Specials

Range: FFF0-FFFF

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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Interlinear annotation

Used internally for Japanese Ruby (furigana), etc.

FFF9 IA INTERLINEAR ANNOTATION ANCHOR

• marks start of annotated text

FFFA IS INTERLINEAR ANNOTATION SEPARATOR

• marks start of annotating character(s)

FFFB [INTERLINEAR ANNOTATION TERMINATOR

• marks end of annotation block

Replacement characters

FFFC OBJ 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 sub as a control character to indicate the substitute function
- → 2BD1 🗇 uncertainty sign
- → 1FBC4 ? negative squared question mark

Noncharacters

These codes are intended for process-internal uses.

FFFE (<not a character>

• may be used to detect byte order by contrast with FEFF

→ FEFF zero width no-break space

<not a character>