# Ideographic Symbols and Punctuation Range: 16FE0–16FFF

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

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

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

### Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 16.0 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this file, please consult the appropriate sections of The Unicode Standard, Version 16.0, online at https://www.unicode.org/versions/Unicode16.0.0/, as well as the Unicode Standard Annexes, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

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

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

#### Fonts

The shapes of the reference glyphs used in these code charts are not prescriptive. Considerable variation is to be expected in actual fonts.

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

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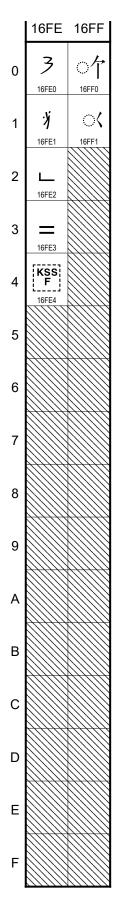
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# **Tangut mark**

- 16FE0 <sup>3</sup> TANGUT ITERATION MARK
  - $\rightarrow$  3005  $\cancel{R}$  ideographic iteration mark

# Nushu mark

16FE1 🕴 NUSHU ITERATION MARK

- Marks used in ancient Chinese texts
- 16FE2 L OLD CHINESE HOOK MARK
  - indicates a pause or break in the text
- 16FE3 = OLD CHINESE ITERATION MARK → 3005 2 ideographic iteration mark → 303B 3 vertical ideographic iteration mark

## Small Khitan format character

16FE4 KHITAN SMALL SCRIPT FILLER

## **Combining diacritics for CJK ideographs**

These combining marks indicate alternate readings for Han characters in the Vietnamese tradition.

- 16FF0 った VIETNAMESE ALTERNATE READING MARK CA  $\rightarrow$  4E2A 个  $\rightarrow$  4E87 ケ
- 16FF1  $\checkmark$  VIETNAMESE ALTERNATE READING MARK NHAY  $\rightarrow$  21FE8  $\langle$