

Specials

Range: FFF0–FFFF

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 7.0*

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

See <http://www.unicode.org/charts/> for access to a complete list of the latest character code charts.
See <http://www.unicode.org/charts/PDF/Unicode-7.0/> for charts showing only the characters added in Unicode 7.0.
See <http://www.unicode.org/Public/7.0.0/charts/> for a complete archived file of character code charts for Unicode 7.0.

Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 7.0 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this file, please consult the appropriate sections of The Unicode Standard, Version 7.0, online at <http://www.unicode.org/versions/Unicode7.0.0/>, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, #44, and #45, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

See <http://www.unicode.org/ucd/> and <http://www.unicode.org/reports/>

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

Fonts

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

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

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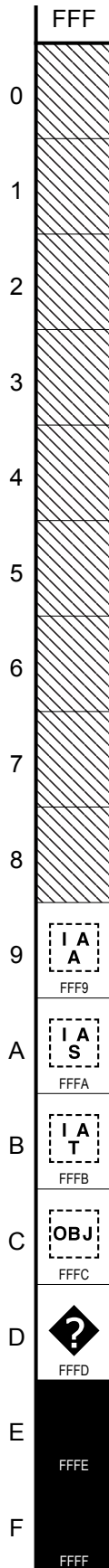
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See <http://www.unicode.org/pending/pending.html> and <http://www.unicode.org/alloc/Pipeline.html>.

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



Interlinear annotation

Used internally for Japanese Ruby (furigana), etc.





- FFF9  INTERLINEAR ANNOTATION ANCHOR
 - marks start of annotated text
- FFFA  INTERLINEAR ANNOTATION SEPARATOR
 - marks start of annotating character(s)
- FFFB  INTERLINEAR ANNOTATION TERMINATOR
 - marks end of annotation block

Replacement characters

- FFFC  OBJECT REPLACEMENT CHARACTER
 - used as placeholder in text for an otherwise unspecified object
- FFFD  REPLACEMENT CHARACTER
 - used to replace an incoming character whose value is unknown or unrepresentable in Unicode
 - compare the use of 001A  as a control character to indicate the substitute function
 - 2BD1  uncertainty sign

Noncharacters

These codes are intended for process-internal uses.

- FFFE  <not a character>
 - may be used to detect byte order by contrast with FFFF 
 - FFFF  zero width no-break space
- FFFF  <not a character>