

Specials

Range: FFF0–FFFF

This chart contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 18.0 BETA REVIEW DRAFT*

This file will not be updated with errata, or when additional characters are assigned 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-18.0/> for charts showing only the characters added in Unicode 18.0. See <https://www.unicode.org/Public/18.0.0/charts/> for a complete set of character code charts for Unicode 18.0. See <https://www.unicode.org/Public/18.0.0/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 18.0 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 18.0, online at:

<https://www.unicode.org/versions/Unicode18.0.0/>

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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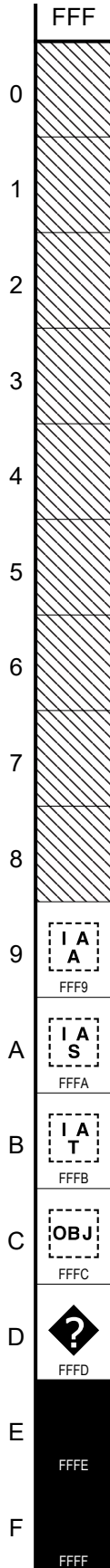
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






Interlinear annotation

Used internally for Japanese Ruby (furigana), etc.





- FFF9  INTERLINEAR ANNOTATION ANCHOR
 - marks start of annotated text
- FFFA  INTERLINEAR ANNOTATION SEPARATOR
 - marks start of annotating character(s)
- FFFB  INTERLINEAR ANNOTATION TERMINATOR
 - marks end of annotation block

Replacement characters

- FFFC  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  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 FEFB  zero width non-break space
 - FEFF  zero width non-break space
- FFFF  <not a character>