### Unassigned

Range: 2FF80-2FFFF

### **DRAFT The Unicode Standard, Version 16.0 BETA REVIEW**

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

This file may be changed at any time without notice to reflect errata, or other updates to the Unicode Standard. See https://www.unicode.org/errata/ for an up-to-date list of errata.

See https://www.unicode.org/charts/ for access to a complete list of the latest character code charts. See https://www.unicode.org/charts/PDF/Unicode-15.1/ for charts showing only the characters added in Unicode 15.1. See https://www.unicode.org/Public/15.1.0/charts/ for a complete archived file of character code charts for Unicode 15.1. See https://www.unicode.org/charts/About.html#Conventions for conventions used in these code charts, and other general information.

#### Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 15.1 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this file, please consult the appropriate sections of The Unicode Standard, Version 15.1, online at https://www.unicode.org/versions/Unicode15.1.0/, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, #44, #45, and #50, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

### See https://www.unicode.org/ucd/ and http://www.unicode.org/reports/

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

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

### Fonts

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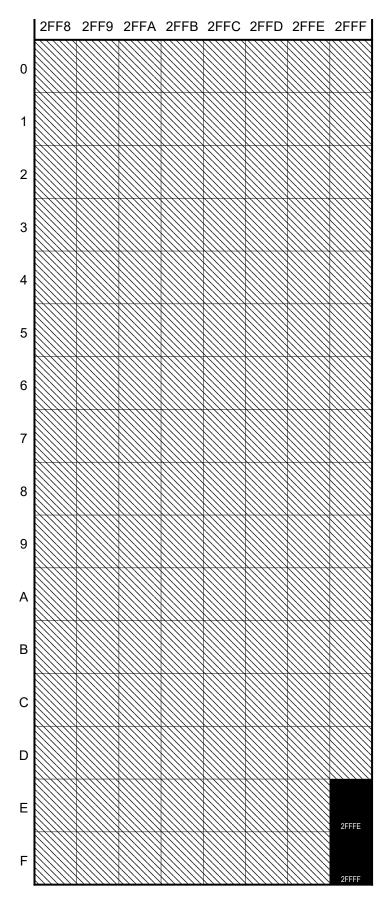
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See https://www.unicode.org/pending/pending.html and http://www.unicode.org/alloc/Pipeline.html.
See https://www.unicode.org/charts/About.html for more information concerning the conventions and symbols used in these code charts.

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# Noncharacters

These codes are intended for process-internal uses.

2FFFE <not a character>
2FFFF <not a character>