

The Comprehensive L^AT_EX Symbol List

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Abstract

This document lists 5913 symbols and the corresponding L^AT_EX commands that produce them. Some of these symbols are guaranteed to be available in every L^AT_EX 2_ε system; others require fonts and packages that may not accompany a given distribution and that therefore need to be installed. All of the fonts and packages used to prepare this document—as well as this document itself—are freely available from the Comprehensive T_EX Archive Network (<http://www.ctan.org/>).

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1 Introduction

Welcome to the Comprehensive L^AT_EX Symbol List! This document strives to be your primary source of L^AT_EX symbol information: font samples, L^AT_EX commands, packages, usage details, caveats—everything needed to put thousands of different symbols at your disposal. All of the fonts covered herein meet the following criteria:

1. They are freely available from the Comprehensive T_EX Archive Network (<http://www.ctan.org>).
2. All of their symbols have L^AT_EX 2_ε bindings. That is, a user should be able to access a symbol by name, not just by `\char⟨number⟩`.

These are not particularly limiting criteria; the Comprehensive L^AT_EX Symbol List contains samples of 5913 symbols—quite a large number. Some of these symbols are guaranteed to be available in every L^AT_EX 2_ε system; others require fonts and packages that may not accompany a given distribution and that therefore need to be installed. See <http://www.tex.ac.uk/cgi-bin/texfaq2html?label=instpackages+wherefiles> for help with installing new fonts and packages.

1.1 Document Usage

Each section of this document contains a number of font tables. Each table shows a set of symbols, with the corresponding L^AT_EX command to the right of each symbol. A table’s caption indicates what package needs to be loaded in order to access that table’s symbols. For example, the symbols in Table 39, “textcomp Old-Style Numerals”, are made available by putting “`\usepackage{textcomp}`” in your document’s preamble. “*AMS*” means to use the *AMS* packages, viz. `amssymb` and/or `amsmath`. Notes below a table provide additional information about some or all the symbols in that table.

One note that appears a few times in this document, particularly in Section 2, indicates that certain symbols do not exist in the OT1 font encoding (Donald Knuth’s original, 7-bit font encoding, which is the default font encoding for L^AT_EX) and that you should use `fontenc` to select a different encoding, such as T1 (a common 8-bit font encoding). That means that you should put “`\usepackage[⟨encoding⟩]{fontenc}`” in your document’s preamble, where *⟨encoding⟩* is, e.g., T1 or LY1. To limit the change in font encoding to the current group, use “`\fontencoding{⟨encoding⟩}\selectfont`”.

Section 8 contains some additional information about the symbols in this document. It discusses how certain mathematical symbols can vary in height, shows which symbol names are not unique across packages, gives examples of how to create new symbols out of existing symbols, explains how symbols are spaced in math mode, compares various schemes for boldfacing symbols, presents L^AT_EX ASCII and Latin 1 tables, shows how to input and output Unicode characters, and provides some information about this document itself. The Comprehensive L^AT_EX Symbol List ends with an index of all the symbols in the document and various additional useful terms.

1.2 Frequently Requested Symbols

There are a number of symbols that are requested over and over again on `comp.text.tex`. If you’re looking for such a symbol the following list will help you find it quickly.

_, as in “Spaces_are_significant.”	9	..	64
í, ì, î, î, etc. (versus í, ì, î, and î)	14	°, as in “180°” or “15°C”	67
¢	18	<i>L</i> , <i>F</i> , etc.	68
€	18	N, Z, R, etc.	68
©, ®, and ™	19	z	68
% ₀	20	<i>f</i>	105
ff	27	â, è, etc. (i.e., several accents per character)	107
∴	30	<, >, and (instead of j, i, and —)	114
:= and ::	31	^ and ~ (or ~)	115
≲ and ≳	38		

2 Body-text symbols

This section lists symbols that are intended for use in running text, such as punctuation marks, accents, ligatures, and currency symbols.

TABLE 1: L^AT_EX 2_ε Escapable “Special” Characters

\$	\\$	%	\%	-	_*	}	\}	&	\&	#	\#	{	\{
----	-----	---	----	---	-----	---	----	---	----	---	----	---	----

* The `underscore` package redefines “_” to produce an underscore in text mode (i.e., it makes it unnecessary to escape the underscore character).

TABLE 2: Predefined L^AT_EX 2_ε Text-mode Commands

^	\textasciicircum*	<	\textless
~	\textasciitilde*	ª	\textordfeminine
*	\textasteriskcentered	º	\textordmasculine
\	\textbackslash	¶	\textparagraph [†]
	\textbar	·	\textperiodcentered
{	\textbraceleft [†]	¿	\textquestiondown
}	\textbraceright [†]	“	\textquotedblleft
•	\textbullet	”	\textquotedblright
©	\textcopyright [†]	‘	\textquoteleft
†	\textdagger [†]	,	\textquoteright
‡	\textdaggerdbl [†]	®	\textregistered
\$	\textdollar [†]	§	\textsection [†]
...	\textellipsis [†]	£	\textsterling [†]
—	\textendash	™	\texttrademark
-	\textendash	-	\textunderscore [†]
¡	\textexclamdown	˘	\textvisiblespace
>	\textgreater		

Where two symbols are present, the left one is the “faked” symbol that L^AT_EX 2_ε provides by default, and the right one is the “true” symbol that `textcomp` makes available.

* `\^{}` and `\~{}` can be used instead of `\textasciicircum` and `\textasciitilde`. See the discussion of “~” on page 115.

[†] It’s generally preferable to use the corresponding symbol from Table 3 because the symbols in that table work properly in both text mode and math mode.

TABLE 3: L^AT_EX 2_ε Commands Defined to Work in Both Math and Text Mode

\$	\\$	-	_	‡	\ddag	{	\{
¶	\P	©	©	...	\dots	}	\}
§	\S	†	\dag	£	\pounds		

Where two symbols are present, the left one is the “faked” symbol that L^AT_EX 2_ε provides by default, and the right one is the “true” symbol that `textcomp` makes available.

TABLE 4: \mathcal{AMS} Commands Defined to Work in Both Math and Text Mode

✓ \checkmark ® \circledR ✠ \maltese

TABLE 5: Non-ASCII Letters (Excluding Accented Letters)

Ǻ	\aa	Ð	\DH*	Ł	\L	ø	\o	ß	\ss
Å	\AA	ð	\dh*	ł	\l	Ø	\O	Š	\SS
Æ	\AE	Đ	\DJ*	Ŋ	\NG*	Œ	\OE	Þ	\TH*
æ	\ae	đ	\dj*	ŋ	\ng*	œ	\oe	þ	\th*

* Not available in the OT1 font encoding. Use the `fontenc` package to select an alternate font encoding, such as T1.

TABLE 6: Letters Used to Typeset African Languages

Ð	\B{D}	Ĉ	\m{c}	ƒ	\m{f}	ƙ	\m{k}	ƭ	\M{t}	Ʒ	\m{Z}
ḍ	\B{d}	Ḍ	\m{D}	Ƒ	\m{F}	Ḍ	\m{N}	Ṭ	\M{T}	Ẽ	\T{E}
H	\B{H}	ḍ	\M{d}	Ƴ	\m{G}	ṅ	\m{n}	ṭ	\m{t}	ẽ	\T{e}
ḥ	\B{h}	Ḑ	\M{D}	Ɣ	\m{g}	ɔ	\m{o}	Ṭ	\m{T}	Ỗ	\T{O}
ṭ	\B{t}	ḍ	\m{d}	Ḳ	\m{I}	Ṭ	\m{O}	ṽ	\m{u}*	Ỗ	\T{o}
Ṭ	\B{T}	Ḑ	\m{E}	ṽ	\m{i}	Ṭ	\m{P}	ṽ	\m{U}*		
ḃ	\m{b}	Ḑ	\m{e}	ṽ	\m{J}	ṽ	\m{p}	ṽ	\m{Y}		
Ḃ	\m{B}	Ḑ	\M{E}	ṽ	\m{j}	ṽ	\m{s}	ṽ	\m{y}		
Ḑ	\m{C}	Ḑ	\M{e}	Ḳ	\m{K}	ṽ	\m{S}	ṽ	\m{z}		

These characters all need the T4 font encoding, which is provided by the `fc` package.

* \m{v} and \m{V} are synonyms for \m{u} and \m{U}.

TABLE 7: Letters Used to Typeset Vietnamese

Ơ \OHORN ơ \ohorn Û \UHORN ư \uhorn

These characters all need the T5 font encoding, which is provided by the `vntx` package.

TABLE 8: Punctuation Marks Not Found in OT1

«	\guillemotleft	<	\guilsinglleft	„	\quotedblbase	"	\textquotedbl
»	\guillemotright	>	\guilsinglright	,	\quotesinglbase		

To get these symbols, use the `fontenc` package to select an alternate font encoding, such as T1.

TABLE 9: pifont Decorative Punctuation Marks

•	\ding{123}	“	\ding{125}	¶	\ding{161}	•	\ding{163}
•	\ding{124}	”	\ding{126}	•	\ding{162}		

TABLE 10: tipa Phonetic Symbols

ɤ	\textbabygamma	ʔ	\textglotstop	ɳ	\textrightailn
ɸ	\textbarb	˙	\texthalflength	ɽ	\textrightailr
ɐ	\textbarc	ɸ	\texthardsign	ʂ	\textrightails
ɖ	\textbard	˘	\texthooktop	ɿ	\textrightailt
ɹ	\textbardotlessj	ɸ	\texthtb	ɹ	\textrightailz
ɹ	\textbarg	f	\texthtbardotlessj	˘	\textrthook
ʔ	\textbarglotstop	c	\texthtc	A	\textscA
i	\textbari	d	\texthtd	B	\textscB
l	\textbarl	g	\texthtg	E	\textscE
o	\textbaro	h	\texthth	G	\textscG
ɸ	\textbarrevglotstop	j	\texththeng	H	\textscH
u	\textbaru	k	\texthtk	ə	\textscə
ɬ	\textbeltl	β	\texthtp	I	\textscI
β	\textbeta	q	\texthtq	J	\textscJ
⊙	\textbullseye	ɸ	\texthtrtaild	L	\textscL
˘	\textceltpal	c	\texthtscg	N	\textscN
	\textchi	f	\texthtt	œ	\textscœ
ɐ	\textcloseepsilon	h	\texthvlig	Ω	\textscΩ
ω	\textcloseomega	ɸ	\textinvglotstop	R	\textscR
ɐ	\textcloserevepsilon	ɸ	\textinvscr	ɑ	\textscɑ
z	\textcommatailz	ι	\textiota	g	\textscg
˘	\textcorner	λ	\textlambda	U	\textscU
b	\textcrb	:	\textlengthmark	U	\textscU
d	\textcrd	ɸ	\textlhookt	Y	\textscY
g	\textcrg	l	\textlhtlongi	,	\textsecstress
h	\textcrh	q	\textlhtlongy	ɸ	\textsoftsign
ɸ	\textcrinvglotstop	r	\textlonglegr	ɸ	\textstretchc
λ	\textcrlambda	˘	\textlptr	ɸ	\texttctclig
2	\textcrtwo	ɳ	\textltailm	ɸ	\texttेशlig
c	\textctc	ɳ	\textltailn	θ	\texttheta
d	\textctd	ɸ	\textltilde	ɸ	\textthorn
ɸ	\textctdctzlig	ɸ	\textlyoghlig	ɸ	\texttoneletterstem
ɸ	\textctesh	J	\textObardotlessj	ts	\texttslig
j	\textctj	ɸ	\textOlyoghlig	ɸ	\textturna
ɳ	\textctn	ω	\textomega	œ	\textturncelig
t	\textctt	˘	\textopencorner	ɸ	\textturnh
ɸ	\textcttctclig	o	\textopeno	ɸ	\textturnk
ɸ	\textcttyogh	ɸ	\textpalhook	I	\textturnlonglegr
z	\textctz	φ	\textphi	u	\textturnm
ɸ	\textdctzlig	ɸ	\textpipe	u	\textturnmrleg
f	\textdoublebaresh	˘	\textprimstress	I	\textturnr
ɸ	\textdoublebarpipe	ʔ	\textraiseglotstop	ɸ	\textturnrrtail
≠	\textdoublebarslash	ɸ	\textraiseviby	ɸ	\textturnscripta
	\textdoublepipe	ɸ	\textramshorns	ɸ	\textturnt
	\textdoublevertline	˘	\textrevapostrophe	Λ	\textturnv
↓	\textdownstep	ə	\textreve	Λ	\textturnw
ɸ	\textdyoghlig	ɸ	\textrevepsilon	Λ	\textturny
ɸ	\textdzlig	ɸ	\textrevglotstop	U	\textupsilon
ε	\textepsilon	ɸ	\textrevyogh	↑	\textupstep

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\int	<code>\textesh</code>	ɜ	<code>\textrhookrevepsilon</code>	$ $	<code>\textvertline</code>
r	<code>\textfishhookr</code>	ɝ	<code>\textrhookschwa</code>	ɿ	<code>\textvibyi</code>
g	<code>\textg</code>	\sim	<code>\textrhoticity</code>	ɥ	<code>\textvibyy</code>
γ	<code>\textgamma</code>	$>$	<code>\textrptr</code>	p	<code>\textwynn</code>
\searrow	<code>\textglobfall</code>	d	<code>\textrtaild</code>	ɜ	<code>\textyogh</code>
\nearrow	<code>\textglobrise</code>	l	<code>\textrtail</code>		

tipa defines shortcut characters for many of the above. It also defines a command `\tone` for denoting tone letters (itches). See the tipa documentation for more information.

TABLE 11: tipx Phonetic Symbols

æ	<code>\texttaolig</code>	f	<code>\textthbardotlessjvar</code>	ɹ	<code>\textrthooklong</code>
ɜ	<code>\textbenttailyogh</code>	ω	<code>\textinvomega</code>	ɶ	<code>\textascaolig</code>
γ	<code>\textbktailgamma</code>	v	<code>\textinvsvca</code>	Δ	<code>\textscdelta</code>
ɔ	<code>\textctinvglotstop</code>	α	<code>\textinvscripta</code>	F	<code>\textscf</code>
j	<code>\textctjvar</code>	ɮ	<code>\textlfishhookrlig</code>	K	<code>\textscck</code>
ɷ	<code>\textctstretchc</code>	4	<code>\textlhookfour</code>	M	<code>\textscm</code>
ɸ	<code>\textctstretchcvar</code>	p	<code>\textlhookp</code>	P	<code>\textscp</code>
ɹ	<code>\textctturnt</code>	ɹ	<code>\textlhiti</code>	Q	<code>\textscq</code>
ɸ	<code>\textdblig</code>	ɹ	<code>\textlooptoprevesh</code>	\leftarrow	<code>\textspleftarrow</code>
ɸ	<code>\textdoublebarpipevar</code>	η	<code>\textnrleg</code>	ɸ	<code>\textstretchcvar</code>
\parallel	<code>\textdoublepipevar</code>	\odot	<code>\textObullseye</code>	\leftrightarrow	<code>\textsubdoublearrow</code>
\downarrow	<code>\textdownfullarrow</code>	ɹ	<code>\textpalhooklong</code>	\rightarrow	<code>\textsubbrightarrow</code>
ɸ	<code>\textfemale</code>	ɹ	<code>\textpalhookvar</code>	ɸ	<code>\textthornvari</code>
n	<code>\textfrbarn</code>	$ $	<code>\textpipevar</code>	ɸ	<code>\textthornvarii</code>
ɸ	<code>\textfrhookd</code>	ɸ	<code>\textqplig</code>	ɸ	<code>\textthornvariii</code>
ɸ	<code>\textfrhookdvar</code>	\square	<code>\textrectangle</code>	ɸ	<code>\textthornvariv</code>
ɸ	<code>\textfrhookt</code>	ɸ	<code>\textretractingvar</code>	ɸ	<code>\textturnglotstop</code>
γ	<code>\textfrtailgamma</code>	ɹ	<code>\textrevscl</code>	ɸ	<code>\textturnsck</code>
$?$	<code>\textglotstopvari</code>	ɹ	<code>\textrevscr</code>	ɸ	<code>\textturnscu</code>
$?$	<code>\textglotstopvarii</code>	ɹ	<code>\textrhooka</code>	ɸ	<code>\textturnthree</code>
$?$	<code>\textglotstopvariii</code>	ɹ	<code>\textrhooke</code>	ɸ	<code>\textturntwo</code>
γ	<code>\textgrgamma</code>	ɹ	<code>\textrhookepsilon</code>	ɸ	<code>\textunconfemale</code>
h	<code>\textheng</code>	ɹ	<code>\textrhookopeno</code>	\uparrow	<code>\textupfullarrow</code>
h	<code>\texthmlig</code>	ɹ	<code>\textrtailhth</code>		

TABLE 12: wsuipa Phonetic Symbols

ɤ	\babygamma	ŋ	\eng	ŋ	\labdentalnas	ə	\schwa
ɸ	\barb	æ	\er	ɬ	\latfric	ɪ	\sci
ɖ	\bard	ʃ	\esh	ʉ	\legm	ɲ	\scn
ɪ	\bari	ð	\eth	ɾ	\legr	ʀ	\scr
ɫ	\barl	ɹ	\flapr	ɿ	\lz	ɑ	\scripta
ə	\baro	ʔ	\glotstop	α	\nialpha	ɡ	\scriptg
ɸ	\barp	ɸ	\hookb	β	\nibeta	ʋ	\scriptv
ɬ	\barsci	ɖ	\hookd	χ	\nich	ʊ	\scu
ɸ	\barscu	ɣ	\hookg	ɛ	\niepsilon	ʏ	\scy
ɸ	\baru	ɦ	\hookh	γ	\nigamma	ʘ	\slashb
⦿	\clickb	ʃ	\hookheng	ι	\niiota	ɸ	\slashc
⦿	\clickc	ʒ	\hookreveysilon	λ	\nilambda	ɸ	\slashd
ɬ	\clickt	ɦ	\hv	ω	\niomega	ɸ	\slashu
ω	\closedniomega	ɛ	\inva	φ	\niphi	ɖ	\taild
ɔ	\closedreveysilon	ɟ	\invf	σ	\nisigma	ɬ	\tailinvr
ɸ	\crossb	ɸ	\invglotstop	θ	\nitheta	ɫ	\tail
ɖ	\crossd	ɹ	\invh	ʊ	\niupsilon	ɲ	\tailn
ɦ	\crossh	ɫ	\invlegr	ɲ	\nj	ɾ	\tailr
λ	\crossnilambda	ʉ	\invm	∞	\oo	ʒ	\tails
ɸ	\curlyc	ɪ	\invr	ɔ	\openo	ɬ	\tailt
ɸ	\curlyesh	ʀ	\invscr	ə	\reve	ɬ	\tailz
ɸ	\curlyyogh	ɖ	\invscripta	ɹ	\reveject	ɸ	\tesh
ɸ	\curlyz	Λ	\invv	ɜ	\reveysilon	ɸ	\thorn
ɬ	\dlbari	Λ	\invw	ɿ	\revglotstop	ɬ	\tildel
ɖ	\dz	ɸ	\invy	ɖ	\scd	ɜ	\yogh
ɸ	\ejective	ɸ	\ipagamma	ɟ	\scg		

TABLE 13: wasysym Phonetic Symbols

ɖ	\DH	ð	\dh	ɔ	\openo
ɖ	\Thorn	ə	\inve	ɸ	\thorn

TABLE 14: phonetic Phonetic Symbols

ɟ	\barj	ɹ	\flap	ɪ	\ibar	ɖ	\rotvara	ɪ	\vari
λ	\barlambda	ʔ	\glottal	ɔ	\openo	Λ	\rotw	ω	\varomega
ŋ	\emgma	ɸ	\hausab	ɦ	\planck	ɸ	\roty	ɔ	\varopeno
ŋ	\engma	ɸ	\hausab	Λ	\pwedge	ə	\schwa	ɸ	\vod
ɲ	\enya	ɖ	\hausad	ɬ	\revD	ɸ	\thorn	ɦ	\voicedh
ɛ	\epsi	ɖ	\hausad	ɪ	\riota	ɸ	\ubar	ɜ	\yogh
ʃ	\esh	ɸ	\hausak	ʉ	\rotm	ɹ	\udesc		
ð	\eth	ɸ	\hausak	ʊ	\rotOmega	ɑ	\vara		
ʃ	\fj	ɖ	\hookd	ɪ	\rotr	ɡ	\varg		

TABLE 15: t4phonet Phonetic Symbols

đ	\textcrd	đ'	\texthtd		\textpipe
ħ	\textcrh	k̂	\texthtk	ɔ̣	\texttrtaild
ε	\textepsilon	ɸ	\texthtp	ɮ	\texttrtailt
ʃ	\textesh	ʈ	\texthtt	ɞ	\textschwa
ʃ̥	\textfjlig	ɪ	\textiota	ʃ	\textscriptv
ʈ	\texthtb	ɲ	\textltailn	ʈ̥	\textteshlig
ɸ	\texthtc	ɔ̥	\textopeno	ʃ̥	\textyogh

The idea behind the t4phonet package’s phonetic symbols is to provide an interface to some of the characters in the T4 font encoding (Table 6 on page 10) but using the same names as the tipa characters presented in Table 10 on page 11.

TABLE 16: semtrans Transliteration Symbols

ʾ	\Alif	ʿ	\Ayn
---	-------	---	------

TABLE 17: Text-mode Accents

Ää	\{"A}\{"a}	Àà	\'{A}\'{a}	Ạạ	\d{A}\d{a}	Ảả	\r{A}\r{a}
Áá	\' {A}\' {a}	Ảả	\ {A}\ {a}†	Ăă	\G{A}\G{a}‡	Ââ	\t{A}\t{a}
Ââ	\. {A}\. {a}	Ãã	\~{A}\~{a}	Ảả	\h{A}\h{a}§	Ăă	\u{A}\u{a}
Āā	\={A}\={a}	Ạạ	\b{A}\b{a}	Ảả	\H{A}\H{a}	Ảả	\U{A}\U{a}‡
Ââ	\^{A}\^{a}	Ạạ	\c{A}\c{a}	Ạạ	\k{A}\k{a}†	Ảả	\v{A}\v{a}
Ââ	\newtie{A}\newtie{a}*	Ⓐⓐ	\textcircled{A}\textcircled{a}				

* Requires the textcomp package.

† Not available in the OT1 font encoding. Use the fontenc package to select an alternate font encoding, such as T1.

‡ Requires the T4 font encoding, provided by the fc package.

§ Requires the T5 font encoding, provided by the vntex package.

Also note the existence of \i and \j, which produce dotless versions of “i” and “j” (viz., “i” and “j”). These are useful when the accent is supposed to replace the dot in encodings that need to composite (i.e., combine) letters and accents. For example, “na\{"i}ve” always produces a correct “naïve”, while “na\{i}ve” yields the rather odd-looking “naïve” when using the OT1 font encoding and older versions of L^AT_EX. Font encodings other than OT1 and newer versions of L^AT_EX properly typeset “na\{"i}ve” as “naïve”.

TABLE 18: `tiga` Text-mode Accents

Ã	\textacutemacron{A}	\textacutemacron{a}
Ẃ	\textacutewedge{A}	\textacutewedge{a}
⤿	\textadvancing{A}	\textadvancing{a}
⏟	\textbottomtiebar{A}	\textbottomtiebar{a}
ⷡ	\textbrevemacron{A}	\textbrevemacron{a}
ⷢ	\textcircumacute{A}	\textcircumacute{a}
ⷣ	\textcircumdot{A}	\textcircumdot{a}
ⷤ	\textdotacute{A}	\textdotacute{a}
ⷥ	\textdotbreve{A}	\textdotbreve{a}
ⷦ	\textdoublegrave{A}	\textdoublegrave{a}
ⷧ	\textdoublevbaraccent{A}	\textdoublevbaraccent{a}
ⷨ	\textgravecircum{A}	\textgravecircum{a}
ⷩ	\textgravedot{A}	\textgravedot{a}
ⷪ	\textgravemacron{A}	\textgravemacron{a}
ⷫ	\textgravemid{A}	\textgravemid{a}
ⷬ	\textinvsubbridge{A}	\textinvsubbridge{a}
ⷭ	\textlowering{A}	\textlowering{a}
ⷮ	\textmidacute{A}	\textmidacute{a}
ⷯ	\textovercross{A}	\textovercross{a}
ⷰ	\textoverw{A}	\textoverw{a}
ⷱ	\textpolhook{A}	\textpolhook{a}
ⷲ	\textraising{A}	\textraising{a}
ⷳ	\textretracting{A}	\textretracting{a}
ⷴ	\textringmacron{A}	\textringmacron{a}
ⷵ	\textroundcap{A}	\textroundcap{a}
ⷶ	\textseagull{A}	\textseagull{a}
ⷷ	\textsubacute{A}	\textsubacute{a}
ⷸ	\textsubarch{A}	\textsubarch{a}
ⷹ	\textsubbar{A}	\textsubbar{a}
ⷺ	\textsubbridge{A}	\textsubbridge{a}
ⷻ	\textsubcircum{A}	\textsubcircum{a}
ⷼ	\textsubdot{A}	\textsubdot{a}
ⷽ	\textsubgrave{A}	\textsubgrave{a}
ⷾ	\textsublhalfring{A}	\textsublhalfring{a}
ⷿ	\textsubplus{A}	\textsubplus{a}
ⷺ	\textsubrhalfring{A}	\textsubrhalfring{a}
ⷻ	\textsubring{A}	\textsubring{a}
ⷼ	\textsubsquare{A}	\textsubsquare{a}
ⷽ	\textsubtilde{A}	\textsubtilde{a}
ⷾ	\textsubumlaut{A}	\textsubumlaut{a}

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$\underset{\sim}{A}\underset{\sim}{a}$	<code>\textsubw{A}\textsubw{a}</code>
$\underset{\wedge}{A}\underset{\wedge}{a}$	<code>\textsubwedge{A}\textsubwedge{a}</code>
$\tilde{A}\tilde{a}$	<code>\textsuperimposetilde{A}\textsuperimposetilde{a}</code>
$\underset{\cdot}{A}\underset{\cdot}{a}$	<code>\textsyllabic{A}\textsyllabic{a}</code>
$\tilde{\tilde{A}}\tilde{\tilde{a}}$	<code>\texttildedot{A}\texttildedot{a}</code>
$\widehat{A}\widehat{a}$	<code>\texttoptiebar{A}\texttoptiebar{a}</code>
AA	<code>\textvbaraccent{A}\textvbaraccent{a}</code>

`tipa` defines shortcut sequences for many of the above. See the `tipa` documentation for more information.

TABLE 19: `extraipa` Text-mode Accents

$\tilde{A}\tilde{a}$	<code>\bibbridge{A}\bibbridge{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\partvoiceless{A}\partvoiceless{a}</code>
$\tilde{A}\tilde{a}$	<code>\crtilde{A}\crtilde{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\sliding{A}\sliding{a}</code>
$\tilde{A}\tilde{a}$	<code>\dottedtilde{A}\dottedtilde{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\spreadlips{A}\spreadlips{a}</code>
$\tilde{A}\tilde{a}$	<code>\doubletilde{A}\doubletilde{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\subcorner{A}\subcorner{a}</code>
$\underset{\sim}{A}\underset{\sim}{a}$	<code>\finpartvoice{A}\finpartvoice{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\subdoublebar{A}\subdoublebar{a}</code>
$\underset{\sim}{A}\underset{\sim}{a}$	<code>\finpartvoiceless{A}\finpartvoiceless{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\subdoublevert{A}\subdoublevert{a}</code>
$\underset{\sim}{A}\underset{\sim}{a}$	<code>\inipartvoice{A}\inipartvoice{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\sublptr{A}\sublptr{a}</code>
$\underset{\sim}{A}\underset{\sim}{a}$	<code>\inipartvoiceless{A}\inipartvoiceless{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\subrptr{A}\subrptr{a}</code>
$\tilde{A}\tilde{a}$	<code>\overbridge{A}\overbridge{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\whistle{A}\whistle{a}</code>
$\underset{\sim}{A}\underset{\sim}{a}$	<code>\partvoice{A}\partvoice{a}</code>		

TABLE 20: `wsuipa` Text-mode Accents

$\underset{\sim}{A}\underset{\sim}{a}$	<code>\dental{A}\dental{a}</code>
$\underset{\sim}{A}\underset{\sim}{a}$	<code>\underarch{A}\underarch{a}</code>

TABLE 21: `phonetic` Text-mode Accents

$\underset{\sim}{A}\underset{\sim}{a}$	<code>\hill{A}\hill{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\rc{A}\rc{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\ut{A}\ut{a}</code>
$\underset{\sim}{A}\underset{\sim}{a}$	<code>\od{A}\od{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\syl{A}\syl{a}</code>		
$\underset{\sim}{A}\underset{\sim}{a}$	<code>\ohill{A}\ohill{a}</code>	$\underset{\sim}{A}\underset{\sim}{a}$	<code>\td{A}\td{a}</code>		

The `phonetic` package provides a few additional macros for linguistic accents. `\acbar` and `\acarc` compose characters with multiple accents; for example, `\acbar{\'}{a}` produces “á” and `\acarc{\"}{e}` produces “ë”. `\labvel` joins two characters with an arc: `\labvel{mn}` → “m̂n”. `\upbar` is intended to go between characters as in “x`\upbar`{y}” → “x̂y”. Lastly, `\uplett` behaves like `\textsuperscript` but uses a smaller font. Contrast “p`\uplett`{h}” → “p^h” with “p`\textsuperscript`{h}” → “p^h”.

TABLE 22: metre Text-mode Accents

Áá	<code>\acutus{A}\acutus{a}</code>
Ăă	<code>\breve{A}\breve{a}</code>
Ãã	<code>\circumflexus{A}\circumflexus{a}</code>
Ää	<code>\diaeresis{A}\diaeresis{a}</code>
Àà	<code>\gravis{A}\gravis{a}</code>
Āā	<code>\macron{A}\macron{a}</code>

TABLE 23: t4phonet Text-mode Accents

Ää	<code>\textdoublegrave{A}\textdoublegrave{a}</code>
Ăă	<code>\textvbaraccent{A}\textvbaraccent{a}</code>
Ää	<code>\textdoublevbaraccent{A}\textdoublevbaraccent{a}</code>

The idea behind the `t4phonet` package’s text-mode accents is to provide an interface to some of the accents in the T4 font encoding (accents marked with “†” in Table 17 on page 14) but using the same names as the `tipa` accents presented in Table 18 on page 15.

TABLE 24: arcs Text-mode Accents

Ⓐ	<code>\overarc{A}\overarc{a}</code>	Ⓐ	<code>\underarc{A}\underarc{a}</code>
---	-------------------------------------	---	---------------------------------------

The accents shown above scale only to a few characters wide. An optional macro argument alters the effective width of the accented characters. See the `arcs` documentation for more information.

TABLE 25: semtrans Accents

Ⓐ	<code>\D{A}\D{a}</code>	Ⓐ	<code>\U{A}\U{a}</code>
Ⓐ	<code>\T{A}\T{a}</code>		

`\T` is not actually an accent but a command that rotates its argument 180° using the `graphicx` package’s `\rotatebox` command.

TABLE 26: ogonek Accents

Ąą	<code>\k{A}\k{a}</code>
----	-------------------------

TABLE 27: combelow Accents

Țț	<code>\cb{A}\cb{a}</code>
----	---------------------------

`\cb` places a comma *above* letters with descenders. Hence, while “`\cb{s}`” produces “ș”, “`\cb{g}`” produces “ğ”.

TABLE 28: wsuipa Diacritics

ˆ	\ain	<	\leftp	ˆ	\overring	ˆ	\stress	˘	\underwedge
⌈	\corner	⌈	\leftt	ˆ	\polishhook	ˆ	\syllabic	ˆ	\upp
˘	\downp	ˆ	\length	>	\rightp	ˆ	\underdots	ˆ	\upt
˘	\downt	ˆ	\midtilde	ˆ	\rightt	ˆ	\underring		
ˆ	\halflength	ˆ	\open	ˆ	\secstress	ˆ	\undertilde		

The `wsuipa` package defines all of the above as ordinary characters, not as accents. However, it does provide `\diatop` and `\diaunder` commands, which are used to compose diacritics with other characters. For example, `\diatop[\overring|a]` produces “â”, and `\diaunder[\underdots|a]` produces “ã”. See the `wsuipa` documentation for more information.

TABLE 29: textcomp Diacritics

ˆ	\textacutedbl	ˆ	\textasciicaron	ˆ	\textasciimacron
ˆ	\textasciiacute	ˆ	\textasciidieresis	ˆ	\textgravedbl
ˆ	\textasciibreve	ˆ	\textasciigrave		

The `textcomp` package defines all of the above as ordinary characters, not as accents.

TABLE 30: textcomp Currency Symbols

B	\textbaht	\$	\textdollar*	G	\textguarani	W	\textwon
c	\textcent	\$	\textdollaroldstyle	£	\textlira	¥	\textyen
c	\textcentoldstyle	d	\textdong	N	\textnaira		
C	\textcolonmonetary	€	\texteuro	P	\textpeso		
ƒ	\textcurrency	f	\textflorin	£	\textsterling*		

* It’s generally preferable to use the corresponding symbol from Table 3 on page 9 because the symbols in that table work properly in both text mode and math mode.

TABLE 31: marvosym Currency Symbols

\Denarius	€	\EUR	\EURdig	\EURtm	\Pfund
\Ecommerce		\EURcr	\EURhv	\EyesDollar	\Shilling

The different euro signs are meant to be visually compatible with different fonts—Courier (`\EURcr`), Helvetica (`\EURhv`), Times Roman (`\EURtm`), and the `marvosym` digits listed in Table 197 (`\EURdig`). The `mathdesign` package redefines `\texteuro` to be visually compatible with one of three additional fonts: Utopia (`€`), Charter (`€`), or Garamond (`€`).

TABLE 32: wasysym Currency Symbols

¢	\cent	ƒ	\currency
---	-------	---	-----------

TABLE 33: \LaTeX Currency Symbols

€	<code>\Euro</code>	£	<code>\Pound</code>
---	--------------------	---	---------------------

TABLE 34: teubner Currency Symbols

✕	<code>\denarius</code>	c	<code>\hemiobellion</code>	o	<code>\tetartemorion</code>
⊢	<code>\dracma</code>	⌚	<code>\stater</code>		

TABLE 35: eurosym Euro Signs

€	<code>\geneuro</code>	€	<code>\geneuronarrow</code>	€	<code>\geneurowide</code>	€	<code>\officialeguro</code>
---	-----------------------	---	-----------------------------	---	---------------------------	---	-----------------------------

`\euro` is automatically mapped to one of the above—by default, `\officialeguro`—based on a `eurosym` package option. See the `eurosym` documentation for more information. The `\geneuro...` characters are generated from the current body font’s “C” character and therefore may not appear exactly as shown.

TABLE 36: fourier Euro Signs

€	<code>\eurologo</code>	€	<code>\texteuro</code>
---	------------------------	---	------------------------

TABLE 37: textcomp Legal Symbols

⒫	<code>\textcircledP</code>	©	©	<code>\textcopyright</code>		SM	<code>\textservicemark</code>
Ⓒ	<code>\textcopyleft</code>	®	®	<code>\textregistered</code>	TM	TM	<code>\texttrademark</code>

Where two symbols are present, the left one is the “faked” symbol that $\LaTeX_{2\epsilon}$ provides by default, and the right one is the “true” symbol that `textcomp` makes available.

See <http://www.tex.ac.uk/cgi-bin/texfaq2html?label=tradesyms> for solutions to common problems that occur when using these symbols (e.g., getting a “Ⓘ” when you expected to get a “®”).

TABLE 38: ccllicenses Creative Commons License Icons

CC	<code>\cc</code>	BY	<code>\ccby</code>	NC	<code>\ccnc*</code>	ND	<code>\ccnd</code>	SA	<code>\ccsa*</code>
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* These symbols utilize the `rotating` package and therefore display improperly in some DVI viewers.

TABLE 39: textcomp Old-style Numerals

0	<code>\textzerooldstyle</code>	4	<code>\textfouroldstyle</code>	8	<code>\texteightoldstyle</code>
1	<code>\textoneoldstyle</code>	5	<code>\textfiveoldstyle</code>	9	<code>\textnineoldstyle</code>
2	<code>\texttwooldstyle</code>	6	<code>\textsixoldstyle</code>		
3	<code>\textthreeoldstyle</code>	7	<code>\textsevenoldstyle</code>		

Rather than use the bulky `\textoneoldstyle`, `\texttwooldstyle`, etc. commands shown above, consider using `\oldstylenums{...}` to typeset an old-style number.

TABLE 40: Miscellaneous textcomp Symbols

*	<code>\textasteriskcentered</code>	ª	ª	<code>\textordfeminine</code>
	<code>\textbardbl</code>	º	º	<code>\textordmasculine</code>
◯	<code>\textbigcircle</code>	¶	¶	<code>\textparagraph*</code>
␣	<code>\textblank</code>	·	·	<code>\textperiodcentered</code>
	<code>\textbrokenbar</code>	‰	‰	<code>\textpertenthousand</code>
•	<code>\textbullet</code>	‱	‱	<code>\textperthousand</code>
†	<code>\textdagger*</code>	¶	¶	<code>\textpilcrow</code>
‡	<code>\textdaggerdbl*</code>	'	'	<code>\textquotesingle</code>
=	<code>\textdblhyphen</code>	,	,	<code>\textquotestraightbase</code>
=	<code>\textdblhyphenchar</code>	"	"	<code>\textquotestraightdblbase</code>
%	<code>\textdiscount</code>	R	R	<code>\textrecipe</code>
€	<code>\textestimated</code>	※	※	<code>\textreferencemark</code>
‡	<code>\textinterrobang</code>	§	§	<code>\textsection*</code>
‡	<code>\textinterrobangdown</code>	—	—	<code>\textthreequartersemdash</code>
♪	<code>\textmusicalnote</code>	~	~	<code>\texttildelow</code>
№	<code>\textnumero</code>	—	—	<code>\texttwelveudash</code>
◦	<code>\textopenbullet</code>			

Where two symbols are present, the left one is the “faked” symbol that L^AT_EX 2_ε provides by default, and the right one is the “true” symbol that textcomp makes available.

* It’s generally preferable to use the corresponding symbol from Table 3 on page 9 because the symbols in that table work properly in both text mode and math mode.

TABLE 41: Miscellaneous wasysym Text-mode Symbols

‰	<code>\permil</code>
---	----------------------

3 Mathematical symbols

Most, but not all, of the symbols in this section are math-mode only. That is, they yield a “Missing \$ inserted” error message if not used within $\$. . \$$, $\[. . .]$, or another math-mode environment. Operators marked as “variable-sized” are taller in displayed formulas, shorter in in-text formulas, and possibly shorter still when used in various levels of superscripts or subscripts.

Alphanumeric symbols (e.g., “ \mathcal{L} ” and “ \mathbb{Z} ”) are usually produced using one of the math alphabets in Table 213 rather than with an explicit symbol command. Look there first if you need a symbol for a transform, number set, or some other alphanumeric.

Although there have been many requests on `comp.text.tex` for a contradiction symbol, the ensuing discussion invariably reveals innumerable ways to represent contradiction in a proof, including “ \blacksquare ” (`\blitza`), “ $\Rightarrow\Leftarrow$ ” (`\Rightarrow\Leftarrow`), “ \bot ” (`\bot`), “ \nleftrightarrow ” (`\nletrightarrow`), and “ reference mark ” (`\textreference mark`). Because of the lack of notational consensus, it is probably better to spell out “Contradiction!” than to use a symbol for this purpose. Similarly, discussions on `comp.text.tex` have revealed that there are a variety of ways to indicate the mathematical notion of “is defined as”. Common candidates include “ \triangleq ” (`\triangleq`), “ \equiv ” (`\equiv`), “ $\stackrel{\text{various}}{=}$ ” (`\stackrel{\text{various}}{=}`), and “ $\stackrel{\text{def}}{=}$ ” (`\stackrel{\text{def}}{=}`). See also the example of `\equalsfill` on page 108. Depending upon the context, disjoint union may be represented as “ \coprod ” (`\coprod`), “ \sqcup ” (`\sqcup`), “ $\dot{\cup}$ ” (`\dotcup`), “ \oplus ” (`\oplus`), or any of a number of other symbols.² Finally, the average value of a variable x is written by some people as “ \overline{x} ” (`\overline{x}`), by some people as “ $\langle x \rangle$ ” (`\langle x \rangle`), and by some people as “ $\varnothing x$ ” or “ $\varnothing x$ ” (`\diameter x` or `\varnothing x`). The moral of the story is that you should be careful always to explain your notation to avoid confusing your readers.

TABLE 42: Math-Mode Versions of Text Symbols

$\$$	<code>\mathdollar</code>	\P	<code>\mathparagraph</code>	\pounds	<code>\mathsterling</code>
\dots	<code>\mathellipsis</code>	\S	<code>\mathsection</code>	$_$	<code>\mathunderscore</code>

It’s generally preferable to use the corresponding symbol from Table 3 on page 9 because the symbols in that table work properly in both text mode and math mode.

TABLE 43: `cmll` Unary Operators

$!$	<code>\oc*</code>	\uparrow	<code>\shneg</code>	$?$	<code>\wn*</code>
\Downarrow	<code>\shift</code>	\downarrow	<code>\shpos</code>		

* `\oc` and `\wn` differ from “!” and “?” in terms of their math-mode spacing: $\$A=!B\$$ produces “ $A =!B$ ”, for example, while $\$A=\oc B\$$ produces “ $A =!B$ ”.

¹In `txfonts`, `pxfonts`, and `mathtools` the symbol is called `\coloneqq`. In `mathabx` and `MnSymbol` it’s called `\coloneq`. In `colonequals` it’s called `\colonequals`.

²Bob Tennent listed these and other disjoint-union symbol possibilities in a November 2007 post to `comp.text.tex`.

TABLE 44: Binary Operators

\amalg	<code>\amalg</code>	\cup	<code>\cup</code>	\oplus	<code>\oplus</code>	\times	<code>\times</code>
\ast	<code>\ast</code>	\dagger	<code>\dagger</code>	\oslash	<code>\oslash</code>	\triangleleft	<code>\triangleleft</code>
\bigcirc	<code>\bigcirc</code>	\ddagger	<code>\ddagger</code>	\otimes	<code>\otimes</code>	\triangleright	<code>\triangleright</code>
\bigtriangledown	<code>\bigtriangledown</code>	\diamond	<code>\diamond</code>	\pm	<code>\pm</code>	\unlhd	<code>\unlhd</code>
\bigtriangleup	<code>\bigtriangleup</code>	\div	<code>\div</code>	\rhd	<code>\rhd</code>	\unrhd	<code>\unrhd</code>
\bullet	<code>\bullet</code>	\lhd	<code>\lhd</code>	\setminus	<code>\setminus</code>	\uplus	<code>\uplus</code>
\cap	<code>\cap</code>	\mp	<code>\mp</code>	\sqcap	<code>\sqcap</code>	\vee	<code>\vee</code>
\cdot	<code>\cdot</code>	\odot	<code>\odot</code>	\sqcup	<code>\sqcup</code>	\wedge	<code>\wedge</code>
\circ	<code>\circ</code>	\ominus	<code>\ominus</code>	\star	<code>\star</code>	\wr	<code>\wr</code>

* Not predefined in $\text{\LaTeX 2}_{\epsilon}$. Use one of the packages `latexsym`, `amsfonts`, `amssymb`, `txfonts`, `pxfonts`, or `wasysym`.

TABLE 45: \mathcal{AMS} Binary Operators

$\bar{\wedge}$	<code>\barwedge</code>	\odot	<code>\circledcirc</code>	\intercal	<code>\intercal</code>
\boxdot	<code>\boxdot</code>	\ominus	<code>\circleddash</code>	\leftthreetimes	<code>\leftthreetimes</code>
\boxminus	<code>\boxminus</code>	\cup	<code>\Cup</code>	\ltimes	<code>\ltimes</code>
\boxplus	<code>\boxplus</code>	\curlyvee	<code>\curlyvee</code>	\rightthreetimes	<code>\rightthreetimes</code>
\boxtimes	<code>\boxtimes</code>	\curlywedge	<code>\curlywedge</code>	\rtimes	<code>\rtimes</code>
\Cap	<code>\Cap</code>	\divideontimes	<code>\divideontimes</code>	\smallsetminus	<code>\smallsetminus</code>
\centerdot	<code>\centerdot</code>	\dotplus	<code>\dotplus</code>	\veebar	<code>\veebar</code>
\circledast	<code>\circledast</code>	\doublebarwedge	<code>\doublebarwedge</code>		

* Some people use a superscripted `\intercal` for matrix transpose: “ A^{\intercal} ” \mapsto “ A^T ”. (See the May 2009 `comp.text.tex` thread, “raising math symbols”, for suggestions about altering the height of the superscript.) `\top` (Table 139 on page 51), `T`, and `\mathsf{T}` are other popular choices: “ A^T ”, “ A^T ”, “ A^T ”.

TABLE 46: `stmaryrd` Binary Operators

Φ	<code>\baro</code>	\interleave	<code>\interleave</code>	\varoast	<code>\varoast</code>
\backslash	<code>\bbslash</code>	\leftslice	<code>\leftslice</code>	\varobar	<code>\varobar</code>
$\&$	<code>\binampersand</code>	\merge	<code>\merge</code>	\varobslash	<code>\varobslash</code>
\bowtie	<code>\bindnasrepma</code>	\minuso	<code>\minuso</code>	\varocircle	<code>\varocircle</code>
\boxast	<code>\boxast</code>	\moo	<code>\moo</code>	\varodot	<code>\varodot</code>
\boxbar	<code>\boxbar</code>	\nplus	<code>\nplus</code>	\varogreaterthan	<code>\varogreaterthan</code>
\boxbox	<code>\boxbox</code>	\obar	<code>\obar</code>	\varolessthan	<code>\varolessthan</code>
\boxbslash	<code>\boxbslash</code>	\oblong	<code>\oblong</code>	\varominus	<code>\varominus</code>
\boxcircle	<code>\boxcircle</code>	\obslash	<code>\obslash</code>	\varoplus	<code>\varoplus</code>
\boxdot	<code>\boxdot</code>	\ogreaterthan	<code>\ogreaterthan</code>	\varoslash	<code>\varoslash</code>
\boxempty	<code>\boxempty</code>	\olessthan	<code>\olessthan</code>	\varotimes	<code>\varotimes</code>
\boxslash	<code>\boxslash</code>	\ovee	<code>\ovee</code>	\varovee	<code>\varovee</code>
\curlyveedownarrow	<code>\curlyveedownarrow</code>	\owedge	<code>\owedge</code>	\varowedge	<code>\varowedge</code>
\curlyveeuparrow	<code>\curlyveeuparrow</code>	\rightslice	<code>\rightslice</code>	\vartimes	<code>\vartimes</code>
\curlywedgedownarrow	<code>\curlywedgedownarrow</code>	\sslash	<code>\sslash</code>	\Ydown	<code>\Ydown</code>
\curlywedgeuparrow	<code>\curlywedgeuparrow</code>	\talloblong	<code>\talloblong</code>	\Yleft	<code>\Yleft</code>
\fatbslash	<code>\fatbslash</code>	\varbigcirc	<code>\varbigcirc</code>	\Yright	<code>\Yright</code>
\fatsemi	<code>\fatsemi</code>	\varcurlyvee	<code>\varcurlyvee</code>	\Yup	<code>\Yup</code>
\fatslash	<code>\fatslash</code>	\varcurlywedge	<code>\varcurlywedge</code>		

TABLE 47: wasysym Binary Operators

\triangleleft	<code>\lhd</code>	\bigcirc	<code>\ocircle</code>	\blacktriangleright	<code>\RHD</code>	\trianglerighteq	<code>\unrhd</code>
\blacktriangleleft	<code>\LHD</code>	\triangleright	<code>\rhd</code>	\trianglelefteq	<code>\unlhd</code>		

TABLE 48: txfonts/pxfonts Binary Operators

$\textcircled{\rule{0.5pt}{0.5pt}}$	<code>\circledbar</code>	$\textcircled{\rule{0.5pt}{0.5pt}}\blacktriangle$	<code>\circledwedge</code>	\bigcirc	<code>\medcirc</code>
$\textcircled{\rule{0.5pt}{0.5pt}}\diagup$	<code>\circledbslash</code>	$\textcircled{\rule{0.5pt}{0.5pt}}\blacktriangleright$	<code>\invamp</code>	\boxplus	<code>\sqcapplus</code>
$\textcircled{\rule{0.5pt}{0.5pt}}\vee$	<code>\circledvee</code>	\bullet	<code>\medbullet</code>	\boxplus	<code>\sqcupplus</code>

TABLE 49: mathabx Binary Operators

$*$	<code>\ast</code>	\frown	<code>\curlywedge</code>	\sqcap	<code>\sqcap</code>
$*$	<code>\Asterisk</code>	\div	<code>\divdot</code>	\sqcup	<code>\sqcup</code>
$\bar{\wedge}$	<code>\barwedge</code>	\div	<code>\divideontimes</code>	$\sqcap\sqcup$	<code>\sqdoublecap</code>
\star	<code>\bigstar</code>	$\dot{\div}$	<code>\dotdiv</code>	$\sqcup\sqcup$	<code>\sqdoublecup</code>
\star	<code>\bigvarstar</code>	$\dot{+}$	<code>\dotplus</code>	\square	<code>\square</code>
\blacklozenge	<code>\blackdiamond</code>	$\dot{\times}$	<code>\dottimes</code>	\boxplus	<code>\sqcupplus</code>
\cap	<code>\cap</code>	$\overline{\wedge}$	<code>\doublebarwedge</code>	\cdot	<code>\udot</code>
\dagger	<code>\circplus</code>	\cap	<code>\doublecap</code>	\oplus	<code>\uplus</code>
$*$	<code>\coasterisk</code>	\cup	<code>\doublecup</code>	$*$	<code>\varstar</code>
\ast	<code>\coAsterisk</code>	\ltimes	<code>\ltimes</code>	\vee	<code>\vee</code>
$*$	<code>\convolution</code>	\oplus	<code>\pluscirc</code>	\veebar	<code>\veebar</code>
\cup	<code>\cup</code>	\rtimes	<code>\rtimes</code>	\veedoublebar	<code>\veedoublebar</code>
\vee	<code>\curlyvee</code>	\blacksquare	<code>\sqbullet</code>	\wedge	<code>\wedge</code>

Many of the above glyphs go by multiple names. `\centerdot` is equivalent to `\sqbullet`, and `\ast` is equivalent to `*`. `\asterisk` produces the same glyph as `\ast`, but as an ordinary symbol, not a binary operator. Similarly, `\bigast` produces a large-operator version of the `\Asterisk` binary operator, and `\bigcoast` produces a large-operator version of the `\coAsterisk` binary operator.

TABLE 50: MnSymbol Binary Operators

\amalg	<code>\amalg</code>	$\sqcup\sqcup$	<code>\doublesqcup</code>	\therefore	<code>\righttherefore</code>
$*$	<code>\ast</code>	\mathbb{W}	<code>\doublevee</code>	\ltimes	<code>\rightthreetimes</code>
\backslash	<code>\backslashslashdiv</code>	\mathbb{W}	<code>\doublewedge</code>	\succ	<code>\rightY</code>
\bowtie	<code>\bowtie</code>	\therefore	<code>\downtherefore</code>	\rtimes	<code>\rtimes</code>
\bullet	<code>\bullet</code>	\succ	<code>\downY</code>	\div	<code>\slashdiv</code>
\cap	<code>\cap</code>	\times	<code>\dtimes</code>	\prod	<code>\smallprod</code>
$\cap\dot{\cap}$	<code>\capdot</code>	\cdots	<code>\fivedots</code>	\sqcap	<code>\sqcap</code>
$\cap\oplus$	<code>\capplus</code>	∞	<code>\hbipropto</code>	$\cap\dot{\cap}$	<code>\sqcapdot</code>
\cdot	<code>\cdot</code>	\cdots	<code>\hdotdot</code>	\boxplus	<code>\sqcapplus</code>
\circ	<code>\circ</code>	\sqcap	<code>\lefthalfcap</code>	\sqcup	<code>\sqcup</code>

(continued on next page)

(continued from previous page)

\curlyvee	<code>\closedcurlyvee</code>	\leftthalfcup	<code>\lefthalfcup</code>	\sqcupdot	<code>\sqcupdot</code>
\curlywedge	<code>\closedcurlywedge</code>	\lefttherefore	<code>\lefttherefore</code>	\sqcupplus	<code>\sqcupplus</code>
\cup	<code>\cup</code>	\leftthreetimes	<code>\leftthreetimes</code>	\squaredots	<code>\squaredots</code>
\cupdot	<code>\cupdot</code>	\leftY	<code>\leftY</code>	\times	<code>\times</code>
\cupplus	<code>\cupplus</code>	\ltimes	<code>\ltimes</code>	\udotdot	<code>\udotdot</code>
\curlyvee	<code>\curlyvee</code>	\medbackslash	<code>\medbackslash</code>	\uptherefore	<code>\uptherefore</code>
\curlyveedot	<code>\curlyveedot</code>	\medcircle	<code>\medcircle</code>	\upY	<code>\upY</code>
\curlywedge	<code>\curlywedge</code>	\medslash	<code>\medslash</code>	\utimes	<code>\utimes</code>
\curlywedgedot	<code>\curlywedgedot</code>	\medvert	<code>\medvert</code>	\vbipropto	<code>\vbipropto</code>
$\ddot{\cdot}$	<code>\ddot{\cdot}</code>	\medvertdot	<code>\medvertdot</code>	\vdots	<code>\vdots</code>
\diamonddots	<code>\diamonddots</code>	\minus	<code>\minus</code>	\vee	<code>\vee</code>
\div	<code>\div</code>	\minusdot	<code>\minusdot</code>	\veedot	<code>\veedot</code>
$\dot{\medvert}$	<code>\dotmedvert</code>	\mp	<code>\mp</code>	\vertbowtie	<code>\vertbowtie</code>
$\dot{\minus}$	<code>\dotminus</code>	\neswbipropto	<code>\neswbipropto</code>	\vertdiv	<code>\vertdiv</code>
\doublecap	<code>\doublecap</code>	\nwsewbipropto	<code>\nwsewbipropto</code>	\wedge	<code>\wedge</code>
\doublecup	<code>\doublecup</code>	\plus	<code>\plus</code>	\wedgedot	<code>\wedgedot</code>
\doublecurlyvee	<code>\doublecurlyvee</code>	\pm	<code>\pm</code>	\wreath	<code>\wreath</code>
\doublecurlywedge	<code>\doublecurlywedge</code>	\righthalfcap	<code>\righthalfcap</code>		
\doublesqcap	<code>\doublesqcap</code>	\righthalfcup	<code>\righthalfcup</code>		

MnSymbol defines `\setminus` and `\smallsetminus` as synonyms for `\medbackslash`; `\Join` as a synonym for `\bowtie`; `\wr` as a synonym for `\wreath`; `\shortmid` as a synonym for `\medvert`; `\Cap` as a synonym for `\doublecap`; `\Cup` as a synonym for `\doublecup`; and, `\uplus` as a synonym for `\cupplus`.

TABLE 51: mathdesign Binary Operators

\times	<code>\dtimes</code>	\times	<code>\udtimes</code>	\times	<code>\utimes</code>
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The mathdesign package additionally provides versions of each of the binary operators shown in Table 45 on page 22.

TABLE 52: cml Binary Operators

\wp	<code>\parr</code>	$\&$	<code>\with*</code>
-------	--------------------	------	---------------------

* `\with` differs from “ $\&$ ” in terms of its math-mode spacing: `\A \& B` produces “ $A\&B$ ”, for example, while `\A \with B` produces “ $A \& B$ ”.

TABLE 53: shuffle Binary Operators

\sqshuf	<code>\cshuffle</code>	\sqshuf	<code>\shuffle</code>
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TABLE 54: ulsy Geometric Binary Operators

\odot	<code>\odplus</code>
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TABLE 55: mathabx Geometric Binary Operators

\blacktriangledown	<code>\blacktriangledown</code>	\boxright	<code>\boxright</code>	\ominus	<code>\ominus</code>
\blacktriangleleft	<code>\blacktriangleleft</code>	\boxslash	<code>\boxslash</code>	\oplus	<code>\oplus</code>
\blacktriangleright	<code>\blacktriangleright</code>	\boxtimes	<code>\boxtimes</code>	\otimes	<code>\otimes</code>
\blacktriangleup	<code>\blacktriangleup</code>	\boxtop	<code>\boxtop</code>	\oslash	<code>\oslash</code>
\boxast	<code>\boxast</code>	\boxtriangleup	<code>\boxtriangleup</code>	\otimes	<code>\otimes</code>
\boxbackslash	<code>\boxbackslash</code>	\boxvoid	<code>\boxvoid</code>	\otop	<code>\otop</code>
\boxbot	<code>\boxbot</code>	\oasterisk	<code>\oasterisk</code>	\otriangleup	<code>\otriangleup</code>
\boxcirc	<code>\boxcirc</code>	\obackslash	<code>\obackslash</code>	\ovoid	<code>\ovoid</code>
\boxcoasterisk	<code>\boxcoasterisk</code>	\obot	<code>\obot</code>	\smalltriangledown	<code>\smalltriangledown</code>
\boxdiv	<code>\boxdiv</code>	\ocirc	<code>\ocirc</code>	\smalltriangleleft	<code>\smalltriangleleft</code>
\boxdot	<code>\boxdot</code>	\ocoasterisk	<code>\ocoasterisk</code>	\smalltriangleright	<code>\smalltriangleright</code>
\boxleft	<code>\boxleft</code>	\odiv	<code>\odiv</code>	\smalltriangleup	<code>\smalltriangleup</code>
\boxminus	<code>\boxminus</code>	\odot	<code>\odot</code>		
\boxplus	<code>\boxplus</code>	\oleft	<code>\oleft</code>		

TABLE 56: MnSymbol Geometric Binary Operators

\boxbackslash	<code>\boxbackslash</code>	\filledmedtriangledown	<code>\filledmedtriangledown</code>	\ocirc	<code>\ocirc</code>
\boxbox	<code>\boxbox</code>	\filledmedtriangleleft	<code>\filledmedtriangleleft</code>	\odot	<code>\odot</code>
\boxdot	<code>\boxdot</code>	\filledmedtriangleright	<code>\filledmedtriangleright</code>	\ominus	<code>\ominus</code>
\boxminus	<code>\boxminus</code>	\filledmedtriangleup	<code>\filledmedtriangleup</code>	\oplus	<code>\oplus</code>
\boxplus	<code>\boxplus</code>	\filledsquare	<code>\filledsquare</code>	\oslash	<code>\oslash</code>
\boxslash	<code>\boxslash</code>	\filledstar	<code>\filledstar</code>	\otimes	<code>\otimes</code>
\boxtimes	<code>\boxtimes</code>	\filledtriangledown	<code>\filledtriangledown</code>	\otimes	<code>\otimes</code>
\boxvert	<code>\boxvert</code>	\filledtriangleleft	<code>\filledtriangleleft</code>	\otriangle	<code>\otriangle</code>
\diamondbackslash	<code>\diamondbackslash</code>	\filledtriangleright	<code>\filledtriangleright</code>	\overt	<code>\overt</code>
\diamondddiamond	<code>\diamondddiamond</code>	\filledtriangleup	<code>\filledtriangleup</code>	\star	<code>\star</code>
\diamondddot	<code>\diamondddot</code>	\meddiamond	<code>\meddiamond</code>	\smalldiamond	<code>\smalldiamond</code>
\diamonddminus	<code>\diamonddminus</code>	\medsquare	<code>\medsquare</code>	\smallsquare	<code>\smallsquare</code>
\diamonddplus	<code>\diamonddplus</code>	\medstar	<code>\medstar</code>	\smallstar	<code>\smallstar</code>
\diamonddslash	<code>\diamonddslash</code>	\medtriangledown	<code>\medtriangledown</code>	\smalltriangledown	<code>\smalltriangledown</code>
\diamonddtimes	<code>\diamonddtimes</code>	\medtriangleleft	<code>\medtriangleleft</code>	\smalltriangleleft	<code>\smalltriangleleft</code>
\diamonddvert	<code>\diamonddvert</code>	\medtriangleright	<code>\medtriangleright</code>	\smalltriangleright	<code>\smalltriangleright</code>
\downslice	<code>\downslice</code>	\medtriangleup	<code>\medtriangleup</code>	\smalltriangleup	<code>\smalltriangleup</code>
\filledddiamond	<code>\filledddiamond</code>	\oast	<code>\oast</code>	\thinstar	<code>\thinstar</code>
\filledmedsquare	<code>\filledmedsquare</code>	\obackslash	<code>\obackslash</code>	\upslice	<code>\upslice</code>

MnSymbol defines `\blacksquare` as a synonym for `\filledmedsquare`; `\square` and `\Box` as synonyms for `\medsquare`; `\diamond` as a synonym for `\smalldiamond`; `\Diamond` as a synonym for `\meddiamond`; `\star` as a synonym for `\thinstar`; `\circledast` as a synonym for `\oast`; `\circledcirc` as a synonym for `\ocirc`; and, `\circleddash` as a synonym for `\ominus`.

TABLE 57: Variable-sized Math Operators

\bigcap	<code>\bigcap</code>	\bigotimes	<code>\bigotimes</code>	\bigwedge	<code>\bigwedge</code>	\prod	<code>\prod</code>
\bigcup	<code>\bigcup</code>	\bigsqcup	<code>\bigsqcup</code>	\coprod	<code>\coprod</code>	\sum	<code>\sum</code>
\bigodot	<code>\bigodot</code>	\biguplus	<code>\biguplus</code>	\int	<code>\int</code>		
\bigoplus	<code>\bigoplus</code>	\bigvee	<code>\bigvee</code>	\oint	<code>\oint</code>		

TABLE 58: \mathcal{AMS} Variable-sized Math Operators

\iint	\iint	<code>\iint</code>	\iiint	\iiint	<code>\iiint</code>
\iiint	\iiint	<code>\iiint</code>	$\int \cdots \int$	$\int \cdots \int$	<code>\idotsint</code>

TABLE 59: `stmaryrd` Variable-sized Math Operators

$\square\square$	<code>\bigbox</code>	$\lll\lll$	<code>\biginterleave</code>	$\sqcap\sqcap$	<code>\bigsqcap</code>
\curlyvee	<code>\bigcurlyvee</code>	$\oplus\oplus$	<code>\bignplus</code>	$\nabla\nabla$	<code>\bigtriangledown</code>
\curlywedge	<code>\bigcurlywedge</code>	\parallel	<code>\bigparallel</code>	$\triangle\triangle$	<code>\bigtriangleup</code>

TABLE 60: `wasysym` Variable-sized Math Operators

$\int\int$	<code>\int^\dagger</code>	\iint	<code>\iint</code>	\iiint	<code>\iiint</code>
$\int\int$	<code>\varint*</code>	\oint	<code>\varoint*</code>	$\oint\oint$	<code>\oiint</code>

None of the preceding symbols are defined when `wasysym` is passed the `nointegrals` option.

* Not defined when `wasysym` is passed the `integrals` option.

† Defined only when `wasysym` is passed the `integrals` option. Otherwise, the default $\text{\LaTeX}\ \int$ glyph (as shown in Table 57) is used.

TABLE 61: `mathabx` Variable-sized Math Operators

\curlyvee	<code>\bigcurlyvee</code>	\boxslash	<code>\bigboxslash</code>	$\oplus\oplus$	<code>\bigorright</code>
$\sqcap\sqcap$	<code>\bigsqcap</code>	\boxtimes	<code>\bigboxtimes</code>	$\oslash\oslash$	<code>\bigoslash</code>
\curlywedge	<code>\bigcurlywedge</code>	\boxplus	<code>\bigboxplus</code>	$\oplus\oplus$	<code>\bigotop</code>
\boxast	<code>\bigboxasterisk</code>	$\triangle\triangle$	<code>\bigboxtriangleup</code>	$\triangle\triangle$	<code>\bigotriangleup</code>

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$\square\square$	<code>\bigboxbackslash</code>	$\square\square$	<code>\bigboxvoid</code>	$\bigcirc\bigcirc$	<code>\bigovoid</code>
$\boxplus\boxplus$	<code>\bigboxbot</code>	$\complement\complement$	<code>\bigcomplementtop</code>	$++$	<code>\bigplus</code>
$\boxdot\boxdot$	<code>\bigboxcirc</code>	$\bigoplus\bigoplus$	<code>\bigoplus</code>	$\boxplus\boxplus$	<code>\bigsqplus</code>
$\boxtimes\boxtimes$	<code>\bigboxcoasterisk</code>	$\bigodot\bigodot$	<code>\bigodot</code>	$\times\times$	<code>\bigtimes</code>
$\boxdiv\boxdiv$	<code>\bigboxdiv</code>	$\bigoplus\bigoplus$	<code>\bigoplus</code>	\iiint	<code>\iiint</code>
$\boxdot\boxdot$	<code>\bigboxdot</code>	$\bigcirc\bigcirc$	<code>\bigocirc</code>	\iint	<code>\iint</code>
$\boxplus\boxplus$	<code>\bigboxleft</code>	$\bigoplus\bigoplus$	<code>\bigoplus</code>	\int	<code>\int</code>
$\boxminus\boxminus$	<code>\bigboxminus</code>	$\bigodot\bigodot$	<code>\bigodot</code>	\oint	<code>\oint</code>
$\boxplus\boxplus$	<code>\bigboxplus</code>	$\bigoplus\bigoplus$	<code>\bigoplus</code>	\oint	<code>\oint</code>
$\boxplus\boxplus$	<code>\bigboxright</code>	$\bigominus\bigominus$	<code>\bigominus</code>		

TABLE 62: txfonts/pxfonts Variable-sized Math Operators

$\boxplus\boxplus$	<code>\bigsqcapplus</code>	\oint	<code>\ointclockwise</code>
$\boxplus\boxplus$	<code>\bigsqcupplus</code>	\oint	<code>\ointctrlockwise</code>
f	<code>\fint</code>	\iiint	<code>\sqiiint</code>
$\int\cdots\int$	<code>\idotsint</code>	\iint	<code>\sqiint</code>
\iiint	<code>\iiiint</code>	\int	<code>\sqint</code>
\iint	<code>\iint</code>	\iiint	<code>\varoiintclockwise</code>

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\iint	\iint	<code>\iint</code>	\iiint	\iiint	<code>\varoiintctrackwise</code>
\iiint	\iiint	<code>\oiintclockwise</code>	\iint	\iint	<code>\varoiintclockwise</code>
\iiint	\iiint	<code>\oiintctrackwise</code>	\iint	\iint	<code>\varoiintctrackwise</code>
\iiint	\iiint	<code>\oiint</code>	\oint	\oint	<code>\varointclockwise</code>
\iint	\iint	<code>\ointclockwise</code>	\oint	\oint	<code>\varointctrackwise</code>
\iint	\iint	<code>\ointctrackwise</code>	\times	\times	<code>\varprod</code>
\iint	\iint	<code>\oint</code>			

TABLE 63: esint Variable-sized Math Operators

$\int \dots \int$	$\int \dots \int$	<code>\dotsint</code>	\oint	\oint	<code>\ointclockwise</code>
\int	\int	<code>\fint</code>	\oint	\oint	<code>\ointctrackwise</code>
\iiint	\iiint	<code>\iiiint</code>	\iiint	\iiint	<code>\sqint</code>
\iiint	\iiint	<code>\iint</code>	\iint	\iint	<code>\sqint</code>
\iint	\iint	<code>\iint</code>	\iint	\iint	<code>\varoiint</code>
\int	\int	<code>\landdownint</code>	\oint	\oint	<code>\varointclockwise</code>
\int	\int	<code>\landupint</code>	\oint	\oint	<code>\varointctrackwise</code>
\iint	\iint	<code>\oint</code>			

TABLE 64: MnSymbol Variable-sized Math Operators

\cap	\bigcap	<code>\bigcap</code>	\ominus	\bigominus	<code>\bigominus</code>	\complement	\complement	<code>\complement</code>
$\cap\cdot$	$\bigcap\cdot$	<code>\bigcapdot</code>	\oplus	\bigoplus	<code>\bigoplus</code>	\coprod	\coprod	<code>\coprod</code>
\oplus	\bigoplus	<code>\bigcupplus</code>	\oslash	\bigoslash	<code>\bigoslash</code>	$\int\cdots\int$	$\int\cdots\int$	<code>\idotsint</code>
\bigcirc	\bigcirc	<code>\bigcircle</code>	\bigotimes	\bigotimes	<code>\bigotimes</code>	\iiint	\iiint	<code>\iiint</code>
\bigcup	\bigcup	<code>\bigcup</code>	\bigotimes	\bigotimes	<code>\bigotimes</code>	\iiint	\iiint	<code>\iiint</code>
$\bigcup\cdot$	$\bigcup\cdot$	<code>\bigcupdot</code>	\bigtriangleup	\bigtriangleup	<code>\bigtriangleup</code>	\iint	\iint	<code>\iint</code>
$\bigcup+$	$\bigcup+$	<code>\bigcupplus*</code>	\bigodot	\bigodot	<code>\bigodot</code>	\int	\int	<code>\int</code>
\bigvee	\bigvee	<code>\bigcurlyvee</code>	$+$	$+$	<code>\bigplus</code>	\int	\int	<code>\landdowntint</code>
$\bigvee\cdot$	$\bigvee\cdot$	<code>\bigcurlyveedot</code>	\sqcap	\sqcap	<code>\bigsqcap</code>	\int	\int	<code>\landuptint</code>
\bigwedge	\bigwedge	<code>\bigcurlywedge</code>	$\sqcap\cdot$	$\sqcap\cdot$	<code>\bigsqcapdot</code>	\oint	\oint	<code>\lrcircleleftint</code>
$\bigwedge\cdot$	$\bigwedge\cdot$	<code>\bigcurlywedgedot</code>	$\sqcap+$	$\sqcap+$	<code>\bigsqcupplus</code>	\oint	\oint	<code>\lrcirclearightint</code>
$\bigvee\vee$	$\bigvee\vee$	<code>\bigdoublecurlyvee</code>	\sqcup	\sqcup	<code>\bigsqcup</code>	\oiint	\oiint	<code>\oiint</code>
$\bigwedge\wedge$	$\bigwedge\wedge$	<code>\bigdoublecurlywedge</code>	$\sqcup\cdot$	$\sqcup\cdot$	<code>\bigsqcupdot</code>	\oint	\oint	<code>\oint</code>
$\bigvee\vee\vee$	$\bigvee\vee\vee$	<code>\bigdoublevee</code>	$\sqcup+$	$\sqcup+$	<code>\bigsqcupplus</code>	\prod	\prod	<code>\prod</code>
$\bigwedge\wedge\wedge$	$\bigwedge\wedge\wedge$	<code>\bigdoublewedge</code>	\times	\times	<code>\bigtimes</code>	\oint	\oint	<code>\rcircleleftint</code>
\bigotimes	\bigotimes	<code>\bigotimes</code>	\bigvee	\bigvee	<code>\bigvee</code>	\oint	\oint	<code>\rcirclearightint</code>
\bigoslash	\bigoslash	<code>\bigoslash</code>	$\bigvee\cdot$	$\bigvee\cdot$	<code>\bigveedot</code>	\int	\int	<code>\strokedint</code>
\bigodot	\bigodot	<code>\bigodot</code>	\bigwedge	\bigwedge	<code>\bigwedge</code>	\sum	\sum	<code>\sum</code>
$\bigodot\cdot$	$\bigodot\cdot$	<code>\bigodotdot</code>	$\bigwedge\cdot$	$\bigwedge\cdot$	<code>\bigwedgedot</code>	\sumint	\sumint	<code>\sumint</code>

* MnSymbol defines `\biguplus` as a synonym for `\bigcupplus`.

TABLE 65: `mathdesign` Variable-sized Math Operators

\int	\int	<code>\intclockwise</code>	\oint	\oint	<code>\ointclockwise</code>
\iiint	\iiint	<code>\oiint</code>	\oint	\oint	<code>\ointctrclockwise</code>
\iint	\iint	<code>\oint</code>			

The `mathdesign` package provides three versions of each integral—in fact, of every symbol—to accompany different text fonts: Utopia (\int), Garamond (\int), and Charter (\int).

TABLE 66: `cmll` Large Math Operators

\bigparrr	<code>\bigparrr</code>	\bigwith	<code>\bigwith</code>
-------------	------------------------	------------	-----------------------

TABLE 67: Binary Relations

\approx	<code>\approx</code>	\equiv	<code>\equiv</code>	\perp	<code>\perp</code>	\smile	<code>\smile</code>
\asymp	<code>\asymp</code>	\frown	<code>\frown</code>	\prec	<code>\prec</code>	\succ	<code>\succ</code>
\bowtie	<code>\bowtie</code>	\Join^*	<code>\Join^*</code>	\preceq	<code>\preceq</code>	\succeq	<code>\succeq</code>
\cong	<code>\cong</code>	\mid^\dagger	<code>\mid^\dagger</code>	\propto	<code>\propto</code>	\vdash	<code>\vdash</code>
\dashv	<code>\dashv</code>	\models	<code>\models</code>	\sim	<code>\sim</code>		
\doteq	<code>\doteq</code>	\parallel	<code>\parallel</code>	\simeq	<code>\simeq</code>		

* Not predefined in $\text{\LaTeX} 2_\epsilon$. Use one of the packages `latexsym`, `amssymb`, `mathabx`, `txfonts`, `pxfonts`, or `wasysym`.

\dagger The difference between `\mid` and `|` is that the former is a binary relation while the latter is a math ordinal. Consequently, \LaTeX typesets the two with different surrounding spacing. Contrast “ $P(A \mid B)$ ” \mapsto “ $P(A|B)$ ” with “ $P(A \mid B)$ ” \mapsto “ $P(A \mid B)$ ”.

TABLE 68: \mathcal{AMS} Binary Relations

\approx	<code>\approxeq</code>	\equiv	<code>\eqcirc</code>	\approx	<code>\succapprox</code>
\backepsilon	<code>\backepsilon</code>	\fallingdotseq	<code>\fallingdotseq</code>	\approx	<code>\succcurlyeq</code>
\backsimeq	<code>\backsimeq</code>	\multimap	<code>\multimap</code>	\approx	<code>\succsim</code>
\backsimeq	<code>\backsimeq</code>	\pitchfork	<code>\pitchfork</code>	\therefore	<code>\therefore</code>
\because	<code>\because</code>	\precapprox	<code>\precapprox</code>	\thickapprox	<code>\thickapprox</code>
\between	<code>\between</code>	\preccurlyeq	<code>\preccurlyeq</code>	\thicksim	<code>\thicksim</code>
\bumpeq	<code>\bumpeq</code>	\precsim	<code>\precsim</code>	\varpropto	<code>\varpropto</code>
\bumpeq	<code>\bumpeq</code>	\risingdotseq	<code>\risingdotseq</code>	\Vdash	<code>\Vdash</code>
\circeq	<code>\circeq</code>	\shortmid	<code>\shortmid</code>	\Vdash	<code>\Vdash</code>
\curlyeqprec	<code>\curlyeqprec</code>	\shortparallel	<code>\shortparallel</code>	\Vdash	<code>\Vdash</code>
\curlyeqsucc	<code>\curlyeqsucc</code>	\smallfrown	<code>\smallfrown</code>		
\doteqdot	<code>\doteqdot</code>	\smallsmile	<code>\smallsmile</code>		

TABLE 69: \mathcal{AMS} Negated Binary Relations

\ncong	<code>\ncong</code>	\nshortparallel	<code>\nshortparallel</code>	\nVDash	<code>\nVDash</code>
\nmid	<code>\nmid</code>	\nsim	<code>\nsim</code>	\precdash	<code>\precdash</code>
\nparallel	<code>\nparallel</code>	\nsucc	<code>\nsucc</code>	\precnsim	<code>\precnsim</code>
\nprec	<code>\nprec</code>	\nsucceq	<code>\nsucceq</code>	\succdash	<code>\succdash</code>
\npreceq	<code>\npreceq</code>	\nvDash	<code>\nvDash</code>	\succsim	<code>\succsim</code>
\nshortmid	<code>\nshortmid</code>	\nvdash	<code>\nvdash</code>		

TABLE 70: `stmaryrd` Binary Relations

\in	<code>\inplus</code>	\ni	<code>\niplus</code>
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TABLE 71: `wasysym` Binary Relations

\neg	<code>\invneg</code>	\leadsto	<code>\leadsto</code>	\propto	<code>\wasypropto</code>
\Join	<code>\Join</code>	\oplus	<code>\logof</code>		

TABLE 72: `txfonts/pxfonts` Binary Relations

\circledast	<code>\circledast</code>	\lJoin	<code>\lJoin</code>	\times	<code>\opentimes</code>
\circledcirc	<code>\circledcirc</code>	\lRtimes	<code>\lRtimes</code>	\perp	<code>\Perp</code>
\colonapprox	<code>\colonapprox</code>	\multimap	<code>\multimap</code>	\preceq	<code>\preceq</code>
\Colonapprox	<code>\Colonapprox</code>	\multimapboth	<code>\multimapboth</code>	\preceq	<code>\preceq</code>
\coloneq	<code>\coloneq</code>	\multimapbothvert	<code>\multimapbothvert</code>	\rJoin	<code>\rJoin</code>
\Coloneq	<code>\Coloneq</code>	\multimapdot	<code>\multimapdot</code>	\strictfi	<code>\strictfi</code>
\Coloneqq	<code>\Coloneqq</code>	\multimapdotboth	<code>\multimapdotboth</code>	\strictif	<code>\strictif</code>
\coloneqq^*	<code>\coloneqq^*</code>	\multimapdotbothA	<code>\multimapdotbothA</code>	\strictiff	<code>\strictiff</code>
\Colonsim	<code>\Colonsim</code>	\multimapdotbothAvert	<code>\multimapdotbothAvert</code>	\succeq	<code>\succeq</code>
\colonsim	<code>\colonsim</code>	\multimapdotbothB	<code>\multimapdotbothB</code>	\succneq	<code>\succneq</code>
\Eqcolon	<code>\Eqcolon</code>	\multimapdotbothBvert	<code>\multimapdotbothBvert</code>	\varparallel	<code>\varparallel</code>
\eqcolon	<code>\eqcolon</code>	\multimapdotbothvert	<code>\multimapdotbothvert</code>	\varparallelinv	<code>\varparallelinv</code>
\eqqcolon	<code>\eqqcolon</code>	\multimapdotinv	<code>\multimapdotinv</code>	\Vdash	<code>\Vdash</code>
\Eqqqcolon	<code>\Eqqqcolon</code>	\multimapinv	<code>\multimapinv</code>		
\eqsim	<code>\eqsim</code>	\openJoin	<code>\openJoin</code>		

* As an alternative to using `txfonts/pxfonts`, a “ $\mathrel{:=}$ ” symbol can be constructed with “`\mathrel{\mathop{:}}=`”.

TABLE 73: `txfonts/pxfonts` Negated Binary Relations

\napprox	<code>\napprox</code>	\npreccurlyeq	<code>\npreccurlyeq</code>	\nthickapprox	<code>\nthickapprox</code>
\nasym	<code>\nasym</code>	\npreceq	<code>\npreceq</code>	\twoheadleftarrow	<code>\twoheadleftarrow</code>
\nbacksim	<code>\nbacksim</code>	\nprec	<code>\nprec</code>	\twoheadrightarrow	<code>\twoheadrightarrow</code>
\nbacksimeq	<code>\nbacksimeq</code>	\nsimeq	<code>\nsimeq</code>	\nvarparallel	<code>\nvarparallel</code>
\nbump	<code>\nbump</code>	\nsuccapprox	<code>\nsuccapprox</code>	\nvarparallelinv	<code>\nvarparallelinv</code>
\nBump	<code>\nBump</code>	\nsucccurlyeq	<code>\nsucccurlyeq</code>	\nVDash	<code>\nVDash</code>
\nequiv	<code>\nequiv</code>	\nsucceq	<code>\nsucceq</code>		
\nprecapprox	<code>\nprecapprox</code>	\nsuccsim	<code>\nsuccsim</code>		

TABLE 74: mathabx Binary Relations

\bowtie	<code>\between</code>	$ $	<code>\divides</code>	$\dot{=}$	<code>\risingdotseq</code>
$\dot{=}$	<code>\botdoteq</code>	$\dot{=}$	<code>\dotseq</code>	\approx	<code>\succapprox</code>
$\dot{\neq}$	<code>\Bumpedeq</code>	$\dot{\neq}$	<code>\eqbumped</code>	\succcurlyeq	<code>\succcurlyeqeq</code>
$\dot{\neq}$	<code>\bumpedeq</code>	\neq	<code>\eqcirc</code>	\succdot	<code>\succdot</code>
$\dot{=}$	<code>\circeq</code>	$\dot{=}$	<code>\eqcolon</code>	\succsim	<code>\succsim</code>
$\dot{=}$	<code>\coloneq</code>	$\dot{=}$	<code>\fallingdotseq</code>	\therefore	<code>\therefore</code>
$\dot{=}$	<code>\corresponds</code>	\gg	<code>\ggcurly</code>	$\dot{=}$	<code>\topdoteq</code>
$\dot{=}$	<code>\curlyeqprec</code>	\ll	<code>\llcurly</code>	\dashv	<code>\vDash</code>
$\dot{=}$	<code>\curlyeqsucc</code>	\approx	<code>\precapprox</code>	\dashv	<code>\Vdash</code>
$\dot{=}$	<code>\DashV</code>	$\dot{=}$	<code>\preccurlyeqeq</code>	$\dot{=}$	<code>\VDash</code>
$\dot{=}$	<code>\Dashv</code>	$\dot{=}$	<code>\precdot</code>	$\dot{=}$	<code>\Vdash</code>
$\dot{=}$	<code>\dashVv</code>	$\dot{=}$	<code>\precsim</code>		

TABLE 75: mathabx Negated Binary Relations

\napprox	<code>\napprox</code>	$\not\perp$	<code>\notperp</code>	\nvdash	<code>\nvDash</code>
\ncong	<code>\ncong</code>	\nprec	<code>\nprec</code>	\nVdash	<code>\nVDash</code>
\ncurlyeqprec	<code>\ncurlyeqprec</code>	\nprecapprox	<code>\nprecapprox</code>	\nVdash	<code>\nVdash</code>
\ncurlyeqsucc	<code>\ncurlyeqsucc</code>	\npreccurlyeq	<code>\npreccurlyeq</code>	\nvDash	<code>\nvDash</code>
\nDashv	<code>\nDashv</code>	\npreceq	<code>\npreceq</code>	\nVdash	<code>\nVdash</code>
\nDashV	<code>\nDashV</code>	\nprecsim	<code>\nprecsim</code>	\nprecnapprox	<code>\precnapprox</code>
\nDashv	<code>\nDashv</code>	\nsim	<code>\nsim</code>	\nprecneq	<code>\precneq</code>
\nDashV	<code>\nDashV</code>	\nsimeq	<code>\nsimeq</code>	\nprecnsim	<code>\precnsim</code>
\nDashVv	<code>\nDashVv</code>	\nsucc	<code>\nsucc</code>	\nsuccnapprox	<code>\succnapprox</code>
\neq	<code>\neq</code>	\nsuccapprox	<code>\nsuccapprox</code>	\nsuccneq	<code>\succneq</code>
\notasymp	<code>\notasymp</code>	\nsucccurlyeq	<code>\nsucccurlyeq</code>	\nsuccnsim	<code>\succnsim</code>
\notdivides	<code>\notdivides</code>	\nsucceq	<code>\nsucceq</code>		
\notequiv	<code>\notequiv</code>	\nsuccsim	<code>\nsuccsim</code>		

The `\changenotsign` command toggles the behavior of `\not` to produce either a vertical or a diagonal slash through a binary operator. Thus, “`\not= b`” can be made to produce either “ $a \ncong b$ ” or “ $a \neq b$ ”.

TABLE 76: MnSymbol Binary Relations

\approx	<code>\approx</code>	$\dot{\neq}$	<code>\eqbump</code>	\nwarrow	<code>\nwfootline</code>	\nwarrow	<code>\seVdash</code>
\approx	<code>\approx</code>	\neq	<code>\eqcirc</code>	\nwarrow	<code>\nwfree</code>	\parallel	<code>\shortparallel</code>
\approx	<code>\backapprox</code>	$\dot{=}$	<code>\eqdot</code>	\succ	<code>\nwmodels</code>	\sim	<code>\sim</code>
\approx	<code>\backapprox</code>	\approx	<code>\eqsim</code>	\succ	<code>\nwModels</code>	\approx	<code>\simeq</code>
\approx	<code>\backcong</code>	$=$	<code>\equal</code>	\nprec	<code>\nwsecrossing</code>	\succ	<code>\succ</code>
\approx	<code>\backeqsim</code>	$\dot{=}$	<code>\equalclosed</code>	\nwarrow	<code>\nwseline</code>	\approx	<code>\succapprox</code>
\approx	<code>\backsim</code>	\equiv	<code>\equiv</code>	\nwarrow	<code>\Nwseline</code>	\succ	<code>\succcurlyeqeq</code>
\approx	<code>\backsimeq</code>	$\dot{=}$	<code>\equivclosed</code>	\succ	<code>\nwvdash</code>	\geq	<code>\succeq</code>
\approx	<code>\backtriplesim</code>	$\dot{=}$	<code>\fallingdotseq</code>	\succ	<code>\nwVdash</code>	\approx	<code>\succsim</code>
\approx	<code>\between</code>	$\dot{=}$	<code>\hateq</code>	$<$	<code>\prec</code>	\checkmark	<code>\swfootline</code>

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\bowtie	<code>\bumpeq</code>	\times	<code>\hcrossing</code>	\approx	<code>\precapprox</code>	\swarrow	<code>\swfree</code>
\Bumpeq	<code>\Bumpeq</code>	\vdash	<code>\leftfootline</code>	\preccurlyeq	<code>\preccurlyeq</code>	\searrow	<code>\swmodels</code>
\circ	<code>\circeq</code>	\leftarrow	<code>\leftfree</code>	\preceq	<code>\preceq</code>	\gg	<code>\swModels</code>
\equiv	<code>\closedequal</code>	\dashv	<code>\leftmodels</code>	\precsim	<code>\precsim</code>	\nearrow	<code>\swvdash</code>
\curlyeqprec	<code>\closedprec</code>	\models	<code>\leftModels</code>	\rightarrow	<code>\rightfootline</code>	\searrow	<code>\swVdash</code>
\succ	<code>\closedsucc</code>	∞	<code>\leftpropto</code>	\rightarrow	<code>\rightfree</code>	\approx	<code>\triplesim</code>
\coloneq	<code>\coloneq</code>	$-$	<code>\leftrightline</code>	\models	<code>\rightmodels</code>	\updownarrow	<code>\updownline</code>
\cong	<code>\cong</code>	$=$	<code>\Leftrightarrow</code>	\models	<code>\rightModels</code>	\parallel	<code>\Updownline</code>
\curlyeqprec	<code>\curlyeqprec</code>	\triangleleft	<code>\leftslice</code>	∞	<code>\rightpropto</code>	\uparrow	<code>\upfootline</code>
\succ	<code>\curlyeqsucc</code>	\dashv	<code>\leftvdash</code>	\triangleright	<code>\rightslice</code>	\uparrow	<code>\upfree</code>
\doteq	<code>\doteq</code>	\dashv	<code>\leftVdash</code>	\vdash	<code>\rightvdash</code>	\perp	<code>\upmodels</code>
\Doteq	<code>\Doteq</code>	\nearrow	<code>\nefootline</code>	\models	<code>\rightVdash</code>	\perp	<code>\upModels</code>
\downfootline	<code>\downfootline</code>	\nearrow	<code>\nefree</code>	\models	<code>\risingdotseq</code>	\propto	<code>\uppropto</code>
\downfree	<code>\downfree</code>	\nwarrow	<code>\neModels</code>	\searrow	<code>\sefootline</code>	\perp	<code>\upvdash</code>
\downmodels	<code>\downmodels</code>	\nwarrow	<code>\neModels</code>	\searrow	<code>\sefree</code>	\perp	<code>\upVdash</code>
\downModels	<code>\downModels</code>	\nearrow	<code>\neswline</code>	\nwarrow	<code>\semodels</code>	\times	<code>\vcrossing</code>
\downpropto	<code>\downpropto</code>	\nearrow	<code>\Neswline</code>	\nwarrow	<code>\seModels</code>	\parallel	<code>\Vvdash</code>
\downvdash	<code>\downvdash</code>	\swarrow	<code>\nevdash</code>	\searrow	<code>\separated</code>		
\downVdash	<code>\downVdash</code>	\swarrow	<code>\neVdash</code>	\searrow	<code>\sevdash</code>		

MnSymbol additionally defines synonyms for some of the preceding symbols:

\dashv	<code>\dashv</code>	(same as <code>\leftvdash</code>)
\diagdown	<code>\diagdown</code>	(same as <code>\nwseline</code>)
\diagup	<code>\diagup</code>	(same as <code>\neswline</code>)
\divides	<code>\divides</code>	(same as <code>\updownline</code>)
\doteqdot	<code>\doteqdot</code>	(same as <code>\Doteq</code>)
\models	<code>\models</code>	(same as <code>\rightmodels</code>)
\parallel	<code>\parallel</code>	(same as <code>\Updownline</code>)
\perp	<code>\perp</code>	(same as <code>\upvdash</code>)
\propto	<code>\propto</code>	(same as <code>\leftpropto</code>)
\relbar	<code>\relbar</code>	(same as <code>\leftrightline</code>)
\Relbar	<code>\Relbar</code>	(same as <code>\Leftrightarrow</code>)
\varpropto	<code>\varpropto</code>	(same as <code>\leftpropto</code>)
\vdash	<code>\vdash</code>	(same as <code>\rightmodels</code>)
\Vdash	<code>\Vdash</code>	(same as <code>\rightModels</code>)
\vdash	<code>\vdash</code>	(same as <code>\rightvdash</code>)
\Vdash	<code>\Vdash</code>	(same as <code>\rightVdash</code>)

TABLE 77: MnSymbol Negated Binary Relations

\napprox	<code>\napprox</code>	\napprox	<code>\neqsim</code>	\napprox	<code>\nnwModels</code>	\napprox	<code>\nsucc</code>
\napprox	<code>\napprox</code>	\neq	<code>\nequal</code>	\napprox	<code>\nnwseline</code>	\napprox	<code>\nsuccapprox</code>
\napprox	<code>\nbackapprox</code>	\neq	<code>\nequalclosed</code>	\napprox	<code>\nNwseline</code>	\napprox	<code>\nsucccurlyeq</code>
\napprox	<code>\nbackapprox</code>	\neq	<code>\nequiv</code>	\napprox	<code>\nnwvdash</code>	\napprox	<code>\nsucceq</code>
\napprox	<code>\nbackcong</code>	\neq	<code>\nequivclosed</code>	\napprox	<code>\nnwVdash</code>	\napprox	<code>\nsuccsim</code>
\napprox	<code>\nbackeqsim</code>	\napprox	<code>\neswcrossing</code>	\napprox	<code>\nprec</code>	\napprox	<code>\nswfootline</code>
\napprox	<code>\nbacksim</code>	\napprox	<code>\nfallingdotseq</code>	\napprox	<code>\nprecapprox</code>	\napprox	<code>\nswfree</code>

(continued on next page)

(continued from previous page)

∇	<code>\nbacksimeq</code>	∇	<code>\nhateq</code>	∇	<code>\npreccurlyeq</code>	∇	<code>\nswmodels</code>
∇	<code>\nbacktriplesim</code>	∇	<code>\nleftfootline</code>	∇	<code>\npreceq</code>	∇	<code>\nswModels</code>
∇	<code>\nbump</code>	∇	<code>\nleftfree</code>	∇	<code>\nprecsim</code>	∇	<code>\nswvdash</code>
∇	<code>\nBump</code>	∇	<code>\nleftmodels</code>	∇	<code>\nrightfootline</code>	∇	<code>\nswVdash</code>
∇	<code>\ncirceq</code>	∇	<code>\nleftModels</code>	∇	<code>\nrightfree</code>	∇	<code>\ntriplesim</code>
∇	<code>\nclosedequal</code>	∇	<code>\nleftrightline</code>	∇	<code>\nrightmodels</code>	∇	<code>\nupdownline</code>
∇	<code>\ncong</code>	∇	<code>\nLeftrightarrow</code>	∇	<code>\nrightModels</code>	∇	<code>\nUpdownline</code>
∇	<code>\ncurlyeqprec</code>	∇	<code>\nleftvdash</code>	∇	<code>\nrightvdash</code>	∇	<code>\nupfootline</code>
∇	<code>\ncurlyeqsucc</code>	∇	<code>\nleftVdash</code>	∇	<code>\nrightVdash</code>	∇	<code>\nupfree</code>
∇	<code>\ndoteq</code>	∇	<code>\nnefootline</code>	∇	<code>\nrisingdotseq</code>	∇	<code>\nupmodels</code>
∇	<code>\nDoteq</code>	∇	<code>\nnefree</code>	∇	<code>\nsefootline</code>	∇	<code>\nupModels</code>
∇	<code>\ndownfootline</code>	∇	<code>\nnemodells</code>	∇	<code>\nsefree</code>	∇	<code>\nupvdash</code>
∇	<code>\ndownfree</code>	∇	<code>\nneModels</code>	∇	<code>\nsemodels</code>	∇	<code>\nupVdash</code>
∇	<code>\ndownmodels</code>	∇	<code>\nneswline</code>	∇	<code>\nseModels</code>	∇	<code>\nprecnapprox</code>
∇	<code>\ndownModels</code>	∇	<code>\nNeswline</code>	∇	<code>\nsevdash</code>	∇	<code>\nprecnsim</code>
∇	<code>\ndownvdash</code>	∇	<code>\nnevDash</code>	∇	<code>\nseVdash</code>	∇	<code>\nsuccnapprox</code>
∇	<code>\ndownVdash</code>	∇	<code>\nneVdash</code>	∇	<code>\nshortmid</code>	∇	<code>\nsuccnsim</code>
∇	<code>\neqbump</code>	∇	<code>\nnwfootline</code>	∇	<code>\nshortparallel</code>		
∇	<code>\neqcirc</code>	∇	<code>\nnwfree</code>	∇	<code>\nsim</code>		
∇	<code>\neqdot</code>	∇	<code>\nnwmodels</code>	∇	<code>\nsimeq</code>		

MnSymbol additionally defines synonyms for some of the preceding symbols:

∇	<code>\ndashv</code>	(same as <code>\nleftvdash</code>)
∇	<code>\ndiagdown</code>	(same as <code>\nnwseline</code>)
∇	<code>\ndiagup</code>	(same as <code>\nneswline</code>)
∇	<code>\ndivides</code>	(same as <code>\nupdownline</code>)
∇	<code>\ne</code>	(same as <code>\nequal</code>)
∇	<code>\neq</code>	(same as <code>\nequal</code>)
∇	<code>\nmid</code>	(same as <code>\nupdownline</code>)
∇	<code>\nmodels</code>	(same as <code>\nrightmodels</code>)
∇	<code>\nparallel</code>	(same as <code>\nUpdownline</code>)
∇	<code>\nperp</code>	(same as <code>\nupvdash</code>)
∇	<code>\nrelbar</code>	(same as <code>\nleftrightline</code>)
∇	<code>\nRelbar</code>	(same as <code>\nLeftrightarrow</code>)
∇	<code>\nvDash</code>	(same as <code>\nrightmodels</code>)
∇	<code>\nvDash</code>	(same as <code>\nrightvdash</code>)
∇	<code>\nVdash</code>	(same as <code>\nrightVdash</code>)
∇	<code>\nVDash</code>	(same as <code>\nrightModels</code>)

TABLE 78: mathtools Binary Relations

\approx	<code>\Colonapprox</code>	\approx	<code>\coloneq</code>	\approx	<code>\Eqcolon</code>
\approx	<code>\colonapprox</code>	\approx	<code>\colonsim</code>	\approx	<code>\eqqcolon</code>
\approx	<code>\coloneqq</code>	\approx	<code>\Colonsim</code>	\approx	<code>\Eqqcolon</code>
\approx	<code>\Coloneqq</code>	\approx	<code>\dblcolon</code>		
\approx	<code>\Coloneq</code>	\approx	<code>\eqcolon</code>		

Similar symbols can be defined using mathtools's `\vcentcolon`, which produces a colon centered on the font's math axis:

$$\begin{array}{ccc} \text{==:} & \text{vs.} & \text{==:} \\ \text{"=:="} & & \text{"=\vcentcolon="} \end{array}$$

TABLE 79: turnstile Binary Relations

$\frac{def}{abc} \parallel$	<code>\dddtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\nntstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\stdtstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\ddststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\nnttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\stststile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\ddtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\nsdtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\sttstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\ddttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\nsststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\stttstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dndtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\nststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tddtstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dnststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\nsttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tdststile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dntstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ntdtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tdtstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dnttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ntststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tdttstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dsdtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\nttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tndtstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dsststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ntttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tnststile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\sddtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tntstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dsttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\sdtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tnntstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dtdtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\sdtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tsdtstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dtststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\sdtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tsststile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\sndtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tststile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\dtttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\snststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tsttstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\nddtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\sntstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ttdtstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\ndststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\snttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ttststile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\ndtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ssdtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\tttstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\ndttstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ssststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ttttstile{abc}{def}</code>
$\frac{def}{abc} \parallel$	<code>\nndtstile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\sststile{abc}{def}</code>		
$\frac{def}{abc} \parallel$	<code>\nnststile{abc}{def}</code>	$\frac{def}{abc} \parallel$	<code>\ssttstile{abc}{def}</code>		

Each of the above takes an optional argument that controls the size of the upper and lower expressions. See the turnstile documentation for more information.

TABLE 80: trsym Binary Relations

$\bullet \circ$	<code>\InversTransformHoriz</code>	$\circ \bullet$	<code>\TransformHoriz</code>
$\bullet \downarrow$	<code>\InversTransformVert</code>	$\circ \downarrow$	<code>\TransformVert</code>

TABLE 81: trfsigns Binary Relations

$\circ \curvearrowright$	<code>\dfourier</code>	$\curvearrowleft \circ$	<code>\Dfourier</code>
$\circ \text{---}$	<code>\fourier</code>	$\text{---} \circ$	<code>\Fourier</code>
$\circ \text{---} \bullet$	<code>\laplace</code>	$\bullet \text{---} \circ$	<code>\Laplace</code>
$\circ \curvearrowright \bullet$	<code>\ztransf</code>	$\bullet \curvearrowleft \circ$	<code>\Ztransf</code>

TABLE 82: cml Binary Relations

\subset	<code>\coh</code>	\frown	<code>\scoh</code>
\times	<code>\incoh</code>	\smile	<code>\sincoh</code>

TABLE 83: colonequals Binary Relations

\approx	<code>\approxcolon</code>	$::-$	<code>\coloncolonminus</code>	$=:$	<code>\equalscoloncolon</code>
$\approx::$	<code>\approxcoloncolon</code>	$::\sim$	<code>\coloncolonsim</code>	$-:$	<code>\minuscolon</code>
$:\approx$	<code>\colonapprox</code>	$:=$	<code>\colonequals</code>	$-::$	<code>\minuscoloncolon</code>
$::$	<code>\coloncolon</code>	$:-$	<code>\colonminus</code>	$:$	<code>\ratio</code>
$::\approx$	<code>\coloncolonapprox</code>	$:\sim$	<code>\colonsim</code>	$\sim:$	<code>\simcolon</code>
$::=$	<code>\coloncolonequals</code>	$=:$	<code>\equalscolon</code>	$\sim::$	<code>\simcoloncolon</code>

TABLE 84: fourier Binary Relations

$\#$	<code>\nparallelslant</code>	$//$	<code>\parallelslant</code>
------	------------------------------	------	-----------------------------

TABLE 85: Subset and Superset Relations

\sqsubset	<code>\sqsubsetset*</code>	\sqsupseteq	<code>\sqsupseteq</code>	\supset	<code>\supset</code>
\sqsubseteq	<code>\sqsubsetseteq</code>	\subset	<code>\subset</code>	\supseteq	<code>\supseteq</code>
\sqsupset	<code>\sqsupsetset*</code>	\subseteq	<code>\subseteq</code>		

* Not predefined in L^AT_EX 2_ε. Use one of the packages latexsym, amssymb, mathabx, txfonts, pxfonts, or wasysym.

TABLE 86: \mathcal{AMS} Subset and Superset Relations

$\not\subseteq$	<code>\nsubseteq</code>	\subseteq	<code>\subseteq</code>	$\not\supseteq$	<code>\supsetneqq</code>
$\not\supseteq$	<code>\nsupseteq</code>	\subsetneq	<code>\subsetneq</code>	\subsetneqq	<code>\varsubsetneqq</code>
$\not\supseteqq$	<code>\nsupseteqq</code>	\subsetneqq	<code>\subsetneqq</code>	\subsetneqq	<code>\varsubsetneqq</code>
\sqsubset	<code>\sqsubsetset</code>	\supset	<code>\Supset</code>	\supsetneq	<code>\varsupsetneq</code>
\sqsupset	<code>\sqsupsetset</code>	\supseteq	<code>\supseteqq</code>	\supsetneqq	<code>\varsupsetneqq</code>
\Subset	<code>\Subset</code>	\supsetneq	<code>\supsetneq</code>		

TABLE 87: stmaryrd Subset and Superset Relations

\Subset	<code>\subsetplus</code>	\supset	<code>\supsetplus</code>
\subseteq	<code>\subsetpluseq</code>	\supseteq	<code>\supsetpluseq</code>

TABLE 88: wasysym Subset and Superset Relations

\sqsubset	<code>\sqsubset</code>	\sqsupset	<code>\sqsupset</code>
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TABLE 89: txfonts/pxfonts Subset and Superset Relations

\nsqsubset	<code>\nsqsubset</code>	\nsqsupseteq	<code>\nsqsupseteq</code>	\nSupset	<code>\nSupset</code>
\nsqsubteq	<code>\nsqsubteq</code>	\nSubset	<code>\nSubset</code>		
\nsqsupset	<code>\nsqsupset</code>	\nsubteq	<code>\nsubteq</code>		

TABLE 90: mathabx Subset and Superset Relations

\nsqsubset	<code>\nsqsubset</code>	\nsupset	<code>\nsupset</code>	\sqsupseteq	<code>\sqsupseteq</code>	\supseteq	<code>\supseteq</code>
\nsqSubset	<code>\nsqSubset</code>	\nSupset	<code>\nSupset</code>	\sqsupseteqq	<code>\sqsupseteqq</code>	\supseteqq	<code>\supseteqq</code>
\nsqsubteq	<code>\nsqsubteq</code>	\nsupseteq	<code>\nsupseteq</code>	\sqsupsetneq	<code>\sqsupsetneq</code>	\supsetneq	<code>\supsetneq</code>
\nsqsubteqq	<code>\nsqsubteqq</code>	\nsupseteqq	<code>\nsupseteqq</code>	\sqsupsetneqq	<code>\sqsupsetneqq</code>	\supsetneqq	<code>\supsetneqq</code>
\nsqsupset	<code>\nsqsupset</code>	\sqsubset	<code>\sqsubset</code>	\subset	<code>\subset</code>	\varsubsetneq	<code>\varsubsetneq</code>
\nsqSupset	<code>\nsqSupset</code>	\sqSubset	<code>\sqSubset</code>	\Subset	<code>\Subset</code>	\varsubsetneqq	<code>\varsubsetneqq</code>
\nsqsupseteq	<code>\nsqsupseteq</code>	\sqsubteq	<code>\sqsubteq</code>	\subteq	<code>\subteq</code>	\varsubsetneq	<code>\varsubsetneq</code>
\nsqsupseteqq	<code>\nsqsupseteqq</code>	\sqsubteqq	<code>\sqsubteqq</code>	\subteqq	<code>\subteqq</code>	\varsubsetneqq	<code>\varsubsetneqq</code>
\nsubset	<code>\nsubset</code>	\sqsubteq	<code>\sqsubteq</code>	\subsetneq	<code>\subsetneq</code>	\varsubsetneq	<code>\varsubsetneq</code>
\nSubset	<code>\nSubset</code>	\sqsubteqq	<code>\sqsubteqq</code>	\subsetneqq	<code>\subsetneqq</code>	\varsubsetneqq	<code>\varsubsetneqq</code>
\nsubteq	<code>\nsubteq</code>	\sqSupset	<code>\sqSupset</code>	\supset	<code>\supset</code>	\varsupsetneq	<code>\varsupsetneq</code>
\nsubteqq	<code>\nsubteqq</code>	\sqsupset	<code>\sqsupset</code>	\Supset	<code>\Supset</code>	\varsupsetneqq	<code>\varsupsetneqq</code>

TABLE 91: MnSymbol Subset and Superset Relations

\nSsubset	<code>\nSsubset</code>	\nsubteq	<code>\nsubteq</code>	\sqsubsetneq	<code>\sqsubsetneq</code>	\subset	<code>\subset</code>
\nsqsubset	<code>\nsqsubset</code>	\nsubteqq	<code>\nsubteqq</code>	\sqsubsetneqq	<code>\sqsubsetneqq</code>	\subseteq	<code>\subseteq</code>
\nsqsubteq	<code>\nsqsubteq</code>	\nSupset	<code>\nSupset</code>	\sqsupset	<code>\sqsupset</code>	\subsetneq	<code>\subsetneq</code>
\nsqsubteqq	<code>\nsqsubteqq</code>	\nsupset	<code>\nsupset</code>	\sqsupseteq	<code>\sqsupseteq</code>	\subsetneqq	<code>\subsetneqq</code>
\nSsupset	<code>\nSsupset</code>	\nsupseteq	<code>\nsupseteq</code>	\sqsupseteq	<code>\sqsupseteq</code>	\Supset	<code>\Supset</code>
\nsqsupset	<code>\nsqsupset</code>	\nsupseteqq	<code>\nsupseteqq</code>	\sqsupseteqq	<code>\sqsupseteqq</code>	\supset	<code>\supset</code>
\nsqsupseteq	<code>\nsqsupseteq</code>	\nSsubset	<code>\nSsubset</code>	\sqsubsetneq	<code>\sqsubsetneq</code>	\supseteq	<code>\supseteq</code>
\nsqsupseteqq	<code>\nsqsupseteqq</code>	\nsubset	<code>\nsubset</code>	\sqsubsetneq	<code>\sqsubsetneq</code>	\supseteqq	<code>\supseteqq</code>
\nSubset	<code>\nSubset</code>	\nsubteq	<code>\nsubteq</code>	\sqsubsetneq	<code>\sqsubsetneq</code>	\supsetneq	<code>\supsetneq</code>
\nsubset	<code>\nsubset</code>	\nsubteqq	<code>\nsubteqq</code>	\sqsubsetneqq	<code>\sqsubsetneqq</code>	\supsetneqq	<code>\supsetneqq</code>

MnSymbol additionally defines `\varsubsetneq` as a synonym for `\subsetneq`, `\varsubsetneqq` as a synonym for `\subsetneqq`, `\varsupsetneq` as a synonym for `\supsetneq`, and `\varsupsetneqq` as a synonym for `\supsetneqq`.

TABLE 92: Inequalities

\geq	<code>\geq</code>	\gg	<code>\gg</code>	\leq	<code>\leq</code>	\ll	<code>\ll</code>	\neq	<code>\neq</code>
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TABLE 93: \mathcal{AMS} Inequalities

\gg	<code>\eqslantgtr</code>	\succ	<code>\gtrdot</code>	\gtrless	<code>\lesseqgtr</code>	\nlessgtr	<code>\ngeq</code>
\ll	<code>\eqslantless</code>	\gtrless	<code>\gtreqless</code>	\lessgtr	<code>\lesseqqgtr</code>	\ngeqq	<code>\ngeqq</code>
\equiv	<code>\geqq</code>	\gtrless	<code>\gtreqqless</code>	\lessgtr	<code>\lessgtr</code>	\ngeqslant	<code>\ngeqslant</code>
\gg	<code>\geqslant</code>	\gtrless	<code>\gtrless</code>	\lessssim	<code>\lessssim</code>	\ngtr	<code>\ngtr</code>
\ggg	<code>\ggg</code>	\gtrsim	<code>\gtrsim</code>	\lll	<code>\lll</code>	\nleq	<code>\nleq</code>
\gtrapprox	<code>\gnapprox</code>	\gvertneqq	<code>\gvertneqq</code>	\lnapprox	<code>\lnapprox</code>	\nleqq	<code>\nleqq</code>
\gneq	<code>\gneq</code>	\leqq	<code>\leqq</code>	\lneq	<code>\lneq</code>	\nleqslant	<code>\nleqslant</code>
\gneqq	<code>\gneqq</code>	\leqslant	<code>\leqslant</code>	\lneqq	<code>\lneqq</code>	\nless	<code>\nless</code>
\gnsim	<code>\gnsim</code>	\lessapprox	<code>\lessapprox</code>	\lnsim	<code>\lnsim</code>		
\gtrapprox	<code>\gtrapprox</code>	\lessdot	<code>\lessdot</code>	\lvertneqq	<code>\lvertneqq</code>		

TABLE 94: wasysym Inequalities

\gtrapprox	<code>\apprge</code>	\lessapprox	<code>\apprle</code>
--------------	----------------------	---------------	----------------------

TABLE 95: txfonts/pxfonts Inequalities

\ngg	<code>\ngg</code>	\ngtrsim	<code>\ngtrsim</code>	\nlessssim	<code>\nlessssim</code>
\ngtrapprox	<code>\ngtrapprox</code>	\nlessapprox	<code>\nlessapprox</code>	\nll	<code>\nll</code>
\ngtrless	<code>\ngtrless</code>	\nlessgtr	<code>\nlessgtr</code>		

TABLE 96: mathabx Inequalities

\gg	<code>\eqslantgtr</code>	\gtrless	<code>\gtreqless</code>	\lessssim	<code>\lessssim</code>	\ngtr	<code>\ngtr</code>
\ll	<code>\eqslantless</code>	\gtrless	<code>\gtreqqless</code>	\ll	<code>\ll</code>	\ngtrapprox	<code>\ngtrapprox</code>
\geq	<code>\geq</code>	\gtrless	<code>\gtrless</code>	\lll	<code>\lll</code>	\ngtrsim	<code>\ngtrsim</code>
\geqq	<code>\geqq</code>	\gtrsim	<code>\gtrsim</code>	\lnapprox	<code>\lnapprox</code>	\nleq	<code>\nleq</code>
\gg	<code>\gg</code>	\gvertneqq	<code>\gvertneqq</code>	\lneq	<code>\lneq</code>	\nleqq	<code>\nleqq</code>
\ggg	<code>\ggg</code>	\leq	<code>\leq</code>	\lneqq	<code>\lneqq</code>	\nless	<code>\nless</code>
\gtrapprox	<code>\gnapprox</code>	\leqq	<code>\leqq</code>	\lnsim	<code>\lnsim</code>	\nlessapprox	<code>\nlessapprox</code>
\gneq	<code>\gneq</code>	\lessapprox	<code>\lessapprox</code>	\lvertneqq	<code>\lvertneqq</code>	\nlessssim	<code>\nlessssim</code>
\gneqq	<code>\gneqq</code>	\lessdot	<code>\lessdot</code>	\neqslantgtr	<code>\neqslantgtr</code>	\nvargeq	<code>\nvargeq</code>
\gnsim	<code>\gnsim</code>	\lesseqgtr	<code>\lesseqgtr</code>	\neqslantless	<code>\neqslantless</code>	\nvarleq	<code>\nvarleq</code>
\gtrapprox	<code>\gtrapprox</code>	\lesseqqgtr	<code>\lesseqqgtr</code>	\ngeq	<code>\ngeq</code>	\vargeq	<code>\vargeq</code>
\gtrdot	<code>\gtrdot</code>	\lessgtr	<code>\lessgtr</code>	\ngeqq	<code>\ngeqq</code>	\varleq	<code>\varleq</code>

mathabx defines `\leqslant` and `\le` as synonyms for `\leq`, `\geqslant` and `\ge` as synonyms for `\geq`, `\nleqslant` as a synonym for `\nleq`, and `\ngeqslant` as a synonym for `\ngeq`.

TABLE 97: MnSymbol Inequalities

\gtrsim	<code>\eqslantgtr</code>	\gtrapprox	<code>\gtreqqless</code>	\lesssim	<code>\lessssim</code>	\gtrless	<code>\ngtreqlless</code>
\lessgtr	<code>\eqslantless</code>	\gtrless	<code>\gtrless</code>	\ll	<code>\ll</code>	\ngtrless	<code>\ngtreqllessslant</code>
\geq	<code>\geq</code>	\gtreqless	<code>\gtreqqless</code>	\lll	<code>\lll</code>	\ngtreqlless	<code>\ngtreqlless</code>
\geqslant	<code>\geqclosed</code>	\gtrsim	<code>\gtrsim</code>	\lnapprox	<code>\lnapprox</code>	\ngtrless	<code>\ngtrless</code>
\geqdot	<code>\geqdot</code>	\leq	<code>\leq</code>	\lneqq	<code>\lneqq</code>	\nleq	<code>\nleq</code>
\geqq	<code>\geqq</code>	\leqclosed	<code>\leqclosed</code>	\lnsim	<code>\lnsim</code>	\nleqclosed	<code>\nleqclosed</code>
\geqslant	<code>\geqslant</code>	\leqdot	<code>\leqdot</code>	\neqslantgtr	<code>\neqslantgtr</code>	\nleqdot	<code>\nleqdot</code>
\geqslantdot	<code>\geqslantdot</code>	\leqq	<code>\leqq</code>	\neqslantless	<code>\neqslantless</code>	\nleqq	<code>\nleqq</code>
\gg	<code>\gg</code>	\leqslant	<code>\leqslant</code>	\ngeq	<code>\ngeq</code>	\nleqslant	<code>\nleqslant</code>
\ggg	<code>\ggg</code>	\leqslantdot	<code>\leqslantdot</code>	\ngeqclosed	<code>\ngeqclosed</code>	\nleqslantdot	<code>\nleqslantdot</code>
\gapprox	<code>\gapprox</code>	\less	<code>\less</code>	\ngeqdot	<code>\ngeqdot</code>	\nless	<code>\nless</code>
\gneqq	<code>\gneqq</code>	\lessapprox	<code>\lessapprox</code>	\ngeqq	<code>\ngeqq</code>	\nlessclosed	<code>\nlessclosed</code>
\gnsim	<code>\gnsim</code>	\lessclosed	<code>\lessclosed</code>	\ngeqslant	<code>\ngeqslant</code>	\nlessdot	<code>\nlessdot</code>
\gtr	<code>\gtr</code>	\lessdot	<code>\lessdot</code>	\ngeqslantdot	<code>\ngeqslantdot</code>	\nlesseqgtr	<code>\nlesseqgtr</code>
\gtrapprox	<code>\gtrapprox</code>	\lesseqgtr	<code>\lesseqgtr</code>	\ngg	<code>\ngg</code>	\nlesseqgtrslant	<code>\nlesseqgtrslant</code>
\gtrclosed	<code>\gtrclosed</code>	\lesseqgtrslant	<code>\lesseqgtrslant</code>	\nggg	<code>\nggg</code>	\nlesseqqgtr	<code>\nlesseqqgtr</code>
\gtrdot	<code>\gtrdot</code>	\lesseqqgtr	<code>\lesseqqgtr</code>	\ngtr	<code>\ngtr</code>	\nlessgtr	<code>\nlessgtr</code>
\gtreqless	<code>\gtreqless</code>	\lessgtr	<code>\lessgtr</code>	\ngtrclosed	<code>\ngtrclosed</code>	\nll	<code>\nll</code>
\gtreqlessslant	<code>\gtreqlessslant</code>	\lessneqqgtr	<code>\lessneqqgtr</code>	\ngtrdot	<code>\ngtrdot</code>	\nlll	<code>\nlll</code>

MnSymbol additionally defines synonyms for some of the preceding symbols:

\gggtr	(same as <code>\ggg</code>)
\gvertneqq	(same as <code>\gneqq</code>)
\lhd	(same as <code>\lessclosed</code>)
\lllless	(same as <code>\lll</code>)
\lvertneqq	(same as <code>\lneqq</code>)
\ntrianglelefteq	(same as <code>\nleqclosed</code>)
\ntriangleleft	(same as <code>\nlessclosed</code>)
\ntrianglerighteq	(same as <code>\ngeqclosed</code>)
\ntriangleright	(same as <code>\ngtrclosed</code>)
\rhd	(same as <code>\gtrclosed</code>)
\trianglelefteq	(same as <code>\leqclosed</code>)
\trianglerighteq	(same as <code>\geqclosed</code>)
\unlhd	(same as <code>\leqclosed</code>)
\unrhd	(same as <code>\geqclosed</code>)
\vartriangleleft	(same as <code>\lessclosed</code>)
\vartriangleright	(same as <code>\gtrclosed</code>)

TABLE 98: \mathcal{AMS} Triangle Relations

\blacktriangleleft	<code>\blacktriangleleft</code>	\ntriangleright	<code>\ntriangleright</code>	\trianglerighteq	<code>\trianglerighteq</code>
\blacktriangleright	<code>\blacktriangleright</code>	\ntrianglerighteq	<code>\ntrianglerighteq</code>	\vartriangleleft	<code>\vartriangleleft</code>
\triangleleft	<code>\triangleleft</code>	\trianglelefteq	<code>\trianglelefteq</code>	\vartriangleright	<code>\vartriangleright</code>
\trianglelefteq	<code>\trianglelefteq</code>	\triangleq	<code>\triangleq</code>		

TABLE 99: stmaryrd Triangle Relations

\trianglelefteq	<code>\trianglelefteqslant</code>	\trianglerighteq	<code>\trianglerighteqslant</code>
\ntrianglelefteq	<code>\ntrianglelefteqslant</code>	\ntrianglerighteq	<code>\ntrianglerighteqslant</code>

TABLE 100: mathabx Triangle Relations

\ntriangleleft	<code>\ntriangleleft</code>	\ntrianglerighteq	<code>\ntrianglerighteq</code>	\triangleright	<code>\triangleright</code>	\vartriangleright	<code>\vartriangleright</code>
\ntrianglelefteq	<code>\ntrianglelefteq</code>	\triangleleft	<code>\triangleleft</code>	\trianglerighteq	<code>\trianglerighteq</code>		
\ntriangleright	<code>\ntriangleright</code>	\trianglelefteq	<code>\trianglelefteq</code>	\triangleleft	<code>\triangleleft</code>		

TABLE 101: MnSymbol Triangle Relations

\blacktriangledown	<code>\filledmedtriangledown</code>	\triangleup	<code>\largetriangleup</code>	\blacktriangledown	<code>\smalltriangledown</code>
\blacktriangleleft	<code>\filledmedtriangleleft</code>	∇	<code>\medtriangledown</code>	\blacktriangleleft	<code>\smalltriangleleft</code>
\blacktriangleright	<code>\filledmedtriangleright</code>	\triangleleft	<code>\medtriangleleft</code>	\blacktriangleright	<code>\smalltriangleright</code>
\blacktriangleup	<code>\filledmedtriangleup</code>	\triangleright	<code>\medtriangleright</code>	\blacktriangleup	<code>\smalltriangleup</code>
\blacktriangledown	<code>\filledtriangleup</code>	\triangleup	<code>\medtriangleup</code>	\trianglelefteq	<code>\trianglelefteq</code>
\blacktriangleleft	<code>\filledtriangleleft</code>	\ntrianglelefteq	<code>\ntrianglelefteq</code>	\trianglelefteq	<code>\trianglelefteq</code>
\blacktriangleright	<code>\filledtriangleright</code>	\ntriangleleft	<code>\ntriangleleft</code>	\trianglerighteq	<code>\trianglerighteq</code>
\blacktriangleup	<code>\filledtriangleup</code>	\ntrianglelefteq	<code>\ntrianglelefteq</code>	\triangleleft	<code>\triangleleft</code>
\bigtriangledown	<code>\largetriangledown</code>	\ntriangleright	<code>\ntriangleright</code>	\vartriangleright	<code>\vartriangleright</code>
\bigtriangleleft	<code>\largetriangleleft</code>	\ntrianglerighteq	<code>\ntrianglerighteq</code>		
\bigtriangleright	<code>\largetriangleright</code>	\otriangle	<code>\otriangle</code>		

MnSymbol additionally defines synonyms for many of the preceding symbols: `\trianglelefteq` is a synonym for `\trianglelefteq`; `\lhd` and `\lessclosed` are synonyms for `\vartriangleleft`; `\rhd` and `\gtrclosed` are synonyms for `\vartriangleright`; `\unlhd` and `\leqclosed` are synonyms for `\trianglelefteq`; `\unrhd` and `\geqclosed` are synonyms for `\trianglerighteq`; `\blacktriangledown`, `\blacktriangleleft`, `\blacktriangleright`, and `\blacktriangle` [*sic*] are synonyms for, respectively, `\filledmedtriangledown`, `\filledmedtriangleleft`, `\filledmedtriangleright`, and `\filledmedtriangleup`; `\triangleright` is a synonym for `\medtriangleright`; `\triangle`, `\vartriangle`, and `\bigtriangleup` are synonyms for `\medtriangleup`; `\triangleleft` is a synonym for `\medtriangleleft`; `\triangledown` and `\bigtriangledown` are synonyms for `\medtriangledown`; `\nlessclosed` is a synonym for `\ntriangleleft`; `\ngtrclosed` is a synonym for `\ntriangleright`; `\nleqclosed` is a synonym for `\ntrianglelefteq`; and `\ngeqclosed` is a synonym for `\ntrianglerighteq`.

The title “Triangle Relations” is a bit of a misnomer here as only `\trianglelefteq` and `\ntrianglelefteq` are defined as T_EX relations (class 3 symbols). The `\largetriangle...` symbols are defined as T_EX “ordinary” characters (class 0) and all of the remaining characters are defined as T_EX binary operators (class 2).

TABLE 102: Arrows

\Downarrow	<code>\Downarrow</code>	\longleftarrow	<code>\longleftarrow</code>	\nwarrow	<code>\nwarrow</code>
\downarrow	<code>\downarrow</code>	\Longleftarrow	<code>\Longleftarrow</code>	\Rightarrow	<code>\Rightarrow</code>
\hookleftarrow	<code>\hookleftarrow</code>	\longleftrightarrow	<code>\longleftrightarrow</code>	\rightarrow	<code>\rightarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\Longleftrightarrow	<code>\Longleftrightarrow</code>	\searrow	<code>\searrow</code>
\leadsto	<code>\leadsto</code>	\mapsto	<code>\mapsto</code>	\swarrow	<code>\swarrow</code>
\leftarrow	<code>\leftarrow</code>	\Longrightarrow	<code>\Longrightarrow</code>	\uparrow	<code>\uparrow</code>
\Leftarrow	<code>\Leftarrow</code>	\longrightarrow	<code>\longrightarrow</code>	\Uparrow	<code>\Uparrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\mapsto	<code>\mapsto</code>	\updownarrow	<code>\updownarrow</code>
\leftrightarrow	<code>\leftrightarrow</code>	\nearrow	<code>\nearrow</code> [†]	\Updownarrow	<code>\Updownarrow</code>

* Not predefined in L^AT_EX 2_ε. Use one of the packages `latexsym`, `amsmath`, `amssymb`, `txfonts`, `pxfonts`, or `wasysym`.

[†] See the note beneath Table 169 for information about how to put a diagonal arrow across a mathematical expression (as in “ $\nabla \cdot \vec{B}$ ”).

TABLE 103: Harpoons

\leftharpoonup	<code>\leftharpoonup</code>	\rightharpoonup	<code>\rightharpoonup</code>	\leftrightharpoons	<code>\leftrightharpoons</code>
\leftharpoonup	<code>\leftharpoonup</code>	\rightharpoonup	<code>\rightharpoonup</code>	\leftrightharpoons	<code>\leftrightharpoons</code>

TABLE 104: textcomp Text-mode Arrows

\downarrow	<code>\textdownarrow</code>	\rightarrow	<code>\textrightarrow</code>
\leftarrow	<code>\textleftarrow</code>	\uparrow	<code>\textuparrow</code>

TABLE 105: \mathcal{AMS} Arrows

\circlearrowleft	<code>\circlearrowleft</code>	\Lleftarrow	<code>\Lleftarrow</code>	\Rrightarrow	<code>\Rrightarrow</code>
\circlearrowright	<code>\circlearrowright</code>	\Lrightarrow	<code>\Lrightarrow</code>	\Rleftarrow	<code>\Rleftarrow</code>
\curvearrowleft	<code>\curvearrowleft</code>	\Lleftrightarrow	<code>\Lleftrightarrow</code>	\rightsquigarrow	<code>\rightsquigarrow</code>
\curvearrowright	<code>\curvearrowright</code>	\Lleftarrow	<code>\Lleftarrow</code>	\Rsh	<code>\Rsh</code>
\dashleftarrow	<code>\dashleftarrow</code>	\looparrowleft	<code>\looparrowleft</code>	\twoheadleftarrow	<code>\twoheadleftarrow</code>
\dashrightarrow	<code>\dashrightarrow</code>	\looparrowright	<code>\looparrowright</code>	\twoheadrightarrow	<code>\twoheadrightarrow</code>
\downdownarrows	<code>\downdownarrows</code>	\Lsh	<code>\Lsh</code>	\upuparrows	<code>\upuparrows</code>
\leftarrowtail	<code>\leftarrowtail</code>	\rightarrowtail	<code>\rightarrowtail</code>		

TABLE 106: \mathcal{AMS} Negated Arrows

\nLeftarrow	<code>\nLeftarrow</code>	\nLeftrightarrow	<code>\nLeftrightarrow</code>	\nRightarrow	<code>\nRightarrow</code>
\nleftarrow	<code>\nleftarrow</code>	\nleftrightarrow	<code>\nleftrightarrow</code>	\nrightarrow	<code>\nrightarrow</code>

TABLE 107: \mathcal{AMS} Harpoons

\downharpoonleft	<code>\downharpoonleft</code>	\leftrightharpoons	<code>\leftrightharpoons</code>	\upharpoonleft	<code>\upharpoonleft</code>
\downharpoonright	<code>\downharpoonright</code>	\leftrightharpoons	<code>\leftrightharpoons</code>	\upharpoonright	<code>\upharpoonright</code>

TABLE 108: stmaryrd Arrows

\leftarrow	<code>\leftarrowtriangle</code>	\Leftarrow	<code>\Mapsfrom</code>	\leftarrow	<code>\shortleftarrow</code>
\Leftrightarrow	<code>\leftrightharroweq</code>	\mapsto	<code>\mapsfrom</code>	\rightarrow	<code>\shortrightarrow</code>
\Leftrightarrow	<code>\leftrightharrowtriangle</code>	\Mapsto	<code>\Mapsto</code>	\uparrow	<code>\shortuparrow</code>
\lightning	<code>\lightning</code>	\nearrow	<code>\nnearrow</code>	\searrow	<code>\ssearrow</code>
\Longmapsfrom	<code>\Longmapsfrom</code>	\nwarrow	<code>\nnwarrow</code>	\swarrow	<code>\sswarrow</code>
\longmapsfrom	<code>\longmapsfrom</code>	\rightarrowtriangle	<code>\rightarrowtriangle</code>		
\Longmapsto	<code>\Longmapsto</code>	\shortdownarrow	<code>\shortdownarrow</code>		

TABLE 109: txfonts/pxfonts Arrows

\boxdotleft	<code>\boxdotLeft</code>	\circrightarrow	<code>\circleddotright</code>	\diamondleft	<code>\Diamondleft</code>
\boxdotleft	<code>\boxdotleft</code>	\circleftarrow	<code>\circleleft</code>	\diamondrightarrow	<code>\Diamondright</code>
\boxrightarrow	<code>\boxdotright</code>	\circrightarrow	<code>\circcleright</code>	\DiamondRight	<code>\DiamondRight</code>
\boxrightarrow	<code>\boxdotRight</code>	\leftrightarrow	<code>\dashleftrightarrow</code>	\leftrightsquigarrow	<code>\leftrightsquigarrow</code>
\boxleftarrow	<code>\boxLeft</code>	\diamondleftarrow	<code>\DiamondddotLeft</code>	\nearrow	<code>\Nearrow</code>
\boxleftarrow	<code>\boxleft</code>	\diamondleftarrow	<code>\Diamondddotleft</code>	\nwarrow	<code>\Nwarrow</code>
\boxrightarrow	<code>\boxright</code>	\diamondrightarrow	<code>\Diamondddotright</code>	\Rightarrow	<code>\Rightarrow</code>
\boxrightarrow	<code>\boxRight</code>	\diamondrightarrow	<code>\DiamondddotRight</code>	\searrow	<code>\Searrow</code>
\circleftarrow	<code>\circleddotleft</code>	\diamondleftarrow	<code>\DiamondLeft</code>	\swarrow	<code>\Swarrow</code>

TABLE 110: mathabx Arrows

\circlearrowleft	<code>\circlearrowleft</code>	\leftarrow	<code>\leftarrow</code>	\nwarrow	<code>\nwarrow</code>
\circlearrowright	<code>\circlearrowright</code>	\leftleftarrows	<code>\leftleftarrows</code>	\restriction	<code>\restriction</code>
\curvearrowleft	<code>\curvearrowbotleft</code>	\leftrightarrow	<code>\leftrightarrow</code>	\rightarrow	<code>\rightarrow</code>
\curvearrowleft	<code>\curvearrowbotleft</code>	\leftrightarrows	<code>\leftrightarrows</code>	\rightleftarrows	<code>\rightleftarrows</code>
\curvearrowleft	<code>\curvearrowbotright</code>	\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\rightrightarrows	<code>\rightrightarrows</code>
\curvearrowleft	<code>\curvearrowleft</code>	\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\rightsquigarrow	<code>\rightsquigarrow</code>
\curvearrowleft	<code>\curvearrowleftright</code>	\lefttorightarrow	<code>\lefttorightarrow</code>	\righttoleftarrow	<code>\righttoleftarrow</code>
\curvearrowleft	<code>\curvearrowright</code>	\looparrowleft	<code>\looparrowdownleft</code>	\Rsh	<code>\Rsh</code>
\downarrow	<code>\dlsh</code>	\looparrowright	<code>\looparrowdownright</code>	\searrow	<code>\searrow</code>
\downarrow	<code>\downarrow</code>	\looparrowleft	<code>\looparrowleft</code>	\swarrow	<code>\swarrow</code>
\downarrow	<code>\downtouparrow</code>	\looparrowright	<code>\looparrowright</code>	\updownarrows	<code>\updownarrows</code>
\downarrow	<code>\downuparrows</code>	\Lsh	<code>\Lsh</code>	\uptodownarrow	<code>\uptodownarrow</code>
\downarrow	<code>\drsh</code>	\nearrow	<code>\nearrow</code>	\upuparrows	<code>\upuparrows</code>

TABLE 111: mathabx Negated Arrows

\nleftarrow	<code>\nleftarrow</code>	\nleftrightarrow	<code>\nleftrightarrow</code>	\nrightarrow	<code>\nrightarrow</code>
\nleftarrow	<code>\nleftarrow</code>	\nleftrightarrow	<code>\nleftrightarrow</code>	\nrightarrow	<code>\nrightarrow</code>

TABLE 112: mathabx Harpoons













\leftharpoonup	<code>\barleftharpoonup</code>	\leftarrow	<code>\leftharpoonupup</code>	\rightrightarrows	<code>\rightleftharpoons</code>
\rightrightarrows	<code>\barrightharpoonup</code>	\leftarrow	<code>\leftleftharpoons</code>	\rightrightarrows	<code>\rightrightarpoons</code>
\Downarrow	<code>\downdownharpoons</code>	\leftrightarrow	<code>\leftrightharpoonup</code>	\Updownarrow	<code>\updownharpoons</code>
\downarrow	<code>\downharpoonleft</code>	\leftrightharpoons	<code>\leftrightharpoons</code>	\Uparrow	<code>\upharpoonleft</code>
\downarrow	<code>\downharpoonright</code>	\Rightarrow	<code>\rightbarharpoonup</code>	\Uparrow	<code>\upharpoonright</code>
\Updownarrow	<code>\downupharpoons</code>	\rightarrow	<code>\rightharpoonowdown</code>	\Uparrow	<code>\upupharpoons</code>
\Leftarrow	<code>\leftbarharpoonup</code>	\rightarrow	<code>\rightharpoonupup</code>		
\leftarrow	<code>\leftharpoonowdown</code>	\leftrightarrow	<code>\rightleftharpoonup</code>		

TABLE 113: MnSymbol Arrows


























































































\curvearrowright	<code>\curvearrowdownup</code>	\longleftarrow	<code>\longleftarrow</code>	\hookrightarrow	<code>\rhookswarrow</code>
\curvearrowleft	<code>\curvearrowleftright</code>	\Longleftarrow	<code>\Longleftarrow</code>	\uparrow	<code>\rhookuparrow</code>
\curvearrowright	<code>\curvearrownesw</code>	\longleftrightarrow	<code>\longleftarrowrightarrow</code>	\rightarrow	<code>\rightarrow</code>
\curvearrowleft	<code>\curvearrownwse</code>	\longleftrightarrow	<code>\Longleftarrowrightarrow</code>	\Rightarrow	<code>\Rightarrow</code>
\curvearrowright	<code>\curvearrowrightleft</code>	\mapsto	<code>\longmapsto</code>	\rightarrowtail	<code>\rightarrowtail</code>
\curvearrowleft	<code>\curvearrowsenw</code>	\rightarrow	<code>\longrightarrow</code>	\rightarrowtail	<code>\rightarrowtail</code>
\curvearrowright	<code>\curvearrowswne</code>	\Rightarrow	<code>\longrightarrow</code>	\rightarrowtail	<code>\rightarrowtail</code>
\curvearrowright	<code>\curvearrowupdown</code>	\looparrowleft	<code>\looparrowleft</code>	\mapsto	<code>\mapsto</code>
\dashrightarrow	<code>\dasheddownarrow</code>	\looparrowright	<code>\looparrowright</code>	\rightarrowtail	<code>\rightarrowtail</code>
\dashrightarrow	<code>\dashedleftarrow</code>	\Lsh	<code>\Lsh</code>	\rightarrowtail	<code>\rightarrowtail</code>
\nearrow	<code>\dashednearrow</code>	\nearrow	<code>\nearrow</code>	\Rightarrow	<code>\Rightarrow</code>
\nearrow	<code>\dashednwarrow</code>	\nearrow	<code>\nearrow</code>	\rightarrowtail	<code>\rightarrowtail</code>
\rightarrow	<code>\dashedrightarrow</code>	\nearrowtail	<code>\nearrowtail</code>	\searrow	<code>\searrow</code>
\searrow	<code>\dashedsearrow</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\dashedswarrow</code>	\nearrow	<code>\nearrow</code>	\searrowtail	<code>\searrowtail</code>
\uparrow	<code>\dasheduparrow</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\Downarrow	<code>\Downarrow</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\downarrow	<code>\downarrow</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\downarrow	<code>\downarrowtail</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\Downarrow	<code>\downdownarrows</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\downlsquigarrow</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\downmapsto</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\downrsquigarrow</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\downuparrows</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccirclearrowdown</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccirclearrowleft</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccirclearrowright</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccirclearrowup</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccurvearrowdown</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccurvearrowleft</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccurvearrowne</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccurvearrownw</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccurvearrowright</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccurvearrowse</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccurvearrowsw</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\searrow	<code>\lccurvearrowup</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\Leftarrow	<code>\Leftarrow</code>	\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>

(continued on next page)

\leftarrow	<code>\leftarrow</code>		<code>\partialvartrcircrightrightint*</code>	\leftleftarrows	<code>\twoheadleftarrow</code>
\leftarrowtail	<code>\leftarrowtail</code>		<code>\rcirclearrowdown</code>	\nearrow	<code>\twoheadnearrow</code>
\leftrightsquigarrow	<code>\leftrightsquigarrow</code>		<code>\rcirclearrowleft</code>	\nwarrow	<code>\twoheadnwarrow</code>
\leftarrowtail	<code>\leftarrowtail</code>		<code>\rcirclearrowright</code>	\rightarrowtail	<code>\twoheadrightarrow</code>
\mapsto	<code>\mapsto</code>		<code>\rcirclearrowup</code>	\searrow	<code>\twoheadsearrow</code>
\leftrightarrow	<code>\leftrightarrow</code>		<code>\rcurvearrowdown</code>	\swarrow	<code>\twoheadswarrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>		<code>\rcurvearrowleft</code>	\Uparrow	<code>\twoheaduparrow</code>
\leftrightarrows	<code>\leftrightarrows</code>		<code>\rcurvearrowne</code>	\Uparrow	<code>\uparrow</code>
\leftrightsquigarrow	<code>\leftrightsquigarrow</code>		<code>\rcurvearrownw</code>	\Uparrow	<code>\Uparrow</code>
\hookrightarrow	<code>\hookrightarrow</code>		<code>\rcurvearrowright</code>	\Uparrow	<code>\uparrowtail</code>
\hookleftarrow	<code>\hookleftarrow</code>		<code>\rcurvearrowse</code>	\Updownarrow	<code>\updownarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>		<code>\rcurvearrowsw</code>	\Updownarrow	<code>\Updownarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>		<code>\rcurvearrowup</code>	\Updownarrow	<code>\updownarrows</code>
\hookrightarrow	<code>\hookrightarrow</code>	\downarrow	<code>\rhookdownarrow</code>	\Uparrow	<code>\uplsquigarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\leftarrow	<code>\rhookleftarrow</code>	\Uparrow	<code>\upmapsto</code>
\hookrightarrow	<code>\hookrightarrow</code>	\nearrow	<code>\rhooknearrow</code>	\Uparrow	<code>\uprsquigarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\nwarrow	<code>\rhooknwarrow</code>	\Uparrow	<code>\upuparrows</code>
\hookrightarrow	<code>\hookrightarrow</code>	\rightarrow	<code>\rhookrightarrow</code>		
\hookrightarrow	<code>\hookrightarrow</code>	\searrow	<code>\rhooksearrow</code>		

	<code>\circlearrowleft</code>	(same as <code>\rcirclearrowup</code>)
	<code>\circlearrowright</code>	(same as <code>\lcirclearrowup</code>)
	<code>\curvearrowleft</code>	(same as <code>\rcurvearrowleft</code>)
	<code>\curvearrowright</code>	(same as <code>\lcurvearrowright</code>)
	<code>\dashleftarrow</code>	(same as <code>\dashedleftarrow</code>)
	<code>\dashrightarrow</code>	(same as <code>\dashedrightarrow</code>)
	<code>\hookleftarrow</code>	(same as <code>\rhookleftarrow</code>)
	<code>\hookrightarrow</code>	(same as <code>\lhookrightarrow</code>)
	<code>\leadsto</code>	(same as <code>\rightsquigarrow</code>)
	<code>\leftrightsquigarrow</code>	(same as <code>\squigarrowleftright</code>)
	<code>\mapsto</code>	(same as <code>\rightmapsto</code>)
	<code>\rightsquigarrow</code>	(same as <code>\rightlsquigarrow</code>)

* The `\partialvar...int` macros are intended to be used internally by `MnSymbol` to produce various types of integrals.

	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code>		<code>\nleftarrow</code>
	<code>\ncurvecup</code>		<code>\nlhookcup</code> </		

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(continued from previous page)

	<code>\ndasheddownarrow</code>		<code>\nnearrowtail</code>		<code>\nsearrowtail</code>
	<code>\ndashedleftarrow</code>		<code>\nnelsquigarrow</code>		<code>\nselsquigarrow</code>
	<code>\ndashednearrow</code>		<code>\nnemapsto</code>		<code>\nsemapsto</code>
	<code>\ndashednarrow</code>		<code>\nnenearrows</code>		<code>\nsenarrows</code>
	<code>\ndashedrightarrow</code>		<code>\nnersquigarrow</code>		<code>\nsersquigarrow</code>
	<code>\ndashedsearrow</code>		<code>\nNeswarrow</code>		<code>\nsesearrows</code>
	<code>\ndashedswarrow</code>		<code>\nneswarrow</code>		<code>\nsquigarrowdownup</code>
	<code>\ndasheduparrow</code>		<code>\nneswarrows</code>		<code>\nsquigarrowleftright</code>
	<code>\ndownarrow</code>		<code>\nNwarrow</code>		<code>\nsquigarrownesw</code>
	<code>\nDownarrow</code>		<code>\nnwarrow</code>		<code>\nsquigarrownwse</code>
	<code>\ndownarrowtail</code>		<code>\nnwarrowtail</code>		<code>\nsquigarrowrightleft</code>
	<code>\ndowndownarrows</code>		<code>\nnwlsquigarrow</code>		<code>\nsquigarrowsenw</code>
	<code>\ndownnlsquigarrow</code>		<code>\nnwmapsto</code>		<code>\nsquigarrowswne</code>
	<code>\ndownmapsto</code>		<code>\nnwnwarrows</code>		<code>\nsquigarrowupdown</code>
	<code>\ndownnrsquigarrow</code>		<code>\nnwrsquigarrow</code>		<code>\nswarrow</code>
	<code>\ndownuparrows</code>		<code>\nnwsearrow</code>		<code>\nSswarrow</code>
	<code>\nlcirclearrowdown</code>		<code>\nNwsearrow</code>		<code>\nswarrowtail</code>
	<code>\nlcirclearrowleft</code>		<code>\nnwsearrows</code>		<code>\nswlsquigarrow</code>
	<code>\nlcirclearrowright</code>		<code>\nrcirclearrowdown</code>		<code>\nswmapsto</code>
	<code>\nlcirclearrowup</code>		<code>\nrcirclearrowleft</code>		<code>\nswnearrows</code>
	<code>\nlcurvearrowdown</code>		<code>\nrcirclearrowright</code>		<code>\nswrsquigarrow</code>
	<code>\nlcurvearrowleft</code>		<code>\nrcirclearrowup</code>		<code>\nswswarrows</code>
	<code>\nlcurvearrowne</code>		<code>\nrcurvearrowdown</code>		<code>\ntwoheaddownarrow</code>
	<code>\nlcurvearrownw</code>		<code>\nrcurvearrowleft</code>		<code>\ntwoheadleftarrow</code>
	<code>\nlcurvearrowright</code>		<code>\nrcurvearrowne</code>		<code>\ntwoheadnearrow</code>
	<code>\nlcurvearrowse</code>		<code>\nrcurvearrownw</code>		<code>\ntwoheadnarrow</code>
	<code>\nlcurvearrowsw</code>		<code>\nrcurvearrowright</code>		<code>\ntwoheadrightarrow</code>
	<code>\nlcurvearrowup</code>		<code>\nrcurvearrowse</code>		<code>\ntwoheadsearrow</code>
	<code>\nleftarrow</code>		<code>\nrcurvearrowsw</code>		<code>\ntwoheadswarrow</code>
	<code>\nleftarrowtail</code>		<code>\nrcurvearrowup</code>		<code>\ntwoheaduparrow</code>
	<code>\nleftleftarrows</code>		<code>\nrhookdownarrow</code>		<code>\nuparrow</code>
	<code>\nleftleftarrows</code>		<code>\nrhookleftarrow</code>		<code>\nUparrow</code>
	<code>\nleftlsquigarrow</code>		<code>\nrhooknearrow</code>		<code>\nuparrowtail</code>
	<code>\nleftmapsto</code>		<code>\nrhooknarrow</code>		<code>\nupdownarrow</code>
	<code>\nleftrightarrow</code>		<code>\nrhooknwarrow</code>		<code>\nUpdownarrow</code>
	<code>\nleftrightarrows</code>		<code>\nrhookrightarrow</code>		<code>\nupdownarrows</code>
	<code>\nleftrightarrows</code>		<code>\nrhooksearrow</code>		<code>\nuplsquigarrow</code>
	<code>\nleftrightarrows</code>		<code>\nrhookswarrow</code>		<code>\nupmapsto</code>
	<code>\nleft rsquigarrow</code>		<code>\nrhookuparrow</code>		<code>\nuprsquigarrow</code>
	<code>\nlhookdownarrow</code>		<code>\nrightarrow</code>		<code>\nupuparrows</code>
	<code>\nlhookleftarrow</code>		<code>\Nrightarrow</code>		
	<code>\nlhooknearrow</code>		<code>\nrightarrowtail</code>		

MnSymbol additionally defines synonyms for some of the preceding symbols:

\circlearrowleft	<code>\ncirclearrowleft</code>	(same as <code>\nrcirclearrowup</code>)
\circlearrowright	<code>\ncirclearrowright</code>	(same as <code>\nlcirclearrowup</code>)
\curvearrowleft	<code>\ncurvearrowleft</code>	(same as <code>\nrcurvearrowleft</code>)
\curvearrowright	<code>\ncurvearrowright</code>	(same as <code>\nlcurvearrowright</code>)
\dashrightarrow	<code>\ndasharrow</code>	(same as <code>\ndashedrightarrow</code>)
\dashleftarrow	<code>\ndashleftarrow</code>	(same as <code>\ndashedleftarrow</code>)
\dashvrightarrow	<code>\ndashrightarrow</code>	(same as <code>\ndashedrightarrow</code>)
\leftarrow	<code>\ngets</code>	(same as <code>\nleftarrow</code>)
\hookleftarrow	<code>\nhookleftarrow</code>	(same as <code>\nrhookleftarrow</code>)
\hookrightarrow	<code>\nhookrightarrow</code>	(same as <code>\nlhookrightarrow</code>)
\leadsto	<code>\nleadsto</code>	(same as <code>\nrightharpoonup</code>)
\leftrightsquigarrow	<code>\nleftrightsquigarrow</code>	(same as <code>\nsquigarrowleftright</code>)
\mapsto	<code>\nmapsto</code>	(same as <code>\nrightharpoonup</code>)
\rightsquigarrow	<code>\nrightrightsquigarrow</code>	(same as <code>\nrightharpoonup</code>)
\rightarrow	<code>\nto</code>	(same as <code>\rightarrow</code>)

TABLE 115: MnSymbol Harpoons

\downharpoonccw^*	<code>\downharpoonccw^*</code>	\nearrow	<code>\neswharpoons</code>	\searrow	<code>\seharpooncw</code>
\downharpooncw^*	<code>\downharpooncw^*</code>	\nearrow	<code>\neswharpoonsenw</code>	\searrow	<code>\senwharpoons</code>
\upharpoonright	<code>\downupharpoons</code>	\nwarrow	<code>\nwharpoonccw</code>	\swarrow	<code>\swharpoonccw</code>
\leftharpoonccw^*	<code>\leftharpoonccw^*</code>	\nwarrow	<code>\nwharpooncw</code>	\swarrow	<code>\swharpooncw</code>
\leftharpooncw^*	<code>\leftharpooncw^*</code>	\nwarrow	<code>\nwseharpoonsesw</code>	\swarrow	<code>\swneharpoons</code>
\leftrightharpoonupdown	<code>\leftrightharpoonupdown</code>	\nwarrow	<code>\nwseharpoons</code>	\updownarrow	<code>\updownharpoonleftright</code>
\leftrightharpoons	<code>\leftrightharpoons</code>	\nwarrow	<code>\nwseharpoonswne</code>	\updownarrow	<code>\updownharpoonrightleft</code>
\leftrightharpoonupdown	<code>\leftrightharpoonupdown</code>	\rightarrow	<code>\rightharpoonccw^*</code>	\updownarrow	<code>\updownharpoons</code>
\neharpoonccw	<code>\neharpoonccw</code>	\rightarrow	<code>\rightharpooncw^*</code>	\up	<code>\upharpoonccw^*</code>
\neharpooncw	<code>\neharpooncw</code>	\rightarrow	<code>\rightleftharpoons</code>	\up	<code>\upharpooncw^*</code>
\neswharpoonnwse	<code>\neswharpoonnwse</code>	\nwarrow	<code>\seharpoonccw</code>		

* Where marked, the “ccw” suffix can be replaced with “up” and the “cw” suffix can be replaced with “down”. (In addition, `\upharpooncw` can be written as `\restriction`.)

TABLE 116: MnSymbol Negated Harpoons

\downharpoonccw^*	<code>\downharpoonccw^*</code>	\nearrow	<code>\nneswharpoons</code>	\searrow	<code>\nseharpooncw</code>
\downharpooncw^*	<code>\downharpooncw^*</code>	\nearrow	<code>\nneswharpoonsenw</code>	\searrow	<code>\nsenwharpoons</code>
\upharpoonright	<code>\downupharpoons</code>	\nwarrow	<code>\nnwharpoonccw</code>	\swarrow	<code>\nswharpoonccw</code>
\leftharpoonccw^*	<code>\leftharpoonccw^*</code>	\nwarrow	<code>\nnwharpooncw</code>	\swarrow	<code>\nswharpooncw</code>
\leftharpooncw^*	<code>\leftharpooncw^*</code>	\nwarrow	<code>\nnwseharpoonsesw</code>	\swarrow	<code>\nswneharpoons</code>
\leftrightharpoonupdown	<code>\leftrightharpoonupdown</code>	\nwarrow	<code>\nnwseharpoons</code>	\updownarrow	<code>\nupdownharpoonleftright</code>
\leftrightharpoons	<code>\leftrightharpoons</code>	\nwarrow	<code>\nnwseharpoonswne</code>	\updownarrow	<code>\nupdownharpoonrightleft</code>
\leftrightharpoonupdown	<code>\leftrightharpoonupdown</code>	\rightarrow	<code>\nrightharpoonccw^*</code>	\updownarrow	<code>\nupdownharpoons</code>
\neharpoonccw	<code>\neharpoonccw</code>	\rightarrow	<code>\nrightharpooncw^*</code>	\up	<code>\nupharpoonccw^*</code>
\neharpooncw	<code>\neharpooncw</code>	\rightarrow	<code>\rightleftharpoons</code>	\up	<code>\nupharpooncw^*</code>
\neswharpoonnwse	<code>\neswharpoonnwse</code>	\nwarrow	<code>\nseharpoonccw</code>		

* Where marked, the “ccw” suffix can be replaced with “up” and the “cw” suffix can be replaced with “down”. (In addition, `\nupharpooncw` can be written as `\nrestriction`.)

TABLE 117: harpoon Extensible Harpoons

\overleftarrow{abc}	<code>\overleftharp{abc}</code>	\overrightarrow{abc}	<code>\overrightharpdown{abc}</code>	\underline{abc}	<code>\underrightharp{abc}</code>
\overleftarrow{abc}	<code>\overleftharpdown{abc}</code>	\underline{abc}	<code>\underleftharp{abc}</code>	\underline{abc}	<code>\underrightharpdown{abc}</code>
\overrightarrow{abc}	<code>\overrightharp{abc}</code>	\underline{abc}	<code>\underleftharpdown{abc}</code>		

All of the harpoon symbols are implemented using the `graphics` package (specifically, `graphics`'s `\resizebox` command). Consequently, only TeX backends that support graphical transformations (e.g., *not* Xdvi) can properly display these symbols.

TABLE 118: chemarrow Arrows

\rightarrow `\chemarrow`

TABLE 119: fge Arrows

\Rightarrow `\fgerightarrow` \uparrow `\fgeuparrow`

TABLE 120: MnSymbol Spoons

\downarrow	<code>\downfilledspoon</code>	\nwarrow	<code>\nnespoon</code>	\nwarrow	<code>\nwfilledspoon</code>
\downarrow	<code>\downspoon</code>	\nwarrow	<code>\nnwfilledspoon</code>	\nwarrow	<code>\nwspoon</code>
\leftarrow	<code>\leftfilledspoon</code>	\nwarrow	<code>\nnwspoon</code>	\rightarrow	<code>\rightfilledspoon</code>
\leftarrow	<code>\leftspoon</code>	\rightarrow	<code>\nrighfilledspoon</code>	\rightarrow	<code>\rightspoon*</code>
\downarrow	<code>\ndownfilledspoon</code>	\rightarrow	<code>\nrighspoon*</code>	\searrow	<code>\sefilledspoon</code>
\downarrow	<code>\ndownspoon</code>	\searrow	<code>\nsefilledspoon</code>	\searrow	<code>\sespoon</code>
\nearrow	<code>\nefilledspoon</code>	\searrow	<code>\nsespoon</code>	\swarrow	<code>\swfilledspoon</code>
\nearrow	<code>\nespoon</code>	\swarrow	<code>\nswfilledspoon</code>	\swarrow	<code>\swspoon</code>
\leftarrow	<code>\nleftfilledspoon</code>	\swarrow	<code>\nswspoon</code>	\uparrow	<code>\upfilledspoon</code>
\leftarrow	<code>\nleftspoon</code>	\uparrow	<code>\nupfilledspoon</code>	\uparrow	<code>\upspoon</code>
\nearrow	<code>\nnefilledspoon</code>	\uparrow	<code>\nupspoon</code>		

* MnSymbol defines `\multimap` as a synonym for `\rightspoon` and `\nmultimap` as a synonym for `\nrighspoon`.

TABLE 121: MnSymbol Pitchforks

Ψ	<code>\downpitchfork</code>	\bowtie	<code>\nnwpitchfork</code>	\Rightarrow	<code>\rightpitchfork</code>
\Leftarrow	<code>\leftpitchfork</code>	\Rightarrow	<code>\nrighpitchfork</code>	\searrow	<code>\sepitchfork</code>
Ψ	<code>\ndownpitchfork</code>	\searrow	<code>\nsepitchfork</code>	\swarrow	<code>\swpitchfork</code>
\nearrow	<code>\nepitchfork</code>	\searrow	<code>\nswpitchfork</code>	\uparrow	<code>\uppitchfork</code>
\Leftarrow	<code>\nleftpitchfork</code>	\uparrow	<code>\nuppitchfork</code>		
\nearrow	<code>\nnepitchfork</code>	\searrow	<code>\nwpitchfork</code>		

* MnSymbol defines `\pitchfork` as a synonym for `\uppitchfork` and `\npitchfork` as a synonym for `\nuppitchfork`.

TABLE 122: MnSymbol Smiles and Frowns

\approx	<code>\doublefrown</code>	\nsmileeq	<code>\nsmileeq</code>	\smileeq	<code>\smileeq</code>
\approx	<code>\doublefrowneq</code>	\nsmileeqfrown	<code>\nsmileeqfrown</code>	\smileeqfrown	<code>\smileeqfrown</code>
\approx	<code>\doublesmile</code>	\nsmilefrown	<code>\nsmilefrown</code>	\smilefrown	<code>\smilefrown</code>
\approx	<code>\doublesmileeq</code>	\nsmilefrowneq	<code>\nsmilefrowneq</code>	\smilefrowneq	<code>\smilefrowneq</code>
\approx	<code>\eqfrown</code>	\nsqdoublefrown	<code>\nsqdoublefrown</code>	\sqdoublefrown	<code>\sqdoublefrown</code>
\approx	<code>\eqsmile</code>	\nsqdoublefrowneq	<code>\nsqdoublefrowneq</code>	\sqdoublefrowneq	<code>\sqdoublefrowneq</code>
\approx	<code>\frown</code>	\nsqdoublesmile	<code>\nsqdoublesmile</code>	\sqdoublesmile	<code>\sqdoublesmile</code>
\approx	<code>\frowneq</code>	\nsqdoublesmileeq	<code>\nsqdoublesmileeq</code>	\sqdoublesmileeq	<code>\sqdoublesmileeq</code>
\approx	<code>\frowneqsmile</code>	\nsqeqfrown	<code>\nsqeqfrown</code>	\sqeqfrown	<code>\sqeqfrown</code>
\approx	<code>\frownsmile</code>	\nsqeqsmile	<code>\nsqeqsmile</code>	\sqeqsmile	<code>\sqeqsmile</code>
\approx	<code>\frownsmileeq</code>	\nsqfrown	<code>\nsqfrown</code>	\sqfrown	<code>\sqfrown</code>
\approx	<code>\ndoublefrown</code>	\nsqfrowneq	<code>\nsqfrowneq</code>	\sqfrowneq	<code>\sqfrowneq</code>
\approx	<code>\ndoublefrowneq</code>	\nsqfrowneqsmile	<code>\nsqfrowneqsmile</code>	\sqfrowneqsmile	<code>\sqfrowneqsmile</code>
\approx	<code>\ndoublesmile</code>	\nsqfrownsmile	<code>\nsqfrownsmile</code>	\sqfrownsmile	<code>\sqfrownsmile</code>
\approx	<code>\ndoublesmileeq</code>	\nsqsmile	<code>\nsqsmile</code>	\sqsmile	<code>\sqsmile</code>
\approx	<code>\neqfrown</code>	\nsqsmileeq	<code>\nsqsmileeq</code>	\sqsmileeq	<code>\sqsmileeq</code>
\approx	<code>\neqsmile</code>	\nsqsmileeqfrown	<code>\nsqsmileeqfrown</code>	\sqsmileeqfrown	<code>\sqsmileeqfrown</code>
\approx	<code>\nfrown</code>	\nsqsmilefrown	<code>\nsqsmilefrown</code>	\sqsmilefrown	<code>\sqsmilefrown</code>
\approx	<code>\nfrowneq</code>	\nsqtriplefrown	<code>\nsqtriplefrown</code>	\sqtriplefrown	<code>\sqtriplefrown</code>
\approx	<code>\nfrowneqsmile</code>	\nsqtriplesmile	<code>\nsqtriplesmile</code>	\sqtriplesmile	<code>\sqtriplesmile</code>
\approx	<code>\nfrownsmile</code>	\ntriplefrown	<code>\ntriplefrown</code>	\triplefrown	<code>\triplefrown</code>
\approx	<code>\nfrownsmileeq</code>	\ntriplesmile	<code>\ntriplesmile</code>	\triplesmile	<code>\triplesmile</code>
\approx	<code>\nsmile</code>	\smile	<code>\smile</code>		

* MnSymbol defines `\smallsmile` as a synonym for `\smile`, `\smallfrown` as a synonym for `\frown`, `\asymp` as a synonym for `\smilefrown`, and `\nasym` as a synonym for `\nsmilefrown`.

TABLE 123: ulsy Contradiction Symbols

\blitza	<code>\blitza</code>	\blitzb	<code>\blitzb</code>	\blitzc	<code>\blitzc</code>	\blitzd	<code>\blitzd</code>	\blitze	<code>\blitze</code>
-----------	----------------------	-----------	----------------------	-----------	----------------------	-----------	----------------------	-----------	----------------------

TABLE 124: Extension Characters

--	<code>\relbar</code>	=	<code>\Relbar</code>
-------------	----------------------	------------	----------------------

TABLE 125: stmaryrd Extension Characters

\nearrow	<code>\Arrownot</code>	\mapsto	<code>\Mapsfromchar</code>	\mapsto	<code>\Mapstochar</code>
\nearrow	<code>\arrownot</code>	\mapsto	<code>\mapsfromchar</code>		

TABLE 126: txfonts/pxfonts Extension Characters

\mapsto	<code>\Mappedfromchar</code>	\mapsto	<code>\Mmappedfromchar</code>	\mapsto	<code>\Mmapstochar</code>
\mapsto	<code>\mappedfromchar</code>	\mapsto	<code>\mmappedfromchar</code>	\mapsto	<code>\mmapstochar</code>

TABLE 127: mathabx Extension Characters

<code>\mapsfromchar</code>	<code>\mapstochar</code>
<code>\Mapsfromchar</code>	<code>\Mapstochar</code>

TABLE 128: Log-like Symbols

<code>\arccos</code>	<code>\cos</code>	<code>\csc</code>	<code>\exp</code>	<code>\ker</code>	<code>\limsup</code>	<code>\min</code>	<code>\sinh</code>
<code>\arcsin</code>	<code>\cosh</code>	<code>\deg</code>	<code>\gcd</code>	<code>\lg</code>	<code>\ln</code>	<code>\Pr</code>	<code>\sup</code>
<code>\arctan</code>	<code>\cot</code>	<code>\det</code>	<code>\hom</code>	<code>\lim</code>	<code>\log</code>	<code>\sec</code>	<code>\tan</code>
<code>\arg</code>	<code>\coth</code>	<code>\dim</code>	<code>\inf</code>	<code>\liminf</code>	<code>\max</code>	<code>\sin</code>	<code>\tanh</code>

Calling the above “symbols” may be a bit misleading.³ Each log-like symbol merely produces the eponymous textual equivalent, but with proper surrounding spacing. See Section 8.4 for more information about log-like symbols. As `\bmod` and `\pmod` are arguably not symbols we refer the reader to the Short Math Guide for L^AT_EX [Dow00] for samples.

TABLE 129: $\mathcal{A}\mathcal{M}\mathcal{S}$ Log-like Symbols

<code>\injlim</code>	<code>\varinjlim</code>	\varinjlim	<code>\varinjlim</code>	\varinjlim	<code>\varlimsup</code>
<code>\projlim</code>	<code>\varprojlim</code>	\varprojlim	<code>\varprojlim</code>	\varprojlim	<code>\varprojlim</code>

Load the `amsmath` package to get these symbols. See Section 8.4 for some additional comments regarding log-like symbols. As `\mod` and `\pod` are arguably not symbols we refer the reader to the Short Math Guide for L^AT_EX [Dow00] for samples.

TABLE 130: G^A2e Number Sets

<code>\Complex</code>	\mathbb{C}	<code>\Integer</code>	\mathbb{Z}	<code>\Natural</code>	\mathbb{N}	<code>\Rational</code>	\mathbb{Q}	<code>\Real</code>	\mathbb{R}
<code>\COMPLEX</code>	\mathbb{C}	<code>\INTEGER</code>	\mathbb{Z}	<code>\NATURAL</code>	\mathbb{N}	<code>\RATIONAL</code>	\mathbb{Q}	<code>\REAL</code>	\mathbb{R}

³Michael J. Downes prefers the more general term, “atomic math objects”.

TABLE 131: Greek Letters

α	<code>\alpha</code>	θ	<code>\theta</code>	o	<code>o</code>	τ	<code>\tau</code>
β	<code>\beta</code>	ϑ	<code>\vartheta</code>	π	<code>\pi</code>	v	<code>\upsilon</code>
γ	<code>\gamma</code>	ι	<code>\iota</code>	ϖ	<code>\varpi</code>	ϕ	<code>\phi</code>
δ	<code>\delta</code>	κ	<code>\kappa</code>	ρ	<code>\rho</code>	φ	<code>\varphi</code>
ϵ	<code>\epsilon</code>	λ	<code>\lambda</code>	ϱ	<code>\varrho</code>	χ	<code>\chi</code>
ε	<code>\varepsilon</code>	μ	<code>\mu</code>	σ	<code>\sigma</code>	ψ	<code>\psi</code>
ζ	<code>\zeta</code>	ν	<code>\nu</code>	ς	<code>\varsigma</code>	ω	<code>\omega</code>
η	<code>\eta</code>	ξ	<code>\xi</code>				
Γ	<code>\Gamma</code>	Λ	<code>\Lambda</code>	Σ	<code>\Sigma</code>	Ψ	<code>\Psi</code>
Δ	<code>\Delta</code>	Ξ	<code>\Xi</code>	Υ	<code>\Upsilon</code>	Ω	<code>\Omega</code>
Θ	<code>\Theta</code>	Π	<code>\Pi</code>	Φ	<code>\Phi</code>		

The remaining Greek majuscules can be produced with ordinary Latin letters. The symbol “M”, for instance, is used for both an uppercase “m” and an uppercase “μ”.

See Section 8.5 for examples of how to produce bold Greek letters.

The symbols in this table are intended to be used in mathematical typesetting. Greek body text can be typeset using the `babel` package’s `greek` (or `polutonikogreek`) option—and, of course, a font that provides the glyphs for the Greek alphabet.

TABLE 132: \mathcal{AMS} Greek Letters

F `\digamma` \varkappa `\varkappa`

TABLE 133: txfonts/pxfonts Upright Greek Letters

α	<code>\alphaup</code>	θ	<code>\thetaup</code>	π	<code>\piup</code>	ϕ	<code>\phiup</code>
β	<code>\betaup</code>	ϑ	<code>\varthetaup</code>	ϖ	<code>\varpiup</code>	φ	<code>\varphiup</code>
γ	<code>\gammaup</code>	ι	<code>\iotaup</code>	ρ	<code>\rhoup</code>	χ	<code>\chiup</code>
δ	<code>\deltaup</code>	κ	<code>\kappaup</code>	ϱ	<code>\varrhoup</code>	ψ	<code>\psiup</code>
ϵ	<code>\epsilonup</code>	λ	<code>\lambdaup</code>	σ	<code>\sigmaup</code>	ω	<code>\omegaup</code>
ε	<code>\varepsilonup</code>	μ	<code>\muup</code>	ς	<code>\varsigmaup</code>		
ζ	<code>\zetaup</code>	ν	<code>\nuup</code>	τ	<code>\tauup</code>		
η	<code>\etaup</code>	ξ	<code>\xiup</code>	v	<code>\upsilonup</code>		

TABLE 134: upgreek Upright Greek Letters

α	<code>\upalpha</code>	θ	<code>\uptheta</code>	π	<code>\uppi</code>	ϕ	<code>\upphi</code>
β	<code>\upbeta</code>	ϑ	<code>\upvartheta</code>	ϖ	<code>\upvarpi</code>	\wp	<code>\upvarphi</code>
γ	<code>\upgamma</code>	ι	<code>\upiota</code>	ρ	<code>\uprho</code>	χ	<code>\upchi</code>
δ	<code>\updelta</code>	κ	<code>\upkappa</code>	ρ	<code>\upvarrho</code>	ψ	<code>\uppsi</code>
ε	<code>\upepsilon</code>	λ	<code>\uplambda</code>	σ	<code>\upsigma</code>	ω	<code>\upomega</code>
ε	<code>\upvarepsilon</code>	μ	<code>\upmu</code>	σ	<code>\upvarsigma</code>		
ζ	<code>\upzeta</code>	ν	<code>\upnu</code>	τ	<code>\uptau</code>		
η	<code>\upeta</code>	ξ	<code>\upxi</code>	υ	<code>\upupsilon</code>		
Γ	<code>\Upgamma</code>	Λ	<code>\Uplambda</code>	Σ	<code>\Upsigma</code>	Ψ	<code>\Uppsi</code>
Δ	<code>\Updelta</code>	Ξ	<code>\Upxi</code>	Υ	<code>\Upupsilon</code>	Ω	<code>\Upomega</code>
Θ	<code>\Uptheta</code>	Π	<code>\Uppi</code>	Φ	<code>\Upphi</code>		

upgreek utilizes upright Greek characters from either the PostScript Symbol font (depicted above) or Euler Roman. As a result, the glyphs may appear slightly different from the above. Contrast, for example, “ $\Gamma\Delta\Theta\alpha\beta\gamma$ ” (Symbol) with “ $\Gamma\Delta\Theta\alpha\beta\gamma$ ” (Euler).

TABLE 135: fourier Variant Greek Letters

π	<code>\pi</code>	ρ	<code>\rho</code>
ϖ	<code>\varpi</code>	ϱ	<code>\varrho</code>
ϖ	<code>\varvarpi</code>	ϱ	<code>\varvarrho</code>

TABLE 136: txfonts/pxfonts Variant Latin Letters

g	<code>\varg</code>	v	<code>\varv</code>	w	<code>\varw</code>	y	<code>\vary</code>
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Pass the `varg` option to txfonts/pxfonts to replace g , v , w , and y with g , v , w , and y in every mathematical expression in your document.

TABLE 137: \mathcal{AMS} Hebrew Letters

\beth	<code>\beth</code>	\gimel	<code>\gimel</code>	\daleth	<code>\daleth</code>
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\aleph (\aleph) appears in Table 201 on page 65.

TABLE 138: MnSymbol Hebrew Letters

\aleph	<code>\aleph</code>	\beth	<code>\beth</code>	\gimel	<code>\gimel</code>	\daleth	<code>\daleth</code>
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TABLE 139: Letter-like Symbols

\bot	<code>\bot</code>	\forall	<code>\forall</code>	\imath	<code>\imath</code>	\ni	<code>\ni</code>	\top	<code>\top</code>
ℓ	<code>\ell</code>	\hbar	<code>\hbar</code>	\in	<code>\in</code>	∂	<code>\partial</code>	\wp	<code>\wp</code>
\exists	<code>\exists</code>	\Im	<code>\Im</code>	\jmath	<code>\jmath</code>	\Re	<code>\Re</code>		

TABLE 140: \mathcal{AMS} Letter-like Symbols

\mathbb{k}	<code>\Bbbk</code>	\mathbb{C}	<code>\complement</code>	\hbar	<code>\hbar</code>
\textcircled{R}	<code>\circledR</code>	\Finv	<code>\Finv</code>	\hslash	<code>\hslash</code>
\textcircled{S}	<code>\circledS</code>	\Game	<code>\Game</code>	\nexists	<code>\nexists</code>

TABLE 141: txfonts/pxfonts Letter-like Symbols

\mathfrak{c}	<code>\mathcent</code>	\mathfrak{f}	<code>\mathsterling*</code>	\notin	<code>\notin</code>	\nexists	<code>\notni</code>
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* It's generally preferable to use the corresponding symbol from Table 3 on page 9 because the symbols in that table work properly in both text mode and math mode.

TABLE 142: mathabx Letter-like Symbols

$\bar{\in}$	<code>\barin</code>	\in	<code>\in</code>	\nottop	<code>\nottop</code>	\varnotin	<code>\varnotin</code>
\mathbb{C}	<code>\complement</code>	\nexists	<code>\nexists</code>	\owns	<code>\owns</code>	\varnexists	<code>\varnexists</code>
\exists	<code>\exists</code>	\notbot	<code>\notbot</code>	\ownsbar	<code>\ownsbar</code>		
\Finv	<code>\Finv</code>	\notin	<code>\notin</code>	∂	<code>\partial</code>		
\Game	<code>\Game</code>	\notowner	<code>\notowner</code>	\partialslash	<code>\partialslash</code>		

TABLE 143: MnSymbol Letter-like Symbols

\bot	<code>\bot</code>	\in	<code>\in</code>	\nexists^*	<code>\nexists*</code>	\top	<code>\top</code>
\exists	<code>\exists</code>	\nexists	<code>\nexists</code>	\owns	<code>\owns</code>	\wp	<code>\wp</code>
\forall	<code>\forall</code>	\notin^*	<code>\notin*</code>	\powerset	<code>\powerset</code>		

* MnSymbol provides synonyms `\notin` for `\nin`, `\ni` for `\owns`, and `\intercal` for `\top`.

TABLE 144: trfsigns Letter-like Symbols

e	<code>\e</code>	j	<code>\im</code>
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TABLE 145: mathdesign Letter-like Symbols

\in	<code>\in</code>	\owns	<code>\owns</code>
\notin	<code>\notin</code>	\smallin	<code>\smallin</code>
\notsmallin	<code>\notsmallin</code>	\smallowns	<code>\smallowns</code>
\notsmallowns	<code>\notsmallowns</code>		

The `mathdesign` package additionally provides versions of each of the letter-like symbols shown in Table 140.

TABLE 146: fge Letter-like Symbols

\forall	<code>\fgeA</code>	\mathfrak{g}	<code>\fgeeszett</code>	\mathfrak{m}	<code>\fgeleftB</code>	\mathfrak{U}	<code>\fgeU</code>
\mathfrak{d}	<code>\fgec</code>	\mathfrak{F}	<code>\fgeF</code>	\mathfrak{C}	<code>\fgeleftC</code>		
\mathfrak{p}	<code>\fged</code>	\mathfrak{f}	<code>\fgef</code>	\mathfrak{B}	<code>\fgerightB</code>		
\mathfrak{e}	<code>\fgee</code>	\mathfrak{b}	<code>\fgeIb*</code>	\mathfrak{f}	<code>\fges</code>		

* The `fge` package defines `\fgeeta`, `\fgeN`, and `\fgeoverU` as synonyms for `\fgeIb`.

TABLE 147: fourier Letter-like Symbols

∂	<code>\partial</code>
\varpartial	<code>\varpartialdiff</code>

TABLE 148: \mathcal{AMS} Delimiters

\lrcorner	<code>\ulcorner</code>	\urcorner	<code>\urcorner</code>
\llcorner	<code>\llcorner</code>	\lrcorner	<code>\lrcorner</code>

TABLE 149: stmaryrd Delimiters

\lceil	<code>\Lbag</code>	\rceil	<code>\Rbag</code>	\lfloor	<code>\lbag</code>	\rfloor	<code>\rbag</code>
\lceil	<code>\llceil</code>	\rceil	<code>\rrceil</code>	\lfloor	<code>\llfloor</code>	\rfloor	<code>\rrfloor</code>
\lceil	<code>\llparenthesis</code>	\rceil	<code>\rrparenthesis</code>				

TABLE 150: mathabx Delimiters

\lceil	<code>\lcorners</code>	\rceil	<code>\rcorners</code>
\lrcorner	<code>\ulcorner</code>	\urcorner	<code>\urcorner</code>
\llcorner	<code>\llcorner</code>	\lrcorner	<code>\lrcorner</code>

TABLE 151: nath Delimiters

\llcorner	<code>\niv</code>	\lrcorner	<code>\vin</code>
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TABLE 152: Variable-sized Delimiters

\downarrow	\Downarrow	<code>\downarrow</code>	<code>\Downarrow</code>	$[$	$[$	$[$	$]$	$]$	$]$
\langle	\rangle	<code>\langle</code>	<code>\rangle</code>	$ $	$ $	$ $	$\ $	$\ $	<code>\ </code>
\lceil	\rceil	<code>\lceil</code>	<code>\rceil</code>	\uparrow	\uparrow	<code>\uparrow</code>	\Uparrow	\Uparrow	<code>\Uparrow</code>
\lfloor	\rfloor	<code>\lfloor</code>	<code>\rfloor</code>	\updownarrow	\updownarrow	<code>\updownarrow</code>	\Updownarrow	\Updownarrow	<code>\Updownarrow</code>
$($	$)$	<code>(</code>	<code>)</code>	$\{$	$\{$	<code>\{</code>	$\}$	$\}$	<code>\}</code>
$/$	\backslash	<code>/</code>	<code>\</code>	<code>\backslash</code>					

When used with `\left` and `\right`, these symbols expand to the height of the enclosed math expression. Note that `\vert` is a synonym for `|`, and `\Vert` is a synonym for `\|`.

ε -TeX provides a `\middle` analogue to `\left` and `\right`. `\middle` can be used, for example, to make an internal “|” expand to the height of the surrounding `\left` and `\right` symbols. (This capability is commonly needed when typesetting adjacent bras and kets in Dirac notation: “ $\langle\phi|\psi\rangle$ ”). A similar effect can be achieved in conventional L^AT_EX using the `braket` package.

TABLE 153: Large, Variable-sized Delimiters

\int	\int	<code>\lmoustache</code>	\int	\int	<code>\rmoustache</code>	$($	$($	<code>\lgroup</code>	$)$	$)$	<code>\rgroup</code>
$ $	$ $	<code>\arrowvert</code>	$\ $	$\ $	<code>\Arrowvert</code>	$ $	$ $	<code>\bracevert</code>			

These symbols *must* be used with `\left` and `\right`. The `mathabx` package, however, redefines `\lgroup` and `\rgroup` so that those symbols can work without `\left` and `\right`.

TABLE 154: \mathcal{AMS} Variable-sized Delimiters

$ $	$ $	<code>\lvert</code>	$ $	$ $	<code>\rvert</code>
$\ $	$\ $	<code>\lVert</code>	$\ $	$\ $	<code>\rVert</code>

According to the `amsmath` documentation [AMS99], the preceding symbols are intended to be used as delimiters (e.g., as in “ $| - z |$ ”) while the `\vert` and `\Vert` symbols (Table 152) are intended to be used as operators (e.g., as in “ $p|q$ ”).

TABLE 155: `stmaryrd` Variable-sized Delimiters

\llbracket	\llbracket	<code>\llbracket</code>	\rrbracket	\rrbracket	<code>\rrbracket</code>
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TABLE 156: `mathabx` Variable-sized Delimiters

\llbracket	\llbracket	<code>\ldbrack</code>	\rrbracket	<code>\rdbrack</code>
\lrcorner	\lrcorner	<code>\lfilet</code>	\rfilet	<code>\rfilet</code>
\lvert	\lvert	<code>\thickvert</code>	$\lvert\lvert$	<code>\vvvert</code>

TABLE 157: MnSymbol Variable-sized Delimiters

[[\lceil]]	\rceil	{	{	\ulcorner	}	}	\urcorner
[[\lfloor]]	\rfloor	{	{	\llcorner	}	}	\lrcorner
}	}	\lwavy	}	}	\rwavy	<	<	\langle	>	>	\rangle
}}	}}	\lWavy	}}	}}	\rWavy	<	<	\langlebar	>	>	\ranglebar
((()))	((\lgroup))	\rgroup
[[\lsem]]	\rsem	⟨	⟨	\llangle	⟩	⟩	\rrangle
f	f	\lmoustache	\	\	\rmoustache	{	{	\lbrace	}	}	\rbrace
/	/	/	\	\	\backslash	<	<	<	>	>	>
[[[]]]	{	{	\ullcorner	}	}	\ulrcorner
					\			\bracevert			
		\arrowvert			\Arrowvert						

`\vert` is a synonym for `|`. `\Vert` is a synonym for `\|`. `\mid` and `\mvert` produce the same symbol as `\vert` but designated as math relations instead of ordinals. `\divides` produces the same symbol as `\vert` but designated as a binary operator instead of an ordinal. `\parallel` and `\mVert` produce the same symbol as `\Vert` but designated as math relations instead of ordinals.

TABLE 158: `mathdesign` Variable-sized Delimiters

$\left\{$	<code>\leftwave</code>	$\right\}$	<code>\rightwave</code>
$\left\{$	<code>\leftevw</code>	$\right\}$	<code>\rightevw</code>

The definitions of these symbols include a preceding `\left` or `\right`. It is therefore an error to specify `\left` or `\right` explicitly. The internal, “primitive” versions of these symbols are called `\lwave`, `\rwave`, `\levw`, and `\revw`.

TABLE 159: `nath` Variable-sized Delimiters (Double)

$\langle\langle$	<code>\lAngle</code>	$\rangle\rangle$	<code>\rAngle</code>
\llbracket	<code>\lBrack</code>	\rrbracket	<code>\rBrack</code>
\lceil	<code>\lCeil</code>	\rceil	<code>\rCeil</code>
\lfloor	<code>\lFloor</code>	\rfloor	<code>\rFloor</code>
$\ $	<code>\lVert*</code>	$\ $	<code>\rVert*</code>

* `nath` redefines all of the above to include implicit `\left` and `\right` commands. Hence, separate `\lVert` and `\rVert` commands are needed to disambiguate whether “|” is a left or right delimiter.

All of the symbols in Table 159 can also be expressed using the `\double` macro. See the `nath` documentation for examples and additional information.

TABLE 160: `nath` Variable-sized Delimiters (Triple)

\lll	\lll	<code>\triple<</code>	\ggg	\ggg	<code>\triple></code>
\lll	\lll	<code>\triple[</code>	\rrr	\rrr	<code>\triple]</code>
\lll	\lll	<code>\ltriple *</code>	\rrr	\rrr	<code>\rtriple *</code>

* Similar to `\lVert` and `\rVert` in Table 159, `\ltriple` and `\rtriple` must be used instead of `\triple` to disambiguate whether “|” is a left or right delimiter.

Note that `\triple`—and the corresponding `\double`—is actually a macro that takes a delimiter as an argument.

TABLE 161: `fourier` Variable-sized Delimiters

\lll	\lll	<code>\llbracket</code>	\rrr	<code>\rrbracket</code>
\lll	\lll	<code>\VERT</code>		

TABLE 162: `textcomp` Text-mode Delimiters

\langle	<code>\textlangle</code>	\rangle	<code>\textrangle</code>
\lll	<code>\textlbrackdbl</code>	\rrr	<code>\textrbrackdbl</code>
$\{$	<code>\textlquill</code>	$\}$	<code>\textrquill</code>

TABLE 163: `metre` Text-mode Delimiters

$\}$	<code>\alad</code>	$\}$	<code>\Alad</code>	\dagger	<code>\crux</code>	\dagger	<code>\Crux</code>
$\{$	<code>\alas</code>	$\{$	<code>\Alas</code>	\lrcorner	<code>\quadrad</code>	\lrcorner	<code>\Quadrad</code>
\rangle	<code>\angud</code>	\rangle	<code>\Angud</code>	\lll	<code>\quadras</code>	\lll	<code>\Quadras</code>
\langle	<code>\angus</code>	\langle	<code>\Angus</code>				

TABLE 164: Math-mode Accents

\acute{a}	<code>\acute{a}</code>	\check{a}	<code>\check{a}</code>	\grave{a}	<code>\grave{a}</code>	\tilde{a}	<code>\tilde{a}</code>
\bar{a}	<code>\bar{a}</code>	\ddot{a}	<code>\ddot{a}</code>	\hat{a}	<code>\hat{a}</code>	\vec{a}	<code>\vec{a}</code>
\breve{a}	<code>\breve{a}</code>	\dot{a}	<code>\dot{a}</code>	\mathring{a}	<code>\mathring{a}</code>		

Also note the existence of `\imath` and `\jmath`, which produce dotless versions of “*i*” and “*j*”. (See Table 201 on page 65.) These are useful when the accent is supposed to replace the dot. For example, “`\hat{\imath}`” produces a correct “ \hat{i} ”, while “`\hat{i}`” would yield the rather odd-looking “ \hat{i} ”.

TABLE 165: \mathcal{AMS} Math-mode Accents
 \ddot{a} `\dddot{a}` \dddot{a} `\ddddot{a}`

These accents are also provided by the `mathabx` and `accents` packages and are redefined by the `mathdots` package if the `amsmath` and `amssymb` packages have previously been loaded. All of the variations except for the original \mathcal{AMS} ones tighten the space between the dots (from \ddot{a} to \ddot{a}). The `mathabx` and `mathdots` versions also function properly within subscripts and superscripts ($x^{\ddot{a}}$ instead of $x^{\ddot{a}}$).

TABLE 166: MnSymbol Math-mode Accents

 \vec{a} `\vec{a}`

TABLE 167: fge Math-mode Accents

 \mathring{A} `\spirituslenis{A}` `\spirituslenis{a}`*

* When `fge` is passed the `crescent` option, `\spirituslenis` instead uses a crescent accent as in “ \mathring{a} ”.

TABLE 168: yhmATH Math-mode Accents

 \mathring{a} `\ring{a}`

This symbol is largely obsolete, as standard $\text{\LaTeX} 2_{\epsilon}$ has supported `\mathring` since June, 1998 [L^AT₉₈].

TABLE 169: Extensible Accents

\widetilde{abc}	<code>\widetilde{abc}</code> *	\widehat{abc}	<code>\widehat{abc}</code> *
\overleftarrow{abc}	<code>\overleftarrow{abc}</code> †	\overrightarrow{abc}	<code>\overrightarrow{abc}</code> †
\overline{abc}	<code>\overline{abc}</code>	\underline{abc}	<code>\underline{abc}</code>
\overbrace{abc}	<code>\overbrace{abc}</code>	\underbrace{abc}	<code>\underbrace{abc}</code>
\sqrt{abc}	<code>\sqrt{abc}</code> ‡		

As demonstrated in a 1997 TUGboat article about typesetting long-division problems [Gib97], an extensible long-division sign (“ \overline{abc} ”) can be faked by putting a “`\big`” in a `tabular` environment with an `\hline` or `\cline` in the preceding row. The article also presents a piece of code (uploaded to CTAN as `longdiv.tex`) that automatically solves and typesets—by putting an `\overline` atop “`\big`” and the desired text—long-division problems. See also the `polynom` package, which automatically solves and typesets polynomial-division problems in a similar manner.

* These symbols are made more extensible by the `MnSymbol` package and even more extensible by the `yhmath` package.

† If you’re looking for an extensible *diagonal* line or arrow to be used for canceling or reducing mathematical subexpressions (e.g., “ $x + \cancel{x}$ ” or “ $3 + \cancel{2}$ ”) then consider using the `cancel` package.

‡ With an optional argument, `\sqrt` typesets *n*th roots. For example, “`\sqrt[3]{abc}`” produces “ $\sqrt[3]{abc}$ ” and “`\sqrt[n]{abc}`” produces “ $\sqrt[n]{abc}$ ”.

TABLE 170: `overrightarrow` Extensible Accents

\overrightarrow{abc}	<code>\Overrightarrow{abc}</code>
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TABLE 171: `yhmath` Extensible Accents

\wideparen{abc}	<code>\wideparen{abc}</code>	\widehat{abc}	<code>\widetriangle{abc}</code>
$\overset{\circ}{abc}$	<code>\widering{abc}</code>		

TABLE 172: \mathcal{AMS} Extensible Accents

\overleftrightarrow{abc}	<code>\overleftrightharrow{abc}</code>	\overleftarrow{abc}	<code>\underleftrightharrow{abc}</code>
\overleftarrow{abc}	<code>\underleftarrow{abc}</code>	\overrightarrow{abc}	<code>\underrightharrow{abc}</code>

TABLE 173: MnSymbol Extensible Accents

\overbrace{abc}	<code>\overbrace{abc}</code>	\underbrace{abc}	<code>\underbrace{abc}</code>
\overgroup{abc}	<code>\overgroup{abc}</code>	\undergroup{abc}	<code>\undergroup{abc}</code>
\overline{abc}	<code>\overlinesegment{abc}</code>	\underline{abc}	<code>\underlinesegment{abc}</code>
\overleftarrow{abc}	<code>\overleftharpoon{abc}</code>	\overrightarrow{abc}	<code>\overrightharpoon{abc}</code>
\widehat{abc}	<code>\widehat{abc}</code>	\widetilde{abc}	<code>\widetilde{abc}</code>
\wideparen{abc}	<code>\wideparen{abc}</code>		

TABLE 174: mathtools Extensible Accents

\overbrace{abc}	<code>\overbrace{abc}</code>	\underbrace{abc}	<code>\underbrace{abc}</code>
\overbracket{abc}	<code>\overbracket{abc}*</code>	\underbracket{abc}	<code>\underbracket{abc}*</code>

* `\overbracket` and `\underbracket` accept optional arguments that specify the bracket height and thickness. See the `mathtools` documentation for more information.

TABLE 175: mathabx Extensible Accents

\overbrace{abc}	<code>\overbrace{abc}</code>	\overline{abc}	<code>\widebar{abc}</code>
\overgroup{abc}	<code>\overgroup{abc}</code>	\check{abc}	<code>\widecheck{abc}</code>
\underbrace{abc}	<code>\underbrace{abc}</code>	\wideparen{abc}	<code>\wideparen{abc}</code>
\undergroup{abc}	<code>\undergroup{abc}</code>	$\overset{\circ}{abc}$	<code>\widering{abc}</code>
\overrightarrow{abc}	<code>\widearrow{abc}</code>		

The braces shown for `\overbrace` and `\underbrace` appear in their minimum size. They can expand arbitrarily wide, however.

TABLE 176: fourier Extensible Accents

\widearc{abc}	<code>\widearc{abc}</code>	\wideparen{abc}	<code>\wideparen{abc}</code>
$\wide0arc{abc}$	<code>\wide0arc{abc}</code>	$\overset{\circ}{abc}$	<code>\widering{abc}</code>

TABLE 177: esvect Extensible Accents

\overrightarrow{abc}	<code>\vv{abc}</code> with package option a
\overrightarrow{abc}	<code>\vv{abc}</code> with package option b
\overrightarrow{abc}	<code>\vv{abc}</code> with package option c
\overrightarrow{abc}	<code>\vv{abc}</code> with package option d
\overrightarrow{abc}	<code>\vv{abc}</code> with package option e
\overrightarrow{abc}	<code>\vv{abc}</code> with package option f
\overrightarrow{abc}	<code>\vv{abc}</code> with package option g
\overrightarrow{abc}	<code>\vv{abc}</code> with package option h

`esvect` also defines a `\vv*` macro which is used to typeset arrows over vector variables with subscripts. See the `esvect` documentation for more information.

TABLE 178: undertilde Extensible Accents

$\underset{\sim}{abc}$	<code>\utilde{abc}</code>
------------------------	---------------------------

Because `\utilde` is based on `\widetilde` it is also made more extensible by the `yhmath` package.

TABLE 179: ushort Extensible Accents

$\underline{\underline{abc}}$	<code>\ushortdw{abc}</code>	$\underline{\underline{abc}}$	<code>\ushortw{abc}</code>
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`\ushortw` and `\ushortdw` are intended to be used with multi-character arguments (“words”) while `\ushortand` and `\ushortd` are intended to be used with single-character arguments.

The underlines produced by the `usshort` commands are shorter than those produced by the `\underline` command. Consider the output from the expression “`\ushort{x}\ushort{y}\underline{x}\underline{y}`”, which looks like “ $\underline{\underline{xyxy}}$ ”.

TABLE 180: \mathcal{AMS} Extensible Arrows

\xleftarrow{abc}	<code>\xleftarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
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TABLE 181: mathtools Extensible Arrows

\xhookleftarrow{abc}	<code>\xhookleftarrow{abc}</code>	\xleftrightharpoons{abc}	<code>\xleftrightharpoons{abc}</code>
\xhookrightarrow{abc}	<code>\xhookrightarrow{abc}</code>	\xmapsto{abc}	<code>\xmapsto{abc}</code>
\xLeftarrow{abc}	<code>\xLeftarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
\xleftharpoonup{abc}	<code>\xleftharpoonup{abc}</code>	\xrightharpoonup{abc}	<code>\xrightharpoonup{abc}</code>
\xleftharpoonupdown{abc}	<code>\xleftharpoonupdown{abc}</code>	$\xrightharpoonupdown{abc}$	<code>\xrightharpoonupdown{abc}</code>
\xleftharpoonupup{abc}	<code>\xleftharpoonupup{abc}</code>	\xrightharpoonupup{abc}	<code>\xrightharpoonupup{abc}</code>
\xleftarrow{abc}	<code>\xleftarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
\xleftrightarrow{abc}	<code>\xleftrightarrow{abc}</code>	\xrightleftharpoons{abc}	<code>\xrightleftharpoons{abc}</code>
\xLeftrightarrow{abc}	<code>\xLeftrightarrow{abc}</code>		

TABLE 182: chemarr Extensible Arrows

\xrightleftharpoons{abc}	<code>\xrightleftharpoons{abc}</code>
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TABLE 183: chemarrow Extensible Arrows

$\xleftarrow[def]{abc}$	<code>\xleftarrow[def]{abc}</code>	$\xrightarrow[def]{abc}$	<code>\xrightarrow[def]{abc}</code>
$\xleftrightarrow[def]{abc}$	<code>\xleftrightarrow[def]{abc}</code>	$\xrightleftharpoons[def]{abc}$	<code>\xrightleftharpoons[def]{abc}</code>

In addition to the symbols shown above, `chemarrow` also provides `\larrowfill`, `\rarrowfill`, `\leftrightharpoonsfill`, and `\rightleftharpoonsfill` macros. Each of these takes a length argument and produces an arrow of the specified length.

TABLE 184: extarrows Extensible Arrows

\xleftrightarrow{abc}	<code>\xleftrightarrow{abc}</code>	$\xLongleftrightarrow{abc}$	<code>\xLongleftrightarrow{abc}</code>
\xleftarrow{abc}	<code>\xleftarrow{abc}</code>	\xlongleftarrow{abc}	<code>\xlongleftarrow{abc}</code>
\xrightarrow{abc}	<code>\xrightarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
\xrightarrow{abc}	<code>\xrightarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
\xrightarrow{abc}	<code>\xrightarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
\xrightarrow{abc}	<code>\xrightarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
\xrightarrow{abc}	<code>\xrightarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>
\xrightarrow{abc}	<code>\xrightarrow{abc}</code>	\xrightarrow{abc}	<code>\xrightarrow{abc}</code>

TABLE 185: extpfeil Extensible Arrows

\xlongequal{abc}	<code>\xlongequal{abc}</code>	\xmapsto{abc}	<code>\xmapsto{abc}</code>
\xleftrightarrow{abc}	<code>\xtwoheadleftarrow{abc}</code>	\xrightarrow{abc}	<code>\xtwoheadrightarrow{abc}</code>

The `extpfeil` package also provides a `\newextarrow` command to help you define your own extensible arrow symbols. See the `extpfeil` documentation for more information.

TABLE 186: DotArrow Extensible Arrows

$\dot{\rightarrow}$	<code>\dotarrow{a}</code>
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The `DotArrow` package provides mechanisms for lengthening the arrow, adjusting the distance between the arrow and its symbol, and altering the arrowhead. See the `DotArrow` documentation for more information.

TABLE 187: trfsigns Extensible Transform Symbols

$\frac{\vdash}{a}$	<code>\dft{a}</code>	$\frac{\dashv}{a}$	<code>\DFT{a}</code>
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TABLE 188: holtpolt Non-commutative Division Symbols

$\frac{abc}{def}$	<code>\holter{abc}{def}</code>	$\frac{abc}{def}$	<code>\polter{abc}{def}</code>
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TABLE 189: Dots

\cdot	<code>\cdotp</code>	$:$	<code>\colon*</code>	\cdot	<code>\ldotp</code>	\vdots	<code>\vdots[†]</code>
\dots	<code>\cdots</code>	\ddots	<code>\ddots[†]</code>	\dots	<code>\ldots</code>		

* While “:” is valid in math mode, `\colon` uses different surrounding spacing. See Section 8.4 and the Short Math Guide for L^AT_EX [Dow00] for more information on math-mode spacing.

[†] The `mathdots` package redefines `\ddots` and `\vdots` to make them scale properly with font size. (They normally scale horizontally but not vertically.) `\fixedddots` and `\fixedvdots` provide the original, fixed-height functionality of L^AT_EX 2_ε’s `\ddots` and `\vdots` macros.

TABLE 190: \mathcal{AMS} Dots

\because	<code>\because*</code>	\cdots	<code>\dotsi</code>	\therefore	<code>\therefore*</code>
\dots	<code>\dotsb</code>	\cdots	<code>\dotsm</code>		
\dots	<code>\dotsc</code>	\cdots	<code>\dotso</code>		

* `\because` and `\therefore` are defined as binary relations and therefore also appear in Table 68 on page 30.

The \mathcal{AMS} `\dots_` symbols are named according to their intended usage: `\dotsb` between pairs of binary operators/relations, `\dotsc` between pairs of commas, `\dotsi` between pairs of integrals, `\dotsm` between pairs of multiplication signs, and `\dotso` between other symbol pairs.

TABLE 191: wasysym Dots

\therefore	<code>\wasytherefore</code>
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TABLE 192: MnSymbol Dots

\cdot	<code>\cdot</code>	\cdots	<code>\hdotdot</code>	\because	<code>\udots</code>
\ddots	<code>\ddotdot</code>	\cdots	<code>\hdots</code>	\therefore	<code>\uptherefore</code>
\ddots	<code>\ddots</code>	\because	<code>\lefttherefore</code>	$:$	<code>\vdotdot</code>
\diamond	<code>\diamonddots</code>	\therefore	<code>\righttherefore</code>	$:$	<code>\vdots</code>
\downarrow	<code>\downtherefore</code>	\because	<code>\squaredots</code>		
\because	<code>\fivedots</code>	\because	<code>\udotdot</code>		

MnSymbol defines `\therefore` as `\uptherefore` and `\because` as `\downtherefore`. Furthermore, `\cdot` and `\colon` produce the same glyphs as `\cdot` and `\vdotdot` respectively but serve as T_EX math punctuation (class 6 symbols) instead of T_EX binary operators (class 2).

All of the above except `\hdots` and `\vdots` are defined as binary operators and therefore also appear in Table 50 on page 23. Also, unlike most of the other dot symbols in this document, MnSymbol's dots are defined as single characters instead of as composites of multiple single-dot characters.

TABLE 193: mathdots Dots

\ddots	<code>\iddots</code>
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TABLE 194: yhmath Dots

\ddots	<code>\adots</code>
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TABLE 195: teubner Dots

$:$	<code>\:</code>	\vdots	<code>\;</code>	\ddots	<code>\?</code>	\because	<code>\antilabe</code>
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TABLE 196: mathcomp Math Symbols

°C	<code>\tccentigrade</code>	Ω	<code>\tcohm</code>	‰	<code>\tcpertousand</code>
μ	<code>\tcmu</code>	‱	<code>\tcpertenthousand</code>		

TABLE 197: marvosym Digits

<code>\MVZero</code>	<code>\MVTwo</code>	<code>\MVFour</code>	<code>\MVSix</code>	<code>\MVEight</code>
<code>\MVOne</code>	<code>\MVThree</code>	<code>\MVFive</code>	<code>\MVSeven</code>	<code>\MVNine</code>

TABLE 198: fge Digits

0	<code>\fgestruckzero</code>	1	<code>\fgestruckone</code>
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TABLE 199: dozenal Base-12 Digits

5	<code>\x</code>	ε	<code>\e</code>
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TABLE 200: mathabx Mayan Digits

☉	<code>\maya{0}</code>	:	<code>\maya{2}</code>	:	<code>\maya{4}</code>
.	<code>\maya{1}</code>	:	<code>\maya{3}</code>		<code>\maya{5}</code>

TABLE 201: Miscellaneous L^AT_EX 2_ε Math Symbols

ℵ	<code>\aleph</code>	◇	<code>\Diamond*</code>	∞	<code>\infty</code>	/	<code>\prime</code>
∠	<code>\angle</code>	◇	<code>\diamondsuit</code>	℧	<code>\mho*</code>	#	<code>\sharp</code>
\	<code>\backslash</code>	∅	<code>\emptyset[‡]</code>	∇	<code>\nabla</code>	♠	<code>\spadesuit</code>
□	<code>\Box^{*,†}</code>	♭	<code>\flat</code>	‡	<code>\natural</code>	√	<code>\surd</code>
♣	<code>\clubsuit</code>	♥	<code>\heartsuit</code>	¬	<code>\neg</code>	△	<code>\triangle</code>

* Not predefined in L^AT_EX 2_ε. Use one of the packages `latexsym`, `amsfonts`, `amssymb`, `txfonts`, `pxfonts`, or `wasysym`. Note, however, that `amsfonts` and `amssymb` define `\Diamond` to produce the same glyph as `\lozenge` (“◇”); the other packages produce a squarer `\Diamond` as depicted above.

† To use `\Box`—or any other symbol—as an end-of-proof (Q.E.D.) marker, consider using the `ntheorem` package, which properly juxtaposes a symbol with the end of the proof text.

‡ Many people prefer the look of $\mathcal{A}\mathcal{M}\mathcal{S}$ ’s `\varnothing` (“∅”, Table 202) to that of L^AT_EX’s `\emptyset`.

TABLE 202: Miscellaneous \mathcal{AMS} Math Symbols

\angle	<code>\angle</code>	\blacktriangledown	<code>\blacktriangledown</code>	\mho	<code>\mho</code>
\backprime	<code>\backprime</code>	\diagdown	<code>\diagdown</code>	\sphericalangle	<code>\sphericalangle</code>
\bigstar	<code>\bigstar</code>	\diagup	<code>\diagup</code>	\square	<code>\square</code>
\blacklozenge	<code>\blacklozenge</code>	\eth	<code>\eth</code>	\triangledown	<code>\triangledown</code>
\blacksquare	<code>\blacksquare</code>	\lozenge	<code>\lozenge</code>	\varnothing	<code>\varnothing</code>
\blacktriangle	<code>\blacktriangle</code>	\measuredangle	<code>\measuredangle</code>	\vartriangle	<code>\vartriangle</code>

TABLE 203: Miscellaneous wasysym Math Symbols

\Box	<code>\Box</code>	\Diamond	<code>\Diamond</code>	\mho^*	<code>\mho^*</code>	\varangle	<code>\varangle</code>
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* wasysym also defines an `\agem0` symbol, which is the same glyph as `\mho` but is intended for use in text mode.

TABLE 204: Miscellaneous txfonts/pxfonts Math Symbols

\blacklozenge	<code>\Diamondblack</code>	λ	<code>\lambda</code>	\heartsuit	<code>\varheartsuit</code>
\diamond	<code>\Diamonddot</code>	\clubsuit	<code>\varclubsuit</code>	\spadesuit	<code>\varspadesuit</code>
λ	<code>\lambdabar</code>	\blacklozenge	<code>\vardiamondsuit</code>		

TABLE 205: Miscellaneous mathabx Math Symbols

\circ	<code>\degree</code>	fourth	<code>\fourth</code>	\measuredangle	<code>\measuredangle</code>	second	<code>\second</code>
\diagdown	<code>\diagdown</code>	$\#$	<code>\hash</code>	\pitchfork	<code>\pitchfork</code>	\sphericalangle	<code>\sphericalangle</code>
\diagup	<code>\diagup</code>	∞	<code>\infty</code>	\propto	<code>\propto</code>	third	<code>\third</code>
\emptyset	<code>\diameter</code>	leftthreetimes	<code>\leftthreetimes</code>	rightthreetimes	<code>\rightthreetimes</code>	\varhash	<code>\varhash</code>

TABLE 206: Miscellaneous MnSymbol Math Symbols

\angle	<code>\angle</code>	\diamondsuit	<code>\diamondsuit</code>	\maltese	<code>\maltese</code>	\sharp	<code>\sharp</code>
\backneg	<code>\backneg</code>	\flat	<code>\flat</code>	\measuredangle	<code>\measuredangle</code>	\smallint	<code>\smallint</code>
\backprime	<code>\backprime</code>	\heartsuit	<code>\heartsuit</code>	∇	<code>\nabla</code>	\spadesuit	<code>\spadesuit</code>
\checkmark	<code>\checkmark</code>	∞	<code>\infty</code>	\natural	<code>\natural</code>	\sphericalangle	<code>\sphericalangle</code>
\clubsuit	<code>\clubsuit</code>	\invbackneg	<code>\invbackneg</code>	\neg	<code>\neg</code>		
\emptyset	<code>\diameter</code>	\invneg	<code>\invneg</code>	\prime	<code>\prime</code>		

MnSymbol defines `\emptyset` and `\varnothing` as synonyms for `\diameter`; `\lnot` and `\minushookdown` as synonyms for `\neg`; `\minushookup` as a synonym for `\invneg`; `\hookdownminus` as a synonym for `\backneg`; and, `\hookupminus` as a synonym for `\invbackneg`.

TABLE 207: Miscellaneous Internal MnSymbol Math Symbols

\cdots	<code>\partialvardint</code>	\cdots	<code>\partialvartint</code>
\smile	<code>\partialvardlanddownint</code>	\smile	<code>\partialvartlanddownint</code>
\frown	<code>\partialvardlandupint</code>	\frown	<code>\partialvartlandupint</code>
\odot	<code>\partialvardlcircleleftint</code>	\odot	<code>\partialvartlcircleleftint</code>
\oslash	<code>\partialvardlclircclerightint</code>	\oslash	<code>\partialvartlclircclerightint</code>
\bigcirc	<code>\partialvardoiint</code>	\bigcirc	<code>\partialvartoiint</code>
\circ	<code>\partialvardoint</code>	\circ	<code>\partialvartoint</code>
\bigcirc	<code>\partialvardrcircleleftint</code>	\bigcirc	<code>\partialvartrcircleleftint</code>
\oslash	<code>\partialvardrcircclerightint</code>	\oslash	<code>\partialvartrcircclerightint</code>
--	<code>\partialvardstrokedint</code>	--	<code>\partialvartstrokedint</code>
Σ	<code>\partialvardsumint</code>	Σ	<code>\partialvartsumint</code>

These symbols are intended to be used internally by MnSymbol to construct the integrals appearing in Table 64 on page 29 but can nevertheless be used in isolation.

TABLE 208: Miscellaneous textcomp Text-mode Math Symbols

$^\circ$	<code>\textdegree*</code>	$\frac{1}{2}$	<code>\textonehalf[†]</code>	$\frac{3}{4}$	<code>\textthreequarters[†]</code>
\div	<code>\textdiv</code>	$\frac{1}{4}$	<code>\textonequarter[†]</code>	3	<code>\textthreesuperior</code>
$/$	<code>\textfractionsolidus</code>	1	<code>\textonesuperior</code>	\times	<code>\texttimes</code>
\neg	<code>\textlnot</code>	\pm	<code>\textpm</code>	2	<code>\texttwosuperior</code>
$-$	<code>\textminus</code>	$\sqrt{}$	<code>\textsurd</code>		

* If you prefer a larger degree symbol you might consider defining one as “`\ensuremath{\text{\circ}}`” (“`\circ`”).

[†] nicefrac (part of the units package) or the newer xfrac package can be used to construct vulgar fractions like “ $\frac{1}{2}$ ”, “ $\frac{1}{4}$ ”, “ $\frac{3}{4}$ ”, and even “ $\frac{c}{o}$ ”.

TABLE 209: Miscellaneous marvosym Math Symbols

<code>\Anglesign</code>	<code>\Squaredot</code>	<code>\Vectorarrowhigh</code>
<code>\Corresponds</code>	<code>\Vectorarrow</code>	

TABLE 210: Miscellaneous fge Math Symbols

\backslash	<code>\fgebackslash</code>	\frown	<code>\fgecap</code>	\smile	<code>\fgecupacute</code>	\lhd	<code>\fgeangle</code>
\perp	<code>\fgebaracute</code>	\simeq	<code>\fgecapbar</code>	\simeq	<code>\fgecupbar</code>	\lrcorner	<code>\fgeupbracket</code>
\approx	<code>\fgebarcap</code>	\cup	<code>\fgecup</code>	∞	<code>\fgeinfty</code>		

TABLE 211: Miscellaneous mathdesign Math Symbols

`\rightangle`

TABLE 212: Miscellaneous arev Math Symbols

\clubsuit	<code>\steaming</code>	\blacklozenge	<code>\vardiamond</code>	\spadesuit	<code>\varspade</code>
\clubsuit	<code>\varclub</code>	\heartsuit	<code>\varheart</code>		

TABLE 213: Math Alphabets

Font sample	Generating command	Required package
$\mathrm{ABCdef123}$	<code>\mathrm{ABCdef123}</code>	<i>none</i>
$\mathit{ABCdef123}$	<code>\mathit{ABCdef123}</code>	<i>none</i>
$\mathnormal{ABCdef123}$	<code>\mathnormal{ABCdef123}</code>	<i>none</i>
\mathcal{ABC}	<code>\mathcal{ABC}</code>	<i>none</i>
\mathscr{ABC}	<code>\mathscr{ABC}</code>	<code>mathrsfs</code>
	or <code>\mathcal{ABC}</code>	<code>calrsfs</code>
\mathcal{ABC}	<code>\mathcal{ABC}</code>	euscript with the <code>mathcal</code> option
	or <code>\mathscr{ABC}</code>	euscript with the <code>mathscr</code> option
$\mathcal{ABCdef123}$	<code>\mathpzc{ABCdef123}</code>	<i>none</i> ; manually defined*
\mathbf{ABC}	<code>\mathbf{ABC}</code>	<code>amsmath</code> , [§] <code>amssymb</code> , <code>txfonts</code> , or <code>pxfonts</code>
\mathbf{ABC}	<code>\varmathbf{ABC}</code>	<code>txfonts</code> or <code>pxfonts</code>
$\mathbf{ABCdef123}$	<code>\mathbf{ABCdef123}</code>	<code>bbold</code> or <code>mathbbol</code> [†]
$\mathbf{ABCdef123}$	<code>\mathbf{ABCdef123}</code>	<code>mbboard</code> [†]
$\mathbf{ABCdef12}$	<code>\mathbf{ABCdef12}</code>	<code>bbm</code>
$\mathbf{ABCdef12}$	<code>\mathbf{ABCdef12}</code>	<code>bbm</code>
$\mathbf{ABCdef12}$	<code>\mathbf{ABCdef12}</code>	<code>bbm</code>
$\mathbf{ABC1}$	<code>\mathbf{ABC1}</code>	<code>dsfont</code>
$\mathbf{ABC1}$	<code>\mathbf{ABC1}</code>	<code>dsfont</code> with the <code>sans</code> option
\mathbf{ABC}	<code>\symA\symB\symC</code>	<code>china2e</code> [‡]
$\mathbf{ABCdef123}$	<code>\mathfrak{ABCdef123}</code>	<code>eufrak</code>
$\mathbf{ABCdef123}$	<code>\textfrak{ABCdef123}</code>	<code>yfonts</code> [¶]
$\mathbf{ABCdef123}$	<code>\textswab{ABCdef123}</code>	<code>yfonts</code> [¶]
$\mathbf{ABCdef123}$	<code>\textgoth{ABCdef123}</code>	<code>yfonts</code> [¶]

* Put “`\DeclareMathAlphabet{\mathpzc}{OT1}{pzc}{m}{it}`” in your document’s preamble to make `\mathpzc` typeset its argument in Zapf Chancery. As a similar trick, you can typeset the Calligra font’s script “*z*” (or other calligraphic symbols) in math mode by loading the `calligra` package and putting “`\DeclareMathAlphabet{\mathcalligra}{T1}{calligra}{m}{n}`” in your document’s preamble to make `\mathcalligra` typeset its argument in the Calligra font. (You may also want to specify “`\DeclareFontShape{T1}{calligra}{m}{n}{<->s*[2.2]callig15}{}`” to set Calligra at 2.2 times its design size for a better blend with typical body fonts.)

[†] The `mathbbol` package defines some additional blackboard bold characters: parentheses, square brackets, angle brackets, and—if the `bbgreek` option is passed to `mathbbol`—Greek letters. For instance, “`<[[\alpha\beta\gamma]]>`” is produced by “`\mathbf{Langle}\mathbf{Lbrack}\mathbf{Lparen}\mathbf{bbalpha}\mathbf{bbbeta}\mathbf{bbgamma}\mathbf{Rparen}\mathbf{Rbrack}\mathbf{Rangle}`”.

`mbboard` extends the blackboard bold symbol set significantly further. It supports not only the Greek alphabet—including “Greek-like” symbols such as `\bbnabla` (“ ∇ ”)—but also *all* punctuation marks, various currency symbols such as `\bbdollar` (“\$”) and `\bbeuro` (“€”), and the Hebrew alphabet (e.g., “`\bbfinalnun\bbod\bbqof\bbpe`” → “פּוּנָה”).

[‡] The `\sym...` commands provided by the `GPA2e` package are actually text-mode commands. They are included in Table 213 because they resemble the blackboard-bold symbols that appear in the rest of the table. In addition to the 26 letters of the English alphabet, `GPA2e` provides three unlauded blackboard-bold letters: `\symAE` (“ \mathbb{A} ”), `\symOE` (“ \mathbb{O} ”), and `\symUE` (“ \mathbb{U} ”). Note that `GPA2e` does provide math-mode commands for the most common number-set symbols. These are presented in Table 130 on page 49.

[¶] As their `\text...` names imply, the fonts provided by the `yfonts` package are actually text fonts. They are included in Table 213 because they are frequently used in a mathematical context.

[§] An older (i.e., prior to 1991) version of the \mathcal{AMS} 's fonts rendered \mathbb{C} , \mathbb{N} , \mathbb{R} , \mathbb{S} , and \mathbb{Z} as \mathbb{C} , \mathbb{N} , \mathbb{R} , \mathbb{S} , and \mathbb{Z} . As some people prefer the older glyphs—much to the \mathcal{AMS} 's surprise—and because those glyphs fail to build under modern versions of METAFONT, Berthold Horn uploaded PostScript fonts for the older blackboard-bold glyphs to CTAN, to the `fonts/msym10` directory. As of this writing, however, there are no $\text{\LaTeX 2}_{\varepsilon}$ packages for utilizing the now-obsolete glyphs.

4 Science and technology symbols

This section lists symbols that are employed in various branches of science and engineering.

TABLE 214: gensymb Symbols Defined to Work in Both Math and Text Mode

$^{\circ}\text{C}$	<code>\celsius</code>	μ	<code>\micro</code>	‰	<code>\perthousand</code>
$^{\circ}$	<code>\degree</code>	Ω	<code>\ohm</code>		

TABLE 215: wasysym Electrical and Physical Symbols

\sim	<code>\AC</code>	\approx	<code>\VHF</code>	$\sim\sim\sim$	<code>\photon</code>	F	<code>\HF</code>	ooooo	<code>\gluon</code>
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TABLE 216: ifsym Pulse Diagram Symbols

┐	<code>\FallingEdge</code>	┐┐	<code>\LongPulseLow</code>	┐┐	<code>\PulseLow</code>	┐┐	<code>\ShortPulseHigh</code>
┐┐	<code>\LongPulseHigh</code>	┐┐	<code>\PulseHigh</code>	┐	<code>\RaisingEdge</code>	┐	<code>\ShortPulseLow</code>

In addition, within `\textifsym{...}`, the following codes are valid:

—	<code>l</code>	—	<code>m</code>	—	<code>h</code>	—	<code>d</code>	<	<code><</code>	>	<code>></code>
—	<code>L</code>	—	<code>M</code>	—	<code>H</code>	—	<code>D</code>	<	<code><<</code>	>	<code>>></code>

This enables one to write “`\textifsym{mm<DDD>mm}`” to get “ $\text{—}\text{—}\text{—}\text{—}\text{—}$ ” or “`\textifsym{L|H|L|H|L}`” to get “ ┐┐┐┐┐ ”. See also the `timing` package, which provides a wide variety of pulse-diagram symbols within an environment designed specifically for typesetting pulse diagrams.

Finally, `\textifsym` supports the display of segmented digits, as would appear on an LCD: “`\textifsym{-123.456}`” produces “ $\text{—}123.456$ ”. “`\textifsym{b}`” outputs a blank with the same width as an “ 8 ”.

TABLE 217: ar Aspect Ratio Symbol

\mathcal{R}	<code>\AR</code>
---------------	------------------

TABLE 218: textcomp Text-mode Science and Engineering Symbols

$^{\circ}\text{C}$	<code>\textcelsius</code>	Ω	<code>\textmho</code>	μ	<code>\textmu</code>	Ω	<code>\textohm</code>
--------------------	---------------------------	------------	-----------------------	-------	----------------------	----------	-----------------------

TABLE 219: steinmetz Extensible Phasor Symbol

/_abc	<code>\phase{abc}</code>
----------------	--------------------------

The `\phase` command uses the `pict2e` package to draw a horizontally and vertically scalable Steinmetz phasor symbol. Consequently, `\phase` works only with those $\text{T}_{\text{E}}\text{X}$ backends supported by `pict2e`. See the `pict2e` documentation for more information.

TABLE 220: wasysym Astronomical Symbols


















































	<code>\mercury</code>		<code>\earth</code>		<code>\jupiter</code>		<code>\uranus</code>		<code>\pluto</code>
	<code>\venus</code>		<code>\mars</code>		<code>\saturn</code>		<code>\neptune</code>		
	<code>\astrosun</code>		<code>\fullmoon</code>		<code>\leftmoon</code>		<code>\newmoon</code>		<code>\rightmoon</code>
	<code>\aries</code>		<code>\cancer</code>		<code>\libra</code>		<code>\aquarius</code>		
	<code>\taurus</code>		<code>\leo</code>		<code>\scorpio</code>		<code>\capricornus</code>		
	<code>\gemini</code>		<code>\virgo</code>		<code>\sagittarius</code>		<code>\pisces</code>		
	<code>\ascnode</code>		<code>\descnode</code>		<code>\conjunction</code>		<code>\opposition</code>		<code>\vernal</code>

TABLE 221: marvosym Astronomical Symbols

<code>\Mercury</code>	<code>\Earth</code>	<code>\Jupiter</code>	<code>\Uranus</code>	<code>\Pluto</code>
<code>\Venus</code>	<code>\Mars</code>	<code>\Saturn</code>	<code>\Neptune</code>	
<code>\Moon</code>	<code>\Sun</code>			
<code>\Aries</code>	<code>\Cancer</code>	<code>\Libra</code>	<code>\Capricorn</code>	
<code>\Taurus</code>	<code>\Leo</code>	<code>\Scorpio</code>	<code>\Aquarius</code>	
<code>\Gemini</code>	<code>\Virgo</code>	<code>\Sagittarius</code>	<code>\Pisces</code>	

Note that `\Aries... \Pisces` can also be specified with `\Zodiac{1}... \Zodiac{12}`.

TABLE 222: mathabx Astronomical Symbols

	<code>\Mercury</code>		<code>\Earth</code>		<code>\Jupiter</code>		<code>\Uranus</code>		<code>\Pluto</code>
	<code>\Venus</code>		<code>\Mars</code>		<code>\Saturn</code>		<code>\Neptune</code>		<code>\varEarth</code>
	<code>\fullmoon</code>		<code>\leftmoon</code>		<code>\newmoon</code>		<code>\rightmoon</code>		<code>\Sun</code>
	<code>\Aries</code>		<code>\Taurus</code>		<code>\Gemini</code>				

`mathabx` also defines `\girl` as an alias for `\Venus`, `\boy` as an alias for `\Mars`, and `\Moon` as an alias for `\leftmoon`.

TABLE 223: wasysym APL Symbols
















	<code>\APLbox</code>		<code>\APLinv</code>		<code>\APLstar</code>
	<code>\APLcomment</code>		<code>\APLleftarrowbox</code>		<code>\APLup</code>
	<code>\APLdown</code>		<code>\APLlog</code>		<code>\APLuparrowbox</code>
	<code>\APLdownarrowbox</code>		<code>\APLminus</code>		<code>\notbackslash</code>
	<code>\APLinput</code>		<code>\APLrightarrowbox</code>		<code>\notslash</code>

























TABLE 224: wasysym APL Modifiers


	<code>\APLcirc{}</code>		<code>\APLnot{}</code>		<code>\APLvert{}</code>
---	-------------------------	---	------------------------	---	-------------------------

TABLE 225: marvosym Computer Hardware Symbols


<code>\ComputerMouse</code>	<code>\ParallelPort</code>	<code>\SerialInterface</code>
<code>\Keyboard</code>	<code>\Printer</code>	<code>\SerialPort</code>

TABLE 226: keystroke Computer Keys

	<code>\Alt</code>		<code>\Enter*</code>		<code>\PrtSc*</code>
	<code>\AltGr</code>		<code>\Esc*</code>		<code>\RArrow</code>
	<code>\Break*</code>		<code>\Home*</code>		<code>\Return</code>
	<code>\BSpace[†]</code>		<code>\Ins*</code>		<code>\Scroll*</code>
	<code>\Ctrl*</code>		<code>\LArrow</code>		<code>\Shift*</code>
	<code>\DArrow</code>		<code>\NumLock</code>		<code>\Spacebar</code>
	<code>\Del*</code>		<code>\PgDown*</code>		<code>\Tab[†]</code>
	<code>\End*</code>		<code>\PgUp*</code>		<code>\UArrow</code>

* Changes based on the language option passed to the `keystroke` package. For example, the `german` option makes `\Del` produce “

[†] These symbols utilize the `rotating` package and therefore display improperly in most DVI viewers.

The `\keystroke` command draws a key with an arbitrary label. For example, “`\keystroke{F7}`” produces “TABLE 227: ascii Control Characters (CP437)

☉ <code>\SOH</code>	■ <code>\BS</code>	✱ <code>\SI</code>	— <code>\SYN</code>	↔ <code>\GS</code>
● <code>\STX</code>	○ <code>\HT</code>	► <code>\DLE</code>	‡ <code>\ETB</code>	▲ <code>\RS</code>
♥ <code>\ETX</code>	▣ <code>\LF</code>	◄ <code>\DCa</code>	↑ <code>\CAN</code>	▼ <code>\US</code>
♦ <code>\EOT</code>	♂ <code>\VT</code>	‡ <code>\DCb</code>	↓ <code>\EM</code>	
♣ <code>\ENQ</code>	♀ <code>\FF</code>	!! <code>\DCc</code>	→ <code>\SUB</code>	
♠ <code>\ACK</code>	♂ <code>\CR</code>	‡ <code>\DCd</code>	← <code>\ESC</code>	
• <code>\BEL</code>	♂ <code>\SO</code>	§ <code>\NAK</code>	⌞ <code>\FS</code>	
△ <code>\DEL</code>	␣ <code>\NBSP</code>	␣ <code>\NUL</code>	␣ <code>\splitvert</code>	

Code Page 437 (CP437), which was first utilized by the original IBM PC, uses the symbols `\SOH` through `\US` to depict ASCII characters 1–31 and `\DEL` to depict ASCII character 127. The `\NUL` symbol, not part of CP437, represents ASCII character 0. `\NBSP`, also not part of CP437, represents a nonbreaking space. `\splitvert` is merely the “|” character drawn as it was on the IBM PC.

	<code>\ANDd</code>		<code>\BUFu</code>		<code>\NANDl</code>		<code>\ORd</code>
	<code>\ANDl</code>		<code>\BusWidth</code>		<code>\NANDr</code>		<code>\ORl</code>
	<code>\ANDr</code>		<code>\INVd</code>		<code>\NANDu</code>		<code>\ORr</code>
	<code>\ANDu</code>		<code>\INVl</code>		<code>\NORd</code>		<code>\ORu</code>
	<code>\BUFd</code>		<code>\INVR</code>		<code>\NORl</code>		
	<code>\BUFf</code>		<code>\INVu</code>		<code>\NORr</code>		
	<code>\BUFr</code>		<code>\NANDd</code>		<code>\NORu</code>		

TABLE 229: marvosym Communication Symbols

\Email	\fax	\Faxmachine	\Lightning	\Pickup
\Emailct	\FAX	\Letter	\Mobilefone	\Telefon

\Beam	\Force	\Octosteel	\RoundedTTsteel
\Bearing	\Hexasteel	\Rectpipe	\Squarepipe
\Circpipe	\Lefttorque	\Rectsteel	\Squaresteel
\Circsteel	\Lineload	\Righttorque	\Tsteel
\Fixedbearing	\Loosebearing	\RoundedLsteel*	\TTsteel
\Flatsteel	\Lsteel	\RoundedTsteel*	

TABLE 231: wasysym Biological Symbols

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


























TABLE 232: marvosym Biological Symbols


<code>\Female</code>	<code>\FemaleMale</code>	<code>\MALE</code>	<code>\Neutral</code>
<code>\FEMALE</code>	<code>\Hermaphrodite</code>	<code>\Male</code>	
<code>\FemaleFemale</code>	<code>\HERMAPHRODITE</code>	<code>\MaleMale</code>	

TABLE 233: marvosym Safety-related Symbols

<code>\Biohazard</code>	<code>\CEsign</code>	<code>\Explosionsafe</code>	<code>\Radioactivity</code>
<code>\BSEfree</code>	<code>\Estatically</code>	<code>\Laserbeam</code>	<code>\Stopsign</code>

TABLE 234: feyn Feynman Diagram Symbols

	<code>\bigbosonloop</code>	<code>_</code>	<code>\hfermion</code>		<code>\smallbosonloopV</code>		
	<code>\bigbosonloopA</code>		<code>\shfermion</code>		<code>\wfermion</code>		
	<code>\bigbosonloopV</code>		<code>\smallbosonloop</code>	<code>=</code>	<code>\whfermion</code>		
	<code>\gvcropped</code>		<code>\smallbosonloopA</code>				
	<code>\feyn{a}</code>	<code>/</code>	<code>\feyn{fu}</code>		<code>\feyn{glS}</code>	<code>...</code>	<code>\feyn{hs}</code>
	<code>\feyn{c}</code>	<code> </code>	<code>\feyn{fv}</code>		<code>\feyn{glu}</code>	<code>/</code>	<code>\feyn{hu}</code>
<code>—</code>	<code>\feyn{f}</code>		<code>\feyn{g}</code>		<code>\feyn{gu}</code>	<code>=</code>	<code>\feyn{m}</code>
<code>\</code>	<code>\feyn{fd}</code>		<code>\feyn{g1}</code>		<code>\feyn{gv}</code>	<code>=</code>	<code>\feyn{ms}</code>
	<code>\feyn{fl}</code>		<code>\feyn{gd}</code>		<code>\feyn{gvs}</code>		<code>\feyn{p}</code>
	<code>\feyn{flS}</code>		<code>\feyn{gl}</code>		<code>\feyn{h}</code>		<code>\feyn{P}</code>
<code>-</code>	<code>\feyn{fs}</code>		<code>\feyn{glB}</code>		<code>\feyn{hd}</code>	<code>x</code>	<code>\feyn{x}</code>

All other arguments to the `\feyn` command produce a “” symbol.

The `feyn` package provides various commands for composing the preceding symbols into complete Feynman diagrams. See the `feyn` documentation for examples and additional information.

5 Dingbats

Dingbats are symbols such as stars, arrows, and geometric shapes. They are commonly used as bullets in itemized lists or, more generally, as a means to draw attention to the text that follows.

The `pifont` dingbat package warrants special mention. Among other capabilities, `pifont` provides a \LaTeX interface to the Zapf Dingbats font (one of the standard 35 PostScript fonts). However, rather than name each of the dingbats individually, `pifont` merely provides a single `\ding` command, which outputs the character that lies at a given position in the font. The consequence is that the `pifont` symbols can't be listed by name in this document's index, so be mindful of that fact when searching for a particular symbol.

TABLE 235: `bbding` Arrows






	<code>\ArrowBoldDownRight</code>		<code>\ArrowBoldRightShort</code>		<code>\ArrowBoldUpRight</code>
	<code>\ArrowBoldRightCircled</code>		<code>\ArrowBoldRightStrobe</code>		

TABLE 236: `pifont` Arrows











































	<code>\ding{212}</code>		<code>\ding{221}</code>		<code>\ding{230}</code>		<code>\ding{239}</code>		<code>\ding{249}</code>
	<code>\ding{213}</code>		<code>\ding{222}</code>		<code>\ding{231}</code>		<code>\ding{241}</code>		<code>\ding{250}</code>
	<code>\ding{214}</code>		<code>\ding{223}</code>		<code>\ding{232}</code>		<code>\ding{242}</code>		<code>\ding{251}</code>
	<code>\ding{215}</code>		<code>\ding{224}</code>		<code>\ding{233}</code>		<code>\ding{243}</code>		<code>\ding{252}</code>
	<code>\ding{216}</code>		<code>\ding{225}</code>		<code>\ding{234}</code>		<code>\ding{244}</code>		<code>\ding{253}</code>
	<code>\ding{217}</code>		<code>\ding{226}</code>		<code>\ding{235}</code>		<code>\ding{245}</code>		<code>\ding{254}</code>
	<code>\ding{218}</code>		<code>\ding{227}</code>		<code>\ding{236}</code>		<code>\ding{246}</code>		
	<code>\ding{219}</code>		<code>\ding{228}</code>		<code>\ding{237}</code>		<code>\ding{247}</code>		
	<code>\ding{220}</code>		<code>\ding{229}</code>		<code>\ding{238}</code>		<code>\ding{248}</code>		

TABLE 237: universal Arrows

	<code>\bauarrow</code>		<code>\bauwhitearrow</code>
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TABLE 238: `marvosym` Scissors

<code>\Cutleft</code>	<code>\Cutright</code>	<code>\Leftscissors</code>
<code>\Cutline</code>	<code>\Kutline</code>	<code>\Rightscissors</code>

TABLE 239: `bbding` Scissors









	<code>\ScissorHollowLeft</code>		<code>\ScissorLeftBrokenTop</code>
	<code>\ScissorHollowRight</code>		<code>\ScissorRight</code>
	<code>\ScissorLeft</code>		<code>\ScissorRightBrokenBottom</code>
	<code>\ScissorLeftBrokenBottom</code>		<code>\ScissorRightBrokenTop</code>

TABLE 240: `pifont` Scissors

	<code>\ding{33}</code>		<code>\ding{34}</code>		<code>\ding{35}</code>		<code>\ding{36}</code>
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TABLE 241: dingbat Pencils



 `\largepencil`  `\smallpencil`

TABLE 242: bbding Pencils and Nibs











 <code>\NibLeft</code>	 <code>\PencilLeft</code>	 <code>\PencilRightDown</code>
 <code>\NibRight</code>	 <code>\PencilLeftDown</code>	 <code>\PencilRightUp</code>
 <code>\NibSolidLeft</code>	 <code>\PencilLeftUp</code>	
 <code>\NibSolidRight</code>	 <code>\PencilRight</code>	

TABLE 243: pifont Pencils and Nibs






 `\ding{46}`  `\ding{47}`  `\ding{48}`  `\ding{49}`  `\ding{50}`

TABLE 244: dingbat Fists








 <code>\leftpointright</code>	 <code>\rightpointleft</code>	 <code>\rightpointright</code>
 <code>\leftthumbsdown</code>	 <code>\rightthumbsdown</code>	
 <code>\leftthumbsup</code>	 <code>\rightthumbsup</code>	

TABLE 245: bbding Fists










 <code>\HandCuffLeft</code>	 <code>\HandCuffRightUp</code>	 <code>\HandPencilLeft</code>
 <code>\HandCuffLeftUp</code>	 <code>\HandLeft</code>	 <code>\HandRight</code>
 <code>\HandCuffRight</code>	 <code>\HandLeftUp</code>	 <code>\HandRightUp</code>

TABLE 246: pifont Fists





 `\ding{42}`  `\ding{43}`  `\ding{44}`  `\ding{45}`

TABLE 247: fourier Fists

 `\lefthand`  `\righthand`

TABLE 248: bbding Crosses and Plusses











 <code>\Cross</code>	 <code>\CrossOpenShadow</code>	 <code>\PlusOutline</code>
 <code>\CrossBoldOutline</code>	 <code>\CrossOutline</code>	 <code>\PlusThinCenterOpen</code>
 <code>\CrossClowerTips</code>	 <code>\Plus</code>	
 <code>\CrossMaltese</code>	 <code>\PlusCenterOpen</code>	

TABLE 249: pifont Crosses and Plusses

⦶	<code>\ding{57}</code>	⦶	<code>\ding{59}</code>	†	<code>\ding{61}</code>	†	<code>\ding{63}</code>
⦶	<code>\ding{58}</code>	⦶	<code>\ding{60}</code>	†	<code>\ding{62}</code>	⦶	<code>\ding{64}</code>

TABLE 250: bbding Xs and Check Marks

✓	<code>\Checkmark</code>	✕	<code>\XSolid</code>	✕	<code>\XSolidBrush</code>
✓	<code>\CheckmarkBold</code>	✕	<code>\XSolidBold</code>		

TABLE 251: pifont Xs and Check Marks

✓	<code>\ding{51}</code>	✕	<code>\ding{53}</code>	✕	<code>\ding{55}</code>
✓	<code>\ding{52}</code>	✕	<code>\ding{54}</code>	✕	<code>\ding{56}</code>

TABLE 252: wasysym Xs and Check Marks

☑	<code>\CheckedBox</code>	☐	<code>\Square</code>	☒	<code>\XBox</code>
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TABLE 253: universal Xs

✕	<code>\baucross</code>
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TABLE 254: pifont Circled Numbers

①	<code>\ding{172}</code>	①	<code>\ding{182}</code>	①	<code>\ding{192}</code>	①	<code>\ding{202}</code>
②	<code>\ding{173}</code>	②	<code>\ding{183}</code>	②	<code>\ding{193}</code>	②	<code>\ding{203}</code>
③	<code>\ding{174}</code>	③	<code>\ding{184}</code>	③	<code>\ding{194}</code>	③	<code>\ding{204}</code>
④	<code>\ding{175}</code>	④	<code>\ding{185}</code>	④	<code>\ding{195}</code>	④	<code>\ding{205}</code>
⑤	<code>\ding{176}</code>	⑤	<code>\ding{186}</code>	⑤	<code>\ding{196}</code>	⑤	<code>\ding{206}</code>
⑥	<code>\ding{177}</code>	⑥	<code>\ding{187}</code>	⑥	<code>\ding{197}</code>	⑥	<code>\ding{207}</code>
⑦	<code>\ding{178}</code>	⑦	<code>\ding{188}</code>	⑦	<code>\ding{198}</code>	⑦	<code>\ding{208}</code>
⑧	<code>\ding{179}</code>	⑧	<code>\ding{189}</code>	⑧	<code>\ding{199}</code>	⑧	<code>\ding{209}</code>
⑨	<code>\ding{180}</code>	⑨	<code>\ding{190}</code>	⑨	<code>\ding{200}</code>	⑨	<code>\ding{210}</code>
⑩	<code>\ding{181}</code>	⑩	<code>\ding{191}</code>	⑩	<code>\ding{201}</code>	⑩	<code>\ding{211}</code>

pifont (part of the `psnfss` package) provides a `dingautolist` environment which resembles `enumerate` but uses circled numbers as bullets.⁴ See the `psnfss` documentation for more information.

TABLE 255: wasysym Stars

☆	<code>\davidstar</code>	✱	<code>\hexstar</code>	✱	<code>\varhexstar</code>
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⁴In fact, `dingautolist` can use any set of consecutive Zapf Dingbats symbols.

TABLE 256: bbding Stars, Flowers, and Similar Shapes

	<code>\Asterisk</code>		<code>\FiveFlowerPetal</code>		<code>\JackStar</code>
	<code>\AsteriskBold</code>		<code>\FiveStar</code>		<code>\JackStarBold</code>
	<code>\AsteriskCenterOpen</code>		<code>\FiveStarCenterOpen</code>		<code>\SixFlowerAlternate</code>
	<code>\AsteriskRoundedEnds</code>		<code>\FiveStarConvex</code>		<code>\SixFlowerAltPetal</code>
	<code>\AsteriskThin</code>		<code>\FiveStarLines</code>		<code>\SixFlowerOpenCenter</code>
	<code>\AsteriskThinCenterOpen</code>		<code>\FiveStarOpen</code>		<code>\SixFlowerPetalDotted</code>
	<code>\DavidStar</code>		<code>\FiveStarOpenCircled</code>		<code>\SixFlowerPetalRemoved</code>
	<code>\DavidStarSolid</code>		<code>\FiveStarOpenDotted</code>		<code>\SixFlowerRemovedOpenPetal</code>
	<code>\EightAsterisk</code>		<code>\FiveStarOutline</code>		<code>\SixStar</code>
	<code>\EightFlowerPetal</code>		<code>\FiveStarOutlineHeavy</code>		<code>\SixteenStarLight</code>
	<code>\EightFlowerPetalRemoved</code>		<code>\FiveStarShadow</code>		<code>\Snowflake</code>
	<code>\EightStar</code>		<code>\FourAsterisk</code>		<code>\SnowflakeChevron</code>
	<code>\EightStarBold</code>		<code>\FourCflowerOpen</code>		<code>\SnowflakeChevronBold</code>
	<code>\EightStarConvex</code>		<code>\FourCflowerSolid</code>		<code>\Sparkle</code>
	<code>\EightStarTaper</code>		<code>\FourStar</code>		<code>\SparkleBold</code>
	<code>\FiveFlowerOpen</code>		<code>\FourStarOpen</code>		<code>\TwelveStar</code>

TABLE 257: pifont Stars, Flowers, and Similar Shapes

	<code>\ding{65}</code>		<code>\ding{74}</code>		<code>\ding{83}</code>		<code>\ding{92}</code>		<code>\ding{101}</code>
	<code>\ding{66}</code>		<code>\ding{75}</code>		<code>\ding{84}</code>		<code>\ding{93}</code>		<code>\ding{102}</code>
	<code>\ding{67}</code>		<code>\ding{76}</code>		<code>\ding{85}</code>		<code>\ding{94}</code>		<code>\ding{103}</code>
	<code>\ding{68}</code>		<code>\ding{77}</code>		<code>\ding{86}</code>		<code>\ding{95}</code>		<code>\ding{104}</code>
	<code>\ding{69}</code>		<code>\ding{78}</code>		<code>\ding{87}</code>		<code>\ding{96}</code>		<code>\ding{105}</code>
	<code>\ding{70}</code>		<code>\ding{79}</code>		<code>\ding{88}</code>		<code>\ding{97}</code>		<code>\ding{106}</code>
	<code>\ding{71}</code>		<code>\ding{80}</code>		<code>\ding{89}</code>		<code>\ding{98}</code>		<code>\ding{107}</code>
	<code>\ding{72}</code>		<code>\ding{81}</code>		<code>\ding{90}</code>		<code>\ding{99}</code>		
	<code>\ding{73}</code>		<code>\ding{82}</code>		<code>\ding{91}</code>		<code>\ding{100}</code>		

TABLE 258: fourier Ornaments

	<code>\aldine</code>		<code>\decoone</code>		<code>\floweroneright</code>
	<code>\aldineleft</code>		<code>\decosix</code>		<code>\leafleft</code>
	<code>\aldineright</code>		<code>\decothreeleft</code>		<code>\leafNE</code>
	<code>\aldinesmall</code>		<code>\decothreeright</code>		<code>\leafright</code>
	<code>\decofourleft</code>		<code>\decotwo</code>		<code>\starredbullet</code>
	<code>\decofourright</code>		<code>\floweroneleft</code>		

TABLE 259: wasysym Geometric Shapes

	<code>\hexagon</code>		<code>\octagon</code>		<code>\pentagon</code>		<code>\varhexagon</code>
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TABLE 260: MnSymbol Geometric Shapes

★	<code>\filledlargestar</code>	◇	<code>\largediamond</code>	☆	<code>\largestar</code>	◊	<code>\smalllozenge</code>
◆	<code>\filledlozenge</code>	◇	<code>\largelozenge</code>	☆	<code>\largestarofdavid</code>		
◆	<code>\filledmedlozenge</code>	☆	<code>\largepentagram</code>	◇	<code>\medlozenge</code>		
○	<code>\largecircle</code>	□	<code>\largsquare</code>	☆	<code>\medstarofdavid</code>		

MnSymbol defines `\bigcirc` as a synonym for `\largecircle`; `\bigstar` as a synonym for `\filledlargestar`; `\lozenge` as a synonym for `\medlozenge`; and, `\blacklozenge` as a synonym for `\filledmedlozenge`.

TABLE 261: ifsym Geometric Shapes

○	<code>\BigCircle</code>	▶	<code>\FilledBigTriangleRight</code>	○	<code>\SmallCircle</code>
×	<code>\BigCross</code>	▲	<code>\FilledBigTriangleUp</code>	×	<code>\SmallCross</code>
◇	<code>\BigDiamondshape</code>	●	<code>\FilledCircle</code>	◇	<code>\SmallDiamondshape</code>
—	<code>\BigHBar</code>	◆	<code>\FilledDiamondShadowA</code>	—	<code>\SmallHBar</code>
◆	<code>\BigLowerDiamond</code>	◆	<code>\FilledDiamondShadowC</code>	◆	<code>\SmallLowerDiamond</code>
◆	<code>\BigRightDiamond</code>	◆	<code>\FilledDiamondshape</code>	◆	<code>\SmallRightDiamond</code>
□	<code>\BigSquare</code>	●	<code>\FilledSmallCircle</code>	□	<code>\SmallSquare</code>
▽	<code>\BigTriangleDown</code>	◆	<code>\FilledSmallDiamondshape</code>	▽	<code>\SmallTriangleDown</code>
◁	<code>\BigTriangleLeft</code>	■	<code>\FilledSmallSquare</code>	◁	<code>\SmallTriangleLeft</code>
▷	<code>\BigTriangleRight</code>	▼	<code>\FilledSmallTriangleDown</code>	▷	<code>\SmallTriangleRight</code>
△	<code>\BigTriangleUp</code>	◀	<code>\FilledSmallTriangleLeft</code>	△	<code>\SmallTriangleUp</code>
	<code>\BigVBar</code>	▶	<code>\FilledSmallTriangleRight</code>		<code>\SmallVBar</code>
○	<code>\Circle</code>	▲	<code>\FilledSmallTriangleUp</code>	↓	<code>\SpinDown</code>
×	<code>\Cross</code>	■	<code>\FilledSquare</code>	↑	<code>\SpinUp</code>
◇	<code>\DiamondShadowA</code>	■	<code>\FilledSquareShadowA</code>	□	<code>\Square</code>
◇	<code>\DiamondShadowB</code>	■	<code>\FilledSquareShadowC</code>	□	<code>\SquareShadowA</code>
◇	<code>\DiamondShadowC</code>	▼	<code>\FilledTriangleDown</code>	■	<code>\SquareShadowB</code>
◇	<code>\Diamondshape</code>	◀	<code>\FilledTriangleLeft</code>	□	<code>\SquareShadowC</code>
●	<code>\FilledBigCircle</code>	▶	<code>\FilledTriangleRight</code>	▽	<code>\TriangleDown</code>
◆	<code>\FilledBigDiamondshape</code>	▲	<code>\FilledTriangleUp</code>	◁	<code>\TriangleLeft</code>
■	<code>\FilledBigSquare</code>	—	<code>\HBar</code>	▷	<code>\TriangleRight</code>
▼	<code>\FilledBigTriangleDown</code>	◆	<code>\LowerDiamond</code>	△	<code>\TriangleUp</code>
◀	<code>\FilledBigTriangleLeft</code>	◇	<code>\RightDiamond</code>		<code>\VBar</code>

The ifsym documentation points out that one can use `\rlap` to combine some of the above into useful, new symbols. For example, `\BigCircle` and `\FilledSmallCircle` combine to give “●”. Likewise, `\Square` and `\Cross` combine to give “⊠”. See Section 8.3 for more information about constructing new symbols out of existing symbols.

TABLE 262: bbding Geometric Shapes

	<code>\CircleShadow</code>		<code>\Rectangle</code>		<code>\SquareShadowTopLeft</code>
	<code>\CircleSolid</code>		<code>\RectangleBold</code>		<code>\SquareShadowTopRight</code>
	<code>\DiamondSolid</code>		<code>\RectangleThin</code>		<code>\SquareSolid</code>
	<code>\Ellipse</code>		<code>\Square</code>		<code>\TriangleDown</code>
	<code>\EllipseShadow</code>		<code>\SquareCastShadowBottomRight</code>		<code>\TriangleUp</code>
	<code>\EllipseSolid</code>		<code>\SquareCastShadowTopLeft</code>		
	<code>\HalfCircleLeft</code>		<code>\SquareCastShadowTopRight</code>		
	<code>\HalfCircleRight</code>		<code>\SquareShadowBottomRight</code>		

TABLE 263: pifont Geometric Shapes

	<code>\ding{108}</code>		<code>\ding{111}</code>		<code>\ding{114}</code>		<code>\ding{117}</code>		<code>\ding{121}</code>
	<code>\ding{109}</code>		<code>\ding{112}</code>		<code>\ding{115}</code>		<code>\ding{119}</code>		<code>\ding{122}</code>
	<code>\ding{110}</code>		<code>\ding{113}</code>		<code>\ding{116}</code>		<code>\ding{120}</code>		

TABLE 264: universa Geometric Shapes

	<code>\baucircle</code>		<code>\bausquare</code>		<code>\bautriangle</code>
--	-------------------------	--	-------------------------	--	---------------------------

TABLE 265: universal Geometric Shapes

	<code>\baucircle</code>		<code>\bauhole</code>		<code>\bausquare</code>
	<code>\baueclipse</code>		<code>\baupunct</code>		<code>\bautriangle</code>

TABLE 266: Miscellaneous dingbat Dingbats

	<code>\anchor</code>		<code>\eye</code>		<code>\Sborder</code>
	<code>\carriagereturn</code>		<code>\filledsquarewithdots</code>		<code>\squarewithdots</code>
	<code>\checkmark</code>		<code>\satellitedish</code>		<code>\Zborder</code>

TABLE 267: Miscellaneous bbding Dingbats

	<code>\Envelope</code>		<code>\Peace</code>		<code>\PhoneHandset</code>		<code>\SunshineOpenCircled</code>
	<code>\OrnamentDiamondSolid</code>		<code>\Phone</code>		<code>\Plane</code>		<code>\Tape</code>

TABLE 268: Miscellaneous pifont Dingbats

	<code>\ding{37}</code>		<code>\ding{40}</code>		<code>\ding{164}</code>		<code>\ding{167}</code>		<code>\ding{171}</code>
	<code>\ding{38}</code>		<code>\ding{41}</code>		<code>\ding{165}</code>		<code>\ding{168}</code>		<code>\ding{169}</code>
	<code>\ding{39}</code>		<code>\ding{118}</code>		<code>\ding{166}</code>		<code>\ding{170}</code>		

6 Ancient languages

This section presents letters and ideograms from various ancient scripts. Some of these symbols may also be useful in other typesetting contexts.

TABLE 269: phaistos Symbols from the Phaistos Disk



















































































	<code>\PHarrow</code>		<code>\PHeagle</code>		<code>\PHplumedHead</code>
	<code>\PHbee</code>		<code>\PHflute</code>		<code>\PHram</code>
	<code>\PHbeehive</code>		<code>\PHgauntlet</code>		<code>\PHrosette</code>
	<code>\PHboomerang</code>		<code>\PHgrater</code>		<code>\PHsaw</code>
	<code>\PHbow</code>		<code>\PHhelmet</code>		<code>\PHshield</code>
	<code>\PHbullLeg</code>		<code>\PHhide</code>		<code>\PHship</code>
	<code>\PHcaptive</code>		<code>\PHhorn</code>		<code>\PHsling</code>
	<code>\PHcarpentryPlane</code>		<code>\PHlid</code>		<code>\PHsmallAxe</code>
	<code>\PHcat</code>		<code>\PHlily</code>		<code>\PHstrainer</code>
	<code>\PHchild</code>		<code>\PHmanacles</code>		<code>\PHtattooedHead</code>
	<code>\PHclub</code>		<code>\PHmattock</code>		<code>\PHtiara</code>
	<code>\PHcolumn</code>		<code>\PHoxBack</code>		<code>\PHtunny</code>
	<code>\PHcomb</code>		<code>\PHpapyrus</code>		<code>\PHvine</code>
	<code>\PHdolio</code>		<code>\PHpedestrian</code>		<code>\PHwavyBand</code>
	<code>\PHdove</code>		<code>\PHplaneTree</code>		<code>\PHwoman</code>

TABLE 270: protosem Proto-Semitic Characters

	<code>\Aaleph</code>		<code>\AAhe</code>		<code>\Akaph</code>		<code>\Asamekh</code>		<code>\AAresh</code>
	<code>\AAaleph</code>		<code>\Azayin</code>		<code>\AAkaph</code>		<code>\Ape</code>		<code>\Ashin</code>
	<code>\Abeth</code>		<code>\Avav</code>		<code>\Alamed</code>		<code>\AApe</code>		<code>\Ahelmet</code>
	<code>\AAbeth</code>		<code>\Aheth</code>		<code>\AAlamed</code>		<code>\Asade</code>		<code>\AAhelmet</code>
	<code>\Agimel</code>		<code>\AAheth</code>		<code>\Amem</code>		<code>\AAsade</code>		<code>\Atav</code>
	<code>\Adaleth</code>		<code>\Ateth</code>		<code>\Anun</code>		<code>\Aqoph</code>		
	<code>\AAdalet</code>		<code>\Ayod</code>		<code>\Aayin</code>		<code>\AAqoph</code>		
	<code>\Ahe</code>		<code>\AAyod</code>		<code>\AAayin</code>		<code>\Aresh</code>		

The `protosem` package defines abbreviated control sequences for each of the above. In addition, single-letter shortcuts can be used within the argument to the `\textproto` command (e.g., “`\textproto{Pakyn}`” produces “`𐤑𐤕𐤓𐤕𐤔𐤕`”). See the `protosem` documentation for more information.

TABLE 271: hieroglf Hieroglyphics

	\HA		\HI		\Hn		\HT
	\Ha		\Hi		\HO		\Ht
	\HB		\Hibl		\Ho		\Htongue
	\Hb		\Hibp		\Hp		\HU
	\Hc		\Hibbs		\HP		\Hu
	\HC		\Hibw		\Hplural		\HV
	\HD		\HJ		\Hplus		\Hv
	\Hd		\Hj		\HQ		\Hvbar
	\Hdual		\Hk		\Hq		\Hw
	\He		\HK		\Hquery		\HW
	\HE		\HL		\HR		\HX
	\Hf		\Hl		\Hr		\Hx
	\HF		\Hm		\Hs		\HY
	\HG		\HM		\HS		\Hy
	\Hg		\Hman		\Hscribe		\Hz
	\Hh		\Hms		\Hslash		\HZ
	\HH		\HN		\Hsv		
	\Hone		\Hhundred		\HXthousand		\Hmillion
	\Hten		\Hthousand		\HCthousand		

The hieroglf package defines alternate control sequences and single-letter shortcuts for each of the above which can be used within the argument to the `\textpmhg` command (e.g., “`\textpmhg{Pakin}`” produces “”). See the hieroglf documentation for more information.

TABLE 272: linearA Linear A Script

	\LinearAI		\LinearAXCIX		\LinearACXCVII		\LinearACCXCV
	\LinearAII		\LinearAC		\LinearACXCVIII		\LinearACCXCVI
	\LinearAIII		\LinearACI		\LinearACXCIX		\LinearACCXCVII
	\LinearAIV		\LinearACII		\LinearACC		\LinearACCXCVIII
	\LinearAV		\LinearACIII		\LinearACCI		\LinearACCXCIX
	\LinearAVI		\LinearACIV		\LinearACCII		\LinearACCC
	\LinearAVII		\LinearACV		\LinearACCIII		\LinearACCCCI
	\LinearAVIII		\LinearACVI		\LinearACCIV		\LinearACCCII
	\LinearAIX		\LinearACVII		\LinearACCV		\LinearACCCIII
	\LinearAX		\LinearACVIII		\LinearACCVI		\LinearACCCIV
	\LinearAXI		\LinearACIX		\LinearACCVII		\LinearACCCV
	\LinearAXII		\LinearACX		\LinearACCVIII		\LinearACCCVI
	\LinearAXIII		\LinearACXI		\LinearACCIX		\LinearACCCVII

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𐌶	\LinearAXIV	𐌷	\LinearACXII	𐌸	\LinearACCX	𐌹	\LinearACCCVIII
𐌷	\LinearAXV	𐌸	\LinearACXIII	𐌹	\LinearACCXI	𐌺	\LinearACCCIX
𐌸	\LinearAXVI	𐌹	\LinearACXIV	𐌺	\LinearACCXII	𐌻	\LinearACCCX
𐌹	\LinearAXVII	𐌺	\LinearACXV	𐌻	\LinearACCXIII	𐌼	\LinearACCCXI
𐌺	\LinearAXVIII	𐌻	\LinearACXVI	𐌼	\LinearACCXIV	𐌽	\LinearACCCXII
𐌻	\LinearAXIX	𐌼	\LinearACXVII	𐌽	\LinearACCXV	𐌾	\LinearACCCXIII
𐌼	\LinearAXX	𐌽	\LinearACXVIII	𐌾	\LinearACCXVI	𐌿	\LinearACCCXIV
𐌽	\LinearAXXI	𐌾	\LinearACXIX	𐌿	\LinearACCXVII	𐍀	\LinearACCCXV
𐌾	\LinearAXXII	𐌿	\LinearACXX	𐍀	\LinearACCXVIII	𐍁	\LinearACCCXVI
𐌿	\LinearAXXIII	𐍀	\LinearACXXI	𐍁	\LinearACCXIX	𐍂	\LinearACCCXVII
𐍀	\LinearAXXIV	𐍁	\LinearACXXII	𐍂	\LinearACCCX	𐍃	\LinearACCCXVIII
𐍁	\LinearAXXV	𐍂	\LinearACXXIII	𐍃	\LinearACCCXI	𐍄	\LinearACCCXIX
𐍂	\LinearAXXVI	𐍃	\LinearACXXIV	𐍄	\LinearACCCXII	𐍅	\LinearACCCXX
𐍃	\LinearAXXVII	𐍄	\LinearACXXV	𐍅	\LinearACCCXIII	𐍆	\LinearACCCXXI
𐍄	\LinearAXXVIII	𐍅	\LinearACXXVI	𐍆	\LinearACCCXIV	𐍇	\LinearACCCXXII
𐍅	\LinearAXXIX	𐍆	\LinearACXXVII	𐍇	\LinearACCCXV	𐍈	\LinearACCCXXIII
𐍆	\LinearAXXX	𐍇	\LinearACXXVIII	𐍈	\LinearACCCXVI	𐍉	\LinearACCCXXIV
𐍇	\LinearAXXXI	𐍈	\LinearACXXIX	𐍉	\LinearACCCXVII	𐍊	\LinearACCCXXV
𐍈	\LinearAXXXII	𐍉	\LinearACXXX	𐍊	\LinearACCCXVIII	𐍋	\LinearACCCXXVI
𐍉	\LinearAXXXIII	𐍊	\LinearACXXXI	𐍋	\LinearACCCXIX	𐍌	\LinearACCCXXVII
𐍊	\LinearAXXXIV	𐍋	\LinearACXXXII	𐍌	\LinearACCCXX	𐍍	\LinearACCCXXVIII
𐍋	\LinearAXXXV	𐍌	\LinearACXXXIII	𐍍	\LinearACCCXXI	𐍎	\LinearACCCXXIX
𐍌	\LinearAXXXVI	𐍍	\LinearACXXXIV	𐍎	\LinearACCCXXII	𐍏	\LinearACCCXXX
𐍍	\LinearAXXXVII	𐍎	\LinearACXXXV	𐍏	\LinearACCCXXIII	𐍐	\LinearACCCXXXI
𐍎	\LinearAXXXVIII	𐍏	\LinearACXXXVI	𐍐	\LinearACCCXXIV	𐍑	\LinearACCCXXXII
𐍏	\LinearAXXXIX	𐍐	\LinearACXXXVII	𐍑	\LinearACCCXXV	𐍒	\LinearACCCXXXIII
𐍐	\LinearAXL	𐍑	\LinearACXXXVIII	𐍒	\LinearACCCXXVI	𐍓	\LinearACCCXXXIV
𐍑	\LinearAXLI	𐍒	\LinearACXXXIX	𐍓	\LinearACCCXXVII	𐍔	\LinearACCCXXXV
𐍒	\LinearAXLII	𐍓	\LinearACXL	𐍔	\LinearACCCXXVIII	𐍕	\LinearACCCXXXVI
𐍓	\LinearAXLIII	𐍔	\LinearACXLI	𐍕	\LinearACCCXXIX	𐍖	\LinearACCCXXXVII
𐍔	\LinearAXLIV	𐍕	\LinearACXLII	𐍖	\LinearACCCXL	𐍗	\LinearACCCXXXVIII
𐍕	\LinearAXLV	𐍖	\LinearACXLIII	𐍗	\LinearACCCXLI	𐍘	\LinearACCCXXXIX
𐍖	\LinearAXLVI	𐍗	\LinearACXLIV	𐍘	\LinearACCCXLII	𐍙	\LinearACCCXL
𐍗	\LinearAXLVII	𐍘	\LinearACXLV	𐍙	\LinearACCCXLIII	𐍚	\LinearACCCXLI
𐍘	\LinearAXLVIII	𐍙	\LinearACXLVI	𐍚	\LinearACCCXLIV	𐍛	\LinearACCCXLII
𐍙	\LinearAXLVIX	𐍚	\LinearACXLVII	𐍛	\LinearACCCXLV	𐍜	\LinearACCCXLIII
𐍚	\LinearAL	𐍛	\LinearACXLVIII	𐍜	\LinearACCCXLVI	𐍝	\LinearACCCXLIV
𐍛	\LinearALI	𐍜	\LinearACXLIX	𐍝	\LinearACCCXLVII	𐍞	\LinearACCCXLV
𐍜	\LinearALII	𐍝	\LinearACL	𐍞	\LinearACCCXLVIII	𐍟	\LinearACCCXLVI
𐍝	\LinearALIII	𐍞	\LinearACLI	𐍟	\LinearACCCXLVII	𐍠	\LinearACCCXLVII
𐍞	\LinearALIV	𐍟	\LinearACLII	𐍠	\LinearACCL	𐍡	\LinearACCCXLVIII
𐍟	\LinearALV	𐍠	\LinearACLIII	𐍡	\LinearACCLI	𐍢	\LinearACCCXLIX
𐍠	\LinearALVI	𐍡	\LinearACLIV	𐍢	\LinearACCLII	𐍣	\LinearACCCCL
𐍡	\LinearALVII	𐍢	\LinearACLV	𐍣	\LinearACCLIII	𐍤	\LinearACCCCLI
𐍢	\LinearALVIII	𐍣	\LinearACLVI	𐍤	\LinearACCLIV	𐍥	\LinearACCCCLII
𐍣	\LinearALIX	𐍤	\LinearACLVII	𐍥	\LinearACCLV	𐍦	\LinearACCCCLIII
𐍤	\LinearALX	𐍦	\LinearACLVIII	𐍦	\LinearACCLVI	𐍧	\LinearACCCCLIV
𐍦	\LinearALXI	𐍧	\LinearACLIX	𐍧	\LinearACCLVII	𐍨	\LinearACCCCLV
𐍧	\LinearALXII	𐍨	\LinearACLX	𐍨	\LinearACCLVIII	𐍩	\LinearACCCCLVI
𐍨	\LinearALXIII	𐍩	\LinearACLXI	𐍩	\LinearACCLIX	𐍪	\LinearACCCCLVII
𐍩	\LinearALXIV	𐍪	\LinearACLXII	𐍪	\LinearACCLX	𐍫	\LinearACCCCLVIII
𐍪	\LinearALXV	𐍫	\LinearACLXIII	𐍫	\LinearACCLXI	𐍬	\LinearACCCCLIX

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𐄂	\LinearALXVI	𐄂	\LinearACLXIV	𐄂	\LinearACCLXII	𐄂	\LinearACCCLX
𐄃	\LinearALXVII	𐄃	\LinearACLXV	𐄃	\LinearACCLXIII	𐄃	\LinearACCCLXI
𐄄	\LinearALXVIII	𐄄	\LinearACLXVI	𐄄	\LinearACCLXIV	𐄄	\LinearACCCLXII
𐄅	\LinearALXIX	𐄅	\LinearACLXVII	𐄅	\LinearACCLXV	𐄅	\LinearACCCLXIII
𐄆	\LinearALXX	𐄆	\LinearACLXVIII	𐄆	\LinearACCLXVI	𐄆	\LinearACCCLXIV
𐄇	\LinearALXXI	𐄇	\LinearACLXIX	𐄇	\LinearACCLXVII	𐄇	\LinearACCCLXV
𐄈	\LinearALXXII	𐄈	\LinearACLXX	𐄈	\LinearACCLXVIII	𐄈	\LinearACCCLXVI
𐄉	\LinearALXXIII	𐄉	\LinearACLXXI	𐄉	\LinearACCLXIX	𐄉	\LinearACCCLXVII
𐄊	\LinearALXXIV	𐄊	\LinearACLXXII	𐄊	\LinearACCLXX	𐄊	\LinearACCCLXVIII
𐄋	\LinearALXXV	𐄋	\LinearACLXXIII	𐄋	\LinearACCLXXI	𐄋	\LinearACCCLXIX
𐄌	\LinearALXXVI	𐄌	\LinearACLXXIV	𐄌	\LinearACCLXXII	𐄌	\LinearACCCLXX
𐄍	\LinearALXXVII	𐄍	\LinearACLXXV	𐄍	\LinearACCLXXIII	𐄍	\LinearACCCLXXI
𐄎	\LinearALXXVIII	𐄎	\LinearACLXXVI	𐄎	\LinearACCLXXIV	𐄎	\LinearACCCLXXII
𐄏	\LinearALXXIX	𐄏	\LinearACLXXVII	𐄏	\LinearACCLXXV	𐄏	\LinearACCCLXXIII
𐄐	\LinearALXXX	𐄐	\LinearACLXXVIII	𐄐	\LinearACCLXXVI	𐄐	\LinearACCCLXXIV
𐄑	\LinearALXXXI	𐄑	\LinearACLXXIX	𐄑	\LinearACCLXXVII	𐄑	\LinearACCCLXXV
𐄒	\LinearALXXXII	𐄒	\LinearACLXXX	𐄒	\LinearACCLXXVIII	𐄒	\LinearACCCLXXVI
𐄓	\LinearALXXXIII	𐄓	\LinearACLXXXI	𐄓	\LinearACCLXXIX	𐄓	\LinearACCCLXXVII
𐄔	\LinearALXXXIV	𐄔	\LinearACLXXXII	𐄔	\LinearACCLXXX	𐄔	\LinearACCCLXXVIII
𐄕	\LinearALXXXV	𐄕	\LinearACLXXXIII	𐄕	\LinearACCLXXXI	𐄕	\LinearACCCLXXIX
𐄖	\LinearALXXXVI	𐄖	\LinearACLXXXIV	𐄖	\LinearACCLXXXII	𐄖	\LinearACCCLXXX
𐄗	\LinearALXXXVII	𐄗	\LinearACLXXXV	𐄗	\LinearACCLXXXIII	𐄗	\LinearACCCLXXXI
𐄘	\LinearALXXXVIII	𐄘	\LinearACLXXXVI	𐄘	\LinearACCLXXXIV	𐄘	\LinearACCCLXXXII
𐄙	\LinearALXXXIX	𐄙	\LinearACLXXXVII	𐄙	\LinearACCLXXXV	𐄙	\LinearACCCLXXXIII
𐄚	\LinearALXXXX	𐄚	\LinearACLXXXVIII	𐄚	\LinearACCLXXXVI	𐄚	\LinearACCCLXXXIV
𐄛	\LinearAXCI	𐄛	\LinearACLXXXIX	𐄛	\LinearACCLXXXVII	𐄛	\LinearACCCLXXXV
𐄜	\LinearAXCII	𐄜	\LinearACLXXXX	𐄜	\LinearACCLXXXVIII	𐄜	\LinearACCCLXXXVI
𐄝	\LinearAXCIII	𐄝	\LinearACXCI	𐄝	\LinearACCLXXXIX	𐄝	\LinearACCCLXXXVII
𐄞	\LinearAXCIV	𐄞	\LinearACXCII	𐄞	\LinearACCLXXXX	𐄞	\LinearACCCLXXXVIII
𐄟	\LinearAXCV	𐄟	\LinearACXCIII	𐄟	\LinearACXCII	𐄟	\LinearACCCLXXXIX
𐄠	\LinearAXCVI	𐄠	\LinearACXCIV	𐄠	\LinearACXCII		
𐄡	\LinearAXCVII	𐄡	\LinearACXCV	𐄡	\LinearACXCIII		
𐄢	\LinearAXCVIII	𐄢	\LinearACXCVI	𐄢	\LinearACXCIV		

TABLE 273: linearb Linear B Basic and Optional Letters

	<code>\Ba</code>		<code>\Bja</code>		<code>\Bmu</code>		<code>\Bpte</code>		<code>\Broii</code>		<code>\Bto</code>
	<code>\Baii</code>		<code>\Bje</code>		<code>\Bna</code>		<code>\Bpu</code>		<code>\Bru</code>		<code>\Btu</code>
	<code>\Baiiii</code>		<code>\Bjo</code>		<code>\Bne</code>		<code>\Bpuii</code>		<code>\Bsa</code>		<code>\Btwo</code>
	<code>\Bau</code>		<code>\Bju</code>		<code>\Bni</code>		<code>\Bqa</code>		<code>\Bse</code>		<code>\Bu</code>
	<code>\Bda</code>		<code>\Bka</code>		<code>\Bno</code>		<code>\Bqe</code>		<code>\Bsi</code>		<code>\Bwa</code>
	<code>\Bde</code>		<code>\Bke</code>		<code>\Bnu</code>		<code>\Bqi</code>		<code>\Bso</code>		<code>\Bwe</code>
	<code>\Bdi</code>		<code>\Bki</code>		<code>\Bnwa</code>		<code>\Bqo</code>		<code>\Bsu</code>		<code>\Bwi</code>
	<code>\Bdo</code>		<code>\Bko</code>		<code>\Bo</code>		<code>\Bra</code>		<code>\Bswa</code>		<code>\Bwo</code>
	<code>\Bdu</code>		<code>\Bku</code>		<code>\Bpa</code>		<code>\Braii</code>		<code>\Bswi</code>		<code>\Bza</code>
	<code>\Bdwe</code>		<code>\Bma</code>		<code>\Bpaiiii</code>		<code>\Braiii</code>		<code>\Bta</code>		<code>\Bze</code>
	<code>\Bdwo</code>		<code>\Bme</code>		<code>\Bpe</code>		<code>\Bre</code>		<code>\Btaii</code>		<code>\Bzo</code>
	<code>\Be</code>		<code>\Bmi</code>		<code>\Bpi</code>		<code>\Bri</code>		<code>\Bte</code>		
	<code>\Bi</code>		<code>\Bmo</code>		<code>\Bpo</code>		<code>\Bro</code>		<code>\Bti</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope. Single-character shortcuts are also supported: Both “`\textlinb{\Bpa\Bki\Bna}`” and “`\textlinb{pcn}`” produce “ $\text{𐀢} \text{𐀫} \text{𐀮}$ ”, for example. See the linearb documentation for more information.

TABLE 274: linearb Linear B Numerals

	<code>\BNi</code>		<code>\BNvii</code>		<code>\BNxl</code>		<code>\BNc</code>		<code>\BNdcc</code>
	<code>\BNii</code>		<code>\BNviii</code>		<code>\BNl</code>		<code>\BNcc</code>		<code>\BNdccc</code>
	<code>\BNiii</code>		<code>\BNix</code>		<code>\BNlx</code>		<code>\BNccc</code>		<code>\BNcm</code>
	<code>\BNiv</code>		<code>\BNx</code>		<code>\BNlxx</code>		<code>\BNcd</code>		<code>\BNm</code>
	<code>\BNv</code>		<code>\BNxx</code>		<code>\BNlxxx</code>		<code>\BNd</code>		
	<code>\BNvi</code>		<code>\BNxxx</code>		<code>\BNxc</code>		<code>\BNdc</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope.

TABLE 275: linearb Linear B Weights and Measures

	<code>\BPtalent</code>		<code>\BPvolb</code>		<code>\BPvolcf</code>		<code>\BPwtb</code>		<code>\BPwtd</code>
	<code>\BPvola</code>		<code>\BPvolcd</code>		<code>\BPwta</code>		<code>\BPwtc</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope.

TABLE 276: linearb Linear B Ideograms

	<code>\BPamphora</code>		<code>\BPchassis</code>		<code>\BPman</code>		<code>\BPwheat</code>
	<code>\BParrow</code>		<code>\BPcloth</code>		<code>\BPnanny</code>		<code>\BPwheel</code>
	<code>\BPbarley</code>		<code>\BPcow</code>		<code>\BPolive</code>		<code>\BPwine</code>
	<code>\BPbilly</code>		<code>\BPCup</code>		<code>\BPox</code>		<code>\BPwineiih</code>
	<code>\BPboar</code>		<code>\BPewe</code>		<code>\BPpig</code>		<code>\BPwineiiih</code>
	<code>\BPbronze</code>		<code>\BPfoal</code>		<code>\BPram</code>		<code>\BPwineivh</code>
	<code>\BPbull</code>		<code>\BPgoat</code>		<code>\BPsheep</code>		<code>\BPwoman</code>
	<code>\BPcauldroni</code>		<code>\BPgoblet</code>		<code>\BPso</code>		<code>\BPwool</code>
	<code>\BPcauldronii</code>		<code>\BPgold</code>		<code>\BP spear</code>		
	<code>\BPchariot</code>		<code>\BPhorse</code>		<code>\BP sword</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope.

TABLE 277: linearb Unidentified Linear B Symbols

	<code>\BUi</code>		<code>\BUiv</code>		<code>\BUvii</code>		<code>\BUx</code>		<code>\Btwe</code>
	<code>\BUii</code>		<code>\BUv</code>		<code>\BUviii</code>		<code>\BUxi</code>		
	<code>\BUiii</code>		<code>\BUvi</code>		<code>\BUix</code>		<code>\BUxii</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope.

TABLE 278: cyprriot Cypriot Letters

	<code>\Ca</code>		<code>\Cku</code>		<code>\Cmu</code>		<code>\Cpo</code>		<code>\Cso</code>		<code>\Cwi</code>
	<code>\Ce</code>		<code>\Cla</code>		<code>\Cna</code>		<code>\Cpu</code>		<code>\Csu</code>		<code>\Cwo</code>
	<code>\Cga</code>		<code>\Cle</code>		<code>\Cne</code>		<code>\Cra</code>		<code>\Cta</code>		<code>\Cxa</code>
	<code>\Ci</code>		<code>\Cli</code>		<code>\Cni</code>		<code>\Cre</code>		<code>\Cte</code>		<code>\Cxe</code>
	<code>\Cja</code>		<code>\Clo</code>		<code>\Cno</code>		<code>\Cri</code>		<code>\Cti</code>		<code>\Cya</code>
	<code>\Cjo</code>		<code>\Clu</code>		<code>\Cnu</code>		<code>\Cro</code>		<code>\Cto</code>		<code>\Cy o</code>
	<code>\Cka</code>		<code>\Cma</code>		<code>\Co</code>		<code>\Cru</code>		<code>\Ctu</code>		<code>\Cza</code>
	<code>\Cke</code>		<code>\Cme</code>		<code>\Cpa</code>		<code>\Csa</code>		<code>\Cu</code>		<code>\Czo</code>
	<code>\Cki</code>		<code>\Cmi</code>		<code>\Cpe</code>		<code>\Cse</code>		<code>\Cwa</code>		
	<code>\Cko</code>		<code>\Cmo</code>		<code>\Cpi</code>		<code>\Csi</code>		<code>\Cwe</code>		

These symbols must appear either within the argument to `\textcypr` or following the `\cyprfamily` font-selection command within a scope. Single-character shortcuts are also supported: Both “`\textcypr{\Cpa\Cki\Cna}`” and “`\textcypr{pcn}`” produce “”, for example. See the cypriot documentation for more information.

TABLE 279: sarabian South Arabian Letters

◦	\SAa	𐩦	\SAz	𐩡	\SAm	𐩨	\SAsd	𐩢	\Sadb
𐩣	\SAb	𐩧	\SAhd	𐩣	\SAn	𐩤	\SAq	𐩦	\SAtb
𐩥	\SAg	𐩨	\SAtd	𐩨	\SAs	𐩣	\SAr	𐩣	\SAga
𐩦	\SAd	𐩦	\SAy	𐩦	\SAf	𐩦	\SAsv	𐩦	\SAzd
𐩦	\SAh	𐩦	\SAk	𐩦	\SA1q	𐩦	\SAt	𐩦	\SAsa
𐩦	\SAw	𐩦	\SA1	𐩦	\SAo	𐩦	\SAhu	𐩦	\SAdd

These symbols must appear either within the argument to `\textsarab` or following the `\sarabfamily` font-selection command within a scope. Single-character shortcuts are also supported: Both “`\textsarab{\SAb\Sak\SAn}`” and “`\textsarab{bkn}`” produce “𐩣𐩦𐩣”, for example. See the `sarabian` documentation for more information.

TABLE 280: teubner Archaic Greek Letters and Greek Numerals

Ω	\Coppa [†]	Ɔ	\Digamma*	ϝ	\sampi*	Ϛ	\varstigma
ϙ	\coppa [†]	ϙ	\koppa*	ϙ	\Stigma		
Ɔ	\digamma*, [‡]	λ	\Sampi	ϙ	\stigma*		

* Technically, these symbols do not require `teubner`; it is sufficient to load the `babel` package with the `greek` option (upon which `teubner` depends)—but use `\qoppa` for `\koppa` and `\ddigamma` for `\digamma`.

[†] For compatibility with other naming conventions `teubner` defines `\Koppa` as a synonym for `\Coppa` and `\varcoppa` as a synonym for `\coppa`.

[‡] If both `teubner` and `amssymb` are loaded, `teubner`’s `\digamma` replaces `amssymb`’s `\digamma`, regardless of package-loading order.

7 Other symbols

The following are all the symbols that didn't fit neatly or unambiguously into any of the previous sections. (Do weather symbols belong under "Science and technology"? Should dice be considered "mathematics"?) While some of the tables contain clearly related groups of symbols (e.g., musical notes), others represent motley assortments of whatever the font designer felt like drawing.

TABLE 281: textcomp Genealogical Symbols

★	<code>\textborn</code>	∅	<code>\textdivorced</code>	∞	<code>\textmarried</code>
†	<code>\textdied</code>	☙	<code>\textleaf</code>		

TABLE 282: wasysym General Symbols

☒	<code>\ataribox</code>	⌚	<code>\clock</code>	◀	<code>\LEFTarrow</code>	☺	<code>\smiley</code>
🔔	<code>\bell</code>	∅	<code>\diameter</code>	⚡	<code>\lightning</code>	☼	<code>\sun</code>
☹	<code>\blacksmiley</code>	▼	<code>\DOWNarrow</code>	☎	<code>\phone</code>	▲	<code>\UParrow</code>
☞	<code>\Bowtie</code>	☹	<code>\frownie</code>	☞	<code>\pointer</code>	⌘	<code>\wasylozenge</code>
⌚	<code>\brokenvert</code>	∅	<code>\invdiameter</code>	🎧	<code>\recorder</code>		
✓	<code>\checked</code>	✱	<code>\kreuz</code>	▶	<code>\RIGHTarrow</code>		

TABLE 283: wasysym Circles

●	<code>\CIRCLE</code>	◐	<code>\LEFTcircle</code>	◑	<code>\RIGHTcircle</code>	↻	<code>\rightturn</code>
○	<code>\Circle</code>	◑	<code>\Leftcircle</code>	◐	<code>\Rightcircle</code>		
◐	<code>\LEFTCIRCLE</code>	◑	<code>\RIGHTCIRCLE</code>	↻	<code>\leftturn</code>		

TABLE 284: wasysym Musical Symbols

♪	<code>\eighthnote</code>	♩	<code>\halfnote</code>	♫	<code>\twonotes</code>	♮	<code>\fullnote</code>	♩	<code>\quarternote</code>
---	--------------------------	---	------------------------	---	------------------------	---	------------------------	---	---------------------------































See also `\flat`, `\sharp`, and `\natural` (Table 201 on page 65).

TABLE 285: arev Musical Symbols

♩	<code>\quarternote</code>	♪	<code>\eighthnote</code>	♫	<code>\sixteenthnote</code>
---	---------------------------	---	--------------------------	---	-----------------------------






See also `\flat`, `\sharp`, and `\natural` (Table 201 on page 65).

TABLE 286: harmony Musical Symbols

	<code>\AAcht</code>		<code>\DDohne</code>		<code>\Halb</code>		<code>\SechBR</code>		<code>\VM</code>
	<code>\Acht</code>		<code>\Dohne</code>		<code>\HaPa</code>		<code>\SechBr</code>		<code>\Zwdr</code>
	<code>\AchtBL</code>		<code>\Ds</code>		<code>\Pu</code>		<code>\SePa</code>		<code>\ZwPa</code>
	<code>\AchtBR</code>		<code>\DS</code>		<code>\Sech</code>		<code>\UB</code>		
	<code>\AcPa</code>		<code>\Ganz</code>		<code>\SechBL</code>		<code>\Vier</code>		
	<code>\DD</code>		<code>\GaPa</code>		<code>\SechBl</code>		<code>\ViPa</code>		

The musixtex package must be installed to use harmony.

TABLE 287: harmony Musical Accents




	<code>\Ferli{A}\Ferli{a}</code> *		<code>\Ohne{A}\Ohne{a}</code> *
	<code>\Fermi{A}\Fermi{a}</code>		<code>\Umd{A}\Umd{a}</code> *
	<code>\Kr{A}\Kr{a}</code>		

* These symbols take an optional argument which shifts the accent either horizontally or vertically (depending on the command) by the given distance.

In addition to the accents shown above, `\HH` is a special accent command which accepts five period-separated characters and typesets them such that “`\HH.X.a.b.c.d.`” produces “ $\overset{X}{\underset{a}{\underset{b}{\underset{c}{\underset{d}{\text{H}}}}}}$ ”. All arguments except the first can be omitted: “`\HH.X.....`” produces “ $\overset{X}{\text{H}}$ ”. `\Takt` takes two arguments and composes them into a musical time signature. For example, “`\Takt{12}{8}`” produces “ $\frac{12}{8}$ ”. As two special cases, “`\Takt{c}{0}`” produces “**C**” and “`\Takt{c}{1}`” produces “**C**”.

The musixtex package must be installed to use harmony.

TABLE 288: manfnt Dangerous Bend Symbols

	<code>\dbend</code>		<code>\lhdbend</code>		<code>\reversedvideobend</code>
---	---------------------	---	-----------------------	---	---------------------------------

Note that these symbols descend far beneath the baseline. manfnt also defines non-descending versions, which it calls, correspondingly, `\textdbend`, `\textlhdbend`, and `\textreversedvideobend`.

TABLE 289: Miscellaneous manfnt Symbols























	<code>\manboldkidney</code>		<code>\manpenkidney</code>
	<code>\manconcentriccircles</code>		<code>\manquadrifolium</code>
	<code>\manconcentricdiamond</code>		<code>\manquartercircle</code>
	<code>\mancone</code>		<code>\manrotatedquadrifolium</code>
	<code>\mancube</code>		<code>\manrotatedquartercircle</code>
	<code>\manerrarrow</code>		<code>\manstar</code>
	<code>\manfilledquartercircle</code>		<code>\mantilt pennib</code>
	<code>\manhpennib</code>		<code>\mantriangledown</code>
	<code>\manimpossiblecube</code>		<code>\mantriangleright</code>
	<code>\mankidney</code>		<code>\mantriangleup</code>
	<code>\manlhpenkidney</code>		<code>\manvpennib</code>

TABLE 290: marvosym Navigation Symbols

<code>\Forward</code>	<code>\MoveDown</code>	<code>\RewindToIndex</code>	<code>\ToTop</code>
<code>\ForwardToEnd</code>	<code>\MoveUp</code>	<code>\RewindToStart</code>	
<code>\ForwardToIndex</code>	<code>\Rewind</code>	<code>\ToBottom</code>	

TABLE 291: marvosym Laundry Symbols

<code>\AtForty</code>	<code>\Handwash</code>	<code>\ShortNinetyFive</code>
<code>\AtNinetyFive</code>	<code>\IroningI</code>	<code>\ShortSixty</code>
<code>\AtSixty</code>	<code>\IroningII</code>	<code>\ShortThirty</code>
<code>\Bleech</code>	<code>\IroningIII</code>	<code>\SpecialForty</code>
<code>\CleaningA</code>	<code>\NoBleech</code>	<code>\Tumbler</code>
<code>\CleaningF</code>	<code>\NoChemicalCleaning</code>	<code>\WashCotton</code>
<code>\CleaningFF</code>	<code>\NoIroning</code>	<code>\WashSynthetics</code>
<code>\CleaningP</code>	<code>\NoTumbler</code>	<code>\WashWool</code>
<code>\CleaningPP</code>	<code>\ShortFifty</code>	
<code>\Dontwash</code>	<code>\ShortForty</code>	

TABLE 292: marvosym Information Symbols

<code>\Bicycle</code>	<code>\Football</code>	<code>\Pointinghand</code>
<code>\Checkedbox</code>	<code>\Gentsroom</code>	<code>\Wheelchair</code>
<code>\Clocklogo</code>	<code>\Industry</code>	<code>\Writinghand</code>
<code>\Coffeecup</code>	<code>\Info</code>	
<code>\Crossedbox</code>	<code>\Ladiesroom</code>	

TABLE 293: Other marvosym Symbols

<code>\Ankh</code>	<code>\Cross</code>	<code>\Heart</code>	<code>\Smiley</code>
<code>\Bat</code>	<code>\FHB0logo</code>	<code>\MartinVogel</code>	<code>\Womanface</code>
<code>\Bouquet</code>	<code>\FHB0LOGO</code>	<code>\Mundus</code>	<code>\Yinyang</code>
<code>\Celtcross</code>	<code>\Frowny</code>	<code>\MVAt</code>	
<code>\CircledA</code>	<code>\FullFHBO</code>	<code>\MVRightarrow</code>	

TABLE 294: Miscellaneous universa Symbols


	<code>\bauforms</code>		<code>\bauhead</code>
---	------------------------	---	-----------------------

TABLE 295: Miscellaneous universal Symbols


















	<code>\baudash</code>		<code>\bauforms</code>		<code>\bauquarter</code>		<code>\varQ</code>
	<code>\bauequal</code>		<code>\bauhead</code>		<code>\bauquestion</code>		
	<code>\bauface</code>		<code>\bauplus</code>		<code>\bauwindow</code>		

TABLE 296: Miscellaneous fourier Symbols

	<code>\bomb</code>		<code>\grimace</code>		<code>\textthing*</code>		<code>\textxswup*</code>
	<code>\danger</code>		<code>\noway</code>		<code>\textxswdown*</code>		
































* fourier defines math-mode aliases for a few of the preceding symbols:
`\thething` (“”), `\xswdupsup` (“”), and `\xswdsdown` (“”).

TABLE 297: ifsym Weather Symbols

	<code>\Cloud</code>		<code>\Hail</code>		<code>\Sleet</code>		<code>\WeakRain</code>
	<code>\FilledCloud</code>		<code>\HalfSun</code>		<code>\Snow</code>		<code>\WeakRainCloud</code>
	<code>\FilledRainCloud</code>		<code>\Lightning</code>		<code>\SnowCloud</code>		<code>\FilledSnowCloud</code>
	<code>\FilledSunCloud</code>		<code>\NoSun</code>		<code>\Sun</code>		
	<code>\FilledWeakRainCloud</code>		<code>\Rain</code>		<code>\SunCloud</code>		
	<code>\Fog</code>		<code>\RainCloud</code>		<code>\ThinFog</code>		

In addition, `\Thermo{0}... \Thermo{6}` produce thermometers that are between 0/6 and 6/6 full of mercury:       .




Similarly, `\wind{<sun>}{<angle>}{<strength>}` will draw wind symbols with a given amount of sun (0–4), a given angle (in degrees), and a given strength in km/h (0–100). For example, `\wind{0}{0}{0}` produces “”, `\wind{2}{0}{0}` produces “”, and `\wind{4}{0}{100}` produces “”.

TABLE 298: ifsym Alpine Symbols

























	<code>\SummitSign</code>		<code>\Summit</code>		<code>\SurveySign</code>		<code>\HalfFilledHut</code>
	<code>\StoneMan</code>		<code>\Mountain</code>		<code>\Joch</code>		<code>\VarSummit</code>
	<code>\Hut</code>		<code>\IceMountain</code>		<code>\Flag</code>		
	<code>\FilledHut</code>		<code>\VarMountain</code>		<code>\VarFlag</code>		
	<code>\Village</code>		<code>\VarIceMountain</code>		<code>\Tent</code>		

TABLE 299: ifsym Clocks

	<code>\Interval</code>		<code>\StopWatchStart</code>		<code>\VarClock</code>		<code>\Wecker</code>
	<code>\StopWatchEnd</code>		<code>\Taschenuhr</code>		<code>\VarTaschenuhr</code>		


ifsym also exports a `\showclock` macro. `\showclock{<hours>}{<minutes>}` outputs a clock displaying the corresponding time. For instance, “`\showclock{5}{40}`” produces “”. *<hours>* must be an integer from 0 to 11, and *<minutes>* must be an integer multiple of 5 from 0 to 55.

TABLE 300: Other ifsym Symbols
























	<code>\FilledSectioningDiamond</code>		<code>\Letter</code>		<code>\Radiation</code>
	<code>\Fire</code>		<code>\PaperLandscape</code>		<code>\SectioningDiamond</code>
	<code>\Irritant</code>		<code>\PaperPortrait</code>		<code>\Telephone</code>
	<code>\Cube{1}</code>		<code>\Cube{3}</code>		<code>\Cube{5}</code>
	<code>\Cube{2}</code>		<code>\Cube{4}</code>		<code>\Cube{6}</code>
	<code>\StrokeOne</code>		<code>\StrokeThree</code>		<code>\StrokeFive</code>
	<code>\StrokeTwo</code>		<code>\StrokeFour</code>		

TABLE 301: clock Clocks

<code>\ClockStyle</code>	<code>\ClockFramefalse</code>	<code>\ClockFrametrue</code>
0		
1		
2		
3		

The clock package provides a `\clock` command to typeset an arbitrary time on an analog clock (and `\clocktime` to typeset the document’s build time). For example, the clocks in the above table were produced with `\clock{15}{41}`. Clock symbols are composed from a font of clock-face fragments using one of four values for `\ClockStyle` and either `\ClockFramefalse` or `\ClockFrametrue` as illustrated above. See the clock documentation for more information.

TABLE 302: epsdice Dice













	<code>\epsdice{1}</code>		<code>\epsdice{3}</code>		<code>\epsdice{5}</code>
	<code>\epsdice{2}</code>		<code>\epsdice{4}</code>		<code>\epsdice{6}</code>

TABLE 303: hhcount Dice

	<code>\hhdice{1}</code>		<code>\hhdice{3}</code>		<code>\hhdice{5}</code>
	<code>\hhdice{2}</code>		<code>\hhdice{4}</code>		<code>\hhdice{6}</code>


The `\hhdice` command accepts values larger than 6. For example, “`\hhdice{47}`” produces “”.

TABLE 304: hhcount Tally Markers

	<code>\fcscore{1}</code>		<code>\fcscore{3}</code>		<code>\fcscore{5}</code>
	<code>\fcscore{2}</code>		<code>\fcscore{4}</code>		


The `\fcscore` command accepts values larger than 5. For example, “`\fcscore{47}`” produces “”.

TABLE 305: skull Symbols


 \skull

TABLE 306: Non-Mathematical mathabx Symbols


 \rip

TABLE 307: skak Chess Informator Symbols




























































































	\bbetter		\doublepawns		\seppawns
	\bdecisive		\ending		\shortcastling
	\betteris		\equal		\timelimit
	\bishoppair		\file		\unclear
	\bupperhand		\kside		\unitedpawns
	\capturesymbol		\longcastling		\various
	\castlingchar		\markera		\wbetter
	\castlinghyphen		\markerb		\wdecisive
	\centre		\mate		\weakpt
	\checksymbol		\morepawns		\with
	\chesscomment		\moreroom		\withattack
	\chessetc		\novelty		\withidea
	\chesssee		\onlymove		\withininit
	\compensation		\opposbishops		\without
	\counterplay		\passedpawn		\wupperhand
	\devadvantage		\qside		\zugzwang
	\diagonal		\samebishops		

TABLE 308: skak Chess Pieces and Chessboard Squares

	<code>\BlackBishopOnBlack</code>		<code>\BlackRookOnBlack</code>		<code>\WhiteKingOnBlack</code>
	<code>\BlackBishopOnWhite</code>		<code>\BlackRookOnWhite</code>		<code>\WhiteKingOnWhite</code>
	<code>\BlackEmptySquare</code>		<code>\symbishop</code>		<code>\WhiteKnightOnBlack</code>
	<code>\BlackKingOnBlack</code>		<code>\symking</code>		<code>\WhiteKnightOnWhite</code>
	<code>\BlackKingOnWhite</code>		<code>\symknight</code>		<code>\WhitePawnOnBlack</code>
	<code>\BlackKnightOnBlack</code>		<code>\sympawn</code>		<code>\WhitePawnOnWhite</code>
	<code>\BlackKnightOnWhite</code>		<code>\symqueen</code>		<code>\WhiteQueenOnBlack</code>
	<code>\BlackPawnOnBlack</code>		<code>\symrook</code>		<code>\WhiteQueenOnWhite</code>
	<code>\BlackPawnOnWhite</code>		<code>\WhiteBishopOnBlack</code>		<code>\WhiteRookOnBlack</code>
	<code>\BlackQueenOnBlack</code>		<code>\WhiteBishopOnWhite</code>		<code>\WhiteRookOnWhite</code>
	<code>\BlackQueenOnWhite</code>		<code>\WhiteEmptySquare</code>		

The skak package also provides commands for drawing complete chessboards. See the skak documentation for more information.

TABLE 309: igo Go Stones

	<code>\blackstone[\igocircle]</code>		<code>\whitestone[\igocircle]</code>
	<code>\blackstone[\igocross]</code>		<code>\whitestone[\igocross]</code>
	<code>\blackstone[\igonone]</code>		<code>\whitestone[\igonone]</code>
	<code>\blackstone[\igosquare]</code>		<code>\whitestone[\igosquare]</code>
	<code>\blackstone[\igotriangle]</code>		<code>\whitestone[\igotriangle]</code>

In addition to the symbols shown above, igo's `\blackstone` and `\whitestone` commands accept numbers from 1 to 99 and display them circled as ❶, ❷, ❸, ... ❹❹ and ❶, ❷, ❸, ... ❹❹, respectively.

The igo package is intended to typeset Go boards (goban). See the igo documentation for more information.

TABLE 310: metre Metrical Symbols

\times	<code>\a</code>	⏟	<code>\bBm</code>	\parallel	<code>\cc</code>	⏟	<code>\Mbb</code>	\vdots	<code>\Pppp</code>	\otimes	<code>\t</code>
⏟	<code>\B</code>	⏟	<code>\bbm</code>	\parallel	<code>\Ccc</code>	⏟	<code>\mbbx</code>	\vdots	<code>\pppp</code>	⏟	<code>\tsbm</code>
⏟	<code>\b</code>	⏟	<code>\Bbm</code>	⏟	<code>\m</code>	⏟	<code>\oo</code>	\vdots	<code>\Ppppp</code>	⏟	<code>\tsmb</code>
⏟	<code>\Bb</code>	⏟	<code>\bbmb</code>	⏟	<code>\M</code>	⏟	<code>\p</code>	\vdots	<code>\ppppp</code>	⏟	<code>\tsmm</code>
⏟	<code>\BB</code>	⏟	<code>\bbmx</code>	⏟	<code>\ma</code>	⏟	<code>\pm</code>	⏟	<code>\ps</code>	⏟	<code>\vppm</code>
⏟	<code>\bb</code>	⏟	<code>\bm</code>	⏟	<code>\Mb</code>	⏟	<code>\pp</code>	⏟	<code>\pxp</code>	⏟	<code>\vpppm</code>
⏟	<code>\bB</code>	⏟	<code>\Bm</code>	⏟	<code>\mb</code>	⏟	<code>\Pp</code>	⏟	<code>\Pxp</code>	⏟	<code>\x</code>
⏟	<code>\bba</code>	⏟	<code>\c</code>	⏟	<code>\mBb</code>	⏟	<code>\ppm</code>	⏟	<code>\R</code>		
⏟	<code>\bbb</code>	⏟	<code>\C</code>	⏟	<code>\mbB</code>	⏟	<code>\ppp</code>	⏟	<code>\r</code>		
⏟	<code>\BBm</code>	⏟	<code>\Cc</code>	⏟	<code>\mbb</code>	⏟	<code>\Ppp</code>	⏟	<code>\T</code>		

The preceding symbols are valid only within the argument to the `metre` command.

TABLE 311: metre Small and Large Metrical Symbols

\div	<code>\anacclasis</code>	\div	<code>\Anacclasis</code>
$<$	<code>\antidiple</code>	$<$	<code>\Antidiple</code>
\leq	<code>\antidiple*</code>	\leq	<code>\Antidiple*</code>
\supset	<code>\antisigma</code>	\supset	<code>\Antisigma</code>
\ast	<code>\asteriscus</code>	\ast	<code>\Asteriscus</code>
\wedge	<code>\catalexis</code>	\wedge	<code>\Catalexis</code>
$>$	<code>\diple</code>	$>$	<code>\Diple</code>
\geq	<code>\diple*</code>	\geq	<code>\Diple*</code>
—	<code>\obelus</code>	—	<code>\Obelus</code>
\div	<code>\obelus*</code>	\div	<code>\Obelus*</code>
\sim	<code>\respondens</code>	\sim	<code>\Respondens</code>
\otimes	<code>\terminus</code>	\otimes	<code>\Terminus</code>
\oplus	<code>\terminus*</code>	\oplus	<code>\Terminus*</code>

TABLE 312: teubner Metrical Symbols

∞	<code>\aeolicbii</code>	⏟	<code>\barbrevis</code>	$+$	<code>\ipercatal</code>
$\infty\infty$	<code>\aeolicbiii</code>	⏟	<code>\bbrevis</code>	—	<code>\longa</code>
$\infty\infty\infty$	<code>\aeolicbiv</code>	⏟	<code>\brevis</code>	⏟	<code>\ubarbbrevis</code>
\times	<code>\anceps</code>	\wedge	<code>\catal</code>	⏟	<code>\ubarbrevis</code>
\times	<code>\ancepsdbrevis</code>	⏟	<code>\corona</code>	⏟	<code>\ubarsbrevis</code>
\times	<code>\banceps</code>	⏟	<code>\coronainv</code>	⏟	<code>\ubrevislonga</code>
⏟	<code>\barbbrevis</code>	⏟	<code>\hiatus</code>		

The `teubner` package provides a `\newmetrics` command that helps users combine the preceding symbols as well as other `teubner` symbols. For example, the predefined `\pentam` symbol uses `\newmetrics` to juxtapose six `\longas`, two `\barbbrevises`, four `\brevises`, and a `\dBar` into “ $\text{—}\text{—}\text{—}\text{—}\text{—}\text{—}\text{⏟}\text{⏟}\text{⏟}\text{⏟}\text{⏟}\text{⏟}$ ”. See the `teubner` documentation for more information.

TABLE 313: dictsym Dictionary Symbols






















	<code>\dsaeronautical</code>		<code>\dscommercial</code>		<code>\dsmedical</code>
	<code>\dsagricultural</code>		<code>\ds heraldical</code>		<code>\dsmilitary</code>
	<code>\dsarchitectural</code>		<code>\dsjuridical</code>		<code>\dsrailways</code>
	<code>\dsbiological</code>		<code>\dsliterary</code>		<code>\ds technical</code>
	<code>\dschemical</code>		<code>\ds mathematical</code>		

TABLE 314: simpsons Characters from *The Simpsons*

	<code>\Bart</code>		<code>\Homer</code>		<code>\Maggie</code>		<code>\SNPP</code>
	<code>\Burns</code>		<code>\Lisa</code>		<code>\Marge</code>		

The location of the characters' pupils can be controlled with the `\Goofy` command. See *A METAFONT of 'Simpsons' characters* [Che97] for more information. Also, each of the above can be prefixed with `\Left` to make the character face left instead of right:

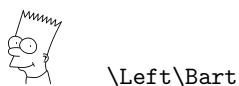



















































































TABLE 315: pmboxdraw Box-Drawing Symbols

	<code>\textblock</code>		<code>\textSFli</code>		<code>\textSFxli</code>		<code>\textSFxxiii</code>
	<code>\textdkshade</code>		<code>\textSFlii</code>		<code>\textSFxlii</code>		<code>\textSFxxiv</code>
	<code>\textdnblock</code>		<code>\textSFliii</code>		<code>\textSFxliii</code>		<code>\textSFxxv</code>
	<code>\textlfblock</code>		<code>\textSFliv</code>		<code>\textSFxliv</code>		<code>\textSFxxvi</code>
	<code>\textltshade</code>		<code>\textSFv</code>		<code>\textSFxlv</code>		<code>\textSFxxvii</code>
	<code>\textrtblock</code>		<code>\textSFvi</code>		<code>\textSFxlv</code>		<code>\textSFxxviii</code>
	<code>\textSFi</code>		<code>\textSFvii</code>		<code>\textSFxlvii</code>		<code>\textSFxxxix</code>
	<code>\textSFii</code>		<code>\textSFviii</code>		<code>\textSFxlviii</code>		<code>\textSFxxxvi</code>
	<code>\textSFiii</code>		<code>\textSFx</code>		<code>\textSFxlvi</code>		<code>\textSFxxxvii</code>
	<code>\textSFiv</code>		<code>\textSFxi</code>		<code>\textSFxx</code>		<code>\textSFxxxviii</code>
	<code>\textSFix</code>		<code>\textSFxix</code>		<code>\textSFxxi</code>		<code>\textshade</code>
	<code>\textSF1</code>		<code>\textSFxl</code>		<code>\textSFxxii</code>		<code>\textupblock</code>

Code Page 437 (CP437), which was first utilized by the original IBM PC, contains the set of box-drawing symbols (sides, corners, and intersections of single- and double-ruled boxes) shown above in character positions 176–223. These symbols also appear in the Unicode Box Drawing and Block Element tables.


























The `pmboxdraw` package draws the CP437 box-drawing symbols using \TeX rules (specifically, `\vrule`) instead of with a font and thereby provides the ability to alter both rule width and the separation between rules. See the `pmboxdraw` documentation for more information.

TABLE 316: staves Magical Staves

	<code>\staveI</code>		<code>\staveXXIV</code>		<code>\staveXLVII</code>
	<code>\staveII</code>		<code>\staveXXV</code>		<code>\staveXLVIII</code>
	<code>\staveIII</code>		<code>\staveXXVI</code>		<code>\staveXLIX</code>
	<code>\staveIV</code>		<code>\staveXXVII</code>		<code>\staveL</code>
	<code>\staveV</code>		<code>\staveXXVIII</code>		<code>\staveLI</code>
	<code>\staveVI</code>		<code>\staveXXIX</code>		<code>\staveLII</code>
	<code>\staveVII</code>		<code>\staveXXX</code>		<code>\staveLIII</code>
	<code>\staveVIII</code>		<code>\staveXXXI</code>		<code>\staveLIV</code>
	<code>\staveIX</code>		<code>\staveXXXII</code>		<code>\staveLV</code>
	<code>\staveX</code>		<code>\staveXXXIII</code>		<code>\staveLVI</code>
	<code>\staveXI</code>		<code>\staveXXXIV</code>		<code>\staveLVII</code>

(continued on next page)

(continued from previous page)

	<code>\staveXII</code>		<code>\staveXXXV</code>		<code>\staveLVIII</code>
	<code>\staveXIII</code>		<code>\staveXXXVI</code>		<code>\staveLIX</code>
	<code>\staveXIV</code>		<code>\staveXXXVII</code>		<code>\staveLX</code>
	<code>\staveXV</code>		<code>\staveXXXVIII</code>		<code>\staveLXI</code>
	<code>\staveXVI</code>		<code>\staveXXXIX</code>		<code>\staveLXII</code>
	<code>\staveXVII</code>		<code>\staveXL</code>		<code>\staveLXIII</code>
	<code>\staveXVIII</code>		<code>\staveXLI</code>		<code>\staveLXIV</code>
	<code>\staveXIX</code>		<code>\staveXLII</code>		<code>\staveLXV</code>
	<code>\staveXX</code>		<code>\staveXLIII</code>		<code>\staveLXVI</code>
	<code>\staveXXI</code>		<code>\staveXLIV</code>		<code>\staveLXVII</code>
	<code>\staveXXII</code>		<code>\staveXLV</code>		<code>\staveLXVIII</code>
	<code>\staveXXIII</code>		<code>\staveXLVI</code>		


The meanings of these symbols are described on the Web site for the Museum of Icelandic Sorcery and Witchcraft at http://www.galdrasynning.is/index.php?option=com_content&task=category§ionid=5&id=18&Itemid=60 (TinyURL: <http://tinyurl.com/25979m>). For example, `\staveL` () is intended to ward off ghosts and evil spirits.

TABLE 317: pigpen Cipher Symbols



























	<code>{\pigpenfont A}</code>		<code>{\pigpenfont J}</code>		<code>{\pigpenfont S}</code>
	<code>{\pigpenfont B}</code>		<code>{\pigpenfont K}</code>		<code>{\pigpenfont T}</code>
	<code>{\pigpenfont C}</code>		<code>{\pigpenfont L}</code>		<code>{\pigpenfont U}</code>
	<code>{\pigpenfont D}</code>		<code>{\pigpenfont M}</code>		<code>{\pigpenfont V}</code>
	<code>{\pigpenfont E}</code>		<code>{\pigpenfont N}</code>		<code>{\pigpenfont W}</code>
	<code>{\pigpenfont F}</code>		<code>{\pigpenfont O}</code>		<code>{\pigpenfont X}</code>
	<code>{\pigpenfont G}</code>		<code>{\pigpenfont P}</code>		<code>{\pigpenfont Y}</code>
	<code>{\pigpenfont H}</code>		<code>{\pigpenfont Q}</code>		<code>{\pigpenfont Z}</code>
	<code>{\pigpenfont I}</code>		<code>{\pigpenfont R}</code>		

TABLE 318: GnA2e Phases of the Moon

	<code>\MoonPha{1}</code>		<code>\MoonPha{2}</code>		<code>\MoonPha{3}</code>		<code>\MoonPha{4}</code>
---	--------------------------	---	--------------------------	---	--------------------------	---	--------------------------

TABLE 319: Other GnA2e Symbols






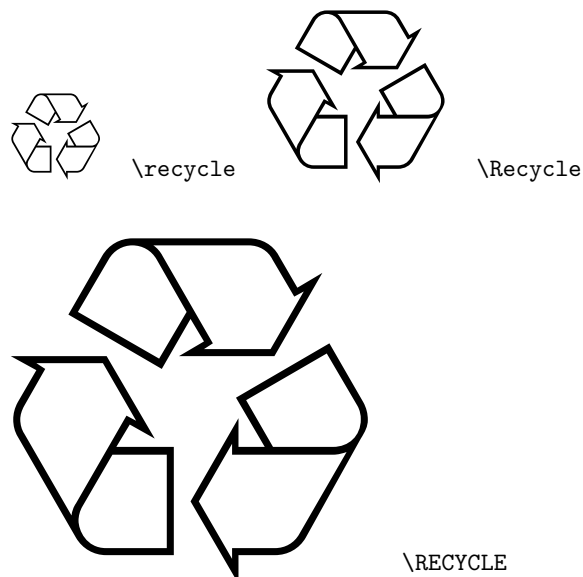
	<code>\Greenpoint</code>		<code>\Postbox</code>		<code>\Telephone</code>
	<code>\Info</code>		<code>\Request</code>		

TABLE 320: recycle Recycling Symbols



The METAFONT code that implements the recycling symbols shown above is, in the words of its author, “awful code [that] doesn’t even put the logo in a box (properly)”. Expect to receive “**Inconsistent equation (off by $\langle number \rangle$)**” errors from METAFONT. Fortunately, if you tell METAFONT to proceed past those errors (e.g., by pressing Enter after each one or by specifying “**-interaction=nonstopmode**” on the METAFONT command line) it should produce a valid font.

The commands listed above should be used within a group (e.g., “`{\recycle}`”) because they exhibit the side effect of *changing* the font to the recycle font.

8 Additional Information

Unlike the previous sections of this document, Section 8 does not contain new symbol tables. Rather, it provides additional help in using the Comprehensive L^AT_EX Symbol List. First, it draws attention to symbol names used by multiple packages. Next, it provides some guidelines for finding symbols and gives some examples regarding how to construct missing symbols out of existing ones. Then, it comments on the spacing surrounding symbols in math mode. After that, it presents an ASCII and Latin 1 quick-reference guide, showing how to enter all of the standard ASCII/Latin 1 symbols in L^AT_EX. And finally, it lists some statistics about this document itself.

8.1 Symbol Name Clashes

Unfortunately, a number of symbol names are not unique; they appear in more than one package. Depending on how the symbols are defined in each package, L^AT_EX will either output an error message or replace an earlier-defined symbol with a later-defined symbol. Table 321 on the following page presents a selection of name clashes that appear in this document.

Using multiple symbols with the same name in the same document—or even merely loading conflicting symbol packages—can be tricky but, as evidenced by the existence of Table 321, not impossible. The general procedure is to load the first package, rename the conflicting symbols, and then load the second package. Examine the L^AT_EX source for this document (`symbols.tex`) for examples of this and other techniques for handling symbol conflicts. Note that `symbols.tex`’s `\savesymbol` and `\restoresymbol` macros have been extracted into the `savesym` package, which can be downloaded from CTAN.

`txfonts` and `pxfonts` redefine a huge number of symbols—essentially, all of the symbols defined by `latexsym`, `textcomp`, the various \mathcal{MS} symbol sets, and L^AT_EX 2_ε itself. Similarly, `mathabx` redefines a vast number of math symbols in an attempt to improve their look. The `txfonts`, `pxfonts`, and `mathabx` conflicts are not listed in Table 321 because they are designed to be compatible with the symbols they replace. Table 322 on page 102 illustrates what “compatible” means in this context.

To use the new `txfonts`/`pxfonts` symbols without altering the document’s main font, merely reset the default font families back to their original values after loading one of those packages:

```
\renewcommand\rmdefault{cmr}
\renewcommand\sfdefault{cmss}
\renewcommand\ttdefault{cmtt}
```

8.2 Resizing symbols

Mathematical symbols listed in this document as “variable-sized” are designed to stretch vertically. Each variable-sized symbol comes in one or more basic sizes plus a variation comprising both stretchable and nonstretchable segments. Table 323 on page 102 presents the symbols `\}` and `\uparrow` in their default size, in their `\big`, `\Big`, `\bigg`, and `\Bigg` sizes, in an even larger size achieved using `\left/\right`, and—for contrast—in a large size achieved by changing the font size using L^AT_EX 2_ε’s `\fontsize` command. Because the symbols shown belong to the Computer Modern family, the `type1cm` package needs to be loaded to support font sizes larger than 24.88 pt.

Note how `\fontsize` makes the symbol wider and thicker. (The `graphicx` package’s `\scalebox` or `\resizebox` commands would produce a similar effect.) Also, the `\fontsize`-enlarged symbol is vertically centered relative to correspondingly large text, unlike the symbols enlarged using `\big` et al. or `\left/\right`, which all use the same math axis regardless of symbol size. However, `\fontsize` is not limited to mathematical delimiters. Also, `\scalebox` and `\resizebox` are more robust to poorly composed symbols (e.g., two symbols made to overlap by backspacing a fixed distance) but do not work with every T_EX backend and will produce jagged symbols when scaling a bitmapped font.

All variable-sized delimiters are defined (by the corresponding `.tfm` file) in terms of up to five segments, as illustrated by Figure 1 on page 102. The top, middle, and bottom segments are of a fixed size. The top-middle and middle-bottom segments (which are constrained to be the same character) are repeated as many times as necessary to achieve the desired height.

8.3 Where can I find the symbol for ...?

If you can’t find some symbol you’re looking for in this document, there are a few possible explanations:

TABLE 321: Symbol Name Clashes

Symbol	L ^A T _E X 2 _ε	\mathcal{A}	\mathcal{W}	\mathcal{S}	stmaryrd	wasysym	mathabx	marvosym	bbding	ifsym	dingbat	wsuipa
<code>\baro</code>				ϕ								θ
<code>\bigtriangledown</code>	∇			∇								
<code>\bigtriangleup</code>	\triangle			\triangle								
<code>\checkmark</code>		\checkmark									\checkmark	
<code>\Circle</code>					\circ				$+$	\circ		
<code>\Cross</code>										\times		
<code>\ggg</code>		\ggg					\gg			\boxtimes		
<code>\Letter</code>												
<code>\lightning</code>				\lightning		\lightning				\lightning		
<code>\Lightning</code>												
<code>\lll</code>		\lll					\ll					
<code>\Square</code>					\square				\square	\square		
<code>\Sun</code>							\odot			\odot		
<code>\TriangleDown</code>									\blacktriangledown	\triangledown		
<code>\TriangleUp</code>									\blacktriangle	\triangle		

TABLE 322: Example of a Benign Name Clash

Symbol	Default (Computer Modern)	txfonts (Times Roman)
<code>R</code>	\mathcal{R}	\mathbf{R}
<code>\textrecipe</code>	\mathcal{R}	\mathbf{R}

TABLE 323: Sample resized delimiters

Symbol	Default size	<code>\big</code>	<code>\Big</code>	<code>\bigg</code>	<code>\Bigg</code>	<code>\left/\right</code>	<code>\fontsize</code>
<code>\}</code>	}	}	}	}	}	}	}
<code>\uparrow</code>	↑	↑	↑	↑	↑	↑	↑

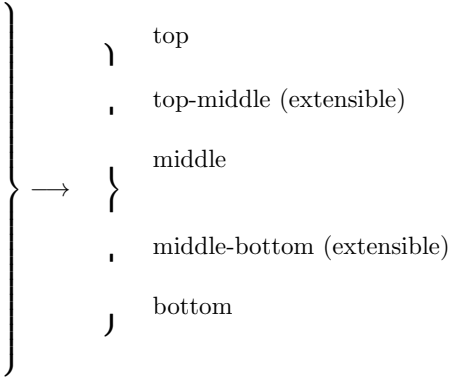


Figure 1: Implementation of variable-sized delimiters

- The symbol isn’t intuitively named. As a few examples, the `ifsym` command to draw dice is “`\Cube`”; a plus sign with a circle around it (“exclusive or” to computer engineers) is “`\oplus`”; and lightning bolts in fonts designed by German speakers may have “blitz” in their names as in the `ulsy` package. The moral of the story is to be creative with synonyms when searching the index.
- The symbol is defined by some package that I overlooked (or deemed unimportant). If there’s some symbol package that you think should be included in the Comprehensive L^AT_EX Symbol List, please send me e-mail at the address listed on the title page.
- The symbol isn’t defined in any package whatsoever.

Even in the last case, all is not lost. Sometimes, a symbol exists in a font, but there is no L^AT_EX binding for it. For example, the PostScript Symbol font contains a “`\l`” symbol, which may be useful for representing a carriage return, but there is no package (as far as I know) for accessing that symbol. To produce an unnamed symbol, you need to switch to the font explicitly with L^AT_EX 2_ε’s low-level font commands [L^AT_EX 2_ε] and use T_EX’s primitive `\char` command [Knu86a] to request a specific character number in the font.⁵ In fact, `\char` is not strictly necessary; the character can often be entered symbolically. For example, the symbol for an impulse train or Tate-Shafarevich group (“III”) is actually an uppercase *sha* in the Cyrillic alphabet. (Cyrillic is supported by the OT2 font encoding, for instance). While a *sha* can be defined numerically as “`{\fontencoding{OT2}\selectfont\char88}`” it may be more intuitive to use the OT2 font encoding’s “SH” ligature: “`{\fontencoding{OT2}\selectfont SH}`”.

Reflecting and rotating existing symbols

A common request on `comp.text.tex` is for a reversed or rotated version of an existing symbol. As a last resort, these effects can be achieved with the `graphicx` (or `graphics`) package’s `\reflectbox` and `\rotatebox` macros. For example, `\textsuperscript{\reflectbox{?}}` produces an irony mark (“?”; cf. http://en.wikipedia.org/wiki/Irony_mark), and `\rotatebox[origin=c]{180}{\iota}` produces the definite-description operator (“*ι*”). The disadvantage of the `graphicx/graphics` approach is that not every T_EX backend handles graphical transformations.⁶ Far better is to find a suitable font that contains the desired symbol in the correct orientation. For instance, if the `phonetic` package is available, then `\textit{\riota}` will yield a backend-independent “*ι*”. Similarly, `tipa`’s `\textreversesigma` (“*σ*”) or `wsuipa`’s `\reversesigma` (“*σ*”) may be used to express the mathematical notion of “such that” in a cleaner manner than with `\reflectbox` or `\rotatebox`.⁷

Joining and overlapping existing symbols

Symbols that do not exist in any font can sometimes be fabricated out of existing symbols. The L^AT_EX 2_ε source file `fontdef.dtx` contains a number of such definitions. For example, `\models` (see Table 67 on page 30) is defined in that file with:

```
\def\models{\mathrel{\joinrel=}}
```

where `\mathrel` and `\joinrel` are used to control the horizontal spacing. `\def` is the T_EX primitive upon which L^AT_EX’s `\newcommand` is based. See The T_EXbook [Knu86a] for more information on all three of those commands.

With some simple pattern-matching, one can easily define a backward `\models` sign (“ \models ”):

```
\def\ismodeledby{=\joinrel\mathrel{}}
```

In general, arrows/harpoons, horizontal lines (“`=`”, “`-`”, “`\relbar`”, and “`\Relbar`”), and the various math-extension characters can be combined creatively with miscellaneous other characters to produce a variety of new symbols. Of course, new symbols can be composed from *any* set of existing characters. For instance, L^AT_EX defines `\hbar` (“*h*”) as a “`-`” character (`\mathchar'26`) followed by a backspace of 9 math units (`\mkern-9mu`), followed by the letter “*h*”:

```
\def\hbar{\mathchar'26\mkern-9mu h}
```

⁵`pifont` defines a convenient `\Pisymbol` command for accessing symbols in PostScript fonts by number. For example, “`\Pisymbol{psy}{191}`” produces “`\l`”.

⁶As an example, Xdvi ignores both `\reflectbox` and `\rotatebox`.

⁷More common symbols for representing “such that” include “`|`”, “`:`”, and “`s.t.`”.

We can just as easily define other barred letters:

```
\def\bbar{\mathchar'26\mkern-9mu b}
\def\dbar{\mathchar'26\mkern-12mu d}
```

(The space after the “mu” is optional but is added for clarity.) `\bbar` and `\dbar` define “ \bar{b} ” and “ \bar{d} ”, respectively. Note that `\dbar` requires a greater backward math kern than `\bbar`; a -9μ kern would have produced the less-attractive “ \bar{d} ” glyph.

The `amsmath` package provides `\overset` and `\underset` commands for placing one symbol respectively above or below another. For example, `\overset{G}{\sim}`⁸ produces “ $\overset{G}{\sim}$ ” (sometimes used for “equidecomposable with respect to G ”).

Sometimes an ordinary `tabular` environment can be co-opted into juxtaposing existing symbols into a new symbol. Consider the following definition of `\asterism` (“ \ast ”) from a June 2007 post to `comp.text.tex` by Peter Flynn:

```
\newcommand{\asterism}{\smash{%
  \raisebox{-.5ex}{%
    \setlength{\tabcolsep}{-.5pt}%
    \begin{tabular}{@{}cc@{}}%
      \multicolumn{2}{\[-2ex\]*\&*\&}%
    \end{tabular}}}}
```

Note how the space between columns (`\tabcolsep`) and rows (`\[-2ex\]`) is made negative to squeeze the asterisks closer together.

There is a \TeX primitive called `\mathaccent` that centers one mathematical symbol atop another. For example, one can define `\dotcup` (“ $\dot{\cup}$ ”)—the composition of a `\cup` and a `\cdot`—as follows:

```
\newcommand{\dotcup}{\ensuremath{\mathaccent\cdot\cup}}
```

The catch is that `\mathaccent` requires the accent to be a “math character”. That is, it must be a character in a math font as opposed to a symbol defined in terms of other symbols. See The \TeX book [Knu86a] for more information.

Another \TeX primitive that is useful for composing symbols is `\vcenter`. `\vcenter` is conceptually similar to “`\begin{tabular}{l}`” in \LaTeX but takes a list of vertical material instead of `\-`-separated rows. Also, it vertically centers the result on the math axis. (Many operators, such as “ $+$ ” and “ $-$ ” are also vertically centered on the math axis.) Enrico Gregorio posted the following symbol definition to `comp.text.tex` in March 2004 in response to a query about an alternate way to denote equivalence:

```
\newcommand*\threesim{%
  \mathrel{\vcenter{\offinterlineskip
    \hbox{$\sim$}\vskip-.35ex\hbox{$\sim$}\vskip-.35ex\hbox{$\sim$}}}}
```

The `\threesim` symbol, which vertically centers three `\sim` (“ \sim ”) symbols with $0.35x$ -heights of space between them, is rendered as “ \approx ”. `\offinterlineskip` is a macro that disables implicit interline spacing. Without it, `\threesim` would have a full line of vertical spacing between each `\sim`. Because of `\vcenter`, `\threesim` aligns properly with other math operators: $a \div b \approx c \times d$.

A related \LaTeX command, borrowed from Plain \TeX , is `\oalign`. `\oalign` vertically overlaps symbols and works both within and outside of math mode. Essentially, it creates a single-column `tabular` environment with zero vertical distance between rows. However, because it is based directly on \TeX ’s `\ialign` primitive, `\oalign` uses \TeX ’s tabular syntax instead of \LaTeX ’s (i.e., with `\cr` as the row terminator instead of `\`). The following example of `\oalign`, a macro that defines a standard-state symbol (`\stst`, “ \ominus ”) as a superscripted Plimsoll line (`\barcirc`, “ \ominus ”),⁹ is due to an October 2007 `comp.text.tex` post by Donald Arseneau:

```
\makeatletter
\providecommand\barcirc{\mathpalette\@barred\circ}
\def\@barred#1#2{\oalign{\hfil#1-\hfil\cr\hfil#1#2\hfil\cr}}
\newcommand\stst{\protect\barcirc}
\makeatother
```

⁸ \LaTeX ’s `\stackrel` command is similar but is limited to placing a symbol above a binary relation.

⁹While `\barcirc` illustrates how to combine symbols using `\oalign`, the `stmaryd` package’s `\minuso` command (Table 46 on page 22) provides a similar glyph (“ \ominus ”) as a single, indivisible symbol.

As another example of `\ooalign`, consider the following code (due to Enrico Gregorio in a June 2007 post to `comp.text.tex`) that overlaps a `\ni` (“ \ni ”) and two minus signs (“ $-$ ”) to produce “ \ni ”, an obscure variation on the infrequently used “ \ni ” symbol for “such that” discussed on page 103:

The `slashed` package, although originally designed for producing Feynman slashed-character notation, in fact facilitates the production of *arbitrary* overlapped symbols. The default behavior is to overwrite a given character with “/”. For example, `\slashed{D}` produces “ \not{D} ”. However, the `\declareslashed` command provides the flexibility to specify the mathematical context of the composite character (operator, relation, punctuation, etc., as will be discussed in Section 8.4), the overlapping symbol, horizontal and vertical adjustments in symbol-relative units, and the character to be overlapped. Consider, for example, the symbol for reduced quadrupole moment (“ F ”). This can be declared as follows:

`\declareslashed{...}` affects the meaning of all subsequent `\slashed{I}` commands in the same scope. The preceding definition of `\rqm` therefore uses an extra set of curly braces to limit that scope to a single `\slashed{I}`. In addition, `\rqm` uses `amstext`'s `\text` macro (described on the next page) to make `\declareslashed` use a text-mode hyphen (“-”) instead of a math-mode minus sign (“−”) and to ensure that the hyphen scales properly in size in subscripts and superscripts. See `slashed`'s documentation (located in `slashed.sty` itself) for a detailed usage description of the `\slashed` and `\declareslashed` commands.

Somewhat simpler than `\slashed` is the `centernot` package. `centernot` provides a single command, `\centernot`, which, like `\not`, puts a slash over the subsequent mathematical symbol. However, instead of putting the slash at a fixed location, `\centernot` centers the slash over its argument. `\centernot` might be used, for example, to create a “does not imply” symbol:

See the `centernot` documentation for more information.

To make composite symbols work properly within subscripts and superscripts, you may need to use TeX's `\mathchoice` primitive. `\mathchoice` evaluates one of four expressions, based on whether the current math style is display, text, script, or scriptscript. (See The TeXbook [Knu86a] for a more complete description.) For example, the following L^AT_EX code—posted to `comp.text.tex` by Torsten Bronger—composes a sub/superscriptable “ \top ” symbol out of `\top` and `\bot` (“ \top ” and “ \bot ”):

The following is another example that uses `\mathchoice` to construct symbols in different math modes. The code defines a principal value integral symbol, which is an integral sign with a line through it.

105

```

\!\int}
\def\XXint#1#2#3{\setbox0=\hbox{#1#2#3}\int}$}
\vcenter{\hbox{#2#3}}\kern-.5\wd0}}
\def\ddashint{\Xint=}
\def\dashint{\Xint-}

```

(The preceding code was taken verbatim from the UK T_EX Users' Group FAQ at <http://www.tex.ac.uk/faq>.) `\dashint` produces a single-dashed integral sign (“ \int ”), while `\ddashint` produces a double-dashed one (“ \int ”). The `\Xint` macro defined above can also be used to generate a wealth of new integrals: “ \int ” (`\Xint\circlearrowright`), “ \int ” (`\Xint\circlearrowleft`), “ \int ” (`\Xint\subset`), “ \int ” (`\Xint\infty`), and so forth.

L^AT_EX 2_ε provides a simple wrapper for `\mathchoice` that sometimes helps produce terser symbol definitions. The macro is called `\mathpalette` and it takes two arguments. `\mathpalette` invokes the first argument, passing it one of “`\displaystyle`”, “`\textstyle`”, “`\scriptstyle`”, or “`\scriptscriptstyle`”, followed by the second argument. `\mathpalette` is useful when a symbol macro must know which math style is currently in use (e.g., to set it explicitly within an `\mbox`). Donald Arseneau posted the following `\mathpalette`-based definition of a probabilistic-independence symbol (“ \perp ”) to `comp.text.tex` in June 2000:

```

\newcommand\independent{\protect\mathpalette{\protect\independentT}\perp}
\def\independentT#1#2{\mathrel{\rlap{$#1#2$}\mkern2mu{#1#2}}}

```

The `\independent` macro uses `\mathpalette` to pass the `\independentT` helper macro both the current math style and the `\perp` symbol. `\independentT` typesets `\perp` in the current math style, moves two math units to the right, and finally typesets a second—overlapping—copy of `\perp`, again in the current math style. `\rlap`, which enables text overlap, is described later on this page.

Some people like their square-root signs with a trailing “hook” (i.e., “ $\sqrt{}$ ”) as this helps visually distinguish expressions like “ $\sqrt{3x}$ ” from those like “ $\sqrt{3}x$ ”. In March 2002, Dan Luecking posted a `\mathpalette`-based definition of a hooked square-root symbol to `comp.text.tex`:

```

\def\hksqrt{\mathpalette\DHLhksqrt}
\def\DHLhksqrt#1#2{\setbox0=\hbox{#1\sqrt{#2\,}}$\dimen0=\ht0
\advance\dimen0-0.2\ht0
\setbox2=\hbox{\vrule height\ht0 depth -\dimen0}%
{\box0\lower0.4pt\box2}}

```

Notice how `\DHLhksqrt` uses `\mathpalette` to recover the outer math style (argument #1) from within an `\hbox`. The rest of the code is simply using T_EX primitives to position a hook of height 0.2 times the `\sqrt` height at the right of the `\sqrt`. See The T_EXbook [Knu86a] for more understanding of T_EX “boxes” and “dimens”.

Sometimes, however, `amstext`’s `\text` macro is all that is necessary to make composite symbols appear correctly in subscripts and superscripts, as in the following definitions of `\neswarrow` (“ \nearrow ”) and `\nwsearrow` (“ \nwarrow ”):¹⁰

```

\newcommand{\neswarrow}{\mathrel{\text{$\nearrow$\llap{$\swarrow$}}}}
\newcommand{\nwsearrow}{\mathrel{\text{$\nwarrow$\llap{$\searrow$}}}}

```

`\text` resembles L^AT_EX’s `\mbox` command but shrinks its argument appropriately when used within a subscript or superscript. `\llap` (“left overlap”) and its counterpart, `\rlap` (“right overlap”), appear frequently when creating composite characters. `\llap` outputs its argument to the left of the current position, overlapping whatever text is already there. Similarly, `\rlap` overlaps whatever text would normally appear to the right of its argument. For example, “`A\llap{B}`” and “`\rlap{A}B`” each produce “**B**”. However, the result of the former is the width of “A”, and the result of the latter is the width of “B”—`\llap{...}` and `\rlap{...}` take up zero space.

In a June 2002 post to `comp.text.tex`, Donald Arseneau presented a general macro for aligning an arbitrary number of symbols on their horizontal centers and vertical baselines:

¹⁰Note that if your goal is to typeset commutative diagrams or pushout/pullback diagrams, then you should probably be using `XY-pic`.

```

\makeatletter
\def\moverlay{\mathpalette\mov@rlay}
\def\mov@rlay#1#2{\leavevmode\vtop{%
\baselineskip\z@skip\lineskiplimit-\maxdimen
\ialign{\hfil$#1##$\hfil\cr#2\cr}}
\makeatother

```

The `\makeatletter` and `\makeatother` commands are needed to coerce L^AT_EX into accepting “@” as part of a macro name. `\moverlay` takes a list of symbols separated by `\cr` (T_EX’s equivalent of L^AT_EX’s `\\`). For example, the `\topbot` command defined on page 105 could have been expressed as “`\moverlay{\top\cr\bot}`” and the `\neswarrow` command defined on the previous page could have been expressed as “`\moverlay{\nearrow\cr\swarrow}`”.

The basic concept behind `\moverlay`’s implementation is that `\moverlay` typesets the given symbols in a table that utilizes a zero `\baselineskip`. This causes every row to be typeset at the same vertical position. See The T_EXbook [Knu86a] for explanations of the T_EX primitives used by `\moverlay`.

Modifying L^AT_EX-generated symbols

Oftentimes, symbols composed in the L^AT_EX 2_ε source code can be modified with minimal effort to produce useful variations. For example, `fontdef.dtx` composes the `\ddots` symbol (see Table 189 on page 63) out of three periods, raised 7 pt., 4 pt., and 1 pt., respectively:

```

\def\ddots{\mathinner{\mkern1mu\raise7\p@
\vbox{\kern7\p@\hbox{.}}\mkern2mu
\raise4\p@\hbox{.}\mkern2mu\raise\p@\hbox{.}\mkern1mu}}

```

`\p@` is a L^AT_EX 2_ε shortcut for “pt” or “1.0pt”. The remaining commands are defined in The T_EXbook [Knu86a]. To draw a version of `\ddots` with the dots going along the opposite diagonal, we merely have to reorder the `\raise7\p@`, `\raise4\p@`, and `\raise\p@`:

```

\makeatletter
\def\revddots{\mathinner{\mkern1mu\raise\p@
\vbox{\kern7\p@\hbox{.}}\mkern2mu
\raise4\p@\hbox{.}\mkern2mu\raise7\p@\hbox{.}\mkern1mu}}
\makeatother

```

`\revddots` is essentially identical to the `mathdots` package’s `\iddots` command or the `yhmath` package’s `\adots` command.

Producing complex accents

Accents are a special case of combining existing symbols to make new symbols. While various tables in this document show how to add an accent to an existing symbol, some applications, such as transliterations from non-Latin alphabets, require *multiple* accents per character. For instance, the creator of pdfT_EX writes his name as “Hàn Thê Thành”. The `dblaccnt` package enables L^AT_EX to stack accents, as in “H\‘an Th\’\e} Th\‘anh” (albeit not in the OT1 font encoding). In addition, the `wsuipa` package defines `\diatop` and `\diaunder` macros for putting one or more diacritics or accents above or below a given character. For example, `\diatop[\‘|\|=]\textsubdot{r}` produces “ \ddot{r} ”. See the `wsuipa` documentation for more information.

The `accents` package facilitates the fabrication of accents in math mode. Its `\accentset` command enables *any* character to be used as an accent. For instance, `\accentset{\star}{f}` produces “ f^{\star} ” and `\accentset{e}{X}` produces “ X^e ”. `\underaccent` does the same thing, but places the accent beneath the character. This enables constructs like `\underaccent{\tilde}{V}`, which produces “ \tilde{V} ”. `accents` provides other accent-related features as well; see the documentation for more information.

Creating extensible symbols

A relatively simple example of creating extensible symbols stems from a `comp.text.tex` post by Donald Arseneau (June 2003). The following code defines an equals sign that extends as far to the right as possible, just like L^AT_EX’s `\hrulefill` command:

```

\makeatletter
\def\equalsfill{${\m@th\mathord=\mkern-7mu
  \cleaders\hbox{${\!\!\mathord=\!}$}\hfill
  \mkern-7mu\mathord=$}
\makeatother

```

TeX's `\cleaders` and `\hfill` primitives are the key to understanding `\equalsfill`'s extensibility. Essentially, `\equalsfill` repeats a box containing “=” plus some negative space until it fills the maximum available horizontal space. `\equalsfill` is intended to be used with L^AT_EX's `\stackrel` command, which stacks one mathematical expression (slightly reduced in size) atop another. Hence, “`\stackrel{a}{\rightarrow}`” produces “ \xrightarrow{a} ” and “`X \stackrel{\text{definition}}{\hbox{\equalsfill}} Y`” produces “ $X \stackrel{\text{definition}}{=} Y$ ”.

If all that needs to extend are horizontal and vertical lines—as opposed to repeated symbols such as the “=” in the previous example—L^AT_EX's `array` or `tabular` environments may suffice. Consider the following code (due to a February 1999 `comp.text.tex` post by Donald Arseneau and subsequent modifications by Billy Yu and Scott Pakin) for typesetting annuity and life-insurance symbols:

```

\DeclareRobustCommand{\actuarial}[2][]{%
  \def\arraystretch{0}%
  \setlength\arraycolsep{0.5pt}%
  \setlength\arrayrulewidth{0.5pt}%
  \setbox0=\hbox{${\scriptstyle\#1\#2}$}%
  \begin{array}[b]{*2{@{>}\scriptstyle}c|}%
    \cline{2-2}%
    \rule[1.25pt]{0pt}{\ht0}%
    \#1 & \#2%
  \end{array}%
}

```

Using the preceding definition, one can type, e.g., “`$a_{\actuarial{n}}$`” to produce “ $a_{\overline{n}}$ ” and “`$a_{\actuarial[x:]{n}}$`” to produce “ $a_{x:\overline{n}}$ ”.

A more complex example of composing accents is the following definition of extensible `\overbracket`, `\underbracket`, `\overparenthesis`, and `\underparenthesis` symbols, taken from a May 2002 `comp.text.tex` post by Donald Arseneau:

```

\makeatletter
\def\overbracket#1{\mathop{\vbox{\ialign{##\crrc\noalign{\kern3\p@}
  \downbracketfill\crrc\noalign{\kern3\p@\nointerlineskip}
  ${\hfil\displaystyle\#1}\hfil$\crrc}}}\limits}
\def\underbracket#1{\mathop{\vtop{\ialign{##\crrc
  ${\hfil\displaystyle\#1}\hfil$\crrc\noalign{\kern3\p@\nointerlineskip}
  \upbracketfill\crrc\noalign{\kern3\p@}}}\limits}
\def\overparenthesis#1{\mathop{\vbox{\ialign{##\crrc\noalign{\kern3\p@}
  \downparenthfill\crrc\noalign{\kern3\p@\nointerlineskip}
  ${\hfil\displaystyle\#1}\hfil$\crrc}}}\limits}
\def\underparenthesis#1{\mathop{\vtop{\ialign{##\crrc
  ${\hfil\displaystyle\#1}\hfil$\crrc\noalign{\kern3\p@\nointerlineskip}
  \upparenthfill\crrc\noalign{\kern3\p@}}}\limits}
\def\downparenthfill{${\m@th\braceld\leaders\vrule\hfill\bracerd$}
\def\upparenthfill{${\m@th\bracelu\leaders\vrule\hfill\braceru$}
\def\upbracketfill{${\m@th\makesm@sh{\llap{\vrule\@height3\p@\@width.7\p@}}}%
  \leaders\vrule\@height.7\p@\hfill
  \makesm@sh{\rlap{\vrule\@height3\p@\@width.7\p@}}$}
\def\downbracketfill{${\m@th
  \makesm@sh{\llap{\vrule\@height.7\p@\@depth2.3\p@\@width.7\p@}}}%
  \leaders\vrule\@height.7\p@\hfill
  \makesm@sh{\rlap{\vrule\@height.7\p@\@depth2.3\p@\@width.7\p@}}$}
\makeatother

```

Table 324 showcases these accents. The \TeX book [Knu86a] or another book on \TeX primitives is indispensable for understanding how the preceding code works. The basic idea is that \downparentthfill , \upparentthfill , \downbracketfill , and \upbracketfill do all of the work; they output a left symbol (e.g., \bracketleft [“ $\}$ ”] for \downparentthfill), a horizontal rule that stretches as wide as possible, and a right symbol (e.g., \bracketright [“ $\}$ ”] for \downparentthfill). \overbracket , \underbracket , \overparenthesis , and \underparenthesis merely create a table whose width is determined by the given text, thereby constraining the width of the horizontal rules.

TABLE 324: Manually Composed Extensible Accents

\overline{abc}	$\text{\overbracket}\{abc\}$	\overparen{abc}	$\text{\overparenthesis}\{abc\}$
\underline{abc}	$\text{\underbracket}\{abc\}$	\underparen{abc}	$\text{\underparenthesis}\{abc\}$

Note that the `simplewick` package provides mechanisms for typesetting Wick contractions, which utilize \overbracket - and \underbracket -like brackets of variable width *and* height (or depth). For example, “ $\text{\acontraction}\{\}\{A\}\{B\}\{C\}\text{\acontraction}[2ex]\{A\}\{B\}\{C\}\{D\}\text{\bcontraction}\{\}\{A\}\{BC\}\{D\}ABCD$ ” produces

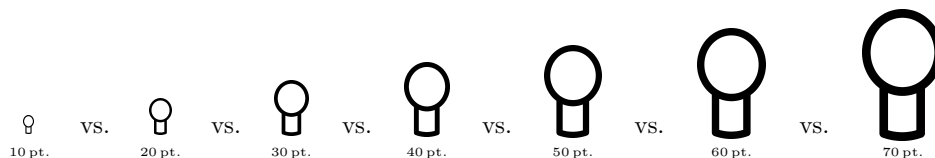


See the `simplewick` documentation for more information.

Developing new symbols from scratch

Sometimes it is simply not possible to define a new symbol in terms of existing symbols. Fortunately, most, if not all, \TeX distributions are shipped with a tool called METAFONT which is designed specifically for creating fonts to be used with \TeX . The METAFONTbook [Knu86b] is the authoritative text on METAFONT. If you plan to design your own symbols with METAFONT, The METAFONTbook is essential reading. You may also want to read the freely available METAFONT primer located at <http://metafont.tutorial.free.fr/>. The following is an extremely brief tutorial on how to create a new \LaTeX symbol using METAFONT. Its primary purpose is to cover the \LaTeX -specific operations not mentioned in The METAFONTbook and to demonstrate that symbol-font creation is not necessarily a difficult task.

Suppose we need a symbol to represent a light bulb (“ \mathcal{Q} ”).¹¹ The first step is to draw this in METAFONT. It is common to separate the font into two files: a size-dependent file, which specifies the design size and various font-specific parameters that are a function of the design size; and a size-independent file, which draws characters in the given size. Figure 2 shows the METAFONT code for `lightbulb10.mf`. `lightbulb10.mf` specifies various parameters that produce a 10 pt. light bulb then loads `lightbulb.mf`. Ideally, one should produce `lightbulb<size>.mf` files for a variety of $\langle size \rangle$ s. This is called “optical scaling”. It enables, for example, the lines that make up the light bulb to retain the same thickness at different font sizes, which looks much nicer than the alternative—and default—“mechanical scaling”. When a `lightbulb<size>.mf` file does not exist for a given size $\langle size \rangle$, the computer mechanically produces a wider, taller, thicker symbol:



`lightbulb.mf`, shown in Figure 3, draws a light bulb using the parameters defined in `lightbulb10.mf`. Note that the the filenames “`lightbulb10.mf`” and “`lightbulb.mf`” do not follow the Berry font-naming scheme [Ber01]; the Berry font-naming scheme is largely irrelevant for symbol fonts, which generally lack bold, italic, small-caps, slanted, and other such variants.

The code in Figures Figure 2 and Figure 3 is heavily commented and should demonstrate some of the basic concepts behind METAFONT usage: declaring variables, defining points, drawing lines and curves, and preparing to debug or fine-tune the output. Again, The METAFONTbook [Knu86b] is the definitive reference on METAFONT programming.

¹¹I’m not a very good artist; you’ll have to pretend that “ \mathcal{Q} ” looks like a light bulb.

```

font_identifier := "LightBulb10"; % Name the font.
font_size 10pt#; % Specify the design size.

em# := 10pt#; % "M" width is 10 points.
cap# := 7pt#; % Capital letter height is 7 points above the baseline.
sb# := 1/4pt#; % Leave this much space on the side of each character.
o# := 1/16pt#; % Amount that curves overshoot borders.

input lightbulb % Load the file that draws the actual glyph.

```

Figure 2: Sample METAFONT size-specific file (`lightbulb10.mf`)

```

mode_setup; % Target a given printer.

define_pixels(em, cap, sb); % Convert to device-specific units.
define_corrected_pixels(o); % Same, but add a device-specific fudge factor.

%% Define a light bulb at the character position for "A"
%% with width 1/2em#, height cap#, and depth 1pt#.
beginchar("A", 1/2em#, cap#, 1pt#); "A light bulb";
  pickup pencircle scaled 1/2pt; % Use a pen with a small, circular tip.

  %% Define the points we need.
  top z1 = (w/2, h + o); % z1 is at the top of a circle.
  rt z2 = (w + sb + o - x4, y4); % z2 is at the same height as z4 but the opposite side.
  bot z3 = (z1 - (0, w - sb - o)); % z3 is at the bottom of the circle.
  lft z4 = (sb - o, 1/2[y1, y3]); % z4 is on the left of the circle.
  path bulb; % Define a path for the bulb itself.
  bulb = z1 .. z2 .. z3 .. z4 .. cycle; % The bulb is a closed path.

  z5 = point 2 - 1/3 of bulb; % z5 lies on the bulb, a little to the right of z3.
  z6 = (x5, 0); % z6 is at the bottom, directly under z5.
  z7 = (x8, 0); % z7 is at the bottom, directly under z8.
  z8 = point 2 + 1/3 of bulb; % z8 lies on the bulb, a little to the left of z3.
  bot z67 = (1/2[x6, x7], pen_bot - o - 1/8pt); % z67 lies halfway between z6 and z7 but a jot lower.

  %% Draw the bulb and the base.
  draw bulb; % Draw the bulb proper.
  draw z5 -- z6 .. z67 .. z7 -- z8; % Draw the base of the bulb.

  %% Display key positions and points to help us debug.
  makegrid(0, sb, w/2, w - sb)(0, -1pt, y2, h); % Label "interesting" x and y coordinates.
  penlabels(1, 2, 3, 4, 5, 6, 7, 8); % Label control points for debugging.
endchar;
end

```

Figure 3: Sample METAFONT size-independent file (`lightbulb.mf`)

METAFONT can produce “proofs” of fonts—large, labeled versions that showcase the logical structure of each character. In fact, proof mode is METAFONT’s default mode. To produce a proof of `lightbulb10.mf`, issue the following commands at the operating-system prompt:

```
prompt> mf lightbulb10.mf          ⇐ Produces lightbulb10.2602gf
prompt> gftodvi lightbulb10.2602gf ⇐ Produces lightbulb10.dvi
```

You can then view `lightbulb10.dvi` with any DVI viewer. The result is shown in Figure 4. Observe how the grid defined with `makegrid` at the bottom of Figure 3 draws vertical lines at positions 0, sb , $w/2$, and $w - sb$ and horizontal lines at positions 0, $-1pt$, y_2 , and h . Similarly, observe how the `penlabels` command labels all of the important coordinates: z_1, z_2, \dots, z_8 and z_{67} , which `lightbulb.mf` defines to lie between z_6 and z_7 .

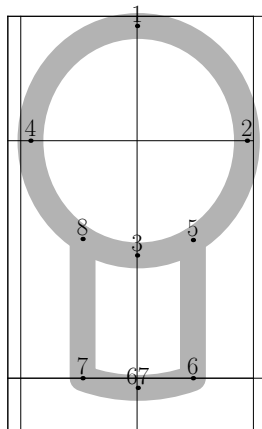


Figure 4: Proof diagram of `lightbulb10.mf`

Most, if not all, T_EX distributions include a Plain T_EX file called `testfont.tex` which is useful for testing new fonts in a variety of ways. One useful routine produces a table of all of the characters in the font:

```
prompt> tex testfont
This is TeX, Version 3.14159 (Web2C 7.3.1)
(/usr/share/texmf/tex/plain/base/testfont.tex
Name of the font to test = lightbulb10
Now type a test command (\help for help):)
*\table

*\bye
[1]
Output written on testfont.dvi (1 page, 1516 bytes).
Transcript written on testfont.log.
```

The resulting table, stored in `testfont.dvi` and illustrated in Figure 5, shows every character in the font. To understand how to read the table, note that the character code for “A”—the only character defined by `lightbulb10.mf`—is 41 in hexadecimal (base 16) and 101 in octal (base 8).

The LightBulb10 font is now usable by T_EX. L^AT_EX 2_ε, however, needs more information before documents can use the font. First, we create a font-description file that tells L^AT_EX 2_ε how to map fonts in a given font family and encoding to a particular font in a particular font size. For symbol fonts, this mapping is fairly simple. Symbol fonts almost always use the “U” (“Unknown”) font encoding and frequently occur in only one variant: normal weight and non-italicized. The filename for a font-description file is important; it must be of the form “`<encoding><family>.fd`”, where `<encoding>` is the lowercase version of the encoding name (typically “u” for symbol fonts) and `<family>` is the name of the font family. For LightBulb10, let’s call this “bulb”. Figure 6 lists the contents of `ubulb.fd`. The document “L^AT_EX 2_ε Font Selection” [L^AT_EX 2000] describes `\DeclareFontFamily` and `\DeclareFontShape` in detail, but the gist of `ubulb.fd` is first to declare a U-encoded version of the `bulb` font family and then to specify that a L^AT_EX 2_ε request for a U-encoded version of `bulb` with a (m)edium font

Test of lightbulb10 on March 11, 2003 at 1127

	'0	'1	'2	'3	'4	'5	'6	'7	
'10x		8							"4x
'11x									
	"8	"9	"A	"B	"C	"D	"E	"F	

Figure 5: Font table produced by `testfont.tex`

```
\DeclareFontFamily{U}{bulb}{}
\DeclareFontShape{U}{bulb}{m}{n}{<-> lightbulb10}{}

```

Figure 6: $\text{\LaTeX} 2_{\epsilon}$ font-description file (`ubulb.fd`)

series (as opposed to, e.g., bold) and a (n)ormal font shape (as opposed to, e.g., italic) should translate into a \TeX request for `lightbulb10.tfm` mechanically scaled to the current font size.

The final step is to write a $\text{\LaTeX} 2_{\epsilon}$ style file that defines a name for each symbol in the font. Because we have only one symbol our style file, `lightbulb.sty` (Figure 7), is rather trivial. Note that instead of typesetting “A” we could have had `\lightbulb typeset “\char65”`, `“\char"41”`, or `“\char'101”` (respectively, decimal, hexadecimal, and octal character offsets into the font). For a simple, one-character symbol font such as `LightBulb10` it would be reasonable to merge `ubulb.fd` into `lightbulb.sty` instead of maintaining two separate files. In either case, a document need only include `“\usepackage{lightbulb}”` to make the `\lightbulb` symbol available.

```
\newcommand{\lightbulb}{\usefont{U}{bulb}{m}{n}A}}

```

Figure 7: $\text{\LaTeX} 2_{\epsilon}$ style file (`lightbulb.sty`)

METAFONT normally produces bitmapped fonts. However, it is also possible, with the help of some external tools, to produce PostScript Type 1 fonts. These have the advantages of rendering better in Adobe[®] Acrobat[®] (at least in versions prior to 6.0) and of being more memory-efficient when handled by a PostScript interpreter. See <http://www.tex.ac.uk/cgi-bin/texfaq2html?label=extrace> for pointers to tools that can produce Type 1 fonts from METAFONT.

8.4 Math-mode spacing

Terms such as “binary operators”, “relations”, and “punctuation” in Section 3 primarily regard the surrounding spacing. (See the Short Math Guide for \LaTeX [Dow00] for a nice exposition on the subject.) To use a symbol for a different purpose, you can use the \TeX commands `\mathord`, `\mathop`, `\mathbin`, `\mathrel`, `\mathopen`, `\mathclose`, and `\mathpunct`. For example, if you want to use `\downarrow` as a variable (an “ordinary” symbol) instead of a delimiter, you can write `“$3 x + \mathord{\downarrow}$”` to get the properly spaced “ $3x + \downarrow$ ” rather than the awkward-looking “ $3x + \downarrow$ ”. Similarly, to create a dotted-union symbol (“ $\dot{\cup}$ ”) that spaces like the ordinary set-union symbol (`\cup`) it must be defined with `\mathbin`, just as `\cup` is. Contrast `“$A \dot{\cup} B$”` (“ $A \dot{\cup} B$ ”) with `“$A \mathbin{\dot{\cup}} B$”` (“ $A \dot{\cup} B$ ”). See The \TeX book [Knu86a] for the definitive description of math-mode spacing.

The purpose of the “log-like symbols” in Table 128 and Table 129 is to provide the correct amount of spacing around and within multiletter function names. Table 325 on the following page contrasts the output of the log-like symbols with various, naïve alternatives. In addition to spacing, the log-like symbols also handle subscripts properly. For example, `“\max_{p \in P}”` produces “ $\max_{p \in P}$ ” in text, but “ $\max_{p \in P}$ ” as part of a displayed formula.

The `amsmath` package makes it straightforward to define new log-like symbols:

```
\DeclareMathOperator{\atan}{atan}
\DeclareMathOperator*{\lcm}{lcm}

```


TABLE 325: Spacing Around/Within Log-like Symbols

L ^A T _E X expression	Output
<code>\$r \sin \theta\$</code>	$r \sin \theta$ (best)
<code>\$r \sin \theta\$</code>	$r \sin \theta$
<code>\$r \mbox{sin} \theta\$</code>	$r \sin \theta$
<code>\$r \mathrm{sin} \theta\$</code>	$r \sin \theta$

The difference between `\DeclareMathOperator` and `\DeclareMathOperator*` involves the handling of subscripts. With `\DeclareMathOperator*`, subscripts are written beneath log-like symbols in display style and to the right in text style. This is useful for limit operators (e.g., `\lim`) and functions that tend to map over a set (e.g., `\min`). In contrast, `\DeclareMathOperator` tells T_EX that subscripts should always be displayed to the right of the operator, as is common for functions that take a single parameter (e.g., `\log` and `\cos`). Table 326 contrasts symbols declared with `\DeclareMathOperator` and `\DeclareMathOperator*` in both text style (`$...$`) and display style (`\[...\]`).¹²

TABLE 326: Defining new log-like symbols

Declaration function	<code>\$\newlogsym_{p \in P}\$</code>	<code>\[\newlogsym_{p \in P} \]</code>
<code>\DeclareMathOperator</code>	$\text{newlogsym}_{p \in P}$	$\text{newlogsym}_{p \in P}$
<code>\DeclareMathOperator*</code>	$\text{newlogsym}_{p \in P}$	$\text{newlogsym}_{p \in P}$

It is common to use a thin space (`\,`) between the words of a multiword operators, as in “`\DeclareMathOperator*{\argmax}{arg,max}`”. `\liminf`, `\limsup`, and all of the log-like symbols shown in Table 129 utilize this spacing convention.

8.5 Bold mathematical symbols

L^AT_EX does not normally use bold symbols when typesetting mathematics. However, bold symbols are occasionally needed, for example when naming vectors. Any of the approaches described at <http://www.tex.ac.uk/cgi-bin/texfaq2html?label=boldgreek> can be used to produce bold mathematical symbols. Table 327 contrasts the output produced by these various techniques. As the table illustrates, these techniques exhibit variation in their formatting of Latin letters (upright vs. italic), formatting of Greek letters (bold vs. normal), formatting of operators and relations (bold vs. normal), and spacing.

TABLE 327: Producing bold mathematical symbols

Package	Code	Output	
<i>none</i>	<code>\$\alpha + b = \Gamma \div D\$</code>	$\alpha + b = \Gamma \div D$	(no bold)
<i>none</i>	<code>\$\mathbf{\alpha + b = \Gamma \div D}\$</code>	$\alpha + \mathbf{b} = \mathbf{\Gamma} \div \mathbf{D}$	
<i>none</i>	<code>\boldmath\$\alpha + b = \Gamma \div D\$</code>	$\boldsymbol{\alpha} + \boldsymbol{b} = \boldsymbol{\Gamma} \div \boldsymbol{D}$	
<i>amsbsy</i>	<code>\$\pmb{\alpha + b = \Gamma \div D}\$</code>	$\boldsymbol{\alpha} + \boldsymbol{b} = \boldsymbol{\Gamma} \div \boldsymbol{D}$	(faked bold)
<i>amsbsy</i>	<code>\$\boldsymbol{\alpha + b = \Gamma \div D}\$</code>	$\boldsymbol{\alpha} + \boldsymbol{b} = \boldsymbol{\Gamma} \div \boldsymbol{D}$	
<i>bm</i>	<code>\$\bm{\alpha + b = \Gamma \div D}\$</code>	$\boldsymbol{\alpha} + \boldsymbol{b} = \boldsymbol{\Gamma} \div \boldsymbol{D}$	
<i>fixmath</i>	<code>\$\mathbf{\alpha + b = \Gamma \div D}\$</code>	$\boldsymbol{\alpha} + \boldsymbol{b} = \boldsymbol{\Gamma} \div \boldsymbol{D}$	

¹²Note that `\displaystyle` can be used to force display style within `$...$` and `\textstyle` can be used to force text style within `\[...\]`.

8.6 ASCII and Latin 1 quick reference

Table 328 amalgamates data from various other tables in this document into a convenient reference for $\text{\LaTeX} 2_{\epsilon}$ typesetting of ASCII characters, i.e., the characters available on a typical U.S. computer keyboard. The first two columns list the character’s ASCII code in decimal and hexadecimal. The third column shows what the character looks like. The fourth column lists the $\text{\LaTeX} 2_{\epsilon}$ command to typeset the character as a text character. And the fourth column lists the $\text{\LaTeX} 2_{\epsilon}$ command to typeset the character within a `\texttt{...}` command (or, more generally, when `\ttfamily` is in effect).

TABLE 328: $\text{\LaTeX} 2_{\epsilon}$ ASCII Table

Dec	Hex	Char	Body text	<code>\texttt</code>	Dec	Hex	Char	Body text	<code>\texttt</code>
33	21	!	!	!	62	3E	>	<code>\textgreater</code>	>
34	22	"	<code>\textquotedbl</code>	"	63	3F	?	?	?
35	23	#	<code>\#</code>	<code>\#</code>	64	40	@	@	@
36	24	\$	<code>\\$</code>	<code>\\$</code>	65	41	A	A	A
37	25	%	<code>\%</code>	<code>\%</code>	66	42	B	B	B
38	26	&	<code>\&</code>	<code>\&</code>	67	43	C	C	C
39	27	'	'	'	:	:	:	:	:
40	28	(((90	5A	Z	Z	Z
41	29)))	91	5B	[[[
42	2A	*	*	*	92	5C	\	<code>\textbackslash</code>	<code>\char‘\</code>
43	2B	+	+	+	93	5D]]]
44	2C	,	,	,	94	5E	^	<code>\^{}{}</code>	<code>\^{}{}</code>
45	2D	-	-	-	95	5F	_	<code>_</code>	<code>\char‘_</code>
46	2E	.	.	.	96	60	‘	‘	‘
47	2F	/	/	/	97	61	a	a	a
48	30	0	0	0	98	62	b	b	b
49	31	1	1	1	99	63	c	c	c
50	32	2	2	2	:	:	:	:	:
:	:	:	:	:	122	7A	z	z	z
57	39	9	9	9	123	7B	{	<code>\{</code>	<code>\char‘\{</code>
58	3A	:	:	:	124	7C		<code>\textbar</code>	
59	3B	;	;	;	125	7D	}	<code>\}</code>	<code>\char‘\}</code>
60	3C	<	<code>\textless</code>	<	126	7E	~	<code>\~{}{}</code>	<code>\~{}{}</code>
61	3D	=	=	=					

The following are some additional notes about the contents of Table 328:

- “” is not available in the OT1 font encoding.
- Table 328 shows a close quote for character 39 for consistency with the open quote shown for character 96. A straight quote can be typeset using `\textquotesingle` (cf. Table 40).
- The characters “<”, “>”, and “|” do work as expected in math mode, although they produce, respectively, “ \lvert ”, “ \rvert ”, and “ \mid ” in text mode when using the OT1 font encoding.¹³ The following are some alternatives for typesetting “<”, “>”, and “|”:
 - Specify a document font encoding other than OT1 (as described on page 8).
 - Use the appropriate symbol commands from Table 2 on page 9, viz. `\textless`, `\textgreater`, and `\textbar`.
 - Enter the symbols in math mode instead of text mode, i.e., $\$<\$$, $\$>\$$, and $\$|\$$.

Note that for typesetting metavariables many people prefer `\textlangle` and `\textrangle` to `\textless` and `\textgreater`; i.e., “ $\langle filename \rangle$ ” instead of “ $\langle filename \rangle$ ”.

¹³Donald Knuth didn’t think such symbols were important outside of mathematics so he omitted them from his text fonts.

- Although “/” does not require any special treatment, L^AT_EX additionally defines a `\slash` command which outputs the same glyph but permits a line break afterwards. That is, “increase/decrease” is always typeset as a single entity while “increase\slash{}decrease” may be typeset with “increase/” on one line and “decrease” on the next.
- `\textasciicircum` can be used instead of `\~{}`, and `\textasciitilde` can be used instead of `\~{}`. Note that `\textasciitilde` and `\~{}` produce raised, diacritic tildes. “Text” (i.e., vertically centered) tildes can be generated with either the math-mode `\sim` command (shown in Table 67 on page 30), which produces a somewhat wide “~”, or the `textcomp` package’s `\texttildelow` (shown in Table 40 on page 20), which produces a vertically centered “~” in most fonts but a baseline-oriented “~” in Computer Modern, `txfonts`, `pxfonts`, and various other fonts originating from the T_EX world. If your goal is to typeset tildes in URLs or Unix filenames, your best bet is to use the `url` package, which has a number of nice features such as proper line-breaking of such names.
- The various `\char` commands within `\texttt` are necessary only in the OT1 font encoding. In other encodings (e.g., T1), commands such as `\{`, `\}`, `_`, and `\textbackslash` all work properly.
- The code page 437 (IBM PC) version of ASCII characters 1 to 31 can be typeset using the `ascii` package. See Table 227 on page 72.
- To replace “” and “” with the more computer-like (and more visibly distinct) “” and “” within a `verbatim` environment, use the `upquote` package. Outside of `verbatim`, you can use `\char18` and `\char13` to get the modified quote characters. (The former is actually a grave accent.)

Similar to Table 328, Table 329 on the next page is an amalgamation of data from other tables in this document. While Table 328 shows how to typeset the 7-bit ASCII character set, Table 329 shows the Latin 1 (Western European) character set, also known as ISO-8859-1.

The following are some additional notes about the contents of Table 329:

- A “(tc)” after a symbol name means that the `textcomp` package must be loaded to access that symbol. A “(T1)” means that the symbol requires the T1 font encoding. The `fontenc` package can change the font encoding document-wide.
- Many of the `\text...` accents can also be produced using the accent commands shown in Table 17 on page 14 plus an empty argument. For instance, `\={}` is essentially the same as `\textasciimacron`.
- The commands in the “L^AT_EX 2_ε” columns work both in body text and within a `\texttt{...}` command (or, more generally, when `\ttfamily` is in effect).
- The “£” and “\$” glyphs occupy the same slot (36) of the OT1 font encoding, with “£” appearing in italic fonts and “\$” appearing in roman fonts. A problem with L^AT_EX’s default handling of this double-mapping is that “`\sffamily\slshape\pounds`” produces “\$”, not “£”. Other font encodings use separate slots for the two characters and are therefore robust to the problem of “£”/“\$” conflicts. Authors who use `\pounds` should select a font encoding other than OT1 (as explained on page 8) or use the `textcomp` package, which redefines `\pounds` to use the TS1 font encoding.
- Character 173, `\-`, is shown as “-” but is actually a discretionary hyphen; it appears only at the end of a line.

Microsoft[®] Windows[®] normally uses a superset of Latin 1 called “Code Page 1252” or “CP1252” for short. CP1252 introduces symbols in the Latin 1 “invalid” range (characters 128–159). Table 330 presents the characters with which CP1252 augments the standard Latin 1 table.

The following are some additional notes about the contents of Table 330:

- As in Table 329, a “(tc)” after a symbol name means that the `textcomp` package must be loaded to access that symbol. A “(T1)” means that the symbol requires the T1 font encoding. The `fontenc` package can change the font encoding document-wide.
- Not all characters in the 128–159 range are defined.
- Look up “euro signs” in the index for alternatives to `\texteuro`.

TABLE 329: L^AT_EX 2_ε Latin 1 Table

Dec	Hex	Char	L ^A T _E X 2 _ε	Dec	Hex	Char	L ^A T _E X 2 _ε
161	A1	¡	!'	209	D1	Ñ	\~{N}
162	A2	¢	\textcent (tc)	210	D2	Ò	\~{O}
163	A3	£	\pounds	211	D3	Ó	\' {O}
164	A4	¤	\textcurrency (tc)	212	D4	Ô	\~{O}
165	A5	¥	\textyen (tc)	213	D5	Õ	\~{O}
166	A6	¦	\textbrokenbar (tc)	214	D6	Ö	\" {O}
167	A7	§	\S	215	D7	×	\texttimes (tc)
168	A8	¨	\textasciidieresis (tc)	216	D8	Ø	\O
169	A9	©	\textcopyright	217	D9	Ù	\~{U}
170	AA	ª	\textordfeminine	218	DA	Ú	\' {U}
171	AB	«	\guillemotleft (T1)	219	DB	Û	\~{U}
172	AC	¬	\textlnot (tc)	220	DC	Ü	\" {U}
173	AD	-	\-	221	DD	Ý	\' {Y}
174	AE	®	\textregistered	222	DE	Þ	\TH (T1)
175	AF	¯	\textasciimacron (tc)	223	DF	ß	\ss
176	B0	°	\textdegree (tc)	224	E0	à	\~{a}
177	B1	±	\textpm (tc)	225	E1	á	\' {a}
178	B2	²	\texttwosuperior (tc)	226	E2	â	\~{a}
179	B3	³	\textthreesuperior (tc)	227	E3	ã	\~{a}
180	B4	´	\textasciacute (tc)	228	E4	ä	\" {a}
181	B5	µ	\textmu (tc)	229	E5	å	\aa
182	B6	¶	\P	230	E6	æ	\ae
183	B7	·	\textperiodcentered	231	E7	ç	\c {c}
184	B8	¸	\c {}	232	E8	è	\~{e}
185	B9	¹	\textonesuperior (tc)	233	E9	é	\' {e}
186	BA	º	\textordmasculine	234	EA	ê	\~{e}
187	BB	»	\guillemotright (T1)	235	EB	ë	\" {e}
188	BC	¼	\textonequarter (tc)	236	EC	ì	\~{i}
189	BD	½	\textonehalf (tc)	237	ED	í	\' {i}
190	BE	¾	\textthreequarters (tc)	238	EE	î	\~{i}
191	BF	¿	?'	239	EF	ï	\" {i}
192	C0	À	\~{A}	240	F0	ð	\dh (T1)
193	C1	Á	\' {A}	241	F1	ñ	\~{n}
194	C2	Â	\~{A}	242	F2	ò	\~{o}
195	C3	Ã	\~{A}	243	F3	ó	\' {o}
196	C4	Ä	\" {A}	244	F4	ô	\~{o}
197	C5	Å	\AA	245	F5	õ	\~{o}
198	C6	Æ	\AE	246	F6	ö	\" {o}
199	C7	Ç	\c {C}	247	F7	÷	\textdiv (tc)
200	C8	È	\~{E}	248	F8	ø	\o
201	C9	É	\' {E}	249	F9	ù	\~{u}
202	CA	Ê	\~{E}	250	FA	ú	\' {u}
203	CB	Ë	\" {E}	251	FB	û	\~{u}
204	CC	Ì	\~{I}	252	FC	ü	\" {u}
205	CD	Í	\' {I}	253	FD	ý	\' {y}
206	CE	Î	\~{I}	254	FE	þ	\th (T1)
207	CF	Ï	\" {I}	255	FF	ÿ	\" {y}
208	D0	Ð	\DH (T1)				

TABLE 330: L^AT_EX 2_ε Code Page 1252 Table

Dec	Hex	Char	L ^A T _E X 2 _ε	Dec	Hex	Char	L ^A T _E X 2 _ε
128	80	€	<code>\texteuro</code> (tc)	145	91	‘	‘
130	82	,	<code>\quotesinglbase</code> (T1)	146	92	,’	,’
131	83	f	<code>\textit{f}</code>	147	93	“	“
132	84	„	<code>\quotedblbase</code> (T1)	148	94	”	”
133	85	...	<code>\dots</code>	149	95	•	<code>\textbullet</code>
134	86	†	<code>\dag</code>	150	96	—	--
135	87	‡	<code>\ddag</code>	151	97	---	---
136	88	^	<code>\textasciicircum</code>	152	98	~	<code>\textasciitilde</code>
137	89	‰	<code>\textperthousand</code> (tc)	153	99	™	<code>\texttrademark</code>
138	8A	Š	<code>\v{S}</code>	154	9A	š	<code>\v{s}</code>
139	8B	‹	<code>\guilsinglleft</code> (T1)	155	9B	›	<code>\guilsinglright</code> (T1)
140	8C	Œ	<code>\OE</code>	156	9C	œ	<code>\oe</code>
142	8E	Ž	<code>\v{Z}</code>	158	9E	ž	<code>\v{z}</code>
				159	9F	Ÿ	<code>\{"Y}</code>

While too large to incorporate into this document, a listing of ISO 8879:1986 SGML/XML character entities and their L^AT_EX equivalents is available from <http://www.bitjungle.com/~isoent/>. Some of the characters presented there make use of `isoent`, a L^AT_EX 2_ε package (available from the same URL) that fakes some of the missing ISO glyphs using the L^AT_EX `picture` environment.¹⁴

8.7 Unicode characters

Unicode is a “universal character set”—a standard for encoding (i.e., assigning unique numbers to) the symbols appearing in many of the world’s languages. While ASCII can represent 128 symbols and Latin 1 can represent 256 symbols, Unicode can represent an astonishing 1,114,112 symbols.

Because T_EX and L^AT_EX predate the Unicode standard and Unicode fonts by almost a decade, support for Unicode has had to be added to the base T_EX and L^AT_EX systems. Note first that L^AT_EX distinguishes between *input* encoding—the characters used in the `.tex` file—and *output* encoding—the characters that appear in the generated `.dvi`, `.pdf`, etc. file.

Inputting Unicode characters

To include Unicode characters in a `.tex` file, load the `ucs` package and load the `inputenc` package with the `utf8x` (“UTF-8 extended”) option.¹⁵ These packages enable L^AT_EX to translate UTF-8 sequences to L^AT_EX commands, which are subsequently processed as normal. For example, the UTF-8 text “Copyright © 2009”—“©” is not an ASCII character and therefore cannot be input directly without packages such as `ucs/inputenc`—is converted internally by `inputenc` to “Copyright `\textcopyright` 2009” and therefore typeset as “Copyright © 2009”.

The `ucs/inputenc` combination supports only a tiny subset of Unicode’s million-plus symbols. Additional symbols can be added manually using the `\DeclareUnicodeCharacter` command. `\DeclareUnicodeCharacter` takes two arguments: a Unicode number and a L^AT_EX command to execute when the corresponding Unicode character is encountered in the input. For example, the Unicode character “degree celsius” (“°C”) appears at character position U+2103.¹⁶ However, “°C” is not one of the characters that `ucs` and `inputenc` recognize. The following document shows how to use `\DeclareUnicodeCharacter` to tell L^AT_EX that the “°C” character should be treated as a synonym for `\textcelsius`:

```
\documentclass{article}
\usepackage{ucs}
\usepackage[utf8x]{inputenc}
```

¹⁴`isoent` is not featured in this document, because it is not available from CTAN and because the faked symbols are not “true” characters; they exist in only one size, regardless of the body text’s font size.

¹⁵UTF-8 is the 8-bit Unicode Transformation Format, a popular mechanism for representing Unicode symbol numbers as sequences of one to four bytes.

¹⁶The Unicode convention is to express character positions as “U+*(hexadecimal number)*”.

```

\usepackage{textcomp}

\DeclareUnicodeCharacter{"2103}{\textcelsius}    % Enable direct input of U+2103.

\begin{document}
It was a balmy 21°C.
\end{document}

```

which produces

It was a balmy 21°C.

See the `ucs` documentation for more information and for descriptions of the various options that control `ucs`'s behavior.

Outputting Unicode characters

Orthogonal to the ability to include Unicode characters in a \LaTeX input file is the ability to include a given Unicode character in the corresponding output file. By far the easiest approach is to use \XeLaTeX instead of \pdfLaTeX or ordinary \LaTeX . \XeLaTeX handles Unicode input and output natively and can utilize system fonts directly without having to expose them via `.tfm`, `.fd`, and other such files. To output a Unicode character, a \XeLaTeX document can either include that character directly as UTF-8 text or use \TeX 's `\char` primitive, which \XeLaTeX extends to accept numbers larger than 255.

Suppose we want to output the symbols for versicle (“ $\text{\text{V}}$ ”) and response (“ $\text{\text{R}}$ ”) in a document. The Unicode charts list “versicle” at position U+2123 and “response” at position U+211F. We therefore need to install a font that contains those characters at their proper positions. One such font that is freely available from CTAN is Junicode Regular (`Junicode-Regular.ttf`) from the `junicode` package. The `fontspec` package makes it easy for a \XeLaTeX document to utilize a system font. The following example defines a `\textjuni` command that uses `fontspec` to typeset its argument in Junicode Regular:

```

\documentclass{article}
\usepackage{fontspec}

\newcommand{\textjuni}[1]{\fontspec{Junicode-Regular}#1}

\begin{document}
We use ‘\textjuni{\char"2123}’ for a versicle
and ‘\textjuni{\char"211F}’ for a response.
\end{document}

```

which produces

We use “ $\text{\text{V}}$ ” for a versicle and “ $\text{\text{R}}$ ” for a response.

(Typesetting the entire document in Junicode Regular would be even easier. See the `fontspec` documentation for more information regarding font selection.) Note how the preceding example uses `\char` to specify a Unicode character by number. The double quotes before the number indicate that the number is represented in hexadecimal instead of decimal.

8.8 About this document

History David Carlisle wrote the first version of this document in October, 1994. It originally contained all of the native \LaTeX symbols (Table 44, Table 57, Table 67, Table 102, Table 128, Table 131, Table 152, Table 153, Table 164, Table 169, Table 201, and a few tables that have since been reorganized) and was designed to be nearly identical to the tables in Chapter 3 of Leslie Lamport’s book [Lam86]. Even the table captions and the order of the symbols within each table matched! The \mathcal{AMS} symbols (Table 45, Table 68, Table 69, Table 105, Table 106, Table 132, Table 137, Table 148, and Table 202) and an initial Math Alphabets table (Table 213) were added thereafter. Later, Alexander Holt provided the `stmaryrd` tables (Table 46, Table 59, Table 70, Table 108, Table 125, and Table 149).

In January, 2001, Scott Pakin took responsibility for maintaining the symbol list and has since implemented a complete overhaul of the document. The result, now called, “The Comprehensive \LaTeX Symbol List”, includes the following new features:

- the addition of a handful of new math alphabets, dozens of new font tables, and thousands of new symbols
- the categorization of the symbol tables into body-text symbols, mathematical symbols, science and technology symbols, dingbats, ancient languages, and other symbols, to provide a more user-friendly document structure
- an index, table of contents, hyperlinks, and a frequently-requested symbol list, to help users quickly locate symbols
- symbol tables rewritten to list the symbols in alphabetical order
- appendices providing additional information relevant to using symbols in L^AT_EX
- tables showing how to typeset all of the characters in the ASCII and Latin 1 font encodings

Furthermore, the internal structure of the document has been completely altered from David Carlisle’s original version. Most of the changes are geared towards making the document easier to extend, modify, and reformat.

Build characteristics Table 331 lists some of this document’s build characteristics. Most important is the list of packages that L^AT_EX couldn’t find, but that `symbols.tex` otherwise would have been able to take advantage of. Complete, prebuilt versions of this document are available from CTAN (<http://www.ctan.org/> or one of its many mirror sites) in the directory `tex-archive/info/symbols/comprehensive`. Table 332 shows the package date (specified in the `.sty` file with `\ProvidesPackage`) for each package that was used to build this document and that specifies a package date. Packages are not listed in any particular order in either Table 331 or Table 332.

TABLE 331: Document Characteristics

Characteristic	Value
Source file:	<code>symbols.tex</code>
Build date:	November 9, 2009
Symbols documented:	5913
Packages included:	textcomp latexsym amssymb stmaryrd euscript wasysym pifont manfnt bbding undertilde ifsym tipa tipx extraipa wsuipa phonetic ulsy ar metre txfonts mathabx fclfont skak ascii dingbat skull eurosym esvect yfonts ymath esint mathdots trsym universa upgreek overrightarrow chemarr chemarrow nath trfsigns mathtools phaistos arcs vietnam t4phonet holtpolt semtrans dictsym extarrows protosem harmony hieroglf ccllicenses mathdesign arev MnSymbol cml extpfeil keystroke fge turnstile simpsons epsdice feyn universal staves igo colonequals shuffle fourier dozenal pmboxdraw pigpen clock teubner linearA linearb cypriot sarabian china2e harpoon steinmetz milstd recycle DotArrow ushort hhcount ogonek combelow accents nicefrac bm mathrsfs chancery calligra bbold mbboard dsfont bbm
Packages omitted:	<i>none</i>

TABLE 332: Package versions used in the preparation of this document

Name	Date
textcomp	2005/09/27
latexsym	1998/08/17

(continued on next page)

(continued from previous page)

Name	Date
amssymb	2002/01/22
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combelow	2009/08/23
accents	2006/05/12
nicefrac	1998/08/04
bm	2004/02/26
calligra	1996/07/18

8.9 Copyright and license

The Comprehensive L^AT_EX Symbol List
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and version 1.3c or later is part of all distributions of L^AT_EX version 2006/05/20 or later.


This work has the LPPL maintenance status “maintained”.

The current maintainer of this work is Scott Pakin.




















































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<code>\BNviii</code> (♂)	85	<code>\boxminus</code> (⊞)	22	<code>\BPwine</code> (🍷)	86
<code>\BNwa</code> (♂)	85	<code>\boxminus</code> (⊞)	25	<code>\BPwineiih</code> (🍷)	86
<code>\BNx</code> (♂)	85	<code>\boxplus</code> (⊞)	25	<code>\BPwineiiih</code> (🍷)	86
<code>\BNxc</code> (♂)	85	<code>\boxplus</code> (⊞)	22	<code>\BPwineivh</code> (🍷)	86
<code>\BNxl</code> (♂)	85	<code>\boxRight</code> (⊞)	42	<code>\BPwoman</code> (♀)	86
<code>\BNxx</code> (♂)	85	<code>\boxright</code> (⊞)	25	<code>\BPwool</code> (🐑)	86
<code>\BNxxx</code> (♂)	85	<code>\boxright</code> (⊞)	42		
<code>\BNxxxx</code> (♂)	85	<code>\boxslash</code> (⧵)	25		
<code>\Bo</code> (♂)	85	<code>\boxslash</code> (⧵)	22		
body-text symbols	9–20	<code>\boxslash</code> (⧵)	25		

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<code>\BPwtb</code> (\mathbb{Z})	85	<code>\BUFu</code> (\triangle)	73	<code>\capturesymbol</code> (\times)	93
<code>\BPwtc</code> (\mathbb{H})	85	<code>\BUI</code> (\mathbb{A})	86	card suits	65–67, 80
<code>\BPwtd</code> (\mathbb{S})	85	<code>\BUii</code> (\mathbb{A})	86	cardinality	<i>see</i> <code>\aleph</code>
<code>\Bqa</code> (\mathbb{P})	85	<code>\BUiii</code> (\mathbb{A})	86	care of ($\text{\textcircled{c}}$)	67
<code>\Bqe</code> (\mathbb{Q})	85	<code>\BUiv</code> (\mathbb{A})	86	caret	<i>see</i> <code>\^</code>
<code>\Bqi</code> (\mathbb{T})	85	<code>\BUix</code> (\mathbb{A})	86	Carlisle, David	1, 118, 119
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<code>\Bra</code> (\mathbb{L})	85	<code>\bullet</code> (\bullet)	23	carriage return	72, 80, 103
<code>bra</code>	54	<code>\bullet</code> (\bullet)	23	<code>\carriagereturn</code> ($\text{\textcircled{r}}$)	80
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<code>\bracerd</code> (\mathbb{L})	109	<code>\bullet</code> (\bullet)	23	castle	94
<code>\bracevert</code> (\mathbb{L})	54	<code>\bullet</code> (\bullet)	23	<code>\castlingchar</code> ($\text{\textcircled{O}}$)	93
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<code>\breve</code> (\mathbb{L})	57	<code>\bullet</code> (\bullet)	23	<code>\Cc</code> (\mathbb{L})	95
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<code>breve</code> (\mathbb{L})	<i>see</i> accents	<code>\bullet</code> (\bullet)	23	<code>\cc</code> (\mathbb{L})	95
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		<code>\bullet</code> (\bullet)	23	<code>\Checkmark</code> (\checkmark)	77























































































































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










































































































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


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


















































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






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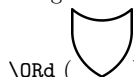
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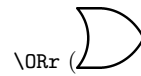
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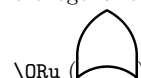


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









































































































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
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







































































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