

Supplementary Private Use Area-B

Range: 10FF80–10FFFF

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 6.0*.

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-6.0/> for charts showing only the characters added in Unicode 6.0. See <http://www.unicode.org/Public/6.0.0/charts/> for a complete archived file of character code charts for Unicode 6.0.

Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 6.0 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 6.0*, online at <http://www.unicode.org/versions/Unicode6.0.0/>, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, and #44, 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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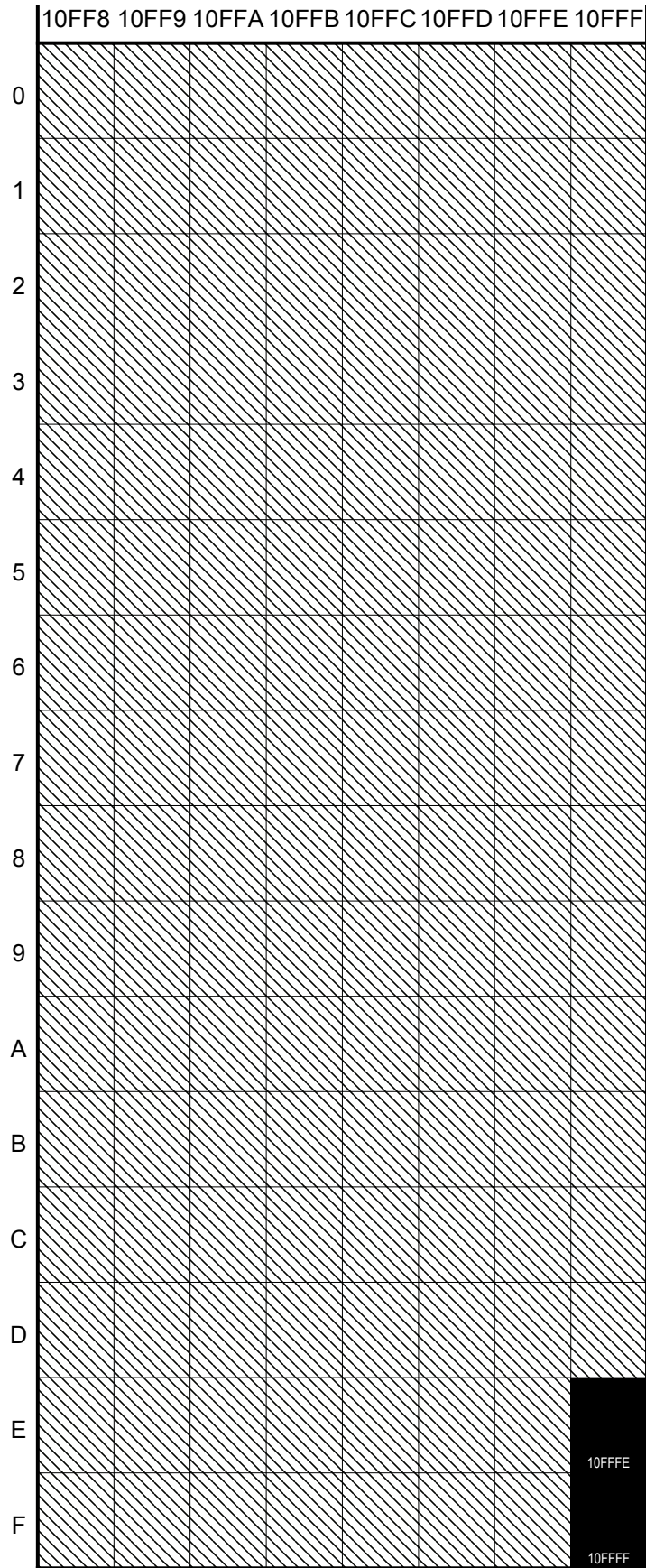
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See <http://www.unicode.org/pending/pending.html> and <http://www.unicode.org/alloc/Pipeline.html>.


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The entire plane is dedicated to private use with the exception of the last two code points.


Noncharacters

These codes are intended for process-internal uses, but are not permitted for interchange.

10FFFE  <not a character>

- the value 10FFFE  is guaranteed not to be a Unicode character at all

10FFFF  <not a character>

- the value 10FFFF  is guaranteed not to be a Unicode character at all