Unassigned

Range: 2FF80-2FFFF

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

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

See http://www.unicode.org/charts/ for access to a complete list of the latest character code charts.

See http://www.unicode.org/charts/PDF/Unicode-10.0/ for charts showing only the characters added in Unicode 10.0.

See http://www.unicode.org/Public/10.0.0/charts/ for a complete archived file of character code charts for Unicode 10.0.

Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 10.0 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this file, please consult the appropriate sections of The Unicode Standard, Version 10.0, online at http://www.unicode.org/versions/Unicode10.0.0/, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, #44, and #45, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

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

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

Fonts

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

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

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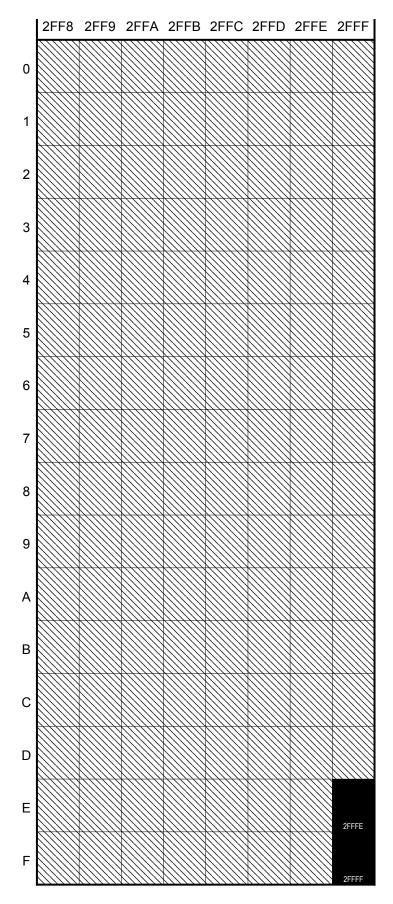
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See http://www.unicode.org/pending/pending.html and http://www.unicode.org/alloc/Pipeline.html.

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Noncharacters

These codes are intended for process-internal uses.

2FFFE <not a character>
2FFFF <not a character>