ADOBE FRAMEMAKER 8
Character Sets (Windows and UNIX)

Adobe® FrameMaker® 8 Character Sets Guide for Windows® and UNIX®.

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Contents

Adobe FrameMaker Character Sets (Windows and UNIX)

This document describes support for the Unicode character sets in Adobe® FrameMaker® 7.x and Adobe® FrameMaker® 8.

FrameMaker 8 character sets

FrameMaker 8 supports the Unicode Character Set and uses the UTF-8 encoding to provide Unicode support. For information about Unicode character sets, see www.unicode.org.

When working with a FrameMaker document on the Windows® platform, you can insert characters in different languages by using the Input Method Editor (IME) of the relevant language. To insert a specific character you can use the Windows Character Map utility (Select Programs > Accessories > System Tools > Character Map). On the UNIX® platform, you can enter characters in different languages by using the Language bar displayed at the bottom of the FrameMaker document window. For more information about Unicode support in FrameMaker 8, see help.adobe.com/en_US/FrameMaker/8.0/help.html?content=Chap3-Unicode-Support_05.html.

If a character glyph is not available for the selected font, FrameMaker displays a question mark (?) in its place. However, because FrameMaker preserves the original code point, the glyph is displayed when you apply the correct font.

Important: *To type characters in the Symbol or Dingbats font, select the desired font, and type the content.*

Because some special characters can no longer be represented by their character names in MIF 8 documents, you must enter the UTF-8 code points of such characters. For more information, see the *FrameMaker MIF Reference Guide* or the *FDK Programmer's Guide*.

FrameMaker uses code points below '\x20' (referred to as *control codes*) for internal purpose. Control codes specify how the surrounding text is formatted.

Inserting the Euro Community currency symbol

You can insert the European Community currency (Euro) symbol in FrameMaker 8 documents using the relevant IME. To open a document across multiple versions of FrameMaker, or in other, non-Unicode applications, you can use one of the following font families: Adobe Euro Monospace, Adobe Euro Sans, Adobe Euro Serif, or a Unicode font.

On Windows, the Adobe Type 1 Euro Sans, Adobe Euro Serif, and Adobe Euro Monospace font families are placed in a self-extracting executable file. To install these fonts, double-click the Eurofont.exe file located in the FrameMaker installation folder. Unzip the font files to a separate folder, and then install the unzipped fonts by opening the Control Panel and selecting > Fonts > File > Install New Fonts.

On UNIX, the Adobe Type 1 Euro Sans, Adobe Euro Serif, and Adobe Euro Monospace font families are installed automatically when FrameMaker 8 is installed.

Support for FrameMaker 7.x character sets

When you open a FrameMaker 7.x document in FrameMaker 8, font encoding is used to convert the characters to Unicode encoding.

In earlier versions of FrameMaker, if you open a document on a *platform* (operating system and locale) that is different from the one used to create it, a rectangular box appears for characters that are not available in the ANSI character set. However, because FrameMaker preserves the character codes, the correct characters appear when you re-open the document on the platform that was used to create it.

In FrameMaker 8, if you open a FrameMaker 7.x document on a platform that is different from the one used to create it, FrameMaker 8 converts the unavailable characters to Unicode on the basis of the current platform and assumes that the converted characters are displayed correctly.

FrameMaker 8 can convert only the characters that are supported by FrameMaker 7.x on the relevant platform and locale. All other characters appear as rectangular boxes.

Important: *When you open a FrameMaker 7.x document in FrameMaker 8, ensure that you use the same platform (operating system and locale) that you used to create the document. This platform requirement remains the same while saving a document as a FrameMaker 7.x file. It is recommended that users sharing content across FrameMaker 8 and FrameMaker 7.x versions, use the same platform.*

FrameMaker 7.x supports three character sets: ZapfDingbats (Dingbats), Symbol, and Standard (the platform-dependent legacy character set). Some of the keyboard shortcuts used to enter the characters from these sets continue to be supported in FrameMaker 8.

This document provides tables for each character set to list the supported keyboard shortcuts. The tables also provide hexadecimal code values. “Hex code” is used to represent each character internally.

Instructions for typing quotation marks and apostrophes assume that Smart Quotes is off. For information about Smart Quotes, see the *Adobe® FrameMaker® 8 User Guide for Windows® and UNIX®*.

FrameMaker 7.x Windows character sets

Standard character set All keyboard shortcuts are supported in FrameMaker 8

Symbol and Dingbats character set Keyboard shortcuts with a Hex code below 127 are supported in FrameMaker 8. Keyboard shortcuts with a Hex code above 127 are not supported in FrameMaker 8.

Note: *For more information, see “Standard character set” on page 7 and “Symbol and Dingbats character set” on page 14.*

FrameMaker 7.x UNIX character sets

Standard character set All keyboard shortcuts are supported in FrameMaker 8

Symbol and Dingbats character set Keyboard shortcuts with a Hex code below 127 are supported in FrameMaker 8. Keyboard shortcuts with a Hex code above 127 are not supported in FrameMaker 8.

Note: *For more information, see “Standard character set” on page 22 and “Symbol and Dingbats character set” on page 29.*

Using key sequences

Many characters are generated by a key sequence. This key sequence often uses the Control, Esc, or Meta key. This document uses the following conventions for key sequences:

Example	Action
Control+q	Holding down Control while pressing the lowercase letter *q*
Control+q Shift+a	Holding down Control while pressing the letter *q*, then releasing both keys, and then hold down Shift while pressing the letter *a*
Esc ~ Shift+a	Press and release Esc, then press and release ~ (tilde), then hold down Shift while pressing the letter *a* (In UNIX, you can also use Control+r instead of Esc)

On the Windows platform, you can also type a character in a document by using its ANSI number as described below:

1 Press the Num Lock to activate the numeric keypad.

2 Hold down the Alt key while typing the ANSI number (including the leading zero) using the keys on the numeric keypad.

For example, to enter the "questiondown" character (¿) using its ANSI number, hold down Alt while typing 0191 from the numeric keypad, and then release Alt. Be sure to include the leading zero.

The Windows character sets

The Windows character set is based on the ANSI character set, and includes some additional characters not in the ANSI set.

The tables in this section list the supported character sets, and the unsupported keyboard shortcuts in FrameMaker 7.x and FrameMaker 8 for Windows.

Standard character set for special hyphens, spaces, returns, and undisplayed characters

The following table lists the special hyphens, spaces, returns, and undisplayed characters supported in FrameMaker 7.x and FrameMaker 8:

Special hyphens, spaces, returns, and undisplayed characters						
Standard character set			**Symbol and Dingbats character set**			
Hex code	**Key or key sequence**	**Standard character set: graphic and name**	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**	**Dingbats: graphic**
\x04	Esc hyphen Shift+d or Control+hyphen	discretionary hyphen	\x04	Esc hyphen Shift+d or Control+hyphen	discretionary hyphen	
\x05	Esc n s	suppress hyphen-ation	\x05	Esc n s	suppress hyphen-ation	
\x15	Esc hyphen h	nonbreaking hyphen	\x15	Esc hyphen h	nonbreaking hyphen	
\x08	Tab	tab	\x08	Tab	tab	
\x09	Shift+Return	forced return	\x09	Shift+Return	forced return	
\x0a	Return	end of paragraph	\x0a	Return	end of paragraph	
\x10	Esc space 1 (one)	numeric space	\x10	Esc space 1 (one)	numeric space	
\x11	Esc space h or Control+space	nonbreaking space	\x11	Esc space h or Control+space	nonbreaking space	

Special hyphens, spaces, returns, and undisplayed characters							
Standard character set				**Symbol and Dingbats character set**			
Hex code	**Key or key sequence**	**Standard character set: graphic and name**		**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**	**Dingbats: graphic**
\x12	Esc space t		thin space	\x12	Esc space t	thin space	
\x13	Esc space n or Alt+Control+space		en space	\x13	Esc space n or Alt+Control+space	en space	
\x14	Esc space m or Control+Shift+space		em space	\x14	Esc space m or Control+Shift+space	em space	
\x27	Control+'	'	quotesingle	\x27	Control+'	‘ such that	'
\x60	Control+‘	`	grave	\x60	Control+'	‘ radiclex	`
\xda	Control+q Shift+z	/	fraction	\xda			
\xde	Control+q ^	Þ	Reserved	\xde			
\xdf	Control+q _	ß	Reserved	\xdf			
\xf5	Control+q u	õ	Reserved	\xf5			
\xf9	Control+q y	ù	Reserved	\xf9			
\xfa	Control+q z	ú	Reserved	\xfa			
\xfe	Control+q ~	þ	Reserved	\xfe			
\xfd	Control+q }	ý	hungarumlaut	\xfd			

Standard character set

The following table lists the standard character set supported in FrameMaker 7.x and FrameMaker 8, in their ANSI order:

Standard character set				
ANSI no.	**Hex code**	**Key or key sequence**	**Standard character set: graphic and name**	
032	\x20	space		space
033	\x21	!	!	exclaim
034	\x22	" (Smart Quotes off)	"	quotedbl
035	\x23	#	#	numbersign
036	\x24	$	$	dollar
037	\x25	%	%	percent
038	\x26	&	&	ampersand
040	\x28	(	(	parenleft
041	\x29	)	)	parenright
042	\x2a	*	*	asterisk
043	\x2b	+	+	plus

Standard character set				
ANSI no.	**Hex code**	**Key or key sequence**	**Standard character set: graphic and name**	
044	\x2c	, (comma)	,	comma
045	\x2d	- (hyphen)	-	hyphen
046	\x2e	. (period)	.	period
047	\x2f	/	/	slash
048	\x30	0	0	zero
049	\x31	1	1	one
050	\x32	2	2	two
051	\x33	3	3	three
052	\x34	4	4	four
053	\x35	5	5	five
054	\x36	6	6	six
055	\x37	7	7	seven
056	\x38	8	8	eight
057	\x39	9	9	nine
058	\x3a	:	:	colon
059	\x3b	;	;	semicolon
060	\x3c	<	<	less
061	\x3d	=	=	equal
062	\x3e	>	>	greater
063	\x3f	?	?	question
064	\x40	@	@	at
065	\x41	A	A	A
066	\x42	B	B	B
067	\x43	C	C	C
068	\x44	D	D	D
069	\x45	E	E	E
070	\x46	F	F	F
071	\x47	G	G	G
072	\x48	H	H	H
073	\x49	I	I	I
074	\x4a	J	J	J
075	\x4b	K	K	K

Standard character set				
ANSI no.	**Hex code**	**Key or key sequence**	**Standard character set: graphic and name**	
076	\x4c	L	L	L
077	\x4d	M	M	M
078	\x4e	N	N	N
079	\x4f	O	O	O
080	\x50	P	P	P
081	\x51	Q	Q	Q
082	\x52	R	R	R
083	\x53	S	S	S
084	\x54	T	T	T
085	\x55	U	U	U
086	\x56	V	V	V
087	\x57	W	W	W
088	\x58	X	X	X
089	\x59	Y	Y	Y
090	\x5a	Z	Z	Z
091	\x5b	[	[	bracketleft
092	\x5c	\	\	backslash
093	\x5d	]	]	bracketright
094	\x5e	^	^	asciicircum
095	\x5f	_(underscore)	_	underscore
097	\x61	a	a	a
098	\x62	b	b	b
099	\x63	c	c	c
0100	\x64	d	d	d
0101	\x65	e	e	e
0102	\x66	f	f	f
0103	\x67	g	g	g
0104	\x68	h	h	h
0105	\x69	i	i	i
0106	\x6a	j	j	j
0107	\x6b	k	k	k
0108	\x6c	l	l	l

Standard character set				
ANSI no.	**Hex code**	**Key or key sequence**	**Standard character set: graphic and name**	
0109	\x6d	m	m	m
0110	\x6e	n	n	n
0111	\x6f	o	o	o
0112	\x70	p	p	p
0113	\x71	q	q	q
0114	\x72	r	r	r
0115	\x73	s	s	s
0116	\x74	t	t	t
0117	\x75	u	u	u
0118	\x76	v	v	v
0119	\x77	w	w	w
0120	\x78	x	x	x
0121	\x79	y	y	y
0122	\x7a	z	z	z
0123	\x7b	{	{	braceleft
0124	\x7c	|	|	bar
0125	\x7d	}	}	braceright
0126	\x7e	~	~	asciitilde
0130	\xe2	Control+q b	‚	quotesinglbase
0131	\xc4	Control+q Shift+d	ƒ	florin
0132	\xe3	Control+q c	„	quotedblbase
0133	\xc9	Control+q Shift+i)	…	ellipsis
0134	\xa0	Control+q space	†	dagger
0135	\xe0	Control+q `	‡	daggerdbl
0136	\xf6	Control+q v	ˆ	circumflex
0137	\xe4	Control+q d	‰	perthousand
0138	\xb3	Control+q 3	š	Reserved
0139	\xdc	Control+q \	‹	guilsinglleft
0140	\xce	Control+q Shift+n	Œ	OE
0145	\xd4	Control+q Shift+t or `	‘	quoteleft

Standard character set				
ANSI no.	**Hex code**	**Key or key sequence**	**Standard character set: graphic and name**	
0146	\xd5	Control+q Shift+u	’	quoteright
0147	\xd2	Alt+Control+` or Control+q Shift+r	“	quotedblleft
0148	\xd3	Control+Alt+' or Control+q Shift+s	”	quotedblright
0149	\xa5	Control+q %	•	bullet
0150	\xd0	Control+q Shift+p	–	endash
0151	\xd1	Control+q Shift+q	—	emdash
0152	\xf7	Control+q w	~	tilde
0153	\xaa	Control+q *	™	trademarkserif
0154	\xf0	Control+q p	š	Reserved
0155	\xdd	Control+q]	›	guilsinglright
0156	\xcf	Control+q Shift+o	œ	oe
0159	\xd9	Esc % Shift+y	Ÿ	Ydieresis
0161	\xc1	Control+q Shift+a	¡	exclaimdown
0162	\xa2	Control+q "	¢	cent
0163	\xa3	Control+q #	£	sterling
0164	\xdb	Control+q [	¤	currency
0165	\xb4	Control+q 4	¥	yen
0166	\xad	Control+q hyphen	¦	pipe
0167	\xa4	Control+q $	§	section
0168	\xac	Control+q , (comma)	¨	dieresis
0169	\xa9	Control+q)	©	copyrightserif
0170	\xbb	Control+q ;	ª	ordfeminine
0171	\xc7	Control+q Shift+g	«	guillemetleft
0172	\xc2	Control+q Shift+b	¬	logicalnot
0173	\x2d	- (hyphen)	-	hyphen
0174	\xa8	Control+q (	®	registerserif
0175	\xf8	Control+q x	¯	macron
0176	\xfb	Control+q {	°	ring
0177	\xb1	Control+q 1	±	plusminus
0178	\xb7	Control+q 7	2	Reserved

Standard character set				
ANSI no.	**Hex code**	**Key or key sequence**	**Standard character set: graphic and name**	
0179	\xb8	Control+q 8	³	Reserved
0180	\xab	Control+q +	´	acute
0181	\xb5	Control+q 5	µ	Reserved
0182	\xa6	Control+q &	¶	paragraph
0183	\xe1	Control+q a	·	periodcentered
0184	\xfc	Control+q ¦	¸	cedilla
0185	\xb6	Control+q 6	¹	Reserved
0186	\xbc	Control+q <	º	ordmasculine
0187	\xc8	Control+q Shift+h	»	guillemetright
0188	\xb9	Control+q 9	¼	Reserved
0189	\xba	Control+q :	½	Reserved
0190	\xbd	Control+q =	¾	Reserved
0191	\xc0	Control+q @	¿	questiondown
0192	\xcb	Esc ` Shift+a	À	Agrave
0193	\xe7	Esc ' Shift+a	Á	Aacute
0194	\xe5	Esc ^ Shift+a	Â	Acircumflex
0195	\xcc	Esc ~ Shift+a	Ã	Atilde
0196	\x80	Esc % Shift+a	Ä	Adieresis
0197	\x81	Esc * Shift+a	Å	Aring
0198	\xae	Control+q . (period)	Æ	AE
0199	\x82	Esc comma Shift+c	Ç	Ccedilla
0200	\xe9	Esc ` Shift+e	È	Egrave
0201	\x83	Esc ' Shift+e	É	Eacute
0202	\xe6	Esc ^ Shift+e	Ê	Ecircumflex
0203	\xe8	Esc % Shift+e	Ë	Edieresis
0204	\xed	Esc ` Shift+i	Ì	Igrave
0205	\xea	Esc ' Shift+i	Í	Iacute
0206	\xeb	Esc ^ Shift+i	Î	Icircumflex
0207	\xec	Esc % Shift+i	Ï	Idieresis
0208	\xc3	Control+q Shift+c	Ð	Reserved
0209	\x84	Esc ~ Shift+n	Ñ	Ntilde
0210	\xf1	Esc ` Shift+o	Ò	Ograve

Standard character set				
ANSI no.	**Hex code**	**Key or key sequence**	**Standard character set: graphic and name**	
0211	\xee	Esc ' Shift+o	Ó	Oacute
0212	\xef	Esc ^ Shift+o	Ô	Ocircumflex
0213	\xcd	Esc ~ Shift+o	Õ	Otilde
0214	\x85	Esc % Shift+o	Ö	Odieresis
0215	\xb0	Control+q zero	×	Reserved
0216	\xaf	Control+q /	Ø	Oslash
0217	\xf4	Esc ` Shift+u	Ù	Ugrave
0218	\xf2	Esc ' Shift+u	Ú	Uacute
0219	\xf3	Esc ^ Shift+u	Û	Ucircumflex
0220	\x86	Esc % Shift+u	Ü	Udieresis
0221	\xc5	Control+q Shift+e	Ý	Reserved
0222	\xd7	Control+q Shift+w	Þ	Reserved
0223	\xa7	Control+q '	ß	germandbls
0224	\x88	Esc ` a	à	agrave
0225	\x87	Esc ' a	á	aacute
0226	\x89	Esc ^ a	â	acircumflex
0227	\x8b	Esc ~ a	ã	atilde
0228	\x8a	Esc % a	ä	adieresis
0229	\x8c	Esc * a	å	aring
0230	\xbe	Control+q >	æ	ae
0231	\x8d	Esc comma c	ç	ccedilla
0232	\x8f	Esc ` e	è	egrave
0233	\x8e	Esc ' e	é	eacute
0234	\x90	Esc ^ e	ê	ecircumflex
0235	\x91	Esc % e	ë	edieresis
0236	\x92	Esc ` i	ì	igrave
0237	\x93	Esc ' i	í	iacute
0238	\x94	Esc ^ i	î	icircumflex
0239	\x95	Esc % i	ï	idieresis
0240	\xb2	Control+q 2	ð	Reserved
0241	\x96	Esc ~ n	ñ	ntilde
0242	\x98	Esc ` o	ò	ograve

Standard character set				
ANSI no.	**Hex code**	**Key or key sequence**	**Standard character set: graphic and name**	
0243	\x97	Esc ' o	ó	oacute
0244	\x99	Esc ^ o	ô	ocircumflex
0245	\x9b	Esc ~ o	õ	otilde
0246	\x9a	Esc % o	ö	odieresis
0247	\xd6	Control+q Shift+v	÷	Reserved
0248	\xbf	Control+q ?	ø	oslash
0249	\x9d	Esc ` u	ù	ugrave
0250	\x9c	Esc ' u	ú	uacute
0251	\x9e	Esc ^ u	û	ucircumflex
0252	\x9f	Esc % u	ü	udieresis
0253	\xc6	Control+q Shift+f	ý	Reserved
0254	\xca	Control+q Shift+j	þ	Reserved
0255	\xd8	Esc % y	ÿ	ydieresis

Symbol and Dingbats character set

The following table lists the Symbol and Dingbats character set supported in FrameMaker 7.x, in their Hex order. These shortcuts continue to be supported in FrameMaker 8:

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
032	\x20	space		space	
033	\x21	Shift+!	!	exclaim	✁
034	\x22	Shift+"	∀	universal	✂
035	\x23	Shift+#	#	numbersign	✃
036	\x24	Shift+$	∃	existential	✄
037	\x25	Shift+%	%	percent	☎
038	\x26	Shift+&	&	ampersand	✆
040	\x28	Shift+(	(	parenleft	✈
041	\x29	Shift+)	)	parenright	✉
042	\x2a	Shift+*	*	asteriskmath	☛
043	\x2b	Shift++	+	plus	☞
044	\x2c	, (comma)	,	comma	✌
045	\x2d	- (hyphen)	–	hyphen	✍

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
046	\x2e	. (period)	.	period	✎
047	\x2f	/	/	slash	✏
048	\x30	0	0	zero	✐
049	\x31	1	1	one	✑
050	\x32	2	2	two	✒
051	\x33	3	3	three	✓
052	\x34	4	4	four	✔
053	\x35	5	5	five	×
054	\x36	6	6	six	✖
055	\x37	7	7	seven	✗
056	\x38	8	8	eight	✘
057	\x39	9	9	nine	✙
058	\x3a	:	:	colon	✚
059	\x3b	;	;	semicolon	✛
060	\x3c	, (comma)	<	less	✜
061	\x3d	=	=	equal	†
062	\x3e	>	>	greater	✞
063	\x3f	?	?	question	✟
064	\x40	@	≅	congruent	✠
065	\x41	A	Α	Alpha	✡
066	\x42	B	Β	Beta	✢
067	\x43	C	Χ	Chi	✣
068	\x44	D	Δ	Delta	✤
069	\x45	E	Ε	Epsilon	✥
070	\x46	F	Φ	Phi	✦
071	\x47	G	Γ	Gamma	✧
072	\x48	H	Η	Eta	★
073	\x49	I	Ι	Iota	☆
074	\x4a	J	ϑ	Theta1	✪
075	\x4b	K	Κ	Kappa	✫
076	\x4c	L	Λ	Lambda	✬
077	\x4d	M	Μ	Mu	✭

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
078	\x4e	N	Ν	Nu	✯
079	\x4f	O	Ο	Omicron	✰
080	\x50	P	Π	Pi	✱
081	\x51	Q	Θ	Theta	✲
082	\x52	R	Ρ	Rho	✳
083	\x53	S	Σ	Sigma	✴
084	\x54	T	Τ	Tau	✵
085	\x55	U	Υ	Upsilon	✶
086	\x56	V	ς	Sigma1	✷
087	\x57	W	Ω	Omega	✸
088	\x58	X	Ξ	Xi	✹
089	\x59	Y	Ψ	Psi	✺
090	\x5a	Z	Ζ	Zeta	✻
091	\x5b	[	[	bracketleft	✼
092	\x5c	\	∴	therefore	✽
093	\x5d	]	]	bracketright	✾
094	\x5e	^	⊥	perpendicular	✿
095	\x5f	_(underscore)	_	underscore	❀
097	\x61	a	α	alpha	❁
098	\x62	b	β	beta	❂
099	\x63	c	χ	chi	❃
100	\x64	d	δ	delta	❄
101	\x65	e	ε	epsilon	❅
102	\x66	f	ϕ	phi	❆
103	\x67	g	γ	gamma	❇
104	\x68	h	η	eta	❈
105	\x69	i	ι	iota	❉
106	\x6a	j	φ	phil	❊
107	\x6b	k	κ	kappa	❋
108	\x6c	l	λ	lambda	●
109	\x6d	m	μ	mu	❍
110	\x6e	n	ν	nu	■

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
111	\x6f	o	ο	omicron	❑
112	\x70	p	π	pi	❒
113	\x71	q	θ	theta	❑
114	\x72	r	ρ	rho	❒
115	\x73	s	σ	sigma	▲
116	\x74	t	τ	tau	▼
117	\x75	u	υ	upsilon	◆
118	\x76	v	ϖ	omega1	❖
119	\x77	w	ω	omega	◗
120	\x78	x	ξ	xi	❙
121	\x79	y	ψ	psi	❙
122	\x7a	z	ζ	zeta	❚
123	\x7b	{	{	braceleft	❛
124	\x7c	|	|	bar	❜
125	\x7d	}	}	braceright	❝
126	\x7e	~	~	similar	❞

Unsupported keyboard shortcuts for the Symbol and Dingbats character set in FrameMaker 8

The following table lists the Symbol and Dingbats character set supported in FrameMaker 7.x. In FrameMaker 8, you can insert the corresponding Unicode characters, but the keyboard shortcuts are no longer supported:

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
0130				Reserved	
0131				Reserved	
0132				Reserved	
0133				Reserved	
0134			€	Reserved	
0135				Reserved	
0136				Reserved	
0137				Reserved	
0138				Reserved	
0139				Reserved	
0140				Reserved	

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
0145				Reserved	
0146				Reserved	
0147				Reserved	
0148				Reserved	
0149				Reserved	
0150				Reserved	
0151				Reserved	
0152				Reserved	
0153				Reserved	
0154				Reserved	
0155				Reserved	
0156				Reserved	
0159				Reserved	
0161	\xa1	Control+q !	ϒ	Upsilon1	❡
0162	\xa2	Control+q "	′	minute	❢
0162	\xa3	Control+q #	≤	lessequal	❣
0164	\xa4	Control+q $	⁄	fraction	❤
0165	\xa5	Control+q %	∞	infinity	❥
0166	\xa6	Control+q &	*ƒ*	florin	❦
0167	\xa7	Control+q '	♣	club	❧
0168	\xa8	Control+q (	♦	diamond	♣
0169	\xa9	Control+q)	♥	heart	♦
0170	\xaa	Control+q *	♠	spade	♥
0171	\xab	Control+q +	↔	arrowboth	♠
0172	\xac	Control+q ,	←	arrowleft	①
0173	\xad	Control+q -	↑	arrowup	✍
0174	\xae	Control+q .	→	arrowright	③
0175	\xaf	Control+q /	↓	arrowdown	④
0176	\xb0	Control+q 0	°	degree	⑤
0177	\xb1	Control+q 1	±	plusminus	⑥
0178	\xb2	Control+q 2	″	second	⑦
0179	\xb3	Control+q 3	≥	greaterequal	⑧

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
0180	\xb4	Control+q 4	×	multiply	⑨
0181	\xb5	Control+q 5	∝	proportional	⑩
0182	\xb6	Control+q 6	∂	partialdiff	❶
0183	\xb7	Control+q 7	•	bullet	❷
0184	\xb8	Control+q 8	÷	divide	❸
0185	\xb9	Control+q 9	≠	notequal	❹
0186	\xba	Control+q :	≡	equivalence	❺
0187	\xbb	Control+q ;	≈	approxequal	❻
0188	\xbc	Control+q <	…	ellipsis	❼
0189	\xbd	Control+q =	|	arrowvertex	❽
0190	\xbe	Control+q >	—	arrowhorizex	❾
0191	\xbf	Control+q ?	↵	carriagereturn	❿
0192	\xc0	Control+q @	ℵ	aleph	①
0193	\xc1	Control+q Shift+a	ℑ	Ifraktur	②
0194	\xc2	Control+q Shift+b	ℜ	Rfraktur	③
0195	\xc3	Control+q Shift+c	℘	weierstrass	④
0196	\xc4	Control+q Shift+d	⊗	circlemultiply	⑤
0197	\xc5	Control+q Shift+e	⊕	circleplus	⑥
0198	\xc6	Control+q Shift+f	∅	emptyset	⑦
0199	\xc7	Control+q Shift+g	∩	intersection	⑧
0200	\xc8	Control+q Shift+h	∪	union	⑨
0201	\xc9	Control+q Shift+i	⊃	propersuperset	⑩
0202	\xca	Control+q Shift+j	⊇	reflexsuperset	❶
0203	\xcb	Esc ` Shift+a	⊄	notsubset	❷

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
0204	\xcc	Esc ~ Shift+a	⊂	propersubset	❸
0205	\xcd	Esc ~ Shift+o	⊆	reflexsubset	❹
0206	\xce	Control+q Shift+n	∈	element	❺
0207	\xcf	Control+q Shift+o	∉	notelement	❻
0208	\xd0	Control+q Shift+p	∠	angle	❼
0209	\xd1	Control+q Shift+q	∇	gradient	❽
0210	\xd2	Control+q Shift+r	®	registerserif	❾
0211	\xd3	Control+q Shift+s	©	copyrightserif	❿
0212	\xd4	Control+q Shift+t	™	trademarkserif	➔
0213	\xd5	Control+q Shift+u	∏	product	→
0214	\xd6	Control+q Shift+v	√	radical	↔
0215	\xd7	Control+q Shift+w	·	dotmath	↕
0216	\xd8	Esc % y	¬	logicalnot	➘
0217	\xd9	Esc % Shift+y	∧	logicaland	➙
0218	\xda	Control+q Shift+z	∨	logicalor	➚
0219	\xdb	Control+q [	⇔	arrowdblboth	➛
0220	\xdc	Control+q \	⇐	arrowdblleft	➜
0221	\xdd	Control+q]	⇑	arrowdblup	→
0222	\xde	Control+q ^	⇒	arrowdblright	➞
0223	\xdf	Control+q _	⇓	arrowdbldown	➟
0224	\xe0	Control+q `	◊	lozenge	➠
0225	\xe1	Control+q a	〈	angleleft	➡
0226	\xe2	Control+q b	®	registersans	➢

Symbol and Dingbats character set					
ANSI no.	**Hex code**	**Key or key sequence**	**Symbol set: graphic and name**		**Dingbats: graphic**
0227	\xe3	Control+q c	©	copyrightsans	➢
0228	\xe4	Control+q d	™	trademarksans	➤
0229	\xe5	Esc ^ Shift+a	∑	summation	➥
0230	\xe6	Esc ^ Shift+e	⎛	parenlefttp	➦
0231	\xe7	Esc ' Shift+a	⎜	parenleftex	➧
0232	\xe8	Esc % Shift+e	⎝	parenleftbt	➨
0233	\xe9	Esc ` Shift+e	⎡	bracketlefttp	➩
0234	\xea	Esc ' Shift+i	⎢	bracketleftex	➪
0235	\xeb	Esc ^ Shift+i	⎣	bracketleftbt	➫
0236	\xec	Esc % Shift+i	⎧	bracelefttp	➬
0237	\xed	Esc ` Shift+i	⎨	braceleftmid	➭
0238	\xee	Esc ' Shift+o	⎩	braceleftbt	➮
0239	\xef	Esc ^ Shift+o	⎪	braceex	➯
0240	\xf0			Reserved	
0241	\xf1	Esc ` Shift+o	〉	angleright	➱
0242	\xf2	Esc ' Shift+u	∫	integral	➲
0243	\xf3	Esc ^ Shift+u	⌠	integraltp	➳
0244	\xf4	Esc ` Shift+u	⎮	integralex	➴
0245	\xf5	Control+q u	⌡	integralbt	➵
0246	\xf6	Control+q v	⎞	parenrighttp	➶
0247	\xf7	Control+q w	⎟	parenrightex	➷
0248	\xf8	Control+q x	⎠	parenrightbt	➸
0249	\xf9	Control+q y	⎤	bracketrighttp	➹
0250	\xfa	Control+q z	⎥	bracketrightex	➺
0251	\xfb	Control+q {	⎦	bracketrightbt	➻
0252	\xfc	Control+q ¦ (pipe)	⎫	bracerighttp	➼
0253	\xfd	Control+q }	⎬	bracerightmid	➽
0254	\xfe	Control+q ~	⎭	bracerightbt	➾
0255					

The UNIX character sets in FrameMaker 8

The UNIX character set is based on the Frame Roman character set.

In the following tables, where you can use either of two keystroke sequences to type a character, the sequences are separated by a comma. To assign special characters to simpler key sequences, use the macro capability described in the FrameMaker User Guide.

The tables in this section list the supported character sets, and the unsupported keyboard shortcuts in FrameMaker 7.x and FrameMaker 8 for UNIX.

Standard character set

The following table lists the standard character set supported in FrameMaker 7.x and FrameMaker 8, in their Hex order:

Hex code	Key or key sequence	Standard character set: graphic and name	
\x04	Esc hyphen Shift+d, Control+hyphen		discretionary hyphen
\x05	Esc n s, Meta+_		suppress hyphenation
\x06			automatic hyphen
\x08	Tab		tab
\x09	Meta+Return, Meta+m, Shift+Return, Control+j		forced return
\x0a	Return		end of paragraph
\x0b			end of flow
\x10	Esc space 1 (one)		numeric space
\x11	Esc space h, Control+space		nonbreaking space
\x12	Esc space t		thin space
\x13	Esc space n		en space
\x14	Esc space m		em space
\x15	Esc hyphen h, Meta+hyphen		nonbreaking hyphen
\x20	space		space
\x21	!	!	exclaim
\x22	" (with Smart Quotes off), Control+"	"	quotedbl
\x23	#	#	numbersign
\x24	$	$	dollar
\x25	%	%	percent
\x26	&	&	ampersand
\x27	Control+'	'	quotesingle
\x28	(	(	parenleft
\x29	)	)	parenright
\x2a	*	*	asterisk
\x2b	+	+	plus

Hex code	Key or key sequence	Standard character set: graphic and name	
\x2c	comma	,	comma
\x2d	hyphen	-	hyphen
\x2e	period	.	period
\x2f	/	/	slash
\x30	0 (zero)	0	zero
\x31	1 (one)	1	one
\x32	2	2	two
\x33	3	3	three
\x34	4	4	four
\x35	5	5	five
\x36	6	6	six
\x37	7	7	seven
\x38	8	8	eight
\x39	9	9	nine
\x3a	:	:	colon
\x3b	;	;	semicolon
\x3c	<	<	less
\x3d	=	=	equal
\x3e	>	>	greater
\x3f	?	?	question mark
\x40	@	@	at
\x41	A	A	A
\x42	B	B	B
\x43	C	C	C
\x44	D	D	D
\x45	E	E	E
\x46	F	F	F
\x47	G	G	G
\x48	H	H	H
\x49	I	I	I
\x4a	J	J	J
\x4b	K	K	K
\x4c	L	L	L

Hex code	Key or key sequence	Standard character set: graphic and name	
\x4d	M	M	M
\x4e	N	N	N
\x4f	O	O	O
\x50	P	P	P
\x51	Q	Q	Q
\x52	R	R	R
\x53	S	S	S
\x54	T	T	T
\x55	U	U	U
\x56	V	V	V
\x57	W	W	W
\x58	X	X	X
\x59	Y	Y	Y
\x5a	Z	Z	Z
\x5b	[	[	bracketleft
\x5c	\	\	backslash
\x5d	]	]	bracketright
\x5e	^	^	asciicircum
\x5f	_	_	underscore
\x60	Control+`	`	grave
\x61	a	a	a
\x62	b	b	b
\x63	c	c	c
\x64	d	d	d
\x65	e	e	e
\x66	f	f	f
\x67	g	g	g
\x68	h	h	h
\x69	i	i	i
\x6a	j	j	j
\x6b	k	k	k
\x6c	l	l	l
\x6d	m	m	m

Hex code	Key or key sequence	Standard character set: graphic and name	
\x6e	n	n	n
\x6f	o	o	o
\x70	p	p	p
\x71	q	q	q
\x72	r	r	r
\x73	s	s	s
\x74	t	t	t
\x75	u	u	u
\x76	v	v	v
\x77	w	w	w
\x78	x	x	x
\x79	y	y	y
\x7a	z	z	z
\x7b	{	{	braceleft
\x7c	| (bar)	|	bar
\x7d	}	}	braceright
\x7e	~	~	asciitilde
\x7f			Reserved
\x80	Esc % Shift+a	Ä	Adieresis
\x81	Esc * Shift+a	Å	Aring
\x82	Esc comma Shift+c	Ç	Ccedilla
\x83	Esc ' Shift+e	É	Eacute
\x84	Esc ~ Shift+n	Ñ	Ntilde
\x85	Esc % Shift+o	Ö	Odieresis
\x86	Esc % Shift+u	Ü	Udieresis
\x87	Esc ' a	á	aacute
\x88	Esc ` a	à	agrave
\x89	Esc ^ a	â	acircumflex
\x8a	Esc % a	ä	adieresis
\x8b	Esc ~ a	ã	atilde
\x8c	Esc * a	å	aring
\x8d	Esc comma c	ç	ccedilla
\x8e	Esc ' e	é	eacute

Hex code	Key or key sequence	Standard character set: graphic and name	
\x8f	Esc ` e	è	egrave
\x90	Esc ^ e	ê	ecircumflex
\x91	Esc % e	ë	edieresis
\x92	Esc ' i	í	iacute
\x93	Esc ` i	ì	igrave
\x94	Esc ^ i	î	icircumflex
\x95	Esc % i	ï	idieresis
\x96	Esc ~ n	ñ	ntilde
\x97	Esc ' o	ó	oacute
\x98	Esc ` o	ò	ograve
\x99	Esc ^ o	ô	ocircumflex
\x9a	Esc % o	ö	odieresis
\x9b	Esc ~ o	õ	otilde
\x9c	Esc ' u	ú	uacute
\x9d	Esc ` u	ù	ugrave
\x9e	Esc ^ u	û	ucircumflex
\x9f	Esc % u	ü	udieresis
\xa0	Control+q space	†	dagger
\xa1	Control+q !		Reserved
\xa2	Control+q "	¢	cent
\xa3	Control+q #	£	sterling
\xa4	Control+q $	§	section
\xa5	Control+q %, Meta+period	•	bullet
\xa6	Control+q &	¶	paragraph
\xa7	Control+q '	ß	germandbls
\xa8	Control+q (	®	registerserif
\xa9	Control+q)	©	copyrightserif
\xaa	Control+q *	™	trademarkserif
\xab	Control+q +	´	acute
\xac	Control+q comma	¨	dieresis
\xad	Control+q hyphen		Reserved
\xae	Control+q period	Æ	AE
\xaf	Control+q /	Ø	Oslash

Hex code	Key or key sequence	Standard character set: graphic and name	
\xb0	Control+q zero		Reserved
\xb1	Control+q 1 (one)		Reserved
\xb2	Control+q 2		Reserved
\xb3	Control+q 3		Reserved
\xb4	Control+q 4	¥	yen
\xb5	Control+q 5		Reserved
\xb6	Control+q 6		Reserved
\xb7	Control+q 7		Reserved
\xb8	Control+q 8		Reserved
\xb9	Control+q 9		Reserved
\xba	Control+q :		Reserved
\xbb	Control+q ;	ª	ordfeminine
\xbc	Control+q <	º	ordmasculine
\xbd	Control+q =		Reserved
\xbe	Control+q >	æ	ae
\xbf	Control+q ?	æ	oslash
\xc0	Control+q @	¿	questiondown
\xc1	Control+q Shift+a	¡	exclaimdown
\xc2	Control+q Shift+b	¬	logicalnot
\xc3	Control+q Shift+c		Reserved
\xc4	Control+q Shift+d	ƒ	florin
\xc5	Control+q Shift+e		Reserved
\xc6	Control+q Shift+f		Reserved
\xc7	Control+q Shift+g	«	guillemetleft
\xc8	Control+q Shift+h	»	guillemetright
\xc9	Control+q Shift+i	…	ellipsis
\xca	Control+q Shift+j		Reserved
\xcb	Esc ` Shift+a	À	Agrave
\xcc	Esc ~ Shift+a	Ã	Atilde
\xcd	Esc ~ Shift+o	Õ	Otilde
\xce	Control+q Shift+n	Œ	OE
\xcf	Control+q Shift+o	œ	oe
\xd0	Control+q Shift+p	–	endash

Hex code	Key or key sequence	Standard character set: graphic and name	
\xd1	Control+q Shift+q	—	emdash
\xd2	Control+q Shift+r, Meta+`	“	quotedblleft
\xd3	Control+q Shift+s, Meta+'	”	quotedblright
\xd4	Control+q Shift+t, `	‘	quoteleft
\xd5	Control+q Shift+u	’	quoteright
\xd6	Control+q Shift+v		Reserved
\xd7	Control+q Shift+w		Reserved
\xd8	Esc % y	ÿ	ydieresis
\xd9	Esc % Shift+y	Ÿ	Ydieresis
\xda	Control+q Shift+z	⁄	fraction
\xdb	Control+q [	¤	currency
\xdc	Control+q \	‹	guilsinglleft
\xdd	Control+q]	›	guilsinglright
\xde	Control+q ^	fi	fi
\xdf	Control+q _	fl	fl
\xe0	Control+q `	‡	daggerdbl
\xe1	Control+q a	·	periodcentered
\xe2	Control+q b	‚	quotesinglbase
\xe3	Control+q c	„	quotedblbase
\xe4	Control+q d	‰	perthousand
\xe5	Esc ^ Shift+a	Â	Acircumflex
\xe6	Esc ^ Shift+e	Ê	Ecircumflex
\xe7	Esc ' Shift+a	Á	Aacute
\xe8	Esc % Shift+e	Ë	Edieresis
\xe9	Esc ` Shift+e	È	Egrave
\xea	Esc ' Shift+i	Í	Iacute
\xeb	Esc ^ Shift+i	Î	Icircumflex
\xec	Esc % Shift+i	Ï	Idieresis
\xed	Esc ` Shift+i	Ì	Igrave
\xee	Esc ' Shift+o	Ó	Oacute
\xef	Esc ^ Shift+o	Ô	Ocircumflex
\xf0			Reserved
\xf1	Esc ` Shift+o	Ò	Ograve

Hex code	Key or key sequence	Standard character set: graphic and name	
\xf2	Esc ' Shift+u	Ú	Uacute
\xf3	Esc ^ Shift+u	Û	Ucircumflex
\xf4	Esc ` Shift+u	Ù	Ugrave
\xf5	Control+q u	ı	dotlessi
\xf6	Control+q v	ˆ	circumflex
\xf7	Control+q w	˜	tilde
\xf8	Control+q x	¯	macron
\xf9	Control+q y	˘	breve
\xfa	Control+q z	˙	dotaccent
\xfb	Control+q {	°	ring
\xfc	Control+q | (bar)	¸	cedilla
\xfd	Control+q }	˝	hungarumlaut
\xfe	Control+q ~	˛	ogonek

Symbol and Dingbats character set

The following table lists the Symbol and Dingbats character set supported in FrameMaker 7.x, in their Hex order. These shortcuts continue to be supported in FrameMaker 8:

Hex code	Key or key sequences	Symbol set: graphic and name		Dingbats: graphic
\x04	Esc hyphen Shift+d, Control+hyphen			
\x05	Esc n s, Meta+_			
\x06				
\x08	Tab			
\x09	Meta+Return, Meta+m, Shift+Return, Control+j			
\x0a	Return			
\x0b				
\x10	Esc space 1 (one)			
\x11	Esc space h, Control+space			
\x12	Esc space t			
\x13	Esc space n			
\x14	Esc space m			
\x15	Esc hyphen h, Meta+hyphen			
\x20	space		space	
\x21	!	!	exclaim	✂

Hex code	Key or key sequences	Symbol set: graphic and name		Dingbats: graphic
\x22	" (with Smart Quotes off), Control+"	∀	universal	✁
\x23	#	#	numbersig	✂
\x24	$	∃	existential	✃
\x25	%	%	percent	✄
\x26	&	&	ampersand	✆
\x27	Control+'	϶	suchthat	✇
\x28	(	(	parenleft	✈
\x29	)	)	parenright	✉
\x2a	*	*	asteriskmath	☛
\x2b	+	+	plus	☞
\x2c	comma	,	comma	✌
\x2d	hyphen	−	minus	✍
\x2e	period	.	period	✎
\x2f	/	/	slash	✏
\x30	0 (zero)	0	zero	✐
\x31	1 (one)	1	one	✑
\x32	2	2	two	✒
\x33	3	3	three	✓
\x34	4	4	four	✔
\x35	5	5	five	✕
\x36	6	6	six	✖
\x37	7	7	seven	✗
\x38	8	8	eight	✘
\x39	9	9	nine	✙
\x3a	:	:	colon	✚
\x3b	;	;	semicolon	✛
\x3c	<	<	less	✜
\x3d	=	=	equal	✝
\x3e	>	>	greater	✞
\x3f	?	?	question mark	✟
\x40	@	≅	congruent	✠
\x41	A	A	Alpha	✡
\x42	B	B	Beta	✢

Hex code	Key or key sequences	Symbol set: graphic and name		Dingbats: graphic
\x43	C	Χ	Chi	✣
\x44	D	Δ	Delta	✤
\x45	E	Ε	Epsilon	✥
\x46	F	Φ	Phi	✦
\x47	G	Γ	Gamma	✧
\x48	H	Η	Eta	★
\x49	I	Ι	Iota	☆
\x4a	J	ϑ	Theta1	✪
\x4b	K	Κ	Kappa	✫
\x4c	L	Λ	Lambda	✬
\x4d	M	Μ	Mu	✭
\x4e	N	Ν	Nu	✮
\x4f	O	Ο	Omicron	✯
\x50	P	Π	Pi	✰
\x51	Q	Θ	Theta	✱
\x52	R	Ρ	Rho	✲
\x53	S	Σ	Sigma	✳
\x54	T	Τ	Tau	✴
\x55	U	Υ	Upsilon	✵
\x56	V	ς	Sigma1	✶
\x57	W	Ω	Omega	✷
\x58	X	Ξ	Xi	✸
\x59	Y	Ψ	Psi	✹
\x5a	Z	Ζ	Zeta	✺
\x5b	[	[	bracketleft	✻
\x5c	\	∴	therefore	✼
\x5d	]	]	bracketrigh	✽
\x5e	^	⊥	perpendicular	✾
\x5f	_	_	underscore	✿
\x60	Control+`	‾	radicalex	❀
\x61	a	α	alpha	❁
\x62	b	β	beta	❂
\x63	c	χ	chi	❃

Hex code	Key or key sequences	Symbol set: graphic and name		Dingbats: graphic
\x64	d	δ	delta	❄
\x65	e	ε	epsilon	❅
\x66	f	ϕ	phi	❆
\x67	g	γ	gamma	✳
\x68	h	η	eta	✴
\x69	i	ι	iota	❇
\x6a	j	φ	phi1	✳
\x6b	k	κ	kappa	✱
\x6c	l	λ	lambda	●
\x6d	m	μ	mu	❍
\x6e	n	ν	nu	■
\x6f	o	ο	omicron	❑
\x70	p	π	pi	❒
\x71	q	θ	theta	❑
\x72	r	ρ	rho	❒
\x73	s	σ	sigma	▲
\x74	t	τ	tau	▼
\x75	u	υ	upsilon	◆
\x76	v	ϖ	omega1	❖
\x77	w	ω	omega	◗
\x78	x	ξ	xi	❙
\x79	y	ψ	psi	❚
\x7a	z	ζ	zeta	❚
\x7b	{	{	braceleft	❛
\x7c	| (bar)	|	bar	❜
\x7d	}	}	braceright	❝
\x7e	~	~	similar	❞
\x7f			Reserved	

Unsupported keyboard shortcuts for the Symbol and Dingbats character set in FrameMaker 8

The following table lists the Symbol and Dingbats character set supported in FrameMaker 7.x. In FrameMaker 8, you can insert the corresponding Unicode characters, but the keyboard shortcuts are no longer supported:

Hex code	Key or key sequences	Symbol set: graphic and name	Dingbats: graphic
\x80	Esc % Shift+a	Reserved	❨
\x81	Esc * Shift+a	Reserved	❩
\x82	Esc comma Shift+c	Reserved	❪
\x83	Esc ' Shift+e	Reserved	
\x84	Esc ~ Shift+n	Reserved	❬
\x85	Esc % Shift+o	Reserved	❭
\x86	Esc % Shift+u	Reserved	❮
\x87	Esc ' a	Reserved	❯
\x88	Esc ` a	Reserved	❰
\x89	Esc ^ a	Reserved	❱
\x8a	Esc % a	Reserved	❲
\x8b	Esc ~ a	Reserved	❳
\x8c	Esc * a	Reserved	❴
\x8d	Esc comma c	Reserved	❵
\x8e	Esc ' e	Reserved	
\x8f	Esc ` e	Reserved	
\x90	Esc ^ e	Reserved	
\x91	Esc % e	Reserved	
\x92	Esc ' i	Reserved	
\x93	Esc ` i	Reserved	
\x94	Esc ^ i	Reserved	
\x95	Esc % i	Reserved	
\x96	Esc ~ n	Reserved	
\x97	Esc ' o	Reserved	
\x98	Esc ` o	Reserved	
\x99	Esc ^ o	Reserved	
\x9a	Esc % o	Reserved	
\x9b	Esc ~ o	Reserved	
\x9c	Esc ' u	Reserved	
\x9d	Esc ` u	Reserved	
\x9e	Esc ^ u	Reserved	
\x9f	Esc % u	Reserved	

Hex code	Key or key sequences	Symbol set: graphic and name		Dingbats: graphic
\xa0	Control+q space		Reserved	
\xa1	Control+q !	ϒ	Upsilon1	❡
\xa2	Control+q "	′	minute	❢
\xa3	Control+q #	≤	lessequal	❣
\xa4	Control+q $	⁄	fraction	❤
\xa5	Control+q %, Meta+period	∞	infinity	❥
\xa6	Control+q &	ƒ	florin	❦
\xa7	Control+q '	♣	club	❧
\xa8	Control+q (	♦	diamond	♣
\xa9	Control+q)	♥	heart	♦
\xaa	Control+q *	♠	spade	♥
\xab	Control+q +	↔	arrowboth	♠
\xac	Control+q comma	←	arrowleft	①
\xad	Control+q hyphen	↑	arrowup	✍
\xae	Control+q period	→	arrowright	③
\xaf	Control+q /	↓	arrowdown	④
\xb0	Control+q zero	°	degree	⑤
\xb1	Control+q 1 (one)	±	plusminus	⑥
\xb2	Control+q 2	″	second	⑦
\xb3	Control+q 3	≥	greaterequal	⑧
\xb4	Control+q 4	×	multiply	⑨
\xb5	Control+q 5	∝	proportional	⑩
\xb6	Control+q 6	∂	partialdiff	❶
\xb7	Control+q 7	•	bullet	❷
\xb8	Control+q 8	÷	divide	❸
\xb9	Control+q 9	≠	notequal	❹
\xba	Control+q :	≡	equivalence	❺
\xbb	Control+q ;	≈	approxequal	❻
\xbc	Control+q <	…	ellipsis	❼
\xbd	Control+q =	│	arrowvertex	❽
\xbe	Control+q >	—	arrowhorizex	❾
\xbf	Control+q ?	↵	carriagereturn	❿
\xc0	Control+q @	ℵ	aleph	①

Hex code	Key or key sequences	Symbol set: graphic and name		Dingbats: graphic
\xc1	Control+q Shift+a	ℑ	Ifraktur	②
\xc2	Control+q Shift+b	ℜ	Rfraktur	③
\xc3	Control+q Shift+c	℘	weierstrass	④
\xc4	Control+q Shift+d	⊗	circlemultiply	⑤
\xc5	Control+q Shift+e	⊕	circleplus	⑥
\xc6	Control+q Shift+f	∅	emptyset	⑦
\xc7	Control+q Shift+g	∩	intersection	⑧
\xc8	Control+q Shift+h	∪	union	⑨
\xc9	Control+q Shift+i	⊃	propersuperset	⑩
\xca	Control+q Shift+j	⊇	reflexsuperset	❶
\xcb	Esc ` Shift+a	⊄	notsubset	❷
\xcc	Esc ~ Shift+a	⊂	propersubset	❸
\xcd	Esc ~ Shift+o	⊆	reflexsubset	❹
\xce	Control+q Shift+n	∈	element	❺
\xcf	Control+q Shift+o	∉	notelement	❻
\xd0	Control+q Shift+p	∠	angle	❼
\xd1	Control+q Shift+q	∇	gradient	❽
\xd2	Control+q Shift+r, Meta+`	®	registerserif	❾
\xd3	Control+q Shift+s, Meta+'	©	copyrightserif	❿
\xd4	Control+q Shift+t, `	™	trademarkserif	➔
\xd5	Control+q Shift+u	∏	product	→
\xd6	Control+q Shift+v	√	radical	↔
\xd7	Control+q Shift+w	·	dotmath	↕
\xd8	Esc % y	¬	logicalnot	↘
\xd9	Esc % Shift+y	∧	logicaland	➙
\xda	Control+q Shift+z	∨	logicalor	➚
\xdb	Control+q [	⇔	arrowdblboth	➛
\xdc	Control+q \	⇐	arrowdblleft	➜
\xdd	Control+q]	⇑	arrowdblup	→
\xde	Control+q ^	⇒	arrowdblright	➞
\xdf	Control+q _	⇓	arrowdbldown	➟
\xe0	Control+q `	◊	lozenge	➠
\xe1	Control+q a	⟨	angleleft	➡

Hex code	Key or key sequences	Symbol set: graphic and name		Dingbats: graphic
\xe2	Control+q b	®	registersans	➢
\xe3	Control+q c	©	copyrightsans	➢
\xe4	Control+q d	™	trademarksans	➤
\xe5	Esc ^ Shift+a	∑	summation	➥
\xe6	Esc ^ Shift+e	⎛	parenlefttp	➦
\xe7	Esc ' Shift+a	⎜	parenleftex	➧
\xe8	Esc % Shift+e	⎝	parenleftbt	➨
\xe9	Esc ` Shift+e	⎡	bracketlefttp	➩
\xea	Esc ' Shift+i	⎢	bracketleftex	➪
\xeb	Esc ^ Shift+i	⎣	bracketleftbt	➫
\xec	Esc % Shift+i	⎧	bracelefttp	➬
\xed	Esc ` Shift+i	⎨	braceleftmid	➭
\xee	Esc ' Shift+o	⎩	braceleftbt	➮
\xef	Esc ^ Shift+o	⎪	braceex	➯
\xf0			Reserved	
\xf1	Esc ` Shift+o	〉	angleright	➱
\xf2	Esc ' Shift+u	∫	integral	➲
\xf3	Esc ^ Shift+u	⌠	integraltp	➳
\xf4	Esc ` Shift+u	⎮	integralex	➴
\xf5	Control+q u	⌡	integralbt	➵
\xf6	Control+q v	⎞	parenrighttp	➶
\xf7	Control+q w	⎟	parenrightex	➷
\xf8	Control+q x	⎠	parenrightbt	➸
\xf9	Control+q y	⎤	bracketrighttp	➹
\xfa	Control+q z	⎥	bracketrightex	➺
\xfb	Control+q {	⎦	bracketrightbt	➻
\xfc	Control+q | (bar)	⎫	bracerighttp	➼
\xfd	Control+q }	⎬	bracerightmid	➽
\xfe	Control+q ~	⎭	bracerightbt	➾