# **Block Elements**

## Range: 2580-259F

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 14.0* 

This file may be changed at any time without notice to reflect errata or other updates 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-14.0/ for charts showing only the characters added in Unicode 14.0.

See https://www.unicode.org/Public/14.0.0/charts/ for a complete archived file of character code charts for Unicode 14.0.

#### Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 14.0 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 14.0, online at https://www.unicode.org/versions/Unicode14.0.0/, 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**

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

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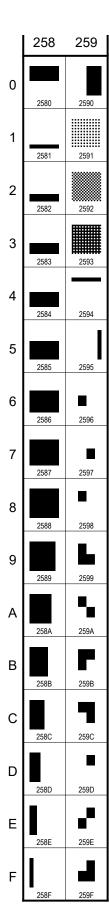
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See https://www.unicode.org/pending/pending.html and https://www.unicode.org/alloc/Pipeline.html.

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```
Block elements
2580 UPPER HALF BLOCK
2581
          LOWER ONE EIGHTH BLOCK
2582
          LOWER ONE QUARTER BLOCK
2583
          LOWER THREE EIGHTHS BLOCK
2584
         LOWER HALF BLOCK
2585
          LOWER FIVE EIGHTHS BLOCK
2586
          LOWER THREE QUARTERS BLOCK
2587
          LOWER SEVEN EIGHTHS BLOCK
2588
          FULL BLOCK
          = solid
          → 25A0 ■ black square
2589
          LEFT SEVEN EIGHTHS BLOCK
258A
          LEFT THREE QUARTERS BLOCK
258B
          LEFT FIVE EIGHTHS BLOCK
258C
          LEFT HALF BLOCK
258D
          LEFT THREE EIGHTHS BLOCK
258E
          LEFT ONE QUARTER BLOCK
258F
          LEFT ONE EIGHTH BLOCK
2590
       RIGHT HALF BLOCK
Shade characters
2591
     LIGHT SHADE
          25%
         MEDIUM SHADE
2592
          = speckles fill, dotted fill
          • used in mapping to cp949
          → 1FB90 inverse medium shade
      DARK SHADE
2593
          • 75%
Block elements
2594
          UPPER ONE EIGHTH BLOCK
2595
        RIGHT ONE EIGHTH BLOCK
Terminal graphic characters
2596
          QUADRANT LOWER LEFT
          QUADRANT LOWER RIGHT
2597
2598
          QUADRANT UPPER LEFT
          QUADRANT UPPER LEFT AND LOWER LEFT
2599
      L
          AND LOWER RIGHT
259A
          QUADRANT UPPER LEFT AND LOWER RIGHT
          → 1F67F reverse checker board
→ 1FB95 checker board fill
          QUADRANT UPPER LEFT AND UPPER RIGHT
259B
          AND LOWER LEFT
259C
          QUADRANT UPPER LEFT AND UPPER RIGHT
          AND LOWER RIGHT
259D
          QUADRANT UPPER RIGHT
259E
          QUADRANT UPPER RIGHT AND LOWER LEFT

    → 1F67E  checker board
    → 1FB96  inverse checker board fill
```

QUADRANT UPPER RIGHT AND LOWER LEFT

AND LOWER RIGHT

259F