

## Supplemental Arrows-A

Range: 27F0–27FF

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 10.0*

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

See <http://www.unicode.org/charts/> for access to a complete list of the latest character code charts.  
See <http://www.unicode.org/charts/PDF/Unicode-10.0/> for charts showing only the characters added in Unicode 10.0.  
See <http://www.unicode.org/Public/10.0.0/charts/> for a complete archived file of character code charts for Unicode 10.0.

### Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 10.0 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 10.0, online at <http://www.unicode.org/versions/Unicode10.0.0/>, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, #44, and #45, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

See <http://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.

### Fonts

The shapes of the reference glyphs used in these code charts are not prescriptive. Considerable variation is to be expected in actual fonts. The particular fonts used in these charts were provided to the Unicode Consortium by a number of different font designers, who own the rights to the fonts.

See <http://www.unicode.org/charts/fonts.html> for a list.

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










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










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See <http://www.unicode.org/pending/pending.html> and <http://www.unicode.org/alloc/Pipeline.html>.

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	27F
0	 27F0
1	 27F1
2	 27F2
3	 27F3
4	 27F4
5	 27F5
6	 27F6
7	 27F7
8	 27F8
9	 27F9
A	 27FA
B	 27FB
C	 27FC
D	 27FD
E	 27FE
F	 27FF

**Arrows**

- 27F0  UPWARDS QUADRUPLE ARROW  
→ 290A  upwards triple arrow  
→ 2B45  leftwards quadruple arrow
- 27F1  DOWNWARDS QUADRUPLE ARROW  
→ 290B  downwards triple arrow
- 27F2  ANTICLOCKWISE GAPPED CIRCLE ARROW  
→ 21BA  anticlockwise open circle arrow  
→ 2940  anticlockwise closed circle arrow
- 27F3  CLOCKWISE GAPPED CIRCLE ARROW  
→ 21BB  clockwise open circle arrow  
→ 2941  clockwise closed circle arrow
- 27F4  RIGHT ARROW WITH CIRCLED PLUS  
→ 2B32  left arrow with circled plus

**Long arrows**

*The long arrows are used for mapping whereas the short forms would be used in limits. They are also needed for MathML to complete mapping to the AMSA sets.*

- 27F5  LONG LEFTWARDS ARROW  
→ 2190  leftwards arrow
- 27F6  LONG RIGHTWARDS ARROW  
→ 2192  rightwards arrow
- 27F7  LONG LEFT RIGHT ARROW  
→ 2194  left right arrow
- 27F8  LONG LEFTWARDS DOUBLE ARROW  
→ 21D0  leftwards double arrow
- 27F9  LONG RIGHTWARDS DOUBLE ARROW  
→ 21D2  rightwards double arrow
- 27FA  LONG LEFT RIGHT DOUBLE ARROW  
→ 21D4  left right double arrow
- 27FB  LONG LEFTWARDS ARROW FROM BAR  
= maps from  
→ 21A4  leftwards arrow from bar
- 27FC  LONG RIGHTWARDS ARROW FROM BAR  
= maps to  
→ 21A6  rightwards arrow from bar
- 27FD  LONG LEFTWARDS DOUBLE ARROW FROM BAR  
→ 2906  leftwards double arrow from bar
- 27FE  LONG RIGHTWARDS DOUBLE ARROW FROM BAR  
→ 2907  rightwards double arrow from bar
- 27FF  LONG RIGHTWARDS SQUIGGLE ARROW  
→ 21DD  rightwards squiggle arrow  
→ 2B33  long leftwards squiggle arrow