Supplemental Arrows-A

Range: 27F0-27FF

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

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

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

Disclaimer

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

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

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

Fonts

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

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

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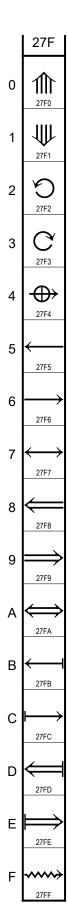
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Arrows

UPWARDS QUADRUPLE ARROW 27F0 1 → 290A 🏗 upwards triple arrow → 2B45 ∉ leftwards quadruple arrow 27F1 **DOWNWARDS QUADRUPLE ARROW** ₩ → 290B ₩ downwards triple arrow 27F2 🕥 ANTICLOCKWISE GAPPED CIRCLE ARROW → 21BA 🐧 anticlockwise open circle arrow → 2940 🖒 anticlockwise closed circle arrow 27F3 C CLOCKWISE GAPPED CIRCLE ARROW → 21BB () clockwise open circle arrow → 2941 👌 clockwise closed circle arrow 27F4 → RIGHT ARROW WITH CIRCLED PLUS → 2B32 ← left arrow with circled plus

Long arrows

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

27F6 → LONG LEFTWARDS ARROW

→ 2190 ← leftwards arrow

27F6 → LONG RIGHTWARDS ARROW

→ 2192 → rightwards arrow

27F7 ← LONG LEFT RIGHT ARROW

→ 2194 ← left right arrow

27F8 ← LONG LEFTWARDS DOUBLE ARROW

→ 21D0 ← leftwards double arrow

27F9 ⇒ LONG RIGHTWARDS DOUBLE ARROW

→ 21D2 ⇒ rightwards double arrow

27FA ← LONG LEFT RIGHT DOUBLE ARROW

27FA ←⇒ LONG LEFT RIGHT DOUBLE ARROW → 21D4 ⇔ left right double arrow 27FB ←→ LONG LEFTWARDS ARROW FROM BAR = maps from

27FC → 21A4 ← leftwards arrow from bar LONG RIGHTWARDS ARROW FROM BAR = maps to

→ 21A6 → rightwards arrow from bar

27FD ← LONG LEFTWARDS DOUBLE ARROW FROM BAR

→ 2906 ← leftwards double arrow from bar

27FE \implies LONG RIGHTWARDS DOUBLE ARROW FROM BAR

27FF LONG RIGHTWARDS SQUIGGLE ARROW

ightarrow 21DD ightarrow rightwards squiggle arrow

ightarrow 2B33 ightharpoonup long leftwards squiggle arrow

→ 2907 ⇒ rightwards double arrow from bar