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Universal Multiple-Octet Coded Character Set
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1. Introduction. This document proposes the addition to the UCS of 731 new graphic characters to provide compatibility with a wide range of home computers, or "microcomputers," manufactured approximately from the mid-1970s to the mid-1980s, and with the teletext broadcasting standard originally developed in the early 1970s.

> ***NOTE:*** *Mapping tables between legacy character sets and the allocations in this proposal are attached to the PDF version of this document.*

2. History. Box-drawing characters, solid and shaded blocks, and similar graphic characters were encoded in the UCS in 1991 (Unicode 1.0) for compatibility with established character sets, both in popular microcomputers—particularly the IBM PC—and in terminal-emulation software. The set of block characters was augmented in 1999 (Unicode 3.0) and in 2002 (Unicode 3.2) to cover additional platforms, due largely to proposals by Frank da Cruz (L2/98-353 through -355, L2/98-413, and L2/00-159), which also included C1 and EBCDIC control pictures, hex byte pictures, and some other graphic characters that were not accepted.

A list discussion in April 2017 concerning the "PETSCII" character set, used in various forms by Commodore home computers ranging from the PET (1977) to the C128 (1985), led to the formation of an ad-hoc Terminals Working Group. The group proposed additional characters from legacy computers and teletext (L2/17-435, L2/18-235, L2/18-275, and L2/19-025) which were accepted into Unicode 13.0.

Feedback from the Script Ad Hoc, as well as from the user community, revealed a desire to encode additional characters from lesser-known legacy computer platforms—particularly the Mattel Aquarius and the Sharp MZ series—that the group did not propose in L2/19-025. This

feedback led to an investigation by the group into additional character sets for a second proposal, which resulted in this document.

Computers of this era enjoyed a great deal of popularity and spawned a large number of computer clubs and user groups devoted to these machines. Some of the original user groups are still in existence, and new ones, often online-only, have emerged more recently. Even less popular platforms such as the Mattel Aquarius still have hobbyists producing new software to this day. The characters proposed here are intended to benefit these users and hobbyists, by providing round-trip convertibility of character data between legacy platforms and the UCS. They may also facilitate the creation of software for these platforms, such as emulators and cross-assemblers, and have been requested by developers of present-day text-mode applications as well, to enhance pseudo-graphical displays.

3. Microcomputer platforms. The group considered the following microcomputer platforms and character sets for this proposal:

- Amstrad CPC (464, 664, 6128, etc.)
- Apple 8-bit computers (II, II Plus, IIe, IIc, III, and the 16-bit IIGS)
- HP terminals (300, 250, 2640 series, 2620 series, etc.)
- Kaypro CP/M-based computers (II, IV, 10)
- Mattel Aquarius
- Ohio Scientific computers (Model 500, Challenger III, Superboard II, etc.)
- Robotron KC series computers (Z9001, KC 87, KC 85/1)
- Sharp MZ series computers (MZ-80K, MZ-700, etc.)
- Sharp X1 computers (X1, X1turbo, X1turbo Z)
- Tandy TRS-80 computers (TRS-80 Model I, Model III, Model 4, Color Computer)

Some of these platforms were also considered in L2/19-025. However, the combination of low-resolution images and lack of supporting information meant that some characters were difficult or impossible to identify at the time, and consequently had not been proposed. These characters have since been identified and have been proposed in this document.

We have collected search result and sales figures for the platforms being considered to assist in evaluating their viability for encoding. Screenshots of search result figures are included at the end of the Figures section, and sources for units sold are linked in the PDF version of this document. Sales and search result figures are summarized at the top of the next page. We further discuss the viability of encoding characters from these platforms in section 9.

Platform	Google Search	Bing Search	Google Video	Units Sold
Amstrad CPC	2,320,000	991,000	119,000	3,000,000
Apple II	5,410,000	1,280,000	329,000	6,000,000
HP 2620	15,400	16,600	18	no source found
HP 2640	7,550	10,000	33	60,000
Kaypro II/IV/10	1,370,000	63,200	33,000	120,000
Mattel Aquarius	176,000	73,300	3,380	8,000
Ohio Scientific	49,000	12,900	789	10,000
Robotron KC	6,430	2,530	82	30,000
Sharp MZ	236,000	114,000	4,660	100,000
Sharp X1	329,000	240,000	12,200	no source found
Tandy TRS-80	1,860,000	822,000	46,400	200,000

4. Teletext. *Teletext* was a service invented in the United Kingdom in the early 1970s for broadcasting pages of information, generally text and simple block graphics, to analog television receivers via the vertical blanking interval. Teletext found its greatest popularity in Europe, where it was commonplace until the adoption of digital television; almost all analog television sets sold in Europe since the early 1980s had built-in teletext decoders.

Several different 7-bit character sets were defined for teletext, including a complete set of 2 × 3 block graphics (64 in all), analogous to the block quadrants found in other platforms. These block graphics were proposed in L2/19-025 and accepted into Unicode 13.0. However, teletext also supported a "separated graphics" mode in which block characters could be displayed with a narrow space between cells. These separated block graphics were not proposed as distinct characters at the time. Since then, teletext users have expressed a need for encoding separated block graphics as distinct characters to enable teletext emulation and to maintain compatibility with existing software which uses an already-established Private Use Area encoding for 2 × 3 block graphics in both contiguous and separated form.

5. Graphic characters. Most of the characters proposed in this document are *semigraphics*: block-style symbols which could be combined to simulate an all-points-addressable graphic display. Many platforms used these text characters to support a so-called "graphics mode": small blocks could be "plotted" at various coordinates, and the appropriate full-sized block character consisting of the necessary "on" and "off" blocks would be displayed in text mode (Figure 17). The set also includes numerous box-drawing and shading characters, and some miscellaneous characters such as arrows, schematic symbols, and video game sprites, which were present in the target platforms.

The word "octant" is used in this document, by analogy with "quadrant"—a term used for certain UCS characters since 1999—and "sextant"—a term used for characters proposed by the group in its previous proposal—to refer to a semigraphics block consisting of eight smaller blocks or "cells" arranged in two columns and four rows. On Kaypro CP/M-based microcomputers, these block graphics were accessible in the code space above ASCII (Figure 4) and could even be included in text files (Figure 18).

Twenty-six of the 256 octant block characters were unified with existing characters or other characters being proposed: seventeen were unified with visually identical half-blocks, quarter-blocks, and quadrants already encoded in the Block Elements block; two were unified with quarter-blocks already encoded in the Symbols for Legacy Computing block; six were unified with other block characters being proposed; and the empty block can be mapped to an existing space character with suitable properties, such as U+00A0 NO-BREAK SPACE.

Some of the graphic characters are intended to be used together, to represent images that would not fit within a single character block. Examples include UPPER LEFT, UPPER RIGHT, LOWER LEFT, and LOWER RIGHT QUADRANT CHESS KING from the Sharp MZ series and TOP and BOTTOM HALF STANDING PERSON from the Mattel Aquarius. These are analogous to U+2320 TOP HALF INTEGRAL and U+2321 BOTTOM HALF INTEGRAL, which, like the present characters, were encoded for compatibility.

In a more extreme example, the HP 2640 and HP 2620 series of terminals supported a “large type” character ROM with graphic characters representing pieces of alphanumeric characters. This was intended for rendering large headlines in terminal applications, as shown in Figure 20 and explained in an HP terminal manual in Figure 21.

6. Outlined digits and uppercase Latin letters. The European character set for Sharp MZ series machines defined clones of the ASCII digits 0 through 9 and uppercase Latin letters A through Z, drawn as outlines, in the upper half of its code space (Figure 9). These outlined digits and letters were used in logos and artwork, separate from regular ASCII digits and letters (Figure 13). They are proposed here at code points U+1CCD6 through U+1CCF9.

7. Characters not proposed. Not all characters identified in the target platforms were deemed suitable for encoding. For example, the European character set for Sharp MZ machines included four characters with an obvious resemblance to the ghosts from *Pac-Man*. These symbols were determined to be IP-encumbered and thus are not proposed here.

“Reverse video” or “inverse video” characters, which were present on nearly all microcomputers of the 1970s and 1980s and often served the same purpose that bold or italic characters serve today, have been determined to be out of scope for the UCS and are not proposed here. The ISO 6429 display sequences **SGR 7** (“negative image”) and **SGR 27** (“positive image”) are suggested as a higher-level protocol to achieve this effect.

Control characters from microcomputer platforms and teletext were also determined to be out of scope for the UCS. These characters were located in what would today be considered the C0 control range (0x00–0x1F) or the C1 control range (0x7F–0x9F). Processes that need to interchange these codes should simply interchange the binary C0 or C1 value, extended to the UCS code space but without further mapping. Emulators should treat these control codes as appropriate for the targeted environment.

8. Finiteness. We have received concerns that there may be no end to the number of unencoded characters found in old microcomputers and terminals, leading to no end of future proposals should these characters be accepted. We believe this is not the case, for the following reasons.

1. We are focusing exclusively on computers and terminals—devices designed to interchange data with other devices—and not on arcade machines, game consoles, calculators, or any other kind of closed system.
2. We have conducted an exhaustive search of MAME (formerly Multiple Arcade Machine Emulator; a long-running project dedicated to documenting and emulating every arcade machine, game console, computer, terminal, calculator, or similar device), looking for characters from legacy computer platforms that have not yet been encoded, and have scraped the bottom of the barrel. The chances of finding a novel character are now significantly lower having found these, and the chances of finding one on a platform of any significance practically zero. This will certainly be the last proposal of such a large number of characters.
3. We are looking backward in time, not forward, and there are only so many years to go back before digital computers cease to exist, let alone be able to render text. We have found other interesting symbols on devices such as radar displays, but are not proposing them as they are out of scope for this proposal.
4. As the IBM PC came to dominate the market in the 80s, interoperability with PCs became an important consideration, leading to a mass extinction of other platforms and character sets along with them: more and more machines abandoned their novel character sets in favor of IBM's. While examining computers released after the IBM PC, even platforms targeted at Eastern markets, we found very few new symbols.
5. Character sets used to be a clever solution to overcome the lack of pixel addressability and graphics modes, a need that disappeared completely in the 80s as computers became powerful enough to draw symbols using individual pixels. Taken with the previous considerations, this leaves only a small window of less than two decades in which novel characters appear.
6. Even if we were looking forward, modern-day 8-bit machines such as the Commander X16 usually stick to existing character sets such as CP437, ISO-8859-1, or PETSCII and are unlikely to invent anything novel except as user-defined characters, which are outside the scope of both Unicode and this proposal.

9. Alternate proposals. All that being said, we are open to encoding a subset of the characters being proposed in this document, should the evidence for more obscure platforms be considered insufficient.

At a minimum, we are requesting the addition of missing characters from the microcomputer platforms already considered in L2/19-025 (Amstrad CPC, Apple II, and TRS-80).

We also strongly recommend the addition of characters from the Sharp MZ and Sharp X1 platforms, as these have been the most requested and have the second-highest sales and search result figures of the platforms not considered in L2/19-025. If the video game sprites from the European model of the Sharp MZ are determined to be unacceptable for encoding, we are willing

to reduce the set to only characters from the Japanese model, since the Sharp platforms were better known in Japan than internationally.

The separated block sextant graphics from Teletext, block octant graphics from the Kaypro, and characters from the Mattel Aquarius are of medium importance. The teletext characters are part of a de jure standard issued by the ITU and are already in widespread use using an existing Private Use Area encoding, and their inclusion would provide complete compatibility with that encoding. The Kaypro is the best-selling and most widely known of the platforms not previously considered, and ran the CP/M operating system, which enjoyed a high degree of interoperability with other platforms. The Mattel Aquarius is the only other platform yet to be mentioned in this section with 100,000 or more Google Search results, is still seeing development of new software even to this day, and was previously considered, albeit only partially, in L2/19-025.

The remaining platforms (HP 2620/2640, Ohio Scientific, and Robotron KC) are of low importance. (We have found documentation for other HP terminals claiming support for a line drawing character set as in the case of the HP 2620 and HP 2640, but have not found proof that they support the same characters.) We understand that the low numbers, both of search results and of units sold, make it difficult to justify inclusion of these platforms.

Importance	Priority	Platform
High	1	Amstrad CPC, Apple II, TRS-80
High	2	Sharp MZ (Japanese Set), Sharp X1
High	3	Sharp MZ (European Set)
Medium	4	Teletext
Medium	5	Kaypro
Medium	6	Mattel Aquarius
Low	7	HP 2620/2640, Ohio Scientific, Robotron KC

Should the Script Ad Hoc or UTC determine that only a subset of the proposed characters are worth encoding, we will produce a revised proposal limited to that subset.

10. Character names. At least since the 1970s, international SDOs such as ECMA and national bodies such as ANSI and BSI have assigned names to the elements of coded character sets. By contrast, vendors of microcomputers, and even the developers of the teletext standard, tended to provide at best a code chart or image of a screen showing the character set, usually without names. We have attempted to invent names for these characters that are meaningful, unique, and conformant to WG2 and UTC guidelines.

11. Ordering and code point assignment. The proposed characters are presented roughly in groups: characters present on multiple platforms, Sharp MZ characters, Mattel Aquarius characters, and so on. Although the exact order of these characters within their groups is not an overriding concern, it seems reasonable that the groups should be kept together.

The suggested code point assignments cover several blocks:

- Additional symbols representing control functions are shown with suggested code points within the existing Control Pictures block.
- Additional arrows which seemed to fit logically alongside other arrows are shown with suggested code points within the existing Supplemental Arrows-C block.
- Legacy characters present across multiple target platforms are shown with suggested code points within the existing Symbols for Legacy Computing block.
- Characters from the Sharp MZ series are shown with suggested code points at the start of a new block (1CC00..1CEAF, as suggested by the Roadmap Committee) that is as of yet unassigned and is near existing symbol blocks, with a placeholder block name, “Symbols for Legacy Computing Supplement.”
- Block octant characters and characters from the Mattel Aquarius are shown with suggested code points in the middle of the above-mentioned new block, starting at 1CD00.
- Characters from other platforms and separated block sextants are shown with suggested code points at the end of the above-mentioned new block, starting at 1CE00.

However, it is understood that final assignment of blocks, code points, and block and character names is completely at the discretion of UTC and/or WG2.

12. Implementation. To assist implementers of emulators and conversion tools with the variety of mechanisms discussed in these proposals—existing and new block graphics characters, control codes, ISO 6429 sequences for reverse video, and so forth—the group has developed an extensive set of mapping tables, providing suggested mappings from the legacy character sets to the UCS. These mapping tables are attached to the PDF version of this document. The group is also drafting a Unicode Technical Note to explain the mechanisms and recommended techniques for working with them.

13. Unicode character properties.

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2427;SYMBOL FOR DELETE SQUARE CHECKER BOARD FORM;So;0;ON;;;;;N;;;;;
2428;SYMBOL FOR DELETE RECTANGULAR CHECKER BOARD FORM;So;0;ON;;;;;N;;;;;
2429;SYMBOL FOR DELETE MEDIUM SHADE FORM;So;0;ON;;;;;N;;;;;
1CC00;UP-POINTING GO-KART;So;0;ON;;;;;N;;;;;
1CC01;RIGHT-POINTING GO-KART;So;0;ON;;;;;N;;;;;
1CC02;LEFT-POINTING STICK FIGURE;So;0;ON;;;;;N;;;;;
1CC03;RIGHT-POINTING STICK FIGURE;So;0;ON;;;;;N;;;;;
1CC04;DOWN-POINTING STICK FIGURE;So;0;ON;;;;;N;;;;;
1CC05;LOWER HORIZONTAL RULER SEGMENT;So;0;ON;;;;;N;;;;;
1CC06;RIGHT VERTICAL RULER SEGMENT;So;0;ON;;;;;N;;;;;
1CC07;LOWER RIGHT RULER SEGMENT;So;0;ON;;;;;N;;;;;
1CC08;ANTENNA;So;0;ON;;;;;N;;;;;
1CC09;HORIZONTAL RESISTOR SEGMENT;So;0;ON;;;;;N;;;;;
1CC0A;VERTICAL RESISTOR SEGMENT;So;0;ON;;;;;N;;;;;
1CC0B;LEFT THIRD INDUCTOR;So;0;ON;;;;;N;;;;;
1CC0C;MIDDLE THIRD INDUCTOR;So;0;ON;;;;;N;;;;;
1CC0D;RIGHT THIRD INDUCTOR;So;0;ON;;;;;N;;;;;
1CC0E;LEFT-POINTING DIODE;So;0;ON;;;;;N;;;;;
1CC0F;RIGHT-POINTING DIODE;So;0;ON;;;;;N;;;;;
1CC10;NPN TRANSISTOR;So;0;ON;;;;;N;;;;;
1CC11;PNP TRANSISTOR;So;0;ON;;;;;N;;;;;
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1CC12;RECEPTACLE;So;0;ON;;;;;N;;;;;
1CC13;HORIZONTAL CAPACITOR;So;0;ON;;;;;N;;;;;
1CC14;VERTICAL CAPACITOR;So;0;ON;;;;;N;;;;;
1CC15;LOGIC GATE OR;So;0;ON;;;;;N;;;;;
1CC16;LOGIC GATE AND;So;0;ON;;;;;N;;;;;
1CC17;LOGIC GATE INVERTED INPUTS;So;0;ON;;;;;N;;;;;
1CC18;LOGIC GATE INVERTED OUTPUT;So;0;ON;;;;;N;;;;;
1CC19;LOGIC GATE BUFFER;So;0;ON;;;;;N;;;;;
1CC1A;LOGIC GATE BUFFER WITH INVERTED INPUT;So;0;ON;;;;;N;;;;;
1CC1B;BOX DRAWINGS LIGHT HORIZONTAL AND UPPER RIGHT;So;0;ON;;;;;N;;;;;
1CC1C;BOX DRAWINGS LIGHT HORIZONTAL AND LOWER RIGHT;So;0;ON;;;;;N;;;;;
1CC1D;BOX DRAWINGS LIGHT TOP AND UPPER LEFT;So;0;ON;;;;;N;;;;;
1CC1E;BOX DRAWINGS LIGHT BOTTOM AND LOWER LEFT;So;0;ON;;;;;N;;;;;
1CC1F;BOX DRAWINGS DOUBLE DIAGONAL UPPER RIGHT TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1CC20;BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1CC21;SEPARATED BLOCK QUADRANT-1;So;0;ON;;;;;N;;;;;
1CC22;SEPARATED BLOCK QUADRANT-2;So;0;ON;;;;;N;;;;;
1CC23;SEPARATED BLOCK QUADRANT-12;So;0;ON;;;;;N;;;;;
1CC24;SEPARATED BLOCK QUADRANT-3;So;0;ON;;;;;N;;;;;
1CC25;SEPARATED BLOCK QUADRANT-13;So;0;ON;;;;;N;;;;;
1CC26;SEPARATED BLOCK QUADRANT-23;So;0;ON;;;;;N;;;;;
1CC27;SEPARATED BLOCK QUADRANT-123;So;0;ON;;;;;N;;;;;
1CC28;SEPARATED BLOCK QUADRANT-4;So;0;ON;;;;;N;;;;;
1CC29;SEPARATED BLOCK QUADRANT-14;So;0;ON;;;;;N;;;;;
1CC2A;SEPARATED BLOCK QUADRANT-24;So;0;ON;;;;;N;;;;;
1CC2B;SEPARATED BLOCK QUADRANT-124;So;0;ON;;;;;N;;;;;
1CC2C;SEPARATED BLOCK QUADRANT-34;So;0;ON;;;;;N;;;;;
1CC2D;SEPARATED BLOCK QUADRANT-134;So;0;ON;;;;;N;;;;;
1CC2E;SEPARATED BLOCK QUADRANT-234;So;0;ON;;;;;N;;;;;
1CC2F;SEPARATED BLOCK QUADRANT-1234;So;0;ON;;;;;N;;;;;
1CC30;UPPER LEFT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC31;UPPER CENTRE LEFT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC32;UPPER CENTRE RIGHT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC33;UPPER RIGHT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC34;UPPER MIDDLE LEFT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC35;UPPER LEFT QUARTER CIRCLE;So;0;ON;;;;;N;;;;;
1CC36;UPPER RIGHT QUARTER CIRCLE;So;0;ON;;;;;N;;;;;
1CC37;UPPER MIDDLE RIGHT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC38;LOWER MIDDLE LEFT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC39;LOWER LEFT QUARTER CIRCLE;So;0;ON;;;;;N;;;;;
1CC3A;LOWER RIGHT QUARTER CIRCLE;So;0;ON;;;;;N;;;;;
1CC3B;LOWER MIDDLE RIGHT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC3C;LOWER LEFT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC3D;LOWER CENTRE LEFT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC3E;LOWER CENTRE RIGHT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC3F;LOWER RIGHT TWELFTH CIRCLE;So;0;ON;;;;;N;;;;;
1CC40;SPARSE HORIZONTAL FILL;So;0;ON;;;;;N;;;;;
1CC41;SPARSE VERTICAL FILL;So;0;ON;;;;;N;;;;;
1CC42;ORTHOGONAL CROSSHATCH FILL;So;0;ON;;;;;N;;;;;
1CC43;DIAGONAL CROSSHATCH FILL;So;0;ON;;;;;N;;;;;
1CC44;DENSE VERTICAL FILL;So;0;ON;;;;;N;;;;;
1CC45;DENSE HORIZONTAL FILL;So;0;ON;;;;;N;;;;;
1CC46;SPECKLE FILL FRAME-1;So;0;ON;;;;;N;;;;;
1CC47;SPECKLE FILL FRAME-2;So;0;ON;;;;;N;;;;;
1CC48;LEFT-FACING BASSINET;So;0;ON;;;;;N;;;;;
1CC49;RIGHT-FACING BASSINET;So;0;ON;;;;;N;;;;;
1CC4A;FLYING SAUCER WITH BEAMS;So;0;ON;;;;;N;;;;;
1CC4B;FLYING SAUCER WITHOUT BEAMS;So;0;ON;;;;;N;;;;;
1CC4C;ALIEN MONSTER OPEN JAWS;So;0;ON;;;;;N;;;;;
1CC4D;ALIEN MONSTER CLOSED JAWS;So;0;ON;;;;;N;;;;;
1CC4E;ALIEN SQUID OPEN TENTACLES;So;0;ON;;;;;N;;;;;
1CC4F;ALIEN SQUID CLOSED TENTACLES;So;0;ON;;;;;N;;;;;
1CC50;ALIEN CRAB STEPPING RIGHT;So;0;ON;;;;;N;;;;;
1CC51;ALIEN CRAB STEPPING LEFT;So;0;ON;;;;;N;;;;;
1CC52;ALIEN SPIDER CROUCHING;So;0;ON;;;;;N;;;;;
1CC53;ALIEN SPIDER SPREAD;So;0;ON;;;;;N;;;;;
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1CC54;ALIEN MONSTER STEP-1;So;0;ON;;;;;N;;;;;
1CC55;ALIEN MONSTER STEP-2;So;0;ON;;;;;N;;;;;
1CC56;LEFT-POINTING ROCKET SHIP;So;0;ON;;;;;N;;;;;
1CC57;UP-POINTING ROCKET SHIP;So;0;ON;;;;;N;;;;;
1CC58;RIGHT-POINTING ROCKET SHIP;So;0;ON;;;;;N;;;;;
1CC59;DOWN-POINTING ROCKET SHIP;So;0;ON;;;;;N;;;;;
1CC5A;TOP HALF LEFT-FACING ROBOT;So;0;ON;;;;;N;;;;;
1CC5B;TOP HALF FORWARD-FACING ROBOT;So;0;ON;;;;;N;;;;;
1CC5C;TOP HALF RIGHT-FACING ROBOT;So;0;ON;;;;;N;;;;;
1CC5D;BOTTOM HALF LEFT-FACING ROBOT;So;0;ON;;;;;N;;;;;
1CC5E;BOTTOM HALF FORWARD-FACING ROBOT;So;0;ON;;;;;N;;;;;
1CC5F;BOTTOM HALF RIGHT-FACING ROBOT;So;0;ON;;;;;N;;;;;
1CC60;LEFT-POINTING ATOMIC BOMB;So;0;ON;;;;;N;;;;;
1CC61;UP-POINTING ATOMIC BOMB;So;0;ON;;;;;N;;;;;
1CC62;RIGHT-POINTING ATOMIC BOMB;So;0;ON;;;;;N;;;;;
1CC63;DOWN-POINTING ATOMIC BOMB;So;0;ON;;;;;N;;;;;
1CC64;MUSHROOM CLOUD;So;0;ON;;;;;N;;;;;
1CC65;LEFT-POINTING RIFLE;So;0;ON;;;;;N;;;;;
1CC66;UP-POINTING RIFLE;So;0;ON;;;;;N;;;;;
1CC67;RIGHT-POINTING RIFLE;So;0;ON;;;;;N;;;;;
1CC68;DOWN-POINTING RIFLE;So;0;ON;;;;;N;;;;;
1CC69;EIGHT RAYS INWARD;So;0;ON;;;;;N;;;;;
1CC6A;EIGHT RAYS OUTWARD;So;0;ON;;;;;N;;;;;
1CC6B;BLACK LARGE CIRCLE MINUS LEFT QUARTER SECTION;So;0;ON;;;;;N;;;;;
1CC6C;BLACK LARGE CIRCLE MINUS UPPER QUARTER SECTION;So;0;ON;;;;;N;;;;;
1CC6D;BLACK LARGE CIRCLE MINUS RIGHT QUARTER SECTION;So;0;ON;;;;;N;;;;;
1CC6E;BLACK LARGE CIRCLE MINUS LOWER QUARTER SECTION;So;0;ON;;;;;N;;;;;
1CC6F;BLACK NEUTRAL FACE;So;0;ON;;;;;N;;;;;
1CC70;LEFT-FACING SNAKE HEAD WITH OPEN MOUTH;So;0;ON;;;;;N;;;;;
1CC71;UP-FACING SNAKE HEAD WITH OPEN MOUTH;So;0;ON;;;;;N;;;;;
1CC72;RIGHT-FACING SNAKE HEAD WITH OPEN MOUTH;So;0;ON;;;;;N;;;;;
1CC73;DOWN-FACING SNAKE HEAD WITH OPEN MOUTH;So;0;ON;;;;;N;;;;;
1CC74;LEFT-FACING SNAKE HEAD WITH CLOSED MOUTH;So;0;ON;;;;;N;;;;;
1CC75;UP-FACING SNAKE HEAD WITH CLOSED MOUTH;So;0;ON;;;;;N;;;;;
1CC76;RIGHT-FACING SNAKE HEAD WITH CLOSED MOUTH;So;0;ON;;;;;N;;;;;
1CC77;DOWN-FACING SNAKE HEAD WITH CLOSED MOUTH;So;0;ON;;;;;N;;;;;
1CC78;LEFT-POINTING ENERGY WAVE;So;0;ON;;;;;N;;;;;
1CC79;UP-POINTING ENERGY WAVE;So;0;ON;;;;;N;;;;;
1CC7A;RIGHT-POINTING ENERGY WAVE;So;0;ON;;;;;N;;;;;
1CC7B;DOWN-POINTING ENERGY WAVE;So;0;ON;;;;;N;;;;;
1CC7C;SQUARE SPIRAL FROM TOP LEFT;So;0;ON;;;;;N;;;;;
1CC7D;SQUARE SPIRAL FROM TOP RIGHT;So;0;ON;;;;;N;;;;;
1CC7E;SQUARE SPIRAL FROM BOTTOM RIGHT;So;0;ON;;;;;N;;;;;
1CC7F;SQUARE SPIRAL FROM BOTTOM LEFT;So;0;ON;;;;;N;;;;;
1CC80;STRIPED LEFT-POINTING TRIANGLE;So;0;ON;;;;;N;;;;;
1CC81;STRIPED UP-POINTING TRIANGLE;So;0;ON;;;;;N;;;;;
1CC82;STRIPED RIGHT-POINTING TRIANGLE;So;0;ON;;;;;N;;;;;
1CC83;STRIPED DOWN-POINTING TRIANGLE;So;0;ON;;;;;N;;;;;
1CC84;VERTICAL LADDER;So;0;ON;;;;;N;;;;;
1CC85;HORIZONTAL LADDER;So;0;ON;;;;;N;;;;;
1CC86;WHITE LOWER LEFT POINTER;So;0;ON;;;;;N;;;;;
1CC87;WHITE LOWER RIGHT POINTER;So;0;ON;;;;;N;;;;;
1CC88;TWO RINGS ALIGNED HORIZONTALLY;So;0;ON;;;;;N;;;;;
1CC89;SQUARE FOUR CORNER SALTIRES;So;0;ON;;;;;N;;;;;
1CC8A;SQUARE FOUR CORNER DIAGONALS;So;0;ON;;;;;N;;;;;
1CC8B;SQUARE FOUR CORNER BLACK TRIANGLES;So;0;ON;;;;;N;;;;;
1CC8C;SQUARE APERTURE;So;0;ON;;;;;N;;;;;
1CC8D;INVERSE BLACK DIAMOND;So;0;ON;;;;;N;;;;;
1CC8E;LEFT AND UPPER ONE EIGHTH BLOCK CONTAINING BLACK SMALL SQUARE;So;0;ON;;;;;N;;;;;
1CC8F;INVERSE BLACK SMALL SQUARE;So;0;ON;;;;;N;;;;;
1CC90;VERTICAL LINE WITH FOUR TICK MARKS;So;0;ON;;;;;N;;;;;
1CC91;HORIZONTAL LINE WITH FOUR TICK MARKS;So;0;ON;;;;;N;;;;;
1CC92;LEFT-FACING FISH;So;0;ON;;;;;N;;;;;
1CC93;RIGHT-FACING FISH;So;0;ON;;;;;N;;;;;
1CC94;LEFT-FACING FISH WITH OPEN MOUTH;So;0;ON;;;;;N;;;;;
1CC95;RIGHT-FACING FISH WITH OPEN MOUTH;So;0;ON;;;;;N;;;;;
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1CC96;FLAPPING BIRD;So;0;ON;;;;;N;;;;;
1CC97;LEFT-POINTING RACING CAR;So;0;ON;;;;;N;;;;;
1CC98;UP-POINTING RACING CAR;So;0;ON;;;;;N;;;;;
1CC99;RIGHT-POINTING RACING CAR;So;0;ON;;;;;N;;;;;
1CC9A;DOWN-POINTING RACING CAR;So;0;ON;;;;;N;;;;;
1CC9B;HORIZONTAL RACING CAR;So;0;ON;;;;;N;;;;;
1CC9C;VERTICAL RACING CAR;So;0;ON;;;;;N;;;;;
1CC9D;VERTICAL GO-KART;So;0;ON;;;;;N;;;;;
1CC9E;LEFT-POINTING TANK;So;0;ON;;;;;N;;;;;
1CC9F;RIGHT-POINTING TANK;So;0;ON;;;;;N;;;;;
1CCA0;LEFT-POINTING ROCKET BOOSTER;So;0;ON;;;;;N;;;;;
1CCA1;RIGHT-POINTING ROCKET BOOSTER;So;0;ON;;;;;N;;;;;
1CCA2;LEFT-POINTING ROLLER COASTER CAR;So;0;ON;;;;;N;;;;;
1CCA3;RIGHT-POINTING ROLLER COASTER CAR;So;0;ON;;;;;N;;;;;
1CCA4;LEFT HALF FLYING SAUCER;So;0;ON;;;;;N;;;;;
1CCA5;RIGHT HALF FLYING SAUCER;So;0;ON;;;;;N;;;;;
1CCA6;UPPER LEFT QUADRANT FACE WITH OPEN EYES;So;0;ON;;;;;N;;;;;
1CCA7;UPPER RIGHT QUADRANT FACE WITH OPEN EYES;So;0;ON;;;;;N;;;;;
1CCA8;UPPER LEFT QUADRANT FACE WITH CLOSED EYES;So;0;ON;;;;;N;;;;;
1CCA9;UPPER RIGHT QUADRANT FACE WITH CLOSED EYES;So;0;ON;;;;;N;;;;;
1CCAA;LOWER LEFT QUADRANT SMILING FACE;So;0;ON;;;;;N;;;;;
1CCAB;LOWER RIGHT QUADRANT SMILING FACE;So;0;ON;;;;;N;;;;;
1CCAC;LOWER LEFT QUADRANT NEUTRAL FACE;So;0;ON;;;;;N;;;;;
1CCAD;LOWER RIGHT QUADRANT NEUTRAL FACE;So;0;ON;;;;;N;;;;;
1CCAE;LOWER LEFT QUADRANT FACE WITH OPEN MOUTH;So;0;ON;;;;;N;;;;;
1CCAF;LOWER RIGHT QUADRANT FACE WITH OPEN MOUTH;So;0;ON;;;;;N;;;;;
1CCB0;LOWER LEFT QUADRANT FROWNING FACE;So;0;ON;;;;;N;;;;;
1CCB1;LOWER RIGHT QUADRANT FROWNING FACE;So;0;ON;;;;;N;;;;;
1CCB2;UPPER LEFT QUADRANT TELEVISION;So;0;ON;;;;;N;;;;;
1CCB3;UPPER RIGHT QUADRANT TELEVISION;So;0;ON;;;;;N;;;;;
1CCB4;LOWER LEFT QUADRANT TELEVISION;So;0;ON;;;;;N;;;;;
1CCB5;LOWER RIGHT QUADRANT TELEVISION;So;0;ON;;;;;N;;;;;
1CCB6;UPPER LEFT QUADRANT MICROCOMPUTER;So;0;ON;;;;;N;;;;;
1CCB7;UPPER RIGHT QUADRANT MICROCOMPUTER;So;0;ON;;;;;N;;;;;
1CCB8;LOWER LEFT QUADRANT MICROCOMPUTER;So;0;ON;;;;;N;;;;;
1CCB9;LOWER RIGHT QUADRANT MICROCOMPUTER;So;0;ON;;;;;N;;;;;
1CCBA;UPPER LEFT QUADRANT CHESS KING;So;0;ON;;;;;N;;;;;
1CCBB;UPPER RIGHT QUADRANT CHESS KING;So;0;ON;;;;;N;;;;;
1CCBC;LOWER LEFT QUADRANT CHESS KING;So;0;ON;;;;;N;;;;;
1CCBD;LOWER RIGHT QUADRANT CHESS KING;So;0;ON;;;;;N;;;;;
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1CCBF;UPPER RIGHT QUADRANT CHESS QUEEN;So;0;ON;;;;;N;;;;;
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1CCC1;LOWER RIGHT QUADRANT CHESS QUEEN;So;0;ON;;;;;N;;;;;
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1CCC3;UPPER RIGHT QUADRANT CHESS ROOK;So;0;ON;;;;;N;;;;;
1CCC4;LOWER LEFT QUADRANT CHESS ROOK;So;0;ON;;;;;N;;;;;
1CCC5;LOWER RIGHT QUADRANT CHESS ROOK;So;0;ON;;;;;N;;;;;
1CCC6;UPPER LEFT QUADRANT CHESS BISHOP;So;0;ON;;;;;N;;;;;
1CCC7;UPPER RIGHT QUADRANT CHESS BISHOP;So;0;ON;;;;;N;;;;;
1CCC8;LOWER LEFT QUADRANT CHESS BISHOP;So;0;ON;;;;;N;;;;;
1CCC9;LOWER RIGHT QUADRANT CHESS BISHOP;So;0;ON;;;;;N;;;;;
1CCCA;UPPER LEFT QUADRANT CHESS KNIGHT;So;0;ON;;;;;N;;;;;
1CCCB;UPPER RIGHT QUADRANT CHESS KNIGHT;So;0;ON;;;;;N;;;;;
1CCCC;LOWER LEFT QUADRANT CHESS KNIGHT;So;0;ON;;;;;N;;;;;
1CCCD;LOWER RIGHT QUADRANT CHESS KNIGHT;So;0;ON;;;;;N;;;;;
1CCCE;UPPER LEFT QUADRANT CHESS PAWN;So;0;ON;;;;;N;;;;;
1CCCF;UPPER RIGHT QUADRANT CHESS PAWN;So;0;ON;;;;;N;;;;;
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1CCD1;LOWER RIGHT QUADRANT CHESS PAWN;So;0;ON;;;;;N;;;;;
1CCD2;UPPER LEFT QUADRANT STANDING KNIGHT;So;0;ON;;;;;N;;;;;
1CCD3;UPPER RIGHT QUADRANT STANDING KNIGHT;So;0;ON;;;;;N;;;;;
1CCD4;LOWER LEFT QUADRANT STANDING KNIGHT;So;0;ON;;;;;N;;;;;
1CCD5;LOWER RIGHT QUADRANT STANDING KNIGHT;So;0;ON;;;;;N;;;;;
1CCD6;OUTLINED LATIN CAPITAL LETTER A;Lu;0;L;<font> 0041;;;;N;;;;;
1CCD7;OUTLINED LATIN CAPITAL LETTER B;Lu;0;L;<font> 0042;;;;N;;;;;
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1CCD8;OUTLINED LATIN CAPITAL LETTER C;Lu;0;L;<font> 0043;;;;N;;;;;
1CCD9;OUTLINED LATIN CAPITAL LETTER D;Lu;0;L;<font> 0044;;;;N;;;;;
1CCDA;OUTLINED LATIN CAPITAL LETTER E;Lu;0;L;<font> 0045;;;;N;;;;;
1CCDB;OUTLINED LATIN CAPITAL LETTER F;Lu;0;L;<font> 0046;;;;N;;;;;
1CCDC;OUTLINED LATIN CAPITAL LETTER G;Lu;0;L;<font> 0047;;;;N;;;;;
1CCDD;OUTLINED LATIN CAPITAL LETTER H;Lu;0;L;<font> 0048;;;;N;;;;;
1CCDE;OUTLINED LATIN CAPITAL LETTER I;Lu;0;L;<font> 0049;;;;N;;;;;
1CCDF;OUTLINED LATIN CAPITAL LETTER J;Lu;0;L;<font> 004A;;;;N;;;;;
1CCE0;OUTLINED LATIN CAPITAL LETTER K;Lu;0;L;<font> 004B;;;;N;;;;;
1CCE1;OUTLINED LATIN CAPITAL LETTER L;Lu;0;L;<font> 004C;;;;N;;;;;
1CCE2;OUTLINED LATIN CAPITAL LETTER M;Lu;0;L;<font> 004D;;;;N;;;;;
1CCE3;OUTLINED LATIN CAPITAL LETTER N;Lu;0;L;<font> 004E;;;;N;;;;;
1CCE4;OUTLINED LATIN CAPITAL LETTER O;Lu;0;L;<font> 004F;;;;N;;;;;
1CCE5;OUTLINED LATIN CAPITAL LETTER P;Lu;0;L;<font> 0050;;;;N;;;;;
1CCE6;OUTLINED LATIN CAPITAL LETTER Q;Lu;0;L;<font> 0051;;;;N;;;;;
1CCE7;OUTLINED LATIN CAPITAL LETTER R;Lu;0;L;<font> 0052;;;;N;;;;;
1CCE8;OUTLINED LATIN CAPITAL LETTER S;Lu;0;L;<font> 0053;;;;N;;;;;
1CCE9;OUTLINED LATIN CAPITAL LETTER T;Lu;0;L;<font> 0054;;;;N;;;;;
1CCEA;OUTLINED LATIN CAPITAL LETTER U;Lu;0;L;<font> 0055;;;;N;;;;;
1CCEB;OUTLINED LATIN CAPITAL LETTER V;Lu;0;L;<font> 0056;;;;N;;;;;
1CCEC;OUTLINED LATIN CAPITAL LETTER W;Lu;0;L;<font> 0057;;;;N;;;;;
1CCED;OUTLINED LATIN CAPITAL LETTER X;Lu;0;L;<font> 0058;;;;N;;;;;
1CCEE;OUTLINED LATIN CAPITAL LETTER Y;Lu;0;L;<font> 0059;;;;N;;;;;
1CCEF;OUTLINED LATIN CAPITAL LETTER Z;Lu;0;L;<font> 005A;;;;N;;;;;
1CCF0;OUTLINED DIGIT ZERO;Nd;0;EN;<font> 0030;0;0;0;N;;;;;
1CCF1;OUTLINED DIGIT ONE;Nd;0;EN;<font> 0031;1;1;1;N;;;;;
1CCF2;OUTLINED DIGIT TWO;Nd;0;EN;<font> 0032;2;2;2;N;;;;;
1CCF3;OUTLINED DIGIT THREE;Nd;0;EN;<font> 0033;3;3;3;N;;;;;
1CCF4;OUTLINED DIGIT FOUR;Nd;0;EN;<font> 0034;4;4;4;N;;;;;
1CCF5;OUTLINED DIGIT FIVE;Nd;0;EN;<font> 0035;5;5;5;N;;;;;
1CCF6;OUTLINED DIGIT SIX;Nd;0;EN;<font> 0036;6;6;6;N;;;;;
1CCF7;OUTLINED DIGIT SEVEN;Nd;0;EN;<font> 0037;7;7;7;N;;;;;
1CCF8;OUTLINED DIGIT EIGHT;Nd;0;EN;<font> 0038;8;8;8;N;;;;;
1CCF9;OUTLINED DIGIT NINE;Nd;0;EN;<font> 0039;9;9;9;N;;;;;
1CD00;BLOCK OCTANT-3;So;0;ON;;;;;N;;;;;
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1CD02;BLOCK OCTANT-123;So;0;ON;;;;;N;;;;;
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1CD1D;BLOCK OCTANT-136;So;0;ON;;;;;N;;;;;
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1CD1F;BLOCK OCTANT-1236;So;0;ON;;;;;N;;;;;
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1CDCD;BLOCK OCTANT-2678;So;0;ON;;;;;N;;;;;
1CDCE;BLOCK OCTANT-12678;So;0;ON;;;;;N;;;;;
1CDCF;BLOCK OCTANT-3678;So;0;ON;;;;;N;;;;;
1CDD0;BLOCK OCTANT-13678;So;0;ON;;;;;N;;;;;
1CDD1;BLOCK OCTANT-23678;So;0;ON;;;;;N;;;;;
1CDD2;BLOCK OCTANT-123678;So;0;ON;;;;;N;;;;;
1CDD3;BLOCK OCTANT-4678;So;0;ON;;;;;N;;;;;
1CDD4;BLOCK OCTANT-14678;So;0;ON;;;;;N;;;;;
1CDD5;BLOCK OCTANT-24678;So;0;ON;;;;;N;;;;;
1CDD6;BLOCK OCTANT-124678;So;0;ON;;;;;N;;;;;
1CDD7;BLOCK OCTANT-34678;So;0;ON;;;;;N;;;;;
1CDD8;BLOCK OCTANT-134678;So;0;ON;;;;;N;;;;;
1CDD9;BLOCK OCTANT-234678;So;0;ON;;;;;N;;;;;
1CDDA;BLOCK OCTANT-1234678;So;0;ON;;;;;N;;;;;
1CDDB;BLOCK OCTANT-15678;So;0;ON;;;;;N;;;;;
1CDDC;BLOCK OCTANT-25678;So;0;ON;;;;;N;;;;;
1CDDD;BLOCK OCTANT-125678;So;0;ON;;;;;N;;;;;
1CDDE;BLOCK OCTANT-35678;So;0;ON;;;;;N;;;;;
1CDDF;BLOCK OCTANT-235678;So;0;ON;;;;;N;;;;;
1CDE0;BLOCK OCTANT-1235678;So;0;ON;;;;;N;;;;;
1CDE1;BLOCK OCTANT-45678;So;0;ON;;;;;N;;;;;
1CDE2;BLOCK OCTANT-145678;So;0;ON;;;;;N;;;;;
1CDE3;BLOCK OCTANT-1245678;So;0;ON;;;;;N;;;;;
1CDE4;BLOCK OCTANT-1345678;So;0;ON;;;;;N;;;;;
1CDE5;BLOCK OCTANT-2345678;So;0;ON;;;;;N;;;;;
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1CDE6;TOP HALF STANDING PERSON;So;0;ON;;;;;N;;;;;
1CDE7;BOTTOM HALF STANDING PERSON;So;0;ON;;;;;N;;;;;
1CDE8;TOP HALF RIGHT-FACING RUNNER FRAME-1;So;0;ON;;;;;N;;;;;
1CDE9;BOTTOM HALF RIGHT-FACING RUNNER FRAME-1;So;0;ON;;;;;N;;;;;
1CDEA;TOP HALF RIGHT-FACING RUNNER FRAME-2;So;0;ON;;;;;N;;;;;
1CDEB;BOTTOM HALF RIGHT-FACING RUNNER FRAME-2;So;0;ON;;;;;N;;;;;
1CDEC;TOP HALF LEFT-FACING RUNNER FRAME-1;So;0;ON;;;;;N;;;;;
1CDED;BOTTOM HALF LEFT-FACING RUNNER FRAME-1;So;0;ON;;;;;N;;;;;
1CDEE;TOP HALF LEFT-FACING RUNNER FRAME-2;So;0;ON;;;;;N;;;;;
1CDEF;BOTTOM HALF LEFT-FACING RUNNER FRAME-2;So;0;ON;;;;;N;;;;;
1CDF0;TOP HALF FORWARD-FACING RUNNER;So;0;ON;;;;;N;;;;;
1CDF1;BOTTOM HALF FORWARD-FACING RUNNER FRAME-1;So;0;ON;;;;;N;;;;;
1CDF2;BOTTOM HALF FORWARD-FACING RUNNER FRAME-2;So;0;ON;;;;;N;;;;;
1CDF3;BOTTOM HALF FORWARD-FACING RUNNER FRAME-3;So;0;ON;;;;;N;;;;;
1CDF4;BOTTOM HALF FORWARD-FACING RUNNER FRAME-4;So;0;ON;;;;;N;;;;;
1CDF5;MOON LANDER;So;0;ON;;;;;N;;;;;
1CDF6;TOP HALF FLAILING ROBOT FRAME-1;So;0;ON;;;;;N;;;;;
1CDF7;TOP HALF FLAILING ROBOT FRAME-2;So;0;ON;;;;;N;;;;;
1CDF8;DOWN-POINTING AIRPLANE;So;0;ON;;;;;N;;;;;
1CDF9;LEFT-POINTING AIRPLANE;So;0;ON;;;;;N;;;;;
1CDFA;SMALL UP-POINTING AIRPLANE;So;0;ON;;;;;N;;;;;
1CDFB;UP-POINTING FROG;So;0;ON;;;;;N;;;;;
1CDFC;DOWN-POINTING FROG;So;0;ON;;;;;N;;;;;
1CDFD;EXPLOSION FRAME-1;So;0;ON;;;;;N;;;;;
1CDFE;EXPLOSION FRAME-2;So;0;ON;;;;;N;;;;;
1CDFF;EXPLOSION FRAME-3;So;0;ON;;;;;N;;;;;
1CE00;RIGHT HALF AND LEFT HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1CE01;LOWER HALF AND UPPER HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1CE02;EXPLOSION AT HORIZON;So;0;ON;;;;;N;;;;;
1CE03;UPPER HALF HEAVY WHITE SQUARE;So;0;ON;;;;;N;;;;;
1CE04;LOWER HALF HEAVY WHITE SQUARE;So;0;ON;;;;;N;;;;;
1CE05;HEAVY WHITE SQUARE CONTAINING BLACK VERY SMALL SQUARE;So;0;ON;;;;;N;;;;;
1CE06;WHITE VERTICAL RECTANGLE WITH HORIZONTAL BAR;So;0;ON;;;;;N;;;;;
1CE07;TOP RIGHT BLACK LEFT-POINTING SMALL TRIANGLE;So;0;ON;;;;;N;;;;;
1CE08;FUNNEL;So;0;ON;;;;;N;;;;;
1CE09;BOX DRAWINGS DOUBLE DIAGONAL LOWER LEFT TO MIDDLE CENTRE TO LOWER
       RIGHT;So;0;ON;;;;;N;;;;;
1CE0A;BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO UPPER
       RIGHT;So;0;ON;;;;;N;;;;;
1CE0B;LEFT HALF WHITE ELLIPSE;So;0;ON;;;;;N;;;;;
1CE0C;RIGHT HALF WHITE ELLIPSE;So;0;ON;;;;;N;;;;;
1CE0D;LEFT HALF TRIPLE DASH HORIZONTAL;So;0;ON;;;;;N;;;;;
1CE0E;RIGHT HALF TRIPLE DASH HORIZONTAL;So;0;ON;;;;;N;;;;;
1CE0F;HORIZONTAL LINE WITH TICK MARK;So;0;ON;;;;;N;;;;;
1CE10;LEFT HALF HORIZONTAL LINE WITH THREE TICK MARKS;So;0;ON;;;;;N;;;;;
1CE11;RIGHT HALF HORIZONTAL LINE WITH THREE TICK MARKS;So;0;ON;;;;;N;;;;;
1CE12;HORIZONTAL LINE WITH THREE TICK MARKS;So;0;ON;;;;;N;;;;;
1CE13;LOWER HALF VERTICAL LINE WITH THREE TICK MARKS;So;0;ON;;;;;N;;;;;
1CE14;UPPER HALF VERTICAL LINE WITH THREE TICK MARKS;So;0;ON;;;;;N;;;;;
1CE15;VERTICAL LINE WITH THREE TICK MARKS;So;0;ON;;;;;N;;;;;
1CE16;BOX DRAWINGS LIGHT VERTICAL AND TOP RIGHT;So;0;ON;;;;;N;;;;;
1CE17;BOX DRAWINGS LIGHT VERTICAL AND BOTTOM RIGHT;So;0;ON;;;;;N;;;;;
1CE18;BOX DRAWINGS LIGHT VERTICAL AND TOP LEFT;So;0;ON;;;;;N;;;;;
1CE19;BOX DRAWINGS LIGHT VERTICAL AND BOTTOM LEFT;So;0;ON;;;;;N;;;;;
1CE1A;LARGE TYPE PIECE UPPER LEFT ARC;So;0;ON;;;;;N;;;;;
1CE1B;LARGE TYPE PIECE UPPER LEFT CORNER;So;0;ON;;;;;N;;;;;
1CE1C;LARGE TYPE PIECE UPPER TERMINAL;So;0;ON;;;;;N;;;;;
1CE1D;LARGE TYPE PIECE UPPER LEFT CROTCH;So;0;ON;;;;;N;;;;;
1CE1E;LARGE TYPE PIECE LEFT ARM;So;0;ON;;;;;N;;;;;
1CE1F;LARGE TYPE PIECE CROSSBAR;So;0;ON;;;;;N;;;;;
1CE20;LARGE TYPE PIECE CROSSBAR WITH LOWER STEM;So;0;ON;;;;;N;;;;;
1CE21;LARGE TYPE PIECE UPPER HALF VERTEX OF M;So;0;ON;;;;;N;;;;;
1CE22;LARGE TYPE PIECE DIAGONAL LOWER LEFT;So;0;ON;;;;;N;;;;;
1CE23;LARGE TYPE PIECE SHORT UPPER TERMINAL;So;0;ON;;;;;N;;;;;
1CE24;LARGE TYPE PIECE UPPER RIGHT ARC;So;0;ON;;;;;N;;;;;
1CE25;LARGE TYPE PIECE RIGHT ARM;So;0;ON;;;;;N;;;;;
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1CE26;LARGE TYPE PIECE UPPER RIGHT CROTCH;So;0;ON;;;;;N;;;;;
1CE27;LARGE TYPE PIECE UPPER RIGHT CORNER;So;0;ON;;;;;N;;;;;
1CE28;LARGE TYPE PIECE STEM WITH RIGHT CROSSBAR;So;0;ON;;;;;N;;;;;
1CE29;LARGE TYPE PIECE STEM;So;0;ON;;;;;N;;;;;
1CE2A;LARGE TYPE PIECE DIAGONAL UPPER RIGHT AND LOWER RIGHT;So;0;ON;;;;;N;;;;;
1CE2B;LARGE TYPE PIECE DIAGONAL UPPER RIGHT;So;0;ON;;;;;N;;;;;
1CE2C;LARGE TYPE PIECE DIAGONAL LOWER RIGHT;So;0;ON;;;;;N;;;;;
1CE2D;LARGE TYPE PIECE SHORT LOWER TERMINAL;So;0;ON;;;;;N;;;;;
1CE2E;LARGE TYPE PIECE LOWER LEFT AND UPPER LEFT ARC;So;0;ON;;;;;N;;;;;
1CE2F;LARGE TYPE PIECE CENTRE OF K;So;0;ON;;;;;N;;;;;
1CE30;LARGE TYPE PIECE LOWER HALF VERTEX OF M;So;0;ON;;;;;N;;;;;
1CE31;LARGE TYPE PIECE UPPER HALF VERTEX OF W;So;0;ON;;;;;N;;;;;
1CE32;LARGE TYPE PIECE CENTRE OF X;So;0;ON;;;;;N;;;;;
1CE33;LARGE TYPE PIECE CENTRE OF Y;So;0;ON;;;;;N;;;;;
1CE34;LARGE TYPE PIECE CENTRE OF Z WITH CROSSBAR;So;0;ON;;;;;N;;;;;
1CE35;LARGE TYPE PIECE RAISED UPPER RIGHT ARC;So;0;ON;;;;;N;;;;;
1CE36;LARGE TYPE PIECE STEM WITH LEFT CROSSBAR;So;0;ON;;;;;N;;;;;
1CE37;LARGE TYPE PIECE LOWER RIGHT AND UPPER RIGHT ARC;So;0;ON;;;;;N;;;;;
1CE38;LARGE TYPE PIECE DIAGONAL UPPER LEFT AND LOWER LEFT;So;0;ON;;;;;N;;;;;
1CE39;LARGE TYPE PIECE STEM WITH LEFT JOINT;So;0;ON;;;;;N;;;;;
1CE3A;LARGE TYPE PIECE STEM WITH CROSSBAR;So;0;ON;;;;;N;;;;;
1CE3B;LARGE TYPE PIECE DIAGONAL UPPER LEFT;So;0;ON;;;;;N;;;;;
1CE3C;LARGE TYPE PIECE LOWER TERMINAL;So;0;ON;;;;;N;;;;;
1CE3D;LARGE TYPE PIECE LOWER LEFT CORNER;So;0;ON;;;;;N;;;;;
1CE3E;LARGE TYPE PIECE LOWER LEFT ARC;So;0;ON;;;;;N;;;;;
1CE3F;LARGE TYPE PIECE LOWER LEFT CROTCH;So;0;ON;;;;;N;;;;;
1CE40;LARGE TYPE PIECE CROSSBAR WITH UPPER STEM;So;0;ON;;;;;N;;;;;
1CE41;LARGE TYPE PIECE VERTEX OF V;So;0;ON;;;;;N;;;;;
1CE42;LARGE TYPE PIECE LOWER HALF VERTEX OF W;So;0;ON;;;;;N;;;;;
1CE43;LARGE TYPE PIECE LOWER RIGHT ARC;So;0;ON;;;;;N;;;;;
1CE44;LARGE TYPE PIECE LOWER RIGHT CORNER;So;0;ON;;;;;N;;;;;
1CE45;LARGE TYPE PIECE LOWER RIGHT ARC WITH TAIL;So;0;ON;;;;;N;;;;;
1CE46;LARGE TYPE PIECE LOWER RIGHT CROTCH;So;0;ON;;;;;N;;;;;
1CE47;LARGE TYPE PIECE STEM-45;So;0;ON;;;;;N;;;;;
1CE48;LARGE TYPE PIECE STEM-2345;So;0;ON;;;;;N;;;;;
1CE49;LARGE TYPE PIECE STEM-4;So;0;ON;;;;;N;;;;;
1CE4A;LARGE TYPE PIECE STEM-34;So;0;ON;;;;;N;;;;;
1CE4B;LARGE TYPE PIECE STEM-234;So;0;ON;;;;;N;;;;;
1CE4C;LARGE TYPE PIECE STEM-1234;So;0;ON;;;;;N;;;;;
1CE4D;LARGE TYPE PIECE STEM-3;So;0;ON;;;;;N;;;;;
1CE4E;LARGE TYPE PIECE STEM-23;So;0;ON;;;;;N;;;;;
1CE4F;LARGE TYPE PIECE STEM-2;So;0;ON;;;;;N;;;;;
1CE50;LARGE TYPE PIECE STEM-12;So;0;ON;;;;;N;;;;;
1CE51;SEPARATED BLOCK SEXTANT-1;So;0;ON;;;;;N;;;;;
1CE52;SEPARATED BLOCK SEXTANT-2;So;0;ON;;;;;N;;;;;
1CE53;SEPARATED BLOCK SEXTANT-12;So;0;ON;;;;;N;;;;;
1CE54;SEPARATED BLOCK SEXTANT-3;So;0;ON;;;;;N;;;;;
1CE55;SEPARATED BLOCK SEXTANT-13;So;0;ON;;;;;N;;;;;
1CE56;SEPARATED BLOCK SEXTANT-23;So;0;ON;;;;;N;;;;;
1CE57;SEPARATED BLOCK SEXTANT-123;So;0;ON;;;;;N;;;;;
1CE58;SEPARATED BLOCK SEXTANT-4;So;0;ON;;;;;N;;;;;
1CE59;SEPARATED BLOCK SEXTANT-14;So;0;ON;;;;;N;;;;;
1CE5A;SEPARATED BLOCK SEXTANT-24;So;0;ON;;;;;N;;;;;
1CE5B;SEPARATED BLOCK SEXTANT-124;So;0;ON;;;;;N;;;;;
1CE5C;SEPARATED BLOCK SEXTANT-34;So;0;ON;;;;;N;;;;;
1CE5D;SEPARATED BLOCK SEXTANT-134;So;0;ON;;;;;N;;;;;
1CE5E;SEPARATED BLOCK SEXTANT-234;So;0;ON;;;;;N;;;;;
1CE5F;SEPARATED BLOCK SEXTANT-1234;So;0;ON;;;;;N;;;;;
1CE60;SEPARATED BLOCK SEXTANT-5;So;0;ON;;;;;N;;;;;
1CE61;SEPARATED BLOCK SEXTANT-15;So;0;ON;;;;;N;;;;;
1CE62;SEPARATED BLOCK SEXTANT-25;So;0;ON;;;;;N;;;;;
1CE63;SEPARATED BLOCK SEXTANT-125;So;0;ON;;;;;N;;;;;
1CE64;SEPARATED BLOCK SEXTANT-35;So;0;ON;;;;;N;;;;;
1CE65;SEPARATED BLOCK SEXTANT-135;So;0;ON;;;;;N;;;;;
1CE66;SEPARATED BLOCK SEXTANT-235;So;0;ON;;;;;N;;;;;
1CE67;SEPARATED BLOCK SEXTANT-1235;So;0;ON;;;;;N;;;;;
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1CE68;SEPARATED BLOCK SEXTANT-45;So;0;ON;;;;;N;;;;;
1CE69;SEPARATED BLOCK SEXTANT-145;So;0;ON;;;;;N;;;;;
1CE6A;SEPARATED BLOCK SEXTANT-245;So;0;ON;;;;;N;;;;;
1CE6B;SEPARATED BLOCK SEXTANT-1245;So;0;ON;;;;;N;;;;;
1CE6C;SEPARATED BLOCK SEXTANT-345;So;0;ON;;;;;N;;;;;
1CE6D;SEPARATED BLOCK SEXTANT-1345;So;0;ON;;;;;N;;;;;
1CE6E;SEPARATED BLOCK SEXTANT-2345;So;0;ON;;;;;N;;;;;
1CE6F;SEPARATED BLOCK SEXTANT-12345;So;0;ON;;;;;N;;;;;
1CE70;SEPARATED BLOCK SEXTANT-6;So;0;ON;;;;;N;;;;;
1CE71;SEPARATED BLOCK SEXTANT-16;So;0;ON;;;;;N;;;;;
1CE72;SEPARATED BLOCK SEXTANT-26;So;0;ON;;;;;N;;;;;
1CE73;SEPARATED BLOCK SEXTANT-126;So;0;ON;;;;;N;;;;;
1CE74;SEPARATED BLOCK SEXTANT-36;So;0;ON;;;;;N;;;;;
1CE75;SEPARATED BLOCK SEXTANT-136;So;0;ON;;;;;N;;;;;
1CE76;SEPARATED BLOCK SEXTANT-236;So;0;ON;;;;;N;;;;;
1CE77;SEPARATED BLOCK SEXTANT-1236;So;0;ON;;;;;N;;;;;
1CE78;SEPARATED BLOCK SEXTANT-46;So;0;ON;;;;;N;;;;;
1CE79;SEPARATED BLOCK SEXTANT-146;So;0;ON;;;;;N;;;;;
1CE7A;SEPARATED BLOCK SEXTANT-246;So;0;ON;;;;;N;;;;;
1CE7B;SEPARATED BLOCK SEXTANT-1246;So;0;ON;;;;;N;;;;;
1CE7C;SEPARATED BLOCK SEXTANT-346;So;0;ON;;;;;N;;;;;
1CE7D;SEPARATED BLOCK SEXTANT-1346;So;0;ON;;;;;N;;;;;
1CE7E;SEPARATED BLOCK SEXTANT-2346;So;0;ON;;;;;N;;;;;
1CE7F;SEPARATED BLOCK SEXTANT-12346;So;0;ON;;;;;N;;;;;
1CE80;SEPARATED BLOCK SEXTANT-56;So;0;ON;;;;;N;;;;;
1CE81;SEPARATED BLOCK SEXTANT-156;So;0;ON;;;;;N;;;;;
1CE82;SEPARATED BLOCK SEXTANT-256;So;0;ON;;;;;N;;;;;
1CE83;SEPARATED BLOCK SEXTANT-1256;So;0;ON;;;;;N;;;;;
1CE84;SEPARATED BLOCK SEXTANT-356;So;0;ON;;;;;N;;;;;
1CE85;SEPARATED BLOCK SEXTANT-1356;So;0;ON;;;;;N;;;;;
1CE86;SEPARATED BLOCK SEXTANT-2356;So;0;ON;;;;;N;;;;;
1CE87;SEPARATED BLOCK SEXTANT-12356;So;0;ON;;;;;N;;;;;
1CE88;SEPARATED BLOCK SEXTANT-456;So;0;ON;;;;;N;;;;;
1CE89;SEPARATED BLOCK SEXTANT-1456;So;0;ON;;;;;N;;;;;
1CE8A;SEPARATED BLOCK SEXTANT-2456;So;0;ON;;;;;N;;;;;
1CE8B;SEPARATED BLOCK SEXTANT-12456;So;0;ON;;;;;N;;;;;
1CE8C;SEPARATED BLOCK SEXTANT-3456;So;0;ON;;;;;N;;;;;
1CE8D;SEPARATED BLOCK SEXTANT-13456;So;0;ON;;;;;N;;;;;
1CE8E;SEPARATED BLOCK SEXTANT-23456;So;0;ON;;;;;N;;;;;
1CE8F;SEPARATED BLOCK SEXTANT-123456;So;0;ON;;;;;N;;;;;
1CE90;UPPER LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE91;UPPER CENTRE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE92;UPPER CENTRE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE93;UPPER RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE94;UPPER MIDDLE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE95;UPPER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE96;UPPER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE97;UPPER MIDDLE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE98;LOWER MIDDLE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE99;LOWER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9A;LOWER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9B;LOWER MIDDLE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9C;LOWER LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9D;LOWER CENTRE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9E;LOWER CENTRE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9F;LOWER RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CEA0;RIGHT HALF LOWER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA1;RIGHT THREE QUARTERS LOWER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA2;LEFT THREE QUARTERS LOWER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA3;LEFT HALF LOWER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA4;LOWER HALF LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA5;LOWER THREE QUARTERS LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA6;UPPER THREE QUARTERS LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA7;UPPER HALF LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA8;LEFT HALF UPPER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA9;LEFT THREE QUARTERS UPPER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
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1CEAA;RIGHT THREE QUARTERS UPPER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAB;RIGHT HALF UPPER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAC;UPPER HALF RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAD;UPPER THREE QUARTERS RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAE;LOWER THREE QUARTERS RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAF;LOWER HALF RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1F8B3;DOWNWARDS BLACK ARROW TO BAR;So;0;ON;;;;;N;;;;;
1F8B4;NEGATIVE SQUARED LEFTWARDS ARROW;So;0;ON;;;;;N;;;;;
1F8B5;NEGATIVE SQUARED UPWARDS ARROW;So;0;ON;;;;;N;;;;;
1F8B6;NEGATIVE SQUARED RIGHTWARDS ARROW;So;0;ON;;;;;N;;;;;
1F8B7;NEGATIVE SQUARED DOWNWARDS ARROW;So;0;ON;;;;;N;;;;;
1F8B8;NORTH WEST ARROW FROM BAR;So;0;ON;;;;;N;;;;;
1F8B9;NORTH EAST ARROW FROM BAR;So;0;ON;;;;;N;;;;;
1F8BA;SOUTH EAST ARROW FROM BAR;So;0;ON;;;;;N;;;;;
1F8BB;SOUTH WEST ARROW FROM BAR;So;0;ON;;;;;N;;;;;
1FBCB;WHITE CROSS MARK;So;0;ON;;;;;N;;;;;
1FBCC;RAISED SMALL LEFT SQUARE BRACKET;So;0;ON;;;;;N;;;;;
1FBCD;BLACK SMALL UP-POINTING CHEVRON;So;0;ON;;;;;N;;;;;
1FBCE;LEFT TWO THIRDS BLOCK;So;0;ON;;;;;N;;;;;
1FBCF;LEFT ONE THIRD BLOCK;So;0;ON;;;;;N;;;;;
1FBD0;BOX DRAWINGS LIGHT DIAGONAL MIDDLE RIGHT TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1FBD1;BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE LEFT;So;0;ON;;;;;N;;;;;
1FBD2;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE RIGHT;So;0;ON;;;;;N;;;;;
1FBD3;BOX DRAWINGS LIGHT DIAGONAL MIDDLE LEFT TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1FBD4;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO LOWER CENTRE;So;0;ON;;;;;N;;;;;
1FBD5;BOX DRAWINGS LIGHT DIAGONAL UPPER CENTRE TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1FBD6;BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO LOWER CENTRE;So;0;ON;;;;;N;;;;;
1FBD7;BOX DRAWINGS LIGHT DIAGONAL UPPER CENTRE TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1FBD8;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO UPPER
       RIGHT;So;0;ON;;;;;N;;;;;
1FBD9;BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE CENTRE TO LOWER
       RIGHT;So;0;ON;;;;;N;;;;;
1FBDA;BOX DRAWINGS LIGHT DIAGONAL LOWER LEFT TO MIDDLE CENTRE TO LOWER
       RIGHT;So;0;ON;;;;;N;;;;;
1FBDB;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1FBDC;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO LOWER CENTRE TO UPPER RIGHT;So;0;ON;;;;;N;;;;;
1FBDD;BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE LEFT TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1FBDE;BOX DRAWINGS LIGHT DIAGONAL LOWER LEFT TO UPPER CENTRE TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1FBDF;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE RIGHT TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1FBE0;TOP JUSTIFIED LOWER HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1FBE1;RIGHT JUSTIFIED LEFT HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1FBE2;BOTTOM JUSTIFIED UPPER HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1FBE3;LEFT JUSTIFIED RIGHT HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1FBE4;UPPER CENTRE ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1FBE5;LOWER CENTRE ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1FBE6;MIDDLE LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1FBE7;MIDDLE RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1FBE8;TOP JUSTIFIED LOWER HALF BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBE9;RIGHT JUSTIFIED LEFT HALF BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEA;BOTTOM JUSTIFIED UPPER HALF BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEB;LEFT JUSTIFIED RIGHT HALF BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEC;TOP RIGHT JUSTIFIED LOWER LEFT QUARTER BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBED;BOTTOM LEFT JUSTIFIED UPPER RIGHT QUARTER BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEE;BOTTOM RIGHT JUSTIFIED UPPER LEFT QUARTER BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEF;TOP LEFT JUSTIFIED LOWER RIGHT QUARTER BLACK CIRCLE;So;0;ON;;;;;N;;;;;
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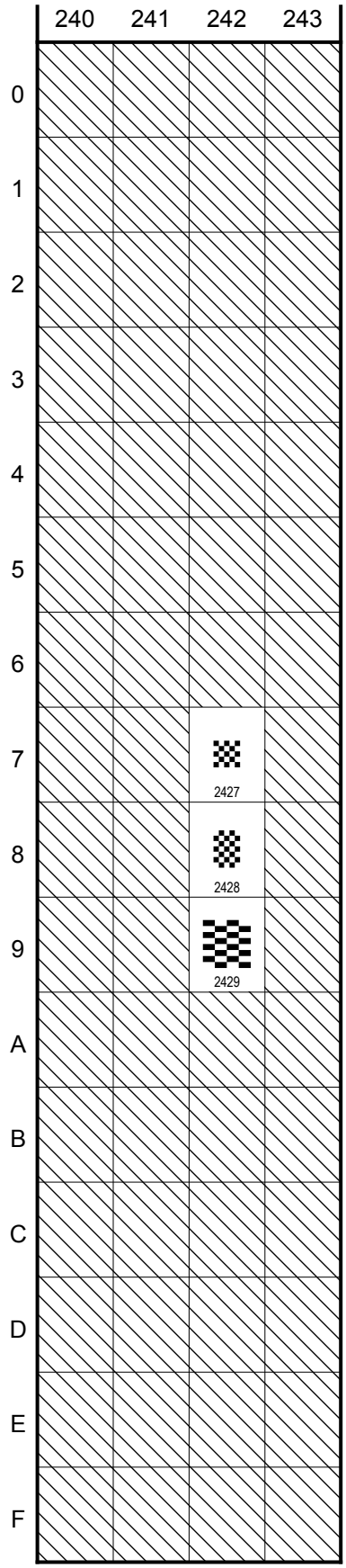


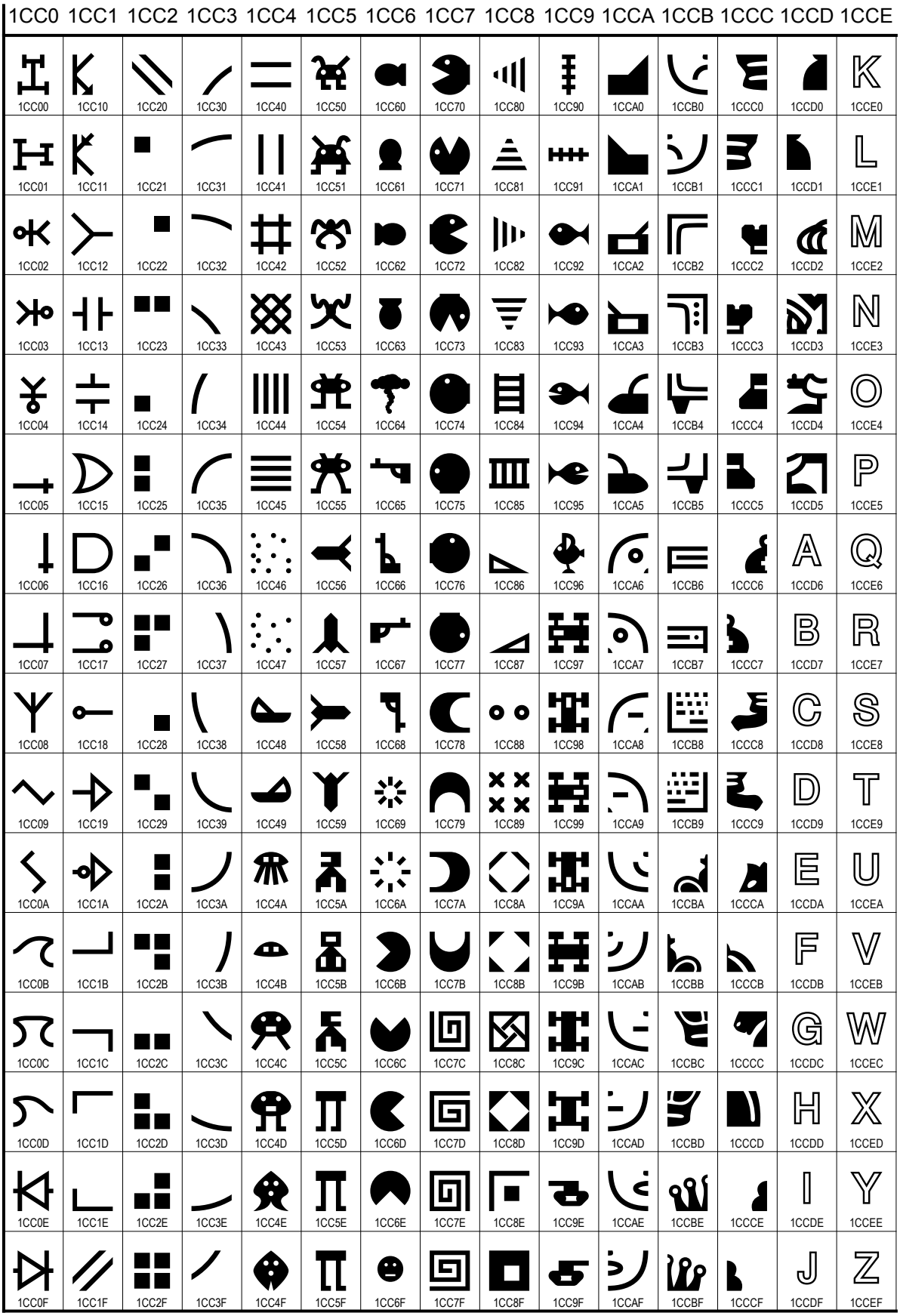
Specific symbols for delete

2427 ▩ SYMBOL FOR DELETE SQUARE CHECKER BOARD FORM
- symbol for delete in the Apple II character set
- fills the bounding box of 002B +

2428 ▩ SYMBOL FOR DELETE RECTANGULAR CHECKER BOARD FORM
- symbol for delete in the TRS-80 character set
- fills the bounding box of 0048 H

2429 ▩ SYMBOL FOR DELETE MEDIUM SHADE FORM
- symbol for delete in the Amstrad CPC character set, which also encodes 2592 ▒ separately
- fills the character cell

→ 2592 ▒ medium shade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3 1CC03 1CC13 1CC23 1CC33 1CC43 1CC53 1CC63 1CC73 1CC83 1CC93 1CCA3 1CCB3 1CCC3 1CCD3 1CCE3
4 1CC04 1CC14 1CC24 1CC34 1CC44 1CC54 1CC64 1CC74 1CC84 1CC94 1CCA4 1CCB4 1CCC4 1CCD4 1CCE4
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C 1CC0C 1CC1C 1CC2C 1CC3C 1CC4C 1CC5C 1CC6C 1CC7C 1CC8C 1CC9C 1CCAC 1CCBC 1CCCC 1CCDC 1CCEC
D 1CC0D 1CC1D 1CC2D 1CC3D 1CC4D 1CC5D 1CC6D 1CC7D 1CC8D 1CC9D 1CCAD 1CCBD 1CCCD 1CCDD 1CCED
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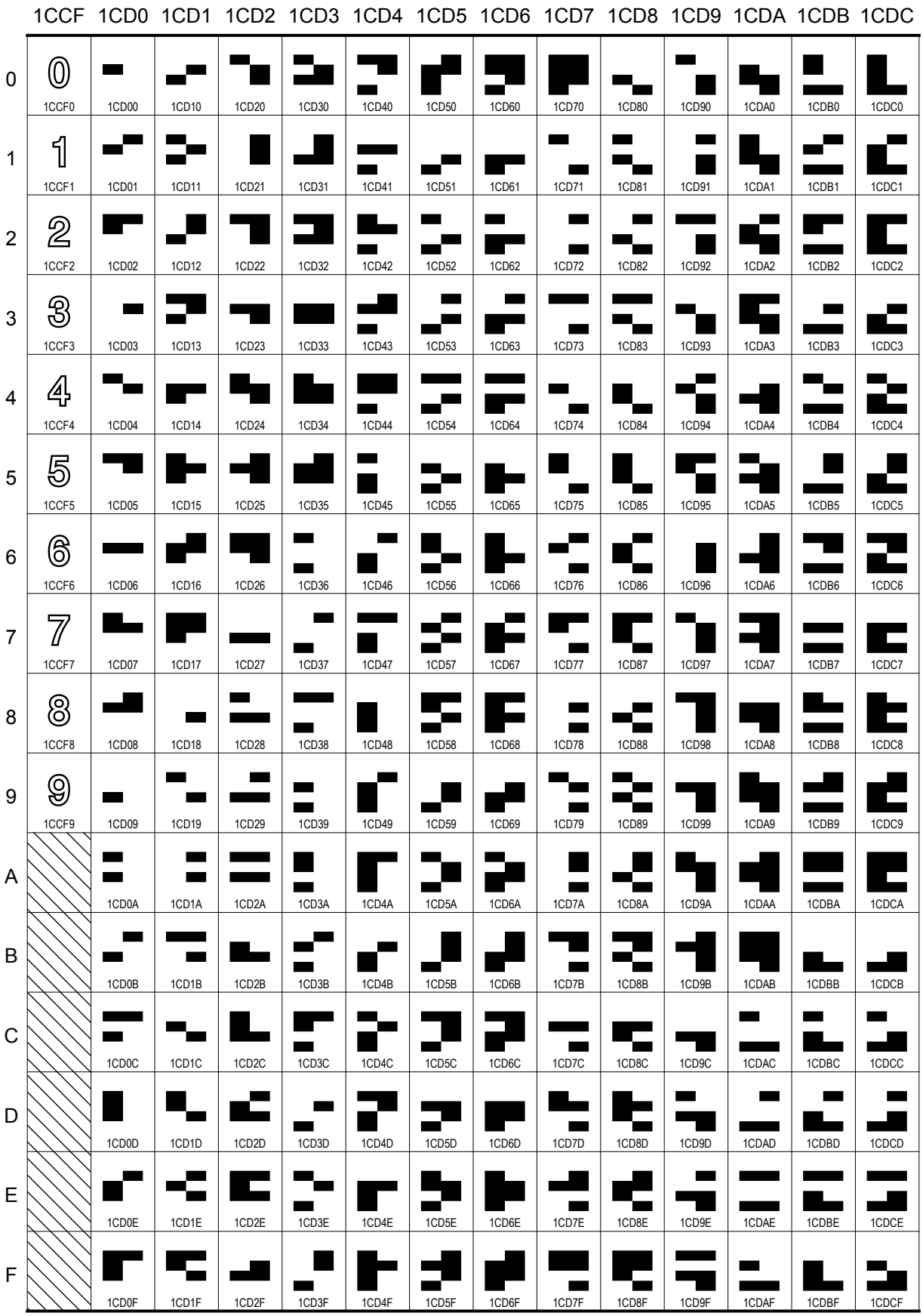
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C 1CD0C 1CD1C 1CD2C 1CD3C 1CD4C 1CD5C 1CD6C 1CD7C 1CD8C 1CD9C 1CDAC 1CDBC 1CDCC
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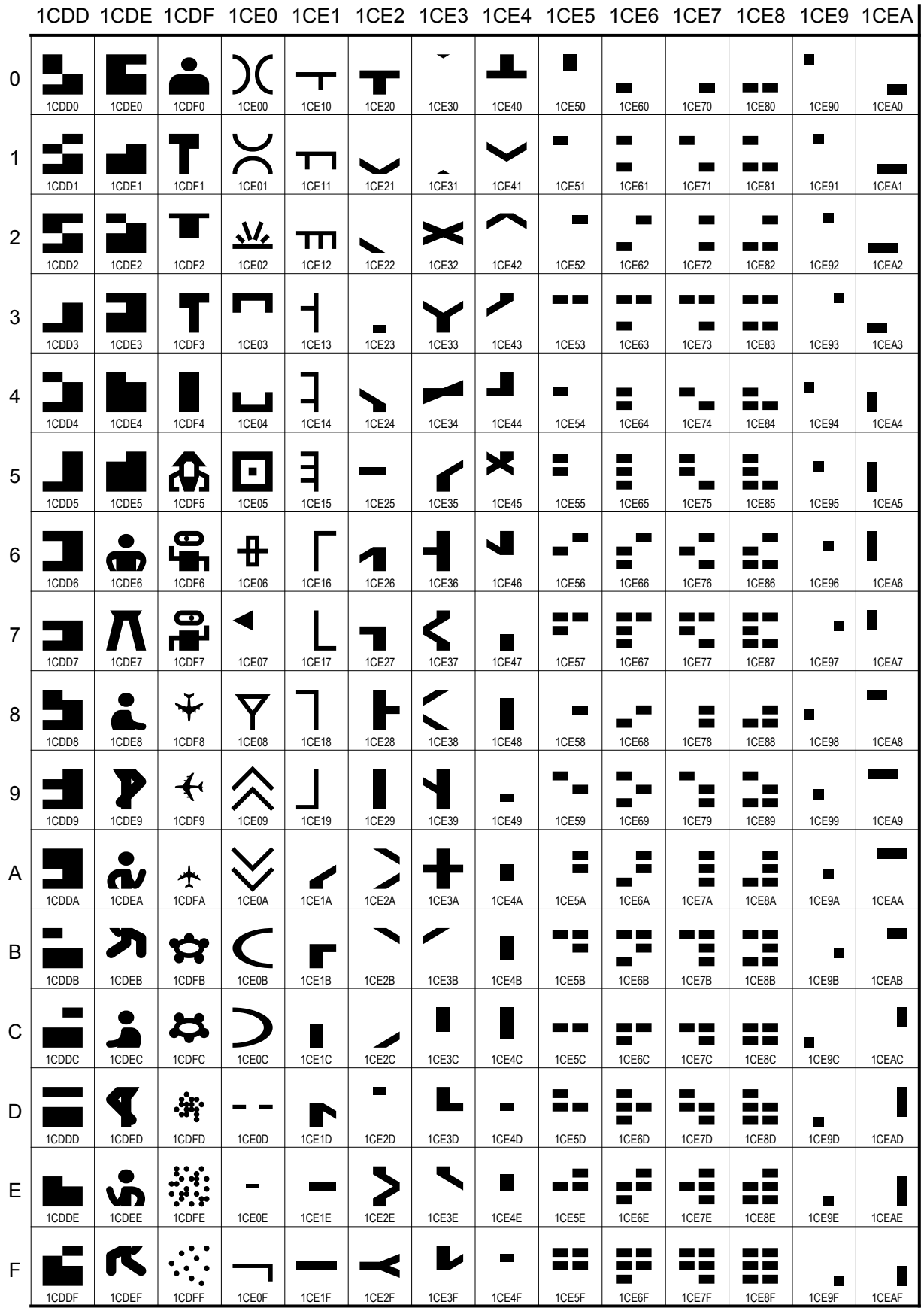
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F 1CDDF 1CDEF 1CDFF 1CE0F 1CE1F 1CE2F 1CE3F 1CE4F 1CE5F 1CE6F 1CE7F 1CE8F 1CE9F 1CEAF

Game sprites

1CC00 UP-POINTING GO-KART
1CC01 RIGHT-POINTING GO-KART
1CC02 LEFT-POINTING STICK FIGURE
→ 1FBC5 stick figure
1CC03 RIGHT-POINTING STICK FIGURE
1CC04 DOWN-POINTING STICK FIGURE

Ruler segments

1CC05 LOWER HORIZONTAL RULER SEGMENT
1CC06 RIGHT VERTICAL RULER SEGMENT
1CC07 LOWER RIGHT RULER SEGMENT

Schematic symbols

Designed to be used with light box drawing characters.

1CC08 ANTENNA
1CC09 HORIZONTAL RESISTOR SEGMENT
1CC0A VERTICAL RESISTOR SEGMENT
1CC0B LEFT THIRD INDUCTOR
1CC0C MIDDLE THIRD INDUCTOR
1CC0D RIGHT THIRD INDUCTOR
1CC0E LEFT-POINTING DIODE
1CC0F RIGHT-POINTING DIODE
1CC10 NPN TRANSISTOR
1CC11 PNP TRANSISTOR
1CC12 RECEPTACLE
1CC13 HORIZONTAL CAPACITOR
1CC14 VERTICAL CAPACITOR
1CC15 LOGIC GATE OR
1CC16 LOGIC GATE AND
1CC17 LOGIC GATE INVERTED INPUTS
1CC18 LOGIC GATE INVERTED OUTPUT
1CC19 LOGIC GATE BUFFER
1CC1A LOGIC GATE BUFFER WITH INVERTED INPUT

Box drawing characters

1CC1B BOX DRAWINGS LIGHT HORIZONTAL AND UPPER RIGHT
1CC1C BOX DRAWINGS LIGHT HORIZONTAL AND LOWER RIGHT
1CC1D BOX DRAWINGS LIGHT TOP AND UPPER LEFT
1CC1E BOX DRAWINGS LIGHT BOTTOM AND LOWER LEFT
1CC1F BOX DRAWINGS DOUBLE DIAGONAL UPPER RIGHT TO LOWER LEFT
1CC20 BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO LOWER RIGHT

Separated mosaic terminal graphic characters

The term "quadrant" refers to block mosaics divided into four parts.

1CC21 SEPARATED BLOCK QUADRANT-1
→ 2598 quadrant upper left
1CC22 SEPARATED BLOCK QUADRANT-2
→ 259D quadrant upper right
1CC23 SEPARATED BLOCK QUADRANT-12
→ 2580 upper half block
1CC24 SEPARATED BLOCK QUADRANT-3
→ 2596 quadrant lower left
1CC25 SEPARATED BLOCK QUADRANT-13
→ 258C left half block
1CC26 SEPARATED BLOCK QUADRANT-23
→ 259E quadrant upper right and lower left
1CC27 SEPARATED BLOCK QUADRANT-123
→ 259B quadrant upper left and upper right and lower left
1CC28 SEPARATED BLOCK QUADRANT-4
→ 2597 quadrant lower right
1CC29 SEPARATED BLOCK QUADRANT-14
→ 259A quadrant upper left and lower right
1CC2A SEPARATED BLOCK QUADRANT-24
→ 2590 right half block
1CC2B SEPARATED BLOCK QUADRANT-124
→ 259C quadrant upper left and upper right and lower right
1CC2C SEPARATED BLOCK QUADRANT-34
→ 2584 lower half block
1CC2D SEPARATED BLOCK QUADRANT-134
→ 2599 quadrant upper left and lower left and lower right
1CC2E SEPARATED BLOCK QUADRANT-234
→ 259F quadrant upper right and lower left and lower right
1CC2F SEPARATED BLOCK QUADRANT-1234
→ 2588 full block

Circle segments

1CC30 UPPER LEFT TWELFTH CIRCLE
1CC31 UPPER CENTRE LEFT TWELFTH CIRCLE
1CC32 UPPER CENTRE RIGHT TWELFTH CIRCLE
1CC33 UPPER RIGHT TWELFTH CIRCLE
1CC34 UPPER MIDDLE LEFT TWELFTH CIRCLE
1CC35 UPPER LEFT QUARTER CIRCLE
1CC36 UPPER RIGHT QUARTER CIRCLE
1CC37 UPPER MIDDLE RIGHT TWELFTH CIRCLE
1CC38 LOWER MIDDLE LEFT TWELFTH CIRCLE
1CC39 LOWER LEFT QUARTER CIRCLE
1CC3A LOWER RIGHT QUARTER CIRCLE
1CC3B LOWER MIDDLE RIGHT TWELFTH CIRCLE
1CC3C LOWER LEFT TWELFTH CIRCLE
1CC3D LOWER CENTRE LEFT TWELFTH CIRCLE
1CC3E LOWER CENTRE RIGHT TWELFTH CIRCLE
1CC3F LOWER RIGHT TWELFTH CIRCLE

Fill characters

1CC40 SPARSE HORIZONTAL FILL
→ 25A4 square with horizontal fill
1CC41 SPARSE VERTICAL FILL
→ 25A5 square with vertical fill
1CC42 ORTHOGONAL CROSSHATCH FILL
→ 25A6 square with orthogonal crosshatch fill
1CC43 DIAGONAL CROSSHATCH FILL
→ 25A9 square with diagonal crosshatch fill
1CC44 DENSE VERTICAL FILL
1CC45 DENSE HORIZONTAL FILL
1CC46 SPECKLE FILL FRAME-1
1CC47 SPECKLE FILL FRAME-2
• The term “frame” used here refers to frames of an animation.

Game sprites

1CC48 LEFT-FACING BASSINET
1CC49 RIGHT-FACING BASSINET
1CC4A FLYING SAUCER WITH BEAMS

1CC4B FLYING SAUCER WITHOUT BEAMS
• The Sharp MZ-700 character set includes three flying saucer symbols, mapped to 1CC4A , 1CC4B , and 1F6F8 .
→ 1F6F8 flying saucer
1CC4C ALIEN MONSTER OPEN JAWS
1CC4D ALIEN MONSTER CLOSED JAWS
1CC4E ALIEN SQUID OPEN TENTACLES
1CC4F ALIEN SQUID CLOSED TENTACLES
1CC50 ALIEN CRAB STEPPING RIGHT
1CC51 ALIEN CRAB STEPPING LEFT
1CC52 ALIEN SPIDER CROUCHING
1CC53 ALIEN SPIDER SPREAD
1CC54 ALIEN MONSTER STEP-1
1CC55 ALIEN MONSTER STEP-2
1CC56 LEFT-POINTING ROCKET SHIP
→ 1F66C leftwards rocket
1CC57 UP-POINTING ROCKET SHIP
→ 1F66D upwards rocket
1CC58 RIGHT-POINTING ROCKET SHIP
→ 1F66E rightwards rocket
1CC59 DOWN-POINTING ROCKET SHIP
→ 1F66F downwards rocket
→ 1F680 rocket
1CC5A TOP HALF LEFT-FACING ROBOT
1CC5B TOP HALF FORWARD-FACING ROBOT
1CC5C TOP HALF RIGHT-FACING ROBOT
1CC5D BOTTOM HALF LEFT-FACING ROBOT
1CC5E BOTTOM HALF FORWARD-FACING ROBOT
1CC5F BOTTOM HALF RIGHT-FACING ROBOT
1CC60 LEFT-POINTING ATOMIC BOMB
1CC61 UP-POINTING ATOMIC BOMB
1CC62 RIGHT-POINTING ATOMIC BOMB
1CC63 DOWN-POINTING ATOMIC BOMB
1CC64 MUSHROOM CLOUD
1CC65 LEFT-POINTING RIFLE
→ 1F946 rifle
1CC66 UP-POINTING RIFLE
1CC67 RIGHT-POINTING RIFLE
1CC68 DOWN-POINTING RIFLE
1CC69 EIGHT RAYS INWARD
1CC6A EIGHT RAYS OUTWARD
1CC6B BLACK LARGE CIRCLE MINUS LEFT QUARTER SECTION
1CC6C BLACK LARGE CIRCLE MINUS UPPER QUARTER SECTION
1CC6D BLACK LARGE CIRCLE MINUS RIGHT QUARTER SECTION
1CC6E BLACK LARGE CIRCLE MINUS LOWER QUARTER SECTION

Emoticon

1CC6F BLACK NEUTRAL FACE
→ 1F610 neutral face

Game sprites

1CC70 LEFT-FACING SNAKE HEAD WITH OPEN MOUTH
1CC71 UP-FACING SNAKE HEAD WITH OPEN MOUTH
1CC72 RIGHT-FACING SNAKE HEAD WITH OPEN MOUTH
1CC73 DOWN-FACING SNAKE HEAD WITH OPEN MOUTH
1CC74 LEFT-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC75 UP-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC76 RIGHT-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC77 DOWN-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC78 LEFT-POINTING ENERGY WAVE
1CC79 UP-POINTING ENERGY WAVE
1CC7A RIGHT-POINTING ENERGY WAVE
1CC7B DOWN-POINTING ENERGY WAVE
1CC7C SQUARE SPIRAL FROM TOP LEFT
1CC7D SQUARE SPIRAL FROM TOP RIGHT
1CC7E SQUARE SPIRAL FROM BOTTOM RIGHT
1CC7F SQUARE SPIRAL FROM BOTTOM LEFT
1CC80 STRIPED LEFT-POINTING TRIANGLE
→ 25C0 ◂ black left-pointing triangle
1CC81 STRIPED UP-POINTING TRIANGLE
→ 25B2 ▲ black up-pointing triangle
1CC82 STRIPED RIGHT-POINTING TRIANGLE
→ 25B6 ▸ black right-pointing triangle
1CC83 STRIPED DOWN-POINTING TRIANGLE
→ 25BC ▼ black down-pointing triangle
1CC84 VERTICAL LADDER
→ 1FA9C ladder
1CC85 HORIZONTAL LADDER

Terminal graphic characters

1CC86 WHITE LOWER LEFT POINTER
→ 25BB ▻ white right-pointing pointer
→ 1FA ◺ lower left triangle
1CC87 WHITE LOWER RIGHT POINTER
→ 25C5 ◅ white left-pointing pointer
→ 25FF ◿ lower right triangle
1CC88 TWO RINGS ALIGNED HORIZONTALLY
1CC89 SQUARE FOUR CORNER SALTIRES
1CC8A SQUARE FOUR CORNER DIAGONALS
1CC8B SQUARE FOUR CORNER BLACK TRIANGLES
1CC8C SQUARE APERTURE
1CC8D INVERSE BLACK DIAMOND
→ 25C6 ◆ black diamond
→ 1FBBF negative diagonal diamond
1CC8E LEFT AND UPPER ONE EIGHTH BLOCK CONTAINING BLACK SMALL SQUARE
→ 1FB7D ▛ left and upper one eighth block
1CC8F INVERSE BLACK SMALL SQUARE
→ 25AA ▪ black small square

Lines with tick marks

1CC90 VERTICAL LINE WITH FOUR TICK MARKS
1CC91 HORIZONTAL LINE WITH FOUR TICK MARKS

Game sprites

1CC92 LEFT-FACING FISH
→ 1F41F fish
1CC93 RIGHT-FACING FISH
1CC94 LEFT-FACING FISH WITH OPEN MOUTH
1CC95 RIGHT-FACING FISH WITH OPEN MOUTH
1CC96 FLAPPING BIRD
→ 1F426 bird
1CC97 LEFT-POINTING RACING CAR
1CC98 UP-POINTING RACING CAR
1CC99 RIGHT-POINTING RACING CAR
1CC9A DOWN-POINTING RACING CAR
1CC9B HORIZONTAL RACING CAR
1CC9C VERTICAL RACING CAR
1CC9D VERTICAL GO-KART
1CC9E LEFT-POINTING TANK
1CC9F RIGHT-POINTING TANK

1CCA0 LEFT-POINTING ROCKET BOOSTER
1CCA1 RIGHT-POINTING ROCKET BOOSTER
1CCA2 LEFT-POINTING ROLLER COASTER CAR
→ 1F3A2 roller coaster
1CCA3 RIGHT-POINTING ROLLER COASTER CAR
1CCA4 LEFT HALF FLYING SAUCER
→ 1F6F8 flying saucer
1CCA5 RIGHT HALF FLYING SAUCER

Faces

1CCA6 UPPER LEFT QUADRANT FACE WITH OPEN EYES
1CCA7 UPPER RIGHT QUADRANT FACE WITH OPEN EYES
1CCA8 UPPER LEFT QUADRANT FACE WITH CLOSED EYES
1CCA9 UPPER RIGHT QUADRANT FACE WITH CLOSED EYES
1CCAA LOWER LEFT QUADRANT SMILING FACE
1CCAB LOWER RIGHT QUADRANT SMILING FACE
1CCAC LOWER LEFT QUADRANT NEUTRAL FACE
1CCAD LOWER RIGHT QUADRANT NEUTRAL FACE
1CCAE LOWER LEFT QUADRANT FACE WITH OPEN MOUTH
1CCAF LOWER RIGHT QUADRANT FACE WITH OPEN MOUTH
1CCB0 LOWER LEFT QUADRANT FROWNING FACE
1CCB1 LOWER RIGHT QUADRANT FROWNING FACE

Icons

1CCB2 UPPER LEFT QUADRANT TELEVISION
→ 1F4FA television
1CCB3 UPPER RIGHT QUADRANT TELEVISION
1CCB4 LOWER LEFT QUADRANT TELEVISION
1CCB5 LOWER RIGHT QUADRANT TELEVISION
1CCB6 UPPER LEFT QUADRANT MICROCOMPUTER
1CCB7 UPPER RIGHT QUADRANT MICROCOMPUTER
1CCB8 LOWER LEFT QUADRANT MICROCOMPUTER
1CCB9 LOWER RIGHT QUADRANT MICROCOMPUTER

Chess symbols

May appear as white or black chess pieces.

1CCBA UPPER LEFT QUADRANT CHESS KING
→ 2654 white chess king
→ 265A black chess king
1CCBB UPPER RIGHT QUADRANT CHESS KING
1CCBC LOWER LEFT QUADRANT CHESS KING
1CCBD LOWER RIGHT QUADRANT CHESS KING
1CCBE UPPER LEFT QUADRANT CHESS QUEEN
→ 2655 white chess queen
→ 265B black chess queen
1CCBF UPPER RIGHT QUADRANT CHESS QUEEN
1CCC0 LOWER LEFT QUADRANT CHESS QUEEN
1CCC1 LOWER RIGHT QUADRANT CHESS QUEEN
1CCC2 UPPER LEFT QUADRANT CHESS ROOK
→ 2656 white chess rook
→ 265C black chess rook
1CCC3 UPPER RIGHT QUADRANT CHESS ROOK
1CCC4 LOWER LEFT QUADRANT CHESS ROOK
1CCC5 LOWER RIGHT QUADRANT CHESS ROOK
1CCC6 UPPER LEFT QUADRANT CHESS BISHOP
→ 2657 white chess bishop
→ 265D black chess bishop
1CCC7 UPPER RIGHT QUADRANT CHESS BISHOP
1CCC8 LOWER LEFT QUADRANT CHESS BISHOP
1CCC9 LOWER RIGHT QUADRANT CHESS BISHOP
1CCCA UPPER LEFT QUADRANT CHESS KNIGHT
→ 2658 white chess knight
→ 265E black chess knight
1CCCB UPPER RIGHT QUADRANT CHESS KNIGHT
1CCCC LOWER LEFT QUADRANT CHESS KNIGHT
1CCCD LOWER RIGHT QUADRANT CHESS KNIGHT
1CCCE UPPER LEFT QUADRANT CHESS PAWN
→ 2659 white chess pawn
→ 265F black chess pawn
1CCCF UPPER RIGHT QUADRANT CHESS PAWN
1CCD0 LOWER LEFT QUADRANT CHESS PAWN
1CCD1 LOWER RIGHT QUADRANT CHESS PAWN

Icons

1CCD2 UPPER LEFT QUADRANT STANDING KNIGHT
1CCD3 UPPER RIGHT QUADRANT STANDING KNIGHT
1CCD4 LOWER LEFT QUADRANT STANDING KNIGHT
1CCD5 LOWER RIGHT QUADRANT STANDING KNIGHT

Outlined uppercase Latin alphabet

1CCD6 𝔸 OUTLINED LATIN CAPITAL LETTER A
1CCD7 𝔹 OUTLINED LATIN CAPITAL LETTER B
1CCD8 ℂ OUTLINED LATIN CAPITAL LETTER C
1CCD9 𝔻 OUTLINED LATIN CAPITAL LETTER D
1CCDA 𝔼 OUTLINED LATIN CAPITAL LETTER E
1CCDB 𝔽 OUTLINED LATIN CAPITAL LETTER F
1CCDC 𝔾 OUTLINED LATIN CAPITAL LETTER G
1CCDD ℍ OUTLINED LATIN CAPITAL LETTER H
1CCDE 𝕀 OUTLINED LATIN CAPITAL LETTER I
1CCDF 𝕁 OUTLINED LATIN CAPITAL LETTER J
1CCE0 𝕂 OUTLINED LATIN CAPITAL LETTER K
1CCE1 𝕃 OUTLINED LATIN CAPITAL LETTER L
1CCE2 𝕄 OUTLINED LATIN CAPITAL LETTER M
1CCE3 ℕ OUTLINED LATIN CAPITAL LETTER N
1CCE4 𝕆 OUTLINED LATIN CAPITAL LETTER O
1CCE5 ℙ OUTLINED LATIN CAPITAL LETTER P
1CCE6 ℚ OUTLINED LATIN CAPITAL LETTER Q
1CCE7 ℝ OUTLINED LATIN CAPITAL LETTER R
1CCE8 𝕊 OUTLINED LATIN CAPITAL LETTER S
1CCE9 𝕋 OUTLINED LATIN CAPITAL LETTER T
1CCEA 𝕌 OUTLINED LATIN CAPITAL LETTER U
1CCEB 𝕍 OUTLINED LATIN CAPITAL LETTER V
1CCEC 𝕎 OUTLINED LATIN CAPITAL LETTER W
1CCED 𝕏 OUTLINED LATIN CAPITAL LETTER X
1CCEE 𝕐 OUTLINED LATIN CAPITAL LETTER Y
1CCEF ℤ OUTLINED LATIN CAPITAL LETTER Z

Outlined ASCII digits

1CCF0 𝟘 OUTLINED DIGIT ZERO
1CCF1 𝟙 OUTLINED DIGIT ONE
1CCF2 𝟚 OUTLINED DIGIT TWO
1CCF3 𝟛 OUTLINED DIGIT THREE
1CCF4 𝟜 OUTLINED DIGIT FOUR
1CCF5 𝟝 OUTLINED DIGIT FIVE
1CCF6 𝟞 OUTLINED DIGIT SIX
1CCF7 𝟟 OUTLINED DIGIT SEVEN
1CCF8 𝟠 OUTLINED DIGIT EIGHT
1CCF9 𝟡 OUTLINED DIGIT NINE

Block mosaic terminal graphic characters

The term "octant" refers to block mosaics divided into eight parts.

1CD00 BLOCK OCTANT-3
1CD01 BLOCK OCTANT-23
1CD02 BLOCK OCTANT-123

1CD03 BLOCK OCTANT-4
1CD04 BLOCK OCTANT-14
1CD05 BLOCK OCTANT-124
1CD06 BLOCK OCTANT-34
1CD07 BLOCK OCTANT-134
1CD08 BLOCK OCTANT-234
1CD09 BLOCK OCTANT-5
1CD0A BLOCK OCTANT-15
1CD0B BLOCK OCTANT-25
1CD0C BLOCK OCTANT-125
1CD0D BLOCK OCTANT-135
1CD0E BLOCK OCTANT-235
1CD0F BLOCK OCTANT-1235
1CD10 BLOCK OCTANT-45
1CD11 BLOCK OCTANT-145
1CD12 BLOCK OCTANT-245
1CD13 BLOCK OCTANT-1245
1CD14 BLOCK OCTANT-345
1CD15 BLOCK OCTANT-1345
1CD16 BLOCK OCTANT-2345
1CD17 BLOCK OCTANT-12345
1CD18 BLOCK OCTANT-6
1CD19 BLOCK OCTANT-16
1CD1A BLOCK OCTANT-26
1CD1B BLOCK OCTANT-126
1CD1C BLOCK OCTANT-36
1CD1D BLOCK OCTANT-136
1CD1E BLOCK OCTANT-236
1CD1F BLOCK OCTANT-1236
1CD20 BLOCK OCTANT-146
1CD21 BLOCK OCTANT-246
1CD22 BLOCK OCTANT-1246
1CD23 BLOCK OCTANT-346
1CD24 BLOCK OCTANT-1346
1CD25 BLOCK OCTANT-2346
1CD26 BLOCK OCTANT-12346
1CD27 BLOCK OCTANT-56
1CD28 BLOCK OCTANT-156
1CD29 BLOCK OCTANT-256
1CD2A BLOCK OCTANT-1256
1CD2B BLOCK OCTANT-356
1CD2C BLOCK OCTANT-1356
1CD2D BLOCK OCTANT-2356
1CD2E BLOCK OCTANT-12356
1CD2F BLOCK OCTANT-456
1CD30 BLOCK OCTANT-1456
1CD31 BLOCK OCTANT-2456
1CD32 BLOCK OCTANT-12456
1CD33 BLOCK OCTANT-3456
1CD34 BLOCK OCTANT-13456
1CD35 BLOCK OCTANT-23456
1CD36 BLOCK OCTANT-17
1CD37 BLOCK OCTANT-27
1CD38 BLOCK OCTANT-127
1CD39 BLOCK OCTANT-37
1CD3A BLOCK OCTANT-137
1CD3B BLOCK OCTANT-237
1CD3C BLOCK OCTANT-1237
1CD3D BLOCK OCTANT-47
1CD3E BLOCK OCTANT-147
1CD3F BLOCK OCTANT-247
1CD40 BLOCK OCTANT-1247
1CD41 BLOCK OCTANT-347
1CD42 BLOCK OCTANT-1347
1CD43 BLOCK OCTANT-2347
1CD44 BLOCK OCTANT-12347
1CD45 BLOCK OCTANT-157
1CD46 BLOCK OCTANT-257
1CD47 BLOCK OCTANT-1257
1CD48 BLOCK OCTANT-357
1CD49 BLOCK OCTANT-2357
1CD4A BLOCK OCTANT-12357
1CD4B BLOCK OCTANT-457
1CD4C BLOCK OCTANT-1457
1CD4D BLOCK OCTANT-12457
1CD4E BLOCK OCTANT-3457
1CD4F BLOCK OCTANT-13457
1CD50 BLOCK OCTANT-23457
1CD51 BLOCK OCTANT-67
1CD52 BLOCK OCTANT-167
1CD53 BLOCK OCTANT-267
1CD54 BLOCK OCTANT-1267
1CD55 BLOCK OCTANT-367
1CD56 BLOCK OCTANT-1367
1CD57 BLOCK OCTANT-2367
1CD58 BLOCK OCTANT-12367
1CD59 BLOCK OCTANT-467
1CD5A BLOCK OCTANT-1467
1CD5B BLOCK OCTANT-2467
1CD5C BLOCK OCTANT-12467
1CD5D BLOCK OCTANT-3467
1CD5E BLOCK OCTANT-13467
1CD5F BLOCK OCTANT-23467
1CD60 BLOCK OCTANT-123467
1CD61 BLOCK OCTANT-567
1CD62 BLOCK OCTANT-1567
1CD63 BLOCK OCTANT-2567
1CD64 BLOCK OCTANT-12567
1CD65 BLOCK OCTANT-3567
1CD66 BLOCK OCTANT-13567
1CD67 BLOCK OCTANT-23567
1CD68 BLOCK OCTANT-123567
1CD69 BLOCK OCTANT-4567
1CD6A BLOCK OCTANT-14567
1CD6B BLOCK OCTANT-24567
1CD6C BLOCK OCTANT-124567
1CD6D BLOCK OCTANT-34567
1CD6E BLOCK OCTANT-134567
1CD6F BLOCK OCTANT-234567
1CD70 BLOCK OCTANT-1234567
1CD71 BLOCK OCTANT-18
1CD72 BLOCK OCTANT-28
1CD73 BLOCK OCTANT-128
1CD74 BLOCK OCTANT-38
1CD75 BLOCK OCTANT-138
1CD76 BLOCK OCTANT-238
1CD77 BLOCK OCTANT-1238
1CD78 BLOCK OCTANT-48
1CD79 BLOCK OCTANT-148
1CD7A BLOCK OCTANT-248
1CD7B BLOCK OCTANT-1248
1CD7C BLOCK OCTANT-348
1CD7D BLOCK OCTANT-1348
1CD7E BLOCK OCTANT-2348
1CD7F BLOCK OCTANT-12348
1CD80 BLOCK OCTANT-58
1CD81 BLOCK OCTANT-158
1CD82 BLOCK OCTANT-258
1CD83 BLOCK OCTANT-1258
1CD84 BLOCK OCTANT-358
1CD85 BLOCK OCTANT-1358
1CD86 BLOCK OCTANT-2358
1CD87 BLOCK OCTANT-12358
1CD88 BLOCK OCTANT-458
1CD89 BLOCK OCTANT-1458
1CD8A BLOCK OCTANT-2458
1CD8B BLOCK OCTANT-12458
1CD8C BLOCK OCTANT-3458

1CD8D BLOCK OCTANT-13458
1CD8E BLOCK OCTANT-23458
1CD8F BLOCK OCTANT-123458
1CD90 BLOCK OCTANT-168
1CD91 BLOCK OCTANT-268
1CD92 BLOCK OCTANT-1268
1CD93 BLOCK OCTANT-368
1CD94 BLOCK OCTANT-2368
1CD95 BLOCK OCTANT-12368
1CD96 BLOCK OCTANT-468
1CD97 BLOCK OCTANT-1468
1CD98 BLOCK OCTANT-12468
1CD99 BLOCK OCTANT-3468
1CD9A BLOCK OCTANT-13468
1CD9B BLOCK OCTANT-23468
1CD9C BLOCK OCTANT-568
1CD9D BLOCK OCTANT-1568
1CD9E BLOCK OCTANT-2568
1CD9F BLOCK OCTANT-12568
1CDA0 BLOCK OCTANT-3568
1CDA1 BLOCK OCTANT-13568
1CDA2 BLOCK OCTANT-23568
1CDA3 BLOCK OCTANT-123568
1CDA4 BLOCK OCTANT-4568
1CDA5 BLOCK OCTANT-14568
1CDA6 BLOCK OCTANT-24568
1CDA7 BLOCK OCTANT-124568
1CDA8 BLOCK OCTANT-34568
1CDA9 BLOCK OCTANT-134568
1CDAA BLOCK OCTANT-234568
1CDAB BLOCK OCTANT-1234568
1CDAC BLOCK OCTANT-178
1CDAD BLOCK OCTANT-278
1CDAE BLOCK OCTANT-1278
1CDAF BLOCK OCTANT-378
1CDB0 BLOCK OCTANT-1378
1CDB1 BLOCK OCTANT-2378
1CDB2 BLOCK OCTANT-12378
1CDB3 BLOCK OCTANT-478
1CDB4 BLOCK OCTANT-1478
1CDB5 BLOCK OCTANT-2478
1CDB6 BLOCK OCTANT-12478
1CDB7 BLOCK OCTANT-3478
1CDB8 BLOCK OCTANT-13478
1CDB9 BLOCK OCTANT-23478
1CDBA BLOCK OCTANT-123478
1CDBB BLOCK OCTANT-578
1CDBC BLOCK OCTANT-1578
1CDBD BLOCK OCTANT-2578
1CDBE BLOCK OCTANT-12578
1CDBF BLOCK OCTANT-3578
1CDC0 BLOCK OCTANT-13578
1CDC1 BLOCK OCTANT-23578
1CDC2 BLOCK OCTANT-123578
1CDC3 BLOCK OCTANT-4578
1CDC4 BLOCK OCTANT-14578
1CDC5 BLOCK OCTANT-24578
1CDC6 BLOCK OCTANT-124578
1CDC7 BLOCK OCTANT-34578
1CDC8 BLOCK OCTANT-134578
1CDC9 BLOCK OCTANT-234578
1CDCA BLOCK OCTANT-1234578
1CDCB BLOCK OCTANT-678
1CDCC BLOCK OCTANT-1678
1CDCD BLOCK OCTANT-2678
1CDCE BLOCK OCTANT-12678
1CDCF BLOCK OCTANT-3678
1CDD0 BLOCK OCTANT-13678
1CDD1 BLOCK OCTANT-23678
1CDD2 BLOCK OCTANT-123678
1CDD3 BLOCK OCTANT-4678
1CDD4 BLOCK OCTANT-14678
1CDD5 BLOCK OCTANT-24678
1CDD6 BLOCK OCTANT-124678
1CDD7 BLOCK OCTANT-34678
1CDD8 BLOCK OCTANT-134678
1CDD9 BLOCK OCTANT-234678
1CDDA BLOCK OCTANT-1234678
1CDDB BLOCK OCTANT-15678
1CDDC BLOCK OCTANT-25678
1CDDD BLOCK OCTANT-125678
1CDDE BLOCK OCTANT-35678
1CDDF BLOCK OCTANT-235678
1CDE0 BLOCK OCTANT-1235678
1CDE1 BLOCK OCTANT-45678
1CDE2 BLOCK OCTANT-145678
1CDE3 BLOCK OCTANT-1245678
1CDE4 BLOCK OCTANT-1345678
1CDE5 BLOCK OCTANT-2345678

Game sprites

The term "frame" used here refers to frames of an animation.

1CDE6 TOP HALF STANDING PERSON
1CDE7 BOTTOM HALF STANDING PERSON
1CDE8 TOP HALF RIGHT-FACING RUNNER FRAME-1
1CDE9 BOTTOM HALF RIGHT-FACING RUNNER FRAME-1
1CDEA TOP HALF RIGHT-FACING RUNNER FRAME-2
1CDEB BOTTOM HALF RIGHT-FACING RUNNER FRAME-2
1CDEC TOP HALF LEFT-FACING RUNNER FRAME-1
1CDED BOTTOM HALF LEFT-FACING RUNNER FRAME-1
1CDEE TOP HALF LEFT-FACING RUNNER FRAME-2
1CDEF BOTTOM HALF LEFT-FACING RUNNER FRAME-2
1CDF0 TOP HALF FORWARD-FACING RUNNER
1CDF1 BOTTOM HALF FORWARD-FACING RUNNER FRAME-1
1CDF2 BOTTOM HALF FORWARD-FACING RUNNER FRAME-2
1CDF3 BOTTOM HALF FORWARD-FACING RUNNER FRAME-3
1CDF4 BOTTOM HALF FORWARD-FACING RUNNER FRAME-4
1CDF5 MOON LANDER
1CDF6 TOP HALF FLAILING ROBOT FRAME-1
• bottom half is 1CDF4
1CDF7 TOP HALF FLAILING ROBOT FRAME-2
1CDF8 DOWN-POINTING AIRPLANE
→ 1F6E7 up-pointing airplane
1CDF9 LEFT-POINTING AIRPLANE
→ 2708 ✈ airplane
1CDFA SMALL UP-POINTING AIRPLANE
1CDFB UP-POINTING FROG
• represents the frog in the Mattel Aquarius port of Frogger
→ 1F438 frog face
1CDFC DOWN-POINTING FROG
1CDFD EXPLOSION FRAME-1
1CDFE EXPLOSION FRAME-2
1CDFF EXPLOSION FRAME-3

Terminal graphic characters

1CE00 RIGHT HALF AND LEFT HALF WHITE CIRCLE
1CE01 LOWER HALF AND UPPER HALF WHITE CIRCLE
1CE02 EXPLOSION AT HORIZON

1CE03 ⌜ UPPER HALF HEAVY WHITE SQUARE
→ 23B4 ⎴ top square bracket
1CE04 ⌞ LOWER HALF HEAVY WHITE SQUARE
→ 23B5 ⎵ bottom square bracket
1CE05 ⊡ HEAVY WHITE SQUARE CONTAINING BLACK VERY SMALL SQUARE
→ 2B1D ⬝ black very small square
→ 1F791 🞑 heavy white square
→ 1F794 🞔 white square containing black very small square
1CE06 ⫩ WHITE VERTICAL RECTANGLE WITH HORIZONTAL BAR
→ 25AF ▯ white vertical rectangle
1CE07 ◂ TOP RIGHT BLACK LEFT-POINTING SMALL TRIANGLE
→ 25C2 ◂ black left-pointing small triangle
1CE08 ⏛ FUNNEL
= filter
1CE09 ⩛ BOX DRAWINGS DOUBLE DIAGONAL LOWER LEFT TO MIDDLE CENTRE TO LOWER RIGHT
1CE0A ⩚ BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO UPPER RIGHT
1CE0B ⊂ LEFT HALF WHITE ELLIPSE
→ 2B2D ⬭ white horizontal ellipse
1CE0C ⊃ RIGHT HALF WHITE ELLIPSE

Dashed lines

1CE0D - - LEFT HALF TRIPLE DASH HORIZONTAL
→ 2504 ┄ box drawings light triple dash horizontal
1CE0E - RIGHT HALF TRIPLE DASH HORIZONTAL

Lines with tick marks

1CE0F ⅂ HORIZONTAL LINE WITH TICK MARK
1CE10 ⊣ LEFT HALF HORIZONTAL LINE WITH THREE TICK MARKS
1CE11 ⊢ RIGHT HALF HORIZONTAL LINE WITH THREE TICK MARKS
1CE12 ≡ HORIZONTAL LINE WITH THREE TICK MARKS
1CE13 ⫞ LOWER HALF VERTICAL LINE WITH THREE TICK MARKS
1CE14 ⫟ UPPER HALF VERTICAL LINE WITH THREE TICK MARKS
1CE15 ⫳ VERTICAL LINE WITH THREE TICK MARKS

Box drawing characters

1CE16 ⌜ BOX DRAWINGS LIGHT VERTICAL AND TOP RIGHT
1CE17 ⌞ BOX DRAWINGS LIGHT VERTICAL AND BOTTOM RIGHT
1CE18 ⌝ BOX DRAWINGS LIGHT VERTICAL AND TOP LEFT
1CE19 ⌟ BOX DRAWINGS LIGHT VERTICAL AND BOTTOM LEFT

Large type pieces

Used to generate large text headlines on HP terminals.

1CE1A LARGE TYPE PIECE UPPER LEFT ARC
1CE1B LARGE TYPE PIECE UPPER LEFT CORNER
1CE1C LARGE TYPE PIECE UPPER TERMINAL
1CE1D LARGE TYPE PIECE UPPER LEFT CROTCH
1CE1E LARGE TYPE PIECE LEFT ARM
1CE1F LARGE TYPE PIECE CROSSBAR
1CE20 LARGE TYPE PIECE CROSSBAR WITH LOWER STEM
1CE21 LARGE TYPE PIECE UPPER HALF VERTEX OF M
1CE22 LARGE TYPE PIECE DIAGONAL LOWER LEFT
1CE23 LARGE TYPE PIECE SHORT UPPER TERMINAL
1CE24 LARGE TYPE PIECE UPPER RIGHT ARC
1CE25 LARGE TYPE PIECE RIGHT ARM
1CE26 LARGE TYPE PIECE UPPER RIGHT CROTCH
1CE27 LARGE TYPE PIECE UPPER RIGHT CORNER
1CE28 LARGE TYPE PIECE STEM WITH RIGHT CROSSBAR
1CE29 LARGE TYPE PIECE STEM
1CE2A LARGE TYPE PIECE DIAGONAL UPPER RIGHT AND LOWER RIGHT
1CE2B LARGE TYPE PIECE DIAGONAL UPPER RIGHT
1CE2C LARGE TYPE PIECE DIAGONAL LOWER RIGHT
1CE2D LARGE TYPE PIECE SHORT LOWER TERMINAL
1CE2E LARGE TYPE PIECE LOWER LEFT AND UPPER LEFT ARC
1CE2F LARGE TYPE PIECE CENTRE OF K
1CE30 LARGE TYPE PIECE LOWER HALF VERTEX OF M
1CE31 LARGE TYPE PIECE UPPER HALF VERTEX OF W
1CE32 LARGE TYPE PIECE CENTRE OF X
1CE33 LARGE TYPE PIECE CENTRE OF Y
1CE34 LARGE TYPE PIECE CENTRE OF Z WITH CROSSBAR
1CE35 LARGE TYPE PIECE RAISED UPPER RIGHT ARC
1CE36 LARGE TYPE PIECE STEM WITH LEFT CROSSBAR
1CE37 LARGE TYPE PIECE LOWER RIGHT AND UPPER RIGHT ARC
1CE38 LARGE TYPE PIECE DIAGONAL UPPER LEFT AND LOWER LEFT
1CE39 LARGE TYPE PIECE STEM WITH LEFT JOINT
1CE3A LARGE TYPE PIECE STEM WITH CROSSBAR
1CE3B LARGE TYPE PIECE DIAGONAL UPPER LEFT
1CE3C LARGE TYPE PIECE LOWER TERMINAL
1CE3D LARGE TYPE PIECE LOWER LEFT CORNER
1CE3E LARGE TYPE PIECE LOWER LEFT ARC
1CE3F LARGE TYPE PIECE LOWER LEFT CROTCH
1CE40 LARGE TYPE PIECE CROSSBAR WITH UPPER STEM
1CE41 LARGE TYPE PIECE VERTEX OF V
1CE42 LARGE TYPE PIECE LOWER HALF VERTEX OF W
1CE43 LARGE TYPE PIECE LOWER RIGHT ARC
1CE44 LARGE TYPE PIECE LOWER RIGHT CORNER
1CE45 LARGE TYPE PIECE LOWER RIGHT ARC WITH TAIL
1CE46 LARGE TYPE PIECE LOWER RIGHT CROTCH
1CE47 LARGE TYPE PIECE STEM-45
1CE48 LARGE TYPE PIECE STEM-2345
1CE49 LARGE TYPE PIECE STEM-4
1CE4A LARGE TYPE PIECE STEM-34
1CE4B LARGE TYPE PIECE STEM-234
1CE4C LARGE TYPE PIECE STEM-1234
1CE4D LARGE TYPE PIECE STEM-3
1CE4E LARGE TYPE PIECE STEM-23
1CE4F LARGE TYPE PIECE STEM-2
1CE50 LARGE TYPE PIECE STEM-12

Separated mosaic terminal graphic characters

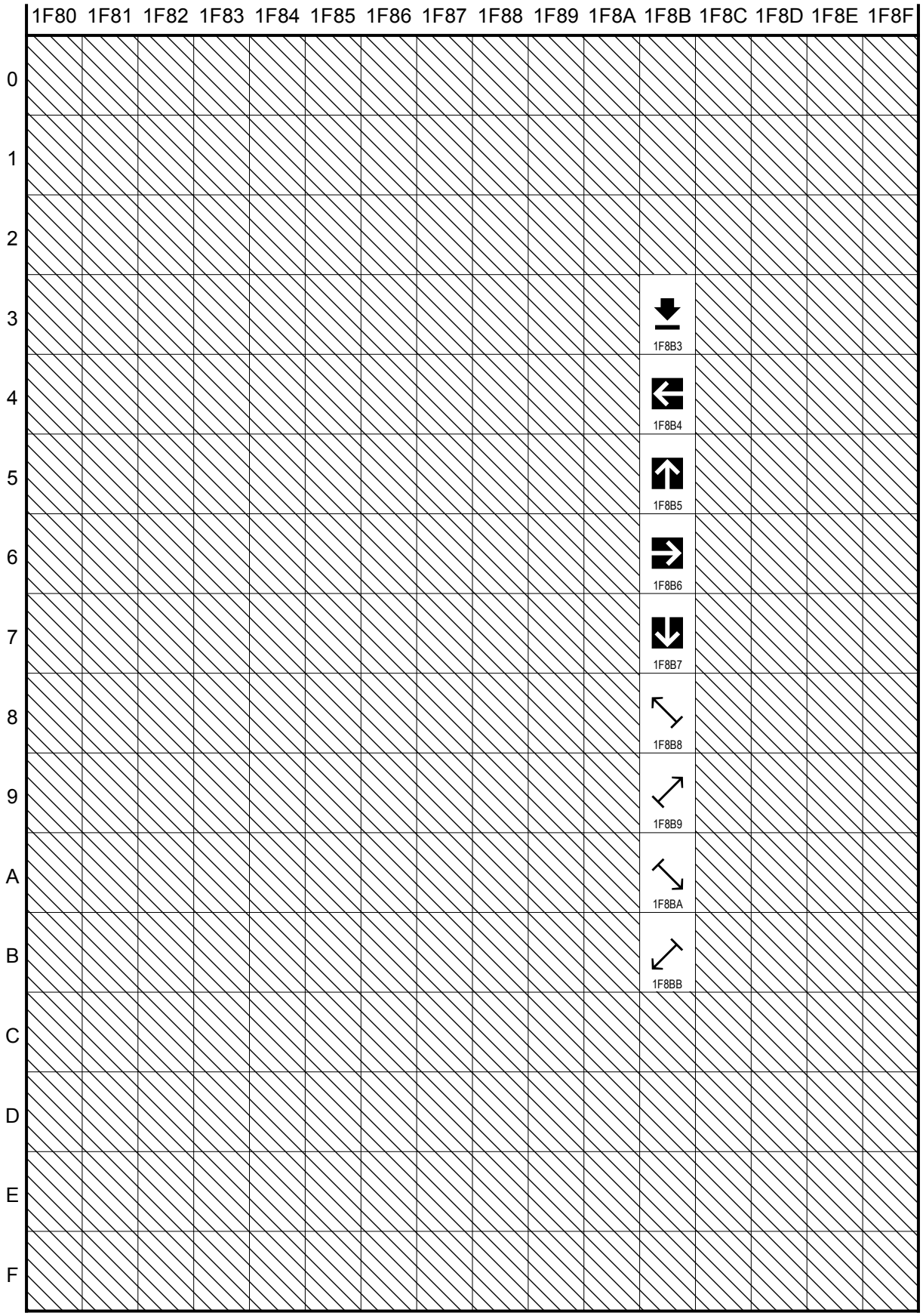
The term "sextant" refers to block mosaics divided into six parts.

1CE51 SEPARATED BLOCK SEXTANT-1
1CE52 SEPARATED BLOCK SEXTANT-2
1CE53 SEPARATED BLOCK SEXTANT-12
1CE54 SEPARATED BLOCK SEXTANT-3
1CE55 SEPARATED BLOCK SEXTANT-13
1CE56 SEPARATED BLOCK SEXTANT-23
1CE57 SEPARATED BLOCK SEXTANT-123
1CE58 SEPARATED BLOCK SEXTANT-4

1CE59 SEPARATED BLOCK SEXTANT-14
1CE5A SEPARATED BLOCK SEXTANT-24
1CE5B SEPARATED BLOCK SEXTANT-124
1CE5C SEPARATED BLOCK SEXTANT-34
1CE5D SEPARATED BLOCK SEXTANT-134
1CE5E SEPARATED BLOCK SEXTANT-234
1CE5F SEPARATED BLOCK SEXTANT-1234
1CE60 SEPARATED BLOCK SEXTANT-5
1CE61 SEPARATED BLOCK SEXTANT-15
1CE62 SEPARATED BLOCK SEXTANT-25
1CE63 SEPARATED BLOCK SEXTANT-125
1CE64 SEPARATED BLOCK SEXTANT-35
1CE65 SEPARATED BLOCK SEXTANT-135
1CE66 SEPARATED BLOCK SEXTANT-235
1CE67 SEPARATED BLOCK SEXTANT-1235
1CE68 SEPARATED BLOCK SEXTANT-45
1CE69 SEPARATED BLOCK SEXTANT-145
1CE6A SEPARATED BLOCK SEXTANT-245
1CE6B SEPARATED BLOCK SEXTANT-1245
1CE6C SEPARATED BLOCK SEXTANT-345
1CE6D SEPARATED BLOCK SEXTANT-1345
1CE6E SEPARATED BLOCK SEXTANT-2345
1CE6F SEPARATED BLOCK SEXTANT-12345
1CE70 SEPARATED BLOCK SEXTANT-6
1CE71 SEPARATED BLOCK SEXTANT-16
1CE72 SEPARATED BLOCK SEXTANT-26
1CE73 SEPARATED BLOCK SEXTANT-126
1CE74 SEPARATED BLOCK SEXTANT-36
1CE75 SEPARATED BLOCK SEXTANT-136
1CE76 SEPARATED BLOCK SEXTANT-236
1CE77 SEPARATED BLOCK SEXTANT-1236
1CE78 SEPARATED BLOCK SEXTANT-46
1CE79 SEPARATED BLOCK SEXTANT-146
1CE7A SEPARATED BLOCK SEXTANT-246
1CE7B SEPARATED BLOCK SEXTANT-1246
1CE7C SEPARATED BLOCK SEXTANT-346
1CE7D SEPARATED BLOCK SEXTANT-1346
1CE7E SEPARATED BLOCK SEXTANT-2346
1CE7F SEPARATED BLOCK SEXTANT-12346
1CE80 SEPARATED BLOCK SEXTANT-56
1CE81 SEPARATED BLOCK SEXTANT-156
1CE82 SEPARATED BLOCK SEXTANT-256
1CE83 SEPARATED BLOCK SEXTANT-1256
1CE84 SEPARATED BLOCK SEXTANT-356
1CE85 SEPARATED BLOCK SEXTANT-1356
1CE86 SEPARATED BLOCK SEXTANT-2356
1CE87 SEPARATED BLOCK SEXTANT-12356
1CE88 SEPARATED BLOCK SEXTANT-456
1CE89 SEPARATED BLOCK SEXTANT-1456
1CE8A SEPARATED BLOCK SEXTANT-2456
1CE8B SEPARATED BLOCK SEXTANT-12456
1CE8C SEPARATED BLOCK SEXTANT-3456
1CE8D SEPARATED BLOCK SEXTANT-13456
1CE8E SEPARATED BLOCK SEXTANT-23456
1CE8F SEPARATED BLOCK SEXTANT-123456

Block elements

1CE90 UPPER LEFT ONE SIXTEENTH BLOCK
1CE91 UPPER CENTRE LEFT ONE SIXTEENTH BLOCK
1CE92 UPPER CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE93 UPPER RIGHT ONE SIXTEENTH BLOCK
1CE94 UPPER MIDDLE LEFT ONE SIXTEENTH BLOCK
1CE95 UPPER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK
1CE96 UPPER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE97 UPPER MIDDLE RIGHT ONE SIXTEENTH BLOCK
1CE98 LOWER MIDDLE LEFT ONE SIXTEENTH BLOCK
1CE99 LOWER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK
1CE9A LOWER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE9B LOWER MIDDLE RIGHT ONE SIXTEENTH BLOCK
1CE9C LOWER LEFT ONE SIXTEENTH BLOCK
1CE9D LOWER CENTRE LEFT ONE SIXTEENTH BLOCK
1CE9E LOWER CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE9F LOWER RIGHT ONE SIXTEENTH BLOCK
1CEA0 RIGHT HALF LOWER ONE QUARTER BLOCK
1CEA1 RIGHT THREE QUARTERS LOWER ONE QUARTER BLOCK
1CEA2 LEFT THREE QUARTERS LOWER ONE QUARTER BLOCK
1CEA3 LEFT HALF LOWER ONE QUARTER BLOCK
1CEA4 LOWER HALF LEFT ONE QUARTER BLOCK
1CEA5 LOWER THREE QUARTERS LEFT ONE QUARTER BLOCK
1CEA6 UPPER THREE QUARTERS LEFT ONE QUARTER BLOCK
1CEA7 UPPER HALF LEFT ONE QUARTER BLOCK
1CEA8 LEFT HALF UPPER ONE QUARTER BLOCK
1CEA9 LEFT THREE QUARTERS UPPER ONE QUARTER BLOCK
1CEAA RIGHT THREE QUARTERS UPPER ONE QUARTER BLOCK
1CEAB RIGHT HALF UPPER ONE QUARTER BLOCK
1CEAC UPPER HALF RIGHT ONE QUARTER BLOCK
1CEAD UPPER THREE QUARTERS RIGHT ONE QUARTER BLOCK
1CEAE LOWER THREE QUARTERS RIGHT ONE QUARTER BLOCK
1CEAF LOWER HALF RIGHT ONE QUARTER BLOCK


1F80 1F81 1F82 1F83 1F84 1F85 1F86 1F87 1F88 1F89 1F8A 1F8B 1F8C 1F8D 1F8E 1F8F
0
1
2
3
4
5
6
7
8
9
A
B
C
D
E
F
1F8B3
1F8B4
1F8B5
1F8B6
1F8B7
1F8B8
1F8B9
1F8BA
1F8BB

Arrows for legacy computing

1F8B3 ⭳ DOWNWARDS BLACK ARROW TO BAR
→ 2913 ⤓ downwards arrow to bar
→ 2B07 ⬇ downwards black arrow
→ 2B73 ⭳ downwards triangle-headed arrow to bar

1F8B4 ⬰ NEGATIVE SQUARED LEFTWARDS ARROW
→ 2190 ← leftwards arrow

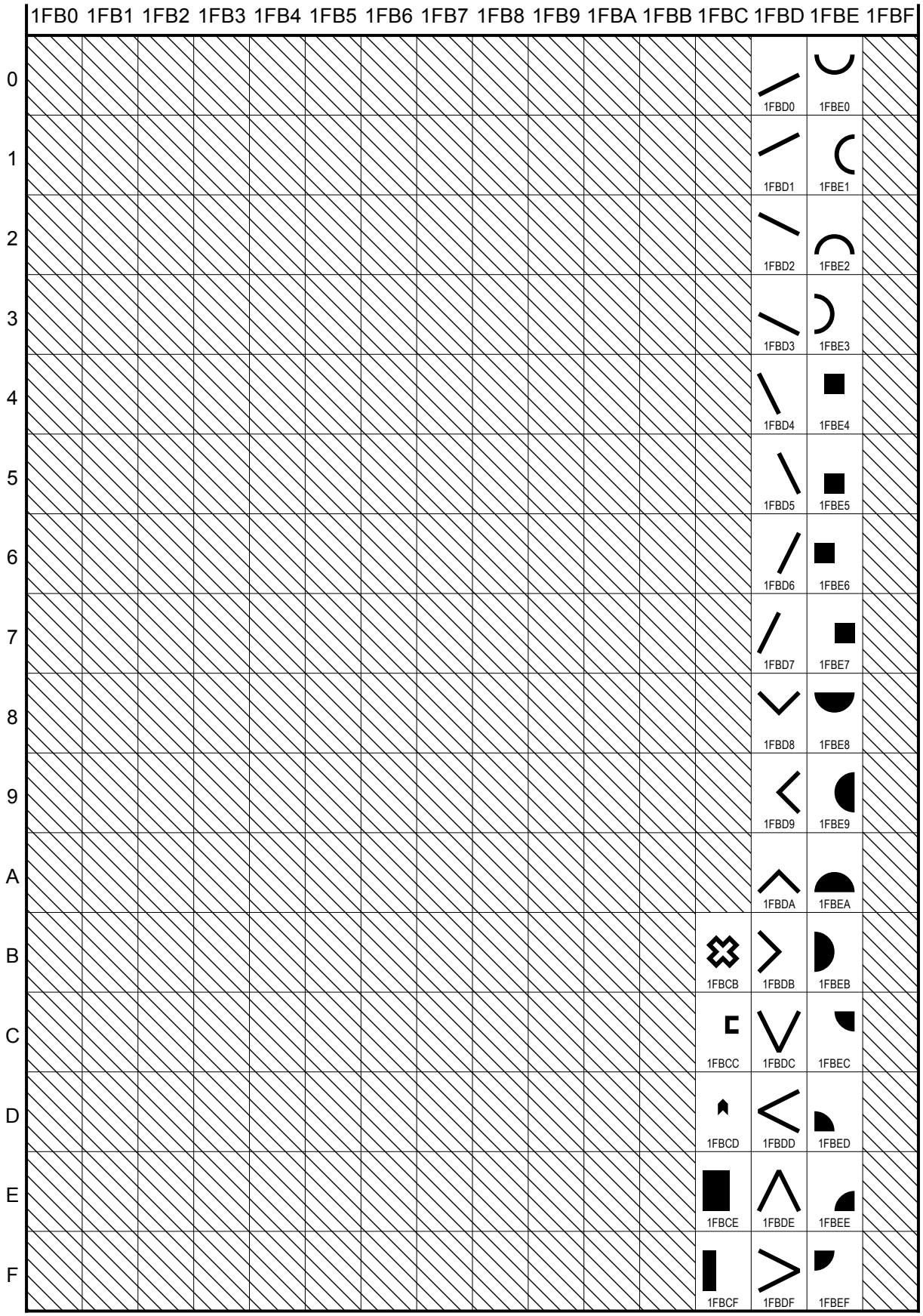
1F8B5 ⬱ NEGATIVE SQUARED UPWARDS ARROW
→ 2191 ↑ upwards arrow

1F8B6 ⬲ NEGATIVE SQUARED RIGHTWARDS ARROW
→ 2192 → rightwards arrow

1F8B7 ⬳ NEGATIVE SQUARED DOWNWARDS ARROW
→ 2193 ↓ downwards arrow

These arrows complement the set in the range 21A4-21A7.

1F8B8 ⤡ NORTH WEST ARROW FROM BAR
1F8B9 ⤢ NORTH EAST ARROW FROM BAR
1F8BA ⤡ SOUTH EAST ARROW FROM BAR
1F8BB ⤢ SOUTH WEST ARROW FROM BAR


1FB0 1FB1 1FB2 1FB3 1FB4 1FB5 1FB6 1FB7 1FB8 1FB9 1FBA 1FBB 1FBC 1FBD 1FBE 1FBF
0 1FBD0 1FBE0
1 1FBD1 1FBE1
2 1FBD2 1FBE2
3 1FBD3 1FBE3
4 1FBD4 1FBE4
5 1FBD5 1FBE5
6 1FBD6 1FBE6
7 1FBD7 1FBE7
8 1FBD8 1FBE8
9 1FBD9 1FBE9
A 1FBDA 1FBEA
B 1FBCB 1FBDB 1FBEB
C 1FBCC 1FBDC 1FBEC
D 1FBCD 1FBDD 1FBED
E 1FBCE 1FBDE 1FBEE
F 1FBCF 1FBDF 1FBEF

Terminal graphic characters

1FBCB ⛒ WHITE CROSS MARK
→ 274C ❌ cross mark
1FBCC ⟃ RAISED SMALL LEFT SQUARE BRACKET
1FBCD ⟑ BLACK SMALL UP-POINTING CHEVRON
→ 1F835 🠵 upwards finger-post arrow
→ 1FBCA ⟠ white up-pointing chevron

Block elements

1FBCE ▊ LEFT TWO THIRDS BLOCK
1FBCF ▏ LEFT ONE THIRD BLOCK

Character cell diagonals

1FBD0 ╱ BOX DRAWINGS LIGHT DIAGONAL MIDDLE RIGHT TO LOWER LEFT
1FBD1 ╱ BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE LEFT
1FBD2 ╲ BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE RIGHT
1FBD3 ╲ BOX DRAWINGS LIGHT DIAGONAL MIDDLE LEFT TO LOWER RIGHT
1FBD4 ╲ BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO LOWER CENTRE
1FBD5 ╲ BOX DRAWINGS LIGHT DIAGONAL UPPER CENTRE TO LOWER RIGHT
1FBD6 ╱ BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO LOWER CENTRE
1FBD7 ╱ BOX DRAWINGS LIGHT DIAGONAL UPPER CENTRE TO LOWER LEFT
1FBD8 ╲ BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO UPPER RIGHT
1FBD9 ╱ BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE CENTRE TO LOWER RIGHT
1FBDA ╳ BOX DRAWINGS LIGHT DIAGONAL LOWER LEFT TO MIDDLE CENTRE TO LOWER RIGHT
1FBDB ╲ BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO LOWER LEFT
1FBDC ╳ BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO LOWER CENTRE TO UPPER RIGHT
1FBDD ╳ BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE LEFT TO LOWER RIGHT
1FBDE ╳ BOX DRAWINGS LIGHT DIAGONAL LOWER LEFT TO UPPER CENTRE TO LOWER RIGHT
1FBDF ╳ BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE RIGHT TO LOWER LEFT

Geometric shapes

1FBE0 ◡ TOP JUSTIFIED LOWER HALF WHITE CIRCLE
→ 25E1 ◡ lower half circle
1FBE1 ◖ RIGHT JUSTIFIED LEFT HALF WHITE CIRCLE
→ 1F907 🤇 left half circle
1FBE2 ◠ BOTTOM JUSTIFIED UPPER HALF WHITE CIRCLE
→ 2312 ⌒ arc
→ 25E0 ◠ upper half circle
1FBE3 ◗ LEFT JUSTIFIED RIGHT HALF WHITE CIRCLE
1FBE4 ▀ UPPER CENTRE ONE QUARTER BLOCK
1FBE5 ▄ LOWER CENTRE ONE QUARTER BLOCK
1FBE6 ■ MIDDLE LEFT ONE QUARTER BLOCK
1FBE7 ■ MIDDLE RIGHT ONE QUARTER BLOCK
1FBE8 ◒ TOP JUSTIFIED LOWER HALF BLACK CIRCLE
→ 2BCB 🮋 bottom half black circle
1FBE9 ◐ RIGHT JUSTIFIED LEFT HALF BLACK CIRCLE
→ 25D6 ◖ left half black circle
1FBEA ◓ BOTTOM JUSTIFIED UPPER HALF BLACK CIRCLE
→ 2BCA 🮊 top half black circle
1FBEB ◗ LEFT JUSTIFIED RIGHT HALF BLACK CIRCLE
→ 25D7 ◗ right half black circle
1FBEC ◥ TOP RIGHT JUSTIFIED LOWER LEFT QUARTER BLACK CIRCLE
1FBED ◣ BOTTOM LEFT JUSTIFIED UPPER RIGHT QUARTER BLACK CIRCLE
1FBEE ◢ BOTTOM RIGHT JUSTIFIED UPPER LEFT QUARTER BLACK CIRCLE
1FBEF ◤ TOP LEFT JUSTIFIED LOWER RIGHT QUARTER BLACK CIRCLE

Figures.

Figures showing legacy character charts or "dumps" are presented first, followed by examples of usage and other illustrations. Screenshots showing the number of search results for each platform on Google Search, Bing Search, and Google Video are presented last.

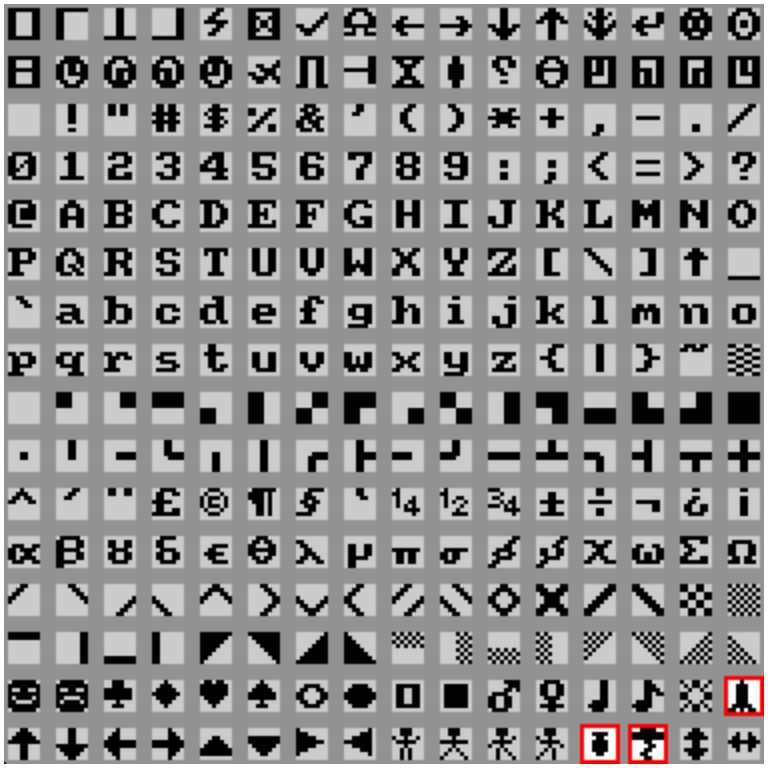


Figure 1. A character chart of the Amstrad CPC English character set, with U+1CC57 UP-POINTING ROCKET SHIP, U+1CC63 DOWN-POINTING ATOMIC BOMB, and U+1CC64 MUSHROOM CLOUD highlighted in red. (CPCWiki)

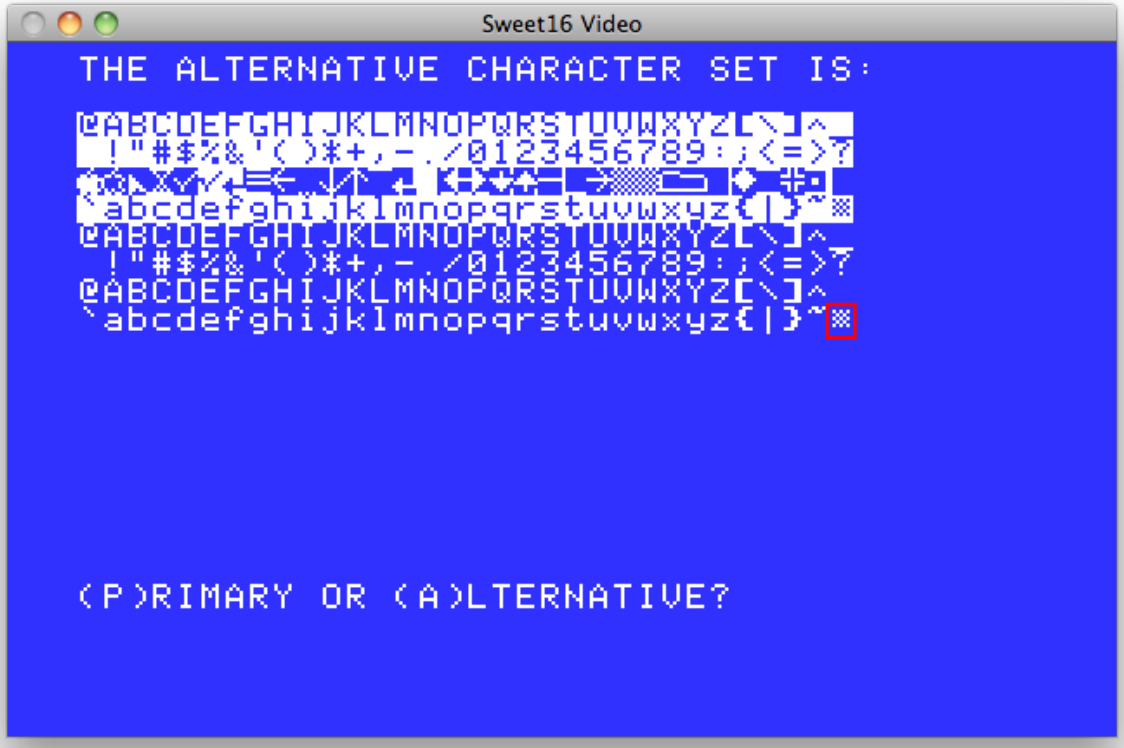


Figure 2. Character dump for the Apple IIGS shown on a Macintosh-based emulator, with U+2427 SYMBOL FOR DELETE SQUARE CHECKER BOARD FORM highlighted in red.

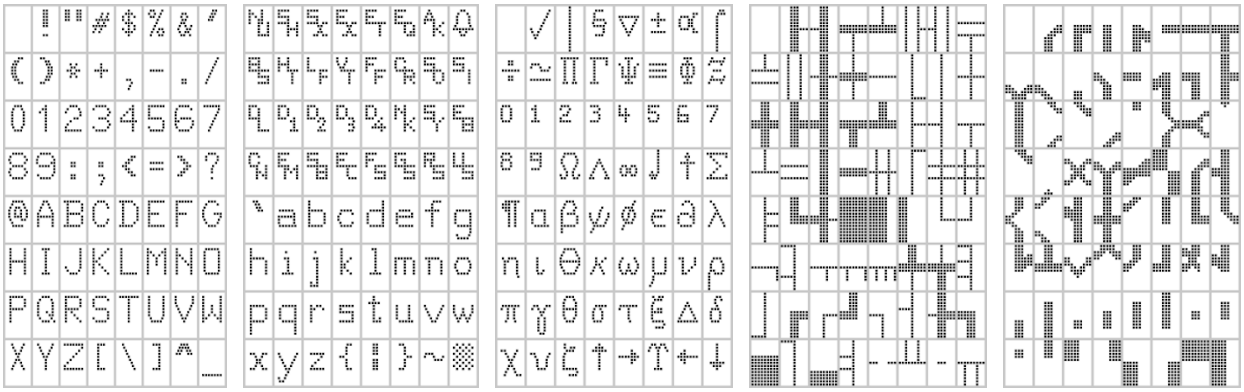


Figure 3. Dumps of HP 2640 series terminal character ROMs. From left to right: uppercase, lowercase, math, line drawing, and "large type" character sets. (CuriousMarc.com)

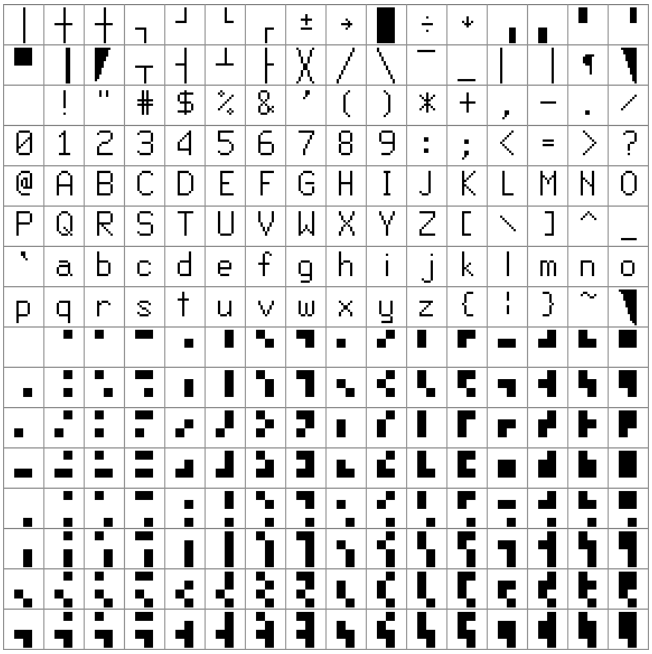


Figure 4. Kaypro II character set. Note the 2 × 4 block semigraphics above ASCII.

Figure 5. Mattel Aquarius character set. Several of the glyphs in this collection were identified and included in the previous proposal; the remaining glyphs are proposed here.

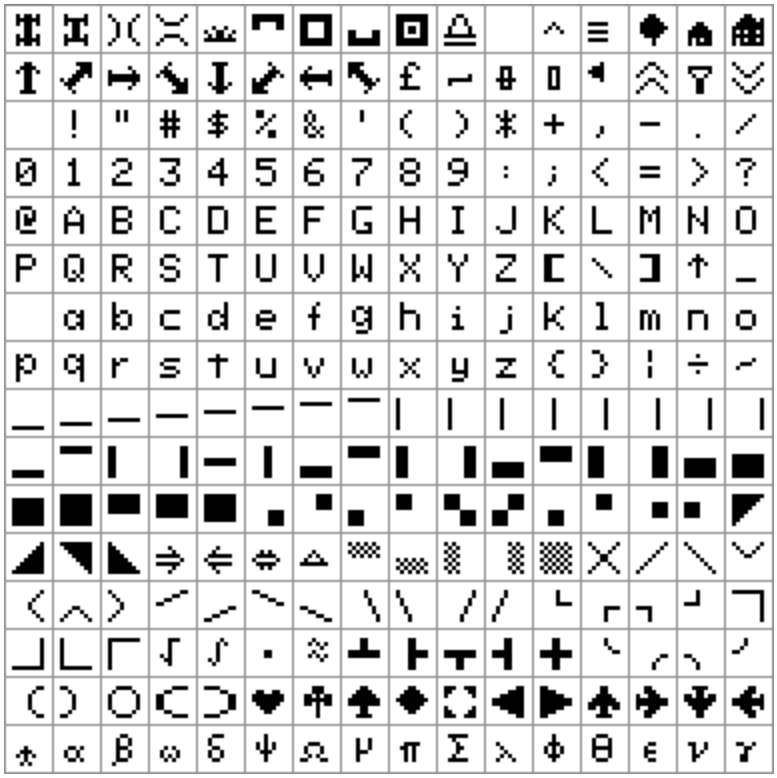


Figure 6. A character chart of the Ohio Scientific character set.

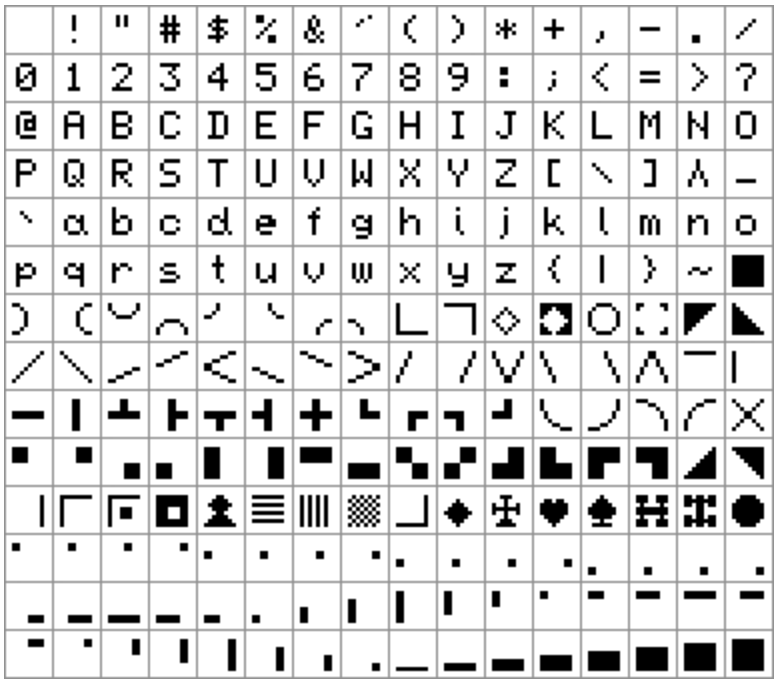


Figure 7. A character chart of the Robotron Z9001 character set.

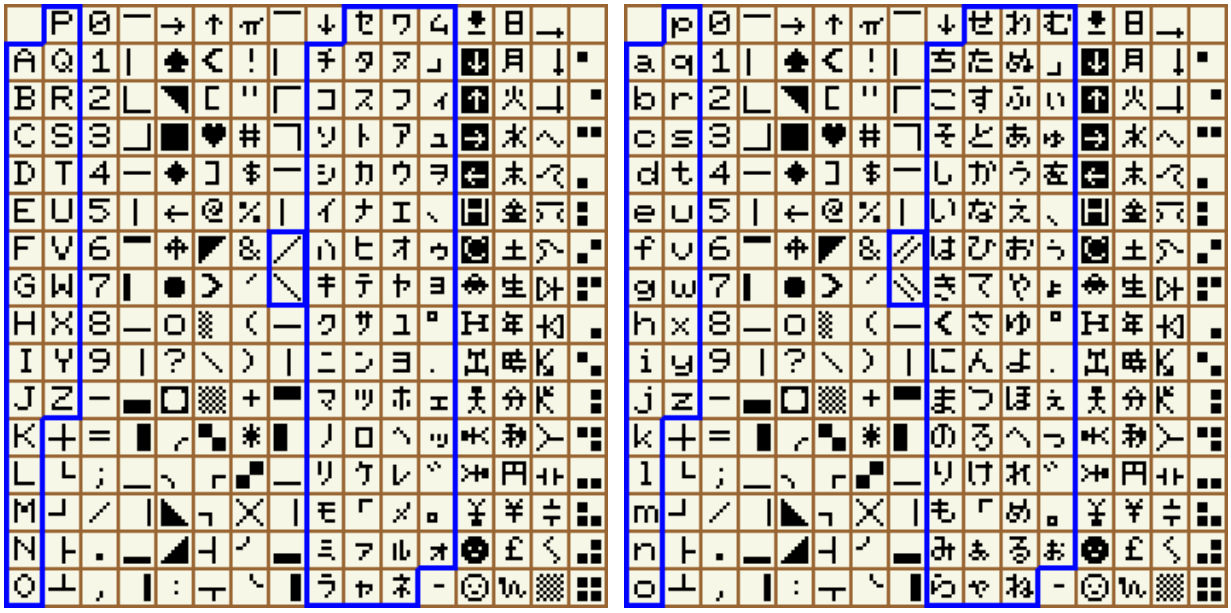


Figure 8. Character charts of the Sharp MZ Japanese character set, with differences between primary (uppercase, single box drawing diagonals, and katakana) and alternate (lowercase, double box drawing diagonals, and hiragana) highlighted in blue.

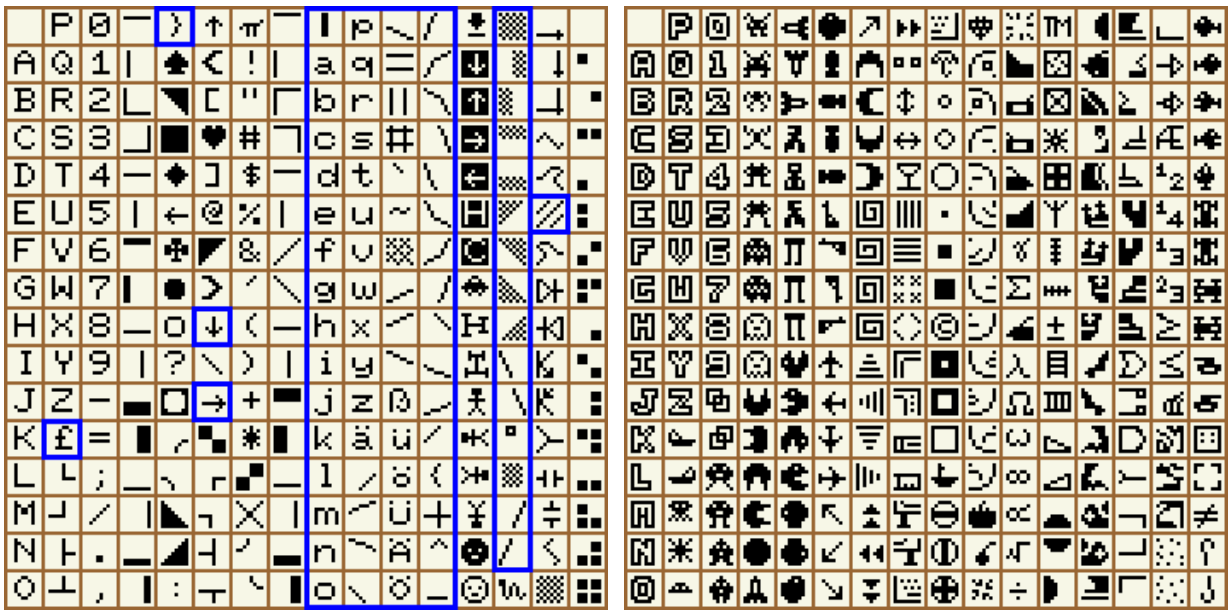


Figure 9. Character charts of the Sharp MZ European character set, with differences between Japanese and European primary sets highlighted in blue. The alternate set is entirely different.

Figure 10. A printed character chart of the Sharp X1 character set. (Sharp)

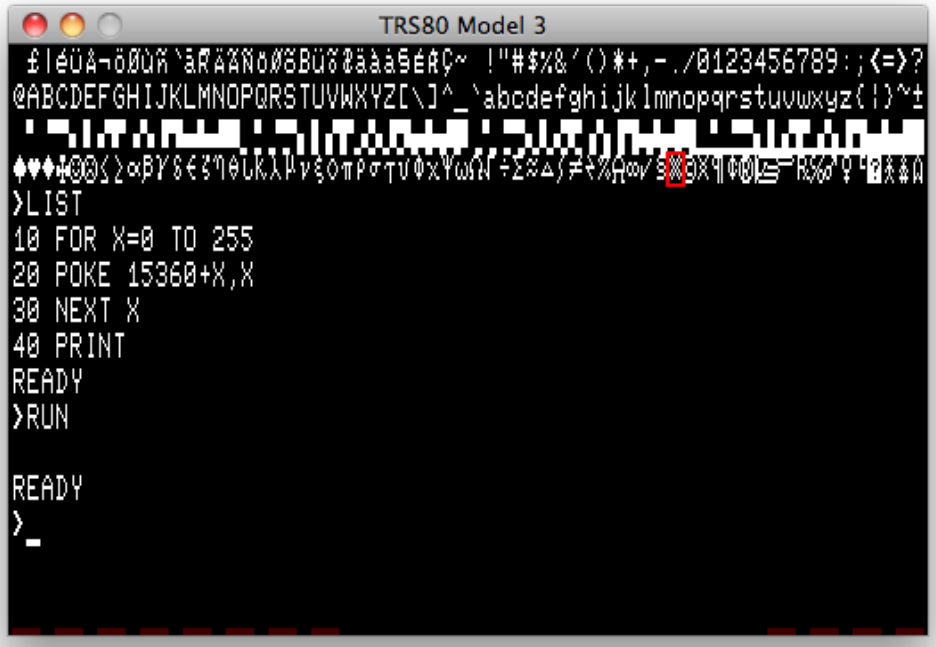


Figure 11. Character dump for the TRS-80 Model III shown on a Macintosh-based emulator, with U+1FBCB WHITE CROSS MARK highlighted in red.

Figure 12. Examples of art created using the Sharp MZ Japanese character set. (Text-Mode.org)

Figure 13. Title screen of a Sharp MZ program using outlined letters in the “UR SOFT” logo.

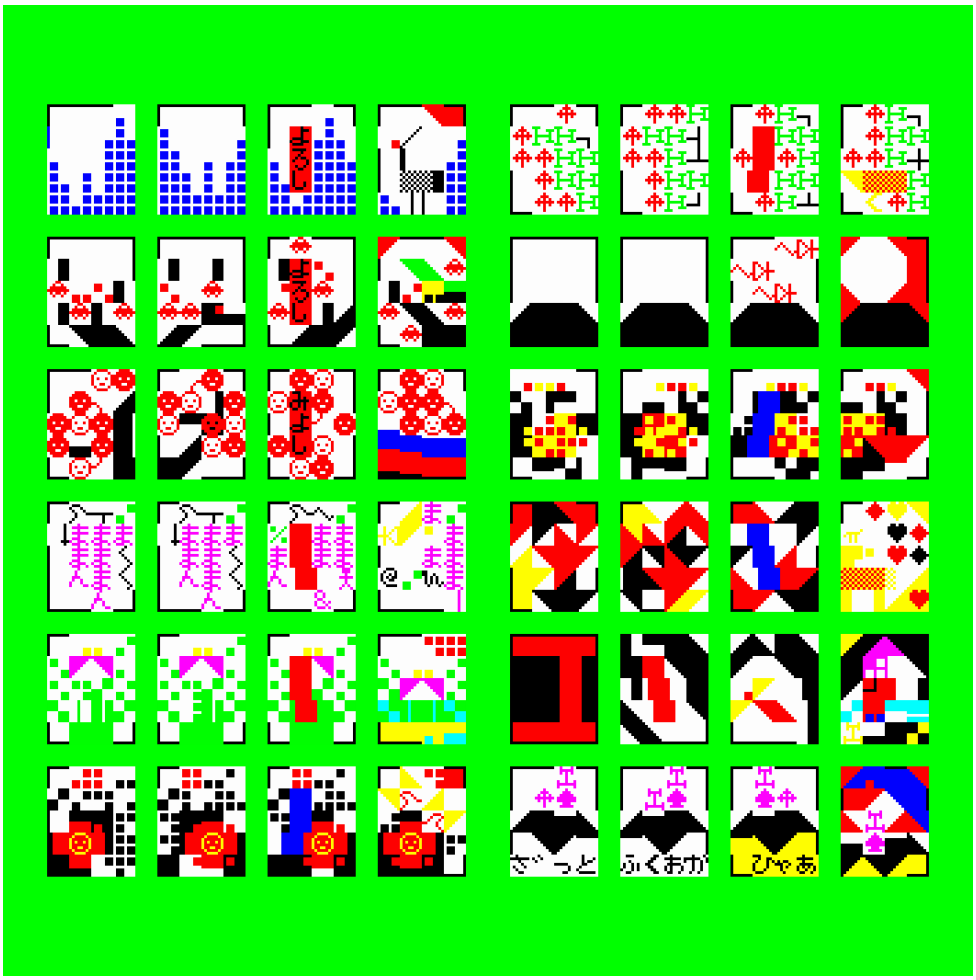


Figure 14. Hanafuda cards drawn using Sharp MZ characters.

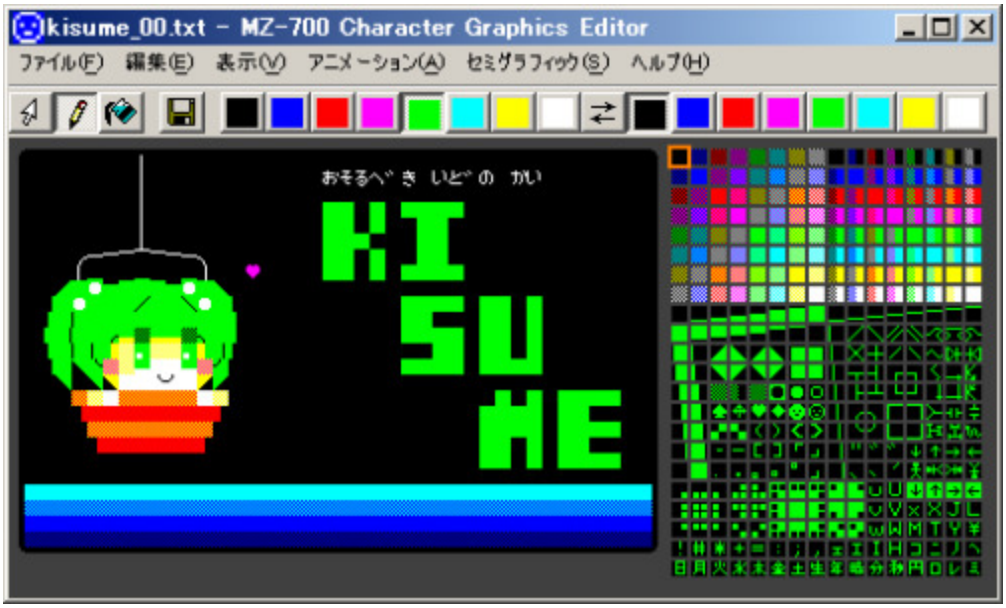


Figure 15. Screen capture of a Windows-based editor for Sharp MZ art. (Text-Mode.org)

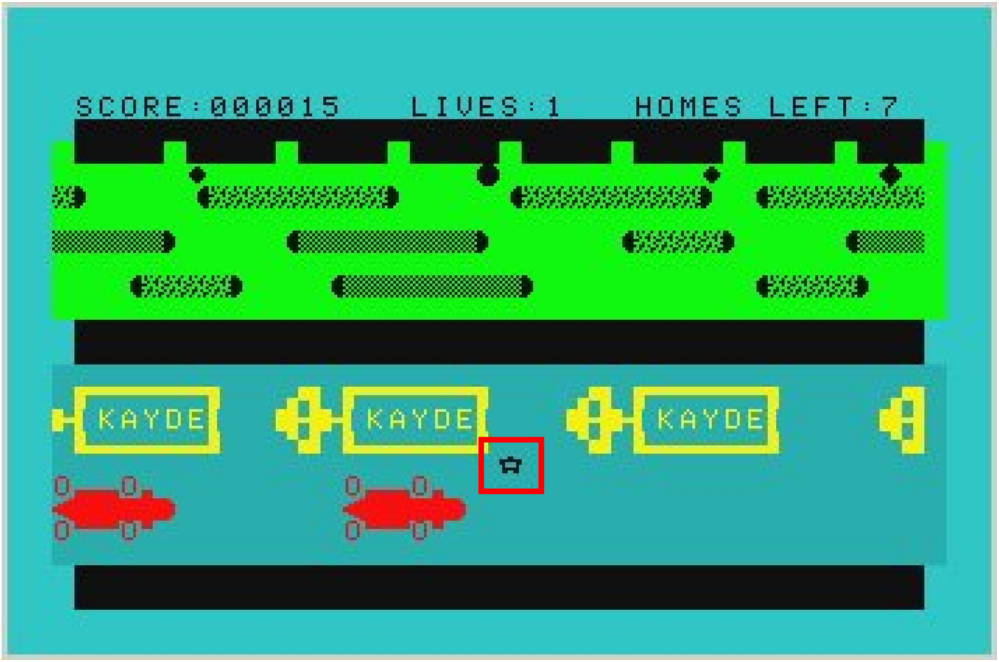
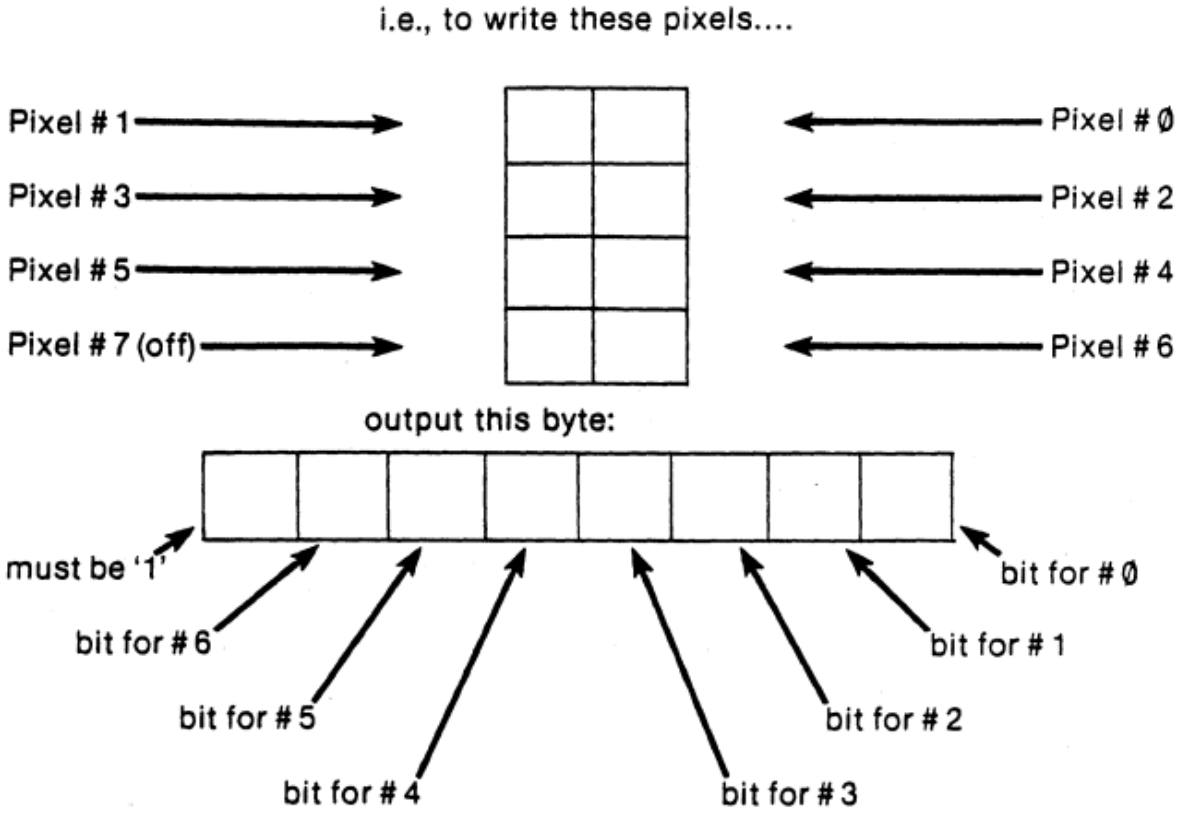


Figure 16. Screen capture of the Mattel Aquarius game *Phrogger* from 1983, with U+1CDFB UP-POINTING FROG highlighted in red. (vdSteenoven.com)

GRAPHICS CHARACTERS

Each of the character positions on the screen occupies the same area as eight pixels (4 high, 2 wide). Thus, pixels can be addressed in groups of eight at a time. To set pixels in a character position, the cursor is moved to that position, and then a byte is sent to the console output. This byte must have the high-order bit set to 1 to distinguish it from normal characters. The remaining seven bits are used to set 7 of the 8 pixels.



As shown above, pixel # 7 is off. To write a pixel with it on, send the inverse video command (ESC,B,Ø), then output the inverse for bits Ø through 6, i. e., 1ØØØØØØØb would print a blank graphics character; (ESC,B,Ø),1ØØØØØØb would print a solid character.

With video mode on, 2 bytes are required for each graphic character. The Least Significant Bit of byte 1 controls pixel #7. The rest of the characters are controlled by byte #2 in the normal manner.

Figure 17. Illustration of the use of semigraphics to plot "pixels" on the Kaypro by displaying the appropriate 2 × 4 block graphic. (Kaypro)

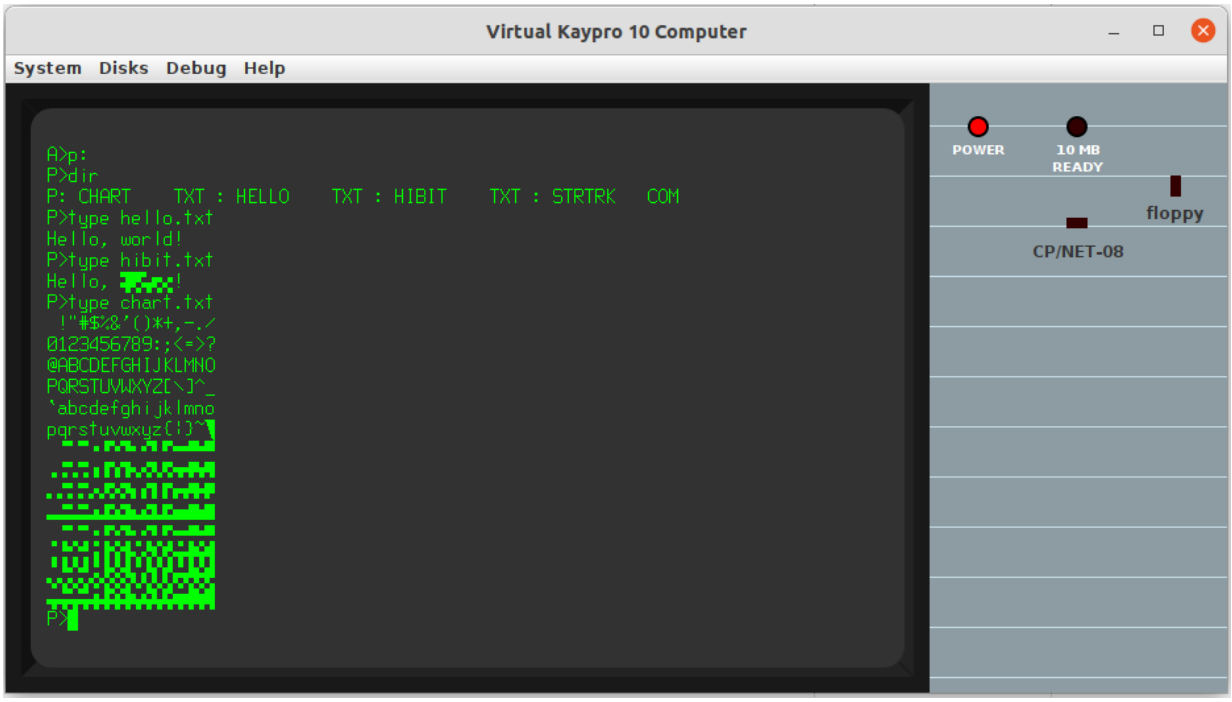


Figure 18. Screen shot of text files containing semigraphics characters being displayed in a Java-based Kaypro 10 emulator.

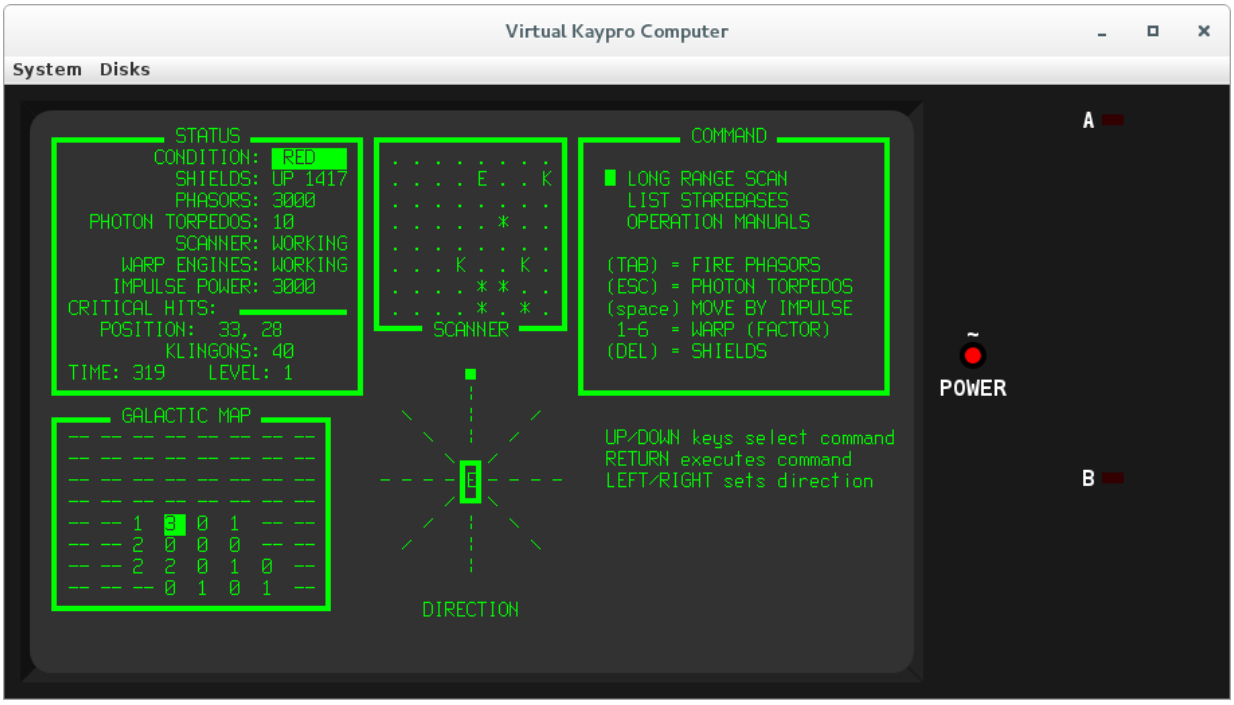


Figure 19. Screen shot of a Star Trek game running in a Java-based Kaypro emulator. Note the use of semigraphics for borders, in the manner of box-drawing characters. (Miller)

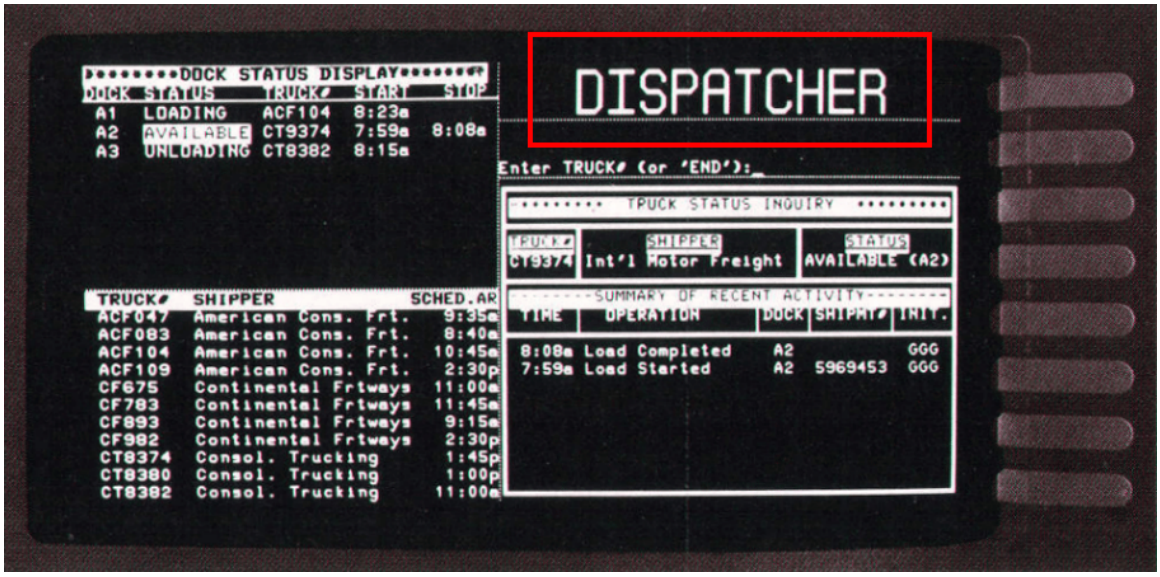
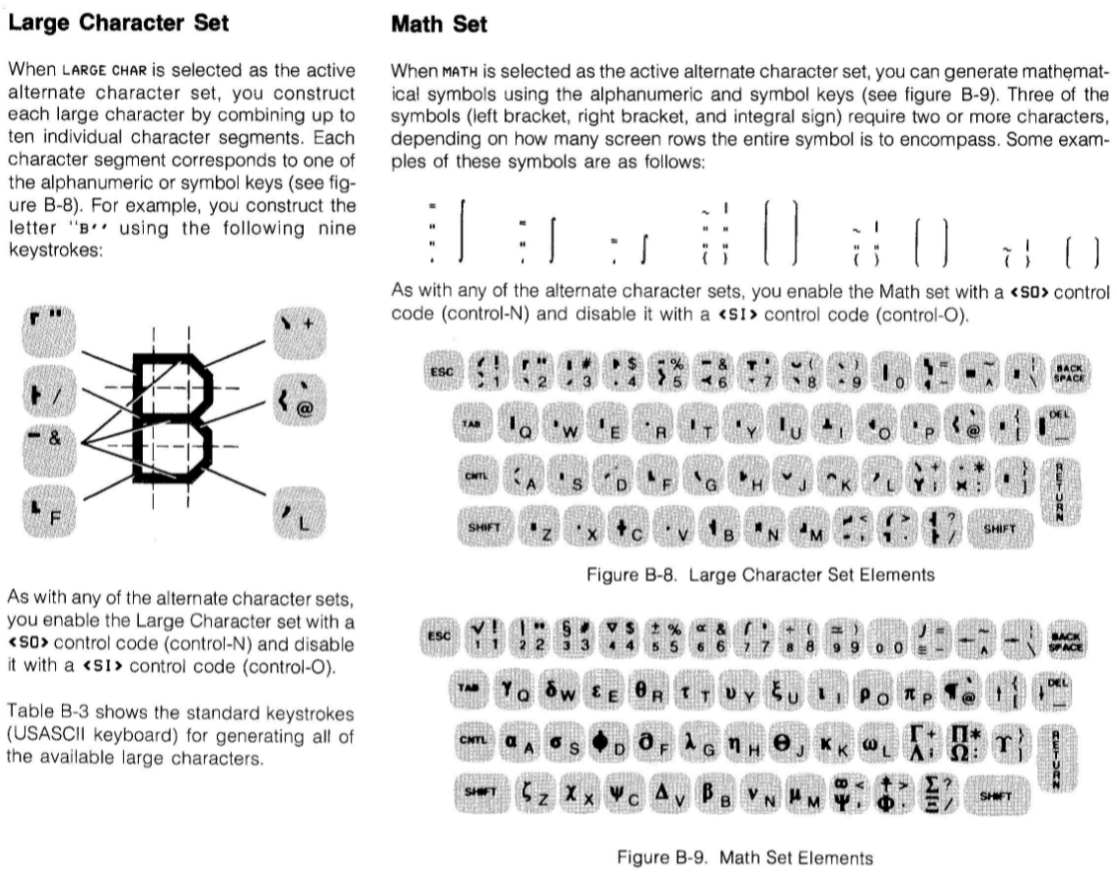


Figure 20. Image of an HP terminal with "large type" characters highlighted in red. (HP Journal)



Large Character Set

When LARGE CHAR is selected as the active alternate character set, you construct each large character by combining up to ten individual character segments. Each character segment corresponds to one of the alphanumeric or symbol keys (see figure B-8). For example, you construct the letter "B" using the following nine keystrokes:

As with any of the alternate character sets, you enable the Large Character set with a <SO> control code (control-N) and disable it with a <SI> control code (control-O).

Table B-3 shows the standard keystrokes (USASCII keyboard) for generating all of the available large characters.

Math Set

When MATH is selected as the active alternate character set, you can generate mathematical symbols using the alphanumeric and symbol keys (see figure B-9). Three of the symbols (left bracket, right bracket, and integral sign) require two or more characters, depending on how many screen rows the entire symbol is to encompass. Some examples of these symbols are as follows:

As with any of the alternate character sets, you enable the Math set with a <SO> control code (control-N) and disable it with a <SI> control code (control-O).

Figure B-8. Large Character Set Elements

Figure B-9. Math Set Elements

Figure 21. Excerpt from an HP terminal manual demonstrating the use of "large type" and math characters. (Hewlett-Packard Company)

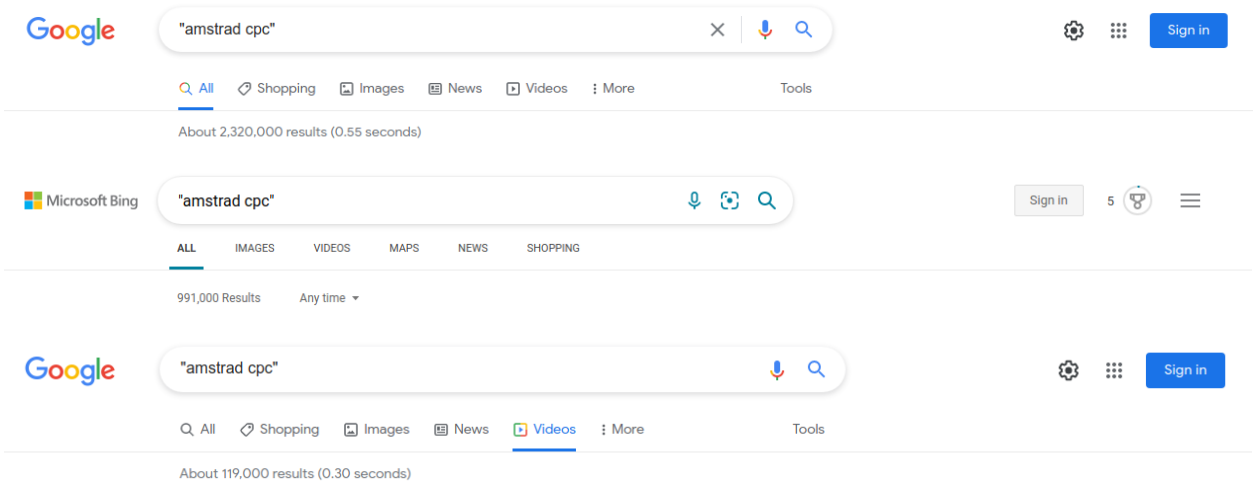


Figure 22. Search results for the Amstrad CPC.

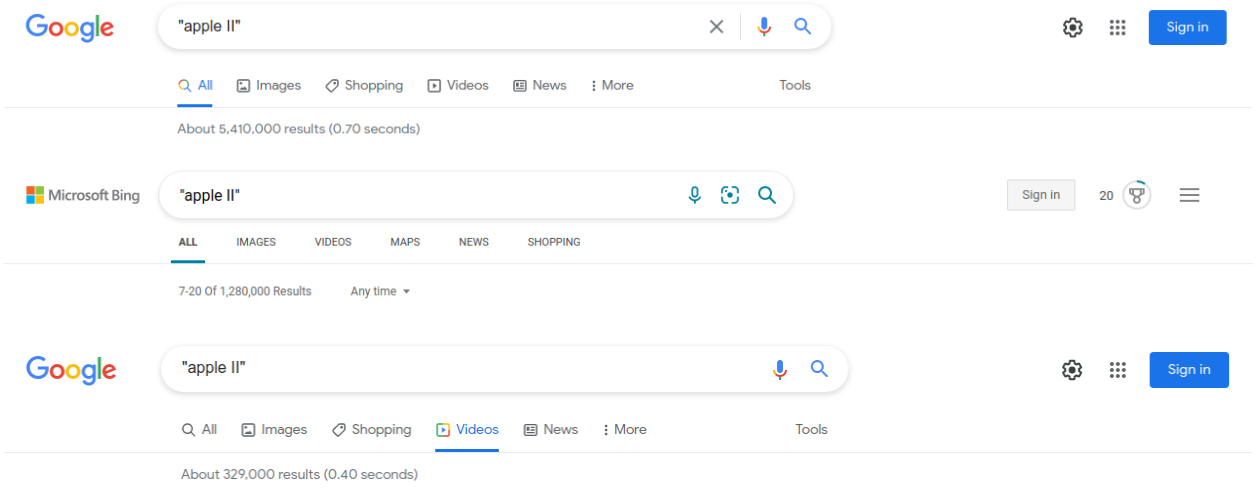


Figure 23. Search results for the Apple II.

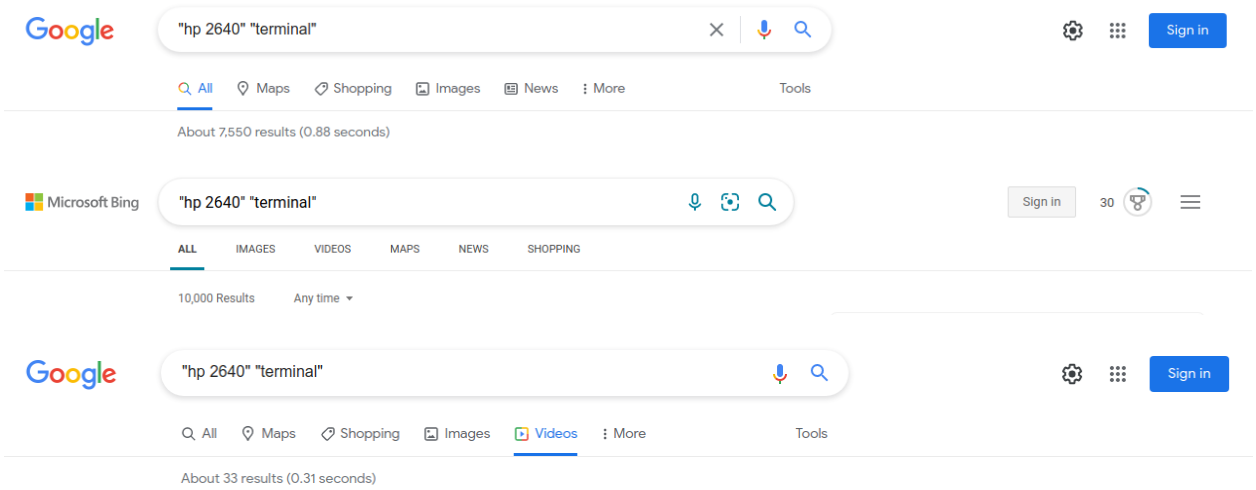


Figure 24. Search results for the HP 2640 series terminal.

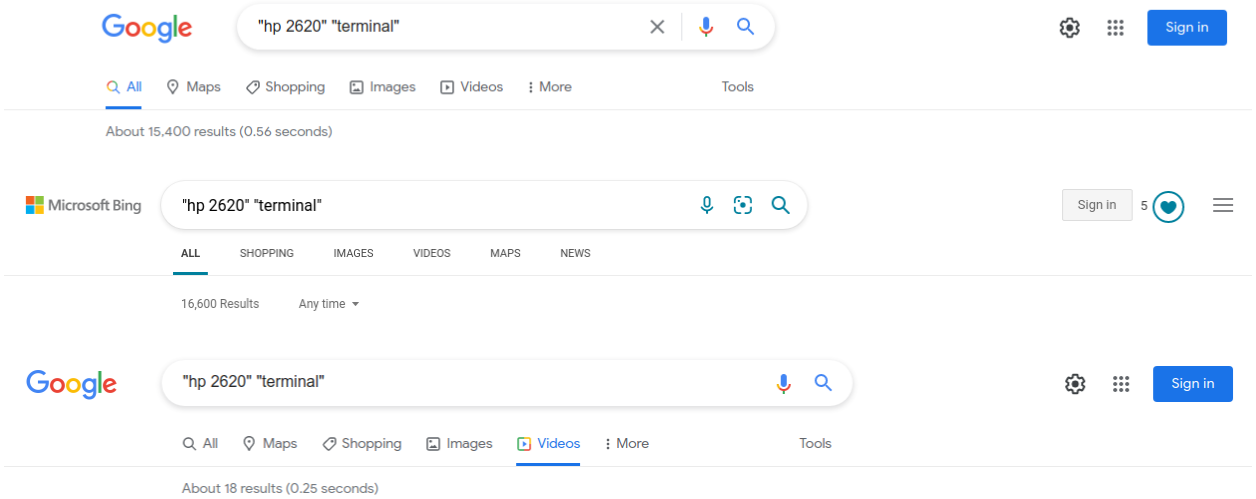


Figure 25. Search results for the HP 2620 series terminal.

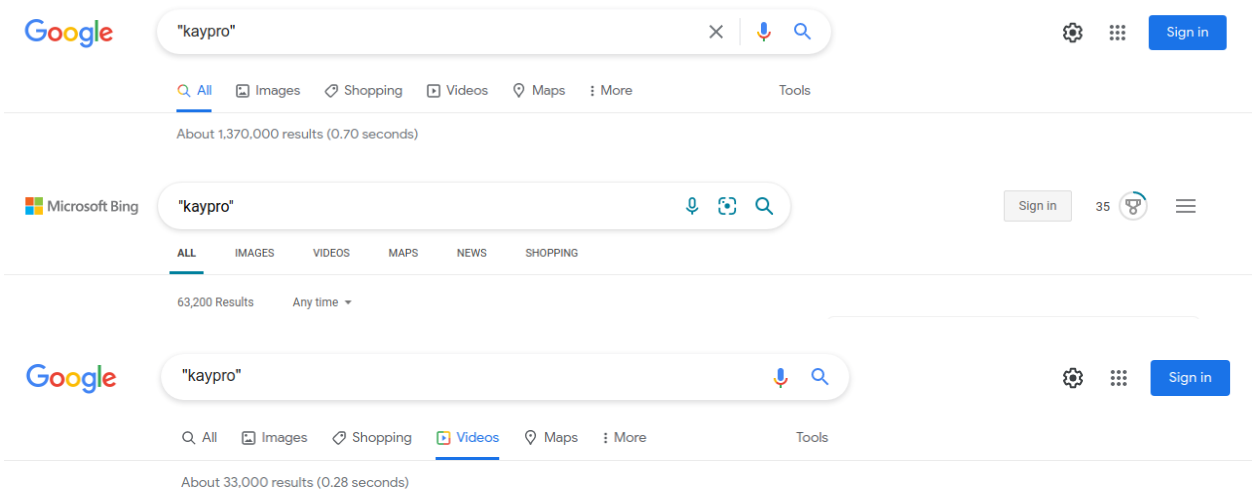


Figure 26. Search results for the Kaypro.

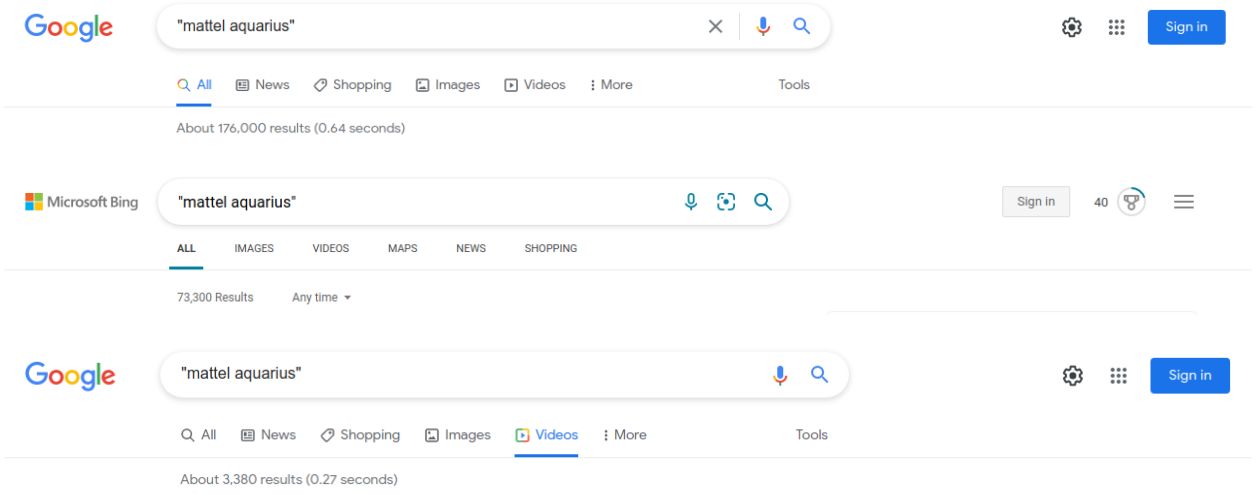


Figure 27. Search results for the Mattel Aquarius.

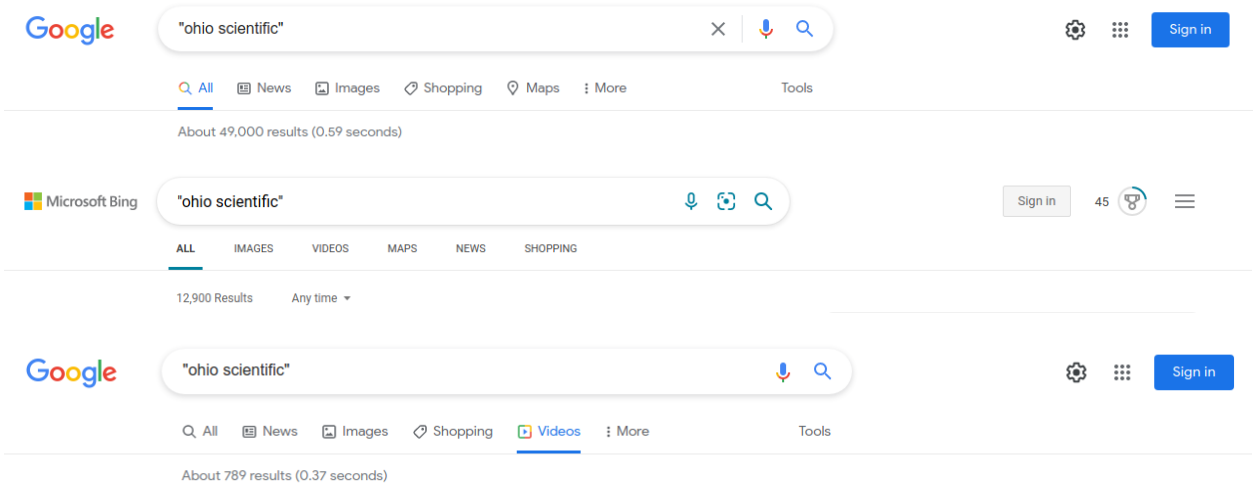


Figure 28. Search results for the Ohio Scientific.

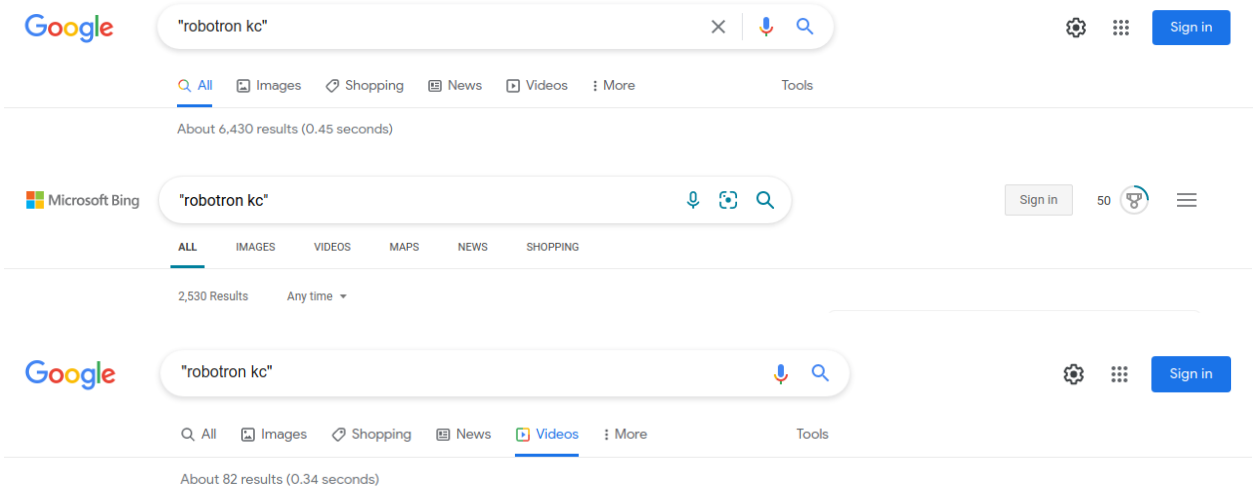


Figure 29. Search results for the Robotron KC.

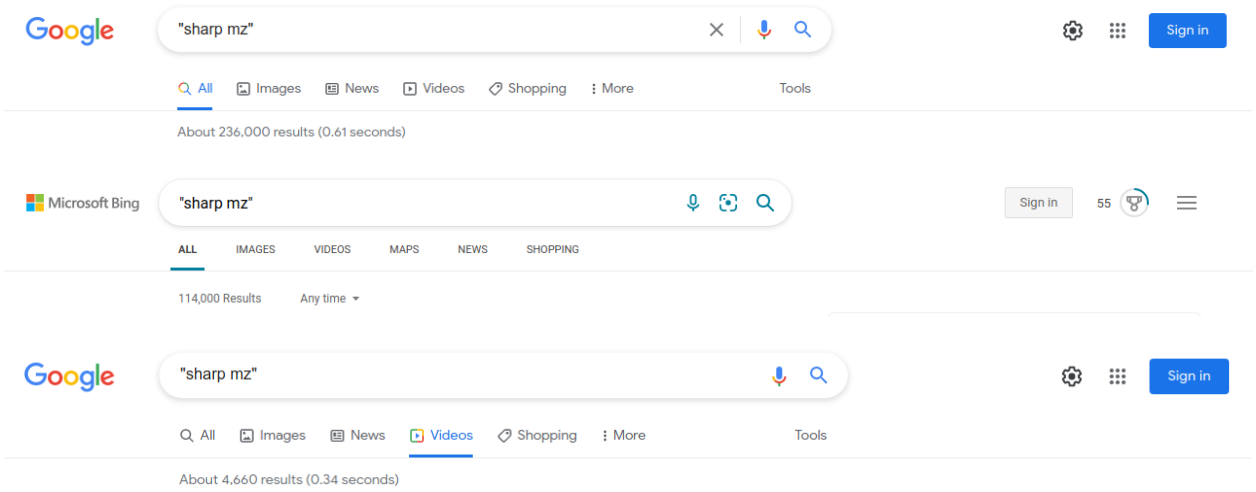


Figure 30. Search results for the Sharp MZ.

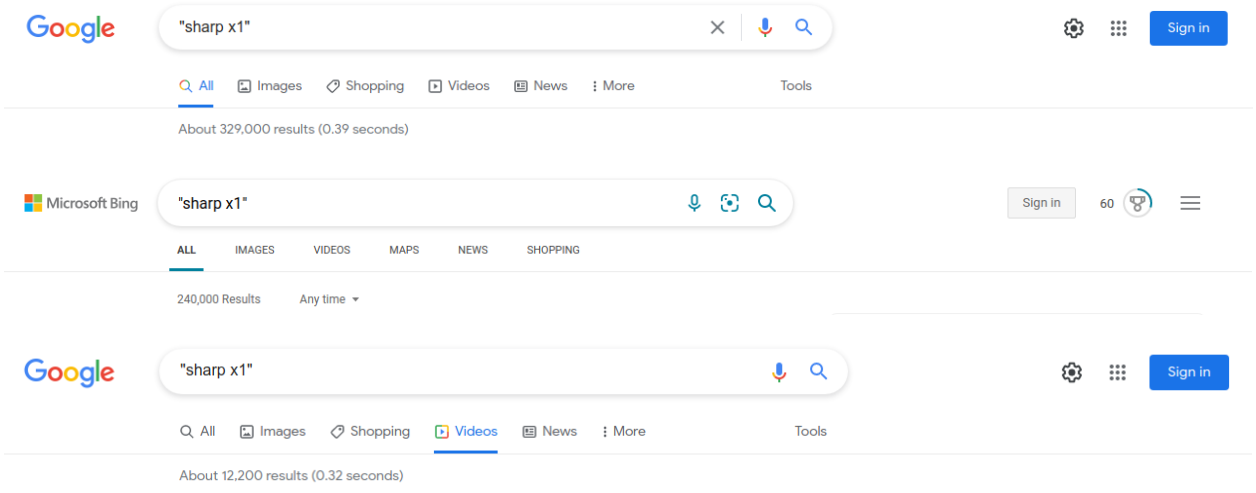


Figure 31. Search results for the Sharp X1.

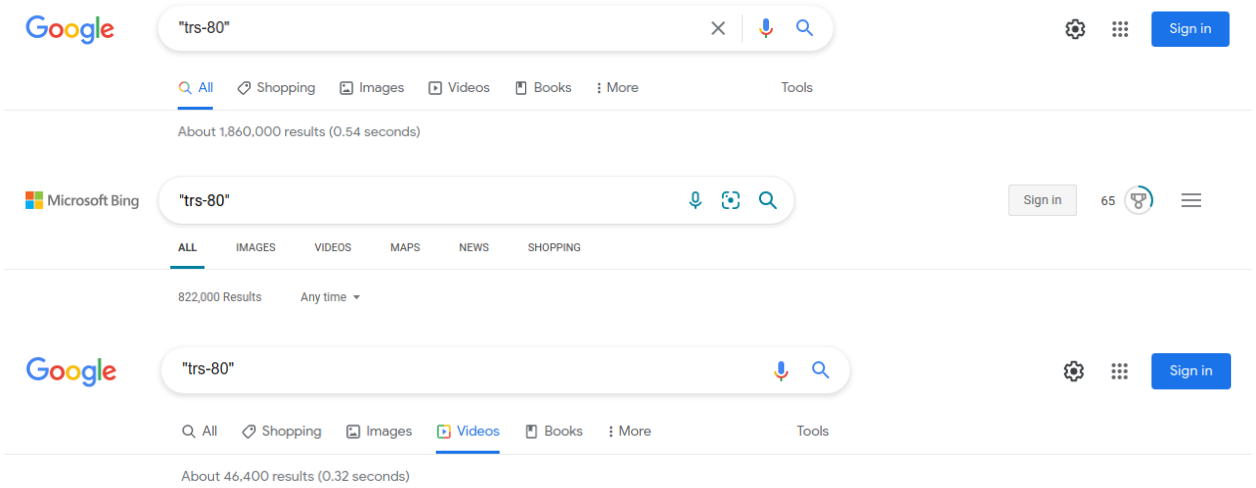


Figure 32. Search results for the TRS-80.

A. Administrative

1. Title
Proposal to add further characters from legacy computers and teletext to the UCS
2. Requester's name
Terminals Working Group (Rebecca Bettencourt et al.)
3. Requester type (Member body/Liaison/Individual contribution)
Individual contribution.
4. Submission date
2021-12-20
5. Requester’s reference (if applicable)
6. Choose one of the following:
6a. This is a complete proposal
Yes.
6b. More information will be provided later
No.

B. Technical - General

1. Choose one of the following:
1a. This proposal is for a new script (set of characters)
Yes.
1b. Proposed name of script
Symbols for Legacy Computing Supplement.
1c. The proposal is for addition of character(s) to an existing block
No.
1d. Name of the existing block
2. Number of characters in proposal
731.
3. Proposed category (A-Contemporary; B.1-Specialized (small collection); B.2-Specialized (large collection); C-Major extinct; D-Attested extinct; E-Minor extinct; F-Archaic Hieroglyphic or Ideographic; G-Obscure or questionable usage symbols)
Category B.1.
4a. Is a repertoire including character names provided?
Yes.
4b. If YES, are the names in accordance with the “character naming guidelines” in Annex L of P&P document?
Yes.
4c. Are the character shapes attached in a legible form suitable for review?
Yes.
5a. Who will provide the appropriate computerized font (ordered preference: TrueType, or PostScript format) for publishing the standard?
Rebecca Bettencourt.
5b. If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and indicate the tools used:
Rebecca Bettencourt, FontForge.
6a. Are references (to other character sets, dictionaries, descriptive texts, etc.) provided?
Yes.
6b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?
Yes.
7. Does the proposal address other aspects of character data processing (if applicable) such as input, presentation, sorting, searching, indexing, transliteration, etc. (if yes please enclose information)?
Yes.
8. Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script.
See above.

C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before? If YES, explain.
No.

2a. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?
Yes.
2b. If YES, with whom?
r/Amstrad (Amstrad CPC subreddit); Sharp MZ user community
2c. If YES, available relevant documents
3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included?
Contemporary use by specialists and hobbyists.
4a. The context of use for the proposed characters (type of use; common or rare)
Rare.
4b. Reference
5a. Are the proposed characters in current use by the user community?
Yes.
5b. If YES, where?
Worldwide, but particularly in North America, Europe, and Japan.
6a. After giving due considerations to the principles in the P&P document, must the proposed characters be entirely in the BMP?
No.
6b. If YES, is a rationale provided?
6c. If YES, reference
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?
Mostly yes, but this is not required.
8a. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?
Yes, the "outlined" digits and uppercase Latin letters can be considered presentation forms of U+0030 through U+0039 and U+0041 through U+005A, respectively.
8b. If YES, is a rationale for its inclusion provided?
Yes.
8c. If YES, reference
Included in proposal.
9a. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?
No.
9b. If YES, is a rationale for its inclusion provided?
9c. If YES, reference
10a. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character?
Yes.
10b. If YES, is a rationale for its inclusion provided?
Yes.
10c. If YES, reference
The proposal document describes new semigraphics, some of which are superficially similar to existing characters.
11a. Does the proposal include use of combining characters and/or the use of composite sequences (see clauses 4.12 and 4.14 in ISO/IEC 10646-1:2000)?
No.
11b. If YES, is a rationale for such use provided?
11c. If YES, reference
11d. Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?
11e. If YES, reference
12a. Does the proposal contain characters with any special properties such as control function or similar semantics?
No.
12b. If YES, describe in detail (include attachment if necessary)
13a. Does the proposal contain any Ideographic compatibility character(s)?
No.
13b. If YES, is the equivalent corresponding unified ideographic character(s) identified?