

Block Elements

Range: 2580–259F

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 11.0*

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-11.0/> for charts showing only the characters added in Unicode 11.0.
See <http://www.unicode.org/Public/11.0.0/charts/> for a complete archived file of character code charts for Unicode 11.0.

Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 11.0 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 11.0, online at <http://www.unicode.org/versions/Unicode11.0.0/>, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, #44, #45, and #50, 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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	258	259
0	 2580	 2590
1	 2581	 2591
2	 2582	 2592
3	 2583	 2593
4	 2584	 2594
5	 2585	 2595
6	 2586	 2596
7	 2587	 2597
8	 2588	 2598
9	 2589	 2599
A	 258A	 259A
B	 258B	 259B
C	 258C	 259C
D	 258D	 259D
E	 258E	 259E
F	 258F	 259F

Block elements




- 2580  UPPER HALF BLOCK
- 2581  LOWER ONE EIGHTH BLOCK
- 2582  LOWER ONE QUARTER BLOCK
- 2583  LOWER THREE EIGHTHS BLOCK
- 2584  LOWER HALF BLOCK
- 2585  LOWER FIVE EIGHTHS BLOCK
- 2586  LOWER THREE QUARTERS BLOCK
- 2587  LOWER SEVEN EIGHTHS BLOCK
- 2588  FULL BLOCK

= solid



→ 25A0  black square

- 2589  LEFT SEVEN EIGHTHS BLOCK
- 258A  LEFT THREE QUARTERS BLOCK
- 258B  LEFT FIVE EIGHTHS BLOCK
- 258C  LEFT HALF BLOCK
- 258D  LEFT THREE EIGHTHS BLOCK
- 258E  LEFT ONE QUARTER BLOCK
- 258F  LEFT ONE EIGHTH BLOCK
- 2590  RIGHT HALF BLOCK













Shade characters

- 2591  LIGHT SHADE
• 25%
- 2592  MEDIUM SHADE
= speckles fill, dotted fill
• 50%
• used in mapping to cp949
- 2593  DARK SHADE
• 75%

Block elements

- 2594  UPPER ONE EIGHTH BLOCK
- 2595  RIGHT ONE EIGHTH BLOCK

Terminal graphic characters

- 2596  QUADRANT LOWER LEFT
- 2597  QUADRANT LOWER RIGHT
- 2598  QUADRANT UPPER LEFT
- 2599  QUADRANT UPPER LEFT AND LOWER LEFT AND LOWER RIGHT
- 259A  QUADRANT UPPER LEFT AND LOWER RIGHT
→ 1F67F  reverse checker board
- 259B  QUADRANT UPPER LEFT AND UPPER RIGHT AND LOWER LEFT
- 259C  QUADRANT UPPER LEFT AND UPPER RIGHT AND LOWER RIGHT
- 259D  QUADRANT UPPER RIGHT
- 259E  QUADRANT UPPER RIGHT AND LOWER LEFT
→ 1F67E  checker board
- 259F  QUADRANT UPPER RIGHT AND LOWER LEFT AND LOWER RIGHT