	ή	ή	ή	ň	ň	η ñ	″Ax
	ῆ	ή	ή	ή	ñ	ñ	ñ		HA.
	ώ	ώ	ယံ	ω	ώ	φ	φ	ῷ	"Bx
	ယ်	ű	ű	۵	φ	ű	ὤ	ῷ	DA.
	ũ	ũ	ű	F	$\widetilde{\omega}$	ῷ	ῷ		″Cx
	ì	ĺ	ì	ີເ	ύ	ΰ	ů	ů	OA .
	ί	ĭ	ť	î	ύ	ű	Ů	Õ	″Dx
<u>'33x</u>	ĩ	ĩ	ĩ	Ϊ	ũ	บั	ŭ	Ϋ	DA.
$\underline{}$ '34 $x$	È	έ	ŝ	ê	ó	ò	ỏ	ô	"Ex
	έ	ε̈́	έ	ŝ	ó	ő	ŏ	ô	
	ï	Ì	ΐ	ĩ	Ü	Ů	Ú	ΰ	"Fx
	ά	η	φ	þ	ρ̈́		,	,	1.7.
	″8	″9	"A	″В	″C	″D	″E	"F	

	0, U	0	1	'2	<i>'3</i>	4	<b>'</b> 5	6	′7	
	′00x	Δ	◁	$\triangleleft$	$\triangleright$	⊵	.:.	Q	<b></b>	″0x
	'01x	✓	⇔	4	7	J	J	0	v	UX
	'02x	<b>◄</b>	<b>&gt;</b>	4	Ω	೮	Ø	⊗	Υ	″1x
	'03x	Г	9	♂	¤	<b>(</b>	×	∢	Ø	IX
	<i>'04x</i>	•	Ò	Ó	0	C	D	đ	¥	″2x
	'05x	<	>	^	~	©	•	≎	②	ZX
	'06x	Ω	M		$\Diamond$		П	4	0	″3x
	′07x		0	~	$\sim$			≲	≳	o SX
	′10x	*	*	*	\$	$\Diamond$	*	$\nabla$	•	″4x
	′11x	Þ	0	D	<b>A</b>	▼				4X
	´12x	δ	1	`			Э	ď	8	″5x
	′13x	4	ħ	ô	8	В	8	I	69	5x
_	´14x	m		M,	✓'	る	$\approx$	Ж	¢	″6x
	´15x	<b>%</b> o	þ	Þ	ð	Э	8			OX.
	′16x		$\rightarrow$	ſ	IJ	$\iiint$	<b>∮</b>	#	ſ	″7x
	′17x	$\int \int$	$\overline{\int}$	$\oint$	$\iint$				А	/ A
		″8	″9	"A	"B	"C	"D	"E	"F	

	7	<i>'6</i>	<b>'</b> 5	4	<i>'3</i>	2	1	<i>'0</i>	logo10, U
″0x									'00x
Ox									'01x
″1x									'02x
- IX									′03x
″2x									'04x
ZX I									'05x
″3x									′06x
3x									'07x
″4x		F	E				А		′10x
	0	Ν	М						′11x
″5x				Т	S			Р	′12x
									´13x
″6x									′14x
OX									′15x
″7x									′16x
/ x									′17x
·	"F	"E	"D	″C	"B	"A	″9	″8	

## B Uppercase and lowercase tables

The following two sets of tables list the \uppercase and \lowercase values for each position in the LATEX standard 256-character tables.

Each row of each table lists:

```
pos The position in the table (0-255) lc The value in the \lowercase table at the position (note that value 0 here means that \lowercase is ineffective for this character, and hyphenation does not apply to it) uc The value in the \uppercase table at the position (note that value 0 here means that \uppercase is ineffective for this character) glyphs The glyphs specified for the T1 encoding for this position, laid out as \langle glyph \rangle (\langle lowercase \ glyph \rangle / \langle uppercase \ glyph \rangle)
```

pos lc uc glyphs	pos lc uc glyphs	pos lc uc glyphs	pos lc uc glyphs
0 0 0 `(-/-)	$32 \ 0 \ 0 \ \Box(-/-)$	64 0 0 @(-/-)	96 0 0 '(-/-)
1 0 0 '(-/-)	33 0 0 $!(-/-)$	65 97 65 $A(a/A)$	97 97 65 $a(a/A)$
2 0 0 ^(-/-)	34 0 0 "(-/-)	66   98   66   B(b/B)	98   98   66   b(b/B)
3 0 0 ~(-/-)	35 0 0 $\#(-/-)$	67   99   67   C(c/C)	99 99 67 $c(c/C)$
4 0 0 "(-/-)	36  0  0  \$(-/-)	$68 \ 100 \ 68 \ D(d/D)$	$100 \ 100 \ 68 \ d(d/D)$
5 0 0 "(-/-)	37 0 0 %(-/-)	69 101 69 $E(e/E)$	$101\ 101\ 69\ e(e/E)$
6 0 0 ° (-/-)	38 0 0 &(-/-)	70 $102\ 70\ F(f/F)$	$102 \ 102 \ 70 \ f(f/F)$
7 0 0 (-/-)	39 0 0 '(-/-)	71 $103 71 \text{ G(g/G)}$	$103 \ 103 \ 71 \ g(g/G)$
8 0 0 ~(-/-)	40 0 0 ((-/-)	$72\ 104\ 72\ H(h/H)$	$104\ 104\ 72\ h(h/H)$
9 0 0 -(-/-)	41 0 0 )(-/-)	73 $105 73 I(i/I)$	105 105 73 $i(i/I)$
10 0 0 (-/-)	42 0 0 *(-/-)	$74\ 106\ 74\ J(j/J)$	106 106 74 $j(j/J)$
11 0 0 ,(-/-)	43 0 0 $+(-/-)$	75 $107 75 \text{ K(k/K)}$	$107 \ 107 \ 75 \ k(k/K)$
12 0 0 ر (-/-)	44  0  0  ,(-/-)	76 108 76 $L(l/L)$	108 108 76 l(l/L)
13 0 0 ,(-/-)	45 45 0 -(-/-)	$77 \ 109 \ 77 \ M(m/M)$	$109\ 109\ 77\ \mathrm{m(m/M)}$
14 0 0 $(-/-)$	46 0 0 $\cdot (-/-)$	78 11078 N(n/N)	110 110 78 $n(n/N)$
15 $0$ $0$ $\rightarrow (-/-)$	47 0 0 /(-/-)	79 111 79 O(o/O)	111 111 79 o(o/O)
16 0 0 "(-/-)	48 0 0 $0(-/-)$	80 112 80 $P(p/P)$	112 112 80 $p(p/P)$
17 0 0 "(-/-)	49 0 0 $1(-/-)$	81 113 81 $Q(q/Q)$	113 113 81 $q(q/Q)$
18 0 0 ,,(-/-)	50  0  0  2(-/-)	82 114 82 $R(r/R)$	114 114 82 $r(r/R)$
19 0 0 «(-/-)	51  0  0  3(-/-)	83 115 83 $S(s/S)$	115 115 83 $s(s/S)$
20  0  0  »(-/-)	52  0  0  4(-/-)	84 116 84 $T(t/T)$	116 116 84 $t(t/T)$
21 0 0 -(-/-)	53  0  0  5(-/-)	85 117 85 U(u/U)	$117 \ 117 \ 85 \ u(u/U)$
22 0 0(-/-)	54  0  0  6(-/-)	86 118 86 V(v/V)	118 118 86 v(v/V)
23 23 0 (/-)	55  0  0  7(-/-)	$87 \ 119 \ 87 \ W(w/W)$	119 119 87 $w(w/W)$
24 0 0 $_{0}(-/-)$	56 0 0 8(-/-)	88 120 88 X(x/X)	120 120 88 $x(x/X)$
25 25 73 1(1/I)	57 0 0 9(-/-)	89 121 89 Y(y/Y)	121 121 89 $y(y/Y)$
26 26 74 $j(j/J)$	58 0 0 :(-/-)	90 122 90 $Z(z/Z)$	122 122 90 $z(z/Z)$
27 27 0 ff(ff/-)	59 0 0 $;(-/-)$	91 0 0 $[(-/-)]$	123 0 0 $\{(-/-)$
28 0 0 $fi(-/-)$	60 0 0 <(-/-)	92 0 0 $(-/-)$	124 0 0 $ (-/-) $
29 0 0 $fl(-/-)$	61 0 0 $=(-/-)$	93 0 0 ](-/-)	125 0 0 $(-/-)$
30 0 0 ffi $(-/-)$	62 0 0 $>(-/-)$	94 0 0 (-/-)	126 0 0 $\sim (-/-)$
31 0 0 ffl $(-/-)$	63 0 0 ?(-/-)	95 0 0 _(-/-)	127 127 0 -(-/-)

pos lc uc glyphs	pos lc uc glyphs	pos lc uc glyphs	pos lc uc glyphs
$128 \ 160 \ 128 \ \text{Å}(\text{\~a}/\text{Å})$	$160 \ 160 \ 128 \ \breve{a}(\breve{a}/\breve{A})$	$192\ 224\ 192\ \dot{A}(\dot{a}/\dot{A})$	$224\ 224\ 192\ \hat{a}(\hat{a}/\hat{A})$
129 161 129 $A(a/A)$	$161 \ 161 \ 129 \ a(a/A)$	193 225 193 $\acute{A}(\acute{a}/\acute{A})$	225 225 193 $\acute{a}(\acute{a}/\acute{A})$
130 162 130 $\acute{C}(\acute{c}/\acute{C})$	162 162 130 $\acute{c}(\acute{c}/\acute{C})$	194 226 194 $\hat{A}(\hat{a}/\hat{A})$	226 226 194 $\hat{a}(\hat{a}/\hat{A})$
131 163 131 Č(č/Č)	163 163 131 č(č/Č)	195 227 195 $\tilde{A}(\tilde{a}/\tilde{A})$	227 227 195 $\tilde{a}(\tilde{a}/\tilde{A})$
132 164 132 $\check{D}(d/\check{D})$	$164 \ 164 \ 132 \ d(d/\check{D})$	196 228 196 $\ddot{A}(\ddot{a}/\ddot{A})$	228 228 196 $\ddot{a}(\ddot{a}/\ddot{A})$
133 165 133 Ě(ě/Ě)	165 165 133 ě(ě/Ě)	197 229 197 $Å(å/Å)$	229 229 197 $å(å/Å)$
134 166 134 $E(e/E)$	166 166 134 ę(ę/Ę)	198 230 198 $\mathbb{E}(æ/\mathbb{E})$	230 230 198 æ(æ/Æ)
135 167 135 $\breve{G}(\breve{g}/\breve{G})$	$167 \ 167 \ 135 \ \breve{g}(\breve{g}/\breve{G})$	199 231 199 $\zeta(\varsigma/\zeta)$	231 231 199 $\varsigma(\varsigma/\varsigma)$
136 168 136 $\dot{L}(\dot{l}/\dot{L})$	168 168 136 $\hat{1}(\hat{1}/\hat{L})$	200 232 200 $\grave{E}(\grave{e}/\grave{E})$	232 232 200 è(è/È)
137 169 137 $L(l/L)$	169 169 137 ľ(ľ/Ľ)	201 233 201 $\acute{E}(\acute{e}/\acute{E})$	233 233 201 $\acute{e}(\acute{e}/\acute{E})$
138 170 138 Ł(ł/Ł)	170 170 138 ł(ł/Ł)	202 234 202 $\hat{E}(\hat{e}/\hat{E})$	234 234 202 $\hat{e}(\hat{e}/\hat{E})$
139 171 139 $\dot{N}(\dot{n}/\dot{N})$	171 171 139 $\acute{n}(\acute{n}/\acute{N})$	203 235 203 $\ddot{E}(\ddot{e}/\ddot{E})$	235 235 203 $\ddot{e}(\ddot{e}/\ddot{E})$
140 172 140 $\check{N}(\check{n}/\check{N})$	172 172 140 $\check{n}(\check{n}/\check{N})$	204 236 204 Ì(ì/Ì)	236 236 204 $i(i/\hat{I})$
141 173 141 D(ŋ/D)	173 173 141 ŋ(ŋ/Ŋ)	205 237 205 $f(i/f)$	237 237 205 $i(i/I)$
142 174 142 $ O( o/ O)$	174 174 142 ő(ő/Ő)	206 238 206 $\hat{I}(\hat{i}/\hat{I})$	238 238 206 $\hat{i}(\hat{i}/\hat{I})$
143 175 143 $\acute{R}(\acute{r}/\acute{R})$	175 175 143 $\acute{r}(\acute{r}/\acute{R})$	207 239 207	239 239 207 $\ddot{i}(\ddot{i}/\ddot{I})$
144 176 144 Ř(ř/Ř)	176 176 144 ř(ř/Ř)	$208\ 240\ 208\ \mathrm{D}(\delta/\mathrm{D})$	240 240 208 $\eth(\eth/\eth)$
145 177 145 $\acute{S}(\acute{s}/\acute{S})$	177 177 145 $\pm (\pm /\%)$	209 241 209 $\tilde{N}(\tilde{n}/\tilde{N})$	241 241 209 $\tilde{n}(\tilde{n}/\tilde{N})$
146 178 146 Š(š/Š)	178 178 146 $\check{s}(\check{s}/\check{S})$	210 242 210 $\dot{O}(\dot{o}/\dot{O})$	242 242 210 $\grave{o}(\grave{o}/\grave{O})$
147 179 147 $\S(\S/\S)$	179 179 147 $\hat{s}(\hat{s}/\hat{S})$	211 243 211 $\acute{O}(\acute{o}/\acute{O})$	243 243 211 $\acute{o}(\acute{o}/\acute{O})$
148 180 148 $\check{T}(t/\check{T})$	180 180 148 $t(t/\tilde{T})$	212 244 212 $\hat{O}(\hat{o}/\hat{O})$	244 244 212 $\hat{o}(\hat{o}/\hat{O})$
149 181 149 Ţ(ţ/Ţ)	181 181 149 ţ(ţ/Ţ)	213 245 213 $\tilde{O}(\tilde{o}/\tilde{O})$	$245 \ 245 \ 213 \ \ \tilde{o}(\tilde{o}/\tilde{O})$
150 182 150 $\rm \H{U}(\H{u}/\H{U})$	182 182 150 ű(ű/Ű)	214 246 214 $\ddot{O}(\ddot{o}/\ddot{O})$	$246\ 246\ 214\ \ddot{o}(\ddot{o}/\ddot{O})$
151 183 151 Ů(ů/Ů)	183 183 151 ů(ů/Ů)	215 247 215 $\times (\infty/\times)$	$247\ 247\ 215\ \text{ce}(\text{ce}/\text{CE})$
152 184 152 $\ddot{Y}(\ddot{y}/\ddot{Y})$	184 184 152 $\ddot{y}(\ddot{y}/\ddot{Y})$	216 248 216 $\emptyset(\emptyset/\emptyset)$	248 248 216 $\phi(\phi/\emptyset)$
153 185 153 $\dot{Z}(\dot{z}/\dot{Z})$	185 185 153 $\dot{z}(\dot{z}/\dot{Z})$	$217 \ 249 \ 217 \ \dot{U}(\dot{u}/\dot{U})$	$249 \ 249 \ 217 \ \dot{u}(\dot{u}/\dot{U})$
154 186 154 $\check{Z}(\check{z}/\check{Z})$	186 186 154 $\check{z}(\check{z}/\check{Z})$	218 250 218 $\dot{U}(\dot{u}/\dot{U})$	250 250 218 $\acute{u}(\acute{u}/\acute{U})$
155 187 155 $\dot{Z}(\dot{z}/\dot{Z})$	187 187 155 $\dot{z}(\dot{z}/\dot{Z})$	219 251 219 $\hat{U}(\hat{u}/\hat{U})$	251 251 219 $\hat{u}(\hat{u}/\hat{U})$
156 188 156 IJ(ij/IJ)	188 188 156 ij(ij/IJ)	220 252 220 $\ddot{U}(\ddot{u}/\ddot{U})$	252 252 220 $\ddot{u}(\ddot{u}/\ddot{U})$
157 105 157 $\dot{I}(i/\dot{I})$	189 0 0 i(-/-)	221 253 221 $\acute{Y}(\acute{y}/\acute{Y})$	253 253 221 $\circ(\circ/\acute{Y})$
158 158 208 đ(đ/Đ)	190 0 0 $\xi(-/-)$	222 254 222 $P(b/P)$	254 254 222 þ(þ/Þ)
159 0 0 $\S(-/-)$	191 0 0 $\pounds(-/-)$	223 255 223 $SS(\beta/SS)$	255 255 223 $\beta(\beta/SS)$