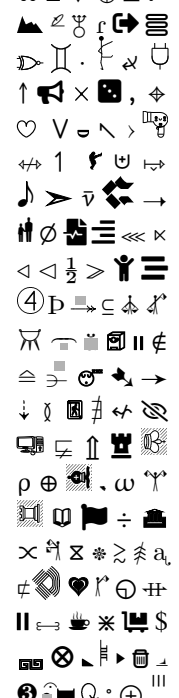
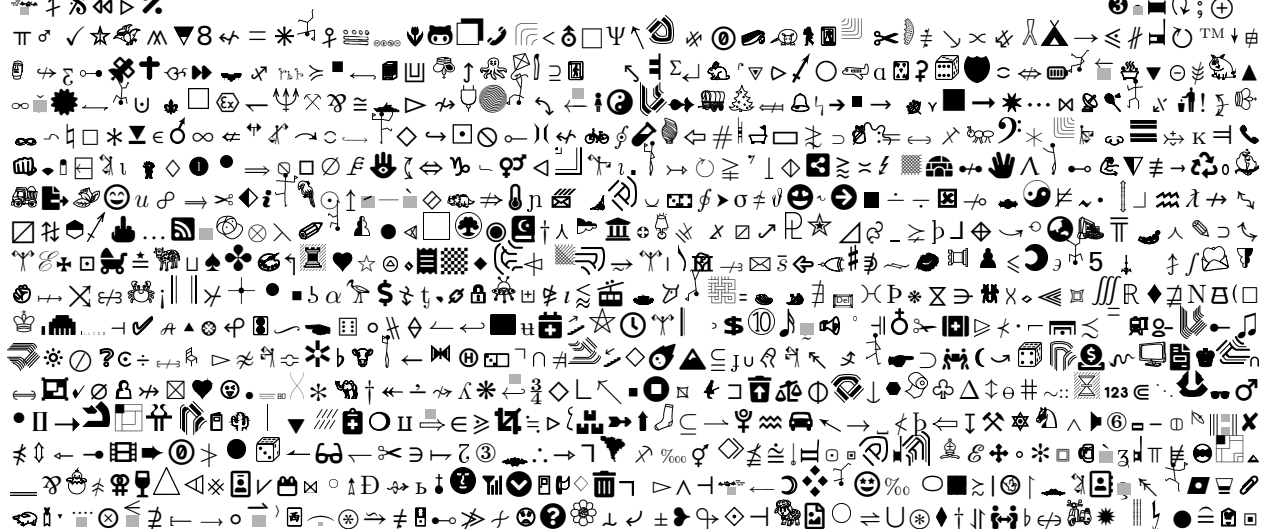


The Comprehensive L^AT_EX Symbol List

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Abstract

This document lists 20323 symbols and the corresponding \LaTeX commands that produce them. Some of these symbols are guaranteed to be available in every $\text{\LaTeX} 2_{\epsilon}$ system; others require fonts and packages that may not accompany a given distribution and that therefore need to be installed. All of the fonts and packages used to prepare this document—as well as this document itself—are freely available from the Comprehensive \TeX Archive Network (<https://www.ctan.org/>).

Contents

Contents	1
1 Introduction	16
1.1 Document Usage	16
1.2 Frequently Requested Symbols	17
2 Body-text symbols	18
Table 1: L ^A T _E X 2 _ε Escapable “Special” Characters	18
Table 2: Predefined L ^A T _E X 2 _ε Text-mode Commands	19
Table 3: L ^A T _E X 2 _ε Commands Defined to Work in Both Math and Text Mode	19
Table 4: $\mathcal{A}\mathcal{M}\mathcal{S}$ Commands Defined to Work in Both Math and Text Mode	20
Table 5: Non-ASCII Letters (Excluding Accented Letters)	20
Table 6: textgreek Upright Greek Letters	20
Table 7: Letters Used to Typeset African Languages	21
Table 8: Letters Used to Typeset Vietnamese	21
Table 9: Punctuation Marks Not Found in OT1	21
Table 10: pifont Decorative Punctuation Marks	21
Table 11: fontawesome5 Decorative Punctuation Marks and Typographic Symbols	22
Table 12: tipa Phonetic Symbols	22
Table 13: tipx Phonetic Symbols	23
Table 14: wsuipa Phonetic Symbols	24
Table 15: wasysym Phonetic Symbols	25
Table 16: phonetic Phonetic Symbols	25
Table 17: t4phonet Phonetic Symbols	25
Table 18: semtrans Transliteration Symbols	25
Table 19: Text-mode Accents	26
Table 20: tipa Text-mode Accents	26
Table 21: extraipa Text-mode Accents	28
Table 22: wsuipa Text-mode Accents	28
Table 23: phonetic Text-mode Accents	29
Table 24: metre Text-mode Accents	29
Table 25: t4phonet Text-mode Accents	29
Table 26: arcs Text-mode Accents	30
Table 27: semtrans Accents	30
Table 28: ogonek Accents	30
Table 29: combelow Accents	30
Table 30: wsuipa Diacritics	31
Table 31: textcomp Diacritics	31
Table 32: marvosym Diacritics	31
Table 33: textcomp Currency Symbols	31

Table 34:	marvosym Currency Symbols	32
Table 35:	fontawesome5 Currency Symbols	32
Table 36:	wasysym Currency Symbols	32
Table 37:	ꞀA2e Currency Symbols	32
Table 38:	teubner Currency Symbols	32
Table 39:	tfruee Currency Symbols	32
Table 40:	eurosym Euro Signs	33
Table 41:	fourier Euro Signs	33
Table 42:	textcomp Legal Symbols	33
Table 43:	fontawesome5 Legal Symbols	33
Table 44:	cclicenses Creative Commons License Icons	34
Table 45:	ccicons Creative Commons License Icons	34
Table 46:	textcomp Old-style Numerals	34
Table 47:	Miscellaneous textcomp Symbols	34
Table 48:	Miscellaneous wasysym Text-mode Symbols	35
3	Mathematical symbols	36
Table 49:	Math-mode Versions of Text Symbols	36
Table 50:	logix Math-mode Versions of Text Symbols	37
Table 51:	logix Basic Operators	37
Table 52:	cmll Unary Operators	37
Table 53:	Binary Operators	37
Table 54:	\mathcal{AMS} Binary Operators	38
Table 55:	stmaryrd Binary Operators	38
Table 56:	wasysym Binary Operators	38
Table 57:	txfonts/pxfonts Binary Operators	39
Table 58:	mathabx Binary Operators	39
Table 59:	MnSymbol Binary Operators	39
Table 60:	fdsymbol Binary Operators	40
Table 61:	boisik Binary Operators	41
Table 62:	stix Binary Operators	42
Table 63:	mathdesign Binary Operators	43
Table 64:	pdfMSym Binary Operators	43
Table 65:	cmll Binary Operators	44
Table 66:	shuffle Binary Operators	44
Table 67:	resmes Binary Operators	44
Table 68:	logix Logical Operators	44
Table 69:	ulsy Geometric Binary Operators	44
Table 70:	mathabx Geometric Binary Operators	45
Table 71:	MnSymbol Geometric Binary Operators	45
Table 72:	fdsymbol Geometric Binary Operators	46
Table 73:	boisik Geometric Binary Operators	47
Table 74:	stix Geometric Binary Operators	47
Table 75:	logix Geometric Binary Operators	48
Table 76:	halloweenmath Halloween-Themed Math Operators	52
Table 77:	stix Small Integrals	53
Table 78:	stix Small Integrals with Explicit Slant	53
Table 79:	Variable-sized Math Operators	54
Table 80:	\mathcal{AMS} Variable-sized Math Operators	54
Table 81:	stmaryrd Variable-sized Math Operators	54
Table 82:	wasysym Variable-sized Math Operators	55

Table 83: mathabx Variable-sized Math Operators	55
Table 84: txfonts/pxfonts Variable-sized Math Operators	56
Table 85: esint Variable-sized Math Operators	57
Table 86: bigints Variable-sized Math Operators	58
Table 87: MnSymbol Variable-sized Math Operators	58
Table 88: fdsymbol Variable-sized Math Operators	59
Table 89: boisk Variable-sized Math Operators	60
Table 90: stix Variable-sized Math Operators	61
Table 91: stix Integrals with Explicit Slant	62
Table 92: cmupint Variable-sized Upright Integrals	64
Table 93: mathdesign Variable-sized Math Operators	65
Table 94: pdfMSym Variable-sized Math Operators	66
Table 95: prodint Variable-sized Math Operators	66
Table 96: pdfMSym Extensible Math Operators	67
Table 97: cml Large Math Operators	67
Table 98: Binary Relations	67
Table 99: \mathcal{AMS} Binary Relations	68
Table 100: \mathcal{AMS} Negated Binary Relations	68
Table 101: stmaryrd Binary Relations	68
Table 102: wasysym Binary Relations	68
Table 103: txfonts/pxfonts Binary Relations	69
Table 104: txfonts/pxfonts Negated Binary Relations	69
Table 105: mathabx Binary Relations	69
Table 106: mathabx Negated Binary Relations	70
Table 107: MnSymbol Binary Relations	70
Table 108: MnSymbol Negated Binary Relations	72
Table 109: fdsymbol Binary Relations	73
Table 110: fdsymbol Negated Binary Relations	74
Table 111: boisk Binary Relations	76
Table 112: boisk Negated Binary Relations	76
Table 113: stix Binary Relations	77
Table 114: stix Negated Binary Relations	78
Table 115: mathtools Binary Relations	79
Table 116: turnstile Binary Relations	79
Table 117: trsym Binary Relations	80
Table 118: trfsigns Binary Relations	80
Table 119: pdfMSym Binary Relations	81
Table 120: cml Binary Relations	81
Table 121: colonequals Binary Relations	81
Table 122: fourier Binary Relations	81
Table 123: logix Binary Relations	81
Table 124: logix Set Symbols	82
Table 125: Subset and Superset Relations	82
Table 126: \mathcal{AMS} Subset and Superset Relations	82
Table 127: stmaryrd Subset and Superset Relations	82
Table 128: wasysym Subset and Superset Relations	82
Table 129: txfonts/pxfonts Subset and Superset Relations	82
Table 130: mathabx Subset and Superset Relations	83
Table 131: MnSymbol Subset and Superset Relations	83
Table 132: fdsymbol Subset and Superset Relations	84
Table 133: boisk Subset and Superset Relations	84

Table 134: stix Subset and Superset Relations	84
Table 135: logix Subset and Superset Relations	85
Table 136: Inequalities	85
Table 137: \mathcal{AMS} Inequalities	85
Table 138: wasysym Inequalities	86
Table 139: txfonts/pxfonts Inequalities	86
Table 140: mathabx Inequalities	86
Table 141: MnSymbol Inequalities	87
Table 142: fdsymbol Inequalities	88
Table 143: boisk Inequalities	89
Table 144: stix Inequalities	89
Table 145: logix Inequalities and Equalities	91
Table 146: \mathcal{AMS} Triangle Relations	91
Table 147: stmaryrd Triangle Relations	91
Table 148: mathabx Triangle Relations	91
Table 149: MnSymbol Triangle Relations	92
Table 150: fdsymbol Triangle Relations	93
Table 151: boisk Triangle Relations	93
Table 152: stix Triangle Relations	93
Table 153: Arrows	94
Table 154: Harpoons	94
Table 155: textcomp Text-mode Arrows	94
Table 156: \mathcal{AMS} Arrows	94
Table 157: \mathcal{AMS} Negated Arrows	94
Table 158: \mathcal{AMS} Harpoons	95
Table 159: stmaryrd Arrows	95
Table 160: txfonts/pxfonts Arrows	95
Table 161: mathabx Arrows	95
Table 162: mathabx Negated Arrows	96
Table 163: mathabx Harpoons	96
Table 164: MnSymbol Arrows	96
Table 165: MnSymbol Negated Arrows	98
Table 166: MnSymbol Harpoons	99
Table 167: MnSymbol Negated Harpoons	100
Table 168: fdsymbol Arrows	100
Table 169: fdsymbol Negated Arrows	102
Table 170: fdsymbol Harpoons	104
Table 171: fdsymbol Negated Harpoons	105
Table 172: boisk Arrows	105
Table 173: boisk Negated Arrows	106
Table 174: boisk Harpoons	107
Table 175: stix Arrows	107
Table 176: stix Negated Arrows	109
Table 177: stix Harpoons	110
Table 178: pdfMsym Arrows	110
Table 179: pdfMsym Harpoons	111
Table 180: chemarrow Arrows	111
Table 181: fge Arrows	111
Table 182: old-arrows Arrows	112
Table 183: old-arrows Harpoons	112
Table 184: logix Arrows	113

Table 185: logix Negated Arrows	114
Table 186: logix Harpoons	114
Table 187: logix Implications and Equivalences	114
Table 188: logix Negated Implications and Equivalences	115
Table 189: esrelation Restrictions	115
Table 190: MnSymbol Spoons	115
Table 191: MnSymbol Pitchforks	116
Table 192: MnSymbol Smiles and Frowns	116
Table 193: fdsymbol Spoons	117
Table 194: fdsymbol Pitchforks	117
Table 195: fdsymbol Smiles and Frowns	117
Table 196: halloweenmath Brooms and Pitchforks	117
Table 197: ulsy Contradiction Symbols	118
Table 198: Extension Characters	118
Table 199: stmaryrd Extension Characters	118
Table 200: txfonts/pxfonts Extension Characters	118
Table 201: mathabx Extension Characters	118
Table 202: stix Extension Characters	118
Table 203: Log-like Symbols	118
Table 204: \mathcal{AMS} Log-like Symbols	119
Table 205: mismath Log-like Symbols	119
Table 206: mismath Asymptotic Notation	119
Table 207: $\mathbb{A}2e$ Number Sets	119
Table 208: Greek Letters	120
Table 209: \mathcal{AMS} Greek Letters	120
Table 210: txfonts/pxfonts Upright Greek Letters	121
Table 211: upgreek Upright Greek Letters	121
Table 212: fourier Variant Greek Letters	122
Table 213: txfonts/pxfonts Variant Latin Letters	122
Table 214: boisk Variant Greek Letters	122
Table 215: boisk Variant Latin Letters	122
Table 216: stix Variant Greek Letters	122
Table 217: stix Transformed Greek Letters	122
Table 218: \mathcal{AMS} Hebrew Letters	122
Table 219: MnSymbol Hebrew Letters	122
Table 220: fdsymbol Hebrew Letters	123
Table 221: boisk Hebrew Letters	123
Table 222: stix Hebrew Letters	123
Table 223: Letter-like Symbols	123
Table 224: \mathcal{AMS} Letter-like Symbols	123
Table 225: txfonts/pxfonts Letter-like Symbols	123
Table 226: mathabx Letter-like Symbols	123
Table 227: MnSymbol Letter-like Symbols	124
Table 228: fdsymbol Letter-like Symbols	124
Table 229: boisk Letter-like Symbols	124
Table 230: stix Letter-like Symbols	124
Table 231: trfsigns Letter-like Symbols	124
Table 232: mathdesign Letter-like Symbols	125
Table 233: fge Letter-like Symbols	125
Table 234: fourier Letter-like Symbols	125
Table 235: cmlI Letter-like Symbols	125

Table 236: logix Proof Symbols	125
Table 237: endofproofwd End-of-Proof Symbols	126
Table 238: \mathcal{AMS} Delimiters	126
Table 239: stmaryrd Delimiters	126
Table 240: mathabx Delimiters	126
Table 241: boisik Delimiters	126
Table 242: stix Delimiters	126
Table 243: nath Delimiters	127
Table 244: Variable-sized Delimiters	127
Table 245: Large, Variable-sized Delimiters	127
Table 246: \mathcal{AMS} Variable-sized Delimiters	128
Table 247: stmaryrd Variable-sized Delimiters	128
Table 248: mathabx Variable-sized Delimiters	128
Table 249: MnSymbol Variable-sized Delimiters	128
Table 250: fdsymbol Variable-sized Delimiters	130
Table 251: stix Variable-sized Delimiters	131
Table 252: mathdesign Variable-sized Delimiters	132
Table 253: nath Variable-sized Delimiters (Double)	133
Table 254: nath Variable-sized Delimiters (Triple)	133
Table 255: fourier Variable-sized Delimiters	133
Table 256: logix Variable-sized Delimiters	134
Table 257: textcomp Text-mode Delimiters	135
Table 258: metre Text-mode Delimiters	135
Table 259: Math-mode Accents	136
Table 260: \mathcal{AMS} Math-mode Accents	136
Table 261: MnSymbol Math-mode Accents	136
Table 262: fdsymbol Math-mode Accents	137
Table 263: boisik Math-mode Accents	137
Table 264: stix Math-mode Accents	137
Table 265: fge Math-mode Accents	137
Table 266: yhmath Math-mode Accents	137
Table 267: pdfMSym Math-mode Accents	138
Table 268: halloweenmath Halloween-Themed Math-mode Accents	138
Table 269: realhats Math-mode Hat Accents	138
Table 270: Extensible Accents	139
Table 271: overrightarrow Extensible Accents	139
Table 272: yhmath Extensible Accents	139
Table 273: \mathcal{AMS} Extensible Accents	140
Table 274: MnSymbol Extensible Accents	140
Table 275: fdsymbol Extensible Accents	140
Table 276: stix Extensible Accents	141
Table 277: mathtools Extensible Accents	141
Table 278: mathabx Extensible Accents	141
Table 279: fourier Extensible Accents	142
Table 280: esvect Extensible Accents	142
Table 281: pdfMSym Extensible Accents	143
Table 282: overarrows Extensible Accents	144
Table 283: abracas Extensible Accents	144
Table 284: undertilde Extensible Accents	144
Table 285: ushort Extensible Accents	145
Table 286: mdwmath Extensible Accents	145

Table 287: actuarialangle Extensible Accents	145
Table 288: \mathcal{AMS} Extensible Arrows	145
Table 289: mathtools Extensible Arrows	145
Table 290: chemarr Extensible Arrows	146
Table 291: chemarrow Extensible Arrows	146
Table 292: extarrows Extensible Arrows	146
Table 293: pdfMSym Extensible Arrows	147
Table 294: extpfeil Extensible Arrows	147
Table 295: DotArrow Extensible Arrows	147
Table 296: halloweenmath Extensible Arrows	148
Table 297: pdfMSym Extensible Harpoons	148
Table 298: harpoon Extensible Harpoons	148
Table 299: trfsigns Extensible Transform Symbols	148
Table 300: esrelation Extensible Relations	149
Table 301: halloweenmath Extensible Brooms and Pitchforks	149
Table 302: halloweenmath Extensible Witches	150
Table 303: halloweenmath Extensible Ghosts	150
Table 304: halloweenmath Extensible Bats	150
Table 305: holtpolt Non-commutative Division Symbols	151
Table 306: Dots	151
Table 307: \mathcal{AMS} Dots	151
Table 308: wasysym Dots	151
Table 309: MnSymbol Dots	152
Table 310: fdsymbol Dots	152
Table 311: stix Dots	152
Table 312: mathdots Dots	153
Table 313: yhmath Dots	153
Table 314: teubner Dots	153
Table 315: logix Dots	153
Table 316: begriff Begriffsschrift Symbols	153
Table 317: frege Begriffsschrift Symbols	154
Table 318: mathcomp Math Symbols	154
Table 319: marvosym Math Symbols	154
Table 320: marvosym Digits	154
Table 321: fge Digits	154
Table 322: dozenal Base-12 Digits	155
Table 323: mathabx Mayan Digits	155
Table 324: stix Infinities	155
Table 325: stix Primes	155
Table 326: stix Empty Sets	155
Table 327: \mathcal{AMS} Angles	155
Table 328: MnSymbol Angles	155
Table 329: fdsymbol Angles	156
Table 330: boisik Angles	156
Table 331: stix Angles	156
Table 332: typicons Decorative Mathematical Symbols	156
Table 333: fontawesome5 Decorative Mathematical Symbols	157
Table 334: Miscellaneous $\text{\LaTeX} 2_{\epsilon}$ Math Symbols	157
Table 335: Miscellaneous \mathcal{AMS} Math Symbols	157
Table 336: Miscellaneous wasysym Math Symbols	157
Table 337: Miscellaneous txfonts/pxfonts Math Symbols	158

Table 338: Miscellaneous <code>mathabx</code> Math Symbols	158
Table 339: Miscellaneous <code>MnSymbol</code> Math Symbols	158
Table 340: Miscellaneous Internal <code>MnSymbol</code> Math Symbols	158
Table 341: Miscellaneous <code>fdsymbol</code> Math Symbols	159
Table 342: Miscellaneous <code>boisik</code> Math Symbols	159
Table 343: Miscellaneous <code>stix</code> Math Symbols	159
Table 344: Miscellaneous <code>textcomp</code> Text-mode Math Symbols	160
Table 345: Miscellaneous <code>fge</code> Math Symbols	160
Table 346: Miscellaneous <code>mathdesign</code> Math Symbols	160
Table 347: Miscellaneous <code>logix</code> Math Symbols	161
Table 348: Math Alphabets	162
4 Science and technology symbols	164
Table 349: <code>gensymb</code> Symbols Defined to Work in Both Math and Text Mode	164
Table 350: <code>wasysym</code> Electrical and Physical Symbols	164
Table 351: <code>ifsym</code> Pulse Diagram Symbols	164
Table 352: <code>ar</code> Aspect Ratio Symbol	165
Table 353: <code>plimsoll</code> Plimsoll Symbol	165
Table 354: <code>textcomp</code> Text-mode Science and Engineering Symbols	165
Table 355: <code>steinmetz</code> Extensible Phasor Symbol	165
Table 356: <code>emf</code> Electromotive Force Symbols	165
Table 357: <code>wasysym</code> Astronomical Symbols	166
Table 358: <code>marvosym</code> Astronomical Symbols	166
Table 359: <code>mathabx</code> Astronomical Symbols	166
Table 360: <code>stix</code> Astronomical Symbols	166
Table 361: <code>utfsym</code> Astronomical Symbols	167
Table 362: <code>starfont</code> Astronomical Symbols	168
Table 363: <code>wasysym</code> APL Symbols	168
Table 364: <code>stix</code> APL Symbols	169
Table 365: <code>apl</code> APL Symbols	169
Table 366: <code>marvosym</code> Computer Hardware Symbols	169
Table 367: <code>keystroke</code> Computer Keys	169
Table 368: <code>ascii</code> Control Characters (CP437)	170
Table 369: <code>logic</code> Logic Gates	170
Table 370: <code>quantikz</code> Quantum-Mechanics Notation	171
Table 371: <code>marvosym</code> Communication Symbols	171
Table 372: <code>marvosym</code> Engineering Symbols	171
Table 373: <code>typicons</code> User-Interface Symbols	171
Table 374: <code>fontawesome5</code> User-Interface Symbols	173
Table 375: <code>wasysym</code> Biological Symbols	176
Table 376: <code>stix</code> Biological Symbols	176
Table 377: <code>marvosym</code> Biological Symbols	176
Table 378: <code>utfsym</code> Biological Symbols	176
Table 379: <code>fontawesome5</code> Biological Symbols	176
Table 380: <code>marvosym</code> Safety-related Symbols	176
Table 381: <code>feyn</code> Feynman Diagram Symbols	177
Table 382: <code>svrsymbols</code> Physics Ideograms	177
5 Dingbats	179
Table 383: <code>bbding</code> Arrows	179
Table 384: <code>pifont</code> Arrows	179

Table 385: adfsymbols Arrows	180
Table 386: adforn Arrows	180
Table 387: arev Arrows	180
Table 388: utfsym Arrows	181
Table 389: asapsym Arrows	181
Table 390: typicons Arrows	182
Table 391: fontawesome5 Arrows	182
Table 392: marvosym Scissors	182
Table 393: bbding Scissors	182
Table 394: pifont Scissors	182
Table 395: utfsym Scissors	183
Table 396: dingbat Pencils	183
Table 397: arev Pencils	183
Table 398: typicons Pencils and Pens	183
Table 399: fontawesome5 Pencils, Pens, and Nibs	183
Table 400: bbding Pencils and Nibs	183
Table 401: pifont Pencils and Nibs	184
Table 402: utfsym Pencils, Pens, and Nibs	184
Table 403: dingbat Fists	184
Table 404: bbding Fists	184
Table 405: pifont Fists	184
Table 406: fourier Fists	184
Table 407: arev Fists	184
Table 408: utfsym Fists	185
Table 409: typicons Fists	185
Table 410: fontawesome5 Fists	186
Table 411: bbding Crosses and Pluses	186
Table 412: pifont Crosses and Pluses	186
Table 413: adfsymbols Crosses and Pluses	186
Table 414: utfsym Crosses and Pluses	187
Table 415: arev Crosses	187
Table 416: bbding Xs and Check Marks	187
Table 417: pifont Xs and Check Marks	187
Table 418: wasysym Xs and Check Marks	187
Table 419: marvosym Xs and Check Marks	187
Table 420: arev Xs and Check Marks	187
Table 421: utfsym Xs and Check Marks	188
Table 422: typicons Xs and Check Marks	188
Table 423: fontawesome5 Xs and Check Marks	188
Table 424: pifont Circled Numerals	188
Table 425: utfsym Circled Numerals	189
Table 426: wasysym Stars	189
Table 427: bbding Stars, Flowers, and Similar Shapes	189
Table 428: pifont Stars, Flowers, and Similar Shapes	190
Table 429: adfsymbols Stars, Flowers, and Similar Shapes	190
Table 430: utfsym Stars, Flowers, and Similar Shapes	190
Table 431: adforn Stars	190
Table 432: typicons Stars	191
Table 433: fontawesome5 Stars	191
Table 434: fourier Fleurons and Flowers	191
Table 435: adforn Fleurons and Flowers	191

Table 436: wasysym Geometric Shapes	192
Table 437: MnSymbol Geometric Shapes	192
Table 438: fdsymbol Geometric Shapes	192
Table 439: boisk Geometric Shapes	192
Table 440: stix Geometric Shapes	193
Table 441: ifsym Geometric Shapes	194
Table 442: bbding Geometric Shapes	195
Table 443: pifont Geometric Shapes	195
Table 444: universa Geometric Shapes	195
Table 445: adfsymbols Geometric Shapes	196
Table 446: utfsym Geometric Shapes	196
Table 447: fontawesome5 Geometric Shapes	196
Table 448: oplotsymb1 Geometric Shapes	196
Table 449: adorn Flourishes	197
Table 450: Miscellaneous oplotsymb1 Symbols	198
Table 451: Miscellaneous dingbat Dingbats	198
Table 452: Miscellaneous bbding Dingbats	198
Table 453: Miscellaneous pifont Dingbats	198
Table 454: Miscellaneous adorn Dingbats	198
Table 455: Miscellaneous utfsym Dingbats	199
6 Ancient languages	200
Table 456: phaistos Symbols from the Phaistos Disk	200
Table 457: protosem Proto-Semitic Characters	201
Table 458: hieroglf Hieroglyphics	202
Table 459: linearA Linear A Script	202
Table 460: linearb Linear B Basic and Optional Letters	205
Table 461: linearb Linear B Numerals	205
Table 462: linearb Linear B Weights and Measures	206
Table 463: linearb Linear B Ideograms	206
Table 464: linearb Unidentified Linear B Symbols	206
Table 465: cypriot Cypriot Letters	207
Table 466: sarabian South Arabian Letters	207
Table 467: teubner Archaic Greek Letters and Greek Numerals	208
Table 468: boisk Archaic Greek Letters and Greek Numerals	208
Table 469: epiolmec Epi-Olmec Script	208
Table 470: epiolmec Epi-Olmec Numerals	210
Table 471: allrunes Runes	211
Table 472: allrunes Rune Separators	211
7 Musical symbols	212
Table 473: L ^A T _E X 2 _ε Musical Symbols	212
Table 474: textcomp Musical Symbols	212
Table 475: wasysym Musical Symbols	212
Table 476: MnSymbol Musical Symbols	212
Table 477: fdsymbol Musical Symbols	213
Table 478: boisk Musical Symbols	213
Table 479: stix Musical Symbols	213
Table 480: arev Musical Symbols	213
Table 481: utfsym Musical Symbols	213
Table 482: MusiX _T E _X Musical Symbols	214

Table 483: MusiX _{TEX} Alternative Clefs	215
Table 484: harmony Musical Symbols	215
Table 485: musicography Musical Symbols	216
Table 486: musicography Time Signatures	216
Table 487: harmony Musical Accents	217
Table 488: <i>lily_glyp_{bs}</i> Single Notes	217
Table 489: <i>lily_glyp_{bs}</i> Beamed Notes	218
Table 490: <i>lily_glyp_{bs}</i> Clefs	218
Table 491: <i>lily_glyp_{bs}</i> Time Signatures	219
Table 492: <i>lily_glyp_{bs}</i> Accidentals	219
Table 493: <i>lily_glyp_{bs}</i> Rests	219
Table 494: <i>lily_glyp_{bs}</i> Dynamics Letters	219
Table 495: <i>lily_glyp_{bs}</i> Dynamics Symbols	220
Table 496: <i>lily_glyp_{bs}</i> Articulations	220
Table 497: <i>lily_glyp_{bs}</i> Scripts	220
Table 498: <i>lily_glyp_{bs}</i> Accordion Notation	220
Table 499: <i>lily_glyp_{bs}</i> Named Time Signatures	220
Table 500: <i>lily_glyp_{bs}</i> Named Scripts	221
Table 501: <i>lily_glyp_{bs}</i> Named Rests	222
Table 502: <i>lily_glyp_{bs}</i> Named Pedals	222
Table 503: <i>lily_glyp_{bs}</i> Named Flags	223
Table 504: <i>lily_glyp_{bs}</i> Named Custodes	223
Table 505: <i>lily_glyp_{bs}</i> Named Clefs	224
Table 506: <i>lily_glyp_{bs}</i> Named Noteheads	225
Table 507: <i>lily_glyp_{bs}</i> Named Accordion Symbols	230
Table 508: <i>lily_glyp_{bs}</i> Named Accidentals	231
Table 509: <i>lily_glyp_{bs}</i> Named Arrowheads	232
Table 510: <i>lily_glyp_{bs}</i> Named Alphanumerics and Punctuation	232
Table 511: Miscellaneous <i>lily_glyp_{bs}</i> Named Musical Symbols	232
8 Gaming symbols	233
Table 512: \LaTeX 2 _ε Playing-Card Suits	233
Table 513: txfonts/pxfonts Playing-Card Suits	233
Table 514: MnSymbol Playing-Card Suits	233
Table 515: fdsymbol Playing-Card Suits	233
Table 516: boisk Playing-Card Suits	233
Table 517: stix Playing-Card Suits	234
Table 518: arev Playing-Card Suits	234
Table 519: twemojis Playing-Card Suits	234
Table 520: utfsym Playing-Card Suits	234
Table 521: utfsym Playing Cards	235
Table 522: epsdice Dice	235
Table 523: hhcount Dice	236

Table 524: stix Dice	236
Table 525: ifsym Dice	236
Table 526: utfsym Dice	236
Table 527: fontawesome5 Dice	236
Table 528: utfsym Domino Tiles	237
Table 529: utfsym Mahjong Tiles	238
Table 530: utfsym Chess Pieces	238
Table 531: skak Chess Informator Symbols	239
Table 532: skak Chess Pieces and Chessboard Squares	239
Table 533: fontawesome5 Chess Pieces and Chessboards	240
Table 534: igo Go Symbols	240
Table 535: go Go Symbols	240
Table 536: fontawesome5 Sports	240
Table 537: utfsym Games and Sports	241
9 Geographical Symbols	242
Table 538: countriesofeuropa Country Maps	242
Table 539: rojud Maps of Romanian Counties	245
Table 540: euflag European Union Flag	246
Table 541: worldflags Flags of Sovereign States	247
Table 542: worldflags Flags of Non-Sovereign Countries and Territories	248
Table 543: worldflags Flags of Austrian Federal States	249
Table 544: twemojis Flags	249
10 Other symbols	253
Table 545: textcomp Genealogical Symbols	253
Table 546: wasysym General Symbols	253
Table 547: utfsym Transportation Symbols	254
Table 548: manfnt Dangerous Bend Symbols	255
Table 549: Miscellaneous manfnt Symbols	255
Table 550: marvosym Media Control Symbols	255
Table 551: typicons Media Control Symbols	255
Table 552: fontawesome5 Media Control Symbols	256
Table 553: utfsym Media Control Symbols	256
Table 554: typicons Left/Right Pointers	256
Table 555: fontawesome5 Up/Down/Left/Right Pointers	256
Table 556: marvosym Laundry Symbols	257
Table 557: Miscellaneous marvosym Symbols	257
Table 558: Miscellaneous universa Symbols	257
Table 559: Miscellaneous fourier Symbols	257
Table 560: utfsym Weather Symbols	258
Table 561: twemojis Weather Symbols	258
Table 562: ifsym Weather Symbols	258
Table 563: typicons Weather Symbols	259
Table 564: fontawesome5 Weather Symbols	259
Table 565: figchild Weather Symbols	259
Table 566: ifsym Alpine Symbols	259
Table 567: ifsym Clocks	260
Table 568: utfsym Clocks	260
Table 569: clock Clocks	260
Table 570: twemojis Clocks	261

Table 571: typicons Time and Date Symbols	261
Table 572: fontawesome5 Time and Date Symbols	261
Table 573: twemojis Animals	262
Table 574: fontawesome5 Animals	263
Table 575: figchild Animals	264
Table 576: utfsym Animals	268
Table 577: hhcount Tally Markers	268
Table 578: ifsym Tally Markers	268
Table 579: bullcntr Tally Markers	269
Table 580: dozenal Tally Markers	269
Table 581: figchild Letters and Digits	270
Table 582: skull Symbols	270
Table 583: Non-Mathematical mathabx Symbols	270
Table 584: Miscellaneous ifsym Symbols	270
Table 585: asapsym Signs	271
Table 586: metre Metrical Symbols	271
Table 587: metre Small and Large Metrical Symbols	271
Table 588: teubner Metrical Symbols	272
Table 589: hamnosys Hand Shapes	272
Table 590: hamnosys Hand-Shape Modifiers	272
Table 591: hamnosys Extended Finger Directions	272
Table 592: hamnosys Palm Orientations	273
Table 593: hamnosys Body Locations	273
Table 594: hamnosys Location Modifiers	273
Table 595: hamnosys Movements	274
Table 596: hamnosys Movement Modifiers	274
Table 597: hamnosys Obsolete Spacing Symbols	274
Table 598: Miscellaneous hamnosys Symbols	275
Table 599: dictsym Dictionary Symbols	275
Table 600: pmbxdraw Box-Drawing Symbols	276
Table 601: staves Magical Staves	276
Table 602: pigpen Cipher Symbols	278
Table 603: $\mathbb{A}2e$ Phases of the Moon	278
Table 604: twemojis Phases of the Moon	278
Table 605: figchild Space Symbols	279
Table 606: $\mathbb{A}2e$ Recycling Symbols	279
Table 607: marvosym Recycling Symbols	279
Table 608: utfsym Recycling Symbols	279
Table 609: fontawesome5 Recycling Symbols	280
Table 610: recycle Recycling Symbols	280
Table 611: utfsym Plants and Flowers	281
Table 612: utfsym Clothing	281
Table 613: Miscellaneous $\mathbb{A}2e$ Symbols	281
Table 614: soyombo Soyombo Symbols	281
Table 615: knitting Knitting Symbols	282
Table 616: worldflags Nautical Symbol Flags	283
Table 617: Other worldflags Flags	283
Table 618: twemojis Non-National Flags	283
Table 619: fontawesome5 Flags	284
Table 620: Miscellaneous arev Symbols	284
Table 621: twemojis Food Emoji	284

Table 622: figchild Food and Cooking Symbols	286
Table 623: utfsym Food and Cooking Symbols	287
Table 624: cookingsymbols Cooking Symbols	287
Table 625: tikzsymbols Cooking Symbols	288
Table 626: tikzsymbols Emoji	288
Table 627: tikzsymbols 3D Emoji	288
Table 628: utfsym Emoji	289
Table 629: tikzsymbols Trees	289
Table 630: utfsym Love Symbols	290
Table 631: Miscellaneous tikzsymbols Symbols	290
Table 632: Miscellaneous twemojis Emoji	290
Table 633: fontawesome5 Faces	305
Table 634: simpsons Characters from <i>The Simpsons</i>	306
Table 635: asapsym People	307
Table 636: utfsym People and Faces	307
Table 637: sillypage Silly Walks	308
Table 638: typicons Users	308
Table 639: fontawesome5 Users	308
Table 640: scsnowman Snowmen	309
Table 641: typicons Files and Folders	309
Table 642: fontawesome5 Files and Folders	309
Table 643: fontawesome5 Religion	310
Table 644: utfsym Religion	310
Table 645: asapsym Elevators, Escalators, and Stairs	310
Table 646: Miscellaneous bclgo Symbols	311
Table 647: Miscellaneous utfsym Symbols	312
Table 648: typicons Brand Icons	314
Table 649: fontawesome5 Brand Icons	315
Table 650: fontmfizz Brand Icons	318
Table 651: fontawesome5 Medical Symbols	319
Table 652: fontawesome5 Disability Symbols	320
Table 653: asapsym Transportation Symbols	320
Table 654: twemojis Transportation Emoji	320
Table 655: asapsym Everyday Objects	321
Table 656: typicons Everyday Objects	322
Table 657: fontawesome5 Everyday Objects	323
Table 658: figchild Everyday Objects	325
Table 659: Miscellaneous asapsym Symbols	327
Table 660: Miscellaneous typicons Symbols	328
Table 661: Miscellaneous fontawesome5 Symbols	328
Table 662: Miscellaneous fontmfizz Symbols	329
Table 663: rubikcube Rubik’s Cube Rotations	329
Table 664: sacsymb Orchestrated Objective Reduction Symbols	329
Table 665: academicons Online Academic Profile Icons	330
Table 666: Miscellaneous figchild Symbols	331
11 Fonts with minimal L^AT_EX support	332
Table 667: hands Fists	332
Table 668: greenpoint Recycling Symbols	332
Table 669: nkarta Map Symbols	333
Table 670: moonphase Astronomical Symbols	334

Table 671: <code>astrosym</code> Astronomical Symbols	335
Table 672: <code>webomints</code> Decorative Borders	338
Table 673: <code>umranda</code> Decorative Borders	339
Table 674: <code>umrandb</code> Decorative Borders	340
Table 675: <code>dingbat</code> Decorative Borders	342
Table 676: <code>pgfornament</code> Decorative Borders (Vintage)	343
Table 677: <code>pgfornament</code> Decorative Borders (Traditional Chinese Motifs)	346
Table 678: <code>knot</code> Celtic Knots	348
Table 679: <code>dancers</code> Dancing Men	352
Table 680: <code>semaphor</code> Semaphore Alphabet	355
Table 681: <code>lcircuit</code> Logic Gates and VLSI Symbols	357
Table 682: <code>cryst</code> Crystallography Symbols	358
Table 683: <code>dice</code> Dice	360
Table 684: <code>figbas</code> Figured-Bass Ligatures	360
Table 685: <code>magic</code> Trading Card Symbols	361
Table 686: <code>bartel-chess-fonts</code> Chess Pieces and Chessboard Squares	361
12 Additional Information	364
12.1 Symbol Name Clashes	364
12.2 Resizing symbols	366
12.3 Where can I find the symbol for ...?	367
12.3.1 Reflecting and rotating existing symbols	368
12.3.2 Joining and overlapping existing symbols	368
12.3.3 Making new symbols work in superscripts and subscripts	371
12.3.4 Modifying L ^A T _E X-generated symbols	373
12.3.5 Encircling symbols	373
12.3.6 Producing complex accents	373
12.3.7 Creating extensible symbols	374
12.3.8 Developing new symbols from scratch	375
12.4 Math-mode spacing	379
12.5 Bold mathematical symbols	380
12.6 ASCII and Latin 1 quick reference	381
12.7 Unicode characters	384
12.7.1 Inputting Unicode characters	385
12.7.2 Outputting Unicode characters	385
12.8 About this document	386
12.9 Copyright and license	388
Bibliography	390
Index	391

Chapter 1

Introduction

Welcome to the Comprehensive L^AT_EX Symbol List! This document strives to be your primary source of L^AT_EX symbol information: font samples, L^AT_EX commands, packages, usage details, caveats—everything needed to put tens of thousands of different symbols at your disposal. All of the fonts covered herein meet the following criteria:

1. They are freely available from the Comprehensive T_EX Archive Network (<https://www.ctan.org/>).
2. All of their symbols have L^AT_EX 2_ε bindings. That is, a user should be able to access a symbol by name (e.g., `\bigtriangleup`).

As of version 12 of the Comprehensive L^AT_EX Symbol List, that second restriction has been relaxed with the inclusion of Chapter 11, which showcases fonts that provide, at a minimum, either T_EX font-metric files (`.tfm`) or the METAFONT sources (`.mf`) that produce those font-metric files. Some of the Chapter 11 fonts do include L^AT_EX font-definition files (`.fd`). However, what sets the fonts in Chapter 11 apart from the fonts in the rest of the document is that they lack a L^AT_EX style file (`.sty`) that individually names each of the glyphs.

The restrictions listed above are not particularly limiting criteria; the Comprehensive L^AT_EX Symbol List contains samples of 20323 symbols—quite a large number. Some of these symbols are guaranteed to be available in every L^AT_EX 2_ε system; others require fonts and packages that may not accompany a given distribution and that therefore need to be installed. See <http://www.texfaq.org/FAQ-installthings.html> for help with installing new fonts and packages.

1.1 Document Usage

Each chapter of this document contains a number of font tables. Each table shows a set of symbols, with the corresponding L^AT_EX command to the right of each symbol. A table’s caption indicates what package needs to be loaded in order to access that table’s symbols. For example, the symbols in Table 46, “textcomp Old-Style Numerals”, are made available by putting “`\usepackage{textcomp}`” in your document’s preamble. “*AMS*” means to use the *AMS* packages, viz. `amssymb` and/or `amsmath`. Notes below a table provide additional information about some or all the symbols in that table.

One note that appears a few times in this document, particularly in Chapter 2, indicates that certain symbols do not exist in the OT1 font encoding (Donald Knuth’s original, 7-bit font encoding, which is the default font encoding for L^AT_EX) and that you should use `fontenc` to select a different encoding, such as T1 (a common 8-bit font encoding). That means that you should put “`\usepackage[encoding]{fontenc}`” in your document’s preamble, where *encoding* is, e.g., T1 or LY1. To limit the change in font encoding to the current group, use “`\fontencoding{encoding}\selectfont`”.

Chapter 12 contains some additional information about the symbols in this document. It discusses how certain mathematical symbols can vary in height, shows which symbol names are not unique across packages, gives examples of how to create new symbols out of existing symbols, explains how symbols are spaced in math mode, compares various schemes for boldfacing symbols, presents L^AT_EX ASCII and Latin 1 tables, shows how to input and output Unicode characters, and provides some information about this document itself. The Comprehensive L^AT_EX Symbol List ends with an index of all the symbols in the document and various additional useful terms.

A companion document, Raw Font Tables, also presents a large number of symbols but with a very different structure from this document. Raw Font Tables includes only symbols produced via a font file, while this document also includes composite symbols (combinations of two or more glyphs) and symbols drawn as pictures (using, e.g., TikZ). This document sorts symbols by category while Raw Font Tables sorts symbols by underlying font file. The two documents are intended to complement each other. It is usually easier to find a desired symbol in The Comprehensive L^AT_EX Symbol List, but Raw Font Tables is helpful for identifying related symbols, for finding symbols that exist in some font but are not exposed to the user via a L^AT_EX package (or that this document inadvertently overlooked), and for the font name and character position needed to typeset a single symbol in isolation. The last of those is especially important for math symbols. T_EX imposes a limitation of at most 16 math alphabets per document, but symbols typeset with `\font` and `\char` are text symbols and do not consume a math alphabet. (They are less convenient to use within a mathematical expression, however.)

1.2 Frequently Requested Symbols

There are a number of symbols that are requested over and over again on `comp.text.tex`. If you're looking for such a symbol the following list will help you find it quickly.

<code>.,</code> as in “ <code>Spaces_are_significant.</code> ”	19	<code>..</code>	153
<code>ī, î, ĩ, ĵ, ĩ,</code> etc. (versus <code>ī, î, ĩ, ĵ,</code> and <code>ĩ</code>)	26	<code>°</code> , as in “ <code>180°</code> ” or “ <code>15°C</code> ”	160
<code>¢</code>	31	\mathcal{L}, \mathcal{F} , etc.	162
<code>€</code>	32	$\mathbb{N}, \mathbb{Z}, \mathbb{R}$, etc.	162
<code>©, ®,</code> and <code>™</code>	33	\varkappa	162
<code>%o</code>	34	f	371
\mathfrak{f}	56	<code>á, è,</code> etc. (i.e., several accents per character)	373
<code>∴</code>	68	<code><, >, and </code> (instead of <code>l, l,</code> and <code>—</code>)	381
<code>:=</code> and <code>::=</code>	69	<code>^</code> and <code>~</code> (or <code>~</code>)	382
<code>≲</code> and <code>≳</code>	85		

Chapter 2

Body-text symbols

This chapter lists symbols that are intended for use in running text, such as punctuation marks, accents, ligatures, and currency symbols.

TABLE 1: $\text{\LaTeX} 2_{\epsilon}$ Escapable “Special” Characters

\$	\backslash \$	%	\backslash %	-	\backslash _*	}	\backslash }	&	\backslash &	#	\backslash #	{	\backslash {
----	-----------------	---	----------------	---	-----------------	---	----------------	---	----------------	---	----------------	---	----------------

* The `underscore` package redefines “_” to produce an underscore in text mode (i.e., it makes it unnecessary to escape the underscore character).

TABLE 2: Predefined L^AT_EX 2_ε Text-mode Commands

$\hat{\text{~}}$		<code>\textasciicircum*</code>	<		<code>\textless</code>
$\tilde{\text{~}}$		<code>\textasciitilde*</code>	a	<i>a</i>	<code>\textordfeminine</code>
*	*	<code>\textasteriskcentered</code>	o	<i>o</i>	<code>\textordmasculine</code>
\		<code>\textbackslash</code>	¶	¶	<code>\textparagraph[†]</code>
		<code>\textbar</code>	.	.	<code>\textperiodcentered</code>
		<code>\textbardbl</code>	‰	‰	<code>\textpertenthousand</code>
○	○	<code>\textbigcircle</code>	‰	‰	<code>\textperthousand</code>
{		<code>\textbraceleft[†]</code>	¿		<code>\textquestiondown</code>
}		<code>\textbraceright[†]</code>	“		<code>\textquotedblleft</code>
•	•	<code>\textbullet</code>	”		<code>\textquotedblright</code>
©	©	<code>\textcopyright[†]</code>	‘		<code>\textquoteleft</code>
†	†	<code>\textdagger[†]</code>	,		<code>\textquoteright</code>
‡	‡	<code>\textdaggerdbl[†]</code>	®	®	<code>\textregistered</code>
\$	\$	<code>\textdollar[†]</code>	§	§	<code>\textsection[†]</code>
...		<code>\textellipsis[†]</code>	£	£	<code>\textsterling[†]</code>
—		<code>\textemdash</code>	™	™	<code>\texttrademark</code>
-		<code>\textendash</code>	-		<code>\textunderscore[†]</code>
i		<code>\textexclamdown</code>	ı		<code>\textvisiblespace</code>
>		<code>\textgreater</code>			

The first symbol column represents the—sometimes “faked”—symbol that L^AT_EX 2_ε provides by default. The second symbol column represents the symbol as redefined by `textcomp` (if `textcomp` redefines it). The `textcomp` package is generally required to typeset Table 2’s symbols in italic, and some symbols additionally require the T1 font encoding for italic.

* `\^{}{}` and `\~{}{}` can be used instead of `\textasciicircum` and `\textasciitilde`. See the discussion of “~” on page 382.

† It’s generally preferable to use the corresponding symbol from Table 3 because the symbols in that table work properly in both text mode and math mode.

TABLE 3: L^AT_EX 2_ε Commands Defined to Work in Both Math and Text Mode

{	\{	-	_	‡	‡	<code>\ddag</code>	£	<code>\pounds</code>
}	\}	©	©	<code>\copyright</code>	...	<code>\dots</code>	§	<code>\S</code>
\$	\\$	†	†	<code>\dag</code>	¶	¶	<code>\P</code>	

The first symbol column represents the—sometimes “faked”—symbol that L^AT_EX 2_ε provides by default. The second symbol column represents the symbol as redefined by `textcomp` (if `textcomp` redefines it). The `textcomp` package is generally required to typeset Table 3’s symbols in italic, and some symbols additionally require the T1 font encoding for italic.

TABLE 4: \mathcal{AMS} Commands Defined to Work in Both Math and Text Mode

✓ `\checkmark` ® `\circledR` ✠ `\maltese`

TABLE 5: Non-ASCII Letters (Excluding Accented Letters)

å	<code>\aa</code>	Ð	<code>\DH*</code>	L	<code>\L</code>	ø	<code>\o</code>	þ	<code>\th*</code>
Å	<code>\AA</code>	Ð	<code>\DJ*</code>	ł	<code>\l</code>	œ	<code>\oe</code>	Þ	<code>\TH*</code>
Æ	<code>\AE</code>	đ	<code>\dj*</code>	Œ	<code>\NG*</code>	Œ	<code>\OE</code>		
æ	<code>\ae</code>	IJ	<code>\IJ</code>	ŋ	<code>\ng*</code>	ß	<code>\ss</code>		
ð	<code>\dh*</code>	ij	<code>\ij</code>	Ø	<code>\O</code>	SS	<code>\SS</code>		

* Not available in the OT1 font encoding. Use the `fontenc` package to select an alternate font encoding, such as T1.

TABLE 6: `textgreek` Upright Greek Letters

α	<code>\textalpha</code>	η	<code>\texteta</code>	ν	<code>\textnu</code>	τ	<code>\texttau</code>
β	<code>\textbeta</code>	θ	<code>\texttheta</code>	ξ	<code>\textxi</code>	υ	<code>\textupsilon</code>
γ	<code>\textgamma</code>	ι	<code>\textiota</code>	ο	<code>\textomikron</code>	φ	<code>\textphi</code>
δ	<code>\textdelta</code>	κ	<code>\textkappa</code>	π	<code>\textpi</code>	χ	<code>\textchi</code>
ε	<code>\textepsilon</code>	λ	<code>\textlambda</code>	ρ	<code>\textrho</code>	ψ	<code>\textpsi</code>
ζ	<code>\textzeta</code>	μ	<code>\textmu*</code>	σ	<code>\textsigma</code>	ω	<code>\textomega</code>
A	<code>\textAlpha</code>	H	<code>\textEta</code>	N	<code>\textNu</code>	T	<code>\textTau</code>
B	<code>\textBeta</code>	Θ	<code>\textTheta</code>	Ξ	<code>\textXi</code>	Υ	<code>\textUpsilon</code>
Γ	<code>\textGamma</code>	I	<code>\textIota</code>	Ο	<code>\textOmikron</code>	Φ	<code>\textPhi</code>
Δ	<code>\textDelta</code>	K	<code>\textKappa</code>	Π	<code>\textPi</code>	Χ	<code>\textChi</code>
E	<code>\textEpsilon</code>	Λ	<code>\textLambda</code>	P	<code>\textRho</code>	Ψ	<code>\textPsi</code>
Z	<code>\textZeta</code>	M	<code>\textMu</code>	Σ	<code>\textSigma</code>	Ω	<code>\textOmega</code>

* Synonyms for `\textmu` include `\textmicro` and `\textmugreek`.

`textgreek` tries to use a Greek font that matches the body text. As a result, the glyphs may appear slightly different from the above.

Unlike `upgreek` (Table 211 on page 121), `textgreek` works in text mode.

The symbols in this table are intended to be used sporadically throughout a document (e.g., in phrases such as “β-decay”). In contrast, Greek body text can be typeset using the `babel` package’s `greek` (or `polutonikogreek`) option—and, of course, a font that provides the glyphs for the Greek alphabet.

TABLE 7: Letters Used to Typeset African Languages

Đ	<code>\B{D}</code>	č	<code>\m{c}</code>	f	<code>\m{f}</code>	k	<code>\m{k}</code>	t	<code>\M{t}</code>	Ʒ	<code>\m{Z}</code>
đ	<code>\B{d}</code>	Đ	<code>\m{D}</code>	F	<code>\m{F}</code>	l	<code>\m{N}</code>	T	<code>\M{T}</code>	Ƹ	<code>\T{E}</code>
H	<code>\B{H}</code>	đ	<code>\M{d}</code>	Ƴ	<code>\m{G}</code>	ŋ	<code>\m{n}</code>	ƒ	<code>\m{t}</code>	Ʒ	<code>\T{e}</code>
h	<code>\B{h}</code>	Đ	<code>\M{D}</code>	Ƴ	<code>\m{g}</code>	o	<code>\m{o}</code>	T	<code>\m{T}</code>	Ƹ	<code>\T{O}</code>
t	<code>\B{t}</code>	đ	<code>\m{d}</code>	l	<code>\m{I}</code>	o	<code>\m{O}</code>	v	<code>\m{u}</code> *	Ʒ	<code>\T{o}</code>
T	<code>\B{T}</code>	Ƹ	<code>\m{E}</code>	ı	<code>\m{i}</code>	P	<code>\m{P}</code>	U	<code>\m{U}</code> *		
ḃ	<code>\m{b}</code>	ε	<code>\m{e}</code>	Ƴ	<code>\m{J}</code>	ƒ	<code>\m{p}</code>	Y	<code>\m{Y}</code>		
Ḃ	<code>\m{B}</code>	Ƹ	<code>\M{E}</code>	Ƴ	<code>\m{j}</code>	ƒ	<code>\m{s}</code>	y	<code>\m{y}</code>		
Ƹ	<code>\m{C}</code>	o	<code>\M{e}</code>	K	<code>\m{K}</code>	J	<code>\m{S}</code>	Ʒ	<code>\m{z}</code>		

These characters all need the T4 font encoding, which is provided by the `fc` package.

* `\m{v}` and `\m{V}` are synonyms for `\m{u}` and `\m{U}`.

TABLE 8: Letters Used to Typeset Vietnamese

Ơ	<code>\OHORN</code>	ơ	<code>\ohorn</code>	Ư	<code>\UHORN</code>	ư	<code>\uhorn</code>
---	---------------------	---	---------------------	---	---------------------	---	---------------------

These characters all need the T5 font encoding, which is provided by the `vntex` package.

TABLE 9: Punctuation Marks Not Found in OT1

«	<code>\guillemetleft*</code>	<	<code>\guilsinglleft</code>	„	<code>\quotedblbase</code>	"	<code>\textquotedbl</code>
»	<code>\guillemetright*</code>	>	<code>\guilsinglright</code>	,	<code>\quotesinglbase</code>		

* Older versions of \LaTeX misspelled these as `\guillemotleft` and `\guillemotright`. The older names are still retained for backward compatibility.

To get these symbols, use the `fontenc` package to select an alternate font encoding, such as T1.

TABLE 10: `pifont` Decorative Punctuation Marks

•	<code>\ding{123}</code>	“	<code>\ding{125}</code>	¶	<code>\ding{161}</code>	‡	<code>\ding{163}</code>
•	<code>\ding{124}</code>	”	<code>\ding{126}</code>	¶	<code>\ding{162}</code>		

TABLE 11: fontawesome5 Decorative Punctuation Marks and Typographic Symbols

*	<code>\faAsterisk</code>	!	<code>\faExclamation</code>	”	<code>\faQuoteRight</code>
@	<code>\faAt</code>	¶	<code>\faParagraph</code>	/	<code>\faSlash</code>
⋯	<code>\faEllipsisH</code>	?	<code>\faQuestion</code>		
⋮	<code>\faEllipsisV</code>	“	<code>\faQuoteLeft</code>		

TABLE 12: tipa Phonetic Symbols

γ	<code>\textbabygamma</code>	̣	<code>\textglotstop</code>	η	<code>\textrtailn</code>
̅	<code>\textbarb</code>	̇	<code>\texthalflength</code>	̈	<code>\textrtailr</code>
̆	<code>\textbarc</code>	̈́	<code>\texthardsign</code>	̉	<code>\textrtails</code>
̇	<code>\textbard</code>	̈́	<code>\texthooktop</code>	̊	<code>\textrtailt</code>
̈	<code>\textbardotlessj</code>	̋	<code>\texthtb</code>	̋	<code>\textrtailz</code>
̉	<code>\textbarg</code>	̌	<code>\texthtbardotlessj</code>	̍	<code>\texttrthook</code>
̊	<code>\textbarglotstop</code>	̎	<code>\texthtc</code>	̏	<code>\texttsca</code>
̋	<code>\textbari</code>	̐	<code>\texthtd</code>	̐	<code>\texttscb</code>
̌	<code>\textbarl</code>	̑	<code>\texthtg</code>	̑	<code>\texttsce</code>
̍	<code>\textbaro</code>	̒	<code>\texthth</code>	̒	<code>\texttscg</code>
̎	<code>\textbarrevglotstop</code>	̓	<code>\texththeng</code>	̓	<code>\texttsch</code>
̏	<code>\textbaru</code>	̔	<code>\texthtk</code>	̔	<code>\texttschwa</code>
̐	<code>\textbeltl</code>	̕	<code>\texthtp</code>	̕	<code>\texttsci</code>
̑	<code>\textbeta</code>	̖	<code>\texthtq</code>	̖	<code>\texttscj</code>
̒	<code>\textbullseye</code>	̗	<code>\texthttrtaild</code>	̗	<code>\texttscl</code>
̓	<code>\textceltpal</code>	̘	<code>\texthtscg</code>	̘	<code>\texttscn</code>
̔	<code>\textchi</code>	̙	<code>\texthttt</code>	̙	<code>\texttscoelig</code>
̕	<code>\textcloseepsilon</code>	̚	<code>\texthvlig</code>	̚	<code>\texttsomega</code>
̖	<code>\textcloseomega</code>	̛	<code>\textinvglotstop</code>	̛	<code>\texttsr</code>
̗	<code>\textcloserevepsilon</code>	̜	<code>\textinvscr</code>	̜	<code>\texttscripta</code>
̘	<code>\textcommatailz</code>	̝	<code>\textiota</code>	̝	<code>\texttscriptg</code>
̙	<code>\textcorner</code>	̞	<code>\textlambda</code>	̞	<code>\texttscriptv</code>
̚	<code>\textcrb</code>	̟	<code>\textlengthmark</code>	̟	<code>\texttscu</code>
̛	<code>\textcrd</code>	̠	<code>\textlhookt</code>	̠	<code>\texttscy</code>
̜	<code>\textcrg</code>	̡	<code>\textlhtlongi</code>	̡	<code>\texttsecstress</code>
̝	<code>\textcrh</code>	̢	<code>\textlhtlongy</code>	̢	<code>\texttsoftsign</code>
̞	<code>\textcrinvglotstop</code>	̣	<code>\textlonglegr</code>	̣	<code>\texttstretchc</code>
̟	<code>\textcrlambda</code>	̤	<code>\textlptr</code>	̤	<code>\texttctclig</code>
̠	<code>\textcrtwo</code>	̥	<code>\textltailm</code>	̥	<code>\texttteshlig</code>
̡	<code>\textctc</code>	̦	<code>\textltailn</code>	̦	<code>\textttheta</code>
̢	<code>\textctd</code>	̧	<code>\textltilde</code>	̧	<code>\textthorn</code>
̣	<code>\textctdctzlig</code>	̨	<code>\textlyoghlig</code>	̨	<code>\texttoneletterstem</code>
̤	<code>\textctesh</code>	̩	<code>\textObardotlessj</code>	̩	<code>\textttslig</code>

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j	<code>\textctj</code>	h	<code>\textOlyoghlig</code>	e	<code>\textturna</code>
n	<code>\textctn</code>	ω	<code>\textomega</code>	æ	<code>\textturncelig</code>
t	<code>\textctt</code>	⋈	<code>\textopencorner</code>	u	<code>\textturnh</code>
Ⓢ	<code>\textcttctclig</code>	o	<code>\textopeno</code>	Ⓢ	<code>\textturnk</code>
z	<code>\textctyogh</code>	⋈	<code>\textpalhook</code>	l	<code>\textturnlongleg</code>
z	<code>\textctz</code>	φ	<code>\textphi</code>	u	<code>\textturnm</code>
Ⓢ	<code>\textdctzlig</code>		<code>\textpipe</code>	u	<code>\textturnmrleg</code>
f	<code>\textdoublebaresh</code>	ˈ	<code>\textprimstress</code>	ı	<code>\textturnr</code>
≠	<code>\textdoublebarpipe</code>	ʔ	<code>\textraiseglotstop</code>	ı	<code>\textturnrrtail</code>
≠	<code>\textdoublebarslash</code>	l	<code>\textraisevibyi</code>	ɔ	<code>\textturnscripta</code>
	<code>\textdoublepipe</code>	γ	<code>\textramshorns</code>	ı	<code>\textturnt</code>
	<code>\textdoublevertline</code>	ˈ	<code>\textrevapostrophe</code>	Λ	<code>\textturnv</code>
↓	<code>\textdownstep</code>	ə	<code>\textreve</code>	Λ	<code>\textturnw</code>
Ⓢ	<code>\textdyoghlig</code>	z	<code>\textrelepsilon</code>	ˆ	<code>\textturny</code>
Ⓢ	<code>\textdzlig</code>	ı	<code>\textrevglotstop</code>	u	<code>\textupsilon</code>
ε	<code>\textepsilon</code>	z	<code>\textrevyogh</code>	↑	<code>\textupstep</code>
f	<code>\textesh</code>	z	<code>\textrhookrelepsilon</code>		<code>\textvertline</code>
r	<code>\textfishhookr</code>	z	<code>\textrhookschwa</code>	ı	<code>\textvibyi</code>
g	<code>\textg</code>	˘	<code>\textrhoticity</code>	ı	<code>\textvibyy</code>
γ	<code>\textgamma</code>	>	<code>\textrptr</code>	p	<code>\textwynn</code>
↘	<code>\textglobfall</code>	d	<code>\textrtaild</code>	z	<code>\textyogh</code>
↗	<code>\textglobrise</code>	l	<code>\textrtaill</code>		

`tipa` defines shortcut characters for many of the above. It also defines a command `\tone` for denoting tone letters (pitches). See the `tipa` documentation for more information.

TABLE 13: `tipx` Phonetic Symbols

æ	<code>\textaoilig</code>	f	<code>\texthtbardotlessjvar</code>	ı	<code>\textrthooklong</code>
z	<code>\textbenttailyogh</code>	ω	<code>\textinvomega</code>	Δ	<code>\textascaolig</code>
γ	<code>\textbktailgamma</code>	v	<code>\textinvsvca</code>	Δ	<code>\textscdelta</code>
ı	<code>\textctinvglotstop</code>	σ	<code>\textinvscripta</code>	F	<code>\textscf</code>
j	<code>\textctjvar</code>	f	<code>\textlfishhookrlig</code>	K	<code>\textscsk</code>
l	<code>\textctstretchc</code>	f	<code>\textlhookfour</code>	M	<code>\textscm</code>
l	<code>\textctstretchcvar</code>	p	<code>\textlhookp</code>	P	<code>\textscp</code>
ı	<code>\textctturnt</code>	ı	<code>\textlhiti</code>	Q	<code>\textscq</code>
db	<code>\textdblign</code>	ı	<code>\textllooptoprevesh</code>	←	<code>\textspleftarrow</code>
≠	<code>\textdoublebarpipevar</code>	η	<code>\textnrleg</code>	C	<code>\textstretchcvar</code>
	<code>\textdoublepipevar</code>	⊙	<code>\textObullseye</code>	↔	<code>\textsubdoublearrow</code>

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↓	<code>\textdownfullarrow</code>	⋈	<code>\textpalhooklong</code>	→	<code>\textsubrightarrow</code>
♀	<code>\textfemale</code>	⋉	<code>\textpalhookvar</code>	⋈	<code>\textthornvari</code>
⌌	<code>\textfrbarn</code>		<code>\textpipevar</code>	⋈	<code>\textthornvarii</code>
⌍	<code>\textfrhookd</code>	ϕ	<code>\textqplig</code>	⋈	<code>\textthornvariii</code>
⌎	<code>\textfrhookdvar</code>	◻	<code>\textrectangle</code>	⋈	<code>\textthornvariv</code>
⌏	<code>\textfrhookt</code>	↵	<code>\textretractingvar</code>	⌏	<code>\textturnglotstop</code>
γ	<code>\textfrrtailgamma</code>	⌏	<code>\textrevscl</code>	⌏	<code>\textturnsck</code>
?	<code>\textglotstopvari</code>	⌏	<code>\textrevscr</code>	⌏	<code>\textturnscu</code>
?	<code>\textglotstopvarii</code>	⌏	<code>\textrhoa</code>	⌏	<code>\textturnthree</code>
?	<code>\textglotstopvariii</code>	⌏	<code>\textrhoe</code>	⌏	<code>\textturntwo</code>
γ	<code>\textgrgamma</code>	⌏	<code>\textrhoepsilon</code>	⌏	<code>\textuncrffemale</code>
⌏	<code>\textheng</code>	⌏	<code>\textrhoopeno</code>	↑	<code>\textupfullarrow</code>
⌏	<code>\texthmlig</code>	⌏	<code>\textrtailhth</code>		

TABLE 14: wsuipa Phonetic Symbols

⌏	<code>\babygamma</code>	⌏	<code>\eng</code>	⌏	<code>\labdentalnas</code>	ə	<code>\schwa</code>
⌏	<code>\barb</code>	⌏	<code>\er</code>	⌏	<code>\latfric</code>	ɪ	<code>\sci</code>
⌏	<code>\bard</code>	⌏	<code>\esh</code>	⌏	<code>\legm</code>	N	<code>\scn</code>
⌏	<code>\bari</code>	⌏	<code>\eth</code>	⌏	<code>\legr</code>	R	<code>\scr</code>
⌏	<code>\barl</code>	⌏	<code>\flapr</code>	⌏	<code>\lz</code>	α	<code>\scripta</code>
⌏	<code>\baro</code>	⌏	<code>\glotstop</code>	α	<code>\nialpha</code>	g	<code>\scriptg</code>
⌏	<code>\barp</code>	⌏	<code>\hookb</code>	β	<code>\nibeta</code>	υ	<code>\scriptv</code>
⌏	<code>\barsci</code>	⌏	<code>\hookd</code>	χ	<code>\nichi</code>	U	<code>\scu</code>
⌏	<code>\barscu</code>	⌏	<code>\hookg</code>	ε	<code>\niepsilon</code>	Y	<code>\scy</code>
⌏	<code>\baru</code>	⌏	<code>\hookh</code>	γ	<code>\nigamma</code>	⌏	<code>\slashb</code>
⊙	<code>\clickb</code>	⌏	<code>\hookheng</code>	ι	<code>\niiota</code>	⌏	<code>\slashc</code>
⊙	<code>\clickc</code>	⌏	<code>\hookrepepsilon</code>	λ	<code>\nilambda</code>	⌏	<code>\slashd</code>
⌏	<code>\clickt</code>	⌏	<code>\hv</code>	ω	<code>\niomega</code>	⌏	<code>\slashu</code>
⌏	<code>\closedniomega</code>	⌏	<code>\inva</code>	φ	<code>\nipheri</code>	⌏	<code>\taild</code>
⌏	<code>\closedrepepsilon</code>	⌏	<code>\invf</code>	σ	<code>\nisigma</code>	⌏	<code>\tailinvr</code>
⌏	<code>\crossb</code>	⌏	<code>\invglotstop</code>	θ	<code>\nitheta</code>	⌏	<code>\taill</code>
⌏	<code>\crossd</code>	⌏	<code>\invh</code>	ϖ	<code>\niupsilon</code>	⌏	<code>\tailn</code>
⌏	<code>\crossh</code>	⌏	<code>\invlegr</code>	⌏	<code>\nj</code>	⌏	<code>\tailr</code>
⌏	<code>\crossnilambda</code>	⌏	<code>\invm</code>	∞	<code>\oo</code>	⌏	<code>\tails</code>
⌏	<code>\curlyc</code>	⌏	<code>\invr</code>	⌏	<code>\openo</code>	⌏	<code>\tailt</code>
⌏	<code>\curlyesh</code>	⌏	<code>\invscr</code>	⌏	<code>\reve</code>	⌏	<code>\tailz</code>

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ȝ	\curlyyogh	ɀ	\invscripta	ʄ	\reveject	ʧ	\tesh
z	\curlyz	Λ	\invv	ʒ	\revepsilon	þ	\thorn
ɨ	\dlbari	Ⓜ	\invw	ʝ	\revglotstop	†	\tildel
ɳ	\dz	ʎ	\invy	D	\scd	ʒ	\yogh
ɸ	\ejective	γ	\ipagamma	G	\scg		

TABLE 15: wasysym Phonetic Symbols

ð	\dh	ə	\inve	ʒ	\roundz	þ	\thorn
Ð	\DH	ɔ	\openo	Þ	\Thorn		

TABLE 16: phonetic Phonetic Symbols

ɸ	\barj	ɾ	\flap	ɨ	\ibar	ɀ	\rotvara	ɹ	\vari
λ	\barlambda	ʔ	\glottal	ɔ	\openo	Ⓜ	\rotw	Ω	\varomega
ɱ	\emgma	Ƀ	\hausab	ħ	\planck	ʎ	\roty	ɔ	\varopeno
ɱ	\engma	Ƀ	\hausab	Λ	\pwedge	ə	\schwa	ɹ	\vod
ɱ	\enya	Ƀ	\hausad	ɀ	\revD	þ	\thorn	fi	\voicedh
ε	\epsi	ɀ	\hausad	ɹ	\riota	ɸ	\ubar	ʒ	\yogh
ʃ	\esh	ƙ	\hausak	ɹ	\rotm	ɹ	\udesc		
ð	\eth	K	\hausak	Ω	\rotOmega	ɑ	\vara		
fj	\fj	Ƀ	\hookd	ɹ	\rotr	g	\varg		

TABLE 17: t4phonet Phonetic Symbols

đ	\textcrd	Ƀ	\texthtd		\textpipe
ħ	\textcrh	ƙ	\texthtk	Ƀ	\textrtaild
ε	\textepsilon	ɸ	\texthtp	Ƀ	\textrtailt
ʃ	\textesh	Ƀ	\texthtt	Ƀ	\textschwa
fj	\textfjlig	ɹ	\textiota	ʃ	\textscriptv
Ƀ	\texthtb	ɱ	\textltailn	ʧ	\texttshlig
Ƀ	\texthtc	ɔ	\textopeno	ʒ	\textyogh

The idea behind the t4phonet package’s phonetic symbols is to provide an interface to some of the characters in the T4 font encoding (Table 7 on the next page) but using the same names as the tipa characters presented in Table 12 on page 22.

TABLE 18: semtrans Transliteration Symbols

ʾ	\Alif	ʿ	\Ayn
---	-------	---	------

TABLE 19: Text-mode Accents

Ää	<code>\{"A}\{a}</code>	Áá	<code>\ {A}\ {a}</code> [†]	Ââ	<code>\f{A}\f{a}</code> [¶]	Â̂	<code>\t{A}\t{a}</code>
Áá	<code>\' {A}\' {a}</code>	Ãã	<code>\~ {A}\~ {a}</code>	Ăă	<code>\G{A}\G{a}</code> [‡]	Ăă	<code>\u{A}\u{a}</code>
Ăă	<code>\. {A}\. {a}</code>	Ȧȧ	<code>\b{A}\b{a}</code>	Ȧȧ	<code>\h{A}\h{a}</code> [§]	Ȧȧ	<code>\U{A}\U{a}</code> [‡]
Ȧȧ	<code>\={A}\={a}</code>	Ȧȧ	<code>\c{A}\c{a}</code>	Ȧȧ	<code>\H{A}\H{a}</code>	Ȧȧ	<code>\U{A}\U{a}</code> [¶]
Ȧȧ	<code>\^{A}\^{a}</code>	Ȧȧ	<code>\C{A}\C{a}</code> [¶]	Ȧȧ	<code>\k{A}\k{a}</code> [†]	Ȧȧ	<code>\v{A}\v{a}</code>
Ȧȧ	<code>\' {A}\' {a}</code>	Ȧȧ	<code>\d{A}\d{a}</code>	Ȧȧ	<code>\r{A}\r{a}</code>		
		Ȧȧ	<code>\newtie{A}\newtie{a}</code> *	Ⓐⓐ	<code>\textcircled{A}\textcircled{a}</code>		

* Requires the `textcomp` package.

[†] Not available in the OT1 font encoding. Use the `fontenc` package to select an alternate font encoding, such as T1.

[‡] Requires the T4 font encoding, provided by the `fc` package.

[§] Requires the T5 font encoding, provided by the `vntex` package.

[¶] Requires one of the Cyrillic font encodings (T2A, T2B, T2C, or X2). Use the `fontenc` package to select an encoding.

^{||} See also the `circledsteps` package, which uses `TikZ` to encircle symbols of any size.

Also note the existence of `\i` and `\j`, which produce dotless versions of “i” and “j” (viz., “i” and “j”). These are useful when the accent is supposed to replace the dot in encodings that need to composite (i.e., combine) letters and accents. For example, “`na\{"i}ve`” always produces a correct “naïve”, while “`na\{i}ve`” yields the rather odd-looking “naïve” when using the OT1 font encoding and older versions of L^AT_EX. Font encodings other than OT1 and newer versions of L^AT_EX properly typeset “`na\{i}ve`” as “naïve”.

TABLE 20: tipa Text-mode Accents

Áá	<code>\textacutemacron{A}\textacutemacron{a}</code>
Ăă	<code>\textacutewedge{A}\textacutewedge{a}</code>
Ȧȧ	<code>\textadvancing{A}\textadvancing{a}</code>
Ȧȧ	<code>\textbottomtiebar{A}\textbottomtiebar{a}</code>
Ȧȧ	<code>\textbreve{A}\textbreve{a}</code>
Ȧȧ	<code>\textcircumacute{A}\textcircumacute{a}</code>
Ȧȧ	<code>\textcircumdot{A}\textcircumdot{a}</code>

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Áá `\textdotacute{A}\textdotacute{a}`
 Ăă `\textdotbreve{A}\textdotbreve{a}`
 Ää `\textdoublegrave{A}\textdoublegrave{a}`
 Åå `\textdoublevbaraccent{A}\textdoublevbaraccent{a}`
 Ȧȧ `\textfallrise{A}\textfallrise{a}`
 Ăă `\textgravecircum{A}\textgravecircum{a}`
 Ăă `\textgravedot{A}\textgravedot{a}`
 Ăă `\textgravemacron{A}\textgravemacron{a}`
 Ăă `\textgravemid{A}\textgravemid{a}`
 Ăă `\texthighrise{A}\texthighrise{a}`
 A̲a `\textinvsubbridge{A}\textinvsubbridge{a}`
 Ạa `\textlowering{A}\textlowering{a}`
 Ăă `\textlowrise{A}\textlowrise{a}`
 Ăă `\textmidacute{A}\textmidacute{a}`
 Ăă `\textovercross{A}\textovercross{a}`
 Ăă `\textoverw{A}\textoverw{a}`
 Ạa `\textpolhook{A}\textpolhook{a}`
 Ạa `\textraising{A}\textraising{a}`
 Ạa `\textretracting{A}\textretracting{a}`
 Ăă `\textringmacron{A}\textringmacron{a}`
 Ăă `\textrisefall{A}\textrisefall{a}`
 Ăă `\textroundcap{A}\textroundcap{a}`
 A̲a `\textseagull{A}\textseagull{a}`
 Ạa `\textsubacute{A}\textsubacute{a}`
 Ạa `\textsubarch{A}\textsubarch{a}`
 Ạa `\textsubbar{A}\textsubbar{a}`
 Ạa `\textsubbridge{A}\textsubbridge{a}`
 Ạa `\textsubcircum{A}\textsubcircum{a}`
 Ạa `\textsubdot{A}\textsubdot{a}`
 Ạa `\textsubgrave{A}\textsubgrave{a}`
 Ạa `\textsublhalfring{A}\textsublhalfring{a}`
 Ạa `\textsubplus{A}\textsubplus{a}`
 Ạa `\textsubrhalfring{A}\textsubrhalfring{a}`
 Ạa `\textsubring{A}\textsubring{a}`
 Ạa `\textsubsquare{A}\textsubsquare{a}`
 Ạa `\textsubtilde{A}\textsubtilde{a}`

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TABLE 23: phonetic Text-mode Accents

$\underset{\cdot}{A}\underset{\cdot}{a}$	<code>\hill{A}\hill{a}</code>	$\underset{\cdot}{A}\underset{\cdot}{a}$	<code>\rc{A}\rc{a}</code>	$\underset{\cdot}{A}\underset{\cdot}{a}$	<code>\ut{A}\ut{a}</code>
$\underset{\cdot}{A}\underset{\cdot}{a}$	<code>\od{A}\od{a}</code>	$\underset{\cdot}{A}\underset{\cdot}{a}$	<code>\syl{A}\syl{a}</code>		
$\overset{\cdot}{A}\overset{\cdot}{a}$	<code>\ohill{A}\ohill{a}</code>	$\underset{\cdot}{A}\underset{\cdot}{a}$	<code>\td{A}\td{a}</code>		

The `phonetic` package provides a few additional macros for linguistic accents. `\acbar` and `\acarc` compose characters with multiple accents; for example, `\acbar{\'}{a}` produces “á” and `\acarc{\"}{e}` produces “ë”. `\labvel` joins two characters with an arc: `\labvel{m}` → “m̄”. `\upbar` is intended to go between characters as in “x`\upbar`{y}” → “x’y”. Lastly, `\uplett` behaves like `\textsuperscript` but uses a smaller font. Contrast “p`\uplett`{h}” → “p^h” with “p`\textsuperscript`{h}” → “p^h”.

TABLE 24: metre Text-mode Accents

$\acute{A}\acute{a}$	<code>\acutus{A}\acutus{a}</code>
$\breve{A}\breve{a}$	<code>\breve{A}\breve{a}</code>
$\tilde{A}\tilde{a}$	<code>\circumflexus{A}\circumflexus{a}</code>
$\ddot{A}\ddot{a}$	<code>\diaeresis{A}\diaeresis{a}</code>
$\grave{A}\grave{a}$	<code>\gravis{A}\gravis{a}</code>
$\bar{A}\bar{a}$	<code>\macron{A}\macron{a}</code>

TABLE 25: t4phonet Text-mode Accents

$\text{\AA}\text{\AA}$	<code>\textdoublegrave{A}\textdoublegrave{a}</code>
$\text{\A}\text{\A}$	<code>\textvbaraccent{A}\textvbaraccent{a}</code>
$\text{\AA}\text{\AA}$	<code>\textdoublevbaraccent{A}\textdoublevbaraccent{a}</code>

The idea behind the `t4phonet` package’s text-mode accents is to provide an interface to some of the accents in the T4 font encoding (accents marked with “‡” in Table 19 on the next page) but using the same names as the `tipa` accents presented in Table 20 on page 26.

TABLE 26: arcs Text-mode Accents

$$\widehat{A}\widehat{a} \quad \backslash\overarc{A}\backslash\overarc{a} \quad \underline{A}\underline{a} \quad \backslash\underarc{A}\backslash\underarc{a}$$

The accents shown above scale only to a few characters wide. An optional macro argument alters the effective width of the accented characters. See the arcs documentation for more information.

At the time of this writing (2015/11/12), there exists an incompatibility between the arcs package and the relsize package, upon which arcs depends. As a workaround, one should apply the patch proposed by Michael Sharpe on the Xe_{La}TeX mailing list (Subject: “The arcs package”, dated 2013/08/25) to prevent spurious text from being added to the document (as in, “5.0pt \widehat{A} ” when “ \widehat{A} ” is expected).

TABLE 27: semtrans Accents

$$\mathring{A}\mathring{a} \quad \backslash\mathring{D}\{A\}\backslash\mathring{D}\{a\} \quad \mathring{U}\mathring{a} \quad \backslash\mathring{U}\{A\}\backslash\mathring{U}\{a\}$$

$$\mathring{V}\mathring{e} \quad \backslash\mathring{T}\{A\}\backslash\mathring{T}\{a\}^*$$

* \mathring{T} is not actually an accent but a command that rotates its argument 180° using the graphicx package’s `\rotatebox` command.

TABLE 28: ogonek Accents

$$\mathring{A}\mathring{a} \quad \backslash\mathring{k}\{A\}\backslash\mathring{k}\{a\}$$

TABLE 29: combelow Accents

$$\mathring{A}\mathring{a} \quad \backslash\mathring{cb}\{A\}\backslash\mathring{cb}\{a\}$$

\mathring{cb} places a comma *above* letters with descenders. Hence, while “ $\mathring{cb}\{s\}$ ” produces “š”, “ $\mathring{cb}\{g\}$ ” produces “ġ”.

TABLE 30: wsuipa Diacritics

ˆ	<code>\ain</code>	<	<code>\leftp</code>	◊	<code>\overring</code>	ˈ	<code>\stress</code>	˘	<code>\underwedge</code>
⌞	<code>\corner</code>	←	<code>\leftt</code>	◌	<code>\polishhook</code>	ˌ	<code>\syllabic</code>	ˆ	<code>\upp</code>
˘	<code>\downp</code>	ː	<code>\length</code>	>	<code>\rightp</code>	..	<code>\underdots</code>	⌞	<code>\upt</code>
⌞	<code>\downt</code>	~	<code>\midtilde</code>	↵	<code>\rightt</code>	◊	<code>\underring</code>		
˘	<code>\halflength</code>	◌	<code>\open</code>	ˌ	<code>\secstress</code>	˘	<code>\undertilde</code>		

The `wsuipa` package defines all of the above as ordinary characters, not as accents. However, it does provide `\diatop` and `\diaunder` commands, which are used to compose diacritics with other characters. For example, `\diatop[\overring|a]` produces “ $\overset{\circ}{a}$ ”, and `\diaunder[\underdots|a]` produces “ $\underset{..}{a}$ ”. See the `wsuipa` documentation for more information.

TABLE 31: textcomp Diacritics

˘	<code>\textacutedbl</code>	ˇ	<code>\textasciicaron</code>	ˉ	<code>\textasciimacron</code>
˘	<code>\textasciiacute</code>	¨	<code>\textasciidieresis</code>	˘	<code>\textgravedbl</code>
˘	<code>\textasciibreve</code>	˘	<code>\textasciigrave</code>		

The `textcomp` package defines all of the above as ordinary characters, not as accents. You can use `\llap` or `\rlap` to combine them with other characters. See the discussion of `\llap` and `\rlap` on page 372 for more information.

TABLE 32: marvosym Diacritics

→	<code>\arrowOver</code>	—	<code>\barOver</code>	/	<code>\StrikingThrough</code>
→	<code>\ArrowOver</code>	—	<code>\BarOver</code>		

The `marvosym` package defines all of the above as ordinary characters, not as accents. You can use `\llap` or `\rlap` to combine them with other characters. See the discussion of `\llap` and `\rlap` on page 372 for more information.

TABLE 33: textcomp Currency Symbols

B	<code>\textbaht</code>	\$	<code>\textdollar*</code>	G	<code>\textguarani</code>	₩	<code>\textwon</code>
¢	<code>\textcent</code>	\$	<code>\textdollaroldstyle</code>	£	<code>\textlira</code>	¥	<code>\textyen</code>
¢	<code>\textcentoldstyle</code>	₫	<code>\textdong</code>	₮	<code>\textnaira</code>		
₯	<code>\textcolonmonetary</code>	€	<code>\texteuro</code>	P	<code>\textpeso</code>		
₧	<code>\textcurrency</code>	f	<code>\textflorin</code>	£	<code>\textsterling*</code>		

* It’s generally preferable to use the corresponding symbol from Table 3 on page 19 because the symbols in that table work properly in both text mode and math mode.

TABLE 34: marvosym Currency Symbols

₴	<code>\Denarius</code>	€	<code>\EURcr</code>	€	<code>\EURtm</code>	₤	<code>\Pfund</code>
€	<code>\Ecommerce</code>	€	<code>\EURdig</code>	\$	<code>\EyesDollar</code>	β	<code>\Shilling</code>
€	<code>\EUR</code>	€	<code>\EURhv</code>	ƒ	<code>\Florin</code>		

The different euro signs are meant to be visually compatible with different fonts—Courier (`\EURcr`), Helvetica (`\EURhv`), Times Roman (`\EURtm`), and the `marvosym` digits listed in Table 320 (`\EURdig`). The `mathdesign` package redefines `\texteuro` to be visually compatible with one of three additional fonts: Utopia (€), Charter (€), or Garamond (€).

TABLE 35: fontawesome5 Currency Symbols

₿	<code>\faBtc</code>	₺	<code>\faLiraSign</code>	₪	<code>\faShekelSign</code>	¥	<code>\faYenSign</code>
\$	<code>\faDollarSign</code>	£	<code>\faPoundSign</code>	₮	<code>\faTenge</code>		
€	<code>\faEuroSign</code>	₽	<code>\faRubleSign</code>	₪	<code>\faViacoin</code>		
₴	<code>\faHryvnia</code>	₹	<code>\faRupeeSign</code>	₩	<code>\faWonSign</code>		

TABLE 36: wasysym Currency Symbols

¢	<code>\cent</code>	¤	<code>\currency</code>	€	<code>\wasyeuro*</code>
---	--------------------	---	------------------------	---	-------------------------

* `\wasyeuro` is also available as `\euro` unless you specify the `noeuro` package option.

TABLE 37: GpA2e Currency Symbols

€	<code>\Euro</code>	£	<code>\Pound</code>
---	--------------------	---	---------------------

TABLE 38: teubner Currency Symbols

×	<code>\denarius</code>	c	<code>\hemiobelion</code>	⊃	<code>\tetartemorion</code>
†	<code>\dracma</code>	₰	<code>\stater</code>		

TABLE 39: tfrupee Currency Symbols

₹	<code>\rupee</code>
---	---------------------

TABLE 40: eurosym Euro Signs

€ \geneuro € \geneuronarrow € \geneurowide € \officialeuro

\euro is automatically mapped to one of the above—by default, \officialeuro—based on a eurosym package option. See the eurosym documentation for more information. The \geneuro... characters are generated from the current body font’s “C” character and therefore may not appear exactly as shown.

TABLE 41: fourier Euro Signs

€ \eurologo € \texteuro

TABLE 42: textcomp Legal Symbols

⒫ \textcircledP Ⓒ Ⓒ \textcopyright ™ \textservicemark
 Ⓓ \textcopyleft Ⓓ Ⓓ \textregistered ™ ™ \texttrademark






The first symbol column represents the—sometimes “faked”—symbol that $\LaTeX 2_{\epsilon}$ provides by default. The second symbol column represents the symbol as redefined by textcomp. The textcomp package is generally required to typeset Table 42’s symbols in italic.

See <http://www.texfaq.org/FAQ-tradesyms.html> for solutions to common problems that occur when using these symbols (e.g., getting a “⒫” when you expected to get a “Ⓓ”).

TABLE 43: fontawesome5 Legal Symbols














©	\faCopyright	♻️	\faCreativeCommonsRemix
©	\faCopyright[regular]	Ⓢ	\faCreativeCommonsSa
cc	\faCreativeCommons	♻️	\faCreativeCommonsSampling
👤	\faCreativeCommonsBy	♻️+	\faCreativeCommonsSamplingPlus
♻️	\faCreativeCommonsNc	♻️	\faCreativeCommonsShare
♻️	\faCreativeCommonsNcEu	0	\faCreativeCommonsZero
♻️	\faCreativeCommonsNcJp	®	\faRegistered
♻️	\faCreativeCommonsNd	®	\faRegistered[regular]
♻️	\faCreativeCommonsPd*	™	\faTrademark
♻️	\faCreativeCommonsPd		

TABLE 44: ccllicenses Creative Commons License Icons

	<code>\cc</code>		<code>\ccnc*</code>		<code>\ccsa*</code>
	<code>\ccb</code>		<code>\ccnd</code>		

* These symbols utilize the `rotating` package and therefore display improperly in some DVI viewers.

TABLE 45: ccicons Creative Commons License Icons

	<code>\ccAttribution</code>		<code>\ccNonCommercialEU</code>		<code>\ccShare</code>
	<code>\ccCopy</code>		<code>\ccNonCommercialJP</code>		<code>\ccShareAlike</code>
	<code>\ccLogo</code>		<code>\ccPublicDomain</code>		<code>\ccZero</code>
	<code>\ccNoDerivatives</code>		<code>\ccRemix</code>		
	<code>\ccNonCommercial</code>		<code>\ccSampling</code>		





`ccicons` additionally defines a set of commands for typesetting many complete Creative Commons licenses (i.e., juxtapositions of two or more of the preceding icons). For example, the `\ccbyncnd` command typesets the “Attribution–Noncommercial–No Derivative Works” license (“   ”). See the `ccicons` documentation for more information.

TABLE 46: textcomp Old-style Numerals

0	<code>\textzerooldstyle</code>	4	<code>\textfouroldstyle</code>	8	<code>\texteightoldstyle</code>
1	<code>\textoneoldstyle</code>	5	<code>\textfiveoldstyle</code>	9	<code>\textnineoldstyle</code>
2	<code>\texttwooldstyle</code>	6	<code>\textsixoldstyle</code>		
3	<code>\textthreeoldstyle</code>	7	<code>\textsevenoldstyle</code>		

Rather than use the bulky `\textoneoldstyle`, `\texttwooldstyle`, etc. commands shown above, consider using `\oldstylenums{...}` to typeset an old-style number.

TABLE 47: Miscellaneous textcomp Symbols


<code>\b</code>	<code>\textblank</code>		<code>\textpilcrow</code>
<code> </code>	<code>\textbrokenbar</code>	<code>'</code>	<code>\textquotesingle</code>
<code>=</code>	<code>\textdblhyphen</code>	<code>,</code>	<code>\textquotestraightbase</code>
<code>=</code>	<code>\textdblhyphenchar</code>	<code>„</code>	<code>\textquotestraightdblbase</code>
<code>%</code>	<code>\textdiscount</code>	<code>R</code>	<code>\textrecipe</code>
<code>€</code>	<code>\textestimated</code>	<code>*</code>	<code>\textreferencemark</code>
<code>‡</code>	<code>\textinterrobang</code>	<code>—</code>	<code>\textthreequartersemdash</code>
<code>‡</code>	<code>\textinterrobangdown</code>	<code>~</code>	<code>\texttildelow</code>
<code>N^o</code>	<code>\textnumero</code>	<code>—</code>	<code>\texttwelveudash</code>
<code>o</code>	<code>\textopenbullet</code>		

TABLE 48: Miscellaneous `wasysym` Text-mode Symbols

f `\longs` %₀ `\permil` § `\wasyparagraph`*

* `wasysym` defines `\Paragraph` as a synonym for `\wasyparagraph`.

Chapter 3

Mathematical symbols

Most, but not all, of the symbols in this chapter are math-mode only. That is, they yield a “Missing \$ inserted” error message if not used within `$. . $`, `\[. . \]`, or another math-mode environment. Operators marked as “variable-sized” are taller in displayed formulas, shorter in in-text formulas, and possibly shorter still when used in various levels of superscripts or subscripts.

Alphanumeric symbols (e.g., “ \mathcal{L} ” and “ \mathbb{Z} ”) are usually produced using one of the math alphabets in Table 348 rather than with an explicit symbol command. Look there first if you need a symbol for a transform, number set, or some other alphanumeric.

Although there have been many requests on `comp.text.tex` for a contradiction symbol, the ensuing discussion invariably reveals innumerable ways to represent contradiction in a proof, including “ \blitz ” (`\blitza`), “ $\Rightarrow\Leftarrow$ ” (`\Rightarrow\Leftarrow`), “ \perp ” (`\bot`), “ \Leftrightarrow ” (`\nletrightarrow`), and “ \ast ” (`\textreferencemark`). Because of the lack of notational consensus, it is probably better to spell out “Contradiction!” than to use a symbol for this purpose. Similarly, discussions on `comp.text.tex` have revealed that there are a variety of ways to indicate the mathematical notion of “is defined as”. Common candidates include “ \triangleq ” (`\triangleq`), “ \equiv ” (`\equiv`), “ \coloneqq ” (*various*¹), and “ $\stackrel{\text{def}}{=}$ ” (`\stackrel{\text{def}}{=}`). See also the example of `\equalsfill` on page 374. Depending upon the context, disjoint union may be represented as “ \coprod ” (`\coprod`), “ \sqcup ” (`\sqcup`), “ $\dot{\cup}$ ” (`\dotcup`), “ \oplus ” (`\oplus`), “ \amalg ” (`\amalg`), or any of a number of other symbols.² Finally, the average value of a variable x is written by some people as “ \overline{x} ” (`\overline{x}`), by some people as “ $\langle x \rangle$ ” (`\langle x \rangle`), and by some people as “ $\emptyset x$ ” or “ $\varnothing x$ ” (`\diameter x` or `\varnothing x`). The moral of the story is that you should be careful always to explain your notation to avoid confusing your readers.

TABLE 49: Math-mode Versions of Text Symbols

<code>\$</code>	<code>\mathdollar</code>	<code>¶</code>	<code>\mathparagraph</code>	<code>£</code>	<code>\mathsterling</code>
<code>...</code>	<code>\mathellipsis</code>	<code>§</code>	<code>\mathsection</code>	<code>-</code>	<code>\mathunderscore</code>

It’s generally preferable to use the corresponding symbol from Table 3 on page 19 because the symbols in that table work properly in both text mode and math mode.

¹In `txfonts`, `pxfonts`, and `mathtools` the symbol is called `\coloneqq`. In `mathabx` and `MnSymbol` it’s called `\coloneq`. In `colonequals` it’s called `\colonequals`.

²Bob Tennent listed these and other disjoint-union symbol possibilities in a November 2007 post to `comp.text.tex`.

TABLE 50: logix Math-mode Versions of Text Symbols

&	\AAnd	†	\Dagger	\	\LeftSlash	'	\SingleQuote
&	\Ampersand	‡	\Daggerr		\LngVrtBar	~	\Tild
`	\BackQuote	††	\Ddagger	#	\Numbr	"""	\TripleQuote
	\BndBar	‡‡	\Ddaggerr	%	\Percnt	_	\Underscore
^	\Circumflex	\$	\Dollar	?	\Queston		
,	\Coma	"	\DoubleQuote	/	\RightSlash		
©	\Cpyrght	!	\Exclaim	;	\Semicln		

logix requires either Lua \LaTeX or X \LaTeX .

TABLE 51: logix Basic Operators

*	\Asterick	⊕	\CircMinusPlus	÷	\Divd	-	\Minus
⊛	\CircAsterick	⊕	\CircPls	/	\Divide	∓	\MinusPlus
⊘	\CircDivd	⊖	\CircPlusMinus	÷	\DMinus	+	\Pls
⊙	\CircDivide	⊗	\CircTimes	+	\DPlus	±	\PlusMinus
⊖	\CircMinus	*	\DAsterisk	*	\DTimes	*	\Times

logix requires either Lua \LaTeX or X \LaTeX .

TABLE 52: cml1 Unary Operators

!	\oc*	↑	\shneg	?	\wn*
↓	\shift	↓	\shpos		

* \oc and \wn differ from “!” and “?” in terms of their math-mode spacing: $\$A=!B\$$ produces “ $A =!B$ ”, for example, while $\$A=\oc B\$$ produces “ $A = !B$ ”.

TABLE 53: Binary Operators

∩	\amalg	∪	\cup	⊕	\oplus	×	\times
*	\ast	†	\dagger	⊘	\oslash	◁	\triangleleft
○	\bigcirc	‡	\ddagger	⊗	\otimes	▷	\triangleright
▽	\bigtriangledown	◇	\diamond	±	\pm	◁	\unlhd*
△	\bigtriangleup	÷	\div	▷	\rhd*	▷	\unrhd*
•	\bullet	◁	\lhd*	\	\setminus	⊕	\uplus
∩	\cap	∓	\mp	∩	\sqcap	∨	\vee
·	\cdot	⊙	\odot	∩	\sqcup	∧	\wedge
○	\circ	⊖	\ominus	*	\star	∩	\wr

* Not predefined by the $\LaTeX 2_{\epsilon}$ core. Use the latexsym package to expose this symbol.

TABLE 54: \mathcal{AMS} Binary Operators

$\bar{\wedge}$	<code>\barwedge</code>	\odot	<code>\circledcirc</code>	\intercal	<code>\intercal*</code>
\boxdot	<code>\boxdot</code>	\ominus	<code>\circleddash</code>	λ	<code>\leftthreetimes</code>
\boxminus	<code>\boxminus</code>	\cup	<code>\Cup</code>	\ltimes	<code>\ltimes</code>
\boxplus	<code>\boxplus</code>	\curlyvee	<code>\curlyvee</code>	\rtimes	<code>\rightthreetimes</code>
\boxtimes	<code>\boxtimes</code>	\curlywedge	<code>\curlywedge</code>	\times	<code>\rtimes</code>
\Cap	<code>\Cap</code>	\div	<code>\divideontimes</code>	\smallsetminus	<code>\smallsetminus</code>
\centerdot	<code>\centerdot</code>	\dotplus	<code>\dotplus</code>	\veebar	<code>\veebar</code>
\circledast	<code>\circledast</code>	$\overline{\wedge}$	<code>\doublebarwedge</code>		

* Some people use a superscripted `\intercal` for matrix transpose: “ A^{\intercal} ” \mapsto “ A^T ”. (See the May 2009 `comp.text.tex` thread, “raising math symbols”, for suggestions about altering the height of the superscript.) `\top` (Table 223 on page 123), `T`, and `\mathsf{T}` are other popular choices: “ A^T ”, “ A^T ”, “ A^T ”.

TABLE 55: `stmaryrd` Binary Operators

ϕ	<code>\baro</code>	\parallel	<code>\interleave</code>	\otimes	<code>\varoast</code>
\backslash	<code>\bbslash</code>	\triangleleft	<code>\leftslice</code>	\oplus	<code>\varobar</code>
$\&$	<code>\binampersand</code>	\M	<code>\merge</code>	\oslash	<code>\varobslash</code>
\wp	<code>\bindnasrepma</code>	\ominus	<code>\minuso</code>	\odot	<code>\varocircle</code>
\boxast	<code>\boxast</code>	\pm	<code>\moo</code>	\odot	<code>\varodot</code>
\boxbar	<code>\boxbar</code>	\oplus	<code>\nplus</code>	\otimes	<code>\varogreaterthan</code>
\boxbox	<code>\boxbox</code>	\oplus	<code>\obar</code>	\otimes	<code>\varolessthan</code>
\boxbslash	<code>\boxbslash</code>	\square	<code>\oblong</code>	\ominus	<code>\varominus</code>
\boxcircle	<code>\boxcircle</code>	\oslash	<code>\obslash</code>	\oplus	<code>\varoplus</code>
\boxdot	<code>\boxdot</code>	\otimes	<code>\ogreaterthan</code>	\oslash	<code>\varoslash</code>
\boxempty	<code>\boxempty</code>	\otimes	<code>\olessthan</code>	\otimes	<code>\varotimes</code>
\boxslash	<code>\boxslash</code>	\oslash	<code>\ovee</code>	\oslash	<code>\varovee</code>
$\curlyvee\downarrow$	<code>\curlyveedownarrow</code>	\oslash	<code>\owedge</code>	\oslash	<code>\varowedge</code>
$\curlyvee\uparrow$	<code>\curlyveeuparrow</code>	\triangleright	<code>\rightslice</code>	\times	<code>\vartimes</code>
\curlywedgedownarrow	<code>\curlywedgedownarrow</code>	$\//$	<code>\sslash</code>	\Uparrow	<code>\Ydown</code>
\curlywedgeuparrow	<code>\curlywedgeuparrow</code>	\parallel	<code>\talloblong</code>	\leftarrow	<code>\Yleft</code>
\fatbslash	<code>\fatbslash</code>	\bigcirc	<code>\varbigcirc</code>	\rightarrow	<code>\Yright</code>
\fatsemi	<code>\fatsemi</code>	\curlyvee	<code>\varcurlyvee</code>	\curlywedge	<code>\Yup</code>
\fatslash	<code>\fatslash</code>	\curlywedge	<code>\varcurlywedge</code>		

TABLE 56: `wasysym` Binary Operators

\triangleleft	<code>\lhd</code>	\bigcirc	<code>\ocircle</code>	\blacktriangleright	<code>\RHD</code>	\triangleright	<code>\unrhd</code>
\blacktriangleleft	<code>\LHD</code>	\triangleright	<code>\rhd</code>	\triangleleft	<code>\unlhd</code>		

TABLE 57: txfonts/pxfonts Binary Operators

⊖	<code>\circledbar</code>	⊗	<code>\circledwedge</code>	○	<code>\medcirc</code>
⊘	<code>\circledbslash</code>	⌘	<code>\invamp</code>	⊕	<code>\sqcapplus</code>
⊙	<code>\circledvee</code>	●	<code>\medbullet</code>	⊔	<code>\sqcupplus</code>

TABLE 58: mathabx Binary Operators

*	<code>\ast</code>	^	<code>\curlywedge</code>	□	<code>\sqcap</code>
*	<code>\Asterisk</code>	÷	<code>\divdot</code>	⊔	<code>\sqcup</code>
⌘	<code>\barwedge</code>	*	<code>\divideontimes</code>	⊔	<code>\sqdoublecap</code>
★	<code>\bigstar</code>	÷	<code>\dotdiv</code>	⊔	<code>\sqdoublecup</code>
★	<code>\bigvarstar</code>	+	<code>\dotplus</code>	□	<code>\square</code>
◆	<code>\blackdiamond</code>	×	<code>\dottimes</code>	⊔	<code>\squplus</code>
∩	<code>\cap</code>	⌘	<code>\doublebarwedge</code>	·	<code>\udot</code>
⊕	<code>\circplus</code>	∩	<code>\doublecap</code>	⊕	<code>\uplus</code>
*	<code>\coasterisk</code>	∪	<code>\doublecup</code>	*	<code>\varstar</code>
*	<code>\coAsterisk</code>	×	<code>\ltimes</code>	∨	<code>\vee</code>
*	<code>\convolution</code>	⊕	<code>\pluscirc</code>	∨	<code>\veebar</code>
∪	<code>\cup</code>	×	<code>\rtimes</code>	∨	<code>\veedoublebar</code>
∨	<code>\curlyvee</code>	■	<code>\sqbullet</code>	^	<code>\wedge</code>

Many of the preceding glyphs go by multiple names. `\centerdot` is equivalent to `\sqbullet`, and `\ast` is equivalent to `*`. `\asterisk` produces the same glyph as `\ast`, but as an ordinary symbol, not a binary operator. Similarly, `\bigast` produces a large-operator version of the `\Asterisk` binary operator, and `\bigcoast` produces a large-operator version of the `\coAsterisk` binary operator.

TABLE 59: MnSymbol Binary Operators

∏	<code>\amalg</code>	⊔	<code>\doublesqcup</code>	∴	<code>\righttherefore</code>
*	<code>\ast</code>	∞	<code>\doublevee</code>	×	<code>\rightthreetimes</code>
×	<code>\backslashdiv</code>	⌘	<code>\doublewedge</code>	⋈	<code>\rightY</code>
⌘	<code>\bowtie</code>	∴	<code>\downtherefore</code>	×	<code>\rtimes</code>
●	<code>\bullet</code>	∨	<code>\downY</code>	÷	<code>\slashdiv</code>
∩	<code>\cap</code>	×	<code>\dtimes</code>	∏	<code>\smallprod</code>
∩	<code>\capdot</code>	∴	<code>\fivedots</code>	□	<code>\sqcap</code>
⊕	<code>\capplus</code>	∞	<code>\hbipropto</code>	⊔	<code>\sqcapdot</code>
·	<code>\cdot</code>	∴	<code>\hdotdot</code>	⊕	<code>\sqcapplus</code>
○	<code>\circ</code>	⌘	<code>\lefthalfcap</code>	⊔	<code>\sqcup</code>

(continued on next page)

(continued from previous page)

\curlyvee	<code>\closedcurlyvee</code>	\leftthalfcup	<code>\lefthalfcup</code>	$\sqcup\dot$	<code>\sqcupdot</code>
\curlywedge	<code>\closedcurlywedge</code>	\lefttherefore	<code>\lefttherefore</code>	\sqcupplus	<code>\sqcupplus</code>
\cup	<code>\cup</code>	\leftthreetimes	<code>\leftthreetimes</code>	\squaredots	<code>\squaredots</code>
$\cup\dot$	<code>\cupdot</code>	\leftY	<code>\leftY</code>	\times	<code>\times</code>
\cupplus	<code>\cupplus</code>	\ltimes	<code>\ltimes</code>	\udotdot	<code>\udotdot</code>
\curlyvee	<code>\curlyvee</code>	\medbackslash	<code>\medbackslash</code>	\uptherefore	<code>\uptherefore</code>
$\curlyvee\dot$	<code>\curlyvee\dot</code>	\medcircle	<code>\medcircle</code>	\upY	<code>\upY</code>
\curlywedge	<code>\curlywedge</code>	\medslash	<code>\medslash</code>	\utimes	<code>\utimes</code>
\curlywedgedot	<code>\curlywedgedot</code>	\medvert	<code>\medvert</code>	\vbipropto	<code>\vbipropto</code>
$\ddot\cdot$	<code>\ddotdot</code>	\medvertdot	<code>\medvertdot</code>	\vdotdot	<code>\vdotdot</code>
$\diamond\dot\cdot$	<code>\diamonddots</code>	\minus	<code>\minus</code>	\vee	<code>\vee</code>
\div	<code>\div</code>	\minusdot	<code>\minusdot</code>	$\vee\dot$	<code>\vee\dot</code>
$\dot\mid$	<code>\dotmedvert</code>	\mp	<code>\mp</code>	\vertbowtie	<code>\vertbowtie</code>
$\dot\pm$	<code>\dotminus</code>	\neswbipropto	<code>\neswbipropto</code>	\vertdiv	<code>\vertdiv</code>
\doublecap	<code>\doublecap</code>	\nwsebipropto	<code>\nwsebipropto</code>	\wedge	<code>\wedge</code>
\doublecup	<code>\doublecup</code>	\plus	<code>\plus</code>	\wedgedot	<code>\wedgedot</code>
\doublecurlyvee	<code>\doublecurlyvee</code>	\pm	<code>\pm</code>	\wreath	<code>\wreath</code>
\doublecurlywedge	<code>\doublecurlywedge</code>	\righthalfcap	<code>\righthalfcap</code>		
\doublesqcap	<code>\doublesqcap</code>	\righthalfcup	<code>\righthalfcup</code>		

MnSymbol defines `\setminus` and `\smallsetminus` as synonyms for `\medbackslash`; `\Join` as a synonym for `\bowtie`; `\wr` as a synonym for `\wreath`; `\shortmid` as a synonym for `\medvert`; `\Cap` as a synonym for `\doublecap`; `\Cup` as a synonym for `\doublecup`; and, `\uplus` as a synonym for `\cupplus`.

TABLE 60: fdsymbol Binary Operators

\amalg	<code>\amalg</code>	\doublesqcup	<code>\doublesqcup</code>	\rightY	<code>\rightY</code>
\ast	<code>\ast</code>	\doublevee	<code>\doublevee</code>	\rtimes	<code>\rtimes</code>
$\bar{\wedge}$	<code>\barwedge</code>	\doublewedge	<code>\doublewedge</code>	\setminus	<code>\setminus</code>
\bowtie	<code>\bowtie</code>	\downY	<code>\downY</code>	\sqcap	<code>\sqcap</code>
\cap	<code>\cap</code>	\dimes	<code>\dimes</code>	$\sqcap\dot$	<code>\sqcap\dot</code>
$\cap\dot$	<code>\cap\dot</code>	\hdotdot	<code>\hdotdot</code>	\sqcapplus	<code>\sqcapplus</code>
\capplus	<code>\capplus</code>	\intercal	<code>\intercal</code>	\sqcup	<code>\sqcup</code>
\cdot	<code>\cdot</code>	\intprod	<code>\intprod</code>	$\sqcup\dot$	<code>\sqcup\dot</code>
\centerdot	<code>\centerdot</code>	\intprodr	<code>\intprodr</code>	\sqcupplus	<code>\sqcupplus</code>
\cup	<code>\cup</code>	\leftthreetimes	<code>\leftthreetimes</code>	\times	<code>\times</code>
$\cup\dot$	<code>\cup\dot</code>	\leftY	<code>\leftY</code>	\timesbar	<code>\timesbar</code>

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\cupplus	\ltimes	\cdot	\udotdot
\curlyvee	\backslash	\bowtie	\upbowtie
\curlywedge	$/$	\wedge	\upY
$\ddot{\cdot}$	$-$	\times	\utimes
\div	$\dot{-}$	\amalg	\varamalg
\divideontimes	$\dot{-}$	$:$	\vdotdot
\divslash	$\dot{-}$	$:$	\vdots
$\dot{-}$	\mp	\vee	\vee
$\dot{+}$	$+$	$\underline{\vee}$	\veebar
\dottimes	\dagger	\vee	\veedot
\doublebarwedge	\pm	$\underline{\underline{\vee}}$	\veedoublebar
\doublecap	\lrcorner	\wedge	\wedge
\doublecup	\lrcorner	\wedge	\wedgedot
\doublesqcap	\llcorner	\wr	\wreath

fdsymbol defines \btimes as a synonym for \dtimes ; \Cap as a synonym for \doublecap ; \Cup as a synonym for \doublecup ; \hookupminus as a synonym for \intprodr ; \hourglass as a synonym for \upbowtie ; \land as a synonym for \wedge ; \lor as a synonym for \vee ; \minushookup as a synonym for \intprod ; \smalldivslash as a synonym for \medslash ; \smallsetminus as a synonym for \medbackslash ; \Sqcap as a synonym for \doublesqcap ; \Sqcup as a synonym for \doublesqcup ; \ttimes as a synonym for \utimes ; \lJoin as a synonym for \ltimes ; \rJoin as a synonym for \rtimes ; \Join and \lrtimes as synonyms for \bowtie ; \uplus as a synonym for \cupplus ; \veeonvee as a synonym for \doublevee ; \wedgeonwedge as a synonym for \doublewedge ; and \wr as a synonym for \wreath).

TABLE 61: boisk Binary Operators

$*$	\ast	\times	\dottimes	\rtimes	\rtimesblack
ϕ	$\bar{\circ}$	$\bar{\wedge}$	\doublebarwedge	\smallsetminus	\smallsetminusminus
$\bar{\wedge}$	$\bar{\wedge}$	$;$	\fatsemi	\otimes	\smashtimes
\parallel	\backslashbackslash	$>$	\gtrdot	\boxplus	\sqcupplus
$\&$	\binampersand	\top	\intercal	\parallel	\sslash
\wp	\bindnasrepma	$\{$	\lbag	\times	\times
\blackbowtie	\blackbowtie	\blackbowtie	\lblackbowtie	\cupplus	\cupplus
\bowtie	\bowtie	\triangleleft	\leftslice	\cap	\varcap
\cap	\cap	λ	\leftthreetimes	\cup	\varcup
\Cap	\Cap	\lessdot	\lessdot	\top	\varintercal

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\cdot	<code>\cdot</code>	\times	<code>\ltimes</code>	\sqcap	<code>\varsqcap</code>
\cdot	<code>\centerdot</code>	\blacktimes	<code>\ltimesblack</code>	\sqcup	<code>\varsqcup</code>
\dagger	<code>\circplus</code>	\pitchfork	<code>\merge</code>	\times	<code>\vartimes</code>
$*$	<code>\coAsterisk</code>	\ominus	<code>\minuso</code>	\vee	<code>\vee</code>
$*$	<code>\convolution</code>	\pm	<code>\moo</code>	\veebar	<code>\Vee</code>
\cup	<code>\cup</code>	\mp	<code>\mp</code>	\veebar	<code>\veebar</code>
\cup	<code>\Cup</code>	\oplus	<code>\nplus</code>	\veebar	<code>\veeonvee</code>
\cup	<code>\cupleftarrow</code>	\oplus	<code>\pluscirc</code>	\wedge	<code>\wedge</code>
\curlyvee	<code>\curlyvee</code>	\oplus	<code>\plustrif</code>	\blackwedge	<code>\Wedge</code>
\curlywedge	<code>\curlywedge</code>	\pm	<code>\pm</code>	\curlywedge	<code>\Ydown</code>
\dagger	<code>\dagger</code>	\int	<code>\rbag</code>	\leftarrow	<code>\Yleft</code>
\ddagger	<code>\ddagger</code>	\blackbowtie	<code>\rblackbowtie</code>	\rightarrow	<code>\Yright</code>
\div	<code>\div</code>	\triangleright	<code>\rightslice</code>	\curlywedge	<code>\Yup</code>
\ast	<code>\divideontimes</code>	\blacktriangleleft	<code>\rightthreetimes</code>		
$\dot{+}$	<code>\dotplus</code>	\times	<code>\rtimes</code>		

TABLE 62: stix Binary Operators

\amalg	<code>\amalg</code>	\frown	<code>\frown</code>	\sqcup	<code>\sqcup</code>
\ast	<code>\ast</code>	$\frac{\!}{\!}$	<code>\fracslash</code>	\sqcup	<code>\Sqcup</code>
$\bar{\cap}$	<code>\barcap</code>	\intercal	<code>\intercal</code>	\parallel	<code>\sslash</code>
$\bar{\cup}$	<code>\barcup</code>	\interleave	<code>\interleave</code>	\vdots	<code>\threedotcolon</code>
$\bar{\vee}$	<code>\barvee</code>	\intprod	<code>\intprod</code>	\times	<code>\times</code>
$\bar{\wedge}$	<code>\barwedge</code>	\intprodr	<code>\intprodr</code>	\times	<code>\timesbar</code>
\bigvee	<code>\bigvee</code>	\invlazys	<code>\invlazys</code>	$-$	<code>\tminus</code>
\bigwedge	<code>\bigwedge</code>	\leftthreetimes	<code>\leftthreetimes</code>	$+$	<code>\tplus</code>
\btimes	<code>\btimes</code>	\llhd	<code>\llhd</code>	$\#$	<code>\tripleplus</code>
\cap	<code>\cap</code>	\ltimes	<code>\ltimes</code>	\parallel	<code>\trslash</code>
\Cap	<code>\Cap</code>	\midbarvee	<code>\midbarvee</code>	\cap	<code>\twocaps</code>
\capbarcup	<code>\capbarcup</code>	\midbarwedge	<code>\midbarwedge</code>	\cup	<code>\twocups</code>
\capdot	<code>\capdot</code>	\minusdot	<code>\minusdot</code>	\circ	<code>\typecolon</code>
\capovercup	<code>\capovercup</code>	\minusdots	<code>\minusdots</code>	\ominus	<code>\uminus</code>
\capwedge	<code>\capwedge</code>	\minusrdots	<code>\minusrdots</code>	\triangleleft	<code>\unlhd</code>
\closedvarcap	<code>\closedvarcap</code>	\mp	<code>\mp</code>	\triangleleft	<code>\unrhd</code>
\closedvarcup	<code>\closedvarcup</code>	\nhVvert	<code>\nhVvert</code>	\upand	<code>\upand</code>
\closedvarcupsmashprod	<code>\closedvarcupsmashprod</code>	\opluslhrim	<code>\opluslhrim</code>	\oplus	<code>\uplus</code>
\commaminus	<code>\commaminus</code>	\oplusrhrim	<code>\oplusrhrim</code>	$\bar{\wedge}$	<code>\varbarwedge</code>

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\cup	<code>\cup</code>	\otimes	<code>\otimeslhrim</code>	$\bar{\wedge}$	<code>\vardoublebarwedge</code>
\Cup	<code>\Cup</code>	\otimes	<code>\otimesrhrim</code>	\veebar	<code>\varveebar</code>
\cupbarcap	<code>\cupbarcap</code>	$\dot{+}$	<code>\plusdot</code>	\times	<code>\vectimes</code>
\cupdot	<code>\cupdot</code>	\pm	<code>\pluseq</code>	\vee	<code>\Vee</code>
\cupleftarrow	<code>\cupleftarrow</code>	$\hat{+}$	<code>\plushat</code>	\vee	<code>\vee</code>
\cupovercap	<code>\cupovercap</code>	\dagger	<code>\plussim</code>	$\underline{\vee}$	<code>\veebar</code>
\cupvee	<code>\cupvee</code>	$\frac{+}{2}$	<code>\plussubtwo</code>	\vee	<code>\veedot</code>
\curlyvee	<code>\curlyvee</code>	\star	<code>\plustrif</code>	$\underline{\underline{\vee}}$	<code>\veedoublebar</code>
\curlywedge	<code>\curlywedge</code>	\pm	<code>\pm</code>	\vee	<code>\veemidvert</code>
\dagger	<code>\dagger</code>	\triangleright	<code>\rhd</code>	$\dot{\vee}$	<code>\veeodot</code>
\ddagger	<code>\ddagger</code>	\llcorner	<code>\rightthreetimes</code>	\Wedge	<code>\veeonvee</code>
\div	<code>\div</code>	\dagger	<code>\ringplus</code>	\wedge	<code>\Wedge</code>
\divideontimes	<code>\divideontimes</code>	\dagger	<code>\rsolbar</code>	\wedge	<code>\wedge</code>
$\dot{-}$	<code>\dotminus</code>	\times	<code>\rtimes</code>	Δ	<code>\wedgebar</code>
$\dot{+}$	<code>\dotplus</code>	\setminus	<code>\setminusminus</code>	\wedge	<code>\wedgedot</code>
$\dot{\times}$	<code>\dottimes</code>	\sqcup	<code>\shuffle</code>	$\underline{\Delta}$	<code>\wedgedoublebar</code>
$\bar{\vee}$	<code>\doublebarvee</code>	\dagger	<code>\simplus</code>	\wedge	<code>\wedgemidvert</code>
$\bar{\wedge}$	<code>\doublebarwedge</code>	\smallsetminus	<code>\smallsetminusminus</code>	\wedge	<code>\wedgeodot</code>
$\#$	<code>\doubleplus</code>	\ast	<code>\smashtimes</code>	\wedge	<code>\wedgeonwedge</code>
$/$	<code>\dsol</code>	\sqcap	<code>\sqcap</code>	\wr	<code>\wr</code>
\equiv	<code>\eqqplus</code>	\sqcap	<code>\Sqcap</code>		

stix defines `\land` as a synonym for `\wedge`, `\lor` as a synonym for `\vee`, `\doublecap` as a synonym for `\Cap`, and `\doublecup` as a synonym for `\Cup`.

TABLE 63: mathdesign Binary Operators

\times	<code>\dtimes</code>	\times	<code>\udtimes</code>	\times	<code>\utimes</code>
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The `mathdesign` package additionally provides versions of each of the binary operators shown in Table 54.

TABLE 64: pdfMsym Binary Operators

\wedge	<code>\circwedge</code>	\div	<code>\divs</code>	\div	<code>\ndivs</code>
\cup	<code>\dcup</code>	\wedge	<code>\dwedge</code>		

`pdfMsym` symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by `pdfLATEX` and `LuaLATEX`, some by `XYLATEX`, and none by most other `TEX` backends.

TABLE 65: cml Binary Operators

 \wp `\parr*` $\&$ `\with†`

* `cml` defines `\invamp` as a synonym for `\parr`.

† `\with` differs from `\&` in terms of its math-mode spacing: `$A \& B$` produces “ $A \& B$ ”, for example, while `$A \with B$` produces “ $A \& B$ ”.

TABLE 66: shuffle Binary Operators

 \sqcup `\cshuffle` \sqsubset `\shuffle`

TABLE 67: resmes Binary Operators

 \lfloor `\resmes`

This symbol notates the restriction of a measure to a set, as in $\phi \lfloor Y$.

TABLE 68: logix Logical Operators

\ominus	<code>\CircInvNt</code>	\oplus	<code>\CircXor</code>	$\bar{\wedge}$	<code>\Nand</code>	\wedge	<code>\SbNd</code>
\otimes	<code>\CircNand</code>	$\hat{\wedge}$	<code>\Dnd</code>	\wedge	<code>\Nd</code>	$\bar{\vee}$	<code>\SbNor</code>
\oslash	<code>\CircNd</code>	\neg	<code>\Dnt</code>	\sim	<code>\Ngt</code>	\vee	<code>\SbOr</code>
\oslash	<code>\CircNgt</code>	$\dot{\vee}$	<code>\Dor</code>	$\bar{\vee}$	<code>\Nor</code>	$\underline{\vee}$	<code>\SbXor</code>
\oslash	<code>\CircNor</code>	\neg	<code>\InvNt</code>	\neg	<code>\Nt</code>	$ $	<code>\Shfr</code>
\ominus	<code>\CircNt</code>	\uparrow	<code>\Lnand</code>	\vee	<code>\Or</code>	$\underline{\vee}$	<code>\Xor</code>
\oslash	<code>\CircOr</code>	\downarrow	<code>\Lnor</code>	$\bar{\wedge}$	<code>\SbNand</code>		

logix requires either `LuaLATEX` or `XYLATEX`.

TABLE 69: ulsy Geometric Binary Operators

 \oplus `\odplus`

TABLE 70: mathabx Geometric Binary Operators

▼	<code>\blacktriangledown</code>	⊞	<code>\boxright</code>	⊖	<code>\ominus</code>
◄	<code>\blacktriangleleft</code>	⊟	<code>\boxslash</code>	⊕	<code>\oplus</code>
►	<code>\blacktriangleright</code>	⊠	<code>\boxtimes</code>	⊗	<code>\otimes</code>
▲	<code>\blacktriangleup</code>	⊡	<code>\boxtop</code>	⊘	<code>\oslash</code>
⊛	<code>\boxasterisk</code>	⊛	<code>\boxtriangleup</code>	⊗	<code>\otimes</code>
⊞	<code>\boxbackslash</code>	□	<code>\boxvoid</code>	⊕	<code>\otop</code>
⊡	<code>\boxbot</code>	⊛	<code>\oasterisk</code>	⊛	<code>\otriangleup</code>
⊙	<code>\boxcirc</code>	⊘	<code>\obackslash</code>	○	<code>\ovoid</code>
⊛	<code>\boxcoasterisk</code>	⊕	<code>\obot</code>	▼	<code>\smalltriangledown</code>
⊞	<code>\boxdiv</code>	⊙	<code>\ocirc</code>	◄	<code>\smalltriangleleft</code>
⊙	<code>\boxdot</code>	⊛	<code>\ocoasterisk</code>	►	<code>\smalltriangleright</code>
⊡	<code>\boxleft</code>	⊕	<code>\odiv</code>	△	<code>\smalltriangleup</code>
⊞	<code>\boxminus</code>	⊙	<code>\odot</code>		
⊡	<code>\boxplus</code>	⊕	<code>\oleft</code>		

TABLE 71: MnSymbol Geometric Binary Operators

⊞	<code>\boxbackslash</code>	▼	<code>\filledmedtriangledown</code>	⊙	<code>\ocirc</code>
⊡	<code>\boxbox</code>	◄	<code>\filledmedtriangleleft</code>	⊙	<code>\odot</code>
⊙	<code>\boxdot</code>	►	<code>\filledmedtriangleright</code>	⊖	<code>\ominus</code>
⊞	<code>\boxminus</code>	▲	<code>\filledmedtriangleup</code>	⊕	<code>\oplus</code>
⊡	<code>\boxplus</code>	■	<code>\filledsquare</code>	⊘	<code>\oslash</code>
⊟	<code>\boxslash</code>	★	<code>\filledstar</code>	⊗	<code>\ostar</code>
⊠	<code>\boxtimes</code>	▼	<code>\filledtriangledown</code>	⊗	<code>\otimes</code>
⊡	<code>\boxvert</code>	◄	<code>\filledtriangleleft</code>	⊛	<code>\otriangle</code>
⊠	<code>\diamondbackslash</code>	►	<code>\filledtriangleright</code>	⊙	<code>\overt</code>
⊠	<code>\diamondddiamond</code>	▲	<code>\filledtriangleup</code>	★	<code>\pentagram</code>
⊠	<code>\diamondddot</code>	◇	<code>\meddiamond</code>	◇	<code>\smalldiamond</code>
⊠	<code>\diamonddminus</code>	□	<code>\medsquare</code>	□	<code>\smallsquare</code>
⊠	<code>\diamonddplus</code>	☆	<code>\medstar</code>	★	<code>\smallstar</code>
⊠	<code>\diamonddslash</code>	▼	<code>\medtriangledown</code>	▼	<code>\smalltriangledown</code>
⊠	<code>\diamonddtimes</code>	◄	<code>\medtriangleleft</code>	◄	<code>\smalltriangleleft</code>
⊠	<code>\diamonddvert</code>	►	<code>\medtriangleright</code>	►	<code>\smalltriangleright</code>
▼	<code>\downslice</code>	△	<code>\medtriangleup</code>	△	<code>\smalltriangleup</code>
◆	<code>\filleddiamond</code>	⊗	<code>\oast</code>	★	<code>\thinstar</code>
■	<code>\filledmedsquare</code>	⊙	<code>\obackslash</code>	△	<code>\upslice</code>

MnSymbol defines `\blacksquare` as a synonym for `\filledmedsquare`; `\square` and `\Box` as synonyms for `\medsquare`; `\diamond` as a synonym for `\smalldiamond`; `\Diamond` as a synonym for `\meddiamond`; `\star` as a synonym for `\thinstar`; `\circledast` as a synonym for `\oast`; `\circledcirc` as a synonym for `\ocirc`; and, `\circleddash` as a synonym for `\ominus`.

TABLE 72: fdsymbol Geometric Binary Operators

⧞	<code>\boxbackslash</code>	▼	<code>\medblacktriangledown</code>	⊕	<code>\oplus</code>
▣	<code>\boxbox</code>	◀	<code>\medblacktriangleleft</code>	⊗	<code>\oslash</code>
▢	<code>\boxdot</code>	▶	<code>\medblacktriangleright</code>	⊗	<code>\otimes</code>
▤	<code>\boxminus</code>	▲	<code>\medblacktriangleup</code>	⊖	<code>\overv</code>
⊞	<code>\boxplus</code>	○	<code>\medcircle</code>	●	<code>\smallblackcircle</code>
⧻	<code>\boxslash</code>	◇	<code>\meddiamond</code>	◆	<code>\smallblackdiamond</code>
⊠	<code>\boxtimes</code>	/	<code>\medslash</code>	■	<code>\smallblacksquare</code>
▣	<code>\boxvert</code>	□	<code>\medsquare</code>	★	<code>\smallblackstar</code>
◇	<code>\diamondbackslash</code>	▽	<code>\medtriangledown</code>	▼	<code>\smallblacktriangledown</code>
◊	<code>\diamonddiamond</code>	◁	<code>\medtriangleleft</code>	◀	<code>\smallblacktriangleleft</code>
◇	<code>\diamonddot</code>	▷	<code>\medtriangleright</code>	▶	<code>\smallblacktriangleright</code>
◊	<code>\diamondminus</code>	△	<code>\medtriangleup</code>	▲	<code>\smallblacktriangleup</code>
◊	<code>\diamondplus</code>	☆	<code>\medwhitestar</code>	○	<code>\smallcircle</code>
◇	<code>\diamondslash</code>	⊗	<code>\oast</code>	◇	<code>\smalldiamond</code>
⊞	<code>\diamondtimes</code>	⊖	<code>\obackslash</code>	◻	<code>\smallsquare</code>
◇	<code>\diamondvert</code>	⊙	<code>\ocirc</code>	▽	<code>\smalltriangledown</code>
●	<code>\medblackcircle</code>	⊖	<code>\odash</code>	◁	<code>\smalltriangleleft</code>
◆	<code>\medblackdiamond</code>	⊙	<code>\odot</code>	▷	<code>\smalltriangleright</code>
■	<code>\medblacksquare</code>	⊖	<code>\oequal</code>	△	<code>\smalltriangleup</code>
★	<code>\medblackstar</code>	⊖	<code>\ominus</code>	☆	<code>\smallwhitestar</code>

`fdsymbol` defines synonyms for most of the preceding symbols:

◆	<code>\blackdiamond</code>	◇	<code>\diamond</code>	●	<code>\smbkcircle</code>
▲	<code>\blacktriangle</code>	◇	<code>\Diamond</code>	◆	<code>\smbkdiamond</code>
▼	<code>\blacktriangledown</code>	◇	<code>\diamondbslash</code>	■	<code>\smbklsquare</code>
◀	<code>\blacktriangleleft</code>	◇	<code>\diamondcdot</code>	☆	<code>\smwhitestar</code>
▶	<code>\blacktriangleright</code>	◆	<code>\mdblkdiamond</code>	○	<code>\smwhtcircle</code>
□	<code>\Box</code>	■	<code>\mdblksquare</code>	◇	<code>\smwhtdiamond</code>
▣	<code>\boxbar</code>	●	<code>\mdlgblkcircle</code>	◻	<code>\smwhtsquare</code>
⧻	<code>\boxbslash</code>	◆	<code>\mdlgblkdiamond</code>	□	<code>\square</code>
⧻	<code>\boxdiag</code>	■	<code>\mdlgblksquare</code>	★	<code>\star</code>
●	<code>\bullet</code>	○	<code>\mdlgwhtcircle</code>	△	<code>\triangle</code>
○	<code>\circ</code>	◇	<code>\mdlgwhtdiamond</code>	▽	<code>\triangledown</code>
⊗	<code>\circledast</code>	□	<code>\mdlgwhtsquare</code>	◁	<code>\triangleleft</code>
⊙	<code>\circledcirc</code>	◇	<code>\mdwhtdiamond</code>	▷	<code>\triangleright</code>
⊖	<code>\circleddash</code>	□	<code>\mdwhtsquare</code>	△	<code>\vartriangle</code>
⊖	<code>\circledequal</code>	★	<code>\medstar</code>		
⊖	<code>\circledvert</code>	⊖	<code>\obslash</code>		

TABLE 73: boisk Geometric Binary Operators

◆	<code>\blacklozenge</code>	▣	<code>\boxright</code>	□	<code>\oblong</code>
■	<code>\blacksquare</code>	◻	<code>\boxslash</code>	⊕	<code>\obot</code>
▲	<code>\blacktriangle</code>	⊠	<code>\boxtimes</code>	⊗	<code>\obslash</code>
▼	<code>\blacktriangledown</code>	▤	<code>\boxtop</code>	⊗	<code>\ogreaterthan</code>
◄	<code>\blacktriangleleft</code>	▥	<code>\boxtriangle</code>	⊕	<code>\oleft</code>
►	<code>\blacktriangleright</code>	⊗	<code>\circledast</code>	⊗	<code>\olessthan</code>
⊠	<code>\boxast</code>	⊗	<code>\circledcirc</code>	⊖	<code>\ominus</code>
▣	<code>\boxbar</code>	⊖	<code>\circleddash</code>	⊕	<code>\oplus</code>
▤	<code>\boxbot</code>	◇	<code>\diamond</code>	⊕	<code>\oright</code>
⊠	<code>\boxbox</code>	◊	<code>\diamondbar</code>	⊗	<code>\oslash</code>
◻	<code>\boxbslash</code>	◊	<code>\diamondcircle</code>	⊗	<code>\otimes</code>
⊠	<code>\boxcircle</code>	⊖	<code>\diamondminus</code>	⊕	<code>\otop</code>
▤	<code>\boxdivision</code>	◇	<code>\diamondop</code>	⊗	<code>\otriangle</code>
□	<code>\boxdot</code>	⊕	<code>\diamondplus</code>	⊗	<code>\ovee</code>
▣	<code>\boxleft</code>	⊗	<code>\diamondtimes</code>	⊗	<code>\owedge</code>
▥	<code>\boxminus</code>	◊	<code>\diamondtriangle</code>	*	<code>\star</code>
▣	<code>\boxplus</code>	⊖	<code>\obar</code>	⏏	<code>\talloblong</code>

TABLE 74: stix Geometric Binary Operators

⌘	<code>\blackhourglass</code>	◊	<code>\concavediamondtickleft</code>	⊕	<code>\oplus</code>
⊠	<code>\boxast</code>	◊	<code>\concavediamondtickright</code>	⊗	<code>\oslash</code>
▣	<code>\boxbar</code>	◇	<code>\diamond</code>	⊗	<code>\otimes</code>
⊠	<code>\boxbox</code>	◁	<code>\dsub</code>	⊗	<code>\otimes</code>
◻	<code>\boxbslash</code>	⌘	<code>\hourglass</code>	⊗	<code>\otimeshat</code>
⊠	<code>\boxcircle</code>	◊	<code>\lozengeminus</code>	▷	<code>\rsub</code>
◻	<code>\boxdiag</code>	◆	<code>\mdlgbklozenge</code>	•	<code>\smbkcircle</code>
□	<code>\boxdot</code>	○	<code>\mdlgwhtcircle</code>	*	<code>\star</code>
▥	<code>\boxminus</code>	⊖	<code>\obar</code>	⏏	<code>\talloblong</code>
▣	<code>\boxplus</code>	⊕	<code>\obot*</code>	△	<code>\triangle</code>
⊠	<code>\boxtimes</code>	⊗	<code>\obslash</code>	△	<code>\triangleminus</code>
⊗	<code>\circledast</code>	⊕	<code>\odiv</code>	△	<code>\triangleplus</code>
⊗	<code>\circledcirc</code>	⊙	<code>\odot</code>	△	<code>\triangleserifs</code>
⊖	<code>\circleddash</code>	⊗	<code>\odotslashdot*</code>	△	<code>\triangleretimes</code>
⊖	<code>\circledequal</code>	⊗	<code>\ogreaterthan</code>	•	<code>\vysmbkcircle†</code>

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Ⓣ	<code>\circledparallel</code>	⊗	<code>\olcross*</code>	◦	<code>\vysmwhtcircle</code>
Ⓥ	<code>\circledvert</code>	⊗	<code>\olessthan</code>	◻	<code>\whitesquaretickleft</code>
Ⓢ	<code>\circlehbar</code>	⊖	<code>\ominus</code>	◻	<code>\whitesquaretickright</code>
◊	<code>\concavediamond</code>	⊥	<code>\operp</code>		

* Defined as an ordinary character, not as a binary relation. However, these symbols more closely resemble the other symbols in this table than they do the geometric shapes presented in Table 440, which is why they are included here.

† stix defines `\bullet` as a synonym for `\vysmblkcircle`.

TABLE 75: logix Geometric Binary Operators

●	<code>\BlackCircle</code>	◄	<code>\LogPast</code>
•	<code>\BlackCircleA</code>	◊	<code>\LogPos</code>
•	<code>\BlackCircleB</code>	○	<code>\LWhiteCircle</code>
•	<code>\BlackCircleC</code>	◊	<code>\LWhiteCurvedDiamond</code>
•	<code>\BlackCircleD</code>	◊	<code>\LWhiteDiamond</code>
•	<code>\BlackCircleE</code>	▽	<code>\LWhiteDownTriangle</code>
•	<code>\BlackCircleF</code>	◄	<code>\LWhiteLeftArrowHead</code>
●	<code>\BlackCircleG</code>	◄	<code>\LWhiteLeftTriangle</code>
●	<code>\BlackCircleH</code>	◻	<code>\LWhiteLozenge</code>
●	<code>\BlackCircleI</code>	▷	<code>\LWhiteRightArrowHead</code>
◆	<code>\BlackCurvedDiamond</code>	▷	<code>\LWhiteRightCurvedArrowHead</code>
◆	<code>\BlackDiamond</code>	▷	<code>\LWhiteRightTriangle</code>
•	<code>\BlackDiamondA</code>	◦	<code>\LWhiteSmallCircle</code>
•	<code>\BlackDiamondB</code>	◻	<code>\LWhiteSquare</code>
◆	<code>\BlackDiamondC</code>	◻	<code>\LWhiteSquareRoundCorners</code>
◆	<code>\BlackDiamondD</code>	△	<code>\LWhiteUpTriangle</code>
◆	<code>\BlackDiamondE</code>	◦	<code>\LWhiteVerySmallCircle</code>
◆	<code>\BlackDiamondF</code>	◻	<code>\LWhiteVerySmallSquare</code>
◆	<code>\BlackDiamondG</code>	■	<code>\Nec</code>
◆	<code>\BlackDiamondH</code>	●	<code>\Next</code>
◆	<code>\BlackDiamondI</code>	▲	<code>\NonCont</code>
▼	<code>\BlackDownTriangle</code>	○	<code>\OutlineCircle</code>
▼	<code>\BlackDownTriangleA</code>	◊	<code>\OutlineCurvedDiamond</code>
▼	<code>\BlackDownTriangleB</code>	◊	<code>\OutlineDiamond</code>
▼	<code>\BlackDownTriangleC</code>	▽	<code>\OutlineDownTriangle</code>
▼	<code>\BlackDownTriangleD</code>	◄	<code>\OutlineLeftArrowHead</code>

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▼	<code>\BlackDownTriangleE</code>	◄	<code>\OutlineLeftTriangle</code>
▼	<code>\BlackDownTriangleF</code>	▣	<code>\OutlineLozenge</code>
▼	<code>\BlackDownTriangleG</code>	▷	<code>\OutlineRightArrowHead</code>
▼	<code>\BlackDownTriangleH</code>	▷	<code>\OutlineRightCurvedArrowHead</code>
▼	<code>\BlackDownTriangleI</code>	▷	<code>\OutlineRightTriangle</code>
◄	<code>\BlackLeftArrowHead</code>	◦	<code>\OutlineSmallCircle</code>
◄	<code>\BlackLeftTriangle</code>	◻	<code>\OutlineSquare</code>
◦	<code>\BlackLeftTriangleA</code>	◻	<code>\OutlineSquareRoundCorners</code>
◦	<code>\BlackLeftTriangleB</code>	△	<code>\OutlineUpTriangle</code>
◦	<code>\BlackLeftTriangleC</code>	◦	<code>\OutlineVerySmallCircle</code>
◦	<code>\BlackLeftTriangleD</code>	◻	<code>\OutlineVerySmallSquare</code>
◦	<code>\BlackLeftTriangleE</code>	◄	<code>\Past</code>
◦	<code>\BlackLeftTriangleF</code>	◆	<code>\Pos</code>
◦	<code>\BlackLeftTriangleG</code>	▣	<code>\QuartedLozenge</code>
◦	<code>\BlackLeftTriangleH</code>	⊕	<code>\QuarteredCircle</code>
◦	<code>\BlackLeftTriangleI</code>	⊕	<code>\QuarteredCurvedDiamond</code>
▪	<code>\BlackLozenge</code>	⊕	<code>\QuarteredDiamond</code>
◦	<code>\BlackReallySmallCircle</code>	▽	<code>\QuarteredDownTriangle</code>
◦	<code>\BlackReallySmallDiamond</code>	◄	<code>\QuarteredLeftTriangle</code>
▪	<code>\BlackReallySmallSquare</code>	▷	<code>\QuarteredRightTriangle</code>
▷	<code>\BlackRightArrowHead</code>	⊕	<code>\QuarteredSmallCircle</code>
▷	<code>\BlackRightCurvedArrowHead</code>	⊕	<code>\QuarteredSquare</code>
▷	<code>\BlackRightTriangle</code>	⊕	<code>\QuarteredSquareRoundCorners</code>
◦	<code>\BlackRightTriangleA</code>	△	<code>\QuarteredUpTriangle</code>
◦	<code>\BlackRightTriangleB</code>	◦	<code>\QuarteredVerySmallCircle</code>
◦	<code>\BlackRightTriangleC</code>	▣	<code>\QuarteredVerySmallSquare</code>
◦	<code>\BlackRightTriangleD</code>	▽	<code>\TmpCont</code>
◦	<code>\BlackRightTriangleE</code>	▷	<code>\TmpFutr</code>
◦	<code>\BlackRightTriangleF</code>	⊕	<code>\TmpNec</code>
◦	<code>\BlackRightTriangleG</code>	⊖	<code>\TmpNext</code>
◦	<code>\BlackRightTriangleH</code>	△	<code>\TmpNonCont</code>
◦	<code>\BlackRightTriangleI</code>	◄	<code>\TmpPast</code>
◦	<code>\BlackSmallCircle</code>	⊕	<code>\TmpPos</code>
▪	<code>\BlackSquare</code>	⊖	<code>\UpSlahsedSquareRoundCorners</code>
▪	<code>\BlackSquareA</code>	⊖	<code>\UpSlashedCircle</code>
▪	<code>\BlackSquareB</code>	⊕	<code>\UpSlashedCurvedDiamond</code>
▪	<code>\BlackSquareC</code>	⊕	<code>\UpSlashedDiamond</code>
▪	<code>\BlackSquareD</code>	▽	<code>\UpSlashedDownTriangle</code>
▪	<code>\BlackSquareE</code>	◄	<code>\UpSlashedLeftTriangle</code>
▪	<code>\BlackSquareF</code>	▣	<code>\UpSlashedLozenge</code>
▪	<code>\BlackSquareG</code>	▷	<code>\UpSlashedRightTriangle</code>
▪	<code>\BlackSquareH</code>	◦	<code>\UpSlashedSmallCircle</code>
▪	<code>\BlackSquareI</code>	⊕	<code>\UpSlashedSquare</code>
◦	<code>\BlackSquareRoundCorners</code>	△	<code>\UpSlashedUpTriangle</code>

























































































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▲	<code>\BlackUpTriangle</code>	◦	<code>\UpSlashedVerySmallCircle</code>
▲	<code>\BlackUpTriangleA</code>	◻	<code>\UpSlashedVerySmallSquare</code>
▲	<code>\BlackUpTriangleB</code>	⊕	<code>\VerticallyDividedCircle</code>
▲	<code>\BlackUpTriangleC</code>	⋈	<code>\VerticallyDividedCurvedDiamond</code>
▲	<code>\BlackUpTriangleD</code>	⋊	<code>\VerticallyDividedDiamond</code>
▲	<code>\BlackUpTriangleE</code>	▽	<code>\VerticallyDividedDownTriangle</code>
▲	<code>\BlackUpTriangleF</code>	◄	<code>\VerticallyDividedLeftTriangle</code>
▲	<code>\BlackUpTriangleG</code>	▣	<code>\VerticallyDividedLozenge</code>
▲	<code>\BlackUpTriangleH</code>	▷	<code>\VerticallyDividedRightTriangle</code>
▲	<code>\BlackUpTriangleI</code>	⊙	<code>\VerticallyDividedSmallCircle</code>
•	<code>\BlackVerySmallCircle</code>	▣	<code>\VerticallyDividedSquare</code>
▪	<code>\BlackVerySmallSquare</code>	⊞	<code>\VerticallyDividedSquareRoundCorners</code>
▼	<code>\Cont</code>	△	<code>\VerticallyDividedUpTriangle</code>
⊗	<code>\CrossedCircle</code>	◦	<code>\VerticallyDividedVerySmallCircle</code>
⋈	<code>\CrossedCurvedDiamond</code>	◻	<code>\VerticallyDividedVerySmallSquare</code>
⋈	<code>\CrossedDiamond</code>	○	<code>\WhiteCircle</code>
▽	<code>\CrossedDownTriangle</code>	◦	<code>\WhiteCircleA</code>
◄	<code>\CrossedLeftTriangle</code>	◦	<code>\WhiteCircleB</code>
▣	<code>\CrossedLozenge</code>	◦	<code>\WhiteCircleC</code>
▷	<code>\CrossedRightTriangle</code>	⊙	<code>\WhiteCircleContainingBlackCircle</code>
⊙	<code>\CrossedSmallCircle</code>	○	<code>\WhiteCircleD</code>
▣	<code>\CrossedSquare</code>	○	<code>\WhiteCircleE</code>
⊞	<code>\CrossedSquareRoundCorners</code>	○	<code>\WhiteCircleF</code>
△	<code>\CrossedUpTriangle</code>	○	<code>\WhiteCircleG</code>
◦	<code>\CrossedVerySmallCircle</code>	○	<code>\WhiteCircleH</code>
◻	<code>\CrossedVerySmallSquare</code>	○	<code>\WhiteCircleI</code>
▽	<code>\DeoCont</code>	◇	<code>\WhiteCurvedDiamond</code>
▷	<code>\DeoFutr</code>	⋈	<code>\WhiteCurvedDiamondContainingBlackDiamond</code>
◻	<code>\DeoNec</code>	◇	<code>\WhiteDiamond</code>
○	<code>\DeoNext</code>	◦	<code>\WhiteDiamondA</code>
△	<code>\DeoNonCont</code>	◦	<code>\WhiteDiamondB</code>
◄	<code>\DeoPast</code>	◦	<code>\WhiteDiamondC</code>
◇	<code>\DeoPos</code>	⋈	<code>\WhiteDiamondContainingBlackDiamond</code>
○	<code>\DottedCirc1</code>	◇	<code>\WhiteDiamondD</code>
⋈	<code>\DottedCurvedDiamond</code>	◇	<code>\WhiteDiamondE</code>
◇	<code>\DottedDiamond</code>	◇	<code>\WhiteDiamondF</code>
▽	<code>\DottedDownTriangle</code>	◇	<code>\WhiteDiamondG</code>
◄	<code>\DottedLeftArrowHead</code>	◇	<code>\WhiteDiamondH</code>
◄	<code>\DottedLeftTriangle</code>	◇	<code>\WhiteDiamondI</code>
▣	<code>\DottedLozenge</code>	▽	<code>\WhiteDownTriangle</code>
▷	<code>\DottedRightArrowHead</code>	▼	<code>\WhiteDownTriangleA</code>
▷	<code>\DottedRightCurvedArrowHead</code>	▼	<code>\WhiteDownTriangleB</code>
▷	<code>\DottedRightTriangle</code>	▼	<code>\WhiteDownTriangleC</code>
◦	<code>\DottedSmallCircle</code>	▼	<code>\WhiteDownTriangleContainingBlackDownTriangle</code>

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	<code>\DottedSquare</code>		<code>\WhiteDownTriangleD</code>
	<code>\DottedSquareRoundCorners</code>		<code>\WhiteDownTriangleE</code>
	<code>\DottedUpTriangle</code>		<code>\WhiteDownTriangleF</code>
	<code>\DottedVerySmallCircle</code>		<code>\WhiteDownTriangleG</code>
	<code>\DottedVerySmallSquare</code>		<code>\WhiteDownTriangleH</code>
	<code>\DownSlashedCircle</code>		<code>\WhiteDownTriangleI</code>
	<code>\DownSlashedCurvedDiamond</code>		<code>\WhiteLeftArrowHead</code>
	<code>\DownSlashedDiamond</code>		<code>\WhiteLeftTriangle</code>
	<code>\DownSlashedDownTriangle</code>		<code>\WhiteLeftTriangleA</code>
	<code>\DownSlashedLeftTriangle</code>		<code>\WhiteLeftTriangleB</code>
	<code>\DownSlashedLozenge</code>		<code>\WhiteLeftTriangleC</code>
	<code>\DownSlashedRightTriangle</code>		<code>\WhiteLeftTriangleContainingBlackLeftTriangle</code>
	<code>\DownSlashedSmallCircle</code>		<code>\WhiteLeftTriangleD</code>
	<code>\DownSlashedSquare</code>		<code>\WhiteLeftTriangleE</code>
	<code>\DownSlashedSquareRoundCorners</code>		<code>\WhiteLeftTriangleF</code>
	<code>\DownSlashedUpTriangle</code>		<code>\WhiteLeftTriangleG</code>
	<code>\DownSlashedVerySmallCircle</code>		<code>\WhiteLeftTriangleH</code>
	<code>\DownSlashedVerySmallSquare</code>		<code>\WhiteLeftTriangleI</code>
	<code>\DoxCont</code>		<code>\WhiteLozenge</code>
	<code>\DoxFutr</code>		<code>\WhiteLozengeContainingBlackLozenge</code>
	<code>\DoxNec</code>		<code>\WhiteReallySmallCircle</code>
	<code>\DoxNext</code>		<code>\WhiteReallySmallDiamond</code>
	<code>\DoxNonCont</code>		<code>\WhiteReallySmallSquare</code>
	<code>\DoxPast</code>		<code>\WhiteRightArrowHead</code>
	<code>\DoxPos</code>		<code>\WhiteRightCurvedArrowHead</code>
	<code>\FacCont</code>		<code>\WhiteRightTriangle</code>
	<code>\FacFutr</code>		<code>\WhiteRightTriangleA</code>
	<code>\FacNec</code>		<code>\WhiteRightTriangleB</code>
	<code>\FacNext</code>		<code>\WhiteRightTriangleC</code>
	<code>\FacNonCont</code>		<code>\WhiteRightTriangleContainingBlackRightTriangle</code>
	<code>\FacPast</code>		<code>\WhiteRightTriangleD</code>
	<code>\FacPos</code>		<code>\WhiteRightTriangleE</code>
	<code>\Futr</code>		<code>\WhiteRightTriangleF</code>
	<code>\HorizontallyDividedCircle</code>		<code>\WhiteRightTriangleG</code>
	<code>\HorizontallyDividedCurvedDiamond</code>		<code>\WhiteRightTriangleH</code>
	<code>\HorizontallyDividedDiamond</code>		<code>\WhiteRightTriangleI</code>
	<code>\HorizontallyDividedDownTriangle</code>		<code>\WhiteSmallCircle</code>
	<code>\HorizontallyDividedLeftTriangle</code>		<code>\WhiteSmallCircleContainingBlackCircle</code>
	<code>\HorizontallyDividedLozenge</code>		<code>\WhiteSquare</code>
	<code>\HorizontallyDividedRightTriangle</code>		<code>\WhiteSquareA</code>
	<code>\HorizontallyDividedSmallCircle</code>		<code>\WhiteSquareB</code>
	<code>\HorizontallyDividedSquare</code>		<code>\WhiteSquareC</code>
	<code>\HorizontallyDividedSquareRoundCorners</code>		<code>\WhiteSquareContainingBlackSquare</code>
	<code>\HorizontallyDividedUpTriangle</code>		<code>\WhiteSquareD</code>

















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◦	<code>\HorizontallyDividedVerySmallCircle</code>	◻	<code>\WhiteSquareE</code>
▣	<code>\HorizontallyDividedVerySmallSquare</code>	◻	<code>\WhiteSquareF</code>
●	<code>\LBlackCircle</code>	◻	<code>\WhiteSquareG</code>
◆	<code>\LBlackCurvedDiamond</code>	◻	<code>\WhiteSquareH</code>
◆	<code>\LBlackDiamond</code>	◻	<code>\WhiteSquareI</code>
▼	<code>\LBlackDownTriangle</code>	○	<code>\WhiteSquareRoundCorners</code>
◄	<code>\LBlackLeftArrowHead</code>	◉	<code>\WhiteSquareRoundCornersContainingBlackSquare</code>
◄	<code>\LBlackLeftTriangle</code>	△	<code>\WhiteUpTriangle</code>
■	<code>\LBlackLozenge</code>	^	<code>\WhiteUpTriangleA</code>
►	<code>\LBlackRightArrowHead</code>	^	<code>\WhiteUpTriangleB</code>
►	<code>\LBlackRightCurvedArrowHead</code>	△	<code>\WhiteUpTriangleC</code>
►	<code>\LBlackRightTriangle</code>	△	<code>\WhiteUpTriangleContainingBlackUpTriangle</code>
●	<code>\LBlackSmallCircle</code>	△	<code>\WhiteUpTriangleD</code>
■	<code>\LBlackSquare</code>	△	<code>\WhiteUpTriangleE</code>
■	<code>\LBlackSquareRoundCorners</code>	△	<code>\WhiteUpTriangleF</code>
▲	<code>\LBlackUpTriangle</code>	△	<code>\WhiteUpTriangleG</code>
•	<code>\LBlackVerySmallCircle</code>	△	<code>\WhiteUpTriangleH</code>
■	<code>\LBlackVerySmallSquare</code>	△	<code>\WhiteUpTriangleI</code>
▽	<code>\LogCont</code>	◦	<code>\WhiteVerySmallCircle</code>
▷	<code>\LogFutr</code>	◉	<code>\WhiteVerySmallCircleContainingBlackCircle</code>
◻	<code>\LogNec</code>	◻	<code>\WhiteVerySmallSquare</code>
◉	<code>\LogNext</code>	◻	<code>\WhiteVerySmallSquareContainingBlackSquare</code>
△	<code>\LogNonCont</code>		

logix requires either `LuaLATEX` or `XYLATEX`.

TABLE 76: halloweenmath Halloween-Themed Math Operators

	<code>\bigpumpkin[†]</code>		<code>\mathleftghost</code>		<code>\reversemathcloud</code>
	<code>\bigskull</code>		<code>\mathrightbat</code>		<code>\reversemathwitch[†]</code>
	<code>\mathbat</code>		<code>\mathrightghost</code>		<code>\reversemathwitch*[†]</code>
	<code>\mathcloud</code>		<code>\mathwitch*[†]</code>		<code>\skull</code>
	<code>\mathghost</code>		<code>\mathwitch[†]</code>		
	<code>\mathleftbat</code>		<code>\pumpkin</code>		

[†] These symbols accept limits. For example, `\mathwitch*_{i=0}^{\infty} f(x)` produces “ $f(x)$ ” in text mode and

$$\underset{i=0}{\overset{\infty}{\text{witch}}} f(x)$$

in display mode.

[‡] `\greatpumpkin` is a synonym for `\bigpumpkin`.

TABLE 77: stix Small Integrals

\int	<code>\smallawint</code>	\int	<code>\smallintcap</code>	\int	<code>\smalloint</code>
\int	<code>\smallcirfnint</code>	\int	<code>\smallintclockwise</code>	\int	<code>\smallointctrckwise</code>
\int	<code>\smallfint</code>	\int	<code>\smallintcup</code>	\int	<code>\smallpointint</code>
\int	<code>\smalliiiint</code>	\int	<code>\smallintlarhk</code>	\int	<code>\smallrppolint</code>
\int	<code>\smalliiint</code>	\int	<code>\smallintx</code>	\int	<code>\smallscpolint</code>
\int	<code>\smalliint</code>	\int	<code>\smalllowint</code>	\int	<code>\smallsqint</code>
\int	<code>\smallint</code>	\int	<code>\smallnpolint</code>	\int	<code>\smallsumint</code>
\int	<code>\smallintbar</code>	\int	<code>\smalloiiint</code>	\int	<code>\smallupint</code>
\int	<code>\smallintBar</code>	\int	<code>\smallooint</code>	\int	<code>\smallvarointclockwise</code>

By default, each of the preceding commands points to a slanted version of the glyph, as shown. The `upint` package option typesets each integral instead as an upright version. Slanted and upright integrals can be mixed, however, by explicitly using the commands shown in Table 78.

TABLE 78: stix Small Integrals with Explicit Slant

\int	<code>\smallawintsl</code>	\int	<code>\smallawintup</code>
\int	<code>\smallcirfnintsl</code>	\int	<code>\smallcirfnintup</code>
\int	<code>\smallfintsl</code>	\int	<code>\smallfintup</code>
\int	<code>\smalliiiintsl</code>	\int	<code>\smalliiiintup</code>
\int	<code>\smalliiintsl</code>	\int	<code>\smalliiintup</code>
\int	<code>\smalliintsl</code>	\int	<code>\smalliintup</code>
\int	<code>\smallintbarsl</code>	\int	<code>\smallintBarup</code>
\int	<code>\smallintBarsl</code>	\int	<code>\smallintbarup</code>
\int	<code>\smallintcapsl</code>	\int	<code>\smallintcapup</code>
\int	<code>\smallintclockwisel</code>	\int	<code>\smallintclockwiseup</code>
\int	<code>\smallintcupsl</code>	\int	<code>\smallintcupup</code>
\int	<code>\smallintlarhksl</code>	\int	<code>\smallintlarhkup</code>
\int	<code>\smallintsl</code>	\int	<code>\smallintup</code>
\int	<code>\smallintxsl</code>	\int	<code>\smallintxup</code>
\int	<code>\smalllowintsl</code>	\int	<code>\smalllowintup</code>
\int	<code>\smallnpolintsl</code>	\int	<code>\smallnpolintup</code>
\int	<code>\smalloiiintsl</code>	\int	<code>\smalloiiintup</code>
\int	<code>\smalloointsl</code>	\int	<code>\smalloointup</code>
\int	<code>\smallointctrckwisel</code>	\int	<code>\smallointctrckwiseup</code>
\int	<code>\smallointsl</code>	\int	<code>\smallointup</code>
\int	<code>\smallpointintsl</code>	\int	<code>\smallpointintup</code>
\int	<code>\smallrppolintsl</code>	\int	<code>\smallrppolintup</code>
\int	<code>\smallscpolintsl</code>	\int	<code>\smallscpolintup</code>

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\int	<code>\smallsqintsl</code>	\int	<code>\smallsqintup</code>
\sum	<code>\smallsumintsl</code>	\sum	<code>\smallsumintup</code>
\int	<code>\smallupintsl</code>	\int	<code>\smallupintup</code>
\oint	<code>\smallvarointclockwisesl</code>	\oint	<code>\smallvarointclockwiseup</code>

Instead of using the preceding symbols directly, it is generally preferable to use the symbols listed in Table 77 either with or without the `upint` package option. Specifying `upint` selects each integral's upright (`up`) variant, while omitting `upint` selects each integral's slanted (`sl`) variant. Use the symbols shown in Table 78 only when you need to include both upright and slanted variations of a symbol in the same document.

TABLE 79: Variable-sized Math Operators

\cap	\cap	<code>\bigcap</code>	\otimes	\otimes	<code>\bigotimes</code>	\wedge	\wedge	<code>\bigwedge</code>	\prod	\prod	<code>\prod</code>
\cup	\cup	<code>\bigcup</code>	\sqcup	\sqcup	<code>\bigsqcup</code>	\coprod	\coprod	<code>\coprod</code>	\sum	\sum	<code>\sum</code>
\odot	\odot	<code>\bigodot</code>	\oplus	\oplus	<code>\bigoplus</code>	\int	\int	<code>\int</code>			
\oplus	\oplus	<code>\bigoplus</code>	\vee	\vee	<code>\bigvee</code>	\oint	\oint	<code>\oint</code>			

TABLE 80: \mathcal{AMS} Variable-sized Math Operators

\iint	\iint	<code>\iint</code>	\iiint	\iiint	<code>\iiint</code>
\iiint	\iiint	<code>\iiiint</code>	$\int \cdots \int$	$\int \cdots \int$	<code>\idotsint</code>

TABLE 81: `stmaryrd` Variable-sized Math Operators

\square	\square	<code>\bigbox</code>	\parallel	\parallel	<code>\biginterleave</code>	\square	\square	<code>\bigsqcap</code>
Υ	Υ	<code>\bigcurlyvee</code>	\bigoplus	\bigoplus	<code>\bignplus</code>	∇	∇	<code>\bigtriangledown</code>
\wedge	\wedge	<code>\bigcurlywedge</code>	\parallel	\parallel	<code>\bigparallel</code>	\triangle	\triangle	<code>\bigtriangleup</code>

TABLE 82: wasysym Variable-sized Math Operators

$$\int \int \quad \backslash\text{int} \quad \iint \iiint \quad \backslash\text{iint} \quad \iiint \iiiii \quad \backslash\text{iiint}$$

$$\oint \oint \quad \backslash\text{ooint} \quad \oiint \oiint \quad \backslash\text{oiint}$$

If `wasysym` is loaded without package options then none of the preceding symbols are defined. However, `\varint` produces `wasysym`'s `\int` glyph, and `\varoint` produces `wasysym`'s `\oint` glyph.

If `wasysym` is loaded with the `integrals` option then all of the preceding symbols are defined, but `\varint` and `\varoint` are left undefined.

If `wasysym` is loaded with the `nointegrals` option then none of the preceding symbols, `\varint`, or `\varoint` are defined.

TABLE 83: mathabx Variable-sized Math Operators

$\Upsilon \Upsilon$	<code>\bigcurlyvee</code>	$\boxslash \boxslash$	<code>\bigboxslash</code>	$\oplus \oplus$	<code>\bigoright</code>
$\sqcap \sqcap$	<code>\bigsqcap</code>	$\boxtimes \boxtimes$	<code>\bigboxtimes</code>	$\oslash \oslash$	<code>\bigoslash</code>
$\curlywedge \curlywedge$	<code>\bigcurlywedge</code>	$\boxplus \boxplus$	<code>\bigboxtop</code>	$\oplus \oplus$	<code>\bigotop</code>
$\boxast \boxast$	<code>\bigboxasterisk</code>	$\boxtriangleup \boxtriangleup$	<code>\bigboxtriangleup</code>	$\triangle \triangle$	<code>\bigotriangleup</code>
$\boxbackslash \boxbackslash$	<code>\bigboxbackslash</code>	$\square \square$	<code>\bigboxvoid</code>	$\circ \circ$	<code>\bigovoid</code>
$\boxbot \boxbot$	<code>\bigboxbot</code>	$\complement \complement$	<code>\bigcomplementtop</code>	$+ +$	<code>\bigplus</code>
$\boxcirc \boxcirc$	<code>\bigboxcirc</code>	$\bigoplus \bigoplus$	<code>\bigoplus</code>	$\boxplus \boxplus$	<code>\bigsqplus</code>
$\boxcoasterisk \boxcoasterisk$	<code>\bigboxcoasterisk</code>	$\oslash \oslash$	<code>\bigobackslash</code>	$\times \times$	<code>\bigtimes</code>

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$\boxed{\div} \boxed{\div}$	<code>\bigboxdiv</code>	$\oplus \oplus$	<code>\bigobot</code>	$\iiint \iiint$	<code>\iiint</code>
$\boxed{\cdot} \boxed{\cdot}$	<code>\bigboxdot</code>	$\odot \odot$	<code>\bigocirc</code>	$\iint \iint$	<code>\iint</code>
$\boxed{\leftarrow} \boxed{\leftarrow}$	<code>\bigboxleft</code>	$\otimes \otimes$	<code>\bigocoasterisk</code>	$\int \int$	<code>\int</code>
$\boxed{-} \boxed{-}$	<code>\bigboxminus</code>	$\oslash \oslash$	<code>\bigodiv</code>	$\oiint \oiint$	<code>\oiint</code>
$\boxed{+} \boxed{+}$	<code>\bigboxplus</code>	$\oplus \oplus$	<code>\bigoleft</code>	$\oint \oint$	<code>\oint</code>
$\boxed{\rightarrow} \boxed{\rightarrow}$	<code>\bigboxright</code>	$\ominus \ominus$	<code>\bigominus</code>		

TABLE 84: txfonts/pxfonts Variable-sized Math Operators

$\boxed{+} \boxed{+}$	<code>\bigsqcapplus</code>	$\oint \oint$	<code>\ointclockwise</code>
$\boxed{+} \boxed{+}$	<code>\bigsqcupplus</code>	$\oint \oint$	<code>\ointctrlockwise</code>
$f f$	<code>\fint</code>	$\iiint \iiint$	<code>\sqiiint</code>
$\int \dots \int \int \dots \int$	<code>\idotsint</code>	$\iint \iint$	<code>\sqiint</code>
$\iiint \iiint$	<code>\iiiint</code>	$\oint \oint$	<code>\sqint</code>
$\iint \iint$	<code>\iiint</code>	$\iiint \iiint$	<code>\varoiintclockwise</code>

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\iint	\iint	<code>\iint</code>	\iiint	\iiint	<code>\varoiintctrlockwise</code>
\oiint	\oiint	<code>\oiintclockwise</code>	\oiint	\oiint	<code>\varoiintclockwise</code>
\oiint	\oiint	<code>\oiintctrlockwise</code>	\oiint	\oiint	<code>\varoiintctrlockwise</code>
\oiint	\oiint	<code>\oiint</code>	\oint	\oint	<code>\varointclockwise</code>
\oint	\oint	<code>\ointclockwise</code>	\oint	\oint	<code>\varointctrlockwise</code>
\oint	\oint	<code>\ointctrlockwise</code>	\times	\times	<code>\varprod</code>
\oint	\oint	<code>\oint</code>			

TABLE 85: esint Variable-sized Math Operators

$\int \dots \int$	$\int \dots \int$	<code>\dotsint</code>	\oint	\oint	<code>\ointclockwise</code>
\int	\int	<code>\fint</code>	\oint	\oint	<code>\ointctrlockwise</code>
\iiint	\iiint	<code>\iiiint</code>	\sqint	\sqint	<code>\sqint</code>
\iint	\iint	<code>\iint</code>	\sqint	\sqint	<code>\sqint</code>
\iint	\iint	<code>\iint</code>	\varoiint	\varoiint	<code>\varoiint</code>
\int	\int	<code>\landdownint</code>	\varoint	\varoint	<code>\varointclockwise</code>
\int	\int	<code>\landupint</code>	\varoint	\varoint	<code>\varointctrlockwise</code>
\oint	\oint	<code>\oint</code>			

TABLE 86: bigints Variable-sized Math Operators

\int	\int	<code>\bigint</code>	\oint	\oint	<code>\bigoint</code>
\int	\int	<code>\bigints</code>	\oint	\oint	<code>\bigoints</code>
\int	\int	<code>\bigintss</code>	\oint	\oint	<code>\bigointss</code>
\int	\int	<code>\bigintsss</code>	\oint	\oint	<code>\bigointsss</code>
\int	\int	<code>\bigintssss</code>	\oint	\oint	<code>\bigointssss</code>

TABLE 87: MnSymbol Variable-sized Math Operators

\cap	\cap	<code>\bigcap</code>	\ominus	\ominus	<code>\bigominus</code>	\complement	\complement	<code>\complement</code>
\cap	\cap	<code>\bigcapdot</code>	\oplus	\oplus	<code>\bigoplus</code>	\amalg	\amalg	<code>\coprod</code>
\cap	\cap	<code>\bigcapplus</code>	\oslash	\oslash	<code>\bigoslash</code>	$\int \cdots \int$	$\int \cdots \int$	<code>\idotsint</code>
\bigcirc	\bigcirc	<code>\bigcircle</code>	\otimes	\otimes	<code>\bigostar</code>	\iiint	\iiint	<code>\iiiint</code>
\cup	\cup	<code>\bigcup</code>	\otimes	\otimes	<code>\bigotimes</code>	\iiint	\iiint	<code>\iiint</code>
\cup	\cup	<code>\bigcupdot</code>	\triangleup	\triangleup	<code>\bigotriangleup</code>	\iint	\iint	<code>\iint</code>
\cup	\cup	<code>\bigcupplus*</code>	\oslash	\oslash	<code>\bigoslash</code>	\int	\int	<code>\int</code>
\curlyvee	\curlyvee	<code>\bigcurlyvee</code>	$+$	$+$	<code>\bigplus</code>	\int	\int	<code>\landdownint</code>
\curlyvee	\curlyvee	<code>\bigcurlyveedot</code>	\sqcap	\sqcap	<code>\bigsqcap</code>	\int	\int	<code>\landupint</code>
\curlywedge	\curlywedge	<code>\bigcurlywedge</code>	\sqcap	\sqcap	<code>\bigsqcapdot</code>	\oint	\oint	<code>\lrcircleleftint</code>
\curlywedge	\curlywedge	<code>\bigcurlywedgedot</code>	\cap	\cap	<code>\bigsqcapplus</code>	\oint	\oint	<code>\lrcirclerightint</code>

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\mathbb{W}	\mathbb{V}	<code>\bigdoublecurlyvee</code>	\sqcup	\sqcup	<code>\bigsqcup</code>	\oint	\oiint	<code>\oiint</code>
\mathbb{A}	\mathbb{A}	<code>\bigdoublecurlywedge</code>	\sqcup	\sqcup	<code>\bigsqcupdot</code>	\oint	\oint	<code>\oint</code>
\mathbb{W}	\mathbb{V}	<code>\bigdoublevee</code>	\oplus	\oplus	<code>\bigsqcupplus</code>	\prod	\prod	<code>\prod</code>
\mathbb{A}	\mathbb{A}	<code>\bigdoublewedge</code>	\times	\times	<code>\bigtimes</code>	\oint	\oint	<code>\rcircleleftint</code>
\oplus	\oplus	<code>\bigcircast</code>	\vee	\vee	<code>\bigvee</code>	\oint	\oint	<code>\rcirclerightint</code>
\oslash	\oslash	<code>\bigobackslash</code>	\vee	\vee	<code>\bigveedot</code>	f	f	<code>\strokedint</code>
\odot	\odot	<code>\bigocirc</code>	\wedge	\wedge	<code>\bigwedge</code>	Σ	Σ	<code>\sum</code>
\odot	\odot	<code>\bigodot</code>	\wedge	\wedge	<code>\bigwedgedot</code>	\oint	\oint	<code>\sumint</code>

* MnSymbol defines `\biguplus` as a synonym for `\bigcupplus`.

TABLE 88: fdsymbol Variable-sized Math Operators

\cap	\cap	<code>\bigcap</code>	\sqcup	\sqcup	<code>\bigsqcup</code>	\int	\int	<code>\landupint</code>
\cap	\cap	<code>\bigcapdot</code>	\sqcup	\sqcup	<code>\bigsqcupdot</code>	\oint	\oint	<code>\lcircleleftint</code>
\cap	\cap	<code>\bigcapplus</code>	\oplus	\oplus	<code>\bigsqcupplus</code>	\oint	\oint	<code>\lclirclerightint</code>
\cup	\cup	<code>\bigcup</code>	\times	\times	<code>\bigtimes</code>	\oiint	\oiint	<code>\oiint</code>
\cup	\cup	<code>\bigcupdot</code>	\vee	\vee	<code>\bigvee</code>	\oint	\oint	<code>\oiint</code>
\cup	\cup	<code>\bigcupplus</code>	\vee	\vee	<code>\bigveedot</code>	\oint	\oint	<code>\oint</code>
\curlyvee	\curlyvee	<code>\bigcurlyvee</code>	\wedge	\wedge	<code>\bigwedge</code>	Σ	Σ	<code>\osum</code>
\curlywedge	\curlywedge	<code>\bigcurlywedge</code>	\wedge	\wedge	<code>\bigwedgedot</code>	\prod	\prod	<code>\prod</code>
\mathbb{W}	\mathbb{W}	<code>\bigdoublevee</code>	\coprod	\coprod	<code>\coprod</code>	\oint	\oint	<code>\rcircleleftint</code>

(continued on next page)

TABLE 90: stix Variable-sized Math Operators

\int	\int	<code>\awint</code>	\amalg	\amalg	<code>\coprod</code>	\oiint	\oiint	<code>\oiint</code>
\BbbS	\BbbS	<code>\Bbbsum</code>	\W	\W	<code>\disjquant</code>	\oiint	\oiint	<code>\oiint</code>
\bigcap	\bigcap	<code>\bigcap</code>	\int	\int	<code>\fint</code>	\oint	\oint	<code>\oint</code>
\bigcup	\bigcup	<code>\bigcup</code>	\iiint	\iiint	<code>\iiiint</code>	\oint	\oint	<code>\ointctrlockwise</code>
$\bigcup\dot{}$	$\bigcup\dot{}$	<code>\bigcupdot</code>	\iiint	\iiint	<code>\iiint</code>	\oint	\oint	<code>\pointint</code>
\bigodot	\bigodot	<code>\bigodot</code>	\iint	\iint	<code>\iint</code>	\prod	\prod	<code>\prod</code>
\bigoplus	\bigoplus	<code>\bigoplus</code>	\int	\int	<code>\int</code>	\int	\int	<code>\rppoint</code>
\bigotimes	\bigotimes	<code>\bigotimes</code>	\int	\int	<code>\intbar</code>	\int	\int	<code>\scpoint</code>
\bigsqcap	\bigsqcap	<code>\bigsqcap</code>	\int	\int	<code>\intBar</code>	\int	\int	<code>\sqint</code>
\bigsqcup	\bigsqcup	<code>\bigsqcup</code>	\int	\int	<code>\intcap</code>	Σ	Σ	<code>\sum</code>
\bigtalloblong	\bigtalloblong	<code>\bigtalloblong</code>	\int	\int	<code>\intclockwise</code>	\int	\int	<code>\sumint</code>
\bigtimes	\bigtimes	<code>\bigtimes</code>	\int	\int	<code>\intcup</code>	\int	\int	<code>\upint</code>
\biguplus	\biguplus	<code>\biguplus</code>	\int	\int	<code>\intlarhk</code>	\oint	\oint	<code>\varointclockwise</code>
\bigvee	\bigvee	<code>\bigvee</code>	\int	\int	<code>\intx</code>	\backslash	\backslash	<code>\xbsol</code>
\bigwedge	\bigwedge	<code>\bigwedge</code>	\int	\int	<code>\lowint</code>	$/$	$/$	<code>\xsol</code>
\circlearrowleft	\circlearrowleft	<code>\cirfnint</code>	\sum	\sum	<code>\modtwosum</code>			

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\mathbb{A} \mathbb{A} `\conjquant` \int \int `\npolint`

By default, each of the integral-producing commands in Table 90 points to a slanted version of the glyph, as shown. The `upint` package option typesets each integral instead as an upright version. Slanted and upright integrals can be mixed, however, by explicitly using the commands shown in Table 91.

TABLE 91: `stix` Integrals with Explicit Slant

\int	\int	<code>\ints1</code>	\int	\int	<code>\intup</code>
\iint	\iint	<code>\iints1</code>	\iint	\iint	<code>\iintup</code>
\iiint	\iiint	<code>\iiints1</code>	\iiint	\iiint	<code>\iiintup</code>
\oint	\oint	<code>\ointsl</code>	\oint	\oint	<code>\ointup</code>
\oiint	\oiint	<code>\oiintsl</code>	\oiint	\oiint	<code>\oiintup</code>
\oiiint	\oiiint	<code>\oiiintsl</code>	\oiiint	\oiiint	<code>\oiiintup</code>
$\int\!\!\!\int$	$\int\!\!\!\int$	<code>\intclockwises1</code>	$\int\!\!\!\int$	$\int\!\!\!\int$	<code>\intclockwiseup</code>
\varoint	\varoint	<code>\varointclockwises1</code>	\varoint	\varoint	<code>\varointclockwiseup</code>
\oint	\oint	<code>\ointctrclockwises1</code>	\oint	\oint	<code>\ointctrclockwiseup</code>
\sumint	\sumint	<code>\sumintsl</code>	\sumint	\sumint	<code>\sumintup</code>

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\iiint	\iiint	<code>\iiiintsl</code>	\iiint	\iiint	<code>\iiiintup</code>
\int	\int	<code>\intbarsl</code>	\int	\int	<code>\intbarup</code>
\neq	\neq	<code>\intBarsl</code>	\neq	\neq	<code>\intBarup</code>
\int	\int	<code>\fintsl</code>	\int	\int	<code>\fintup</code>
\oint	\oint	<code>\cirfnintsl</code>	\oint	\oint	<code>\cirfnintup</code>
\int	\int	<code>\awintsl</code>	\int	\int	<code>\awintup</code>
\int	\int	<code>\rppolintsl</code>	\int	\int	<code>\rppolintup</code>
\int	\int	<code>\scpolintsl</code>	\int	\int	<code>\scpolintup</code>
\int	\int	<code>\npolintsl</code>	\int	\int	<code>\npolintup</code>
\oint	\oint	<code>\pointintsl</code>	\oint	\oint	<code>\pointintup</code>
\int	\int	<code>\sqintsl</code>	\int	\int	<code>\sqintup</code>
\int	\int	<code>\intlarhksl</code>	\int	\int	<code>\intlarhkup</code>
\int	\int	<code>\intxsl</code>	\int	\int	<code>\intxup</code>
\int	\int	<code>\intcapsl</code>	\int	\int	<code>\intcapup</code>
\int	\int	<code>\intcupsl</code>	\int	\int	<code>\intcupup</code>
\int	\int	<code>\upintsl</code>	\int	\int	<code>\upintup</code>

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$$\int \int \quad \backslash\text{lowintsl} \qquad \int \int \quad \backslash\text{lowintup}$$

Instead of using the preceding symbols directly, it is generally preferable to use the symbols listed in Table 90 either with or without the `upint` package option. Specifying `upint` selects each integral's upright (`up`) variant, while omitting `upint` selects each integral's slanted (`sl`) variant. Use the symbols shown in Table 91 only when you need to include both upright and slanted variations of a symbol in the same document.

TABLE 92: `cmupint` Variable-sized Upright Integrals

\oint	\oint	<code>\awint</code>	\oint	\oint	<code>\npolint</code>
$\bar{\int}$	$\bar{\int}$	<code>\barint</code>	\oiint	\oiint	<code>\oiint</code>
\oint	\oint	<code>\cirfnint</code>	\oiint	\oiint	<code>\oiint</code>
$\bar{\int}$	$\bar{\int}$	<code>\doublebarint</code>	\oint	\oint	<code>\oint</code>
\int	\int	<code>\downint</code>	\oint	\oint	<code>\ointclockwise</code>
\int	\int	<code>\fint</code>	\oint	\oint	<code>\ointctrlockwise</code>
$\int \cdots \int$	$\int \cdots \int$	<code>\idotsint*</code>	\oint	\oint	<code>\pointint</code>
\iiint	\iiint	<code>\iiint</code>	\int	\int	<code>\rppolint</code>
\iiint	\iiint	<code>\iiint</code>	\int	\int	<code>\scpolint</code>

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\iint	\iint	<code>\iint</code>	\oiint	\oiint	<code>\oiint</code>
\int	\int	<code>\int</code>	\oint	\oint	<code>\oint</code>
\intcap	\intcap	<code>\intcap</code>	\sumint	\sumint	<code>\sumint</code>
\intclockwise	\intclockwise	<code>\intclockwise</code>	\intup	\intup	<code>\intup</code>
\intcup	\intcup	<code>\intcup</code>	\intdotsint	\intdotsint	<code>\intdotsint*</code>
\intlarhk	\intlarhk	<code>\intlarhk</code>	\ointclockwise	\ointclockwise	<code>\ointclockwise</code>
\intlanddownint	\intlanddownint	<code>\intlanddownint</code>	\ointctrlockwise	\ointctrlockwise	<code>\ointctrlockwise</code>
\intlandupint	\intlandupint	<code>\intlandupint</code>	\intxint	\intxint	<code>\intxint</code>

`cmupint` additionally provides `\longint`, `\longiint`, `\longoint`, and `\longointint` commands that stretch arbitrarily tall. See the `cmupint` documentation for more information.

* `\varidotsint` is always drawn as is. `\idotsint` is drawn identically to `\varidotsint` when `amsmath` is not loaded or with more space surrounding each dot when `amsmath` is loaded.

TABLE 93: `mathdesign` Variable-sized Math Operators

\int	\int	<code>\intclockwise</code>	\oint	\oint	<code>\ointclockwise</code>
\oiint	\oiint	<code>\oiint</code>	\oint	\oint	<code>\ointctrlockwise</code>
\oiint	\oiint	<code>\oiint</code>			

The `mathdesign` package provides three versions of each integral—in fact, of every symbol—to accompany different text fonts: Utopia (\int), Garamond (\int), and Charter (\int).

TABLE 94: pdfMsym Variable-sized Math Operators

f	\int	<code>\aint</code>	\forall	\bigvee	<code>\bigforall</code>
\bigcirc	\bigwedge	<code>\bigcircwedge</code>	\int	\int	<code>\biNint{5}</code> *
\bigcup	\bigcup	<code>\bigdcup</code>	\int	\int	<code>\iNint{5}</code> *
\bigwedge	\bigwedge	<code>\bigdwedge</code>	\int	\int	<code>\oiNint{5}</code> *
\exists	\exists	<code>\bigexists</code>			

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_YL^AT_EX, and none by most other T_EX backends.

* These commands have a required argument, which specifies the number of integrals. For example, `\oiNint{7}` produces the symbol

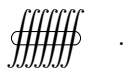


TABLE 95: prodint Variable-sized Math Operators

\prod	<code>\prodi</code>	\prod	<code>\Prodi</code>	\prod	<code>\PRODI</code>
---------	---------------------	---------	---------------------	---------	---------------------

prodint currently requires the author to manually specify `\prodi` for inlined expressions (\dots), `\Prodi` for displayed math ($\left[\dots \right]$), and `\PRODI` for displayed math involving tall integrands. The package does not define a product integral command that scales automatically akin to the symbols in Table 79.

TABLE 96: pdfMsym Extensible Math Operators

$$\prod \quad \backslash\text{prood} \quad \sum \quad \backslash\text{suum}$$

These symbols extend horizontally to fit their lower and upper limits. Hence,

$$\backslash\text{suum}_{\{i=\lfloor\sqrt{a^2+b^2+c^2}\rfloor\}^{\{\max(5N-3, 11N-8)\}}}$$

produces

$$\sum_{i=\lfloor\sqrt{a^2+b^2+c^2}\rfloor}^{\max(5N-3, 11N-8)} .$$

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_YL^AT_EX, and none by most other T_EX backends.

TABLE 97: cml Large Math Operators

$$\wp \quad \backslash\text{bigparr}^* \quad \& \quad \backslash\text{bigwith}$$

* cml defines `\beginvamp` as a synonym for `\bigparr`.

TABLE 98: Binary Relations

\approx	<code>\approx</code>	\equiv	<code>\equiv</code>	\perp	<code>\perp</code>	\smile	<code>\smile</code>
\asymp	<code>\asymp</code>	\frown	<code>\frown</code>	\prec	<code>\prec</code>	\succ	<code>\succ</code>
\bowtie	<code>\bowtie</code>	\Join	<code>\Join</code> *	\preceq	<code>\preceq</code>	\succeq	<code>\succeq</code>
\cong	<code>\cong</code>	\mid	<code>\mid</code> [†]	\propto	<code>\propto</code>	\vdash	<code>\vdash</code>
\dashv	<code>\dashv</code>	\models	<code>\models</code>	\sim	<code>\sim</code>		
\doteq	<code>\doteq</code>	\parallel	<code>\parallel</code>	\simeq	<code>\simeq</code>		

* Not predefined by the L^AT_EX 2_ε core. Use the `latexsym` package to expose this symbol.

[†] The difference between `\mid` and `|` is that the former is a binary relation while the latter is a math ordinal. Consequently, L^AT_EX typesets the two with different surrounding spacing. Contrast “P(A | B)” \mapsto “P(A|B)” with “P(A \mid B)” \mapsto “P(A | B)”.

TABLE 99: \mathcal{AMS} Binary Relations

\approx	<code>\approxeq</code>	<code>\eqcirc</code>	\approx	<code>\succapprox</code>	
\ni	<code>\backepsilon</code>	<code>\fallingdotseq</code>	\approx	<code>\succcurlyeq</code>	
	<code>\backsim</code>	<code>\multimap</code>		<code>\succsim</code>	
	<code>\backsimeq</code>	<code>\pitchfork</code>		<code>\therefore</code>	
	<code>\because</code>	\approx	<code>\precapprox</code>	\approx	<code>\thickapprox</code>
	<code>\between</code>	<code>\preccurlyeq</code>	\approx	<code>\thicksim</code>	
	<code>\Bumpeq</code>	<code>\precsim</code>		<code>\varpropto</code>	
	<code>\bumpeq</code>	<code>\risingdotseq</code>		<code>\Vdash</code>	
	<code>\circeq</code>	<code>\shortmid</code>		<code>\vDash</code>	
	<code>\curlyeqprec</code>	<code>\shortparallel</code>		<code>\Vdash</code>	
	<code>\curlyeqsucc</code>	<code>\smallfrown</code>			
	<code>\doteqdot</code>	<code>\smallsmile</code>			

TABLE 100: \mathcal{AMS} Negated Binary Relations

\ncong	<code>\ncong</code>	\nshortparallel	<code>\nshortparallel</code>	\nVDash	<code>\nVDash</code>
\nmid	<code>\nmid</code>	\nsim	<code>\nsim</code>	\precnapprox	<code>\precnapprox</code>
\nparallel	<code>\nparallel</code>	\nsucc	<code>\nsucc</code>	\precnsim	<code>\precnsim</code>
\nprec	<code>\nprec</code>	\nsucceq	<code>\nsucceq</code>	\succnapprox	<code>\succnapprox</code>
\npreceq	<code>\npreceq</code>	\nVDash	<code>\nVDash</code>	\succnsim	<code>\succnsim</code>
\nshortmid	<code>\nshortmid</code>	\nvdash	<code>\nvdash</code>		

TABLE 101: `stmaryrd` Binary Relations

\in	<code>\inplus</code>	\ni	<code>\niplus</code>
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TABLE 102: `wasysym` Binary Relations

\neg	<code>\invneg</code>	\leadsto	<code>\leadsto</code>	\propto	<code>\wasypropto</code>
\Join	<code>\Join</code>	\otimes	<code>\logof</code>		

TABLE 103: txfonts/pxfonts Binary Relations

\odot	<code>\circledgtr</code>	\times	<code>\lJoin</code>	\times	<code>\opentimes</code>
\odot	<code>\circledless</code>	\times	<code>\lRtimes</code>	\perp	<code>\Perp</code>
\approx	<code>\colonapprox</code>		<code>\multimap</code>	\preceq	<code>\preceqq</code>
\approx	<code>\Colonapprox</code>	$\circ\text{---}\circ$	<code>\multimapboth</code>	\preceq	<code>\precneqq</code>
---	<code>\coloneq</code>	$\circ\text{---}\circ$	<code>\multimapbothvert</code>	\times	<code>\rJoin</code>
---	<code>\Coloneq</code>	$\text{---}\bullet$	<code>\multimapdot</code>	---	<code>\strictfi</code>
---	<code>\Coloneqq</code>	$\text{---}\bullet\text{---}$	<code>\multimapdotboth</code>	---	<code>\strictif</code>
---	<code>\coloneqq*</code>	$\circ\text{---}\bullet$	<code>\multimapdotbothA</code>	---	<code>\strictiff</code>
---	<code>\Colonsim</code>	$\circ\text{---}\circ$	<code>\multimapdotbothAvert</code>	\preceq	<code>\succeqq</code>
---	<code>\colonsim</code>	$\text{---}\circ$	<code>\multimapdotbothB</code>	\preceq	<code>\succneqq</code>
---	<code>\Eqcolon</code>	$\circ\text{---}\circ$	<code>\multimapdotbothBvert</code>	\parallel	<code>\varparallel</code>
---	<code>\eqcolon</code>	$\circ\text{---}\circ$	<code>\multimapdotbothvert</code>	\parallel	<code>\varparallelinv</code>
---	<code>\eqqcolon</code>	$\text{---}\bullet$	<code>\multimapdotinv</code>	---	<code>\VvDash</code>
---	<code>\Eqqqcolon</code>	$\text{---}\circ$	<code>\multimapinv</code>		
---	<code>\eqsim</code>	\times	<code>\openJoin</code>		

* As an alternative to using txfonts/pxfonts, a “:=” symbol can be constructed with “`\mathrel{\mathop:}=`”.

TABLE 104: txfonts/pxfonts Negated Binary Relations

$\not\approx$	<code>\napproxeq</code>	$\not\approx$	<code>\npreccurlyeq</code>	$\not\approx$	<code>\nthickapprox</code>
$\not\asymp$	<code>\nasymp</code>	$\not\approx$	<code>\npreceqq</code>	\nrightarrow	<code>\ntwoheadleftarrow</code>
$\not\sim$	<code>\nbacksim</code>	$\not\approx$	<code>\nprecsm</code>	\rightarrow	<code>\ntwoheadrightarrow</code>
$\not\sim$	<code>\nbacksimeq</code>	$\not\approx$	<code>\nsimeq</code>	$\#$	<code>\nvarparallel</code>
$\not\sim$	<code>\nbumpeq</code>	$\not\approx$	<code>\nsuccapprox</code>	$\#$	<code>\nvarparallelinv</code>
$\not\sim$	<code>\nBumpeq</code>	$\not\approx$	<code>\nsucccurlyeq</code>	$\#$	<code>\nVdash</code>
$\not\equiv$	<code>\nequiv</code>	$\not\approx$	<code>\nsucceqq</code>		
$\not\approx$	<code>\nprecapprox</code>	$\not\approx$	<code>\succsim</code>		

TABLE 105: mathabx Binary Relations

---	<code>\between</code>	\mid	<code>\divides</code>	---	<code>\risingdotseq</code>
---	<code>\botdoteq</code>	---	<code>\dotseq</code>	---	<code>\succapprox</code>
---	<code>\Bumpedeq</code>	---	<code>\eqbumped</code>	---	<code>\succcurlyeq</code>
---	<code>\bumpedeq</code>	---	<code>\eqcirc</code>	---	<code>\succdot</code>
---	<code>\circeq</code>	---	<code>\eqcolon</code>	---	<code>\succsim</code>
---	<code>\coloneq</code>	---	<code>\fallingdotseq</code>	---	<code>\therefore</code>
---	<code>\corresponds</code>	---	<code>\ggcurly</code>	---	<code>\topdoteq</code>
---	<code>\curlyeqprec</code>	---	<code>\llcurly</code>	---	<code>\vDash</code>
---	<code>\curlyeqsucc</code>	---	<code>\precapprox</code>	---	<code>\Vdash</code>
---	<code>\DashV</code>	---	<code>\preccurlyeq</code>	---	<code>\VDash</code>
---	<code>\Dashv</code>	---	<code>\precdot</code>	---	<code>\Vvdash</code>
---	<code>\dashVv</code>	---	<code>\precsm</code>		

TABLE 106: mathabx Negated Binary Relations

\approx	<code>\napprox</code>	\nperp	<code>\notperp</code>	\nVDash	<code>\nvDash</code>
\cong	<code>\ncong</code>	\nprec	<code>\nprec</code>	\nVDash	<code>\nVDash</code>
\curlyeqprec	<code>\ncurlyeqprec</code>	\nprecapprox	<code>\nprecapprox</code>	\nVDash	<code>\nVDash</code>
\curlyeqsucc	<code>\ncurlyeqsucc</code>	\npreccurlyeq	<code>\npreccurlyeq</code>	\nvdash	<code>\nvdash</code>
\nDashv	<code>\nDashv</code>	\npreceq	<code>\npreceq</code>	\nVdash	<code>\nVdash</code>
\ndashV	<code>\ndashV</code>	\nprecsim	<code>\nprecsim</code>	\napprox	<code>\precnapprox</code>
\ndashv	<code>\ndashv</code>	\nsim	<code>\nsim</code>	\nprecneq	<code>\precneq</code>
\nDashV	<code>\nDashV</code>	\nsimeq	<code>\nsimeq</code>	\nprecnsim	<code>\precnsim</code>
\ndashVv	<code>\ndashVv</code>	\nsucc	<code>\nsucc</code>	\nsuccapprox	<code>\succapprox</code>
\neq	<code>\neq</code>	\nsuccapprox	<code>\nsuccapprox</code>	\succneq	<code>\succneq</code>
\notasymp	<code>\notasymp</code>	\nsucccurlyeq	<code>\nsucccurlyeq</code>	\succnsim	<code>\succnsim</code>
\notdivides	<code>\notdivides</code>	\nsucceq	<code>\nsucceq</code>		
\notequiv	<code>\notequiv</code>	\nsuccsim	<code>\nsuccsim</code>		

The `\changenotsign` command toggles the behavior of `\not` to produce either a vertical or a diagonal slash through a binary operator. Thus, “`\a \not= b`” can be made to produce either “ $a \nneq b$ ” or “ $a \neq b$ ”.

TABLE 107: MnSymbol Binary Relations

\approx	<code>\approx</code>	\hateq	<code>\hateq</code>	\rightpropto	<code>\rightpropto</code>
\approxeq	<code>\approxeq</code>	\hcrossing	<code>\hcrossing</code>	\rightslice	<code>\rightslice</code>
\backapprox	<code>\backapprox</code>	\leftfootline	<code>\leftfootline</code>	\rightVdash	<code>\rightVdash</code>
\backapproxeq	<code>\backapproxeq</code>	\leftfree	<code>\leftfree</code>	\rightvdash	<code>\rightvdash</code>
\backcong	<code>\backcong</code>	\leftmodels	<code>\leftmodels</code>	\risingdotseq	<code>\risingdotseq</code>
\backeqsim	<code>\backeqsim</code>	\leftModels	<code>\leftModels</code>	\sefootline	<code>\sefootline</code>
\backsim	<code>\backsim</code>	\leftpropto	<code>\leftpropto</code>	\sefree	<code>\sefree</code>
\backsimeq	<code>\backsimeq</code>	\leftrightline	<code>\leftrightline</code>	\seModels	<code>\seModels</code>
\backtriplesim	<code>\backtriplesim</code>	\Leftrightarrow	<code>\Leftrightarrow</code>	\semodels	<code>\semodels</code>
\between	<code>\between</code>	\leftslice	<code>\leftslice</code>	\separated	<code>\separated</code>
\bumpeq	<code>\bumpeq</code>	\leftVdash	<code>\leftVdash</code>	\seVdash	<code>\seVdash</code>
\Bumpeq	<code>\Bumpeq</code>	\leftvdash	<code>\leftvdash</code>	\sevdash	<code>\sevdash</code>
\circeq	<code>\circeq</code>	\nefootline	<code>\nefootline</code>	\shortparallel	<code>\shortparallel</code>
\closedequal	<code>\closedequal</code>	\nefree	<code>\nefree</code>	\sim	<code>\sim</code>
\closedprec	<code>\closedprec</code>	\neModels	<code>\neModels</code>	\simeq	<code>\simeq</code>
\closedsucc	<code>\closedsucc</code>	\nemodels	<code>\nemodels</code>	\succ	<code>\succ</code>
\coloneq	<code>\coloneq</code>	\neswline	<code>\neswline</code>	\succapprox	<code>\succapprox</code>
\cong	<code>\cong</code>	\Neswline	<code>\Neswline</code>	\succcurlyeq	<code>\succcurlyeq</code>
\curlyeqprec	<code>\curlyeqprec</code>	\neVdash	<code>\neVdash</code>	\succeq	<code>\succeq</code>
\curlyeqsucc	<code>\curlyeqsucc</code>	\nevDash	<code>\nevDash</code>	\succsim	<code>\succsim</code>

(continued on next page)

(continued from previous page)

\doteq	<code>\Doteq</code>	\diagdown	<code>\nwfootline</code>	\swarrow	<code>\swfootline</code>
\doteq	<code>\doteq</code>	\diagdown	<code>\nwfree</code>	\swarrow	<code>\swfree</code>
\perp	<code>\downfootline</code>	\searrow	<code>\nwmodels</code>	\searrow	<code>\swModels</code>
\downarrow	<code>\downfree</code>	\searrow	<code>\nwModels</code>	\searrow	<code>\swmodels</code>
\perp	<code>\downmodels</code>	\times	<code>\nwsecrossing</code>	\searrow	<code>\swVdash</code>
\perp	<code>\downModels</code>	\parallel	<code>\Nwseline</code>	\searrow	<code>\swvdash</code>
\propto	<code>\downpropto</code>	\diagdown	<code>\nwseline</code>	\approx	<code>\triplesim</code>
\dashv	<code>\downvdash</code>	\searrow	<code>\nwvdash</code>	$ $	<code>\updownline</code>
\dashv	<code>\downVdash</code>	\searrow	<code>\nwVdash</code>	\parallel	<code>\Updownline</code>
\bumpeq	<code>\eqbump</code>	$<$	<code>\prec</code>	\uparrow	<code>\upfootline</code>
\approx	<code>\eqcirc</code>	\approx	<code>\precapprox</code>	\uparrow	<code>\upfree</code>
$\dot{=}$	<code>\eqdot</code>	\approx	<code>\preccurlyeq</code>	\parallel	<code>\upModels</code>
\sim	<code>\eqsim</code>	\leq	<code>\preceq</code>	\parallel	<code>\upmodels</code>
$=$	<code>\equal</code>	\approx	<code>\precsim</code>	\propto	<code>\uppropto</code>
\square	<code>\equalclosed</code>	\dashv	<code>\rightfootline</code>	\perp	<code>\upvdash</code>
\equiv	<code>\equiv</code>	\rightarrow	<code>\rightfree</code>	\perp	<code>\upVdash</code>
\square	<code>\equivclosed</code>	\models	<code>\rightmodels</code>	\times	<code>\vcrossing</code>
$\ddot{=}$	<code>\fallingdotseq</code>	\models	<code>\rightModels</code>	\parallel	<code>\Vdash</code>

MnSymbol additionally defines synonyms for some of the preceding symbols:

\dashv	<code>\dashv</code>	(same as <code>\leftvdash</code>)
\diagdown	<code>\diagdown</code>	(same as <code>\nwseline</code>)
\diagup	<code>\diagup</code>	(same as <code>\neswline</code>)
$ $	<code>\divides</code>	(same as <code>\updownline</code>)
$\dot{=}$	<code>\doteqdot</code>	(same as <code>\Doteq</code>)
\models	<code>\models</code>	(same as <code>\rightmodels</code>)
\parallel	<code>\parallel</code>	(same as <code>\Updownline</code>)
\perp	<code>\perp</code>	(same as <code>\upvdash</code>)
\propto	<code>\propto</code>	(same as <code>\leftpropto</code>)
---	<code>\relbar</code>	(same as <code>\leftrighthline</code>)
=	<code>\Relbar</code>	(same as <code>\Leftrightline</code>)
\propto	<code>\varpropto</code>	(same as <code>\leftpropto</code>)
\models	<code>\vDash</code>	(same as <code>\rightmodels</code>)
\models	<code>\VDash</code>	(same as <code>\rightModels</code>)
\dashv	<code>\vdash</code>	(same as <code>\rightvdash</code>)
\dashv	<code>\Vdash</code>	(same as <code>\rightVdash</code>)

TABLE 108: MnSymbol Negated Binary Relations

\napprox	<code>\napprox</code>	\nleftfootline	<code>\nleftfootline</code>	\nrisingdotseq	<code>\nrisingdotseq</code>
\napproxeq	<code>\napproxeq</code>	\nleftfree	<code>\nleftfree</code>	\nsefootline	<code>\nsefootline</code>
\nbackapprox	<code>\nbackapprox</code>	\nleftmodels	<code>\nleftmodels</code>	\nsefree	<code>\nsefree</code>
\nbackapproxeq	<code>\nbackapproxeq</code>	\nleftModels	<code>\nleftModels</code>	\nseModels	<code>\nseModels</code>
\nbackcong	<code>\nbackcong</code>	\nleftrightline	<code>\nleftrightline</code>	\nsemodels	<code>\nsemodels</code>
\nbackeqsim	<code>\nbackeqsim</code>	\nLefttrightline	<code>\nLefttrightline</code>	\nsevdash	<code>\nsevdash</code>
\nbacksim	<code>\nbacksim</code>	\nleftvdash	<code>\nleftvdash</code>	\nseVdash	<code>\nseVdash</code>
\nbacksimeq	<code>\nbacksimeq</code>	\nleftVdash	<code>\nleftVdash</code>	\nshortmid	<code>\nshortmid</code>
\nbacktripleqsim	<code>\nbacktripleqsim</code>	\nnefootline	<code>\nnefootline</code>	\nshortparallel	<code>\nshortparallel</code>
\nbumppeq	<code>\nbumppeq</code>	\nnefree	<code>\nnefree</code>	\nsim	<code>\nsim</code>
\nBumppeq	<code>\nBumppeq</code>	\nnemodels	<code>\nnemodels</code>	\nsimeq	<code>\nsimeq</code>
\ncirceq	<code>\ncirceq</code>	\nneModels	<code>\nneModels</code>	\nsucc	<code>\nsucc</code>
\nclosedequal	<code>\nclosedequal</code>	\nneswline	<code>\nneswline</code>	\nsuccapprox	<code>\nsuccapprox</code>
\ncong	<code>\ncong</code>	\nNeswline	<code>\nNeswline</code>	\nsucccurlyeq	<code>\nsucccurlyeq</code>
\ncurlyeqprec	<code>\ncurlyeqprec</code>	\nnevDash	<code>\nnevDash</code>	\nsucceq	<code>\nsucceq</code>
\ncurlyeqsucc	<code>\ncurlyeqsucc</code>	\nnevDash	<code>\nnevDash</code>	\nsuccsim	<code>\nsuccsim</code>
\ndoteq	<code>\ndoteq</code>	\nnwfootline	<code>\nnwfootline</code>	\nswfootline	<code>\nswfootline</code>
\nDoteq	<code>\nDoteq</code>	\nnwfree	<code>\nnwfree</code>	\nswfree	<code>\nswfree</code>
\ndownfootline	<code>\ndownfootline</code>	\nnwmodels	<code>\nnwmodels</code>	\nswModels	<code>\nswModels</code>
\ndownfree	<code>\ndownfree</code>	\nnwModels	<code>\nnwModels</code>	\nswmodels	<code>\nswmodels</code>
\ndownModels	<code>\ndownModels</code>	\nNwseline	<code>\nNwseline</code>	\nswvdash	<code>\nswvdash</code>
\ndownmodels	<code>\ndownmodels</code>	\nnwseline	<code>\nnwseline</code>	\nswVdash	<code>\nswVdash</code>
\ndownVdash	<code>\ndownVdash</code>	\nnwvdash	<code>\nnwvdash</code>	\ntripleqsim	<code>\ntripleqsim</code>
\ndownvdash	<code>\ndownvdash</code>	\nnwVdash	<code>\nnwVdash</code>	\nUpdownline	<code>\nUpdownline</code>
\neqbump	<code>\neqbump</code>	\nprec	<code>\nprec</code>	\nupdownline	<code>\nupdownline</code>
\neqcirc	<code>\neqcirc</code>	\nprecapprox	<code>\nprecapprox</code>	\nupfootline	<code>\nupfootline</code>
\neqdot	<code>\neqdot</code>	\npreccurlyeq	<code>\npreccurlyeq</code>	\nupfree	<code>\nupfree</code>
\neqsim	<code>\neqsim</code>	\npreceq	<code>\npreceq</code>	\nupModels	<code>\nupModels</code>
\nequal	<code>\nequal</code>	\nprecsim	<code>\nprecsim</code>	\nupmodels	<code>\nupmodels</code>
\nequalclosed	<code>\nequalclosed</code>	\nrightfootline	<code>\nrightfootline</code>	\nupVdash	<code>\nupVdash</code>
\nequiv	<code>\nequiv</code>	\nrightfree	<code>\nrightfree</code>	\nupvdash	<code>\nupvdash</code>
\nequivclosed	<code>\nequivclosed</code>	\nrightModels	<code>\nrightModels</code>	\nprecnapprox	<code>\nprecnapprox</code>
\neswcrossing	<code>\neswcrossing</code>	\nrightmodels	<code>\nrightmodels</code>	\nprecnsim	<code>\nprecnsim</code>
\nfallingdotseq	<code>\nfallingdotseq</code>	\nrightvdash	<code>\nrightvdash</code>	\succnapprox	<code>\succnapprox</code>
\nhateq	<code>\nhateq</code>	\nrightVdash	<code>\nrightVdash</code>	\succnsim	<code>\succnsim</code>

MnSymbol additionally defines synonyms for some of the preceding symbols:

$\#$	<code>\ndashv</code>	(same as <code>\nleftvdash</code>)
\times	<code>\ndiagdown</code>	(same as <code>\nnwseline</code>)
\times	<code>\ndiagup</code>	(same as <code>\nneswline</code>)
\dagger	<code>\ndivides</code>	(same as <code>\nupdownline</code>)
\neq	<code>\ne</code>	(same as <code>\nequal</code>)
\neq	<code>\neq</code>	(same as <code>\nequal</code>)
\dagger	<code>\nmid</code>	(same as <code>\nupdownline</code>)
$\#$	<code>\nmodels</code>	(same as <code>\nrightmodels</code>)
$\#$	<code>\nparallel</code>	(same as <code>\nUpdownline</code>)
\perp	<code>\nperp</code>	(same as <code>\nupvdash</code>)
\dashv	<code>\nrelbar</code>	(same as <code>\nleftrightline</code>)
\neq	<code>\nRelbar</code>	(same as <code>\nLeftrightarrow</code>)
$\#$	<code>\nvDash</code>	(same as <code>\nrightmodels</code>)
$\#$	<code>\nvdash</code>	(same as <code>\nrightvdash</code>)
$\#$	<code>\nVDash</code>	(same as <code>\nrightVDash</code>)
$\#$	<code>\nVDash</code>	(same as <code>\nrightModels</code>)

TABLE 109: fdsymbol Binary Relations

\approx	<code>\approx</code>	\equiv	<code>\equiv</code>	\models	<code>\rightmodels</code>
\approx	<code>\approx</code>	\fallingdotseq	<code>\fallingdotseq</code>	\Vdash	<code>\rightVDash</code>
\cong	<code>\backcong</code>	\frown	<code>\frown</code>	\Vdash	<code>\rightVDash</code>
∞	<code>\backpropto</code>	\frown	<code>\frown</code>	\vdash	<code>\rightvdash</code>
\sim	<code>\backsim</code>	\frown	<code>\frown</code>	\vdash	<code>\rightvdash</code>
\simeq	<code>\backsimeq</code>	\in	<code>\in</code>	\dotseq	<code>\risingdotseq</code>
\between	<code>\between</code>	\leftarrow	<code>\leftarrow</code>	\shortmid	<code>\shortmid</code>
\bowtie	<code>\bowtie</code>	\leftarrow	<code>\leftarrow</code>	\shortparallel	<code>\shortparallel</code>
\bumpeq	<code>\bumpeq</code>	\leftarrow	<code>\leftarrow</code>	\sim	<code>\sim</code>
\Bumpeq	<code>\Bumpeq</code>	\leftarrow	<code>\leftarrow</code>	\simeq	<code>\simeq</code>
\bumpeq	<code>\bumpeq</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\circeq	<code>\circeq</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\coloneqq	<code>\coloneqq</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\cong	<code>\cong</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\crossing	<code>\crossing</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\curlyeqprec	<code>\curlyeqprec</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\curlyeqsucc	<code>\curlyeqsucc</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\dashv	<code>\dashv</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\Ddashv	<code>\Ddashv</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\dotcong	<code>\dotcong</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\doteq	<code>\doteq</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\doteq	<code>\doteq</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\dotsminusdots	<code>\dotsminusdots</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>
\Downarrow	<code>\downAssert</code>	\leftarrow	<code>\leftarrow</code>	\smile	<code>\smile</code>

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\top	<code>\downassert</code>	\preceq	<code>\preceq</code>	\perp	<code>\upAssert</code>
π	<code>\downmodels</code>	\preceqq	<code>\preceqq</code>	\upmodels	<code>\upmodels</code>
$\bar{\pi}$	<code>\downvDash</code>	\preccurlyeq	<code>\preccurlyeq</code>	\perp	<code>\upvdash</code>
$\bar{\pi}$	<code>\downVDash</code>	\precneq	<code>\precneq</code>	\perp	<code>\upvDash</code>
\top	<code>\downvdash</code>	\precneqq	<code>\precneqq</code>	\perp	<code>\upVDash</code>
$\bar{\pi}$	<code>\downVDash</code>	\precnsim	<code>\precnsim</code>	\perp	<code>\upVDash</code>
$\#$	<code>\eqcirc</code>	$\prec\sim$	<code>\prec\sim</code>	\equiv	<code>\vDash</code>
$:=$	<code>\eqcolon</code>	\propto	<code>\propto</code>	\equiv	<code>\veeeq</code>
$\dot{=}$	<code>\eqdot</code>	\vdash	<code>\rightassert</code>	\Vdash	<code>\Vdash</code>
\sim	<code>\eqsim</code>	\Vdash	<code>\rightAssert</code>	\triangleq	<code>\wedg eq</code>
$=$	<code>\equal</code>	\dashv	<code>\rightfootline</code>		

fdsymbol defines synonyms for many of the preceding symbols:

\approx	<code>\approxident</code>	\dashv	<code>\dashv</code>	\vdash	<code>\shortrighttack</code>
\equiv	<code>\arceq</code>	\doteqdot	<code>\doteqdot</code>	\perp	<code>\shortuptack</code>
\Vdash	<code>\Assert</code>	$:=$	<code>\eqqcolon</code>	\smallfrown	<code>\smallfrown</code>
\vdash	<code>\assert</code>	$\hat{=}$	<code>\hateq</code>	\smallsmile	<code>\smallsmile</code>
\asymp	<code>\asymp</code>	\Join	<code>\Join</code>	\propto	<code>\varpropto</code>
$\bar{\top}$	<code>\Barv</code>	\longdashv	<code>\longdashv</code>	\perp	<code>\vBar</code>
$\bar{\pi}$	<code>\barV</code>	\models	<code>\models</code>	\perp	<code>\Vbar</code>
\subset	<code>\closure</code>	\ni	<code>\ni</code>	\Vdash	<code>\vDash</code>
$:=$	<code>\coloneqq</code>	\perp	<code>\perp</code>	\Vdash	<code>\VDash</code>
\dashv	<code>\dashv</code>	\propto	<code>\propfrom</code>	\Vdash	<code>\VDash</code>
\DashV	<code>\DashV</code>	\top	<code>\shortdowntack</code>	\vdash	<code>\vdash</code>
\Dashv	<code>\Dashv</code>	\dashv	<code>\shortlefttack</code>	\longdashv	<code>\vlongdash</code>

TABLE 110: fdsymbol Negated Binary Relations

\nexists	<code>\backsimneqq</code>	\notin	<code>\nin</code>	\nsmile	<code>\nsmile</code>
\napprox	<code>\napprox</code>	\nleftAssert	<code>\nleftAssert</code>	\nsimeq	<code>\nsimeq</code>
\napproxeq	<code>\napproxeq</code>	\nleftassert	<code>\nleftassert</code>	\nsmile	<code>\nsmile</code>
\nbackcong	<code>\nbackcong</code>	\nleftfootline	<code>\nleftfootline</code>	\nsmileeq	<code>\nsmileeq</code>
\nbacksim	<code>\nbacksim</code>	\nleftmodels	<code>\nleftmodels</code>	\nsmilefrown	<code>\nsmilefrown</code>
\nbacksimeq	<code>\nbacksimeq</code>	\nleftvDash	<code>\nleftvDash</code>	\nstareq	<code>\nstareq</code>
\nbumpeq	<code>\nbumpeq</code>	\nleftvdash	<code>\nleftvdash</code>	\nsucc	<code>\nsucc</code>
\nBumpeq	<code>\nBumpeq</code>	\nleftVDash	<code>\nleftVDash</code>	\nsuccapprox	<code>\nsuccapprox</code>
\nbumpeqq	<code>\nbumpeqq</code>	\nleftVDash	<code>\nleftVDash</code>	\nsucccurlyeq	<code>\nsucccurlyeq</code>
\ncirceq	<code>\ncirceq</code>	\nlongleftfootline	<code>\nlongleftfootline</code>	\nsucceq	<code>\nsucceq</code>

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\ncong	\ncong	\ncong	\ncong	\ncong	\ncong
\ncurlyeqprec	\nlongmapsfrom	\nlongmapsfrom	\nlongmapsfrom	\nsucceqq	\nsucceqq
\ncurlyeqsucc	\nlongmapsfrom	\nlongmapsfrom	\nlongmapsfrom	\nsuccsim	\nsuccsim
\ndashVv	\nlongrightfootline	\nlongrightfootline	\nlongrightfootline	\ntriplesim	\ntriplesim
\ndashv	\nmid	\nmid	\nmid	\nupassert	\nupassert
\ndoteq	\nowns	\nowns	\nowns	\nupAssert	\nupAssert
\nDoteq	\nparallel	\nparallel	\nparallel	\nupmodels	\nupmodels
\ndownassert	\nprec	\nprec	\nprec	\nupVDash	\nupVDash
\ndownAssert	\nprecapprox	\nprecapprox	\nprecapprox	\nupvDash	\nupvDash
\ndownmodels	\npreccurlyeq	\npreccurlyeq	\npreccurlyeq	\nupVdash	\nupVdash
\ndownvdash	\npreceq	\npreceq	\npreceq	\nupvdash	\nupvdash
\ndownVdash	\npreceqq	\npreceqq	\npreceqq	\nvDash	\nvDash
\ndownvDash	\nprecsim	\nprecsim	\nprecsim	\nvveeq	\nvveeq
\neqcirc	\nrightassert	\nrightassert	\nrightassert	\nVdash	\nVdash
\neqdot	\nrightAssert	\nrightAssert	\nrightAssert	\nwedgeq	\nwedgeq
\neqsim	\nrightfootline	\nrightfootline	\nrightfootline	\nprecneq	\nprecneq
\nequal	\nrightmodels	\nrightmodels	\nrightmodels	\nprecneqq	\nprecneqq
\nequiv	\nrightvdash	\nrightvdash	\nrightvdash	\nsimneq	\nsimneq
\nfallingdotseq	\nrightVdash	\nrightVdash	\nrightVdash	\succnapprox	\succnapprox
\nfrown	\nrightvDash	\nrightvDash	\nrightvDash	\succneq	\succneq
\nfrownq	\nrightVDash	\nrightVDash	\nrightVDash	\succneqq	\succneqq
\nfrownsmile	\nrisingdotseq	\nrisingdotseq	\nrisingdotseq	\succnsim	\succnsim
	\nshortmid	\nshortmid	\nshortmid		
	\nshortparallel	\nshortparallel	\nshortparallel		

fdsymbol defines synonyms for many of the preceding symbols:

\napproxident	\ndashV	\nshortrighttack
\narceq	\ne	\nshortuptack
\nAssert	\neq	\nsime
\nassert	\nhateq	\nvBar
\nasymp	\nlongdashv	\nVbar
\nBarv	\nmodels	\nVdash
\nbarV	\nni	\nvDash
\nclosure	\notin	\nVDash
\nDashV	\nperp	\nvdash
\nDashv	\nshortdowntack	\nvlongdash
\ndashv	\nshortlefttack	

TABLE 111: boisiK Binary Relations

\approx	<code>\ac</code>	$\//$	<code>\fatslash</code>	\curvearrowright	<code>\scurel</code>
\approx	<code>\approxeq</code>	\ni	<code>\forkv</code>	\dashv	<code>\shortmid</code>
\arceq	<code>\arceq</code>	\frown	<code>\frown</code>	\parallel	<code>\shortparallel</code>
\backsimeq	<code>\backsimeq</code>	\ggcurly	<code>\ggcurly</code>	\sim	<code>\simrdots</code>
\backsimeq	<code>\backsimeq</code>	$\#$	<code>\hash</code>	\smile	<code>\smallfrown</code>
\in	<code>\bagmember</code>	\in	<code>\inplus</code>	\smile	<code>\smallsmile</code>
\because	<code>\because</code>	\kernelcontraction	<code>\kernelcontraction</code>	\smile	<code>\smile</code>
\between	<code>\between</code>	\llcurly	<code>\llcurly</code>	\strictfi	<code>\strictfi</code>
\bumpeq	<code>\bumpeq</code>	\multimap	<code>\multimap</code>	\strictif	<code>\strictif</code>
\Bumpeq	<code>\Bumpeq</code>	\multimapboth	<code>\multimapboth</code>	\succapprox	<code>\succapprox</code>
\circeq	<code>\circeq</code>	\multimapbothvert	<code>\multimapbothvert</code>	\succcurlyeq	<code>\succcurlyeq</code>
\CircledEq	<code>\CircledEq</code>	\multimapdot	<code>\multimapdot</code>	\succnapprox	<code>\succnapprox</code>
\cong	<code>\cong</code>	\multimapdotboth	<code>\multimapdotboth</code>	\succneqq	<code>\succneqq</code>
\corresponds	<code>\corresponds</code>	\multimapdotbothA	<code>\multimapdotbothA</code>	\succnsim	<code>\succnsim</code>
\curlyeqprec	<code>\curlyeqprec</code>	\multimapdotbothAvert	<code>\multimapdotbothAvert</code>	\succsim	<code>\succsim</code>
\curlyeqsucc	<code>\curlyeqsucc</code>	\multimapdotbothB	<code>\multimapdotbothB</code>	\therefore	<code>\therefore</code>
\dashV	<code>\dashV</code>	\multimapdotbothBvert	<code>\multimapdotbothBvert</code>	\thickapprox	<code>\thickapprox</code>
\DashV	<code>\DashV</code>	\multimapdotbothvert	<code>\multimapdotbothvert</code>	\thicksim	<code>\thicksim</code>
\dashVv	<code>\dashVv</code>	\multimapdotinv	<code>\multimapdotinv</code>	\topfork	<code>\topfork</code>
\dfourier	<code>\dfourier</code>	\multimapinv	<code>\multimapinv</code>	\triangleq	<code>\triangleq</code>
\Dfourier	<code>\Dfourier</code>	\niplus	<code>\niplus</code>	$\#$	<code>\varhash</code>
\disin	<code>\disin</code>	\nisd	<code>\nisd</code>	\in	<code>\varisins</code>
\doteq	<code>\doteq</code>	\Perp	<code>\Perp</code>	\ni	<code>\varnis</code>
\doteqdot	<code>\doteqdot</code>	\pitchfork	<code>\pitchfork</code>	\propto	<code>\varpropto</code>
\dotminus	<code>\dotminus</code>	\precapprox	<code>\precapprox</code>	\Vdash	<code>\Vdash</code>
\dotsim	<code>\dotsim</code>	\preccurlyeq	<code>\preccurlyeq</code>	\vDash	<code>\vDash</code>
\eqbumped	<code>\eqbumped</code>	\precnapprox	<code>\precnapprox</code>	\VDash	<code>\VDash</code>
\eqcirc	<code>\eqcirc</code>	\precneqq	<code>\precneqq</code>	\veeeq	<code>\veeeq</code>
\eqsim	<code>\eqsim</code>	\precnsim	<code>\precnsim</code>	\Vvdash	<code>\Vvdash</code>
\equalparallel	<code>\equalparallel</code>	\precsim	<code>\precsim</code>	\ztransf	<code>\ztransf</code>
\fallingdotseq	<code>\fallingdotseq</code>	\prurel	<code>\prurel</code>	\Ztransf	<code>\Ztransf</code>
\fatslash	<code>\fatslash</code>	\risingdotseq	<code>\risingdotseq</code>		

TABLE 112: boisiK Negated Binary Relations

\ncong	<code>\ncong</code>	\npreceq	<code>\npreceq</code>	\nVDash	<code>\nVDash</code>
\neq	<code>\neq</code>	\nshortmid	<code>\nshortmid</code>	\nVdash	<code>\nVdash</code>
\nequiv	<code>\nequiv</code>	\nshortparallel	<code>\nshortparallel</code>	\nvdash	<code>\nvdash</code>
\nmid	<code>\nmid</code>	\nsim	<code>\nsim</code>	\nvDash	<code>\nvDash</code>
\nparallel	<code>\nparallel</code>	\nsucc	<code>\nsucc</code>		
\nprec	<code>\nprec</code>	\nsucceq	<code>\nsucceq</code>		

TABLE 113: stix Binary Relations

\approx	<code>\approx</code>	$\#$	<code>\eqvparl</code>	\rightarrow	<code>\rightfishtail</code>
$\approx\approx$	<code>\approxeq</code>	\equiv	<code>\fallingdotseq</code>	\Rightarrow	<code>\rightimply</code>
$\approx\approx\approx$	<code>\approxeqq</code>	\bowtie	<code>\fbowtie</code>	\dashv	<code>\righttail</code>
$\approx\approx\approx\approx$	<code>\approxident</code>	\curvearrowright	<code>\forksnot</code>	\equiv	<code>\risingdotseq</code>
\arceq	<code>\arceq</code>	\otimes	<code>\forkv</code>	\sqcup	<code>\rsqhook</code>
\assert	<code>\assert</code>	\frown	<code>\frown</code>	\rightarrow	<code>\ruledelayed</code>
$\ast\approx$	<code>\asteq</code>	\mathbb{H}	<code>\gleichstark</code>	\surd	<code>\scurel</code>
\asymp	<code>\asymp</code>	$\hat{\approx}$	<code>\hatapprox</code>	\top	<code>\shortdowntack</code>
\backcong	<code>\backcong</code>	$\bullet\circ$	<code>\imageof</code>	\dagger	<code>\shortlefttack</code>
\backsim	<code>\backsim</code>	\in	<code>\in</code>	\mid	<code>\shortmid</code>
\backsimeq	<code>\backsimeq</code>	$\in\dot{}$	<code>\isindot</code>	\parallel	<code>\shortparallel</code>
\bagmember	<code>\bagmember</code>	\in	<code>\isinE</code>	\dagger	<code>\shortuptack</code>
\Barv	<code>\Barv</code>	\in	<code>\isinobar</code>	\sim	<code>\sim</code>
\bar{V}	<code>\barV</code>	\in	<code>\isins</code>	\approx	<code>\simeq</code>
\between	<code>\between</code>	\in	<code>\isinvb</code>	\approx	<code>\simminussim</code>
\bNot	<code>\bNot</code>	\sim	<code>\kernelcontraction</code>	\approx	<code>\simneqq</code>
\bowtie	<code>\bowtie</code>	\leftarrow	<code>\leftdbltail</code>	\sim	<code>\simrdots</code>
\Bumpeq	<code>\Bumpeq</code>	\rightarrow	<code>\leftfishtail</code>	\smile	<code>\smallfrown</code>
\bumpeq	<code>\bumpeq</code>	\rightarrow	<code>\lefttail</code>	\in	<code>\smallin</code>
$\bumpeq\approx$	<code>\bumpeqq</code>	\bowtie	<code>\lfbowtie</code>	\cup	<code>\smallni</code>
\cirbot	<code>\cirbot</code>	\times	<code>\lftimes</code>	\smile	<code>\smallsmile</code>
\circeq	<code>\circeq</code>	\longdashv	<code>\longdashv</code>	$\#$	<code>\smeparl</code>
\cirmid	<code>\cirmid</code>	\sqcup	<code>\lsqhook</code>	\smile	<code>\smile</code>
\closure	<code>\closure</code>	\equiv	<code>\measeq</code>	\equiv	<code>\stareq</code>
\Coloneq	<code>\Coloneq</code>	\mid	<code>\mid</code>	\succ	<code>\succ</code>
\coloneq	<code>\coloneq</code>	\circ	<code>\midcir</code>	\succ	<code>\Succ</code>
\cong	<code>\cong</code>	\ni	<code>\mlcp</code>	\approx	<code>\succapprox</code>
$\cong\dot{}$	<code>\congdot</code>	\models	<code>\models</code>	\succ	<code>\succcurlyeq</code>
\curlyeqprec	<code>\curlyeqprec</code>	\circ	<code>\multimap</code>	\succ	<code>\succeq</code>
\curlyeqsucc	<code>\curlyeqsucc</code>	\circ	<code>\multimapinv</code>	\succ	<code>\succeqq</code>
\dashcolon	<code>\dashcolon</code>	\ni	<code>\ni</code>	\approx	<code>\succnapprox</code>
\dashv	<code>\dashv</code>	$\ni\bar{}$	<code>\niobar</code>	\approx	<code>\succneq</code>
\dashV	<code>\dashV</code>	\ni	<code>\nis</code>	\approx	<code>\succneqq</code>
\Dashv	<code>\Dashv</code>	$\ni\dot{}$	<code>\nisd</code>	\approx	<code>\succnsim</code>
\DashV	<code>\DashV</code>	\neg	<code>\Not</code>	\approx	<code>\succsim</code>
\DashVDash	<code>\DashVDash</code>	$/$	<code>\notchar</code>	\approx	<code>\thickapprox</code>
\dashVdash	<code>\dashVdash</code>	\circ	<code>\origof</code>	\sim	<code>\thicksim</code>
$\ddot{\approx}$	<code>\ddotseq</code>	\parallel	<code>\parallel</code>	\ni	<code>\topfork</code>
\disin	<code>\disin</code>	$\#$	<code>\parsim</code>	\rightarrow	<code>\upfishtail</code>
\doteq	<code>\doteq</code>	\perp	<code>\perp</code>	\in	<code>\upin</code>
\doteq	<code>\doteq</code>	\ni	<code>\pitchfork</code>	\in	<code>\varisinobar</code>
\dotequiv	<code>\dotequiv</code>	\prec	<code>\prec</code>	\in	<code>\varisins</code>

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\sim	<code>\dotsim</code>	\preccurlyeq	<code>\Prec</code>	$\overline{\cup}$	<code>\varniobar</code>
\dotscolors	<code>\dotsminusdots</code>	\approx	<code>\precapprox</code>	\varnothing	<code>\varnis</code>
\downarrow	<code>\downfishtail</code>	\preccurlyeq	<code>\preccurlyeq</code>	\propto	<code>\varpropto</code>
\circlearrowright	<code>\dualmap</code>	\preceq	<code>\preceq</code>	\dashv	<code>\varVdash</code>
$\#$	<code>\eparsl</code>	\preceq	<code>\preceq</code>	\vbar	<code>\vBar</code>
$\#$	<code>\eqcirc</code>	\preccurlyeq	<code>\preccurlyeq</code>	\Vbar	<code>\Vbar</code>
\equiv	<code>\eqcolon</code>	\precneq	<code>\precneq</code>	$\bar{+}$	<code>\vBarv</code>
\equiv	<code>\eqdef</code>	\precneq	<code>\precneq</code>	\dashv	<code>\Vdash</code>
\cdot	<code>\eqdot</code>	\precnsim	<code>\precnsim</code>	\dashv	<code>\vdash</code>
\equiv	<code>\eqeq</code>	\precsim	<code>\precsim</code>	\dashv	<code>\vDash</code>
\equiv	<code>\eqeqeq</code>	\propto	<code>\propto</code>	\dashv	<code>\VDash</code>
\approx	<code>\eqqsim</code>	\simeq	<code>\prurel</code>	\dashv	<code>\vDdash</code>
\approx	<code>\eqsim</code>	\sqsubset	<code>\pullback</code>	\vdots	<code>\vdots</code>
$\#$	<code>\equalparallel</code>	\sqsupset	<code>\pushout</code>	\leq	<code>\veeeq</code>
\equiv	<code>\equiv</code>	\dashv	<code>\questeq</code>	\wedge	<code>\veeonwedge</code>
\equiv	<code>\Equiv</code>	\dagger	<code>\revnmid</code>	$ $	<code>\vertoverlay</code>
\equiv	<code>\equivDD</code>	\bowtie	<code>\rftimes</code>	\longdashv	<code>\vlongdash</code>
$\#$	<code>\equivVert</code>	\times	<code>\rftimes</code>	\dashv	<code>\Vvdash</code>
$\#$	<code>\equivVvert</code>	\succ	<code>\rightdbltail</code>	\triangleq	<code>\wedseq</code>

stix defines `\owns` as a synonym for `\ni` and `\doteqdot` as a synonym for `\Doteq`.

TABLE 114: stix Negated Binary Relations

\nforks	<code>\nforks</code>	\nparallel	<code>\nparallel</code>	\nsimeq	<code>\nsimeq</code>
\napprox	<code>\napprox</code>	\nmid	<code>\nmid</code>	\nsucc	<code>\nsucc</code>
\napproxeq	<code>\napproxeq</code>	\nni	<code>\nni</code>	\nsucccurlyeq	<code>\nsucccurlyeq</code>
\nasymp	<code>\nasymp</code>	\notin	<code>\notin</code>	\nsucceq	<code>\nsucceq</code>
\nbumpeq	<code>\nbumpeq</code>	\nparallel	<code>\nparallel</code>	\nvarisinobar	<code>\nvarisinobar</code>
\nbumpeq	<code>\nbumpeq</code>	\nprec	<code>\nprec</code>	\nvarniobar	<code>\nvarniobar</code>
\ncong	<code>\ncong</code>	\npreccurlyeq	<code>\npreccurlyeq</code>	\nvDash	<code>\nvDash</code>
\ncongdot	<code>\ncongdot</code>	\npreceq	<code>\npreceq</code>	\nvDash	<code>\nvDash</code>
\neq	<code>\neq</code>	\nshortmid	<code>\nshortmid</code>	\nVDash	<code>\nVDash</code>
\neqsim	<code>\neqsim</code>	\nshortparallel	<code>\nshortparallel</code>	\nVdash	<code>\nVdash</code>
\nequiv	<code>\nequiv</code>	\nsim	<code>\nsim</code>		

stix defines `\neq` as a synonym for `\neq`, `\nsimeq` as a synonym for `\nsimeq`, and `\nforksnot` as a synonym for `\nforks`.

TABLE 115: mathtools Binary Relations

$::\approx$	<code>\Colonapprox</code>	$:-$	<code>\coloneq</code>	$-::$	<code>\Eqcolon</code>
\approx	<code>\colonapprox</code>	\sim	<code>\colonsim</code>	$=:$	<code>\eqqcolon</code>
$:=$	<code>\coloneqq</code>	$::\sim$	<code>\Colonsim</code>	$==:$	<code>\Eqqqcolon</code>
$::=$	<code>\Coloneqq</code>	$::$	<code>\dblcolon</code>		
$::-$	<code>\Coloneq</code>	$-:$	<code>\eqcolon</code>		

Similar symbols can be defined using mathtools’s `\vcentcolon`, which produces a colon centered on the font’s math axis:

$$\begin{array}{ccc} \frac{def}{abc} \text{ : } \frac{def}{abc} & \text{vs.} & \frac{def}{abc} \text{ : } \frac{def}{abc} \\ \text{“=:=”} & & \text{“=\vcentcolon=”} \end{array}$$

TABLE 116: turnstile Binary Relations

$\frac{def}{abc}$	<code>\dddtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\nntstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\stdtstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\ddststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\nnttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\stststile{abc}{def}</code>
$\frac{def}{abc}$	<code>\ddtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\nsdtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sttstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\ddttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\nsststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\stttstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dndtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\nststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tddtstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dnststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\nsttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tdststile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dntstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\ntdtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tdtstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dnntstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\ntststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tdttstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dsdtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\nttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tndtstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dsststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\ntttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tnststile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sddtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tntstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dsttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sdststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tnttstile{abc}{def}</code>

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$\frac{def}{abc}$	<code>\dtdtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sdtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tsdtstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dtststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sdtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tsststile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sntstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tststile{abc}{def}</code>
$\frac{def}{abc}$	<code>\dtttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sntstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tsttstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\nddtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sntstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\ttdtstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\ndststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\snttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tttstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\ndtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\ssdtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\tttstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\ndttstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\ssststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\ttttstile{abc}{def}</code>
$\frac{def}{abc}$	<code>\nndtstile{abc}{def}</code>	$\frac{def}{abc}$	<code>\sststile{abc}{def}</code>		
$\frac{def}{abc}$	<code>\nnststile{abc}{def}</code>	$\frac{def}{abc}$	<code>\ssttstile{abc}{def}</code>		

Each of the above takes an optional argument that controls the size of the upper and lower expressions. See the turnstile documentation for more information.

TABLE 117: trsym Binary Relations

$\bullet \circ$	<code>\InversTransformHoriz</code>	$\circ \bullet$	<code>\TransformHoriz</code>
$\bullet \circ$	<code>\InversTransformVert</code>	$\circ \bullet$	<code>\TransformVert</code>

TABLE 118: trfsigns Binary Relations

$\circ \diagup$	<code>\dfourier</code>	$\diagdown \circ$	<code>\Dfourier</code>
$\circ \text{---}$	<code>\fourier</code>	$\text{---} \circ$	<code>\Fourier</code>
$\circ \text{---} \bullet$	<code>\laplace</code>	$\bullet \text{---} \circ$	<code>\Laplace</code>
$\circ \diagup \bullet$	<code>\ztransf</code>	$\bullet \diagdown \circ$	<code>\Ztransf</code>

TABLE 119: pdfMsym Binary Relations

\Leftarrow	<code>\leftPP</code>	\Leftrightarrow	<code>\longgroundedarrow</code>	\Rrightarrow	<code>\roundedarrow</code>
\Lleftarrow	<code>\longleftPP</code>	\Longleftrightarrow	<code>\longsquaredarrow</code>	\Rrightarrow	<code>\squaredarrow</code>
\Rrightarrow	<code>\longrightPP</code>	\Rightarrow	<code>\rightPP</code>		

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_qL^AT_EX, and none by most other T_EX backends.

TABLE 120: cml Binary Relations

\circ	<code>\coh</code>	\frown	<code>\scoh</code>
\times	<code>\incoh</code>	\smile	<code>\sincoh</code>
\perp	<code>\Perp</code>	\Downarrow	<code>\simperp</code>
$\circ\circ$	<code>\multimapboth</code>		

TABLE 121: colonequals Binary Relations

\approx	<code>\approxcolon</code>	$\colon\!-\!$	<code>\coloncolonminus</code>	\equiv	<code>\equalscoloncolon</code>
$\approx\!:\!$	<code>\approxcoloncolon</code>	$\colon\!\sim\!$	<code>\coloncolonsim</code>	$\!-\!$	<code>\minuscolon</code>
$\:\approx$	<code>\colonapprox</code>	$\!:=$	<code>\colonequals</code>	$\!-\!:\!$	<code>\minuscoloncolon</code>
$\!:\!$	<code>\coloncolon</code>	$\!-\!$	<code>\colonminus</code>	$\!:\!$	<code>\ratio</code>
$\!:\!\approx$	<code>\coloncolonapprox</code>	$\!:\!\sim$	<code>\colonsim</code>	$\!\sim\!$	<code>\simcolon</code>
$\!:=$	<code>\coloncolonequals</code>	$\!:=$	<code>\equalscolon</code>	$\!\sim\!:\!$	<code>\simcoloncolon</code>

TABLE 122: fourier Binary Relations

$\#$	<code>\nparallelslant</code>	\parallel	<code>\parallelslant</code>
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TABLE 123: logix Binary Relations

\equiv	<code>\ClsEquiv</code>	\neq	<code>\NotClsEquiv</code>	\nrightarrow	<code>\NotPre</code>	\prec	<code>\Pre</code>
\supset	<code>\ClsImpl</code>	$\not\supset$	<code>\NotClsImpl</code>	\nrightarrow	<code>\NotPreq</code>	\preceq	<code>\Preq</code>
\models	<code>\Conseq</code>	$\not\models$	<code>\NotConseq</code>	\nrightarrow	<code>\NotRule</code>	\vdash	<code>\Rule</code>
\models	<code>\DTrpTurn</code>	$\not\models$	<code>\NotDTrpTurn</code>	\nrightarrow	<code>\NotSeq</code>	\succ	<code>\Seq</code>
\models	<code>\DTurnDWavy</code>	$\not\models$	<code>\NotDTurnDWavy</code>	\nrightarrow	<code>\NotSuc</code>	\succ	<code>\Suc</code>
\models	<code>\DTurnWavy</code>	$\not\models$	<code>\NotDTurnWavy</code>	\neq	<code>\NotSucq</code>	\succeq	<code>\Sucq</code>
\models	<code>\Model</code>	$\not\models$	<code>\NotModel</code>	$\not\models$	<code>\NotTrpTurn</code>	\models	<code>\TrpTurn</code>
\multimap	<code>\MulMap</code>	$\not\multimap$	<code>\NotMulMap</code>	\nrightarrow	<code>\NotTurn</code>	\models	<code>\Turn</code>
\multimap	<code>\MulMapDual</code>	$\not\multimap$	<code>\NotMulMapDual</code>	$\not\models$	<code>\NotTurnDWavy</code>	\models	<code>\TurnDWavy</code>
\multimap	<code>\MulMapInv</code>	$\not\multimap$	<code>\NotMulMapInv</code>	$\not\models$	<code>\NotTurnWavy</code>	\models	<code>\TurnWavy</code>

logix requires either LuaL^AT_EX or X_qL^AT_EX.

TABLE 124: logix Set Symbols

\in	<code>\In</code>	\notin	<code>\NotOwns</code>	$:$	<code>\Of</code>	\emptyset	<code>\VoidBunch</code>
\notin	<code>\NotIn</code>	\emptyset	<code>\NullSet</code>	\ni	<code>\Owns</code>		

logix requires either Lua \LaTeX or X \LaTeX .

TABLE 125: Subset and Superset Relations

\sqsubset	<code>\sqsubset*</code>	\sqsupseteq	<code>\sqsupseteqq</code>	\supset	<code>\supseteq</code>
\sqsubseteq	<code>\sqsubseteqq</code>	\subset	<code>\subset</code>	\supseteq	<code>\supseteqq</code>
	<code>\sqsubset*</code>	\subseteq	<code>\subseteqq</code>		

* Not predefined by the $\text{\LaTeX}2_{\epsilon}$ core. Use the `latexsym` package to expose this symbol.

TABLE 126: $\mathcal{A}\mathcal{M}\mathcal{S}$ Subset and Superset Relations

$\not\subseteq$	<code>\nsubseteqq</code>	\subseteq	<code>\subseteqq</code>	$\not\supseteq$	<code>\nsubseteqq</code>
$\not\supseteq$	<code>\nsupseteqq</code>	$\not\subset$	<code>\nsubsetneq</code>	$\not\supset$	<code>\varsubsetneq</code>
$\not\subseteq$	<code>\nsubseteqq</code>	$\not\supseteq$	<code>\nsubseteqq</code>	$\not\supset$	<code>\varsubsetneqq</code>
\sqsubset	<code>\sqsubset</code>	\supseteq	<code>\Supset</code>	$\not\supseteq$	<code>\varsupsetneq</code>
	<code>\sqsubset</code>	\subseteq	<code>\subseteqq</code>	$\not\supseteq$	<code>\varsupsetneqq</code>
\Subset	<code>\Subset</code>	\supseteq	<code>\supseteqq</code>		

TABLE 127: stmaryrd Subset and Superset Relations

\Subset	<code>\subsetplus</code>	\supset	<code>\supsetplus</code>
\subseteq	<code>\subsetpluseq</code>	\supseteq	<code>\supsetpluseq</code>

TABLE 128: wasysym Subset and Superset Relations

\sqsubset	<code>\sqsubset</code>	\sqsupset	<code>\sqsupset</code>
-------------	------------------------	-------------	------------------------

TABLE 129: txfonts/pxfonts Subset and Superset Relations

$\not\subseteq$	<code>\nqssubset</code>	$\not\supseteq$	<code>\nqsqsseteq</code>	$\not\supseteq$	<code>\nSupset</code>
$\not\subseteq$	<code>\nqssubseteq</code>	$\not\subseteq$	<code>\nSubset</code>		
	<code>\nqssubset</code>	$\not\subseteq$	<code>\nsubseteqq</code>		

TABLE 130: mathabx Subset and Superset Relations

\subsetneq	<code>\nSqssubset</code>	\supsetneq	<code>\nSupset</code>	\supseteq	<code>\sqsupseteq</code>	\supseteq	<code>\supseteq</code>
\subseteq	<code>\nSqsSubset</code>	\supseteq	<code>\nSupset</code>	\supseteq	<code>\sqsupseteq</code>	\supseteq	<code>\supseteq</code>
\subsetneqq	<code>\nSqssubseteq</code>	\supsetneqq	<code>\nSupseteq</code>	\supsetneqq	<code>\sqsupsetneqq</code>	\supsetneqq	<code>\supsetneqq</code>
\subseteq	<code>\nSqssubseteqqq</code>	\supseteq	<code>\nSupseteqq</code>	\supseteq	<code>\sqsupseteqq</code>	\supseteq	<code>\supseteqq</code>
\supsetneq	<code>\nSqssubset</code>	\subsetneq	<code>\nSqssubset</code>	\subsetneq	<code>\subsetneq</code>	\subsetneq	<code>\varsubsetneq</code>
\supseteq	<code>\nSqsSubset</code>	\supseteq	<code>\nSqsSubset</code>	\supseteq	<code>\Subset</code>	\supseteq	<code>\varsubsetneqq</code>
\supsetneqq	<code>\nSqssubseteq</code>	\supsetneqq	<code>\nSqssubseteq</code>	\supsetneqq	<code>\subseteq</code>	\supsetneqq	<code>\varsupsetneq</code>
\supseteq	<code>\nSqssubseteqqq</code>	\supseteq	<code>\nSqssubseteqqq</code>	\supseteq	<code>\subseteqq</code>	\supseteq	<code>\varsupseteqq</code>
\subsetneq	<code>\nsubset</code>	\supsetneqq	<code>\nSqssubsetneq</code>	\subsetneqq	<code>\subsetneqq</code>	\subsetneqq	<code>\varsubsetneq</code>
\subseteq	<code>\nSubset</code>	\supsetneqq	<code>\nSqssubsetneqq</code>	\subsetneqq	<code>\subsetneqq</code>	\subsetneqq	<code>\varsubsetneqq</code>
\subsetneqq	<code>\nsubseteq</code>	\supseteq	<code>\nSqsSupset</code>	\supseteq	<code>\supseteq</code>	\supseteq	<code>\varsupsetneq</code>
\subseteq	<code>\nsubseteqqq</code>	\supseteq	<code>\nSqsSupset</code>	\supseteq	<code>\Supset</code>	\supseteq	<code>\varsupseteqq</code>

TABLE 131: MnSymbol Subset and Superset Relations

\subsetneq	<code>\nSqssubset</code>	\subsetneq	<code>\nsubseteq</code>	\supsetneqq	<code>\nSqssubsetneq</code>	\subseteq	<code>\subseteq</code>
\subsetneqq	<code>\nSqssubset</code>	\subsetneqq	<code>\nsubseteqqq</code>	\supsetneqq	<code>\nSqssubsetneqq</code>	\subseteq	<code>\subseteq</code>
\supsetneq	<code>\nSqssubseteq</code>	\supsetneq	<code>\nSupset</code>	\supseteq	<code>\nSqsSupset</code>	\supsetneq	<code>\supsetneq</code>
\supsetneqq	<code>\nSqssubseteqqq</code>	\supsetneqq	<code>\nSupset</code>	\supseteq	<code>\nSqsSupset</code>	\supsetneqq	<code>\supsetneqq</code>
\supseteq	<code>\nSqsSupset</code>	\supseteq	<code>\nSupseteq</code>	\supseteq	<code>\nSqsSupseteq</code>	\supseteq	<code>\Supset</code>
\supseteq	<code>\nSqsSupset</code>	\supseteq	<code>\nSupseteqq</code>	\supseteq	<code>\nSqsSupseteqq</code>	\supseteq	<code>\supseteq</code>
\supsetneq	<code>\nSqssubseteq</code>	\supsetneq	<code>\nSqsSubset</code>	\supsetneqq	<code>\nSqssubseteq</code>	\supsetneq	<code>\supseteq</code>
\supsetneqq	<code>\nSqssubseteqqq</code>	\supsetneqq	<code>\nSqsSubset</code>	\supsetneqq	<code>\nSqssubseteq</code>	\supsetneqq	<code>\supseteqq</code>
\supseteq	<code>\nSubset</code>	\supseteq	<code>\nSqssubseteq</code>	\supseteq	<code>\nSubset</code>	\supseteq	<code>\supsetneq</code>
\supseteq	<code>\nSubset</code>	\supseteq	<code>\nSqssubseteqqq</code>	\supseteq	<code>\nSubset</code>	\supseteq	<code>\supsetneqq</code>

MnSymbol additionally defines `\varsubsetneq` as a synonym for `\subsetneq`, `\varsubsetneqq` as a synonym for `\subsetneqq`, `\varsupsetneq` as a synonym for `\supsetneq`, and `\varsupsetneqq` as a synonym for `\supsetneqq`.

TABLE 132: fdsymbol Subset and Superset Relations

$\not\subset$	<code>\nqssubset</code>	$\not\subseteq$	<code>\nsubseteq</code>	$\not\supseteq$	<code>\sqsubsetneq</code>	\subseteq	<code>\subseteq</code>
$\not\supseteq$	<code>\nSqssubset</code>	$\not\supseteqq$	<code>\nsubseteqq</code>	$\not\supseteqq$	<code>\sqsubsetneqq</code>	\subseteqq	<code>\subseteqq</code>
$\not\supseteq$	<code>\nqssubseteq</code>	$\not\supset$	<code>\nsupset</code>	$\not\supseteq$	<code>\sqsupset</code>	\supseteq	<code>\supseteq</code>
$\not\supseteqq$	<code>\nqssubseteqq</code>	$\not\supseteq$	<code>\nSupset</code>	$\not\supseteqq$	<code>\Sqsupset</code>	\supseteqq	<code>\supseteqq</code>
$\not\supseteq$	<code>\nqsusupset</code>	$\not\supseteq$	<code>\nsupseteq</code>	$\not\supseteq$	<code>\sqsupseteq</code>	\supseteq	<code>\supseteq</code>
$\not\supseteqq$	<code>\nSqsusupset</code>	$\not\supseteqq$	<code>\nsupseteqq</code>	$\not\supseteqq$	<code>\sqsupseteqq</code>	\supseteqq	<code>\Supset</code>
$\not\supseteq$	<code>\nqsusupseteq</code>	$\not\supseteq$	<code>\sqsubset</code>	$\not\supseteq$	<code>\sqsupsetneq</code>	\supseteq	<code>\supseteq</code>
$\not\supseteqq$	<code>\nqsusupseteqq</code>	$\not\supseteqq$	<code>\Sqsubset</code>	$\not\supseteqq$	<code>\sqsupsetneqq</code>	\supseteqq	<code>\supseteqq</code>
\subset	<code>\nsubset</code>	\subseteq	<code>\sqsubseteq</code>	\subset	<code>\subset</code>	\supseteq	<code>\supseteq</code>
\subseteq	<code>\nSubset</code>	\subseteqq	<code>\sqsubseteqq</code>	\subseteq	<code>\Subset</code>	\supseteqq	<code>\supseteqq</code>

fdsymbol additionally defines `\varsubsetneqq` as a synonym for `\subsetneqq`, `\varsubsetneq` as a synonym for `\subseteq`, `\varsupsetneqq` as a synonym for `\supsetneqq`, and `\varsupsetneq` as a synonym for `\supseteq`.

TABLE 133: boisk Subset and Superset Relations

\subset	<code>\nsubset</code>	\subseteq	<code>\sqSubset</code>	\subseteq	<code>\subsetplus</code>	\supseteq	<code>\supsetplusseq</code>
\subseteq	<code>\nsubseteq</code>	\supseteq	<code>\sqSupset</code>	\subseteq	<code>\subsetpluseq</code>	$\not\subseteq$	<code>\varsubsetneq</code>
\subseteqq	<code>\nsubseteqq</code>	\supseteqq	<code>\sqsupset</code>	\supseteq	<code>\Supset</code>	$\not\subseteqq$	<code>\varsubsetneqq</code>
\supseteq	<code>\nsupset</code>	\subseteq	<code>\Subset</code>	\supseteqq	<code>\supseteqq</code>	$\not\supseteq$	<code>\varsupsetneq</code>
\supseteqq	<code>\nsupseteq</code>	\subseteqq	<code>\subseteqq</code>	\supseteq	<code>\supsetneq</code>	$\not\supseteqq$	<code>\varsupsetneqq</code>
\supseteq	<code>\nsupseteqq</code>	$\not\subseteq$	<code>\subsetneq</code>	\supseteqq	<code>\supsetneqq</code>		
\subset	<code>\sqsubset</code>	$\not\subseteq$	<code>\subsetneqq</code>	\supseteq	<code>\supsetplus</code>		

TABLE 134: stix Subset and Superset Relations

\subset	<code>\bsolhsub</code>	\supseteq	<code>\sqsupseteq</code>	\supsetsubset	<code>\suphsub</code>
\subset	<code>\csub</code>	$\not\supseteq$	<code>\sqsupsetneq</code>	\supsetlarr	<code>\suplarr</code>
\subset	<code>\csube</code>	\subseteq	<code>\subedot</code>	\supmult	<code>\supmult</code>
\supset	<code>\csup</code>	$\not\subseteq$	<code>\submult</code>	\supset	<code>\Supset</code>
\supset	<code>\csupe</code>	\supset	<code>\subrarr</code>	\supset	<code>\supset</code>
\leftarrow	<code>\leftarrowsubset</code>	\subseteq	<code>\Subset</code>	\supsetapprox	<code>\supsetapprox</code>
$\not\subset$	<code>\nqssubset</code>	\subset	<code>\subset</code>	\supsetcirc^*	<code>\supsetcirc^*</code>
$\not\subseteq$	<code>\nqssubseteq</code>	\supsetapprox	<code>\subsetapprox</code>	\supsetdot	<code>\supsetdot</code>
$\not\supset$	<code>\nqsusupset</code>	\supsetcirc^*	<code>\subsetcirc^*</code>	\supseteq	<code>\supseteq</code>
$\not\supseteq$	<code>\nqsusupseteq</code>	\subseteq	<code>\subsetdot</code>	\supseteqq	<code>\supseteqq</code>
\subset	<code>\nsubset</code>	\subseteq	<code>\subseteq</code>	\supseteq	<code>\supseteq</code>

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$\not\subseteq$	<code>\nsubseteq</code>	\subseteqq	<code>\subseteqq</code>	\supsetneqq	<code>\supsetneqq</code>
$\not\subseteqq$	<code>\nsubseteqq</code>	\subsetneq	<code>\subsetneq</code>	\supsetplus	<code>\supsetplus</code>
$\not\supset$	<code>\nsupset</code>	\subsetneqq	<code>\subsetneqq</code>	\supsim	<code>\supsim</code>
$\not\supseteq$	<code>\nsupseteq</code>	\subsetplus	<code>\subsetplus</code>	\supsub	<code>\supsub</code>
$\not\supseteqq$	<code>\nsupseteqq</code>	\subsim	<code>\subsim</code>	\supsup	<code>\supsup</code>
\Rightarrow	<code>\rightarrowset</code>	$\subset\subset$	<code>\subset\subset</code>	\varsubsetneq	<code>\varsubsetneq</code>
\sqsubset	<code>\sqsubset</code>	$\subset\sup$	<code>\subset\sup</code>	\varsubsetneqq	<code>\varsubsetneqq</code>
\sqsubseteq	<code>\sqsubseteq</code>	$\sup\subset$	<code>\sup\subset</code>	\varsupsetneq	<code>\varsupsetneq</code>
\sqsupset	<code>\sqsupset</code>	$\sup\sup$	<code>\sup\sup</code>	\varsupsetneqq	<code>\varsupsetneqq</code>
\sqsupseteq	<code>\sqsupseteq</code>	$\sup\supset$	<code>\sup\supset</code>		
\sqsupseteqq	<code>\sqsupseteqq</code>	$\sup\supsetdot$	<code>\sup\supsetdot</code>		
\sqsupsetneq	<code>\sqsupsetneq</code>	\supsol	<code>\supsol</code>		

* Defined as an ordinary character, not as a binary relation.

TABLE 135: logix Subset and Superset Relations

\Subset	<code>\FntSbset</code>	$\not\Subset$	<code>\NotStrctFntSbset</code>	$\not\supset$	<code>\NotWkSbnch</code>	\sqsubset	<code>\StrctSbmap</code>
$\not\Subset$	<code>\NotFntSbset</code>	$\not\supset$	<code>\NotStrctSbmap</code>	\sqsubseteq	<code>\Sbmap</code>	\sqsubset	<code>\StrctSbnch</code>
$\not\supset$	<code>\NotSbmap</code>	$\not\supseteq$	<code>\NotStrctSbnch</code>	\sqsubseteq	<code>\Sbnch</code>	\subset	<code>\StrctSbset</code>
$\not\supseteq$	<code>\NotSbnch</code>	$\not\supseteqq$	<code>\NotStrctSbset</code>	\subset	<code>\Sbset</code>	\sqsupset	<code>\StrctWkSbnch</code>
$\not\supseteqq$	<code>\NotSbset</code>	$\not\supseteqq$	<code>\NotStrctWkSbnch</code>	\sqsupset	<code>\StrctFntSbset</code>	\sqsupset	<code>\WkSbnch</code>

logix requires either Lua \LaTeX or X \LaTeX .

TABLE 136: Inequalities

\geq	<code>\geq</code>	\gg	<code>\gg</code>	\leq	<code>\leq</code>	\ll	<code>\ll</code>	\neq	<code>\neq</code>
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TABLE 137: \mathcal{AMS} Inequalities

\gtrsim	<code>\eqslantgtr</code>	\gtrdot	<code>\gtrdot</code>	\lesseqgtr	<code>\lesseqgtr</code>	\ngeq	<code>\ngeq</code>
\lesseqgtr	<code>\lesseqgtr</code>	\gtreqless	<code>\gtreqless</code>	\lesseqqgtr	<code>\lesseqqgtr</code>	\ngeqq	<code>\ngeqq</code>
\geqq	<code>\geqq</code>	\gtreqqless	<code>\gtreqqless</code>	\lessgtr	<code>\lessgtr</code>	\ngeqslant	<code>\ngeqslant</code>
\geqslant	<code>\geqslant</code>	\gtrless	<code>\gtrless</code>	\lesssim	<code>\lesssim</code>	\ngtr	<code>\ngtr</code>
\ggg	<code>\ggg</code>	\gtrsim	<code>\gtrsim</code>	\lll	<code>\lll</code>	\nleq	<code>\nleq</code>
\gnaapprox	<code>\gnaapprox</code>	\gvertneqq	<code>\gvertneqq</code>	\lnapprox	<code>\lnapprox</code>	\nleqq	<code>\nleqq</code>
\gneq	<code>\gneq</code>	\leqq	<code>\leqq</code>	\lneq	<code>\lneq</code>	\nleqslant	<code>\nleqslant</code>
\gneqq	<code>\gneqq</code>	\leqslant	<code>\leqslant</code>	\lneqq	<code>\lneqq</code>	\nless	<code>\nless</code>
\gnsim	<code>\gnsim</code>	\lessapprox	<code>\lessapprox</code>	\lnsim	<code>\lnsim</code>		
\gtrapprox	<code>\gtrapprox</code>	\lessdot	<code>\lessdot</code>	\lvertneqq	<code>\lvertneqq</code>		

TABLE 138: wasysym Inequalities

$$\gtrsim \backslash\text{apprge} \quad \lesssim \backslash\text{apprle}$$

TABLE 139: txfonts/pxfonts Inequalities

\nlessgtr <code>\ngg</code>	\nlessgtr <code>\ngtrsim</code>	\nlessgtr <code>\nlessim</code>
\nlessgtr <code>\ngtrapprox</code>	\nlessgtr <code>\nlessapprox</code>	\nlessgtr <code>\nll</code>
\nlessgtr <code>\ngtrless</code>	\nlessgtr <code>\nlessgtr</code>	

TABLE 140: mathabx Inequalities

\gtrsim <code>\eqslantgtr</code>	\gtrsim <code>\gtreqless</code>	\lesssim <code>\lesssim</code>	\nlessgtr <code>\ngtr</code>
\lessgtr <code>\eqslantless</code>	\lessgtr <code>\gtreqqless</code>	\ll <code>\ll</code>	\nlessgtr <code>\ngtrapprox</code>
\gtrsim <code>\geq</code>	\gtrsim <code>\gtrless</code>	\lll <code>\lll</code>	\nlessgtr <code>\ngtrsim</code>
\gtrsim <code>\geqq</code>	\gtrsim <code>\gtrsim</code>	\nlessgtr <code>\lnapprox</code>	\nlessgtr <code>\nleq</code>
\gg <code>\gg</code>	\nlessgtr <code>\gvertneqq</code>	\nlessgtr <code>\lneq</code>	\nlessgtr <code>\nleqq</code>
\ggg <code>\ggg</code>	\nlessgtr <code>\leq</code>	\nlessgtr <code>\lneqq</code>	\nlessgtr <code>\nless</code>
\nlessgtr <code>\gnapprox</code>	\nlessgtr <code>\leqq</code>	\nlessgtr <code>\lnsim</code>	\nlessgtr <code>\nlessapprox</code>
\nlessgtr <code>\gneq</code>	\nlessgtr <code>\lessapprox</code>	\nlessgtr <code>\lvertneqq</code>	\nlessgtr <code>\nlesssim</code>
\nlessgtr <code>\gneqq</code>	\nlessgtr <code>\lessdot</code>	\nlessgtr <code>\neqslantgtr</code>	\nlessgtr <code>\nvargeq</code>
\nlessgtr <code>\gnsim</code>	\nlessgtr <code>\lesseqgtr</code>	\nlessgtr <code>\neqslantless</code>	\nlessgtr <code>\nvarleq</code>
\nlessgtr <code>\gtrapprox</code>	\nlessgtr <code>\lesseqqgtr</code>	\nlessgtr <code>\ngeq</code>	\nlessgtr <code>\vargeq</code>
\nlessgtr <code>\gtrdot</code>	\nlessgtr <code>\lessgtr</code>	\nlessgtr <code>\ngeqq</code>	\nlessgtr <code>\varleq</code>

`mathabx` defines `\leqslant` and `\le` as synonyms for `\leq`, `\geqslant` and `\ge` as synonyms for `\geq`, `\nleqslant` as a synonym for `\nleq`, and `\ngeqslant` as a synonym for `\ngeq`.

TABLE 141: MnSymbol Inequalities

\succ	<code>\eqslantgtr</code>	\succsim	<code>\gtreqqlless</code>	\lesssim	<code>\lessim</code>	$\succ\!\!\succ$	<code>\ngtreqlless</code>
\prec	<code>\eqslantless</code>	\gtrless	<code>\gtrless</code>	\ll	<code>\ll</code>	$\succ\!\!\succ\!\!\succ$	<code>\ngtreqllesslant</code>
\geq	<code>\geq</code>	\gtrneqqless	<code>\gtrneqqless</code>	\lll	<code>\lll</code>	$\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\ngtreqqless</code>
\triangleright	<code>\geqclosed</code>	\gtrsim	<code>\gtrsim</code>	\lnapprox	<code>\lnapprox</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\ngtrless</code>
\geqdot	<code>\geqdot</code>	\leq	<code>\leq</code>	\lneqq	<code>\lneqq</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nleq</code>
\geqq	<code>\geqq</code>	\triangleleft	<code>\leqclosed</code>	\lnsim	<code>\lnsim</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nleqclosed</code>
\geqslant	<code>\geqslant</code>	\leqdot	<code>\leqdot</code>	\neqslantgtr	<code>\neqslantgtr</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nleqdot</code>
\geqslantdot	<code>\geqslantdot</code>	\leqq	<code>\leqq</code>	\neqslantless	<code>\neqslantless</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nleqq</code>
\gg	<code>\gg</code>	\leqslant	<code>\leqslant</code>	\ngeq	<code>\ngeq</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nleqslant</code>
\ggg	<code>\ggg</code>	\leqslantdot	<code>\leqslantdot</code>	\ngeqclosed	<code>\ngeqclosed</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nleqslantdot</code>
\gapprox	<code>\gapprox</code>	\less	<code>\less</code>	\ngeqdot	<code>\ngeqdot</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nless</code>
\gneqq	<code>\gneqq</code>	\lessapprox	<code>\lessapprox</code>	\ngeqq	<code>\ngeqq</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nlessclosed</code>
\gnsim	<code>\gnsim</code>	\lessclosed	<code>\lessclosed</code>	\ngeqslant	<code>\ngeqslant</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nlessdot</code>
\gtr	<code>\gtr</code>	\lessdot	<code>\lessdot</code>	\ngeqslantdot	<code>\ngeqslantdot</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nlesseqgtr</code>
\gtrapprox	<code>\gtrapprox</code>	\lesseqgtr	<code>\lesseqgtr</code>	\ngg	<code>\ngg</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nlesseqgtrslant</code>
\gtrclosed	<code>\gtrclosed</code>	\lesseqgtrslant	<code>\lesseqgtrslant</code>	\nggg	<code>\nggg</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nlesseqgtr</code>
\gtrdot	<code>\gtrdot</code>	\lesseqqgtr	<code>\lesseqqgtr</code>	\ngtr	<code>\ngtr</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nlessgtr</code>
\gtreqless	<code>\gtreqless</code>	\lessgtr	<code>\lessgtr</code>	\ngtrclosed	<code>\ngtrclosed</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nll</code>
\gtreqlessslant	<code>\gtreqlessslant</code>	\lessneqqgtr	<code>\lessneqqgtr</code>	\ngtrdot	<code>\ngtrdot</code>	$\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ\!\!\succ$	<code>\nlll</code>

MnSymbol additionally defines synonyms for some of the preceding symbols:

\gggtr	<code>\gggtr</code>	(same as <code>\ggg</code>)
\gvertneqq	<code>\gvertneqq</code>	(same as <code>\gneqq</code>)
\lhd	<code>\lhd</code>	(same as <code>\lessclosed</code>)
\lllless	<code>\lllless</code>	(same as <code>\lll</code>)
\lvertneqq	<code>\lvertneqq</code>	(same as <code>\lneqq</code>)
\ntrianglelefteq	<code>\ntrianglelefteq</code>	(same as <code>\nleqclosed</code>)
\ntriangleleft	<code>\ntriangleleft</code>	(same as <code>\nlessclosed</code>)
\ntrianglerighteq	<code>\ntrianglerighteq</code>	(same as <code>\ngeqclosed</code>)
\ntriangleright	<code>\ntriangleright</code>	(same as <code>\ngtrclosed</code>)
\rhd	<code>\rhd</code>	(same as <code>\gtrclosed</code>)
\trianglelefteq	<code>\trianglelefteq</code>	(same as <code>\leqclosed</code>)
\trianglerighteq	<code>\trianglerighteq</code>	(same as <code>\geqclosed</code>)
\unlhd	<code>\unlhd</code>	(same as <code>\leqclosed</code>)
\unrhd	<code>\unrhd</code>	(same as <code>\geqclosed</code>)
\vartriangleleft	<code>\vartriangleleft</code>	(same as <code>\lessclosed</code>)
\vartriangleright	<code>\vartriangleright</code>	(same as <code>\gtrclosed</code>)

TABLE 142: fdsymbol Inequalities

\gtrsim	<code>\eqslantgtr</code>	\lesssim	<code>\leqslantdot</code>	\nlessgtr	<code>\ngtrapprox</code>
\lessgtr	<code>\eqslantless</code>	\lesscc	<code>\leqslcc</code>	\ngtrcc	<code>\ngtrcc</code>
\geq	<code>\geq</code>	$<$	<code>\less</code>	\ngtrclosed	<code>\ngtrclosed</code>
\geqclosed	<code>\geqclosed</code>	\lessapprox	<code>\lessapprox</code>	\ngtrdot	<code>\ngtrdot</code>
\geqdot	<code>\geqdot</code>	\lesscc	<code>\lesscc</code>	\ngtreqlless	<code>\ngtreqlless</code>
\geqq	<code>\geqq</code>	\lessclosed	<code>\lessclosed</code>	\ngtreqqless	<code>\ngtreqqless</code>
\geqslant	<code>\geqslant</code>	\lessdot	<code>\lessdot</code>	\ngtreqslantless	<code>\ngtreqslantless</code>
\geqslantdot	<code>\geqslantdot</code>	\lesseqgtr	<code>\lesseqgtr</code>	\ngtrless	<code>\ngtrless</code>
\geqslcc	<code>\geqslcc</code>	\lesseqqgtr	<code>\lesseqqgtr</code>	\ngtrsim	<code>\ngtrsim</code>
\gg	<code>\gg</code>	\lesseqslantgtr	<code>\lesseqslantgtr</code>	\nleq	<code>\nleq</code>
\ggg	<code>\ggg</code>	\lessgtr	<code>\lessgtr</code>	\nleqclosed	<code>\nleqclosed</code>
\gnapprox	<code>\gnapprox</code>	\lesssim	<code>\lesssim</code>	\nleqdot	<code>\nleqdot</code>
\gneq	<code>\gneq</code>	\ll	<code>\ll</code>	\nleqq	<code>\nleqq</code>
\gneqq	<code>\gneqq</code>	\lll	<code>\lll</code>	\nleqslant	<code>\nleqslant</code>
\gnsim	<code>\gnsim</code>	\lnapprox	<code>\lnapprox</code>	\nleqslantdot	<code>\nleqslantdot</code>
\gtr	<code>\gtr</code>	\lneq	<code>\lneq</code>	\nleqslcc	<code>\nleqslcc</code>
\gtrapprox	<code>\gtrapprox</code>	\lneqq	<code>\lneqq</code>	\nless	<code>\nless</code>
\gtrcc	<code>\gtrcc</code>	\lnsim	<code>\lnsim</code>	\nlessapprox	<code>\nlessapprox</code>
\gtrclosed	<code>\gtrclosed</code>	\neqslantgtr	<code>\neqslantgtr</code>	\nlesscc	<code>\nlesscc</code>
\gtrdot	<code>\gtrdot</code>	\neqslantless	<code>\neqslantless</code>	\nlessclosed	<code>\nlessclosed</code>
\gtreqlless	<code>\gtreqlless</code>	\ngeq	<code>\ngeq</code>	\nlessdot	<code>\nlessdot</code>
\gtreqqless	<code>\gtreqqless</code>	\ngeqclosed	<code>\ngeqclosed</code>	\nlesseqgtr	<code>\nlesseqgtr</code>
\gtreqlslantless	<code>\gtreqlslantless</code>	\ngeqdot	<code>\ngeqdot</code>	\nlesseqqgtr	<code>\nlesseqqgtr</code>
\gtrless	<code>\gtrless</code>	\ngeqq	<code>\ngeqq</code>	\nlesseqslantgtr	<code>\nlesseqslantgtr</code>
\gtrsim	<code>\gtrsim</code>	\ngeqslant	<code>\ngeqslant</code>	\nlessgtr	<code>\nlessgtr</code>
\leq	<code>\leq</code>	\ngeqslantdot	<code>\ngeqslantdot</code>	\nlesssim	<code>\nlesssim</code>
\leqclosed	<code>\leqclosed</code>	\ngeqslcc	<code>\ngeqslcc</code>	\nll	<code>\nll</code>
\leqdot	<code>\leqdot</code>	\ngg	<code>\ngg</code>	\nlll	<code>\nlll</code>
\leqq	<code>\leqq</code>	\nggg	<code>\nggg</code>		
\leqslant	<code>\leqslant</code>	\ngtr	<code>\ngtr</code>		

`fdsymbol` defines synonyms for some of the preceding symbols:

\geq	<code>\ge</code>	\lesdot	<code>\lesdot</code>	\ngtcc	<code>\ngtcc</code>
\geqclosed	<code>\gescc</code>	\lesg	<code>\lesg</code>	\ngtreqllesslant	<code>\ngtreqllesslant</code>

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\ni	<code>\gesdot</code>	\ni	<code>\lesseqgtrslant</code>	\nless	<code>\nlescc</code>
\ni	<code>\gesl</code>	\triangleleft	<code>\lhd</code>	\nlessdot	<code>\nlesdot</code>
\ni	<code>\gggtr</code>	\lll	<code>\llless</code>	\nlessg	<code>\nlesg</code>
\triangleright	<code>\gtcc</code>	\triangleleft	<code>\ltcc</code>	\nlesseqgtrslant	<code>\nlesseqgtrslant</code>
\ni	<code>\gtreqlesslant</code>	\nless	<code>\lvertneqq</code>	\nltcc	<code>\nltcc</code>
\nless	<code>\gvertneqq</code>	\nless	<code>\ngescc</code>	\rhd	<code>\rhd</code>
\nless	<code>\le</code>	\nlessdot	<code>\ngesdot</code>	\nlesslhd	<code>\nlesslhd</code>
\nless	<code>\lescc</code>	\nless	<code>\ngesl</code>	\nlessrhd	<code>\nlessrhd</code>

TABLE 143: boisk Inequalities

\ni	<code>\eqslantgtr</code>	\ni	<code>\gtcir</code>	\nless	<code>\lesseqgtr</code>	\nless	<code>\ngeq</code>
\nless	<code>\eqslantless</code>	\ni	<code>\gtrapprox</code>	\nless	<code>\lessgtr</code>	\nless	<code>\ngeqq</code>
\ni	<code>\geqq</code>	\ni	<code>\gtreqless</code>	\nless	<code>\lesssim</code>	\nless	<code>\ngeqslant</code>
\ni	<code>\geqslant</code>	\ni	<code>\gtreqqlless</code>	\lll	<code>\lll</code>	\nless	<code>\ngtr</code>
\ni	<code>\ggg</code>	\nless	<code>\gtrless</code>	\nless	<code>\lnapprox</code>	\nless	<code>\nleq</code>
\nless	<code>\glj</code>	\nless	<code>\gtrsim</code>	\nless	<code>\lneq</code>	\nless	<code>\nleqq</code>
\nless	<code>\gnapprox</code>	\nless	<code>\gvertneqq</code>	\nless	<code>\lneqq</code>	\nless	<code>\nleqslant</code>
\nless	<code>\gneq</code>	\nless	<code>\leqq</code>	\nless	<code>\lnsim</code>	\nless	<code>\nless</code>
\nless	<code>\gneqq</code>	\nless	<code>\leqslant</code>	\nless	<code>\Lt</code>		
\nless	<code>\gnsim</code>	\nless	<code>\lessapprox</code>	\nless	<code>\ltcir</code>		
\nless	<code>\Gt</code>	\nless	<code>\lesseqgtr</code>	\nless	<code>\lvertneqq</code>		

TABLE 144: stix Inequalities

\ni	<code>\egsdot</code>	\nless	<code>\gtquest</code>	\nless	<code>\lnsim</code>
\nless	<code>\elsdot</code>	\ni	<code>\gtrapprox</code>	\nless	<code>\lsime</code>
\nless	<code>\eqgtr</code>	\nless	<code>\gtrarr</code>	\nless	<code>\lsimg</code>
\nless	<code>\eqless</code>	\nless	<code>\gtrdot</code>	\nless	<code>\Lt</code>
\nless	<code>\eqqgtr</code>	\ni	<code>\gtreqless</code>	\triangleleft	<code>\ltcc</code>

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\leqslant	<code>\leqless</code>	\gtrless	<code>\gtreqless</code>	\ltcirc	<code>\ltcir</code>
\leqslantgtr	<code>\leqslantgtr</code>	\gtrless	<code>\gtrless</code>	\ltilde	<code>\ltilde</code>
\leqslantless	<code>\leqslantless</code>	\gtrsim	<code>\gtrsim</code>	\ltquest	<code>\ltquest</code>
\leslantgtr	<code>\leslantgtr</code>	\gvertneqq	<code>\gvertneqq</code>	\lvertneqq	<code>\lvertneqq</code>
\leslantless	<code>\leslantless</code>	\lat	<code>\lat</code>	\neqslantgtr	<code>\neqslantgtr</code>
\geq	<code>\geq</code>	\late	<code>\late</code>	\neqslantless	<code>\neqslantless</code>
\geqq	<code>\geqq</code>	\leftarrowless	<code>\leftarrowless</code>	\ngeq	<code>\ngeq</code>
\geqqslant	<code>\geqqslant</code>	\leq	<code>\leq</code>	\ngeqq	<code>\ngeqq</code>
\geqslant	<code>\geqslant</code>	\leqq	<code>\leqq</code>	\ngeqslant	<code>\ngeqslant</code>
\gescc	<code>\gescc</code>	\leqqslant	<code>\leqqslant</code>	\ngg	<code>\ngg</code>
\gesdot	<code>\gesdot</code>	\leqslant	<code>\leqslant</code>	\ngtr	<code>\ngtr</code>
\gesdoto	<code>\gesdoto</code>	\lescc	<code>\lescc</code>	\ngtrless	<code>\ngtrless</code>
$\gesdoto1$	<code>\gesdoto1</code>	\lesdot	<code>\lesdot</code>	\ngtrsim	<code>\ngtrsim</code>
\gesles	<code>\gesles</code>	\lesdoto	<code>\lesdoto</code>	\nleq	<code>\nleq</code>
\gg	<code>\gg</code>	\lesdotor	<code>\lesdotor</code>	\nleqq	<code>\nleqq</code>
\ggg	<code>\ggg</code>	\lesges	<code>\lesges</code>	\nleqslant	<code>\nleqslant</code>
\gggnest	<code>\gggnest</code>	\lessapprox	<code>\lessapprox</code>	\nless	<code>\nless</code>
\gla	<code>\gla</code>	\lessdot	<code>\lessdot</code>	\nlessgtr	<code>\nlessgtr</code>
\glE	<code>\glE</code>	\lesseqgtr	<code>\lesseqgtr</code>	\nlesssim	<code>\nlesssim</code>
\glj	<code>\glj</code>	\lesseqqgtr	<code>\lesseqqgtr</code>	\nll	<code>\nll</code>
\gnapprox	<code>\gnapprox</code>	\lessgtr	<code>\lessgtr</code>	\partialmeetcontraction	<code>\partialmeetcontraction</code>
\gneq	<code>\gneq</code>	\lesssim	<code>\lesssim</code>	\rightarrowgtr	<code>\rightarrowgtr</code>
\gneqq	<code>\gneqq</code>	\lgE	<code>\lgE</code>	\simE	<code>\simE</code>
\gnsim	<code>\gnsim</code>	\ll	<code>\ll</code>	\simgtr	<code>\simgtr</code>
\gsime	<code>\gsime</code>	\lll	<code>\lll</code>	\simlE	<code>\simlE</code>
\gsiml	<code>\gsiml</code>	\lllnest	<code>\lllnest</code>	\simless	<code>\simless</code>
\Gt	<code>\Gt</code>	\lnapprox	<code>\lnapprox</code>	\smt	<code>\smt</code>
\gtcc	<code>\gtcc</code>	\lneq	<code>\lneq</code>	\smte	<code>\smte</code>
\gtcir	<code>\gtcir</code>	\lneqq	<code>\lneqq</code>		

stix defines `\le` as a synonym for `\leq`, `\ge` as a synonym for `\geq`, `\llless` as a synonym for `\lll`, `\gggtr` as a synonym for `\ggg`, `\nle` as a synonym for `\nleq`, and `\nge` as a synonym for `\ngeq`.

TABLE 145: logix Inequalities and Equalities

\ominus	<code>\CircEq</code>	$>$	<code>\Gr</code>	$\not<$	<code>\NotLs</code>	$>$	<code>\SbGr</code>
\otimes	<code>\CircGr</code>	\geq	<code>\Gre</code>	$\not\leq$	<code>\NotLse</code>	\geq	<code>\SbGre</code>
\otimes	<code>\CircGre</code>	$<$	<code>\Ls</code>	$\not>$	<code>\NotSbGr</code>	$<$	<code>\SbLs</code>
\otimes	<code>\CircLs</code>	\leq	<code>\Lse</code>	$\not\geq$	<code>\NotSbGre</code>	\leq	<code>\SbLse</code>
\otimes	<code>\CircLse</code>	\neq	<code>\NotEq</code>	$\not<$	<code>\NotSbLs</code>	\approx	<code>\Sm</code>
\otimes	<code>\CircSm</code>	$\not>$	<code>\NotGr</code>	$\not\leq$	<code>\NotSbLse</code>		
$=$	<code>\Eq</code>	$\not\geq$	<code>\NotGre</code>	$\not\leq$	<code>\NotSm</code>		

logix requires either Lua \LaTeX or Xe \LaTeX .

TABLE 146: \mathcal{AMS} Triangle Relations

\blacktriangleleft	<code>\blacktriangleleft</code>	\ntriangleright	<code>\ntriangleright</code>	\trianglerighteq	<code>\trianglerighteq</code>
\blacktriangleright	<code>\blacktriangleright</code>	\ntrianglelefteq	<code>\ntrianglelefteq</code>	\triangleleft	<code>\vartriangleleft</code>
\triangleleft	<code>\triangleleft</code>	\trianglelefteq	<code>\trianglelefteq</code>	\triangleright	<code>\vartriangleright</code>
\trianglelefteq	<code>\trianglelefteq</code>	\trianglelefteq	<code>\trianglelefteq</code>		

TABLE 147: stmaryrd Triangle Relations

\triangleleft	<code>\trianglelefteqslant</code>	\triangleright	<code>\trianglerighteqslant</code>
\ntriangleleft	<code>\ntrianglelefteqslant</code>	\ntriangleright	<code>\ntrianglerighteqslant</code>

TABLE 148: mathabx Triangle Relations

\triangleleft	<code>\triangleleft</code>	\triangleleft	<code>\vartriangleleft</code>
\trianglelefteq	<code>\trianglelefteq</code>	\triangleright	<code>\vartriangleright</code>
\triangleright	<code>\triangleright</code>		
\trianglerighteq	<code>\trianglerighteq</code>		

TABLE 149: MnSymbol Triangle Relations

▼	<code>\filledmedtriangledown</code>	△	<code>\largetriangleup</code>	▽	<code>\smalltriangledown</code>
◀	<code>\filledmedtriangleleft</code>	▽	<code>\medtriangledown</code>	◄	<code>\smalltriangleleft</code>
▶	<code>\filledmedtriangleright</code>	◄	<code>\medtriangleleft</code>	►	<code>\smalltriangleright</code>
▲	<code>\filledmedtriangleup</code>	▷	<code>\medtriangleright</code>	△	<code>\smalltriangleup</code>
▼	<code>\filledtriangledown</code>	△	<code>\medtriangleup</code>	≐	<code>\triangleeq</code>
◀	<code>\filledtriangleleft</code>	≠	<code>\ntriangleeq</code>	◄	<code>\triangleleftteq</code>
▶	<code>\filledtriangleright</code>	≠	<code>\ntriangleleft</code>	►	<code>\trianglerighteq</code>
▲	<code>\filledtriangleup</code>	≠	<code>\ntriangleleftteq</code>	◄	<code>\vartriangleleft</code>
▽	<code>\largetriangledown</code>	≠	<code>\ntriangleright</code>	►	<code>\vartriangleright</code>
◄	<code>\largetriangleleft</code>	≠	<code>\ntrianglerighteq</code>		
►	<code>\largetriangleright</code>	⊗	<code>\otriangle</code>		

MnSymbol additionally defines synonyms for many of the preceding symbols: `\triangleeq` is a synonym for `\triangleeq`; `\lhd` and `\lessclosed` are synonyms for `\vartriangleleft`; `\rhd` and `\gtrclosed` are synonyms for `\vartriangleright`; `\unlhd` and `\leqclosed` are synonyms for `\triangleleftteq`; `\unrhd` and `\geqclosed` are synonyms for `\trianglerightteq`; `\blacktriangledown`, `\blacktriangleleft`, `\blacktriangleright`, and `\blacktriangle` [*sic*] are synonyms for, respectively, `\filledmedtriangledown`, `\filledmedtriangleleft`, `\filledmedtriangleright`, and `\filledmedtriangleup`; `\triangleright` is a synonym for `\medtriangleright`; `\triangle`, `\vartriangle`, and `\bigtriangleup` are synonyms for `\medtriangleup`; `\triangleleft` is a synonym for `\medtriangleleft`; `\triangledown` and `\bigtriangledown` are synonyms for `\medtriangledown`; `\nlessclosed` is a synonym for `\ntriangleleft`; `\ngtrclosed` is a synonym for `\ntriangleright`; `\nleqclosed` is a synonym for `\ntriangleleftteq`; and `\ngeqclosed` is a synonym for `\ntrianglerightteq`.

The title “Triangle Relations” is a bit of a misnomer here as only `\triangleeq` and `\ntriangleeq` are defined as T_EX relations (class 3 symbols). The `\largetriangle...` symbols are defined as T_EX “ordinary” characters (class 0) and all of the remaining characters are defined as T_EX binary operators (class 2).

TABLE 150: fdsymbol Triangle Relations

\geq	<code>\geqclosed</code>	∇	<code>\medtriangledown</code>	\blacktriangleleft	<code>\smallblacktriangleleft</code>
\triangleright	<code>\gtrclosed</code>	\triangleleft	<code>\medtriangleleft</code>	\blacktriangleright	<code>\smallblacktriangleright</code>
∇	<code>\largetriangledown</code>	\triangleright	<code>\medtriangleright</code>	\blacktriangleup	<code>\smallblacktriangleup</code>
\triangle	<code>\largetriangleup</code>	\triangle	<code>\medtriangleup</code>	∇	<code>\smalltriangledown</code>
\leq	<code>\leqclosed</code>	$\not\geq$	<code>\ngeqclosed</code>	\triangleleft	<code>\smalltriangleleft</code>
\triangleleft	<code>\lessclosed</code>	$\not\triangleright$	<code>\ngtrclosed</code>	\triangleright	<code>\smalltriangleright</code>
\blacktriangledown	<code>\medblacktriangledown</code>	$\not\leq$	<code>\nleqclosed</code>	\triangle	<code>\smalltriangleup</code>
\blacktriangleleft	<code>\medblacktriangleleft</code>	$\not\lessclosed$	<code>\nlessclosed</code>	\triangleq	<code>\triangleeq</code>
\blacktriangleright	<code>\medblacktriangleright</code>	$\not\triangleright$	<code>\ntriangleright</code>		
\blacktriangleup	<code>\medblacktriangleup</code>	\blacktriangledown	<code>\smallblacktriangledown</code>		

`fdsymbol` defines synonyms for almost all of the preceding symbols:

∇	<code>\bigtriangledown</code>	$\not\triangleleft$	<code>\ntriangleleftteq</code>	\triangleq	<code>\triangleeq</code>
\triangle	<code>\bigtriangleup</code>	$\not\triangleright$	<code>\ntriangleright</code>	\triangleright	<code>\triangleright</code>
\blacktriangle	<code>\blacktriangle</code>	$\not\triangleright$	<code>\ntrianglerightteq</code>	\geq	<code>\trianglerightteq</code>
\blacktriangledown	<code>\blacktriangledown</code>	\triangle	<code>\triangle</code>	\triangle	<code>\vartriangle</code>
\blacktriangleleft	<code>\blacktriangleleft</code>	∇	<code>\triangledown</code>	\triangleleft	<code>\vartriangleleft</code>
\blacktriangleright	<code>\blacktriangleright</code>	\triangleleft	<code>\triangleleft</code>	\triangleright	<code>\vartriangleright</code>
$\not\triangleleft$	<code>\ntriangleleft</code>	\leq	<code>\triangleleftteq</code>		

The title “Triangle Relations” is a bit of a misnomer here as only `\triangleeq` and `\ntriangleeq` are defined as \TeX relations (class 3 symbols). The `\largetriangle...` symbols are defined as \TeX “ordinary” characters (class 0) and all of the remaining characters are defined as \TeX binary operators (class 2).

TABLE 151: boisik Triangle Relations

$\not\triangleleft$	<code>\ntriangleleft</code>	\triangleleft	<code>\triangleleftteq</code>	\triangleleft	<code>\varlefttriangle</code>
$\not\triangleleftteq$	<code>\ntriangleleftteq</code>	\triangleleft	<code>\triangleleftteqslant</code>	\triangle	<code>\vartriangle</code>
$\not\triangleright$	<code>\ntriangleright</code>	\triangleright	<code>\triangleright</code>	\triangleleft	<code>\vartriangleleft</code>
$\not\trianglerightteq$	<code>\ntrianglerightteq</code>	\triangleright	<code>\trianglerightteq</code>	\triangleright	<code>\vartriangleright</code>
\triangleleft	<code>\triangleleft</code>	\triangleright	<code>\trianglerightteqslant</code>		

TABLE 152: stix Triangle Relations

\triangleleft	<code>\ltriangleeq</code>	$\not\triangleright$	<code>\nvartriangleright</code>	\triangle	<code>\vartriangle</code>
\triangleleft	<code>\ltrivb</code>	$\not\triangleright$	<code>\rtriltri</code>	\triangleleft	<code>\vartriangleleft</code>
$\not\triangleleftteq$	<code>\ntriangleleftteq</code>	\triangleleft	<code>\triangleleftteq</code>	\triangleright	<code>\vartriangleright</code>
$\not\trianglerightteq$	<code>\ntrianglerightteq</code>	\triangleq	<code>\triangleeq</code>	\triangleright	<code>\vbrtri</code>
$\not\triangleleft$	<code>\nvartriangleleft</code>	\triangleright	<code>\trianglerightteq</code>		

TABLE 153: Arrows

\Downarrow	<code>\Downarrow</code>	\longleftarrow	<code>\longleftarrow</code>	\nwarrow	<code>\nwarrow</code>
\downarrow	<code>\downarrow</code>	\Longleftarrow	<code>\Longleftarrow</code>	\Rightarrow	<code>\Rightarrow</code>
\hookleftarrow	<code>\hookleftarrow</code>	\longleftrightarrow	<code>\longleftrightarrow</code>	\rightarrow	<code>\rightarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\Longleftrightarrow	<code>\Longleftrightarrow</code>	\searrow	<code>\searrow</code>
\leadsto^*	<code>\leadsto*</code>	\mapsto	<code>\mapsto</code>	\swarrow	<code>\swarrow</code>
\leftarrow	<code>\leftarrow</code>	\Longrightarrow	<code>\Longrightarrow</code>	\Uparrow	<code>\Uparrow</code>
\Leftarrow	<code>\Leftarrow</code>	\longrightarrow	<code>\longrightarrow</code>	\Uparrow	<code>\Uparrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\mapsto	<code>\mapsto</code>	\updownarrow	<code>\updownarrow</code>
\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\nearrow^\dagger	<code>\nearrow^\dagger</code>	\Updownarrow	<code>\Updownarrow</code>

* Not predefined by the $\text{\LaTeX} 2_\epsilon$ core. Use the `latexsym` package to expose this symbol.

† See the note beneath Table 270 for information about how to put a diagonal arrow across a mathematical expression (as in “ $\nabla \cdot \vec{B}$ ”).

TABLE 154: Harpoons

\leftharpoondown	<code>\leftharpoondown</code>	\rightharpoondown	<code>\rightharpoondown</code>	\leftrightharpoons	<code>\leftrightharpoons</code>
\leftharpoonup	<code>\leftharpoonup</code>	\rightharpoonup	<code>\rightharpoonup</code>		

TABLE 155: `textcomp` Text-mode Arrows

\textdownarrow	<code>\textdownarrow</code>	\textrightarrow	<code>\textrightarrow</code>
\textleftarrow	<code>\textleftarrow</code>	\textuparrow	<code>\textuparrow</code>

TABLE 156: \mathcal{AMS} Arrows

\circlearrowleft	<code>\circlearrowleft</code>	\leftleftarrows	<code>\leftleftarrows</code>	\rightleftarrows	<code>\rightleftarrows</code>
\circlearrowright	<code>\circlearrowright</code>	\leftrightarrows	<code>\leftrightarrows</code>	\rightrightarrows	<code>\rightrightarrows</code>
\curvearrowleft	<code>\curvearrowleft</code>	\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\rightsquigarrow	<code>\rightsquigarrow</code>
\curvearrowright	<code>\curvearrowright</code>	\Lleftarrow	<code>\Lleftarrow</code>	\Rsh	<code>\Rsh</code>
\dashleftarrow	<code>\dashleftarrow</code>	\looparrowleft	<code>\looparrowleft</code>	\twoheadleftarrow	<code>\twoheadleftarrow</code>
\dashrightarrow	<code>\dashrightarrow</code>	\looparrowright	<code>\looparrowright</code>	\twoheadrightarrow	<code>\twoheadrightarrow</code>
\downdownarrows	<code>\downdownarrows</code>	\Lsh	<code>\Lsh</code>	\upuparrows	<code>\upuparrows</code>
\leftarrowtail	<code>\leftarrowtail</code>	\rightarrowtail	<code>\rightarrowtail</code>		

TABLE 157: \mathcal{AMS} Negated Arrows

\nleftarrow	<code>\nleftarrow</code>	\nLeftrightarrow	<code>\nLeftrightarrow</code>	\nrightarrow	<code>\nrightarrow</code>
\nleftarrow	<code>\nleftarrow</code>	\nleftrightsquigarrow	<code>\nleftrightsquigarrow</code>	\nrightarrow	<code>\nrightarrow</code>

TABLE 158: \mathcal{AMS} Harpoons

\Downarrow	<code>\downharpoonleft</code>	\Leftrightarrow	<code>\leftrightharpoons</code>	\Uparrow	<code>\upharpoonleft</code>
\Downarrow	<code>\downharpoonright</code>	\Rrightarrow	<code>\rightleftharpoons</code>	\Uparrow	<code>\upharpoonright</code>

TABLE 159: `stmaryrd` Arrows

\leftarrow	<code>\leftarrowtriangle</code>	\Leftarrow	<code>\Mapsfrom</code>	\leftarrow	<code>\shortleftarrow</code>
\Leftrightarrow	<code>\leftrightharweq</code>	\leftarrow	<code>\mapsfrom</code>	\rightarrow	<code>\shortrightarrow</code>
\leftrightarrow	<code>\leftrighthartriangle</code>	\mapsto	<code>\Mapsto</code>	\uparrow	<code>\shortuparrow</code>
\lightning	<code>\lightning</code>	\nearrow	<code>\nnearrow</code>	\searrow	<code>\ssearrow</code>
\Leftarrow	<code>\Longmapsfrom</code>	\nwarrow	<code>\nnwarrow</code>	\swarrow	<code>\sswarrow</code>
\longleftarrow	<code>\longmapsfrom</code>	\rightarrow	<code>\rightarrowtriangle</code>		
\Longrightarrow	<code>\Longmapsto</code>	\downarrow	<code>\shortdownarrow</code>		

TABLE 160: `txfonts/pxfonts` Arrows

\boxdotleft	<code>\boxdotLeft</code>	\circrightarrow	<code>\circleddotright</code>	\diamondleftarrow	<code>\Diamondleft</code>
\boxdotleft	<code>\boxdotleft</code>	\circleftarrow	<code>\circleleft</code>	\diamondrightarrow	<code>\Diamondright</code>
\boxdotright	<code>\boxdotright</code>	\circrightarrow	<code>\circcleright</code>	\diamondrightarrow	<code>\DiamondRight</code>
\boxdotright	<code>\boxdotRight</code>	\leftrightarrow	<code>\dashleftrighthararrow</code>	\leftleftarrows	<code>\leftsquigarrow</code>
\boxleftarrow	<code>\boxLeft</code>	\Leftrightarrow	<code>\DiamonddotLeft</code>	\nearrow	<code>\Nearrow</code>
\boxleftarrow	<code>\boxleft</code>	\Leftrightarrow	<code>\Diamonddotleft</code>	\nwarrow	<code>\Nwarrow</code>
\boxrightarrow	<code>\boxright</code>	\diamondrightarrow	<code>\Diamonddotright</code>	\Rightarrow	<code>\Rrightarrow</code>
\boxrightarrow	<code>\boxRight</code>	\diamondrightarrow	<code>\DiamonddotRight</code>	\searrow	<code>\Searrow</code>
\circleftarrow	<code>\circleddotleft</code>	\Leftrightarrow	<code>\DiamondLeft</code>	\swarrow	<code>\Swarrow</code>

TABLE 161: `mathabx` Arrows

\circleftarrow	<code>\circleftarrowleft</code>	\leftarrow	<code>\leftarrow</code>	\nearrow	<code>\nearrow</code>
\circrightarrow	<code>\circrightarrowright</code>	\leftleftarrows	<code>\leftleftarrows</code>	\restriction	<code>\restriction</code>
\curvearrowleft	<code>\curvearrowbotleft</code>	\leftrightarrows	<code>\leftrightarrows</code>	\rightarrow	<code>\rightarrow</code>
\curvearrowright	<code>\curvearrowbotleftright</code>	\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\rightleftarrows	<code>\rightleftarrows</code>
\curvearrowleft	<code>\curvearrowbotright</code>	\leftsquigarrow	<code>\leftsquigarrow</code>	\rightrightarrows	<code>\rightrightarrows</code>
\curvearrowright	<code>\curvearrowleft</code>	\leftsquigarrow	<code>\leftsquigarrow</code>	\rightsquigarrow	<code>\rightsquigarrow</code>
\curvearrowleft	<code>\curvearrowleftright</code>	\lefttorightarrow	<code>\lefttorightarrow</code>	\righttoleftarrow	<code>\righttoleftarrow</code>
\curvearrowright	<code>\curvearrowright</code>	\looparrowleft	<code>\looparrowdownleft</code>	\Rsh	<code>\Rsh</code>
\dLsh	<code>\dLsh</code>	\looparrowright	<code>\looparrowdownright</code>	\searrow	<code>\searrow</code>
\downdownarrows	<code>\downdownarrows</code>	\looparrowleft	<code>\looparrowleft</code>	\swarrow	<code>\swarrow</code>
\downtoupward	<code>\downtoupward</code>	\looparrowright	<code>\looparrowright</code>	\updownarrows	<code>\updownarrows</code>
\downuparrows	<code>\downuparrows</code>	\Lsh	<code>\Lsh</code>	\uptodownarrow	<code>\uptodownarrow</code>
\drsh	<code>\drsh</code>	\nearrow	<code>\nearrow</code>	\upuparrows	<code>\upuparrows</code>

TABLE 162: mathabx Negated Arrows

\nLeftarrow	<code>\nLeftarrow</code>	\leftrightarrow	<code>\leftrightharrow</code>	\rightarrow	<code>\rightarrow</code>
\leftarrow	<code>\leftarrow</code>	\Leftrightarrow	<code>\Leftrightharrow</code>	\Rightarrow	<code>\Rightarrow</code>

TABLE 163: mathabx Harpoons

$\bar{\leftarrow}$	<code>\barlefttharpoon</code>	\leftarrow	<code>\lefttharpoonup</code>	$\bar{\Rightarrow}$	<code>\rightlefttharpoons</code>
$\bar{\Rightarrow}$	<code>\barrighttharpoon</code>	\Leftarrow	<code>\leftlefttharpoons</code>	$\bar{\Rightarrow}$	<code>\righttrighttharpoons</code>
\Downarrow	<code>\downdownharpoons</code>	\leftrightarrow	<code>\leftrightharpoon</code>	\Downarrow	<code>\updownharpoons</code>
\downarrow	<code>\downharpoonleft</code>	\Leftrightarrow	<code>\lefttrightharpoons</code>	\Uparrow	<code>\upharpoonleft</code>
\downarrow	<code>\downharpoonright</code>	\Rightarrow	<code>\rightbarharpoon</code>	\Uparrow	<code>\upharpoonright</code>
\Downarrow	<code>\downupharpoons</code>	\rightarrow	<code>\righttharpoondown</code>	\Uparrow	<code>\upupharpoons</code>
\Leftarrow	<code>\leftbarharpoon</code>	\rightarrow	<code>\righttharpoonup</code>		
\leftarrow	<code>\lefttharpoondown</code>	\leftrightarrow	<code>\rightlefttharpoon</code>		

TABLE 164: MnSymbol Arrows

\curvearrowright	<code>\curvearrowdownup</code>	\longleftarrow	<code>\longleftarrow</code>	\curvearrowleft	<code>\rhookswarrow</code>
\curvearrowleft	<code>\curvearrowleftright</code>	\Longleftarrow	<code>\Longleftarrow</code>	\uparrow	<code>\rhookuparrow</code>
\curvearrowright	<code>\curvearrownesw</code>	\longleftrightarrow	<code>\longleftrightharrow</code>	\rightarrow	<code>\rightarrow</code>
\curvearrowleft	<code>\curvearrownwse</code>	\Leftrightarrow	<code>\Longleftrightharrow</code>	\Rightarrow	<code>\Rightarrow</code>
\curvearrowright	<code>\curvearrowrightleft</code>	\mapsto	<code>\longmapsto</code>	\rightarrow	<code>\rightarrowtail</code>
\curvearrowleft	<code>\curvearrowsenw</code>	\rightarrow	<code>\longrightarrow</code>	\Rightarrow	<code>\rightleftarrows</code>
\curvearrowright	<code>\curvearrowswne</code>	\Longrightarrow	<code>\Longrightarrow</code>	\curvearrowright	<code>\rightlsquigarrow</code>
\curvearrowleft	<code>\curvearrowupdown</code>	\looparrowleft	<code>\looparrowleft</code>	\mapsto	<code>\rightmapsto</code>
\dashrightarrow	<code>\dasheddownarrow</code>	\looparrowright	<code>\looparrowright</code>	\Rightarrow	<code>\rightrightarrow</code>
\dashrightarrow	<code>\dashedleftarrow</code>	\Lsh	<code>\Lsh</code>	\curvearrowright	<code>\righttrsquigarrow</code>
\dashrightarrow	<code>\dashednearrow</code>	\nearrow	<code>\nearrow</code>	\Rightarrow	<code>\Rightarrow</code>
\dashrightarrow	<code>\dashednwarrow</code>	\nearrow	<code>\Nearrow</code>	\mapsto	<code>\Rsh</code>
\dashrightarrow	<code>\dashedrightarrow</code>	\nearrow	<code>\nearrowtail</code>	\searrow	<code>\searrow</code>
\dashrightarrow	<code>\dashedsearrow</code>	\nearrow	<code>\nelsquigarrow</code>	\searrow	<code>\searrow</code>
\dashrightarrow	<code>\dashedswarrow</code>	\nearrow	<code>\nemapsto</code>	\searrow	<code>\searrowtail</code>
\dashrightarrow	<code>\dasheduparrow</code>	\nearrow	<code>\nenearrows</code>	\searrow	<code>\selsquigarrow</code>
\Downarrow	<code>\Downarrow</code>	\nearrow	<code>\nersquigarrow</code>	\searrow	<code>\semapsto</code>
\downarrow	<code>\downarrow</code>	\nearrow	<code>\neswarrow</code>	\searrow	<code>\senwarrows</code>
\Downarrow	<code>\downarrowtail</code>	\nearrow	<code>\Neswarrow</code>	\searrow	<code>\sersquigarrow</code>
\Downarrow	<code>\downdownarrows</code>	\nearrow	<code>\neswarrows</code>	\searrow	<code>\sesearrows</code>
\Downarrow	<code>\downlsquigarrow</code>	\nearrow	<code>\nwarrow</code>	\searrow	<code>\squigarrowdownup</code>
\Downarrow	<code>\downmapsto</code>	\nearrow	<code>\Nwarrow</code>	\searrow	<code>\squigarrowleftright</code>

(continued on next page)

(continued from previous page)

\downarrow	<code>\downrsquigarrow</code>	\nearrow	<code>\narrowtail</code>	\leftrightarrow	<code>\squigarrownesw</code>
\updownarrow	<code>\downuparrows</code>	\nwarrow	<code>\nwlsquigarrow</code>	\nwarrow	<code>\squigarrownwse</code>
\circlearrowleft	<code>\lrcirclearrowdown</code>	\nwarrow	<code>\nwmapsto</code>	\nwarrow	<code>\squigarrowrightleft</code>
\circlearrowleft	<code>\lrcirclearrowleft</code>	\nwarrow	<code>\nwnwarrows</code>	\nwarrow	<code>\squigarrowsenw</code>
\circlearrowright	<code>\lrcirclearrowright</code>	\nwarrow	<code>\nwrsquigarrow</code>	\nwarrow	<code>\squigarrowswne</code>
\circlearrowright	<code>\lrcirclearrowup</code>	\nwarrow	<code>\nwsearrow</code>	\nwarrow	<code>\squigarrowupdown</code>
\curvearrowright	<code>\lcurvearrowdown</code>	\nwarrow	<code>\Nwsearrow</code>	\swarrow	<code>\swarrow</code>
\curvearrowright	<code>\lcurvearrowleft</code>	\nwarrow	<code>\nwsearrows</code>	\swarrow	<code>\Sswarrow</code>
\curvearrowright	<code>\lcurvearrowne</code>	\circlearrowleft	<code>\partialvarldcircleleftint*</code>	\swarrow	<code>\swarrowtail</code>
\curvearrowright	<code>\lcurvearrownw</code>	\circlearrowright	<code>\partialvarldcircleleftint*</code>	\swarrow	<code>\swlsquigarrow</code>
\curvearrowright	<code>\lcurvearrowright</code>	\circlearrowright	<code>\partialvardrcircleleftint*</code>	\swarrow	<code>\swmapsto</code>
\curvearrowright	<code>\lcurvearrowse</code>	\circlearrowright	<code>\partialvardrcircleleftint*</code>	\swarrow	<code>\swnearrows</code>
\curvearrowright	<code>\lcurvearrowsw</code>	\circlearrowright	<code>\partialvartlcircleleftint*</code>	\swarrow	<code>\swrsquigarrow</code>
\curvearrowright	<code>\lcurvearrowup</code>	\circlearrowright	<code>\partialvartlcircleleftint*</code>	\swarrow	<code>\swswarrows</code>
\Leftarrow	<code>\Leftarrow</code>	\circlearrowright	<code>\partialvartrcircleleftint*</code>	\swarrow	<code>\twoheaddownarrow</code>
\leftarrow	<code>\leftarrow</code>	\circlearrowright	<code>\partialvartrcircleleftint*</code>	\swarrow	<code>\twoheadleftarrow</code>
\leftarrowtail	<code>\leftarrowtail</code>	\circlearrowright	<code>\rcirclearrowdown</code>	\swarrow	<code>\twoheadnearrow</code>
\leftleftarrows	<code>\leftleftarrows</code>	\circlearrowright	<code>\rcirclearrowleft</code>	\swarrow	<code>\twoheadnarrow</code>
\rightsquigarrow	<code>\rightlsquigarrow</code>	\circlearrowright	<code>\rcirclearrowright</code>	\rightarrow	<code>\twoheadrightarrow</code>
\mapsto	<code>\leftmapsto</code>	\circlearrowright	<code>\rcirclearrowup</code>	\swarrow	<code>\twoheadsearrow</code>
\leftrightarrows	<code>\leftrightarrow</code>	\curvearrowright	<code>\rcurvearrowdown</code>	\swarrow	<code>\twoheadswarrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\curvearrowright	<code>\rcurvearrowleft</code>	\uparrow	<code>\twoheaduparrow</code>
\rightleftarrows	<code>\leftrightarrows</code>	\curvearrowright	<code>\rcurvearrowne</code>	\uparrow	<code>\uparrow</code>
\leftsquigarrow	<code>\leftsquigarrow</code>	\curvearrowright	<code>\rcurvearrownw</code>	\uparrow	<code>\Uparrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\curvearrowright	<code>\rcurvearrowright</code>	\uparrow	<code>\uparrowtail</code>
\hookleftarrow	<code>\hookleftarrow</code>	\curvearrowright	<code>\rcurvearrowse</code>	\updownarrow	<code>\updownarrow</code>
\hooknearrow	<code>\hooknearrow</code>	\curvearrowright	<code>\rcurvearrowsw</code>	\updownarrow	<code>\Updownarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\curvearrowright	<code>\rcurvearrowup</code>	\updownarrow	<code>\updownarrows</code>
\hookrightarrow	<code>\hookrightarrow</code>	\hookrightarrow	<code>\rhookdownarrow</code>	\updownarrow	<code>\uplsquigarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\hookrightarrow	<code>\rhookleftarrow</code>	\up	<code>\upmapsto</code>
\hookrightarrow	<code>\hookrightarrow</code>	\hookrightarrow	<code>\rhooknearrow</code>	\up	<code>\uprsquigarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\hookrightarrow	<code>\rhooknarrow</code>	\up	<code>\upuparrows</code>
\lightning	<code>\lightning</code>	\rightarrow	<code>\rhookrightarrow</code>		
\Lleftarrow	<code>\Lleftarrow</code>	\curvearrowright	<code>\rhooksearrow</code>		

MnSymbol additionally defines synonyms for some of the preceding symbols:

\circlearrowleft	<code>\circlearrowleft</code>	(same as <code>\rcirclearrowup</code>)
\circlearrowright	<code>\circlearrowright</code>	(same as <code>\lrcirclearrowup</code>)
\curvearrowleft	<code>\curvearrowleft</code>	(same as <code>\rcurvearrowleft</code>)
\curvearrowright	<code>\curvearrowright</code>	(same as <code>\lcurvearrowright</code>)
\dashrightarrow	<code>\dashrightarrow</code>	(same as <code>\dashedrightarrow</code>)
\dashleftarrow	<code>\dashleftarrow</code>	(same as <code>\dashedleftarrow</code>)
\hookrightarrow	<code>\hookrightarrow</code>	(same as <code>\rhookleftarrow</code>)
\hookleftarrow	<code>\hookleftarrow</code>	(same as <code>\lhookrightarrow</code>)
\leadsto	<code>\leadsto</code>	(same as <code>\rightlsquigarrow</code>)
\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	(same as <code>\squigarrowleftright</code>)
\mapsto	<code>\mapsto</code>	(same as <code>\rightmapsto</code>)
\rightsquigarrow	<code>\rightsquigarrow</code>	(same as <code>\rightlsquigarrow</code>)

* The `\partialvar...int` macros are intended to be used internally by MnSymbol to produce various types of integrals.

TABLE 165: MnSymbol Negated Arrows

	<code>\ncurvearrowdownup</code>		<code>\nlhooknwar</code>		<code>\nrightrightarrows</code>
	<code>\ncurvearrowleftright</code>		<code>\nlhookrwar</code>		<code>\nrightrlsquigarrow</code>
	<code>\ncurvearrownesw</code>		<code>\nlhooksear</code>		<code>\nrightrightmapsto</code>
	<code>\ncurvearrownwse</code>		<code>\nlhookswar</code>		<code>\nrightrightarrows</code>
	<code>\ncurvearrowrightleft</code>		<code>\nlhookupar</code>		<code>\nrightrtsquigarrow</code>
	<code>\ncurvearrowsew</code>		<code>\nLleftarrow</code>		<code>\nRrightarrow</code>
	<code>\ncurvearrowswne</code>		<code>\nnearrow</code>		<code>\nSearrow</code>
	<code>\ncurvearrowupdown</code>		<code>\nNnearrow</code>		<code>\nsearrow</code>
	<code>\ndasheddownarrow</code>		<code>\nnearrowtail</code>		<code>\nsearrowtail</code>
	<code>\ndashedleftarrow</code>		<code>\nnelsquigarrow</code>		<code>\nselsquigarrow</code>
	<code>\ndashednearrow</code>		<code>\nnemapsto</code>		<code>\nsemapsto</code>
	<code>\ndashednwar</code>		<code>\nnearrows</code>		<code>\nsenwarrows</code>
	<code>\ndashedrwar</code>		<code>\nnersquigarrow</code>		<code>\nerssquigarrow</code>
	<code>\ndashedsearrow</code>		<code>\nNeswarrow</code>		<code>\sesearrows</code>
	<code>\ndashedswarrow</code>		<code>\nneswarrow</code>		<code>\nsquigarrowdownup</code>
	<code>\ndasheduparrow</code>		<code>\nneswarrows</code>		<code>\nsquigarrowleftright</code>
	<code>\ndownarrow</code>		<code>\nNwarrow</code>		<code>\nsquigarrownesw</code>
	<code>\nDownarrow</code>		<code>\nnwarrow</code>		<code>\nsquigarrownwse</code>
	<code>\ndownarrowtail</code>		<code>\nnwarrowtail</code>		<code>\nsquigarrowrightleft</code>
	<code>\ndowndownarrows</code>		<code>\nnwlsquigarrow</code>		<code>\nsquigarrowsenw</code>
	<code>\ndownlsquigarrow</code>		<code>\nnwmapsto</code>		<code>\nsquigarrowswne</code>
	<code>\ndownmapsto</code>		<code>\nnwnwarrows</code>		<code>\nsquigarrowupdown</code>
	<code>\ndownrsquigarrow</code>		<code>\nnwrsquigarrow</code>		<code>\nswarrow</code>
	<code>\ndownuparrows</code>		<code>\nnwsearrow</code>		<code>\nSwarrow</code>
	<code>\nlcirclearrowdown</code>		<code>\nNwsearrow</code>		<code>\nswarrowtail</code>
	<code>\nlcirclearrowleft</code>		<code>\nnwsearrows</code>		<code>\nswlsquigarrow</code>
	<code>\nlcirclearrowright</code>		<code>\nrcirclearrowdown</code>		<code>\nswmapsto</code>
	<code>\nlcirclearrowup</code>		<code>\nrcirclearrowleft</code>		<code>\nswnearrows</code>
	<code>\nlcurvearrowdown</code>		<code>\nrcirclearrowright</code>		<code>\nswrsquigarrow</code>
	<code>\nlcurvearrowleft</code>		<code>\nrcirclearrowup</code>		<code>\nswswarrows</code>
	<code>\nlcurvearrowne</code>		<code>\nrcurvearrowdown</code>		<code>\ntwoheaddownarrow</code>
	<code>\nlcurvearrownw</code>		<code>\nrcurvearrowleft</code>		<code>\ntwoheadleftarrow</code>
	<code>\nlcurvearrowright</code>		<code>\nrcurvearrowne</code>		<code>\ntwoheadnearrow</code>
	<code>\nlcurvearrowse</code>		<code>\nrcurvearrownw</code>		<code>\ntwoheadnwar</code>
	<code>\nlcurvearrowsw</code>		<code>\nrcurvearrowright</code>		<code>\ntwoheadrwar</code>
	<code>\nLeftarrow</code>		<code>\nrcurvearrowse</code>		<code>\ntwoheadsearrow</code>
	<code>\nleftarrow</code>		<code>\nrcurvearrowsw</code>		<code>\ntwoheadswarrow</code>
			<code>\nrcurvearrowup</code>		<code>\ntwoheaduparrow</code>

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\leftarrowtail	<code>\leftarrowtail</code>	\downarrowhook	<code>\nrhookdownarrow</code>	\uparrow	<code>\nuparrow</code>
\leftrightarrow	<code>\leftleftarrows</code>	\leftarrowhook	<code>\nrhookleftarrow</code>	\Uparrow	<code>\nUparrow</code>
\leftleftarrow	<code>\leftleftsquigarrow</code>	\nearrow	<code>\nrhooknearrow</code>	\uparrowtail	<code>\nuparrowtail</code>
\mapsto	<code>\leftmapsto</code>	\rightarrow	<code>\nrhooknwarrow</code>	\downarrow	<code>\nupdownarrow</code>
\rightleftarrows	<code>\leftrightarrow</code>	\rightarrowhook	<code>\nrhookrightarrow</code>	\Updownarrow	<code>\nUpdownarrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\rightarrowsearrow	<code>\nrhooksearrow</code>	\Downarrow	<code>\nupdownarrows</code>
\rightleftarrows	<code>\leftrightarrows</code>	\rightarrowswarrow	<code>\nrhookswarrow</code>	∇	<code>\nuplsquigarrow</code>
\leftleftsquigarrow	<code>\leftleftsquigarrow</code>	\uparrowhook	<code>\nrhookuparrow</code>	\mapsto	<code>\nupmapsto</code>
\downarrowhook	<code>\nlhookdownarrow</code>	\rightarrow	<code>\nrightharpoonright</code>	\rightsquigarrow	<code>\nuprsquigarrow</code>
\leftarrowhook	<code>\nlhookleftarrow</code>	\rightarrow	<code>\nrightharpoonright</code>	\Uparrow	<code>\nupuparrows</code>
\nearrow	<code>\nlhooknearrow</code>	\rightarrowtail	<code>\nrightharpoonrighttail</code>		

MnSymbol additionally defines synonyms for some of the preceding symbols:

\circlearrowleft	<code>\ncirclearrowleft</code>	(same as <code>\nrcirclearrowup</code>)
\circlearrowright	<code>\ncirclearrowright</code>	(same as <code>\nlcirclearrowup</code>)
\curvearrowleft	<code>\ncurvearrowleft</code>	(same as <code>\nrcurvearrowleft</code>)
\curvearrowright	<code>\ncurvearrowright</code>	(same as <code>\nlcurvearrowright</code>)
\dashrightarrow	<code>\ndasharrow</code>	(same as <code>\ndashedrightarrow</code>)
\dashleftarrow	<code>\ndashleftarrow</code>	(same as <code>\ndashedleftarrow</code>)
\dashrightarrow	<code>\ndashrightarrow</code>	(same as <code>\ndashedrightarrow</code>)
\leftarrow	<code>\ngets</code>	(same as <code>\leftarrow</code>)
\leftarrowhook	<code>\nhookleftarrow</code>	(same as <code>\nrhookleftarrow</code>)
\rightarrowhook	<code>\nhookrightarrow</code>	(same as <code>\nlhookrightarrow</code>)
\rightarrow	<code>\nleadsto</code>	(same as <code>\nrightharpoonright</code>)
\leftleftsquigarrow	<code>\nleftsquigarrow</code>	(same as <code>\nsquigarrowleft</code>)
\mapsto	<code>\nmapsto</code>	(same as <code>\rightmapsto</code>)
\rightsquigarrow	<code>\nrightharpoonright</code>	(same as <code>\nrightharpoonright</code>)
\rightarrow	<code>\nto</code>	(same as <code>\rightarrow</code>)

TABLE 166: MnSymbol Harpoons

\downharpoonccw	<code>\downharpoonccw*</code>	\swarrow	<code>\neswharpoons</code>	\searrow	<code>\seharpooncw</code>
\downharpooncw	<code>\downharpooncw*</code>	\swarrow	<code>\neswharpoonsenw</code>	\searrow	<code>\senwharpoons</code>
\downharpoonup	<code>\downupharpoons</code>	\swarrow	<code>\nwharpoonccw</code>	\swarrow	<code>\swharpoonccw</code>
\lefttharpoonccw	<code>\lefttharpoonccw*</code>	\swarrow	<code>\nwharpooncw</code>	\swarrow	<code>\swharpooncw</code>
\lefttharpooncw	<code>\lefttharpooncw*</code>	\swarrow	<code>\nwseharpoonnesw</code>	\swarrow	<code>\swneharpoons</code>
\lefttharpoondownup	<code>\lefttharpoondownup</code>	\swarrow	<code>\nwseharpoons</code>	\updownharpoonleft	<code>\updownharpoonleft</code>
\lefttharpoons	<code>\lefttharpoons</code>	\swarrow	<code>\nwseharpoonswne</code>	\updownharpoonright	<code>\updownharpoonright</code>
\lefttharpoonupdown	<code>\lefttharpoonupdown</code>	\rightarrow	<code>\rightharpoonccw*</code>	\updownharpoons	<code>\updownharpoons</code>
\neharpoonccw	<code>\neharpoonccw</code>	\rightarrow	<code>\rightharpooncw*</code>	\upharpoonccw	<code>\upharpoonccw*</code>
\neharpooncw	<code>\neharpooncw</code>	\rightarrow	<code>\rightleftharpoons</code>	\upharpooncw	<code>\upharpooncw*</code>
\neswharpoonnwse	<code>\neswharpoonnwse</code>	\searrow	<code>\seharpoonccw</code>		

* Where marked, the “ccw” suffix can be replaced with “up” and the “cw” suffix can be replaced with “down”. (In addition, `\upharpooncw` can be written as `\restriction`.)

TABLE 167: MnSymbol Negated Harpoons

\dagger	<code>\ndownharpoonccw*</code>	\nrightarrow	<code>\nneswharpoons</code>	\nwarrow	<code>\nseharpooncw</code>
\dagger	<code>\ndownharpooncw*</code>	\nrightarrow	<code>\nneswharpoonsenw</code>	\nwarrow	<code>\nsenwharpoons</code>
\ddagger	<code>\ndownupharpoons</code>	\nwarrow	<code>\nnwharpoonccw</code>	\nwarrow	<code>\nswharpoonccw</code>
\nrightarrow	<code>\nleftharpoonccw*</code>	\nwarrow	<code>\nnwharpooncw</code>	\nwarrow	<code>\nswharpooncw</code>
\nrightarrow	<code>\nleftharpooncw*</code>	\nwarrow	<code>\nnwseharpoonsesw</code>	\nwarrow	<code>\nswneharpoons</code>
\nrightarrow	<code>\nleftrightharpoondownup</code>	\nwarrow	<code>\nnwseharpoons</code>	\nrightarrow	<code>\nupdownharpoonleftright</code>
\nrightarrow	<code>\nleftrightharpoons</code>	\nwarrow	<code>\nnwseharpoonswne</code>	\nrightarrow	<code>\nupdownharpoonrightleft</code>
\nrightarrow	<code>\nleftrightharpoonupdown</code>	\nrightarrow	<code>\nrightharpoonccw*</code>	\nrightarrow	<code>\nupdownharpoons</code>
\nwarrow	<code>\nneharpoonccw</code>	\nrightarrow	<code>\nrightharpooncw*</code>	\nrightarrow	<code>\nupharpoonccw*</code>
\nwarrow	<code>\nneharpooncw</code>	\nrightarrow	<code>\nrightharpoons</code>	\nrightarrow	<code>\nupharpooncw*</code>
\nwarrow	<code>\nneswharpoonnwse</code>	\nwarrow	<code>\nseharpoonccw</code>		

* Where marked, the “ccw” suffix can be replaced with “up” and the “cw” suffix can be replaced with “down”. (In addition, `\nupharpooncw` can be written as `\nrestriction`.)

TABLE 168: fdsymbol Arrows

\circlearrowleft	<code>\acwcirclearrowdown</code>	\leftarrow	<code>\leftarrow</code>	\Rightarrow	<code>\rightrightarrows</code>
\circlearrowleft	<code>\acwcirclearrowleft</code>	\leftarrow	<code>\leftarrowtail</code>	\rightsquigarrow	<code>\rightwvearrow</code>
\circlearrowleft	<code>\acwcirclearrowright</code>	\leftarrow	<code>\leftbkarrow</code>	\Rightarrow	<code>\Rrightarrow</code>
\circlearrowleft	<code>\acwcirclearrowup</code>	\Leftarrow	<code>\leftleftarrows</code>	\rightarrow	<code>\Rsh</code>
\curvearrowleft	<code>\acwleftarcarrow</code>	\leftarrow	<code>\leftmapsto</code>	\searrow	<code>\searrow</code>
\curvearrowleft	<code>\acwnearcarrow</code>	\Leftarrow	<code>\Leftmapsto</code>	\searrow	<code>\searrow</code>
\curvearrowleft	<code>\acwnwarcarrow</code>	\Leftrightarrow	<code>\Leftrightarrow</code>	\searrow	<code>\searrowtail</code>
\curvearrowleft	<code>\acwoverarcarrow</code>	\leftrightarrow	<code>\leftrightharrow</code>	\searrow	<code>\sebkarrow</code>
\curvearrowleft	<code>\acwrightarcarrow</code>	\Leftrightarrow	<code>\leftrightharrows</code>	\searrow	<code>\senwarrows</code>
\curvearrowleft	<code>\acwsearcarrow</code>	\rightsquigarrow	<code>\leftrighthwvearrow</code>	\searrow	<code>\sesearrows</code>
\curvearrowleft	<code>\acwswarcarrow</code>	\rightsquigarrow	<code>\leftwvearrow</code>	\searrow	<code>\Swarrow</code>
\curvearrowleft	<code>\acwunderarcarrow</code>	\lightning	<code>\lightning</code>	\swarrow	<code>\swarrow</code>
\curvearrowright	<code>\bdleftarcarrow</code>	\Leftarrow	<code>\Lleftarrow</code>	\swarrow	<code>\swarrowtail</code>
\curvearrowright	<code>\bdnearcarrow</code>	\Leftarrow	<code>\Llongleftarrow</code>	\swarrow	<code>\swbkarrow</code>
\curvearrowright	<code>\bdnwarcarrow</code>	\leftarrow	<code>\longleftarrow</code>	\swarrow	<code>\swnearrows</code>
\curvearrowright	<code>\bdoverarcarrow</code>	\leftrightarrow	<code>\longleftarrowrightarrow</code>	\swarrow	<code>\swswarrows</code>
\curvearrowright	<code>\bdrightarcarrow</code>	\Leftrightarrow	<code>\Llongleftarrowrightarrow</code>	\downarrow	<code>\twoheaddownarrow</code>
\curvearrowright	<code>\bdsearcarrow</code>	\rightsquigarrow	<code>\longleftarrowwvearrow</code>	\leftarrow	<code>\twoheadleftarrow</code>
\curvearrowright	<code>\bdswarcarrow</code>	\Leftarrow	<code>\Longmapsfrom</code>	\rightarrow	<code>\twoheadnearrow</code>
\curvearrowright	<code>\bdunderarcarrow</code>	\leftarrow	<code>\longmapsfrom</code>	\rightarrow	<code>\twoheadnarrow</code>
\circlearrowright	<code>\cwcirclearrowdown</code>	\Rightarrow	<code>\Longmapsto</code>	\rightarrow	<code>\twoheadrightarrow</code>
\circlearrowright	<code>\cwcirclearrowleft</code>	\rightarrow	<code>\longmapsto</code>	\searrow	<code>\twoheadsearrow</code>

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	<code>\cwcirculararrowright</code>	\longrightarrow	<code>\longrightarrow</code>		<code>\twoheadswarrow</code>
	<code>\cwcirculararrowup</code>	\Longrightarrow	<code>\Longrightarrow</code>		<code>\twoheaduparrow</code>
	<code>\cwleftarcarrow</code>		<code>\longrightwvearrow</code>		<code>\uparrow</code>
	<code>\cwnearcarrow</code>		<code>\looparrowleft</code>		<code>\Uparrow</code>
	<code>\cwnwarcarrow</code>		<code>\looparrowright</code>		<code>\uparrowtail</code>
	<code>\cwoverarcarrow</code>		<code>\Lsh</code>		<code>\upbararrow</code>
	<code>\cwrightarcarrow</code>		<code>\nearrow</code>		<code>\Updownarrow</code>
	<code>\cwsearcarrow</code>		<code>\Nearrow</code>		<code>\updownarrow</code>
	<code>\cswarcarrow</code>		<code>\nearrowtail</code>		<code>\updownarrows</code>
	<code>\cwunderarcarrow</code>		<code>\nebarrow</code>		<code>\updownwvearrow</code>
	<code>\Ddownarrow</code>		<code>\nenearrows</code>		<code>\upmapsto</code>
	<code>\Downarrow</code>		<code>\Neswarrow</code>		<code>\Upmapsto</code>
	<code>\downarrow</code>		<code>\neswarrow</code>		<code>\upuparrows</code>
	<code>\downarrowtail</code>		<code>\neswarrows</code>		<code>\upwvearrow</code>
	<code>\downbkarrow</code>		<code>\Nwarrow</code>		<code>\Uparrow</code>
	<code>\downdownarrows</code>		<code>\narrow</code>		<code>\vardownwvearrow</code>
	<code>\Downmapsto</code>		<code>\narrowtail</code>		<code>\varhookdownarrow</code>
	<code>\downmapsto</code>		<code>\nwbararrow</code>		<code>\varhookleftarrow</code>
	<code>\downuparrows</code>		<code>\nwnwarrows</code>		<code>\varhooknearrow</code>
	<code>\downwvearrow</code>		<code>\Nwsearrow</code>		<code>\varhooknwarrow</code>
	<code>\hookdownarrow</code>		<code>\nwsearrow</code>		<code>\varhookrightarrow</code>
	<code>\hookleftarrow</code>		<code>\nwsearrows</code>		<code>\varhooksearrow</code>
	<code>\hooknearrow</code>		<code>\Rdsh</code>		<code>\varhookswarrow</code>
	<code>\hooknwarrow</code>	\Rightarrow	<code>\Rightarrow</code>		<code>\varhookuparrow</code>
	<code>\hookrightarrow</code>	\rightarrow	<code>\rightarrow</code>		<code>\varleftrightwvearrow</code>
	<code>\hooksearrow</code>	\rightarrow	<code>\rightarrowtail</code>		<code>\varleftwvearrow</code>
	<code>\hookswarrow</code>	\rightarrow	<code>\rightbkarrow</code>		<code>\varrightwvearrow</code>
	<code>\hookuparrow</code>	\Leftrightarrow	<code>\rightleftarrows</code>		<code>\varupdownwvearrow</code>
	<code>\Ldsh</code>	\Rightarrow	<code>\Rightmapsto</code>		<code>\varupwvearrow</code>
	<code>\Leftarrow</code>	\mapsto	<code>\rightmapsto</code>		

fdsymbol defines synonyms for most of the preceding symbols:

	<code>\acwgapcirculararrow</code>		<code>\leftrightsquigarrow</code>		<code>\rhooknwarrow</code>
	<code>\acwopencirculararrow</code>		<code>\leftfsquigarrow</code>		<code>\rhookrightarrow</code>
	<code>\circlearrowleft</code>		<code>\leftsquigarrow</code>		<code>\rhooksearrow</code>
	<code>\circlearrowright</code>		<code>\leftupcurvedarrow</code>		<code>\rhookswarrow</code>
	<code>\curvearrowleft</code>		<code>\lhookdownarrow</code>		<code>\rhookuparrow</code>
	<code>\curvearrowright</code>		<code>\lhookleftarrow</code>		<code>\rightcurvedarrow</code>
	<code>\cwgapcirculararrow</code>		<code>\lhooknearrow</code>		<code>\rightdowncurvedarrow</code>
	<code>\cwopencirculararrow</code>		<code>\lhooknwarrow</code>		<code>\rightlcurvearrow</code>
\dashrightarrow	<code>\dashrightarrow</code>		<code>\lhookrightarrow</code>		<code>\rightleftcurvearrow</code>
\dashleftarrow	<code>\dashleftarrow</code>		<code>\lhooksearrow</code>		<code>\rightleftsquigarrow</code>
\dashrightarrow	<code>\dashrightarrow</code>		<code>\lhookswarrow</code>		<code>\rightlsquigarrow</code>
	<code>\downlcurvearrow</code>		<code>\lhookuparrow</code>		<code>\rightrcurvearrow</code>
	<code>\downleftcurvedarrow</code>		<code>\longleadsto</code>		<code>\rightrsquigarrow</code>

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\Downarrow	<code>\downlsquigarrow</code>	\rightsquigarrow	<code>\longleftsquigarrow</code>	\rightsquigarrow	<code>\rightsquigarrow</code>
\curvearrowright	<code>\downrcurvearrow</code>	\rightsquigarrow	<code>\longrightsquigarrow</code>	\curvearrowright	<code>\rightupcurvedarrow</code>
\curvearrowright	<code>\downrightcurvedarrow</code>	\Downarrow	<code>\mapsdown</code>	\curvearrowright	<code>\selcurvearrow</code>
\Downarrow	<code>\downrsquigarrow</code>	\Downarrow	<code>\Mapsdown</code>	\curvearrowright	<code>\senwcurvearrow</code>
\curvearrowright	<code>\downupcurvearrow</code>	\leftarrow	<code>\mapsfrom</code>	\curvearrowright	<code>\sercurvearrow</code>
\Downarrow	<code>\downupsquigarrow</code>	\Leftarrow	<code>\Mapsfrom</code>	\curvearrowright	<code>\swlcurvearrow</code>
\Downarrow	<code>\downzigzagarrow</code>	\mapsto	<code>\mapsto</code>	\curvearrowright	<code>\swnecurvearrow</code>
\leftarrow	<code>\gets</code>	\mapsto	<code>\Mapsto</code>	\curvearrowright	<code>\swrcurvearrow</code>
\curvearrowright	<code>\hknearrow</code>	\Uparrow	<code>\mapsup</code>	\rightarrow	<code>\to</code>
\curvearrowright	<code>\hknwarrow</code>	\Uparrow	<code>\Mapsup</code>	\curvearrowright	<code>\updowncurvearrow</code>
\curvearrowright	<code>\hksearrow</code>	\curvearrowright	<code>\nelcurvearrow</code>	\Downarrow	<code>\updownsquigarrow</code>
\curvearrowright	<code>\hkswarrow</code>	\curvearrowright	<code>\nercurvearrow</code>	\curvearrowright	<code>\uplcurvearrow</code>
\curvearrowright	<code>\leadsto</code>	\curvearrowright	<code>\neswcurvearrow</code>	\curvearrowright	<code>\upleftcurvedarrow</code>
\curvearrowright	<code>\leftcurvedarrow</code>	\curvearrowright	<code>\nwlcurvearrow</code>	\curvearrowright	<code>\uplsquigarrow</code>
\curvearrowright	<code>\leftdowncurvedarrow</code>	\curvearrowright	<code>\nwrcurvearrow</code>	\curvearrowright	<code>\uprcurvearrow</code>
\curvearrowright	<code>\leftlcurvearrow</code>	\curvearrowright	<code>\nwsecurvearrow</code>	\curvearrowright	<code>\uprightcurvearrow</code>
\curvearrowright	<code>\leftlsquigarrow</code>	\Downarrow	<code>\rhookdownarrow</code>	\curvearrowright	<code>\uprsquigarrow</code>
\curvearrowright	<code>\leftlrcurvearrow</code>	\leftarrow	<code>\rhookleftarrow</code>		
\curvearrowright	<code>\leftrightcurvearrow</code>	\curvearrowright	<code>\rhooknearrow</code>		

TABLE 169: fdsymbol Negated Arrows

\nrightarrow	<code>\nacwcirclearrowdown</code>	\nrightarrow	<code>\nleftarrow</code>	\nrightarrow	<code>\nRrightarrow</code>
\nrightarrow	<code>\nacwcirclearrowleft</code>	\nrightarrow	<code>\nLeftarrow</code>	\nrightarrow	<code>\nsearrow</code>
\nrightarrow	<code>\nacwcirclearrowright</code>	\nrightarrow	<code>\nleftarrowtail</code>	\nrightarrow	<code>\nSearrow</code>
\nrightarrow	<code>\nacwcirclearrowup</code>	\nrightarrow	<code>\nlefttbkarrow</code>	\nrightarrow	<code>\nsearrowtail</code>
\nrightarrow	<code>\nacwleftarcarrow</code>	\nrightarrow	<code>\nleftleftarrows</code>	\nrightarrow	<code>\nsebkarrow</code>
\nrightarrow	<code>\nacwnearcarrow</code>	\nrightarrow	<code>\nleftmapsto</code>	\nrightarrow	<code>\nsewarrows</code>
\nrightarrow	<code>\nacwnwarcarrow</code>	\nrightarrow	<code>\nLeftmapsto</code>	\nrightarrow	<code>\nsesearrows</code>
\nrightarrow	<code>\nacwoverarcarrow</code>	\nrightarrow	<code>\nleftrightarrow</code>	\nrightarrow	<code>\nswarrow</code>
\nrightarrow	<code>\nacwrightarcarrow</code>	\nrightarrow	<code>\nLeftrightarrow</code>	\nrightarrow	<code>\nSwarrow</code>
\nrightarrow	<code>\nacwsearcarrow</code>	\nrightarrow	<code>\nleftrightharrows</code>	\nrightarrow	<code>\nswarrowtail</code>
\nrightarrow	<code>\nacwswarcarrow</code>	\nrightarrow	<code>\nleftrightwavearrow</code>	\nrightarrow	<code>\nswbkarrow</code>
\nrightarrow	<code>\nacwunderarcarrow</code>	\nrightarrow	<code>\nleftwavearrow</code>	\nrightarrow	<code>\nswnearrows</code>
\nrightarrow	<code>\nbdleftarcarrow</code>	\nrightarrow	<code>\nLleftarrow</code>	\nrightarrow	<code>\nswswarrows</code>
\nrightarrow	<code>\nbdnearcarrow</code>	\nrightarrow	<code>\nlongleftarrow</code>	\nrightarrow	<code>\ntwoheaddownarrow</code>
\nrightarrow	<code>\nbdnwarcarrow</code>	\nrightarrow	<code>\nLongleftarrow</code>	\nrightarrow	<code>\ntwoheadleftarrow</code>
\nrightarrow	<code>\nbdoverarcarrow</code>	\nrightarrow	<code>\nlongleftrightarrow</code>	\nrightarrow	<code>\ntwoheadnearrow</code>
\nrightarrow	<code>\nbdrightarcarrow</code>	\nrightarrow	<code>\nLongleftrightarrow</code>	\nrightarrow	<code>\ntwoheadnwarrow</code>

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	<code>\nbdsearrow</code>		<code>\nlongleftwv</code>		<code>\ntwoheadrt</code>
	<code>\nbdswarrow</code>		<code>\nlongmapsfrom</code>		<code>\ntwoheadsearrow</code>
	<code>\nbdunderarc</code>		<code>\nLongmapsfrom</code>		<code>\ntwoheadswarrow</code>
	<code>\ncwcirclearrowdown</code>		<code>\nlongmapsto</code>		<code>\ntwoheaduparrow</code>
	<code>\ncwcirclearrowleft</code>		<code>\nLongmapsto</code>		<code>\nuparrow</code>
	<code>\ncwcirclearrowright</code>		<code>\nlongrightarrow</code>		<code>\nUparrow</code>
	<code>\ncwcirclearrowup</code>		<code>\nLongrightarrow</code>		<code>\nuparrowtail</code>
	<code>\ncwleftarc</code>		<code>\nlongrightwv</code>		<code>\nupbkarrow</code>
	<code>\ncwnearc</code>		<code>\nnearrow</code>		<code>\nupdownarrow</code>
	<code>\ncwnwarc</code>		<code>\nNearrow</code>		<code>\nUpdownarrow</code>
	<code>\ncwoverarc</code>		<code>\nnearrowtail</code>		<code>\nupdownarrows</code>
	<code>\ncwrightarc</code>		<code>\nnebkarrow</code>		<code>\nupdownwv</code>
	<code>\ncwsearc</code>		<code>\nnenearrows</code>		<code>\nupmapsto</code>
	<code>\ncwswarc</code>		<code>\nneswarrow</code>		<code>\nUpmapsto</code>
	<code>\ncwunderarc</code>		<code>\nNeswarrow</code>		<code>\nupuparrows</code>
	<code>\nDdownarrow</code>		<code>\nneswarrows</code>		<code>\nupwv</code>
	<code>\ndownarrow</code>		<code>\nnwarrow</code>		<code>\nUparrow</code>
	<code>\nDownarrow</code>		<code>\nNwarrow</code>		<code>\nvardownwv</code>
	<code>\ndownarrowtail</code>		<code>\nnwarrowtail</code>		<code>\nvarhookdownarrow</code>
	<code>\ndownbkarrow</code>		<code>\nnwbkarrow</code>		<code>\nvarhookleftarrow</code>
	<code>\ndowndownarrows</code>		<code>\nnwnwarrows</code>		<code>\nvarhooknearrow</code>
	<code>\ndownmapsto</code>		<code>\nnwsearrow</code>		<code>\nvarhooknwarrow</code>
	<code>\nDownmapsto</code>		<code>\nNwsearrow</code>		<code>\nvarhookrightarrow</code>
	<code>\ndownuparrows</code>		<code>\nnwsearrows</code>		<code>\nvarhooksearrow</code>
	<code>\ndownwv</code>		<code>\nrightarrow</code>		<code>\nvarhookswarrow</code>
	<code>\nhookdownarrow</code>		<code>\nRightarrow</code>		<code>\nvarhookuparrow</code>
	<code>\nhookleftarrow</code>		<code>\nrightarrowtail</code>		<code>\nvarleftrighthwv</code>
	<code>\nhooknearrow</code>		<code>\nrightbkarrow</code>		<code>\nvarleftwv</code>
	<code>\nhooknwarrow</code>		<code>\nrightrightarrows</code>		<code>\nvarrightwv</code>
	<code>\nhookrightarrow</code>		<code>\nrightmapsto</code>		<code>\nvarupdownwv</code>
	<code>\nhooksearrow</code>		<code>\nRightmapsto</code>		<code>\nvarupwv</code>
	<code>\nhookswarrow</code>		<code>\nrightrightarrows</code>		
	<code>\nhookuparrow</code>		<code>\nrightwv</code>		

fdsymbol defines synonyms for most of the preceding symbols:

	<code>\nacwgapcirclearrow</code>		<code>\nleftdowncurvedarrow</code>		<code>\nrightcurvedarrow</code>
	<code>\nacwopencirclearrow</code>		<code>\nleftlcurvearrow</code>		<code>\nrightdowncurvedarrow</code>
	<code>\ncirclearrowleft</code>		<code>\nleftlsquigarrow</code>		<code>\nrightlcurvearrow</code>
	<code>\ncirclearrowright</code>		<code>\nleftrcurvearrow</code>		<code>\nrightleftcurvearrow</code>
	<code>\ncurvearrowleft</code>		<code>\nleftrrightcurvearrow</code>		<code>\nrightleftsquigarrow</code>
	<code>\ncurvearrowright</code>		<code>\nleftrightsquigarrow</code>		<code>\nrightlsquigarrow</code>
	<code>\ncwgapcirclearrow</code>		<code>\nleftrsquigarrow</code>		<code>\nrightrcurvearrow</code>
	<code>\ncwopencirclearrow</code>		<code>\nleftsquigarrow</code>		<code>\nrightrsquigarrow</code>
	<code>\ndasharrow</code>		<code>\nleftupcurvedarrow</code>		<code>\nrightsquigarrow</code>

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\dashleftarrow	<code>\dashleftarrow</code>	\leadsto	<code>\longleadsto</code>	\curvearrowright	<code>\rightupcurvedarrow</code>
\dashrightarrow	<code>\dashrightarrow</code>	\leftleftarrows	<code>\longleftsquigarrow</code>	\curvearrowleft	<code>\selcurvearrow</code>
\downcurlyarrow	<code>\downlcurvedarrow</code>	\rightsquigarrow	<code>\longrightsquigarrow</code>	\curvearrowright	<code>\senwcurvearrow</code>
\downleftcurlyarrow	<code>\downleftcurvedarrow</code>	\mapsto	<code>\nmapsdown</code>	\curvearrowleft	<code>\nsercurvearrow</code>
\downlsquigarrow	<code>\downlsquigarrow</code>	\Mapsto	<code>\nMapsto</code>	\curvearrowleft	<code>\nswlcurvearrow</code>
\downrcurlyarrow	<code>\downrcurvearrow</code>	\mapsfrom	<code>\nmapsfrom</code>	\curvearrowright	<code>\nswnecurvearrow</code>
\downrightcurlyarrow	<code>\downrightcurvedarrow</code>	\Mapsto	<code>\nMapsto</code>	\curvearrowleft	<code>\nswrcurvearrow</code>
\downrsquigarrow	<code>\downrsquigarrow</code>	\mapsto	<code>\nmapsto</code>	\rightarrow	<code>\nto</code>
\downupcurlyarrow	<code>\downupcurvearrow</code>	\Mapsto	<code>\nMapsto</code>	\downcurlyarrow	<code>\nupdowncurvearrow</code>
\downupsquigarrow	<code>\downupsquigarrow</code>	\mapsup	<code>\nmapsup</code>	\downsquigarrow	<code>\nupdownsquigarrow</code>
\ngets	<code>\ngets</code>	\Mapsto	<code>\nMapsto</code>	\upcurlyarrow	<code>\nuplcurvearrow</code>
\nhknearrow	<code>\nhknearrow</code>	\curvearrowright	<code>\nnelcurvearrow</code>	\upcurlyarrow	<code>\nupleftcurvedarrow</code>
\nhknwarrow	<code>\nhknwarrow</code>	\curvearrowleft	<code>\nnercurvearrow</code>	\uplsquigarrow	<code>\nuplsquigarrow</code>
\nhksearrow	<code>\nhksearrow</code>	\curvearrowright	<code>\nneswcurvearrow</code>	\uprcurlyarrow	<code>\nuprcurvearrow</code>
\nhkswarrow	<code>\nhkswarrow</code>	\curvearrowleft	<code>\nnwlcurvearrow</code>	\uprightcurlyarrow	<code>\nuprightcurvearrow</code>
\nleadsto	<code>\nleadsto</code>	\curvearrowleft	<code>\nnwrcurvearrow</code>	\uprsquigarrow	<code>\nuprsquigarrow</code>
\nleftcurvedarrow	<code>\nleftcurvedarrow</code>	\curvearrowleft	<code>\nnwsecurvearrow</code>		

TABLE 170: fdsymbol Harpoons

\downharpoonleft	<code>\downharpoonleft</code>	\nearrow	<code>\neswharpoons</code>	\searrow	<code>\seharpoonsw</code>
\downharpoonright	<code>\downharpoonright</code>	\swarrow	<code>\neswharpoonsnw</code>	\swarrow	<code>\senwharpoons</code>
\downupharpoons	<code>\downupharpoons</code>	\nwarrow	<code>\nwharpoonne</code>	\swarrow	<code>\swharpoonnw</code>
\leftharpoondown	<code>\leftharpoondown</code>	\nwarrow	<code>\nwharpoonsw</code>	\swarrow	<code>\swharpoone</code>
\leftharpoonup	<code>\leftharpoonup</code>	\nwarrow	<code>\nwseharpoonsesw</code>	\swarrow	<code>\swseharpoons</code>
\leftrightharpoondownup	<code>\leftrightharpoondownup</code>	\nwarrow	<code>\nwseharpoons</code>	\updownharpoonleft	<code>\updownharpoonleft</code>
\leftrightharpoons	<code>\leftrightharpoons</code>	\nwarrow	<code>\nwseharpoonsne</code>	\updownharpoonright	<code>\updownharpoonright</code>
\leftrightharpoondownup	<code>\leftrightharpoondownup</code>	\rightarrow	<code>\rightharpoondown</code>	\updownharpoons	<code>\updownharpoons</code>
\neharpoonnw	<code>\neharpoonnw</code>	\rightarrow	<code>\rightharpoonup</code>	\upharpoonleft	<code>\upharpoonleft</code>
\neharpoone	<code>\neharpoone</code>	\rightleftharpoons	<code>\rightleftharpoons</code>	\upharpoonright	<code>\upharpoonright</code>
\neswharpoonnwse	<code>\neswharpoonnwse</code>	\searrow	<code>\seharpoonne</code>		

`fdsymbol` defines `\restriction` as a synonym for `\upharpoonright`, `\updownharpoonsleft` as a synonym for `\updownharpoons`, and `\downupharpoonsleft` as a synonym for `\downupharpoons`.

TABLE 171: fdsymbol Negated Harpoons

†	<code>\downharpoonleft</code>	⌘	<code>\neswharpoons</code>	⌘	<code>\nseharpoonsw</code>
‡	<code>\downharpoonright</code>	⌘	<code>\neswharpoonsenw</code>	⌘	<code>\nsenwharpoons</code>
‡	<code>\downupharpoons</code>	⌘	<code>\nnwharpoonne</code>	⌘	<code>\nswharpoonnw</code>
⤵	<code>\leftharpoondown</code>	⌘	<code>\nnwharpoonsw</code>	⌘	<code>\nswharpoonse</code>
⤴	<code>\leftharpoonup</code>	⌘	<code>\nnwseharpoonsesw</code>	⌘	<code>\nswneharpoons</code>
⤵	<code>\leftrightharpoondownup</code>	⌘	<code>\nnwseharpoons</code>	‡	<code>\nupdownharpoonleftright</code>
⤴	<code>\leftrightharpoons</code>	⌘	<code>\nnwseharpoonswne</code>	‡	<code>\nupdownharpoonrightleft</code>
⤵	<code>\leftrightharpoonupdown</code>	⤵	<code>\nrightharpoondown</code>	‡	<code>\nupdownharpoons</code>
⌘	<code>\neharpoonnw</code>	⤴	<code>\nrightharpoonup</code>	‡	<code>\nupharpoonleft</code>
⌘	<code>\neharpoonse</code>	⤴	<code>\nrightharpoonup</code>	‡	<code>\nupharpoonright</code>
⌘	<code>\neswharpoonnwse</code>	⌘	<code>\nseharpoonne</code>		

`fdsymbol` defines `\nrestriction` as a synonym for `\nupharpoonright`, `\ndownupharpoonsleftright` as a synonym for `\ndownupharpoons`, and `\nupdownharpoonsleftright` as a synonym for `\nupdownharpoons`.

TABLE 172: boisk Arrows

↔	<code>\barleftarrow</code>	↖	<code>\Lsh</code>
↔	<code>\barleftarrowrightarrowbar</code>	↓	<code>\mapsdown</code>
↖	<code>\barovernorthwestarrow</code>	↔	<code>\Mapsfrom</code>
↶	<code>\carriagereturn</code>	↔	<code>\mapsfrom</code>
↶	<code>\circlearrowleft</code>	⇒	<code>\Mapsto</code>
↷	<code>\circlearrowright</code>	⇒	<code>\mapsto</code>
↶	<code>\cupleftarrow</code>	↑	<code>\mapsup</code>
↶	<code>\curlyveedownarrow</code>	↗	<code>\Nearrow</code>
↷	<code>\curlyveeuparrow</code>	↘	<code>\nearrowcorner</code>
↷	<code>\curlywedgedownarrow</code>	↗	<code>\nnearrow</code>
↶	<code>\curlywedgeuparrow</code>	↖	<code>\nnwarrow</code>
↶	<code>\curvearrowbotleft</code>	↘	<code>\Nwarrow</code>
↷	<code>\curvearrowbotleftright</code>	↖	<code>\nwarrowcorner</code>
↷	<code>\curvearrowbotright</code>	→	<code>\rightarrowbar</code>
↶	<code>\curvearrowleft</code>	⊙	<code>\rightarrowcircle</code>
↷	<code>\curvearrowleftright</code>	→	<code>\rightarrowtail</code>
↶	<code>\curvearrowright</code>	→	<code>\rightarrowTriangle</code>
↶	<code>\dlsh</code>	→	<code>\rightarrowtriangle</code>
↓	<code>\downblackarrow</code>	→	<code>\rightblackarrow</code>
↓	<code>\downdasharrow</code>	→	<code>\rightdasharrow</code>
↓	<code>\downdownarrows</code>	↔	<code>\rightleftarrows</code>
↶	<code>\downtouparrow</code>	→	<code>\rightrightarrows</code>
↓	<code>\downwhitearrow</code>	↗	<code>\rightsquigarrow</code>

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\downarrow	<code>\downzigzagarrow</code>	\Rightarrow	<code>\rightthreearrows</code>
\downarrow	<code>\drsh</code>	\curvearrowright	<code>\righttleftarrow</code>
\leftrightarrow	<code>\eqleftrightharrow</code>	\Rightarrow	<code>\rightwhitearrow</code>
\hookleftarrow	<code>\hookleftarrow</code>	\curvearrowright	<code>\rightwhiteroundarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\Rightarrow	<code>\Rrightarrow</code>
\leftarrowtail	<code>\leftarrowtail</code>	\Rrightarrow	<code>\Rsh</code>
\leftarrowtriangle	<code>\leftarrowtriangle</code>	\searrow	<code>\Searrow</code>
\leftarrowtriangle	<code>\leftarrowtriangle</code>	\searrow	<code>\ssearrow</code>
\blackleftarrow	<code>\leftblackarrow</code>	\searrow	<code>\sswarrow</code>
\leftdasharrow	<code>\leftdasharrow</code>	\swarrow	<code>\Swarrow</code>
\leftleftarrows	<code>\leftleftarrows</code>	\Downarrow	<code>\twoheaddownarrow</code>
\leftrightarrows	<code>\leftrightarrows</code>	\Leftarrow	<code>\twoheadleftarrow</code>
\leftrightharrows	<code>\leftrightharrows</code>	\rightarrow	<code>\twoheadrightarrow</code>
\leftrightharrows	<code>\leftrightharrows</code>	\Uparrow	<code>\twoheaduparrow</code>
\leftrightarrowtriangle	<code>\leftrightarrowtriangle</code>	\Updownarrow	<code>\twoheadwhiteuparrow</code>
\leftrightarrowtriangle	<code>\leftrightarrowtriangle</code>	\Updownarrow	<code>\twoheadwhiteuparrowpedestal</code>
\blackrightarrow	<code>\leftblackarrow</code>	\Uparrow	<code>\upblackarrow</code>
\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\Uparrow	<code>\updasharrow</code>
\leftsquigarrow	<code>\leftsquigarrow</code>	\Updownarrow	<code>\updownarrowbar</code>
\lefttorightarrow	<code>\lefttorightarrow</code>	\Updownarrow	<code>\updownblackarrow</code>
\leftwhitearrow	<code>\leftwhitearrow</code>	\Updownarrow	<code>\updownwhitearrow</code>
\leftwhiteroundarrow	<code>\leftwhiteroundarrow</code>	\Downarrow	<code>\uptodownarrow</code>
\leftzigzagarrow	<code>\leftzigzagarrow</code>	\Uparrow	<code>\upuparrows</code>
\linefeed	<code>\linefeed</code>	\Uparrow	<code>\upwhitearrow</code>
\Lleftarrow	<code>\Lleftarrow</code>	\Updownarrow	<code>\whitearrowupfrombar</code>
\looparrowdownleft	<code>\looparrowdownleft</code>	\Updownarrow	<code>\whitearrowuppedestal</code>
\looparrowdownright	<code>\looparrowdownright</code>	\Updownarrow	<code>\whitearrowuppedestalthbar</code>
\looparrowleft	<code>\looparrowleft</code>	\Updownarrow	<code>\whitearrowuppedestallvbar</code>
\looparrowright	<code>\looparrowright</code>		

Many of these symbols are defined only if the `arrows` package option is specified.

TABLE 173: `boisik` Negated Arrows

\nHdownarrow	<code>\nHdownarrow</code>	\Leftrightarrow	<code>\nLeftrightarrow</code>	\Rightarrow	<code>\nRightarrow</code>
\nHuparrow	<code>\nHuparrow</code>	\Leftrightarrow	<code>\nleftrightharrow</code>	\Leftarrow	<code>\nVleftarrow</code>
\nLeftarrow	<code>\nLeftarrow</code>	\Leftrightarrow	<code>\nLeftrightarrow</code>	\rightarrow	<code>\nVrightarrow</code>
\nleftarrow	<code>\nleftarrow</code>	\rightarrow	<code>\nrightarrow</code>		

Many of these symbols are defined only if the `arrows` package option is specified.

TABLE 174: boisk Harpoons

\downarrow	<code>\downharpoonleft</code>	\Leftrightarrow	<code>\leftrightharpoons</code>	\uparrow	<code>\upharpoonleft</code>
\searrow	<code>\downharpoonright</code>	\rightarrow	<code>\rightharpoondown</code>	\uparrow	<code>\upharpoonright</code>
\leftarrow	<code>\leftharpoondown</code>	\rightarrow	<code>\rightharpoonup</code>		
\nwarrow	<code>\leftharpoonup</code>	\Leftrightarrow	<code>\rightleftharpoons</code>		

TABLE 175: stix Arrows

\circlearrowleft	<code>\acwcirclearrow</code>	\mapsto	<code>\longmapsto</code>
\circlearrowright	<code>\acwgapcirclearrow</code>	\Longmapsto	<code>\Longmapsto</code>
\curvearrowleft	<code>\acwleftarcarrow</code>	\rightarrow	<code>\longrightarrow</code>
\curvearrowright	<code>\acwoverarcarrow</code>	\Rightarrow	<code>\Longrightarrow</code>
\underarcarrow	<code>\acwunderarcarrow</code>	\rightsquigarrow	<code>\longrightsquigarrow</code>
\barleftarrow	<code>\barleftarrow</code>	\looparrowleft	<code>\looparrowleft</code>
$\barleftarrow\barrightarrow$	<code>\barleftarrow\barrightarrow*</code>	\looparrowright	<code>\looparrowright</code>
\barrightarrowdiamond	<code>\barrightarrowdiamond</code>	\Lsh	<code>\Lsh</code>
\baruparrow	<code>\baruparrow</code>	\mapsto	<code>\mapsdown</code>
\bsimilarleftarrow	<code>\bsimilarleftarrow</code>	\Mapsfrom	<code>\Mapsfrom</code>
\bsimilarrightarrow	<code>\bsimilarrightarrow</code>	\mapsto	<code>\mapsfrom</code>
$\carriagereturn*$	<code>\carriagereturn*</code>	\mapsto	<code>\mapsto</code>
\ccwundercurvearrow	<code>\ccwundercurvearrow</code>	\Mapsto	<code>\Mapsto</code>
\circlearrowleft	<code>\circlearrowleft</code>	\uparrow	<code>\mapsup</code>
\circlearrowright	<code>\circlearrowright</code>	\nearrow	<code>\Nearrow</code>
\circleonleftarrow	<code>\circleonleftarrow</code>	\nearrow	<code>\nearrow</code>
\circleonrightarrow	<code>\circleonrightarrow</code>	\nearrow	<code>\neovnearrow*</code>
\curvearrowleftplus	<code>\curvearrowleftplus</code>	\nearrow	<code>\neovsearrow*</code>
\curvearrowright	<code>\curvearrowright</code>	\nearrow	<code>\neswarrow</code>
\curvearrowrightminus	<code>\curvearrowrightminus</code>	\nearrow	<code>\nswarrow</code>
\cwcirclearrow	<code>\cwcirclearrow</code>	\nearrow	<code>\nwovnearrow*</code>
\cwgapcirclearrow	<code>\cwgapcirclearrow</code>	\nearrow	<code>\nwsearrow</code>
\cwrightarcarrow	<code>\cwrightarcarrow</code>	\nearrow	<code>\rdiagovsearrow*</code>
\cwundercurvearrow	<code>\cwundercurvearrow</code>	\searrow	<code>\Rdsh</code>
\dbkarow	<code>\dbkarow</code>	\Rightarrow	<code>\Rightarrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrow	<code>\rightarrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrow	<code>\rightarrowapprox</code>
\diamondleftarrow	<code>\diamondleftarrow</code>	\rightarrow	<code>\rightarrowbackapprox</code>
\diamondleftarrowbar	<code>\diamondleftarrowbar</code>	\rightarrow	<code>\rightarrowbar</code>
\downarrow	<code>\downarrow</code>	\rightarrow	<code>\rightarrowbsimilar</code>
\Downarrow	<code>\Downarrow</code>	\rightarrow	<code>\rightarrowdiamond</code>
\downarrowbar	<code>\downarrowbar</code>	\oplus	<code>\rightarrowonoplus</code>

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\downdownarrows	<code>\downdownarrows</code>	\rightarrowplus	<code>\rightarrowplus</code>
\dashrightarrow	<code>\dashrightarrow</code>	$\rightarrowshortleftarrow$	<code>\rightarrowshortleftarrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowsimilar	<code>\rightarrowsimilar</code>
\curvearrowright	<code>\curvearrowright</code>	\rightarrowtail	<code>\rightarrowtail</code>
\Uparrow	<code>\Uparrow</code>	\rightarrowtriangle	<code>\rightarrowtriangle</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowx	<code>\rightarrowx</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowbkarrow	<code>\rightarrowbkarrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowcurvedarrow	<code>\rightarrowcurvedarrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowdasharrow	<code>\rightarrowdasharrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowdotarrow	<code>\rightarrowdotarrow</code>
\Downarrow	<code>\Downarrow</code>	$\rightarrowdowncurvedarrow$	<code>\rightarrowdowncurvedarrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowleftarrows	<code>\rightarrowleftarrows</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowrightarrows	<code>\rightarrowrightarrows</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowsquigarrow	<code>\rightarrowsquigarrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowthreearrows	<code>\rightarrowthreearrows</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowwvearrow	<code>\rightarrowwvearrow</code>
\Downarrow	<code>\Downarrow</code>	\rightarrowwhitearrow	<code>\rightarrowwhitearrow</code>
\Downarrow	<code>\Downarrow</code>	\Rrightarrow	<code>\Rrightarrow</code>
\Downarrow	<code>\Downarrow</code>	\Rightarrow	<code>\Rightarrow</code>
\Downarrow	<code>\Downarrow</code>	\Rsh	<code>\Rsh</code>
\leftarrow	<code>\leftarrow</code>	\searrow	<code>\searrow</code>
\Leftarrow	<code>\Leftarrow</code>	\Searrow	<code>\Searrow</code>
\leftarrowapprox	<code>\leftarrowapprox</code>	\seovnearrow	<code>\seovnearrow</code>
\leftarrowbackapprox	<code>\leftarrowbackapprox</code>	$\shortrightarrowleftarrow$	<code>\shortrightarrowleftarrow</code>
\leftarrowbsimilar	<code>\leftarrowbsimilar</code>	\similingleftarrow	<code>\similingleftarrow</code>
\leftarrowonoplus	<code>\leftarrowonoplus</code>	\similarrightarrow	<code>\similarrightarrow</code>
\leftarrowplus	<code>\leftarrowplus</code>	\swarrow	<code>\swarrow</code>
$\leftarrowshortrightarrow$	<code>\leftarrowshortrightarrow</code>	\Swarrow	<code>\Swarrow</code>
\leftarrowsimilar	<code>\leftarrowsimilar</code>	\toea	<code>\toea</code>
\leftarrowtail	<code>\leftarrowtail</code>	\tona	<code>\tona</code>
\leftarrowtriangle	<code>\leftarrowtriangle</code>	\tosa	<code>\tosa</code>
\leftarrowx	<code>\leftarrowx</code>	\towa	<code>\towa</code>
\leftarrowbkarrow	<code>\leftarrowbkarrow</code>	\twoheaddownarrow	<code>\twoheaddownarrow</code>
\leftarrowcurvedarrow	<code>\leftarrowcurvedarrow</code>	\twoheadleftarrow	<code>\twoheadleftarrow</code>
\leftarrowdasharrow	<code>\leftarrowdasharrow</code>	\twoheadleftarrowtail	<code>\twoheadleftarrowtail</code>
\leftarrowdbkarrow	<code>\leftarrowdbkarrow</code>	\twoheadleftdbkarrow	<code>\twoheadleftdbkarrow</code>
\leftarrowdotarrow	<code>\leftarrowdotarrow</code>	\twoheadmapsfrom	<code>\twoheadmapsfrom</code>
$\leftarrowdowncurvedarrow$	<code>\leftarrowdowncurvedarrow</code>	\twoheadmapsto	<code>\twoheadmapsto</code>
\leftleftarrows	<code>\leftleftarrows</code>	\twoheadrightarrow	<code>\twoheadrightarrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\twoheadrightarrowtail	<code>\twoheadrightarrowtail</code>
\leftrightarrow	<code>\leftrightarrow</code>	\twoheaduparrow	<code>\twoheaduparrow</code>
\leftrightarrowcircle	<code>\leftrightarrowcircle</code>	\twoheaduparrowcircle	<code>\twoheaduparrowcircle</code>
\leftrightarrows	<code>\leftrightarrows</code>	\uparrow	<code>\uparrow</code>
\leftrightarrowtriangle	<code>\leftrightarrowtriangle</code>	\Uparrow	<code>\Uparrow</code>
\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\uparrowbarred	<code>\uparrowbarred</code>
\leftsquigarrow	<code>\leftsquigarrow</code>	\updasharrow	<code>\updasharrow</code>
\leftsquigarrow	<code>\leftsquigarrow</code>		
\leftthreearrows	<code>\leftthreearrows</code>		

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\curvearrowleft	<code>\leftwvearrow</code>	\Updownarrow	<code>\Updownarrow</code>
\Lleftarrow	<code>\leftwhitearrow*</code>	\updownarrow	<code>\updownarrow</code>
\lfloor	<code>\linefeed*</code>	$\bar{\updownarrow}$	<code>\updownarrowbar*</code>
\Lleftarrow	<code>\Lleftarrow</code>	\updownarrows	<code>\updownarrows</code>
\Lleftarrow	<code>\Lleftarrow</code>	\upcurvearrowright	<code>\uprightcurvearrow*</code>
\longleftarrow	<code>\longleftarrow</code>	\upuparrows	<code>\upuparrows</code>
\Longleftarrow	<code>\Longleftarrow</code>	\upwhitearrow	<code>\upwhitearrow*</code>
\longleftrightarrow	<code>\Longlefttrightarrow</code>	\Uparrow	<code>\Uparrow</code>
\longleftrightarrow	<code>\longleftrightarrow</code>	\Uparrow	<code>\Uparrow</code>
\rightsquigarrow	<code>\longleftsquigarrow</code>	$\varcarriagereturn*$	<code>\varcarriagereturn*</code>
\longmapsto	<code>\Longmapsfrom</code>	$\whitearrowupfrombar*$	<code>\whitearrowupfrombar*</code>
\longmapsto	<code>\longmapsfrom</code>		

* Defined as an ordinary character, not as a binary relation.

stix defines `\acwopencirclearrow` as a synonym for `\circlearrowleft`, `\cwopencirclearrow` as a synonym for `\circlearrowright`, `\leadsto` as a synonym for `\rightsquigarrow`, `\dashleftarrow` as a synonym for `\leftdbkarrow`, and `\dashrightarrow` and `\dasharrow` as synonyms for `\dbkarrow`.

TABLE 176: stix Negated Arrows

\nHdownarrow	<code>\nHdownarrow*</code>	\nvLeftrightarrow	<code>\nvLeftrightarrow</code>
\nHuparrow	<code>\nHuparrow*</code>	\nVrightarrow	<code>\nVrightarrow</code>
\nleftarrow	<code>\nleftarrow†</code>	\nvrightarrow	<code>\nvrightarrow</code>
\nleftarrow	<code>\nleftarrow</code>	\nrightarrow	<code>\nrightarrow</code>
\nleftrightarrow	<code>\nleftrightarrow</code>	\nrightarrowtail	<code>\nrightarrowtail</code>
\nleftrightarrow	<code>\nleftrightarrow</code>	\nrightarrowtail	<code>\nrightarrowtail</code>
\nrightarrow	<code>\nrightarrow</code>	\nvtwoheadleftarrow	<code>\nvtwoheadleftarrow</code>
\nrightarrow	<code>\nrightarrow</code>	\nvtwoheadleftarrow	<code>\nvtwoheadleftarrow</code>
\nleftarrow	<code>\nleftarrow</code>	\nvtwoheadleftarrowtail	<code>\nvtwoheadleftarrowtail</code>
\nleftarrow	<code>\nleftarrow</code>	\nvtwoheadleftarrowtail	<code>\nvtwoheadleftarrowtail</code>
\nleftarrowtail	<code>\nleftarrowtail</code>	\nvtwoheadrightarrow	<code>\nvtwoheadrightarrow</code>
\nleftarrowtail	<code>\nleftarrowtail</code>	\nvtwoheadrightarrow	<code>\nvtwoheadrightarrow</code>
\nleftarrowtail	<code>\nleftarrowtail</code>	\nvtwoheadrightarrowtail	<code>\nvtwoheadrightarrowtail</code>
\nleftrightarrow	<code>\nleftrightarrow</code>	\nvtwoheadrightarrowtail	<code>\nvtwoheadrightarrowtail</code>
\nleftrightarrow	<code>\nleftrightarrow</code>		

* Defined as an ordinary character, not as a binary relation.

† stix defines `\ngets` as a synonym for `\nleftarrow`.

TABLE 177: stix Harpoons

$\bar{\downarrow}$	<code>\bardownharpoonleft</code>	\Leftrightarrow	<code>\leftrightharpoons</code>
$\bar{\uparrow}$	<code>\bardownharpoonright</code>	\Leftrightarrow	<code>\leftrightharpoonsdown</code>
$\bar{\leftarrow}$	<code>\barleftharpoonupdown</code>	\Leftrightarrow	<code>\leftrightharpoonsup</code>
$\bar{\leftarrow}$	<code>\barleftharpoonup</code>	\leftrightarrow	<code>\leftrightharpoonupdown</code>
$\bar{\rightarrow}$	<code>\barrightharpoonupdown</code>	\leftrightarrow	<code>\leftrightharpoonupup</code>
$\bar{\rightarrow}$	<code>\barrightharpoonup</code>	\rightarrow	<code>\rightharpoonupdown</code>
$\bar{\uparrow}$	<code>\barupharpoonleft</code>	\rightarrow	<code>\rightharpoonupdownbar</code>
$\bar{\uparrow}$	<code>\barupharpoonright</code>	\Rightarrow	<code>\rightharpoonsupdown</code>
\dashleftarrow	<code>\dashleftharpoonupdown</code>	\rightarrow	<code>\rightharpoonup</code>
\dashrightarrow	<code>\dashrightharpoonupdown</code>	\rightarrow	<code>\rightharpoonupbar</code>
\downharpoonleft	<code>\downharpoonleft</code>	\Rightarrow	<code>\rightharpoonupdash</code>
\downharpoonleftbar	<code>\downharpoonleftbar</code>	\Rightarrow	<code>\rightleftharpoons</code>
\downharpoonright	<code>\downharpoonright</code>	\Rightarrow	<code>\rightleftharpoonsdown</code>
\downharpoonrightbar	<code>\downharpoonrightbar</code>	\Rightarrow	<code>\rightleftharpoonsup</code>
\downharpoonsleftright	<code>\downharpoonsleftright</code>	\downarrow	<code>\updownharpoonleftleft</code>
\downupharpoonsleftright	<code>\downupharpoonsleftright</code>	\downarrow	<code>\updownharpoonleftright</code>
\leftarrow	<code>\leftharpoonupdown</code>	\downarrow	<code>\updownharpoonrightleft</code>
\leftarrow	<code>\leftharpoonupdownbar</code>	\downarrow	<code>\updownharpoonrightright</code>
\Leftrightarrow	<code>\leftharpoonsupdown</code>	\downarrow	<code>\updownharpoonsleftright</code>
\leftarrow	<code>\leftharpoonup</code>	\uparrow	<code>\upharpoonleft</code>
\leftarrow	<code>\leftharpoonupbar</code>	\uparrow	<code>\upharpoonleftbar</code>
\dashleftarrow	<code>\leftharpoonupdash</code>	\uparrow	<code>\upharpoonright*</code>
\rightarrow	<code>\leftrightharpoonupdowndown</code>	\uparrow	<code>\upharpoonrightbar</code>
\rightarrow	<code>\leftrightharpoonupdownup</code>	\uparrow	<code>\upharpoonsleftright</code>

* stix defines `\restriction` as a synonym for `\upharpoonright`.

TABLE 178: pdfMsym Arrows

\lightning	<code>\lightning</code>		
\Leftrightarrow	<code>\longvarCircleleftarrow</code>	\Leftrightarrow	<code>\varCircleleftarrow</code>
\Leftrightarrow	<code>\longvarcircleleftarrow</code>	\Leftrightarrow	<code>\varcircleleftarrow</code>
\Leftrightarrow	<code>\longvarCirclerightarrow</code>	\Leftrightarrow	<code>\varCirclerightarrow</code>
\Leftrightarrow	<code>\longvarcircclerightarrow</code>	\Leftrightarrow	<code>\varcircclerightarrow</code>
\Leftrightarrow	<code>\longvardoubleleftarrow</code>	\Leftrightarrow	<code>\vardoubleleftarrow</code>
\Leftrightarrow	<code>\longvardoublerightarrow</code>	\Leftrightarrow	<code>\vardoublerightarrow</code>
\Leftrightarrow	<code>\longvardownhookleftarrow</code>	\Leftrightarrow	<code>\vardownhookleftarrow</code>

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\longrightarrow	<code>\longvardownhookrightarrow</code>	\rightarrow	<code>\vardownhookrightarrow</code>
\longleftarrow	<code>\longvarLeftarrow</code>	\leftarrow	<code>\varLeftarrow</code>
\longleftarrow	<code>\longvarleftarrow</code>	\leftarrow	<code>\varleftarrow</code>
\longleftrightarrow	<code>\longvarleftarrows</code>	\longleftrightarrow	<code>\varleftarrows</code>
\longleftrightarrow	<code>\longvarleftrightharpoonrightarrow</code>	\longleftrightarrow	<code>\varleftrightharpoonrightarrow</code>
\longleftrightarrow	<code>\longvarleftrightharpoons</code>	\longleftrightarrow	<code>\varleftrightharpoons</code>
\longleftrightarrow	<code>\longvarLleftarrow</code>	\longleftrightarrow	<code>\varLleftarrow</code>
\longleftrightarrow	<code>\longvarLleftRrightarrow</code>	\longleftrightarrow	<code>\varLleftRrightarrow</code>
\longleftarrow	<code>\longvarmapsfrom</code>	\longleftarrow	<code>\varmapsfrom</code>
\longrightarrow	<code>\longvarmapsto</code>	\longrightarrow	<code>\varmapsto</code>
\longleftrightarrow	<code>\longvarRibbonleftarrow</code>	\longleftrightarrow	<code>\varRibbonleftarrow</code>
\longleftrightarrow	<code>\longvarRibbonrightarrow</code>	\longleftrightarrow	<code>\varRibbonrightarrow</code>
\Longrightarrow	<code>\longvarRightarrow</code>	\Longrightarrow	<code>\varRightarrow</code>
\longrightarrow	<code>\longvarrightarrow</code>	\longrightarrow	<code>\varrightarrow</code>
\Longrightarrow	<code>\longvarrightarrowarrows</code>	\Longrightarrow	<code>\varrightarrowarrows</code>
\longleftrightarrow	<code>\longvarrightarrowleftarrows</code>	\longleftrightarrow	<code>\varrightarrowleftarrows</code>
\Longrightarrow	<code>\longvarRrightarrow</code>	\Longrightarrow	<code>\varRrightarrow</code>
\longleftrightarrow	<code>\longvarSquareleftarrow</code>	\longleftrightarrow	<code>\varSquareleftarrow</code>
\Longrightarrow	<code>\longvarSquarerightarrow</code>	\Longrightarrow	<code>\varSquarerightarrow</code>
\longleftarrow	<code>\longvaruphookleftarrow</code>	\longleftarrow	<code>\varuphookleftarrow</code>
\longrightarrow	<code>\longvaruphookrightarrow</code>	\longrightarrow	<code>\varuphookrightarrow</code>

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_YL^AT_EX, and none by most other T_EX backends.

TABLE 179: pdfMsym Harpoons

\longleftarrow	<code>\longvarleftharp</code>	\leftarrow	<code>\varleftharp</code>
\longleftrightarrow	<code>\longvarleftrightharp</code>	\longleftrightarrow	<code>\varleftrightharp</code>
\longrightarrow	<code>\longvarrightharp</code>	\rightarrow	<code>\varrightharp</code>
\longleftrightarrow	<code>\longvarrightharpleftharp</code>	\longleftrightarrow	<code>\varrightharpleftharp</code>

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_YL^AT_EX, and none by most other T_EX backends.

TABLE 180: chemarrow Arrows

\rightarrow `\chemarrow`

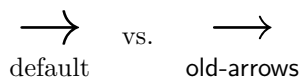
TABLE 181: fge Arrows

\rightleftarrows `\fgerightarrow` \uparrow `\fgeuparrow`

TABLE 182: old-arrows Arrows

\downarrow	<code>\downarrow</code>	\longleftrightarrow	<code>\longlefttrightarrow</code>	\nwarrow	<code>\nwarrow</code>
\hookleftarrow	<code>\hookleftarrow</code>	\longleftarrow	<code>\longmapsfrom*</code>	\rightarrow	<code>\rightarrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\mapsto	<code>\longmapsto</code>	\searrow	<code>\searrow</code>
\leftarrow	<code>\leftarrow</code>	\longrightarrow	<code>\longrightarrow</code>	\swarrow	<code>\swarrow</code>
\leftrightarrow	<code>\leftrightarrow</code>	\mapsto	<code>\mapsfrom*</code>	\uparrow	<code>\uparrow</code>
\longhookrightarrow	<code>\longhookrightarrow</code>	\mapsto	<code>\mapsto</code>	\updownarrow	<code>\updownarrow</code>
\longleftarrow	<code>\longleftarrow</code>	\nearrow	<code>\nearrow</code>		

The arrows provided by `old-arrows` represent Donald Knuth’s pre-1992 Computer Modern glyphs, which feature smaller arrowheads. Contrast the following:



In addition to the arrows shown above, `old-arrows` also reduces the arrowhead size for $\mathcal{A}\mathcal{M}\mathcal{S}$ ’s `\overleftarrow`, `\overrightarrow`, `\overleftrightarrow`, `\underleftarrow`, `\underrightarrow`, `\underleftrightarrow`, `\xleftarrow`, `\xrightarrow`, `\varinjlim`, and `\varprojlim` symbols (Table 204 on page 119, Table 270 on page 139, and Table 288 on page 145) and `mathtools`’s `\xleftrightarrow`, `\xhookleftarrow`, `\xhookrightarrow`, and `\xmapsto` symbols (Table 289 on page 145).

With the new package option, `old-arrows` prefixes all of the above with “`var`” (i.e., `\vardownarrow`, `\varhookleftarrow`, etc.) so both old and new glyphs can be used in the same document. See the `old-arrows` documentation for more information.

* Requires `stmaryrd`.

TABLE 183: old-arrows Harpoons

\longleftarrow	<code>\longlefttharpoondown</code>	\longrightarrow	<code>\longrighttharpoondown</code>
\longleftarrow	<code>\longlefttharpoonup</code>	\longrightarrow	<code>\longrighttharpoonup</code>

Unlike the symbols shown in Table 182, the new package option does not define a `\var...` version of the symbols in this table. Also unlike the symbols shown in Table 182, the harpoon arrowheads in this table are not reduced in size (i.e., relative to the size of those shown in Table 154 on page 94).

TABLE 184: logix Arrows

\dashleftarrow	<code>\DashArrowLeft</code>	\implies	<code>\LMtImpl</code>	\leftrightarrow	<code>\RplcFree</code>
\dashrightarrow	<code>\DashArrowRight</code>	\looparrowleft	<code>\LoopArrowLeft</code>	\leftarrow	<code>\RplcFreeLeft</code>
\rightarrow	<code>\Entail</code>	\looparrowright	<code>\LoopArrowRight</code>	\rightarrow	<code>\RplcFreeRight</code>
\leftrightarrow	<code>\EntailEquv</code>	\mapsto	<code>\LParFunc</code>	\rightarrow	<code>\SEntail</code>
\longleftrightarrow	<code>\Equv</code>	\rightarrow	<code>\LWkEntail</code>	\leftrightarrow	<code>\SEntailEquv</code>
\fisharrowleft	<code>\FishArrowLeft</code>	\longleftrightarrow	<code>\LWkEntailEquv</code>	\leftrightarrow	<code>\SEquv</code>
\fisharrowright	<code>\FishArrowRight</code>	$\xrightarrow{+}$	<code>\MapParInGndMul</code>	\rightarrow	<code>\SFunc</code>
\flatarrowleft	<code>\FlatArrowLeft</code>	$\xrightarrow{+}$	<code>\MapParInGndOne</code>	\downarrow	<code>\ShftAccent</code>
\flatarrowright	<code>\FlatArrowRight</code>	$\xrightarrow{+}$	<code>\MapParInGndSng</code>	\downarrow	<code>\ShftSubscr</code>
\forkarrowleft	<code>\ForkArrowLeft</code>	$\xrightarrow{+}$	<code>\MapParInMul</code>	\uparrow	<code>\ShftSuper</code>
\forkarrowright	<code>\ForkArrowRight</code>	$\xrightarrow{+}$	<code>\MapParInOne</code>	\rightarrow	<code>\SImpl</code>
\rightarrow	<code>\Func</code>	$\xrightarrow{+}$	<code>\MapParInSng</code>	\mapsto	<code>\SMapTo</code>
$\xrightarrow{+}$	<code>\FunParInGndMul</code>	$\xrightarrow{+}$	<code>\MapParOnGndMul</code>	\leftrightarrow	<code>\SMtEquv</code>
$\xrightarrow{+}$	<code>\FunParInGndOne</code>	$\xrightarrow{+}$	<code>\MapParOnGndOne</code>	\implies	<code>\SMtImpl</code>
$\xrightarrow{+}$	<code>\FunParInGndSng</code>	$\xrightarrow{+}$	<code>\MapParOnGndSng</code>	\mapsto	<code>\SParFunc</code>
$\xrightarrow{+}$	<code>\FunParInMul</code>	$\xrightarrow{+}$	<code>\MapParOnMul</code>	\rightarrow	<code>\SWkEntail</code>
$\xrightarrow{+}$	<code>\FunParInOne</code>	$\xrightarrow{+}$	<code>\MapParOnOne</code>	\leftrightarrow	<code>\SWkEntailEquv</code>
$\xrightarrow{+}$	<code>\FunParInSng</code>	$\xrightarrow{+}$	<code>\MapParOnSng</code>	\rightarrow	<code>\VEntail</code>
$\xrightarrow{+}$	<code>\FunParOnGndMul</code>	\mapsto	<code>\MapTo</code>	\leftrightarrow	<code>\VEntailEquv</code>
$\xrightarrow{+}$	<code>\FunParOnGndOne</code>	$\xrightarrow{+}$	<code>\MapTotInGndMul</code>	\leftrightarrow	<code>\VEquv</code>
$\xrightarrow{+}$	<code>\FunParOnGndSng</code>	$\xrightarrow{+}$	<code>\MapTotInGndOne</code>	\rightarrow	<code>\VFunc</code>
$\xrightarrow{+}$	<code>\FunParOnMul</code>	$\xrightarrow{+}$	<code>\MapTotInGndSng</code>	\rightarrow	<code>\VImpl</code>
$\xrightarrow{+}$	<code>\FunParOnOne</code>	$\xrightarrow{+}$	<code>\MapTotInMul</code>	\mapsto	<code>\VMapTo</code>
$\xrightarrow{+}$	<code>\FunParOnSng</code>	$\xrightarrow{+}$	<code>\MapTotInOne</code>	\leftrightarrow	<code>\VMtEquv</code>
$\xrightarrow{+}$	<code>\FunTotInGndMul</code>	$\xrightarrow{+}$	<code>\MapTotInSng</code>	\implies	<code>\VMtImpl</code>
$\xrightarrow{+}$	<code>\FunTotInGndOne</code>	$\xrightarrow{+}$	<code>\MapTotOnGndMul</code>	\mapsto	<code>\VParFunc</code>
$\xrightarrow{+}$	<code>\FunTotInGndSng</code>	$\xrightarrow{+}$	<code>\MapTotOnGndOne</code>	\rightarrow	<code>\VWkEntail</code>
$\xrightarrow{+}$	<code>\FunTotInMul</code>	$\xrightarrow{+}$	<code>\MapTotOnGndSng</code>	\leftrightarrow	<code>\VWkEntailEquv</code>
$\xrightarrow{+}$	<code>\FunTotInOne</code>	$\xrightarrow{+}$	<code>\MapTotOnMul</code>	\curvearrowleft	<code>\WavyArrowLeft</code>
$\xrightarrow{+}$	<code>\FunTotInSng</code>	$\xrightarrow{+}$	<code>\MapTotOnOne</code>	\curvearrowright	<code>\WavyArrowRight</code>
$\xrightarrow{+}$	<code>\FunTotOnGndMul</code>	$\xrightarrow{+}$	<code>\MapTotOnSng</code>	\rightarrow	<code>\WkEntail</code>
$\xrightarrow{+}$	<code>\FunTotOnGndOne</code>	\leftrightarrow	<code>\MtEquv</code>	\leftrightarrow	<code>\WkEntailEquv</code>
$\xrightarrow{+}$	<code>\FunTotOnGndSng</code>	\implies	<code>\MtImpl</code>	\rightarrow	<code>\XEntail</code>
$\xrightarrow{+}$	<code>\FunTotOnMul</code>	\mapsto	<code>\ParFunc</code>	\leftrightarrow	<code>\XEntailEquv</code>
$\xrightarrow{+}$	<code>\FunTotOnOne</code>	\leftrightarrow	<code>\RplcAll</code>	\leftrightarrow	<code>\XEquv</code>
$\xrightarrow{+}$	<code>\FunTotOnSng</code>	\leftrightarrow	<code>\RplcAllBnd</code>	\rightarrow	<code>\XFunc</code>
\hookrightarrow	<code>\HookArrowLeft</code>	\leftarrow	<code>\RplcAllBndLeft</code>	\rightarrow	<code>\XImpl</code>
\hookrightarrow	<code>\HookArrowRight</code>	\rightarrow	<code>\RplcAllBndRight</code>	\mapsto	<code>\XMapTo</code>
\rightarrow	<code>\Impl</code>	\leftarrow	<code>\RplcAllLeft</code>	\leftrightarrow	<code>\XMtEquv</code>
\rightarrow	<code>\LEntail</code>	\rightarrow	<code>\RplcAllRight</code>	\implies	<code>\XMtImpl</code>
\leftrightarrow	<code>\LEntailEquv</code>	\leftrightarrow	<code>\RplcAny</code>	\mapsto	<code>\XParFunc</code>
\longleftrightarrow	<code>\LEquv</code>	\leftarrow	<code>\RplcAnyLeft</code>	\rightarrow	<code>\XWkEntail</code>
\rightarrow	<code>\LFunc</code>	\rightarrow	<code>\RplcAnyRight</code>	\leftrightarrow	<code>\XWkEntailEquv</code>

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\rightarrow	<code>\LImpl</code>	\leftrightarrow	<code>\RplcEqv</code>	\leftarrow	<code>\ZigArrowLeft</code>
\mapsto	<code>\LMapTo</code>	\leftarrow	<code>\RplcEqvLeft</code>	\rightarrow	<code>\ZigArrowRight</code>
\Leftrightarrow	<code>\LMtEqv</code>	\rightarrow	<code>\RplcEqvRight</code>		

logix requires either Lua \LaTeX or Xe \LaTeX .

TABLE 185: logix Negated Arrows

\nrightarrow	<code>\NotEntail</code>	\nrightarrow	<code>\NotSEntail</code>	\nrightarrow	<code>\NotVWkEntail</code>
\nleftrightarrow	<code>\NotEntailEqv</code>	\nleftrightarrow	<code>\NotSEntailEqv</code>	\nleftrightarrow	<code>\NotVWkEntailEqv</code>
\nleftrightarrow	<code>\NotEqv</code>	\nleftrightarrow	<code>\NotSEqv</code>	\nrightarrow	<code>\NotWkEntail</code>
\nrightarrow	<code>\NotImpl</code>	\nrightarrow	<code>\NotSImpl</code>	\nleftrightarrow	<code>\NotWkEntailEqv</code>
\nrightarrow	<code>\NotLEntail</code>	\nleftrightarrow	<code>\NotSMtEqv</code>	\nrightarrow	<code>\NotXEntail</code>
\nleftrightarrow	<code>\NotLEntailEqv</code>	\nrightarrow	<code>\NotSMtImpl</code>	\nleftrightarrow	<code>\NotXEntailEqv</code>
\nleftrightarrow	<code>\NotLEqv</code>	\nrightarrow	<code>\NotSWkEntail</code>	\nleftrightarrow	<code>\NotXEqv</code>
\nrightarrow	<code>\NotLImpl</code>	\nleftrightarrow	<code>\NotSWkEntailEqv</code>	\nrightarrow	<code>\NotXImpl</code>
\nleftrightarrow	<code>\NotLMtEqv</code>	\nrightarrow	<code>\NotVEntail</code>	\nleftrightarrow	<code>\NotXMtEqv</code>
\nrightarrow	<code>\NotLMtImpl</code>	\nleftrightarrow	<code>\NotVEntailEqv</code>	\nrightarrow	<code>\NotXMtImpl</code>
\nrightarrow	<code>\NotLWkEntail</code>	\nleftrightarrow	<code>\NotVEqv</code>	\nrightarrow	<code>\NotXWkEntail</code>
\nleftrightarrow	<code>\NotLWkEntailEqv</code>	\nrightarrow	<code>\NotVImpl</code>	\nleftrightarrow	<code>\NotXWkEntailEqv</code>
\nleftrightarrow	<code>\NotMtEqv</code>	\nleftrightarrow	<code>\NotVMtEqv</code>		
\nrightarrow	<code>\NotMtImpl</code>	\nrightarrow	<code>\NotVMtImpl</code>		

logix requires either Lua \LaTeX or Xe \LaTeX .

TABLE 186: logix Harpoons

\leftarrow	<code>\HarpoonDnLeft</code>	\leftarrow	<code>\HarpoonUpLeft</code>
\rightarrow	<code>\HarpoonDnRight</code>	\rightarrow	<code>\HarpoonUpRight</code>

logix requires either Lua \LaTeX or Xe \LaTeX .

TABLE 187: logix Implications and Equivalences

$\varepsilon\rightarrow$	<code>\InEqv</code>	$\varepsilon\rightarrow$	<code>\SInEqv</code>	\longleftrightarrow	<code>\VWkEqv</code>	$\varepsilon\rightarrow$	<code>\XInEqv</code>
\rightarrow	<code>\InImpl</code>	\rightarrow	<code>\SInImpl</code>	\rightarrow	<code>\VWkImpl</code>	\rightarrow	<code>\XInImpl</code>
$\varepsilon\rightarrow$	<code>\LInEqv</code>	\leftrightarrow	<code>\SWkEqv</code>	\Leftrightarrow	<code>\VWkMtEqv</code>	\leftrightarrow	<code>\XWkEqv</code>
\rightarrow	<code>\LInImpl</code>	\rightarrow	<code>\SWkImpl</code>	\Rightarrow	<code>\VWkMtImpl</code>	\rightarrow	<code>\XWkImpl</code>
\leftrightarrow	<code>\LWkEqv</code>	\Leftrightarrow	<code>\SWkMtEqv</code>	\leftrightarrow	<code>\WkEqv</code>	\Leftrightarrow	<code>\XWkMtEqv</code>
\rightarrow	<code>\LWkImpl</code>	\Rightarrow	<code>\SWkMtImpl</code>	\rightarrow	<code>\WkImpl</code>	\Rightarrow	<code>\XWkMtImpl</code>
\Leftrightarrow	<code>\LWkMtEqv</code>	$\varepsilon\rightarrow$	<code>\VInEqv</code>	\Leftrightarrow	<code>\WkMtEqv</code>		
\Rightarrow	<code>\LWkMtImpl</code>	\rightarrow	<code>\VInImpl</code>	\Rightarrow	<code>\WkMtImpl</code>		

logix requires either Lua \LaTeX or Xe \LaTeX .

TABLE 188: logix Negated Implications and Equivalences

\nexists	<code>\NotInEqv</code>	\nexists	<code>\NotSWkEqv</code>	\nexists	<code>\NotWkEqv</code>
\nrightarrow	<code>\NotInImpl</code>	\nrightarrow	<code>\NotSWkImpl</code>	\nrightarrow	<code>\NotWkImpl</code>
\nexists	<code>\NotLinEqv</code>	\nexists	<code>\NotSWkMtEqv</code>	\nexists	<code>\NotWkMtEqv</code>
\nrightarrow	<code>\NotLinImpl</code>	\nrightarrow	<code>\NotSWkMtImpl</code>	\nrightarrow	<code>\NotWkMtImpl</code>
\nexists	<code>\NotLWkEqv</code>	\nexists	<code>\NotVInEqv</code>	\nexists	<code>\NotXInEqv</code>
\nrightarrow	<code>\NotLWkImpl</code>	\nrightarrow	<code>\NotVInImpl</code>	\nrightarrow	<code>\NotXInImpl</code>
\nexists	<code>\NotLWkMtEqv</code>	\nexists	<code>\NotVWkEqv</code>	\nexists	<code>\NotXWkEqv</code>
\nrightarrow	<code>\NotLWkMtImpl</code>	\nrightarrow	<code>\NotVWkImpl</code>	\nrightarrow	<code>\NotXWkImpl</code>
\nexists	<code>\NotSInEqv</code>	\nexists	<code>\NotVWkMtEqv</code>	\nexists	<code>\NotXWkMtEqv</code>
\nrightarrow	<code>\NotSInImpl</code>	\nrightarrow	<code>\NotVWkMtImpl</code>	\nrightarrow	<code>\NotXWkMtImpl</code>

logix requires either Lua \LaTeX or X \LaTeX .

TABLE 189: esrelation Restrictions

\downarrow	<code>\restrictbarb</code>	\downarrow	<code>\restrictmallet</code>	\downarrow	<code>\restrictwand</code>
\uparrow	<code>\restrictbarbup</code>	\uparrow	<code>\restrictmalletup</code>	\uparrow	<code>\restrictwandup</code>

TABLE 190: MnSymbol Spoons

\downarrow	<code>\downfilledspoon</code>	\circ	<code>\nnespoon</code>	\nwarrow	<code>\nwfilledspoon</code>
\downarrow	<code>\downspoon</code>	\nwarrow	<code>\nnwfilledspoon</code>	\nwarrow	<code>\nwspoon</code>
\leftarrow	<code>\leftfilledspoon</code>	\nwarrow	<code>\nnwspoon</code>	\rightarrow	<code>\rightfilledspoon</code>
\leftarrow	<code>\leftspoon</code>	\rightarrow	<code>\rightfilledspoon</code>	\rightarrow	<code>\rightspoon*</code>
\downarrow	<code>\ndownfilledspoon</code>	\rightarrow	<code>\rightspoon*</code>	\searrow	<code>\seffilledspoon</code>
\downarrow	<code>\ndownspoon</code>	\searrow	<code>\nseffilledspoon</code>	\searrow	<code>\sespoon</code>
\nearrow	<code>\neffilledspoon</code>	\searrow	<code>\nsespoon</code>	\swarrow	<code>\swffilledspoon</code>
\nearrow	<code>\nespoon</code>	\swarrow	<code>\nswffilledspoon</code>	\swarrow	<code>\swspoon</code>
\leftarrow	<code>\nleftfilledspoon</code>	\swarrow	<code>\nswspoon</code>	\uparrow	<code>\upffilledspoon</code>
\leftarrow	<code>\nleftspoon</code>	\uparrow	<code>\nupffilledspoon</code>	\uparrow	<code>\upspoon</code>
\nearrow	<code>\neffilledspoon</code>	\uparrow	<code>\nupspoon</code>		

* MnSymbol defines `\multimap` as a synonym for `\rightspoon` and `\nmultimap` as a synonym for `\nrightspoon`.

TABLE 191: MnSymbol Pitchforks

Ψ	<code>\downpitchfork</code>	\times	<code>\nnwpitchfork</code>	\Rightarrow	<code>\rightpitchfork</code>
\Leftarrow	<code>\leftpitchfork</code>	\neq	<code>\nrighpitchfork</code>	\searrow	<code>\sepitchfork</code>
Ψ	<code>\ndownpitchfork</code>	\searrow	<code>\nsepitchfork</code>	\swarrow	<code>\swpitchfork</code>
\nearrow	<code>\nepitchfork</code>	\times	<code>\nswpitchfork</code>	\uparrow	<code>\uppitchfork</code>
\Leftarrow	<code>\nleftpitchfork</code>	\uparrow	<code>\nuppitchfork</code>		
\nearrow	<code>\nnepitchfork</code>	\searrow	<code>\nwpitchfork</code>		

* MnSymbol defines `\pitchfork` as a synonym for `\uppitchfork` and `\npitchfork` as a synonym for `\nuppitchfork`.

TABLE 192: MnSymbol Smiles and Frowns

\approx	<code>\doublefrown</code>	\neq	<code>\nsmileeq</code>	\Leftarrow	<code>\smileeq</code>
\approx	<code>\doublefrowneq</code>	\neq	<code>\nsmileeqfrown</code>	\Leftarrow	<code>\smileeqfrown</code>
\Leftarrow	<code>\doublesmile</code>	\neq	<code>\nsmilefrown</code>	\Leftarrow	<code>\smilefrown</code>
\Leftarrow	<code>\doublesmileeq</code>	\neq	<code>\nsmilefrowneq</code>	\Leftarrow	<code>\smilefrowneq</code>
\Leftarrow	<code>\eqfrown</code>	\neq	<code>\nsqdoublefrown</code>	\Leftarrow	<code>\sqdoublefrown</code>
\Leftarrow	<code>\eqsmile</code>	\neq	<code>\nsqdoublefrowneq</code>	\Leftarrow	<code>\sqdoublefrowneq</code>
\Leftarrow	<code>\frown</code>	\neq	<code>\nsqdoublesmile</code>	\Leftarrow	<code>\sqdoublesmile</code>
\Leftarrow	<code>\frowneq</code>	\neq	<code>\nsqdoublesmileeq</code>	\Leftarrow	<code>\sqdoublesmileeq</code>
\Leftarrow	<code>\frowneqsmile</code>	\neq	<code>\nsqeqfrown</code>	\Leftarrow	<code>\sqeqfrown</code>
\Leftarrow	<code>\frownsmile</code>	\neq	<code>\nsqeqsmile</code>	\Leftarrow	<code>\sqeqsmile</code>
\Leftarrow	<code>\frownsmileeq</code>	\neq	<code>\nsqfrown</code>	\Leftarrow	<code>\sqfrown</code>
\neq	<code>\ndoublefrown</code>	\neq	<code>\nsqfrowneq</code>	\Leftarrow	<code>\sqfrowneq</code>
\neq	<code>\ndoublefrowneq</code>	\neq	<code>\nsqfrowneqsmile</code>	\Leftarrow	<code>\sqfrowneqsmile</code>
\neq	<code>\ndoublesmile</code>	\neq	<code>\nsqfrownsmile</code>	\Leftarrow	<code>\sqfrownsmile</code>
\neq	<code>\ndoublesmileeq</code>	\neq	<code>\nsqsmile</code>	\Leftarrow	<code>\sqsmile</code>
\neq	<code>\neqfrown</code>	\neq	<code>\nsqsmileeq</code>	\Leftarrow	<code>\sqsmileeq</code>
\neq	<code>\neqsmile</code>	\neq	<code>\nsqsmileeqfrown</code>	\Leftarrow	<code>\sqsmileeqfrown</code>
\neq	<code>\nfrown</code>	\neq	<code>\nsqsmilefrown</code>	\Leftarrow	<code>\sqsmilefrown</code>
\neq	<code>\nfrowneq</code>	\neq	<code>\nsqtriplefrown</code>	\Leftarrow	<code>\sqtriplefrown</code>
\neq	<code>\nfrowneqsmile</code>	\neq	<code>\nsqtriplesmile</code>	\Leftarrow	<code>\sqtriplesmile</code>
\neq	<code>\nfrownsmile</code>	\neq	<code>\ntriplefrown</code>	\Leftarrow	<code>\triplefrown</code>
\neq	<code>\nfrownsmileeq</code>	\neq	<code>\ntriplesmile</code>	\Leftarrow	<code>\triplesmile</code>
\neq	<code>\nsmile</code>	\Leftarrow	<code>\smile</code>		

* MnSymbol defines `\smallsmile` as a synonym for `\smile`, `\smallfrown` as a synonym for `\frown`, `\asymp` as a synonym for `\smilefrown`, and `\nasymp` as a synonym for `\nsmilefrown`.

TABLE 193: fdsymbol Spoons

$\bullet\circ$	<code>\blackwhitespoon</code>	\downarrow	<code>\downblackspoon</code>	\uparrow	<code>\upblackspoon</code>
\downarrow	<code>\downblackspoon</code>	\downarrow	<code>\downspoon</code>	\uparrow	<code>\nupspoon</code>
\downarrow	<code>\downspoon</code>	\blackleft	<code>\nleftblackspoon</code>	$\circ\blackright$	<code>\nwhiteblackspoon</code>
\blackleft	<code>\leftblackspoon</code>	$\blackleft\blackright$	<code>\nleftrightblackspoon</code>	\blackright	<code>\rightblackspoon</code>
$\blackleft\blackright$	<code>\leftrightblackspoon</code>	$\circ\blackleft$	<code>\nleftrightspoon</code>	\circ	<code>\rightspoon</code>
$\circ\blackleft$	<code>\leftrightspoon</code>	\blackleft	<code>\nleftspoon</code>	\uparrow	<code>\upblackspoon</code>
\circ	<code>\leftspoon</code>	\blackright	<code>\nrightblackspoon</code>	\uparrow	<code>\upspoon</code>
$\circ\blackright$	<code>\nblackwhitespoon</code>	\blackright	<code>\nrightspoon</code>	$\circ\blackright$	<code>\whiteblackspoon</code>

fdsymbol defines synonyms for many of the preceding symbols:

\uparrow	<code>\circmid</code>	\circ	<code>\multimapinv</code>	\blackright	<code>\nmultimap</code>
$\circ\blackleft$	<code>\dualmap</code>	\uparrow	<code>\ncircmid</code>	\blackleft	<code>\nmultimapinv</code>
$\blackleft\blackright$	<code>\imageof</code>	$\circ\blackleft$	<code>\ndualmap</code>	$\blackleft\blackright$	<code>\norigof</code>
\downarrow	<code>\midcir</code>	$\blackleft\blackright$	<code>\nimageof</code>	$\blackleft\blackright$	<code>\origof</code>
\circ	<code>\multimap</code>	\downarrow	<code>\nmidcir</code>		

TABLE 194: fdsymbol Pitchforks

Ψ	<code>\downpitchfork</code>	\blackleft	<code>\nleftpitchfork</code>	\blackright	<code>\rightpitchfork</code>
\blackleft	<code>\leftpitchfork</code>	\blackright	<code>\nrightpitchfork</code>	\uparrow	<code>\uppitchfork</code>
Ψ	<code>\downpitchfork</code>	\uparrow	<code>\nuppitchfork</code>		

fdsymbol defines `\npitchfork` as a synonym for `\nuppitchfork` and `\pitchfork` as a synonym for `\uppitchfork`.

TABLE 195: fdsymbol Smiles and Frowns

\frown	<code>\frown</code>	$\frown\neq$	<code>\nfrowneq</code>	$\frown\smile$	<code>\nsmilefrown</code>
$\frown\neq$	<code>\frowneq</code>	$\frown\smile$	<code>\nfrownsmile</code>	\smile	<code>\smile</code>
$\frown\smile$	<code>\frownsmile</code>	\smile	<code>\nsmile</code>	$\smile\neq$	<code>\smileeq</code>
\frown	<code>\nfrown</code>	$\smile\neq$	<code>\nsmileeq</code>	$\smile\smile$	<code>\smilefrown</code>

fdsymbol defines `\arceq` as a synonym for `\frowneq`, `\asymp` as a synonym for `\smilefrown`, `\closure` as a synonym for `\frownsmile`, `\narceq` as a synonym for `\nfrowneq`, `\nasymp` as a synonym for `\nsmilefrown`, `\nclosure` as a synonym for `\nfrownsmile`, `\smallfrown` as a synonym for `\frown`, and `\smallsmile` as a synonym for `\smile`.

TABLE 196: halloweenmath Brooms and Pitchforks

\blackleft	<code>\hmleftpitchfork</code>	\blackleft	<code>\leftbroom</code>
\blackright	<code>\hmrightpitchfork</code>	\blackright	<code>\rightbroom</code>

TABLE 197: ulsy Contradiction Symbols

⚡ `\blitza` ⚡ `\blitzb` ⚡ `\blitzc` ⚡ `\blitzd` ⚡ `\blitze`

TABLE 198: Extension Characters

– `\relbar` = `\Relbar`

TABLE 199: stmaryrd Extension Characters

/ `\Arrownot` † `\Mapsfromchar` † `\Mapstochar`
 / `\arrownot` † `\mapsfromchar`

TABLE 200: txfonts/pxfonts Extension Characters

‡ `\Mappedfromchar` # `\Mmappedfromchar` # `\Mmapstochar`
 ‡ `\mappedfromchar` # `\mmappedfromchar` # `\mmapstochar`

TABLE 201: mathabx Extension Characters

‡ `\mapsfromchar` † `\mapstochar`
 ‡ `\Mapsfromchar` † `\Mapstochar`

TABLE 202: stix Extension Characters

◁ `\lhook` – `\relbar` ≡ `\RRelbar`
 † `\mapsfromchar` = `\Relbar` ≡ `\Rrelbar`
 † `\mapstochar` ▷ `\rhook`

TABLE 203: Log-like Symbols

`\arccos` `\cos` `\csc` `\exp` `\ker` `\limsup` `\min` `\sinh`
`\arcsin` `\cosh` `\deg` `\gcd` `\lg` `\ln` `\Pr` `\sup`
`\arctan` `\cot` `\det` `\hom` `\lim` `\log` `\sec` `\tan`
`\arg` `\coth` `\dim` `\inf` `\liminf` `\max` `\sin` `\tanh`

Calling the above “symbols” may be a bit misleading.³ Each log-like symbol merely produces the eponymous textual equivalent, but with proper surrounding spacing. See Section 12.4 for more information about log-like symbols. As `\bmod` and `\pmod` arguably are not symbols we refer the reader to the Short Math Guide for L^AT_EX [Dow00] for samples.

TABLE 204: $\mathcal{A}\mathcal{M}\mathcal{S}$ Log-like Symbols

<code>injlim</code>	<code>\injlim</code>	\varinjlim	<code>\varinjlim</code>	$\overline{\lim}$	<code>\varlimsup</code>
<code>projlim</code>	<code>\projlim</code>	\varprojlim	<code>\varprojlim</code>	\varprojlim	<code>\varprojlim</code>

Load the `amsmath` package to get these symbols. See Section 12.4 for some additional comments regarding log-like symbols. As `\mod` and `\pmod` arguably are not symbols we refer the reader to the Short Math Guide for L^AT_EX [Dow00] for samples.

TABLE 205: `mismath` Log-like Symbols

<code>adj</code>	<code>\adj</code>	<code>Conv</code>	<code>\Conv</code>	<code>id</code>	<code>\id</code>	<code>sech</code>	<code>\sech</code>
<code>arccot</code>	<code>\arccot</code>	<code>Cov</code>	<code>\Cov</code>	<code>Id</code>	<code>\Id</code>	<code>sgn</code>	<code>\sgn</code>
<code>arcosh</code>	<code>\arcosh</code>	<code>cov</code>	<code>\cov</code>	<code>im</code>	<code>\im</code>	<code>span</code>	<code>\spa</code>
<code>arcoth</code>	<code>\arcoth</code>	<code>csch</code>	<code>\csch</code>	<code>Im</code>	<code>\Im*</code>	<code>tr</code>	<code>\tr</code>
<code>arsch</code>	<code>\arsch</code>	$\overrightarrow{\text{curl}}$	<code>\curl</code>	<code>lb</code>	<code>\lb</code>	<code>Var</code>	<code>\Var</code>
<code>arsech</code>	<code>\arsech</code>	<code>div</code>	<code>\divg</code>	<code>lcm</code>	<code>\lcm</code>	<code>Z</code>	<code>\Zu</code>
<code>arsinh</code>	<code>\arsinh</code>	<code>End</code>	<code>\End</code>	<code>rank</code>	<code>\rank</code>		
<code>artanh</code>	<code>\artanh</code>	<code>erf</code>	<code>\erf</code>	<code>Re</code>	<code>\Re*</code>		
<code>Aut</code>	<code>\Aut</code>	$\overrightarrow{\text{grad}}$	<code>\grad</code>	$\overrightarrow{\text{rot}}$	<code>\rot</code>		

* `mismath` renames L^AT_EX's `\Re` and `\Im` (Table 223) to `\oldRe` and `\oldIm`.

TABLE 206: `mismath` Asymptotic Notation

<code>O</code>	<code>\bigo</code>	\mathcal{O}	<code>\bigO</code>	<code>o</code>	<code>\lito</code>
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TABLE 207: G_UPN₂e Number Sets

\mathbb{C}	<code>\Complex</code>	\mathbb{Z}	<code>\Integer</code>	\mathbb{N}	<code>\Natural</code>	\mathbb{Q}	<code>\Rational</code>	\mathbb{R}	<code>\Real</code>
\mathbb{C}	<code>\COMPLEX</code>	\mathbb{Z}	<code>\INTEGER</code>	\mathbb{N}	<code>\NATURAL</code>	\mathbb{Q}	<code>\RATIONAL</code>	\mathbb{R}	<code>\REAL</code>

³Michael J. Downes prefers the more general term, “atomic math objects”.

TABLE 208: Greek Letters

α	<code>\alpha</code>	θ	<code>\theta</code>	o	<code>o</code>	τ	<code>\tau</code>
β	<code>\beta</code>	ϑ	<code>\vartheta</code>	π	<code>\pi</code>	υ	<code>\upsilon</code>
γ	<code>\gamma</code>	ι	<code>\iota</code>	ϖ	<code>\varpi</code>	ϕ	<code>\phi</code>
δ	<code>\delta</code>	κ	<code>\kappa</code>	ρ	<code>\rho</code>	φ	<code>\varphi</code>
ϵ	<code>\epsilon</code>	λ	<code>\lambda</code>	ϱ	<code>\varrho</code>	χ	<code>\chi</code>
ε	<code>\varepsilon</code>	μ	<code>\mu</code>	σ	<code>\sigma</code>	ψ	<code>\psi</code>
ζ	<code>\zeta</code>	ν	<code>\nu</code>	ς	<code>\varsigma</code>	ω	<code>\omega</code>
η	<code>\eta</code>	ξ	<code>\xi</code>				
Γ	<code>\Gamma</code>	Λ	<code>\Lambda</code>	Σ	<code>\Sigma</code>	Ψ	<code>\Psi</code>
Δ	<code>\Delta</code>	Ξ	<code>\Xi</code>	Υ	<code>\Upsilon</code>	Ω	<code>\Omega</code>
Θ	<code>\Theta</code>	Π	<code>\Pi</code>	Φ	<code>\Phi</code>		

The remaining Greek majuscules can be produced with ordinary Latin letters. The symbol “M”, for instance, is used for both an uppercase “m” and an uppercase “ μ ”. To make available commands for *all* of the Greek majuscules, either use the `mathspec` package, which requires `XYLATEX`, or copy `mathspec.sty`’s Greek-letter definitions to your document’s preamble:

```

\DeclareMathSymbol{\Alpha}{\mathalpha}{operators}{"41}
\DeclareMathSymbol{\Beta}{\mathalpha}{operators}{"42}
\DeclareMathSymbol{\Epsilon}{\mathalpha}{operators}{"45}
\DeclareMathSymbol{\Zeta}{\mathalpha}{operators}{"5A}
\DeclareMathSymbol{\Eta}{\mathalpha}{operators}{"48}
\DeclareMathSymbol{\Iota}{\mathalpha}{operators}{"49}
\DeclareMathSymbol{\Kappa}{\mathalpha}{operators}{"4B}
\DeclareMathSymbol{\Mu}{\mathalpha}{operators}{"4D}
\DeclareMathSymbol{\Nu}{\mathalpha}{operators}{"4E}
\DeclareMathSymbol{\Omicron}{\mathalpha}{operators}{"4F}
\DeclareMathSymbol{\Rho}{\mathalpha}{operators}{"50}
\DeclareMathSymbol{\Tau}{\mathalpha}{operators}{"54}
\DeclareMathSymbol{\Chi}{\mathalpha}{operators}{"58}
\DeclareMathSymbol{\omicron}{\mathord}{letters}{"6F}

```

See Section 12.5 for examples of how to produce bold Greek letters.

The symbols in this table are intended to be used in mathematical typesetting. Greek body text can be typeset using the `babel` package’s `greek` (or `polutoniko-greek`) option—and, of course, a font that provides the glyphs for the Greek alphabet.

TABLE 209: \mathcal{AMS} Greek Letters

F	<code>\digamma</code>	\varkappa	<code>\varkappa</code>
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TABLE 210: txfonts/pxfonts Upright Greek Letters

α	<code>\alphaup</code>	θ	<code>\thetaaup</code>	π	<code>\piup</code>	ϕ	<code>\phiup</code>
β	<code>\betaaup</code>	ϑ	<code>\varthetaaup</code>	ϖ	<code>\varpiup</code>	φ	<code>\varphiup</code>
γ	<code>\gammaup</code>	ι	<code>\iotaaup</code>	ρ	<code>\rhoup</code>	χ	<code>\chiup</code>
δ	<code>\deltaaup</code>	κ	<code>\kappaaup</code>	ϱ	<code>\varrhoup</code>	ψ	<code>\psiup</code>
ϵ	<code>\epsilonup</code>	λ	<code>\lambdaaup</code>	σ	<code>\sigmaup</code>	ω	<code>\omegaup</code>
ε	<code>\varepsilonup</code>	μ	<code>\muup</code>	ς	<code>\varsigmaup</code>		
ζ	<code>\zetaup</code>	ν	<code>\nuup</code>	τ	<code>\tauup</code>		
η	<code>\etaup</code>	ξ	<code>\xiup</code>	υ	<code>\upsilonup</code>		

The symbols in this table are intended to be used sporadically throughout a document (e.g., to represent mathematical units or numerical quantities—“ $\pi \approx 3.14159$ ”). In contrast, Greek body text can be typeset using the `babel` package’s `greek` (or `polutonikogreek`) option—and, of course, a font that provides the glyphs for the Greek alphabet.

TABLE 211: upgreek Upright Greek Letters

α	<code>\upalpha</code>	θ	<code>\uptheta</code>	π	<code>\uppi</code>	ϕ	<code>\upphi</code>
β	<code>\upbeta</code>	ϑ	<code>\upvartheta</code>	ϖ	<code>\upvarpi</code>	φ	<code>\upvarphi</code>
γ	<code>\upgamma</code>	ι	<code>\upiota</code>	ρ	<code>\uprho</code>	χ	<code>\upchi</code>
δ	<code>\updelta</code>	κ	<code>\upkappa</code>	ϱ	<code>\upvarrho</code>	ψ	<code>\uppsi</code>
ϵ	<code>\upepsilon</code>	λ	<code>\uplambda</code>	σ	<code>\upsigma</code>	ω	<code>\upomega</code>
ε	<code>\upvarepsilon</code>	μ	<code>\upmu</code>	ς	<code>\upvarsigma</code>		
ζ	<code>\upzeta</code>	ν	<code>\upnu</code>	τ	<code>\uptau</code>		
η	<code>\upeta</code>	ξ	<code>\upxi</code>	υ	<code>\upupsilon</code>		
Γ	<code>\Uppgamma</code>	Λ	<code>\Uplambda</code>	Σ	<code>\Upsilonsigma</code>	Ψ	<code>\Upppsi</code>
Δ	<code>\Uppdelta</code>	Ξ	<code>\Uppxi</code>	Υ	<code>\Uppupsilon</code>	Ω	<code>\Uppomega</code>
Θ	<code>\Upptheta</code>	Π	<code>\Uppi</code>	Φ	<code>\Uppphi</code>		

`upgreek` utilizes upright Greek characters from either Euler Roman (depicted above) or the PostScript Symbol font. As a result, the glyphs may appear slightly different from the above. Contrast, for example, “ $\Gamma\Delta\Theta\alpha\beta\gamma$ ” (Euler) with “ $\Gamma\Delta\Theta\alpha\beta\gamma$ ” (Symbol). Also note that the `\var...` forms do not always produce a distinct glyph.

Unlike `textgreek` (Table 6 on page 20), `upgreek` works in math mode.

The symbols in this table are intended to be used sporadically throughout a document (e.g., to represent mathematical units or numerical quantities—“ $\pi \approx 3.14159$ ”). In contrast, Greek body text can be typeset using the `babel` package’s `greek` (or `polutonikogreek`) option—and, of course, a font that provides the glyphs for the Greek alphabet.

TABLE 212: fourier Variant Greek Letters

π	<code>\pi</code>	ρ	<code>\rho</code>
ϖ	<code>\varpi</code>	ϱ	<code>\varrho</code>
ϖ	<code>\varvarpi</code>	ϱ	<code>\varvarrho</code>

TABLE 213: txfonts/pxfonts Variant Latin Letters

g	<code>\varg</code>	v	<code>\varv</code>	w	<code>\varw</code>	y	<code>\vary</code>
-----	--------------------	-----	--------------------	-----	--------------------	-----	--------------------

Pass the `varg` option to `txfonts/pxfonts` to replace g , v , w , and y with g , v , w , and y in every mathematical expression in your document.

TABLE 214: boisik Variant Greek Letters

β	<code>\varbeta</code>	κ	<code>\varkappa</code>	ϖ	<code>\varpi</code>	ς	<code>\varsigma</code>
ε	<code>\varepsilon</code>	φ	<code>\varphi</code>	ϱ	<code>\varrho</code>	ϑ	<code>\vartheta</code>

TABLE 215: boisik Variant Latin Letters

g	<code>\varg</code>
-----	--------------------

TABLE 216: stix Variant Greek Letters

ε	<code>\varepsilon</code>	φ	<code>\varphi</code>	ϱ	<code>\varrho</code>	ϑ	<code>\vartheta</code>
κ	<code>\varkappa</code>	ϖ	<code>\varpi</code>	ς	<code>\varsigma</code>		

TABLE 217: stix Transformed Greek Letters

ε	<code>\backepsilon</code>	ι	<code>\turnediota</code>
\mathfrak{U}	<code>\mho</code>	ε	<code>\upbackepsilon</code>

TABLE 218: \mathcal{AMS} Hebrew Letters

\beth	<code>\beth</code>	\gimel	<code>\gimel</code>	\daleth	<code>\daleth</code>
---------	--------------------	----------	---------------------	-----------	----------------------

\aleph (\aleph) appears in Table 334 on page 157.

TABLE 219: MnSymbol Hebrew Letters

\aleph	<code>\aleph</code>	\beth	<code>\beth</code>	\gimel	<code>\gimel</code>	\daleth	<code>\daleth</code>
----------	---------------------	---------	--------------------	----------	---------------------	-----------	----------------------

TABLE 220: fdsymbol Hebrew Letters

 \aleph \aleph \beth \beth \gimel \gimel \daleth \daleth

TABLE 221: boisik Hebrew Letters

 \beth \beth \gimel \gimel \daleth \daleth

TABLE 222: stix Hebrew Letters

 \aleph \aleph \beth \beth \gimel \gimel \daleth \daleth

TABLE 223: Letter-like Symbols

\perp \bot	\forall \forall	\imath \imath	\ni \ni	\top \top
ℓ \ell	\hbar \hbar	\in \in	∂ \partial	\wp \wp
\exists \exists	\Im \Im	\jmath \jmath	\Re \Re	

TABLE 224: \mathcal{AMS} Letter-like Symbols

\mathbb{k} \Bbbk	\complement \complement	\hbar \hbar
\textcircled{R} \circledR	\Finv \Finv	\hslash \hslash
\textcircled{S} \circledS	\Game \Game	\nexists \nexists

TABLE 225: txfonts/pxfonts Letter-like Symbols

 \mathfrak{c} \mathcent $\mathfrak{£}$ \mathsterling* \notin \notin \notni \notni

* It's generally preferable to use the corresponding symbol from Table 3 on page 19 because the symbols in that table work properly in both text mode and math mode.

TABLE 226: mathabx Letter-like Symbols

$\bar{\in}$ \barin	\in \in	$\not\top$ \nottop	\notin \notin
\complement \complement	\nexists \nexists	\owns \owns	\notown \notowner
\exists \exists	$\not\bot$ \notbot	\ownsbar \ownsbar	
\Finv \Finv	\notin \notin	∂ \partial	
\Game \Game	\notowner \notowner	\partialslash \partialslash	

TABLE 227: MnSymbol Letter-like Symbols

\perp	<code>\bot</code>	\in	<code>\in</code>	\notin	<code>\notin</code>	\top	<code>\top</code>
\exists	<code>\exists</code>	\nexists	<code>\nexists</code>	\owns	<code>\owns</code>	\wp	<code>\wp</code>
\forall	<code>\forall</code>	\notin	<code>\notin</code>	\wp	<code>\wp</code>		

MnSymbol provides synonyms `\notin` for `\nin`, `\ni` for `\owns`, and `\intercal` for `\top`.

TABLE 228: fdsymbol Letter-like Symbols

\perp	<code>\bot</code>	\forall	<code>\forall</code>	\in	<code>\in</code>	\exists	<code>\exists</code>
\complement	<code>\complement</code>	\Game	<code>\Game</code>	\nexists	<code>\nexists</code>	\top	<code>\top</code>
\exists	<code>\exists</code>	\hbar	<code>\hbar</code>	\notin	<code>\notin</code>	\wp	<code>\wp</code>
\Finv	<code>\Finv</code>	\hslash	<code>\hslash</code>	\notin	<code>\notin</code>		

fdsymbol provides synonyms `\notin` for `\nin`, `\ni` for `\owns`, and `\nni` for `\owns`.

TABLE 229: boisik Letter-like Symbols

\mathbb{k}	<code>\Bbbk</code>	\Game	<code>\Game</code>	ι	<code>\imath</code>	\nexists	<code>\nexists</code>
\complement	<code>\complement</code>	\hbar	<code>\hbar</code>	\top	<code>\top</code>	\wp	<code>\wp</code>
\Finv	<code>\Finv</code>	\hslash	<code>\hslash</code>	\jmath	<code>\jmath</code>		

TABLE 230: stix Letter-like Symbols

\AA	<code>\Angstrom</code>	\mathcal{E}	<code>\Eulerconst</code>	ι	<code>\imath</code>	\top	<code>\top</code>
\mathbb{k}	<code>\Bbbk</code>	\exists	<code>\exists</code>	\top	<code>\top</code>	\perp	<code>\topbot</code>
\perp	<code>\bot</code>	\Finv	<code>\Finv</code>	\jmath	<code>\jmath</code>	\wp	<code>\wp</code>
$\text{\textcircled{R}}$	<code>\circledR</code>	\forall	<code>\forall</code>	\mathcal{D}	<code>\mathdollar</code>	λ	<code>\Yup</code>
$\text{\textcircled{S}}$	<code>\circledS</code>	\Game	<code>\Game</code>	\mathcal{P}	<code>\mathparagraph</code>	\mathbb{Z}	<code>\Zbar</code>
\complement	<code>\complement</code>	\hbar	<code>\hbar</code>	\mathcal{L}	<code>\mathsterling</code>		
\mathcal{F}	<code>\digamma</code>	\hslash	<code>\hslash</code>	\nexists	<code>\nexists</code>		
ℓ	<code>\ell</code>	\Im	<code>\Im</code>	\Re	<code>\Re</code>		

TABLE 231: trfsigns Letter-like Symbols

e	<code>\e</code>	j	<code>\im</code>
-----	-----------------	-----	------------------

TABLE 232: mathdesign Letter-like Symbols

\in	<code>\in</code>	\ni	<code>\owns</code>
\notin	<code>\notin</code>	\in	<code>\smallin</code>
\notin	<code>\notsmallin</code>	\ni	<code>\smallowns</code>
\notin	<code>\notsmallowns</code>		

The `mathdesign` package additionally provides versions of each of the letter-like symbols shown in Table 224.

TABLE 233: fge Letter-like Symbols

\forall	<code>\fgeA</code>	g	<code>\fgeeszett</code>	B	<code>\fgeleftB</code>	f	<code>\fges</code>
c	<code>\fgeC</code>	F	<code>\fgeF</code>	C	<code>\fgeleftC</code>		
p	<code>\fged</code>	f	<code>\fgef</code>	f	<code>\fgemark*</code>		
b	<code>\fgee</code>	b	<code>\fgelb*</code>	B	<code>\fgerightB</code>		

* The `fge` package defines `\fgeeta`, `\fgeN`, and `\fgeoverU` as synonyms for `\fgelb` and `\fgeU` as a synonym for `\fgemark`.

TABLE 234: fourier Letter-like Symbols

∂	<code>\partial</code>	∂	<code>\varpartialdiff</code>
------------	-----------------------	------------	------------------------------

TABLE 235: cml Letter-like Symbols


\perp	<code>\Bot</code>	\perp	<code>\simbot</code>
---------	-------------------	---------	----------------------

TABLE 236: logix Proof Symbols

\exists	<code>\BnchExists</code>	\perp	<code>\Bot</code>	\forall	<code>\HdnForAll</code>	F	<code>\TFBoth</code>
\forall	<code>\BnchForAll</code>	$:=$	<code>\Defn</code>	f	<code>\NFalse</code>	\perp	<code>\TFNone</code>
\exists	<code>\BnchHdnExists</code>	\square	<code>\End</code>	f	<code>\NtExists</code>	\top	<code>\Top</code>
\forall	<code>\BnchHdnForAll</code>	\exists	<code>\Exists</code>	\perp	<code>\NTrue</code>	T	<code>\True</code>
f	<code>\BnchNtExists</code>	F	<code>\False</code>	\blacksquare	<code>\Qed</code>	$\exists!$	<code>\Unique</code>
$\exists!$	<code>\BnchUnique</code>	\forall	<code>\ForAll</code>	\wedge	<code>\QuantCon</code>		
λ	<code>\BndMap</code>	\exists	<code>\HdnExists</code>	\vee	<code>\QuantDis</code>		

logix requires either `Lua \LaTeX` or `X \LaTeX` .

TABLE 237: endofproofwd End-of-Proof Symbols

 `\wasserdicht`

`\wasserdicht` is implemented as an external PDF graphic. The command in fact typesets the symbol flush right on the page to signify the end of proof. To use the command in inline text, simply load the underlying graphic file directly:

```
\includegraphics[width=10pt]{endofproofwd.pdf}
```

TABLE 238: \mathcal{AMS} Delimiters

```
⌈ \ulcorner   ⌋ \urcorner
⌊ \llcorner  ⌋ \lrcorner
```

TABLE 239: stmaryrd Delimiters

```
{ \Lbag      } \Rbag      { \lbag      } \rbag
⏏ \llceil    ⏏ \rrceil    ⏏ \llfloor    ⏏ \rrfloor
( \llparenthesis ) \rrparenthesis
```

TABLE 240: mathabx Delimiters

```
[ \lcornerRadius ] \rcornerRadius
⌈ \ulcorner      ⌋ \urcorner
⌊ \llcorner      ⌋ \lrcorner
```

TABLE 241: boisik Delimiters

```
⌈ \ulcorner   ⌋ \urcorner
⌊ \llcorner  ⌋ \lrcorner
```

TABLE 242: stix Delimiters

```
< \langedot    > \rangedot    ◁ \llangle      ▷ \rrangle
? \lbag        } \rbag        ⌊ \llcorner    ⌋ \lrcorner
( \lblrbrak   ) \rblrbrak   ( \llparenthesis ) \rrparenthesis
[ \lbracklltick ] \rbracklltick ⌘ \lparenless ⌘ \rparenless
[ \lbrackubar ] \rbrackubar  ⋈ \lparenless ⋈ \rparenless
[ \lbracklrtick ] \rbracklrtick ⋮ \lvzigzag   ⋮ \rvzigzag
⌚ \Lbrbrak   ⌚ \Rbrbrak   ⋮ \Lvzigzag   ⋮ \Rvzigzag
< \lcurvyangle > \rcurvyangle ⌈ \ulcorner   ⌋ \urcorner
```


TABLE 243: nath Delimiters

$$\lfloor \quad \backslash \text{niv} \quad \rfloor \quad \backslash \text{vin}$$

TABLE 244: Variable-sized Delimiters

\downarrow	\Downarrow	<code>\downarrow</code>	\Downarrow	<code>\Downarrow</code>	$[$	$[$	$[$	$]$	$]$	$]$
\langle	\rangle	<code>\langle</code>	\rangle	<code>\rangle</code>	$ $	$ $	$ $	\parallel	\parallel	<code>\ </code>
\lceil	\rceil	<code>\lceil</code>	\rceil	<code>\rceil</code>	\uparrow	\uparrow	<code>\uparrow</code>	\Uparrow	\Uparrow	<code>\Uparrow</code>
\lfloor	\rfloor	<code>\lfloor</code>	\rfloor	<code>\rfloor</code>	\updownarrow	\updownarrow	<code>\updownarrow</code>	\Updownarrow	\Updownarrow	<code>\Updownarrow</code>
$($	$)$	<code>(</code>	$)$	<code>)</code>	$\{$	$\{$	<code>\{</code>	$\}$	$\}$	<code>\}</code>
$/$	$/$	<code>/</code>	\backslash	<code>\backslash</code>						

When used with `\left` and `\right`, these symbols expand to the height of the enclosed math expression. Note that `\vert` is a synonym for `|`, and `\Vert` is a synonym for `\|`.

ε -TeX provides a `\middle` analogue to `\left` and `\right`. `\middle` can be used, for example, to make an internal “|” expand to the height of the surrounding `\left` and `\right` symbols. (This capability is commonly needed when typesetting adjacent bras and kets in Dirac notation: “ $\langle\phi|\psi\rangle$ ”). This is exactly what the `quantikz` package does (see Table 370 on page 171). A similar effect can be achieved in conventional L^AT_EX using the `braket` package.

TABLE 245: Large, Variable-sized Delimiters

\int	\int	<code>\lmoustache</code>	\int	\int	<code>\rmoustache</code>	$\left($	$\left($	<code>\lgroup</code>	$\right)$	$\right)$	<code>\rgroup</code>
$ $	$ $	<code>\arrowvert</code>	\parallel	\parallel	<code>\Arrowvert</code>	$ $	$ $	<code>\bracevert</code>			

These symbols *must* be used with `\left` and `\right`. The `mathabx` package, however, redefines `\lgroup` and `\rgroup` so that those symbols can work without `\left` and `\right`.

TABLE 246: \mathcal{AMS} Variable-sized Delimiters

		<code>\lvert</code>			<code>\rvert</code>
		<code>\lVert</code>			<code>\rVert</code>

According to the `amsmath` documentation [AMS99], the preceding symbols are intended to be used as delimiters (e.g., as in “ $| - z |$ ”) while the `\vert` and `\Vert` symbols (Table 244) are intended to be used as operators (e.g., as in “ $p|q$ ”).

TABLE 247: `stmaryrd` Variable-sized Delimiters

⌈	⌈	<code>\llbracket</code>	⌋	⌋	<code>\rrbracket</code>
---	---	-------------------------	---	---	-------------------------

TABLE 248: `mathabx` Variable-sized Delimiters

⌈	⌈	<code>\ldbrack</code>	⌋	⌋	<code>\rdbrack</code>
⌈	⌈	<code>\lfilet</code>	⌋	⌋	<code>\rfilet</code>
		<code>\thickvert</code>			<code>\vvvert</code>

TABLE 249: `MnSymbol` Variable-sized Delimiters

		<code>\Arrowvert</code>	{	{	<code>\lbrace</code>	}	}	<code>\rceil</code>
		<code>\arrowvert</code>	[[<code>\lceil</code>]]	<code>\rfloor</code>

(continued on next page)

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\backslash	\backslash	<code>\backslash</code>	$[$	$[$	<code>\lfloor</code>	$)$	$)$	<code>\rgroup</code>
$ $	$ $	<code>\bracevert</code>	$($	$($	<code>\lgroup</code>	$\)$	$\)$	<code>\rmoustache</code>
$[$	$[$	$[$	$\langle\langle$	$\langle\langle$	<code>\llangle</code>	$\rangle\rangle$	$\rangle\rangle$	<code>\rrangle</code>
$]$	$]$	$]$	\llcorner	\llcorner	<code>\llcorner</code>	\lrcorner	\lrcorner	<code>\rsem</code>
$($	$($	$($	\int	\int	<code>\lmoustache</code>	$\}}\}}\}}$	$\}}\}}\}}$	<code>\rWavy</code>
$)$	$)$	$)$	\lrcorner	\lrcorner	<code>\lrcorner</code>	$\}}\}}\}}$	$\}}\}}\}}$	<code>\rwny</code>
$/$	$/$	$/$	\lllcorner	\lllcorner	<code>\lsem</code>	\ulcorner	\ulcorner	<code>\ulcorner</code>
\langle	\langle	\langle	$\}}\}}\}}$	$\}}\}}\}}$	<code>\lwny</code>	\ulcorner	\ulcorner	<code>\ullcorner</code>
\rangle	\rangle	\rangle	$\}}\}}\}}$	$\}}\}}\}}$	<code>\lWavy</code>	\lrcorner	\lrcorner	<code>\ulrcorner</code>
$ $	$ $	$ $	\rangle	\rangle	<code>\rangle</code>	\lrcorner	\lrcorner	<code>\urcorner</code>
\langle	\langle	<code>\langle</code>	\rangle	\rangle	<code>\rangle</code>	\parallel	\parallel	<code>\parallel</code>
\langle	\langle	<code>\langle</code>	\rangle	\rangle	<code>\rangle</code>	$\}$	$\}$	<code>\rbrace</code>

`\vert` is a synonym for `|`. `\Vert` is a synonym for `\|`. `\mid` and `\mvert` produce the same symbol as `\vert` but designated as math relations instead of ordinals. `\divides` produces the same symbol as `\vert` but designated as a binary operator instead of an ordinal. `\parallel` and `\mVert` produce the same symbol as `\Vert` but designated as math relations instead of ordinals.

TABLE 250: fdsymbol Variable-sized Delimiters

\backslash	\backslash	<code>\backslash</code>	\lrcorner	\lrcorner	<code>\lrcorner</code>	$)$	$)$	<code>\rparen</code>
\downarrow	\downarrow	<code>\downarrow</code>	$ $	$ $	<code>\lvert</code>	$ $	$ $	<code>\rvert</code>
\Downarrow	\Downarrow	<code>\Downarrow</code>	\parallel	\parallel	<code>\lVert</code>	\parallel	\parallel	<code>\rVert</code>
$\langle\langle$	$\langle\langle$	<code>\lAngle</code>	\lll	\lll	<code>\lVvert</code>	\lll	\lll	<code>\rVvert</code>
\langle	\langle	<code>\langle</code>	$/$	$/$	<code>\mathslash</code>	\ulcorner	\ulcorner	<code>\ulcorner</code>
$\langle\langle\cdot$	$\langle\langle\cdot$	<code>\langedot</code>	\rangle	\rangle	<code>\rangle</code>	\llcorner	\llcorner	<code>\ullcorner</code>
$\{$	$\{$	<code>\lbrace</code>	$\rangle\rangle$	$\rangle\rangle$	<code>\rAngle</code>	\llcorner	\llcorner	<code>\ulrcorner</code>
$[$	$[$	<code>\lbrack</code>	$\rangle\cdot$	$\rangle\cdot$	<code>\rangledot</code>	\uparrow	\uparrow	<code>\uparrow</code>
\llbracket	\llbracket	<code>\lBrack</code>	$\}$	$\}$	<code>\rbrace</code>	\Uparrow	\Uparrow	<code>\Uparrow</code>
\lceil	\lceil	<code>\lceil</code>	\parallel	\parallel	<code>\rBrack</code>	\Updownarrow	\Updownarrow	<code>\updownarrow</code>
\lfloor	\lfloor	<code>\lfloor</code>	\rfloor	\rfloor	<code>\rbrack</code>	\Updownarrow	\Updownarrow	<code>\Updownarrow</code>
\lgroup	\lgroup	<code>\lgroup</code>	\rfloor	\rfloor	<code>\rceil</code>	\urcorner	\urcorner	<code>\urcorner</code>
\llcorner	\llcorner	<code>\llcorner</code>	\rfloor	\rfloor	<code>\rfloor</code>	\lvert	\lvert	<code>\vert</code>

(continued on next page)

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\int	\int	<code>\lmoustache</code>	$)$	$\}$	<code>\rgroup</code>	\parallel	$\parallel\parallel$	<code>\Vert</code>
$($	$($	<code>\lparen</code>	$\{$	$\}$	<code>\rmoustache</code>	$\parallel\parallel$	$\parallel\parallel\parallel$	<code>\Vvert</code>

`fdsymbol` defines “(” as a synonym for `\lparen`, “)” as a synonym for `\rparen`, “[” as a synonym for `\lbrack`, “]” as a synonym for `\rbrack`, “{” as a synonym for `\lbrace`, “}” as a synonym for `\rbrace`, “/” as a synonym for `\mathslash`, “|” as a synonym for `\vert`, “\|” as a synonym for `\Vert`, `\lsem` as a synonym for `\lBrack`, and `\rsem` as a synonym for `\rBrack`.

TABLE 251: stix Variable-sized Delimiters

\uparrow	$\uparrow\uparrow$	<code>\Arrowvert</code>	\ll	\lll	<code>\lAngle</code>	\lceil	\rceil	<code>\rceil</code>
\downarrow	\downarrow	<code>\arrowvert</code>	$\{$	$\{$	<code>\lbrace</code>	\rfloor	\rfloor	<code>\rfloor</code>
\backslash	\backslash	<code>\backslash</code>	$\{\}$	$\{\}$	<code>\lBrace</code>	$)$	$)$	<code>\rgroup</code>
\Downarrow	\Downarrow	<code>\Ddownarrow</code>	\parallel	$\parallel\parallel$	<code>\lBrack</code>	\l	\l	<code>\rmoustache</code>
\Downarrow	\Downarrow	<code>\DDownarrow</code>	\langle	\langle	<code>\lbrbrak</code>	\rangle	\rangle	<code>\rParen</code>
\downarrow	\downarrow	<code>\downarrow</code>	\lceil	\lceil	<code>\lceil</code>	\uparrow	\uparrow	<code>\uparrow</code>

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\Downarrow	\Downarrow	<code>\Downarrow</code>	\lfloor	\lfloor	<code>\lfloor</code>	\Uparrow	\Uparrow	<code>\Uparrow</code>
$[$	$[$	$[$	$($	$($	<code>\lgroup</code>	\Updownarrow	\Updownarrow	<code>\Updownarrow</code>
$]$	$]$	$]$	\int	\int	<code>\lmoustache</code>	\updownarrow	\updownarrow	<code>\updownarrow</code>
$($	$($	$($	$($	$($	<code>\lParen</code>	\Uparrow	\Uparrow	<code>\Uparrow</code>
$)$	$)$	$)$	\gg	\gg	<code>\rAngle</code>	\Uparrow	\Uparrow	<code>\Uparrow</code>
$/$	$/$	$/$	\rangle	\rangle	<code>\rangle</code>	\parallel	\parallel	<code>\Vert</code>
\langle	\langle	\langle	$\}$	$\}$	<code>\rbrace</code>	$ $	$ $	<code>\vert</code>
\rangle	\rangle	\rangle	$\} $	$\} $	<code>\rbrace</code>	\parallel	\parallel	<code>\Vert</code>
$ $	$ $	$ $	\parallel	\parallel	<code>\rBrack</code>			
\langle	\langle	<code>\langle</code>	\rangle	\rangle	<code>\rbrack</code>			

TABLE 252: `mathdesign` Variable-sized Delimiters

$\left\langle$	$\left\langle$	<code>\leftwave</code>	$\right\langle$	$\right\langle$	<code>\rightwave</code>
$\left\langle$	$\left\langle$	<code>\lefttevaw</code>	$\right\langle$	$\right\langle$	<code>\righttevaw</code>

The definitions of these symbols include a preceding `\left` or `\right`. It is therefore an error to specify `\left` or `\right` explicitly. The internal, “primitive” versions of these symbols are called `\lwave`, `\rwave`, `\levaw`, and `\revaw`.

TABLE 253: `nath` Variable-sized Delimiters (Double)

$\langle\langle$	<code>\lAngle</code>	$\rangle\rangle$	<code>\rAngle</code>
\llbracket	<code>\lBrack</code>	\rrbracket	<code>\rBrack</code>
\lceil	<code>\lCeil</code>	\rceil	<code>\rCeil</code>
\lfloor	<code>\lFloor</code>	\rfloor	<code>\rFloor</code>
$\ $	<code>\lVert*</code>	$\ $	<code>\rVert*</code>

* `nath` redefines all of the above to include implicit `\left` and `\right` commands. Hence, separate `\lVert` and `\rVert` commands are needed to disambiguate whether “|” is a left or right delimiter.

All of the symbols in Table 253 can also be expressed using the `\double` macro. See the `nath` documentation for examples and additional information.

TABLE 254: `nath` Variable-sized Delimiters (Triple)

$\langle\langle\langle$	<code>\triple<</code>	$\rangle\rangle\rangle$	<code>\triple></code>
\lllbracket	<code>\triple[</code>	\rrrbracket	<code>\triple]</code>
\lllvert	<code>\ltriple *</code>	\rrrvert	<code>\rtriple *</code>

* Similar to `\lVert` and `\rVert` in Table 253, `\ltriple` and `\rtriple` must be used instead of `\triple` to disambiguate whether “|” is a left or right delimiter.

Note that `\triple`—and the corresponding `\double`—is actually a macro that takes a delimiter as an argument.

TABLE 255: `fourier` Variable-sized Delimiters

\llbracket	<code>\llbracket</code>	\rrbracket	<code>\rrbracket</code>
$\ $	<code>\VERT</code>		

TABLE 256: logix Variable-sized Delimiters

		\BndBar			
<	<	\OpnAngl	>	>	\ClsAngl
<	<	\OpnAnglBar	>	>	\ClsAnglBar
<	<	\OpnArrwBrac	>	>	\ClsArrwBrac
		\OpnBar			\ClsBar
{	{	\OpnBrac	}	}	\ClsBrac
{	{	\OpnBracBar	}	}	\ClsBracBar
{	{	\OpnBrknBrac	}	}	\ClsBrknBrac
{	{	\OpnBrknBracBar	}	}	\ClsBrknBracBar
{	{	\OpnBrknBrkt	}	}	\ClsBrknBrkt
{	{	\OpnBrknBrktBar	}	}	\ClsBrknBrktBar
[[\OpnBrkt]]	\ClsBrkt
[[\OpnBrktBar]]	\ClsBrktBar
⌈	⌈	\OpnCeil	⌋	⌋	\ClsCeil
∘	∘	\OpnCircBrac	∘	∘	\ClsCircBrac
∘	∘	\OpnCircBracBar	∘	∘	\ClsCircBracBar
∘	∘	\OpnCircBrkt	∘	∘	\ClsCircBrkt
∘	∘	\OpnCircBrktBar	∘	∘	\ClsCircBrktBar
{	{	\OpnCrlyBrkt	}	}	\ClsCrlyBrkt
{	{	\OpnCrlyBrktBar	}	}	\ClsCrlyBrktBar
<	<	\OpnCurvAngl	>	>	\ClsCurvAngl
«	«	\OpnDb1Angl	»	»	\ClsDb1Angl
		\OpnDb1Bar			\ClsDb1Bar

(continued on next page)

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{	{	<code>\OpnDblBrac</code>	}	}	<code>\ClsDblBrac</code>
⌈	⌈	<code>\OpnDblCeil</code>	⌋	⌋	<code>\ClsDblCeil</code>
⌋	⌋	<code>\OpnDblFloor</code>	⌈	⌈	<code>\ClsDblFloor</code>
[[<code>\OpnDblGrp</code>]]	<code>\ClsDblGrp</code>
((<code>\OpnDblParn</code>))	<code>\ClsDblParn</code>
⌊	⌊	<code>\OpnFloor</code>	⌋	⌋	<code>\ClsFloor</code>
{	{	<code>\OpnGrp</code>	}	}	<code>\ClsGrp</code>
((<code>\OpnParn</code>))	<code>\ClsParn</code>
((<code>\OpnParnBar</code>))	<code>\ClsParnBar</code>
[[<code>\OpnSqrParn</code>]]	<code>\ClsSqrParn</code>
((<code>\OpnTortoise</code>))	<code>\ClsTortoise</code>
((<code>\OpnTortoiseBar</code>))	<code>\ClsTortoiseBar</code>
≡	≡	<code>\OpnTrpBar</code>	≡	≡	<code>\ClsTrpBar</code>
⊢	⊢	<code>\OpnTurn</code>	⊣	⊣	<code>\ClsTurn</code>

logix requires either `Lua \LaTeX` or `X \LaTeX` .

TABLE 257: `textcomp` Text-mode Delimiters

<	<code>\textlangle</code>	>	<code>\textrangle</code>
[<code>\textlbrackdbl</code>]	<code>\textrbrackdbl</code>
{	<code>\textlquill</code>	}	<code>\textrquill</code>

TABLE 258: `metre` Text-mode Delimiters

}	<code>\alad</code>	}	<code>\Alad</code>	†	<code>\crux</code>	†	<code>\Crux</code>
{	<code>\alas</code>	{	<code>\Alas</code>]	<code>\quadrad</code>]	<code>\Quadrad</code>
>	<code>\angud</code>	>	<code>\Angud</code>	[<code>\quadras</code>	[<code>\Quadras</code>
<	<code>\angus</code>	<	<code>\Angus</code>				

TABLE 259: Math-mode Accents

\acute{a}	<code>\acute{a}</code>	\check{a}	<code>\check{a}</code>	\grave{a}	<code>\grave{a}</code>	\tilde{a}	<code>\tilde{a}</code>
\bar{a}	<code>\bar{a}</code> *	\ddot{a}	<code>\ddot{a}</code>	\hat{a}	<code>\hat{a}</code>	\vec{a}	<code>\vec{a}</code>
\breve{a}	<code>\breve{a}</code>	\dot{a}	<code>\dot{a}</code>	\mathring{a}	<code>\mathring{a}</code>		

Note also the existence of `\imath` and `\jmath`, which produce dotless versions of “*i*” and “*j*”. (See Table 334 on page 157.) These are useful when the accent is supposed to replace the dot. For example, “`\hat{\imath}`” produces a correct “ \hat{i} ”, while “`\hat{i}`” would yield the rather odd-looking “ \hat{i} ”.

* The `\overline` command (Table 270 on page 139) produces a wider accent than `\bar`: “ \overline{A} ” vs. “ \bar{A} ”. However, unlike adjacent `\bars`, adjacent `\overlines` run together, which is often not desired: “ \overline{AB} ” vs. “ $\bar{A}\bar{B}$ ”. If wider bars than `\bar` are needed, the following code from Enrico Gregorio can be used to add the requisite inter-symbol spacing [Gre09]:

```
\newcommand{\closure}[2][3]{%
  {} \mkern#1mu \overline{\mkern-#1mu#2}}
```

With that definition, “`\closure{A}\closure{B}`” produces “ $\overline{A}\overline{B}$ ”, with a visible gap between the two accents. The optional argument can be used to fine-tune the spacing.

TABLE 260: \mathcal{AMS} Math-mode Accents

\dddot{a}	<code>\dddot{a}</code>	\dotted{a}	<code>\dotted{a}</code>
-------------	------------------------	--------------	-------------------------

These accents are also provided by the `mathabx` and `accents` packages and are redefined by the `mathdots` package if the `amsmath` and `amssymb` packages have previously been loaded. All of the variations except for the original \mathcal{AMS} ones tighten the space between the dots (from \dddot{a} to \dotted{a}). The `mathabx` and `mathdots` versions also function properly within subscripts and superscripts ($x^{\dotted{a}}$ instead of $x^{\dddot{a}}$).

TABLE 261: MnSymbol Math-mode Accents

\vec{a}	<code>\vec{a}</code>
-----------	----------------------

TABLE 262: fdsymbol Math-mode Accents

\overline{a}	<code>\middlebar{a}</code>	\cancel{a}	<code>\strokethrough{a}</code>
$\overline{/a}$	<code>\middleslash{a}</code>	\vec{a}	<code>\vec{a}</code>

`\middlebar` and `\middleslash` are applied here to “ a ” for consistency with the rest of the document, but they generally look better when applied to taller lowercase characters.

TABLE 263: boisik Math-mode Accents

\vec{a}	<code>\vec{a}</code>
-----------	----------------------

TABLE 264: stix Math-mode Accents

\acute{a}	<code>\acute{a}</code>	\hat{a}	<code>\hat{a}</code>
\overline{a}	<code>\annuity{a}</code>	\overleftarrow{a}	<code>\leftarrowaccent{a}</code>
$\overset{*}{a}$	<code>\asteraccent{a}</code>	$\overleftarrow{\smile}a$	<code>\leftharpoonaccent{a}</code>
\bar{a}	<code>\bar{a}</code>	\overleftrightarrow{a}	<code>\leftrightharpoonaccent{a}</code>
\breve{a}	<code>\breve{a}</code>	\mathring{a}	<code>\mathring{a}</code>
\candra{a}	<code>\candra{a}</code>	\mathring{a}	<code>\ocommatoprigh{a}</code>
\check{a}	<code>\check{a}</code>	$\text{\textcircled{a}}$	<code>\oturnedcomma{a}</code>
$\ddot{\ddot{a}}$	<code>\ddddot{a}</code>	$\overset{\circ}{a}$	<code>\ovhook{a}</code>
\ddot{a}	<code>\dddot{a}</code>	$\overrightarrow{\smile}a$	<code>\rightharpoonaccent{a}</code>
\ddot{a}	<code>\ddot{a}</code>	\tilde{a}	<code>\tilde{a}</code>
\dot{a}	<code>\dot{a}</code>	\vec{a}	<code>\vec{a}</code>
$\bar{\bar{a}}$	<code>\droang{a}</code>	$\overline{\overline{a}}$	<code>\widebridgeabove{a}</code>
\grave{a}	<code>\grave{a}</code>		

TABLE 265: fge Math-mode Accents

\hat{A}	<code>\spiritusasper{A}</code>	\hat{a}	<code>\spiritusasper{a}</code>
\grave{A}	<code>\spirituslenis{A}</code>	\grave{a}	<code>\spirituslenis{a}</code>

When `fge` is passed the `crescent` option, these symbols instead uses a crescent accent as in “ \hat{a} ” and “ \grave{a} ”.

TABLE 266: yhmath Math-mode Accents

\mathring{a}	<code>\ring{a}</code>
----------------	-----------------------

This symbol is largely obsolete, as standard $\text{\LaTeX} 2_{\epsilon}$ has supported `\mathring` (Table 259) since June 1998 [L^AT₉₈].

TABLE 267: pdfMsym Math-mode Accents

\vec{a}	<code>\shortlvecc{a}</code>	\underline{a}	<code>\shortunderleftrightharp{a}</code>
\overleftarrow{a}	<code>\shortoverleftharp{a}</code>	\overleftarrow{a}	<code>\shortunderleftrightvecc{a}</code>
\overrightarrow{a}	<code>\shortoverleftrightharp{a}</code>	\underline{a}	<code>\shortunderlvecc{a}</code>
\overleftarrow{a}	<code>\shortoverleftrightvecc{a}</code>	\underline{a}	<code>\shortunderrightharp{a}</code>
\overrightarrow{a}	<code>\shortoverrightharp{a}</code>	\underline{a}	<code>\shortunderrightleftharp{a}</code>
\overrightarrow{a}	<code>\shortoverrightleftharp{a}</code>	\underline{a}	<code>\shortunderstraightlvecc{a}</code>
\overrightarrow{a}	<code>\shortstraightlvecc{a}</code>	\underline{a}	<code>\shortunderstraightvecc{a}</code>
\overrightarrow{a}	<code>\shortstraightvecc{a}</code>	\underline{a}	<code>\shortundervecc{a}</code>
\underline{a}	<code>\shortunderleftharp{a}</code>	\vec{a}	<code>\shortvecc{a}</code>

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_YL^AT_EX, and none by most other T_EX backends.

TABLE 268: halloweenmath Halloween-Themed Math-mode Accents

\overhat{a}	<code>\overbat{a}</code>	\underhat{a}	<code>\underbat{a}</code>
$\overhat{*a}$	<code>\overbat*{a}</code>	$\underhat{*a}$	<code>\underbat*{a}</code>

TABLE 269: realhats Math-mode Hat Accents

\hat{a}	<code>\hat[ash]{a}</code>	\hat{a}	<code>\hat[santa]{a}</code>
\hat{a}	<code>\hat[beret]{a}</code>	\hat{a}	<code>\hat[scottish]{a}</code>
\hat{a}	<code>\hat[birthday]{a}</code>	\hat{a}	<code>\hat[sombrero]{a}</code>
\hat{a}	<code>\hat[cowboy]{a}</code>	\hat{a}	<code>\hat[tile-blue]{a}</code>
\hat{a}	<code>\hat[crown]{a}</code>	\hat{a}	<code>\hat[tile-gray]{a}</code>
\hat{a}	<code>\hat[dunce]{a}</code>	\hat{a}	<code>\hat[tile-light-blue]{a}</code>
\hat{a}	<code>\hat[fez]{a}</code>	\hat{a}	<code>\hat[tile-white]{a}</code>
\hat{a}	<code>\hat[mortarboard]{a}</code>	\hat{a}	<code>\hat[tophat]{a}</code>
\hat{a}	<code>\hat[policeman]{a}</code>	\hat{a}	<code>\hat[witch]{a}</code>

These hats are drawn by scaling a graphic image and placing it at an appropriate location.

If `\hat` is used with no argument, it selects a hat at random. Alternatively, a hat type can be passed as an option to `realhats` to specify the default hat. See the `realhats` documentation for more information.

TABLE 270: Extensible Accents

\widetilde{abc}	<code>\widetilde{abc}</code> *	\widehat{abc}	<code>\widehat{abc}</code> *
\overleftarrow{abc}	<code>\overleftarrow{abc}</code> †	\overrightarrow{abc}	<code>\overrightarrow{abc}</code> †
\overline{abc}	<code>\overline{abc}</code>	\underline{abc}	<code>\underline{abc}</code>
\overbrace{abc}	<code>\overbrace{abc}</code>	\underbrace{abc}	<code>\underbrace{abc}</code>
\sqrt{abc}	<code>\sqrt{abc}</code> ‡		

As demonstrated in a 1997 TUGboat article about typesetting long-division problems [Gib97], an extensible long-division sign (“ \overline{abc} ”) can be faked by putting a “`\big`” in a `tabular` environment with an `\hline` or `\cline` in the preceding row. The article also presents a piece of code (uploaded to CTAN as `longdiv.tex`) that automatically solves and typesets—by putting an `\overline` atop “`\big`” and the desired text—long-division problems. More recently, the STIX fonts include a true long-division sign. See `\longdivision` in Table 276 for a sample of this symbol. See also the `polynom` package, which automatically solves and typesets polynomial-division problems in a similar manner.

* These symbols are made more extensible by the `MnSymbol` package (Table 274 on page 140). and even more extensible by the `yhmath` package (Table 272).

† If you’re looking for an extensible *diagonal* line or arrow to be used for canceling or reducing mathematical subexpressions (e.g., “ $x + \cancel{x}$ ” or “ $3 + 2 \overset{5}{\cancel{}}$ ”) then consider using the `cancel` package.

‡ With an optional argument, `\sqrt` typesets *nth* roots. For example, “`\sqrt[3]{abc}`” produces “ $\sqrt[3]{abc}$ ” and “`\sqrt[n]{abc}`” produces “ $\sqrt[n]{abc}$ ”.

TABLE 271: `\overrightarrow` Extensible Accents

\overrightarrow{abc}	<code>\Overrightarrow{abc}</code>
------------------------	-----------------------------------

TABLE 272: `yhmath` Extensible Accents

\widehat{abc}	<code>\widehat{abc}</code>	\widetilde{abc}	<code>\widetilde{abc}</code>
\wideparen{abc}	<code>\wideparen{abc}</code>	\widehat{abc}	<code>\widehat{abc}</code>
$\widehat{\circ}abc$	<code>\widehat{\circ}abc</code>		

TABLE 273: \mathcal{AMS} Extensible Accents

\overleftrightarrow{abc}	<code>\overleftrightharrow{abc}</code>	\overleftarrow{abc}	<code>\underleftrightharrow{abc}</code>
\overleftarrow{abc}	<code>\underleftarrow{abc}</code>	\overrightarrow{abc}	<code>\underrightharrow{abc}</code>

TABLE 274: MnSymbol Extensible Accents

\overbrace{abc}	<code>\overbrace{abc}</code>	\underbrace{abc}	<code>\undergroup{abc}</code>
\overgroup{abc}	<code>\overgroup{abc}</code>	\underline{abc}	<code>\underlinesegment{abc}</code>
\overleftharpoonup{abc}	<code>\overleftharpoonup{abc}</code>	\widehat{abc}	<code>\widehat{abc}</code>
\overlinesegment{abc}	<code>\overlinesegment{abc}</code>	\wideparen{abc}	<code>\wideparen{abc}</code>
\overrightarrow{abc}	<code>\overrightarrow{abc}</code>	\widetilde{abc}	<code>\widetilde{abc}</code>
\underbrace{abc}	<code>\underbrace{abc}</code>		

TABLE 275: fdsymbol Extensible Accents

\overbrace{abc}	<code>\overbrace{abc}</code>	\underbrace{abc}	<code>\undergroup{abc}</code>
\overgroup{abc}	<code>\overgroup{abc}</code>	\underline{abc}	<code>\underlinesegment{abc}</code>
\overleftharpoonup{abc}	<code>\overleftharpoonup{abc}</code>	\widehat{abc}	<code>\widehat{abc}</code>
\overlinesegment{abc}	<code>\overlinesegment{abc}</code>	\wideparen{abc}	<code>\wideparen{abc}</code>
\overrightarrow{abc}	<code>\overrightarrow{abc}</code>	\widetilde{abc}	<code>\widetilde{abc}</code>
\underbrace{abc}	<code>\underbrace{abc}</code>		

TABLE 276: stix Extensible Accents

\overlongdiv{abc}	<code>\longdivision{abc}</code>	\underline{abc}	<code>\underbracket{abc}</code>
\overbrace{abc}	<code>\overbrace{abc}</code>	\underlineleftarrow{abc}	<code>\underleftarrow{abc}</code>
\overbracket{abc}	<code>\overbracket{abc}</code>	\underleftharpoonup{abc}	<code>\underleftharpoonup{abc}</code>
\overleftarrow{abc}	<code>\overleftarrow{abc}</code>	$\underleftrightharpoonup{abc}$	<code>\underleftrightharpoonup{abc}</code>
\overleftharpoonup{abc}	<code>\overleftharpoonup{abc}</code>	\underparen{abc}	<code>\underparen{abc}</code>
$\overleftrightharpoonup{abc}$	<code>\overleftrightharpoonup{abc}</code>	\underrightarrow{abc}	<code>\underrightarrow{abc}</code>
\overparen{abc}	<code>\overparen{abc}</code>	\underightharpoonup{abc}	<code>\underightharpoonup{abc}</code>
\overrightarrow{abc}	<code>\overrightarrow{abc}</code>	\widetilde{abc}	<code>\widetilde{abc}</code>
\overrightharpoonup{abc}	<code>\overrightharpoonup{abc}</code>	\widehat{abc}	<code>\widehat{abc}</code>
\sqrt{abc}	<code>\sqrt{abc}</code>	\widetilde{abc}	<code>\widetilde{abc}</code>
\underbrace{abc}	<code>\underbrace{abc}</code>		

TABLE 277: mathtools Extensible Accents

\widehat{abc}	<code>\overbrace{abc}</code>	\underline{abc}	<code>\underbrace{abc}</code>
\overbracket{abc}	<code>\overbracket{abc}</code> *	\underlineleftarrow{abc}	<code>\underbracket{abc}</code> *

* `\overbracket` and `\underbracket` accept optional arguments that specify the bracket height and thickness. See the `mathtools` documentation for more information.

TABLE 278: mathabx Extensible Accents

\overbrace{abc}	<code>\overbrace{abc}</code>	\overline{abc}	<code>\widebar{abc}</code>
\overgroup{abc}	<code>\overgroup{abc}</code>	\widetilde{abc}	<code>\widecheck{abc}</code>
\underbrace{abc}	<code>\underbrace{abc}</code>	\wideparen{abc}	<code>\wideparen{abc}</code>
\undergroup{abc}	<code>\undergroup{abc}</code>	\widehat{abc}	<code>\widering{abc}</code>
\widearrow{abc}	<code>\widearrow{abc}</code>		

The braces shown for `\overbrace` and `\underbrace` appear in their minimum size. They can expand arbitrarily wide, however.

TABLE 279: fourier Extensible Accents

\widehat{abc}	<code>\widearc{abc}</code>	\widehat{abc}	<code>\wideparen{abc}</code>
$\widehat{\rightarrow}abc$	<code>\wideOarc{abc}</code>	$\widehat{\circ}abc$	<code>\widering{abc}</code>

TABLE 280: esvect Extensible Accents

\overrightarrow{abc}	<code>\vv{abc}</code> with package option a
\overrightarrow{abc}	<code>\vv{abc}</code> with package option b
\overrightarrow{abc}	<code>\vv{abc}</code> with package option c
\overrightarrow{abc}	<code>\vv{abc}</code> with package option d
\overrightarrow{abc}	<code>\vv{abc}</code> with package option e
\overrightarrow{abc}	<code>\vv{abc}</code> with package option f
\overrightarrow{abc}	<code>\vv{abc}</code> with package option g
\overrightarrow{abc}	<code>\vv{abc}</code> with package option h

`esvect` also defines a `\vv*` macro which is used to typeset arrows over vector variables with subscripts. See the `esvect` documentation for more information.

TABLE 281: pdfMsym Extensible Accents

\overleftarrow{abc}	<code>\lvecc{abc}</code> *	\underline{abc}	<code>\underlvecc{abc}</code>
\overleftarrow{abc}	<code>\overleftharp{abc}</code> *	\underline{abc}	<code>\underrightharp{abc}</code>
\overleftarrow{abc}	<code>\overleftrightharp{abc}</code> *	\underline{abc}	<code>\underrightleftharp{abc}</code>
\overleftrightarrow{abc}	<code>\overleftrightvecc{abc}</code> *	\underline{abc}	<code>\understraightlvecc{abc}</code>
\overrightarrow{abc}	<code>\overrightharp{abc}</code> *	\underline{abc}	<code>\understraightvecc{abc}</code>
\overrightarrow{abc}	<code>\overrightleftharp{abc}</code> *	\underline{abc}	<code>\undervecc{abc}</code>
\overleftarrow{abc}	<code>\straightlvecc{abc}</code> *	\widetilde{abc}	<code>\varwidecheck{abc}</code>
\overrightarrow{abc}	<code>\straightvecc{abc}</code> *	\widehat{abc}	<code>\varwidehat{abc}</code>
\underline{abc}	<code>\underleftharp{abc}</code>	\widetilde{abc}	<code>\varwidetilde{abc}</code>
\underline{abc}	<code>\underleftrightharp{abc}</code>	\overrightarrow{abc}	<code>\vecc{abc}</code> *
\underline{abc}	<code>\underleftrightvecc{abc}</code>		

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_YL^AT_EX, and none by most other T_EX backends.

* The `\constvec` command takes one of these vector commands and its argument and typesets the accent at x height, truncating everything above it. Hence, while `\overleftharp{abcMxyz}` produces “ $\overleftarrow{abcMxyz}$ ”, `\constvec{\overleftharp}{abcMxyz}` produces “ $\overleftarrow{abcM}xyz$ ”.

TABLE 282: overarrows Extensible Accents

\overline{abc}	<code>\overbar{abc}</code>	\underline{abc}	<code>\underbar{abc}</code>
\overleftarrow{abc}	<code>\overleftarrow{abc}</code>	$\underline{\leftarrow{abc}}$	<code>\underleftarrow{abc}</code>
$\overleftarrow{\downarrow}abc$	<code>\overleftarrow{\downarrow}abc</code>	$\underline{\leftarrow{\downarrow}abc}$	<code>\underleftarrow{\downarrow}abc</code>
$\overleftarrow{\uparrow}abc$	<code>\overleftarrow{\uparrow}abc</code>	$\underline{\leftarrow{\uparrow}abc}$	<code>\underleftarrow{\uparrow}abc</code>
\overleftrightarrow{abc}	<code>\overleftrightarrow{abc}</code>	$\underline{\leftrightarrow{abc}}$	<code>\underleftrightarrow{abc}</code>
\overrightarrow{abc}	<code>\overrightarrow{abc}</code>	$\underline{\rightarrow{abc}}$	<code>\underrightarrow{abc}</code>
$\overrightarrow{\downarrow}abc$	<code>\overrightarrow{\downarrow}abc</code>	$\underline{\rightarrow{\downarrow}abc}$	<code>\underrightarrow{\downarrow}abc</code>
$\overrightarrow{\uparrow}abc$	<code>\overrightarrow{\uparrow}abc</code>	$\underline{\rightarrow{\uparrow}abc}$	<code>\underrightarrow{\uparrow}abc</code>

`overarrows` is extremely customizable. Virtually all aspects of arrows—length, thickness, position, scale, arrowhead style, etc.—can be modified, and new extensible arrows can be constructed. See the `overarrows` documentation for more information. For example, the documentation shows how to create extensible arrows like the following:

$\overleftrightarrow{\curvearrowleft}abc$ `\overarchedleftrightarrow{abc}` $\overrightarrow{\curvearrowright}abc$ `\overbandedarrow{abc}`

TABLE 283: abrates Extensible Accents

\overbrace{abc} `\aoverbrace{abc}` \underbrace{abc} `\aunderbrace{abc}`

`\aoverbrace` and `\aunderbrace` accept optional arguments that provide a great deal of control over the braces' appearance. For example, these commands can produce braces with asymmetric endpoints, braces that span lines, dashed braces, and multicolored braces. See the `abracas` documentation for more information.

TABLE 284: undertilde Extensible Accents

$\underset{\sim}{abc}$ `\utilde{abc}`

Because `\utilde` is based on `\widetilde` it is also made more extensible by the `yhmath` package (Table 272).

TABLE 285: ushort Extensible Accents

$$\underline{abc} \quad \backslash\text{shortdw}\{abc\} \quad \underline{abc} \quad \backslash\text{shortw}\{abc\}$$

`\shortw` and `\shortdw` are intended to be used with multi-character arguments (“words”) while `\shortand` and `\shortd` are intended to be used with single-character arguments.

The underlines produced by the `ushort` commands are shorter than those produced by the `\underline` command. Consider the output from the expression “`\short{x}\short{y}\underline{x}\underline{y}`”, which looks like “xyxy”.

TABLE 286: mdwmath Extensible Accents

$$\sqrt{abc} \quad \backslash\text{sqrt*}\{abc\}$$

TABLE 287: actuarialangle Extensible Accents

$$\overline{abc} \quad \backslash\text{actuarialangle}\{abc\}$$

The `actuarialangle` package additionally defines `\angl` as `\actuarialangle` with a small amount of extra space to the right of the accented expression under the $\overline{}$, `\angln` as `\angl{n}`, and `\anglr` as `\angl{r}`.

TABLE 288: \mathcal{AMS} Extensible Arrows
$$\overleftarrow{abc} \quad \backslash\text{xleftarrow}\{abc\} \quad \overrightarrow{abc} \quad \backslash\text{xrightarrow}\{abc\}$$

TABLE 289: mathtools Extensible Arrows

$$\begin{array}{ll} \overleftarrow{abc} & \backslash\text{xhookleftarrow}\{abc\} & \overleftarrow{abc} & \backslash\text{xleftrightharpoons}\{abc\} \\ \overrightarrow{abc} & \backslash\text{xhookrightarrow}\{abc\} & \overrightarrow{abc} & \backslash\text{xmapsto}\{abc\} \\ \overleftarrow{abc} & \backslash\text{xLeftarrow}\{abc\} & \overrightarrow{abc} & \backslash\text{xrightarrow}\{abc\} \\ \overleftarrow{abc} & \backslash\text{xleftharpoondown}\{abc\} & \overrightarrow{abc} & \backslash\text{xrightharpoondown}\{abc\} \\ \overleftarrow{abc} & \backslash\text{xleftharpoonup}\{abc\} & \overrightarrow{abc} & \backslash\text{xrightharpoonup}\{abc\} \\ \overleftarrow{abc} & \backslash\text{xleftrightarrow}\{abc\} & \overleftarrow{abc} & \backslash\text{xrightleftarpoons}\{abc\} \\ \overleftrightarrow{abc} & \backslash\text{xLeftrightarrow}\{abc\} & & \end{array}$$

TABLE 290: chemarr Extensible Arrows

$$\xleftrightarrow{abc} \quad \backslash\text{rightleftharpoons}\{abc\}$$

TABLE 291: chemarrow Extensible Arrows

\xleftarrow{abc} \xleftarrow{def}	$\backslash\text{autoleftarrow}\{abc\}\{def\}$	\xrightarrow{abc} \xrightarrow{def}	$\backslash\text{autorightarrow}\{abc\}\{def\}$
\xleftrightarrow{abc} \xleftrightarrow{def}	$\backslash\text{autoleftrightharpoons}\{abc\}\{def\}$	\xleftrightarrow{abc} \xleftrightarrow{def}	$\backslash\text{autorightleftharpoons}\{abc\}\{def\}$

In addition to the symbols shown above, chemarrow also provides `\larrowfill`, `\rarrowfill`, `\leftrightharpoonsfill`, and `\rightleftharpoonsfill` macros. Each of these takes a length argument and produces an arrow of the specified length.

TABLE 292: extarrows Extensible Arrows

\xleftrightarrow{abc}	$\backslash\text{xLeftrightarrow}\{abc\}$	\xleftrightarrow{abc}	$\backslash\text{xLongleftrightarrow}\{abc\}$
\xleftrightarrow{abc}	$\backslash\text{xLeftrightarrow}\{abc\}$	\xleftrightarrow{abc}	$\backslash\text{xLongleftrightarrow}\{abc\}$
\xlongequal{abc}	$\backslash\text{xlongequal}\{abc\}$	\xlongequal{abc}	$\backslash\text{xLongrightarrow}\{abc\}$
\xlongleftarrow{abc}	$\backslash\text{xLongleftarrow}\{abc\}$	\xlongrightarrow{abc}	$\backslash\text{xlongrightarrow}\{abc\}$
\xlongleftarrow{abc}	$\backslash\text{xlongleftarrow}\{abc\}$		

TABLE 293: pdfMsym Extensible Arrows

$\xleftarrow{\circ abc}$	<code>\xvarCircleleftarrow{abc}</code>	$\xleftrightarrow{\circ abc}$	<code>\xvarLleftRrightarrow{abc}</code>
$\xleftarrow{\circ abc}$	<code>\xvarcircleleftarrow{abc}</code>	$\xleftarrow{\circ abc}$	<code>\xvarmapsfrom{abc}</code>
$\xrightarrow{\circ abc}$	<code>\xvarCirclerightarrow{abc}</code>	$\xrightarrow{\circ abc}$	<code>\xvarmapsto{abc}</code>
$\xrightarrow{\circ abc}$	<code>\xvarcirclerightarrow{abc}</code>	$\xleftrightarrow{\circ abc}$	<code>\xvarRibbonleftarrow{abc}</code>
$\xleftarrow{\circ abc}$	<code>\xvardoubleleftarrow{abc}</code>	$\xleftrightarrow{\circ abc}$	<code>\xvarRibbonrightarrow{abc}</code>
$\xrightarrow{\circ abc}$	<code>\xvardoublerightarrow{abc}</code>	$\xrightarrow{\circ abc}$	<code>\xvarRightarrow{abc}</code>
$\xleftarrow{\circ abc}$	<code>\xvardownhookleftarrow{abc}</code>	$\xrightarrow{\circ abc}$	<code>\xvarrightarrow{abc}</code>
$\xrightarrow{\circ abc}$	<code>\xvardownhookrightarrow{abc}</code>	$\xrightarrow{\circ abc}$	<code>\xvarrightarrow{abc}</code>
$\xleftarrow{\circ abc}$	<code>\xvarleftarrow{abc}</code>	$\xleftrightarrow{\circ abc}$	<code>\xvarleftarrow{abc}</code>
$\xleftrightarrow{\circ abc}$	<code>\xvarLeftarrow{abc}</code>	$\xrightarrow{\circ abc}$	<code>\xvarrightarrow{abc}</code>
$\xleftrightarrow{\circ abc}$	<code>\xvarleftarrows{abc}</code>	$\xleftrightarrow{\circ abc}$	<code>\xvarSquareleftarrow{abc}</code>
$\xleftrightarrow{\circ abc}$	<code>\xvarleftrightrightarrow{abc}</code>	$\xleftrightarrow{\circ abc}$	<code>\xvarSquarerightarrow{abc}</code>
$\xleftrightarrow{\circ abc}$	<code>\xvarleftrightrightarrows{abc}</code>	$\xleftarrow{\circ abc}$	<code>\xvaruphookleftarrow{abc}</code>
$\xleftrightarrow{\circ abc}$	<code>\xvarLleftarrow{abc}</code>	$\xrightarrow{\circ abc}$	<code>\xvaruphookrightarrow{abc}</code>

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_YL^AT_EX, and none by most other T_EX backends.

TABLE 294: extpfeil Extensible Arrows

\xlongequal{abc}	<code>\xlongequal{abc}</code>	$\xleftarrow{\circ abc}$	<code>\xtwoheadleftarrow{abc}</code>
$\xrightarrow{\circ abc}$	<code>\xmapsto{abc}</code>	$\xrightarrow{\circ abc}$	<code>\xtwoheadrightarrow{abc}</code>
$\xleftrightarrow{\circ abc}$	<code>\xtofrom{abc}</code>		

The extpfeil package also provides a `\newextarrow` command to help you define your own extensible arrow symbols. See the extpfeil documentation for more information.

TABLE 295: DotArrow Extensible Arrows

$\xrightarrow{\circ a}$	<code>\dotarrow{a}</code>
-------------------------	---------------------------

The DotArrow package provides mechanisms for lengthening the arrow, adjusting the distance between the arrow and its symbol, and altering the arrowhead. See the DotArrow documentation for more information.

TABLE 296: halloweenmath Extensible Arrows

\overleftarrow{abc}	<code>\overscriptleftarrow{abc}</code>	\underline{abc}	<code>\underscriptleftarrow{abc}</code>
\overleftrightarrow{abc}	<code>\overscriptleftrightarrow{abc}</code>	\underline{abc}	<code>\underscriptleftrightarrow{abc}</code>
\overrightarrow{abc}	<code>\overscriptrightarrow{abc}</code>	\underline{abc}	<code>\underscriptrightarrow{abc}</code>

These commands always typeset the arrow in script (small) style, hence the “script” in their names. Contrast the size of the arrowheads in the following examples (zoomed 3x for clarity):

$$\overrightarrow{abc} \quad \text{vs.} \quad \overscriptrightarrow{abc}$$

`\overrightarrow{abc}` `\overscriptrightarrow{abc}`

TABLE 297: pdfMsym Extensible Harpoons

\xleftarrow{abc}	<code>\xvarleftharp{abc}</code>	\xrightarrow{abc}	<code>\xvarriightharp{abc}</code>
\overleftarrow{abc}	<code>\xvarleftrightharp{abc}</code>	\overrightarrow{abc}	<code>\xvarrightleftharp{abc}</code>

pdfMsym symbols are implemented with PDF literals instead of (or sometimes in conjunction) with a font. All symbols can be rendered by pdfL^AT_EX and LuaL^AT_EX, some by X_YL^AT_EX, and none by most other T_EX backends.

TABLE 298: harpoon Extensible Harpoons

\overleftarrow{abc}	<code>\overleftharp{abc}</code>	\overleftarrow{abc}	<code>\overrightharpdown{abc}</code>	\overleftarrow{abc}	<code>\underrightharp{abc}</code>
\overleftarrow{abc}	<code>\overleftharpdown{abc}</code>	\overleftarrow{abc}	<code>\underleftharp{abc}</code>	\overleftarrow{abc}	<code>\underrightharpdown{abc}</code>
\overleftarrow{abc}	<code>\overrightharp{abc}</code>	\overleftarrow{abc}	<code>\underleftharpdown{abc}</code>		

All of the harpoon symbols are implemented using the `graphics` package (specifically, `graphics`’s `\resizebox` command). Consequently, only T_EX backends that support graphical transformations (e.g., *not* Xdvi) can properly display these symbols.

TABLE 299: trfsigns Extensible Transform Symbols

\overline{abc}	<code>\dft{abc}</code>	\overline{abc}	<code>\DFT{abc}</code>
------------------	------------------------	------------------	------------------------

TABLE 300: esrelation Extensible Relations

\overleftarrow{abc}	<code>\relationleftproject{abc}</code>	\overrightarrow{abc}	<code>\relationrightproject{abc}</code>
\underline{abc}	<code>\relationlifting{abc}</code>		

TABLE 301: halloweenmath Extensible Brooms and Pitchforks

\overleftarrow{abc}	<code>\overleftbroom{abc}</code>	\underrightarrow{abc}	<code>\underrightbroom{abc}</code>
$\overleftarrow{\pitchfork} abc$	<code>\overleftpitchfork{abc}</code>	$\underrightarrow{\pitchfork} abc$	<code>\underrightpitchfork{abc}</code>
\overrightarrow{abc}	<code>\overrightbroom{abc}</code>	\xleftarrow{abc}	<code>\xleftbroom{abc}</code>
$\overrightarrow{\pitchfork} abc$	<code>\overrightpitchfork{abc}</code>	$\xleftarrow{\pitchfork} abc$	<code>\xleftpitchfork{abc}</code>
\underleftarrow{abc}	<code>\underleftbroom{abc}</code>	\xrightarrow{abc}	<code>\xrightbroom{abc}</code>
$\underleftarrow{\pitchfork} abc$	<code>\underleftpitchfork{abc}</code>	$\xrightarrow{\pitchfork} abc$	<code>\xrightpitchfork{abc}</code>

TABLE 302: halloweenmath Extensible Witches

 abc	<code>\overleftwitchonbroom{abc}</code>	 abc	<code>\underrightwitchonbroom{abc}</code>
 abc	<code>\overleftwitchonbroom*{abc}</code>	 abc	<code>\underrightwitchonbroom*{abc}</code>
 abc	<code>\overleftwitchonpitchfork*{abc}</code>	 abc	<code>\underrightwitchonpitchfork*{abc}</code>
 abc	<code>\overleftwitchonpitchfork{abc}</code>	 abc	<code>\underrightwitchonpitchfork{abc}</code>
 abc	<code>\overrightwitchonbroom*{abc}</code>	 abc	<code>\xleftwitchonbroom*{abc}</code>
 abc	<code>\overrightwitchonbroom{abc}</code>	 abc	<code>\xleftwitchonbroom{abc}</code>
 abc	<code>\overrightwitchonpitchfork*{abc}</code>	 abc	<code>\xleftwitchonpitchfork*{abc}</code>
 abc	<code>\overrightwitchonpitchfork{abc}</code>	 abc	<code>\xleftwitchonpitchfork{abc}</code>
 abc	<code>\underleftwitchonbroom{abc}</code>	 abc	<code>\xrightwitchonbroom{abc}</code>
 abc	<code>\underleftwitchonbroom*{abc}</code>	 abc	<code>\xrightwitchonbroom*{abc}</code>
 abc	<code>\underleftwitchonpitchfork*{abc}</code>	 abc	<code>\xrightwitchonpitchfork{abc}</code>
 abc	<code>\underleftwitchonpitchfork{abc}</code>	 abc	<code>\xrightwitchonpitchfork*{abc}</code>

TABLE 303: halloweenmath Extensible Ghosts







 abc	<code>\overleftswishingghost{abc}</code>	 abc	<code>\overrightswishingghost{abc}</code>
 abc	<code>\underleftswishingghost{abc}</code>	 abc	<code>\underrightswishingghost{abc}</code>
 abc	<code>\xleftswishingghost{abc}</code>	 abc	<code>\xrightswishingghost{abc}</code>

TABLE 304: halloweenmath Extensible Bats







 abc	<code>\overleftflutteringbat{abc}</code>	 abc	<code>\overrightflutteringbat{abc}</code>
 abc	<code>\underleftflutteringbat{abc}</code>	 abc	<code>\underrightflutteringbat{abc}</code>
 abc	<code>\xleftflutteringbat{abc}</code>	 abc	<code>\xrightflutteringbat{abc}</code>

TABLE 305: holtpolt Non-commutative Division Symbols

$\left \frac{abc}{def} \right $	<code>\holter{abc}{def}</code>	$\left \frac{abc}{def} \right $	<code>\polter{abc}{def}</code>
----------------------------------	--------------------------------	----------------------------------	--------------------------------

TABLE 306: Dots

\cdot	<code>\cdot</code>	<code>\cdot</code>	<code>\cdot</code>	<code>\cdot</code>	<code>\cdot</code>
\cdots	<code>\cdots</code>	$:$	<code>\colon*</code>	\ldots	<code>\ldotp</code>
		\vdots	<code>\vdots*</code>	\dots	<code>\dots</code>
		\ddots	<code>\ddots†</code>	\dots	<code>\dots</code>

* While “:” is valid in math mode, `\colon` uses different surrounding spacing. See Section 12.4 and the Short Math Guide for L^AT_EX [Dow00] for more information on math-mode spacing.

† The `mathdots` package redefines `\ddots` and `\vdots` (Table 312) to make them scale properly with font size. (They normally scale horizontally but not vertically.) `\fixedddots` and `\fixedvdots` provide the original, fixed-height functionality of L^AT_EX 2_ε's `\ddots` and `\vdots` macros.

TABLE 307: \mathcal{AMS} Dots

\because	<code>\because*</code>	\dots	<code>\dotsi</code>	\therefore	<code>\therefore*</code>
\dots	<code>\dotsb</code>	\dots	<code>\dotsm</code>		
\dots	<code>\dotsc</code>	\dots	<code>\dotso</code>		

* `\because` and `\therefore` are defined as binary relations and therefore also appear in Table 99 on page 68.

The \mathcal{AMS} `\dots_` symbols are named according to their intended usage: `\dotsb` between pairs of binary operators/relations, `\dotsc` between pairs of commas, `\dotsi` between pairs of integrals, `\dotsm` between pairs of multiplication signs, and `\dotso` between other symbol pairs.

TABLE 308: wasysym Dots

\therefore	<code>\wasytherefore</code>
--------------	-----------------------------

TABLE 309: MnSymbol Dots

\cdot	<code>\cdot</code>	\cdots	<code>\hdotdot</code>	\therefore	<code>\udots</code>
$\ddot{\cdot}$	<code>\ddotdotdot</code>	\dots	<code>\hdots</code>	\uparrow	<code>\uptherefore</code>
\ddots	<code>\ddots</code>	\leftarrow	<code>\lefttherefore</code>	\vdots	<code>\vdotdot</code>
\diamond	<code>\diamonddots</code>	\rightarrow	<code>\righttherefore</code>	\vdots	<code>\vdots</code>
\downarrow	<code>\downtherefore</code>	\square	<code>\squaredots</code>		
\ddots	<code>\fivedots</code>	\cdot	<code>\udotdot</code>		

MnSymbol defines `\therefore` as `\uptherefore` and `\because` as `\downtherefore`. Furthermore, `\cdotp` and `\coloneq` produce the same glyphs as `\cdot` and `\vdotdot` respectively but serve as T_EX math punctuation (class 6 symbols) instead of T_EX binary operators (class 2).

All of the above except `\hdots` and `\vdots` are defined as binary operators and therefore also appear in Table 59 on page 39.

TABLE 310: fdsymbol Dots

\cdot	<code>\cdot</code>	\dots	<code>\hdots</code>	\therefore	<code>\udots</code>
$\ddot{\cdot}$	<code>\ddotdotdot</code>	\leftarrow	<code>\lefttherefore</code>	\uparrow	<code>\uptherefore</code>
\ddots	<code>\ddots</code>	\rightarrow	<code>\righttherefore</code>	\vdots	<code>\vdotdot</code>
\downarrow	<code>\downtherefore</code>	\square	<code>\squaredots</code>		
\cdots	<code>\hdotdot</code>	\cdot	<code>\udotdot</code>		

fdsymbol defines `\adots` as a synonym for `\udots`; `\because` as a synonym for `\downtherefore`; `\cdotp` as a synonym for `\cdot`; `\cdots` as a synonym for `\hdots`; `\Colon` as a synonym for `\squaredots`; `\colon`, `\mathcolon`, and `\mathratio` as synonyms for `\vdotdot`; and `\therefore` as a synonym for `\uptherefore`. (Some of these serve different mathematical roles, such as relations versus binary operators.)

TABLE 311: stix Dots

\therefore	<code>\adots</code>	\dots	<code>\cdots</code>	\vdots	<code>\fourvdots</code>
\because	<code>\because</code>	\Colon	<code>\Colon</code>	\cdot	<code>\ldotp</code>
\cdot	<code>\cdot</code>	\ddots	<code>\ddots</code>	\dots	<code>\mathellipsis</code>
\cdot	<code>\cdotp</code>	\dots	<code>\enleadertwodots</code>	\therefore	<code>\therefore</code>

stix defines `\centerdot` as a synonym for `\cdotp` and `\dotsb` and `\dotsm` as synonyms for `\cdots`.

TABLE 312: mathdots Dots

$$\ddots \quad \backslash\ddots \quad \iddots \quad \dot{\dot{\cdot}} \quad \backslash\iddots \quad \vdots \quad \backslash\vdots$$

Unlike the default definitions of the above (Table 306), `mathdots`'s commands are designed to scale properly with the surrounding font size.

TABLE 313: yhmath Dots

$$\dot{\dot{\cdot}} \quad \backslash\adots$$

TABLE 314: teubner Dots

$$\text{; } \backslash\text{:} \quad \text{; } \backslash\text{:} \quad \text{; } \backslash\text{; } \quad \text{; } \backslash\text{?} \quad \text{:} \backslash\text{:} \quad \backslash\text{antilabe}$$

TABLE 315: logix Dots

$$\begin{array}{llll} \cdot & \backslash\text{BndDot} & \text{:} & \backslash\text{Cln} \quad \dots \quad \backslash\text{LDots} \quad \text{:} \backslash\text{Thus} \\ \dots & \backslash\text{CDots} & \cdot & \backslash\text{Dt} \quad \text{:} \backslash\text{Since} \quad \text{:} \backslash\text{VDots} \end{array}$$

`logix` requires either `Lua \LaTeX` or `X \LaTeX` .

TABLE 316: `begriff` Begriffsschrift Symbols
$$\begin{array}{llll} \vdash & \backslash\text{BGassert} & - & \backslash\text{BGcontent} \quad \mp & \backslash\text{BGnot} \\ \left[\begin{array}{l} b \\ a \end{array} \right. & \backslash\text{BGconditional}\{a\}\{b\} & \underbrace{a} & \backslash\text{BGquant}\{a\} \end{array}$$

The `begriff` package contains additional commands for typesetting Frege's Begriffsschrift notation for second-order logic. See the `begriff` documentation for more information.

TABLE 317: frege Begriffsschrift Symbols

\vdash	<code>\Facontent</code>	$\vdash\pi$	<code>\Fanncontent</code>	$\vdash\pi$	<code>\Fncontent</code>
$\vdash\pi$	<code>\Fancontent</code>	\vdash	<code>\Fcontent</code>	$\vdash\pi$	<code>\Fnncontent</code>
$\vdash\overset{a}{\cup}$	<code>\Fannquant{a}</code>	$\vdash\overset{a}{\cup}$	<code>\Faquant{a}</code>	$\vdash\overset{a}{\cup}$	<code>\Fnquant{a}</code>
$\vdash\overset{a}{\cup}\pi$	<code>\Fannquantn{a}</code>	$\vdash\overset{a}{\cup}\pi$	<code>\Faquantn{a}</code>	$\vdash\overset{a}{\cup}\pi$	<code>\Fnquantn{a}</code>
$\vdash\overset{a}{\cup}\pi\pi$	<code>\Fannquantnn{a}</code>	$\vdash\overset{a}{\cup}\pi\pi$	<code>\Faquantnn{a}</code>	$\vdash\overset{a}{\cup}\pi\pi$	<code>\Fnquantnn{a}</code>
$\vdash\overset{a}{\cup}$	<code>\Fanquant{a}</code>	$\pi\overset{a}{\cup}$	<code>\Fnnquant{a}</code>	$\overset{a}{\cup}\pi$	<code>\Fquant{a}</code>
$\vdash\overset{a}{\cup}\pi$	<code>\Fanquantn{a}</code>	$\pi\overset{a}{\cup}\pi$	<code>\Fnnquantn{a}</code>	$\overset{a}{\cup}\pi$	<code>\Fquantn{a}</code>
$\vdash\overset{a}{\cup}\pi\pi$	<code>\Fanquantnn{a}</code>	$\pi\overset{a}{\cup}\pi\pi$	<code>\Fnnquantnn{a}</code>	$\overset{a}{\cup}\pi\pi$	<code>\Fquantnn{a}</code>

The `frege` package contains additional commands for typesetting Frege’s Begriffsschrift notation for second-order logic. See the `frege` documentation for more information.

TABLE 318: mathcomp Math Symbols

$^{\circ}\text{C}$	<code>\tccentigrade</code>	Ω	<code>\tcohm</code>	‰	<code>\tcpertousand</code>
μ	<code>\tcmu</code>	‰‰	<code>\tcpertenthousand</code>		

TABLE 319: marvosym Math Symbols

\angle	<code>\AngleSign</code>	\geq	<code>\LargerOrEqual</code>	\times	<code>\MVMultiplication</code>
\Rightarrow	<code>\Conclusion</code>	\leq	<code>\LessOrEqual</code>	\cdot	<code>\MVPeriod</code>
\equiv	<code>\Congruent</code>	\cdot	<code>\MultiplicationDot</code>	$+$	<code>\MVPlus</code>
\cong	<code>\Corresponds</code>	$,$	<code>\MVComma</code>	\rightarrow	<code>\MVRightArrow</code>
\div	<code>\Divides</code>	$/$	<code>\MVDivision</code>	$)$	<code>\MVRightBracket</code>
\nmid	<code>\DividesNot</code>	$($	<code>\MVLeftBracket</code>	\neq	<code>\NotCongruent</code>
\Leftrightarrow	<code>\Equivalence</code>	$-$	<code>\MVMinus</code>		

TABLE 320: marvosym Digits

0	<code>\MVZero</code>	2	<code>\MVTwo</code>	4	<code>\MVFfour</code>	6	<code>\MVSix</code>	8	<code>\MVEight</code>
1	<code>\MVOne</code>	3	<code>\MVThree</code>	5	<code>\MVFfive</code>	7	<code>\MVSeven</code>	9	<code>\MVNine</code>

TABLE 321: fge Digits

ƒ	<code>\fgeleftthree</code>	ƒ	<code>\fgerighttwo</code>	0	<code>\fgestruckzero</code>
ƒ	<code>\fgelefttwo</code>	1	<code>\fgestruckone</code>		

TABLE 322: dozenal Base-12 Digits

ζ	<code>\x</code>	ξ	<code>\e</code>
---------	-----------------	-------	-----------------

TABLE 323: mathabx Mayan Digits

$\textcircled{0}$	<code>\maya{0}</code>	:	<code>\maya{2}</code>	:	<code>\maya{4}</code>
\cdot	<code>\maya{1}</code>	:	<code>\maya{3}</code>	:	<code>\maya{5}</code>

TABLE 324: stix Infinities

$\textcircled{\infty}$	<code>\acidfree</code>	∞	<code>\infty</code>	$\textcircled{\infty}$	<code>\tieinfty</code>
∞	<code>\iinfin</code>	ϕ	<code>\nvinfty</code>		

TABLE 325: stix Primes

'	<code>\prime</code>	'	<code>\backprime</code>
''	<code>\dprime</code>	''	<code>\backdprime</code>
'''	<code>\trprime</code>	'''	<code>\backtrprime</code>
''''	<code>\qprime</code>		

TABLE 326: stix Empty Sets

\emptyset	<code>\emptyset</code>	$\bar{\emptyset}$	<code>\emptysetbar</code>	\emptyset	<code>\varnothing</code>
$\vec{\emptyset}$	<code>\emptysetoarr</code>	$\circ\emptyset$	<code>\emptysetocirc</code>		
$\overleftarrow{\emptyset}$	<code>\emptysetoarrl</code>	\emptyset	<code>\revemptyset</code>		

TABLE 327: \mathcal{AMS} Angles

\sphericalangle	<code>\angle</code>	\sphericalangle	<code>\measuredangle</code>	\sphericalangle	<code>\sphericalangle</code>
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TABLE 328: MnSymbol Angles

\sphericalangle	<code>\angle</code>	\sphericalangle	<code>\measuredangle</code>	\sphericalangle	<code>\sphericalangle</code>
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TABLE 329: fdsymbol Angles

\sphericalangle	<code>\angle</code>	\sphericalangle	<code>\revangle</code>	\sphericalangle	<code>\sphericalangle</code>
\sphericalangle	<code>\measuredangle</code>	\sphericalangle	<code>\revmeasuredangle</code>	\sphericalangle	<code>\sphericalangledown</code>
\sphericalangle	<code>\measuredrightangle</code>	\sphericalangle	<code>\rightangle</code>	\sphericalangle	<code>\sphericalangleleft</code>
\sphericalangle	<code>\measuredrightangledot</code>	\sphericalangle	<code>\rightanglesquare</code>	\sphericalangle	<code>\sphericalangleup</code>

fdsymbol defines `\measuredangleleft` as a synonym for `\revmeasuredangle`; `\revsphericalangle` and `\gtlpar` as synonyms for `\sphericalangleleft`; `\rightanglesqr` as a synonym for `\rightanglesquare`; and `\rightangledot` as a synonym for `\measuredrightangledot`.

TABLE 330: boisik Angles

\sphericalangle	<code>\angle</code>	\sphericalangle	<code>\rightangle</code>	\sphericalangle	<code>\sphericalangle</code>
\sphericalangle	<code>\measuredangle</code>	\sphericalangle	<code>\rightangledot</code>		
\sphericalangle	<code>\measuredrightangle</code>	\sphericalangle	<code>\rightanglesqr</code>		

TABLE 331: stix Angles

\sphericalangle	<code>\angdnr</code>	\sphericalangle	<code>\measanglerutone</code>	\sphericalangle	<code>\rightangledot</code>
\sphericalangle	<code>\angle</code>	\sphericalangle	<code>\measangleltonw</code>	\sphericalangle	<code>\rightanglesqr</code>
\sphericalangle	<code>\angles</code>	\sphericalangle	<code>\measangleurtone</code>	\sphericalangle	<code>\sphericalangle</code>
\sphericalangle	<code>\angleubar</code>	\sphericalangle	<code>\measuredangle</code>	\sphericalangle	<code>\sphericalangleup</code>
\sphericalangle	<code>\gtlpar</code>	\sphericalangle	<code>\measuredangleleft</code>	\sphericalangle	<code>\threeangle</code>
\sphericalangle	<code>\measangledtosw</code>	\sphericalangle	<code>\measuredrightangle</code>	\sphericalangle	<code>\turnangle</code>
\sphericalangle	<code>\measangledrtose</code>	\sphericalangle	<code>\rangledownzigzagarrow</code>	\sphericalangle	<code>\wideangledown</code>
\sphericalangle	<code>\measangleldtosw</code>	\sphericalangle	<code>\revangle</code>	\sphericalangle	<code>\wideangleup</code>
\sphericalangle	<code>\measangleltonw</code>	\sphericalangle	<code>\revangleubar</code>		
\sphericalangle	<code>\measanglerdtose</code>	\sphericalangle	<code>\rightangle</code>		

TABLE 332: typicons Decorative Mathematical Symbols

\div	<code>\tiDivide</code>	∞	<code>\tiInfinity</code>	π	<code>\tiPi</code>
\div	<code>\tiDivideOutline</code>	∞	<code>\tiInfinityOutline</code>	$+$	<code>\tiPlus</code>
$=$	<code>\tiEquals</code>	$-$	<code>\tiMinus</code>	$+$	<code>\tiPlusOutline</code>
$=$	<code>\tiEqualsOutline</code>	$-$	<code>\tiMinusOutline</code>		

See also `\tiTimes` (\times) and `\tiTimesOutline` (\otimes) in Table 422. All typicons symbols are intended to be used in text mode, not math mode.

typicons requires either Lua^AT_EX or X_YL^AT_EX.

TABLE 333: fontawesome5 Decorative Mathematical Symbols

\div	<code>\faDivide</code>	$<$	<code>\faLessThan</code>	$\%$	<code>\faPercentage</code>
$=$	<code>\faEquals</code>	\leq	<code>\faLessThanEqual</code>	$+$	<code>\faPlus</code>
$>$	<code>\faGreaterThan</code>	$-$	<code>\faMinus</code>	$?$	<code>\faQuestion</code>
\geq	<code>\faGreaterThanEqual</code>	\neq	<code>\faNotEqual</code>		
∞	<code>\faInfinity</code>	$\%$	<code>\faPercent</code>		

See also `\faTimes` (\times) in Table 423. All fontawesome5 symbols are intended to be used in text mode, not math mode.

TABLE 334: Miscellaneous L^AT_EX 2_ε Math Symbols

\aleph	<code>\aleph</code>	\square	<code>\Box^{*,†}</code>	∇	<code>\nabla</code>	\triangle	<code>\triangle</code>
\emptyset	<code>\emptyset[‡]</code>	\diamond	<code>\Diamond[*]</code>	\neg	<code>\neg</code>		
\angle	<code>\angle</code>	∞	<code>\infty</code>	\prime	<code>\prime</code>		
\backslash	<code>\backslash</code>	\mho	<code>\mho[*]</code>	\surd	<code>\surd</code>		

* Not predefined in L^AT_EX 2_ε. Use one of the packages `latexsym`, `amssymb`, `amssymb`, `txfonts`, `pxfonts`, or `wasysym`. Note, however, that `amssymb` and `amssymb` define `\Diamond` to produce the same glyph as `\lozenge` (“ \diamond ”); the other packages produce a squarer `\Diamond` as depicted above.

† To use `\Box`—or any other symbol—as an end-of-proof (Q.E.D.) marker, consider using the `ntheorem` package, which properly juxtaposes a symbol with the end of the proof text.

‡ Many people prefer the look of $\mathcal{A}\mathcal{M}\mathcal{S}$ ’s `\varnothing` (“ \emptyset ”, Table 335) to that of L^AT_EX’s `\emptyset`.

TABLE 335: Miscellaneous $\mathcal{A}\mathcal{M}\mathcal{S}$ Math Symbols

\backslash	<code>\backprime</code>	\blacktriangledown	<code>\blacktriangledown</code>	\mho	<code>\mho</code>
\star	<code>\bigstar</code>	\diagdown	<code>\diagdown</code>	\square	<code>\square</code>
\blacklozenge	<code>\blacklozenge</code>	\diagup	<code>\diagup</code>	\blacktriangledown	<code>\triangledown</code>
\blacksquare	<code>\blacksquare</code>	\eth	<code>\eth</code>	\varnothing	<code>\varnothing</code>
\blacktriangle	<code>\blacktriangle</code>	\lozenge	<code>\lozenge</code>	\vartriangle	<code>\vartriangle</code>

TABLE 336: Miscellaneous wasysym Math Symbols

\square	<code>\Box</code>	\diamond	<code>\Diamond</code>	\mho	<code>\mho[*]</code>	\vartriangleleft	<code>\varangle</code>
-----------	-------------------	------------	-----------------------	--------	-------------------------------	--------------------	------------------------

* `wasysym` also defines an `\agem0` symbol, which is the same glyph as `\mho` but is intended for use in text mode.

TABLE 337: Miscellaneous txfonts/pxfonts Math Symbols

◆	<code>\Diamondblack</code>	λ	<code>\lambdabar</code>
◇	<code>\Diamonddot</code>	λ	<code>\lambdaslash</code>

TABLE 338: Miscellaneous mathabx Math Symbols

◦	<code>\degree</code>	≡	<code>\fourth</code>	∠	<code>\measuredangle</code>	//	<code>\second</code>
\	<code>\diagdown</code>	#	<code>\hash</code>	⌋	<code>\pitchfork</code>	∠	<code>\sphericalangle</code>
/	<code>\diagup</code>	∞	<code>\infty</code>	∝	<code>\propto</code>	≡	<code>\third</code>
∅	<code>\diameter</code>	×	<code>\leftthreetimes</code>	∠	<code>\rightthreetimes</code>	#	<code>\varhash</code>

TABLE 339: Miscellaneous MnSymbol Math Symbols

⊖	<code>\backneg</code>	∅	<code>\diameter</code>	⊖	<code>\invneg</code>	⊖	<code>\neg</code>
\	<code>\backprime</code>	∞	<code>\infty</code>	✱	<code>\maltese</code>	/	<code>\prime</code>
✓	<code>\checkmark</code>	⊖	<code>\invbackneg</code>	∇	<code>\nabla</code>	f	<code>\smallint</code>

MnSymbol defines `\emptyset` and `\varnothing` as synonyms for `\diameter`; `\lnot` and `\minushookdown` as synonyms for `\neg`; `\minushookup` as a synonym for `\invneg`; `\hookdownminus` as a synonym for `\backneg`; and, `\hookupminus` as a synonym for `\invbackneg`.

TABLE 340: Miscellaneous Internal MnSymbol Math Symbols

∂	<code>\partialvardint</code>	∂	<code>\partialvartint</code>
∂	<code>\partialvardlanddownint</code>	∂	<code>\partialvartlanddownint</code>
∂	<code>\partialvardlandupint</code>	∂	<code>\partialvartlandupint</code>
∂	<code>\partialvardlcircleleftint</code>	∂	<code>\partialvartlcircleleftint</code>
∂	<code>\partialvardlcirclerightint</code>	∂	<code>\partialvartlcirclerightint</code>
∂	<code>\partialvardoint</code>	∂	<code>\partialvartoint</code>
∂	<code>\partialvardoint</code>	∂	<code>\partialvartoint</code>
∂	<code>\partialvardrcircleleftint</code>	∂	<code>\partialvartrcircleleftint</code>
∂	<code>\partialvardrcirclerightint</code>	∂	<code>\partialvartrcirclerightint</code>
∂	<code>\partialvardstrokedint</code>	∂	<code>\partialvartstrokedint</code>
∂	<code>\partialvardsumint</code>	∂	<code>\partialvartsumint</code>

These symbols are intended to be used internally by MnSymbol to construct the integrals appearing in Table 87 on page 58 but can nevertheless be used in isolation.

TABLE 341: Miscellaneous fdsymbol Math Symbols

\neg	<code>\backneg</code>	\int	<code>\intprod</code>	$'$	<code>\prime</code>
\backslash	<code>\backprime</code>	\int	<code>\intprodr</code>	\emptyset	<code>\reemptysetset</code>
\checkmark	<code>\checkmark</code>	\neg	<code>\invneg</code>	∇	<code>\sector</code>
\emptyset	<code>\emptysetset</code>	✖	<code>\maltese</code>	\int	<code>\smallint</code>
∞	<code>\infty</code>	\neg	<code>\neg</code>		

fdsymbol defines `\hookdownminus`, `\invneg`, and `\invnot` as synonyms for `\backneg`; `\lnot` and `\minushookdown` as synonyms for `\neg`; `\hookupminus` and `\turnedbackneg` as synonyms for `\intprodr`; `\minushookup`, `\turnedneg`, and `\turnednot` as synonyms for `\intprod`; and `\diameter` and `\varnothing` as synonyms for `\emptysetset`.

TABLE 342: Miscellaneous boisik Math Symbols

ϵ	<code>\backepsilon</code>	\dagger	<code>\hermitmatrix</code>	$\not\perp$	<code>\notbot</code>
\backslash	<code>\backprime</code>	∞	<code>\iinfin</code>	$\not\top$	<code>\nottop</code>
\checkmark	<code>\checkmark</code>	\neg	<code>\invnot</code>	\imath	<code>\riota</code>
\square	<code>\dalambert</code>	λ	<code>\lambdabar</code>	\sim	<code>\sinewave</code>
\backslash	<code>\diagdown</code>	λ	<code>\lambdaslash</code>	\emptyset	<code>\varnothing</code>
$/$	<code>\diagup</code>	✖	<code>\maltese</code>		

TABLE 343: Miscellaneous stix Math Symbols

\approx	<code>\accurrent</code>	\dagger	<code>\hermitmatrix</code>	⌚	<code>\PropertyLine</code>
\backslash	<code>\backslash</code>	\cdot	<code>\hyphenbullet</code>	\blacksquare	<code>\QED</code>
\equiv	<code>\bbrktbrk</code>	\sim	<code>\hzigzag</code>	$??$	<code>\Question</code>
\perp	<code>\bigbot</code>	Δ	<code>\increment</code>	\times	<code>\rdiagovfdiag</code>
\equiv	<code>\biginterleave</code>	\blacksquare	<code>\inversebullet</code>	⌚	<code>\rightouterjoin</code>
\top	<code>\bigtop</code>	\neg	<code>\invnot</code>	\lrcorner	<code>\sansLmirrored</code>
☺	<code>\blacksmiley</code>	⌚	<code>\Join</code>	\lrcorner	<code>\sansLturned</code>
$ $	<code>\bracevert</code>	\square	<code>\laplac</code>	\sim	<code>\sinewave</code>
\wedge	<code>\caretinsert</code>	⌚	<code>\leftouterjoin</code>	—	<code>\strns</code>
\checkmark	<code>\checkmark</code>	\cup	<code>\llarc</code>	⊕	<code>\thermod</code>
\triangleright	<code>\conictaper</code>	\cup	<code>\lrarc</code>	⌚	<code>\topcir</code>
⚠	<code>\danger</code>	✖	<code>\maltese</code>	\neg	<code>\turnednot</code>
\backslash	<code>\diagdown</code>	\S	<code>\mathsection</code>	—	<code>\ubrbrak</code>
$/$	<code>\diagup</code>	—	<code>\mathvisiblespace</code>	\cup	<code>\ularc</code>
\emptyset	<code>\diameter</code>	∇	<code>\nabla</code>	\backslash	<code>\urarc</code>

(continued on next page)

(continued from previous page)

*	<code>\dingasterisk</code>	\neg	<code>\neg*</code>	‡	<code>\viewdata</code>
✱	<code>\elinters</code>	\lrcorner	<code>\obrbrak</code>	⋈	<code>\vzigzag</code>
ø	<code>\eth</code>	\perp	<code>\perps</code>	¥	<code>\yen</code>
!!	<code>\Exclam</code>	$\overline{\quad}$	<code>\postalmark</code>	§	<code>\zcmp</code>
×	<code>\fdiagovrdiag</code>	\frown	<code>\proflin</code>	»	<code>\zpipe</code>
⋈	<code>\fullouterjoin</code>	\oslash	<code>\profsurf</code>	↓	<code>\zproject</code>

* stix defines `\lnot` as a synonym for `\neg`.

TABLE 344: Miscellaneous textcomp Text-mode Math Symbols

°	<code>\textdegree*</code>	$\frac{1}{2}$	<code>\textonehalf†</code>	$\frac{3}{4}$	<code>\textthreequarters†</code>
÷	<code>\textdiv</code>	$\frac{1}{4}$	<code>\textonequarter†</code>	3	<code>\textthreesuperior</code>
/	<code>\textfractionsolidus</code>	1	<code>\textonesuperior</code>	×	<code>\texttimes</code>
¬	<code>\textlnot</code>	±	<code>\textpm</code>	2	<code>\texttwosuperior</code>
−	<code>\textminus</code>	√	<code>\textsurd</code>		

* If you prefer a larger degree symbol you might consider defining one as `\ensuremath{\textcircled{°}}` (“°”).

† `nicefrac` (part of the `units` package) or the newer `xfrac` package can be used to construct vulgar fractions like “1/2”, “1/4”, “3/4”, and even “c/o”.

TABLE 345: Miscellaneous fge Math Symbols

\	<code>\fgebackslash</code>	\frown	<code>\fgecap</code>	\smile	<code>\fgecupacute</code>	\sphericalangle	<code>\fgeangle</code>
⊥	<code>\fgebaracute</code>	\frown	<code>\fgecapbar</code>	\sphericalangle	<code>\fgecupbar</code>	\lrcorner	<code>\fgeupbracket</code>
⌢	<code>\fgebarcap</code>	\smile	<code>\fgecup</code>	∞	<code>\fgeinfty</code>		

TABLE 346: Miscellaneous mathdesign Math Symbols

\llcorner `\rightangle`

TABLE 347: Miscellaneous logix Math Symbols

\otimes	<code>\Aor</code>	\otimes	<code>\FncCnvrs</code>	\sqcup	<code>\MapJoin</code>	\cup	<code>\SetJoin</code>
\gtplus	<code>\Append</code>	\circ	<code>\FncComp</code>	\sqcap	<code>\MapMeet</code>	\cap	<code>\SetMeet</code>
\mathfrak{I}	<code>\BncBistab</code>	\bullet	<code>\ForComp</code>	\oplus	<code>\Mnd</code>	Δ	<code>\SetSymDiff</code>
\sqcup	<code>\BnchJoin</code>	ω	<code>\FrstOrd</code>	\wp	<code>\Mor</code>	\perp	<code>\SimPerp</code>
\sqcap	<code>\BnchMeet</code>	ν	<code>\GrtFix</code>	\triangleleft	<code>\Normal</code>	\sim	<code>\SinCoh</code>
$\#$	<code>\Catenate</code>	\times	<code>\InCoh</code>	$?$	<code>\OfCrse</code>	\oplus	<code>\SmCircPlus</code>
τ	<code>\Choice</code>	∞	<code>\Infin</code>	$\&$	<code>\QuantAAnd</code>	\otimes	<code>\SmCircStar</code>
\mathcal{T}	<code>\Choices</code>	\mathfrak{I}	<code>\LcgBistab</code>	\sqcup	<code>\QuantBnchJoin</code>	\otimes	<code>\SmCircTimes</code>
\circ	<code>\Coh</code>	\oplus	<code>\LgCircPlus</code>	\sqcap	<code>\QuantBnchMeet</code>	\downarrow	<code>\VeeJoin</code>
\parallel	<code>\Concat</code>	\otimes	<code>\LgCircStar</code>	\wp	<code>\QuantMor</code>	\uparrow	<code>\VeeMeet</code>
\prec	<code>\Cover</code>	\otimes	<code>\LgCircTimes</code>	\cup	<code>\QuantSetJoin</code>	$!$	<code>\WhyNot</code>
$\vec{\nu}$	<code>\ExGrtFix</code>	μ	<code>\LstFix</code>	\cap	<code>\QuantSetMeet</code>		
$\vec{\mu}$	<code>\ExLstFix</code>	\square	<code>\MapComp</code>	\sim	<code>\SCoh</code>		

logix requires either Lua \LaTeX or Xe \LaTeX .

TABLE 348: Math Alphabets

Font sample	Generating command	T _E X font	Required package
ABCdef123	<code>\mathrm{ABCdef123}</code>	cmr10	<i>none</i>
<i>ABCdef123</i>	<code>\mathit{ABCdef123}</code>	cmmi10	<i>none</i>
<i>ABCdef123</i>	<code>\mathnormal{ABCdef123}</code>	cmmi10	<i>none</i>
<i>ABC</i>	<code>\mathcal{ABC}</code>	cmsy10	<i>none</i>
<i>ABC</i>	<code>\mathscr{ABC}</code>	rsfs10	mathrsfs
	<i>or</i> <code>\mathcal{ABC}</code>	rsfs10	calrsfs
<i>ABC</i>	<code>\mathcal{ABC}</code>	eusm10	euscript with the mathcal option
	<i>or</i> <code>\mathscr{ABC}</code>	eusm10	euscript with the mathscr option
<i>ABC</i>	<code>\mathcal{ABC}</code>	rsfso10	rsfso
	<i>or</i> <code>\mathscr{ABC}</code>	rsfso10	rsfso with the scr option
<i>ABC</i>	<code>\mathcal{ABC}</code>	urwchancal	urwchancal*
	<i>or</i> <code>\mathscr{ABC}</code>	urwchancal	urwchancal* with the mathscr option
ABC	<code>\mathbb{ABC}</code>	msbm10	amsfonts, [§] amssymb, txfonts, or pxfonts
ABC	<code>\varmathbb{ABC}</code>	txmia	txfonts or pxfonts
ABCdef123	<code>\mathbb{ABCdef123}</code>	bbold10	bbold or mathbbol [†]
ABCdef123	<code>\mathbb{ABCdef123}</code>	mbb10	mbboard [†]
ABCdef12	<code>\mathbbm{ABCdef12}</code>	bbm10	bbm
ABCdef12	<code>\mathbbmss{ABCdef12}</code>	bbmss10	bbm
ABCdef12	<code>\mathbbmтт{ABCdef12}</code>	bbтт10	bbm
ABC1	<code>\mathds{ABC1}</code>	dsrom10	dsfont
ABC1	<code>\mathds{ABC1}</code>	dsss10	dsfont with the sans option
ABCdef123	<code>\mathbb{ABCdef123}</code>	DSSerif	dsserif
ABCdef123	<code>\mathbbb{ABCdef123}</code>	DSSerif-Bold	dsserif
ABC	<code>\symA\symB\symC</code>	china10	G _{PL} A2e [‡]
<i>ABCdef123</i>	<code>\mathfrak{ABCdef123}</code>	eufm10	eufrak
<i>ABCdef123</i>	<code>\textfrak{ABCdef123}</code>	yfrak	yfonts [¶]
<i>ABCdef123</i>	<code>\textswab{ABCdef123}</code>	yswab	yfonts [¶]
<i>ABCdef123</i>	<code>\textgoth{ABCdef123}</code>	ygoth	yfonts [¶]

The “T_EX font” column lists the underlying T_EX font (or, more accurately, the .tfm file) that provides the math alphabet. See the corresponding table in the associated Raw Font Tables document for the math alphabet’s complete character set.

* `urwchancal` redefines `\mathcal` or `\mathscr` to use Zapf Chancery as the calligraphic or script font. However, like all `\mathcal` and `\mathscr` commands shown in Table 348, these support only uppercase letters. An alternative is to put “`\DeclareMathAlphabet{\mathpzc}{OT1}{pzc}{m}{it}`” in your document’s preamble to make `\mathpzc` typeset a wider set of characters in Zapf Chancery. Unfortunately, with this technique accents, superscripts, and subscripts don’t align as well as they do with `urwchancal`.

As a similar trick, you can typeset the Calligra font’s script “*z*” (or other calligraphic symbols) in math mode by loading the `calligra` package and putting “`\DeclareMathAlphabet{\mathcalligra}{T1}{calligra}{m}{n}`” in your document’s preamble to make `\mathcalligra` typeset its argument in the Calligra font. You may also want to specify “`\DeclareFontShape{T1}{calligra}{m}{n}{<->s*[2.2]callig15}{}`” to set Calligra at 2.2 times its design size for a better blend with typical body fonts.

† The `mathbbol` package defines some additional blackboard bold characters: parentheses, square brackets, angle brackets, and—if the `bbgreek` option is passed to `mathbbol`—Greek letters. For instance, “`<[[[αβγ]]>`” is produced by “`\mathbb{\Langle\lbrack\lparen\bbalpha\bbbeta\bbgamma\Rparen\Rbrack\Rangle}`”.

`mbboard` extends the blackboard bold symbol set significantly further. It supports not only the Greek alphabet—including “Greek-like” symbols such as `\bbnabla` (“∇”)—but also *all* punctuation marks, various currency symbols such as `\bbdollar` (“\$”) and `\bbeuro` (“€”), and the Hebrew alphabet (e.g., “`\bbfinalnun\bbyo\bbqof\bbpe`” → “פןקוּפּ”).

‡ The `\sym...` commands provided by the `GfA2e` package are actually text-mode commands. They are included in Table 348 because they resemble the blackboard-bold symbols that appear in the rest of the table. In addition to the 26 letters of the English alphabet, `GfA2e` provides three unlauded blackboard-bold letters: `\symAE` (“Å”), `\symOE` (“Ö”), and `\symUE` (“Ü”). Note that `GfA2e` does provide math-mode commands for the most common number-set symbols. These are presented in Table 207 on page 119.

¶ As their `\text...` names imply, the fonts provided by the `yfonts` package are actually text fonts. They are included in Table 348 because they are frequently used in a mathematical context.

§ An older (i.e., prior to 1991) version of the \mathcal{AMS} ’s fonts rendered \mathbb{C} , \mathbb{N} , \mathbb{R} , \mathbb{S} , and \mathbb{Z} as \mathbb{C} , \mathbb{N} , \mathbb{R} , \mathbb{S} , and \mathbb{Z} . As some people prefer the older glyphs—much to the \mathcal{AMS} ’s surprise—and because those glyphs fail to build under modern versions of METAFONT, Berthold Horn uploaded PostScript fonts for the older blackboard-bold glyphs to CTAN, to the `fonts/msym10` directory. As of this writing, however, there are no $\text{\LaTeX} 2_{\epsilon}$ packages for utilizing the now-obsolete glyphs.

Chapter 4

Science and technology symbols

This chapter lists symbols that are employed in various branches of science and engineering.









TABLE 349: gensymb Symbols Defined to Work in Both Math and Text Mode

°C	<code>\celsius</code>	μ	<code>\micro</code>	‰	<code>\perthousand</code>
°	<code>\degree</code>	Ω	<code>\ohm</code>		

TABLE 350: wasysym Electrical and Physical Symbols



~	<code>\AC</code>	≈	<code>\VHF</code>	~~~~	<code>\photon</code>	≈	<code>\HF</code>	⊗	<code>\gluon</code>
---	------------------	---	-------------------	------	----------------------	---	------------------	---	---------------------

TABLE 351: ifsym Pulse Diagram Symbols

	<code>\FallingEdge</code>		<code>\LongPulseLow</code>		<code>\PulseLow</code>		<code>\ShortPulseHigh</code>
	<code>\LongPulseHigh</code>		<code>\PulseHigh</code>		<code>\RaisingEdge</code>		<code>\ShortPulseLow</code>

In addition, within `\textifsym{...}`, the following codes are valid:

<code>_</code>	<code>l</code>	<code>-</code>	<code>m</code>	<code>~</code>	<code>h</code>	<code>⎯</code>	<code>d</code>	<code><</code>	<code><</code>	<code>></code>	<code>></code>
<code>—</code>	<code>L</code>	<code>—</code>	<code>M</code>	<code>—</code>	<code>H</code>	<code>—</code>	<code>D</code>	<code><</code>	<code><<</code>	<code>></code>	<code>>></code>

This enables one to write `"\textifsym{mm<DDD>mm}"` to get  or `"\textifsym{L|H|L|H|L}"` to get . See also the `timing` package, which provides a wide variety of pulse-diagram symbols within an environment designed specifically for typesetting pulse diagrams.

Finally, `\textifsym` supports the display of segmented digits, as would appear on an LCD: `"\textifsym{-123.456}"` produces `"- 123.456"`. `"\textifsym{b}"` outputs a blank with the same width as an `"8"`.

TABLE 352: ar Aspect Ratio Symbol

 \mathcal{R} `\AR`

TABLE 353: plimsoll Plimsoll Symbol

 \ominus `\plimsoll`

TABLE 354: textcomp Text-mode Science and Engineering Symbols

 $^{\circ}\text{C}$ `\textcelsius` $\text{\textcircled{U}}$ `\textmho` μ `\textmu` Ω `\textohm`

TABLE 355: steinmetz Extensible Phasor Symbol

 $\sphericalangle abc$ `\phase{abc}`

The `\phase` command uses the `pict2e` package to draw a horizontally and vertically scalable Steinmetz phasor symbol. Consequently, `\phase` works only with those \TeX backends supported by `pict2e`. See the `pict2e` documentation for more information.

TABLE 356: emf Electromotive Force Symbols

\mathcal{E} `\emf` with package option `boondox` (default)
 \mathcal{E} `\emf` with package option `cal`*
 \mathcal{E} `\emf` with package option `calligra`
 \mathcal{E} `\emf` with package option `chorus`
 \mathcal{E} `\emf` with package option `cmr`
 \mathcal{E} `\emf` with package option `fourier`
 \mathcal{E} `\emf` with package option `frursive`
 \mathcal{E} `\emf` with package option `miami`
 \mathcal{E} `\emf` with package option `rsfs`

* With the `cal` package option, `\emf` uses `\mathcal{cal}`. Hence, the depiction of “E” depends on the currently loaded math font.

TABLE 357: wasysym Astronomical Symbols

♿	<code>\mercury</code>	♁	<code>\earth</code>	♃	<code>\jupiter</code>	♅	<code>\uranus</code>	♇	<code>\pluto</code>
♀	<code>\venus</code>	♂	<code>\mars</code>	♄	<code>\saturn</code>	♆	<code>\neptune</code>		
☉	<code>\astrosun</code>	☾	<code>\fullmoon</code>	☾	<code>\leftmoon</code>	●	<code>\newmoon</code>	☽	<code>\rightmoon</code>
♈	<code>\aries</code>	♋	<code>\cancer</code>	♎	<code>\libra</code>	♊	<code>\aquarius</code>		
♉	<code>\taurus</code>	♌	<code>\leo</code>	♏	<code>\scorpio</code>	♍	<code>\capricornus</code>		
♊	<code>\gemini</code>	♍	<code>\virgo</code>	♐	<code>\sagittarius</code>	♋	<code>\pisces</code>		
♁	<code>\ascnode</code>	♂	<code>\descnode</code>	♄	<code>\conjunction</code>	♅	<code>\opposition</code>	♈	<code>\vernal</code>

TABLE 358: marvosym Astronomical Symbols

♿	<code>\Mercury</code>	♁	<code>\Earth</code>	♃	<code>\Jupiter</code>	♅	<code>\Uranus</code>	♇	<code>\Pluto</code>
♀	<code>\Venus</code>	♂	<code>\Mars</code>	♄	<code>\Saturn</code>	♆	<code>\Neptune</code>		
☾	<code>\Moon</code>	☉	<code>\Sun</code>						
♈	<code>\Aries</code>	♋	<code>\Cancer</code>	♎	<code>\Libra</code>		<code>\Capricorn</code>		
♉	<code>\Taurus</code>	♌	<code>\Leo</code>	♏	<code>\Scorpio</code>	♊	<code>\Aquarius</code>		
♊	<code>\Gemini</code>	♍	<code>\Virgo</code>	♐	<code>\Sagittarius</code>	♋	<code>\Pisces</code>		

Note that `\Aries... \Pisces` can also be specified with `\Zodiac{1}... \Zodiac{12}`.

TABLE 359: mathabx Astronomical Symbols

♿	<code>\Mercury</code>	♁	<code>\Earth</code>	♃	<code>\Jupiter</code>	♅	<code>\Uranus</code>	♇	<code>\Pluto</code>
♀	<code>\Venus</code>	♂	<code>\Mars</code>	♄	<code>\Saturn</code>	♆	<code>\Neptune</code>	♁	<code>\varEarth</code>
☾	<code>\fullmoon</code>	☾	<code>\leftmoon</code>	●	<code>\newmoon</code>	☽	<code>\rightmoon</code>	☉	<code>\Sun</code>
♈	<code>\Aries</code>	♉	<code>\Taurus</code>	♊	<code>\Gemini</code>				

`mathabx` also defines `\girl` as an alias for `\Venus`, `\boy` as an alias for `\Mars`, and `\Moon` as an alias for `\leftmoon`.

TABLE 360: stix Astronomical Symbols

☉	<code>\astrosun</code>	☾	<code>\leftmoon</code>	☽	<code>\rightmoon</code>	☼	<code>\sun</code>
---	------------------------	---	------------------------	---	-------------------------	---	-------------------

TABLE 361: utfsym Astronomical Symbols

☉	<code>\usym{2609}</code>	♃	<code>\usym{2643}</code>	♆	<code>\usym{264F}</code>	♁	<code>\usym{1F318}</code>
♁	<code>\usym{260A}</code>	♄	<code>\usym{2644}</code>	♇	<code>\usym{2650}</code>	☾	<code>\usym{1F319}</code>
♂	<code>\usym{260B}</code>	♅	<code>\usym{2645}</code>	♁	<code>\usym{2651}</code>	♁	<code>\usym{1F31A}</code>
♄	<code>\usym{260C}</code>	♆	<code>\usym{2646}</code>	♁	<code>\usym{2652}</code>	♁	<code>\usym{1F31B}</code>
♃	<code>\usym{260D}</code>	♇	<code>\usym{2647}</code>	♁	<code>\usym{2653}</code>	♁	<code>\usym{1F31C}</code>
♁	<code>\usym{263C}</code>	♁	<code>\usym{2648}</code>	♁	<code>\usym{1F311}</code>	♁	<code>\usym{1F31D}</code>
♁	<code>\usym{263D}</code>	♁	<code>\usym{2649}</code>	♁	<code>\usym{1F312}</code>	♁	<code>\usym{1F31E}</code>
♁	<code>\usym{263E}</code>	♁	<code>\usym{264A}</code>	♁	<code>\usym{1F313}</code>	♁	<code>\usym{1F31F}</code>
♁	<code>\usym{263F}</code>	♁	<code>\usym{264B}</code>	♁	<code>\usym{1F314}</code>	♁	<code>\usym{1F320}</code>
♁	<code>\usym{2640}</code>	♁	<code>\usym{264C}</code>	♁	<code>\usym{1F315}</code>		
♁	<code>\usym{2641}</code>	♁	<code>\usym{264D}</code>	♁	<code>\usym{1F316}</code>		
♁	<code>\usym{2642}</code>	♁	<code>\usym{264E}</code>	♁	<code>\usym{1F317}</code>		

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 362: starfont Astronomical Symbols

	<code>\Mercury</code>		<code>\Mars</code>		<code>\Uranus</code>		<code>\varTerra</code>
	<code>\Venus</code>		<code>\Jupiter</code>		<code>\Neptune</code>		<code>\varUranus</code>
	<code>\Terra</code>		<code>\Saturn</code>		<code>\Pluto</code>		<code>\varPluto</code>
	<code>\Sun</code>		<code>\Moon</code>		<code>\varMoon</code>		
	<code>\Cupido</code>		<code>\Zeus</code>		<code>\Apollon</code>		<code>\Vulkanus</code>
	<code>\Hades</code>		<code>\Kronos</code>		<code>\Admetos</code>		<code>\Poseidon</code>
	<code>\Lilith</code>		<code>\NorthNode</code>		<code>\SouthNode</code>		
	<code>\Amor</code>		<code>\Eros</code>		<code>\Juno</code>		<code>\Sappho</code>
	<code>\Ceres</code>		<code>\Hidalgo</code>		<code>\Pallas</code>		<code>\Vesta</code>
	<code>\Chiron</code>		<code>\Hygiea</code>		<code>\Psyche</code>		
	<code>\Fortune</code>						
	<code>\Aries</code>		<code>\Leo</code>		<code>\Sagittarius</code>		<code>\varCapricorn</code>
	<code>\Taurus</code>		<code>\Virgo</code>		<code>\Capricorn</code>		
	<code>\Gemini</code>		<code>\Libra</code>		<code>\Aquarius</code>		
	<code>\Cancer</code>		<code>\Scorpio</code>		<code>\Pisces</code>		
	<code>\Conjunction</code>		<code>\Square</code>		<code>\Semisextile</code>		
	<code>\Opposition</code>		<code>\Sextile</code>		<code>\Semisquare</code>		
	<code>\Trine</code>		<code>\Quincunx</code>		<code>\Sesquiquadrate</code>		
	<code>\ASC</code>		<code>\EastPoint</code>		<code>\MC</code>		
	<code>\DSC</code>		<code>\IC</code>		<code>\Vertex</code>		
	<code>\Direct</code>		<code>\Retrograde</code>		<code>\Station</code>		
	<code>\Air</code>		<code>\Earth</code>		<code>\Fire</code>		<code>\Water</code>
	<code>\Natal</code>		<code>\Pentagram</code>		<code>\Radix</code>		

TABLE 363: wasysym APL Symbols

	<code>\APLbox</code>		<code>\APLinv</code>		<code>\APLstar</code>
	<code>\APLcomment</code>		<code>\APLleftarrowbox</code>		<code>\APLup</code>
	<code>\APLdown</code>		<code>\APLlog</code>		<code>\APLuparrowbox</code>
	<code>\APLdownarrowbox</code>		<code>\APLminus</code>		<code>\notbackslash</code>
	<code>\APLinput</code>		<code>\APLrightarrowbox</code>		<code>\notslash</code>
	<code>\APLcirc{a}</code>		<code>\APLnot{a}</code>		<code>\APLvert{a}</code>

TABLE 364: stix APL Symbols



	<code>\APLboxquestion</code>	∇	<code>\APLnotbackslash</code>
	<code>\APLboxupcaret</code>	\neq	<code>\APLnotslash</code>

TABLE 365: apl APL Symbols

	<code>\AB</code>	∞	<code>\DD</code>	∇	<code>\GD</code>	†	<code>\LK</code>	∓	<code>\PD</code>	↑	<code>\UA</code>	\underline{G}	<code>\ZG</code>	\underline{Q}	<code>\ZQ</code>
α	<code>\AM</code>	⊥	<code>\DE</code>	≥	<code>\GE</code>	○	<code>\LO</code>	∏	<code>\QQ</code>	—	<code>\US</code>	\underline{H}	<code>\ZH</code>	\underline{B}	<code>\ZR</code>
\	<code>\BL</code>	∇	<code>\DL</code>	→	<code>\GO</code>	∩	<code>\LU</code>	}	<code>\RB</code>	∪	<code>\UU</code>	\underline{I}	<code>\ZI</code>	\underline{S}	<code>\ZS</code>
□	<code>\BX</code>	◇	<code>\DM</code>	Δ	<code>\GU</code>	≠	<code>\NE</code>	†	<code>\RK</code>	±	<code>\XQ</code>	\underline{J}	<code>\ZJ</code>	\underline{T}	<code>\ZT</code>
\	<code>\CB</code>	⊞	<code>\DQ</code>	±	<code>\IB</code>	—	<code>\NG</code>	ρ	<code>\RO</code>	\underline{A}	<code>\ZA</code>	\underline{K}	<code>\ZK</code>	\underline{U}	<code>\ZU</code>
∫	<code>\CE</code>	∩	<code>\DU</code>	∩	<code>\IO</code>	★	<code>\NN</code>	c	<code>\RU</code>	\underline{B}	<code>\ZB</code>	\underline{L}	<code>\ZL</code>	\underline{V}	<code>\ZV</code>
∩	<code>\CO</code>	∩	<code>\EN</code>	{	<code>\LB</code>	∓	<code>\NR</code>	φ	<code>\RV</code>	\underline{C}	<code>\ZC</code>	\underline{M}	<code>\ZM</code>	\underline{W}	<code>\ZW</code>
○	<code>\CR</code>	∈	<code>\EP</code>	Δ	<code>\LD</code>	~	<code>\NT</code>	○	<code>\SO</code>	\underline{D}	<code>\ZD</code>	\underline{N}	<code>\ZN</code>	\underline{X}	<code>\ZX</code>
/	<code>\CS</code>	∫	<code>\FL</code>	≤	<code>\LE</code>	ω	<code>\OM</code>	∩	<code>\SS</code>	\underline{E}	<code>\ZE</code>	\underline{O}	<code>\ZO</code>	\underline{Y}	<code>\ZY</code>
↓	<code>\DA</code>	∓	<code>\FM</code>	⊗	<code>\LG</code>	v	<code>\OR</code>	∩	<code>\TR</code>	\underline{F}	<code>\ZF</code>	\underline{P}	<code>\ZP</code>	\underline{Z}	<code>\ZZ</code>

TABLE 366: marvosym Computer Hardware Symbols

































	<code>\ComputerMouse</code>		<code>\ParallelPort</code>		<code>\SerialInterface</code>
	<code>\Keyboard</code>		<code>\Printer</code>		<code>\SerialPort</code>

TABLE 367: keystroke Computer Keys

	<code>\Alt</code>		<code>\Enter*</code>		<code>\PrtSc*</code>
	<code>\AltGr</code>		<code>\Esc*</code>		<code>\RArrow</code>
	<code>\Break*</code>		<code>\Home*</code>		<code>\Return</code>
	<code>\BSpace†</code>		<code>\Ins*</code>		<code>\Scroll*</code>
	<code>\Ctrl*</code>		<code>\LArrow</code>		<code>\Shift*</code>
	<code>\DArrow</code>		<code>\NumLock</code>		<code>\Spacebar</code>
	<code>\Del*</code>		<code>\PgDown*</code>		<code>\Tab†</code>
	<code>\End*</code>		<code>\PgUp*</code>		<code>\UArrow</code>

* Changes based on the language option passed to the keystroke package. For example, the german option makes `\Del` produce “” instead of “”.

† These symbols utilize the `rotating` package and therefore display improperly in most DVI viewers.


The `\keystroke` command draws a key with an arbitrary label. For example, “`\keystroke{F7}`” produces “”.

TABLE 368: ascii Control Characters (CP437)

⊙	\SOH	■	\BS	⊛	\SI	—	\SYN	↔	\GS
⊕	\STX	○	\HT	▶	\DLE	‡	\ETB	▲	\RS
♥	\ETX	◼	\LF	◀	\DCa	↑	\CAN	—	\US
♦	\EOT	♂	\VT	‡	\DCb	↓	\EM		
♣	\ENQ	♀	\FF	!!	\DCc	→	\SUB		
♠	\ACK	○	\CR	‡	\DCd	←	\ESC		
•	\BEL	◦	\SO	§	\NAK	⌞	\FS		
△	\DEL	⋈	\NBSP	⋈	\NUL	‡	\splitvert		

Code Page 437 (CP437), which was first utilized by the original IBM PC, uses the symbols \SOH through \US to depict ASCII characters 1–31 and \DEL to depict ASCII character 127. The \NUL symbol, not part of CP437, represents ASCII character 0. \NBSP, also not part of CP437, represents a nonbreaking space. \splitvert is merely the “|” character drawn as it was on the IBM PC.

TABLE 369: logic Logic Gates

	\ANDd		\BUFu		\NANDl		\ORd
	\ANDl		\BusWidth		\NANDr		\ORl
	\ANDr		\INVD		\NANDu		\ORr
	\ANDu		\INVl		\NORd		\ORu
	\BUFd		\INVR		\NORl		
	\BUF1		\INVu		\NORr		
	\BUFr		\NANDd		\NORu		

The `logic` package implements the digital logic-gate symbols specified by the U.S. Department of Defense’s MIL-STD-806 standard. Note that on CTAN, the package is *called* `logic`, but the package is *loaded* using `\usepackage{milstd}`. (There was already a—completely unrelated—`milstd` package on CTAN at the time of `logic`’s release.) Consequently, package details are listed under `milstd` in Table 697 and Table 698 on page 387.

TABLE 370: quantikz Quantum-Mechanics Notation

$\langle a $	<code>\bra{a}</code>	$ a\rangle$	<code>\ket{a}</code>
$\langle a b\rangle$	<code>\braket{a}{b}</code>	$ a\rangle\langle a $	<code>\proj{a}</code>

All of these symbols work in both text and math mode and scale automatically to fit their argument(s).

TABLE 371: marvosym Communication Symbols
























































	<code>\Email</code>		<code>\fax</code>		<code>\Faxmachine</code>		<code>\Lightning</code>		<code>\Pickup</code>
	<code>\EmailCT</code>		<code>\FAX</code>		<code>\Letter</code>		<code>\Mobilefone</code>		<code>\Telefon</code>

TABLE 372: marvosym Engineering Symbols

	<code>\Beam</code>		<code>\Force</code>		<code>\Octosteel</code>		<code>\RoundedTSteel</code>
	<code>\Bearing</code>		<code>\Hexasteel</code>		<code>\Rectpipe</code>		<code>\Squarepipe</code>
	<code>\Circpipe</code>		<code>\Lefttorque</code>		<code>\Rectsteel</code>		<code>\Squaresteel</code>
	<code>\Circsteel</code>		<code>\Lineload</code>		<code>\Righttorque</code>		<code>\Tsteel</code>
	<code>\Fixedbearing</code>		<code>\Loosebearing</code>		<code>\RoundedLsteel*</code>		<code>\Tsteel</code>
	<code>\Flatsteel</code>		<code>\Lsteel</code>		<code>\RoundedTsteel*</code>		


































































* `\RoundedLsteel` and `\RoundedTsteel` seem to be swapped, at least in the 2000/05/01 version of marvosym.

TABLE 373: typicons User-Interface Symbols

	<code>\tiAdjustBrightness</code>		<code>\tiInfo</code>
	<code>\tiAdjustContrast</code>		<code>\tiInfoLarge</code>
	<code>\tiArchive</code>		<code>\tiInfoLargeOutline</code>
	<code>\tiBackspace</code>		<code>\tiInfoOutline</code>
	<code>\tiBackspaceOutline</code>		<code>\tiLink</code>
	<code>\tiBatteryCharge</code>		<code>\tiLinkOutline</code>
	<code>\tiBatteryFull</code>		<code>\tiLocation</code>
	<code>\tiBatteryHigh</code>		<code>\tiLocationOutline</code>
	<code>\tiBatteryLow</code>		<code>\tiMessage</code>
	<code>\tiBatteryMid</code>		<code>\tiMessages</code>
	<code>\tiBookmark</code>		<code>\tiMessageTyping</code>





















































































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	<code>\tiCancel</code>		<code>\tiRefresh</code>
	<code>\tiCancelOutline</code>		<code>\tiRefreshOutline</code>
	<code>\tiChartArea</code>		<code>\tiRss</code>
	<code>\tiChartAreaOutline</code>		<code>\tiRssOutline</code>
	<code>\tiChartBar</code>		<code>\tiSortAlphabetically</code>
	<code>\tiChartBarOutline</code>		<code>\tiSortAlphabeticallyOutline</code>
	<code>\tiChartLine</code>		<code>\tiSortNumerically</code>
	<code>\tiChartLineOutline</code>		<code>\tiSortNumericallyOutline</code>
	<code>\tiChartPie</code>		<code>\tiSupport</code>
	<code>\tiChartPieOutline</code>		<code>\tiTabsOutline</code>
	<code>\tiCloudStorage</code>		<code>\tiThLarge</code>
	<code>\tiCloudStorageOutline</code>		<code>\tiThLargeOutline</code>
	<code>\tiCode</code>		<code>\tiThList</code>
	<code>\tiCodeOutline</code>		<code>\tiThListOutline</code>
	<code>\tiCog</code>		<code>\tiThMenu</code>
	<code>\tiCogOutline</code>		<code>\tiThMenuOutline</code>
	<code>\tiCss</code>		<code>\tiThSmall</code>
	<code>\tiDatabase</code>		<code>\tiThSmallOutline</code>
	<code>\tiDownload</code>		<code>\tiUpload</code>
	<code>\tiDownloadOutline</code>		<code>\tiUploadOutline</code>
	<code>\tiEdit</code>		<code>\tiWarning</code>
	<code>\tiExport</code>		<code>\tiWarningOutline</code>
	<code>\tiExportOutline</code>		<code>\tiWaves</code>
	<code>\tiFilter</code>		<code>\tiWavesOutline</code>
	<code>\tiFlowChildren</code>		<code>\tiWiFi</code>
	<code>\tiFlowMerge</code>		<code>\tiWiFiOutline</code>
	<code>\tiFlowParallel</code>		<code>\tiZoom</code>
	<code>\tiFlowSwitch</code>		<code>\tiZoomIn</code>
	<code>\tiGroup</code>		<code>\tiZoomInOutline</code>
	<code>\tiGroupOutline</code>		<code>\tiZoomOut</code>
	<code>\tiHtml</code>		<code>\tiZoomOutline</code>
	<code>\tiImage</code>		<code>\tiZoomOutOutline</code>
	<code>\tiImageOutline</code>		

typicons requires either Lua \LaTeX or X \LaTeX .

TABLE 374: fontawesome5 User-Interface Symbols

	<code>\faAd</code>		<code>\faListUl</code>
	<code>\faAddressBook</code>		<code>\faLocationArrow</code>
	<code>\faAddressBook[regular]</code>		<code>\faMailBulk</code>
	<code>\faAddressCard</code>		<code>\faMapMarked*</code>
	<code>\faAddressCard[regular]</code>		<code>\faMapMarked</code>
	<code>\faAdjust</code>		<code>\faMapMarker*</code>
	<code>\faAlignCenter</code>		<code>\faMapMarker</code>
	<code>\faAlignJustify</code>		<code>\faMapPin</code>
	<code>\faAlignLeft</code>		<code>\faMicrophoneAltSlash</code>
	<code>\faAlignRight</code>		<code>\faMicrophoneSlash</code>
	<code>\faArrows*</code>		<code>\faMinusCircle</code>
	<code>\faAudioDescription</code>		<code>\faMinusSquare</code>
	<code>\faBackspace</code>		<code>\faMinusSquare[regular]</code>
	<code>\faBars</code>		<code>\faMousePointer</code>
	<code>\faBatteryEmpty</code>		<code>\faMusic</code>
	<code>\faBatteryFull</code>		<code>\faNetworkWired</code>
	<code>\faBatteryHalf</code>		<code>\faObjectGroup</code>
	<code>\faBatteryQuarter</code>		<code>\faObjectGroup[regular]</code>
	<code>\faBatteryThreeQuarters</code>		<code>\faObjectUngroup</code>
	<code>\faBellSlash</code>		<code>\faObjectUngroup[regular]</code>
	<code>\faBellSlash[regular]</code>		<code>\faOutdent</code>
	<code>\faBlog</code>		<code>\faPaste</code>
	<code>\faBold</code>		<code>\faPause</code>
	<code>\faBookmark</code>		<code>\faPauseCircle</code>
	<code>\faBookmark[regular]</code>		<code>\faPauseCircle[regular]</code>
	<code>\faBorderAll</code>		<code>\faPhotoVideo</code>
	<code>\faBorderNone</code>		<code>\faPlusCircle</code>
	<code>\faBorderStyle</code>		<code>\faPlusSquare</code>
	<code>\faCartArrowDown</code>		<code>\faPlusSquare[regular]</code>
	<code>\faCartPlus</code>		<code>\faPodcast</code>
	<code>\faChartArea</code>		<code>\faPoll</code>
	<code>\faChartBar</code>		<code>\faPollH</code>
	<code>\faChartBar[regular]</code>		<code>\faPortrait</code>
	<code>\faChartLine</code>		<code>\faPowerOff</code>
	<code>\faChartPie</code>		<code>\faPrint</code>
	<code>\faClipboard</code>		<code>\faProjectDiagram</code>
	<code>\faClipboard[regular]</code>		<code>\faQrcode</code>
	<code>\faClipboardCheck</code>		<code>\faQuestionCircle</code>
	<code>\faClone</code>		<code>\faQuestionCircle[regular]</code>
	<code>\faClone[regular]</code>		<code>\faRandom</code>
	<code>\faClosedCaptioning</code>		<code>\faRedo*</code>
	<code>\faClosedCaptioning[regular]</code>		<code>\faRedo</code>

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	\faCloudDownload*		\faRemoveFormat
	\faCloudUpload*		\faReply
	\faCode		\faReplyAll
	\faCodeBranch		\faRetweet
	\faCog		\faRoute
	\faColumns		\faRss
	\faComment*[regular]		\faRssSquare
	\faComment*		\faSave
	\faComment		\faSave[regular]
	\faComment[regular]		\faSearch
	\faCommentDollar		\faSearchDollar
	\faCommentDots		\faSearchLocation
	\faCommentDots[regular]		\faSearchMinus
	\faComments		\faSearchPlus
	\faComments[regular]		\faServer
	\faCommentsDollar		\faShapes
	\faCommentSlash		\faShare*
	\faCompress*		\faShare
	\faCompress		\faShareAltSquare
	\faCompressArrows*		\faShareSquare
	\faCopy		\faShareSquare[regular]
	\faCopy[regular]		\faSignal
	\faCrop*		\faSignature
	\faCrop		\faSignIn*
	\faCrosshairs		\faSignOut*
	\faCut		\faSitemap
	\faDatabase		\faSlidersH
	\faDesktop		\faSms
	\faDonate		\faSort
	\faDownload		\faSortAlphaDown*
	\faDrawPolygon		\faSortAlphaDown
	\faEdit		\faSortAlphaUp*
	\faEdit[regular]		\faSortAlphaUp
	\faEnvelope		\faSortAmountDown*
	\faEnvelope[regular]		\faSortAmountDown
	\faEnvelopeOpen		\faSortAmountUp*
	\faEnvelopeOpen[regular]		\faSortAmountUp
	\faEnvelopeOpenText		\faSortDown
	\faEnvelopeSquare		\faSortNumericDown*
	\faEraser		\faSortNumericDown
	\faEthernet		\faSortNumericUp*
	\faExchange*		\faSortNumericUp
	\faExclamationCircle		\faSortUp
	\faExclamationTriangle		\faSpellCheck
	\faExpand*		\faSpinner

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	<code>\faExpand</code>		<code>\faSquareRoot*</code>
	<code>\faExpandArrows*</code>		<code>\faStoreAltSlash</code>
	<code>\faExternalLink*</code>		<code>\faStoreSlash</code>
	<code>\faExternalLinkSquare*</code>		<code>\faStream</code>
	<code>\faEye</code>		<code>\faStreetView</code>
	<code>\faEye[regular]</code>		<code>\faStrikethrough</code>
	<code>\faEyeSlash</code>		<code>\faSubscript</code>
	<code>\faEyeSlash[regular]</code>		<code>\faSuperscript</code>
	<code>\faFill</code>		<code>\faSync*</code>
	<code>\faFillDrip</code>		<code>\faSync</code>
	<code>\faFilm</code>		<code>\faTable</code>
	<code>\faFilter</code>		<code>\faTasks</code>
	<code>\faFingerprint</code>		<code>\faTerminal</code>
	<code>\faFire*</code>		<code>\faTextHeight</code>
	<code>\faFont</code>		<code>\faTextWidth</code>
	<code>\faGripHorizontal</code>		<code>\faTh</code>
	<code>\faGripLines</code>		<code>\faThLarge</code>
	<code>\faGripLinesVertical</code>		<code>\faThList</code>
	<code>\faGripVertical</code>		<code>\faTint</code>
	<code>\faHashtag</code>		<code>\faTintSlash</code>
	<code>\faHeading</code>		<code>\faToggleOff</code>
	<code>\faHistory</code>		<code>\faToggleOn</code>
	<code>\faIcons</code>		<code>\faTrashRestore*</code>
	<code>\faICursor</code>		<code>\faTrashRestore</code>
	<code>\faImage</code>		<code>\faUnderline</code>
	<code>\faImage[regular]</code>		<code>\faUndo*</code>
	<code>\faImages</code>		<code>\faUndo</code>
	<code>\faImages[regular]</code>		<code>\faUniversalAccess</code>
	<code>\faInbox</code>		<code>\faUnlink</code>
	<code>\faIndent</code>		<code>\faUpload</code>
	<code>\faInfo</code>		<code>\faVectorSquare</code>
	<code>\faInfoCircle</code>		<code>\faVideo</code>
	<code>\faItalic</code>		<code>\faVideoSlash</code>
	<code>\faLanguage</code>		<code>\faVoicemail</code>
	<code>\faLaptopCode</code>		<code>\faWindowClose</code>
	<code>\faLayerGroup</code>		<code>\faWindowClose[regular]</code>
	<code>\faLevelDown*</code>		<code>\faWindowMaximize</code>
	<code>\faLevelUp*</code>		<code>\faWindowMaximize[regular]</code>
	<code>\faLink</code>		<code>\faWindowMinimize</code>
	<code>\faList*[regular]</code>		<code>\faWindowMinimize[regular]</code>
	<code>\faList*</code>		<code>\faWindowRestore</code>
	<code>\faList</code>		<code>\faWindowRestore[regular]</code>
	<code>\faList01</code>		

TABLE 375: wasysym Biological Symbols

♀ \female ♂ \male

TABLE 376: stix Biological Symbols

♀ \female ♂ \male
 ♀ \Hermaphrodite ♀ \neuter

TABLE 377: marvosym Biological Symbols

♀ \FEMALE ♂ \FemaleMale ♂ \Male ○ \Neutral
 ♀ \Female ♀ \Hermaphrodite ♂ \MALE
 ♀ \FemaleFemale ♀ \HERMAPHRODITE ♂ \MaleMale

TABLE 378: utfsym Biological Symbols

♀ \usym{26A2} ♀ \usym{26A4} ♂ \usym{26A6} ♂ \usym{26A8}
 ♂ \usym{26A3} ♀ \usym{26A5} ♀ \usym{26A7} ♂ \usym{26A9}

All `utfsym` symbols are implemented with TikZ graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.








































TABLE 379: fontawesome5 Biological Symbols

○ \faGenderless ♂ \faMarsStrokeH ♀ \faTransgender
 ♂ \faMars ♂ \faMarsStrokeV ♀ \faVenus
 ♂ \faMarsDouble ♀ \faNeuter ♀ \faVenusDouble
 ♂ \faMarsStroke ♀ \faTransgender* ♀ \faVenusMars

TABLE 380: marvosym Safety-related Symbols

☠ \Biohazard ☹ \CEsign ☢ \Explosionsafe ☢ \Radioactivity
 ☹ \BSEfree ☹ \Estatically ☢ \Laserbeam ☹ \Stopsign

TABLE 381: feyn Feynman Diagram Symbols

	<code>\bigbosonloop</code>		<code>\hfermion</code>		<code>\smallbosonloopV</code>		
	<code>\bigbosonloopA</code>		<code>\shfermion</code>		<code>\wfermion</code>		
	<code>\bigbosonloopV</code>		<code>\smallbosonloop</code>		<code>\whfermion</code>		
	<code>\gvcropped</code>		<code>\smallbosonloopA</code>				
	<code>\feyn{a}</code>		<code>\feyn{fu}</code>		<code>\feyn{glS}</code>		<code>\feyn{hs}</code>
	<code>\feyn{c}</code>		<code>\feyn{fv}</code>		<code>\feyn{glu}</code>		<code>\feyn{hu}</code>
	<code>\feyn{f}</code>		<code>\feyn{g}</code>		<code>\feyn{gu}</code>		<code>\feyn{m}</code>
	<code>\feyn{fd}</code>		<code>\feyn{g1}</code>		<code>\feyn{gv}</code>		<code>\feyn{ms}</code>
	<code>\feyn{fl}</code>		<code>\feyn{gd}</code>		<code>\feyn{gvs}</code>		<code>\feyn{p}</code>
	<code>\feyn{flS}</code>		<code>\feyn{gl}</code>		<code>\feyn{h}</code>		<code>\feyn{P}</code>
	<code>\feyn{fs}</code>		<code>\feyn{glB}</code>		<code>\feyn{hd}</code>		<code>\feyn{x}</code>

All other arguments to the `\feyn` command produce a “?” symbol.

The feyn package provides various commands for composing the preceding symbols into complete Feynman diagrams. See the feyn documentation for examples and additional information.

TABLE 382: svrsymbols Physics Ideograms

Δ	<code>\adsorbate</code>	\mathbb{X}	<code>\experimentalsym</code>	\mathbb{P}	<code>\protein</code>
\mathbb{C}	<code>\adsorbent</code>	\mathbb{D}	<code>\externalsym</code>	p^+	<code>\proton</code>
μ^+	<code>\antimuon</code>	\mathcal{F}	<code>\fermiDistrib</code>	\mathbb{Q}	<code>\quadrupole</code>
$\bar{\nu}$	<code>\antineutrino</code>	\mathcal{F}	<code>\fermion</code>	q	<code>\quark</code>
\bar{n}	<code>\antineutron</code>	g	<code>\Gluon</code>	b	<code>\quarkb</code>
p^-	<code>\antiproton</code>	\mathbb{G}	<code>\graphene</code>	c	<code>\quarkc</code>
\bar{q}	<code>\antiquark</code>	\mathcal{G}	<code>\graviton</code>	d	<code>\quarkd</code>
\bar{b}	<code>\antiquarkb</code>	\mathbb{H}	<code>\hbond</code>	s	<code>\quarks</code>
\bar{c}	<code>\antiquarkc</code>	\mathbb{A}	<code>\Higgsboson</code>	t	<code>\quarkt</code>
\bar{d}	<code>\antiquarkd</code>	h^+	<code>\hole</code>	u	<code>\quarku</code>
\bar{s}	<code>\antiquarks</code>	\mathbb{I}	<code>\interaction</code>	R	<code>\reference</code>
\bar{t}	<code>\antiquarkt</code>	\mathbb{I}	<code>\internalsym</code>	\ll	<code>\resistivity</code>

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\bar{u}	<code>\antiquarku</code>	$\textcircled{1}$	<code>\ion</code>	ϱ^-	<code>\rhomesonminus</code>
\mathcal{A}	<code>\anyon</code>	\oplus	<code>\ionicbond</code>	ϱ^0	<code>\rhomesonnull</code>
\star	<code>\assumption</code>	Ψ	<code>\Jpsimeson</code>	ϱ^+	<code>\rhomesonplus</code>
$\textcircled{\star}$	<code>\atom</code>	K^-	<code>\Kaonminus</code>	\boxplus	<code>\solid</code>
\bigstar	<code>\bigassumption</code>	K^0	<code>\Kaonnull</code>	\spadesuit	<code>\spin</code>
\bigstar	<code>\Bigassumption</code>	K^+	<code>\Kaonplus</code>	\spadesuit	<code>\spindown</code>
\bigstar	<code>\biggassumption</code>	\rightarrow	<code>\magnon</code>	\spadesuit	<code>\spinup</code>
B^-	<code>\Bmesonminus</code>	\mathcal{M}	<code>\maxwellDistrib</code>	Φ	<code>\surface</code>
B^0	<code>\Bmesonnull</code>	\mathcal{M}	<code>\metalbond</code>	\mathbb{W}	<code>\svrexample</code>
B^+	<code>\Bmesonplus</code>	\mathcal{M}	<code>\method</code>	f	<code>\svrphoton</code>
—	<code>\bond</code>	μ^-	<code>\muon</code>	t	<code>\tachyon</code>
\mathcal{B}	<code>\boseDistrib</code>	ν	<code>\neutrino</code>	τ^-	<code>\tauleptonminus</code>
\mathcal{B}	<code>\boson</code>	n^0	<code>\neutron</code>	τ^+	<code>\tauleptonplus</code>
$\textcircled{\star}$	<code>\conductivity</code>	$\textcircled{\star}$	<code>\nucleus</code>	T^-	<code>\Tmesonminus</code>
\oplus	<code>\covbond</code>	\curvearrowright	<code>\orbit</code>	T^0	<code>\Tmesonnull</code>
d^p	<code>\dipole</code>	ϕ	<code>\phimeson</code>	T^+	<code>\Tmesonplus</code>
D^-	<code>\Dmesonminus</code>	ϕ^0	<code>\phimesonnull</code>	\curvearrowleft	<code>\triplecovbond</code>
D^0	<code>\Dmesonnull</code>	f^{\sim}	<code>\phonon</code>	Y	<code>\Upsilonmeson</code>
D^+	<code>\Dmesonplus</code>	π^-	<code>\pionminus</code>	f	<code>\varphoton</code>
\oplus	<code>\doublecovbond</code>	π^0	<code>\pionnull</code>	$\textcircled{\bullet}$	<code>\water</code>
e^-	<code>\electron</code>	π^+	<code>\pionplus</code>	W	<code>\Wboson</code>
\mathcal{E}	<code>\errorsym</code>	$\sim e^-$	<code>\plasmon</code>	W^-	<code>\Wbosonminus</code>
η	<code>\etameson</code>	$\textcircled{\star}$	<code>\polariton</code>	W^+	<code>\Wbosonplus</code>
η'	<code>\etamesonprime</code>	$\textcircled{\star}$	<code>\polaron</code>	Z	<code>\Zboson</code>
$\textcircled{\star}$	<code>\exciton</code>	e^+	<code>\positron</code>		

Chapter 5

Dingbats

Dingbats are symbols such as stars, arrows, and geometric shapes. They are commonly used as bullets in itemized lists or, more generally, as a means to draw attention to the text that follows.

The `pifont` dingbat package warrants special mention. Among other capabilities, `pifont` provides a \LaTeX interface to the Zapf Dingbats font (one of the standard 35 PostScript fonts). However, rather than name each of the dingbats individually, `pifont` merely provides a single `\ding` command, which outputs the character that lies at a given position in the font. The consequence is that the `pifont` symbols can't be listed by name in this document's index, so be mindful of that fact when searching for a particular symbol.

TABLE 383: `bbding` Arrows






	<code>\ArrowBoldDownRight</code>		<code>\ArrowBoldRightShort</code>		<code>\ArrowBoldUpRight</code>
	<code>\ArrowBoldRightCircled</code>		<code>\ArrowBoldRightStrobe</code>		

TABLE 384: `pifont` Arrows











































	<code>\ding{212}</code>		<code>\ding{221}</code>		<code>\ding{230}</code>		<code>\ding{239}</code>		<code>\ding{249}</code>
	<code>\ding{213}</code>		<code>\ding{222}</code>		<code>\ding{231}</code>		<code>\ding{241}</code>		<code>\ding{250}</code>
	<code>\ding{214}</code>		<code>\ding{223}</code>		<code>\ding{232}</code>		<code>\ding{242}</code>		<code>\ding{251}</code>
	<code>\ding{215}</code>		<code>\ding{224}</code>		<code>\ding{233}</code>		<code>\ding{243}</code>		<code>\ding{252}</code>
	<code>\ding{216}</code>		<code>\ding{225}</code>		<code>\ding{234}</code>		<code>\ding{244}</code>		<code>\ding{253}</code>
	<code>\ding{217}</code>		<code>\ding{226}</code>		<code>\ding{235}</code>		<code>\ding{245}</code>		<code>\ding{254}</code>
	<code>\ding{218}</code>		<code>\ding{227}</code>		<code>\ding{236}</code>		<code>\ding{246}</code>		
	<code>\ding{219}</code>		<code>\ding{228}</code>		<code>\ding{237}</code>		<code>\ding{247}</code>		
	<code>\ding{220}</code>		<code>\ding{229}</code>		<code>\ding{238}</code>		<code>\ding{248}</code>		

TABLE 385: adfsymbols Arrows

\Rightarrow	<code>\adfarowe1</code>		<code>\adfarowne1</code>	\Downarrow	<code>\adfarrows1</code>		<code>\adfarrowsw1</code>
\rightarrow	<code>\adfarowe2</code>		<code>\adfarowne2</code>	\downarrow	<code>\adfarrows2</code>		<code>\adfarrowsw2</code>
$\bullet\rightarrow$	<code>\adfarowe3</code>		<code>\adfarowne3</code>	\Downarrow	<code>\adfarrows3</code>		<code>\adfarrowsw3</code>
\Rightarrow	<code>\adfarowe4</code>		<code>\adfarowne4</code>	\Downarrow	<code>\adfarrows4</code>		<code>\adfarrowsw4</code>
\rightarrow	<code>\adfarowe5</code>		<code>\adfarowne5</code>	\downarrow	<code>\adfarrows5</code>		<code>\adfarrowsw5</code>
\Rightarrow	<code>\adfarowe6</code>		<code>\adfarowne6</code>	\Downarrow	<code>\adfarrows6</code>		<code>\adfarrowsw6</code>
\uparrow	<code>\adfarown1</code>		<code>\adfarownw1</code>	\swarrow	<code>\adfarrowse1</code>	\leftarrow	<code>\adfarownw1</code>
\uparrow	<code>\adfarown2</code>		<code>\adfarownw2</code>	\searrow	<code>\adfarrowse2</code>	\leftarrow	<code>\adfarownw2</code>
\uparrow	<code>\adfarown3</code>		<code>\adfarownw3</code>	\swarrow	<code>\adfarrowse3</code>	\leftarrow	<code>\adfarownw3</code>
\uparrow	<code>\adfarown4</code>		<code>\adfarownw4</code>	\swarrow	<code>\adfarrowse4</code>	\leftarrow	<code>\adfarownw4</code>
\uparrow	<code>\adfarown5</code>		<code>\adfarownw5</code>	\searrow	<code>\adfarrowse5</code>	\leftarrow	<code>\adfarownw5</code>
\uparrow	<code>\adfarown6</code>		<code>\adfarownw6</code>	\searrow	<code>\adfarrowse6</code>	\leftarrow	<code>\adfarownw6</code>
	\leftarrow	<code>\adfhalfarrowleft</code>		\rightarrow	<code>\adfhalfarrowright</code>		
	\rightarrow	<code>\adfhalfarrowleftsolid</code>		\rightarrow	<code>\adfhalfarrowrightsolid</code>		

Technically, the digit at the end of each `\adfarrow<dir><digit>` command is a macro argument, not part of the command name.

The preceding symbols can also be produced by passing a number or a style/direction pair to the `\adfarrow` command. For example, both `\adfarrow{19}` and `\adfarrow[comic]{east}` produce “ \Rightarrow ”. See the `adfsymbols` documentation for more information.

TABLE 386: adform Arrows

\leftarrow	<code>\adhalfleftarrow</code>	\triangleright	<code>\adhalfrightarrowhead</code>
\leftarrow	<code>\adhalfleftarrowhead</code>	\leftarrow	<code>\adleftarrowhead</code>
\triangleright	<code>\adhalfrightarrow</code>	\triangleright	<code>\adrightarrowhead</code>

TABLE 387: arev Arrows

\triangleright	<code>\arrowbullet</code>
------------------	---------------------------

TABLE 388: utfsym Arrows

	<code>\usym{2794}</code>		<code>\usym{27A1}</code>		<code>\usym{27AB}</code>		<code>\usym{27B6}</code>
	<code>\usym{2798}</code>		<code>\usym{27A2}</code>		<code>\usym{27AC}</code>		<code>\usym{27B7}</code>
	<code>\usym{2799}</code>		<code>\usym{27A3}</code>		<code>\usym{27AD}</code>		<code>\usym{27B8}</code>
	<code>\usym{279A}</code>		<code>\usym{27A4}</code>		<code>\usym{27AE}</code>		<code>\usym{27B9}</code>
	<code>\usym{279B}</code>		<code>\usym{27A5}</code>		<code>\usym{27AF}</code>		<code>\usym{27BA}</code>
	<code>\usym{279C}</code>		<code>\usym{27A6}</code>		<code>\usym{27B1}</code>		<code>\usym{27BB}</code>
	<code>\usym{279D}</code>		<code>\usym{27A7}</code>		<code>\usym{27B2}</code>		<code>\usym{27BC}</code>
	<code>\usym{279E}</code>		<code>\usym{27A8}</code>		<code>\usym{27B3}</code>		<code>\usym{27BD}</code>
	<code>\usym{279F}</code>		<code>\usym{27A9}</code>		<code>\usym{27B4}</code>		<code>\usym{27BE}</code>
	<code>\usym{27A0}</code>		<code>\usym{27AA}</code>		<code>\usym{27B5}</code>		

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 389: asapsym Arrows

	<code>\asapArrowCircleFillDown</code>		<code>\asapArrowCircleOpenRight</code>
	<code>\asapArrowCircleFillDownLeft</code>		<code>\asapArrowCircleOpenUp</code>
	<code>\asapArrowCircleFillDownRight</code>		<code>\asapArrowCircleOpenUpLeft</code>
	<code>\asapArrowCircleFillLeft</code>		<code>\asapArrowCircleOpenUpRight</code>
	<code>\asapArrowCircleFillRight</code>		<code>\asapArrowDown</code>
	<code>\asapArrowCircleFillUp</code>		<code>\asapArrowDownLeft</code>
	<code>\asapArrowCircleFillUpLeft</code>		<code>\asapArrowDownRight</code>
	<code>\asapArrowCircleFillUpRight</code>		<code>\asapArrowLeft</code>
	<code>\asapArrowCircleOpenDown</code>		<code>\asapArrowRight</code>
	<code>\asapArrowCircleOpenDownLeft</code>		<code>\asapArrowUp</code>
	<code>\asapArrowCircleOpenDownRight</code>		<code>\asapArrowUpLeft</code>
	<code>\asapArrowCircleOpenLeft</code>		<code>\asapArrowUpRight</code>

`asapsym` requires either `LuaLATEX` or `XYLATEX`.

TABLE 390: typicons Arrows

	<code>\tiArrowBack</code>		<code>\tiArrowMaximise</code>		<code>\tiArrowSortedDown</code>
	<code>\tiArrowBackOutline</code>		<code>\tiArrowMaximiseOutline</code>		<code>\tiArrowSortedUp</code>
	<code>\tiArrowDown</code>		<code>\tiArrowMinimise</code>		<code>\tiArrowSync</code>
	<code>\tiArrowDownOutline</code>		<code>\tiArrowMinimiseOutline</code>		<code>\tiArrowSyncOutline</code>
	<code>\tiArrowDownThick</code>		<code>\tiArrowMove</code>		<code>\tiArrowUnsorted</code>
	<code>\tiArrowForward</code>		<code>\tiArrowMoveOutline</code>		<code>\tiArrowUp</code>
	<code>\tiArrowForwardOutline</code>		<code>\tiArrowRepeat</code>		<code>\tiArrowUpOutline</code>
	<code>\tiArrowLeft</code>		<code>\tiArrowRepeatOutline</code>		<code>\tiArrowUpThick</code>
	<code>\tiArrowLeftOutline</code>		<code>\tiArrowRight</code>		<code>\tiLocationArrow</code>
	<code>\tiArrowLeftThick</code>		<code>\tiArrowRightOutline</code>		<code>\tiLocationArrowOutline</code>
	<code>\tiArrowLoop</code>		<code>\tiArrowRightThick</code>		
	<code>\tiArrowLoopOutline</code>		<code>\tiArrowShuffle</code>		

typicons requires either Lua \LaTeX or X \LaTeX .

TABLE 391: fontawesome5 Arrows

	<code>\faArrowAltCircleDown[regular]</code>		<code>\faArrowCircleDown</code>		<code>\faArrowsAltV</code>
	<code>\faArrowAltCircleDown</code>		<code>\faArrowCircleLeft</code>		<code>\faArrowUp</code>
	<code>\faArrowAltCircleLeft[regular]</code>		<code>\faArrowCircleRight</code>		<code>\faLongArrowAltDown</code>
	<code>\faArrowAltCircleLeft</code>		<code>\faArrowCircleUp</code>		<code>\faLongArrowAltLeft</code>
	<code>\faArrowAltCircleRight</code>		<code>\faArrowDown</code>		<code>\faLongArrowAltRight</code>
	<code>\faArrowAltCircleRight[regular]</code>		<code>\faArrowLeft</code>		<code>\faLongArrowAltUp</code>
	<code>\faArrowAltCircleUp[regular]</code>		<code>\faArrowRight</code>		
	<code>\faArrowAltCircleUp</code>		<code>\faArrowsAltH</code>		

TABLE 392: marvosym Scissors

	<code>\CutLeft</code>		<code>\CuttingLine</code>		<code>\RightScissors</code>
	<code>\CutRight</code>		<code>\LeftScissors</code>		






TABLE 393: bbding Scissors

	<code>\ScissorHollowLeft</code>		<code>\ScissorLeftBrokenTop</code>
	<code>\ScissorHollowRight</code>		<code>\ScissorRight</code>
	<code>\ScissorLeft</code>		<code>\ScissorRightBrokenBottom</code>
	<code>\ScissorLeftBrokenBottom</code>		<code>\ScissorRightBrokenTop</code>

TABLE 394: pifont Scissors

	<code>\ding{33}</code>		<code>\ding{34}</code>		<code>\ding{35}</code>		<code>\ding{36}</code>
--	------------------------	--	------------------------	--	------------------------	--	------------------------

TABLE 395: utfsym Scissors

	<code>\usym{2700}</code>		<code>\usym{2702}</code>		<code>\usym{2704}</code>
	<code>\usym{2701}</code>		<code>\usym{2703}</code>		

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 396: dingbat Pencils



	<code>\largepencil</code>		<code>\smallpencil</code>
---	---------------------------	---	---------------------------

TABLE 397: arev Pencils

	<code>\pencil</code>
---	----------------------

TABLE 398: typicons Pencils and Pens

	<code>\tiPen</code>		<code>\tiPencil</code>
---	---------------------	---	------------------------

`typicons` requires either `LuaLATEX` or `XLLATEX`.

TABLE 399: fontawesome5 Pencils, Pens, and Nibs









	<code>\faHighlighter</code>		<code>\faPen</code>		<code>\faPenNib</code>
	<code>\faMarker</code>		<code>\faPencil*</code>		<code>\faPenSquare</code>
	<code>\faPen*</code>		<code>\faPenFancy</code>		

TABLE 400: bbding Pencils and Nibs











	<code>\NibLeft</code>		<code>\PencilLeft</code>		<code>\PencilRightDown</code>
	<code>\NibRight</code>		<code>\PencilLeftDown</code>		<code>\PencilRightUp</code>
	<code>\NibSolidLeft</code>		<code>\PencilLeftUp</code>		
	<code>\NibSolidRight</code>		<code>\PencilRight</code>		

TABLE 401: pifont Pencils and Nibs
















 `\ding{46}`  `\ding{47}`  `\ding{48}`  `\ding{49}`  `\ding{50}`

TABLE 402: utfsym Pencils, Pens, and Nibs

 `\usym{270E}`  `\usym{2711}`  `\usym{1F58A}`  `\usym{1F58D}`
 `\usym{270F}`  `\usym{2712}`  `\usym{1F58B}`
 `\usym{2710}`  `\usym{1F589}`  `\usym{1F58C}`

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 403: dingbat Fists








 `\leftpointright`  `\rightpointleft`  `\rightpointright`
 `\leftthumbsdown`  `\rightthumbsdown`
 `\leftthumbsup`  `\rightthumbsup`

TABLE 404: bbding Fists










 `\HandCuffLeft`  `\HandCuffRightUp`  `\HandPencilLeft`
 `\HandCuffLeftUp`  `\HandLeft`  `\HandRight`
 `\HandCuffRight`  `\HandLeftUp`  `\HandRightUp`

TABLE 405: pifont Fists




 `\ding{42}`  `\ding{43}`  `\ding{44}`  `\ding{45}`

TABLE 406: fourier Fists

 `\lefthand`  `\righthand`

TABLE 407: arev Fists
















































 `\pointright`

TABLE 408: utfsym Fists

	<code>\usym{261A}</code>		<code>\usym{1F447}</code>		<code>\usym{1F58F}</code>		<code>\usym{1F59A}</code>
	<code>\usym{261B}</code>		<code>\usym{1F448}</code>		<code>\usym{1F590}</code>		<code>\usym{1F59B}</code>
	<code>\usym{261C}</code>		<code>\usym{1F449}</code>		<code>\usym{1F591}</code>		<code>\usym{1F59C}</code>
	<code>\usym{261D}</code>		<code>\usym{1F44A}</code>		<code>\usym{1F592}</code>		<code>\usym{1F59D}</code>
	<code>\usym{261E}</code>		<code>\usym{1F44B}</code>		<code>\usym{1F593}</code>		<code>\usym{1F59E}</code>
	<code>\usym{261F}</code>		<code>\usym{1F44C}</code>		<code>\usym{1F594}</code>		<code>\usym{1F59F}</code>
	<code>\usym{270A}</code>		<code>\usym{1F44D}</code>		<code>\usym{1F595}</code>		<code>\usym{1F5A0}</code>
	<code>\usym{270B}</code>		<code>\usym{1F44E}</code>		<code>\usym{1F596}</code>		<code>\usym{1F5A1}</code>
	<code>\usym{270C}</code>		<code>\usym{1F44F}</code>		<code>\usym{1F597}</code>		<code>\usym{1F5A2}</code>
	<code>\usym{270D}</code>		<code>\usym{1F450}</code>		<code>\usym{1F598}</code>		<code>\usym{1F5A3}</code>
	<code>\usym{1F446}</code>		<code>\usym{1F58E}</code>		<code>\usym{1F599}</code>		

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TABLE 409: typicons Fists

	<code>\tiThumbsDown</code>		<code>\tiThumbsOk</code>		<code>\tiThumbsUp</code>
---	----------------------------	---	--------------------------	--	--------------------------

`typicons` requires either `LuaLATEX` or `XYLATEX`.

TABLE 410: fontawesome5 Fists



























	<code>\faFistRaised</code>		<code>\faHandPointUp</code>
	<code>\faHandHolding</code>		<code>\faHandPointUp[regular]</code>
	<code>\faHandHoldingHeart</code>		<code>\faHandRock</code>
	<code>\faHandHoldingMedical</code>		<code>\faHandRock[regular]</code>
	<code>\faHandHoldingUsd</code>		<code>\faHands</code>
	<code>\faHandHoldingWater</code>		<code>\faHandScissors</code>
	<code>\faHandLizard</code>		<code>\faHandScissors[regular]</code>
	<code>\faHandLizard[regular]</code>		<code>\faHandshake</code>
	<code>\faHandMiddleFinger</code>		<code>\faHandshake[regular]</code>
	<code>\faHandPaper</code>		<code>\faHandshakeAltSlash</code>
	<code>\faHandPaper[regular]</code>		<code>\faHandshakeSlash</code>
	<code>\faHandPeace</code>		<code>\faHandsHelping</code>
	<code>\faHandPeace[regular]</code>		<code>\faHandSparkles</code>
	<code>\faHandPointDown</code>		<code>\faHandSpock</code>
	<code>\faHandPointDown[regular]</code>		<code>\faHandSpock[regular]</code>
	<code>\faHandPointer</code>		<code>\faHandsWash</code>
	<code>\faHandPointer[regular]</code>		<code>\faThumbsDown</code>
	<code>\faHandPointLeft</code>		<code>\faThumbsDown[regular]</code>
	<code>\faHandPointLeft[regular]</code>		<code>\faThumbsUp</code>
	<code>\faHandPointRight</code>		<code>\faThumbsUp[regular]</code>
	<code>\faHandPointRight[regular]</code>		

TABLE 411: bbding Crosses and Pluses











	<code>\Cross</code>		<code>\CrossOpenShadow</code>		<code>\PlusOutline</code>
	<code>\CrossBoldOutline</code>		<code>\CrossOutline</code>		<code>\PlusThinCenterOpen</code>
	<code>\CrossClowerTips</code>		<code>\Plus</code>		
	<code>\CrossMaltese</code>		<code>\PlusCenterOpen</code>		

TABLE 412: pifont Crosses and Pluses









	<code>\ding{57}</code>		<code>\ding{59}</code>		<code>\ding{61}</code>		<code>\ding{63}</code>
	<code>\ding{58}</code>		<code>\ding{60}</code>		<code>\ding{62}</code>		<code>\ding{64}</code>

TABLE 413: adfsymbols Crosses and Pluses

	<code>\adfbullet{4}</code>		<code>\adfbullet{6}</code>		<code>\adfbullet{8}</code>		<code>\adfbullet{10}</code>
	<code>\adfbullet{5}</code>		<code>\adfbullet{7}</code>		<code>\adfbullet{9}</code>		

TABLE 414: utfsym Crosses and Pluses

✚	<code>\usym{2719}</code>	†	<code>\usym{271D}</code>	✚	<code>\usym{2722}</code>	†	<code>\usym{1F546}</code>
✚	<code>\usym{271A}</code>	†	<code>\usym{271E}</code>	✚	<code>\usym{2723}</code>	†	<code>\usym{1F547}</code>
✚	<code>\usym{271B}</code>	†	<code>\usym{271F}</code>	✚	<code>\usym{2724}</code>	†	<code>\usym{1F548}</code>
✚	<code>\usym{271C}</code>	✚	<code>\usym{2720}</code>	✚	<code>\usym{2725}</code>		

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 415: arev Crosses

†	<code>\eastcross</code>	†	<code>\westcross</code>
---	-------------------------	---	-------------------------

TABLE 416: bbding Xs and Check Marks

✓	<code>\Checkmark</code>	✘	<code>\XSolid</code>	✘	<code>\XSolidBrush</code>
✓	<code>\CheckmarkBold</code>	✘	<code>\XSolidBold</code>		

TABLE 417: pifont Xs and Check Marks

✓	<code>\ding{51}</code>	✘	<code>\ding{53}</code>	✘	<code>\ding{55}</code>
✓	<code>\ding{52}</code>	✘	<code>\ding{54}</code>	✘	<code>\ding{56}</code>

TABLE 418: wasysym Xs and Check Marks

☑	<code>\CheckedBox</code>	□	<code>\Square</code>	☒	<code>\XBox</code>
---	--------------------------	---	----------------------	---	--------------------

TABLE 419: marvosym Xs and Check Marks

☑	<code>\Checkedbox</code>	☒	<code>\CrossedBox*</code>	□	<code>\HollowBox</code>
---	--------------------------	---	---------------------------	---	-------------------------

* `marvosym` defines `\Crossedbox` as a synonym for `\CrossedBox`.

TABLE 420: arev Xs and Check Marks

✓	<code>\ballotcheck</code>	✘	<code>\ballotx</code>
---	---------------------------	---	-----------------------

TABLE 421: utfsym Xs and Check Marks

☐	<code>\usym{2610}</code>	✓	<code>\usym{2713}</code>	✘	<code>\usym{2718}</code>	✓	<code>\usym{1F5F8}</code>
☑	<code>\usym{2611}</code>	✓	<code>\usym{2714}</code>	✘	<code>\usym{1F5F4}</code>	☑	<code>\usym{1F5F9}</code>
☒	<code>\usym{2612}</code>	✘	<code>\usym{2715}</code>	☒	<code>\usym{1F5F5}</code>		
✘	<code>\usym{2613}</code>	✘	<code>\usym{2716}</code>	✘	<code>\usym{1F5F6}</code>		
✓	<code>\usym{2705}</code>	✘	<code>\usym{2717}</code>	☒	<code>\usym{1F5F7}</code>		

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TABLE 422: typicons Xs and Check Marks

✘	<code>\tiDelete</code>	☑	<code>\tiInputCheckedOutline</code>	✘	<code>\tiTimes</code>
⊗	<code>\tiDeleteOutline</code>	✓	<code>\tiTick</code>	⊗	<code>\tiTimesOutline</code>
☑	<code>\tiInputChecked</code>	✓	<code>\tiTickOutline</code>		

`typicons` requires either `LuaATEX` or `XQLATEX`.

TABLE 423: fontawesome5 Xs and Check Marks

✓	<code>\faCheck</code>	☑	<code>\faCheckSquare[regular]</code>
⊗	<code>\faCheckCircle</code>	✘	<code>\faTimes</code>
⊗	<code>\faCheckCircle[regular]</code>	⊗	<code>\faTimesCircle</code>
☑	<code>\faCheckDouble</code>	⊗	<code>\faTimesCircle[regular]</code>
☑	<code>\faCheckSquare</code>		

TABLE 424: pifont Circled Numerals

①	<code>\ding{172}</code>	❶	<code>\ding{182}</code>	①	<code>\ding{192}</code>	❶	<code>\ding{202}</code>
②	<code>\ding{173}</code>	❷	<code>\ding{183}</code>	②	<code>\ding{193}</code>	❷	<code>\ding{203}</code>
③	<code>\ding{174}</code>	❸	<code>\ding{184}</code>	③	<code>\ding{194}</code>	❸	<code>\ding{204}</code>
④	<code>\ding{175}</code>	❹	<code>\ding{185}</code>	④	<code>\ding{195}</code>	❹	<code>\ding{205}</code>
⑤	<code>\ding{176}</code>	❺	<code>\ding{186}</code>	⑤	<code>\ding{196}</code>	❺	<code>\ding{206}</code>
⑥	<code>\ding{177}</code>	❻	<code>\ding{187}</code>	⑥	<code>\ding{197}</code>	❻	<code>\ding{207}</code>
⑦	<code>\ding{178}</code>	❼	<code>\ding{188}</code>	⑦	<code>\ding{198}</code>	❼	<code>\ding{208}</code>
⑧	<code>\ding{179}</code>	❽	<code>\ding{189}</code>	⑧	<code>\ding{199}</code>	❽	<code>\ding{209}</code>
⑨	<code>\ding{180}</code>	❾	<code>\ding{190}</code>	⑨	<code>\ding{200}</code>	❾	<code>\ding{210}</code>
⑩	<code>\ding{181}</code>	❿	<code>\ding{191}</code>	⑩	<code>\ding{201}</code>	❿	<code>\ding{211}</code>

`pifont` (part of the `psnfss` package) provides a `dingautolist` environment which resembles `enumerate` but uses circled numbers as bullets.¹ See the `psnfss` documentation for more information.

TABLE 425: utfsym Circled Numerals

①	<code>\usym{2776}</code>	⓪	<code>\usym{277E}</code>	㉞	<code>\usym{2786}</code>	⑤	<code>\usym{278E}</code>
②	<code>\usym{2777}</code>	⓫	<code>\usym{277F}</code>	㉟	<code>\usym{2787}</code>	⑥	<code>\usym{278F}</code>
③	<code>\usym{2778}</code>	④	<code>\usym{2780}</code>	㊱	<code>\usym{2788}</code>	⑦	<code>\usym{2790}</code>
④	<code>\usym{2779}</code>	②	<code>\usym{2781}</code>	⓬	<code>\usym{2789}</code>	⑧	<code>\usym{2791}</code>
⑤	<code>\usym{277A}</code>	③	<code>\usym{2782}</code>	①	<code>\usym{278A}</code>	⑨	<code>\usym{2792}</code>
⑥	<code>\usym{277B}</code>	④	<code>\usym{2783}</code>	②	<code>\usym{278B}</code>	⑩	<code>\usym{2793}</code>
⑦	<code>\usym{277C}</code>	⑤	<code>\usym{2784}</code>	③	<code>\usym{278C}</code>		
⑧	<code>\usym{277D}</code>	⑥	<code>\usym{2785}</code>	④	<code>\usym{278D}</code>		

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TABLE 426: wasysym Stars

⊠ `\davidstar` * `\hexstar` * `\varhexstar`

TABLE 427: bbding Stars, Flowers, and Similar Shapes

*	<code>\Asterisk</code>	⊠	<code>\FiveFlowerPetal</code>	⊠	<code>\JackStar</code>
* 	<code>\AsteriskBold</code>	★	<code>\FiveStar</code>	⊠ 	<code>\JackStarBold</code>
* o	<code>\AsteriskCenterOpen</code>	☆	<code>\FiveStarCenterOpen</code>	⊠ o	<code>\SixFlowerAlternate</code>
⊠	<code>\AsteriskRoundedEnds</code>	★	<code>\FiveStarConvex</code>	⊠ o	<code>\SixFlowerAltPetal</code>
* o	<code>\AsteriskThin</code>	☆	<code>\FiveStarLines</code>	⊠ o	<code>\SixFlowerOpenCenter</code>
* o	<code>\AsteriskThinCenterOpen</code>	☆	<code>\FiveStarOpen</code>	⊠ o	<code>\SixFlowerPetalDotted</code>
⊠	<code>\DavidStar</code>	⊠	<code>\FiveStarOpenCircled</code>	⊠ o	<code>\SixFlowerPetalRemoved</code>
★	<code>\DavidStarSolid</code>	★	<code>\FiveStarOpenDotted</code>	⊠ o	<code>\SixFlowerRemovedOpenPetal</code>
* o	<code>\EightAsterisk</code>	★	<code>\FiveStarOutline</code>	★	<code>\SixStar</code>
⊠	<code>\EightFlowerPetal</code>	☆	<code>\FiveStarOutlineHeavy</code>	⊠	<code>\SixteenStarLight</code>
* o	<code>\EightFlowerPetalRemoved</code>	☆	<code>\FiveStarShadow</code>	⊠	<code>\Snowflake</code>
* o	<code>\EightStar</code>	⊠	<code>\FourAsterisk</code>	⊠	<code>\SnowflakeChevron</code>
* o	<code>\EightStarBold</code>	⊠	<code>\FourCloverOpen</code>	⊠	<code>\SnowflakeChevronBold</code>
* o	<code>\EightStarConvex</code>	⊠	<code>\FourCloverSolid</code>	⊠	<code>\Sparkle</code>
* o	<code>\EightStarTaper</code>	◆	<code>\FourStar</code>	⊠	<code>\SparkleBold</code>
⊠	<code>\FiveFlowerOpen</code>	☆	<code>\FourStarOpen</code>	⊠	<code>\TwelveStar</code>

¹In fact, `dingautolist` can use any set of consecutive Zapf Dingbats symbols.

TABLE 428: pifont Stars, Flowers, and Similar Shapes

✧	<code>\ding{65}</code>	☼	<code>\ding{74}</code>	*	<code>\ding{83}</code>	*	<code>\ding{92}</code>	*	<code>\ding{101}</code>
✦	<code>\ding{66}</code>	☆	<code>\ding{75}</code>	*	<code>\ding{84}</code>	*	<code>\ding{93}</code>	✧	<code>\ding{102}</code>
✧	<code>\ding{67}</code>	★	<code>\ding{76}</code>	*	<code>\ding{85}</code>	✧	<code>\ding{94}</code>	*	<code>\ding{103}</code>
♣	<code>\ding{68}</code>	★	<code>\ding{77}</code>	*	<code>\ding{86}</code>	♣	<code>\ding{95}</code>	*	<code>\ding{104}</code>
♣	<code>\ding{69}</code>	☆	<code>\ding{78}</code>	*	<code>\ding{87}</code>	♣	<code>\ding{96}</code>	*	<code>\ding{105}</code>
◆	<code>\ding{70}</code>	☆	<code>\ding{79}</code>	*	<code>\ding{88}</code>	♣	<code>\ding{97}</code>	*	<code>\ding{106}</code>
◇	<code>\ding{71}</code>	☆	<code>\ding{80}</code>	*	<code>\ding{89}</code>	☼	<code>\ding{98}</code>	*	<code>\ding{107}</code>
★	<code>\ding{72}</code>	*	<code>\ding{81}</code>	✧	<code>\ding{90}</code>	*	<code>\ding{99}</code>		
☆	<code>\ding{73}</code>	*	<code>\ding{82}</code>	*	<code>\ding{91}</code>	✧	<code>\ding{100}</code>		

TABLE 429: adfsymbols Stars, Flowers, and Similar Shapes

◇	<code>\adfbullet{1}</code>	*	<code>\adfbullet{13}</code>	☼	<code>\adfbullet{18}</code>	◇	<code>\adfbullet{23}</code>
☼	<code>\adfbullet{2}</code>	✧	<code>\adfbullet{14}</code>	☼	<code>\adfbullet{19}</code>	☼	<code>\adfbullet{24}</code>
*	<code>\adfbullet{3}</code>	☼	<code>\adfbullet{15}</code>	●	<code>\adfbullet{20}</code>	*	<code>\adfbullet{25}</code>
*	<code>\adfbullet{11}</code>	☼	<code>\adfbullet{16}</code>	*	<code>\adfbullet{21}</code>	☼	<code>\adfbullet{26}</code>
*	<code>\adfbullet{12}</code>	☼	<code>\adfbullet{17}</code>	☼	<code>\adfbullet{22}</code>		

TABLE 430: utfsym Stars, Flowers, and Similar Shapes

★	<code>\usym{2605}</code>	★	<code>\usym{272B}</code>	*	<code>\usym{2737}</code>	*	<code>\usym{2743}</code>
★	<code>\usym{2606}</code>	★	<code>\usym{272C}</code>	*	<code>\usym{2738}</code>	✧	<code>\usym{2744}</code>
★	<code>\usym{26E4}</code>	★	<code>\usym{272D}</code>	*	<code>\usym{2739}</code>	✧	<code>\usym{2745}</code>
★	<code>\usym{26E5}</code>	★	<code>\usym{272E}</code>	✧	<code>\usym{273A}</code>	✧	<code>\usym{2746}</code>
★	<code>\usym{26E6}</code>	★	<code>\usym{272F}</code>	*	<code>\usym{273B}</code>	*	<code>\usym{2747}</code>
✧	<code>\usym{26E7}</code>	☆	<code>\usym{2730}</code>	*	<code>\usym{273C}</code>	*	<code>\usym{2748}</code>
☼	<code>\usym{2721}</code>	*	<code>\usym{2731}</code>	*	<code>\usym{273D}</code>	*	<code>\usym{2749}</code>
◆	<code>\usym{2726}</code>	*	<code>\usym{2732}</code>	✧	<code>\usym{273E}</code>	*	<code>\usym{274A}</code>
◇	<code>\usym{2727}</code>	*	<code>\usym{2733}</code>	♣	<code>\usym{273F}</code>	*	<code>\usym{274B}</code>
♣	<code>\usym{2728}</code>	*	<code>\usym{2734}</code>	♣	<code>\usym{2740}</code>	✧	<code>\usym{1F52F}</code>
☆	<code>\usym{2729}</code>	*	<code>\usym{2735}</code>	☼	<code>\usym{2741}</code>		
☼	<code>\usym{272A}</code>	*	<code>\usym{2736}</code>	☼	<code>\usym{2742}</code>		

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TABLE 431: adorn Stars

*	<code>\adfast{1}</code>	*	<code>\adfast{3}</code>	*	<code>\adfast{5}</code>	*	<code>\adfast{7}</code>	*	<code>\adfast{9}</code>
*	<code>\adfast{2}</code>	*	<code>\adfast{4}</code>	*	<code>\adfast{6}</code>	*	<code>\adfast{8}</code>	*	<code>\adfast{10}</code>

TABLE 432: typicons Stars

★	<code>\tiStar</code>	★	<code>\tiStarFullOutline</code>	☆	<code>\tiStarOutline</code>
⦿	<code>\tiStarburst</code>	⌄	<code>\tiStarHalf</code>		
⦿	<code>\tiStarburstOutline</code>	★	<code>\tiStarHalfOutline</code>		

typicons requires either Lua \LaTeX or X \LaTeX .

TABLE 433: fontawesome5 Stars

★	<code>\faStar</code>	☆	<code>\faStarHalf*</code>	⌄	<code>\faStarHalf[regular]</code>
☆	<code>\faStar[regular]</code>	⌄	<code>\faStarHalf</code>	✳	<code>\faStarOfLife</code>

TABLE 434: fourier Fleurons and Flowers

🌸	<code>\aldine</code>	✳	<code>\decoone</code>	🌸	<code>\floweroneright</code>
🌸	<code>\aldineleft</code>	✳	<code>\decosix</code>	🌿	<code>\leafleft</code>
🌸	<code>\aldineright</code>	🌿	<code>\decothreeleft</code>	🌿	<code>\leafNE</code>
🌸	<code>\aldinesmall</code>	🌿	<code>\decothreeright</code>	🌿	<code>\leafright</code>
🌿	<code>\decofourleft</code>	🌿	<code>\decotwo</code>	+	<code>\starredbullet</code>
🌿	<code>\decofourright</code>	🌸	<code>\floweroneleft</code>		

TABLE 435: adorn Fleurons and Flowers

🌸	<code>\adfdownhalfleafleft</code>	🌸	<code>\adfdownhalfleafright</code>
🌿	<code>\adfdownleafleft</code>	🌿	<code>\adfdownleafright</code>
🌸	<code>\adfflatdownhalfleafleft</code>	🌸	<code>\adfflatdownhalfleafright</code>
🌸	<code>\adfflatdownoutlineleafleft</code>	🌸	<code>\adfflatdownoutlineleafright</code>
🌿	<code>\adfflatleafleft</code>	🌿	<code>\adfflatleafright</code>
🌿	<code>\adfflatleafoutlineleft</code>	🌿	<code>\adfflatleafoutlineright</code>
🌿	<code>\adfflatleafsolidleft</code>	🌿	<code>\adfflatleafsolidright</code>
🌸	<code>\adfflowerleft</code>	🌸	<code>\adfflowerright</code>
🌿	<code>\adfhalfleafleft</code>	🌿	<code>\adfhalfleafright</code>
🌸	<code>\adfhangingflatleafleft</code>	🌸	<code>\adfhangingflatleafright</code>
🌸	<code>\adfhangingleafleft</code>	🌸	<code>\adfhangingleafright</code>
🌿	<code>\adfleafleft</code>	🌿	<code>\adfleafright</code>
🌸	<code>\adfoutlineleafleft</code>	🌸	<code>\adfoutlineleafright</code>
🌿	<code>\adfsmallhangingleafleft</code>	🌿	<code>\adfsmallhangingleafright</code>
🌿	<code>\adfsmallleafleft</code>	🌿	<code>\adfsmallleafright</code>
🌿	<code>\adfsolidleafleft</code>	🌿	<code>\adfsolidleafright</code>

TABLE 436: wasysym Geometric Shapes

○	<code>\Circle</code>	◐	<code>\LEFTcircle</code>	◯	<code>\octagon</code>	◑	<code>\RIGHTcircle</code>
●	<code>\CIRCLE</code>	◓	<code>\LEFTCIRCLE</code>	◕	<code>\pentagon</code>	◒	<code>\RIGHTCIRCLE</code>
◈	<code>\hexagon</code>	◔	<code>\Leftcircle</code>	◕	<code>\Rightcircle</code>	◉	<code>\varhexagon</code>

TABLE 437: MnSymbol Geometric Shapes

★	<code>\filledlargestar</code>	◇	<code>\largelozenge</code>	◇	<code>\medlozenge</code>
◆	<code>\filledlozenge</code>	☆	<code>\largepentagram</code>	☆	<code>\medstarofdavid</code>
◆	<code>\filledmedlozenge</code>	□	<code>\largesquare</code>	◇	<code>\smalllozenge</code>
○	<code>\largecircle</code>	☆	<code>\largestar</code>		
◇	<code>\largediamond</code>	☆	<code>\largestarofdavid</code>		

MnSymbol defines `\bigcirc` as a synonym for `\largecircle`; `\bigstar` as a synonym for `\filledlargestar`; `\lozenge` as a synonym for `\medlozenge`; and, `\blacklozenge` as a synonym for `\filledmedlozenge`.

TABLE 438: fdsymbol Geometric Shapes

●	<code>\largeblackcircle</code>	▽	<code>\largetriangleup</code>	◇	<code>\medlozenge</code>
■	<code>\largeblacksquare</code>	△	<code>\largetriangleup</code>	◆	<code>\smallblacklozenge</code>
★	<code>\largeblackstar</code>	☆	<code>\largewhitestar</code>	◇	<code>\smalllozenge</code>
○	<code>\largecircle</code>	◇	<code>\lozengeminus</code>	☆	<code>\starofdavid</code>
□	<code>\largesquare</code>	◆	<code>\medblacklozenge</code>		






fdsymbol defines synonyms for almost all of the preceding symbols:

○	<code>\bigcirc</code>	■	<code>\lgblksquare</code>	◇	<code>\mdlghtlozenge</code>
★	<code>\bigstar</code>	○	<code>\lgwhtcircle</code>	◇	<code>\mdwhtlozenge</code>
▽	<code>\bigtriangledown</code>	□	<code>\lgwhtsquare</code>	◆	<code>\smbklozenge</code>
△	<code>\bigtriangleup</code>	◇	<code>\lozenge</code>	◇	<code>\smwhtlozenge</code>
◆	<code>\blacklozenge</code>	◆	<code>\mdblklzenge</code>		
●	<code>\lgblkcircle</code>	◆	<code>\mdlgbklozenge</code>		

TABLE 439: boisik Geometric Shapes

★	<code>\bigstar</code>	◇	<code>\diamond</code>	▽	<code>\triangledown</code>
◆	<code>\blacklozenge</code>	◇	<code>\lozenge</code>	◁	<code>\triangleleft</code>
■	<code>\blacksquare</code>	◇	<code>\lozengedot</code>	▷	<code>\triangleright</code>
▲	<code>\blacktriangle</code>	□	<code>\square</code>	⚡	<code>\varlrrtriangle</code>
▼	<code>\blacktriangledown</code>	*	<code>\star</code>		

TABLE 440: stix Geometric Shapes

	<code>\acwopencirclearrow</code>		<code>\enclosecircle</code>		<code>\smbldiamond</code>
	<code>\barovernorthwestarrow</code>		<code>\enclosediamond</code>		<code>\smblklozenge</code>
	<code>\benzenr</code>		<code>\enclosesquare</code>		<code>\smblksquare</code>
	<code>\bigblacktriangledown</code>		<code>\enclosetriangle</code>		<code>\smwhitestar</code>
	<code>\bigblacktriangleup</code>		<code>\errbarblackcircle</code>		<code>\smwhtcircle</code>
	<code>\bigstar</code>		<code>\errbarblackdiamond</code>		<code>\smwhtdiamond</code>
	<code>\bigtriangledown</code>		<code>\errbarblacksquare</code>		<code>\smwhtlozenge</code>
	<code>\bigtriangleleft</code>		<code>\errbarcircle</code>		<code>\smwhtsquare</code>
	<code>\bigtriangleup</code>		<code>\errbardiamond</code>		<code>\sqlozenge</code>
	<code>\bigwhitestar</code>		<code>\errbarsquare</code>		<code>\squarebotblack</code>
	<code>\blackcircledownarrow</code>		<code>\fisheye</code>		<code>\squarecrossfill</code>
	<code>\blackcircledrightdot</code>		<code>\fltns</code>		<code>\squarehfill</code>
	<code>\blackcircledtwodots</code>		<code>\hexagon</code>		<code>\squarehvfill</code>
	<code>\blackcircleulquadwhite</code>		<code>\hexagonblack</code>		<code>\squareleftblack</code>
	<code>\blackdiamonddownarrow</code>		<code>\house</code>		<code>\squarerightblack</code>
	<code>\blackinwhitediamond</code>		<code>\hrectangle</code>		<code>\squarellquad</code>
	<code>\blackinwhitesquare</code>		<code>\hrectangleblack</code>		<code>\squarelrblack</code>
	<code>\blacklefthalfcircle</code>		<code>\inversewhitecircle</code>		<code>\squarellquad</code>
	<code>\blackpointerleft</code>		<code>\invwhitelowerhalfcircle</code>		<code>\squareneswfill</code>
	<code>\blackpointerright</code>		<code>\invwhiteupperhalfcircle</code>		<code>\squarenwsefill</code>
	<code>\blackrighthalfcircle</code>		<code>\lgblkcircle</code>		<code>\squarerightblack</code>
	<code>\blacktriangle</code>		<code>\lgblksquare</code>		<code>\squaretopblack</code>
	<code>\blacktriangledown</code>		<code>\lgwhtcircle</code>		<code>\squareulblack</code>
	<code>\blacktriangleleft</code>		<code>\lgwhtsquare</code>		<code>\squareulquad</code>
	<code>\blacktriangleright</code>		<code>\llblacktriangle</code>		<code>\squareurblack</code>
	<code>\blkhorzoval</code>		<code>\lltriangle</code>		<code>\squareurquad</code>
	<code>\blkvertoval</code>		<code>\lrblacktriangle</code>		<code>\squarevfill</code>
	<code>\botsemicircle</code>		<code>\lrtriangle</code>		<code>\squoval</code>
	<code>\boxonbox</code>		<code>\mdblkcircle</code>		<code>\topsemicircle</code>
	<code>\bullseye</code>		<code>\mdblkdiamond</code>		<code>\trapezium</code>
	<code>\circ</code>		<code>\mdblklozenge</code>		<code>\trianglecdot</code>
	<code>\circlebottomhalfblack</code>		<code>\mdblksquare</code>		<code>\triangledown</code>
	<code>\circledbullet</code>		<code>\mdlgbkcircle</code>		<code>\triangleleftblack</code>
	<code>\circledownarrow</code>		<code>\mdlgbkdiamond</code>		<code>\triangleodot</code>
	<code>\circledrightdot</code>		<code>\mdlgbklozenge</code>		<code>\trianglerightblack</code>
	<code>\circledstar</code>		<code>\mdlgbklsquare</code>		<code>\triangles</code>
	<code>\circledtwodots</code>		<code>\mdlgwhtdiamond</code>		<code>\triangleubar</code>
	<code>\circledwhitebullet</code>		<code>\mdlgwhtlozenge</code>		<code>\triangleubar</code>
	<code>\circlelefthalfblack</code>		<code>\mdlgwhtsquare</code>		<code>\triangleubar</code>
	<code>\circlellquad</code>		<code>\mdsmbkcircle</code>		<code>\triangleubar</code>
	<code>\circlelrquad</code>		<code>\mdsmbksquare</code>		<code>\triangleubar</code>
	<code>\circlelighthalfblack</code>		<code>\mdsmwhtcircle</code>		<code>\triangleubar</code>
	<code>\circletophalfblack</code>		<code>\mdsmwhtsquare</code>		<code>\triangleubar</code>

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	<code>\circleulquad</code>		<code>\mdwhtcircle</code>		<code>\varhexagonblack</code>
	<code>\circleurquad</code>		<code>\mdwhtdiamond</code>		<code>\varhexagonlrbonds</code>
	<code>\circleurquadblack</code>		<code>\mdwhtlozenge</code>		<code>\varlrtriangle</code>
	<code>\circlevertfill</code>		<code>\mdwhtsquare</code>		<code>\varstar</code>
	<code>\cirE</code>		<code>\medblackstar</code>		<code>\vartriangleleft</code>
	<code>\cirscir</code>		<code>\medwhitestar</code>		<code>\vartriangleright</code>
	<code>\cwopencirclearrow</code>		<code>\parallelogram</code>		<code>\vrectangle</code>
	<code>\diamondbotblack</code>		<code>\parallelogramblack</code>		<code>\vrectangleblack</code>
	<code>\diamondcdot</code>		<code>\pentagon</code>		<code>\vysmblksquare</code>
	<code>\diamondleftblack</code>		<code>\pentagonblack</code>		<code>\vysmwhtsquare</code>
	<code>\diamondrightblack</code>		<code>\rightpentagon</code>		<code>\whiteinwhitetriangle</code>
	<code>\diamondtopblack</code>		<code>\rightpentagonblack</code>		<code>\whitepointerleft</code>
	<code>\dottedcircle</code>		<code>\smallblacktriangleleft</code>		<code>\whitepointerright</code>
	<code>\dottedsquare</code>		<code>\smallblacktriangleright</code>		<code>\wthorzoval</code>
	<code>\downtriangleleftblack</code>		<code>\smalltriangleleft</code>		<code>\whtvertoval</code>
	<code>\downtrianglerightblack</code>		<code>\smalltriangleright</code>		

stix defines `\diamond` as a synonym for `\smwhtdiamond`, `\blacksquare` as a synonym for `\mdlgblksquare`, `\square` and `\Box` as synonyms for `\mdlgwhtsquare`, `\triangle` and `\varbigtriangleup` as synonyms for `\bigtriangleup`, `\rhd` as a synonym for `\vartriangleright`, `\varbigtriangledown` as a synonym for `\bigtriangledown`, `\lhd` as a synonym for `\vartriangleleft`, `\Diamond` and `\lozenge` as synonyms for `\mdlgwhtlozenge`, `\bigcirc` as a synonym for `\mdlgwhtcircle`, `\circ` as a synonym for `\smwhtcircle`. and `\blacklozenge` as a synonym for `\mdlgblklozenge`.

TABLE 441: ifsym Geometric Shapes

	<code>\BigCircle</code>		<code>\FilledBigTriangleRight</code>		<code>\SmallCircle</code>
	<code>\BigCross</code>		<code>\FilledBigTriangleUp</code>		<code>\SmallCross</code>
	<code>\BigDiamondshape</code>		<code>\FilledCircle</code>		<code>\SmallDiamondshape</code>
	<code>\BigHBar</code>		<code>\FilledDiamondShadowA</code>		<code>\SmallHBar</code>
	<code>\BigLowerDiamond</code>		<code>\FilledDiamondShadowC</code>		<code>\SmallLowerDiamond</code>
	<code>\BigRightDiamond</code>		<code>\FilledDiamondshape</code>		<code>\SmallRightDiamond</code>
	<code>\BigSquare</code>		<code>\FilledSmallCircle</code>		<code>\SmallSquare</code>
	<code>\BigTriangleDown</code>		<code>\FilledSmallDiamondshape</code>		<code>\SmallTriangleDown</code>
	<code>\BigTriangleLeft</code>		<code>\FilledSmallSquare</code>		<code>\SmallTriangleLeft</code>
	<code>\BigTriangleRight</code>		<code>\FilledSmallTriangleDown</code>		<code>\SmallTriangleRight</code>
	<code>\BigTriangleUp</code>		<code>\FilledSmallTriangleLeft</code>		<code>\SmallTriangleUp</code>

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	<code>\BigVBar</code>	▶	<code>\FilledSmallTriangleRight</code>		<code>\SmallVBar</code>
○	<code>\Circle</code>	▲	<code>\FilledSmallTriangleUp</code>	↓	<code>\SpinDown</code>
×	<code>\Cross</code>	■	<code>\FilledSquare</code>	↑	<code>\SpinUp</code>
◇	<code>\DiamondShadowA</code>	▣	<code>\FilledSquareShadowA</code>	□	<code>\Square</code>
◇	<code>\DiamondShadowB</code>	▣	<code>\FilledSquareShadowC</code>	▣	<code>\SquareShadowA</code>
◇	<code>\DiamondShadowC</code>	▼	<code>\FilledTriangleDown</code>	▣	<code>\SquareShadowB</code>
◇	<code>\Diamondshape</code>	◀	<code>\FilledTriangleLeft</code>	▣	<code>\SquareShadowC</code>
●	<code>\FilledBigCircle</code>	▶	<code>\FilledTriangleRight</code>	▽	<code>\TriangleDown</code>
◆	<code>\FilledBigDiamondshape</code>	▲	<code>\FilledTriangleUp</code>	◁	<code>\TriangleLeft</code>
■	<code>\FilledBigSquare</code>	—	<code>\HBar</code>	▷	<code>\TriangleRight</code>
▼	<code>\FilledBigTriangleDown</code>	◇	<code>\LowerDiamond</code>	△	<code>\TriangleUp</code>
◀	<code>\FilledBigTriangleLeft</code>	◇	<code>\RightDiamond</code>		<code>\VBar</code>

The ifsym documentation points out that one can use `\rlap` to combine some of the above into useful, new symbols. For example, `\BigCircle` and `\FilledSmallCircle` combine to give “◉”. Likewise, `\Square` and `\Cross` combine to give “⊠”. See Section 12.3 for more information about constructing new symbols out of existing symbols.

TABLE 442: bbding Geometric Shapes

○	<code>\CircleShadow</code>		<code>\Rectangle</code>	▣	<code>\SquareShadowTopLeft</code>
●	<code>\CircleSolid</code>	■	<code>\RectangleBold</code>	▣	<code>\SquareShadowTopRight</code>
◆	<code>\DiamondSolid</code>		<code>\RectangleThin</code>	■	<code>\SquareSolid</code>
○	<code>\Ellipse</code>	□	<code>\Square</code>	▼	<code>\TriangleDown</code>
○	<code>\EllipseShadow</code>	▣	<code>\SquareCastShadowBottomRight</code>	▲	<code>\TriangleUp</code>
●	<code>\EllipseSolid</code>	▣	<code>\SquareCastShadowTopLeft</code>		
◐	<code>\HalfCircleLeft</code>	▣	<code>\SquareCastShadowTopRight</code>		
◑	<code>\HalfCircleRight</code>	▣	<code>\SquareShadowBottomRight</code>		

TABLE 443: pifont Geometric Shapes

●	<code>\ding{108}</code>	▣	<code>\ding{111}</code>	▣	<code>\ding{114}</code>	◆	<code>\ding{117}</code>		<code>\ding{121}</code>
○	<code>\ding{109}</code>	▣	<code>\ding{112}</code>	▲	<code>\ding{115}</code>	◐	<code>\ding{119}</code>	■	<code>\ding{122}</code>
■	<code>\ding{110}</code>	▣	<code>\ding{113}</code>	▼	<code>\ding{116}</code>		<code>\ding{120}</code>		

TABLE 444: universa Geometric Shapes

●	<code>\baucircle</code>	■	<code>\bausquare</code>	▲	<code>\bautriangle</code>
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TABLE 445: adfsymbols Geometric Shapes

• <code>\adfbullet{27}</code>	▶ <code>\adfbullet{32}</code>	• <code>\adfbullet{43}</code>	✦ <code>\adfbullet{48}</code>
• <code>\adfbullet{28}</code>	▲ <code>\adfbullet{33}</code>	• <code>\adfbullet{44}</code>	✦ <code>\adfbullet{49}</code>
▪ <code>\adfbullet{29}</code>	▼ <code>\adfbullet{34}</code>	◦ <code>\adfbullet{45}</code>	✦ <code>\adfbullet{50}</code>
◆ <code>\adfbullet{30}</code>	• <code>\adfbullet{41}</code>	▪ <code>\adfbullet{46}</code>	◊ <code>\adfbullet{51}</code>
◄ <code>\adfbullet{31}</code>	• <code>\adfbullet{42}</code>	▪ <code>\adfbullet{47}</code>	◦ <code>\adfbullet{52}</code>

TABLE 446: utfsym Geometric Shapes

● <code>\usym{1F534}</code>	◆ <code>\usym{1F537}</code>	▲ <code>\usym{1F53A}</code>	▼ <code>\usym{1F53D}</code>
● <code>\usym{1F535}</code>	◆ <code>\usym{1F538}</code>	▼ <code>\usym{1F53B}</code>	
◆ <code>\usym{1F536}</code>	◆ <code>\usym{1F539}</code>	▲ <code>\usym{1F53C}</code>	

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 447: fontawesome5 Geometric Shapes

● <code>\faCircle</code>	● <code>\faDotCircle</code>	□ <code>\faSquare[regular]</code>
○ <code>\faCircle[regular]</code>	⊙ <code>\faDotCircle[regular]</code>	■ <code>\faSquareFull</code>
◌ <code>\faCircleNotch</code>	■ <code>\faSquare</code>	

TABLE 448: oplotsymb1 Geometric Shapes

○ <code>\circlet</code>	◆ <code>\rhombusfillha</code>	△ <code>\trianglepalineh</code>
⊗ <code>\circletcross</code>	◆ <code>\rhombusfillhb</code>	△ <code>\trianglepalinev</code>
⊙ <code>\circletdot</code>	◆ <code>\rhombusfillhl</code>	△ <code>\trianglepalinevh</code>
● <code>\circletfill</code>	◆ <code>\rhombusfillhr</code>	▽ <code>\trianglepb</code>
● <code>\circletfillha</code>	◇ <code>\rhombuslineh</code>	⊗ <code>\trianglepbcross</code>
● <code>\circletfillhb</code>	◇ <code>\rhombuslinev</code>	▽ <code>\trianglepbdot</code>
● <code>\circletfillhl</code>	◇ <code>\rhombuslinevh</code>	▼ <code>\trianglepbfill</code>
● <code>\circletfillhr</code>	□ <code>\squad</code>	▽ <code>\trianglepbfillha</code>
⊖ <code>\circletlineh</code>	⊗ <code>\squadcross</code>	▼ <code>\trianglepbfillhb</code>
⊖ <code>\circletlinev</code>	⊠ <code>\squaddot</code>	▼ <code>\trianglepbfillhl</code>
⊖ <code>\circletlinevh</code>	■ <code>\squadfill</code>	▼ <code>\trianglepbfillhr</code>

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	<code>\hexago</code>		<code>\squadfillha</code>		<code>\trianglepblineh</code>
	<code>\hexagocross</code>		<code>\squadfillhb</code>		<code>\trianglepblinev</code>
	<code>\hexagodot</code>		<code>\squadfillhl</code>		<code>\trianglepblinevh</code>
	<code>\hexagofill</code>		<code>\squadfillhr</code>		<code>\trianglepl</code>
	<code>\hexagofillha</code>		<code>\squadlineh</code>		<code>\triangleplcross</code>
	<code>\hexagofillhb</code>		<code>\squadlinev</code>		<code>\trianglepldot</code>
	<code>\hexagofillhl</code>		<code>\squadlinevh</code>		<code>\triangleplfill</code>
	<code>\hexagofillhr</code>		<code>\starlet</code>		<code>\triangleplfillha</code>
	<code>\hexagolineh</code>		<code>\starletcross</code>		<code>\triangleplfillhb</code>
	<code>\hexagolinev</code>		<code>\starletdot</code>		<code>\triangleplfillhl</code>
	<code>\hexagolinevh</code>		<code>\starletfill</code>		<code>\triangleplfillhr</code>
	<code>\pentago</code>		<code>\starletfillha</code>		<code>\trianglepllineh</code>
	<code>\pentagocross</code>		<code>\starletfillhb</code>		<code>\trianglepllinev</code>
	<code>\pentagodot</code>		<code>\starletfillhl</code>		<code>\trianglepllinevh</code>
	<code>\pentagofill</code>		<code>\starletfillhr</code>		<code>\trianglepr</code>
	<code>\pentagofillha</code>		<code>\starletlineh</code>		<code>\triangleprcross</code>
	<code>\pentagofillhb</code>		<code>\starletlinev</code>		<code>\triangleprdot</code>
	<code>\pentagofillhl</code>		<code>\starletlinevh</code>		<code>\triangleprfill</code>
	<code>\pentagofillhr</code>		<code>\trianglelepa</code>		<code>\triangleprfillha</code>
	<code>\pentagolineh</code>		<code>\trianglelepacross</code>		<code>\triangleprfillhb</code>
	<code>\pentagolinev</code>		<code>\trianglelepadot</code>		<code>\triangleprfillhl</code>
	<code>\pentagolinevh</code>		<code>\trianglelepafill</code>		<code>\triangleprfillhr</code>
	<code>\rhombus</code>		<code>\trianglelepafillha</code>		<code>\triangleprlineh</code>
	<code>\rhombuscross</code>		<code>\trianglelepafillhb</code>		<code>\triangleprlinev</code>
	<code>\rhombusdot</code>		<code>\trianglelepafillhl</code>		<code>\triangleprlinevh</code>
	<code>\rhombusfill</code>		<code>\trianglelepafillhr</code>		

“fillha”, “fillhb”, “fillhl”, and “fillhr”, imply, respectively, “half-filled above”, “half-filled below”, “half-filled left”, and “half-filled right”. In the `\triangle...` symbols, “pa”, “pb”, “pr”, and “pl” refer respectively to “peak above”, “peak below”, “peak left”, and “peak right”.

All `\oplotsymb` symbols are implemented with TikZ graphics, not with a font.

TABLE 449: adorn Flourishes

	<code>\adfclosedflourishleft</code>		<code>\adfclosedflourishright</code>
	<code>\adfdoubleflourishleft</code>		<code>\adfdoubleflourishright</code>
	<code>\adfdoublesharppflourishleft</code>		<code>\adfdoublesharppflourishright</code>
	<code>\adfflourishleft</code>		<code>\adfflourishright</code>
	<code>\adfflourishleftdouble</code>		<code>\adfflourishrightdouble</code>
	<code>\adfopenflourishleft</code>		<code>\adfopenflourishright</code>
	<code>\adfsharpflourishleft</code>		<code>\adfsharpflourishright</code>
	<code>\adfsickleflourishleft</code>		<code>\adfsickleflourishright</code>
	<code>\adfsingleflourishleft</code>		<code>\adfsingleflourishright</code>
	<code>\adftripleflourishleft</code>		<code>\adftripleflourishright</code>
	<code>\adfwavesleft</code>		<code>\adfwavesright</code>

TABLE 450: Miscellaneous oplotsymb1 Symbols

– \lineh | \linev + \linevh × \scross * \scrossvh

All oplotsymb1 symbols are implemented with TikZ graphics, not with a font.

TABLE 451: Miscellaneous dingbat Dingbats










	\anchor		\eye		\Sborder
	\carriagereturn		\filledsquarewithdots		\squarewithdots
	\checkmark		\satellitedish		\Zborder

TABLE 452: Miscellaneous bbding Dingbats

	\Envelope		\Peace		\PhoneHandset		\SunshineOpenCircled
	\OrnamentDiamondSolid		\Phone		\Plane		\Tape

TABLE 453: Miscellaneous pifont Dingbats















	\ding{37}		\ding{40}		\ding{164}		\ding{167}		\ding{171}
	\ding{38}		\ding{41}		\ding{165}		\ding{168}		\ding{169}
	\ding{39}		\ding{118}		\ding{166}		\ding{170}		

TABLE 454: Miscellaneous adorn Dingbats

• \adfbullet ◊ \adfdiamond ₣ \adfgee § \adfS ◻ \adfsquare

TABLE 455: Miscellaneous utfsym Dingbats

Ⓞ	<code>\usym{2706}</code>	‡	<code>\usym{2755}</code>	⋮	<code>\usym{2762}</code>	➤	<code>\usym{276F}</code>
Ⓟ	<code>\usym{2707}</code>	⬥	<code>\usym{2756}</code>	⋮	<code>\usym{2763}</code>	⚡	<code>\usym{2770}</code>
✈	<code>\usym{2708}</code>	!	<code>\usym{2757}</code>	♥	<code>\usym{2764}</code>	Ⓜ	<code>\usym{2771}</code>
☒	<code>\usym{2709}</code>		<code>\usym{2758}</code>	♣	<code>\usym{2765}</code>	(<code>\usym{2772}</code>
✕	<code>\usym{274C}</code>		<code>\usym{2759}</code>	♣	<code>\usym{2766}</code>)	<code>\usym{2773}</code>
○	<code>\usym{274D}</code>	■	<code>\usym{275A}</code>	♣	<code>\usym{2767}</code>	Ⓛ	<code>\usym{2774}</code>
☒	<code>\usym{274E}</code>	♣	<code>\usym{275B}</code>	(<code>\usym{2768}</code>	Ⓜ	<code>\usym{2775}</code>
□	<code>\usym{274F}</code>	♣	<code>\usym{275C}</code>)	<code>\usym{2769}</code>	+	<code>\usym{2795}</code>
□	<code>\usym{2750}</code>	“	<code>\usym{275D}</code>	(<code>\usym{276A}</code>	—	<code>\usym{2796}</code>
□	<code>\usym{2751}</code>	”	<code>\usym{275E}</code>)	<code>\usym{276B}</code>	÷	<code>\usym{2797}</code>
□	<code>\usym{2752}</code>	♣	<code>\usym{275F}</code>	(<code>\usym{276C}</code>	σ	<code>\usym{27B0}</code>
?	<code>\usym{2753}</code>	”	<code>\usym{2760}</code>)	<code>\usym{276D}</code>	σσ	<code>\usym{27BF}</code>
?	<code>\usym{2754}</code>	‡	<code>\usym{2761}</code>	◀	<code>\usym{276E}</code>		

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

Chapter 6

Ancient languages

This chapter presents letters and ideograms from various ancient scripts. Some of these symbols may also be useful in other typesetting contexts because of their pictorial nature.

TABLE 456: phaistos Symbols from the Phaistos Disk














































	<code>\PHarrow</code>		<code>\PHeagle</code>		<code>\PHplumedHead</code>
	<code>\PHbee</code>		<code>\PHflute</code>		<code>\PHram</code>
	<code>\PHbeehive</code>		<code>\PHgauntlet</code>		<code>\PHrosette</code>
	<code>\PHboomerang</code>		<code>\PHgrater</code>		<code>\PHsaw</code>
	<code>\PHbow</code>		<code>\PHhelmet</code>		<code>\PHshield</code>
	<code>\PHbullLeg</code>		<code>\PHhide</code>		<code>\PHship</code>
	<code>\PHcaptive</code>		<code>\PHhorn</code>		<code>\PHsling</code>
	<code>\PHcarpentryPlane</code>		<code>\PHlid</code>		<code>\PHsmallAxe</code>
	<code>\PHcat</code>		<code>\PHlily</code>		<code>\PHstrainer</code>
	<code>\PHchild</code>		<code>\PHmanacles</code>		<code>\PHtattooedHead</code>
	<code>\PHclub</code>		<code>\PHmattock</code>		<code>\PHtiara</code>
	<code>\PHcolumn</code>		<code>\PHoxBack</code>		<code>\PHtunny</code>
	<code>\PHcomb</code>		<code>\PHpapyrus</code>		<code>\PHvine</code>
	<code>\PHdolium</code>		<code>\PHpedestrian</code>		<code>\PHwavyBand</code>
	<code>\PHdove</code>		<code>\PHplaneTree</code>		<code>\PHwoman</code>

TABLE 457: protosem Proto-Semitic Characters

𐤀	<code>\Aaleph</code>	𐤁	<code>\AAhe</code>	𐤂	<code>\Akaph</code>	𐤃	<code>\AAayin</code>	𐤄	<code>\AAresh</code>
𐤅	<code>\AAaleph</code>	𐤆	<code>\Avav</code>	𐤇	<code>\AAkaph</code>	𐤈	<code>\Ape</code>	𐤉	<code>\Ashin</code>
𐤊	<code>\Abeth</code>	𐤋	<code>\Azayin</code>	𐤌	<code>\Alamed</code>	𐤍	<code>\AApe</code>	𐤎	<code>\Atav</code>
𐤏	<code>\AAbeth</code>	𐤐	<code>\Aheth</code>	𐤑	<code>\AAlamed</code>	𐤒	<code>\Asade</code>	𐤓	<code>\Ahelmet</code>
𐤔	<code>\Agimel</code>	𐤕	<code>\AAheth</code>	𐤖	<code>\Amem</code>	𐤗	<code>\AAsade</code>	𐤘	<code>\AAhelmet</code>
𐤙	<code>\Adaleth</code>	𐤚	<code>\Ateth</code>	𐤛	<code>\Anun</code>	𐤜	<code>\Aqoph</code>		
𐤝	<code>\AAdaleth</code>	𐤞	<code>\Ayod</code>	𐤟	<code>\Asamekh</code>	𐤠	<code>\AAqoph</code>		
𐤡	<code>\Ahe</code>	𐤢	<code>\AAyod</code>	𐤣	<code>\Aayin</code>	𐤤	<code>\Aresh</code>		

The `protosem` package defines abbreviated control sequences for each of the above. In addition, single-letter shortcuts can be used within the argument to the `\textproto` command (e.g., “`\textproto{Pakyn}`” produces “𐤑𐤕𐤂𐤌𐤞𐤔”). See the `protosem` documentation for more information.

TABLE 458: hieroglf Hieroglyphics

	\HA		\HI		\Hn		\HT
	\Ha		\Hi		\HO		\Ht
	\HB		\Hibl		\Ho		\Htongue
	\Hb		\Hibp		\Hp		\HU
	\Hc		\Hibs		\HP		\Hu
	\HC		\Hibw		\Hplural		\HV
	\HD		\HJ		\Hplus		\Hv
	\Hd		\Hj		\HQ		\Hvbar
	\Hdual		\Hk		\Hq		\Hw
	\He		\HK		\Hquery		\HW
	\HE		\HL		\HR		\HX
	\Hf		\Hl		\Hr		\Hx
	\HF		\Hm		\Hs		\HY
	\HG		\HM		\HS		\Hy
	\Hg		\Hman		\Hscribe		\Hz
	\Hh		\Hms		\Hslash		\HZ
	\HH		\HN		\Hsv		
	\Hone		\Hhundred		\HXthousand		\Hmillion
	\Hten		\Hthousand		\HCThousand		

The hieroglf package defines alternate control sequences and single-letter shortcuts for each of the above which can be used within the argument to the `\textpmhg` command (e.g., “`\textpmhg{Pakin}`” produces “”). See the hieroglf documentation for more information.

TABLE 459: linearA Linear A Script

	\LinearAI		\LinearAXCIX		\LinearACXCVII		\LinearACCXCXV
	\LinearAII		\LinearAC		\LinearACXCVIII		\LinearACCXCXVI
	\LinearAIII		\LinearACI		\LinearACXCIX		\LinearACCXCXVII
	\LinearAIV		\LinearACII		\LinearACC		\LinearACCXCXVIII
	\LinearAV		\LinearACIII		\LinearACCI		\LinearACCXCXIX

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𐀀	\LinearAVI	𐀁	\LinearACIV	𐀂	\LinearACCII	𐀃	\LinearACCC
𐀄	\LinearAVII	𐀅	\LinearACV	𐀆	\LinearACCIII	𐀇	\LinearACCCI
𐀈	\LinearAVIII	𐀉	\LinearACVI	𐀊	\LinearACCIV	𐀋	\LinearACCCII
𐀌	\LinearAIX	𐀍	\LinearACVII	𐀎	\LinearACCV	𐀏	\LinearACCCIII
𐀐	\LinearAX	𐀑	\LinearACVIII	𐀒	\LinearACCVI	𐀓	\LinearACCCIV
𐀔	\LinearAXI	𐀕	\LinearACIX	𐀖	\LinearACCVII	𐀗	\LinearACCCV
𐀘	\LinearAXII	𐀙	\LinearACX	𐀚	\LinearACCVIII	𐀛	\LinearACCCVI
𐀜	\LinearAXIII	𐀝	\LinearACXI	𐀞	\LinearACCIX	𐀟	\LinearACCCVII
𐀠	\LinearAXIV	𐀡	\LinearACXII	𐀢	\LinearACCX	𐀣	\LinearACCCVIII
𐀤	\LinearAXV	𐀥	\LinearACXIII	𐀦	\LinearACCXI	𐀧	\LinearACCCIX
𐀨	\LinearAXVI	𐀩	\LinearACXIV	𐀪	\LinearACCXII	𐀫	\LinearACCCX
𐀭	\LinearAXVII	𐀮	\LinearACXV	𐀯	\LinearACCXIII	𐀰	\LinearACCCXI
𐀲	\LinearAXVIII	𐀳	\LinearACXVI	𐀴	\LinearACCXIV	𐀵	\LinearACCCXII
𐀷	\LinearAXIX	𐀸	\LinearACXVII	𐀹	\LinearACCXV	𐀺	\LinearACCCXIII
𐀻	\LinearAXX	𐀼	\LinearACXVIII	𐀽	\LinearACCXVI	𐀾	\LinearACCCXIV
𐀿	\LinearAXXI	𐁀	\LinearACXIX	𐁁	\LinearACCXVII	𐁂	\LinearACCCXV
𐁄	\LinearAXXII	𐁅	\LinearACXX	𐁆	\LinearACCXVIII	𐁇	\LinearACCCXVI
𐁉	\LinearAXXIII	𐁊	\LinearACXXI	𐁋	\LinearACCXIX	𐁌	\LinearACCCXVII
𐁎	\LinearAXXIV	𐁏	\LinearACXXII	𐁐	\LinearACCXX	𐁑	\LinearACCCXVIII
𐁒	\LinearAXXV	𐁓	\LinearACXXIII	𐁔	\LinearACCXXI	𐁕	\LinearACCCXIX
𐁖	\LinearAXXVI	𐁗	\LinearACXXIV	𐁘	\LinearACCXXII	𐁙	\LinearACCCXX
𐁛	\LinearAXXVII	𐁜	\LinearACXXV	𐁝	\LinearACCXXIII	𐁞	\LinearACCCXXI
𐁟	\LinearAXXVIII	𐁠	\LinearACXXVI	𐁡	\LinearACCXXIV	𐁢	\LinearACCCXXII
𐁤	\LinearAXXIX	𐁥	\LinearACXXVII	𐁦	\LinearACCXXV	𐁧	\LinearACCCXXIII
𐁨	\LinearAXXX	𐁩	\LinearACXXVIII	𐁪	\LinearACCXXVI	𐁫	\LinearACCCXXIV
𐁯	\LinearAXXXI	𐁰	\LinearACXXIX	𐁱	\LinearACCXXVII	𐁲	\LinearACCCXXV
𐁴	\LinearAXXXII	𐁵	\LinearACXXX	𐁶	\LinearACCXXVIII	𐁷	\LinearACCCXXVI
𐁹	\LinearAXXXIII	𐁺	\LinearACXXXI	𐁻	\LinearACCXXIX	𐁼	\LinearACCCXXVII
𐁽	\LinearAXXXIV	𐁾	\LinearACXXXII	𐁿	\LinearACCXXX	𐂀	\LinearACCCXXVIII
𐂃	\LinearAXXXV	𐂄	\LinearACXXXIII	𐂅	\LinearACCXXXI	𐂆	\LinearACCCXXIX
𐂈	\LinearAXXXVI	𐂉	\LinearACXXXIV	𐂊	\LinearACCXXXII	𐂋	\LinearACCCXXX
𐂎	\LinearAXXXVII	𐂏	\LinearACXXXV	𐂐	\LinearACCXXXIII	𐂑	\LinearACCCXXXI
𐂔	\LinearAXXXVIII	𐂕	\LinearACXXXVI	𐂖	\LinearACCXXXIV	𐂗	\LinearACCCXXXII
𐂘	\LinearAXXXIX	𐂙	\LinearACXXXVII	𐂚	\LinearACCXXXV	𐂛	\LinearACCCXXXIII
𐂟	\LinearAXL	𐂠	\LinearACXXXVIII	𐂡	\LinearACCXXXVI	𐂢	\LinearACCCXXXIV
𐂤	\LinearAXLI	𐂥	\LinearACXXXIX	𐂦	\LinearACCXXXVII	𐂧	\LinearACCCXXXV
𐂨	\LinearAXLII	𐂩	\LinearACXL	𐂪	\LinearACCXXXVIII	𐂫	\LinearACCCXXXVI
𐂎	\LinearAXLIII	𐂏	\LinearACXLI	𐂐	\LinearACCXXXIX	𐂑	\LinearACCCXXXVII
𐂔	\LinearAXLIV	𐂕	\LinearACXLII	𐂖	\LinearACCXL	𐂗	\LinearACCCXXXVIII
𐂘	\LinearAXLV	𐂙	\LinearACXLIII	𐂚	\LinearACCXLI	𐂛	\LinearACCCXXXIX
𐂟	\LinearAXLVI	𐂠	\LinearACXLIV	𐂡	\LinearACCXLII	𐂢	\LinearACCCXL
𐂤	\LinearAXLVII	𐂥	\LinearACXLV	𐂦	\LinearACCXLIII	𐂧	\LinearACCCXLI
𐂨	\LinearAXLVIII	𐂩	\LinearACXLVI	𐂪	\LinearACCXLIV	𐂫	\LinearACCCXLII
𐂎	\LinearAXLIX	𐂏	\LinearACXLVII	𐂐	\LinearACCXLV	𐂑	\LinearACCCXLIII
𐂔	\LinearAL	𐂕	\LinearACXLVIII	𐂖	\LinearACCXLVI	𐂗	\LinearACCCXLIV

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𐀀	\LinearALI	𐀁	\LinearACXLIX	𐀂	\LinearACXLVII	𐀃	\LinearACCCXLV
𐀄	\LinearALII	𐀅	\LinearACL	𐀆	\LinearACXLVIII	𐀇	\LinearACCCXLVI
𐀈	\LinearALIII	𐀉	\LinearACLI	𐀊	\LinearACXLIX	𐀋	\LinearACCCXLVII
𐀌	\LinearALIV	𐀍	\LinearACLII	𐀎	\LinearACCL	𐀏	\LinearACCCXLVIII
𐀐	\LinearALV	𐀑	\LinearACLIII	𐀒	\LinearACCLI	𐀓	\LinearACCCXLIX
𐀔	\LinearALVI	𐀕	\LinearACLIV	𐀖	\LinearACCLII	𐀗	\LinearACCCCL
𐀘	\LinearALVII	𐀙	\LinearACLV	𐀚	\LinearACCLIII	𐀛	\LinearACCCCLI
𐀜	\LinearALVIII	𐀝	\LinearACLVI	𐀞	\LinearACCLIV	𐀟	\LinearACCCCLII
𐀠	\LinearALIX	𐀡	\LinearACLVII	𐀢	\LinearACCLV	𐀣	\LinearACCCCLIII
𐀤	\LinearALX	𐀥	\LinearACLVIII	𐀦	\LinearACCLVI	𐀧	\LinearACCCCLIV
𐀨	\LinearALXI	𐀩	\LinearACLIX	𐀪	\LinearACCLVII	𐀫	\LinearACCCCLV
𐀭	\LinearALXII	𐀮	\LinearACLX	𐀯	\LinearACCLVIII	𐀰	\LinearACCCCLVI
𐀲	\LinearALXIII	𐀳	\LinearACLXI	𐀴	\LinearACCLIX	𐀵	\LinearACCCCLVII
𐀷	\LinearALXIV	𐀸	\LinearACLXII	𐀹	\LinearACCLX	𐀺	\LinearACCCCLVIII
𐀻	\LinearALXV	𐀼	\LinearACLXIII	𐀽	\LinearACCLXI	𐀾	\LinearACCCCLIX
𐀿	\LinearALXVI	𐁀	\LinearACLXIV	𐁁	\LinearACCLXII	𐁂	\LinearACCCCLX
𐁄	\LinearALXVII	𐁅	\LinearACLXV	𐁆	\LinearACCLXIII	𐁇	\LinearACCCCLXI
𐁉	\LinearALXVIII	𐁊	\LinearACLXVI	𐁋	\LinearACCLXIV	𐁌	\LinearACCCCLXII
𐁎	\LinearALXIX	𐁏	\LinearACLXVII	𐁐	\LinearACCLXV	𐁑	\LinearACCCCLXIII
𐁒	\LinearALXX	𐁓	\LinearACLXVIII	𐁔	\LinearACCLXVI	𐁕	\LinearACCCCLXIV
𐁗	\LinearALXXI	𐁘	\LinearACLXIX	𐁙	\LinearACCLXVII	𐁚	\LinearACCCCLXV
𐁛	\LinearALXXII	𐁜	\LinearACLXX	𐁝	\LinearACCLXVIII	𐁞	\LinearACCCCLXVI
𐁠	\LinearALXXIII	𐁡	\LinearACLXXI	𐁢	\LinearACCLXIX	𐁣	\LinearACCCCLXVII
𐁤	\LinearALXXIV	𐁥	\LinearACLXXII	𐁦	\LinearACCLXX	𐁧	\LinearACCCCLXVIII
𐁨	\LinearALXXV	𐁩	\LinearACLXXIII	𐁪	\LinearACCLXXI	𐁫	\LinearACCCCLXIX
𐁭	\LinearALXXVI	𐁮	\LinearACLXXIV	𐁯	\LinearACCLXXII	𐁰	\LinearACCCCLXX
𐁴	\LinearALXXVII	𐁵	\LinearACLXXV	𐁶	\LinearACCLXXIII	𐁷	\LinearACCCCLXXI
𐁹	\LinearALXXVIII	𐁺	\LinearACLXXVI	𐁻	\LinearACCLXXIV	𐁼	\LinearACCCCLXXII
𐁿	\LinearALXXIX	𐂀	\LinearACLXXVII	𐂁	\LinearACCLXXV	𐂂	\LinearACCCCLXXIII
𐂄	\LinearALXXX	𐂅	\LinearACLXXVIII	𐂆	\LinearACCLXXVI	𐂇	\LinearACCCCLXXIV
𐂊	\LinearALXXXI	𐂋	\LinearACLXXIX	𐂌	\LinearACCLXXVII	𐂍	\LinearACCCCLXXV
𐂐	\LinearALXXXII	𐂑	\LinearACLXXX	𐂒	\LinearACCLXXVIII	𐂓	\LinearACCCCLXXVI
𐂗	\LinearALXXXIII	𐂘	\LinearACLXXXI	𐂙	\LinearACCLXXIX	𐂚	\LinearACCCCLXXVII
𐂛	\LinearALXXXIV	𐂜	\LinearACLXXXII	𐂝	\LinearACCLXXX	𐂞	\LinearACCCCLXXVIII
𐂠	\LinearALXXXV	𐂡	\LinearACLXXXIII	𐂢	\LinearACCLXXXI	𐂣	\LinearACCCCLXXIX
𐂤	\LinearALXXXVI	𐂥	\LinearACLXXXIV	𐂦	\LinearACCLXXXII	𐂧	\LinearACCCCLXXX
𐂨	\LinearALXXXVII	𐂩	\LinearACLXXXV	𐂪	\LinearACCLXXXIII	𐂫	\LinearACCCCLXXXI
𐂭	\LinearALXXXVIII	𐂮	\LinearACLXXXVI	𐂯	\LinearACCLXXXIV	𐂰	\LinearACCCCLXXXII
𐂴	\LinearALXXXIX	𐂵	\LinearACLXXXVII	𐂶	\LinearACCLXXXV	𐂷	\LinearACCCCLXXXIII
𐂹	\LinearALXXXX	𐂺	\LinearACLXXXVIII	𐂻	\LinearACCLXXXVI	𐂼	\LinearACCCCLXXXIV
𐂿	\LinearAXCI	𐃀	\LinearACLXXXIX	𐃁	\LinearACCLXXXVII	𐃂	\LinearACCCCLXXXV
𐃄	\LinearAXCII	𐃅	\LinearACLXXXX	𐃆	\LinearACCLXXXVIII	𐃇	\LinearACCCCLXXXVI
𐃊	\LinearAXCIII	𐃋	\LinearACXCI	𐃌	\LinearACCLXXXIX	𐃍	\LinearACCCCLXXXVII
𐃐	\LinearAXCIV	𐃑	\LinearACXCII	𐃒	\LinearACCLXXXX	𐃓	\LinearACCCCLXXXVIII
𐃗	\LinearAXCV	𐃘	\LinearACXCIII	𐃙	\LinearACCXCI	𐃚	\LinearACCCCLXXXIX
𐃛	\LinearAXCVI	𐃜	\LinearACXCIV	𐃝	\LinearACXCII		

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⌘	<code>\LinearACXVII</code>	⌘	<code>\LinearACXCV</code>	⌘	<code>\LinearACCXCIII</code>
⌘	<code>\LinearACXVIII</code>	⌘	<code>\LinearACXCVI</code>	⌘	<code>\LinearACCXCIV</code>

TABLE 460: linearb Linear B Basic and Optional Letters

⌘	<code>\Ba</code>	⌘	<code>\Bja</code>	⌘	<code>\Bmu</code>	⌘	<code>\Bpte</code>	⌘	<code>\Broii</code>	⌘	<code>\Bto</code>
⌘	<code>\Baii</code>	⌘	<code>\Bje</code>	⌘	<code>\Bna</code>	⌘	<code>\Bpu</code>	⌘	<code>\Bru</code>	⌘	<code>\Btu</code>
⌘	<code>\Baiiii</code>	⌘	<code>\Bjo</code>	⌘	<code>\Bne</code>	⌘	<code>\Bpuii</code>	⌘	<code>\Bsa</code>	⌘	<code>\Btwo</code>
⌘	<code>\Bau</code>	⌘	<code>\Bju</code>	⌘	<code>\Bni</code>	⌘	<code>\Bqa</code>	⌘	<code>\Bse</code>	⌘	<code>\Bu</code>
⌘	<code>\Bda</code>	⌘	<code>\Bka</code>	⌘	<code>\Bno</code>	⌘	<code>\Bqe</code>	⌘	<code>\Bsi</code>	⌘	<code>\Bwa</code>
⌘	<code>\Bde</code>	⌘	<code>\Bke</code>	⌘	<code>\Bnu</code>	⌘	<code>\Bqi</code>	⌘	<code>\Bso</code>	⌘	<code>\Bwe</code>
⌘	<code>\Bdi</code>	⌘	<code>\Bki</code>	⌘	<code>\Bnwa</code>	⌘	<code>\Bqo</code>	⌘	<code>\Bsu</code>	⌘	<code>\Bwi</code>
⌘	<code>\Bdo</code>	⌘	<code>\Bko</code>	⌘	<code>\Bo</code>	⌘	<code>\Bra</code>	⌘	<code>\Bswa</code>	⌘	<code>\Bwo</code>
⌘	<code>\Bdu</code>	⌘	<code>\Bku</code>	⌘	<code>\Bpa</code>	⌘	<code>\Brai</code>	⌘	<code>\Bswi</code>	⌘	<code>\Bza</code>
⌘	<code>\Bdwe</code>	⌘	<code>\Bma</code>	⌘	<code>\Bpaiiii</code>	⌘	<code>\Brai</code>	⌘	<code>\Bta</code>	⌘	<code>\Bze</code>
⌘	<code>\Bdwo</code>	⌘	<code>\Bme</code>	⌘	<code>\Bpe</code>	⌘	<code>\Bre</code>	⌘	<code>\Btai</code>	⌘	<code>\Bzo</code>
⌘	<code>\Be</code>	⌘	<code>\Bmi</code>	⌘	<code>\Bpi</code>	⌘	<code>\Bri</code>	⌘	<code>\Bte</code>		
⌘	<code>\Bi</code>	⌘	<code>\Bmo</code>	⌘	<code>\Bpo</code>	⌘	<code>\Bro</code>	⌘	<code>\Bti</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope. Single-character shortcuts are also supported: Both “`\textlinb{\Bpa\Bki\Bna}`” and “`\textlinb{pcn}`” produce “ ⌘⌘⌘ ”, for example. See the `linearb` documentation for more information.

TABLE 461: linearb Linear B Numerals

⌘	<code>\BNi</code>	⌘	<code>\BNvii</code>	⌘	<code>\BNxl</code>	⌘	<code>\BNc</code>	⌘	<code>\BNdcc</code>
⌘	<code>\BNii</code>	⌘	<code>\BNviii</code>	⌘	<code>\BNl</code>	⌘	<code>\BNcc</code>	⌘	<code>\BNdccc</code>
⌘	<code>\BNiii</code>	⌘	<code>\BNix</code>	⌘	<code>\BNlx</code>	⌘	<code>\BNccc</code>	⌘	<code>\BNcm</code>
⌘	<code>\BNiv</code>	⌘	<code>\BNx</code>	⌘	<code>\BNlxx</code>	⌘	<code>\BNcd</code>	⌘	<code>\BNm</code>
⌘	<code>\BNv</code>	⌘	<code>\BNxx</code>	⌘	<code>\BNlxxx</code>	⌘	<code>\BNd</code>		
⌘	<code>\BNvi</code>	⌘	<code>\BNxxx</code>	⌘	<code>\BNxc</code>	⌘	<code>\BNdc</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope.

TABLE 462: linearb Linear B Weights and Measures

	<code>\BPtalent</code>		<code>\BPvolb</code>		<code>\BPvolcf</code>		<code>\BPwtb</code>		<code>\BPwtd</code>
	<code>\BPvola</code>		<code>\BPvolcd</code>		<code>\BPwta</code>		<code>\BPwtc</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope.

TABLE 463: linearb Linear B Ideograms

	<code>\BPamphora</code>		<code>\BPchassis</code>		<code>\BPman</code>		<code>\BPwheat</code>
	<code>\BParrow</code>		<code>\BPcloth</code>		<code>\BPnanny</code>		<code>\BPwheel</code>
	<code>\BPbarley</code>		<code>\BPcow</code>		<code>\BPolive</code>		<code>\BPwine</code>
	<code>\BPbilly</code>		<code>\BPCup</code>		<code>\BPox</code>		<code>\BPwineeih</code>
	<code>\BPboar</code>		<code>\BPewe</code>		<code>\BPpig</code>		<code>\BPwineiiih</code>
	<code>\BPbronze</code>		<code>\BPfoal</code>		<code>\BPram</code>		<code>\BPwineivh</code>
	<code>\BPbull</code>		<code>\BPgoat</code>		<code>\BPsheep</code>		<code>\BPwoman</code>
	<code>\BPcauldroni</code>		<code>\BPgoblet</code>		<code>\BPsow</code>		<code>\BPwool</code>
	<code>\BPcauldronii</code>		<code>\BPgold</code>		<code>\BPspear</code>		
	<code>\BPchariot</code>		<code>\BPhorse</code>		<code>\BPsword</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope.

TABLE 464: linearb Unidentified Linear B Symbols

	<code>\BUi</code>		<code>\BUiv</code>		<code>\BUvii</code>		<code>\BUx</code>		<code>\Btwe</code>
	<code>\BUii</code>		<code>\BUv</code>		<code>\BUviii</code>		<code>\BUxi</code>		
	<code>\BUiii</code>		<code>\BUvi</code>		<code>\BUix</code>		<code>\BUxii</code>		

These symbols must appear either within the argument to `\textlinb` or following the `\linbfamily` font-selection command within a scope.

TABLE 465: cypriot Cypriot Letters

	<code>\Ca</code>		<code>\Cku</code>		<code>\Cmu</code>		<code>\Cpo</code>		<code>\Cso</code>		<code>\Cwi</code>
	<code>\Ce</code>		<code>\Cla</code>		<code>\Cna</code>		<code>\Cpu</code>		<code>\Csu</code>		<code>\Cwo</code>
	<code>\Cga</code>		<code>\Cle</code>		<code>\Cne</code>		<code>\Cra</code>		<code>\Cta</code>		<code>\Cxa</code>
	<code>\Ci</code>		<code>\Cli</code>		<code>\Cni</code>		<code>\Cre</code>		<code>\Cte</code>		<code>\Cxe</code>
	<code>\Cja</code>		<code>\Clo</code>		<code>\Cno</code>		<code>\Cri</code>		<code>\Cti</code>		<code>\Cya</code>
	<code>\Cjo</code>		<code>\Clu</code>		<code>\Cnu</code>		<code>\Cro</code>		<code>\Cto</code>		<code>\Cyo</code>
	<code>\Cka</code>		<code>\Cma</code>		<code>\Co</code>		<code>\Cru</code>		<code>\Ctu</code>		<code>\Cza</code>
	<code>\Cke</code>		<code>\Cme</code>		<code>\Cpa</code>		<code>\Csa</code>		<code>\Cu</code>		<code>\Czo</code>
	<code>\Cki</code>		<code>\Cmi</code>		<code>\Cpe</code>		<code>\Cse</code>		<code>\Cwa</code>		
	<code>\Cko</code>		<code>\Cmo</code>		<code>\Cpi</code>		<code>\Csi</code>		<code>\Cwe</code>		

These symbols must appear either within the argument to `\textcypr` or following the `\cyprfamily` font-selection command within a scope. Single-character shortcuts are also supported: Both “`\textcypr{\Cpa\Cki\Cna}`” and “`\textcypr{pcn}`” produce “𐤀𐤁𐤂”, for example. See the cypriot documentation for more information.

TABLE 466: sarabian South Arabian Letters

	<code>\SAa</code>		<code>\SAz</code>		<code>\SAM</code>		<code>\SAsd</code>		<code>\SADB</code>
	<code>\SAB</code>		<code>\SAhd</code>		<code>\SAN</code>		<code>\SAq</code>		<code>\SATb</code>
	<code>\SAG</code>		<code>\SATd</code>		<code>\SAs</code>		<code>\SAR</code>		<code>\SAGa</code>
	<code>\SAd</code>		<code>\SAy</code>		<code>\SAf</code>		<code>\SASv</code>		<code>\SAzd</code>
	<code>\SAh</code>		<code>\SAK</code>		<code>\SALq</code>		<code>\SAT</code>		<code>\SAsa</code>
	<code>\SAw</code>		<code>\SAL</code>		<code>\SAo</code>		<code>\SAhu</code>		<code>\SAdd</code>

These symbols must appear either within the argument to `\textsarab` or following the `\sarabfamily` font-selection command within a scope. Single-character shortcuts are also supported: Both “`\textsarab{\SAB\SAK\SAN}`” and “`\textsarab{bkn}`” produce “𐩁𐩂𐩃”, for example. See the sarabian documentation for more information.

TABLE 467: teubner Archaic Greek Letters and Greek Numerals

Ϟ	<code>\Coppa[†]</code>	Ϝ	<code>\Digamma*</code>	Ϛ	<code>\sampi*</code>	ϙ	<code>\varstigma</code>
ϙ	<code>\coppa[†]</code>	ϝ	<code>\koppa*</code>	ϛ	<code>\Stigma</code>		
ϝ	<code>\digamma*,[‡]</code>	Ϟ	<code>\Sampi</code>	ϙ	<code>\stigma*</code>		

* Technically, these symbols do not require `teubner`; it is sufficient to load the `babel` package with the `greek` option (upon which `teubner` depends)—but use `\qoppa` for `\koppa` and `\ddigamma` for `\digamma`.































[†] For compatibility with other naming conventions `teubner` defines `\Koppa` as a synonym for `\Coppa` and `\varcoppa` as a synonym for `\coppa`.

[‡] If both `teubner` and `amssymb` are loaded, `teubner`'s `\digamma` replaces `amssymb`'s `\digamma`, regardless of package-loading order.

TABLE 468: boisk Archaic Greek Letters and Greek Numerals




































Ϝ	<code>\Digamma</code>	ϙ	<code>\qoppa</code>	ϙ	<code>\stigma</code>	Ϛ	<code>\varsampi</code>
ϝ	<code>\digamma</code>	Ϟ	<code>\Qoppa</code>	ϛ	<code>\Stigma</code>		
Ϛ	<code>\heta</code>	Ϟ	<code>\Sampi</code>	ϝ	<code>\vardigamma</code>		
ϛ	<code>\Heta</code>	Ϛ	<code>\sampi</code>	Ϛ	<code>\Varsampi</code>		

TABLE 469: epiolmec Epi-Olmec Script

	<code>\EOafter</code>		<code>\EOMiddle</code>		<code>\EOStarWarrior</code>
	<code>\EOandThen</code>		<code>\EOmonster</code>		<code>\EOstep</code>
	<code>\EOAppear</code>		<code>\EOMountain</code>		<code>\EOSu</code>
	<code>\EOBeardMask</code>		<code>\EOMuu</code>		<code>\EOsu</code>
	<code>\EOBedeck</code>		<code>\EOna</code>		<code>\EOSun</code>
	<code>\EOBlood</code>		<code>\EOne</code>		<code>\EOSuu</code>
	<code>\EObrace</code>		<code>\EOni</code>		<code>\EOSuu</code>
	<code>\EObuilding</code>		<code>\EOnow</code>		<code>\EOta</code>
	<code>\EOBundle</code>		<code>\EOnu</code>		<code>\EOte</code>
	<code>\EOChop</code>		<code>\EOnuu</code>		<code>\EOthrone</code>

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	\EOChronI		\EOofficerI		\EOti
	\EOCloth		\EOofficerII		\EOtime
	\EODealWith		\EOofficerIII		\EOTime
	\EODeer		\EOofficerIV		\EOTitle
	\EOeat		\EOpa		\EOTitleII
	\EOflint		\EOpak		\EOTitleIV
	\EOflower		\EOPatron		\EOto
	\EOFold		\EOPatronII		\EOtu
	\EOGod		\EOpe		\EOtuki
	\EOGoUp		\EOopenis		\EOtukpa
	\EOgovernor		\EOpi		\EOturtle
	\EOGuise		\EOPierce		\EOtuu
	\EOHallow		\EOPlant		\EOtza
	\EOja		\EOPlay		\EOtze
	\EOjaguar		\EOpo		\EOtzetze
	\EOje		\EOpriest		\EOtzi
	\EOji		\EOPrince		\EOtzu
	\EOJI		\EOpu		\EOtzuu
	\EOjo		\EOpuu		\EOundef
	\EOju		\EOpuuk		\EOvarBeardMask
	\EOkak		\EORain		\EOvarja
	\EOke		\EOSa		\EOvarji
	\EOki		\EOsa		\EOvarki
	\EOkij		\EOSacrifice		\EOvarkuu
	\EOKing		\EOSaw		\EOvarni
	\EOknottedCloth		\EOScorpious		\EOvarpa

(continued on next page)

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	\EOknottedClothStraps		\EOset		\EOvarSi
	\EOko		\EOsi		\EOvarsi
	\EOku		\EOSi		\EOvartza
	\EOkuu		\EOSing		\EOvarwuu
	\EOLetBlood		\EOSini		\EOvarYear
	\EOloinCloth		\EOSkin		\EOwa
	\EOlongLipII		\EOSky		\EOwe
	\EOLord		\EOskyAnimal		\EOwi
	\EOLose		\EOskyPillar		\EOwo
	\EOma		\EOSnake		\EOwuu
	\EOMacaw		\EOSo		\EOya
	\EOMacawI		\EOSpan		\EOyaj
	\EOme		\EOSprinkle		\EOye
	\EOMexNew		\EOstar		\EOYear
	\EOmi		\EOstarWarrior		\EOyuu

TABLE 470: epiolmec Epi-Olmec Numerals

	\EOzero		\EOvi		\EOxii		\EOxviii
	\EOi		\EOvii		\EOxiii		\EOxix
	\EOii		\EOviii		\EOxiv		\EOxx
	\EOiii		\EOix		\EOxv		
	\EOiv		\EOx		\EOxvi		
	\EOv		\EOxi		\EOxvii		

TABLE 471: allrunes Runes

þ	\a	Ɔ	E	ϕ	\ING	Ɔ	m	Υ	R	∫	\sthree
*	\A	Ɔ	F	ϕ	\ing	†	n	⌘	\RR	†	T
Ɔ	a	Ɔ	f	ϕ	\Ing	◻	\NG	⌘	\s	↑	t
⌘	A	X	g	∩	\j	◊	\ng	∫	s	⌘	\textsection
Ɔ	b	H	\h	∩	j	⌘	o	∫	S	þ	\th
Ɔ	B	N	H	⌘	J	⌘	\p	∫	\seight	∧	U
⌘	\d	H	h	∩	\k	∫	p	∫	\sfive	∩	u
◻	D	∫	\i	∩	\K	∫	P	∫	\sfour	Ɔ	w
⌘	d	∩	i	<	k	†	\R	∫	\sseven		
∩	e	∩	I	†	l	R	r	∫	\ssix		

The symbols in this table should appear within the argument to `\textarc` (for common Germanic runes), `\textara` (for Anglo-Frisian runes), `\textarn` (for normal runes), `\textart` (for short-twig runes), `\textarl` (for staveless runes), `\textarm` (for medieval runes), or within a scope that sets, respectively, `\arcfamily`, `\arafamily`, `\arnfamily`, `\artfamily`, `\arlfamily`, or `\armfamily`. Each family presents slightly different glyphs and/or slightly different subsets of the available runes. (The table presents the common Germanic runes.) See the `allrunes` documentation for more information.

TABLE 472: allrunes Rune Separators

∩	\bar	:	\doubleeye	+	\plus	:	\triplidot
*	\cross	‡	\doubleplus	:	\quaddot	∩	\tripleeye
.	\dot	∫	\doublestar	∩	\quadeye	‡	\tripleplus
∩	\doublebar	.	\eye	*	\star		
∫	\doublecross	∩	\pentdot	∩	\triplebar		
:	\doubledot	∩	\penteye	∫	\triplecross		

See the usage comment under Table 471 on page 211.

Chapter 7

Musical symbols

The following symbols are used to typeset musical notation. The *lilyglyphs* package provides a large subset of the symbols in this chapter. Note, however, that *lilyglyphs* depends upon the *fontspec* package, OpenType (*.otf*) fonts, and some PDF graphics and therefore works only with Lua \LaTeX or Xe \LaTeX .

A simple way to typeset time signatures, due to Daniel Hirst, is to attach a superscript and a subscript to an empty math object. For example, $\{\}^3_4$ renders as “ $\frac{3}{4}$ ”. Because superscripts and subscripts are left-justified, some extra padding may need to be added if the beats per measure and beat unit contain different numbers of digits. A 5 mu space (“\;”) vertically centers the “8” relative to the “12” in $\{\}^{\!12}_{\!8}$ (“ $\frac{12}{8}$ ”). For boldface time signatures (e.g., “ $\frac{4}{4}$ ”), consider the boldface-math options presented in Section 12.5. See also Table 486.

TABLE 473: $\LaTeX 2_{\epsilon}$ Musical Symbols

\flat \flat \natural \natural \sharp \sharp

TABLE 474: textcomp Musical Symbols

♪ \textmusicalnote

TABLE 475: wasysym Musical Symbols

♪ \eighthnote ♪ \halfnote ♪♪ \twonotes ♩ \fullnote ♪ \quarternote

TABLE 476: MnSymbol Musical Symbols

\flat \flat \natural \natural \sharp \sharp

TABLE 477: fdsymbol Musical Symbols

`b` `\flat` `♮` `\natural` `#` `\sharp`

TABLE 478: boisik Musical Symbols

`b` `\flat` `♮` `\natural` `#` `\sharp`

TABLE 479: stix Musical Symbols

`♪` `\eighthnote` `♮` `\natural` `#` `\sharp`
`b` `\flat` `♪` `\quarternote` `♪♪` `\twonotes`

TABLE 480: arev Musical Symbols























































`♪` `\quarternote` `♪` `\eighthnote` `♪♪` `\sixteenthnote`

TABLE 481: utfsym Musical Symbols

`♪` `\usym{2669}` `♪♪` `\usym{266C}` `#` `\usym{266F}` `♯` `\usym{1F3B5}`
`♭` `\usym{266A}` `b` `\usym{266D}` `♪` `\usym{1F39C}` `♪♪` `\usym{1F3B6}`
`♮` `\usym{266B}` `♮` `\usym{266E}` `♪` `\usym{1F39D}` `♯` `\usym{1F3BC}`





All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 482: MusiX_{TEX} Musical Symbols

	<code>\allabreve</code>		<code>\lsf</code>		<code>\shake</code>
	<code>\altoclef</code>		<code>\lsfz</code>		<code>\Shake</code>
	<code>\backturn</code>		<code>\maxima</code>		<code>\Shakel</code>
	<code>\bassclef</code>		<code>\meterplus</code>		<code>\Shakene</code>
	<code>\caesura</code>		<code>\mordent</code>		<code>\Shakenw</code>
	<code>\coda</code>		<code>\Mordent</code>		<code>\Shakesw</code>
	<code>\Coda</code>		<code>\PAUSE</code>		<code>\smallaltoclef</code>
	<code>\Dep</code>		<code>\PAUSE</code>		<code>\smallbassclef</code>
	<code>\doublethumb</code>		<code>\pause</code>		<code>\smalltrebleclef</code>
	<code>\downbow</code>		<code>\Ped</code>		<code>\sPed</code>
	<code>\ds</code>		<code>\qp</code>		<code>\trebleclef</code>
	<code>\duevolte</code>		<code>\qqs</code>		<code>\trill</code>
	<code>\fermatadown</code>		<code>\qs</code>		<code>\turn</code>
	<code>\fermataup</code>		<code>\reverseallabreve</code>		<code>\upbow</code>
	<code>\flageolett</code>		<code>\reverseC</code>		<code>\usf</code>
	<code>\hpause</code>		<code>\sDep</code>		<code>\usfz</code>
	<code>\hs</code>		<code>\Segno</code>		<code>\wq</code>
	<code>\longa</code>		<code>\segno</code>		<code>\bwq</code>




























All of these symbols are intended to be used in the context of typesetting musical scores. See the MusiX_{TEX} documentation for more information.

TABLE 483: MusiX_{TEX} Alternative Clefs

	<code>\drumclef</code>		<code>\gregorianFclef</code>
	<code>\gregorianCclef</code>		<code>\oldGclef</code>





















In addition to MusiX_{TEX}, `\drumclef` requires the `musixper` package; `\oldGclef` requires the `musixlit` package; and both `\gregorianCclef` and `\gregorianFclef` require the `musixgre` package. Together with MusiX_{TEX}, these packages provide a complete system for typesetting percussion notation (`musixper`), liturgical music (`musixlit`), and Gregorian chants (`musixgre`, including the staves and all of the necessary neumes. See the MusiX_{TEX} documentation for more information.

TABLE 484: harmony Musical Symbols

	<code>\AAcht</code>		<code>\DDohne</code>		<code>\Halb</code>		<code>\SechBR</code>		<code>\VM</code>
	<code>\Acht</code>		<code>\Dohne</code>		<code>\HaPa</code>		<code>\SechBr</code>		<code>\Zwdr</code>
	<code>\AchtBL</code>		<code>\Ds</code>		<code>\Pu</code>		<code>\SePa</code>		<code>\ZwPa</code>
	<code>\AchtBR</code>		<code>\DS</code>		<code>\Sech</code>		<code>\UB</code>		
	<code>\AcPa</code>		<code>\Ganz</code>		<code>\SechBL</code>		<code>\Vier</code>		
	<code>\DD</code>		<code>\GaPa</code>		<code>\SechBl</code>		<code>\ViPa</code>		

The MusiX_{TEX} package must be installed to use `harmony`.







TABLE 485: musicography Musical Symbols

	<code>\musDoubleFlat</code>		<code>\musNatural</code>		<code>\musSixtyFourth</code>
	<code>\musDoubleSharp</code>		<code>\musQuarter</code>		<code>\musSixtyFourthDotted</code>
	<code>\musEighth</code>		<code>\musQuarterDotted</code>		<code>\musThirtySecond</code>
	<code>\musEighthDotted</code>		<code>\musSegno</code>		<code>\musThirtySecondDotted</code>
	<code>\musFlat</code>		<code>\musSharp</code>		<code>\musWhole</code>
	<code>\musHalf</code>		<code>\musSixteenth</code>		<code>\musWholeDotted</code>
	<code>\musHalfDotted</code>		<code>\musSixteenthDotted</code>		

musicography defines `\fl`, `\sh`, and `\na` as shorthands for `\musFlat`, `\musSharp`, and `\musNatural`, respectively. It also defines `\musCorchea` as an alias for `\musEighth`, `\musCorcheaDotted` as an alias for `\musEighthDotted`, `\musFusa` as an alias for `\musEighth`, `\musFusaDotted` as an alias for `\musEighthDotted`, `\musMinim` as an alias for `\musHalf`, `\musMinimDotted` as an alias for `\musHalfDotted`, `\musSemibreve` as an alias for `\musWhole`, `\musSemibreveDotted` as an alias for `\musWholeDotted`, `\musSemiminim` as an alias for `\musQuarter`, and `\musSeminiminimDotted` as an alias for `\musQuarterDotted`.

The M_usiX_TE_X package must be installed to use musicography.

TABLE 486: musicography Time Signatures

	<code>\meterC</code>		<code>\meterCThreeTwo</code>		<code>\meterCZ</code>
	<code>\meterCThree</code>		<code>\meterCutC</code>		<code>\meter0</code>

Other time signatures can be specified with `\musMeter`, as in

$$\text{\musMeter\{2\}\{4\}} \rightarrow \frac{2}{4}$$

The M_usiX_TE_X package must be installed to use musicography.

TABLE 487: harmony Musical Accents

































$\hat{A}\hat{a}$	<code>\Ferli{A}\Ferli{a}</code> *	$\overset{\frown}{A}\overset{\frown}{a}$	<code>\Ohne{A}\Ohne{a}</code> *
$\widehat{A}\widehat{a}$	<code>\Fermi{A}\Fermi{a}</code>	$\overline{A a}$	<code>\Umd{A}\Umd{a}</code> *
$\textcircled{A}\textcircled{a}$	<code>\Kr{A}\Kr{a}</code>		

* These symbols take an optional argument which shifts the accent either horizontally or vertically (depending on the command) by the given distance.

In addition to the accents shown above, `\HH` is a special accent command that accepts five period-separated characters and typesets them such that “`\HH.X.a.b.c.d.`” produces “ X_a^b ”. All arguments except the first can be omitted: “`\HH.X....`” produces “ X ”. `\Takt` takes two arguments and composes them into a musical time signature. For example, “`\Takt{12}{8}`” produces “ $\frac{12}{8}$ ”. As two special cases, “`\Takt{c}{0}`” produces “ \mathbf{C} ” and “`\Takt{c}{1}`” produces “ \mathbf{C} ”.

The MusiX_{TEX} package must be installed to use harmony.

TABLE 488: *lilyglyphs* Single Notes

	<code>\eighthNote</code>		<code>\quarterNoteDottedDown</code>
	<code>\eighthNoteDotted</code>		<code>\quarterNoteDown</code>
	<code>\eighthNoteDottedDouble</code>		<code>\sixteenthNote</code>
	<code>\eighthNoteDottedDoubleDown</code>		<code>\sixteenthNoteDotted</code>
	<code>\eighthNoteDottedDown</code>		<code>\sixteenthNoteDottedDouble</code>
	<code>\eighthNoteDown</code>		<code>\sixteenthNoteDottedDoubleDown</code>
	<code>\halfNote</code>		<code>\sixteenthNoteDottedDown</code>
	<code>\halfNoteDotted</code>		<code>\sixteenthNoteDown</code>
	<code>\halfNoteDottedDouble</code>		<code>\thirtysecondNote</code>
	<code>\halfNoteDottedDoubleDown</code>		<code>\thirtysecondNoteDotted</code>
	<code>\halfNoteDottedDown</code>		<code>\thirtysecondNoteDottedDouble</code>
	<code>\halfNoteDown</code>		<code>\thirtysecondNoteDottedDoubleDown</code>
	<code>\quarterNote</code>		<code>\thirtysecondNoteDottedDown</code>
	<code>\quarterNoteDotted</code>		<code>\thirtysecondNoteDown</code>
	<code>\quarterNoteDottedDouble</code>		<code>\wholeNote</code>
	<code>\quarterNoteDottedDoubleDown</code>		<code>\wholeNoteDotted</code>

lilyglyphs defines synonyms for all of the preceding symbols:

































	<code>\crotchet</code>		<code>\minimDottedDown</code>
	<code>\crotchetDotted</code>		<code>\minimDown</code>
	<code>\crotchetDottedDouble</code>		<code>\quaver</code>
	<code>\crotchetDottedDoubleDown</code>		<code>\quaverDotted</code>
	<code>\crotchetDottedDown</code>		<code>\quaverDottedDouble</code>
	<code>\crotchetDown</code>		<code>\quaverDottedDoubleDown</code>
	<code>\demisemiquaver</code>		<code>\quaverDottedDown</code>
	<code>\demisemiquaverDotted</code>		<code>\quaverDown</code>
	<code>\demisemiquaverDottedDouble</code>		<code>\semibreve</code>
	<code>\demisemiquaverDottedDoubleDown</code>		<code>\semibreveDotted</code>
	<code>\demisemiquaverDottedDown</code>		<code>\semiquaver</code>
	<code>\demisemiquaverDown</code>		<code>\semiquaverDotted</code>
	<code>\minim</code>		<code>\semiquaverDottedDouble</code>
	<code>\minimDotted</code>		<code>\semiquaverDottedDoubleDown</code>
	<code>\minimDottedDouble</code>		<code>\semiquaverDottedDown</code>
	<code>\minimDottedDoubleDown</code>		<code>\semiquaverDown</code>

TABLE 489: *lily_gly_pbs* Beamed Notes









	<code>\twoBeamedQuavers</code>		<code>\threeBeamedQuaversII</code>
	<code>\threeBeamedQuavers</code>		<code>\threeBeamedQuaversIII</code>
	<code>\threeBeamedQuaversI</code>		

TABLE 490: *lily_gly_pbs* Clefs

	<code>\clefC</code>		<code>\clefF</code>		<code>\clefG</code>
---	---------------------	---	---------------------	---	---------------------

Each of these symbols provides a smaller, “inline” form (`\clefCInline`, `\clefFInline`, and `\clefGInline`, respectively) intended for use within a paragraph. See the *lily_gly_pbs* documentation for more information.

TABLE 491: *lilypond* Time Signatures

C	<code>\lilyTimeC</code>	Ⓒ	<code>\lilyTimeCHalf</code>
----------	-------------------------	----------	-----------------------------

lilypond also provides a `\lilyTimeSignature` command that lets a user typeset single and compound time signatures by specifying a numerator and a denominator. See the *lilypond* documentation for more information.

TABLE 492: *lilypond* Accidentals

⦿	<code>\doublesharp</code>	⚡	<code>\sharpArrowdown</code>
b	<code>\flat</code>	⚡	<code>\sharpArrowup</code>
bb	<code>\flatflat</code>	⚡	<code>\sharpSlashslashslashStem</code>
♮	<code>\natural</code>	⚡	<code>\sharpSlashslashslashStemstem</code>
#	<code>\sharp</code>	⚡	<code>\sharpSlashslashStem</code>
⚡	<code>\sharpArrowboth</code>	⚡	<code>\sharpSlashslashStemstemstem</code>

TABLE 493: *lilypond* Rests

⏏	<code>\crotchetRest</code>	7.	<code>\quaverRestDotted</code>
⏏.	<code>\crotchetRestDotted</code>	7̣	<code>\semiquaverRest</code>
—	<code>\halfNoteRest</code>	7.	<code>\semiquaverRestDotted</code>
—.	<code>\halfNoteRestDotted</code>	—	<code>\wholeNoteRest</code>
7	<code>\quaverRest</code>	—.	<code>\wholeNoteRestDotted</code>

Multiply dotted rests can be produced with the `\lilyPrintMoreDots` command. See the *lilypond* documentation for more information.

TABLE 494: *lilypond* Dynamics Letters

<i>f</i>	<code>\lilyDynamics{f}</code>	<i>r</i>	<code>\lilyDynamics{r}</code>
<i>p</i>	<code>\lilyDynamics{p}</code>	<i>s</i>	<code>\lilyDynamics{s}</code>
<i>m</i>	<code>\lilyDynamics{m}</code>	<i>z</i>	<code>\lilyDynamics{z}</code>
<i>rf</i>	<code>\lilyRF</code>	<i>rfz</i>	<code>\lilyRFZ</code>

These letters and the digits 0–9 are the only alphanumerics defined by *lilypond*'s underlying Emmentaler fonts.

TABLE 495: *lilyglyphs* Dynamics Symbols

\langle	<code>\crescHairpin</code>	\rangle	<code>\decrecHairpin</code>
-----------	----------------------------	-----------	-----------------------------

TABLE 496: *lilyglyphs* Articulations

$>$	<code>\lilyAccent</code>	\wedge	<code>\marcato</code>	\cdot	<code>\staccatissimo</code>
$\langle \rangle$	<code>\lilyEspressivo</code>	∇	<code>\marcatoDown</code>	$-$	<code>\tenuto</code>
\cdot	<code>\lilyStaccato</code>	\pm	<code>\portato</code>		
\circ	<code>\lilyThumb</code>	$-$	<code>\portatoDown</code>		

TABLE 497: *lilyglyphs* Scripts

\frown	<code>\fermata</code>
----------	-----------------------

TABLE 498: *lilyglyphs* Accordion Notation

\boxplus	<code>\accordionBayanBass</code>	\otimes	<code>\accordionOldEE</code>	\oplus	<code>\accordionStdBass</code>
\ominus	<code>\accordionDiscant</code>	\upharpoonright	<code>\accordionPull</code>		
\ominus	<code>\accordionFreeBass</code>	\rangle	<code>\accordionPush</code>		

TABLE 499: *lilyglyphs* Named Time Signatures

\textcircled{C}	<code>\lilyGlyph{timesig.C22}</code>	$\textcircled{\phi}$	<code>\lilyGlyph{timesig.mensural98}</code>
\textcircled{C}	<code>\lilyGlyph{timesig.C44}</code>	\textcircled{C}	<code>\lilyGlyph{timesig.neomensural22}</code>
$\textcircled{\phi}$	<code>\lilyGlyph{timesig.mensural22}</code>	\textcircled{D}	<code>\lilyGlyph{timesig.neomensural24}</code>
$\textcircled{\phi}$	<code>\lilyGlyph{timesig.mensural24}</code>	\textcircled{O}	<code>\lilyGlyph{timesig.neomensural32}</code>
\textcircled{O}	<code>\lilyGlyph{timesig.mensural32}</code>	$\textcircled{\textcircled{O}}$	<code>\lilyGlyph{timesig.neomensural34}</code>
$\textcircled{\phi}$	<code>\lilyGlyph{timesig.mensural34}</code>	\textcircled{C}	<code>\lilyGlyph{timesig.neomensural44}</code>
\textcircled{C}	<code>\lilyGlyph{timesig.mensural44}</code>	\textcircled{C}	<code>\lilyGlyph{timesig.neomensural48}</code>
\textcircled{C}	<code>\lilyGlyph{timesig.mensural48}</code>	\textcircled{C}	<code>\lilyGlyph{timesig.neomensural64}</code>
\textcircled{C}	<code>\lilyGlyph{timesig.mensural64}</code>	\textcircled{C}	<code>\lilyGlyph{timesig.neomensural68}</code>
$\textcircled{\phi}$	<code>\lilyGlyph{timesig.mensural68}</code>	$\textcircled{\textcircled{C}}$	<code>\lilyGlyph{timesig.neomensural68alt}</code>
$\textcircled{\textcircled{C}}$	<code>\lilyGlyph{timesig.mensural68alt}</code>	$\textcircled{\textcircled{O}}$	<code>\lilyGlyph{timesig.neomensural94}</code>
$\textcircled{\textcircled{O}}$	<code>\lilyGlyph{timesig.mensural94}</code>	$\textcircled{\textcircled{\textcircled{O}}}$	<code>\lilyGlyph{timesig.neomensural98}</code>

lilyglyphs defines shorter names for a few of these symbols. See Table 491.

TABLE 500: *lilyglyphs* Named Scripts

⋈	<code>\lilyGlyph{scripts.arpeggio}</code>	↯	<code>\lilyGlyph{scripts.prallmordent}</code>
↗	<code>\lilyGlyph{scripts.arpeggio.arrow.1}</code>	↯	<code>\lilyGlyph{scripts.prallprall}</code>
↘	<code>\lilyGlyph{scripts.arpeggio.arrow.M1}</code>	↯	<code>\lilyGlyph{scripts.prallup}</code>
.	<code>\lilyGlyph{scripts.augmentum}</code>	,	<code>\lilyGlyph{scripts.rcomma}</code>
⋈	<code>\lilyGlyph{scripts.barline.kievan}</code>	↯	<code>\lilyGlyph{scripts.reverseturn}</code>
//	<code>\lilyGlyph{scripts.caesura.curved}</code>	/	<code>\lilyGlyph{scripts.rvarcomma}</code>
//	<code>\lilyGlyph{scripts.caesura.straight}</code>	⌘	<code>\lilyGlyph{scripts.segno}</code>
.	<code>\lilyGlyph{scripts.circulus}</code>	>	<code>\lilyGlyph{scripts.sforzato}</code>
⊕	<code>\lilyGlyph{scripts.coda}</code>	⊖	<code>\lilyGlyph{scripts.snappizzicato}</code>
.	<code>\lilyGlyph{scripts.daccentus}</code>	.	<code>\lilyGlyph{scripts.staccato}</code>
⊂	<code>\lilyGlyph{scripts.dfermata}</code>	+	<code>\lilyGlyph{scripts.stopped}</code>
⊔	<code>\lilyGlyph{scripts.dlongfermata}</code>	-	<code>\lilyGlyph{scripts.tenuto}</code>
v	<code>\lilyGlyph{scripts.dmarcato}</code>	⊖	<code>\lilyGlyph{scripts.thumb}</code>
⊔	<code>\lilyGlyph{scripts.downbow}</code>	✓	<code>\lilyGlyph{scripts.tickmark}</code>
↯	<code>\lilyGlyph{scripts.downmordent}</code>	⋈	<code>\lilyGlyph{scripts.trilelement}</code>
↯	<code>\lilyGlyph{scripts.downprall}</code>	⋈	<code>\lilyGlyph{scripts.trill}</code>
n	<code>\lilyGlyph{scripts.dpedalheel}</code>	~	<code>\lilyGlyph{scripts.trill_element}</code>
^	<code>\lilyGlyph{scripts.dpedaltoe}</code>	∞	<code>\lilyGlyph{scripts.turn}</code>
⊔	<code>\lilyGlyph{scripts.dportato}</code>	.	<code>\lilyGlyph{scripts.uaccentus}</code>
.	<code>\lilyGlyph{scripts.dsemicirculus}</code>	⊂	<code>\lilyGlyph{scripts.ufermata}</code> *
V	<code>\lilyGlyph{scripts.dshortfermata}</code>	⊔	<code>\lilyGlyph{scripts.ulongfermata}</code>
⌘	<code>\lilyGlyph{scripts.dsignumcongruentiae}</code>	^	<code>\lilyGlyph{scripts.umarcato}</code>
,	<code>\lilyGlyph{scripts.dstaccatissimo}</code>	V	<code>\lilyGlyph{scripts.upbow}</code>
⊔	<code>\lilyGlyph{scripts.dverylongfermata}</code>	u	<code>\lilyGlyph{scripts.upedalheel}</code>
<>	<code>\lilyGlyph{scripts.espr}</code>	v	<code>\lilyGlyph{scripts.upedaltoe}</code>
o	<code>\lilyGlyph{scripts.flageolet}</code>	↯	<code>\lilyGlyph{scripts.upmordent}</code>
⊖	<code>\lilyGlyph{scripts.halfopen}</code>	⊔	<code>\lilyGlyph{scripts.uportato}</code>
⊖	<code>\lilyGlyph{scripts.halfopenvertical}</code>	↯	<code>\lilyGlyph{scripts.upprall}</code>
.	<code>\lilyGlyph{scripts.ictus}</code>	.	<code>\lilyGlyph{scripts.usemicirculus}</code>
,	<code>\lilyGlyph{scripts.lcomma}</code>	⊔	<code>\lilyGlyph{scripts.ushortfermata}</code>
↯	<code>\lilyGlyph{scripts.lineprall}</code>	⌘	<code>\lilyGlyph{scripts.usignumcongruentiae}</code>
/	<code>\lilyGlyph{scripts.lvarcomma}</code>	,	<code>\lilyGlyph{scripts.ustaccatissimo}</code>
↯	<code>\lilyGlyph{scripts.mordent}</code>	⊔	<code>\lilyGlyph{scripts.uverylongfermata}</code>
o	<code>\lilyGlyph{scripts.open}</code>	⊔	<code>\lilyGlyph{scripts.varcoda}</code>
		⊔	
↯	<code>\lilyGlyph{scripts.prall}</code>	⊔	<code>\lilyGlyph{scripts.varsegno}</code>
↯	<code>\lilyGlyph{scripts.pralldown}</code>		

* *lilyglyphs* defines `\fermata` as a shorter name for “⊂” than `\lilyGlyph{scripts.ufermata}`. See Table 497.

TABLE 501: *lilyglyphs* Named Rests

—	<code>\lilyGlyph{rests.0}</code>	⋈	<code>\lilyGlyph{rests.4mensural}</code>
·	<code>\lilyGlyph{rests.0mensural}</code>	⋈	<code>\lilyGlyph{rests.4neomensural}</code>
·	<code>\lilyGlyph{rests.0neomensural}</code>	⋈	<code>\lilyGlyph{rests.5}</code>
—	<code>\lilyGlyph{rests.0o}</code> *	⋈	<code>\lilyGlyph{rests.6}</code>
—	<code>\lilyGlyph{rests.1}</code>	⋈	<code>\lilyGlyph{rests.7}</code>
·	<code>\lilyGlyph{rests.1mensural}</code>	■	<code>\lilyGlyph{rests.M1}</code>
·	<code>\lilyGlyph{rests.1neomensural}</code>	·	<code>\lilyGlyph{rests.M1mensural}</code>
—	<code>\lilyGlyph{rests.1o}</code> *	·	<code>\lilyGlyph{rests.M1neomensural}</code>
⋈	<code>\lilyGlyph{rests.2}</code> *	■	<code>\lilyGlyph{rests.M1o}</code>
⋈	<code>\lilyGlyph{rests.2classical}</code>	■	<code>\lilyGlyph{rests.M2}</code>
⋈	<code>\lilyGlyph{rests.2mensural}</code>		<code>\lilyGlyph{rests.M2mensural}</code>
⋈	<code>\lilyGlyph{rests.2neomensural}</code>		<code>\lilyGlyph{rests.M2neomensural}</code>
⋈	<code>\lilyGlyph{rests.3}</code> *		<code>\lilyGlyph{rests.M3}</code>
·	<code>\lilyGlyph{rests.3mensural}</code>		<code>\lilyGlyph{rests.M3mensural}</code>
·	<code>\lilyGlyph{rests.3neomensural}</code>		<code>\lilyGlyph{rests.M3neomensural}</code>
⋈	<code>\lilyGlyph{rests.4}</code> *		

* *lilyglyphs* defines shorter names for these symbols. See Table 493.

TABLE 502: *lilyglyphs* Named Pedals

*	<code>\lilyGlyph{pedal.*}</code>	-	<code>\lilyGlyph{pedal.M}</code>
·	<code>\lilyGlyph{pedal..}</code>	⌘	<code>\lilyGlyph{pedal.P}</code>
⋈	<code>\lilyGlyph{pedal.d}</code>	⌘	<code>\lilyGlyph{pedal.Ped}</code>
·	<code>\lilyGlyph{pedal.e}</code>		

TABLE 503: *lilyglyphs* Named Flags





































	<code>\lilyGlyph{flags.d3}</code>		<code>\lilyGlyph{flags.mensuralu03}</code>
	<code>\lilyGlyph{flags.d4}</code>		<code>\lilyGlyph{flags.mensuralu04}</code>
	<code>\lilyGlyph{flags.d5}</code>		<code>\lilyGlyph{flags.mensuralu05}</code>
	<code>\lilyGlyph{flags.d6}</code>		<code>\lilyGlyph{flags.mensuralu06}</code>
	<code>\lilyGlyph{flags.d7}</code>		<code>\lilyGlyph{flags.mensuralu13}</code>
	<code>\lilyGlyph{flags.dgrace}</code>		<code>\lilyGlyph{flags.mensuralu14}</code>
	<code>\lilyGlyph{flags.mensurald03}</code>		<code>\lilyGlyph{flags.mensuralu15}</code>
	<code>\lilyGlyph{flags.mensurald04}</code>		<code>\lilyGlyph{flags.mensuralu16}</code>
	<code>\lilyGlyph{flags.mensurald05}</code>		<code>\lilyGlyph{flags.mensuralu23}</code>
	<code>\lilyGlyph{flags.mensurald06}</code>		<code>\lilyGlyph{flags.mensuralu24}</code>
	<code>\lilyGlyph{flags.mensurald13}</code>		<code>\lilyGlyph{flags.mensuralu25}</code>
	<code>\lilyGlyph{flags.mensurald14}</code>		<code>\lilyGlyph{flags.mensuralu26}</code>
	<code>\lilyGlyph{flags.mensurald15}</code>		<code>\lilyGlyph{flags.u3}</code>
	<code>\lilyGlyph{flags.mensurald16}</code>		<code>\lilyGlyph{flags.u4}</code>
	<code>\lilyGlyph{flags.mensurald23}</code>		<code>\lilyGlyph{flags.u5}</code>
	<code>\lilyGlyph{flags.mensurald24}</code>		<code>\lilyGlyph{flags.u6}</code>
	<code>\lilyGlyph{flags.mensurald25}</code>		<code>\lilyGlyph{flags.u7}</code>
	<code>\lilyGlyph{flags.mensurald26}</code>		<code>\lilyGlyph{flags.ugrace}</code>

TABLE 504: *lilyglyphs* Named Custodes











































































	<code>\lilyGlyph{custodes.hufnagel.d0}</code>		<code>\lilyGlyph{custodes.mensural.d0}</code>
	<code>\lilyGlyph{custodes.hufnagel.d1}</code>		<code>\lilyGlyph{custodes.mensural.d1}</code>
	<code>\lilyGlyph{custodes.hufnagel.d2}</code>		<code>\lilyGlyph{custodes.mensural.d2}</code>
	<code>\lilyGlyph{custodes.hufnagel.u0}</code>		<code>\lilyGlyph{custodes.mensural.u0}</code>
	<code>\lilyGlyph{custodes.hufnagel.u1}</code>		<code>\lilyGlyph{custodes.mensural.u1}</code>
	<code>\lilyGlyph{custodes.hufnagel.u2}</code>		<code>\lilyGlyph{custodes.mensural.u2}</code>
	<code>\lilyGlyph{custodes.medicaea.d0}</code>		<code>\lilyGlyph{custodes.vaticana.d0}</code>
	<code>\lilyGlyph{custodes.medicaea.d1}</code>		<code>\lilyGlyph{custodes.vaticana.d1}</code>
	<code>\lilyGlyph{custodes.medicaea.d2}</code>		<code>\lilyGlyph{custodes.vaticana.d2}</code>
	<code>\lilyGlyph{custodes.medicaea.u0}</code>		<code>\lilyGlyph{custodes.vaticana.u0}</code>
	<code>\lilyGlyph{custodes.medicaea.u1}</code>		<code>\lilyGlyph{custodes.vaticana.u1}</code>
	<code>\lilyGlyph{custodes.medicaea.u2}</code>		<code>\lilyGlyph{custodes.vaticana.u2}</code>

TABLE 505: *lilyglyphs* Named Clefs

	<code>\lilyGlyph{clefs.blackmensural.c}</code>		<code>\lilyGlyph{clefs.mensural.g_change}</code>
	<code>\lilyGlyph{clefs.blackmensural.c_change}</code>		<code>\lilyGlyph{clefs.neomensural.c}</code>
	<code>\lilyGlyph{clefs.C}*</code>		<code>\lilyGlyph{clefs.neomensural.c_change}</code>
	<code>\lilyGlyph{clefs.C_change}*</code>		<code>\lilyGlyph{clefs.percussion}</code>
	<code>\lilyGlyph{clefs.F}*</code>		<code>\lilyGlyph{clefs.percussion_change}</code>
	<code>\lilyGlyph{clefs.F_change}*</code>		<code>\lilyGlyph{clefs.petrucci.c1}</code>
	<code>\lilyGlyph{clefs.G}*</code>		<code>\lilyGlyph{clefs.petrucci.c1_change}</code>
	<code>\lilyGlyph{clefs.G_change}*</code>		<code>\lilyGlyph{clefs.petrucci.c2}</code>
	<code>\lilyGlyph{clefs.hufnagel.do}</code>		<code>\lilyGlyph{clefs.petrucci.c2_change}</code>
	<code>\lilyGlyph{clefs.hufnagel.do.fa}</code>		<code>\lilyGlyph{clefs.petrucci.c3}</code>
	<code>\lilyGlyph{clefs.hufnagel.do.fa_change}</code>		<code>\lilyGlyph{clefs.petrucci.c3_change}</code>
	<code>\lilyGlyph{clefs.hufnagel.do_change}</code>		<code>\lilyGlyph{clefs.petrucci.c4}</code>
	<code>\lilyGlyph{clefs.hufnagel.fa}</code>		<code>\lilyGlyph{clefs.petrucci.c4_change}</code>
	<code>\lilyGlyph{clefs.hufnagel.fa_change}</code>		<code>\lilyGlyph{clefs.petrucci.c5}</code>
	<code>\lilyGlyph{clefs.kievan.do}</code>		<code>\lilyGlyph{clefs.petrucci.c5_change}</code>
	<code>\lilyGlyph{clefs.kievan.do_change}</code>		<code>\lilyGlyph{clefs.petrucci.f}</code>
	<code>\lilyGlyph{clefs.medicaea.do}</code>		<code>\lilyGlyph{clefs.petrucci.f_change}</code>
	<code>\lilyGlyph{clefs.medicaea.do_change}</code>		<code>\lilyGlyph{clefs.petrucci.g}</code>
	<code>\lilyGlyph{clefs.medicaea.fa}</code>		<code>\lilyGlyph{clefs.petrucci.g_change}</code>
	<code>\lilyGlyph{clefs.medicaea.fa_change}</code>		<code>\lilyGlyph{clefs.tab}</code>
	<code>\lilyGlyph{clefs.mensural.c}</code>		<code>\lilyGlyph{clefs.tab_change}</code>
	<code>\lilyGlyph{clefs.mensural.c_change}</code>		<code>\lilyGlyph{clefs.vaticana.do}</code>
	<code>\lilyGlyph{clefs.mensural.f}</code>		<code>\lilyGlyph{clefs.vaticana.do_change}</code>
	<code>\lilyGlyph{clefs.mensural.f_change}</code>		<code>\lilyGlyph{clefs.vaticana.fa}</code>
	<code>\lilyGlyph{clefs.mensural.g}</code>		<code>\lilyGlyph{clefs.vaticana.fa_change}</code>












































* *lilyglyphs* defines shorter names for these symbols. See Table 490.

TABLE 506: *lilyglyphs* Named Noteheads

◡	<code>\lilyGlyph{noteheads.d0doFunk}</code>
▷	<code>\lilyGlyph{noteheads.d0fa}</code>
▷	<code>\lilyGlyph{noteheads.d0faFunk}</code>
▷	<code>\lilyGlyph{noteheads.d0faThin}</code>
◊	<code>\lilyGlyph{noteheads.d0miFunk}</code>
◄	<code>\lilyGlyph{noteheads.d0reFunk}</code>
◄	<code>\lilyGlyph{noteheads.d0tiFunk}</code>
▲	<code>\lilyGlyph{noteheads.d1do}</code>
◡	<code>\lilyGlyph{noteheads.d1doFunk}</code>
▷	<code>\lilyGlyph{noteheads.d1doThin}</code>
▷	<code>\lilyGlyph{noteheads.d1doWalker}</code>
▷	<code>\lilyGlyph{noteheads.d1fa}</code>
▷	<code>\lilyGlyph{noteheads.d1faFunk}</code>
▷	<code>\lilyGlyph{noteheads.d1faThin}</code>
▷	<code>\lilyGlyph{noteheads.d1faWalker}</code>
◊	<code>\lilyGlyph{noteheads.d1miFunk}</code>
◡	<code>\lilyGlyph{noteheads.d1re}</code>
◄	<code>\lilyGlyph{noteheads.d1reFunk}</code>
◡	<code>\lilyGlyph{noteheads.d1reThin}</code>
◡	<code>\lilyGlyph{noteheads.d1reWalker}</code>
◊	<code>\lilyGlyph{noteheads.d1ti}</code>
◄	<code>\lilyGlyph{noteheads.d1tiFunk}</code>
◊	<code>\lilyGlyph{noteheads.d1tiThin}</code>
◄	<code>\lilyGlyph{noteheads.d1tiWalker}</code>
▷	<code>\lilyGlyph{noteheads.d1triangle}</code>
▲	<code>\lilyGlyph{noteheads.d2do}</code>
◡	<code>\lilyGlyph{noteheads.d2doFunk}</code>
▷	<code>\lilyGlyph{noteheads.d2doThin}</code>
▷	<code>\lilyGlyph{noteheads.d2doWalker}</code>
▷	<code>\lilyGlyph{noteheads.d2fa}</code>
▷	<code>\lilyGlyph{noteheads.d2faFunk}</code>
▷	<code>\lilyGlyph{noteheads.d2faThin}</code>
▷	<code>\lilyGlyph{noteheads.d2faWalker}</code>
⌋	<code>\lilyGlyph{noteheads.d2kievan}</code>
◡	<code>\lilyGlyph{noteheads.d2re}</code>
◄	<code>\lilyGlyph{noteheads.d2reFunk}</code>
◡	<code>\lilyGlyph{noteheads.d2reThin}</code>
◡	<code>\lilyGlyph{noteheads.d2reWalker}</code>
◊	<code>\lilyGlyph{noteheads.d2ti}</code>
◄	<code>\lilyGlyph{noteheads.d2tiFunk}</code>
◊	<code>\lilyGlyph{noteheads.d2tiThin}</code>
◄	<code>\lilyGlyph{noteheads.d2tiWalker}</code>
▷	<code>\lilyGlyph{noteheads.d2triangle}</code>

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	<code>\lilyGlyph{noteheads.d3kievan}</code>
	<code>\lilyGlyph{noteheads.dM2}</code>
	<code>\lilyGlyph{noteheads.dM2blackmensural}</code>
	<code>\lilyGlyph{noteheads.dM2mensural}</code>
	<code>\lilyGlyph{noteheads.dM2neomensural}</code>
	<code>\lilyGlyph{noteheads.dM2semimensural}</code>
	<code>\lilyGlyph{noteheads.dM3blackmensural}</code>
	<code>\lilyGlyph{noteheads.dM3mensural}</code>
	<code>\lilyGlyph{noteheads.dM3neomensural}</code>
	<code>\lilyGlyph{noteheads.dM3semimensural}</code>
	<code>\lilyGlyph{noteheads.drM2mensural}</code>
	<code>\lilyGlyph{noteheads.drM2neomensural}</code>
	<code>\lilyGlyph{noteheads.drM2semimensural}</code>
	<code>\lilyGlyph{noteheads.drM3mensural}</code>
	<code>\lilyGlyph{noteheads.drM3neomensural}</code>
	<code>\lilyGlyph{noteheads.drM3semimensural}</code>
	<code>\lilyGlyph{noteheads.s0}</code>
	<code>\lilyGlyph{noteheads.s0blackmensural}</code>
	<code>\lilyGlyph{noteheads.s0blackpetrucci}</code>
	<code>\lilyGlyph{noteheads.s0cross}</code>
	<code>\lilyGlyph{noteheads.s0diamond}</code>
	<code>\lilyGlyph{noteheads.s0do}</code>
	<code>\lilyGlyph{noteheads.s0doThin}</code>
	<code>\lilyGlyph{noteheads.s0doWalker}</code>
	<code>\lilyGlyph{noteheads.s0faWalker}</code>
	<code>\lilyGlyph{noteheads.s0harmonic}</code>
	<code>\lilyGlyph{noteheads.s0kievan}</code>
	<code>\lilyGlyph{noteheads.s0la}</code>
	<code>\lilyGlyph{noteheads.s0laFunk}</code>
	<code>\lilyGlyph{noteheads.s0laThin}</code>
	<code>\lilyGlyph{noteheads.s0laWalker}</code>
	<code>\lilyGlyph{noteheads.s0mensural}</code>
	<code>\lilyGlyph{noteheads.s0mi}</code>
	<code>\lilyGlyph{noteheads.s0miMirror}</code>
	<code>\lilyGlyph{noteheads.s0miThin}</code>
	<code>\lilyGlyph{noteheads.s0miWalker}</code>
	<code>\lilyGlyph{noteheads.s0neomensural}</code>
	<code>\lilyGlyph{noteheads.s0petrucci}</code>
	<code>\lilyGlyph{noteheads.s0re}</code>
	<code>\lilyGlyph{noteheads.s0reThin}</code>
	<code>\lilyGlyph{noteheads.s0reWalker}</code>
	<code>\lilyGlyph{noteheads.s0slash}</code>
	<code>\lilyGlyph{noteheads.s0sol}</code>

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◦ \lilyGlyph{noteheads.s0solFunk}
◊ \lilyGlyph{noteheads.s0ti}
◊ \lilyGlyph{noteheads.s0tiThin}
◄ \lilyGlyph{noteheads.s0tiWalker}
▷ \lilyGlyph{noteheads.s0triangle}
◦ \lilyGlyph{noteheads.s1}
◆ \lilyGlyph{noteheads.s1blackpetrucci}
⊗ \lilyGlyph{noteheads.s1cross}
◊ \lilyGlyph{noteheads.s1diamond}
† \lilyGlyph{noteheads.s1kievan}
■ \lilyGlyph{noteheads.s1la}
◻ \lilyGlyph{noteheads.s1laFunk}
◻ \lilyGlyph{noteheads.s1laThin}
◻ \lilyGlyph{noteheads.s1laWalker}
◊ \lilyGlyph{noteheads.s1mensural}
◊ \lilyGlyph{noteheads.s1mi}
◊ \lilyGlyph{noteheads.s1miMirror}
◊ \lilyGlyph{noteheads.s1miThin}
◊ \lilyGlyph{noteheads.s1miWalker}
◊ \lilyGlyph{noteheads.s1neomensural}
◊ \lilyGlyph{noteheads.s1petrucci}
// \lilyGlyph{noteheads.s1slash}
◦ \lilyGlyph{noteheads.s1sol}
◦ \lilyGlyph{noteheads.s1solFunk}
● \lilyGlyph{noteheads.s2}
◆ \lilyGlyph{noteheads.s2blackpetrucci}
× \lilyGlyph{noteheads.s2cross}
♠ \lilyGlyph{noteheads.s2diamond}
◆ \lilyGlyph{noteheads.s2harmonic}
■ \lilyGlyph{noteheads.s2la}
■ \lilyGlyph{noteheads.s2laFunk}
■ \lilyGlyph{noteheads.s2laThin}
■ \lilyGlyph{noteheads.s2laWalker}
◊ \lilyGlyph{noteheads.s2mensural}
◊ \lilyGlyph{noteheads.s2mi}
◊ \lilyGlyph{noteheads.s2miFunk}
◊ \lilyGlyph{noteheads.s2miMirror}
◊ \lilyGlyph{noteheads.s2miThin}
◊ \lilyGlyph{noteheads.s2miWalker}
◊ \lilyGlyph{noteheads.s2neomensural}
◊ \lilyGlyph{noteheads.s2petrucci}
/ \lilyGlyph{noteheads.s2slash}
● \lilyGlyph{noteheads.s2sol}
● \lilyGlyph{noteheads.s2solFunk}
⊗ \lilyGlyph{noteheads.s2xcircle}
■ \lilyGlyph{noteheads.shufnagel.lpes}

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♦      \lilyGlyph{noteheads.shufnagel.punctum}
†      \lilyGlyph{noteheads.shufnagel.virga}
♩      \lilyGlyph{noteheads.sM1}
♩      \lilyGlyph{noteheads.sM1blackmensural}
♩      \lilyGlyph{noteheads.sM1double}
♩      \lilyGlyph{noteheads.sM1kievan}
♩      \lilyGlyph{noteheads.sM1mensural}
♩      \lilyGlyph{noteheads.sM1neomensural}
♩      \lilyGlyph{noteheads.sM1semimensural}
♩      \lilyGlyph{noteheads.sM2blackligmensural}
♩      \lilyGlyph{noteheads.sM2kievan}
♩      \lilyGlyph{noteheads.sM2ligmensural}
♩      \lilyGlyph{noteheads.sM2semiligmensural}
♩      \lilyGlyph{noteheads.sM3blackligmensural}
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♩      \lilyGlyph{noteheads.sM3semiligmensural}
♦      \lilyGlyph{noteheads.smedicaea.inclinatum}
▪      \lilyGlyph{noteheads.smedicaea.punctum}
┘      \lilyGlyph{noteheads.smedicaea.rvirga}
┘      \lilyGlyph{noteheads.smedicaea.virga}
┘      \lilyGlyph{noteheads.sr1kievan}
♩      \lilyGlyph{noteheads.srM1mensural}
♩      \lilyGlyph{noteheads.srM1neomensural}
♩      \lilyGlyph{noteheads.srM1semimensural}
♩      \lilyGlyph{noteheads.srM2ligmensural}
♩      \lilyGlyph{noteheads.srM2semiligmensural}
♩      \lilyGlyph{noteheads.srM3ligmensural}
♩      \lilyGlyph{noteheads.srM3semiligmensural}
,      \lilyGlyph{noteheads.ssolesmes.auct.asc}
,      \lilyGlyph{noteheads.ssolesmes.auct.desc}
,      \lilyGlyph{noteheads.ssolesmes.incl.auctum}
.      \lilyGlyph{noteheads.ssolesmes.incl.parvum}
.      \lilyGlyph{noteheads.ssolesmes.oriscus}
,      \lilyGlyph{noteheads.ssolesmes.stropha}
,      \lilyGlyph{noteheads.ssolesmes.stropha.aucta}
♩      \lilyGlyph{noteheads.svaticana.cephalicus}
,      \lilyGlyph{noteheads.svaticana.epiphonus}
♦      \lilyGlyph{noteheads.svaticana.inclinatum}
▪      \lilyGlyph{noteheads.svaticana.inner.cephalicus}
▪      \lilyGlyph{noteheads.svaticana.linea.punctum}
◻      \lilyGlyph{noteheads.svaticana.linea.punctum.cavum}
▪      \lilyGlyph{noteheads.svaticana.lpes}
.      \lilyGlyph{noteheads.svaticana.plica}
▪      \lilyGlyph{noteheads.svaticana.punctum}
◻      \lilyGlyph{noteheads.svaticana.punctum.cavum}

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• \lilyGlyph{noteheads.svaticana.quilisma}
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. \lilyGlyph{noteheads.svaticana.reverse.vplica}
▪ \lilyGlyph{noteheads.svaticana.upes}
▪ \lilyGlyph{noteheads.svaticana.vepiphonus}
▪ \lilyGlyph{noteheads.svaticana.vlpes}
. \lilyGlyph{noteheads.svaticana.vplica}
▪ \lilyGlyph{noteheads.svaticana.vupes}
◊ \lilyGlyph{noteheads.u0doFunk}
♯ \lilyGlyph{noteheads.u0fa}
♯ \lilyGlyph{noteheads.u0faFunk}
♯ \lilyGlyph{noteheads.u0faThin}
◊ \lilyGlyph{noteheads.u0miFunk}
♭ \lilyGlyph{noteheads.u0reFunk}
◊ \lilyGlyph{noteheads.u0tiFunk}
♯ \lilyGlyph{noteheads.u1do}
◊ \lilyGlyph{noteheads.u1doFunk}
♯ \lilyGlyph{noteheads.u1doThin}
♭ \lilyGlyph{noteheads.u1doWalker}
♯ \lilyGlyph{noteheads.u1fa}
♯ \lilyGlyph{noteheads.u1faFunk}
♯ \lilyGlyph{noteheads.u1faThin}
♯ \lilyGlyph{noteheads.u1faWalker}
◊ \lilyGlyph{noteheads.u1miFunk}
♭ \lilyGlyph{noteheads.u1re}
♭ \lilyGlyph{noteheads.u1reFunk}
♭ \lilyGlyph{noteheads.u1reThin}
♭ \lilyGlyph{noteheads.u1reWalker}
◊ \lilyGlyph{noteheads.u1ti}
◊ \lilyGlyph{noteheads.u1tiFunk}
◊ \lilyGlyph{noteheads.u1tiThin}
♭ \lilyGlyph{noteheads.u1tiWalker}
♭ \lilyGlyph{noteheads.u1triangle}
♯ \lilyGlyph{noteheads.u2do}
♭ \lilyGlyph{noteheads.u2doFunk}
♯ \lilyGlyph{noteheads.u2doThin}
♭ \lilyGlyph{noteheads.u2doWalker}
♭ \lilyGlyph{noteheads.u2fa}
♭ \lilyGlyph{noteheads.u2faFunk}
♭ \lilyGlyph{noteheads.u2faThin}
♭ \lilyGlyph{noteheads.u2faWalker}
♭ \lilyGlyph{noteheads.u2kievan}
♭ \lilyGlyph{noteheads.u2re}
♭ \lilyGlyph{noteheads.u2reFunk}
♭ \lilyGlyph{noteheads.u2reThin}
♭ \lilyGlyph{noteheads.u2reWalker}

```

(continued on next page)

(continued from previous page)

♢	<code>\lilyGlyph{noteheads.u2ti}</code>
♣	<code>\lilyGlyph{noteheads.u2tiFunk}</code>
♠	<code>\lilyGlyph{noteheads.u2tiThin}</code>
♣	<code>\lilyGlyph{noteheads.u2tiWalker}</code>
♣	<code>\lilyGlyph{noteheads.u2triangle}</code>
♣	<code>\lilyGlyph{noteheads.u3kievan}</code>
♣	<code>\lilyGlyph{noteheads.uM2}</code>
♣	<code>\lilyGlyph{noteheads.uM2blackmensural}</code>
♣	<code>\lilyGlyph{noteheads.uM2mensural}</code>
♣	<code>\lilyGlyph{noteheads.uM2neomensural}</code>
♣	<code>\lilyGlyph{noteheads.uM2semimensural}</code>
♣	<code>\lilyGlyph{noteheads.uM3blackmensural}</code>
♣	<code>\lilyGlyph{noteheads.uM3mensural}</code>
♣	<code>\lilyGlyph{noteheads.uM3neomensural}</code>
♣	<code>\lilyGlyph{noteheads.uM3semimensural}</code>
♣	<code>\lilyGlyph{noteheads.urM2mensural}</code>
♣	<code>\lilyGlyph{noteheads.urM2neomensural}</code>
♣	<code>\lilyGlyph{noteheads.urM2semimensural}</code>
♣	<code>\lilyGlyph{noteheads.urM3mensural}</code>
♣	<code>\lilyGlyph{noteheads.urM3neomensural}</code>
♣	<code>\lilyGlyph{noteheads.urM3semimensural}</code>

TABLE 507: *lilyglyphs* Named Accordion Symbols

☐	<code>\lilyGlyph{accordion.bayanbass}</code>	⊗	<code>\lilyGlyph{accordion.oldEE}</code>
⊖	<code>\lilyGlyph{accordion.discant}</code>	⌋	<code>\lilyGlyph{accordion.pull}</code>
.	<code>\lilyGlyph{accordion.dot}</code>	>	<code>\lilyGlyph{accordion.push}</code>
⊖	<code>\lilyGlyph{accordion.freebass}</code>	⊖	<code>\lilyGlyph{accordion.stdbass}</code>

lilyglyphs defines shorter names for all of these symbols except `\lilyGlyph{accordion.dot}`. See Table 498.

TABLE 508: *lilyglyphs* Named Accidentals

×	<code>\lilyGlyph{accidentals.doublesharp}*</code>
♭	<code>\lilyGlyph{accidentals.flat}*</code>
↕	<code>\lilyGlyph{accidentals.flat.arrowboth}</code>
↓	<code>\lilyGlyph{accidentals.flat.arrowdown}</code>
↑	<code>\lilyGlyph{accidentals.flat.arrowup}</code>
/	<code>\lilyGlyph{accidentals.flat.slash}</code>
//	<code>\lilyGlyph{accidentals.flat slasheslash}</code>
♭♭	<code>\lilyGlyph{accidentals.flatflat}*</code>
♭♭/	<code>\lilyGlyph{accidentals.flatflat.slash}</code>
♭	<code>\lilyGlyph{accidentals.hufnagelM1}</code>
⌘	<code>\lilyGlyph{accidentals.kievan1}</code>
⓪	<code>\lilyGlyph{accidentals.kievanM1}</code>
(<code>\lilyGlyph{accidentals.leftparen}</code>
♮	<code>\lilyGlyph{accidentals.medicaeaM1}</code>
×	<code>\lilyGlyph{accidentals.mensural1}</code>
♭	<code>\lilyGlyph{accidentals.mensuralM1}</code>
♮	<code>\lilyGlyph{accidentals.mirroredflat}</code>
♮\	<code>\lilyGlyph{accidentals.mirroredflat.backslash}</code>
♮♭	<code>\lilyGlyph{accidentals.mirroredflat.flat}</code>
♮	<code>\lilyGlyph{accidentals.natural}*</code>
↕	<code>\lilyGlyph{accidentals.natural.arrowboth}</code>
↓	<code>\lilyGlyph{accidentals.natural.arrowdown}</code>
↑	<code>\lilyGlyph{accidentals.natural.arrowup}</code>
)	<code>\lilyGlyph{accidentals.rightparen}</code>
♯	<code>\lilyGlyph{accidentals.sharp}*</code>
↕	<code>\lilyGlyph{accidentals.sharp.arrowboth}*</code>
↓	<code>\lilyGlyph{accidentals.sharp.arrowdown}*</code>
↑	<code>\lilyGlyph{accidentals.sharp.arrowup}*</code>
/	<code>\lilyGlyph{accidentals.sharp slasheslash.stem}*</code>
//	<code>\lilyGlyph{accidentals.sharp slasheslash.stemstem}*</code>
///	<code>\lilyGlyph{accidentals.sharp slasheslashslash.stem}*</code>
///	<code>\lilyGlyph{accidentals.sharp slasheslashslash.stemstem}*</code>
♯	<code>\lilyGlyph{accidentals.vaticana0}</code>
♯	<code>\lilyGlyph{accidentals.vaticanaM1}</code>

* *lilyglyphs* defines shorter names for these symbols. See Table 492.

TABLE 509: *lilyglyphs* Named Arrowheads

▶	<code>\lilyGlyph{arrowheads.close.01}</code>	>	<code>\lilyGlyph{arrowheads.open.01}</code>
◄	<code>\lilyGlyph{arrowheads.close.0M1}</code>	<	<code>\lilyGlyph{arrowheads.open.0M1}</code>
▲	<code>\lilyGlyph{arrowheads.close.11}</code>	⤴	<code>\lilyGlyph{arrowheads.open.11}</code>
▼	<code>\lilyGlyph{arrowheads.close.1M1}</code>	⤵	<code>\lilyGlyph{arrowheads.open.1M1}</code>

TABLE 510: *lilyglyphs* Named Alphanumerics and Punctuation

0	<code>\lilyGlyph{zero}</code>	4	<code>\lilyGlyph{four}</code>	8	<code>\lilyGlyph{eight}</code>
1	<code>\lilyGlyph{one}</code>	5	<code>\lilyGlyph{five}</code>	9	<code>\lilyGlyph{nine}</code>
2	<code>\lilyGlyph{two}</code>	6	<code>\lilyGlyph{six}</code>		
3	<code>\lilyGlyph{three}</code>	7	<code>\lilyGlyph{seven}</code>		
<i>f</i>	<code>\lilyGlyph{f}</code>	<i>p</i>	<code>\lilyGlyph{p}</code>	<i>s</i>	<code>\lilyGlyph{s}</code>
<i>m</i>	<code>\lilyGlyph{m}</code>	<i>r</i>	<code>\lilyGlyph{r}</code>	<i>z</i>	<code>\lilyGlyph{z}</code>
,	<code>\lilyGlyph{comma}</code>	.	<code>\lilyGlyph{period}</code>		
-	<code>\lilyGlyph{hyphen}</code>	+	<code>\lilyGlyph{plus}</code>		

See Table 494 for an alternative way to typeset dynamics letters. *lilyglyphs* additionally provides a `\lilyText` command that can be useful for typesetting groups of the preceding symbols. See the *lilyglyphs* documentation for more information.

TABLE 511: Miscellaneous *lilyglyphs* Named Musical Symbols

∩	<code>\lilyGlyph{brackettips.down}</code>	.	<code>\lilyGlyph{dots.dotvaticana}</code>
∪	<code>\lilyGlyph{brackettips.up}</code>	∩	<code>\lilyGlyph{ties.lyric.default}</code>
.	<code>\lilyGlyph{dots.dot}</code>	∪	<code>\lilyGlyph{ties.lyric.short}</code>
•	<code>\lilyGlyph{dots.dotkievan}</code>		

Chapter 8

Gaming symbols

This chapter presents symbols related to games and gaming: playing-card suits, dice, and symbols used to represent pieces and moves in various games. Additional gaming symbols appear in Chapter 11, but those symbols are delivered by packages that provide minimal L^AT_EX support.

TABLE 512: L^AT_EX 2_ε Playing-Card Suits

♣ `\clubsuit` ♦ `\diamondsuit` ♥ `\heartsuit` ♠ `\spadesuit`

TABLE 513: t_xfonts/p_xfonts Playing-Card Suits

♣ `\varclubsuit` ♦ `\vardiamondsuit` ♥ `\varheartsuit` ♠ `\varspadesuit`

TABLE 514: MnSymbol Playing-Card Suits

♣ `\clubsuit` ♦ `\diamondsuit` ♥ `\heartsuit` ♠ `\spadesuit`

TABLE 515: f_dsymbol Playing-Card Suits

♣ `\clubsuit` ♥ `\heartsuit` ♦ `\vardiamondsuit`
♦ `\diamondsuit` ♠ `\spadesuit` ♥ `\varheartsuit`

TABLE 516: bo_isik Playing-Card Suits

♣ `\clubsuit` ♦ `\diamondsuit` ♥ `\heartsuit` ♠ `\spadesuit`

TABLE 517: stix Playing-Card Suits

♣	<code>\clubsuit</code>	♥	<code>\heartsuit</code>	♠	<code>\varclubsuit</code>	♥	<code>\varheartsuit</code>
◇	<code>\diamondsuit</code>	♠	<code>\spadesuit</code>	♦	<code>\vardiamondsuit</code>	♠	<code>\varspadesuit</code>

TABLE 518: arev Playing-Card Suits

♠	<code>\varclub</code>	♦	<code>\vardiamond</code>	♥	<code>\varheart</code>	♠	<code>\varspade</code>
---	-----------------------	---	--------------------------	---	------------------------	---	------------------------

TABLE 519: twemojis Playing-Card Suits

♣	<code>\twemoji{club suit}</code>	♥	<code>\twemoji{heart suit}</code>
♦	<code>\twemoji{diamond suit}</code>	♠	<code>\twemoji{spade suit}</code>

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.



















































































All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .

TABLE 520: utfsym Playing-Card Suits

♠	<code>\usym{2660}</code>	◇	<code>\usym{2662}</code>	♠	<code>\usym{2664}</code>	♦	<code>\usym{2666}</code>
♥	<code>\usym{2661}</code>	♣	<code>\usym{2663}</code>	♥	<code>\usym{2665}</code>	♠	<code>\usym{2667}</code>

All utfsym symbols are implemented with TikZ graphics, not with a font. In addition to `\usym`, the utfsym package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the utfsym documentation for more information.

TABLE 521: utfsym Playing Cards

	<code>\usym{1FOA0}</code>		<code>\usym{1FOB7}</code>		<code>\usym{1FOCD}</code>		<code>\usym{1FOE3}</code>
	<code>\usym{1FOA1}</code>		<code>\usym{1FOB8}</code>		<code>\usym{1FOCE}</code>		<code>\usym{1FOE4}</code>
	<code>\usym{1FOA2}</code>		<code>\usym{1FOB9}</code>		<code>\usym{1FOCF}</code>		<code>\usym{1FOE5}</code>
	<code>\usym{1FOA3}</code>		<code>\usym{1FOBA}</code>		<code>\usym{1FOD1}</code>		<code>\usym{1FOE6}</code>
	<code>\usym{1FOA4}</code>		<code>\usym{1FOBB}</code>		<code>\usym{1FOD2}</code>		<code>\usym{1FOE7}</code>
	<code>\usym{1FOA5}</code>		<code>\usym{1FOBC}</code>		<code>\usym{1FOD3}</code>		<code>\usym{1FOE8}</code>
	<code>\usym{1FOA6}</code>		<code>\usym{1FOBD}</code>		<code>\usym{1FOD4}</code>		<code>\usym{1FOE9}</code>
	<code>\usym{1FOA7}</code>		<code>\usym{1FOBE}</code>		<code>\usym{1FOD5}</code>		<code>\usym{1FOEA}</code>
	<code>\usym{1FOA8}</code>		<code>\usym{1FOBF}</code>		<code>\usym{1FOD6}</code>		<code>\usym{1FOEB}</code>
	<code>\usym{1FOA9}</code>		<code>\usym{1FOC1}</code>		<code>\usym{1FOD7}</code>		<code>\usym{1FOEC}</code>
	<code>\usym{1FOAA}</code>		<code>\usym{1FOC2}</code>		<code>\usym{1FOD8}</code>		<code>\usym{1FOED}</code>
	<code>\usym{1FOAB}</code>		<code>\usym{1FOC3}</code>		<code>\usym{1FOD9}</code>		<code>\usym{1FOEE}</code>
	<code>\usym{1FOAC}</code>		<code>\usym{1FOC4}</code>		<code>\usym{1FODA}</code>		<code>\usym{1FOEF}</code>
	<code>\usym{1FOAD}</code>		<code>\usym{1FOC5}</code>		<code>\usym{1FODB}</code>		<code>\usym{1FOF0}</code>
	<code>\usym{1FOAE}</code>		<code>\usym{1FOC6}</code>		<code>\usym{1FODC}</code>		<code>\usym{1FOF1}</code>
	<code>\usym{1FOB1}</code>		<code>\usym{1FOC7}</code>		<code>\usym{1FODD}</code>		<code>\usym{1FOF2}</code>
	<code>\usym{1FOB2}</code>		<code>\usym{1FOC8}</code>		<code>\usym{1FODE}</code>		<code>\usym{1FOF3}</code>
	<code>\usym{1FOB3}</code>		<code>\usym{1FOC9}</code>		<code>\usym{1FODF}</code>		<code>\usym{1FOF4}</code>
	<code>\usym{1FOB4}</code>		<code>\usym{1FOCA}</code>		<code>\usym{1FOE0}</code>		<code>\usym{1FOF5}</code>
	<code>\usym{1FOB5}</code>		<code>\usym{1FOCB}</code>		<code>\usym{1FOE1}</code>		
	<code>\usym{1FOB6}</code>		<code>\usym{1FOCC}</code>		<code>\usym{1FOE2}</code>		

All utfsym symbols are implemented with *TikZ* graphics, not with a font. In addition to `\usym`, the utfsym package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. For example, “`\usymH{1FOBE}{36pt}`” produces



See the utfsym documentation for more information.

TABLE 522: epsdice Dice













	<code>\epsdice{1}</code>		<code>\epsdice{3}</code>		<code>\epsdice{5}</code>
	<code>\epsdice{2}</code>		<code>\epsdice{4}</code>		<code>\epsdice{6}</code>

TABLE 523: hhcount Dice

 <code>\fcdice{1}</code>	 <code>\fcdice{3}</code>	 <code>\fcdice{5}</code>
 <code>\fcdice{2}</code>	 <code>\fcdice{4}</code>	 <code>\fcdice{6}</code>


The `\fcdice` command accepts values larger than 6. For example, “`\fcdice{47}`” produces “”.

TABLE 524: stix Dice







 <code>\dicei</code>	 <code>\diceiii</code>	 <code>\dicev</code>
 <code>\diceii</code>	 <code>\diceiv</code>	 <code>\dicevi</code>

TABLE 525: ifsym Dice













 <code>\Cube{1}</code>	 <code>\Cube{3}</code>	 <code>\Cube{5}</code>
 <code>\Cube{2}</code>	 <code>\Cube{4}</code>	 <code>\Cube{6}</code>

TABLE 526: utfsym Dice

 <code>\usym{2680}</code>	 <code>\usym{2682}</code>	 <code>\usym{2684}</code>
 <code>\usym{2681}</code>	 <code>\usym{2683}</code>	 <code>\usym{2685}</code>

All `utfsym` symbols are implemented with *TikZ* graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 527: fontawesome5 Dice










 <code>\faDice</code>	 <code>\faDiceFive</code>	 <code>\faDiceSix</code>
 <code>\faDiceD20</code>	 <code>\faDiceFour</code>	 <code>\faDiceThree</code>
 <code>\faDiceD6</code>	 <code>\faDiceOne</code>	 <code>\faDiceTwo</code>

TABLE 528: utfsym Domino Tiles













































	<code>\usym{1F030}</code>		<code>\usym{1F049}</code>		<code>\usym{1F062}</code>		<code>\usym{1F07B}</code>
	<code>\usym{1F031}</code>		<code>\usym{1F04A}</code>		<code>\usym{1F063}</code>		<code>\usym{1F07C}</code>
	<code>\usym{1F032}</code>		<code>\usym{1F04B}</code>		<code>\usym{1F064}</code>		<code>\usym{1F07D}</code>
	<code>\usym{1F033}</code>		<code>\usym{1F04C}</code>		<code>\usym{1F065}</code>		<code>\usym{1F07E}</code>
	<code>\usym{1F034}</code>		<code>\usym{1F04D}</code>		<code>\usym{1F066}</code>		<code>\usym{1F07F}</code>
	<code>\usym{1F035}</code>		<code>\usym{1F04E}</code>		<code>\usym{1F067}</code>		<code>\usym{1F080}</code>
	<code>\usym{1F036}</code>		<code>\usym{1F04F}</code>		<code>\usym{1F068}</code>		<code>\usym{1F081}</code>
	<code>\usym{1F037}</code>		<code>\usym{1F050}</code>		<code>\usym{1F069}</code>		<code>\usym{1F082}</code>
	<code>\usym{1F038}</code>		<code>\usym{1F051}</code>		<code>\usym{1F06A}</code>		<code>\usym{1F083}</code>
	<code>\usym{1F039}</code>		<code>\usym{1F052}</code>		<code>\usym{1F06B}</code>		<code>\usym{1F084}</code>
	<code>\usym{1F03A}</code>		<code>\usym{1F053}</code>		<code>\usym{1F06C}</code>		<code>\usym{1F085}</code>
	<code>\usym{1F03B}</code>		<code>\usym{1F054}</code>		<code>\usym{1F06D}</code>		<code>\usym{1F086}</code>
	<code>\usym{1F03C}</code>		<code>\usym{1F055}</code>		<code>\usym{1F06E}</code>		<code>\usym{1F087}</code>
	<code>\usym{1F03D}</code>		<code>\usym{1F056}</code>		<code>\usym{1F06F}</code>		<code>\usym{1F088}</code>
	<code>\usym{1F03E}</code>		<code>\usym{1F057}</code>		<code>\usym{1F070}</code>		<code>\usym{1F089}</code>
	<code>\usym{1F03F}</code>		<code>\usym{1F058}</code>		<code>\usym{1F071}</code>		<code>\usym{1F08A}</code>
	<code>\usym{1F040}</code>		<code>\usym{1F059}</code>		<code>\usym{1F072}</code>		<code>\usym{1F08B}</code>
	<code>\usym{1F041}</code>		<code>\usym{1F05A}</code>		<code>\usym{1F073}</code>		<code>\usym{1F08C}</code>
	<code>\usym{1F042}</code>		<code>\usym{1F05B}</code>		<code>\usym{1F074}</code>		<code>\usym{1F08D}</code>
	<code>\usym{1F043}</code>		<code>\usym{1F05C}</code>		<code>\usym{1F075}</code>		<code>\usym{1F08E}</code>
	<code>\usym{1F044}</code>		<code>\usym{1F05D}</code>		<code>\usym{1F076}</code>		<code>\usym{1F08F}</code>
	<code>\usym{1F045}</code>		<code>\usym{1F05E}</code>		<code>\usym{1F077}</code>		<code>\usym{1F090}</code>
	<code>\usym{1F046}</code>		<code>\usym{1F05F}</code>		<code>\usym{1F078}</code>		<code>\usym{1F091}</code>
	<code>\usym{1F047}</code>		<code>\usym{1F060}</code>		<code>\usym{1F079}</code>		<code>\usym{1F092}</code>
	<code>\usym{1F048}</code>		<code>\usym{1F061}</code>		<code>\usym{1F07A}</code>		<code>\usym{1F093}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. For example, “`\usymH{1F089}{36pt}`” produces



See the `utfsym` documentation for more information.

TABLE 529: utfsym Mahjong Tiles


 <code>\usym{1F000}</code>	 <code>\usym{1F00B}</code>	 <code>\usym{1F016}</code>	 <code>\usym{1F021}</code>
 <code>\usym{1F001}</code>	 <code>\usym{1F00C}</code>	 <code>\usym{1F017}</code>	 <code>\usym{1F022}</code>
 <code>\usym{1F002}</code>	 <code>\usym{1F00D}</code>	 <code>\usym{1F018}</code>	 <code>\usym{1F023}</code>
 <code>\usym{1F003}</code>	 <code>\usym{1F00E}</code>	 <code>\usym{1F019}</code>	 <code>\usym{1F024}</code>
 <code>\usym{1F004}</code>	 <code>\usym{1F00F}</code>	 <code>\usym{1F01A}</code>	 <code>\usym{1F025}</code>
 <code>\usym{1F005}</code>	 <code>\usym{1F010}</code>	 <code>\usym{1F01B}</code>	 <code>\usym{1F026}</code>
 <code>\usym{1F006}</code>	 <code>\usym{1F011}</code>	 <code>\usym{1F01C}</code>	 <code>\usym{1F027}</code>
 <code>\usym{1F007}</code>	 <code>\usym{1F012}</code>	 <code>\usym{1F01D}</code>	 <code>\usym{1F028}</code>
 <code>\usym{1F008}</code>	 <code>\usym{1F013}</code>	 <code>\usym{1F01E}</code>	 <code>\usym{1F029}</code>
 <code>\usym{1F009}</code>	 <code>\usym{1F014}</code>	 <code>\usym{1F01F}</code>	 <code>\usym{1F02A}</code>
 <code>\usym{1F00A}</code>	 <code>\usym{1F015}</code>	 <code>\usym{1F020}</code>	 <code>\usym{1F02B}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. For example, “`\usymH{1F00B}{36pt}`” produces



See the `utfsym` documentation for more information.

TABLE 530: utfsym Chess Pieces

 <code>\usym{2654}</code>	 <code>\usym{2657}</code>	 <code>\usym{265A}</code>	 <code>\usym{265D}</code>
 <code>\usym{2655}</code>	 <code>\usym{2658}</code>	 <code>\usym{265B}</code>	 <code>\usym{265E}</code>
 <code>\usym{2656}</code>	 <code>\usym{2659}</code>	 <code>\usym{265C}</code>	 <code>\usym{265F}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 531: skak Chess Informator Symbols

	<code>\bbetter</code>		<code>\doublepawns</code>		<code>\seppawns</code>
	<code>\bdecisive</code>		<code>\ending</code>		<code>\shortcastling</code>
	<code>\betteris</code>		<code>\equal</code>		<code>\timelimit</code>
	<code>\bishoppair</code>		<code>\file</code>		<code>\unclear</code>
	<code>\bupperhand</code>		<code>\kside</code>		<code>\unitedpawns</code>
	<code>\capturesymbol</code>		<code>\longcastling</code>		<code>\various</code>
	<code>\castlingchar</code>		<code>\markera</code>		<code>\wbetter</code>
	<code>\castlinghyphen</code>		<code>\markerb</code>		<code>\wdecisive</code>
	<code>\centre</code>		<code>\mate</code>		<code>\weakpt</code>
	<code>\checksymbol</code>		<code>\morepawns</code>		<code>\with</code>
	<code>\chesscomment</code>		<code>\moreroom</code>		<code>\withattack</code>
	<code>\chessetc</code>		<code>\novelty</code>		<code>\withidea</code>
	<code>\chesssee</code>		<code>\onlymove</code>		<code>\within it</code>
	<code>\compensation</code>		<code>\opposbishops</code>		<code>\without</code>
	<code>\counterplay</code>		<code>\passedpawn</code>		<code>\wupperhand</code>
	<code>\devadvantage</code>		<code>\qside</code>		<code>\zugzwang</code>
	<code>\diagonal</code>		<code>\samebishops</code>		

TABLE 532: skak Chess Pieces and Chessboard Squares

	<code>\BlackBishopOnBlack</code>		<code>\BlackRookOnBlack</code>		<code>\WhiteKingOnBlack</code>
	<code>\BlackBishopOnWhite</code>		<code>\BlackRookOnWhite</code>		<code>\WhiteKingOnWhite</code>
	<code>\BlackEmptySquare</code>		<code>\symbishop</code>		<code>\WhiteKnightOnBlack</code>
	<code>\BlackKingOnBlack</code>		<code>\symking</code>		<code>\WhiteKnightOnWhite</code>
	<code>\BlackKingOnWhite</code>		<code>\symknight</code>		<code>\WhitePawnOnBlack</code>
	<code>\BlackKnightOnBlack</code>		<code>\sympawn</code>		<code>\WhitePawnOnWhite</code>
	<code>\BlackKnightOnWhite</code>		<code>\symqueen</code>		<code>\WhiteQueenOnBlack</code>
	<code>\BlackPawnOnBlack</code>		<code>\symrook</code>		<code>\WhiteQueenOnWhite</code>
	<code>\BlackPawnOnWhite</code>		<code>\WhiteBishopOnBlack</code>		<code>\WhiteRookOnBlack</code>
	<code>\BlackQueenOnBlack</code>		<code>\WhiteBishopOnWhite</code>		<code>\WhiteRookOnWhite</code>
	<code>\BlackQueenOnWhite</code>	<code>\WhiteEmptySquare</code>			

The skak package also provides commands for drawing complete chessboards. See the skak documentation for more information.

TABLE 533: fontawesome5 Chess Pieces and Chessboards



























	<code>\faChess</code>		<code>\faChessKing</code>		<code>\faChessQueen</code>
	<code>\faChessBishop</code>		<code>\faChessKnight</code>		<code>\faChessRook</code>
	<code>\faChessBoard</code>		<code>\faChessPawn</code>		













TABLE 534: igo Go Symbols













	<code>\blackstone[\igocircle]</code>		<code>\whitestone[\igocircle]</code>
	<code>\blackstone[\igocross]</code>		<code>\whitestone[\igocross]</code>
	<code>\blackstone[\igonone]</code>		<code>\whitestone[\igonone]</code>
	<code>\blackstone[\igosquare]</code>		<code>\whitestone[\igosquare]</code>
	<code>\blackstone[\igotriangle]</code>		<code>\whitestone[\igotriangle]</code>

In addition to the symbols shown above, igo's `\blackstone` and `\whitestone` commands accept numbers from 1 to 99 and display them circled as , , , ...,  and , , , ..., , respectively.

The igo package is intended to typeset complete Go boards (goban). See the igo documentation for more information.

TABLE 535: go Go Symbols

	<code>\botborder</code>		<code>\lftbotcorner</code>		<code>\rttopcorner</code>
	<code>\empty</code>		<code>\lfttopcorner</code>		<code>\square</code>
	<code>\hoshi</code>		<code>\rtborder</code>		<code>\topborder</code>
	<code>\lftborder</code>		<code>\rtbotcorner</code>		<code>\triangle</code>

In addition to the board fragments and stones shown above, go's `\black` and `\white` commands accept numbers from 1 to 253 and display them circled as , , , ...,  and , , , ..., , respectively. `\black` and `\white` additionally accept `\square` and `\triangle` as arguments, producing  and  for `\black` and  and  for `\white`.

The go package is intended to typeset complete Go boards (goban). See the go documentation for more information.

TABLE 536: fontawesome5 Sports





















	<code>\faBaseballBall</code>		<code>\faFootballBall</code>		<code>\faSkiing</code>
	<code>\faBasketballBall</code>		<code>\faFutbol</code>		<code>\faSkiingNordic</code>
	<code>\faBiking</code>		<code>\faFutbol[regular]</code>		<code>\faSnowboarding</code>
	<code>\faBowlingBall</code>		<code>\faGolfBall</code>		<code>\faSwimmer</code>
	<code>\faDribbble</code>		<code>\faHockeyPuck</code>		<code>\faTableTennis</code>
	<code>\faDribbbleSquare</code>		<code>\faQuidditch</code>		<code>\faVolleyballBall</code>
	<code>\faDumbbell</code>		<code>\faSkating</code>		

TABLE 537: utfsym Games and Sports

	<code>\usym{1F3AE}</code>		<code>\usym{1F3BF}</code>		<code>\usym{1F3C6}</code>		<code>\usym{1F3CF}</code>
	<code>\usym{1F3AF}</code>		<code>\usym{1F3C0}</code>		<code>\usym{1F3C7}</code>		<code>\usym{1F3D0}</code>
	<code>\usym{1F3B0}</code>		<code>\usym{1F3C1}</code>		<code>\usym{1F3C8}</code>		<code>\usym{1F3D1}</code>
	<code>\usym{1F3B1}</code>		<code>\usym{1F3C2}</code>		<code>\usym{1F3C9}</code>		<code>\usym{1F3D2}</code>
	<code>\usym{1F3B2}</code>		<code>\usym{1F3C3}</code>		<code>\usym{1F3CA}</code>		<code>\usym{1F3D3}</code>
	<code>\usym{1F3B3}</code>		<code>\usym{1F3C4}</code>		<code>\usym{1F3CB}</code>		<code>\usym{1F3F8}</code>
	<code>\usym{1F3BE}</code>		<code>\usym{1F3C5}</code>		<code>\usym{1F3CC}</code>		<code>\usym{1F3F9}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. For example, “`\usymH{1F3B0}{36pt}`” produces














See the `utfsym` documentation for more information.

Chapter 9

Geographical Symbols

The symbols in this chapter relate in some manner to geography. In particular, the following tables present both maps and national and regional flags.

TABLE 538: `countriesofeuropa` Country Maps

	<code>\Albania</code>		<code>\Latvia</code>
	<code>\Andorra</code>		<code>\Liechtenstein</code>
	<code>\Austria</code>		<code>\Lithuania</code>
	<code>\Belarus</code>		<code>\Luxembourg</code>
	<code>\Belgium</code>		<code>\Macedonia</code>
	<code>\Bosnia</code>		<code>\Malta</code>
	<code>\Bulgaria</code>		<code>\Moldova</code>
	<code>\Croatia</code>		<code>\Montenegro</code>
	<code>\Czechia</code>		<code>\Netherlands</code>

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The preceding commands work only when the `CountriesOfEurope` font family is active. For convenience, the package defines a `\countriesofeuropfamily` command that switches to that font family.














By default, countries are drawn in the current font size. Hence, “`{\countriesofeuropfamily\France}`” draws a nearly unrecognizable “”. For clarity of presentation, Table 538 scales each glyph to 72 pt. via an explicit `\fontsize{72}{72}`. An alternative is to specify the scaled package option to scale all country glyphs by a given factor of the font size.

TABLE 539: rojud Maps of Romanian Counties

	<code>\jAB</code>		<code>\jCT</code>		<code>\jMS</code>
	<code>\jAG</code>		<code>\jCV</code>		<code>\jNT</code>
	<code>\jAR</code>		<code>\jDB</code>		<code>\jOT</code>
	<code>\jBC</code>		<code>\jDJ</code>		<code>\jPH</code>
	<code>\jBH</code>		<code>\jGJ</code>		<code>\jSB</code>
	<code>\jBI</code>		<code>\jGL</code>		<code>\jSJ</code>
	<code>\jBN</code>		<code>\jGR</code>		<code>\jSM</code>
	<code>\jBR</code>		<code>\jHD</code>		<code>\jSV</code>
	<code>\jBT</code>		<code>\jHR</code>		<code>\jTL</code>
	<code>\jBV</code>		<code>\jIF</code>		<code>\jTM</code>

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	<code>\jBZ</code>		<code>\jIL</code>		<code>\jTR</code>
	<code>\jCJ</code>		<code>\jIS</code>		<code>\jVL</code>
	<code>\jCL</code>		<code>\jMH</code>		<code>\jVN</code>
	<code>\jCS</code>		<code>\jMM</code>		<code>\jVS</code>

The preceding commands work only when the `rojud` font family is active. Use the OT1 font encoding in `pdfLATEX` and the TU font encoding in `XYLATEX`. (`rojud` requires one of those two T_EX engines.) For example, “`{\usefont{OT1}{rojud}{m}{n}\jBI}`” draws Bucharest.^a

^atechnically a municipality, not a county

TABLE 540: `euflag` European Union Flag



`\euflag`

The `\euflag` flag is drawn using the L^AT_EX `picture` environment.

TABLE 541: worldflags Flags of Sovereign States

	<code>\worldflag{AD}</code>		<code>\worldflag{EC}</code>		<code>\worldflag{LC}</code>		<code>\worldflag{RW}</code>
	<code>\worldflag{AE}</code>		<code>\worldflag{EE}</code>		<code>\worldflag{LI}</code>		<code>\worldflag{SA}</code>
	<code>\worldflag{AF}</code>		<code>\worldflag{EG}</code>		<code>\worldflag{LK}</code>		<code>\worldflag{SB}</code>
	<code>\worldflag{AG}</code>		<code>\worldflag{ER}</code>		<code>\worldflag{LR}</code>		<code>\worldflag{SC}</code>
	<code>\worldflag{AL}</code>		<code>\worldflag{ES}</code>		<code>\worldflag{LS}</code>		<code>\worldflag{SD}</code>
	<code>\worldflag{AM}</code>		<code>\worldflag{ET}</code>		<code>\worldflag{LT}</code>		<code>\worldflag{SE}</code>
	<code>\worldflag{AO}</code>		<code>\worldflag{FI}</code>		<code>\worldflag{LU}</code>		<code>\worldflag{SG}</code>
	<code>\worldflag{AR}</code>		<code>\worldflag{FJ}</code>		<code>\worldflag{LV}</code>		<code>\worldflag{SI}</code>
	<code>\worldflag{AT}</code>		<code>\worldflag{FM}</code>		<code>\worldflag{LY}</code>		<code>\worldflag{SK}</code>
	<code>\worldflag{AU}</code>		<code>\worldflag{FR}</code>		<code>\worldflag{MA}</code>		<code>\worldflag{SL}</code>
	<code>\worldflag{AZ}</code>		<code>\worldflag{GA}</code>		<code>\worldflag{MD}</code>		<code>\worldflag{SM}</code>
	<code>\worldflag{BA}</code>		<code>\worldflag{GB}</code>		<code>\worldflag{ME}</code>		<code>\worldflag{SN}</code>
	<code>\worldflag{BB}</code>		<code>\worldflag{GD}</code>		<code>\worldflag{MG}</code>		<code>\worldflag{SO}</code>
	<code>\worldflag{BD}</code>		<code>\worldflag{GE}</code>		<code>\worldflag{MH}</code>		<code>\worldflag{SR}</code>
	<code>\worldflag{BE}</code>		<code>\worldflag{GH}</code>		<code>\worldflag{MK}</code>		<code>\worldflag{SS}</code>
	<code>\worldflag{BF}</code>		<code>\worldflag{GM}</code>		<code>\worldflag{ML}</code>		<code>\worldflag{ST}</code>
	<code>\worldflag{BG}</code>		<code>\worldflag{GN}</code>		<code>\worldflag{MM}</code>		<code>\worldflag{SV}</code>
	<code>\worldflag{BH}</code>		<code>\worldflag{GQ}</code>		<code>\worldflag{MN}</code>		<code>\worldflag{SY}</code>
	<code>\worldflag{BI}</code>		<code>\worldflag{GR}</code>		<code>\worldflag{MR}</code>		<code>\worldflag{SZ}</code>
	<code>\worldflag{BJ}</code>		<code>\worldflag{GT}</code>		<code>\worldflag{MT}</code>		<code>\worldflag{TD}</code>
	<code>\worldflag{BN}</code>		<code>\worldflag{GW}</code>		<code>\worldflag{MU}</code>		<code>\worldflag{TG}</code>
	<code>\worldflag{BO}</code>		<code>\worldflag{GY}</code>		<code>\worldflag{MV}</code>		<code>\worldflag{TH}</code>
	<code>\worldflag{BR}</code>		<code>\worldflag{HN}</code>		<code>\worldflag{MW}</code>		<code>\worldflag{TJ}</code>
	<code>\worldflag{BS}</code>		<code>\worldflag{HR}</code>		<code>\worldflag{MX}</code>		<code>\worldflag{TL}</code>
	<code>\worldflag{BT}</code>		<code>\worldflag{HT}</code>		<code>\worldflag{MY}</code>		<code>\worldflag{TM}</code>
	<code>\worldflag{BW}</code>		<code>\worldflag{HU}</code>		<code>\worldflag{MZ}</code>		<code>\worldflag{TN}</code>
	<code>\worldflag{BY}</code>		<code>\worldflag{ID}</code>		<code>\worldflag{NA}</code>		<code>\worldflag{TO}</code>
	<code>\worldflag{BZ}</code>		<code>\worldflag{IE}</code>		<code>\worldflag{NE}</code>		<code>\worldflag{TR}</code>
	<code>\worldflag{CA}</code>		<code>\worldflag{IL}</code>		<code>\worldflag{NG}</code>		<code>\worldflag{TT}</code>
	<code>\worldflag{CD}</code>		<code>\worldflag{IN}</code>		<code>\worldflag{NI}</code>		<code>\worldflag{TV}</code>
	<code>\worldflag{CF}</code>		<code>\worldflag{IQ}</code>		<code>\worldflag{NL}</code>		<code>\worldflag{TW}</code>
	<code>\worldflag{CG}</code>		<code>\worldflag{IR}</code>		<code>\worldflag{NO}</code>		<code>\worldflag{TZ}</code>
	<code>\worldflag{CH}</code>		<code>\worldflag{IS}</code>		<code>\worldflag{NP}</code>		<code>\worldflag{UA}</code>
	<code>\worldflag{CI}</code>		<code>\worldflag{IT}</code>		<code>\worldflag{NR}</code>		<code>\worldflag{UG}</code>

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	<code>\worldflag{CK}</code>		<code>\worldflag{JM}</code>		<code>\worldflag{NZ}</code>		<code>\worldflag{US}</code>
	<code>\worldflag{CL}</code>		<code>\worldflag{JO}</code>		<code>\worldflag{OM}</code>		<code>\worldflag{UY}</code>
	<code>\worldflag{CM}</code>		<code>\worldflag{JP}</code>		<code>\worldflag{PA}</code>		<code>\worldflag{UZ}</code>
	<code>\worldflag{CN}</code>		<code>\worldflag{KE}</code>		<code>\worldflag{PE}</code>		<code>\worldflag{VA}</code>
	<code>\worldflag{CO}</code>		<code>\worldflag{KG}</code>		<code>\worldflag{PG}</code>		<code>\worldflag{VC}</code>
	<code>\worldflag{CR}</code>		<code>\worldflag{KH}</code>		<code>\worldflag{PH}</code>		<code>\worldflag{VE}</code>
	<code>\worldflag{CU}</code>		<code>\worldflag{KI}</code>		<code>\worldflag{PK}</code>		<code>\worldflag{VN}</code>
	<code>\worldflag{CV}</code>		<code>\worldflag{KM}</code>		<code>\worldflag{PL}</code>		<code>\worldflag{VU}</code>
	<code>\worldflag{CY}</code>		<code>\worldflag{KN}</code>		<code>\worldflag{PS}</code>		<code>\worldflag{WS}</code>
	<code>\worldflag{CZ}</code>		<code>\worldflag{KO}</code>		<code>\worldflag{PT}</code>		<code>\worldflag{YE}</code>
	<code>\worldflag{DE}</code>		<code>\worldflag{KP}</code>		<code>\worldflag{PW}</code>		<code>\worldflag{ZA}</code>
	<code>\worldflag{DJ}</code>		<code>\worldflag{KR}</code>		<code>\worldflag{PY}</code>		<code>\worldflag{ZM}</code>
	<code>\worldflag{DK}</code>		<code>\worldflag{KW}</code>		<code>\worldflag{QA}</code>		<code>\worldflag{ZW}</code>
	<code>\worldflag{DM}</code>		<code>\worldflag{KZ}</code>		<code>\worldflag{RO}</code>		
	<code>\worldflag{DO}</code>		<code>\worldflag{LA}</code>		<code>\worldflag{RS}</code>		
	<code>\worldflag{DZ}</code>		<code>\worldflag{LB}</code>		<code>\worldflag{RU}</code>		










All worldflags symbols are implemented with TikZ graphics, not with a font. The package provides a number of options for controlling flag size and style. See the worldflags documentation for more information.

TABLE 542: worldflags Flags of Non-Sovereign Countries and Territories

	<code>\worldflag{Abkhazia}</code>		<code>\worldflag{GF}</code>		<code>\worldflag{PR}</code>
	<code>\worldflag{AQ}</code>		<code>\worldflag{GG}</code>		<code>\worldflag{RE}</code>
	<code>\worldflag{Artsakh}</code>		<code>\worldflag{GI}</code>		<code>\worldflag{Saba}</code>
	<code>\worldflag{AX}</code>		<code>\worldflag{GL}</code>		<code>\worldflag{Somaliland}</code>
	<code>\worldflag{Bonaire}</code>		<code>\worldflag{IM}</code>		<code>\worldflag{StEustasius}</code>
	<code>\worldflag{EH}</code>		<code>\worldflag{JE}</code>		<code>\worldflag{Tibet}</code>
	<code>\worldflag{FO}</code>		<code>\worldflag{NU}</code>		<code>\worldflag{Transnistria}</code>


All worldflags symbols are implemented with TikZ graphics, not with a font. The package provides a number of options for controlling flag size and style. See the worldflags documentation for more information.

TABLE 543: worldflags Flags of Austrian Federal States

	<code>\worldflag{AT-B}</code>		<code>\worldflag{AT-O}</code>		<code>\worldflag{AT-T}</code>
	<code>\worldflag{AT-K}</code>		<code>\worldflag{AT-S}</code>		<code>\worldflag{AT-V}</code>
	<code>\worldflag{AT-N}</code>		<code>\worldflag{AT-St}</code>		<code>\worldflag{AT-W}</code>














































































All `worldflags` symbols are implemented with `TikZ` graphics, not with a font. The package provides a number of options for controlling flag size and style. See the `worldflags` documentation for more information.

TABLE 544: twemojis Flags

	<code>\twemoji{flag: Åland Islands}</code>		<code>\twemoji{flag: Lesotho}</code>
	<code>\twemoji{flag: Afghanistan}</code>		<code>\twemoji{flag: Liberia}</code>
	<code>\twemoji{flag: Albania}</code>		<code>\twemoji{flag: Libya}</code>
	<code>\twemoji{flag: Algeria}</code>		<code>\twemoji{flag: Liechtenstein}</code>
	<code>\twemoji{flag: American Samoa}</code>		<code>\twemoji{flag: Lithuania}</code>
	<code>\twemoji{flag: Andorra}</code>		<code>\twemoji{flag: Luxembourg}</code>
	<code>\twemoji{flag: Angola}</code>		<code>\twemoji{flag: Macao SAR China}</code>
	<code>\twemoji{flag: Anguilla}</code>		<code>\twemoji{flag: Madagascar}</code>
	<code>\twemoji{flag: Antarctica}</code>		<code>\twemoji{flag: Malawi}</code>
	<code>\twemoji{flag: Antigua & Barbuda}</code>		<code>\twemoji{flag: Malaysia}</code>
	<code>\twemoji{flag: Argentina}</code>		<code>\twemoji{flag: Maldives}</code>
	<code>\twemoji{flag: Armenia}</code>		<code>\twemoji{flag: Mali}</code>
	<code>\twemoji{flag: Aruba}</code>		<code>\twemoji{flag: Malta}</code>
	<code>\twemoji{flag: Ascension Island}</code>		<code>\twemoji{flag: Marshall Islands}</code>
	<code>\twemoji{flag: Australia}</code>		<code>\twemoji{flag: Martinique}</code>
	<code>\twemoji{flag: Austria}</code>		<code>\twemoji{flag: Mauritania}</code>
	<code>\twemoji{flag: Azerbaijan}</code>		<code>\twemoji{flag: Mauritius}</code>
	<code>\twemoji{flag: Bahamas}</code>		<code>\twemoji{flag: Mayotte}</code>
	<code>\twemoji{flag: Bahrain}</code>		<code>\twemoji{flag: Mexico}</code>
	<code>\twemoji{flag: Bangladesh}</code>		<code>\twemoji{flag: Micronesia}</code>
	<code>\twemoji{flag: Barbados}</code>		<code>\twemoji{flag: Moldova}</code>
	<code>\twemoji{flag: Belarus}</code>		<code>\twemoji{flag: Monaco}</code>
	<code>\twemoji{flag: Belgium}</code>		<code>\twemoji{flag: Mongolia}</code>
	<code>\twemoji{flag: Belize}</code>		<code>\twemoji{flag: Montenegro}</code>
	<code>\twemoji{flag: Benin}</code>		<code>\twemoji{flag: Montserrat}</code>
	<code>\twemoji{flag: Bermuda}</code>		<code>\twemoji{flag: Morocco}</code>
	<code>\twemoji{flag: Bhutan}</code>		<code>\twemoji{flag: Mozambique}</code>
	<code>\twemoji{flag: Bolivia}</code>		<code>\twemoji{flag: Myanmar (Burma)}</code>
	<code>\twemoji{flag: Bosnia & Herzegovina}</code>		<code>\twemoji{flag: Namibia}</code>

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 \twemoji{flag: Botswana}	 \twemoji{flag: Nauru}
 \twemoji{flag: Bouvet Island}	 \twemoji{flag: Nepal}
 \twemoji{flag: Brazil}	 \twemoji{flag: Netherlands}
 \twemoji{flag: British Indian Ocean Territory}	 \twemoji{flag: New Caledonia}
 \twemoji{flag: British Virgin Islands}	 \twemoji{flag: New Zealand}
 \twemoji{flag: Brunei}	 \twemoji{flag: Nicaragua}
 \twemoji{flag: Bulgaria}	 \twemoji{flag: Nigeria}
 \twemoji{flag: Burkina Faso}	 \twemoji{flag: Niger}
 \twemoji{flag: Burundi}	 \twemoji{flag: Niue}
 \twemoji{flag: Cambodia}	 \twemoji{flag: Norfolk Island}
 \twemoji{flag: Cameroon}	 \twemoji{flag: North Korea}
 \twemoji{flag: Canada}	 \twemoji{flag: North Macedonia}
 \twemoji{flag: Canary Islands}	 \twemoji{flag: Northern Mariana Islands}
 \twemoji{flag: Cape Verde}	 \twemoji{flag: Norway}
 \twemoji{flag: Caribbean Netherlands}	 \twemoji{flag: Oman}
 \twemoji{flag: Cayman Islands}	 \twemoji{flag: Pakistan}
 \twemoji{flag: Central African Republic}	 \twemoji{flag: Palau}
 \twemoji{flag: Ceuta & Melilla}	 \twemoji{flag: Palestinian Territories}
 \twemoji{flag: Chad}	 \twemoji{flag: Panama}
 \twemoji{flag: Chile}	 \twemoji{flag: Papua New Guinea}
 \twemoji{flag: China}	 \twemoji{flag: Paraguay}
 \twemoji{flag: Christmas Island}	 \twemoji{flag: Peru}
 \twemoji{flag: Clipperton Island}	 \twemoji{flag: Philippines}
 \twemoji{flag: Cocos (Keeling) Islands}	 \twemoji{flag: Pitcairn Islands}
 \twemoji{flag: Colombia}	 \twemoji{flag: Poland}
 \twemoji{flag: Comoros}	 \twemoji{flag: Portugal}
 \twemoji{flag: Congo - Brazzaville}	 \twemoji{flag: Puerto Rico}
 \twemoji{flag: Congo - Kinshasa}	 \twemoji{flag: Qatar}
 \twemoji{flag: Cook Islands}	 \twemoji{flag: Romania}
 \twemoji{flag: Costa Rica}	 \twemoji{flag: Russia}
 \twemoji{flag: Croatia}	 \twemoji{flag: Rwanda}
 \twemoji{flag: Cuba}	 \twemoji{flag: Réunion}
 \twemoji{flag: Curaçao}	 \twemoji{flag: Samoa}
 \twemoji{flag: Cyprus}	 \twemoji{flag: San Marino}
 \twemoji{flag: Czechia}	 \twemoji{flag: Saudi Arabia}
 \twemoji{flag: Côte d'Ivoire}	 \twemoji{flag: Scotland}
 \twemoji{flag: Denmark}	 \twemoji{flag: Senegal}
 \twemoji{flag: Diego Garcia}	 \twemoji{flag: Serbia}
 \twemoji{flag: Djibouti}	 \twemoji{flag: Seychelles}













































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 \twemoji{flag: Dominican Republic}	 \twemoji{flag: Sierra Leone}
 \twemoji{flag: Dominica}	 \twemoji{flag: Singapore}
 \twemoji{flag: Ecuador}	 \twemoji{flag: Sint Maarten}
 \twemoji{flag: Egypt}	 \twemoji{flag: Slovakia}
 \twemoji{flag: El Salvador}	 \twemoji{flag: Slovenia}
 \twemoji{flag: England}	 \twemoji{flag: Solomon Islands}
 \twemoji{flag: Equatorial Guinea}	 \twemoji{flag: Somalia}
 \twemoji{flag: Eritrea}	 \twemoji{flag: South Africa}
 \twemoji{flag: Estonia}	 \twemoji{flag: South Georgia & South Sandwich Islands}
 \twemoji{flag: Eswatini}	 \twemoji{flag: South Korea}
 \twemoji{flag: Ethiopia}	 \twemoji{flag: South Sudan}
 \twemoji{flag: European Union}	 \twemoji{flag: Spain}
 \twemoji{flag: Falkland Islands}	 \twemoji{flag: Sri Lanka}
 \twemoji{flag: Faroe Islands}	 \twemoji{flag: St. Barthélemy}
 \twemoji{flag: Fiji}	 \twemoji{flag: St. Helena}
 \twemoji{flag: Finland}	 \twemoji{flag: St. Kitts & Nevis}
 \twemoji{flag: France}	 \twemoji{flag: St. Lucia}
 \twemoji{flag: French Guiana}	 \twemoji{flag: St. Martin}
 \twemoji{flag: French Polynesia}	 \twemoji{flag: St. Pierre & Miquelon}
 \twemoji{flag: French Southern Territories}	 \twemoji{flag: St. Vincent & Grenadines}
 \twemoji{flag: Gabon}	 \twemoji{flag: Sudan}
 \twemoji{flag: Gambia}	 \twemoji{flag: Suriname}
 \twemoji{flag: Georgia}	 \twemoji{flag: Svalbard & Jan Mayen}
 \twemoji{flag: Germany}	 \twemoji{flag: Sweden}
 \twemoji{flag: Ghana}	 \twemoji{flag: Switzerland}
 \twemoji{flag: Gibraltar}	 \twemoji{flag: Syria}
 \twemoji{flag: Greece}	 \twemoji{flag: São Tomé & Príncipe}
 \twemoji{flag: Greenland}	 \twemoji{flag: Taiwan}
 \twemoji{flag: Grenada}	 \twemoji{flag: Tajikistan}
 \twemoji{flag: Guadeloupe}	 \twemoji{flag: Tanzania}
 \twemoji{flag: Guam}	 \twemoji{flag: Thailand}
 \twemoji{flag: Guatemala}	 \twemoji{flag: Timor-Leste}
 \twemoji{flag: Guernsey}	 \twemoji{flag: Togo}
 \twemoji{flag: Guinea-Bissau}	 \twemoji{flag: Tokelau}
 \twemoji{flag: Guinea}	 \twemoji{flag: Tonga}
 \twemoji{flag: Guyana}	 \twemoji{flag: Trinidad & Tobago}
 \twemoji{flag: Haiti}	 \twemoji{flag: Tristan da Cunha}
 \twemoji{flag: Heard & McDonald Islands}	 \twemoji{flag: Tunisia}
 \twemoji{flag: Honduras}	 \twemoji{flag: Turkey}
 \twemoji{flag: Hong Kong SAR China}	 \twemoji{flag: Turkmenistan}

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	<code>\twemoji{flag: Hungary}</code>		<code>\twemoji{flag: Turks & Caicos Islands}</code>
	<code>\twemoji{flag: Iceland}</code>		<code>\twemoji{flag: Tuvalu}</code>
	<code>\twemoji{flag: India}</code>		<code>\twemoji{flag: U.S. Outlying Islands}</code>
	<code>\twemoji{flag: Indonesia}</code>		<code>\twemoji{flag: U.S. Virgin Islands}</code>
	<code>\twemoji{flag: Iran}</code>		<code>\twemoji{flag: Uganda}</code>
	<code>\twemoji{flag: Iraq}</code>		<code>\twemoji{flag: Ukraine}</code>
	<code>\twemoji{flag: Ireland}</code>		<code>\twemoji{flag: United Arab Emirates}</code>
	<code>\twemoji{flag: Isle of Man}</code>		<code>\twemoji{flag: United Kingdom}</code>
	<code>\twemoji{flag: Israel}</code>		<code>\twemoji{flag: United Nations}</code>
	<code>\twemoji{flag: Italy}</code>		<code>\twemoji{flag: United States}</code>
	<code>\twemoji{flag: Jamaica}</code>		<code>\twemoji{flag: Uruguay}</code>
	<code>\twemoji{flag: Japan}</code>		<code>\twemoji{flag: Uzbekistan}</code>
	<code>\twemoji{flag: Jersey}</code>		<code>\twemoji{flag: Vanuatu}</code>
	<code>\twemoji{flag: Jordan}</code>		<code>\twemoji{flag: Vatican City}</code>
	<code>\twemoji{flag: Kazakhstan}</code>		<code>\twemoji{flag: Venezuela}</code>
	<code>\twemoji{flag: Kenya}</code>		<code>\twemoji{flag: Vietnam}</code>
	<code>\twemoji{flag: Kiribati}</code>		<code>\twemoji{flag: Wales}</code>
	<code>\twemoji{flag: Kosovo}</code>		<code>\twemoji{flag: Wallis & Futuna}</code>
	<code>\twemoji{flag: Kuwait}</code>		<code>\twemoji{flag: Western Sahara}</code>
	<code>\twemoji{flag: Kyrgyzstan}</code>		<code>\twemoji{flag: Yemen}</code>
	<code>\twemoji{flag: Laos}</code>		<code>\twemoji{flag: Zambia}</code>
	<code>\twemoji{flag: Latvia}</code>		<code>\twemoji{flag: Zimbabwe}</code>
	<code>\twemoji{flag: Lebanon}</code>		

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.

All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .

Chapter 10

Other symbols

The following are all the symbols that didn't fit neatly or unambiguously into any of the previous chapters. (Do weather symbols belong under "Science and technology"? Should tally markers be considered "mathematics"?) While some of the tables contain clearly related groups of symbols (e.g., symbols related to cooking), others represent motley assortments of whatever the font designer felt like drawing.

TABLE 545: `textcomp` Genealogical Symbols









































































































★	<code>\textborn</code>	∅	<code>\textdivorced</code>	∞	<code>\textmarried</code>
†	<code>\textdied</code>	☞	<code>\textleaf</code>		

TABLE 546: `wasysym` General Symbols

☒	<code>\ataribox</code>	∅	<code>\diameter</code>	⚡	<code>\lightning</code>	☼	<code>\sun</code>
🔔	<code>\bell</code>	▼	<code>\DOWNarrow</code>	☎	<code>\phone</code>	▲	<code>\UParrow</code>
☹	<code>\blacksmiley</code>	☹	<code>\frownie</code>	☞	<code>\pointer</code>	⌘	<code>\wasycmd*</code>
☒	<code>\Bowtie</code>	∅	<code>\invdiameter</code>	🎧	<code>\recorder</code>	⬠	<code>\wasylozenge</code>
!	<code>\brokenvert</code>	✱	<code>\kreuz</code>	▶	<code>\RIGHTarrow</code>		
✓	<code>\checked</code>	◀	<code>\LEFTarrow</code>	↻	<code>\rightturn</code>		
🕒	<code>\clock</code>	↻	<code>\leftturn</code>	☺	<code>\smiley</code>		

* `wasysym` defines `\applecmd` as a synonym for `\wasycmd`.

TABLE 547: utfsym Transportation Symbols




	<code>\usym{1F3CD}</code>		<code>\usym{1F698}</code>		<code>\usym{1F6B2}</code>		<code>\usym{1F6CC}</code>
	<code>\usym{1F3CE}</code>		<code>\usym{1F699}</code>		<code>\usym{1F6B3}</code>		<code>\usym{1F6CD}</code>
	<code>\usym{1F680}</code>		<code>\usym{1F69A}</code>		<code>\usym{1F6B4}</code>		<code>\usym{1F6CE}</code>
	<code>\usym{1F681}</code>		<code>\usym{1F69B}</code>		<code>\usym{1F6B5}</code>		<code>\usym{1F6CF}</code>
	<code>\usym{1F682}</code>		<code>\usym{1F69C}</code>		<code>\usym{1F6B6}</code>		<code>\usym{1F6D0}</code>
	<code>\usym{1F683}</code>		<code>\usym{1F69D}</code>		<code>\usym{1F6B7}</code>		<code>\usym{1F6D1}</code>
	<code>\usym{1F684}</code>		<code>\usym{1F69E}</code>		<code>\usym{1F6B8}</code>		<code>\usym{1F6D2}</code>
	<code>\usym{1F685}</code>		<code>\usym{1F69F}</code>		<code>\usym{1F6B9}</code>		<code>\usym{1F6E0}</code>
	<code>\usym{1F686}</code>		<code>\usym{1F6A0}</code>		<code>\usym{1F6BA}</code>		<code>\usym{1F6E1}</code>
	<code>\usym{1F687}</code>		<code>\usym{1F6A1}</code>		<code>\usym{1F6BB}</code>		<code>\usym{1F6E2}</code>
	<code>\usym{1F688}</code>		<code>\usym{1F6A2}</code>		<code>\usym{1F6BC}</code>		<code>\usym{1F6E3}</code>
	<code>\usym{1F689}</code>		<code>\usym{1F6A3}</code>		<code>\usym{1F6BD}</code>		<code>\usym{1F6E4}</code>
	<code>\usym{1F68A}</code>		<code>\usym{1F6A4}</code>		<code>\usym{1F6BE}</code>		<code>\usym{1F6E5}</code>
	<code>\usym{1F68B}</code>		<code>\usym{1F6A5}</code>		<code>\usym{1F6BF}</code>		<code>\usym{1F6E6}</code>
	<code>\usym{1F68C}</code>		<code>\usym{1F6A6}</code>		<code>\usym{1F6C0}</code>		<code>\usym{1F6E7}</code>
	<code>\usym{1F68D}</code>		<code>\usym{1F6A7}</code>		<code>\usym{1F6C1}</code>		<code>\usym{1F6E8}</code>
	<code>\usym{1F68E}</code>		<code>\usym{1F6A8}</code>		<code>\usym{1F6C2}</code>		<code>\usym{1F6E9}</code>
	<code>\usym{1F68F}</code>		<code>\usym{1F6A9}</code>		<code>\usym{1F6C3}</code>		<code>\usym{1F6EA}</code>
	<code>\usym{1F690}</code>		<code>\usym{1F6AA}</code>		<code>\usym{1F6C4}</code>		<code>\usym{1F6EB}</code>
	<code>\usym{1F691}</code>		<code>\usym{1F6AB}</code>		<code>\usym{1F6C5}</code>		<code>\usym{1F6EC}</code>
	<code>\usym{1F692}</code>		<code>\usym{1F6AC}</code>		<code>\usym{1F6C6}</code>		<code>\usym{1F6F1}</code>
	<code>\usym{1F693}</code>		<code>\usym{1F6AD}</code>		<code>\usym{1F6C7}</code>		<code>\usym{1F6F2}</code>
	<code>\usym{1F694}</code>		<code>\usym{1F6AE}</code>		<code>\usym{1F6C8}</code>		<code>\usym{1F6F3}</code>
	<code>\usym{1F695}</code>		<code>\usym{1F6AF}</code>		<code>\usym{1F6C9}</code>		<code>\usym{1F6F4}</code>
	<code>\usym{1F696}</code>		<code>\usym{1F6B0}</code>		<code>\usym{1F6CA}</code>		<code>\usym{1F6F5}</code>
	<code>\usym{1F697}</code>		<code>\usym{1F6B1}</code>		<code>\usym{1F6CB}</code>		<code>\usym{1F6F6}</code>

All utfsym symbols are implemented with TikZ graphics, not with a font. In addition to `\usym`, the utfsym package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. For example, “`\usymH{1F6F3}{36pt}`” produces



See the utfsym documentation for more information.

TABLE 548: manfnt Dangerous Bend Symbols

	<code>\dbend</code>		<code>\lhdbend</code>		<code>\reversedvideobend</code>
---	---------------------	---	-----------------------	---	---------------------------------

Note that these symbols descend far beneath the baseline. `manfnt` also defines non-descending versions, which it calls, correspondingly, `\textdbend`, `\textlhdbend`, and `\textreversedvideobend`.

TABLE 549: Miscellaneous manfnt Symbols























	<code>\manboldkidney</code>		<code>\manpenkidney</code>
	<code>\manconcentriccircles</code>		<code>\manquadrifolium</code>
	<code>\manconcentricdiamond</code>		<code>\manquartercircle</code>
	<code>\mancone</code>		<code>\manrotatedquadrifolium</code>
	<code>\mancube</code>		<code>\manrotatedquartercircle</code>
	<code>\manerrarrow</code>		<code>\manstar</code>
	<code>\manfilledquartercircle</code>		<code>\mantiltpennib</code>
	<code>\manhpennib</code>		<code>\mantriangledown</code>
	<code>\manimpossiblecube</code>		<code>\mantriangleright</code>
	<code>\mankidney</code>		<code>\mantriangleup</code>
	<code>\manlhpenkidney</code>		<code>\manvpennib</code>

TABLE 550: marvosym Media Control Symbols



































	<code>\Forward</code>		<code>\MoveDown</code>		<code>\RewindToIndex</code>		<code>\ToTop</code>
	<code>\ForwardToEnd</code>		<code>\MoveUp</code>		<code>\RewindToStart</code>		
	<code>\ForwardToIndex</code>		<code>\Rewind</code>		<code>\ToBottom</code>		

TABLE 551: typicons Media Control Symbols

	<code>\tiEject</code>		<code>\tiMediaPlay</code>		<code>\tiMediaStop</code>
	<code>\tiEjectOutline</code>		<code>\tiMediaPlayOutline</code>		<code>\tiMediaStopOutline</code>
	<code>\tiMediaEject</code>		<code>\tiMediaPlayReverse</code>		<code>\tiPower</code>
	<code>\tiMediaEjectOutline</code>		<code>\tiMediaPlayReverseOutline</code>		<code>\tiPowerOutline</code>
	<code>\tiMediaFastForward</code>		<code>\tiMediaRecord</code>		<code>\tiVolume</code>
	<code>\tiMediaFastForwardOutline</code>		<code>\tiMediaRecordOutline</code>		<code>\tiVolumeDown</code>
	<code>\tiMediaPause</code>		<code>\tiMediaRewind</code>		<code>\tiVolumeMute</code>
	<code>\tiMediaPauseOutline</code>		<code>\tiMediaRewindOutline</code>		<code>\tiVolumeUp</code>

`typicons` requires either `LuaLATEX` or `XYLATEX`.

TABLE 552: fontawesome5 Media Control Symbols

	<code>\faBackward</code>		<code>\faPlayCircle</code>		<code>\faStopCircle[regular]</code>
	<code>\faEject</code>		<code>\faPlayCircle[regular]</code>		<code>\faVolumeDown</code>
	<code>\faFastBackward</code>		<code>\faStepBackward</code>		<code>\faVolumeMute</code>
	<code>\faFastForward</code>		<code>\faStepForward</code>		<code>\faVolumeOff</code>
	<code>\faForward</code>		<code>\faStop</code>		<code>\faVolumeUp</code>
	<code>\faPlay</code>		<code>\faStopCircle</code>		

TABLE 553: utfsym Media Control Symbols

	<code>\usym{1F500}</code>		<code>\usym{1F504}</code>		<code>\usym{1F508}</code>		<code>\usym{1F569}</code>
	<code>\usym{1F501}</code>		<code>\usym{1F505}</code>		<code>\usym{1F509}</code>		<code>\usym{1F56A}</code>
	<code>\usym{1F502}</code>		<code>\usym{1F506}</code>		<code>\usym{1F50A}</code>		
	<code>\usym{1F503}</code>		<code>\usym{1F507}</code>		<code>\usym{1F568}</code>		

All utfsym symbols are implemented with TikZ graphics, not with a font. In addition to `\usym`, the utfsym package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the utfsym documentation for more information.

TABLE 554: typicons Left/Right Pointers

	<code>\tiChevronLeft</code>		<code>\tiChevronRight</code>
	<code>\tiChevronLeftOutline</code>		<code>\tiChevronRightOutline</code>

typicons requires either Lua \LaTeX or X \LaTeX .

TABLE 555: fontawesome5 Up/Down/Left/Right Pointers

	<code>\faAngleDoubleDown</code>		<code>\faCaretRight</code>		<code>\faChevronCircleDown</code>
	<code>\faAngleDoubleLeft</code>		<code>\faCaretSquareDown</code>		<code>\faChevronCircleLeft</code>
	<code>\faAngleDoubleRight</code>		<code>\faCaretSquareDown[regular]</code>		<code>\faChevronCircleRight</code>
	<code>\faAngleDoubleUp</code>		<code>\faCaretSquareLeft</code>		<code>\faChevronCircleUp</code>
	<code>\faAngleDown</code>		<code>\faCaretSquareLeft[regular]</code>		<code>\faChevronDown</code>
	<code>\faAngleLeft</code>		<code>\faCaretSquareRight</code>		<code>\faChevronLeft</code>
	<code>\faAngleRight</code>		<code>\faCaretSquareRight[regular]</code>		<code>\faChevronRight</code>
	<code>\faAngleUp</code>		<code>\faCaretSquareUp</code>		<code>\faChevronUp</code>
	<code>\faCaretDown</code>		<code>\faCaretSquareUp[regular]</code>		
	<code>\faCaretLeft</code>		<code>\faCaretUp</code>		

TABLE 556: marvosym Laundry Symbols

	<code>\AtForty</code>		<code>\Handwash</code>		<code>\ShortNinetyFive</code>
	<code>\AtNinetyFive</code>		<code>\IroningI</code>		<code>\ShortSixty</code>
	<code>\AtSixty</code>		<code>\IroningII</code>		<code>\ShortThirty</code>
	<code>\Bleech</code>		<code>\IroningIII</code>		<code>\SpecialForty</code>
	<code>\CleaningA</code>		<code>\NoBleech</code>		<code>\Tumbler</code>
	<code>\CleaningF</code>		<code>\NoChemicalCleaning</code>		<code>\WashCotton</code>
	<code>\CleaningFF</code>		<code>\NoIroning</code>		<code>\WashSynthetics</code>
	<code>\CleaningP</code>		<code>\NoTumbler</code>		<code>\WashWool</code>
	<code>\CleaningPP</code>		<code>\ShortFifty</code>		
	<code>\Dontwash</code>		<code>\ShortForty</code>		

TABLE 557: Miscellaneous marvosym Symbols

	<code>\Ankh</code>		<code>\CircledA</code>		<code>\Industry</code>		<code>\PointingHand</code>
	<code>\Bat</code>		<code>\ClockLogo</code>		<code>\Info</code>		<code>\Smiley</code>
	<code>\Bicycle</code>		<code>\Coffeecup</code>		<code>\Ladiesroom</code>		<code>\Wheelchair</code>
	<code>\B0Logo</code>		<code>\Cross</code>		<code>\ManFace</code>		<code>\WomanFace</code>
	<code>\B0LogoL</code>		<code>\Football</code>		<code>\MineSign</code>		<code>\WritingHand</code>
	<code>\B0LogoP</code>		<code>\Frowny</code>		<code>\Mundus</code>		<code>\Yinyang</code>
	<code>\Bouquet</code>		<code>\Gentsroom</code>		<code>\MVAT</code>		
	<code>\Celtcross</code>		<code>\Heart</code>		<code>\PeaceDove</code>		

TABLE 558: Miscellaneous universa Symbols

	<code>\bauforms</code>		<code>\bauhead</code>
--	------------------------	--	-----------------------

TABLE 559: Miscellaneous fourier Symbols

	<code>\bomb</code>		<code>\noway</code>		<code>\textxswdown*</code>		<code>\warning</code>
	<code>\grimace</code>		<code>\textthing*</code>		<code>\textxswup*</code>		

* fourier defines math-mode synonyms for a few of the preceding symbols: `\thething` (“”), `\xswdupsup` (“”), and `\xswdowndown` (“”).

TABLE 560: utfsym Weather Symbols

☸	<code>\usym{1F321}</code>	☸	<code>\usym{1F324}</code>	☸	<code>\usym{1F327}</code>	☸	<code>\usym{1F32A}</code>
☹	<code>\usym{1F322}</code>	☹	<code>\usym{1F325}</code>	☹	<code>\usym{1F328}</code>	☹	<code>\usym{1F32B}</code>
☺	<code>\usym{1F323}</code>	☺	<code>\usym{1F326}</code>	☺	<code>\usym{1F329}</code>	☺	<code>\usym{1F32C}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 561: twemojis Weather Symbols

☁	<code>\twemoji{cloud}</code>	☀	<code>\twemoji{sun behind cloud}</code>
☁⚡	<code>\twemoji{cloud with lightning}</code>	☀	<code>\twemoji{sun behind large cloud}</code>
☁⚡🌧	<code>\twemoji{cloud with lightning and rain}</code>	☀	<code>\twemoji{sun behind rain cloud}</code>
☁🌧	<code>\twemoji{cloud with rain}</code>	☀	<code>\twemoji{sun behind small cloud}</code>
☁❄	<code>\twemoji{cloud with snow}</code>	🌡	<code>\twemoji{thermometer}</code>
🌫	<code>\twemoji{fog}</code>	🌪	<code>\twemoji{tornado}</code>
☀	<code>\twemoji{sun}</code>	🌬	<code>\twemoji{wind face}</code>

Most `twemojis` symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.

All `twemojis` symbols are implemented as PDF graphics, not with a font. See also the `hwemoji` package, which enables direct Unicode entry of emoji characters in `pdfLATEX`; the `emoji` package, which provides a `LuaLATEX` interface to different underlying emoji fonts; and the `emo` package, which uses a font if possible, otherwise PDF graphics.












TABLE 562: ifsym Weather Symbols

☁	<code>\Cloud</code>	☸	<code>\Hail</code>	☸	<code>\Sleet</code>	☸	<code>\WeakRain</code>
☁	<code>\FilledCloud</code>	☀	<code>\HalfSun</code>	❄	<code>\Snow</code>	☁	<code>\WeakRainCloud</code>
☁🌧	<code>\FilledRainCloud</code>	⚡	<code>\Lightning</code>	☁☸	<code>\SnowCloud</code>	☁☸	<code>\FilledSnowCloud</code>
☀	<code>\FilledSunCloud</code>	●	<code>\NoSun</code>	☀	<code>\Sun</code>		
☁🌧	<code>\FilledWeakRainCloud</code>	☸	<code>\Rain</code>	☀	<code>\SunCloud</code>		
🌫	<code>\Fog</code>	☁	<code>\RainCloud</code>	🌫	<code>\ThinFog</code>		

In addition, `\Thermo{0}... \Thermo{6}` produce thermometers that are between 0/6 and 6/6 full of mercury: ☸☸☸☸☸☸

Similarly, `\wind{sun}{angle}{strength}` will draw wind symbols with a given amount of sun (0–4), a given angle (in degrees), and a given strength in km/h (0–100). For example, `\wind{0}{0}{0}` produces “☸”, `\wind{2}{0}{0}` produces “☸☸”, and `\wind{4}{0}{100}` produces “☸☸☸☸”.

TABLE 563: typicons Weather Symbols

	<code>\tiThermometer</code>		<code>\tiWeatherPartlySunny</code>		<code>\tiWeatherSunny</code>
	<code>\tiWeatherCloudy</code>		<code>\tiWeatherShower</code>		<code>\tiWeatherWindy</code>
	<code>\tiWeatherDownpour</code>		<code>\tiWeatherSnow</code>		<code>\tiWeatherWindyCloudy</code>
	<code>\tiWeatherNight</code>		<code>\tiWeatherStormy</code>		

typicons requires either LuaL^AT_EX or X_LL^AT_EX.

TABLE 564: fontawesome5 Weather Symbols
































	<code>\faCloud</code>		<code>\faIcicles</code>		<code>\faThermometerEmpty</code>
	<code>\faCloudMeatball</code>		<code>\faSmog</code>		<code>\faThermometerFull</code>
	<code>\faCloudMoon</code>		<code>\faSnowflake</code>		<code>\faThermometerHalf</code>
	<code>\faCloudMoonRain</code>		<code>\faSnowflake[regular]</code>		<code>\faThermometerQuarter</code>
	<code>\faCloudRain</code>		<code>\faSun</code>		<code>\faThermometerThreeQuarters</code>
	<code>\faCloudShowersHeavy</code>		<code>\faSun[regular]</code>		<code>\faWind</code>
	<code>\faCloudSun</code>		<code>\faTemperatureHigh</code>		
	<code>\faCloudSunRain</code>		<code>\faTemperatureLow</code>		

TABLE 565: figchild Weather Symbols

	<code>\fcCloud</code>		<code>\fcCloudC</code>		<code>\fcSunB</code>
	<code>\fcCloudA</code>		<code>\fcSun</code>		<code>\fcThermometerA</code>
	<code>\fcCloudB</code>		<code>\fcSunA</code>		<code>\fcThermometerB</code>

All figchild symbols are implemented with T_ik_Z graphics, not with a font. Not shown above, each symbol takes three arguments: a scale factor, a line color, and a line thickness. See the figchild documentation for more information.

TABLE 566: ifsym Alpine Symbols

























	<code>\SummitSign</code>		<code>\Summit</code>		<code>\SurveySign</code>		<code>\HalfFilledHut</code>
	<code>\StoneMan</code>		<code>\Mountain</code>		<code>\Joch</code>		<code>\VarSummit</code>
	<code>\Hut</code>		<code>\IceMountain</code>		<code>\Flag</code>		
	<code>\FilledHut</code>		<code>\VarMountain</code>		<code>\VarFlag</code>		
	<code>\Village</code>		<code>\VarIceMountain</code>		<code>\Tent</code>		

TABLE 567: ifsym Clocks

	<code>\Interval</code>		<code>\StopWatchStart</code>		<code>\VarClock</code>		<code>\Wecker</code>
	<code>\StopWatchEnd</code>		<code>\Taschenuhr</code>		<code>\VarTaschenuhr</code>		



































ifsym also exports a `\showclock` macro. `\showclock{<hours>}{<minutes>}` outputs a clock displaying the corresponding time. For instance, “`\showclock{5}{40}`” produces “”. `<hours>` must be an integer from 0 to 11, and `<minutes>` must be an integer multiple of 5 from 0 to 55.

TABLE 568: utfsym Clocks

	<code>\usym{1F550}</code>		<code>\usym{1F557}</code>		<code>\usym{1F55E}</code>		<code>\usym{1F565}</code>
	<code>\usym{1F551}</code>		<code>\usym{1F558}</code>		<code>\usym{1F55F}</code>		<code>\usym{1F566}</code>
	<code>\usym{1F552}</code>		<code>\usym{1F559}</code>		<code>\usym{1F560}</code>		<code>\usym{1F567}</code>
	<code>\usym{1F553}</code>		<code>\usym{1F55A}</code>		<code>\usym{1F561}</code>		<code>\usym{1F570}</code>
	<code>\usym{1F554}</code>		<code>\usym{1F55B}</code>		<code>\usym{1F562}</code>		
	<code>\usym{1F555}</code>		<code>\usym{1F55C}</code>		<code>\usym{1F563}</code>		
	<code>\usym{1F556}</code>		<code>\usym{1F55D}</code>		<code>\usym{1F564}</code>		































All utfsym symbols are implemented with TikZ graphics, not with a font. In addition to `\usym`, the utfsym package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the utfsym documentation for more information.

TABLE 569: clock Clocks

<code>\ClockStyle</code>	<code>\ClockFramefalse</code>	<code>\ClockFrametrue</code>
0		
1		
2		
3		

The clock package provides a `\clock` command to typeset an arbitrary time on an analog clock (and `\clocktime` to typeset the document’s build time). For example, the clocks in the above table were produced with `\clock{15}{41}`. Clock symbols are composed from a font of clock-face fragments using one of four values for `\ClockStyle` and either `\ClockFrametrue` or `\ClockFramefalse` as illustrated above. See the clock documentation for more information.

TABLE 570: twemojis Clocks

	<code>\twemoji{one o'clock}</code>		<code>\twemoji{eight-thirty}</code>
	<code>\twemoji{one-thirty}</code>		<code>\twemoji{nine o'clock}</code>
	<code>\twemoji{two o'clock}</code>		<code>\twemoji{nine-thirty}</code>
	<code>\twemoji{two-thirty}</code>		<code>\twemoji{ten o'clock}</code>
	<code>\twemoji{three o'clock}</code>		<code>\twemoji{ten-thirty}</code>
	<code>\twemoji{three-thirty}</code>		<code>\twemoji{eleven o'clock}</code>
	<code>\twemoji{four o'clock}</code>		<code>\twemoji{eleven-thirty}</code>
	<code>\twemoji{four-thirty}</code>		<code>\twemoji{twelve o'clock}</code>
	<code>\twemoji{five o'clock}</code>		<code>\twemoji{twelve-thirty}</code>
	<code>\twemoji{five-thirty}</code>		<code>\twemoji{alarm clock}</code>
	<code>\twemoji{six o'clock}</code>		<code>\twemoji{hourglass done}</code>
	<code>\twemoji{six-thirty}</code>		<code>\twemoji{hourglass not done}</code>
	<code>\twemoji{seven o'clock}</code>		<code>\twemoji{mantelpiece clock}</code>
	<code>\twemoji{seven-thirty}</code>		<code>\twemoji{stopwatch}</code>
	<code>\twemoji{eight o'clock}</code>		<code>\twemoji{timer clock}</code>

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.

All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .

TABLE 571: typicons Time and Date Symbols

	<code>\tiCalendar</code>		<code>\tiStopwatch</code>		<code>\tiWatch</code>
	<code>\tiCalendarOutline</code>		<code>\tiTime</code>		

typicons requires either LuaL^AT_EX or X_YL^AT_EX.

TABLE 572: fontawesome5 Time and Date Symbols

























	<code>\faBusinessTime</code>		<code>\faCalendarMinus</code>		<code>\faClock[regular]</code>
	<code>\faCalendar*[regular]</code>		<code>\faCalendarMinus[regular]</code>		<code>\faDigitalTachograph</code>
	<code>\faCalendar*</code>		<code>\faCalendarPlus</code>		<code>\faHourglass</code>
	<code>\faCalendar</code>		<code>\faCalendarPlus[regular]</code>		<code>\faHourglass[regular]</code>
	<code>\faCalendar[regular]</code>		<code>\faCalendarTimes</code>		<code>\faHourglassEnd</code>
	<code>\faCalendarCheck</code>		<code>\faCalendarTimes[regular]</code>		<code>\faHourglassHalf</code>
	<code>\faCalendarCheck[regular]</code>		<code>\faCalendarWeek</code>		<code>\faHourglassStart</code>
	<code>\faCalendarDay</code>		<code>\faClock</code>		<code>\faTachometer*</code>

TABLE 573: twemojis Animals

	<code>\twemoji{ant}</code>		<code>\twemoji{microbe}</code>
	<code>\twemoji{baby chick}</code>		<code>\twemoji{monkey}</code>
	<code>\twemoji{badger}</code>		<code>\twemoji{monkey face}</code>
	<code>\twemoji{bat}</code>		<code>\twemoji{mosquito}</code>
	<code>\twemoji{bear}</code>		<code>\twemoji{mouse face}</code>
	<code>\twemoji{beaver}</code>		<code>\twemoji{mouse2}</code>
	<code>\twemoji{beetle}</code>		<code>\twemoji{octopus}</code>
	<code>\twemoji{bird}</code>		<code>\twemoji{orangutan}</code>
	<code>\twemoji{black cat}</code>		<code>\twemoji{otter}</code>
	<code>\twemoji{blowfish}</code>		<code>\twemoji{owl}</code>
	<code>\twemoji{boar}</code>		<code>\twemoji{ox}</code>
	<code>\twemoji{bug}</code>		<code>\twemoji{oyster}</code>
	<code>\twemoji{butterfly}</code>		<code>\twemoji{panda}</code>
	<code>\twemoji{cat face}</code>		<code>\twemoji{parrot}</code>
	<code>\twemoji{cat2}</code>		<code>\twemoji{paw prints}</code>
	<code>\twemoji{chicken}</code>		<code>\twemoji{peacock}</code>
	<code>\twemoji{chipmunk}</code>		<code>\twemoji{penguin}</code>
	<code>\twemoji{cockroach}</code>		<code>\twemoji{pig face}</code>
	<code>\twemoji{cow face}</code>		<code>\twemoji{pig nose}</code>
	<code>\twemoji{cow2}</code>		<code>\twemoji{pig2}</code>
	<code>\twemoji{crab}</code>		<code>\twemoji{polar bear}</code>
	<code>\twemoji{cricket}</code>		<code>\twemoji{poodle}</code>
	<code>\twemoji{crocodile}</code>		<code>\twemoji{rabbit face}</code>
	<code>\twemoji{deer}</code>		<code>\twemoji{rabbit2}</code>
	<code>\twemoji{dodo}</code>		<code>\twemoji{raccoon}</code>
	<code>\twemoji{dog face}</code>		<code>\twemoji{racehorse}</code>
	<code>\twemoji{dog2}</code>		<code>\twemoji{ram}</code>
	<code>\twemoji{dolphin}</code>		<code>\twemoji{rat}</code>
	<code>\twemoji{dragon}</code>		<code>\twemoji{rhinoceros}</code>
	<code>\twemoji{dragon face}</code>		<code>\twemoji{rooster}</code>
	<code>\twemoji{dromedary camel}</code>		<code>\twemoji{sauropod}</code>
	<code>\twemoji{duck}</code>		<code>\twemoji{scorpion}</code>
	<code>\twemoji{eagle}</code>		<code>\twemoji{seal}</code>
	<code>\twemoji{elephant}</code>		<code>\twemoji{service dog}</code>
	<code>\twemoji{fish}</code>		<code>\twemoji{shark}</code>
	<code>\twemoji{flamingo}</code>		<code>\twemoji{sheep}</code>
	<code>\twemoji{fly}</code>		<code>\twemoji{shrimp}</code>
	<code>\twemoji{fox}</code>		<code>\twemoji{skunk}</code>
	<code>\twemoji{frog}</code>		<code>\twemoji{sloth}</code>
	<code>\twemoji{front-facing baby chick}</code>		<code>\twemoji{snail}</code>
	<code>\twemoji{giraffe}</code>		<code>\twemoji{snake}</code>
	<code>\twemoji{goat}</code>		<code>\twemoji{spiral shell}</code>
	<code>\twemoji{gorilla}</code>		<code>\twemoji{spouting whale}</code>

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	<code>\twemoji{guide dog}</code>		<code>\twemoji{squid}</code>
	<code>\twemoji{hamster}</code>		<code>\twemoji{swan}</code>
	<code>\twemoji{hatching chick}</code>		<code>\twemoji{T-Rex}</code>
	<code>\twemoji{hedgehog}</code>		<code>\twemoji{tiger face}</code>
	<code>\twemoji{hippopotamus}</code>		<code>\twemoji{tiger2}</code>
	<code>\twemoji{honeybee}</code>		<code>\twemoji{tropical fish}</code>
	<code>\twemoji{horse face}</code>		<code>\twemoji{turkey}</code>
	<code>\twemoji{kangaroo}</code>		<code>\twemoji{turtle}</code>
	<code>\twemoji{koala}</code>		<code>\twemoji{two-hump camel}</code>
	<code>\twemoji{lady beetle}</code>		<code>\twemoji{unicorn}</code>
	<code>\twemoji{leopard}</code>		<code>\twemoji{water buffalo}</code>
	<code>\twemoji{lion}</code>		<code>\twemoji{whale2}</code>
	<code>\twemoji{lizard}</code>		<code>\twemoji{wolf}</code>
	<code>\twemoji{llama}</code>		<code>\twemoji{worm}</code>
	<code>\twemoji{lobster}</code>		<code>\twemoji{zebra}</code>
	<code>\twemoji{mammoth}</code>		

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.

All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .

TABLE 574: fontawesome5 Animals































































































	<code>\faBug</code>		<code>\faDove</code>		<code>\faHippo</code>		<code>\faOtter</code>
	<code>\faCat</code>		<code>\faDragon</code>		<code>\faHorse</code>		<code>\faSpider</code>
	<code>\faCrow</code>		<code>\faFish</code>		<code>\faHorseHead</code>		
	<code>\faDog</code>		<code>\faFrog</code>		<code>\faKiwiBird</code>		

TABLE 575: figchild Animals

	<code>\fcAlligator</code>		<code>\fcGiraffeA</code>
	<code>\fcAlligatorA</code>		<code>\fcGiraffeB</code>
	<code>\fcAnt</code>		<code>\fcGiraffes</code>
	<code>\fcAntA</code>		<code>\fcGnat</code>
	<code>\fcAntelope</code>		<code>\fcGoose</code>
	<code>\fcArmadillo</code>		<code>\fcHerring</code>
	<code>\fcBat</code>		<code>\fcHippo</code>
	<code>\fcBear</code>		<code>\fcHorse</code>
	<code>\fcBearA</code>		<code>\fcHorseA</code>
	<code>\fcBearB</code>		<code>\fcHummingbird</code>
	<code>\fcBearC</code>		<code>\fcKittenA</code>
	<code>\fcBearD</code>		<code>\fcKittenB</code>
	<code>\fcBears</code>		<code>\fcKittensA</code>
	<code>\fcBee</code>		<code>\fcKittensB</code>
	<code>\fcBeeA</code>		<code>\fcLadybird</code>
	<code>\fcBird</code>		<code>\fcLadybirdB</code>
	<code>\fcBirdA</code>		<code>\fcLadyBug</code>
	<code>\fcBirdB</code>		<code>\fcLamb</code>
	<code>\fcBirdC</code>		<code>\fcLion</code>
	<code>\fcBirdD</code>		<code>\fcLionA</code>
	<code>\fcBirdE</code>		<code>\fcLittleBirds</code>
	<code>\fcBull</code>		<code>\fcLittleMouse</code>







































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	<code>\fcBunnyA</code>		<code>\fcLocust</code>
	<code>\fcBunnyB</code>		<code>\fcLouvadeus</code>
	<code>\fcBunnyC</code>		<code>\fcMacaw</code>
	<code>\fcBunnyD</code>		<code>\fcMonkey</code>
	<code>\fcBunnyE</code>		<code>\fcMonkeyA</code>
	<code>\fcButterfly</code>		<code>\fcMoonfish</code>
	<code>\fcButterflyA</code>		<code>\fcMoose</code>
	<code>\fcButterflyB</code>		<code>\fcMouse</code>
	<code>\fcButterflyC</code>		<code>\fcMouseA</code>
	<code>\fcCalf</code>		<code>\fcMouseB</code>
	<code>\fcCat</code>		<code>\fcOctopus</code>
	<code>\fcCaterpillar</code>		<code>\fcOctopusA</code>
	<code>\fcCatfish</code>		<code>\fcOrca</code>
	<code>\fcCentipede</code>		<code>\fcOstrich</code>
	<code>\fcChick</code>		<code>\fcOwl</code>
	<code>\fcChicken</code>		<code>\fcOwlA</code>
	<code>\fcChicks</code>		<code>\fcOwlB</code>
	<code>\fcCobrabebe</code>		<code>\fcOx</code>
	<code>\fcCow</code>		<code>\fcPandaBear</code>
	<code>\fcCrabA</code>		<code>\fcParrot</code>
	<code>\fcCrabB</code>		<code>\fcPeacock</code>
	<code>\fcDinosaurA</code>		<code>\fcPenguin</code>
	<code>\fcDinosaurB</code>		<code>\fcPerch</code>



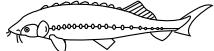








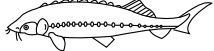












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	<code>\fcDinosaurC</code>		<code>\fcPeruA</code>
	<code>\fcDinosaurD</code>		<code>\fcPeruB</code>
	<code>\fcDinosaurE</code>		<code>\fcPig</code>
	<code>\fcDinosaurF</code>		<code>\fcPigA</code>
	<code>\fcDinosaurG</code>		<code>\fcPigB</code>
	<code>\fcDinosaurH</code>		<code>\fcPigC</code>
	<code>\fcDinosaurI</code>		<code>\fcPigD</code>
	<code>\fcDinosaurJ</code>		<code>\fcPigE</code>
	<code>\fcDog</code>		<code>\fcPuppy</code>
	<code>\fcDolphin</code>		<code>\fcRabbit</code>
	<code>\fcDolphinA</code>		<code>\fcRabbitA</code>
	<code>\fcDragonFly</code>		<code>\fcRabbits</code>
	<code>\fcDuck</code>		<code>\fcRaccoon</code>
	<code>\fcDuckA</code>		<code>\fcScorpion</code>
	<code>\fcDuckB</code>		<code>\fcSeahorse</code>
	<code>\fcDuckC</code>		<code>\fcShark</code>
	<code>\fcElephant</code>		<code>\fcSheep</code>
	<code>\fcElephantA</code>		<code>\fcSheepA</code>
	<code>\fcElephantB</code>		<code>\fcSheepB</code>
	<code>\fcFishA</code>		<code>\fcSheepC</code>
	<code>\fcFishB</code>		<code>\fcSnailA</code>
	<code>\fcFishC</code>		<code>\fcSnailB</code>
	<code>\fcFishD</code>		<code>\fcSnailC</code>







(continued on next page)

(continued from previous page)

	<code>\fcFishE</code>		<code>\fcSpider</code>
	<code>\fcFishF</code>		<code>\fcSpiderA</code>
	<code>\fcFishG</code>		<code>\fcSpiderB</code>
	<code>\fcFishH</code>		<code>\fcSquirrel</code>
	<code>\fcFishI</code>		<code>\fcSquirrelA</code>
	<code>\fcFishK</code>		<code>\fcSturgeon</code>
	<code>\fcFishL</code>		<code>\fcToucan</code>
	<code>\fcFishM</code>		<code>\fcTurtle</code>
	<code>\fcFlamingo</code>		<code>\fcTurtleA</code>
	<code>\fcFlamingoA</code>		<code>\fcTurtleB</code>
	<code>\fcFrog</code>		<code>\fcUrchin</code>
	<code>\fcGiraffe</code>		<code>\fcZebra</code>

All `figchild` symbols are implemented with `TikZ` graphics, not with a font. Not shown above, each symbol takes three arguments: a scale factor, a line color, and a line thickness. See the `figchild` documentation for more information.

TABLE 579: `bullcntr` Tally Markers

<code>\bullcntr{<1>}</code>		<code>\bullcntr{<4>}</code>		<code>\bullcntr{<7>}</code>
<code>\bullcntr{<2>}</code>		<code>\bullcntr{<5>}</code>		<code>\bullcntr{<8>}</code>
<code>\bullcntr{<3>}</code>		<code>\bullcntr{<6>}</code>		<code>\bullcntr{<9>}</code>

The notation for `\bullcntr` used in the above bears explanation. `\bullcntr` does not take a number as its argument but rather a \LaTeX counter, whose value it uses to typeset a tally marker. “`\bullcntr{<3>}`”, for example, means to invoke `\bullcntr` with a counter whose value is 3. (`\bullcntr` usage is therefore akin to that of \LaTeX 's `\fnsymbol`.) The intention is to use `\bullcntr` indirectly via the `bullenum` package's `bullenum` environment, which is a variation on the `enumerate` environment that uses `\bullcntr` to typeset the labels.




To typeset individual tally markers, one can define a helper command:

```

\newcounter{bull}
\newcommand{\showbullcntr}[1]{%
  \setcounter{bull}{#1}%
  \bullcntr{bull}%
}

```

`bullcntr`'s package options `smallctrbull`, `largectrbull`, and `heartctrbull` and corresponding commands `\smallctrbull`, `\largectrbull`, and `\heartctrbull` control the formatting of each tally marker:





















	small	large	heart
<code>\bullcntr{<5>}</code>			

The default is `smartctrbull` (`\smartctrbull`), which maps counter values 1–5 to large pips and 6–9 to small pips. It is also possible to use arbitrary symbols for `\bullcntr`'s pips. See the `bullcntr` documentation for more information.

TABLE 580: `dozenal` Tally Markers

<code>\tally{1}</code>	<code>\tally{3}</code>	<code>\tally{5}</code>
<code>\tally{2}</code>	<code>\tally{4}</code>	<code>\tally{6}</code>

TABLE 581: figchild Letters and Digits

	<code>\fcLetterK</code>		<code>\fcLetterT</code>		<code>\fcNumberThree</code>
	<code>\fcLetterL</code>		<code>\fcLetterU</code>		<code>\fcNumberFour</code>
	<code>\fcLetterM</code>		<code>\fcLetterV</code>		<code>\fcNumberFive</code>
	<code>\fcLetterN</code>		<code>\fcLetterW</code>		<code>\fcNumberSix</code>
	<code>\fcLetterO</code>		<code>\fcLetterX</code>		<code>\fcNumberSeven</code>
	<code>\fcLetterP</code>		<code>\fcLetterY</code>		<code>\fcNumberEight</code>
	<code>\fcLetterQ</code>		<code>\fcLetterZ</code>		<code>\fcNumberNine</code>
	<code>\fcLetterR</code>		<code>\fcNumberOne</code>		<code>\fcNumberTen</code>
	<code>\fcLetterS</code>		<code>\fcNumberTwo</code>		

It's a mystery why figchild's alphabet begins with "K".

All figchild symbols are implemented with *TikZ* graphics, not with a font. Not shown above, each symbol takes three arguments: a scale factor, a line color, and a line thickness. See the figchild documentation for more information.

TABLE 582: skull Symbols


 `\skull`

TABLE 583: Non-Mathematical mathabx Symbols

\ddagger `\rip`

TABLE 584: Miscellaneous ifsym Symbols










	<code>\FilledSectioningDiamond</code>		<code>\Letter</code>		<code>\Radiation</code>
	<code>\Fire</code>		<code>\PaperLandscape</code>		<code>\SectioningDiamond</code>
	<code>\Irritant</code>		<code>\PaperPortrait</code>		<code>\Telephone</code>

TABLE 585: asapsym Signs

Ⓢ	<code>\asapCigaretteSign</code>	Ⓣ	<code>\asapNotEmergencySign</code>
Ⓞ	<code>\asapDogSign</code>	Ⓤ	<code>\asapNotHelpSign</code>
Ⓟ	<code>\asapDollarSign</code>	Ⓧ	<code>\asapNotHospitalSign</code>
Ⓠ	<code>\asapEmergencySign</code>	Ⓨ	<code>\asapNotInformationSign</code>
Ⓡ	<code>\asapHelpSign</code>	Ⓩ	<code>\asapNotMobilePhoneSign</code>
Ⓢ	<code>\asapHospitalSign</code>	ⓐ	<code>\asapNotParkingSign</code>
Ⓣ	<code>\asapInformationSign</code>	ⓑ	<code>\asapNotSign</code>
Ⓤ	<code>\asapMobilePhoneSign</code>	ⓓ	<code>\asapNotWalkSign</code>
Ⓧ	<code>\asapNotCigaretteSign</code>	ⓔ	<code>\asapParkingSign</code>
Ⓨ	<code>\asapNotDogSign</code>	ⓕ	<code>\asapWalkSign</code>
Ⓩ	<code>\asapNotDollarSign</code>		

asapsym requires either Lua \LaTeX or X \LaTeX .

TABLE 586: metre Metrical Symbols

x	<code>\a</code>	Ⓢ	<code>\bBm</code>		<code>\cc</code>	Ⓣ	<code>\Mbb</code>	⋮	<code>\Pppp</code>	⊗	<code>\t</code>
Ⓢ	<code>\B</code>	Ⓤ	<code>\bbm</code>		<code>\Ccc</code>	Ⓤ	<code>\mbbx</code>	⋮	<code>\pppp</code>	┌	<code>\tsbm</code>
Ⓢ	<code>\b</code>	Ⓢ	<code>\Bbm</code>	—	<code>\m</code>	∞	<code>\oo</code>	⋮	<code>\Ppppp</code>	┌	<code>\tsmb</code>
Ⓢ	<code>\Bb</code>	Ⓢ	<code>\bbmb</code>	∠	<code>\M</code>	.	<code>\p</code>	⋮	<code>\ppppp</code>	┌	<code>\tsmm</code>
Ⓢ	<code>\BB</code>	Ⓢ	<code>\bbmx</code>	⋈	<code>\ma</code>	⋈	<code>\pm</code>	┌	<code>\ps</code>	⋮	<code>\vppm</code>
Ⓢ	<code>\bb</code>	Ⓢ	<code>\bm</code>	Ⓣ	<code>\Mb</code>	:	<code>\pp</code>	:	<code>\pxp</code>	⋮	<code>\vpppm</code>
Ⓢ	<code>\bB</code>	Ⓢ	<code>\Bm</code>	Ⓣ	<code>\mb</code>	:	<code>\Pp</code>	:	<code>\Pxp</code>	::	<code>\x</code>
Ⓢ	<code>\bba</code>		<code>\c</code>	Ⓣ	<code>\mBb</code>	..	<code>\ppm</code>	~	<code>\R</code>		
Ⓢ	<code>\bbb</code>		<code>\C</code>	Ⓢ	<code>\mbB</code>	⋮	<code>\ppp</code>	~	<code>\r</code>		
Ⓢ	<code>\BBm</code>		<code>\Cc</code>	Ⓢ	<code>\mbb</code>	⋮	<code>\Ppp</code>	⊗	<code>\T</code>		

The preceding symbols are valid only within the argument to the `\metre` command.

TABLE 587: metre Small and Large Metrical Symbols

+	<code>\anaclasis</code>	÷	<code>\Anaclasis</code>
<	<code>\antidiple</code>	<	<code>\Antidiple</code>
≠	<code>\antidiple*</code>	≠	<code>\Antidiple*</code>
∩	<code>\antisigma</code>	∩	<code>\Antisigma</code>
✱	<code>\asteriscus</code>	✱	<code>\Asteriscus</code>
^	<code>\catalexis</code>	^	<code>\Catalexis</code>
>	<code>\diple</code>	>	<code>\Diple</code>
≠	<code>\diple*</code>	≠	<code>\Diple*</code>
—	<code>\obelus</code>	—	<code>\Obelus</code>
÷	<code>\obelus*</code>	÷	<code>\Obelus*</code>
~	<code>\respondens</code>	~	<code>\Respondens</code>
⊗	<code>\terminus</code>	⊗	<code>\Terminus</code>
⊕	<code>\terminus*</code>	⊕	<code>\Terminus*</code>

TABLE 588: teubner Metrical Symbols

∞	\aeolicbii	∩	\barbrevis	+	\ipercatal
∞∞	\aeolicbiii	∪	\bbrevis	—	\longa
∞∞∞	\aeolicbiv	∩	\brevis	⌞	\ubarbbrevis
×	\anceps	^	\catal	⌞	\ubarbrevis
⌘	\ancepsdbrevis	∩	\corona	⌞⌞	\ubarsbrevis
⌘	\banceps	∩	\coronainv	∩	\ubrevislonga
∩	\barbbrevis	H	\hiatus		

The `teubner` package provides a `\newmetrics` command that helps users combine the preceding symbols as well as other `teubner` symbols. For example, the predefined `\pentam` symbol uses `\newmetrics` to juxtapose six `\longas`, two `\barbbrevises`, four `\brevises`, and a `\dBar` into “`—∩—∩—||—∩—∩—`”. See the `teubner` documentation for more information.

TABLE 589: hamnosys Hand Shapes

∩	\hamceeall	∩	\hamfingertwothree	∩	\hamflathand
∩	\hamceeonetwo	∩	\hamfingertwothreefourfive	∩	\hampinchall
∩	\hamceeopen	∩	\hamfingertwothreespread	∩	\hampinchonetwo
∩	\hamfingertwo	∩	\hamfist	∩	\hampinchonetwoopen

`hamnosys` requires either `LuaATEX` or `XYLATEX`.

TABLE 590: hamnosys Hand-Shape Modifiers

^	\hamdoublebent	∩	\hamfingerhookmod	∩	\hamthumbopenmod
∩	\hamdoublehooked	∩	\hamfingerstraightmod	∩	\hamthumboutmod
∩	\hamfingerbendmod	∩	\hamthumbacrossmod		

`hamnosys` requires either `LuaATEX` or `XYLATEX`.

TABLE 591: hamnosys Extended Finger Directions

∩	\hamextfingerd	∩	\hamextfingeril	∩	\hamextfingerr
∩	\hamextfingerdi	∩	\hamextfingerir	∩	\hamextfingeru
∩	\hamextfingerdl	∩	\hamextfingerl	∩	\hamextfingerui
∩	\hamextfingerdo	∩	\hamextfingero	∩	\hamextfingerul
∩	\hamextfingerdr	∩	\hamextfingerol	∩	\hamextfingeruo
∩	\hamextfingeri	∩	\hamextfingeror	∩	\hamextfingerur

`hamnosys` requires either `LuaATEX` or `XYLATEX`.

TABLE 592: hamnosys Palm Orientations

◌	\hampalmd	◌	\hampalmdr	◌	\hampalml	◌	\hampalml	◌	\hampalml	◌	\hampalml
◌	\hampalmdl	◌	\hampalml	◌	\hampalml	◌	\hampalml	◌	\hampalml	◌	\hampalml

hamnosys requires either Lua \LaTeX or Xe \LaTeX .

TABLE 593: hamnosys Body Locations

☐	\hambelowstomach	⦿	\hamfingertip	5	\hampinkyside
⌋	\hamcheek	⌋	\hamforehead	4	\hamringfinger
☐	\hamchest	⌋	\hamhandback	☐	\hamshoulders
⌋	\hamchin	○	\hamhead	☐	\hamshouldertop
?	\hamear	○	\hamheadtop	☐	\hamstomach
2	\hamearlobe	2	\hamindexfinger	☐	\hamteeth
⌋	\hamelbow	☐	\hamlips	1	\hamthumb
⌋	\hamelbowinside	⌋	\hamlowerarm	⌋	\hamthumbball
~	\hameyebrows	3	\hammiddlefinger	⌋	\hamthumbside
∞	\hameyes	⌋	\hamneck	☐	\hamtongue
⦿	\hamfingerbase	∅	\hamneutralspace	⌋	\hamunderchin
⦿	\hamfingermidjoint	⌋	\hamnose	⌋	\hamupperarm
⦿	\hamfingernail	⌋	\hamnostrils	⌋	\hamwristback
⦿	\hamfingerpad	~	\hampalm	⌋	\hamwristpulse
⦿	\hamfingerside	5	\hampinky		

hamnosys requires either Lua \LaTeX or Xe \LaTeX .

TABLE 594: hamnosys Location Modifiers

○	\hamcorefref	□	\hamcoreftag	▪	\hamlrat	◦	\hamlrbeside
---	--------------	---	--------------	---	----------	---	--------------

hamnosys requires either Lua \LaTeX or Xe \LaTeX .

TABLE 595: hamnosys Movements

∩	<code>\hamarc</code>	○	<code>\hamclockdl</code>	↙	<code>\hammoveil</code>
∪	<code>\hamarcl</code>	◊	<code>\hamclockdr</code>	↘	<code>\hammoveir</code>
∩∪	<code>\hamarc</code>	⊕	<code>\hamclockfull</code>	←	<code>\hammove</code>
∩	<code>\hamarcu</code>	◊	<code>\hamclockl</code>	⊥	<code>\hammoveo</code>
↗	<code>\hamarmextended</code>	◊	<code>\hamclockr</code>	↖	<code>\hammoveol</code>
↖	<code>\hambehind</code>	◊	<code>\hamclocku</code>	↗	<code>\hammoveor</code>
†	<code>\hambrushing</code>	◊	<code>\hamclockul</code>	→	<code>\hammove</code>
⊙	<code>\hamcircled</code>	◊	<code>\hamclockur</code>	↑	<code>\hammoveu</code>
⊙	<code>\hamcircledi</code>	⊗	<code>\hamclose</code>	↖	<code>\hammoveui</code>
⊙	<code>\hamcircledl</code>	×	<code>\hamcross</code>	↙	<code>\hammoveul</code>
⊙	<code>\hamcircledo</code>	∠	<code>\hamdecreasing</code>	↘	<code>\hammoveuo</code>
⊙	<code>\hamcircledr</code>	⊙	<code>\hamellipseh</code>	↗	<code>\hammoveur</code>
⊙	<code>\hamcirclei</code>	⊙	<code>\hamellipseul</code>	↔	<code>\hamnoddling</code>
⊙	<code>\hamcircleil</code>	⊙	<code>\hamellipseur</code>	⊗	<code>\hamnomotion</code>
⊙	<code>\hamcircleir</code>	⊙	<code>\hamellipsev</code>	↗	<code>\hamreplace</code>
⊙	<code>\hamcirclel</code>	*	<code>\hamfast</code>	∇	<code>\hamrest</code>
⊙	<code>\hamcircleo</code>	✋	<code>\hamfingerplay</code>	—	<code>\hamslow</code>
⊙	<code>\hamcircleol</code>		<code>\hamhalt</code>	?	<code>\hamstirccw</code>
⊙	<code>\hamcircleor</code>	∠	<code>\hamincreasing</code>	∇	<code>\hamstircw</code>
⊙	<code>\hamcircler</code>	⊙	<code>\haminterlock</code>	↔	<code>\hamswinging</code>
⊙	<code>\hamcircleu</code>	↓	<code>\hammoved</code>	×	<code>\hamtense</code>
⊙	<code>\hamcircleui</code>	↖	<code>\hammovedi</code>	×	<code>\hamtouch</code>
⊙	<code>\hamcircleul</code>	↙	<code>\hammovedl</code>	∇	<code>\hamtwisting</code>
⊙	<code>\hamcircleuo</code>	↘	<code>\hammovedo</code>	∞	<code>\hamwavy</code>
⊙	<code>\hamcircleur</code>	↗	<code>\hammovedr</code>	∞	<code>\hamzigzag</code>
○	<code>\hamclockd</code>	⊥	<code>\hammovei</code>		

hamnosys requires either Lua^AT_EX or X_Y^AT_EX.

TABLE 596: hamnosys Movement Modifiers

. `\hamlargemod` ◦ `\hamsmallmod`

hamnosys requires either Lua^AT_EX or X_Y^AT_EX.

TABLE 597: hamnosys Obsolete Spacing Symbols

↔	<code>\hammovecross</code>	↔	<code>\hamwristtoback</code>	↔	<code>\hamwristtopulse</code>
✳	<code>\hammoveX</code>	↔	<code>\hamwristtopinky</code>	↔	<code>\hamwristtothumb</code>

hamnosys requires either Lua^AT_EX or X_Y^AT_EX.

TABLE 598: Miscellaneous hamnosys Symbols
















































\sim	<code>\hamalternatingmotion</code>	\simeq	<code>\hamplus</code>
\backslash	<code>\hambetween</code>	\leftrightarrow	<code>\hamrepeatcontinue</code>
\dots	<code>\hametc</code>	\leftrightarrow	<code>\hamrepeatcontinueseveral</code>
\langle	<code>\hamfusionbegin</code>	$+$	<code>\hamrepeatfromstart</code>
\rangle	<code>\hamfusionend</code>	$+$	<code>\hamrepeatfromstartseveral</code>
\square	<code>\hammime</code>	\leftarrow	<code>\hamrepeatreverse</code>
\boxtimes	<code>\hamnondominant</code>	$($	<code>\hamseqbegin</code>
$\textcircled{\times}$	<code>\hamnonipsi</code>	$)$	<code>\hamseqend</code>
\sim	<code>\hamorirelative</code>	\sim	<code>\hamsymmlr</code>
$[$	<code>\hamparbegin</code>	$:$	<code>\hamsymmpar</code>
$]$	<code>\hamparend</code>		

hamnosys requires either $\text{Lua}\text{L}\text{A}\text{T}\text{E}\text{X}$ or $\text{X}\text{E}\text{L}\text{A}\text{T}\text{E}\text{X}$.

TABLE 599: dictsym Dictionary Symbols

$\textcircled{\times}$	<code>\dsaeronautical</code>	$\textcircled{\times}$	<code>\dscommercial</code>	$\textcircled{\times}$	<code>\dsmedical</code>
$\textcircled{\times}$	<code>\dsagricultural</code>	$\textcircled{\times}$	<code>\ds heraldical</code>	$\textcircled{\times}$	<code>\dsmilitary</code>
$\textcircled{\times}$	<code>\dsarchitectural</code>	$\textcircled{\times}$	<code>\dsjuridical</code>	$\textcircled{\times}$	<code>\dsrailways</code>
$\textcircled{\times}$	<code>\dsbiological</code>	$\textcircled{\times}$	<code>\dsliterary</code>	$\textcircled{\times}$	<code>\ds technical</code>
$\textcircled{\times}$	<code>\dschemical</code>	$\textcircled{\times}$	<code>\ds mathematical</code>		






















TABLE 600: pmboxdraw Box-Drawing Symbols

	<code>\textblock</code>		<code>\textSFli</code>		<code>\textSFxli</code>		<code>\textSFxxiii</code>
	<code>\textdkshade</code>		<code>\textSFlii</code>		<code>\textSFxlii</code>		<code>\textSFxxiv</code>
	<code>\textdnblock</code>		<code>\textSFliiii</code>	<code>=</code>	<code>\textSFxliiii</code>		<code>\textSFxxv</code>
	<code>\textlfblock</code>		<code>\textSFliv</code>		<code>\textSFxliv</code>		<code>\textSFxxvi</code>
	<code>\textltshade</code>		<code>\textSFv</code>		<code>\textSFxlix</code>		<code>\textSFxxvii</code>
	<code>\textrtblock</code>		<code>\textSFvi</code>		<code>\textSFxlv</code>		<code>\textSFxxviii</code>
	<code>\textSFi</code>		<code>\textSFvii</code>		<code>\textSFxlvii</code>		<code>\textSFxxxix</code>
	<code>\textSFii</code>		<code>\textSFviii</code>		<code>\textSFxlvi</code>		<code>\textSFxxxvi</code>
	<code>\textSFiii</code>		<code>\textSFx</code>		<code>\textSFxlvi</code>		<code>\textSFxxxvii</code>
	<code>\textSFiv</code>		<code>\textSFxi</code>		<code>\textSFxx</code>		<code>\textSFxxxviii</code>
	<code>\textSFix</code>		<code>\textSFxix</code>		<code>\textSFxxi</code>		<code>\textshade</code>
	<code>\textSF1</code>		<code>\textSFx1</code>		<code>\textSFxxii</code>		<code>\textupblock</code>

Code Page 437 (CP437), which was first utilized by the original IBM PC, contains the set of box-drawing symbols (sides, corners, and intersections of single- and double-ruled boxes) shown above in character positions 176–223. These symbols also appear in the Unicode Box Drawing and Block Element tables.
















































The `pmboxdraw` package draws the CP437 box-drawing symbols using `TeX` rules (specifically, `\vrule`) instead of with a font and thereby provides the ability to alter both rule width and the separation between rules. See the `pmboxdraw` documentation for more information.

TABLE 601: staves Magical Staves

	<code>\staveI</code>		<code>\staveXXIV</code>		<code>\staveXLVII</code>
	<code>\staveII</code>		<code>\staveXXV</code>		<code>\staveXLVIII</code>
	<code>\staveIII</code>		<code>\staveXXVI</code>		<code>\staveXLIX</code>
	<code>\staveIV</code>		<code>\staveXXVII</code>		<code>\staveL</code>
	<code>\staveV</code>		<code>\staveXXVIII</code>		<code>\staveLI</code>
	<code>\staveVI</code>		<code>\staveXXIX</code>		<code>\staveLII</code>
	<code>\staveVII</code>		<code>\staveXXX</code>		<code>\staveLIII</code>

(continued on next page)

(continued from previous page)

	<code>\staveVIII</code>		<code>\staveXXXI</code>		<code>\staveLIV</code>
	<code>\staveIX</code>		<code>\staveXXXII</code>		<code>\staveLV</code>
	<code>\staveX</code>		<code>\staveXXXIII</code>		<code>\staveLVI</code>
	<code>\staveXI</code>		<code>\staveXXXIV</code>		<code>\staveLVII</code>
	<code>\staveXII</code>		<code>\staveXXXV</code>		<code>\staveLVIII</code>
	<code>\staveXIII</code>		<code>\staveXXXVI</code>		<code>\staveLIX</code>
	<code>\staveXIV</code>		<code>\staveXXXVII</code>		<code>\staveLX</code>
	<code>\staveXV</code>		<code>\staveXXXVIII</code>		<code>\staveLXI</code>
	<code>\staveXVI</code>		<code>\staveXXXIX</code>		<code>\staveLXII</code>
	<code>\staveXVII</code>		<code>\staveXL</code>		<code>\staveLXIII</code>
	<code>\staveXVIII</code>		<code>\staveXLI</code>		<code>\staveLXIV</code>
	<code>\staveXIX</code>		<code>\staveXLII</code>		<code>\staveLXV</code>
	<code>\staveXX</code>		<code>\staveXLIII</code>		<code>\staveLXVI</code>
	<code>\staveXXI</code>		<code>\staveXLIV</code>		<code>\staveLXVII</code>
	<code>\staveXXII</code>		<code>\staveXLV</code>		<code>\staveLXVIII</code>
	<code>\staveXXIII</code>		<code>\staveXLVI</code>		


The meanings of these symbols are described on the Web site for the Museum of Icelandic Sorcery and Witchcraft at http://www.galdrasynning.is/index.php?option=com_content&task=category§ionid=5&id=18&Itemid=60 (TinyURL: <http://tinyurl.com/25979m>). For example, `\staveL` (“”) is intended to ward off ghosts and evil spirits.

TABLE 602: pigpen Cipher Symbols

└	<code>{\pigpenfont A}</code>	┐	<code>{\pigpenfont J}</code>	∨	<code>{\pigpenfont S}</code>
┌	<code>{\pigpenfont B}</code>	┘	<code>{\pigpenfont K}</code>	>	<code>{\pigpenfont T}</code>
┐	<code>{\pigpenfont C}</code>	└	<code>{\pigpenfont L}</code>	<	<code>{\pigpenfont U}</code>
┘	<code>{\pigpenfont D}</code>	┐	<code>{\pigpenfont M}</code>	∧	<code>{\pigpenfont V}</code>
□	<code>{\pigpenfont E}</code>	□	<code>{\pigpenfont N}</code>	∨	<code>{\pigpenfont W}</code>
┌	<code>{\pigpenfont F}</code>	└	<code>{\pigpenfont O}</code>	>	<code>{\pigpenfont X}</code>
┐	<code>{\pigpenfont G}</code>	┐	<code>{\pigpenfont P}</code>	<	<code>{\pigpenfont Y}</code>
┘	<code>{\pigpenfont H}</code>	┘	<code>{\pigpenfont Q}</code>	∧	<code>{\pigpenfont Z}</code>
└	<code>{\pigpenfont I}</code>	└	<code>{\pigpenfont R}</code>		

TABLE 603: GnA2e Phases of the Moon

☾	<code>\MoonPha{1}</code>	☽	<code>\MoonPha{2}</code>	☽	<code>\MoonPha{3}</code>	☾	<code>\MoonPha{4}</code>
---	--------------------------	---	--------------------------	---	--------------------------	---	--------------------------


























TABLE 604: twemojis Phases of the Moon

🌙	<code>\twemoji{crescent moon}</code>	🌑	<code>\twemoji{new moon}</code>
🌖	<code>\twemoji{first quarter moon}</code>	🌑	<code>\twemoji{new moon face}</code>
🌗	<code>\twemoji{first quarter moon face}</code>	🌘	<code>\twemoji{waning crescent moon}</code>
🌕	<code>\twemoji{full moon}</code>	🌗	<code>\twemoji{waning gibbous moon}</code>
🌕	<code>\twemoji{full moon face}</code>	🌖	<code>\twemoji{waxing crescent moon}</code>
🌔	<code>\twemoji{last quarter moon}</code>	🌗	<code>\twemoji{waxing gibbous moon}</code>
🌔	<code>\twemoji{last quarter moon face}</code>		

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.

All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .

TABLE 605: figchild Space Symbols

	<code>\fcET</code>		<code>\fcPlanetF</code>		<code>\fcShootingStar</code>
	<code>\fcFlyingSaucer</code>		<code>\fcPlanetG</code>		<code>\fcSpacecraftA</code>
	<code>\fcMoonA</code>		<code>\fcPlanets</code>		<code>\fcSpacecraftB</code>
	<code>\fcMoonB</code>		<code>\fcRocket</code>		<code>\fcStar</code>
	<code>\fcPlanetA</code>		<code>\fcRocketA</code>		<code>\fcStarA</code>
	<code>\fcPlanetB</code>		<code>\fcRocketB</code>		<code>\fcStarB</code>
	<code>\fcPlanetC</code>		<code>\fcRocketC</code>		<code>\fcStars</code>
	<code>\fcPlanetD</code>		<code>\fcSaturnA</code>		
	<code>\fcPlanetE</code>		<code>\fcSaturnB</code>		

All figchild symbols are implemented with TikZ graphics, not with a font. Not shown above, each symbol takes three arguments: a scale factor, a line color, and a line thickness. See the figchild documentation for more information.

TABLE 606: GpA2e Recycling Symbols


 `\Greenpoint`

TABLE 607: marvosym Recycling Symbols



 `\PackingWaste`  `\Recycling`

TABLE 608: utfsym Recycling Symbols

	<code>\usym{2672}</code>		<code>\usym{2676}</code>		<code>\usym{267A}</code>		<code>\usym{267E}</code>
	<code>\usym{2673}</code>		<code>\usym{2677}</code>		<code>\usym{267B}</code>		
	<code>\usym{2674}</code>		<code>\usym{2678}</code>		<code>\usym{267C}</code>		
	<code>\usym{2675}</code>		<code>\usym{2679}</code>		<code>\usym{267D}</code>		

All utfsym symbols are implemented with TikZ graphics, not with a font. In addition to `\usym`, the utfsym package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the utfsym documentation for more information.

TABLE 609: fontawesome5 Recycling Symbols



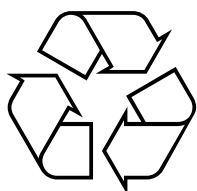
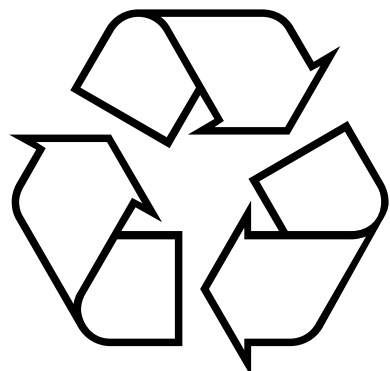
 `\faRecycle`

TABLE 610: recycle Recycling Symbols

 `\recycle`
 `\Recycle`

 `\RECYCLE`

The METAFONT code that implements the recycling symbols shown above is, in the words of its author, “awful code [that] doesn’t even put the logo in a box (properly)”. Expect to receive “**Inconsistent equation (off by $\langle number \rangle$)**” errors from METAFONT. Fortunately, if you tell METAFONT to proceed past those errors (e.g., by pressing Enter after each one or by specifying “`-interaction=nonstopmode`” on the METAFONT command line) it should produce a valid font.



















The commands listed above should be used within a group (e.g., “`{\recycle}`”) because they exhibit the side effect of *changing* the font to the recycle font.

TABLE 611: utfsym Plants and Flowers

	<code>\usym{1F331}</code>		<code>\usym{1F337}</code>		<code>\usym{1F33C}</code>		<code>\usym{1F341}</code>
	<code>\usym{1F332}</code>		<code>\usym{1F338}</code>		<code>\usym{1F33D}</code>		<code>\usym{1F342}</code>
	<code>\usym{1F333}</code>		<code>\usym{1F339}</code>		<code>\usym{1F33E}</code>		<code>\usym{1F343}</code>
	<code>\usym{1F334}</code>		<code>\usym{1F33A}</code>		<code>\usym{1F33F}</code>		<code>\usym{1F3F5}</code>
	<code>\usym{1F335}</code>		<code>\usym{1F33B}</code>		<code>\usym{1F340}</code>		<code>\usym{1F3F6}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 612: utfsym Clothing

	<code>\usym{1F451}</code>		<code>\usym{1F456}</code>		<code>\usym{1F45B}</code>		<code>\usym{1F460}</code>
	<code>\usym{1F452}</code>		<code>\usym{1F457}</code>		<code>\usym{1F45C}</code>		<code>\usym{1F461}</code>
	<code>\usym{1F453}</code>		<code>\usym{1F458}</code>		<code>\usym{1F45D}</code>		<code>\usym{1F462}</code>
	<code>\usym{1F454}</code>		<code>\usym{1F459}</code>		<code>\usym{1F45E}</code>		
	<code>\usym{1F455}</code>		<code>\usym{1F45A}</code>		<code>\usym{1F45F}</code>		

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 613: Miscellaneous G_A2e Symbols




	<code>\Info</code>		<code>\Request</code>
	<code>\Postbox</code>		<code>\Telephone</code>

TABLE 614: soyombo Soyombo Symbols

	<code>\Soyombo</code>		<code>\sA*</code>		<code>\sO*</code>
---	-----------------------	---	-------------------	---	-------------------

* These symbols require that the Soyombo font be active (“`{\soyombo ... }`”).

TABLE 615: knitting Knitting Symbols

\wedge	<code>\textknit{!}</code>	\rightarrow	<code>\textknit{[]}</code>	\mathcal{Q}	<code>\textknit{Q}</code>
\mathcal{G}	<code>\textknit{"}</code>	\leftarrow	<code>\textknit{]}</code>	\mathcal{Q}	<code>\textknit{q}</code>
\setminus	<code>\textknit{(}</code>	\blacktriangle	<code>\textknit{A}</code>	\blacktriangleleft	<code>\textknit{R}</code>
$/$	<code>\textknit{)}</code>	\blacktriangleup	<code>\textknit{a}</code>	\blacktriangleleft	<code>\textknit{r}</code>
$*$	<code>\textknit{*}</code>	\mathcal{B}	<code>\textknit{B}</code>	\leftarrow	<code>\textknit{S}</code>
$ $	<code>\textknit{-}</code>	\mathcal{B}	<code>\textknit{b}</code>	\rightarrow	<code>\textknit{s}</code>
\blacktriangle	<code>\textknit{2}</code>	\blacktriangledown	<code>\textknit{E}</code>	\mathcal{Q}	<code>\textknit{T}</code>
\blacktriangleleft	<code>\textknit{3}</code>	\frown	<code>\textknit{F}</code>	\mathcal{Q}	<code>\textknit{t}</code>
\blacktriangleright	<code>\textknit{4}</code>	\smile	<code>\textknit{f}</code>	\mathcal{Q}	<code>\textknit{U}</code>
\blacktriangleleft	<code>\textknit{5}</code>	\uparrow	<code>\textknit{H}</code>	\times	<code>\textknit{u}</code>
\blacktriangledown	<code>\textknit{6}</code>	\downarrow	<code>\textknit{h}</code>	\blacktriangledown	<code>\textknit{V}</code>
\blacktriangledown	<code>\textknit{7}</code>	\blacktriangleright	<code>\textknit{I}</code>	\blacktriangledown	<code>\textknit{v}</code>
\blacktriangledown	<code>\textknit{8}</code>	\blacktriangleright	<code>\textknit{i}</code>	\blacktriangledown	<code>\textknit{W}</code>
\mathcal{Q}	<code>\textknit{9}</code>	\blacktriangleright	<code>\textknit{J}</code>	\blacktriangledown	<code>\textknit{w}</code>
\blacktriangleleft	<code>\textknit{:}</code>	\blacktriangleright	<code>\textknit{j}</code>	\mathcal{Q}	<code>\textknit{X}</code>
\blacktriangleleft	<code>\textknit{;}</code>	\blacktriangleleft	<code>\textknit{L}</code>	\mathcal{Q}	<code>\textknit{x}</code>
\blacktriangleleft	<code>\textknit{<}</code>	\blacktriangleright	<code>\textknit{l}</code>	\mathcal{Q}	<code>\textknit{Y}</code>
--	<code>\textknit{=}</code>	\mathcal{M}	<code>\textknit{M}</code>	\times	<code>\textknit{y}</code>
\blacktriangleleft	<code>\textknit{>}</code>	m	<code>\textknit{m}</code>	\mathcal{Q}	<code>\textknit{Z}</code>
\bullet	<code>\textknit{@}</code>	\mathcal{O}	<code>\textknit{O}</code>	\mathcal{Q}	<code>\textknit{z}</code>

The knitting package is intended to typeset complete knitting charts. See the knitting documentation for more information.
















Some symbols behave differently when used as part of a sequence. For example, contrast `\textknit{1}` (“ \blacktriangleleft ”), `\textknit{11}` (“ $\blacktriangleleft\blacktriangleleft$ ”), and `\textknit{111}` (“ $\blacktriangleleft\blacktriangleleft\blacktriangleleft$ ”). Similarly, contrast `\textknit{"}` (“ \mathcal{G} ”) and `\textknit{"}` (“ \mathcal{S} ”). Again, see the knitting documentation for more information.

TABLE 616: worldflags Nautical Symbol Flags

	<code>\worldflag{A}</code>		<code>\worldflag{J}</code>		<code>\worldflag{S}</code>		<code>\worldflag{1}</code>
	<code>\worldflag{B}</code>		<code>\worldflag{K}</code>		<code>\worldflag{T}</code>		<code>\worldflag{2}</code>
	<code>\worldflag{C}</code>		<code>\worldflag{L}</code>		<code>\worldflag{U}</code>		<code>\worldflag{3}</code>
	<code>\worldflag{D}</code>		<code>\worldflag{M}</code>		<code>\worldflag{V}</code>		<code>\worldflag{4}</code>
	<code>\worldflag{E}</code>		<code>\worldflag{N}</code>		<code>\worldflag{W}</code>		<code>\worldflag{5}</code>
	<code>\worldflag{F}</code>		<code>\worldflag{O}</code>		<code>\worldflag{X}</code>		<code>\worldflag{6}</code>
	<code>\worldflag{G}</code>		<code>\worldflag{P}</code>		<code>\worldflag{Y}</code>		<code>\worldflag{7}</code>
	<code>\worldflag{H}</code>		<code>\worldflag{Q}</code>		<code>\worldflag{Z}</code>		<code>\worldflag{8}</code>
	<code>\worldflag{I}</code>		<code>\worldflag{R}</code>		<code>\worldflag{0}</code>		<code>\worldflag{9}</code>

All worldflags symbols are implemented with TikZ graphics, not with a font. The package provides a number of options for controlling flag size and style. See the worldflags documentation for more information.

TABLE 617: Other worldflags Flags

	<code>\worldflag{Buddhism}</code>		<code>\worldflag{NATO}</code>		<code>\worldflag{RedCrystal}</code>
	<code>\worldflag{Christian}</code>		<code>\worldflag{Olympics}</code>		<code>\worldflag{UNESCO}</code>
	<code>\worldflag{Esperanto}</code>		<code>\worldflag{Rainbow}</code>		<code>\worldflag{UNO}</code>
	<code>\worldflag{EU}</code>		<code>\worldflag{RedCrescent}</code>		<code>\worldflag{WB}</code>
	<code>\worldflag{JollyRoger}</code>		<code>\worldflag{RedCross}</code>		<code>\worldflag{WHO}</code>

All worldflags symbols are implemented with TikZ graphics, not with a font. The package provides a number of options for controlling flag size and style. See the worldflags documentation for more information.

TABLE 618: twemojis Non-National Flags

	<code>\twemoji{pirate flag}</code>		<code>\twemoji{transgender flag}</code>
	<code>\twemoji{rainbow flag}</code>		

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.

All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .

TABLE 619: fontawesome5 Flags





	<code>\faFlag</code>		<code>\faFlagChecked</code>
	<code>\faFlag[regular]</code>		<code>\faFlagUsa</code>

TABLE 620: Miscellaneous arev Symbols




































































































































	<code>\anchor</code>		<code>\invsmileface</code>		<code>\skull</code>		<code>\warning</code>
	<code>\biohazard</code>		<code>\radiation</code>		<code>\smileface</code>		<code>\yinyang</code>
	<code>\heavyqleft</code>		<code>\recycle</code>		<code>\steaming</code>		
	<code>\heavyqright</code>		<code>\sadface</code>		<code>\swords</code>		

TABLE 621: twemojis Food Emoji

	<code>\twemoji{avocado}</code>		<code>\twemoji{hot beverage}</code>
	<code>\twemoji{bacon}</code>		<code>\twemoji{hot dog}</code>
	<code>\twemoji{bagel}</code>		<code>\twemoji{hot pepper}</code>
	<code>\twemoji{baguette bread}</code>		<code>\twemoji{ice}</code>
	<code>\twemoji{banana}</code>		<code>\twemoji{ice cream}</code>
	<code>\twemoji{beer mug}</code>		<code>\twemoji{kiwi fruit}</code>
	<code>\twemoji{bell pepper}</code>		<code>\twemoji{leafy green}</code>
	<code>\twemoji{bento box}</code>		<code>\twemoji{lemon}</code>
	<code>\twemoji{beverage box}</code>		<code>\twemoji{lollipop}</code>
	<code>\twemoji{blueberries}</code>		<code>\twemoji{mango}</code>
	<code>\twemoji{bottle with popping cork}</code>		<code>\twemoji{mate}</code>
	<code>\twemoji{bowl with spoon}</code>		<code>\twemoji{meat on bone}</code>
	<code>\twemoji{bread}</code>		<code>\twemoji{melon}</code>
	<code>\twemoji{broccoli}</code>		<code>\twemoji{moon cake}</code>
	<code>\twemoji{bubble tea}</code>		<code>\twemoji{mushroom}</code>
	<code>\twemoji{burrito}</code>		<code>\twemoji{oden}</code>
	<code>\twemoji{butter}</code>		<code>\twemoji{olive}</code>
	<code>\twemoji{candy}</code>		<code>\twemoji{onion}</code>
	<code>\twemoji{canned food}</code>		<code>\twemoji{pancakes}</code>
	<code>\twemoji{carrot}</code>		<code>\twemoji{peach}</code>
	<code>\twemoji{cheese wedge}</code>		<code>\twemoji{peanuts}</code>
	<code>\twemoji{cherries}</code>		<code>\twemoji{pear}</code>
	<code>\twemoji{chocolate bar}</code>		<code>\twemoji{pie}</code>
	<code>\twemoji{chopsticks}</code>		<code>\twemoji{pineapple}</code>
	<code>\twemoji{clinking beer mugs}</code>		<code>\twemoji{pizza}</code>
	<code>\twemoji{clinking glasses}</code>		<code>\twemoji{popcorn}</code>

(continued on next page)


(continued from previous page)

	<code>\twemoji{cocktail glass}</code>		<code>\twemoji{pot of food}</code>
	<code>\twemoji{coconut}</code>		<code>\twemoji{potato}</code>
	<code>\twemoji{cooked rice}</code>		<code>\twemoji{poultry leg}</code>
	<code>\twemoji{cookie}</code>		<code>\twemoji{pretzel}</code>
	<code>\twemoji{cooking}</code>		<code>\twemoji{red apple}</code>
	<code>\twemoji{croissant}</code>		<code>\twemoji{rice ball}</code>
	<code>\twemoji{cucumber}</code>		<code>\twemoji{rice cracker}</code>
	<code>\twemoji{cup with straw}</code>		<code>\twemoji{roasted sweet potato}</code>
	<code>\twemoji{cupcake}</code>		<code>\twemoji{sake}</code>
	<code>\twemoji{curry rice}</code>		<code>\twemoji{salt}</code>
	<code>\twemoji{custard}</code>		<code>\twemoji{sandwich}</code>
	<code>\twemoji{cut of meat}</code>		<code>\twemoji{shallow pan of food}</code>
	<code>\twemoji{dango}</code>		<code>\twemoji{shaved ice}</code>
	<code>\twemoji{doughnut}</code>		<code>\twemoji{shortcake}</code>
	<code>\twemoji{dumpling}</code>		<code>\twemoji{soft ice cream}</code>
	<code>\twemoji{egg}</code>		<code>\twemoji{spaghetti}</code>
	<code>\twemoji{eggplant}</code>		<code>\twemoji{steaming bowl}</code>
	<code>\twemoji{falafel}</code>		<code>\twemoji{strawberry}</code>
	<code>\twemoji{fish cake with swirl}</code>		<code>\twemoji{stuffed flatbread}</code>
	<code>\twemoji{flatbread}</code>		<code>\twemoji{sushi}</code>
	<code>\twemoji{fondue}</code>		<code>\twemoji{taco}</code>
	<code>\twemoji{fork and knife}</code>		<code>\twemoji{takeout box}</code>
	<code>\twemoji{fork and knife with plate}</code>		<code>\twemoji{tamale}</code>
	<code>\twemoji{fortune cookie}</code>		<code>\twemoji{tangerine}</code>
	<code>\twemoji{french fries}</code>		<code>\twemoji{teacup without handle}</code>
	<code>\twemoji{fried shrimp}</code>		<code>\twemoji{teapot}</code>
	<code>\twemoji{garlic}</code>		<code>\twemoji{tomato}</code>
	<code>\twemoji{glass of milk}</code>		<code>\twemoji{tropical drink}</code>
	<code>\twemoji{grapes}</code>		<code>\twemoji{tumbler glass}</code>
	<code>\twemoji{green apple}</code>		<code>\twemoji{waffle}</code>
	<code>\twemoji{green salad}</code>		<code>\twemoji{watermelon}</code>
	<code>\twemoji{hamburger}</code>		<code>\twemoji{wine glass}</code>
	<code>\twemoji{honey pot}</code>		

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.

All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .

TABLE 622: figchild Food and Cooking Symbols

	<code>\fcApple</code>		<code>\fcFrenchFries</code>		<code>\fcPimento</code>
	<code>\fcBarbecue</code>		<code>\fcFridge</code>		<code>\fcPineapple</code>
	<code>\fcBread</code>		<code>\fchamburger</code>		<code>\fcPopsicle</code>
	<code>\fcBrownie</code>		<code>\fcIceCreamA</code>		<code>\fcPotato</code>
	<code>\fcBullet</code>		<code>\fcIceCreamB</code>		<code>\fcPulse</code>
	<code>\fcBurrito</code>		<code>\fcIceCreamC</code>		<code>\fcRoastChicken</code>
	<code>\fcCabbage</code>		<code>\fcIceCreamD</code>		<code>\fcRoller</code>
	<code>\fcCarrot</code>		<code>\fcIceCreamE</code>		<code>\fcScallion</code>
	<code>\fcCarrotA</code>		<code>\fcIceCreamF</code>		<code>\fcScaredEgg</code>
	<code>\fcCashier</code>		<code>\fcIceCreamG</code>		<code>\fcSharpKnife</code>
	<code>\fcCheese</code>		<code>\fcIceCreamH</code>		<code>\fcShell</code>
	<code>\fcCherry</code>		<code>\fcKetchup</code>		<code>\fcShrimp</code>
	<code>\fcChickenThigh</code>		<code>\fcKettle</code>		<code>\fcSpatulas</code>
	<code>\fcCucumber</code>		<code>\fcKnife</code>		<code>\fcSteak</code>
	<code>\fcCupcake</code>		<code>\fcMug</code>		<code>\fcStrawberry</code>
	<code>\fcCupcakeA</code>		<code>\fcMushroom</code>		<code>\fcStrawberryA</code>
	<code>\fcCupcakeB</code>		<code>\fcMushroomA</code>		<code>\fcSugar</code>
	<code>\fcCuttingBoard</code>		<code>\fcMushroomB</code>		<code>\fcTomato</code>
	<code>\fcEgg</code>		<code>\fcNuggets</code>		<code>\fcTony</code>
	<code>\fcEggA</code>		<code>\fcOnion</code>		<code>\fcWatermelon</code>
	<code>\fcEggB</code>		<code>\fcPanA</code>		

`\fcEggplant``\fcPanB`

All `figchild` symbols are implemented with `TikZ` graphics, not with a font. Not shown above, each symbol takes three arguments: a scale factor, a line color, and a line thickness. See the `figchild` documentation for more information.

TABLE 623: `utfsym` Food and Cooking Symbols


















	<code>\usym{1F32D}</code>		<code>\usym{1F350}</code>		<code>\usym{1F362}</code>		<code>\usym{1F372}</code>
	<code>\usym{1F32E}</code>		<code>\usym{1F351}</code>		<code>\usym{1F363}</code>		<code>\usym{1F373}</code>
	<code>\usym{1F32F}</code>		<code>\usym{1F352}</code>		<code>\usym{1F364}</code>		<code>\usym{1F374}</code>
	<code>\usym{1F336}</code>		<code>\usym{1F353}</code>		<code>\usym{1F365}</code>		<code>\usym{1F375}</code>
	<code>\usym{1F344}</code>		<code>\usym{1F354}</code>		<code>\usym{1F366}</code>		<code>\usym{1F376}</code>
	<code>\usym{1F345}</code>		<code>\usym{1F355}</code>		<code>\usym{1F367}</code>		<code>\usym{1F377}</code>
	<code>\usym{1F346}</code>		<code>\usym{1F356}</code>		<code>\usym{1F368}</code>		<code>\usym{1F378}</code>
	<code>\usym{1F347}</code>		<code>\usym{1F357}</code>		<code>\usym{1F369}</code>		<code>\usym{1F379}</code>
	<code>\usym{1F348}</code>		<code>\usym{1F35A}</code>		<code>\usym{1F36A}</code>		<code>\usym{1F37A}</code>
	<code>\usym{1F349}</code>		<code>\usym{1F35B}</code>		<code>\usym{1F36B}</code>		<code>\usym{1F37B}</code>
	<code>\usym{1F34A}</code>		<code>\usym{1F35C}</code>		<code>\usym{1F36C}</code>		<code>\usym{1F37C}</code>
	<code>\usym{1F34B}</code>		<code>\usym{1F35D}</code>		<code>\usym{1F36D}</code>		<code>\usym{1F37D}</code>
	<code>\usym{1F34C}</code>		<code>\usym{1F35E}</code>		<code>\usym{1F36E}</code>		<code>\usym{1F37E}</code>
	<code>\usym{1F34D}</code>		<code>\usym{1F35F}</code>		<code>\usym{1F36F}</code>		<code>\usym{1F37F}</code>
	<code>\usym{1F34E}</code>		<code>\usym{1F360}</code>		<code>\usym{1F370}</code>		<code>\usym{1F382}</code>
	<code>\usym{1F34F}</code>		<code>\usym{1F361}</code>		<code>\usym{1F371}</code>		

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 624: `cookingsymbols` Cooking Symbols

	<code>\Bottomheat</code>		<code>\Fork</code>		<code>\Knife</code>		<code>\Topbottomheat</code>
	<code>\Dish</code>		<code>\Gasstove</code>		<code>\Oven</code>		<code>\Topheat</code>
	<code>\Fanoven</code>		<code>\Gloves</code>		<code>\Spoon</code>		

























TABLE 625: tikzsymbols Cooking Symbols

	<code>\bakingplate</code>		<code>\eggbeater</code>		<code>\pan</code>		<code>\squeezer</code>
	<code>\blender</code>		<code>\fryingpan</code>		<code>\peeler</code>		<code>\trident</code>
	<code>\bottle</code>		<code>\garlicpress</code>		<code>\pot</code>		
	<code>\bowl</code>		<code>\grater</code>		<code>\rollingpin</code>		
	<code>\cooker</code>		<code>\oven</code>		<code>\sieve</code>		

`tikzsymbols` defines German-language aliases for each of the above: `\Backblech` for `\bakingplate`, `\Bratpfanne` for `\fryingpan`, `\Dreizack` for `\trident`, `\Flasche` for `\bottle`, `\Herd` for `\cooker`, `\Kochtopf` for `\pot`, `\Knoblauchpresse` for `\garlicpress`, `\Nudelholz` for `\rollingpin`, `\Ofen` for `\oven`, `\Pfanne` for `\pan`, `\Purierstab` for `\blender`, `\Reibe` for `\grater`, `\Saftpresse` for `\squeezer`, `\Schaler` for `\peeler`, `\Schneebesen` for `\eggbeater`, `\Schussel` for `\bowl`, and `\Sieb` for `\sieve`.





















All `tikzsymbols` symbols are implemented with `TikZ` graphics, not with a font.

TABLE 626: tikzsymbols Emoji

	<code>\Annoey</code>		<code>\Laughey</code>		<code>\rWalley</code>		<code>\Tongey</code>
	<code>\Cat</code>		<code>\Neutrey</code>		<code>\Sadey</code>		<code>\Vomey</code>
	<code>\cChangey{1}</code>		<code>\NiceReapey</code>		<code>\SchrodingersCat{0}</code>		<code>\Walley</code>
	<code>\Changey{1}</code>		<code>\Ninja</code>		<code>\Sey</code>		<code>\Winkey</code>
	<code>\Cooley</code>		<code>\Nursey</code>		<code>\Sleepy</code>		<code>\wInnocey</code>
	<code>\Innocey</code>		<code>\oldWinkey</code>		<code>\Smiley</code>		<code>\Xey</code>

All `tikzsymbols` symbols are implemented with `TikZ` graphics, not with a font. Hence, symbols like `\Ninja` can include color. In fact, most of the commands shown above accept one or more color arguments for further customization. Also note that `\cChangey`, `\Changey`, and `\SchrodingersCat` take a mandatory argument. See the `tikzsymbols` documentation for more information.

TABLE 627: tikzsymbols 3D Emoji

	<code>\dAnnoey</code>		<code>\dLaughey</code>		<code>\dSadey</code>		<code>\dVomey</code>
	<code>\dcChangey{1}</code>		<code>\dNeutrey</code>		<code>\dSey</code>		<code>\dWalley</code>
	<code>\dChangey{1}</code>		<code>\dNinja</code>		<code>\dSleepy</code>		<code>\dWinkey</code>
	<code>\dCooley</code>		<code>\dNursey</code>		<code>\dSmiley</code>		<code>\dXey</code>
	<code>\dInnocey</code>		<code>\drWalley</code>		<code>\dTongey</code>		<code>\olddWinkey</code>

All `tikzsymbols` symbols are implemented with `TikZ` graphics, not with a font. Hence, all of the symbols shown above can include color. In fact, each command in Table 627 accepts one or more color arguments for further customization. Note that `\dcChangey` and `\dChangey` also take a mandatory argument. See the `tikzsymbols` documentation for more information.

TABLE 628: utfsym Emoji

	<code>\usym{1F600}</code>		<code>\usym{1F614}</code>		<code>\usym{1F628}</code>		<code>\usym{1F63C}</code>
	<code>\usym{1F601}</code>		<code>\usym{1F615}</code>		<code>\usym{1F629}</code>		<code>\usym{1F63D}</code>
	<code>\usym{1F602}</code>		<code>\usym{1F616}</code>		<code>\usym{1F62A}</code>		<code>\usym{1F63E}</code>
	<code>\usym{1F603}</code>		<code>\usym{1F617}</code>		<code>\usym{1F62B}</code>		<code>\usym{1F63F}</code>
	<code>\usym{1F604}</code>		<code>\usym{1F618}</code>		<code>\usym{1F62C}</code>		<code>\usym{1F640}</code>
	<code>\usym{1F605}</code>		<code>\usym{1F619}</code>		<code>\usym{1F62D}</code>		<code>\usym{1F641}</code>
	<code>\usym{1F606}</code>		<code>\usym{1F61A}</code>		<code>\usym{1F62E}</code>		<code>\usym{1F642}</code>
	<code>\usym{1F607}</code>		<code>\usym{1F61B}</code>		<code>\usym{1F62F}</code>		<code>\usym{1F643}</code>
	<code>\usym{1F608}</code>		<code>\usym{1F61C}</code>		<code>\usym{1F630}</code>		<code>\usym{1F644}</code>
	<code>\usym{1F609}</code>		<code>\usym{1F61D}</code>		<code>\usym{1F631}</code>		<code>\usym{1F645}</code>
	<code>\usym{1F60A}</code>		<code>\usym{1F61E}</code>		<code>\usym{1F632}</code>		<code>\usym{1F646}</code>
	<code>\usym{1F60B}</code>		<code>\usym{1F61F}</code>		<code>\usym{1F633}</code>		<code>\usym{1F647}</code>
	<code>\usym{1F60C}</code>		<code>\usym{1F620}</code>		<code>\usym{1F634}</code>		<code>\usym{1F648}</code>
	<code>\usym{1F60D}</code>		<code>\usym{1F621}</code>		<code>\usym{1F635}</code>		<code>\usym{1F649}</code>
	<code>\usym{1F60E}</code>		<code>\usym{1F622}</code>		<code>\usym{1F636}</code>		<code>\usym{1F64A}</code>
	<code>\usym{1F60F}</code>		<code>\usym{1F623}</code>		<code>\usym{1F637}</code>		<code>\usym{1F64B}</code>
	<code>\usym{1F610}</code>		<code>\usym{1F624}</code>		<code>\usym{1F638}</code>		<code>\usym{1F64C}</code>
	<code>\usym{1F611}</code>		<code>\usym{1F625}</code>		<code>\usym{1F639}</code>		<code>\usym{1F64D}</code>
	<code>\usym{1F612}</code>		<code>\usym{1F626}</code>		<code>\usym{1F63A}</code>		<code>\usym{1F64E}</code>
	<code>\usym{1F613}</code>		<code>\usym{1F627}</code>		<code>\usym{1F63B}</code>		<code>\usym{1F64F}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 629: tikzsymbols Trees

	<code>\Autumntree</code>		<code>\Summertree</code>		<code>\WorstTree</code>
	<code>\Springtree</code>		<code>\Wintertree</code>		

All `tikzsymbols` symbols are implemented with `TikZ` graphics, not with a font. Hence, all of the symbols shown above can include color. `tikzsymbols` additionally defines a `\BasicTree` command that supports customization of trunk and leaf colors. See the `tikzsymbols` documentation for more information.

TABLE 630: utfsym Love Symbols

♥	<code>\usym{1F394}</code>	♣	<code>\usym{1F490}</code>	♥	<code>\usym{1F496}</code>	♥	<code>\usym{1F49C}</code>
💋	<code>\usym{1F48B}</code>	👩	<code>\usym{1F491}</code>	♥	<code>\usym{1F497}</code>	♥	<code>\usym{1F49D}</code>
💍	<code>\usym{1F48C}</code>	👨	<code>\usym{1F492}</code>	💔	<code>\usym{1F498}</code>	♻️	<code>\usym{1F49E}</code>
👤	<code>\usym{1F48D}</code>	👩	<code>\usym{1F493}</code>	♥	<code>\usym{1F499}</code>	♻️	<code>\usym{1F49F}</code>
👤	<code>\usym{1F48E}</code>	♥	<code>\usym{1F494}</code>	♥	<code>\usym{1F49A}</code>	👩	<code>\usym{1F54A}</code>
👤	<code>\usym{1F48F}</code>	♥	<code>\usym{1F495}</code>	♥	<code>\usym{1F49B}</code>	♥	<code>\usym{1F5A4}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. For example, “`\usymH{1F492}{36pt}`” produces



See the `utfsym` documentation for more information.

TABLE 631: Miscellaneous `tikzsymbols` Symbols

	<code>\Bed</code>		<code>\Chair</code>		<code>\Fire</code>		<code>\Snowman</code>		<code>\Tribar</code>
	<code>\Candle</code>		<code>\Coffeecup</code>		<code>\Moai</code>		<code>\Strichmaxerl</code>		



















































































All `tikzsymbols` symbols are implemented with `TikZ` graphics, not with a font. `\Tribar` supports customization of the fill color for each bar. `\Strichmaxerl` supports customization of the angles at which the stick figure’s arms and legs are drawn. See the `tikzsymbols` documentation for more information.

TABLE 632: Miscellaneous `twemojis` Emoji

A	<code>\twemoji{1f1e6}</code>		<code>\twemoji{man in lotus position}*</code>
B	<code>\twemoji{1f1e7}</code>		<code>\twemoji{man in manual wheelchair}*</code>
C	<code>\twemoji{1f1e8}</code>		<code>\twemoji{man in motorized wheelchair}*</code>
D	<code>\twemoji{1f1e9}</code>		<code>\twemoji{man in steamy room}*</code>
E	<code>\twemoji{1f1ea}</code>		<code>\twemoji{man in tuxedo}*</code>
F	<code>\twemoji{1f1eb}</code>		<code>\twemoji{man judge}*</code>


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	<code>\twemoji{1f1ec}</code>		<code>\twemoji{man juggling}*</code>
	<code>\twemoji{1f1ed}</code>		<code>\twemoji{man kneeling}*</code>
	<code>\twemoji{1f1ee}</code>		<code>\twemoji{man lifting weights}*</code>
	<code>\twemoji{1f1ef}</code>		<code>\twemoji{man mage}*</code>
	<code>\twemoji{1f1f0}</code>		<code>\twemoji{man mechanic}*</code>
	<code>\twemoji{1f1f1}</code>		<code>\twemoji{man office worker}*</code>
	<code>\twemoji{1f1f2}</code>		<code>\twemoji{man pilot}*</code>
	<code>\twemoji{1f1f3}</code>		<code>\twemoji{man playing handball}*</code>
	<code>\twemoji{1f1f4}</code>		<code>\twemoji{man playing water polo}*</code>
	<code>\twemoji{1f1f5}</code>		<code>\twemoji{man police officer}*</code>
	<code>\twemoji{1f1f6}</code>		<code>\twemoji{man pouting}*</code>
	<code>\twemoji{1f1f7}</code>		<code>\twemoji{man raising hand}*</code>
	<code>\twemoji{1f1f8}</code>		<code>\twemoji{man running}*</code>
	<code>\twemoji{1f1f9}</code>		<code>\twemoji{man scientist}*</code>
	<code>\twemoji{1f1fa}</code>		<code>\twemoji{man shrugging}*</code>
	<code>\twemoji{1f1fb}</code>		<code>\twemoji{man singer}*</code>
	<code>\twemoji{1f1fc}</code>		<code>\twemoji{man standing}*</code>
	<code>\twemoji{1f1fd}</code>		<code>\twemoji{man student}*</code>
	<code>\twemoji{1f1fe}</code>		<code>\twemoji{man superhero}*</code>
	<code>\twemoji{1f1ff}</code>		<code>\twemoji{man supervillain}*</code>
	<code>\twemoji{1f468-1f3fb-200d-1f384}</code>		<code>\twemoji{man surfing}*</code>
	<code>\twemoji{1f468-1f3fc-200d-1f384}</code>		<code>\twemoji{man swimming}*</code>
	<code>\twemoji{1f468-1f3fd-200d-1f384}</code>		<code>\twemoji{man teacher}*</code>
	<code>\twemoji{1f468-1f3fe-200d-1f384}</code>		<code>\twemoji{man technologist}*</code>
	<code>\twemoji{1f468-1f3ff-200d-1f384}</code>		<code>\twemoji{man tipping hand}*</code>
	<code>\twemoji{1f468-200d-1f384}</code>		<code>\twemoji{man vampire}*</code>
	<code>\twemoji{1f469-1f3fb-200d-1f384}</code>		<code>\twemoji{man walking}*</code>
	<code>\twemoji{1f469-1f3fc-200d-1f384}</code>		<code>\twemoji{man wearing turban}*</code>
	<code>\twemoji{1f469-1f3fd-200d-1f384}</code>		<code>\twemoji{man with veil}*</code>
	<code>\twemoji{1f469-1f3fe-200d-1f384}</code>		<code>\twemoji{man with white cane}*</code>
	<code>\twemoji{1f469-1f3ff-200d-1f384}</code>		<code>\twemoji{man zombie}</code>
	<code>\twemoji{1f469-200d-1f384}</code>		<code>\twemoji{man's shoe}</code>
	<code>\twemoji{1f574-1f3fb-200d-2640-fe0f}</code>		<code>\twemoji{manual wheelchair}</code>
	<code>\twemoji{1f574-1f3fb-200d-2642-fe0f}</code>		<code>\twemoji{map of Japan}</code>
	<code>\twemoji{1f574-1f3fc-200d-2640-fe0f}</code>		<code>\twemoji{maple leaf}</code>
	<code>\twemoji{1f574-1f3fc-200d-2642-fe0f}</code>		<code>\twemoji{martial arts uniform}</code>
	<code>\twemoji{1f574-1f3fd-200d-2640-fe0f}</code>		<code>\twemoji{mechanic}*</code>
	<code>\twemoji{1f574-1f3fd-200d-2642-fe0f}</code>		<code>\twemoji{mechanical arm}</code>
	<code>\twemoji{1f574-1f3fe-200d-2640-fe0f}</code>		<code>\twemoji{mechanical leg}</code>
	<code>\twemoji{1f574-1f3fe-200d-2642-fe0f}</code>		<code>\twemoji{medical symbol}</code>
	<code>\twemoji{1f574-1f3ff-200d-2640-fe0f}</code>		<code>\twemoji{medium skin tone}</code>
	<code>\twemoji{1f574-1f3ff-200d-2642-fe0f}</code>		<code>\twemoji{medium-dark skin tone}</code>
	<code>\twemoji{1f574-fe0f-200d-2640-fe0f}</code>		<code>\twemoji{medium-light skin tone}</code>
	<code>\twemoji{1f574-fe0f-200d-2642-fe0f}</code>		<code>\twemoji{megaphone}</code>
	<code>\twemoji{1f576}</code>		<code>\twemoji{men holding hands}*</code>
	<code>\twemoji{1f6cf}</code>		<code>\twemoji{men with bunny ears}</code>

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	<code>\twemoji{1st place medal}</code>		<code>\twemoji{men wrestling}</code>
	<code>\twemoji{26f7-1f3fb}</code>		<code>\twemoji{men's room}</code>
	<code>\twemoji{26f7-1f3fc}</code>		<code>\twemoji{menorah}</code>
	<code>\twemoji{26f7-1f3fd}</code>		<code>\twemoji{mermaid}*</code>
	<code>\twemoji{26f7-1f3fe}</code>		<code>\twemoji{merman}*</code>
	<code>\twemoji{26f7-1f3ff}</code>		<code>\twemoji{merperson}*</code>
	<code>\twemoji{270f}</code>		<code>\twemoji{microphone}</code>
	<code>\twemoji{2nd place medal}</code>		<code>\twemoji{microscope}</code>
	<code>\twemoji{3rd place medal}</code>		<code>\twemoji{middle finger}*</code>
	<code>\twemoji{A button (blood type)}</code>		<code>\twemoji{military helmet}</code>
	<code>\twemoji{AB button (blood type)}</code>		<code>\twemoji{military medal}</code>
	<code>\twemoji{abacus}</code>		<code>\twemoji{milky way}</code>
	<code>\twemoji{accordion}</code>		<code>\twemoji{minus}</code>
	<code>\twemoji{adhesive bandage}</code>		<code>\twemoji{mirror}</code>
	<code>\twemoji{admission tickets}</code>		<code>\twemoji{mobile phone}</code>
	<code>\twemoji{alembic}</code>		<code>\twemoji{mobile phone off}</code>
	<code>\twemoji{alien}</code>		<code>\twemoji{mobile phone with arrow}</code>
	<code>\twemoji{alien monster}</code>		<code>\twemoji{money bag}</code>
	<code>\twemoji{american football}</code>		<code>\twemoji{money with wings}</code>
	<code>\twemoji{amphora}</code>		<code>\twemoji{money-mouth face}</code>
	<code>\twemoji{anatomical heart}</code>		<code>\twemoji{moon viewing ceremony}</code>
	<code>\twemoji{anchor}</code>		<code>\twemoji{mosque}</code>
	<code>\twemoji{anger symbol}</code>		<code>\twemoji{motorized wheelchair}</code>
	<code>\twemoji{angry face}</code>		<code>\twemoji{mount fuji}</code>
	<code>\twemoji{angry face with horns}</code>		<code>\twemoji{mountain}</code>
	<code>\twemoji{anguished face}</code>		<code>\twemoji{mouse trap}</code>
	<code>\twemoji{antenna bars}</code>		<code>\twemoji{mouth}</code>
	<code>\twemoji{anxious face with sweat}</code>		<code>\twemoji{movie camera}</code>
	<code>\twemoji{Aquarius}</code>		<code>\twemoji{moyai}</code>
	<code>\twemoji{Aries}</code>		<code>\twemoji{Mrs. Claus}*</code>
	<code>\twemoji{artist}*</code>		<code>\twemoji{multiply}</code>
	<code>\twemoji{artist palette}</code>		<code>\twemoji{musical keyboard}</code>
	<code>\twemoji{astonished face}</code>		<code>\twemoji{musical note}</code>
	<code>\twemoji{astronaut}*</code>		<code>\twemoji{musical notes}</code>
	<code>\twemoji{ATM sign}</code>		<code>\twemoji{musical score}</code>
	<code>\twemoji{atom symbol}</code>		<code>\twemoji{muted speaker}</code>
	<code>\twemoji{axe}</code>		<code>\twemoji{mx claus}*</code>
	<code>\twemoji{B button (blood type)}</code>		<code>\twemoji{nail polish}*</code>
	<code>\twemoji{baby}*</code>		<code>\twemoji{name badge}</code>
	<code>\twemoji{baby angel}*</code>		<code>\twemoji{national park}</code>
	<code>\twemoji{baby bottle}</code>		<code>\twemoji{nauseated face}</code>
	<code>\twemoji{baby symbol}</code>		<code>\twemoji{nazar amulet}</code>
	<code>\twemoji{BACK arrow}</code>		<code>\twemoji{necktie}</code>
	<code>\twemoji{backhand index pointing down}*</code>		<code>\twemoji{nerd face}</code>

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	<code>\twemoji{backhand index pointing left}*</code>		<code>\twemoji{nesting dolls}</code>
	<code>\twemoji{backhand index pointing right}*</code>		<code>\twemoji{neutral face}</code>
	<code>\twemoji{backhand index pointing up}*</code>		<code>\twemoji{NEW button}</code>
	<code>\twemoji{backpack}</code>		<code>\twemoji{newspaper}</code>
	<code>\twemoji{badminton}</code>		<code>\twemoji{next track button}</code>
	<code>\twemoji{balance scale}</code>		<code>\twemoji{NG button}</code>
	<code>\twemoji{bald}</code>		<code>\twemoji{night with stars}</code>
	<code>\twemoji{ballet shoes}</code>		<code>\twemoji{ninja}*</code>
	<code>\twemoji{balloon}</code>		<code>\twemoji{no entry}</code>
	<code>\twemoji{ballot box with ballot}</code>		<code>\twemoji{no littering}</code>
	<code>\twemoji{banjo}</code>		<code>\twemoji{no mobile phones}</code>
	<code>\twemoji{bank}</code>		<code>\twemoji{no one under eighteen}</code>
	<code>\twemoji{bar chart}</code>		<code>\twemoji{no pedestrians}</code>
	<code>\twemoji{barber pole}</code>		<code>\twemoji{no smoking}</code>
	<code>\twemoji{baseball}</code>		<code>\twemoji{non-potable water}</code>
	<code>\twemoji{basket}</code>		<code>\twemoji{nose}*</code>
	<code>\twemoji{basketball}</code>		<code>\twemoji{notebook}</code>
	<code>\twemoji{bathtub}</code>		<code>\twemoji{notebook with decorative cover}</code>
	<code>\twemoji{battery}</code>		<code>\twemoji{nut and bolt}</code>
	<code>\twemoji{beach with umbrella}</code>		<code>\twemoji{O button (blood type)}</code>
	<code>\twemoji{beaming face with smiling eyes}</code>		<code>\twemoji{office building}</code>
	<code>\twemoji{beating heart}</code>		<code>\twemoji{office worker}*</code>
	<code>\twemoji{bell}</code>		<code>\twemoji{ogre}</code>
	<code>\twemoji{bell with slash}</code>		<code>\twemoji{oil drum}</code>
	<code>\twemoji{bellhop bell}</code>		<code>\twemoji{OK button}</code>
	<code>\twemoji{bikini}</code>		<code>\twemoji{OK hand}*</code>
	<code>\twemoji{billed cap}</code>		<code>\twemoji{old key}</code>
	<code>\twemoji{biohazard}</code>		<code>\twemoji{old man}*</code>
	<code>\twemoji{birthday cake}</code>		<code>\twemoji{old woman}*</code>
	<code>\twemoji{bison}</code>		<code>\twemoji{older person}*</code>
	<code>\twemoji{black circle}</code>		<code>\twemoji{om}</code>
	<code>\twemoji{black flag}</code>		<code>\twemoji{ON! arrow}</code>
	<code>\twemoji{black heart}</code>		<code>\twemoji{oncoming fist}*</code>
	<code>\twemoji{black large square}</code>		<code>\twemoji{one-piece swimsuit}</code>
	<code>\twemoji{black medium square}</code>		<code>\twemoji{open book}</code>
	<code>\twemoji{black medium-small square}</code>		<code>\twemoji{open file folder}</code>
	<code>\twemoji{black nib}</code>		<code>\twemoji{open hands}*</code>
	<code>\twemoji{black small square}</code>		<code>\twemoji{open mailbox with lowered flag}</code>
	<code>\twemoji{black square button}</code>		<code>\twemoji{open mailbox with raised flag}</code>

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	<code>\twemoji{blossom}</code>		<code>\twemoji{Ophiuchus}</code>
	<code>\twemoji{blue book}</code>		<code>\twemoji{optical disk}</code>
	<code>\twemoji{blue circle}</code>		<code>\twemoji{orange book}</code>
	<code>\twemoji{blue heart}</code>		<code>\twemoji{orange circle}</code>
	<code>\twemoji{blue square}</code>		<code>\twemoji{orange heart}</code>
	<code>\twemoji{bomb}</code>		<code>\twemoji{orange square}</code>
	<code>\twemoji{bone}</code>		<code>\twemoji{orthodox cross}</code>
	<code>\twemoji{bookmark}</code>		<code>\twemoji{outbox tray}</code>
	<code>\twemoji{bookmark tabs}</code>		<code>\twemoji{P button}</code>
	<code>\twemoji{books}</code>		<code>\twemoji{package}</code>
	<code>\twemoji{boomerang}</code>		<code>\twemoji{page facing up}</code>
	<code>\twemoji{bouquet}</code>		<code>\twemoji{page with curl}</code>
	<code>\twemoji{bow and arrow}</code>		<code>\twemoji{pager}</code>
	<code>\twemoji{bowling}</code>		<code>\twemoji{paintbrush}</code>
	<code>\twemoji{boxing glove}</code>		<code>\twemoji{palm tree}</code>
	<code>\twemoji{boy}*</code>		<code>\twemoji{palms up together}*</code>
	<code>\twemoji{brain}</code>		<code>\twemoji{paperclip}</code>
	<code>\twemoji{breast-feeding}*</code>		<code>\twemoji{parachute}</code>
	<code>\twemoji{bricks}</code>		<code>\twemoji{part alternation mark}</code>
	<code>\twemoji{bridge at night}</code>		<code>\twemoji{party popper}</code>
	<code>\twemoji{briefcase}</code>		<code>\twemoji{partying face}</code>
	<code>\twemoji{briefs}</code>		<code>\twemoji{pause button}</code>
	<code>\twemoji{bright button}</code>		<code>\twemoji{peace symbol}</code>
	<code>\twemoji{broken heart}</code>		<code>\twemoji{pen}</code>
	<code>\twemoji{broom}</code>		<code>\twemoji{pencil}</code>
	<code>\twemoji{brown circle}</code>		<code>\twemoji{pensive face}</code>
	<code>\twemoji{brown heart}</code>		<code>\twemoji{people holding hands}*</code>
	<code>\twemoji{brown square}</code>		<code>\twemoji{people hugging}</code>
	<code>\twemoji{bucket}</code>		<code>\twemoji{people with bunny ears}</code>
	<code>\twemoji{building construction}</code>		<code>\twemoji{people wrestling}</code>
	<code>\twemoji{bullseye}</code>		<code>\twemoji{performing arts}</code>
	<code>\twemoji{bust in silhouette}</code>		<code>\twemoji{persevering face}</code>
	<code>\twemoji{busts in silhouette}</code>		<code>\twemoji{person}*</code>
	<code>\twemoji{cactus}</code>		<code>\twemoji{person bouncing ball}*</code>
	<code>\twemoji{call me hand}*</code>		<code>\twemoji{person bowing}*</code>
	<code>\twemoji{camera}</code>		<code>\twemoji{person cartwheeling}*</code>
	<code>\twemoji{camera with flash}</code>		<code>\twemoji{person climbing}*</code>
	<code>\twemoji{camping}</code>		<code>\twemoji{person facepalming}*</code>
	<code>\twemoji{Cancer}</code>		<code>\twemoji{person feeding baby}*</code>
	<code>\twemoji{candle}</code>		<code>\twemoji{person fencing}</code>
	<code>\twemoji{Capricorn}</code>		<code>\twemoji{person frowning}*</code>
	<code>\twemoji{card file box}</code>		<code>\twemoji{person gesturing NO}*</code>
	<code>\twemoji{card index}</code>		<code>\twemoji{person gesturing OK}*</code>
	<code>\twemoji{card index dividers}</code>		<code>\twemoji{person getting haircut}*</code>
	<code>\twemoji{carousel horse}</code>		<code>\twemoji{person getting massage}*</code>
	<code>\twemoji{carp streamer}</code>		<code>\twemoji{person golfing}*</code>

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	<code>\twemoji{carpentry saw}</code>		<code>\twemoji{person in bed}*</code>
	<code>\twemoji{castle}</code>		<code>\twemoji{person in lotus position}*</code>
	<code>\twemoji{cat with tears of joy}</code>		<code>\twemoji{person in manual wheelchair}*</code>
	<code>\twemoji{cat with wry smile}</code>		<code>\twemoji{person in motorized wheelchair}*</code>
	<code>\twemoji{chains}</code>		<code>\twemoji{person in steamy room}*</code>
	<code>\twemoji{chair}</code>		<code>\twemoji{person in suit levitating}*</code>
	<code>\twemoji{chart decreasing}</code>		<code>\twemoji{person in tuxedo}*</code>
	<code>\twemoji{chart increasing}</code>		<code>\twemoji{person juggling}*</code>
	<code>\twemoji{chart increasing with yen}</code>		<code>\twemoji{person kneeling}*</code>
	<code>\twemoji{check box with check}</code>		<code>\twemoji{person lifting weights}*</code>
	<code>\twemoji{check mark}</code>		<code>\twemoji{person playing handball}*</code>
	<code>\twemoji{check mark button}</code>		<code>\twemoji{person playing water polo}*</code>
	<code>\twemoji{chequered flag}</code>		<code>\twemoji{person pouting}*</code>
	<code>\twemoji{cherry blossom}</code>		<code>\twemoji{person raising hand}*</code>
	<code>\twemoji{chess pawn}</code>		<code>\twemoji{person running}*</code>
	<code>\twemoji{chestnut}</code>		<code>\twemoji{person shrugging}*</code>
	<code>\twemoji{child}*</code>		<code>\twemoji{person standing}*</code>
	<code>\twemoji{children crossing}</code>		<code>\twemoji{person surfing}*</code>
	<code>\twemoji{Christmas tree}</code>		<code>\twemoji{person swimming}*</code>
	<code>\twemoji{church}</code>		<code>\twemoji{person taking bath}*</code>
	<code>\twemoji{cigarette}</code>		<code>\twemoji{person tipping hand}*</code>
	<code>\twemoji{cinema}</code>		<code>\twemoji{person walking}*</code>
	<code>\twemoji{circled M}</code>		<code>\twemoji{person wearing turban}*</code>
	<code>\twemoji{circus tent}</code>		<code>\twemoji{person with skullcap}*</code>
	<code>\twemoji{cityscape}</code>		<code>\twemoji{person with veil}*</code>
	<code>\twemoji{cityscape at dusk}</code>		<code>\twemoji{person with white cane}*</code>
	<code>\twemoji{CL button}</code>		<code>\twemoji{petri dish}</code>
	<code>\twemoji{clamp}</code>		<code>\twemoji{pick}</code>
	<code>\twemoji{clapper board}</code>		<code>\twemoji{pile of poo}</code>
	<code>\twemoji{clapping hands}*</code>		<code>\twemoji{pill}</code>
	<code>\twemoji{classical building}</code>		<code>\twemoji{pilot}*</code>
	<code>\twemoji{clipboard}</code>		<code>\twemoji{pinched fingers}*</code>
	<code>\twemoji{clockwise vertical arrows}</code>		<code>\twemoji{pinching hand}*</code>
	<code>\twemoji{closed book}</code>		<code>\twemoji{pine decoration}</code>
	<code>\twemoji{closed mailbox with lowered flag}</code>		<code>\twemoji{ping pong}</code>
	<code>\twemoji{closed mailbox with raised flag}</code>		<code>\twemoji{Pisces}</code>
	<code>\twemoji{closed umbrella}</code>		<code>\twemoji{piñata}</code>
	<code>\twemoji{clown face}</code>		<code>\twemoji{placard}</code>
	<code>\twemoji{clutch bag}</code>		<code>\twemoji{place of worship}</code>
	<code>\twemoji{coat}</code>		<code>\twemoji{play button}</code>
	<code>\twemoji{coffin}</code>		<code>\twemoji{play or pause button}</code>
	<code>\twemoji{coin}</code>		<code>\twemoji{pleading face}</code>

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	<code>\twemoji{cold face}</code>		<code>\twemoji{plunger}</code>
	<code>\twemoji{collision}</code>		<code>\twemoji{plus}</code>
	<code>\twemoji{comet}</code>		<code>\twemoji{police officer}*</code>
	<code>\twemoji{compass}</code>		<code>\twemoji{pool 8 ball}</code>
	<code>\twemoji{computer}</code>		<code>\twemoji{post office}</code>
	<code>\twemoji{computer disk}</code>		<code>\twemoji{postal horn}</code>
	<code>\twemoji{computer mouse}</code>		<code>\twemoji{postbox}</code>
	<code>\twemoji{confetti ball}</code>		<code>\twemoji{potable water}</code>
	<code>\twemoji{confounded face}</code>		<code>\twemoji{potted plant}</code>
	<code>\twemoji{confused face}</code>		<code>\twemoji{pound banknote}</code>
	<code>\twemoji{construction worker}*</code>		<code>\twemoji{pouting cat}</code>
	<code>\twemoji{control knobs}</code>		<code>\twemoji{pouting face}</code>
	<code>\twemoji{convenience store}</code>		<code>\twemoji{prayer beads}</code>
	<code>\twemoji{cook}*</code>		<code>\twemoji{pregnant woman}*</code>
	<code>\twemoji{COOL button}</code>		<code>\twemoji{prince}*</code>
	<code>\twemoji{copyright}</code>		<code>\twemoji{princess}*</code>
	<code>\twemoji{couch and lamp}</code>		<code>\twemoji{printer}</code>
	<code>\twemoji{counterclockwise arrows button}</code>		<code>\twemoji{prohibited}</code>
	<code>\twemoji{couple with heart}*</code>		<code>\twemoji{purple circle}</code>
	<code>\twemoji{couplekiss}</code>		<code>\twemoji{purple heart}</code>
	<code>\twemoji{cowboy hat face}</code>		<code>\twemoji{purple square}</code>
	<code>\twemoji{crayon}</code>		<code>\twemoji{purse}</code>
	<code>\twemoji{credit card}</code>		<code>\twemoji{pushpin}</code>
	<code>\twemoji{cricket game}</code>		<code>\twemoji{puzzle piece}</code>
	<code>\twemoji{cross mark}</code>		<code>\twemoji{radio}</code>
	<code>\twemoji{cross mark button}</code>		<code>\twemoji{radio button}</code>
	<code>\twemoji{crossed fingers}*</code>		<code>\twemoji{radioactive}</code>
	<code>\twemoji{crossed flags}</code>		<code>\twemoji{rainbow}</code>
	<code>\twemoji{crossed swords}</code>		<code>\twemoji{raised back of hand}*</code>
	<code>\twemoji{crown}</code>		<code>\twemoji{raised fist}*</code>
	<code>\twemoji{crying cat}</code>		<code>\twemoji{raised hand}*</code>
	<code>\twemoji{crying face}</code>		<code>\twemoji{raising hands}*</code>
	<code>\twemoji{crystal ball}</code>		<code>\twemoji{razor}</code>
	<code>\twemoji{curling stone}</code>		<code>\twemoji{receipt}</code>
	<code>\twemoji{curly hair}</code>		<code>\twemoji{record button}</code>
	<code>\twemoji{curly loop}</code>		<code>\twemoji{recycling symbol}</code>
	<code>\twemoji{currency exchange}</code>		<code>\twemoji{red circle}</code>
	<code>\twemoji{cyclone}</code>		<code>\twemoji{red envelope}</code>
	<code>\twemoji{dagger}</code>		<code>\twemoji{red exclamation mark}</code>
	<code>\twemoji{dark skin tone}</code>		<code>\twemoji{red hair}</code>
	<code>\twemoji{dashing away}</code>		<code>\twemoji{red heart}</code>
	<code>\twemoji{date}</code>		<code>\twemoji{red paper lantern}</code>
	<code>\twemoji{deaf man}*</code>		<code>\twemoji{red question mark}</code>
	<code>\twemoji{deaf person}*</code>		<code>\twemoji{red square}</code>
	<code>\twemoji{deaf woman}*</code>		<code>\twemoji{red triangle pointed down}</code>

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	<code>\twemoji{deciduous tree}</code>		<code>\twemoji{red triangle pointed up}</code>
	<code>\twemoji{department store}</code>		<code>\twemoji{registered}</code>
	<code>\twemoji{derelict house}</code>		<code>\twemoji{relieved face}</code>
	<code>\twemoji{desert}</code>		<code>\twemoji{reminder ribbon}</code>
	<code>\twemoji{desert island}</code>		<code>\twemoji{repeat button}</code>
	<code>\twemoji{desktop computer}</code>		<code>\twemoji{repeat single button}</code>
	<code>\twemoji{detective}*</code>		<code>\twemoji{rescue worker's helmet}</code>
	<code>\twemoji{diamond with a dot}</code>		<code>\twemoji{restroom}</code>
	<code>\twemoji{dim button}</code>		<code>\twemoji{reverse button}</code>
	<code>\twemoji{disappointed face}</code>		<code>\twemoji{revolving hearts}</code>
	<code>\twemoji{disguised face}</code>		<code>\twemoji{ribbon}</code>
	<code>\twemoji{divide}</code>		<code>\twemoji{right anger bubble}</code>
	<code>\twemoji{diving mask}</code>		<code>\twemoji{right arrow}</code>
	<code>\twemoji{diya lamp}</code>		<code>\twemoji{right arrow curving down}</code>
	<code>\twemoji{dizzy}</code>		<code>\twemoji{right arrow curving left}</code>
	<code>\twemoji{dna}</code>		<code>\twemoji{right arrow curving up}</code>
	<code>\twemoji{dollar banknote}</code>		<code>\twemoji{right-facing fist}*</code>
	<code>\twemoji{door}</code>		<code>\twemoji{ring}</code>
	<code>\twemoji{dotted six-pointed star}</code>		<code>\twemoji{ringed planet}</code>
	<code>\twemoji{double curly loop}</code>		<code>\twemoji{robot}</code>
	<code>\twemoji{double exclamation mark}</code>		<code>\twemoji{rock}</code>
	<code>\twemoji{dove}</code>		<code>\twemoji{roll of paper}</code>
	<code>\twemoji{down arrow}</code>		<code>\twemoji{rolled-up newspaper}</code>
	<code>\twemoji{down-left arrow}</code>		<code>\twemoji{roller coaster}</code>
	<code>\twemoji{down-right arrow}</code>		<code>\twemoji{rolling on the floor laughing}</code>
	<code>\twemoji{downcast face with sweat}</code>		<code>\twemoji{rose}</code>
	<code>\twemoji{downwards button}</code>		<code>\twemoji{rosette}</code>
	<code>\twemoji{dress}</code>		<code>\twemoji{round pushpin}</code>
	<code>\twemoji{drooling face}</code>		<code>\twemoji{rugby football}</code>
	<code>\twemoji{drop of blood}</code>		<code>\twemoji{running shirt}</code>
	<code>\twemoji{droplet}</code>		<code>\twemoji{running shoe}</code>
	<code>\twemoji{drum}</code>		<code>\twemoji{sad but relieved face}</code>
	<code>\twemoji{dvd}</code>		<code>\twemoji{safety pin}</code>
	<code>\twemoji{e-mail}</code>		<code>\twemoji{safety vest}</code>
	<code>\twemoji{e50a}</code>		<code>\twemoji{Sagittarius}</code>
	<code>\twemoji{ear}*</code>		<code>\twemoji{sailboat}</code>
	<code>\twemoji{ear of corn}</code>		<code>\twemoji{Santa Claus}*</code>
	<code>\twemoji{ear with hearing aid}*</code>		<code>\twemoji{sari}</code>
	<code>\twemoji{eight-pointed star}</code>		<code>\twemoji{satellite antenna}</code>
	<code>\twemoji{eight-spoked asterisk}</code>		<code>\twemoji{saxophone}</code>
	<code>\twemoji{eject button}</code>		<code>\twemoji{scarf}</code>
	<code>\twemoji{electric plug}</code>		<code>\twemoji{school}</code>
	<code>\twemoji{elevator}</code>		<code>\twemoji{scientist}*</code>
	<code>\twemoji{elf}*</code>		<code>\twemoji{scissors}</code>
	<code>\twemoji{END arrow}</code>		<code>\twemoji{scorpius}</code>

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	<code>\twemoji{envelope}</code>		<code>\twemoji{screwdriver}</code>
	<code>\twemoji{envelope with arrow}</code>		<code>\twemoji{scroll}</code>
	<code>\twemoji{euro banknote}</code>		<code>\twemoji{seat}</code>
	<code>\twemoji{evergreen tree}</code>		<code>\twemoji{see-no-evil monkey}</code>
	<code>\twemoji{exclamation question mark}</code>		<code>\twemoji{seedling}</code>
	<code>\twemoji{exploding head}</code>		<code>\twemoji{selfie}</code> *
	<code>\twemoji{expressionless face}</code>		<code>\twemoji{sewing needle}</code>
	<code>\twemoji{eye}</code>		<code>\twemoji{shamrock}</code>
	<code>\twemoji{eye in speech bubble}</code>		<code>\twemoji{sheaf of rice}</code>
	<code>\twemoji{eyeglasses}</code>		<code>\twemoji{shield}</code>
	<code>\twemoji{eyes}</code>		<code>\twemoji{shinto shrine}</code>
	<code>\twemoji{face blowing a kiss}</code>		<code>\twemoji{shooting star}</code>
	<code>\twemoji{face savoring food}</code>		<code>\twemoji{shopping bags}</code>
	<code>\twemoji{face screaming in fear}</code>		<code>\twemoji{shopping cart}</code>
	<code>\twemoji{face vomiting}</code>		<code>\twemoji{shorts}</code>
	<code>\twemoji{face with hand over mouth}</code>		<code>\twemoji{shower}</code>
	<code>\twemoji{face with head-bandage}</code>		<code>\twemoji{shuffle tracks button}</code>
	<code>\twemoji{face with medical mask}</code>		<code>\twemoji{shushing face}</code>
	<code>\twemoji{face with monocle}</code>		<code>\twemoji{sign of the horns}</code> *
	<code>\twemoji{face with open mouth}</code>		<code>\twemoji{singer}</code> *
	<code>\twemoji{face with raised eyebrow}</code>		<code>\twemoji{skier}</code>
	<code>\twemoji{face with rolling eyes}</code>		<code>\twemoji{skis}</code>
	<code>\twemoji{face with steam from nose}</code>		<code>\twemoji{skull}</code>
	<code>\twemoji{face with symbols on mouth}</code>		<code>\twemoji{skull and crossbones}</code>
	<code>\twemoji{face with tears of joy}</code>		<code>\twemoji{sleeping face}</code>
	<code>\twemoji{face with thermometer}</code>		<code>\twemoji{sleepy face}</code>
	<code>\twemoji{face with tongue}</code>		<code>\twemoji{slightly frowning face}</code>
	<code>\twemoji{face without mouth}</code>		<code>\twemoji{slightly smiling face}</code>
	<code>\twemoji{factory}</code>		<code>\twemoji{slot machine}</code>
	<code>\twemoji{factory worker}</code> *		<code>\twemoji{small blue diamond}</code>
	<code>\twemoji{fairy}</code> *		<code>\twemoji{small orange diamond}</code>
	<code>\twemoji{fallen leaf}</code>		<code>\twemoji{smiling cat with heart-eyes}</code>
	<code>\twemoji{family}</code> *		<code>\twemoji{smiling face}</code>
	<code>\twemoji{farmer}</code> *		<code>\twemoji{smiling face with halo}</code>
	<code>\twemoji{fast down button}</code>		<code>\twemoji{smiling face with heart-eyes}</code>
	<code>\twemoji{fast reverse button}</code>		<code>\twemoji{smiling face with hearts}</code>
	<code>\twemoji{fast up button}</code>		<code>\twemoji{smiling face with horns}</code>
	<code>\twemoji{fast-forward button}</code>		<code>\twemoji{smiling face with smiling eyes}</code>
	<code>\twemoji{fax machine}</code>		<code>\twemoji{smiling face with sunglasses}</code>
	<code>\twemoji{fearful face}</code>		<code>\twemoji{smiling face with tear}</code>
	<code>\twemoji{feather}</code>		<code>\twemoji{smirking face}</code>

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	<code>\twemoji{female sign}</code>		<code>\twemoji{sneezing face}</code>
	<code>\twemoji{ferris wheel}</code>		<code>\twemoji{snow-capped mountain}</code>
	<code>\twemoji{ferry}</code>		<code>\twemoji{snowboarder}*</code>
	<code>\twemoji{field hockey}</code>		<code>\twemoji{snowflake}</code>
	<code>\twemoji{file cabinet}</code>		<code>\twemoji{snowman}</code>
	<code>\twemoji{file folder}</code>		<code>\twemoji{snowman without snow}</code>
	<code>\twemoji{film frames}</code>		<code>\twemoji{soap}</code>
	<code>\twemoji{film projector}</code>		<code>\twemoji{soccer ball}</code>
	<code>\twemoji{fire}</code>		<code>\twemoji{socks}</code>
	<code>\twemoji{fire extinguisher}</code>		<code>\twemoji{softball}</code>
	<code>\twemoji{firecracker}</code>		<code>\twemoji{SOON arrow}</code>
	<code>\twemoji{firefighter}*</code>		<code>\twemoji{SOS button}</code>
	<code>\twemoji{fireworks}</code>		<code>\twemoji{sparkle}</code>
	<code>\twemoji{fishing pole}</code>		<code>\twemoji{sparkler}</code>
	<code>\twemoji{flag in hole}</code>		<code>\twemoji{sparkles}</code>
	<code>\twemoji{flashlight}</code>		<code>\twemoji{sparkling heart}</code>
	<code>\twemoji{flat shoe}</code>		<code>\twemoji{speak-no-evil monkey}</code>
	<code>\twemoji{fleur-de-lis}</code>		<code>\twemoji{speaker high volume}</code>
	<code>\twemoji{flexed biceps}*</code>		<code>\twemoji{speaker low volume}</code>
	<code>\twemoji{floppy disk}</code>		<code>\twemoji{speaker medium volume}</code>
	<code>\twemoji{flower playing cards}</code>		<code>\twemoji{speaking head}</code>
	<code>\twemoji{flushed face}</code>		<code>\twemoji{speech balloon}</code>
	<code>\twemoji{flying disc}</code>		<code>\twemoji{spider}</code>
	<code>\twemoji{foggy}</code>		<code>\twemoji{spider web}</code>
	<code>\twemoji{folded hands}*</code>		<code>\twemoji{spiral calendar}</code>
	<code>\twemoji{foot}*</code>		<code>\twemoji{spiral notepad}</code>
	<code>\twemoji{footprints}</code>		<code>\twemoji{sponge}</code>
	<code>\twemoji{fountain}</code>		<code>\twemoji{spoon}</code>
	<code>\twemoji{fountain pen}</code>		<code>\twemoji{sports medal}</code>
	<code>\twemoji{four leaf clover}</code>		<code>\twemoji{squinting face with tongue}</code>
	<code>\twemoji{framed picture}</code>		<code>\twemoji{stadium}</code>
	<code>\twemoji{FREE button}</code>		<code>\twemoji{star}</code>
	<code>\twemoji{frowning face}</code>		<code>\twemoji{star and crescent}</code>
	<code>\twemoji{frowning face with open mouth}</code>		<code>\twemoji{star of David}</code>
	<code>\twemoji{fuel pump}</code>		<code>\twemoji{star-struck}</code>
	<code>\twemoji{funeral urn}</code>		<code>\twemoji{Statue of Liberty}</code>
	<code>\twemoji{game die}</code>		<code>\twemoji{stethoscope}</code>
	<code>\twemoji{gear}</code>		<code>\twemoji{stop button}</code>
	<code>\twemoji{gem stone}</code>		<code>\twemoji{stop sign}</code>
	<code>\twemoji{Gemini}</code>		<code>\twemoji{straight ruler}</code>
	<code>\twemoji{genie}</code>		<code>\twemoji{student}*</code>
	<code>\twemoji{ghost}</code>		<code>\twemoji{studio microphone}</code>
	<code>\twemoji{girl}*</code>		<code>\twemoji{sun with face}</code>
	<code>\twemoji{globe showing Americas}</code>		<code>\twemoji{sunflower}</code>

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	<code>\twemoji{globe showing Asia-Australia}</code>		<code>\twemoji{sunrise}</code>
	<code>\twemoji{globe showing Europe-Africa}</code>		<code>\twemoji{sunrise over mountains}</code>
	<code>\twemoji{globe with meridians}</code>		<code>\twemoji{sunset}</code>
	<code>\twemoji{gloves}</code>		<code>\twemoji{superhero}*</code>
	<code>\twemoji{glowing star}</code>		<code>\twemoji{supervillain}*</code>
	<code>\twemoji{goal net}</code>		<code>\twemoji{sweat droplets}</code>
	<code>\twemoji{goblin}</code>		<code>\twemoji{synagogue}</code>
	<code>\twemoji{goggles}</code>		<code>\twemoji{syringe}</code>
	<code>\twemoji{graduation cap}</code>		<code>\twemoji{t-shirt}</code>
	<code>\twemoji{green book}</code>		<code>\twemoji{tanabata tree}</code>
	<code>\twemoji{green circle}</code>		<code>\twemoji{Taurus}</code>
	<code>\twemoji{green heart}</code>		<code>\twemoji{teacher}*</code>
	<code>\twemoji{green square}</code>		<code>\twemoji{tear-off calendar}</code>
	<code>\twemoji{grimacing face}</code>		<code>\twemoji{technologist}*</code>
	<code>\twemoji{grinning cat}</code>		<code>\twemoji{teddy bear}</code>
	<code>\twemoji{grinning cat with smiling eyes}</code>		<code>\twemoji{telephone}</code>
	<code>\twemoji{grinning face}</code>		<code>\twemoji{telephone receiver}</code>
	<code>\twemoji{grinning face with big eyes}</code>		<code>\twemoji{telescope}</code>
	<code>\twemoji{grinning face with smiling eyes}</code>		<code>\twemoji{television}</code>
	<code>\twemoji{grinning face with sweat}</code>		<code>\twemoji{tennis}</code>
	<code>\twemoji{grinning squinting face}</code>		<code>\twemoji{tent}</code>
	<code>\twemoji{growing heart}</code>		<code>\twemoji{test tube}</code>
	<code>\twemoji{guard}*</code>		<code>\twemoji{thinking face}</code>
	<code>\twemoji{guitar}</code>		<code>\twemoji{thong sandal}</code>
	<code>\twemoji{hammer}</code>		<code>\twemoji{thought balloon}</code>
	<code>\twemoji{hammer and pick}</code>		<code>\twemoji{thread}</code>
	<code>\twemoji{hammer and wrench}</code>		<code>\twemoji{thumbs down}*</code>
	<code>\twemoji{hand with fingers splayed}*</code>		<code>\twemoji{thumbs up}*</code>
	<code>\twemoji{handbag}</code>		<code>\twemoji{ticket}</code>
	<code>\twemoji{handshake}</code>		<code>\twemoji{tired face}</code>
	<code>\twemoji{headphones}</code>		<code>\twemoji{toilet}</code>
	<code>\twemoji{headstone}</code>		<code>\twemoji{Tokyo tower}</code>
	<code>\twemoji{health worker}*</code>		<code>\twemoji{tongue}</code>
	<code>\twemoji{hear-no-evil monkey}</code>		<code>\twemoji{toolbox}</code>
	<code>\twemoji{heart decoration}</code>		<code>\twemoji{tooth}</code>
	<code>\twemoji{heart exclamation}</code>		<code>\twemoji{toothbrush}</code>
	<code>\twemoji{heart with arrow}</code>		<code>\twemoji{TOP arrow}</code>
	<code>\twemoji{heart with ribbon}</code>		<code>\twemoji{top hat}</code>
	<code>\twemoji{heavy dollar sign}</code>		<code>\twemoji{trackball}</code>
	<code>\twemoji{herb}</code>		<code>\twemoji{trade mark}</code>
	<code>\twemoji{hibiscus}</code>		<code>\twemoji{transgender symbol}</code>

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	<code>\twemoji{high voltage}</code>		<code>\twemoji{triangular flag}</code>
	<code>\twemoji{high-heeled shoe}</code>		<code>\twemoji{triangular ruler}</code>
	<code>\twemoji{hiking boot}</code>		<code>\twemoji{trident emblem}</code>
	<code>\twemoji{hindu temple}</code>		<code>\twemoji{trophy}</code>
	<code>\twemoji{hole}</code>		<code>\twemoji{trumpet}</code>
	<code>\twemoji{hollow red circle}</code>		<code>\twemoji{tulip}</code>
	<code>\twemoji{hook}</code>		<code>\twemoji{two hearts}</code>
	<code>\twemoji{horse racing}*</code>		<code>\twemoji{umbrella}</code>
	<code>\twemoji{hospital}</code>		<code>\twemoji{umbrella on ground}</code>
	<code>\twemoji{hot face}</code>		<code>\twemoji{umbrella with rain drops}</code>
	<code>\twemoji{hot springs}</code>		<code>\twemoji{unamused face}</code>
	<code>\twemoji{hotel}</code>		<code>\twemoji{unlocked}</code>
	<code>\twemoji{house}</code>		<code>\twemoji{up arrow}</code>
	<code>\twemoji{house with garden}</code>		<code>\twemoji{UP! button}</code>
	<code>\twemoji{houses}</code>		<code>\twemoji{up-down arrow}</code>
	<code>\twemoji{hugging face}</code>		<code>\twemoji{up-left arrow}</code>
	<code>\twemoji{hundred points}</code>		<code>\twemoji{up-right arrow}</code>
	<code>\twemoji{hushed face}</code>		<code>\twemoji{upside-down face}</code>
	<code>\twemoji{hut}</code>		<code>\twemoji{upwards button}</code>
	<code>\twemoji{ice hockey}</code>		<code>\twemoji{vampire}*</code>
	<code>\twemoji{ice skate}</code>		<code>\twemoji{vibration mode}</code>
	<code>\twemoji{ID button}</code>		<code>\twemoji{victory hand}*</code>
	<code>\twemoji{inbox tray}</code>		<code>\twemoji{video camera}</code>
	<code>\twemoji{incoming envelope}</code>		<code>\twemoji{video game}</code>
	<code>\twemoji{index pointing up}*</code>		<code>\twemoji{videocassette}</code>
	<code>\twemoji{infinity}</code>		<code>\twemoji{violin}</code>
	<code>\twemoji{information}</code>		<code>\twemoji{Virgo}</code>
	<code>\twemoji{input latin letters}</code>		<code>\twemoji{volcano}</code>
	<code>\twemoji{input latin lowercase}</code>		<code>\twemoji{volleyball}</code>
	<code>\twemoji{input latin uppercase}</code>		<code>\twemoji{VS button}</code>
	<code>\twemoji{input numbers}</code>		<code>\twemoji{vulcan salute}*</code>
	<code>\twemoji{input symbols}</code>		<code>\twemoji{warning}</code>
	<code>\twemoji{jack-o-lantern}</code>		<code>\twemoji{wastebasket}</code>
	<code>\twemoji{Japanese ‘‘acceptable’’ button}</code>		<code>\twemoji{watch}</code>
	<code>\twemoji{Japanese ‘‘application’’ button}</code>		<code>\twemoji{water closet}</code>
	<code>\twemoji{Japanese ‘‘bargain’’ button}</code>		<code>\twemoji{water pistol}</code>
	<code>\twemoji{Japanese ‘‘congratulations’’ button}</code>		<code>\twemoji{water wave}</code>
	<code>\twemoji{Japanese ‘‘discount’’ button}</code>		<code>\twemoji{waving hand}*</code>
	<code>\twemoji{Japanese ‘‘free of charge’’ button}</code>		<code>\twemoji{wavy dash}</code>
	<code>\twemoji{Japanese ‘‘here’’ button}</code>		<code>\twemoji{weary cat}</code>

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	<code>\twemoji{Japanese ‘monthly amount’ button}</code>		<code>\twemoji{weary face}</code>
	<code>\twemoji{Japanese ‘no vacancy’ button}</code>		<code>\twemoji{wedding}</code>
	<code>\twemoji{Japanese ‘not free of charge’ button}</code>		<code>\twemoji{wheel of dharma}</code>
	<code>\twemoji{Japanese ‘open for business’ button}</code>		<code>\twemoji{wheelchair symbol}</code>
	<code>\twemoji{Japanese ‘passing grade’ button}</code>		<code>\twemoji{white cane}</code>
	<code>\twemoji{Japanese ‘prohibited’ button}</code>		<code>\twemoji{white circle}</code>
	<code>\twemoji{Japanese ‘reserved’ button}</code>		<code>\twemoji{white exclamation mark}</code>
	<code>\twemoji{Japanese ‘secret’ button}</code>		<code>\twemoji{white flag}</code>
	<code>\twemoji{Japanese ‘service charge’ button}</code>		<code>\twemoji{white flower}</code>
	<code>\twemoji{Japanese ‘vacancy’ button}</code>		<code>\twemoji{white hair}</code>
	<code>\twemoji{Japanese castle}</code>		<code>\twemoji{white heart}</code>
	<code>\twemoji{Japanese dolls}</code>		<code>\twemoji{white large square}</code>
	<code>\twemoji{Japanese post office}</code>		<code>\twemoji{white medium square}</code>
	<code>\twemoji{Japanese symbol for beginner}</code>		<code>\twemoji{white medium-small square}</code>
	<code>\twemoji{jeans}</code>		<code>\twemoji{white question mark}</code>
	<code>\twemoji{joker}</code>		<code>\twemoji{white small square}</code>
	<code>\twemoji{joystick}</code>		<code>\twemoji{white square button}</code>
	<code>\twemoji{judge}*</code>		<code>\twemoji{wilted flower}</code>
	<code>\twemoji{kaaba}</code>		<code>\twemoji{wind chime}</code>
	<code>\twemoji{key}</code>		<code>\twemoji{window}</code>
	<code>\twemoji{keyboard}</code>		<code>\twemoji{winking face}</code>
	<code>\twemoji{keycap: 0}</code>		<code>\twemoji{winking face with tongue}</code>
	<code>\twemoji{keycap: 1}</code>		<code>\twemoji{woman}*</code>
	<code>\twemoji{keycap: 2}</code>		<code>\twemoji{woman and man holding hands}*</code>
	<code>\twemoji{keycap: 3}</code>		<code>\twemoji{woman artist}*</code>
	<code>\twemoji{keycap: 4}</code>		<code>\twemoji{woman astronaut}*</code>
	<code>\twemoji{keycap: 5}</code>		<code>\twemoji{woman bouncing ball}*</code>
	<code>\twemoji{keycap: 6}</code>		<code>\twemoji{woman bowing}*</code>
	<code>\twemoji{keycap: 7}</code>		<code>\twemoji{woman cartwheeling}*</code>
	<code>\twemoji{keycap: 8}</code>		<code>\twemoji{woman climbing}*</code>
	<code>\twemoji{keycap: 9}</code>		<code>\twemoji{woman construction worker}*</code>
	<code>\twemoji{keycap: 10}</code>		<code>\twemoji{woman cook}*</code>
	<code>\twemoji{keycap: *}</code>		<code>\twemoji{woman dancing}*</code>
	<code>\twemoji{keycap: #}</code>		<code>\twemoji{woman detective}*</code>

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	<code>\twemoji{kimono}</code>		<code>\twemoji{woman elf}*</code>
	<code>\twemoji{kiss}*</code>		<code>\twemoji{woman facepalming}*</code>
	<code>\twemoji{kissing cat}</code>		<code>\twemoji{woman factory worker}*</code>
	<code>\twemoji{kissing face}</code>		<code>\twemoji{woman fairy}*</code>
	<code>\twemoji{kissing face with closed eyes}</code>		<code>\twemoji{woman farmer}*</code>
	<code>\twemoji{kissing face with smiling eyes}</code>		<code>\twemoji{woman feeding baby}*</code>
	<code>\twemoji{kitchen knife}</code>		<code>\twemoji{woman firefighter}*</code>
	<code>\twemoji{kite}</code>		<code>\twemoji{woman frowning}*</code>
	<code>\twemoji{knocked-out face}</code>		<code>\twemoji{woman genie}</code>
	<code>\twemoji{knot}</code>		<code>\twemoji{woman gesturing NO}*</code>
	<code>\twemoji{lab coat}</code>		<code>\twemoji{woman gesturing OK}*</code>
	<code>\twemoji{label}</code>		<code>\twemoji{woman getting haircut}*</code>
	<code>\twemoji{lacrosse}</code>		<code>\twemoji{woman getting massage}*</code>
	<code>\twemoji{ladder}</code>		<code>\twemoji{woman golfing}*</code>
	<code>\twemoji{large blue diamond}</code>		<code>\twemoji{woman guard}*</code>
	<code>\twemoji{large orange diamond}</code>		<code>\twemoji{woman health worker}*</code>
	<code>\twemoji{last track button}</code>		<code>\twemoji{woman in lotus position}*</code>
	<code>\twemoji{latin cross}</code>		<code>\twemoji{woman in manual wheelchair}*</code>
	<code>\twemoji{leaf fluttering in wind}</code>		<code>\twemoji{woman in motorized wheelchair}*</code>
	<code>\twemoji{ledger}</code>		<code>\twemoji{woman in steamy room}*</code>
	<code>\twemoji{left arrow}</code>		<code>\twemoji{woman in tuxedo}*</code>
	<code>\twemoji{left arrow curving right}</code>		<code>\twemoji{woman judge}*</code>
	<code>\twemoji{left speech bubble}</code>		<code>\twemoji{woman juggling}*</code>
	<code>\twemoji{left-facing fist}*</code>		<code>\twemoji{woman kneeling}*</code>
	<code>\twemoji{left-right arrow}</code>		<code>\twemoji{woman lifting weights}*</code>
	<code>\twemoji{leg}*</code>		<code>\twemoji{woman mage}*</code>
	<code>\twemoji{Leo}</code>		<code>\twemoji{woman mechanic}*</code>
	<code>\twemoji{level slider}</code>		<code>\twemoji{woman office worker}*</code>
	<code>\twemoji{Libra}</code>		<code>\twemoji{woman pilot}*</code>
	<code>\twemoji{light bulb}</code>		<code>\twemoji{woman playing handball}*</code>
	<code>\twemoji{light skin tone}</code>		<code>\twemoji{woman playing water polo}*</code>
	<code>\twemoji{link}</code>		<code>\twemoji{woman police officer}*</code>
	<code>\twemoji{linked paperclips}</code>		<code>\twemoji{woman pouting}*</code>
	<code>\twemoji{lipstick}</code>		<code>\twemoji{woman raising hand}*</code>
	<code>\twemoji{litter in bin sign}</code>		<code>\twemoji{woman running}*</code>
	<code>\twemoji{locked}</code>		<code>\twemoji{woman scientist}*</code>
	<code>\twemoji{locked with key}</code>		<code>\twemoji{woman shrugging}*</code>
	<code>\twemoji{locked with pen}</code>		<code>\twemoji{woman singer}*</code>
	<code>\twemoji{long drum}</code>		<code>\twemoji{woman standing}*</code>
	<code>\twemoji{lotion bottle}</code>		<code>\twemoji{woman student}*</code>
	<code>\twemoji{loudly crying face}</code>		<code>\twemoji{woman superhero}*</code>
	<code>\twemoji{loudspeaker}</code>		<code>\twemoji{woman supervillain}*</code>

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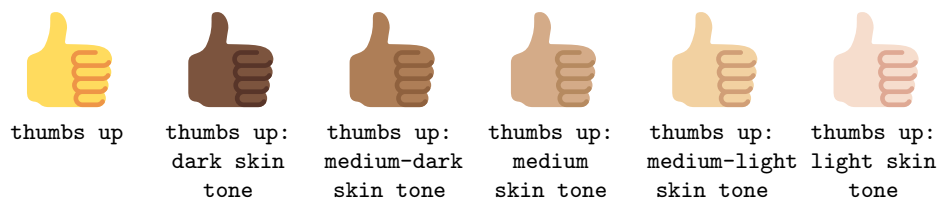
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	<code>\twemoji{love hotel}</code>		<code>\twemoji{woman surfing}*</code>
	<code>\twemoji{love letter}</code>		<code>\twemoji{woman swimming}*</code>
	<code>\twemoji{love-you gesture}*</code>		<code>\twemoji{woman teacher}*</code>
	<code>\twemoji{luggage}</code>		<code>\twemoji{woman technologist}*</code>
	<code>\twemoji{lungs}</code>		<code>\twemoji{woman tipping hand}*</code>
	<code>\twemoji{lying face}</code>		<code>\twemoji{woman vampire}*</code>
	<code>\twemoji{mage}*</code>		<code>\twemoji{woman walking}*</code>
	<code>\twemoji{magic wand}</code>		<code>\twemoji{woman wearing turban}*</code>
	<code>\twemoji{magnet}</code>		<code>\twemoji{woman with headscarf}*</code>
	<code>\twemoji{magnifying glass tilted left}</code>		<code>\twemoji{woman with veil}*</code>
	<code>\twemoji{magnifying glass tilted right}</code>		<code>\twemoji{woman with white cane}*</code>
	<code>\twemoji{mahjong red dragon}</code>		<code>\twemoji{woman zombie}</code>
	<code>\twemoji{male sign}</code>		<code>\twemoji{woman's boot}</code>
	<code>\twemoji{man}*</code>		<code>\twemoji{woman's clothes}</code>
	<code>\twemoji{man artist}*</code>		<code>\twemoji{woman's hat}</code>
	<code>\twemoji{man astronaut}*</code>		<code>\twemoji{woman's sandal}</code>
	<code>\twemoji{man bouncing ball}*</code>		<code>\twemoji{women holding hands}*</code>
	<code>\twemoji{man bowling}*</code>		<code>\twemoji{women with bunny ears}</code>
	<code>\twemoji{man cartwheeling}*</code>		<code>\twemoji{women wrestling}</code>
	<code>\twemoji{man climbing}*</code>		<code>\twemoji{women's room}</code>
	<code>\twemoji{man construction worker}*</code>		<code>\twemoji{wood}</code>
	<code>\twemoji{man cook}*</code>		<code>\twemoji{woozy face}</code>
	<code>\twemoji{man dancing}*</code>		<code>\twemoji{world map}</code>
	<code>\twemoji{man detective}*</code>		<code>\twemoji{worried face}</code>
	<code>\twemoji{man elf}*</code>		<code>\twemoji{wrapped gift}</code>
	<code>\twemoji{man facepalming}*</code>		<code>\twemoji{wrench}</code>
	<code>\twemoji{man factory worker}*</code>		<code>\twemoji{writing hand}*</code>
	<code>\twemoji{man fairy}*</code>		<code>\twemoji{yarn}</code>
	<code>\twemoji{man farmer}*</code>		<code>\twemoji{yawning face}</code>
	<code>\twemoji{man feeding baby}*</code>		<code>\twemoji{yellow circle}</code>
	<code>\twemoji{man firefighter}*</code>		<code>\twemoji{yellow heart}</code>
	<code>\twemoji{man frowning}*</code>		<code>\twemoji{yellow square}</code>
	<code>\twemoji{man genie}</code>		<code>\twemoji{yen banknote}</code>
	<code>\twemoji{man gesturing NO}*</code>		<code>\twemoji{yin yang}</code>
	<code>\twemoji{man gesturing OK}*</code>		<code>\twemoji{yo-yo}</code>
	<code>\twemoji{man getting haircut}*</code>		<code>\twemoji{zany face}</code>
	<code>\twemoji{man getting massage}*</code>		<code>\twemoji{zipper-mouth face}</code>
	<code>\twemoji{man golfing}*</code>		<code>\twemoji{zombie}</code>
	<code>\twemoji{man guard}*</code>		<code>\twemoji{zzz}</code>
	<code>\twemoji{man health worker}*</code>		

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.








































All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .

* Variants of this symbol portraying different colors and styles are not shown. For example, twemojis defines the following variants of “thumbs up”:



See the twemojis documentation for more information.

TABLE 633: fontawesome5 Faces

	<code>\faAngry</code>		<code>\faGrinWink</code>
	<code>\faAngry[regular]</code>		<code>\faGrinWink[regular]</code>
	<code>\faDizzy</code>		<code>\faKiss</code>
	<code>\faDizzy[regular]</code>		<code>\faKiss[regular]</code>
	<code>\faFlushed</code>		<code>\faKissBeam</code>
	<code>\faFlushed[regular]</code>		<code>\faKissBeam[regular]</code>
	<code>\faFrown</code>		<code>\faKissWinkHeart</code>
	<code>\faFrown[regular]</code>		<code>\faKissWinkHeart[regular]</code>
	<code>\faFrownOpen</code>		<code>\faLaugh</code>
	<code>\faFrownOpen[regular]</code>		<code>\faLaugh[regular]</code>
	<code>\faGrimace</code>		<code>\faLaughBeam</code>
	<code>\faGrimace[regular]</code>		<code>\faLaughBeam[regular]</code>
	<code>\faGrin*[regular]</code>		<code>\faLaughSquint</code>
	<code>\faGrin*</code>		<code>\faLaughSquint[regular]</code>
	<code>\faGrin</code>		<code>\faLaughWink</code>
	<code>\faGrin[regular]</code>		<code>\faLaughWink[regular]</code>
	<code>\faGrinBeam</code>		<code>\faMeh</code>
	<code>\faGrinBeam[regular]</code>		<code>\faMeh[regular]</code>
	<code>\faGrinBeamSweat</code>		<code>\faMehBlank</code>
	<code>\faGrinBeamSweat[regular]</code>		<code>\faMehBlank[regular]</code>

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




























	<code>\faGrinHearts</code>		<code>\faMehRollingEyes</code>
	<code>\faGrinHearts[regular]</code>		<code>\faMehRollingEyes[regular]</code>
	<code>\faGrinSquint</code>		<code>\faSadCry</code>
	<code>\faGrinSquint[regular]</code>		<code>\faSadCry[regular]</code>
	<code>\faGrinSquintTears</code>		<code>\faSadTear</code>
	<code>\faGrinSquintTears[regular]</code>		<code>\faSadTear[regular]</code>
	<code>\faGrinStars</code>		<code>\faSmile</code>
	<code>\faGrinStars[regular]</code>		<code>\faSmile[regular]</code>
	<code>\faGrinTears</code>		<code>\faSmileBeam</code>
	<code>\faGrinTears[regular]</code>		<code>\faSmileBeam[regular]</code>
	<code>\faGrinTongue</code>		<code>\faSmileWink</code>
	<code>\faGrinTongue[regular]</code>		<code>\faSmileWink[regular]</code>
	<code>\faGrinTongueSquint</code>		<code>\faSurprise</code>
	<code>\faGrinTongueSquint[regular]</code>		<code>\faSurprise[regular]</code>
	<code>\faGrinTongueWink</code>		<code>\faTired</code>
	<code>\faGrinTongueWink[regular]</code>		<code>\faTired[regular]</code>

TABLE 634: simpsons Characters from *The Simpsons*

	<code>\Bart</code>		<code>\Homer</code>		<code>\Maggie</code>		<code>\SNPP</code>
	<code>\Burns</code>		<code>\Lisa</code>		<code>\Marge</code>		

The location of the characters' pupils can be controlled with the `\Goofy` command. See *A METAFONT of 'Simpsons' characters* [Che98] for more information. Also, each of the above can be prefixed with `\Left` to make the character face left instead of right:

























































 `\Left\Bart`

TABLE 635: asapsym People

	<code>\asapCycling</code>		<code>\asapMaleAtDrinkingFountain</code>
	<code>\asapFemaleAdult</code>		<code>\asapMaleAtHelpDesk</code>
	<code>\asapFemaleAtDrinkingFountain</code>		<code>\asapMaleChild</code>
	<code>\asapFemaleAtHelpDesk</code>		<code>\asapMaleDiscardingTrash</code>
	<code>\asapFemaleChild</code>		<code>\asapMaleHoldingInfant</code>
	<code>\asapFemaleDiscardingTrash</code>		<code>\asapMaleWalking</code>
	<code>\asapFemaleHoldingInfant</code>		<code>\asapMaleWalkingDog</code>
	<code>\asapFemaleWalking</code>		<code>\asapMaleWalkingStroller</code>
	<code>\asapFemaleWalkingDog</code>		<code>\asapMaleWithChild</code>
	<code>\asapFemaleWalkingStroller</code>		<code>\asapMaleWithLuggageWaiting</code>
	<code>\asapFemaleWithChild</code>		<code>\asapMaleWithLuggageWaving</code>
	<code>\asapFemaleWithLuggageWaiting</code>		<code>\asapMaleWithServiceAnimal</code>
	<code>\asapFemaleWithLuggageWaving</code>		<code>\asapPregnant</code>
	<code>\asapFemaleWithServiceAnimal</code>		<code>\asapWaitingSeated</code>
	<code>\asapGroupMeeting</code>		<code>\asapWalkingCane</code>
	<code>\asapInfant</code>		<code>\asapWheelchairStationary</code>
	<code>\asapMaleAdult</code>		

asapsym requires either Lua \LaTeX or X \LaTeX .

TABLE 636: utfsym People and Faces







	<code>\usym{1F464}</code>		<code>\usym{1F46C}</code>		<code>\usym{1F474}</code>		<code>\usym{1F47E}</code>
	<code>\usym{1F465}</code>		<code>\usym{1F46D}</code>		<code>\usym{1F475}</code>		<code>\usym{1F47F}</code>
	<code>\usym{1F466}</code>		<code>\usym{1F46E}</code>		<code>\usym{1F476}</code>		<code>\usym{1F480}</code>
	<code>\usym{1F467}</code>		<code>\usym{1F46F}</code>		<code>\usym{1F477}</code>		<code>\usym{1F481}</code>
	<code>\usym{1F468}</code>		<code>\usym{1F470}</code>		<code>\usym{1F478}</code>		<code>\usym{1F482}</code>
	<code>\usym{1F469}</code>		<code>\usym{1F471}</code>		<code>\usym{1F479}</code>		<code>\usym{1F483}</code>
	<code>\usym{1F46A}</code>		<code>\usym{1F472}</code>		<code>\usym{1F47A}</code>		<code>\usym{1F486}</code>
	<code>\usym{1F46B}</code>		<code>\usym{1F473}</code>		<code>\usym{1F47D}</code>		<code>\usym{1F487}</code>

All utfsym symbols are implemented with TikZ graphics, not with a font. In addition to `\usym`, the utfsym package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. For example, “`\usymH{1F475}{36pt}`” produces









See the utfsym documentation for more information.

TABLE 637: sillypage Silly Walks

	<code>\sillystep{1}</code>		<code>\sillystep{5}</code>		<code>\sillystep{9}</code>
	<code>\sillystep{2}</code>		<code>\sillystep{6}</code>		<code>\sillystep{10}</code>
	<code>\sillystep{3}</code>		<code>\sillystep{7}</code>		<code>\sillystep{11}</code>
	<code>\sillystep{4}</code>		<code>\sillystep{8}</code>		<code>\sillystep{12}</code>

All sillypage symbols are implemented with PDF graphics, not with a font.

TABLE 638: typicons Users

	<code>\tiUser</code>		<code>\tiUserAddOutline</code>		<code>\tiUserDeleteOutline</code>
	<code>\tiUserAdd</code>		<code>\tiUserDelete</code>		<code>\tiUserOutline</code>

typicons requires either Lua \LaTeX or X \LaTeX .

TABLE 639: fontawesome5 Users






























	<code>\faUser*</code>		<code>\faUserEdit</code>		<code>\faUsers</code>
	<code>\faUser</code>		<code>\faUserFriends</code>		<code>\faUsersCog</code>
	<code>\faUser[regular]</code>		<code>\faUserGraduate</code>		<code>\faUserSecret</code>
	<code>\faUserAltSlash</code>		<code>\faUserInjured</code>		<code>\faUserShield</code>
	<code>\faUserAstronaut</code>		<code>\faUserLock</code>		<code>\faUserSlash</code>
	<code>\faUserCheck</code>		<code>\faUserMd</code>		<code>\faUsersSlash</code>
	<code>\faUserCircle</code>		<code>\faUserMinus</code>		<code>\faUserTag</code>
	<code>\faUserCircle[regular]</code>		<code>\faUserNinja</code>		<code>\faUserTie</code>
	<code>\faUserClock</code>		<code>\faUserNurse</code>		<code>\faUserTimes</code>
	<code>\faUserCog</code>		<code>\faUserPlus</code>		

TABLE 640: scsnowman Snowmen

☺ `\scsnowman`

*`\scsnowman` is drawn using TikZ. The command accepts a number of options for controlling the presence, appearance, and color of the snowman's body, eyes, nose, mouth, arms, hat, and more. See the `scsnowman` documentation for more information, but the following examples showcase a subset of the possibilities (drawn large for clarity):

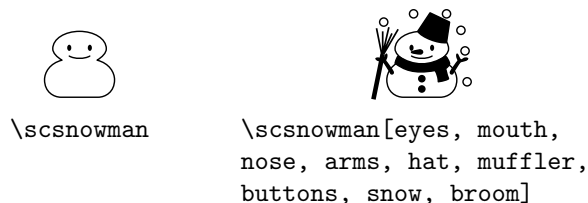










TABLE 641: typicons Files and Folders

 <code>\tiDocument</code>	 <code>\tiDocumentText</code>	 <code>\tiFolderDelete</code>
 <code>\tiDocumentAdd</code>	 <code>\tiFolder</code>	 <code>\tiFolderOpen</code>
 <code>\tiDocumentDelete</code>	 <code>\tiFolderAdd</code>	

typicons requires either Lua \LaTeX or X \LaTeX .

TABLE 642: fontawesome5 Files and Folders

















































 <code>\faFile*[regular]</code>  <code>\faFile*</code>  <code>\faFile</code>  <code>\faFile[regular]</code>  <code>\faFileArchive</code>  <code>\faFileArchive[regular]</code>  <code>\faFileAudio</code>  <code>\faFileAudio[regular]</code>  <code>\faFileCode</code>  <code>\faFileCode[regular]</code>  <code>\faFileContract</code>  <code>\faFileCsv</code>  <code>\faFileDownload</code>  <code>\faFileExcel</code>	 <code>\faFileExcel[regular]</code>  <code>\faFileExport</code>  <code>\faFileImage</code>  <code>\faFileImage[regular]</code>  <code>\faFileImport</code>  <code>\faFileInvoice</code>  <code>\faFileInvoiceDollar</code>  <code>\faFileMedical*</code>  <code>\faFileMedical</code>  <code>\faFilePdf</code>  <code>\faFilePdf[regular]</code>  <code>\faFilePowerpoint</code>  <code>\faFilePowerpoint[regular]</code>  <code>\faFilePrescription</code>	 <code>\faFileSignature</code>  <code>\faFileUpload</code>  <code>\faFileVideo</code>  <code>\faFileVideo[regular]</code>  <code>\faFileWord</code>  <code>\faFileWord[regular]</code>  <code>\faFolder</code>  <code>\faFolder[regular]</code>  <code>\faFolderMinus</code>  <code>\faFolderOpen</code>  <code>\faFolderOpen[regular]</code>  <code>\faFolderPlus</code>
---	--	--

TABLE 643: fontawesome5 Religion

	<code>\faAnkh</code>		<code>\faKaaba</code>		<code>\faQuran</code>
	<code>\faBahai</code>		<code>\faKhanda</code>		<code>\faStarAndCrescent</code>
	<code>\faBible</code>		<code>\faMenorah</code>		<code>\faStarOfDavid</code>
	<code>\faChurch</code>		<code>\faMosque</code>		<code>\faSynagogue</code>
	<code>\faCross</code>		<code>\faOm</code>		<code>\faTorah</code>
	<code>\faDharmachakra</code>		<code>\faPastafarianism</code>		<code>\faToriiGate</code>
	<code>\faGopuram</code>		<code>\faPlaceOfWorship</code>		<code>\faVihara</code>
	<code>\faHamsa</code>		<code>\faPray</code>		<code>\faYinYang</code>
	<code>\faHanukiah</code>		<code>\faPrayingHands</code>		

TABLE 644: utfsym Religion








	<code>\usym{1F543}</code>		<code>\usym{1F545}</code>		<code>\usym{1F54B}</code>		<code>\usym{1F54D}</code>
	<code>\usym{1F544}</code>		<code>\usym{1F549}</code>		<code>\usym{1F54C}</code>		<code>\usym{1F54E}</code>

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. For example, “`\usymH{1f54b}{36pt}`” produces






























































See the `utfsym` documentation for more information.

TABLE 645: asapsym Elevators, Escalators, and Stairs

	<code>\asapElevator</code>		<code>\asapEscalatorUp</code>		<code>\asapStairUp</code>
	<code>\asapEscalator</code>		<code>\asapStair</code>		
	<code>\asapEscalatorDown</code>		<code>\asapStairDown</code>		



`asapsym` requires either `LuaLATEX` or `XLLATEX`.

TABLE 646: Miscellaneous bclogo Symbols

	<code>\bcattention</code>		<code>\bcetoile</code>		<code>\bcpanchant</code>
	<code>\bcbombe</code>		<code>\bcfemme</code>		<code>\bcpeaceandlove</code>
	<code>\bcbook</code>		<code>\bcfeujaune</code>		<code>\bcpluie</code>
	<code>\bccalendrier</code>		<code>\bcfeurouge</code>		<code>\bcplume</code>
	<code>\bccle</code>		<code>\bcfeutricolore</code>		<code>\bcpoisson</code>
	<code>\bcclefa</code>		<code>\bcfeuvert</code>		<code>\bcquestion</code>
	<code>\bcclesol</code>		<code>\bcfleur</code>		<code>\bcrecyclage</code>
	<code>\bccoeur</code>		<code>\bchomme</code>		<code>\bcrosevents</code>
	<code>\bccrayon</code>		<code>\bchorloge</code>		<code>\bcsmbh</code>
	<code>\bccube</code>		<code>\bcicosaedre</code>		<code>\bcsmmh</code>
	<code>\bcdallemagne</code>		<code>\bcinfo</code>		<code>\bcsoleil</code>
	<code>\bcdanger</code>		<code>\bcinterdit</code>		<code>\bcspadesuit</code>
	<code>\bcdautriche</code>		<code>\bclampe</code>		<code>\bcstop</code>
	<code>\bcdbelgique</code>		<code>\bcloupe</code>		<code>\bctakecare</code>
	<code>\bcdbulgarie</code>		<code>\bcneige</code>		<code>\bctetraedre</code>
	<code>\bcdfrance</code>		<code>\bcnote</code>		<code>\bctrefle</code>
	<code>\bcditalie</code>		<code>\bcnucleaire</code>		<code>\bctrombone</code>
	<code>\bcdluxembourg</code>		<code>\bcocetaedre</code>		<code>\bcvaletcoeur</code>
	<code>\bcdodecaedre</code>		<code>\bcoeil</code>		<code>\bcvelo</code>
	<code>\bcdpaysbas</code>		<code>\bcorne</code>		<code>\bcyin</code>
	<code>\bcdz</code>		<code>\bcours</code>		





































































































































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 \bceclaircie  \bcoutil

























































































































































































All bclogo symbols are implemented with TikZ (or alternatively, PSTricks) graphics, not with a font. This is how the symbols shown above can include color.

TABLE 647: Miscellaneous utfsym Symbols

	\usym{1F300}		\usym{1F3EF}		\usym{1F4E3}		\usym{1F583}
	\usym{1F301}		\usym{1F3F0}		\usym{1F4E4}		\usym{1F584}
	\usym{1F302}		\usym{1F3F1}		\usym{1F4E5}		\usym{1F585}
	\usym{1F303}		\usym{1F3F2}		\usym{1F4E6}		\usym{1F586}
	\usym{1F304}		\usym{1F3F3}		\usym{1F4E7}		\usym{1F587}
	\usym{1F305}		\usym{1F3F4}		\usym{1F4E8}		\usym{1F588}
	\usym{1F306}		\usym{1F3F7}		\usym{1F4E9}		\usym{1F5A5}
	\usym{1F307}		\usym{1F3FA}		\usym{1F4EA}		\usym{1F5A6}
	\usym{1F308}		\usym{1F3FB}		\usym{1F4EB}		\usym{1F5A7}
	\usym{1F309}		\usym{1F3FC}		\usym{1F4EC}		\usym{1F5A8}
	\usym{1F30A}		\usym{1F3FD}		\usym{1F4ED}		\usym{1F5A9}
	\usym{1F30B}		\usym{1F3FE}		\usym{1F4EE}		\usym{1F5AA}
	\usym{1F30C}		\usym{1F3FF}		\usym{1F4EF}		\usym{1F5AB}
	\usym{1F30D}		\usym{1F43D}		\usym{1F4F0}		\usym{1F5AC}
	\usym{1F30E}		\usym{1F43E}		\usym{1F4F1}		\usym{1F5AD}
	\usym{1F30F}		\usym{1F440}		\usym{1F4F2}		\usym{1F5AE}
	\usym{1F310}		\usym{1F441}		\usym{1F4F3}		\usym{1F5AF}
	\usym{1F330}		\usym{1F442}		\usym{1F4F4}		\usym{1F5B0}
	\usym{1F358}		\usym{1F443}		\usym{1F4F5}		\usym{1F5B1}
	\usym{1F359}		\usym{1F444}		\usym{1F4F6}		\usym{1F5B2}
	\usym{1F380}		\usym{1F445}		\usym{1F4F7}		\usym{1F5B3}
	\usym{1F381}		\usym{1F463}		\usym{1F4F8}		\usym{1F5B5}
	\usym{1F383}		\usym{1F47B}		\usym{1F4F9}		\usym{1F5B6}
	\usym{1F384}		\usym{1F47C}		\usym{1F4FA}		\usym{1F5B7}
	\usym{1F385}		\usym{1F484}		\usym{1F4FB}		\usym{1F5B8}
	\usym{1F386}		\usym{1F485}		\usym{1F4FC}		\usym{1F5B9}
	\usym{1F387}		\usym{1F488}		\usym{1F4FD}		\usym{1F5BA}
	\usym{1F388}		\usym{1F489}		\usym{1F4FE}		\usym{1F5BB}
	\usym{1F389}		\usym{1F48A}		\usym{1F4FF}		\usym{1F5BC}
	\usym{1F38A}		\usym{1F4A0}		\usym{1F50B}		\usym{1F5BD}
	\usym{1F38B}		\usym{1F4A1}		\usym{1F50C}		\usym{1F5BE}
	\usym{1F38C}		\usym{1F4A2}		\usym{1F50D}		\usym{1F5BF}
	\usym{1F38D}		\usym{1F4A3}		\usym{1F50E}		\usym{1F5C0}

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	<code>\usym{1F38E}</code>		<code>\usym{1F4A4}</code>		<code>\usym{1F50F}</code>		<code>\usym{1F5C1}</code>
	<code>\usym{1F38F}</code>		<code>\usym{1F4A5}</code>		<code>\usym{1F510}</code>		<code>\usym{1F5C2}</code>
	<code>\usym{1F390}</code>		<code>\usym{1F4A6}</code>		<code>\usym{1F511}</code>		<code>\usym{1F5C3}</code>
	<code>\usym{1F391}</code>		<code>\usym{1F4A7}</code>		<code>\usym{1F512}</code>		<code>\usym{1F5C4}</code>
	<code>\usym{1F392}</code>		<code>\usym{1F4A8}</code>		<code>\usym{1F513}</code>		<code>\usym{1F5C5}</code>
	<code>\usym{1F393}</code>		<code>\usym{1F4A9}</code>		<code>\usym{1F514}</code>		<code>\usym{1F5C6}</code>
	<code>\usym{1F395}</code>		<code>\usym{1F4AA}</code>		<code>\usym{1F515}</code>		<code>\usym{1F5C7}</code>
	<code>\usym{1F396}</code>		<code>\usym{1F4AB}</code>		<code>\usym{1F516}</code>		<code>\usym{1F5C8}</code>
	<code>\usym{1F397}</code>		<code>\usym{1F4AC}</code>		<code>\usym{1F517}</code>		<code>\usym{1F5C9}</code>
	<code>\usym{1F398}</code>		<code>\usym{1F4AD}</code>		<code>\usym{1F518}</code>		<code>\usym{1F5CA}</code>
	<code>\usym{1F399}</code>		<code>\usym{1F4AE}</code>		<code>\usym{1F519}</code>		<code>\usym{1F5CB}</code>
	<code>\usym{1F39A}</code>		<code>\usym{1F4AF}</code>		<code>\usym{1F51A}</code>		<code>\usym{1F5CC}</code>
	<code>\usym{1F39B}</code>		<code>\usym{1F4B0}</code>		<code>\usym{1F51B}</code>		<code>\usym{1F5CD}</code>
	<code>\usym{1F39E}</code>		<code>\usym{1F4B1}</code>		<code>\usym{1F51C}</code>		<code>\usym{1F5CE}</code>
	<code>\usym{1F39F}</code>		<code>\usym{1F4B2}</code>		<code>\usym{1F51D}</code>		<code>\usym{1F5CF}</code>
	<code>\usym{1F3A0}</code>		<code>\usym{1F4B3}</code>		<code>\usym{1F51E}</code>		<code>\usym{1F5D0}</code>
	<code>\usym{1F3A1}</code>		<code>\usym{1F4B4}</code>		<code>\usym{1F51F}</code>		<code>\usym{1F5D1}</code>
	<code>\usym{1F3A2}</code>		<code>\usym{1F4B5}</code>		<code>\usym{1F520}</code>		<code>\usym{1F5D2}</code>
	<code>\usym{1F3A3}</code>		<code>\usym{1F4B6}</code>		<code>\usym{1F521}</code>		<code>\usym{1F5D3}</code>
	<code>\usym{1F3A4}</code>		<code>\usym{1F4B7}</code>		<code>\usym{1F522}</code>		<code>\usym{1F5D4}</code>
	<code>\usym{1F3A5}</code>		<code>\usym{1F4B8}</code>		<code>\usym{1F523}</code>		<code>\usym{1F5D6}</code>
	<code>\usym{1F3A6}</code>		<code>\usym{1F4B9}</code>		<code>\usym{1F524}</code>		<code>\usym{1F5D7}</code>
	<code>\usym{1F3A7}</code>		<code>\usym{1F4BA}</code>		<code>\usym{1F525}</code>		<code>\usym{1F5D8}</code>
	<code>\usym{1F3A8}</code>		<code>\usym{1F4BB}</code>		<code>\usym{1F526}</code>		<code>\usym{1F5D9}</code>
	<code>\usym{1F3A9}</code>		<code>\usym{1F4BC}</code>		<code>\usym{1F527}</code>		<code>\usym{1F5DA}</code>
	<code>\usym{1F3AA}</code>		<code>\usym{1F4BD}</code>		<code>\usym{1F528}</code>		<code>\usym{1F5DB}</code>
	<code>\usym{1F3AB}</code>		<code>\usym{1F4BE}</code>		<code>\usym{1F529}</code>		<code>\usym{1F5DC}</code>
	<code>\usym{1F3AC}</code>		<code>\usym{1F4BF}</code>		<code>\usym{1F52A}</code>		<code>\usym{1F5DD}</code>
	<code>\usym{1F3AD}</code>		<code>\usym{1F4C0}</code>		<code>\usym{1F52B}</code>		<code>\usym{1F5DE}</code>
	<code>\usym{1F3B4}</code>		<code>\usym{1F4C1}</code>		<code>\usym{1F52C}</code>		<code>\usym{1F5DF}</code>
	<code>\usym{1F3B7}</code>		<code>\usym{1F4C2}</code>		<code>\usym{1F52D}</code>		<code>\usym{1F5E0}</code>
	<code>\usym{1F3B8}</code>		<code>\usym{1F4C3}</code>		<code>\usym{1F52E}</code>		<code>\usym{1F5E1}</code>
	<code>\usym{1F3B9}</code>		<code>\usym{1F4C4}</code>		<code>\usym{1F530}</code>		<code>\usym{1F5E2}</code>
	<code>\usym{1F3BA}</code>		<code>\usym{1F4C5}</code>		<code>\usym{1F531}</code>		<code>\usym{1F5E3}</code>
	<code>\usym{1F3BB}</code>		<code>\usym{1F4C6}</code>		<code>\usym{1F532}</code>		<code>\usym{1F5E4}</code>
	<code>\usym{1F3BD}</code>		<code>\usym{1F4C7}</code>		<code>\usym{1F533}</code>		<code>\usym{1F5E5}</code>
	<code>\usym{1F3D4}</code>		<code>\usym{1F4C8}</code>		<code>\usym{1F53E}</code>		<code>\usym{1F5E6}</code>
	<code>\usym{1F3D5}</code>		<code>\usym{1F4C9}</code>		<code>\usym{1F53F}</code>		<code>\usym{1F5E7}</code>
	<code>\usym{1F3D6}</code>		<code>\usym{1F4CA}</code>		<code>\usym{1F540}</code>		<code>\usym{1F5E8}</code>
	<code>\usym{1F3D7}</code>		<code>\usym{1F4CB}</code>		<code>\usym{1F541}</code>		<code>\usym{1F5E9}</code>
	<code>\usym{1F3D8}</code>		<code>\usym{1F4CC}</code>		<code>\usym{1F542}</code>		<code>\usym{1F5EA}</code>
	<code>\usym{1F3D9}</code>		<code>\usym{1F4CD}</code>		<code>\usym{1F54F}</code>		<code>\usym{1F5EB}</code>
	<code>\usym{1F3DA}</code>		<code>\usym{1F4CE}</code>		<code>\usym{1F56B}</code>		<code>\usym{1F5EC}</code>
	<code>\usym{1F3DB}</code>		<code>\usym{1F4CF}</code>		<code>\usym{1F56C}</code>		<code>\usym{1F5ED}</code>
	<code>\usym{1F3DC}</code>		<code>\usym{1F4D0}</code>		<code>\usym{1F56D}</code>		<code>\usym{1F5EE}</code>
	<code>\usym{1F3DD}</code>		<code>\usym{1F4D1}</code>		<code>\usym{1F56E}</code>		<code>\usym{1F5EF}</code>

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	<code>\usym{1F3DE}</code>		<code>\usym{1F4D2}</code>		<code>\usym{1F56F}</code>		<code>\usym{1F5F0}</code>
	<code>\usym{1F3DF}</code>		<code>\usym{1F4D3}</code>		<code>\usym{1F571}</code>		<code>\usym{1F5F1}</code>
	<code>\usym{1F3E0}</code>		<code>\usym{1F4D4}</code>		<code>\usym{1F572}</code>		<code>\usym{1F5F2}</code>
	<code>\usym{1F3E1}</code>		<code>\usym{1F4D5}</code>		<code>\usym{1F574}</code>		<code>\usym{1F5F3}</code>
	<code>\usym{1F3E2}</code>		<code>\usym{1F4D6}</code>		<code>\usym{1F575}</code>		<code>\usym{1F5FA}</code>
	<code>\usym{1F3E3}</code>		<code>\usym{1F4D7}</code>		<code>\usym{1F577}</code>		<code>\usym{1F5FB}</code>
	<code>\usym{1F3E4}</code>		<code>\usym{1F4D8}</code>		<code>\usym{1F578}</code>		<code>\usym{1F5FC}</code>
	<code>\usym{1F3E5}</code>		<code>\usym{1F4D9}</code>		<code>\usym{1F579}</code>		<code>\usym{1F5FD}</code>
	<code>\usym{1F3E6}</code>		<code>\usym{1F4DA}</code>		<code>\usym{1F57A}</code>		<code>\usym{1F5FE}</code>
	<code>\usym{1F3E7}</code>		<code>\usym{1F4DB}</code>		<code>\usym{1F57B}</code>		<code>\usym{1F5FF}</code>
	<code>\usym{1F3E8}</code>		<code>\usym{1F4DC}</code>		<code>\usym{1F57C}</code>		<code>\usym{1F573}</code>
	<code>\usym{1F3E9}</code>		<code>\usym{1F4DD}</code>		<code>\usym{1F57D}</code>		<code>\usym{1F576}</code>
	<code>\usym{1F3EA}</code>		<code>\usym{1F4DE}</code>		<code>\usym{1F57E}</code>		<code>\usym{1F5B4}</code>
	<code>\usym{1F3EB}</code>		<code>\usym{1F4DF}</code>		<code>\usym{1F57F}</code>		<code>\usym{1F5D5}</code>
	<code>\usym{1F3EC}</code>		<code>\usym{1F4E0}</code>		<code>\usym{1F580}</code>		
	<code>\usym{1F3ED}</code>		<code>\usym{1F4E1}</code>		<code>\usym{1F581}</code>		
	<code>\usym{1F3EE}</code>		<code>\usym{1F4E2}</code>		<code>\usym{1F582}</code>		

All `utfsym` symbols are implemented with `TikZ` graphics, not with a font. In addition to `\usym`, the `utfsym` package defines `\usymH`, which renders a symbol at a given height, and `\usymW`, which renders a symbol at a given width. See the `utfsym` documentation for more information.

TABLE 648: typicons Brand Icons

	<code>\tiDropbox</code>		<code>\tiSocialLinkedinCircular</code>
	<code>\tiSocialAtCircular</code>		<code>\tiSocialPinterest</code>
	<code>\tiSocialDribbble</code>		<code>\tiSocialPinterestCircular</code>
	<code>\tiSocialDribbbleCircular</code>		<code>\tiSocialSkype</code>
	<code>\tiSocialFacebook</code>		<code>\tiSocialSkypeOutline</code>
	<code>\tiSocialFacebookCircular</code>		<code>\tiSocialTumbler</code>
	<code>\tiSocialFlickr</code>		<code>\tiSocialTumblerCircular</code>
	<code>\tiSocialFlickrCircular</code>		<code>\tiSocialTwitter</code>
	<code>\tiSocialGithub</code>		<code>\tiSocialTwitterCircular</code>
	<code>\tiSocialGithubCircular</code>		<code>\tiSocialVimeo</code>
	<code>\tiSocialGooglePlus</code>		<code>\tiSocialVimeoCircular</code>
	<code>\tiSocialGooglePlusCircular</code>		<code>\tiSocialYoutube</code>
	<code>\tiSocialInstagram</code>		<code>\tiSocialYoutubeCircular</code>
	<code>\tiSocialInstagramCircular</code>		<code>\tiVendorAndroid</code>
	<code>\tiSocialLastFm</code>		<code>\tiVendorApple</code>
	<code>\tiSocialLastFmCircular</code>		<code>\tiVendorMicrosoft</code>
	<code>\tiSocialLinkedin</code>		

`typicons` requires either `LuaLATEX` or `XLLATEX`.

TABLE 649: fontawesome5 Brand Icons

	<code>\faAccessibleIcon</code>		<code>\faGit</code>		<code>\faRaspberryPi</code>
	<code>\faAccusoft</code>		<code>\faGithub*</code>		<code>\faRavelry</code>
	<code>\faAcquisitionsIncorporated</code>		<code>\faGithub</code>		<code>\faReact</code>
	<code>\faAdn</code>		<code>\faGithubSquare</code>		<code>\faReactEurope</code>
	<code>\faAdversal</code>		<code>\faGitkraken</code>		<code>\faReadme</code>
	<code>\faAffiliatetheme</code>		<code>\faGitlab</code>		<code>\faRebel</code>
	<code>\faAirbnb</code>		<code>\faGitSquare</code>		<code>\faReddit</code>
	<code>\faAlgolia</code>		<code>\faGitter</code>		<code>\faRedditAlien</code>
	<code>\faAlipay</code>		<code>\faGlide</code>		<code>\faRedditSquare</code>
	<code>\faAmazon</code>		<code>\faGlideG</code>		<code>\faRedhat</code>
	<code>\faAmazonPay</code>		<code>\faGofore</code>		<code>\faRedRiver</code>
	<code>\faAmelia</code>		<code>\faGoodreads</code>		<code>\faRenren</code>
	<code>\faAndroid</code>		<code>\faGoodreadsG</code>		<code>\faReplyd</code>
	<code>\faAngellist</code>		<code>\faGoogle</code>		<code>\faResearchgate</code>
	<code>\faAngrycreative</code>		<code>\faGoogleDrive</code>		<code>\faResolving</code>
	<code>\faAngular</code>		<code>\faGooglePay</code>		<code>\faRev</code>
	<code>\faApper</code>		<code>\faGooglePlay</code>		<code>\faRocketchat</code>
	<code>\faApple</code>		<code>\faGooglePlus</code>		<code>\faRockrms</code>
	<code>\faApplePay</code>		<code>\faGooglePlusG</code>		<code>\faRProject</code>
	<code>\faAppStore</code>		<code>\faGooglePlusSquare</code>		<code>\faRust</code>
	<code>\faAppStoreIos</code>		<code>\faGoogleWallet</code>		<code>\faSafari</code>
	<code>\faArtstation</code>		<code>\faGratipay</code>		<code>\faSalesforce</code>
	<code>\faAsymmetrik</code>		<code>\faGrav</code>		<code>\faSass</code>
	<code>\faAtlassian</code>		<code>\faGripfire</code>		<code>\faSchlix</code>
	<code>\faAudible</code>		<code>\faGrunt</code>		<code>\faScribd</code>
	<code>\faAutoprefixer</code>		<code>\faGuided</code>		<code>\faSearchengin</code>
	<code>\faAvianex</code>		<code>\faGulp</code>		<code>\faSellcast</code>
	<code>\faAviato</code>		<code>\faHackerNews</code>		<code>\faSellsy</code>
	<code>\faAws</code>		<code>\faHackerNewsSquare</code>		<code>\faServicestack</code>
	<code>\faBandcamp</code>		<code>\faHackerrank</code>		<code>\faShirtsinbulk</code>
	<code>\faBattleNet</code>		<code>\faHips</code>		<code>\faShopify</code>
	<code>\faBehance</code>		<code>\faHireAHelper</code>		<code>\faShopware</code>
	<code>\faBehanceSquare</code>		<code>\faHive</code>		<code>\faSimplybuilt</code>
	<code>\faBimobject</code>		<code>\faHooli</code>		<code>\faSistrix</code>
	<code>\faBitbucket</code>		<code>\faHornbill</code>		<code>\faSith</code>
	<code>\faBitcoin</code>		<code>\faHotjar</code>		<code>\faSketch</code>
	<code>\faBity</code>		<code>\faHouzz</code>		<code>\faSkyatlas</code>
	<code>\faBlackberry</code>		<code>\faHtml5</code>		<code>\faSkype</code>
	<code>\faBlackTie</code>		<code>\faHubspot</code>		<code>\faSlack</code>
	<code>\faBlogger</code>		<code>\faIcon{500px}</code>		<code>\faSlackHash</code>
	<code>\faBloggerB</code>		<code>\faIdeal</code>		<code>\faSlideshare</code>
	<code>\faBluetooth</code>		<code>\faImdb</code>		<code>\faSnapchat</code>
	<code>\faBluetoothB</code>		<code>\faInnosoft</code>		<code>\faSnapchatGhost</code>

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	<code>\faBootstrap</code>		<code>\faInstagram</code>		<code>\faSnapchatSquare</code>
	<code>\faBuffer</code>		<code>\faInstagramSquare</code>		<code>\faSoundcloud</code>
	<code>\faBuromobelexperte</code>		<code>\faInstalod</code>		<code>\faSourcetree</code>
	<code>\faBuyNLarge</code>		<code>\faIntercom</code>		<code>\faSpeakap</code>
	<code>\faBuysellads</code>		<code>\faInternetExplorer</code>		<code>\faSpeakerDeck</code>
	<code>\faCanadianMapleLeaf</code>		<code>\faInvision</code>		<code>\faSpotify</code>
	<code>\faCcAmazonPay</code>		<code>\faIoxhost</code>		<code>\faSquarespace</code>
	<code>\faCcAmex</code>		<code>\faItchIo</code>		<code>\faStackExchange</code>
	<code>\faCcApplePay</code>		<code>\faItunes</code>		<code>\faStackOverflow</code>
	<code>\faCcDinersClub</code>		<code>\faItunesNote</code>		<code>\faStackpath</code>
	<code>\faCcDiscover</code>		<code>\faJava</code>		<code>\faStaylinked</code>
	<code>\faCcJcb</code>		<code>\faJedi</code>		<code>\faSteam</code>
	<code>\faCcMastercard</code>		<code>\faJediOrder</code>		<code>\faSteamSquare</code>
	<code>\faCcPaypal</code>		<code>\faJenkins</code>		<code>\faSteamSymbol</code>
	<code>\faCcStripe</code>		<code>\faJira</code>		<code>\faStickerMule</code>
	<code>\faCcVisa</code>		<code>\faJoget</code>		<code>\faStrava</code>
	<code>\faCentercode</code>		<code>\faJoomla</code>		<code>\faStripe</code>
	<code>\faCentos</code>		<code>\faJs</code>		<code>\faStripeS</code>
	<code>\faChrome</code>		<code>\faJsfiddle</code>		<code>\faStudiovinari</code>
	<code>\faChromecast</code>		<code>\faJsSquare</code>		<code>\faStumbleupon</code>
	<code>\faCloudflare</code>		<code>\faKaggle</code>		<code>\faStumbleuponCircle</code>
	<code>\faCloudscale</code>		<code>\faKeybase</code>		<code>\faSuperpowers</code>
	<code>\faCloudsmith</code>		<code>\faKeycdn</code>		<code>\faSupple</code>
	<code>\faCloudversify</code>		<code>\faKickstarter</code>		<code>\faSuse</code>
	<code>\faCodepen</code>		<code>\faKickstarterK</code>		<code>\faSwift</code>
	<code>\faCodiepie</code>		<code>\faKorvue</code>		<code>\faSymfony</code>
	<code>\faConfluence</code>		<code>\faLaravel</code>		<code>\faTeamspeak</code>
	<code>\faConnectdevelop</code>		<code>\faLastfm</code>		<code>\faTelegram</code>
	<code>\faContao</code>		<code>\faLastfmSquare</code>		<code>\faTelegramPlane</code>
	<code>\faCottonBureau</code>		<code>\faLeanpub</code>		<code>\faTencentWeibo</code>
	<code>\faCpanel</code>		<code>\faLess</code>		<code>\faThemeco</code>
	<code>\faCriticalRole</code>		<code>\faLine</code>		<code>\faThemeisle</code>
	<code>\faCss3</code>		<code>\faLinkedin</code>		<code>\faTheRedYeti</code>
	<code>\faCuttlefish</code>		<code>\faLinkedinIn</code>		<code>\faThinkPeaks</code>
	<code>\faDailymotion</code>		<code>\faLinode</code>		<code>\faTiktok</code>
	<code>\faDAndD</code>		<code>\faLinux</code>		<code>\faTradeFederation</code>
	<code>\faDAndDBeyond</code>		<code>\faLyft</code>		<code>\faTrello</code>
	<code>\faDashcube</code>		<code>\faMagento</code>		<code>\faTumblr</code>
	<code>\faDeezer</code>		<code>\faMailchimp</code>		<code>\faTumblrSquare</code>
	<code>\faDelicious</code>		<code>\faMandalorian</code>		<code>\faTwitch</code>
	<code>\faDeploydog</code>		<code>\faMarkdown</code>		<code>\faTwitter</code>
	<code>\faDeskpro</code>		<code>\faMastodon</code>		<code>\faTwitterSquare</code>
	<code>\faDev</code>		<code>\faMaxcdn</code>		<code>\faTypo3</code>
	<code>\faDeviantart</code>		<code>\faMdb</code>		<code>\faUber</code>
	<code>\faDhl</code>		<code>\faMedapps</code>		<code>\faUbuntu</code>

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	<code>\faDiaspora</code>		<code>\faMedium</code>		<code>\faUikit</code>
	<code>\faDigg</code>		<code>\faMediumM</code>		<code>\faUmbraco</code>
	<code>\faDigitalOcean</code>		<code>\faMedrt</code>		<code>\faUncharted</code>
	<code>\faDiscord</code>		<code>\faMeetup</code>		<code>\faUniregistry</code>
	<code>\faDiscourse</code>		<code>\faMegaport</code>		<code>\faUnity</code>
	<code>\faDoChub</code>		<code>\faMendeley</code>		<code>\faUnsplash</code>
	<code>\faDocker</code>		<code>\faMicroblog</code>		<code>\faUntappd</code>
	<code>\faDraft2digital</code>		<code>\faMicrosoft</code>		<code>\faUps</code>
	<code>\faDropbox</code>		<code>\faMix</code>		<code>\faUsb</code>
	<code>\faDrupal</code>		<code>\faMixcloud</code>		<code>\faUsps</code>
	<code>\faDyalog</code>		<code>\faMixer</code>		<code>\faUssunnah</code>
	<code>\faEarlybirds</code>		<code>\faMizuni</code>		<code>\faVaadin</code>
	<code>\faEbay</code>		<code>\faModx</code>		<code>\faViacoin</code>
	<code>\faEdge</code>		<code>\faMonero</code>		<code>\faViadeo</code>
	<code>\faEdgeLegacy</code>		<code>\faNapster</code>		<code>\faViadeoSquare</code>
	<code>\faElementor</code>		<code>\faNeos</code>		<code>\faViber</code>
	<code>\faEllo</code>		<code>\faNimblr</code>		<code>\faVimeo</code>
	<code>\faEmber</code>		<code>\faNode</code>		<code>\faVimeoSquare</code>
	<code>\faEmpire</code>		<code>\faNodeJs</code>		<code>\faVimeoV</code>
	<code>\faEnvira</code>		<code>\faNpm</code>		<code>\faVine</code>
	<code>\faErlang</code>		<code>\faNs8</code>		<code>\faVk</code>
	<code>\faEthereum</code>		<code>\faNutritionix</code>		<code>\faVnv</code>
	<code>\faEtsy</code>		<code>\faOctopusDeploy</code>		<code>\faVuejs</code>
	<code>\faEvernote</code>		<code>\faOdnoklassniki</code>		<code>\faWatchmanMonitoring</code>
	<code>\faExpeditedssl</code>		<code>\faOdnoklassnikiSquare</code>		<code>\faWaze</code>
	<code>\faFacebook</code>		<code>\faOldRepublic</code>		<code>\faWeebly</code>
	<code>\faFacebookF</code>		<code>\faOpencart</code>		<code>\faWeibo</code>
	<code>\faFacebookMessenger</code>		<code>\faOpenid</code>		<code>\faWeixin</code>
	<code>\faFacebookSquare</code>		<code>\faOpera</code>		<code>\faWhatsapp</code>
	<code>\faFantasyFlightGames</code>		<code>\faOptinMonster</code>		<code>\faWhatsappSquare</code>
	<code>\faFedex</code>		<code>\faOrcid</code>		<code>\faWhmcs</code>
	<code>\faFedora</code>		<code>\faOsi</code>		<code>\faWikipediaW</code>
	<code>\faFigma</code>		<code>\faPage4</code>		<code>\faWindows</code>
	<code>\faFirefox</code>		<code>\faPagelines</code>		<code>\faWix</code>
	<code>\faFirefoxBrowser</code>		<code>\faPalfed</code>		<code>\faWizardsOfTheCoast</code>
	<code>\faFirstdraft</code>		<code>\faPatreon</code>		<code>\faWodu</code>
	<code>\faFirstOrder*</code>		<code>\faPaypal</code>		<code>\faWolfPackBattalion</code>
	<code>\faFirstOrder</code>		<code>\faPennyArcade</code>		<code>\faWordPress</code>
	<code>\faFlickr</code>		<code>\faPerbyte</code>		<code>\faWordPressSimple</code>
	<code>\faFlipboard</code>		<code>\faPeriscope</code>		<code>\faWpbeginner</code>
	<code>\faFly</code>		<code>\faPhabricator</code>		<code>\faWpexplorer</code>
	<code>\faFontAwesome*</code>		<code>\faPhoenixFramework</code>		<code>\faWpforms</code>
	<code>\faFontAwesome</code>		<code>\faPhoenixSquadron</code>		<code>\faWpressr</code>
	<code>\faFontAwesomeFlag</code>		<code>\faPhp</code>		<code>\faXbox</code>
	<code>\faFonticons</code>		<code>\faPiedPiper*</code>		<code>\faXing</code>

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








































	<code>\faFonticonsFi</code>		<code>\faPiedPiper</code>		<code>\faXingSquare</code>
	<code>\faFortAwesome*</code>		<code>\faPiedPiperHat</code>		<code>\faYahoo</code>
	<code>\faFortAwesome</code>		<code>\faPiedPiperPp</code>		<code>\faYammer</code>
	<code>\faForumBee</code>		<code>\faPiedPiperSquare</code>		<code>\faYandex</code>
	<code>\faFoursquare</code>		<code>\faPinterest</code>		<code>\faYandexInternational</code>
	<code>\faFreebsd</code>		<code>\faPinterestP</code>		<code>\faYarn</code>
	<code>\faFreeCodeCamp</code>		<code>\faPinterestSquare</code>		<code>\faYCombinator</code>
	<code>\faFulcrum</code>		<code>\faPlaystation</code>		<code>\faYelp</code>
	<code>\faGalacticRepublic</code>		<code>\faProductHunt</code>		<code>\faYoast</code>
	<code>\faGalacticSenate</code>		<code>\faPushed</code>		<code>\faYoutube</code>
	<code>\faGetPocket</code>		<code>\faPython</code>		<code>\faYoutubeSquare</code>
	<code>\faGg</code>		<code>\faQq</code>		<code>\faZhihu</code>
	<code>\faGgCircle</code>		<code>\faQuinscape</code>		
	<code>\faGit*</code>		<code>\faQuora</code>		

TABLE 650: fontmizz Brand Icons

	<code>\mfAlpinelinux</code>		<code>\mfGoogle</code>		<code>\mfNpm</code>
	<code>\mfAngular</code>		<code>\mfGoogleAlt</code>		<code>\mfObjc</code>
	<code>\mfAngularAlt</code>		<code>\mfGoogleCode</code>		<code>\mfOpenshift</code>
	<code>\mfApache</code>		<code>\mfGoogleDevelopers</code>		<code>\mfOracle</code>
	<code>\mfArchlinux</code>		<code>\mfGradle</code>		<code>\mfOracleAlt</code>
	<code>\mfAws</code>		<code>\mfGrails</code>		<code>\mfOsx</code>
	<code>\mfAzure</code>		<code>\mfGrailsAlt</code>		<code>\mfPerl</code>
	<code>\mfBackbone</code>		<code>\mfGrunt</code>		<code>\mfPhp</code>
	<code>\mfBlackberry</code>		<code>\mfGulp</code>		<code>\mfPhpAlt</code>
	<code>\mfBootstrap</code>		<code>\mfGulpAlt</code>		<code>\mfPlayframework</code>
	<code>\mfC</code>		<code>\mfHadoop</code>		<code>\mfPlayframeworkAlt</code>
	<code>\mfCassandra</code>		<code>\mfHaskell</code>		<code>\mfPlone</code>
	<code>\mfCentos</code>		<code>\mfHeroku</code>		<code>\mfPostgres</code>
	<code>\mfClojure</code>		<code>\mfHtml</code>		<code>\mfPostgresAlt</code>
	<code>\mfCodeigniter</code>		<code>\mfHtmlfive</code>		<code>\mfPython</code>
	<code>\mfCodepen</code>		<code>\mfHtmlfiveAlt</code>		<code>\mfRaspberrypi</code>
	<code>\mfCoffeeBean</code>		<code>\mfJava</code>		<code>\mfReactjs</code>
	<code>\mfCplusplus</code>		<code>\mfJavaBold</code>		<code>\mfRedhat</code>
	<code>\mfCsharp</code>		<code>\mfJavaDuke</code>		<code>\mfRedis</code>
	<code>\mfCss</code>		<code>\mfJavascript</code>		<code>\mfRuby</code>

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	<code>\mfCssthree</code>		<code>\mfJavascriptAlt</code>		<code>\mfRubyOnRails</code>
	<code>\mfCssthreeAlt</code>		<code>\mfJetty</code>		<code>\mfRubyOnRailsAlt</code>
	<code>\mfDebian</code>		<code>\mfJquery</code>		<code>\mfRust</code>
	<code>\mfDocker</code>		<code>\mfKde</code>		<code>\mfSass</code>
	<code>\mfDreamhost</code>		<code>\mfLaravel</code>		<code>\mfSatellite</code>
	<code>\mfDthree</code>		<code>\mfLinuxMint</code>		<code>\mfScala</code>
	<code>\mfElixir</code>		<code>\mfLooking</code>		<code>\mfScalaAlt</code>
	<code>\mfElm</code>		<code>\mfMagento</code>		<code>\mfSitefinity</code>
	<code>\mfErlang</code>		<code>\mfMariadb</code>		<code>\mfSolaris</code>
	<code>\mfExherbo</code>		<code>\mfMaven</code>		<code>\mfSpring</code>
	<code>\mfFedora</code>		<code>\mfMongodb</code>		<code>\mfSuse</code>
	<code>\mfFireAlt</code>		<code>\mfMssql</code>		<code>\mfSvg</code>
	<code>\mfFreebsd</code>		<code>\mfMysql</code>		<code>\mfSymfony</code>
	<code>\mfFreecodecamp</code>		<code>\mfMysqlAlt</code>		<code>\mfThreadprint</code>
	<code>\mfGentoo</code>		<code>\mfNetbsd</code>		<code>\mfTomcat</code>
	<code>\mfGit</code>		<code>\mfNginx</code>		<code>\mfUbuntu</code>
	<code>\mfGnome</code>		<code>\mfNginxAlt</code>		<code>\mfUnity</code>
	<code>\mfGo</code>		<code>\mfNginxAlttwo</code>		<code>\mfWordpress</code>
	<code>\mfGoAlt</code>		<code>\mfNodejs</code>		<code>\mfXeLeven</code>

fontmizz requires either Lua_LAT_EX or X_LAT_EX.

TABLE 651: fontawesome5 Medical Symbols















































	<code>\faAllergies</code>		<code>\faFirstAid</code>		<code>\faPills</code>
	<code>\faAmbulance</code>		<code>\faHeadSideCough</code>		<code>\faPrescription</code>
	<code>\faBacteria</code>		<code>\faHeadSideCoughSlash</code>		<code>\faPrescriptionBottle*</code>
	<code>\faBacterium</code>		<code>\faHeadSideMask</code>		<code>\faPrescriptionBottle</code>
	<code>\faBandAid</code>		<code>\faHeadSideVirus</code>		<code>\faProcedures</code>
	<code>\faBiohazard</code>		<code>\faHeartbeat</code>		<code>\faPumpMedical</code>
	<code>\faBookMedical</code>		<code>\faHospital*</code>		<code>\faShieldVirus</code>
	<code>\faBrain</code>		<code>\faHospital</code>		<code>\faStethoscope</code>
	<code>\faBriefcaseMedical</code>		<code>\faHospital[regular]</code>		<code>\faSyringe</code>
	<code>\faCapsules</code>		<code>\faHospitalSymbol</code>		<code>\faTablets</code>
	<code>\faClinicMedical</code>		<code>\faHospitalUser</code>		<code>\faVirus</code>
	<code>\faCommentMedical</code>		<code>\faLaptopMedical</code>		<code>\faViruses</code>
	<code>\faCrutch</code>		<code>\faLungs</code>		<code>\faVirusSlash</code>
	<code>\faDiagnoses</code>		<code>\faLungsVirus</code>		<code>\faXRay</code>
	<code>\faDisease</code>		<code>\faMedkit</code>		
	<code>\faDna</code>		<code>\faNotesMedical</code>		

TABLE 652: fontawesome5 Disability Symbols



























































	<code>\faAmericanSignLanguageInterpreting</code>		<code>\faLowVision</code>
	<code>\faAssistiveListeningSystems</code>		<code>\faSignLanguage</code>
	<code>\faBlind</code>		<code>\faTty</code>
	<code>\faBraille</code>		<code>\faWheelchair</code>
	<code>\faDeaf</code>		

TABLE 653: asapasm Transportation Symbols

	<code>\asapAirplaneLanding</code>		<code>\asapBoat</code>
	<code>\asapAirplaneOverhead</code>		<code>\asapBus</code>
	<code>\asapAirplaneTakeoff</code>		<code>\asapHelicopter</code>
	<code>\asapAutomobile</code>		<code>\asapTaxi</code>
	<code>\asapAutomobileWithKey</code>		<code>\asapTrain</code>
	<code>\asapBicycle</code>		






































asapsym requires either Lua^LA^TE^X or X^LA^TE^X.

TABLE 654: twemojis Transportation Emoji

	<code>\twemoji{1f6f0}</code>		<code>\twemoji{mountain railway}</code>
	<code>\twemoji{aerial tramway}</code>		<code>\twemoji{no bicycles}</code>
	<code>\twemoji{airplane}</code>		<code>\twemoji{oncoming automobile}</code>
	<code>\twemoji{airplane arrival}</code>		<code>\twemoji{oncoming bus}</code>
	<code>\twemoji{airplane departure}</code>		<code>\twemoji{oncoming police car}</code>
	<code>\twemoji{ambulance}</code>		<code>\twemoji{oncoming taxi}</code>
	<code>\twemoji{articulated lorry}</code>		<code>\twemoji{passenger ship}</code>
	<code>\twemoji{auto rickshaw}</code>		<code>\twemoji{passport control}</code>
	<code>\twemoji{automobile}</code>		<code>\twemoji{person biking}*</code>
	<code>\twemoji{baggage claim}</code>		<code>\twemoji{person mountain biking}*</code>
	<code>\twemoji{bicycle}</code>		<code>\twemoji{person rowing boat}*</code>
	<code>\twemoji{bullet train}</code>		<code>\twemoji{pickup truck}</code>
	<code>\twemoji{bus}</code>		<code>\twemoji{police car}</code>
	<code>\twemoji{bus stop}</code>		<code>\twemoji{police car light}</code>
	<code>\twemoji{canoe}</code>		<code>\twemoji{racing car}</code>
	<code>\twemoji{construction}</code>		<code>\twemoji{railway car}</code>
	<code>\twemoji{customs}</code>		<code>\twemoji{railway track}</code>
	<code>\twemoji{delivery truck}</code>		<code>\twemoji{rocket}</code>
	<code>\twemoji{fire engine}</code>		<code>\twemoji{roller skate}</code>

(continued on next page)

(continued from previous page)













	<code>\twemoji{flying saucer}</code>		<code>\twemoji{ship}</code>
	<code>\twemoji{helicopter}</code>		<code>\twemoji{skateboard}</code>
	<code>\twemoji{high-speed train}</code>		<code>\twemoji{sled}</code>
	<code>\twemoji{horizontal traffic light}</code>		<code>\twemoji{small airplane}</code>
	<code>\twemoji{kick scooter}</code>		<code>\twemoji{speedboat}</code>
	<code>\twemoji{left luggage}</code>		<code>\twemoji{sport utility vehicle}</code>
	<code>\twemoji{light rail}</code>		<code>\twemoji{station}</code>
	<code>\twemoji{locomotive}</code>		<code>\twemoji{suspension railway}</code>
	<code>\twemoji{man biking}</code> *		<code>\twemoji{taxi}</code>
	<code>\twemoji{man mountain biking}</code> *		<code>\twemoji{tractor}</code>
	<code>\twemoji{man rowing boat}</code> *		<code>\twemoji{train2}</code>
	<code>\twemoji{metro}</code>		<code>\twemoji{tram}</code>
	<code>\twemoji{minibus}</code>		<code>\twemoji{tram car}</code>
	<code>\twemoji{monorail}</code>		<code>\twemoji{trolleybus}</code>
	<code>\twemoji{motor boat}</code>		<code>\twemoji{vertical traffic light}</code>
	<code>\twemoji{motor scooter}</code>		<code>\twemoji{woman biking}</code> *
	<code>\twemoji{motorcycle}</code>		<code>\twemoji{woman mountain biking}</code> *
	<code>\twemoji{motorway}</code>		<code>\twemoji{woman rowing boat}</code> *
	<code>\twemoji{mountain cableway}</code>		

Most twemojis symbols have multiple names. Only the most descriptive name for each symbol is shown in this table.

All twemojis symbols are implemented as PDF graphics, not with a font. See also the hwemoji package, which enables direct Unicode entry of emoji characters in pdfL^AT_EX; the emoji package, which provides a LuaL^AT_EX interface to different underlying emoji fonts; and the emo package, which uses a font if possible, otherwise PDF graphics .
















































































* Variants of this symbol portraying different colors and styles are not shown. An example is presented after Table 632 on page 290. See the twemojis documentation for more information.

TABLE 655: asap_{sym} Everyday Objects

	<code>\asapBook</code>		<code>\asapHanger</code>		<code>\asapMug</code>
	<code>\asapCigarette</code>		<code>\asapMicroscope</code>		<code>\asapPhone</code>
	<code>\asapEnvelope</code>		<code>\asapMobilePhone</code>		<code>\asapTablet</code>
	<code>\asapGift</code>		<code>\asapMonitor</code>		<code>\asapUtensils</code>



asap_{sym} requires either LuaL^AT_EX or X_qL^AT_EX.

TABLE 656: typicons Everyday Objects

	<code>\tiAnchor</code>		<code>\tiFilm</code>		<code>\tiPinOutline</code>
	<code>\tiAnchorOutline</code>		<code>\tiFlag</code>		<code>\tiPiOutline</code>
	<code>\tiAttachment</code>		<code>\tiFlagOutline</code>		<code>\tiPipette</code>
	<code>\tiAttachmentOutline</code>		<code>\tiGift</code>		<code>\tiPlane</code>
	<code>\tiBeaker</code>		<code>\tiGlobe</code>		<code>\tiPlaneOutline</code>
	<code>\tiBeer</code>		<code>\tiGlobeOutline</code>		<code>\tiPlug</code>
	<code>\tiBell</code>		<code>\tiHeadphones</code>		<code>\tiPrinter</code>
	<code>\tiBook</code>		<code>\tiHome</code>		<code>\tiPuzzle</code>
	<code>\tiBriefcase</code>		<code>\tiHomeOutline</code>		<code>\tiPuzzleOutline</code>
	<code>\tiBrush</code>		<code>\tiKey</code>		<code>\tiScissors</code>
	<code>\tiBusinessCard</code>		<code>\tiKeyboard</code>		<code>\tiScissorsOutline</code>
	<code>\tiCalculator</code>		<code>\tiKeyOutline</code>		<code>\tiShoppingBag</code>
	<code>\tiCamera</code>		<code>\tiLeaf</code>		<code>\tiShoppingCart</code>
	<code>\tiCameraOutline</code>		<code>\tiLightbulb</code>		<code>\tiSpanner</code>
	<code>\tiClipboard</code>		<code>\tiLockClosed</code>		<code>\tiSpannerOutline</code>
	<code>\tiCoffee</code>		<code>\tiLockClosedOutline</code>		<code>\tiTag</code>
	<code>\tiCompass</code>		<code>\tiLockOpen</code>		<code>\tiTags</code>
	<code>\tiContacts</code>		<code>\tiLockOpenOutline</code>		<code>\tiTicket</code>
	<code>\tiCreditCard</code>		<code>\tiMail</code>		<code>\tiTrash</code>
	<code>\tiDeviceDesktop</code>		<code>\tiMap</code>		<code>\tiTree</code>
	<code>\tiDeviceLaptop</code>		<code>\tiMicrophone</code>		<code>\tiVideo</code>
	<code>\tiDevicePhone</code>		<code>\tiMicrophoneOutline</code>		<code>\tiVideoOutline</code>
	<code>\tiDeviceTablet</code>		<code>\tiMortarBoard</code>		<code>\tiWine</code>
	<code>\tiDirections</code>		<code>\tiNews</code>		<code>\tiWorld</code>
	<code>\tiEye</code>		<code>\tiPhone</code>		<code>\tiWorldOutline</code>
	<code>\tiEyeOutline</code>		<code>\tiPhoneOutline</code>		
	<code>\tiFeather</code>		<code>\tiPin</code>		



typicons requires either Lua^AT_EX or X_qL^AT_EX.

TABLE 657: fontawesome5 Everyday Objects

	<code>\faAirFreshener</code>		<code>\faGlassMartini</code>		<code>\faRocket</code>
	<code>\faAnchor</code>		<code>\faGlassWhiskey</code>		<code>\faRuler</code>
	<code>\faApple*</code>		<code>\faGraduationCap</code>		<code>\faRulerCombined</code>
	<code>\faArchive</code>		<code>\faGuitar</code>		<code>\faRulerHorizontal</code>
	<code>\faArchway</code>		<code>\faHamburger</code>		<code>\faRulerVertical</code>
	<code>\faAward</code>		<code>\faHammer</code>		<code>\faSatellite</code>
	<code>\faBaby</code>		<code>\faHardHat</code>		<code>\faSatelliteDish</code>
	<code>\faBabyCarriage</code>		<code>\faHatCowboy</code>		<code>\faSchool</code>
	<code>\faBacon</code>		<code>\faHatCowboySide</code>		<code>\faScrewdriver</code>
	<code>\faBath</code>		<code>\faHatWizard</code>		<code>\faScroll</code>
	<code>\faBed</code>		<code>\faHdd</code>		<code>\faSdCard</code>
	<code>\faBeer</code>		<code>\faHdd[regular]</code>		<code>\faSeedling</code>
	<code>\faBell</code>		<code>\faHeadphones*</code>		<code>\faShield*</code>
	<code>\faBell[regular]</code>		<code>\faHeadphones</code>		<code>\faShip</code>
	<code>\faBicycle</code>		<code>\faHeadset</code>		<code>\faShoePrints</code>
	<code>\faBinoculars</code>		<code>\faHelicopter</code>		<code>\faShoppingBag</code>
	<code>\faBirthdayCake</code>		<code>\faHome</code>		<code>\faShoppingBasket</code>
	<code>\faBlender</code>		<code>\faHotdog</code>		<code>\faShoppingCart</code>
	<code>\faBlenderPhone</code>		<code>\faHotel</code>		<code>\faShower</code>
	<code>\faBomb</code>		<code>\faHotTub</code>		<code>\faShuttleVan</code>
	<code>\faBone</code>		<code>\faIceCream</code>		<code>\faSign</code>
	<code>\faBong</code>		<code>\faIgloo</code>		<code>\faSimCard</code>
	<code>\faBox</code>		<code>\faJoint</code>		<code>\faSink</code>
	<code>\faBoxes</code>		<code>\faKey</code>		<code>\faSleigh</code>
	<code>\faBoxOpen</code>		<code>\faKeyboard</code>		<code>\faSmoking</code>
	<code>\faBoxTissue</code>		<code>\faKeyboard[regular]</code>		<code>\faSnowman</code>
	<code>\faBreadSlice</code>		<code>\faLandmark</code>		<code>\faSnowplow</code>
	<code>\faBriefcase</code>		<code>\faLaptop</code>		<code>\faSoap</code>
	<code>\faBroom</code>		<code>\faLeaf</code>		<code>\faSocks</code>
	<code>\faBrush</code>		<code>\faLemon</code>		<code>\faSolarPanel</code>
	<code>\faBuilding</code>		<code>\faLemon[regular]</code>		<code>\faSpaceShuttle</code>
	<code>\faBuilding[regular]</code>		<code>\faLifeRing</code>		<code>\faSprayCan</code>
	<code>\faBullhorn</code>		<code>\faLifeRing[regular]</code>		<code>\faStamp</code>
	<code>\faBus*</code>		<code>\faLightbulb</code>		<code>\faStickyNote</code>
	<code>\faBus</code>		<code>\faLightbulb[regular]</code>		<code>\faStickyNote[regular]</code>
	<code>\faCalculator</code>		<code>\faLock</code>		<code>\faStore*</code>
	<code>\faCamera</code>		<code>\faLockOpen</code>		<code>\faStore</code>
	<code>\faCameraRetro</code>		<code>\faLuggageCart</code>		<code>\faStroopwafel</code>
	<code>\faCandyCane</code>		<code>\faMagnet</code>		<code>\faSubway</code>
	<code>\faCannabis</code>		<code>\faMale</code>		<code>\faSuitcase</code>
	<code>\faCar*</code>		<code>\faMap</code>		<code>\faSuitcaseRolling</code>
	<code>\faCar</code>		<code>\faMap[regular]</code>		<code>\faSwatchbook</code>

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	<code>\faCaravan</code>		<code>\faMask</code>		<code>\faSwimmingPool</code>
	<code>\faCarBattery</code>		<code>\faMedal</code>		<code>\faTablet*</code>
	<code>\faCarrot</code>		<code>\faMemory</code>		<code>\faTablet</code>
	<code>\faCarSide</code>		<code>\faMeteor</code>		<code>\faTag</code>
	<code>\faCashRegister</code>		<code>\faMicrochip</code>		<code>\faTags</code>
	<code>\faChair</code>		<code>\faMicrophone*</code>		<code>\faTape</code>
	<code>\faChalkboard</code>		<code>\faMicrophone</code>		<code>\faTaxi</code>
	<code>\faCheese</code>		<code>\faMicroscope</code>		<code>\faTeeth</code>
	<code>\faChild</code>		<code>\faMitten</code>		<code>\faTeethOpen</code>
	<code>\faCity</code>		<code>\faMobile*</code>		<code>\faTheaterMasks</code>
	<code>\faCocktail</code>		<code>\faMobile</code>		<code>\faThermometer</code>
	<code>\faCoffee</code>		<code>\faMoneyBill*[regular]</code>		<code>\faThumbtack</code>
	<code>\faCoins</code>		<code>\faMoneyBill*</code>		<code>\faTicket*</code>
	<code>\faCompactDisc</code>		<code>\faMoneyBill</code>		<code>\faToilet</code>
	<code>\faCompass</code>		<code>\faMoneyBillWave*</code>		<code>\faToiletPaper</code>
	<code>\faCompass[regular]</code>		<code>\faMoneyBillWave</code>		<code>\faToolbox</code>
	<code>\faConciergeBell</code>		<code>\faMoneyCheck*</code>		<code>\faTools</code>
	<code>\faCookie</code>		<code>\faMoneyCheck</code>		<code>\faTooth</code>
	<code>\faCookieBite</code>		<code>\faMonument</code>		<code>\faTractor</code>
	<code>\faCouch</code>		<code>\faMoon</code>		<code>\faTrafficLight</code>
	<code>\faCreditCard</code>		<code>\faMoon[regular]</code>		<code>\faTrailer</code>
	<code>\faCreditCard[regular]</code>		<code>\faMortarPestle</code>		<code>\faTrain</code>
	<code>\faCrown</code>		<code>\faMotorcycle</code>		<code>\faTram</code>
	<code>\faDolly</code>		<code>\faMountain</code>		<code>\faTrash*[regular]</code>
	<code>\faDollyFlatbed</code>		<code>\faMouse</code>		<code>\faTrash*</code>
	<code>\faDoorClosed</code>		<code>\faMugHot</code>		<code>\faTrash</code>
	<code>\faDoorOpen</code>		<code>\faNewspaper</code>		<code>\faTree</code>
	<code>\faDraftingCompass</code>		<code>\faNewspaper[regular]</code>		<code>\faTrophy</code>
	<code>\faDrum</code>		<code>\faOilCan</code>		<code>\faTruck</code>
	<code>\faDrumSteelpan</code>		<code>\faPager</code>		<code>\faTruckLoading</code>
	<code>\faDrumstickBite</code>		<code>\faPaintBrush</code>		<code>\faTruckMonster</code>
	<code>\faDumpster</code>		<code>\faPaintRoller</code>		<code>\faTruckMoving</code>
	<code>\faDungeon</code>		<code>\faPalette</code>		<code>\faTruckPickup</code>
	<code>\faEgg</code>		<code>\faPallet</code>		<code>\faTshirt</code>
	<code>\faEyeDropper</code>		<code>\faPaperclip</code>		<code>\faTv</code>
	<code>\faFan</code>		<code>\faPaperPlane</code>		<code>\faUmbrella</code>
	<code>\faFaucet</code>		<code>\faPaperPlane[regular]</code>		<code>\faUmbrellaBeach</code>
	<code>\faFax</code>		<code>\faParachuteBox</code>		<code>\faUniversity</code>
	<code>\faFeather*</code>		<code>\faPencilRuler</code>		<code>\faUnlock*</code>
	<code>\faFeather</code>		<code>\faPepperHot</code>		<code>\faUnlock</code>
	<code>\faFemale</code>		<code>\faPhone*</code>		<code>\faUtensils</code>
	<code>\faFighterJet</code>		<code>\faPhone</code>		<code>\faUtensilSpoon</code>
	<code>\faFireExtinguisher</code>		<code>\faPiggyBank</code>		<code>\faVest</code>
	<code>\faFlask</code>		<code>\faPizzaSlice</code>		<code>\faVestPatches</code>

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










































	<code>\faGamepad</code>		<code>\faPlane</code>		<code>\faVial</code>
	<code>\faGasPump</code>		<code>\faPlug</code>		<code>\faVials</code>
	<code>\faGavel</code>		<code>\faPumpSoap</code>		<code>\faVrCardboard</code>
	<code>\faGem</code>		<code>\faPuzzlePiece</code>		<code>\faWallet</code>
	<code>\faGem[regular]</code>		<code>\faRainbow</code>		<code>\faWarehouse</code>
	<code>\faGhost</code>		<code>\faReceipt</code>		<code>\faWeightHanging</code>
	<code>\faGift</code>		<code>\faRecordVinyl</code>		<code>\faWineBottle</code>
	<code>\faGifts</code>		<code>\faRibbon</code>		<code>\faWineGlass*</code>
	<code>\faGlassCheers</code>		<code>\faRing</code>		<code>\faWineGlass</code>
	<code>\faGlasses</code>		<code>\faRoad</code>		<code>\faWrench</code>
	<code>\faGlassMartini*</code>		<code>\faRobot</code>		

TABLE 658: figchild Everyday Objects

	<code>\fcAbajourA</code>		<code>\fcEar</code>		<code>\fcRazor</code>
	<code>\fcAbajourB</code>		<code>\fcExcavator</code>		<code>\fcRobe</code>
	<code>\fcAbajourC</code>		<code>\fcFaceTowel</code>		<code>\fcSandal</code>
	<code>\fcAbajourD</code>		<code>\fcFan</code>		<code>\fcSchoolbag</code>
	<code>\fcAlarmClockA</code>		<code>\fcFanA</code>		<code>\fcScissors</code>
	<code>\fcAlarmClockB</code>		<code>\fcFlashlight</code>		<code>\fcScooter</code>
	<code>\fcAppleTree</code>		<code>\fcFlower</code>		<code>\fcSeeds</code>
	<code>\fcBabe</code>		<code>\fcFlowerA</code>		<code>\fcSheet</code>
	<code>\fcBall</code>		<code>\fcFlowerB</code>		<code>\fcsheetA</code>
	<code>\fcBallA</code>		<code>\fcFlowerC</code>		<code>\fcsheetB</code>
	<code>\fcBallB</code>		<code>\fcFlowerD</code>		<code>\fcShip</code>
	<code>\fcBallC</code>		<code>\fcFlowerE</code>		<code>\fcShower</code>

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	<code>\fcBalloon</code>		<code>\fcFlowerF</code>		<code>\fcSleepingBag</code>
	<code>\fcBalloonsA</code>		<code>\fcFlowerG</code>		<code>\fcSnowflake</code>
	<code>\fcBalloonsB</code>		<code>\fcFlowerH</code>		<code>\fcSock</code>
	<code>\fcBarquet</code>		<code>\fcFlowerP</code>		<code>\fcSofaA</code>
	<code>\fcBaseballBat</code>		<code>\fcGlass</code>		<code>\fcSofaB</code>
	<code>\fcBed</code>		<code>\fcGloves</code>		<code>\fcSpray</code>
	<code>\fcBellaA</code>		<code>\fcHand</code>		<code>\fcSteamroller</code>
	<code>\fcBike</code>		<code>\fcHat</code>		<code>\fcStoolA</code>
	<code>\fcBinoculars</code>		<code>\fcHatA</code>		<code>\fcStoolB</code>
	<code>\fcBoat</code>		<code>\fcHelicopter</code>		<code>\fcStoolC</code>
	<code>\fcBonnet</code>		<code>\fcHouse</code>		<code>\fcSubmarineA</code>
	<code>\fcBookA</code>		<code>\fcHouseA</code>		<code>\fcTableLight</code>
	<code>\fcBookB</code>		<code>\fcHouseB</code>		<code>\fcTelevision</code>
	<code>\fcBroom</code>		<code>\fcJuicy</code>		<code>\fcTent</code>
	<code>\fcBud</code>		<code>\fcKey</code>		<code>\fcThroat</code>
	<code>\fcBus</code>		<code>\fcKite</code>		<code>\fcToiletPaper</code>
	<code>\fcCactooopuntia</code>		<code>\fcKiteA</code>		<code>\fcTornado</code>
	<code>\fcCactusA</code>		<code>\fcKnees</code>		<code>\fcTractorA</code>
	<code>\fcCactusB</code>		<code>\fcLamp</code>		<code>\fcTractorB</code>
	<code>\fcCandle</code>		<code>\fcLanguage</code>		<code>\fcTrain</code>
	<code>\fcCar</code>		<code>\fcLightBulb</code>		<code>\fcTree</code>
	<code>\fcCarA</code>		<code>\fcLightning</code>		<code>\fcTricycle</code>
	<code>\fcCart</code>		<code>\fcMailbox</code>		<code>\fcTruck</code>

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	<code>\fcCartA</code>		<code>\fcMailBoxA</code>		<code>\fcTruckA</code>
	<code>\fcCellPhone</code>		<code>\fcMat</code>		<code>\fcTruckB</code>
	<code>\fcChairA</code>		<code>\fcMeton</code>		<code>\fcTruckC</code>
	<code>\fcChairB</code>		<code>\fcMill</code>		<code>\fcTruckD</code>
	<code>\fcChairC</code>		<code>\fcMirror</code>		<code>\fcTruckE</code>
	<code>\fcChairD</code>		<code>\fcMonster</code>		<code>\fcTruckF</code>
	<code>\fcChristmasTree</code>		<code>\fcMotorcycle</code>		<code>\fcTruckG</code>
	<code>\fcChrysanthemum</code>		<code>\fcMotorcycleA</code>		<code>\fcTruckH</code>
	<code>\fcCoach</code>		<code>\fcNose</code>		<code>\fcTrunk</code>
	<code>\fcComb</code>		<code>\fcPalmTree</code>		<code>\fcTulip</code>
	<code>\fcComputer</code>		<code>\fcPencil</code>		<code>\fcUmbrella</code>
	<code>\fcCrane</code>		<code>\fcPencilA</code>		<code>\fcVan</code>
	<code>\fcCrownA</code>		<code>\fcPhone</code>		<code>\fcVase</code>
	<code>\fcCushion</code>		<code>\fcpink</code>		<code>\fcWagon</code>
	<code>\fcDaisy</code>		<code>\fcPlane</code>		<code>\fcWardrobe</code>
	<code>\fcDarts</code>		<code>\fcPlaneA</code>		<code>\fcWateringCan</code>
	<code>\fcData</code>		<code>\fcPumpkinA</code>		<code>\fcYo-yo</code>
	<code>\fcDressingTable</code>		<code>\fcPyramid</code>		
	<code>\fcDryer</code>		<code>\fcRake</code>		

TABLE 659: Miscellaneous asapsym Symbols

	<code>\asapCross</code>		<code>\asapLocker</code>
	<code>\asapDog</code>		<code>\asapLostAndFound</code>

asapsym requires either Lua^AT_EX or X_YL^AT_EX.

TABLE 660: Miscellaneous typicons Symbols

@	\tiAt	♥	\tiHeartHalfOutline	⊗	\tiPointOfInterestOutline
⚡	\tiFlash	♡	\tiHeartOutline	⊗	\tiRadar
⚡	\tiFlashOutline	♪	\tiNotes	⊗	\tiRadarOutline
♥	\tiHeart	♪	\tiNotesOutline	⊗	\tiSpiral
♥	\tiHeartFullOutline	⊗	\tiPointOfInterest		

typicons requires either LuaL^AT_EX or X_LL^AT_EX.

TABLE 661: Miscellaneous fontawesome5 Symbols









































































	\faAtlas		\faGlobe		\faPersonBooth
	\faAtom		\faGlobeAfrica		\faPhoneSlash
	\faBalanceScale		\faGlobeAmericas		\faPhoneSquare*
	\faBalanceScaleLeft		\faGlobeAsia		\faPhoneSquare
	\faBalanceScaleRight		\faGlobeEurope		\faPhoneVolume
	\faBan		\faHeart		\faPlaneArrival
	\faBarcode		\faHeart[regular]		\faPlaneDeparture
	\faBezierCurve		\faHeartBroken		\faPlaneSlash
	\faBolt		\faHiking		\faPoo
	\faBook		\faHollyBerry		\faPooStorm
	\faBookDead		\faHouseDamage		\faRadiation*
	\faBookOpen		\faHouseUser		\faRadiation
	\faBookReader		\faHSquare		\faRepublican
	\faBroadcastTower		\faIdBadge		\faRestroom
	\faBullseye		\faIdBadge[regular]		\faRunning
	\faBurn		\faIdCard*		\faShippingFast
	\faCampground		\faIdCard		\faSkull
	\faCarCrash		\faIdCard[regular]		\faSkullCrossbones
	\faCertificate		\faIndustry		\faSmokingBan
	\faChalkboardTeacher		\faJournalWhills		\faSpa
	\faChargingStation		\faLaptopHouse		\faPlotch
	\faClipboardList		\faMagic		\faToiletPaperSlash
	\faCogs		\faMapSigns		\faVoteYea
	\faCube		\faMercury		\faWalking
	\faCubes		\faParking		\faWater
	\faDemocrat		\faPassport		\faWaveSquare
	\faDirections		\faPaw		\faWeight
	\faDumpsterFire		\faPeace		
	\faFire		\faPeopleArrows		
	\faFunnelDollar		\faPeopleCarry		

TABLE 662: Miscellaneous fontmfizz Symbols

	<code>\mfAntenna</code>		<code>\mfLineGraph</code>		<code>\mfPhoneRetro</code>
	<code>\mfBomb</code>		<code>\mfMicroscope</code>		<code>\mfScript</code>
	<code>\mfDatabase</code>		<code>\mfMobileDevice</code>		<code>\mfScriptAlt</code>
	<code>\mfDatabaseAlt</code>		<code>\mfMobilePhoneAlt</code>		<code>\mfShell</code>
	<code>\mfDatabaseAlttwo</code>		<code>\mfMobilePhoneBroadcast</code>		<code>\mfSplatter</code>
	<code>\mfGhost</code>		<code>\mfPhoneAlt</code>		<code>\mfWireless</code>
	<code>\mfIphone</code>		<code>\mfPhoneGap</code>		

fontmfizz requires either $\text{Lua}\text{L}\text{A}\text{T}\text{E}\text{X}$ or $\text{X}\text{E}\text{L}\text{A}\text{T}\text{E}\text{X}$.

TABLE 663: rubikcube Rubik’s Cube Rotations

	<code>\rrhD</code>		<code>\rrhF</code>		<code>\rrhLw</code>		<code>\rrhRw</code>		<code>\rrhU</code>
	<code>\rrhDa</code>		<code>\rrhFp</code>		<code>\rrhLwp</code>		<code>\rrhRwp</code>		<code>\rrhUa</code>
	<code>\rrhDap</code>		<code>\rrhFw</code>		<code>\rrhM</code>		<code>\rrhSd</code>		<code>\rrhUap</code>
	<code>\rrhDp</code>		<code>\rrhFwp</code>		<code>\rrhMp</code>		<code>\rrhSdp</code>		<code>\rrhUp</code>
	<code>\rrhDs</code>		<code>\rrhL</code>		<code>\rrhR</code>		<code>\rrhSl</code>		<code>\rrhUs</code>
	<code>\rrhDsp</code>		<code>\rrhLa</code>		<code>\rrhRa</code>		<code>\rrhSlp</code>		<code>\rrhUsp</code>
	<code>\rrhDw</code>		<code>\rrhLap</code>		<code>\rrhRap</code>		<code>\rrhSr</code>		<code>\rrhUw</code>
	<code>\rrhDwp</code>		<code>\rrhLp</code>		<code>\rrhRp</code>		<code>\rrhSrp</code>		<code>\rrhUwp</code>
	<code>\rrhE</code>		<code>\rrhLs</code>		<code>\rrhRs</code>		<code>\rrhSu</code>		
	<code>\rrhEp</code>		<code>\rrhLsp</code>		<code>\rrhRsp</code>		<code>\rrhSup</code>		























All rubikcube symbols are implemented with TikZ graphics, not with a font. In addition to the symbols shown above, the rubikcube package defines commands for combinations of textual and graphical representations of rotations (e.g., `\textRubikUa` produces “ Ua ”) as well as commands that produce colored illustrations of Rubik’s Cube configurations and rotations. See the rubikcube documentation for more information.

TABLE 664: sacsymb Orchestrated Objective Reduction Symbols

	<code>\ca</code>		<code>\cd</code>		<code>\cg</code>		<code>\cj</code>		<code>\cm</code>		<code>\cq</code>		<code>\cu</code>
	<code>\cb</code>		<code>\ce</code>		<code>\ch</code>		<code>\ck</code>		<code>\cn</code>		<code>\cs</code>		<code>\cv</code>
	<code>\cc</code>		<code>\cf</code>		<code>\ci</code>		<code>\cl</code>		<code>\co</code>		<code>\ct</code>		<code>\cw</code>










All sacsymb symbols are implemented with TikZ graphics, not with a font.

TABLE 665: academicons Online Academic Profile Icons

	<code>\aiAcademia</code>		<code>\aiFigshare</code>		<code>\aiOrcid</code>
	<code>\aiAcademiaSquare</code>		<code>\aiFigshareSquare</code>		<code>\aiOrcidSquare</code>
	<code>\aiAcclaim</code>		<code>\aiGoogleScholar</code>		<code>\aiOSF</code>
	<code>\aiAcclaimSquare</code>		<code>\aiGoogleScholarSquare</code>		<code>\aiOSFSquare</code>
	<code>\aiACM</code>		<code>\aiHAL</code>		<code>\aiOverleaf</code>
	<code>\aiACMDL</code>		<code>\aiHALSquare</code>		<code>\aiOverleafSquare</code>
	<code>\aiACMDLSquare</code>		<code>\aiHypothesis</code>		<code>\aiPhilPapers</code>
	<code>\aiACMSquare</code>		<code>\aiHypothesisSquare</code>		<code>\aiPhilPapersSquare</code>
	<code>\aiADS</code>		<code>\aiIDEASRePEc</code>		<code>\aiPiazza</code>
	<code>\aiADSSquare</code>		<code>\aiIDEASRePEcSquare</code>		<code>\aiPiazzaSquare</code>
	<code>\aiAfricArXiv</code>		<code>\aiIEEE</code>		<code>\aiPreregistered</code>
	<code>\aiAfricArXivSquare</code>		<code>\aiIEEESquare</code>		<code>\aiPreregisteredSquare</code>
	<code>\aiArchive</code>		<code>\aiImpactstory</code>		<code>\aiProtocols</code>
	<code>\aiArchiveSquare</code>		<code>\aiImpactstorySquare</code>		<code>\aiProtocolsSquare</code>
	<code>\aiarXiv</code>		<code>\aiiNaturalist</code>		<code>\aiPsyArXiv</code>
	<code>\aiarXivSquare</code>		<code>\aiiNaturalistSquare</code>		<code>\aiPsyArXivSquare</code>
	<code>\aibioRxiv</code>		<code>\aiINPN</code>		<code>\aiPublons</code>
	<code>\aibioRxivSquare</code>		<code>\aiINPNSquare</code>		<code>\aiPublonsSquare</code>
	<code>\aiCEUR</code>		<code>\aiInspire</code>		<code>\aiPubMed</code>
	<code>\aiCEURSquare</code>		<code>\aiInspireSquare</code>		<code>\aiPubMedSquare</code>
	<code>\aiCIENCIAVITAE</code>		<code>\aiISIDORE</code>		<code>\aiPubPeer</code>
	<code>\aiCIENCIAVITAESquare</code>		<code>\aiISIDORESquare</code>		<code>\aiPubPeerSquare</code>
	<code>\aiClosedAccess</code>		<code>\aiJSTOR</code>		<code>\aiResearcherID</code>
	<code>\aiClosedAccessSquare</code>		<code>\aiJSTORSquare</code>		<code>\aiResearcherIDSquare</code>
	<code>\aiConversation</code>		<code>\aiLattes</code>		<code>\aiResearchGate</code>
	<code>\aiConversationSquare</code>		<code>\aiLattesSquare</code>		<code>\aiResearchGateSquare</code>
	<code>\aiCoursera</code>		<code>\aiMathOverflow</code>		<code>\aiROR</code>
	<code>\aiCourseraSquare</code>		<code>\aiMathOverflowSquare</code>		<code>\aiRORSquare</code>
	<code>\aiCrossref</code>		<code>\aiMendeley</code>		<code>\aiSciHub</code>
	<code>\aiCrossrefSquare</code>		<code>\aiMendeleySquare</code>		<code>\aiSciHubSquare</code>
	<code>\aiCV</code>		<code>\aiMoodle</code>		<code>\aiSciRate</code>
	<code>\aiCVSquare</code>		<code>\aiMoodleSquare</code>		<code>\aiSciRateSquare</code>
	<code>\aiDataCite</code>		<code>\aiMTMT</code>		<code>\aiScopus</code>
	<code>\aiDataCiteSquare</code>		<code>\aiMTMTSquare</code>		<code>\aiScopusSquare</code>
	<code>\aiDataverse</code>		<code>\aiNAKALA</code>		<code>\aiSemanticScholar</code>
	<code>\aiDataverseSquare</code>		<code>\aiNAKALASquare</code>		<code>\aiSemanticScholarSquare</code>
	<code>\aidblp</code>		<code>\aiOBP</code>		<code>\aiSpringer</code>
	<code>\aidblpSquare</code>		<code>\aiOBPSquare</code>		<code>\aiSpringerSquare</code>
	<code>\aiDepsy</code>		<code>\aiOpenAccess</code>		<code>\aiSSRN</code>
	<code>\aiDepsySquare</code>		<code>\aiOpenAccessSquare</code>		<code>\aiSSRNSquare</code>
	<code>\aiDoi</code>		<code>\aiOpenData</code>		<code>\aiStackOverflow</code>
	<code>\aiDoiSquare</code>		<code>\aiOpenDataSquare</code>		<code>\aiStackOverflowSquare</code>
	<code>\aiDryad</code>		<code>\aiOpenEdition</code>		<code>\aiZenodo</code>









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	<code>\aiDryadSquare</code>		<code>\aiOpenEditionSquare</code>		<code>\aiZenodoSquare</code>
	<code>\aiElsevier</code>		<code>\aiOpenMaterials</code>		<code>\aiZotero</code>
	<code>\aiElsevierquare</code>		<code>\aiOpenMaterialsSquare</code>		<code>\aiZoteroSquare</code>

academicons requires either Lua \LaTeX or X \LaTeX .

TABLE 666: Miscellaneous figchild Symbols

	<code>\fcAngel</code>		<code>\fcGhost</code>		<code>\fcPassB</code>
	<code>\fcEyebrows</code>		<code>\fcLoveLetter</code>		<code>\fcWitchHat</code>
	<code>\fcEyes</code>		<code>\fcPassA</code>		

All figchild symbols are implemented with TikZ graphics, not with a font. Not shown above, each symbol takes three arguments: a scale factor, a line color, and a line thickness. See the figchild documentation for more information.

Chapter 11

Fonts with minimal L^AT_EX support

The symbol fonts shown in this chapter are provided without a corresponding L^AT_EX 2_ε style file that assigns a convenient name to each glyph. Consequently, each glyph must be accessed by number. To help with this, the `pifont` package defines a `\Pisymbol` command that typesets a specified character by number from a specified L^AT_EX font family. Alas, most of the fonts in this chapter do not even define a L^AT_EX font family. Hence, except where otherwise specified, a document will need to include code like the following in its preamble:

```
\usepackage{pifont}
\DeclareFontFamily{U}{\langle name \rangle}{}
\DeclareFontShape{U}{\langle name \rangle}{m}{n}{<-> \langle font \rangle}{}

```

where *font* is the name of the `.tfm` font file (or `.mf` font file, from which a `.tfm` font file can be generated automatically), and *name* is a name to use to refer to that font. It's generally good practice to use the name of the font file for *name*, as in the following:

```
\usepackage{pifont}
\DeclareFontFamily{U}{hands}{}
\DeclareFontShape{U}{hands}{m}{n}{<-> hands}{}

```

TABLE 667: hands Fists





	<code>\Pisymbol{hands}{65}</code>		<code>\Pisymbol{hands}{67}</code>
	<code>\Pisymbol{hands}{66}</code>		<code>\Pisymbol{hands}{68}</code>

TABLE 668: greenpoint Recycling Symbols


 `\Pisymbol{greenpoint}{71}`

TABLE 669: nkarta Map Symbols

	<code>\Pisymbol{nkarta}{33}</code>		<code>\Pisymbol{nkarta}{96}</code>		<code>\Pisymbol{nkarta}{193}</code>
	<code>\Pisymbol{nkarta}{34}</code>		<code>\Pisymbol{nkarta}{97}</code>		<code>\Pisymbol{nkarta}{194}</code>
	<code>\Pisymbol{nkarta}{35}</code>		<code>\Pisymbol{nkarta}{98}</code>		<code>\Pisymbol{nkarta}{195}</code>
	<code>\Pisymbol{nkarta}{36}</code>		<code>\Pisymbol{nkarta}{99}</code>		<code>\Pisymbol{nkarta}{196}</code>
	<code>\Pisymbol{nkarta}{37}</code>		<code>\Pisymbol{nkarta}{100}</code>		<code>\Pisymbol{nkarta}{197}</code>
	<code>\Pisymbol{nkarta}{38}</code>		<code>\Pisymbol{nkarta}{101}</code>		<code>\Pisymbol{nkarta}{198}</code>
	<code>\Pisymbol{nkarta}{39}</code>		<code>\Pisymbol{nkarta}{102}</code>		<code>\Pisymbol{nkarta}{199}</code>
<code>l</code>	<code>\Pisymbol{nkarta}{40}</code>		<code>\Pisymbol{nkarta}{103}</code>		<code>\Pisymbol{nkarta}{200}</code>
<code>l</code>	<code>\Pisymbol{nkarta}{41}</code>		<code>\Pisymbol{nkarta}{104}</code>		<code>\Pisymbol{nkarta}{201}</code>
	<code>\Pisymbol{nkarta}{42}</code>		<code>\Pisymbol{nkarta}{105}</code>		<code>\Pisymbol{nkarta}{202}</code>
<code>∴</code>	<code>\Pisymbol{nkarta}{43}</code>		<code>\Pisymbol{nkarta}{106}</code>		<code>\Pisymbol{nkarta}{203}</code>
	<code>\Pisymbol{nkarta}{44}</code>		<code>\Pisymbol{nkarta}{107}</code>		<code>\Pisymbol{nkarta}{204}</code>
	<code>\Pisymbol{nkarta}{45}</code>		<code>\Pisymbol{nkarta}{108}</code>		<code>\Pisymbol{nkarta}{205}</code>
	<code>\Pisymbol{nkarta}{46}</code>		<code>\Pisymbol{nkarta}{109}</code>		<code>\Pisymbol{nkarta}{206}</code>
	<code>\Pisymbol{nkarta}{47}</code>		<code>\Pisymbol{nkarta}{110}</code>		<code>\Pisymbol{nkarta}{207}</code>
<code>o</code>	<code>\Pisymbol{nkarta}{48}</code>		<code>\Pisymbol{nkarta}{111}</code>		<code>\Pisymbol{nkarta}{208}</code>
<code>l</code>	<code>\Pisymbol{nkarta}{49}</code>		<code>\Pisymbol{nkarta}{112}</code>		<code>\Pisymbol{nkarta}{209}</code>
<code>2</code>	<code>\Pisymbol{nkarta}{50}</code>		<code>\Pisymbol{nkarta}{113}</code>		<code>\Pisymbol{nkarta}{210}</code>
<code>3</code>	<code>\Pisymbol{nkarta}{51}</code>		<code>\Pisymbol{nkarta}{114}</code>		<code>\Pisymbol{nkarta}{211}</code>
<code>4</code>	<code>\Pisymbol{nkarta}{52}</code>		<code>\Pisymbol{nkarta}{115}</code>		<code>\Pisymbol{nkarta}{212}</code>
<code>5</code>	<code>\Pisymbol{nkarta}{53}</code>		<code>\Pisymbol{nkarta}{116}</code>		<code>\Pisymbol{nkarta}{213}</code>
<code>6</code>	<code>\Pisymbol{nkarta}{54}</code>		<code>\Pisymbol{nkarta}{117}</code>		<code>\Pisymbol{nkarta}{214}</code>
<code>7</code>	<code>\Pisymbol{nkarta}{55}</code>		<code>\Pisymbol{nkarta}{118}</code>		<code>\Pisymbol{nkarta}{215}</code>
<code>8</code>	<code>\Pisymbol{nkarta}{56}</code>		<code>\Pisymbol{nkarta}{119}</code>		<code>\Pisymbol{nkarta}{216}</code>
<code>9</code>	<code>\Pisymbol{nkarta}{57}</code>		<code>\Pisymbol{nkarta}{120}</code>		<code>\Pisymbol{nkarta}{217}</code>
	<code>\Pisymbol{nkarta}{58}</code>		<code>\Pisymbol{nkarta}{121}</code>		<code>\Pisymbol{nkarta}{218}</code>
	<code>\Pisymbol{nkarta}{59}</code>	<code>i</code>	<code>\Pisymbol{nkarta}{122}</code>		<code>\Pisymbol{nkarta}{219}</code>
	<code>\Pisymbol{nkarta}{60}</code>		<code>\Pisymbol{nkarta}{123}</code>		<code>\Pisymbol{nkarta}{220}</code>
	<code>\Pisymbol{nkarta}{61}</code>		<code>\Pisymbol{nkarta}{124}</code>		<code>\Pisymbol{nkarta}{221}</code>
	<code>\Pisymbol{nkarta}{62}</code>		<code>\Pisymbol{nkarta}{125}</code>		<code>\Pisymbol{nkarta}{222}</code>
	<code>\Pisymbol{nkarta}{63}</code>		<code>\Pisymbol{nkarta}{126}</code>		<code>\Pisymbol{nkarta}{223}</code>
	<code>\Pisymbol{nkarta}{64}</code>		<code>\Pisymbol{nkarta}{161}</code>		<code>\Pisymbol{nkarta}{224}</code>
	<code>\Pisymbol{nkarta}{65}</code>		<code>\Pisymbol{nkarta}{162}</code>		<code>\Pisymbol{nkarta}{225}</code>
	<code>\Pisymbol{nkarta}{66}</code>		<code>\Pisymbol{nkarta}{163}</code>		<code>\Pisymbol{nkarta}{226}</code>
	<code>\Pisymbol{nkarta}{67}</code>		<code>\Pisymbol{nkarta}{164}</code>		<code>\Pisymbol{nkarta}{227}</code>
	<code>\Pisymbol{nkarta}{68}</code>		<code>\Pisymbol{nkarta}{165}</code>		<code>\Pisymbol{nkarta}{228}</code>
	<code>\Pisymbol{nkarta}{69}</code>		<code>\Pisymbol{nkarta}{166}</code>		<code>\Pisymbol{nkarta}{229}</code>
	<code>\Pisymbol{nkarta}{70}</code>		<code>\Pisymbol{nkarta}{167}</code>		<code>\Pisymbol{nkarta}{230}</code>
	<code>\Pisymbol{nkarta}{71}</code>		<code>\Pisymbol{nkarta}{168}</code>		<code>\Pisymbol{nkarta}{231}</code>
	<code>\Pisymbol{nkarta}{72}</code>		<code>\Pisymbol{nkarta}{169}</code>		<code>\Pisymbol{nkarta}{232}</code>
	<code>\Pisymbol{nkarta}{73}</code>		<code>\Pisymbol{nkarta}{170}</code>		<code>\Pisymbol{nkarta}{233}</code>

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	<code>\Pisymbol{nkarta}{74}</code>		<code>\Pisymbol{nkarta}{171}</code>		<code>\Pisymbol{nkarta}{234}</code>
	<code>\Pisymbol{nkarta}{75}</code>		<code>\Pisymbol{nkarta}{172}</code>		<code>\Pisymbol{nkarta}{235}</code>
	<code>\Pisymbol{nkarta}{76}</code>		<code>\Pisymbol{nkarta}{173}</code>		<code>\Pisymbol{nkarta}{236}</code>
	<code>\Pisymbol{nkarta}{77}</code>		<code>\Pisymbol{nkarta}{174}</code>		<code>\Pisymbol{nkarta}{237}</code>
	<code>\Pisymbol{nkarta}{78}</code>		<code>\Pisymbol{nkarta}{175}</code>		<code>\Pisymbol{nkarta}{238}</code>
	<code>\Pisymbol{nkarta}{79}</code>		<code>\Pisymbol{nkarta}{176}</code>		<code>\Pisymbol{nkarta}{239}</code>
	<code>\Pisymbol{nkarta}{80}</code>		<code>\Pisymbol{nkarta}{177}</code>		<code>\Pisymbol{nkarta}{240}</code>
	<code>\Pisymbol{nkarta}{81}</code>		<code>\Pisymbol{nkarta}{178}</code>		<code>\Pisymbol{nkarta}{241}</code>
	<code>\Pisymbol{nkarta}{82}</code>		<code>\Pisymbol{nkarta}{179}</code>		<code>\Pisymbol{nkarta}{242}</code>
	<code>\Pisymbol{nkarta}{83}</code>		<code>\Pisymbol{nkarta}{180}</code>		<code>\Pisymbol{nkarta}{243}</code>
	<code>\Pisymbol{nkarta}{84}</code>		<code>\Pisymbol{nkarta}{181}</code>		<code>\Pisymbol{nkarta}{244}</code>
	<code>\Pisymbol{nkarta}{85}</code>		<code>\Pisymbol{nkarta}{182}</code>		<code>\Pisymbol{nkarta}{245}</code>
	<code>\Pisymbol{nkarta}{86}</code>		<code>\Pisymbol{nkarta}{183}</code>		<code>\Pisymbol{nkarta}{246}</code>
	<code>\Pisymbol{nkarta}{87}</code>		<code>\Pisymbol{nkarta}{184}</code>		<code>\Pisymbol{nkarta}{247}</code>
	<code>\Pisymbol{nkarta}{88}</code>		<code>\Pisymbol{nkarta}{185}</code>		<code>\Pisymbol{nkarta}{248}</code>
	<code>\Pisymbol{nkarta}{89}</code>		<code>\Pisymbol{nkarta}{186}</code>		<code>\Pisymbol{nkarta}{249}</code>
	<code>\Pisymbol{nkarta}{90}</code>		<code>\Pisymbol{nkarta}{187}</code>		<code>\Pisymbol{nkarta}{250}</code>
	<code>\Pisymbol{nkarta}{91}</code>		<code>\Pisymbol{nkarta}{188}</code>		<code>\Pisymbol{nkarta}{251}</code>
	<code>\Pisymbol{nkarta}{92}</code>		<code>\Pisymbol{nkarta}{189}</code>		<code>\Pisymbol{nkarta}{252}</code>
	<code>\Pisymbol{nkarta}{93}</code>		<code>\Pisymbol{nkarta}{190}</code>		<code>\Pisymbol{nkarta}{253}</code>
	<code>\Pisymbol{nkarta}{94}</code>		<code>\Pisymbol{nkarta}{191}</code>		<code>\Pisymbol{nkarta}{254}</code>
	<code>\Pisymbol{nkarta}{95}</code>		<code>\Pisymbol{nkarta}{192}</code>		

TABLE 670: moonphase Astronomical Symbols






































































































































	<code>\Pisymbol{moonphase}{0}</code>		<code>\Pisymbol{moonphase}{2}</code>
	<code>\Pisymbol{moonphase}{1}</code>		<code>\Pisymbol{moonphase}{3}</code>

TABLE 671: astrosym Astronomical Symbols

	<code>\Pisymbol{astrosym}{0}</code>		<code>\Pisymbol{astrosym}{132}</code>
	<code>\Pisymbol{astrosym}{1}</code>		<code>\Pisymbol{astrosym}{133}</code>
	<code>\Pisymbol{astrosym}{2}</code>		<code>\Pisymbol{astrosym}{134}</code>
	<code>\Pisymbol{astrosym}{3}</code>		<code>\Pisymbol{astrosym}{135}</code>
	<code>\Pisymbol{astrosym}{4}</code>		<code>\Pisymbol{astrosym}{136}</code>
	<code>\Pisymbol{astrosym}{5}</code>		<code>\Pisymbol{astrosym}{137}</code>
	<code>\Pisymbol{astrosym}{6}</code>		<code>\Pisymbol{astrosym}{138}</code>
	<code>\Pisymbol{astrosym}{7}</code>		<code>\Pisymbol{astrosym}{139}</code>
	<code>\Pisymbol{astrosym}{8}</code>		<code>\Pisymbol{astrosym}{140}</code>
	<code>\Pisymbol{astrosym}{9}</code>		<code>\Pisymbol{astrosym}{141}</code>
	<code>\Pisymbol{astrosym}{10}</code>		<code>\Pisymbol{astrosym}{142}</code>
	<code>\Pisymbol{astrosym}{11}</code>		<code>\Pisymbol{astrosym}{143}</code>
	<code>\Pisymbol{astrosym}{12}</code>		<code>\Pisymbol{astrosym}{144}</code>
	<code>\Pisymbol{astrosym}{13}</code>		<code>\Pisymbol{astrosym}{145}</code>
	<code>\Pisymbol{astrosym}{14}</code>		<code>\Pisymbol{astrosym}{146}</code>
	<code>\Pisymbol{astrosym}{15}</code>		<code>\Pisymbol{astrosym}{147}</code>
	<code>\Pisymbol{astrosym}{16}</code>		<code>\Pisymbol{astrosym}{148}</code>
	<code>\Pisymbol{astrosym}{17}</code>		<code>\Pisymbol{astrosym}{149}</code>
	<code>\Pisymbol{astrosym}{18}</code>		<code>\Pisymbol{astrosym}{150}</code>
	<code>\Pisymbol{astrosym}{19}</code>		<code>\Pisymbol{astrosym}{151}</code>
	<code>\Pisymbol{astrosym}{20}</code>		<code>\Pisymbol{astrosym}{152}</code>
	<code>\Pisymbol{astrosym}{21}</code>		<code>\Pisymbol{astrosym}{153}</code>
	<code>\Pisymbol{astrosym}{22}</code>		<code>\Pisymbol{astrosym}{154}</code>
	<code>\Pisymbol{astrosym}{23}</code>		<code>\Pisymbol{astrosym}{155}</code>
	<code>\Pisymbol{astrosym}{24}</code>		<code>\Pisymbol{astrosym}{156}</code>
	<code>\Pisymbol{astrosym}{25}</code>		<code>\Pisymbol{astrosym}{157}</code>
	<code>\Pisymbol{astrosym}{26}</code>		<code>\Pisymbol{astrosym}{158}</code>
	<code>\Pisymbol{astrosym}{27}</code>		<code>\Pisymbol{astrosym}{159}</code>
	<code>\Pisymbol{astrosym}{28}</code>		<code>\Pisymbol{astrosym}{160}</code>
	<code>\Pisymbol{astrosym}{29}</code>		<code>\Pisymbol{astrosym}{161}</code>
	<code>\Pisymbol{astrosym}{30}</code>		<code>\Pisymbol{astrosym}{162}</code>
	<code>\Pisymbol{astrosym}{31}</code>		<code>\Pisymbol{astrosym}{163}</code>
	<code>\Pisymbol{astrosym}{32}</code>		<code>\Pisymbol{astrosym}{164}</code>

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	<code>\Pisymbol{astroSYM}{33}</code>		<code>\Pisymbol{astroSYM}{165}</code>
	<code>\Pisymbol{astroSYM}{34}</code>		<code>\Pisymbol{astroSYM}{166}</code>
	<code>\Pisymbol{astroSYM}{35}</code>		<code>\Pisymbol{astroSYM}{167}</code>
	<code>\Pisymbol{astroSYM}{36}</code>		<code>\Pisymbol{astroSYM}{168}</code>
	<code>\Pisymbol{astroSYM}{37}</code>		<code>\Pisymbol{astroSYM}{169}</code>
	<code>\Pisymbol{astroSYM}{38}</code>		<code>\Pisymbol{astroSYM}{178}</code>
	<code>\Pisymbol{astroSYM}{39}</code>		<code>\Pisymbol{astroSYM}{179}</code>
	<code>\Pisymbol{astroSYM}{40}</code>		<code>\Pisymbol{astroSYM}{180}</code>
	<code>\Pisymbol{astroSYM}{41}</code>		<code>\Pisymbol{astroSYM}{181}</code>
	<code>\Pisymbol{astroSYM}{42}</code>		<code>\Pisymbol{astroSYM}{182}</code>
	<code>\Pisymbol{astroSYM}{43}</code>		<code>\Pisymbol{astroSYM}{183}</code>
	<code>\Pisymbol{astroSYM}{44}</code>		<code>\Pisymbol{astroSYM}{184}</code>
	<code>\Pisymbol{astroSYM}{45}</code>		<code>\Pisymbol{astroSYM}{185}</code>
	<code>\Pisymbol{astroSYM}{46}</code>		<code>\Pisymbol{astroSYM}{186}</code>
	<code>\Pisymbol{astroSYM}{47}</code>		<code>\Pisymbol{astroSYM}{187}</code>
	<code>\Pisymbol{astroSYM}{48}</code>		<code>\Pisymbol{astroSYM}{188}</code>
	<code>\Pisymbol{astroSYM}{49}</code>		<code>\Pisymbol{astroSYM}{189}</code>
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	<code>\Pisymbol{astroSYM}{51}</code>		<code>\Pisymbol{astroSYM}{191}</code>
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	<code>\Pisymbol{astroSYM}{53}</code>		<code>\Pisymbol{astroSYM}{201}</code>
	<code>\Pisymbol{astroSYM}{54}</code>		<code>\Pisymbol{astroSYM}{202}</code>
	<code>\Pisymbol{astroSYM}{55}</code>		<code>\Pisymbol{astroSYM}{203}</code>
	<code>\Pisymbol{astroSYM}{56}</code>		<code>\Pisymbol{astroSYM}{204}</code>
	<code>\Pisymbol{astroSYM}{57}</code>		<code>\Pisymbol{astroSYM}{205}</code>
	<code>\Pisymbol{astroSYM}{58}</code>		<code>\Pisymbol{astroSYM}{206}</code>
	<code>\Pisymbol{astroSYM}{59}</code>		<code>\Pisymbol{astroSYM}{207}</code>
	<code>\Pisymbol{astroSYM}{60}</code>		<code>\Pisymbol{astroSYM}{208}</code>
	<code>\Pisymbol{astroSYM}{61}</code>		<code>\Pisymbol{astroSYM}{209}</code>
	<code>\Pisymbol{astroSYM}{62}</code>		<code>\Pisymbol{astroSYM}{210}</code>
	<code>\Pisymbol{astroSYM}{63}</code>		<code>\Pisymbol{astroSYM}{211}</code>
	<code>\Pisymbol{astroSYM}{64}</code>		<code>\Pisymbol{astroSYM}{212}</code>
	<code>\Pisymbol{astroSYM}{65}</code>		<code>\Pisymbol{astroSYM}{213}</code>
	<code>\Pisymbol{astroSYM}{66}</code>		<code>\Pisymbol{astroSYM}{214}</code>
	<code>\Pisymbol{astroSYM}{67}</code>		<code>\Pisymbol{astroSYM}{215}</code>

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	<code>\Pisymbol{astroSYM}{68}</code>		<code>\Pisymbol{astroSYM}{216}</code>
	<code>\Pisymbol{astroSYM}{69}</code>		<code>\Pisymbol{astroSYM}{217}</code>
	<code>\Pisymbol{astroSYM}{90}</code>		<code>\Pisymbol{astroSYM}{218}</code>
	<code>\Pisymbol{astroSYM}{91}</code>		<code>\Pisymbol{astroSYM}{219}</code>
	<code>\Pisymbol{astroSYM}{92}</code>		<code>\Pisymbol{astroSYM}{220}</code>
	<code>\Pisymbol{astroSYM}{93}</code>		<code>\Pisymbol{astroSYM}{221}</code>
	<code>\Pisymbol{astroSYM}{94}</code>		<code>\Pisymbol{astroSYM}{222}</code>
	<code>\Pisymbol{astroSYM}{95}</code>		<code>\Pisymbol{astroSYM}{223}</code>
	<code>\Pisymbol{astroSYM}{100}</code>		<code>\Pisymbol{astroSYM}{224}</code>
	<code>\Pisymbol{astroSYM}{101}</code>		<code>\Pisymbol{astroSYM}{225}</code>
	<code>\Pisymbol{astroSYM}{102}</code>		<code>\Pisymbol{astroSYM}{226}</code>
	<code>\Pisymbol{astroSYM}{103}</code>		<code>\Pisymbol{astroSYM}{227}</code>
	<code>\Pisymbol{astroSYM}{104}</code>		<code>\Pisymbol{astroSYM}{228}</code>
	<code>\Pisymbol{astroSYM}{105}</code>		<code>\Pisymbol{astroSYM}{229}</code>
	<code>\Pisymbol{astroSYM}{106}</code>		<code>\Pisymbol{astroSYM}{230}</code>
	<code>\Pisymbol{astroSYM}{107}</code>		<code>\Pisymbol{astroSYM}{231}</code>
	<code>\Pisymbol{astroSYM}{108}</code>		<code>\Pisymbol{astroSYM}{232}</code>
	<code>\Pisymbol{astroSYM}{109}</code>		<code>\Pisymbol{astroSYM}{233}</code>
	<code>\Pisymbol{astroSYM}{110}</code>		<code>\Pisymbol{astroSYM}{234}</code>
	<code>\Pisymbol{astroSYM}{111}</code>		<code>\Pisymbol{astroSYM}{235}</code>
	<code>\Pisymbol{astroSYM}{112}</code>		<code>\Pisymbol{astroSYM}{236}</code>
	<code>\Pisymbol{astroSYM}{113}</code>		<code>\Pisymbol{astroSYM}{237}</code>
	<code>\Pisymbol{astroSYM}{114}</code>		<code>\Pisymbol{astroSYM}{238}</code>
	<code>\Pisymbol{astroSYM}{115}</code>		<code>\Pisymbol{astroSYM}{239}</code>
	<code>\Pisymbol{astroSYM}{116}</code>		<code>\Pisymbol{astroSYM}{240}</code>
	<code>\Pisymbol{astroSYM}{117}</code>		<code>\Pisymbol{astroSYM}{241}</code>
	<code>\Pisymbol{astroSYM}{118}</code>		<code>\Pisymbol{astroSYM}{242}</code>
	<code>\Pisymbol{astroSYM}{119}</code>		<code>\Pisymbol{astroSYM}{243}</code>
	<code>\Pisymbol{astroSYM}{120}</code>		<code>\Pisymbol{astroSYM}{244}</code>
	<code>\Pisymbol{astroSYM}{121}</code>		<code>\Pisymbol{astroSYM}{245}</code>
	<code>\Pisymbol{astroSYM}{122}</code>		<code>\Pisymbol{astroSYM}{246}</code>
	<code>\Pisymbol{astroSYM}{123}</code>		<code>\Pisymbol{astroSYM}{247}</code>
	<code>\Pisymbol{astroSYM}{124}</code>		<code>\Pisymbol{astroSYM}{248}</code>
	<code>\Pisymbol{astroSYM}{125}</code>		<code>\Pisymbol{astroSYM}{249}</code>
	<code>\Pisymbol{astroSYM}{126}</code>		<code>\Pisymbol{astroSYM}{250}</code>
	<code>\Pisymbol{astroSYM}{127}</code>		<code>\Pisymbol{astroSYM}{251}</code>

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



	<code>\Pisymbol{astroSYM}{128}</code>		<code>\Pisymbol{astroSYM}{252}</code>
	<code>\Pisymbol{astroSYM}{129}</code>		<code>\Pisymbol{astroSYM}{253}</code>
	<code>\Pisymbol{astroSYM}{130}</code>		<code>\Pisymbol{astroSYM}{254}</code>
	<code>\Pisymbol{astroSYM}{131}</code>		<code>\Pisymbol{astroSYM}{255}</code>


TABLE 672: webomints Decorative Borders

	<code>\Pisymbol{WebOMintsGD}{47}</code>		<code>\Pisymbol{WebOMintsGD}{87}</code>
	<code>\Pisymbol{WebOMintsGD}{48}</code>		<code>\Pisymbol{WebOMintsGD}{88}</code>
	<code>\Pisymbol{WebOMintsGD}{49}</code>		<code>\Pisymbol{WebOMintsGD}{89}</code>
	<code>\Pisymbol{WebOMintsGD}{50}</code>		<code>\Pisymbol{WebOMintsGD}{90}</code>
	<code>\Pisymbol{WebOMintsGD}{51}</code>		<code>\Pisymbol{WebOMintsGD}{91}</code>
	<code>\Pisymbol{WebOMintsGD}{52}</code>		<code>\Pisymbol{WebOMintsGD}{93}</code>
	<code>\Pisymbol{WebOMintsGD}{53}</code>		<code>\Pisymbol{WebOMintsGD}{97}</code>
	<code>\Pisymbol{WebOMintsGD}{54}</code>		<code>\Pisymbol{WebOMintsGD}{98}</code>
	<code>\Pisymbol{WebOMintsGD}{55}</code>		<code>\Pisymbol{WebOMintsGD}{99}</code>
	<code>\Pisymbol{WebOMintsGD}{56}</code>		<code>\Pisymbol{WebOMintsGD}{100}</code>
	<code>\Pisymbol{WebOMintsGD}{57}</code>		<code>\Pisymbol{WebOMintsGD}{101}</code>
	<code>\Pisymbol{WebOMintsGD}{65}</code>		<code>\Pisymbol{WebOMintsGD}{102}</code>
	<code>\Pisymbol{WebOMintsGD}{66}</code>		<code>\Pisymbol{WebOMintsGD}{103}</code>
	<code>\Pisymbol{WebOMintsGD}{67}</code>		<code>\Pisymbol{WebOMintsGD}{104}</code>
	<code>\Pisymbol{WebOMintsGD}{68}</code>		<code>\Pisymbol{WebOMintsGD}{105}</code>
	<code>\Pisymbol{WebOMintsGD}{69}</code>		<code>\Pisymbol{WebOMintsGD}{106}</code>
	<code>\Pisymbol{WebOMintsGD}{70}</code>		<code>\Pisymbol{WebOMintsGD}{107}</code>
	<code>\Pisymbol{WebOMintsGD}{71}</code>		<code>\Pisymbol{WebOMintsGD}{108}</code>
	<code>\Pisymbol{WebOMintsGD}{72}</code>		<code>\Pisymbol{WebOMintsGD}{109}</code>
	<code>\Pisymbol{WebOMintsGD}{73}</code>		<code>\Pisymbol{WebOMintsGD}{110}</code>
	<code>\Pisymbol{WebOMintsGD}{74}</code>		<code>\Pisymbol{WebOMintsGD}{111}</code>
	<code>\Pisymbol{WebOMintsGD}{75}</code>		<code>\Pisymbol{WebOMintsGD}{112}</code>
	<code>\Pisymbol{WebOMintsGD}{76}</code>		<code>\Pisymbol{WebOMintsGD}{113}</code>
	<code>\Pisymbol{WebOMintsGD}{77}</code>		<code>\Pisymbol{WebOMintsGD}{114}</code>
	<code>\Pisymbol{WebOMintsGD}{78}</code>		<code>\Pisymbol{WebOMintsGD}{115}</code>
	<code>\Pisymbol{WebOMintsGD}{79}</code>		<code>\Pisymbol{WebOMintsGD}{116}</code>
	<code>\Pisymbol{WebOMintsGD}{80}</code>		<code>\Pisymbol{WebOMintsGD}{117}</code>
	<code>\Pisymbol{WebOMintsGD}{81}</code>		<code>\Pisymbol{WebOMintsGD}{118}</code>
	<code>\Pisymbol{WebOMintsGD}{82}</code>		<code>\Pisymbol{WebOMintsGD}{119}</code>

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	<code>\Pisymbol{WebOMintsGD}{83}</code>		<code>\Pisymbol{WebOMintsGD}{120}</code>
	<code>\Pisymbol{WebOMintsGD}{84}</code>		<code>\Pisymbol{WebOMintsGD}{121}</code>
	<code>\Pisymbol{WebOMintsGD}{85}</code>		<code>\Pisymbol{WebOMintsGD}{122}</code>
	<code>\Pisymbol{WebOMintsGD}{86}</code>		

webomints provides a `uwebo.fd` font-definition file. Instead of using `pifont` and `\Pisymbol` to typeset a glyph, a document can select the `webomints` font directly. For example, `{\usefont{U}{webo}{xl}{n}\char73\char74}`—alternatively, `{\usefont{U}{webo}{xl}{n}IJ}`—will typeset “”. This can be useful for typesetting a number of `webomints` glyphs in a row.




















































The `niceframe` package can be used to typeset decorative frames using fonts such as `webomints`.

TABLE 673: `umranda` Decorative Borders

	<code>\Pisymbol{umranda}{0}</code>		<code>\Pisymbol{umranda}{34}</code>		<code>\Pisymbol{umranda}{68}</code>
	<code>\Pisymbol{umranda}{1}</code>		<code>\Pisymbol{umranda}{35}</code>		<code>\Pisymbol{umranda}{69}</code>
	<code>\Pisymbol{umranda}{2}</code>		<code>\Pisymbol{umranda}{36}</code>		<code>\Pisymbol{umranda}{70}</code>
	<code>\Pisymbol{umranda}{3}</code>		<code>\Pisymbol{umranda}{37}</code>		<code>\Pisymbol{umranda}{71}</code>
	<code>\Pisymbol{umranda}{4}</code>		<code>\Pisymbol{umranda}{38}</code>		<code>\Pisymbol{umranda}{72}</code>
	<code>\Pisymbol{umranda}{5}</code>		<code>\Pisymbol{umranda}{39}</code>		<code>\Pisymbol{umranda}{73}</code>
	<code>\Pisymbol{umranda}{6}</code>		<code>\Pisymbol{umranda}{40}</code>		<code>\Pisymbol{umranda}{74}</code>
	<code>\Pisymbol{umranda}{7}</code>		<code>\Pisymbol{umranda}{41}</code>		<code>\Pisymbol{umranda}{75}</code>
	<code>\Pisymbol{umranda}{8}</code>		<code>\Pisymbol{umranda}{42}</code>		<code>\Pisymbol{umranda}{76}</code>
	<code>\Pisymbol{umranda}{9}</code>		<code>\Pisymbol{umranda}{43}</code>		<code>\Pisymbol{umranda}{77}</code>
	<code>\Pisymbol{umranda}{10}</code>		<code>\Pisymbol{umranda}{44}</code>		<code>\Pisymbol{umranda}{78}</code>
	<code>\Pisymbol{umranda}{11}</code>		<code>\Pisymbol{umranda}{45}</code>		<code>\Pisymbol{umranda}{79}</code>
	<code>\Pisymbol{umranda}{12}</code>		<code>\Pisymbol{umranda}{46}</code>		<code>\Pisymbol{umranda}{80}</code>
	<code>\Pisymbol{umranda}{13}</code>		<code>\Pisymbol{umranda}{47}</code>		<code>\Pisymbol{umranda}{81}</code>
	<code>\Pisymbol{umranda}{14}</code>		<code>\Pisymbol{umranda}{48}</code>		<code>\Pisymbol{umranda}{82}</code>
	<code>\Pisymbol{umranda}{15}</code>		<code>\Pisymbol{umranda}{49}</code>		<code>\Pisymbol{umranda}{83}</code>
	<code>\Pisymbol{umranda}{16}</code>		<code>\Pisymbol{umranda}{50}</code>		<code>\Pisymbol{umranda}{84}</code>




























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	<code>\Pisymbol{umranda}{17}</code>		<code>\Pisymbol{umranda}{51}</code>		<code>\Pisymbol{umranda}{85}</code>
	<code>\Pisymbol{umranda}{18}</code>		<code>\Pisymbol{umranda}{52}</code>		<code>\Pisymbol{umranda}{86}</code>
	<code>\Pisymbol{umranda}{19}</code>		<code>\Pisymbol{umranda}{53}</code>		<code>\Pisymbol{umranda}{87}</code>
	<code>\Pisymbol{umranda}{20}</code>		<code>\Pisymbol{umranda}{54}</code>		<code>\Pisymbol{umranda}{88}</code>
	<code>\Pisymbol{umranda}{21}</code>		<code>\Pisymbol{umranda}{55}</code>		<code>\Pisymbol{umranda}{89}</code>
	<code>\Pisymbol{umranda}{22}</code>		<code>\Pisymbol{umranda}{56}</code>		<code>\Pisymbol{umranda}{90}</code>
	<code>\Pisymbol{umranda}{23}</code>		<code>\Pisymbol{umranda}{57}</code>		<code>\Pisymbol{umranda}{91}</code>
	<code>\Pisymbol{umranda}{24}</code>		<code>\Pisymbol{umranda}{58}</code>		<code>\Pisymbol{umranda}{92}</code>
	<code>\Pisymbol{umranda}{25}</code>		<code>\Pisymbol{umranda}{59}</code>		<code>\Pisymbol{umranda}{93}</code>
	<code>\Pisymbol{umranda}{26}</code>		<code>\Pisymbol{umranda}{60}</code>		<code>\Pisymbol{umranda}{94}</code>
	<code>\Pisymbol{umranda}{27}</code>		<code>\Pisymbol{umranda}{61}</code>		<code>\Pisymbol{umranda}{95}</code>
	<code>\Pisymbol{umranda}{28}</code>		<code>\Pisymbol{umranda}{62}</code>		<code>\Pisymbol{umranda}{96}</code>
	<code>\Pisymbol{umranda}{29}</code>		<code>\Pisymbol{umranda}{63}</code>		<code>\Pisymbol{umranda}{97}</code>
	<code>\Pisymbol{umranda}{30}</code>		<code>\Pisymbol{umranda}{64}</code>		<code>\Pisymbol{umranda}{98}</code>
	<code>\Pisymbol{umranda}{31}</code>		<code>\Pisymbol{umranda}{65}</code>		<code>\Pisymbol{umranda}{99}</code>
	<code>\Pisymbol{umranda}{32}</code>		<code>\Pisymbol{umranda}{66}</code>		<code>\Pisymbol{umranda}{100}</code>
	<code>\Pisymbol{umranda}{33}</code>		<code>\Pisymbol{umranda}{67}</code>		<code>\Pisymbol{umranda}{101}</code>

The niceframe package can be used to typeset decorative frames using fonts such as umranda.

TABLE 674: umrandb Decorative Borders

	<code>\Pisymbol{umrandb}{0}</code>		<code>\Pisymbol{umrandb}{42}</code>		<code>\Pisymbol{umrandb}{84}</code>
	<code>\Pisymbol{umrandb}{1}</code>		<code>\Pisymbol{umrandb}{43}</code>		<code>\Pisymbol{umrandb}{85}</code>
	<code>\Pisymbol{umrandb}{2}</code>		<code>\Pisymbol{umrandb}{44}</code>		<code>\Pisymbol{umrandb}{86}</code>
	<code>\Pisymbol{umrandb}{3}</code>		<code>\Pisymbol{umrandb}{45}</code>		<code>\Pisymbol{umrandb}{87}</code>
	<code>\Pisymbol{umrandb}{4}</code>		<code>\Pisymbol{umrandb}{46}</code>		<code>\Pisymbol{umrandb}{88}</code>
	<code>\Pisymbol{umrandb}{5}</code>		<code>\Pisymbol{umrandb}{47}</code>		<code>\Pisymbol{umrandb}{89}</code>
	<code>\Pisymbol{umrandb}{6}</code>		<code>\Pisymbol{umrandb}{48}</code>		<code>\Pisymbol{umrandb}{90}</code>
	<code>\Pisymbol{umrandb}{7}</code>		<code>\Pisymbol{umrandb}{49}</code>		<code>\Pisymbol{umrandb}{91}</code>
	<code>\Pisymbol{umrandb}{8}</code>		<code>\Pisymbol{umrandb}{50}</code>		<code>\Pisymbol{umrandb}{92}</code>

















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	<code>\Pisymbol{umrandb}{9}</code>		<code>\Pisymbol{umrandb}{51}</code>		<code>\Pisymbol{umrandb}{93}</code>
	<code>\Pisymbol{umrandb}{10}</code>		<code>\Pisymbol{umrandb}{52}</code>		<code>\Pisymbol{umrandb}{94}</code>
	<code>\Pisymbol{umrandb}{11}</code>		<code>\Pisymbol{umrandb}{53}</code>		<code>\Pisymbol{umrandb}{95}</code>
	<code>\Pisymbol{umrandb}{12}</code>		<code>\Pisymbol{umrandb}{54}</code>		<code>\Pisymbol{umrandb}{96}</code>
	<code>\Pisymbol{umrandb}{13}</code>		<code>\Pisymbol{umrandb}{55}</code>		<code>\Pisymbol{umrandb}{97}</code>
	<code>\Pisymbol{umrandb}{14}</code>		<code>\Pisymbol{umrandb}{56}</code>		<code>\Pisymbol{umrandb}{98}</code>
	<code>\Pisymbol{umrandb}{15}</code>		<code>\Pisymbol{umrandb}{57}</code>		<code>\Pisymbol{umrandb}{99}</code>
	<code>\Pisymbol{umrandb}{16}</code>		<code>\Pisymbol{umrandb}{58}</code>		<code>\Pisymbol{umrandb}{100}</code>
	<code>\Pisymbol{umrandb}{17}</code>		<code>\Pisymbol{umrandb}{59}</code>		<code>\Pisymbol{umrandb}{101}</code>
	<code>\Pisymbol{umrandb}{18}</code>		<code>\Pisymbol{umrandb}{60}</code>		<code>\Pisymbol{umrandb}{102}</code>
	<code>\Pisymbol{umrandb}{19}</code>		<code>\Pisymbol{umrandb}{61}</code>		<code>\Pisymbol{umrandb}{103}</code>
	<code>\Pisymbol{umrandb}{20}</code>		<code>\Pisymbol{umrandb}{62}</code>		<code>\Pisymbol{umrandb}{104}</code>
	<code>\Pisymbol{umrandb}{21}</code>		<code>\Pisymbol{umrandb}{63}</code>		<code>\Pisymbol{umrandb}{105}</code>
	<code>\Pisymbol{umrandb}{22}</code>		<code>\Pisymbol{umrandb}{64}</code>		<code>\Pisymbol{umrandb}{106}</code>
	<code>\Pisymbol{umrandb}{23}</code>		<code>\Pisymbol{umrandb}{65}</code>		<code>\Pisymbol{umrandb}{107}</code>
	<code>\Pisymbol{umrandb}{24}</code>		<code>\Pisymbol{umrandb}{66}</code>		<code>\Pisymbol{umrandb}{108}</code>
	<code>\Pisymbol{umrandb}{25}</code>		<code>\Pisymbol{umrandb}{67}</code>		<code>\Pisymbol{umrandb}{109}</code>
	<code>\Pisymbol{umrandb}{26}</code>		<code>\Pisymbol{umrandb}{68}</code>		<code>\Pisymbol{umrandb}{110}</code>
	<code>\Pisymbol{umrandb}{27}</code>		<code>\Pisymbol{umrandb}{69}</code>		<code>\Pisymbol{umrandb}{111}</code>
	<code>\Pisymbol{umrandb}{28}</code>		<code>\Pisymbol{umrandb}{70}</code>		<code>\Pisymbol{umrandb}{112}</code>
	<code>\Pisymbol{umrandb}{29}</code>		<code>\Pisymbol{umrandb}{71}</code>		<code>\Pisymbol{umrandb}{113}</code>
	<code>\Pisymbol{umrandb}{30}</code>		<code>\Pisymbol{umrandb}{72}</code>		<code>\Pisymbol{umrandb}{114}</code>
	<code>\Pisymbol{umrandb}{31}</code>		<code>\Pisymbol{umrandb}{73}</code>		<code>\Pisymbol{umrandb}{115}</code>
	<code>\Pisymbol{umrandb}{32}</code>		<code>\Pisymbol{umrandb}{74}</code>		<code>\Pisymbol{umrandb}{116}</code>
	<code>\Pisymbol{umrandb}{33}</code>		<code>\Pisymbol{umrandb}{75}</code>		<code>\Pisymbol{umrandb}{117}</code>
	<code>\Pisymbol{umrandb}{34}</code>		<code>\Pisymbol{umrandb}{76}</code>		<code>\Pisymbol{umrandb}{118}</code>
	<code>\Pisymbol{umrandb}{35}</code>		<code>\Pisymbol{umrandb}{77}</code>		<code>\Pisymbol{umrandb}{119}</code>
	<code>\Pisymbol{umrandb}{36}</code>		<code>\Pisymbol{umrandb}{78}</code>		<code>\Pisymbol{umrandb}{120}</code>
	<code>\Pisymbol{umrandb}{37}</code>		<code>\Pisymbol{umrandb}{79}</code>		<code>\Pisymbol{umrandb}{121}</code>
	<code>\Pisymbol{umrandb}{38}</code>		<code>\Pisymbol{umrandb}{80}</code>		<code>\Pisymbol{umrandb}{122}</code>
	<code>\Pisymbol{umrandb}{39}</code>		<code>\Pisymbol{umrandb}{81}</code>		<code>\Pisymbol{umrandb}{123}</code>
	<code>\Pisymbol{umrandb}{40}</code>		<code>\Pisymbol{umrandb}{82}</code>		
	<code>\Pisymbol{umrandb}{41}</code>		<code>\Pisymbol{umrandb}{83}</code>		

The niceframe package can be used to typeset decorative frames using fonts such as umrandb.

TABLE 675: dingbat Decorative Borders











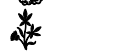

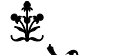

















































	<code>\Pisymbol{dingbat}{69}</code>		<code>\Pisymbol{dingbat}{97}</code>
	<code>\Pisymbol{dingbat}{70}</code>		<code>\Pisymbol{dingbat}{98}</code>
	<code>\Pisymbol{dingbat}{71}</code>		<code>\Pisymbol{dingbat}{99}</code>
	<code>\Pisymbol{dingbat}{72}</code>		<code>\Pisymbol{dingbat}{100}</code>
	<code>\Pisymbol{dingbat}{74}</code>		<code>\Pisymbol{dingbat}{101}</code>
	<code>\Pisymbol{dingbat}{75}</code>		<code>\Pisymbol{dingbat}{102}</code>
	<code>\Pisymbol{dingbat}{76}</code>		<code>\Pisymbol{dingbat}{103}</code>
	<code>\Pisymbol{dingbat}{77}</code>		<code>\Pisymbol{dingbat}{104}</code>

The preceding table is incomplete in that it includes only unnamed dingbat symbols. Named symbols are included in Table 403 and Table 451 (both intermixed with symbols from the `ark10` font).

The `dingbat` package includes a `udingbat.fd` file so a document does not need to specify the `\DeclareFontFamily` and `\DeclareFontShape` commands list at the beginning of Chapter 11.



































































The `niceframe` package can be used to typeset decorative frames using fonts such as `dingbat`.

TABLE 676: pgfornament Decorative Borders (Vintage)

	<code>\pgfornament{1}</code>		<code>\pgfornament{102}</code>
	<code>\pgfornament{2}</code>		<code>\pgfornament{103}</code>
	<code>\pgfornament{3}</code>		<code>\pgfornament{104}</code>
	<code>\pgfornament{4}</code>		<code>\pgfornament{105}</code>
	<code>\pgfornament{5}</code>		<code>\pgfornament{106}</code>
	<code>\pgfornament{6}</code>		<code>\pgfornament{107}</code>
	<code>\pgfornament{7}</code>		<code>\pgfornament{108}</code>
	<code>\pgfornament{8}</code>		<code>\pgfornament{109}</code>
	<code>\pgfornament{9}</code>		<code>\pgfornament{110}</code>
	<code>\pgfornament{10}</code>		<code>\pgfornament{111}</code>
	<code>\pgfornament{11}</code>		<code>\pgfornament{112}</code>
	<code>\pgfornament{12}</code>		<code>\pgfornament{113}</code>
	<code>\pgfornament{13}</code>		<code>\pgfornament{114}</code>
	<code>\pgfornament{14}</code>		<code>\pgfornament{115}</code>
	<code>\pgfornament{15}</code>		<code>\pgfornament{116}</code>
	<code>\pgfornament{16}</code>		<code>\pgfornament{117}</code>
	<code>\pgfornament{17}</code>		<code>\pgfornament{118}</code>
	<code>\pgfornament{18}</code>		<code>\pgfornament{119}</code>
	<code>\pgfornament{19}</code>		<code>\pgfornament{120}</code>
	<code>\pgfornament{20}</code>		<code>\pgfornament{121}</code>
	<code>\pgfornament{21}</code>		<code>\pgfornament{122}</code>
	<code>\pgfornament{22}</code>		<code>\pgfornament{123}</code>
	<code>\pgfornament{23}</code>		<code>\pgfornament{124}</code>
	<code>\pgfornament{24}</code>		<code>\pgfornament{125}</code>
	<code>\pgfornament{25}</code>		<code>\pgfornament{126}</code>
	<code>\pgfornament{26}</code>		<code>\pgfornament{127}</code>
	<code>\pgfornament{27}</code>		<code>\pgfornament{128}</code>
	<code>\pgfornament{28}</code>		<code>\pgfornament{129}</code>
	<code>\pgfornament{29}</code>		<code>\pgfornament{130}</code>
	<code>\pgfornament{30}</code>		<code>\pgfornament{131}</code>
	<code>\pgfornament{31}</code>		<code>\pgfornament{132}</code>
	<code>\pgfornament{32}</code>		<code>\pgfornament{133}</code>

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	<code>\pgfornament{33}</code>		<code>\pgfornament{134}</code>
	<code>\pgfornament{34}</code>		<code>\pgfornament{135}</code>
	<code>\pgfornament{35}</code>		<code>\pgfornament{136}</code>
	<code>\pgfornament{36}</code>		<code>\pgfornament{137}</code>
	<code>\pgfornament{37}</code>		<code>\pgfornament{138}</code>
	<code>\pgfornament{38}</code>		<code>\pgfornament{139}</code>
	<code>\pgfornament{39}</code>		<code>\pgfornament{140}</code>
	<code>\pgfornament{40}</code>		<code>\pgfornament{141}</code>
	<code>\pgfornament{41}</code>		<code>\pgfornament{142}</code>
	<code>\pgfornament{42}</code>		<code>\pgfornament{143}</code>
	<code>\pgfornament{43}</code>		<code>\pgfornament{144}</code>
	<code>\pgfornament{44}</code>		<code>\pgfornament{145}</code>
	<code>\pgfornament{45}</code>		<code>\pgfornament{146}</code>
	<code>\pgfornament{46}</code>		<code>\pgfornament{147}</code>
	<code>\pgfornament{47}</code>		<code>\pgfornament{148}</code>
	<code>\pgfornament{48}</code>		<code>\pgfornament{149}</code>
	<code>\pgfornament{49}</code>		<code>\pgfornament{150}</code>
	<code>\pgfornament{50}</code>		<code>\pgfornament{151}</code>
	<code>\pgfornament{51}</code>		<code>\pgfornament{152}</code>
	<code>\pgfornament{52}</code>		<code>\pgfornament{153}</code>
	<code>\pgfornament{53}</code>		<code>\pgfornament{154}</code>
	<code>\pgfornament{54}</code>		<code>\pgfornament{155}</code>
	<code>\pgfornament{55}</code>		<code>\pgfornament{156}</code>
	<code>\pgfornament{56}</code>		<code>\pgfornament{157}</code>
	<code>\pgfornament{57}</code>		<code>\pgfornament{158}</code>
	<code>\pgfornament{58}</code>		<code>\pgfornament{159}</code>
	<code>\pgfornament{59}</code>		<code>\pgfornament{160}</code>
	<code>\pgfornament{60}</code>		<code>\pgfornament{161}</code>
	<code>\pgfornament{61}</code>		<code>\pgfornament{162}</code>
	<code>\pgfornament{62}</code>		<code>\pgfornament{163}</code>
	<code>\pgfornament{63}</code>		<code>\pgfornament{164}</code>
	<code>\pgfornament{64}</code>		<code>\pgfornament{165}</code>
	<code>\pgfornament{65}</code>		<code>\pgfornament{166}</code>

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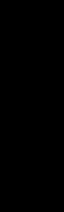
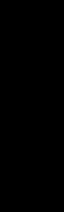
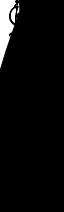
`\pgfornament{66}`

`\pgfornament{67}`



`\pgfornament{167}`

`\pgfornament{168}`



`{66}`

`{187}`

`ent{188}`

`ament{189}`

`ent{191}`

`{192}`

`8}`

The symbols in this table are selected with `\newpgfornamentfamily{vectorian}`. All `pgfornament` symbols are implemented with TikZ graphics, not with a font. The `\pgfornament` command supports resizing, coloring, and rotating symbols. See the `pgfornament` documentation for more information.

The following symbols are omitted from the table due to their width:

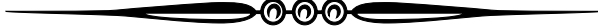









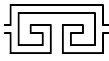






















































	<code>\pgfornament{80}</code>
	<code>\pgfornament{82}</code>
	<code>\pgfornament{83}</code>
	<code>\pgfornament{85}</code>
	<code>\pgfornament{86}</code>
	<code>\pgfornament{88}</code>

TABLE 677: `pgfornament` Decorative Borders (Traditional Chinese Motifs)

	<code>\pgfornament{1}</code>		<code>\pgfornament{42}</code>
	<code>\pgfornament{2}</code>		<code>\pgfornament{43}</code>
	<code>\pgfornament{3}</code>		<code>\pgfornament{44}</code>
	<code>\pgfornament{4}</code>		<code>\pgfornament{45}</code>
	<code>\pgfornament{5}</code>		<code>\pgfornament{46}</code>
	<code>\pgfornament{6}</code>		<code>\pgfornament{47}</code>
	<code>\pgfornament{7}</code>		<code>\pgfornament{48}</code>
	<code>\pgfornament{8}</code>		<code>\pgfornament{49}</code>
	<code>\pgfornament{9}</code>		<code>\pgfornament{50}</code>
	<code>\pgfornament{10}</code>		<code>\pgfornament{51}</code>
	<code>\pgfornament{11}</code>		<code>\pgfornament{52}</code>











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	<code>\pgfornament{12}</code>		<code>\pgfornament{53}</code>
	<code>\pgfornament{13}</code>		<code>\pgfornament{54}</code>
	<code>\pgfornament{14}</code>		<code>\pgfornament{55}</code>
	<code>\pgfornament{15}</code>		<code>\pgfornament{56}</code>
	<code>\pgfornament{16}</code>		<code>\pgfornament{57}</code>
	<code>\pgfornament{17}</code>		<code>\pgfornament{58}</code>
	<code>\pgfornament{18}</code>		<code>\pgfornament{59}</code>
	<code>\pgfornament{19}</code>		<code>\pgfornament{60}</code>
	<code>\pgfornament{20}</code>		<code>\pgfornament{61}</code>
	<code>\pgfornament{21}</code>		<code>\pgfornament{62}</code>
	<code>\pgfornament{22}</code>		<code>\pgfornament{63}</code>
	<code>\pgfornament{23}</code>		<code>\pgfornament{64}</code>
	<code>\pgfornament{24}</code>		<code>\pgfornament{65}</code>
	<code>\pgfornament{25}</code>		<code>\pgfornament{66}</code>
	<code>\pgfornament{26}</code>		<code>\pgfornament{67}</code>
	<code>\pgfornament{27}</code>		<code>\pgfornament{68}</code>
	<code>\pgfornament{28}</code>		<code>\pgfornament{69}</code>
	<code>\pgfornament{33}</code>		<code>\pgfornament{70}</code>
	<code>\pgfornament{34}</code>		<code>\pgfornament{71}</code>
	<code>\pgfornament{35}</code>		<code>\pgfornament{72}</code>
	<code>\pgfornament{36}</code>		<code>\pgfornament{73}</code>

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






































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	<code>\pgfornament{37}</code>		<code>\pgfornament{74}</code>
	<code>\pgfornament{38}</code>		<code>\pgfornament{75}</code>
	<code>\pgfornament{39}</code>		<code>\pgfornament{76}</code>
	<code>\pgfornament{40}</code>		<code>\pgfornament{77}</code>
	<code>\pgfornament{41}</code>		<code>\pgfornament{78}</code>

The symbols in this table are selected with `\newpgfornamentfamily{han}`. All `\pgfornament` symbols are implemented with TikZ graphics, not with a font. The `\pgfornament` command supports resizing, coloring, and rotating symbols. See the `\pgfornament` documentation for more information.

Not shown in the table due to their width are `\pgfornament{29}`, `\pgfornament{30}`, `\pgfornament{31}`, and `\pgfornament{32}`. These represent various horizontal rules (thick, double thin, double thick, and triple thin, respectively).

TABLE 678: knot Celtic Knots

	<code>\Pisymbol{knot1}{48}</code>		<code>\Pisymbol{knot1}{68}</code>		<code>\Pisymbol{knot1}{84}</code>
	<code>\Pisymbol{knot1}{49}</code>		<code>\Pisymbol{knot1}{69}</code>		<code>\Pisymbol{knot1}{85}</code>
	<code>\Pisymbol{knot1}{50}</code>		<code>\Pisymbol{knot1}{70}</code>		<code>\Pisymbol{knot1}{86}</code>
	<code>\Pisymbol{knot1}{51}</code>		<code>\Pisymbol{knot1}{71}</code>		<code>\Pisymbol{knot1}{87}</code>
	<code>\Pisymbol{knot1}{52}</code>		<code>\Pisymbol{knot1}{72}</code>		<code>\Pisymbol{knot1}{88}</code>
	<code>\Pisymbol{knot1}{53}</code>		<code>\Pisymbol{knot1}{73}</code>		<code>\Pisymbol{knot1}{96}</code>
	<code>\Pisymbol{knot1}{58}</code>		<code>\Pisymbol{knot1}{74}</code>		<code>\Pisymbol{knot1}{97}</code>
	<code>\Pisymbol{knot1}{59}</code>		<code>\Pisymbol{knot1}{75}</code>		<code>\Pisymbol{knot1}{98}</code>
	<code>\Pisymbol{knot1}{60}</code>		<code>\Pisymbol{knot1}{76}</code>		<code>\Pisymbol{knot1}{99}</code>
	<code>\Pisymbol{knot1}{61}</code>		<code>\Pisymbol{knot1}{77}</code>		<code>\Pisymbol{knot1}{100}</code>
	<code>\Pisymbol{knot1}{62}</code>		<code>\Pisymbol{knot1}{78}</code>		<code>\Pisymbol{knot1}{101}</code>
	<code>\Pisymbol{knot1}{63}</code>		<code>\Pisymbol{knot1}{79}</code>		<code>\Pisymbol{knot1}{102}</code>
	<code>\Pisymbol{knot1}{64}</code>		<code>\Pisymbol{knot1}{80}</code>		<code>\Pisymbol{knot1}{103}</code>






































































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	<code>\Pisymbol{knot1}{65}</code>		<code>\Pisymbol{knot1}{81}</code>		<code>\Pisymbol{knot1}{104}</code>
	<code>\Pisymbol{knot1}{66}</code>		<code>\Pisymbol{knot1}{82}</code>		<code>\Pisymbol{knot1}{105}</code>
	<code>\Pisymbol{knot1}{67}</code>		<code>\Pisymbol{knot1}{83}</code>		
	<code>\Pisymbol{knot2}{48}</code>		<code>\Pisymbol{knot2}{68}</code>		<code>\Pisymbol{knot2}{84}</code>
	<code>\Pisymbol{knot2}{49}</code>		<code>\Pisymbol{knot2}{69}</code>		<code>\Pisymbol{knot2}{85}</code>
	<code>\Pisymbol{knot2}{50}</code>		<code>\Pisymbol{knot2}{70}</code>		<code>\Pisymbol{knot2}{86}</code>
	<code>\Pisymbol{knot2}{51}</code>		<code>\Pisymbol{knot2}{71}</code>		<code>\Pisymbol{knot2}{87}</code>
	<code>\Pisymbol{knot2}{52}</code>		<code>\Pisymbol{knot2}{72}</code>		<code>\Pisymbol{knot2}{88}</code>
	<code>\Pisymbol{knot2}{53}</code>		<code>\Pisymbol{knot2}{73}</code>		<code>\Pisymbol{knot2}{96}</code>
	<code>\Pisymbol{knot2}{58}</code>		<code>\Pisymbol{knot2}{74}</code>		<code>\Pisymbol{knot2}{97}</code>
	<code>\Pisymbol{knot2}{59}</code>		<code>\Pisymbol{knot2}{75}</code>		<code>\Pisymbol{knot2}{98}</code>
	<code>\Pisymbol{knot2}{60}</code>		<code>\Pisymbol{knot2}{76}</code>		<code>\Pisymbol{knot2}{99}</code>
	<code>\Pisymbol{knot2}{61}</code>		<code>\Pisymbol{knot2}{77}</code>		<code>\Pisymbol{knot2}{100}</code>
	<code>\Pisymbol{knot2}{62}</code>		<code>\Pisymbol{knot2}{78}</code>		<code>\Pisymbol{knot2}{101}</code>
	<code>\Pisymbol{knot2}{63}</code>		<code>\Pisymbol{knot2}{79}</code>		<code>\Pisymbol{knot2}{102}</code>
	<code>\Pisymbol{knot2}{64}</code>		<code>\Pisymbol{knot2}{80}</code>		<code>\Pisymbol{knot2}{103}</code>
	<code>\Pisymbol{knot2}{65}</code>		<code>\Pisymbol{knot2}{81}</code>		<code>\Pisymbol{knot2}{104}</code>
	<code>\Pisymbol{knot2}{66}</code>		<code>\Pisymbol{knot2}{82}</code>		<code>\Pisymbol{knot2}{105}</code>
	<code>\Pisymbol{knot2}{67}</code>		<code>\Pisymbol{knot2}{83}</code>		
	<code>\Pisymbol{knot3}{48}</code>		<code>\Pisymbol{knot3}{68}</code>		<code>\Pisymbol{knot3}{84}</code>
	<code>\Pisymbol{knot3}{49}</code>		<code>\Pisymbol{knot3}{69}</code>		<code>\Pisymbol{knot3}{85}</code>
	<code>\Pisymbol{knot3}{50}</code>		<code>\Pisymbol{knot3}{70}</code>		<code>\Pisymbol{knot3}{86}</code>
	<code>\Pisymbol{knot3}{51}</code>		<code>\Pisymbol{knot3}{71}</code>		<code>\Pisymbol{knot3}{87}</code>
	<code>\Pisymbol{knot3}{52}</code>		<code>\Pisymbol{knot3}{72}</code>		<code>\Pisymbol{knot3}{88}</code>
	<code>\Pisymbol{knot3}{53}</code>		<code>\Pisymbol{knot3}{73}</code>		<code>\Pisymbol{knot3}{96}</code>
	<code>\Pisymbol{knot3}{58}</code>		<code>\Pisymbol{knot3}{74}</code>		<code>\Pisymbol{knot3}{97}</code>
	<code>\Pisymbol{knot3}{59}</code>		<code>\Pisymbol{knot3}{75}</code>		<code>\Pisymbol{knot3}{98}</code>
	<code>\Pisymbol{knot3}{60}</code>		<code>\Pisymbol{knot3}{76}</code>		<code>\Pisymbol{knot3}{99}</code>
	<code>\Pisymbol{knot3}{61}</code>		<code>\Pisymbol{knot3}{77}</code>		<code>\Pisymbol{knot3}{100}</code>
	<code>\Pisymbol{knot3}{62}</code>		<code>\Pisymbol{knot3}{78}</code>		<code>\Pisymbol{knot3}{101}</code>
	<code>\Pisymbol{knot3}{63}</code>		<code>\Pisymbol{knot3}{79}</code>		<code>\Pisymbol{knot3}{102}</code>
	<code>\Pisymbol{knot3}{64}</code>		<code>\Pisymbol{knot3}{80}</code>		<code>\Pisymbol{knot3}{103}</code>































































































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	<code>\Pisymbol{knot3}{65}</code>		<code>\Pisymbol{knot3}{81}</code>		<code>\Pisymbol{knot3}{104}</code>
	<code>\Pisymbol{knot3}{66}</code>		<code>\Pisymbol{knot3}{82}</code>		<code>\Pisymbol{knot3}{105}</code>
	<code>\Pisymbol{knot3}{67}</code>		<code>\Pisymbol{knot3}{83}</code>		
	<code>\Pisymbol{knot4}{48}</code>		<code>\Pisymbol{knot4}{68}</code>		<code>\Pisymbol{knot4}{84}</code>
	<code>\Pisymbol{knot4}{49}</code>		<code>\Pisymbol{knot4}{69}</code>		<code>\Pisymbol{knot4}{85}</code>
	<code>\Pisymbol{knot4}{50}</code>		<code>\Pisymbol{knot4}{70}</code>		<code>\Pisymbol{knot4}{86}</code>
	<code>\Pisymbol{knot4}{51}</code>		<code>\Pisymbol{knot4}{71}</code>		<code>\Pisymbol{knot4}{87}</code>
	<code>\Pisymbol{knot4}{52}</code>		<code>\Pisymbol{knot4}{72}</code>		<code>\Pisymbol{knot4}{88}</code>
	<code>\Pisymbol{knot4}{53}</code>		<code>\Pisymbol{knot4}{73}</code>		<code>\Pisymbol{knot4}{96}</code>
	<code>\Pisymbol{knot4}{58}</code>		<code>\Pisymbol{knot4}{74}</code>		<code>\Pisymbol{knot4}{97}</code>
	<code>\Pisymbol{knot4}{59}</code>		<code>\Pisymbol{knot4}{75}</code>		<code>\Pisymbol{knot4}{98}</code>
	<code>\Pisymbol{knot4}{60}</code>		<code>\Pisymbol{knot4}{76}</code>		<code>\Pisymbol{knot4}{99}</code>
	<code>\Pisymbol{knot4}{61}</code>		<code>\Pisymbol{knot4}{77}</code>		<code>\Pisymbol{knot4}{100}</code>
	<code>\Pisymbol{knot4}{62}</code>		<code>\Pisymbol{knot4}{78}</code>		<code>\Pisymbol{knot4}{101}</code>
	<code>\Pisymbol{knot4}{63}</code>		<code>\Pisymbol{knot4}{79}</code>		<code>\Pisymbol{knot4}{102}</code>
	<code>\Pisymbol{knot4}{64}</code>		<code>\Pisymbol{knot4}{80}</code>		<code>\Pisymbol{knot4}{103}</code>
	<code>\Pisymbol{knot4}{65}</code>		<code>\Pisymbol{knot4}{81}</code>		<code>\Pisymbol{knot4}{104}</code>
	<code>\Pisymbol{knot4}{66}</code>		<code>\Pisymbol{knot4}{82}</code>		<code>\Pisymbol{knot4}{105}</code>
	<code>\Pisymbol{knot4}{67}</code>		<code>\Pisymbol{knot4}{83}</code>		
	<code>\Pisymbol{knot5}{48}</code>		<code>\Pisymbol{knot5}{68}</code>		<code>\Pisymbol{knot5}{84}</code>
	<code>\Pisymbol{knot5}{49}</code>		<code>\Pisymbol{knot5}{69}</code>		<code>\Pisymbol{knot5}{85}</code>
	<code>\Pisymbol{knot5}{50}</code>		<code>\Pisymbol{knot5}{70}</code>		<code>\Pisymbol{knot5}{86}</code>
	<code>\Pisymbol{knot5}{51}</code>		<code>\Pisymbol{knot5}{71}</code>		<code>\Pisymbol{knot5}{87}</code>
	<code>\Pisymbol{knot5}{52}</code>		<code>\Pisymbol{knot5}{72}</code>		<code>\Pisymbol{knot5}{88}</code>
	<code>\Pisymbol{knot5}{53}</code>		<code>\Pisymbol{knot5}{73}</code>		<code>\Pisymbol{knot5}{96}</code>
	<code>\Pisymbol{knot5}{58}</code>		<code>\Pisymbol{knot5}{74}</code>		<code>\Pisymbol{knot5}{97}</code>
	<code>\Pisymbol{knot5}{59}</code>		<code>\Pisymbol{knot5}{75}</code>		<code>\Pisymbol{knot5}{98}</code>
	<code>\Pisymbol{knot5}{60}</code>		<code>\Pisymbol{knot5}{76}</code>		<code>\Pisymbol{knot5}{99}</code>
	<code>\Pisymbol{knot5}{61}</code>		<code>\Pisymbol{knot5}{77}</code>		<code>\Pisymbol{knot5}{100}</code>
	<code>\Pisymbol{knot5}{62}</code>		<code>\Pisymbol{knot5}{78}</code>		<code>\Pisymbol{knot5}{101}</code>
	<code>\Pisymbol{knot5}{63}</code>		<code>\Pisymbol{knot5}{79}</code>		<code>\Pisymbol{knot5}{102}</code>
	<code>\Pisymbol{knot5}{64}</code>		<code>\Pisymbol{knot5}{80}</code>		<code>\Pisymbol{knot5}{103}</code>









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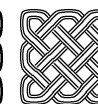


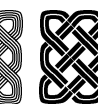
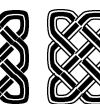
	<code>\Pisymbol{knot5}{65}</code>		<code>\Pisymbol{knot5}{81}</code>		<code>\Pisymbol{knot5}{104}</code>
	<code>\Pisymbol{knot5}{66}</code>		<code>\Pisymbol{knot5}{82}</code>		<code>\Pisymbol{knot5}{105}</code>
	<code>\Pisymbol{knot5}{67}</code>		<code>\Pisymbol{knot5}{83}</code>		
	<code>\Pisymbol{knot6}{48}</code>		<code>\Pisymbol{knot6}{68}</code>		<code>\Pisymbol{knot6}{84}</code>
	<code>\Pisymbol{knot6}{49}</code>		<code>\Pisymbol{knot6}{69}</code>		<code>\Pisymbol{knot6}{85}</code>
	<code>\Pisymbol{knot6}{50}</code>		<code>\Pisymbol{knot6}{70}</code>		<code>\Pisymbol{knot6}{86}</code>
	<code>\Pisymbol{knot6}{51}</code>		<code>\Pisymbol{knot6}{71}</code>		<code>\Pisymbol{knot6}{87}</code>
	<code>\Pisymbol{knot6}{52}</code>		<code>\Pisymbol{knot6}{72}</code>		<code>\Pisymbol{knot6}{88}</code>
	<code>\Pisymbol{knot6}{53}</code>		<code>\Pisymbol{knot6}{73}</code>		<code>\Pisymbol{knot6}{96}</code>
	<code>\Pisymbol{knot6}{58}</code>		<code>\Pisymbol{knot6}{74}</code>		<code>\Pisymbol{knot6}{97}</code>
	<code>\Pisymbol{knot6}{59}</code>		<code>\Pisymbol{knot6}{75}</code>		<code>\Pisymbol{knot6}{98}</code>
	<code>\Pisymbol{knot6}{60}</code>		<code>\Pisymbol{knot6}{76}</code>		<code>\Pisymbol{knot6}{99}</code>
	<code>\Pisymbol{knot6}{61}</code>		<code>\Pisymbol{knot6}{77}</code>		<code>\Pisymbol{knot6}{100}</code>
	<code>\Pisymbol{knot6}{62}</code>		<code>\Pisymbol{knot6}{78}</code>		<code>\Pisymbol{knot6}{101}</code>
	<code>\Pisymbol{knot6}{63}</code>		<code>\Pisymbol{knot6}{79}</code>		<code>\Pisymbol{knot6}{102}</code>
	<code>\Pisymbol{knot6}{64}</code>		<code>\Pisymbol{knot6}{80}</code>		<code>\Pisymbol{knot6}{103}</code>
	<code>\Pisymbol{knot6}{65}</code>		<code>\Pisymbol{knot6}{81}</code>		<code>\Pisymbol{knot6}{104}</code>
	<code>\Pisymbol{knot6}{66}</code>		<code>\Pisymbol{knot6}{82}</code>		<code>\Pisymbol{knot6}{105}</code>
	<code>\Pisymbol{knot6}{67}</code>		<code>\Pisymbol{knot6}{83}</code>		
	<code>\Pisymbol{knot7}{48}</code>		<code>\Pisymbol{knot7}{68}</code>		<code>\Pisymbol{knot7}{84}</code>
	<code>\Pisymbol{knot7}{49}</code>		<code>\Pisymbol{knot7}{69}</code>		<code>\Pisymbol{knot7}{85}</code>
	<code>\Pisymbol{knot7}{50}</code>		<code>\Pisymbol{knot7}{70}</code>		<code>\Pisymbol{knot7}{86}</code>
	<code>\Pisymbol{knot7}{51}</code>		<code>\Pisymbol{knot7}{71}</code>		<code>\Pisymbol{knot7}{87}</code>
	<code>\Pisymbol{knot7}{52}</code>		<code>\Pisymbol{knot7}{72}</code>		<code>\Pisymbol{knot7}{88}</code>
	<code>\Pisymbol{knot7}{53}</code>		<code>\Pisymbol{knot7}{73}</code>		<code>\Pisymbol{knot7}{96}</code>
	<code>\Pisymbol{knot7}{58}</code>		<code>\Pisymbol{knot7}{74}</code>		<code>\Pisymbol{knot7}{97}</code>
	<code>\Pisymbol{knot7}{59}</code>		<code>\Pisymbol{knot7}{75}</code>		<code>\Pisymbol{knot7}{98}</code>
	<code>\Pisymbol{knot7}{60}</code>		<code>\Pisymbol{knot7}{76}</code>		<code>\Pisymbol{knot7}{99}</code>
	<code>\Pisymbol{knot7}{61}</code>		<code>\Pisymbol{knot7}{77}</code>		<code>\Pisymbol{knot7}{100}</code>
	<code>\Pisymbol{knot7}{62}</code>		<code>\Pisymbol{knot7}{78}</code>		<code>\Pisymbol{knot7}{101}</code>
	<code>\Pisymbol{knot7}{63}</code>		<code>\Pisymbol{knot7}{79}</code>		<code>\Pisymbol{knot7}{102}</code>
	<code>\Pisymbol{knot7}{64}</code>		<code>\Pisymbol{knot7}{80}</code>		<code>\Pisymbol{knot7}{103}</code>

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





	<code>\Pisymbol{knot7}{65}</code>		<code>\Pisymbol{knot7}{81}</code>		<code>\Pisymbol{knot7}{104}</code>
	<code>\Pisymbol{knot7}{66}</code>		<code>\Pisymbol{knot7}{82}</code>		<code>\Pisymbol{knot7}{105}</code>
	<code>\Pisymbol{knot7}{67}</code>		<code>\Pisymbol{knot7}{83}</code>		

The following is an example of a basic knot, using `\usefont{U}{knot(number)}{m}{n}` to change fonts for multiple characters instead of `\Pisymbol` to typeset one character at a time. Note that all of the characters in the knot fonts lie conveniently within the range of printable ASCII characters.

Input	knot1	knot2	knot3	knot4	knot5	knot6	knot7
CDB							
FHG							
@EA							



The niceframe package can be used to typeset decorative frames using fonts such as knot, especially using characters 48–63 of each font variant.

TABLE 679: dancers Dancing Men

	<code>\Pisymbol{dancers}{0}</code>		<code>\Pisymbol{dancers}{86}</code>		<code>\Pisymbol{dancers}{172}</code>
	<code>\Pisymbol{dancers}{1}</code>		<code>\Pisymbol{dancers}{87}</code>		<code>\Pisymbol{dancers}{173}</code>
	<code>\Pisymbol{dancers}{2}</code>		<code>\Pisymbol{dancers}{88}</code>		<code>\Pisymbol{dancers}{174}</code>
	<code>\Pisymbol{dancers}{3}</code>		<code>\Pisymbol{dancers}{89}</code>		<code>\Pisymbol{dancers}{175}</code>
	<code>\Pisymbol{dancers}{4}</code>		<code>\Pisymbol{dancers}{90}</code>		<code>\Pisymbol{dancers}{176}</code>
	<code>\Pisymbol{dancers}{5}</code>		<code>\Pisymbol{dancers}{91}</code>		<code>\Pisymbol{dancers}{177}</code>
	<code>\Pisymbol{dancers}{6}</code>		<code>\Pisymbol{dancers}{92}</code>		<code>\Pisymbol{dancers}{178}</code>
	<code>\Pisymbol{dancers}{7}</code>		<code>\Pisymbol{dancers}{93}</code>		<code>\Pisymbol{dancers}{179}</code>
	<code>\Pisymbol{dancers}{8}</code>		<code>\Pisymbol{dancers}{94}</code>		<code>\Pisymbol{dancers}{180}</code>
	<code>\Pisymbol{dancers}{9}</code>		<code>\Pisymbol{dancers}{95}</code>		<code>\Pisymbol{dancers}{181}</code>
	<code>\Pisymbol{dancers}{10}</code>		<code>\Pisymbol{dancers}{96}</code>		<code>\Pisymbol{dancers}{182}</code>
	<code>\Pisymbol{dancers}{11}</code>		<code>\Pisymbol{dancers}{97}</code>		<code>\Pisymbol{dancers}{183}</code>

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	<code>\Pisymbol{dancers}{12}</code>		<code>\Pisymbol{dancers}{98}</code>		<code>\Pisymbol{dancers}{184}</code>
	<code>\Pisymbol{dancers}{13}</code>		<code>\Pisymbol{dancers}{99}</code>		<code>\Pisymbol{dancers}{185}</code>
	<code>\Pisymbol{dancers}{14}</code>		<code>\Pisymbol{dancers}{100}</code>		<code>\Pisymbol{dancers}{186}</code>
	<code>\Pisymbol{dancers}{15}</code>		<code>\Pisymbol{dancers}{101}</code>		<code>\Pisymbol{dancers}{187}</code>
	<code>\Pisymbol{dancers}{16}</code>		<code>\Pisymbol{dancers}{102}</code>		<code>\Pisymbol{dancers}{188}</code>
	<code>\Pisymbol{dancers}{17}</code>		<code>\Pisymbol{dancers}{103}</code>		<code>\Pisymbol{dancers}{189}</code>
	<code>\Pisymbol{dancers}{18}</code>		<code>\Pisymbol{dancers}{104}</code>		<code>\Pisymbol{dancers}{190}</code>
	<code>\Pisymbol{dancers}{19}</code>		<code>\Pisymbol{dancers}{105}</code>		<code>\Pisymbol{dancers}{191}</code>
	<code>\Pisymbol{dancers}{20}</code>		<code>\Pisymbol{dancers}{106}</code>		<code>\Pisymbol{dancers}{192}</code>
	<code>\Pisymbol{dancers}{21}</code>		<code>\Pisymbol{dancers}{107}</code>		<code>\Pisymbol{dancers}{193}</code>
	<code>\Pisymbol{dancers}{22}</code>		<code>\Pisymbol{dancers}{108}</code>		<code>\Pisymbol{dancers}{194}</code>
	<code>\Pisymbol{dancers}{23}</code>		<code>\Pisymbol{dancers}{109}</code>		<code>\Pisymbol{dancers}{195}</code>
	<code>\Pisymbol{dancers}{24}</code>		<code>\Pisymbol{dancers}{110}</code>		<code>\Pisymbol{dancers}{196}</code>
	<code>\Pisymbol{dancers}{25}</code>		<code>\Pisymbol{dancers}{111}</code>		<code>\Pisymbol{dancers}{197}</code>
	<code>\Pisymbol{dancers}{26}</code>		<code>\Pisymbol{dancers}{112}</code>		<code>\Pisymbol{dancers}{198}</code>
	<code>\Pisymbol{dancers}{27}</code>		<code>\Pisymbol{dancers}{113}</code>		<code>\Pisymbol{dancers}{199}</code>
	<code>\Pisymbol{dancers}{28}</code>		<code>\Pisymbol{dancers}{114}</code>		<code>\Pisymbol{dancers}{200}</code>
	<code>\Pisymbol{dancers}{29}</code>		<code>\Pisymbol{dancers}{115}</code>		<code>\Pisymbol{dancers}{201}</code>
	<code>\Pisymbol{dancers}{30}</code>		<code>\Pisymbol{dancers}{116}</code>		<code>\Pisymbol{dancers}{202}</code>
	<code>\Pisymbol{dancers}{31}</code>		<code>\Pisymbol{dancers}{117}</code>		<code>\Pisymbol{dancers}{203}</code>
	<code>\Pisymbol{dancers}{32}</code>		<code>\Pisymbol{dancers}{118}</code>		<code>\Pisymbol{dancers}{204}</code>
	<code>\Pisymbol{dancers}{33}</code>		<code>\Pisymbol{dancers}{119}</code>		<code>\Pisymbol{dancers}{205}</code>
	<code>\Pisymbol{dancers}{34}</code>		<code>\Pisymbol{dancers}{120}</code>		<code>\Pisymbol{dancers}{206}</code>
	<code>\Pisymbol{dancers}{35}</code>		<code>\Pisymbol{dancers}{121}</code>		<code>\Pisymbol{dancers}{207}</code>
	<code>\Pisymbol{dancers}{36}</code>		<code>\Pisymbol{dancers}{122}</code>		<code>\Pisymbol{dancers}{208}</code>
	<code>\Pisymbol{dancers}{37}</code>		<code>\Pisymbol{dancers}{123}</code>		<code>\Pisymbol{dancers}{209}</code>
	<code>\Pisymbol{dancers}{38}</code>		<code>\Pisymbol{dancers}{124}</code>		<code>\Pisymbol{dancers}{210}</code>
	<code>\Pisymbol{dancers}{39}</code>		<code>\Pisymbol{dancers}{125}</code>		<code>\Pisymbol{dancers}{211}</code>
	<code>\Pisymbol{dancers}{40}</code>		<code>\Pisymbol{dancers}{126}</code>		<code>\Pisymbol{dancers}{212}</code>
	<code>\Pisymbol{dancers}{41}</code>		<code>\Pisymbol{dancers}{127}</code>		<code>\Pisymbol{dancers}{213}</code>









































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 \Pisymbol{dancers}{42}	 \Pisymbol{dancers}{128}	 \Pisymbol{dancers}{214}
 \Pisymbol{dancers}{43}	 \Pisymbol{dancers}{129}	 \Pisymbol{dancers}{215}
 \Pisymbol{dancers}{44}	 \Pisymbol{dancers}{130}	 \Pisymbol{dancers}{216}
 \Pisymbol{dancers}{45}	 \Pisymbol{dancers}{131}	 \Pisymbol{dancers}{217}
 \Pisymbol{dancers}{46}	 \Pisymbol{dancers}{132}	 \Pisymbol{dancers}{218}
 \Pisymbol{dancers}{47}	 \Pisymbol{dancers}{133}	 \Pisymbol{dancers}{219}
 \Pisymbol{dancers}{48}	 \Pisymbol{dancers}{134}	 \Pisymbol{dancers}{220}
 \Pisymbol{dancers}{49}	 \Pisymbol{dancers}{135}	 \Pisymbol{dancers}{221}
 \Pisymbol{dancers}{50}	 \Pisymbol{dancers}{136}	 \Pisymbol{dancers}{222}
 \Pisymbol{dancers}{51}	 \Pisymbol{dancers}{137}	 \Pisymbol{dancers}{223}
 \Pisymbol{dancers}{52}	 \Pisymbol{dancers}{138}	 \Pisymbol{dancers}{224}
 \Pisymbol{dancers}{53}	 \Pisymbol{dancers}{139}	 \Pisymbol{dancers}{225}
 \Pisymbol{dancers}{54}	 \Pisymbol{dancers}{140}	 \Pisymbol{dancers}{226}
 \Pisymbol{dancers}{55}	 \Pisymbol{dancers}{141}	 \Pisymbol{dancers}{227}
 \Pisymbol{dancers}{56}	 \Pisymbol{dancers}{142}	 \Pisymbol{dancers}{228}
 \Pisymbol{dancers}{57}	 \Pisymbol{dancers}{143}	 \Pisymbol{dancers}{229}
 \Pisymbol{dancers}{58}	 \Pisymbol{dancers}{144}	 \Pisymbol{dancers}{230}
 \Pisymbol{dancers}{59}	 \Pisymbol{dancers}{145}	 \Pisymbol{dancers}{231}
 \Pisymbol{dancers}{60}	 \Pisymbol{dancers}{146}	 \Pisymbol{dancers}{232}
 \Pisymbol{dancers}{61}	 \Pisymbol{dancers}{147}	 \Pisymbol{dancers}{233}
 \Pisymbol{dancers}{62}	 \Pisymbol{dancers}{148}	 \Pisymbol{dancers}{234}
 \Pisymbol{dancers}{63}	 \Pisymbol{dancers}{149}	 \Pisymbol{dancers}{235}
 \Pisymbol{dancers}{64}	 \Pisymbol{dancers}{150}	 \Pisymbol{dancers}{236}
 \Pisymbol{dancers}{65}	 \Pisymbol{dancers}{151}	 \Pisymbol{dancers}{237}
 \Pisymbol{dancers}{66}	 \Pisymbol{dancers}{152}	 \Pisymbol{dancers}{238}
 \Pisymbol{dancers}{67}	 \Pisymbol{dancers}{153}	 \Pisymbol{dancers}{239}
 \Pisymbol{dancers}{68}	 \Pisymbol{dancers}{154}	 \Pisymbol{dancers}{240}
 \Pisymbol{dancers}{69}	 \Pisymbol{dancers}{155}	 \Pisymbol{dancers}{241}
 \Pisymbol{dancers}{70}	 \Pisymbol{dancers}{156}	 \Pisymbol{dancers}{242}
 \Pisymbol{dancers}{71}	 \Pisymbol{dancers}{157}	 \Pisymbol{dancers}{243}

































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	<code>\Pisymbol{dancers}{72}</code>		<code>\Pisymbol{dancers}{158}</code>		<code>\Pisymbol{dancers}{244}</code>
	<code>\Pisymbol{dancers}{73}</code>		<code>\Pisymbol{dancers}{159}</code>		<code>\Pisymbol{dancers}{245}</code>
	<code>\Pisymbol{dancers}{74}</code>		<code>\Pisymbol{dancers}{160}</code>		<code>\Pisymbol{dancers}{246}</code>
	<code>\Pisymbol{dancers}{75}</code>		<code>\Pisymbol{dancers}{161}</code>		<code>\Pisymbol{dancers}{247}</code>
	<code>\Pisymbol{dancers}{76}</code>		<code>\Pisymbol{dancers}{162}</code>		<code>\Pisymbol{dancers}{248}</code>
	<code>\Pisymbol{dancers}{77}</code>		<code>\Pisymbol{dancers}{163}</code>		<code>\Pisymbol{dancers}{249}</code>
	<code>\Pisymbol{dancers}{78}</code>		<code>\Pisymbol{dancers}{164}</code>		<code>\Pisymbol{dancers}{250}</code>
	<code>\Pisymbol{dancers}{79}</code>		<code>\Pisymbol{dancers}{165}</code>		<code>\Pisymbol{dancers}{251}</code>
	<code>\Pisymbol{dancers}{80}</code>		<code>\Pisymbol{dancers}{166}</code>		<code>\Pisymbol{dancers}{252}</code>
	<code>\Pisymbol{dancers}{81}</code>		<code>\Pisymbol{dancers}{167}</code>		<code>\Pisymbol{dancers}{253}</code>
	<code>\Pisymbol{dancers}{82}</code>		<code>\Pisymbol{dancers}{168}</code>		<code>\Pisymbol{dancers}{254}</code>
	<code>\Pisymbol{dancers}{83}</code>		<code>\Pisymbol{dancers}{169}</code>		<code>\Pisymbol{dancers}{255}</code>
	<code>\Pisymbol{dancers}{84}</code>		<code>\Pisymbol{dancers}{170}</code>		
	<code>\Pisymbol{dancers}{85}</code>		<code>\Pisymbol{dancers}{171}</code>		

Fans of Sherlock Holmes mysteries will recognize these glyphs as forming the substitution cipher featured in Sir Arthur Conan Doyle's *The Adventure of the Dancing Men* (1903).

TABLE 680: semaphor Semaphore Alphabet

	<code>\Pisymbol{smfpr10}{34}</code>		<code>\Pisymbol{smfpr10}{116}</code>		<code>\Pisymbol{smfpr10}{184}</code>
	<code>\Pisymbol{smfpr10}{35}</code>		<code>\Pisymbol{smfpr10}{117}</code>		<code>\Pisymbol{smfpr10}{185}</code>
	<code>\Pisymbol{smfpr10}{36}</code>		<code>\Pisymbol{smfpr10}{118}</code>		<code>\Pisymbol{smfpr10}{186}</code>
	<code>\Pisymbol{smfpr10}{42}</code>		<code>\Pisymbol{smfpr10}{119}</code>		<code>\Pisymbol{smfpr10}{187}</code>
	<code>\Pisymbol{smfpr10}{46}</code>		<code>\Pisymbol{smfpr10}{120}</code>		<code>\Pisymbol{smfpr10}{192}</code>
	<code>\Pisymbol{smfpr10}{48}</code>		<code>\Pisymbol{smfpr10}{121}</code>		<code>\Pisymbol{smfpr10}{193}</code>
	<code>\Pisymbol{smfpr10}{49}</code>		<code>\Pisymbol{smfpr10}{122}</code>		<code>\Pisymbol{smfpr10}{194}</code>
	<code>\Pisymbol{smfpr10}{50}</code>		<code>\Pisymbol{smfpr10}{126}</code>		<code>\Pisymbol{smfpr10}{195}</code>
	<code>\Pisymbol{smfpr10}{51}</code>		<code>\Pisymbol{smfpr10}{128}</code>		<code>\Pisymbol{smfpr10}{196}</code>
	<code>\Pisymbol{smfpr10}{52}</code>		<code>\Pisymbol{smfpr10}{129}</code>		<code>\Pisymbol{smfpr10}{197}</code>
	<code>\Pisymbol{smfpr10}{53}</code>		<code>\Pisymbol{smfpr10}{130}</code>		<code>\Pisymbol{smfpr10}{199}</code>

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𐌶	\Pisymbol{smfpr10}{54}	𐌶	\Pisymbol{smfpr10}{131}	𐌶	\Pisymbol{smfpr10}{200}
𐌷	\Pisymbol{smfpr10}{55}	𐌷	\Pisymbol{smfpr10}{132}	𐌶	\Pisymbol{smfpr10}{201}
𐌸	\Pisymbol{smfpr10}{56}	𐌶	\Pisymbol{smfpr10}{133}	𐌶	\Pisymbol{smfpr10}{202}
𐌹	\Pisymbol{smfpr10}{57}	𐌶	\Pisymbol{smfpr10}{134}	𐌶	\Pisymbol{smfpr10}{203}
𐌺	\Pisymbol{smfpr10}{65}	𐌷	\Pisymbol{smfpr10}{135}	𐌷	\Pisymbol{smfpr10}{204}
𐌻	\Pisymbol{smfpr10}{66}	𐌸	\Pisymbol{smfpr10}{136}	𐌷	\Pisymbol{smfpr10}{205}
𐌼	\Pisymbol{smfpr10}{67}	𐌸	\Pisymbol{smfpr10}{137}	𐌷	\Pisymbol{smfpr10}{206}
𐌽	\Pisymbol{smfpr10}{68}	𐌸	\Pisymbol{smfpr10}{138}	𐌷	\Pisymbol{smfpr10}{207}
𐌾	\Pisymbol{smfpr10}{69}	𐌸	\Pisymbol{smfpr10}{139}	𐌸	\Pisymbol{smfpr10}{209}
𐌿	\Pisymbol{smfpr10}{70}	𐌸	\Pisymbol{smfpr10}{140}	𐌹	\Pisymbol{smfpr10}{210}
𐍀	\Pisymbol{smfpr10}{71}	𐌹	\Pisymbol{smfpr10}{142}	𐌹	\Pisymbol{smfpr10}{211}
𐍁	\Pisymbol{smfpr10}{72}	𐌿	\Pisymbol{smfpr10}{143}	𐌹	\Pisymbol{smfpr10}{212}
𐍂	\Pisymbol{smfpr10}{73}	𐌿	\Pisymbol{smfpr10}{144}	𐌹	\Pisymbol{smfpr10}{213}
𐍃	\Pisymbol{smfpr10}{74}	𐌿	\Pisymbol{smfpr10}{145}	𐌹	\Pisymbol{smfpr10}{214}
𐍄	\Pisymbol{smfpr10}{75}	𐌿	\Pisymbol{smfpr10}{146}	𐌹	\Pisymbol{smfpr10}{216}
𐍅	\Pisymbol{smfpr10}{76}	𐌿	\Pisymbol{smfpr10}{147}	𐌿	\Pisymbol{smfpr10}{217}
𐍆	\Pisymbol{smfpr10}{77}	𐌿	\Pisymbol{smfpr10}{148}	𐌿	\Pisymbol{smfpr10}{218}
𐍇	\Pisymbol{smfpr10}{78}	𐌿	\Pisymbol{smfpr10}{149}	𐌿	\Pisymbol{smfpr10}{219}
𐍈	\Pisymbol{smfpr10}{79}	𐌿	\Pisymbol{smfpr10}{150}	𐌿	\Pisymbol{smfpr10}{220}
𐍉	\Pisymbol{smfpr10}{80}	𐌿	\Pisymbol{smfpr10}{151}	𐌿	\Pisymbol{smfpr10}{221}
𐍊	\Pisymbol{smfpr10}{81}	𐌿	\Pisymbol{smfpr10}{152}	𐌶	\Pisymbol{smfpr10}{224}
𐍋	\Pisymbol{smfpr10}{82}	𐌿	\Pisymbol{smfpr10}{153}	𐌶	\Pisymbol{smfpr10}{225}
𐍌	\Pisymbol{smfpr10}{83}	𐌿	\Pisymbol{smfpr10}{154}	𐌶	\Pisymbol{smfpr10}{226}
𐍍	\Pisymbol{smfpr10}{84}	𐌿	\Pisymbol{smfpr10}{155}	𐌶	\Pisymbol{smfpr10}{227}
𐍎	\Pisymbol{smfpr10}{85}	𐌷	\Pisymbol{smfpr10}{157}	𐌶	\Pisymbol{smfpr10}{228}
𐍏	\Pisymbol{smfpr10}{86}	𐌷	\Pisymbol{smfpr10}{158}	𐌶	\Pisymbol{smfpr10}{229}
𐍐	\Pisymbol{smfpr10}{87}	𐌶	\Pisymbol{smfpr10}{160}	𐌶	\Pisymbol{smfpr10}{231}
𐍑	\Pisymbol{smfpr10}{88}	𐌶	\Pisymbol{smfpr10}{161}	𐌶	\Pisymbol{smfpr10}{232}
𐍒	\Pisymbol{smfpr10}{89}	𐌶	\Pisymbol{smfpr10}{162}	𐌶	\Pisymbol{smfpr10}{233}
𐍓	\Pisymbol{smfpr10}{90}	𐌶	\Pisymbol{smfpr10}{163}	𐌶	\Pisymbol{smfpr10}{234}
𐍔	\Pisymbol{smfpr10}{97}	𐌷	\Pisymbol{smfpr10}{164}	𐌶	\Pisymbol{smfpr10}{235}
𐍕	\Pisymbol{smfpr10}{98}	𐌶	\Pisymbol{smfpr10}{165}	𐌷	\Pisymbol{smfpr10}{236}
𐍖	\Pisymbol{smfpr10}{99}	𐌶	\Pisymbol{smfpr10}{166}	𐌷	\Pisymbol{smfpr10}{237}
𐍗	\Pisymbol{smfpr10}{100}	𐌷	\Pisymbol{smfpr10}{167}	𐌷	\Pisymbol{smfpr10}{238}
𐍘	\Pisymbol{smfpr10}{101}	𐌸	\Pisymbol{smfpr10}{168}	𐌷	\Pisymbol{smfpr10}{239}
𐍙	\Pisymbol{smfpr10}{102}	𐌸	\Pisymbol{smfpr10}{169}	𐌸	\Pisymbol{smfpr10}{241}
𐍚	\Pisymbol{smfpr10}{103}	𐌸	\Pisymbol{smfpr10}{170}	𐌹	\Pisymbol{smfpr10}{242}
𐍛	\Pisymbol{smfpr10}{104}	𐌸	\Pisymbol{smfpr10}{171}	𐌹	\Pisymbol{smfpr10}{243}
𐍜	\Pisymbol{smfpr10}{105}	𐌸	\Pisymbol{smfpr10}{172}	𐌹	\Pisymbol{smfpr10}{244}
𐍝	\Pisymbol{smfpr10}{106}	𐌹	\Pisymbol{smfpr10}{174}	𐌹	\Pisymbol{smfpr10}{245}
𐍞	\Pisymbol{smfpr10}{107}	𐌿	\Pisymbol{smfpr10}{175}	𐌹	\Pisymbol{smfpr10}{246}
𐍟	\Pisymbol{smfpr10}{108}	𐌿	\Pisymbol{smfpr10}{176}	𐌹	\Pisymbol{smfpr10}{248}
𐍠	\Pisymbol{smfpr10}{109}	𐌿	\Pisymbol{smfpr10}{177}	𐌿	\Pisymbol{smfpr10}{249}
𐍡	\Pisymbol{smfpr10}{110}	𐌿	\Pisymbol{smfpr10}{178}	𐌿	\Pisymbol{smfpr10}{250}
𐍢	\Pisymbol{smfpr10}{111}	𐌿	\Pisymbol{smfpr10}{179}	𐌿	\Pisymbol{smfpr10}{251}

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	<code>\Pisymbol{smfpr10}{112}</code>		<code>\Pisymbol{smfpr10}{180}</code>		<code>\Pisymbol{smfpr10}{252}</code>
	<code>\Pisymbol{smfpr10}{113}</code>		<code>\Pisymbol{smfpr10}{181}</code>		<code>\Pisymbol{smfpr10}{253}</code>
	<code>\Pisymbol{smfpr10}{114}</code>		<code>\Pisymbol{smfpr10}{182}</code>		
	<code>\Pisymbol{smfpr10}{115}</code>		<code>\Pisymbol{smfpr10}{183}</code>		

semaphor provides a `semaf.fd` font-definition file. Instead of using `pifont` and `\Pisymbol` to typeset a glyph, a document can select the `semaphor` fonts directly, although this does require putting `\input{semaf.fd}` in the document’s preamble. For example, `{\usefont{OT1}{smfp}{m}{n}Hello}` will typeset “”. This can be useful for typesetting complete messages. Roman, bold, monospace, slanted, and bold+slanted styles are all supported.

In addition, `semaphor` provides three variations of each font: a “person” version (`smfpr10`), which is what is illustrated in the preceding table, a “pillar” version (`smfr10`), which shows the flags on a pillar rather than being held by a person, and an “empty” version (`smfer10`), which shows only the flags and no pillar or person. Contrast these variations of the letter “H”:
















TABLE 681: lcircuit Logic Gates and VLSI Symbols

	<code>\usebox{\ande}</code>		<code>\usebox{\nfete}</code>		<code>\usebox{\ots}</code>
	<code>\usebox{\andn}</code>		<code>\usebox{\nfetn}</code>		<code>\usebox{\otw}</code>
	<code>\usebox{\ands}</code>		<code>\usebox{\nfets}</code>		<code>\usebox{\pfete}</code>
	<code>\usebox{\andw}</code>		<code>\usebox{\nfetw}</code>		<code>\usebox{\pfetn}</code>
	<code>\usebox{\capew}</code>		<code>\usebox{\nore}</code>		<code>\usebox{\pfets}</code>
	<code>\usebox{\capns}</code>		<code>\usebox{\norn}</code>		<code>\usebox{\pfetw}</code>
	<code>\usebox{\exore}</code>		<code>\usebox{\nors}</code>		<code>\usebox{\resew}</code>
	<code>\usebox{\exorn}</code>		<code>\usebox{\norw}</code>		<code>\usebox{\resns}</code>
	<code>\usebox{\exors}</code>		<code>\usebox{\note}</code>		<code>\usebox{\tgateew}</code>
	<code>\usebox{\exorw}</code>		<code>\usebox{\notn}</code>		<code>\usebox{\tgatens}</code>
	<code>\usebox{\nande}</code>		<code>\usebox{\nots}</code>		<code>\usebox{\tje}</code>
	<code>\usebox{\nandn}</code>		<code>\usebox{\notw}</code>		<code>\usebox{\tjn}</code>
	<code>\usebox{\nands}</code>		<code>\usebox{\ore}</code>		<code>\usebox{\tjs}</code>

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	<code>\usebox{\nandw}</code>		<code>\usebox{\orn}</code>		<code>\usebox{\tjw}</code>
	<code>\usebox{\nexore}</code>		<code>\usebox{\ors}</code>		<code>\usebox{\vddpin}</code>
	<code>\usebox{\nexorn}</code>		<code>\usebox{\orw}</code>		<code>\usebox{\vsspin}</code>
	<code>\usebox{\nexors}</code>		<code>\usebox{\ote}</code>		
	<code>\usebox{\nexorw}</code>		<code>\usebox{\otn}</code>		

Each of these symbols first must be defined via an `\input` of the corresponding `.mac` file. For example, before a document can invoke `\usebox{\nande}` it first must `\input{nande.mac}`.

All `lcircuit` symbols are defined using a L^AT_EX `picture` environment, not a font.

TABLE 682: `cryst` Crystallography Symbols































◦	<code>\Pisymbol{cryst}{0}</code>	◆	<code>\Pisymbol{cryst}{63}</code>	↙	<code>\Pisymbol{cryst}{138}</code>
●	<code>\Pisymbol{cryst}{2}</code>	◆	<code>\Pisymbol{cryst}{64}</code>	↘	<code>\Pisymbol{cryst}{139}</code>
▲	<code>\Pisymbol{cryst}{3}</code>	◆	<code>\Pisymbol{cryst}{65}</code>	■	<code>\Pisymbol{cryst}{140}</code>
◆	<code>\Pisymbol{cryst}{4}</code>	◆	<code>\Pisymbol{cryst}{66}</code>	⬇	<code>\Pisymbol{cryst}{141}</code>
↖	<code>\Pisymbol{cryst}{5}</code>	↖	<code>\Pisymbol{cryst}{75}</code>	↗	<code>\Pisymbol{cryst}{142}</code>
●	<code>\Pisymbol{cryst}{6}</code>	↖	<code>\Pisymbol{cryst}{77}</code>	⬆	<code>\Pisymbol{cryst}{143}</code>
→	<code>\Pisymbol{cryst}{7}</code>	↖	<code>\Pisymbol{cryst}{78}</code>	↖	<code>\Pisymbol{cryst}{145}</code>
→	<code>\Pisymbol{cryst}{8}</code>	↖	<code>\Pisymbol{cryst}{79}</code>	↖	<code>\Pisymbol{cryst}{147}</code>
→	<code>\Pisymbol{cryst}{9}</code>	■	<code>\Pisymbol{cryst}{80}</code>	↖	<code>\Pisymbol{cryst}{148}</code>
◦	<code>\Pisymbol{cryst}{10}</code>	■	<code>\Pisymbol{cryst}{81}</code>	↖	<code>\Pisymbol{cryst}{149}</code>
∅	<code>\Pisymbol{cryst}{12}</code>	■	<code>\Pisymbol{cryst}{82}</code>	↓	<code>\Pisymbol{cryst}{155}</code>
◆	<code>\Pisymbol{cryst}{15}</code>	■	<code>\Pisymbol{cryst}{83}</code>	↓	<code>\Pisymbol{cryst}{157}</code>
∅	<code>\Pisymbol{cryst}{20}</code>	■	<code>\Pisymbol{cryst}{84}</code>	↓	<code>\Pisymbol{cryst}{158}</code>
∅	<code>\Pisymbol{cryst}{21}</code>	↖	<code>\Pisymbol{cryst}{85}</code>	↓	<code>\Pisymbol{cryst}{159}</code>
●	<code>\Pisymbol{cryst}{22}</code>	↖	<code>\Pisymbol{cryst}{87}</code>	↖	<code>\Pisymbol{cryst}{175}</code>
◆	<code>\Pisymbol{cryst}{24}</code>	↖	<code>\Pisymbol{cryst}{88}</code>	↖	<code>\Pisymbol{cryst}{177}</code>
↗	<code>\Pisymbol{cryst}{25}</code>	↖	<code>\Pisymbol{cryst}{89}</code>	↖	<code>\Pisymbol{cryst}{178}</code>
↗	<code>\Pisymbol{cryst}{27}</code>	↖	<code>\Pisymbol{cryst}{95}</code>	↖	<code>\Pisymbol{cryst}{179}</code>
↗	<code>\Pisymbol{cryst}{28}</code>	↖	<code>\Pisymbol{cryst}{97}</code>	↖	<code>\Pisymbol{cryst}{185}</code>
↗	<code>\Pisymbol{cryst}{29}</code>	↖	<code>\Pisymbol{cryst}{98}</code>	↖	<code>\Pisymbol{cryst}{187}</code>
▲	<code>\Pisymbol{cryst}{30}</code>	↖	<code>\Pisymbol{cryst}{99}</code>	↖	<code>\Pisymbol{cryst}{188}</code>
▲	<code>\Pisymbol{cryst}{31}</code>	↖	<code>\Pisymbol{cryst}{102}</code>	↖	<code>\Pisymbol{cryst}{189}</code>
▲	<code>\Pisymbol{cryst}{32}</code>	↖	<code>\Pisymbol{cryst}{103}</code>	↖	<code>\Pisymbol{cryst}{195}</code>
↗	<code>\Pisymbol{cryst}{35}</code>	↖	<code>\Pisymbol{cryst}{104}</code>	↖	<code>\Pisymbol{cryst}{197}</code>
●	<code>\Pisymbol{cryst}{36}</code>	↖	<code>\Pisymbol{cryst}{105}</code>	↖	<code>\Pisymbol{cryst}{198}</code>

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	<code>\Pisymbol{cryst}{37}</code>		<code>\Pisymbol{cryst}{107}</code>		<code>\Pisymbol{cryst}{199}</code>
	<code>\Pisymbol{cryst}{38}</code>		<code>\Pisymbol{cryst}{108}</code>		<code>\Pisymbol{cryst}{202}</code>
	<code>\Pisymbol{cryst}{39}</code>		<code>\Pisymbol{cryst}{109}</code>		<code>\Pisymbol{cryst}{203}</code>
	<code>\Pisymbol{cryst}{40}</code>		<code>\Pisymbol{cryst}{112}</code>		<code>\Pisymbol{cryst}{204}</code>
	<code>\Pisymbol{cryst}{41}</code>		<code>\Pisymbol{cryst}{113}</code>		<code>\Pisymbol{cryst}{210}</code>
	<code>\Pisymbol{cryst}{42}</code>		<code>\Pisymbol{cryst}{120}</code>		<code>\Pisymbol{cryst}{212}</code>
	<code>\Pisymbol{cryst}{43}</code>		<code>\Pisymbol{cryst}{121}</code>		<code>\Pisymbol{cryst}{213}</code>
	<code>\Pisymbol{cryst}{44}</code>		<code>\Pisymbol{cryst}{123}</code>		<code>\Pisymbol{cryst}{220}</code>
	<code>\Pisymbol{cryst}{45}</code>		<code>\Pisymbol{cryst}{124}</code>		<code>\Pisymbol{cryst}{221}</code>
	<code>\Pisymbol{cryst}{47}</code>		<code>\Pisymbol{cryst}{125}</code>		<code>\Pisymbol{cryst}{223}</code>
	<code>\Pisymbol{cryst}{48}</code>		<code>\Pisymbol{cryst}{127}</code>		<code>\Pisymbol{cryst}{224}</code>
	<code>\Pisymbol{cryst}{49}</code>		<code>\Pisymbol{cryst}{128}</code>		<code>\Pisymbol{cryst}{230}</code>
	<code>\Pisymbol{cryst}{50}</code>		<code>\Pisymbol{cryst}{129}</code>		<code>\Pisymbol{cryst}{231}</code>
	<code>\Pisymbol{cryst}{55}</code>		<code>\Pisymbol{cryst}{130}</code>		<code>\Pisymbol{cryst}{232}</code>
	<code>\Pisymbol{cryst}{57}</code>		<code>\Pisymbol{cryst}{131}</code>		<code>\Pisymbol{cryst}{233}</code>
	<code>\Pisymbol{cryst}{58}</code>		<code>\Pisymbol{cryst}{132}</code>		<code>\Pisymbol{cryst}{236}</code>
	<code>\Pisymbol{cryst}{59}</code>		<code>\Pisymbol{cryst}{133}</code>		<code>\Pisymbol{cryst}{240}</code>
	<code>\Pisymbol{cryst}{60}</code>		<code>\Pisymbol{cryst}{135}</code>		<code>\Pisymbol{cryst}{241}</code>
	<code>\Pisymbol{cryst}{61}</code>		<code>\Pisymbol{cryst}{136}</code>		<code>\Pisymbol{cryst}{242}</code>
	<code>\Pisymbol{cryst}{62}</code>		<code>\Pisymbol{cryst}{137}</code>		<code>\Pisymbol{cryst}{243}</code>

TABLE 683: dice Dice

	<code>\Pisymbol{dice3d}{49}</code>		<code>\Pisymbol{dice3d}{101}</code>		<code>\Pisymbol{dice3d}{111}</code>
	<code>\Pisymbol{dice3d}{50}</code>		<code>\Pisymbol{dice3d}{102}</code>		<code>\Pisymbol{dice3d}{112}</code>
	<code>\Pisymbol{dice3d}{51}</code>		<code>\Pisymbol{dice3d}{103}</code>		<code>\Pisymbol{dice3d}{113}</code>
	<code>\Pisymbol{dice3d}{52}</code>		<code>\Pisymbol{dice3d}{104}</code>		<code>\Pisymbol{dice3d}{114}</code>
	<code>\Pisymbol{dice3d}{53}</code>		<code>\Pisymbol{dice3d}{105}</code>		<code>\Pisymbol{dice3d}{115}</code>
	<code>\Pisymbol{dice3d}{54}</code>		<code>\Pisymbol{dice3d}{106}</code>		<code>\Pisymbol{dice3d}{116}</code>
	<code>\Pisymbol{dice3d}{97}</code>		<code>\Pisymbol{dice3d}{107}</code>		<code>\Pisymbol{dice3d}{117}</code>
	<code>\Pisymbol{dice3d}{98}</code>		<code>\Pisymbol{dice3d}{108}</code>		<code>\Pisymbol{dice3d}{118}</code>
	<code>\Pisymbol{dice3d}{99}</code>		<code>\Pisymbol{dice3d}{109}</code>		<code>\Pisymbol{dice3d}{119}</code>
	<code>\Pisymbol{dice3d}{100}</code>		<code>\Pisymbol{dice3d}{110}</code>		<code>\Pisymbol{dice3d}{120}</code>

dice defines its symbols at a very small design size. The glyphs shown above were scaled up by a factor of four using `\DeclareFontShape{U}{dice3d}{m}{n}{<-> s*[4] dice3d}{}`.







An alternative to using `\Pisymbol` to select a die rotation is to rely on some cleverness in the kerning tables provided by the dice font. The individual digits “1” through “6” each produce the corresponding (2D) die face: `{\usefont{U}{dice3d}{m}{n}2 2 1}` produces “  ”, for example. When followed by a letter “a” through “d”, those pairs are kerned to produce a 3D die rotation with the digit specifying by the top face and the letter specifying one of the four possible front faces, sorted by increasing value. For example, `{\usefont{U}{dice3d}{m}{n}2a 2b 1d}` produces “  ”.

TABLE 684: figbas Figured-Bass Ligatures

2̣	<code>\Pisymbol{figbas}{50}</code>	Ɔ	<code>\Pisymbol{figbas}{54}</code>
4̣	<code>\Pisymbol{figbas}{52}</code>	Q	<code>\Pisymbol{figbas}{57}</code>
5̣	<code>\Pisymbol{figbas}{53}</code>		

Shown here are the figured-bass ligatures based on Computer Modern. figbas additionally provides versions of these symbols based on Computer Modern Sans and Palatino/Palladio.

`{\usefont{U}{figbas}{m}{n}2 4 5 6 9}` is an equivalent means of producing these symbols.

TABLE 685: magic Trading Card Symbols

①	<code>\Pisymbol{magic}{48}</code>	⑥	<code>\Pisymbol{magic}{54}</code>	Ⓜ	<code>\Pisymbol{magic}{82}</code>
②	<code>\Pisymbol{magic}{49}</code>	⑦	<code>\Pisymbol{magic}{55}</code>	Ⓝ	<code>\Pisymbol{magic}{84}</code>
③	<code>\Pisymbol{magic}{50}</code>	⑧	<code>\Pisymbol{magic}{56}</code>	♁	<code>\Pisymbol{magic}{85}</code>
④	<code>\Pisymbol{magic}{51}</code>	⑨	<code>\Pisymbol{magic}{57}</code>	⚙	<code>\Pisymbol{magic}{87}</code>
⑤	<code>\Pisymbol{magic}{52}</code>	♁	<code>\Pisymbol{magic}{66}</code>	⊗	<code>\Pisymbol{magic}{88}</code>
	<code>\Pisymbol{magic}{53}</code>	♁	<code>\Pisymbol{magic}{71}</code>	⑩	<code>\Pisymbol{magic}{90}</code>

The preceding symbols resemble those from Wizards of the Coast’s *Magic: The Gathering* trading-card game. An alternative to entering symbols numerically using `\Pisymbol` is to switch to the magic font with `\usefont{U}{magic}{m}{n}` and employ the following mnemonic characters:



















































































































①–⑨	0–9	Circled numerals 0–9
♁	B	Black magic symbol
♁	G	Green magic symbol
Ⓜ	R	Red magic symbol
Ⓝ	T	Tap symbol (tilted “T” in a circle)
♁	U	Blue magic symbol
⚙	W	White magic symbol
⊗	X	Circled “X” (for mana cost, e.g., Fireball)
⑩	Z	Circled “10” (for mana cost, e.g., Aladdin’s Lamp)

TABLE 686: bartel-chess-fonts Chess Pieces and Chessboard Squares

♙	<code>\Pisymbol{fselch}{0}</code>	♘	<code>\Pisymbol{fselch}{55}</code>	♖	<code>\Pisymbol{fselch}{110}</code>
♘	<code>\Pisymbol{fselch}{1}</code>	♗	<code>\Pisymbol{fselch}{56}</code>	♕	<code>\Pisymbol{fselch}{111}</code>
♗	<code>\Pisymbol{fselch}{2}</code>	♞	<code>\Pisymbol{fselch}{57}</code>	♜	<code>\Pisymbol{fselch}{112}</code>
♞	<code>\Pisymbol{fselch}{3}</code>	♝	<code>\Pisymbol{fselch}{58}</code>	♛	<code>\Pisymbol{fselch}{113}</code>
	<code>\Pisymbol{fselch}{4}</code>	♚	<code>\Pisymbol{fselch}{59}</code>	♞	<code>\Pisymbol{fselch}{114}</code>
♚	<code>\Pisymbol{fselch}{5}</code>	♙	<code>\Pisymbol{fselch}{60}</code>	♗	<code>\Pisymbol{fselch}{115}</code>
♙	<code>\Pisymbol{fselch}{6}</code>	♘	<code>\Pisymbol{fselch}{61}</code>	♕	<code>\Pisymbol{fselch}{116}</code>
♘	<code>\Pisymbol{fselch}{7}</code>	♗	<code>\Pisymbol{fselch}{62}</code>	♜	<code>\Pisymbol{fselch}{117}</code>
♗	<code>\Pisymbol{fselch}{8}</code>	♞	<code>\Pisymbol{fselch}{63}</code>	♛	<code>\Pisymbol{fselch}{118}</code>
♞	<code>\Pisymbol{fselch}{9}</code>	♝	<code>\Pisymbol{fselch}{64}</code>	♛	<code>\Pisymbol{fselch}{119}</code>
♝	<code>\Pisymbol{fselch}{10}</code>	♚	<code>\Pisymbol{fselch}{65}</code>	♞	<code>\Pisymbol{fselch}{120}</code>
♚	<code>\Pisymbol{fselch}{11}</code>	♙	<code>\Pisymbol{fselch}{66}</code>	♗	<code>\Pisymbol{fselch}{121}</code>
♙	<code>\Pisymbol{fselch}{12}</code>	♘	<code>\Pisymbol{fselch}{67}</code>	♕	<code>\Pisymbol{fselch}{122}</code>





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	<code>\Pisymbol{fselch}{13}</code>		<code>\Pisymbol{fselch}{68}</code>		<code>\Pisymbol{fselch}{123}</code>
	<code>\Pisymbol{fselch}{14}</code>		<code>\Pisymbol{fselch}{69}</code>		<code>\Pisymbol{fselch}{124}</code>
	<code>\Pisymbol{fselch}{15}</code>		<code>\Pisymbol{fselch}{70}</code>		<code>\Pisymbol{fselch}{125}</code>
	<code>\Pisymbol{fselch}{16}</code>		<code>\Pisymbol{fselch}{71}</code>		<code>\Pisymbol{fselch}{126}</code>
	<code>\Pisymbol{fselch}{17}</code>		<code>\Pisymbol{fselch}{72}</code>		<code>\Pisymbol{fselch}{127}</code>
	<code>\Pisymbol{fselch}{18}</code>		<code>\Pisymbol{fselch}{73}</code>		<code>\Pisymbol{fselch}{128}</code>
	<code>\Pisymbol{fselch}{19}</code>		<code>\Pisymbol{fselch}{74}</code>		<code>\Pisymbol{fselch}{129}</code>
	<code>\Pisymbol{fselch}{20}</code>		<code>\Pisymbol{fselch}{75}</code>		<code>\Pisymbol{fselch}{130}</code>
	<code>\Pisymbol{fselch}{21}</code>		<code>\Pisymbol{fselch}{76}</code>		<code>\Pisymbol{fselch}{131}</code>
	<code>\Pisymbol{fselch}{22}</code>		<code>\Pisymbol{fselch}{77}</code>		<code>\Pisymbol{fselch}{132}</code>
	<code>\Pisymbol{fselch}{23}</code>		<code>\Pisymbol{fselch}{78}</code>		<code>\Pisymbol{fselch}{133}</code>
	<code>\Pisymbol{fselch}{24}</code>		<code>\Pisymbol{fselch}{79}</code>		<code>\Pisymbol{fselch}{134}</code>
	<code>\Pisymbol{fselch}{25}</code>		<code>\Pisymbol{fselch}{80}</code>		<code>\Pisymbol{fselch}{135}</code>
	<code>\Pisymbol{fselch}{26}</code>		<code>\Pisymbol{fselch}{81}</code>		<code>\Pisymbol{fselch}{136}</code>
	<code>\Pisymbol{fselch}{27}</code>		<code>\Pisymbol{fselch}{82}</code>		<code>\Pisymbol{fselch}{137}</code>
	<code>\Pisymbol{fselch}{28}</code>		<code>\Pisymbol{fselch}{83}</code>		<code>\Pisymbol{fselch}{138}</code>
	<code>\Pisymbol{fselch}{29}</code>		<code>\Pisymbol{fselch}{84}</code>		<code>\Pisymbol{fselch}{139}</code>
	<code>\Pisymbol{fselch}{30}</code>		<code>\Pisymbol{fselch}{85}</code>		<code>\Pisymbol{fselch}{140}</code>
	<code>\Pisymbol{fselch}{31}</code>		<code>\Pisymbol{fselch}{86}</code>		<code>\Pisymbol{fselch}{141}</code>
	<code>\Pisymbol{fselch}{32}</code>		<code>\Pisymbol{fselch}{87}</code>		<code>\Pisymbol{fselch}{142}</code>
	<code>\Pisymbol{fselch}{33}</code>		<code>\Pisymbol{fselch}{88}</code>		<code>\Pisymbol{fselch}{143}</code>
	<code>\Pisymbol{fselch}{34}</code>		<code>\Pisymbol{fselch}{89}</code>		<code>\Pisymbol{fselch}{144}</code>
	<code>\Pisymbol{fselch}{35}</code>		<code>\Pisymbol{fselch}{90}</code>		<code>\Pisymbol{fselch}{145}</code>
	<code>\Pisymbol{fselch}{36}</code>		<code>\Pisymbol{fselch}{91}</code>		<code>\Pisymbol{fselch}{151}</code>
	<code>\Pisymbol{fselch}{37}</code>		<code>\Pisymbol{fselch}{92}</code>		<code>\Pisymbol{fselch}{157}</code>
	<code>\Pisymbol{fselch}{38}</code>		<code>\Pisymbol{fselch}{93}</code>		<code>\Pisymbol{fselch}{163}</code>
	<code>\Pisymbol{fselch}{39}</code>		<code>\Pisymbol{fselch}{94}</code>		<code>\Pisymbol{fselch}{169}</code>
	<code>\Pisymbol{fselch}{40}</code>		<code>\Pisymbol{fselch}{95}</code>		<code>\Pisymbol{fselch}{175}</code>
	<code>\Pisymbol{fselch}{41}</code>		<code>\Pisymbol{fselch}{96}</code>		<code>\Pisymbol{fselch}{180}</code>
	<code>\Pisymbol{fselch}{42}</code>		<code>\Pisymbol{fselch}{97}</code>		<code>\Pisymbol{fselch}{186}</code>
	<code>\Pisymbol{fselch}{43}</code>		<code>\Pisymbol{fselch}{98}</code>		<code>\Pisymbol{fselch}{192}</code>
	<code>\Pisymbol{fselch}{44}</code>		<code>\Pisymbol{fselch}{99}</code>		<code>\Pisymbol{fselch}{198}</code>
	<code>\Pisymbol{fselch}{45}</code>		<code>\Pisymbol{fselch}{100}</code>		<code>\Pisymbol{fselch}{204}</code>
	<code>\Pisymbol{fselch}{46}</code>		<code>\Pisymbol{fselch}{101}</code>		<code>\Pisymbol{fselch}{210}</code>
	<code>\Pisymbol{fselch}{47}</code>		<code>\Pisymbol{fselch}{102}</code>		<code>\Pisymbol{fselch}{216}</code>
	<code>\Pisymbol{fselch}{48}</code>		<code>\Pisymbol{fselch}{103}</code>		<code>\Pisymbol{fselch}{222}</code>
	<code>\Pisymbol{fselch}{49}</code>		<code>\Pisymbol{fselch}{104}</code>		<code>\Pisymbol{fselch}{228}</code>
	<code>\Pisymbol{fselch}{50}</code>		<code>\Pisymbol{fselch}{105}</code>		<code>\Pisymbol{fselch}{234}</code>
	<code>\Pisymbol{fselch}{51}</code>		<code>\Pisymbol{fselch}{106}</code>		<code>\Pisymbol{fselch}{240}</code>
	<code>\Pisymbol{fselch}{52}</code>		<code>\Pisymbol{fselch}{107}</code>		<code>\Pisymbol{fselch}{246}</code>

(continued on next page)

(continued from previous page)

	<code>\Pisymbol{fselch}{53}</code>		<code>\Pisymbol{fselch}{108}</code>
	<code>\Pisymbol{fselch}{54}</code>		<code>\Pisymbol{fselch}{109}</code>

In addition to the `fselch` font showcased above, `bartel-chess-fonts` also provides a `pkelch` font which includes the same symbol set (minus some of the higher-numbered characters) but drawn in a slightly different style.

`bartel-chess-fonts` provides the `fselch` and `pkelch` fonts in various sizes (optically scaled). See “L^AT_EX₂_ε Font Selection” [L^AT_EX19] for advice on how to expose these sorts of fonts to L^AT_EX using `\DeclareFontFamily` and `\DeclareFontShape`.

Chapter 12

Additional Information

Unlike the previous chapters of this document, Chapter 12 does not contain new symbol tables. Rather, it provides additional help in using the Comprehensive L^AT_EX Symbol List. First, it draws attention to symbol names used by multiple packages. Next, it provides some guidelines for finding symbols and gives some examples regarding how to construct missing symbols out of existing ones. Then, it comments on the spacing surrounding symbols in math mode. After that, it presents an ASCII and Latin 1 quick-reference guide, showing how to enter all of the standard ASCII/Latin 1 symbols in L^AT_EX. And finally, it lists some statistics about this document itself.

12.1 Symbol Name Clashes

Unfortunately, a number of symbol names are not unique; they appear in more than one package. Depending on how the symbols are defined in each package, L^AT_EX will either output an error message or replace an earlier-defined symbol with a later-defined symbol. Table 687 on page 365 presents a selection of name clashes that appear in this document.

Using multiple symbols with the same name in the same document—or even merely loading conflicting symbol packages—can be tricky but, as evidenced by the existence of Table 687, not impossible. The general procedure is to load the first package, rename the conflicting symbols, and then load the second package. Examine the L^AT_EX source for this document (`symbols.tex`) for examples of this and other techniques for handling symbol conflicts. Note that `symbols.tex`'s `\savesymbol` and `\restoresymbol` macros have been extracted into the `savesym` package, which can be downloaded from CTAN.

`txfonts` and `pxfonts` redefine a huge number of symbols—essentially, all of the symbols defined by `latexsym`, `textcomp`, the various $\mathcal{A}\mathcal{M}\mathcal{S}$ symbol sets, and L^AT_EX 2_ε itself. Similarly, `mathabx` redefines a vast number of math symbols in an attempt to improve their look. The `txfonts`, `pxfonts`, and `mathabx` conflicts are not listed in Table 687 because they are designed to be compatible with the symbols they replace. Table 688 on page 366 illustrates what “compatible” means in this context.

To use the new `txfonts`/`pxfonts` symbols without altering the document's main font, merely reset the default font families back to their original values after loading one of those packages:

```
\renewcommand\rmdefault{cmr}  
\renewcommand\sfdefault{cmss}  
\renewcommand\ttdefault{cmtt}
```

TABLE 687: Symbol Name Clashes

Symbol	L ^A T _E X 2 _ε	A _M S	stmaryrd	wasysym	mathabx	marvosym	bbding	ifsym	dingbat	wsuipa
<code>\baro</code>			φ							ϑ
<code>\bigtriangledown</code>	▽		▽							
<code>\bigtriangleup</code>	△		△							
<code>\checkmark</code>		✓							✓	
<code>\Circle</code>				○				○		
<code>\Cross</code>						†	†	×		
<code>\ggg</code>		»»			»					
<code>\Letter</code>						⊠		⊠		
<code>\lightning</code>			⚡	⚡						
<code>\Lightning</code>						⚡		⚡		
<code>\lll</code>		««			«					
<code>\Square</code>				□			□	□		
<code>\Sun</code>					☉	☉		☀		
<code>\TriangleDown</code>							▼	▽		
<code>\TriangleUp</code>							▲	△		

TABLE 688: Example of a Benign Name Clash

Symbol	Default (Computer Modern)	txfonts (Times Roman)
\mathbb{R}	\mathbb{R}	\mathbb{R}
<code>\textrecipe</code>	\mathbb{R}	\mathbb{R}

12.2 Resizing symbols

Mathematical symbols listed in this document as “variable-sized” are designed to stretch vertically. Each variable-sized symbol comes in one or more basic sizes plus a variation comprising both stretchable and nonstretchable segments. Table 689 on page 366 presents the symbols `\}` and `\uparrow` in their default size, in their `\big`, `\Big`, `\bigg`, and `\Bigg` sizes, in an even larger size achieved using `\left/\right`, and—for contrast—in a large size achieved by changing the font size using L^AT_EX 2_ε’s `\fontsize` command. Because the symbols shown belong to the Computer Modern family, the `typelcm` package needs to be loaded to support font sizes larger than 24.88 pt.

TABLE 689: Sample resized delimiters

Symbol	Default size	<code>\big</code>	<code>\Big</code>	<code>\bigg</code>	<code>\Bigg</code>	<code>\left/\right</code>	<code>\fontsize</code>
<code>\}</code>	}	}	}	}	}	}	}
<code>\uparrow</code>	↑	↑	↑	↑	↑	↑	↑

Note how `\fontsize` makes the symbol wider and thicker. (The `graphicx` package’s `\scalebox` or `\resizebox` commands would produce a similar effect.) Also, the `\fontsize`-enlarged symbol is vertically centered relative to correspondingly large text, unlike the symbols enlarged using `\big` et al. or `\left/\right`, which all use the same math axis regardless of symbol size. However, `\fontsize` is not limited to mathematical delimiters. Also, `\scalebox` and `\resizebox` are more robust to poorly composed symbols (e.g., two symbols made to overlap by backspacing a fixed distance) but do not work with every T_EX backend and will produce jagged symbols when scaling a bitmapped font.

All variable-sized delimiters are defined (by the corresponding `.tfm` file) in terms of up to five segments, as illustrated by Figure 12.1 on the following page. The top, middle, and bottom segments are of a fixed size.

The top-middle and middle-bottom segments (which are constrained to be the same character) are repeated as many times as necessary to achieve the desired height.

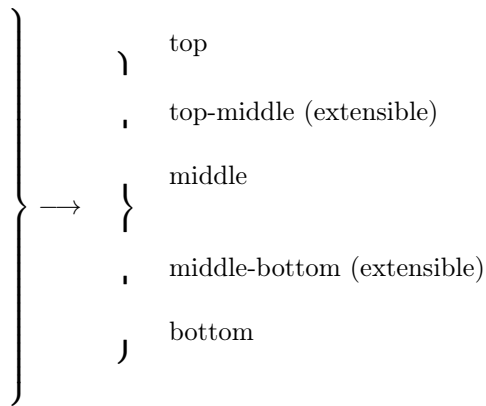


Figure 12.1: Implementation of variable-sized delimiters

12.3 Where can I find the symbol for ...?

If you can't find some symbol you're looking for in this document, there are a few possible explanations:

- The symbol isn't intuitively named. As a few examples, the `ifsym` command to draw dice is `\Cube`; a plus sign with a circle around it (“exclusive or” to computer engineers) is `\oplus`; and lightning bolts in fonts designed by German speakers may have “blitz” in their names as in the `ulsy` package. The moral of the story is to be creative with synonyms when searching the index.
- The symbol is defined by some package that I overlooked (or deemed unimportant). If there's some symbol package that you think should be included in the Comprehensive L^AT_EX Symbol List, please send me e-mail at the address listed on the title page.
- The symbol isn't defined in any package whatsoever.

Even in the last case, all is not lost. Sometimes, a symbol exists in a font, but there is no L^AT_EX binding for it. For example, the PostScript Symbol font contains a “␣” symbol, which may be useful for representing a carriage return, but there is no package (as far as I know) for accessing that symbol. To produce an unnamed symbol, you need to switch to the font explicitly with L^AT_EX 2_ε's low-level font commands [L^AT_EX 19] and use T_EX's primitive `\char` command [Knu86a] to request a specific character number in the font. For example, one can define a command to typeset a long s (“f”) using character 115 from the Latin Modern fonts in the TS1 font encoding:¹

```
\newcommand{\textlongs}{\%
\fontencoding{TS1}\fontfamily{lmr}\selectfont\char115%
}}
```

Then, `\textlongs ucce\textlongs sful` will produce “fuccefsful”—in the current font style (roman, italic, bold, etc.)

In fact, `\char` is not strictly necessary in all cases; the character can often be entered symbolically. For example, the symbol for an impulse train or Tate-Shafarevich group (“III”) is actually an uppercase *sha* in

¹Since January 2020, the `wasysym` package provides a `\longs` symbol. See Table 48.

the Cyrillic alphabet. (Cyrillic is supported by the OT2 font encoding, for instance). While a *sha* can be defined numerically as “`\fontencoding{OT2}\selectfont\char88`” it may be more intuitive to use the OT2 font encoding’s “SH” ligature: “`\fontencoding{OT2}\selectfont SH`”. Another possibility is to use the T2A font encoding’s `\CYRSH` command: “`\fontencoding{T2A}\selectfont\CYRSH`”.

For the specific case of the U font encoding, which is used for symbol or “pi” fonts, the `pifont` package defines a convenient `\Pisymbol` command. `\Pisymbol` typesets a specified character (by number) in a specified font family. For example, “`\Pisymbol{psy}{191}`” produces the aforementioned “ \perp ” symbol by typesetting character number 191 in the `psy` (PostScript Symbol) font family.

12.3.1 Reflecting and rotating existing symbols

A common request on `comp.text.tex` is for a reversed or rotated version of an existing symbol. As a last resort, these effects can be achieved with the `graphicx` (or `graphics`) package’s `\reflectbox` and `\rotatebox` macros. For example, `\textsuperscript{\reflectbox{?}}` produces an irony mark (“ $?$ ”), and `\rotatebox[origin=c]{180}{\mathrel{\mathfrak{I}}}` produces the definite-description operator (“ \mathfrak{I} ”). As noted by Marc Olschok in a July 2011 post on `comp.text.tex`, Project Gutenberg uses `\reflectbox` to typeset the part (“ $\mathfrak{3}$ ”) and whole (“ \mathfrak{E} ”) relations used in Dedekind’s set notation:

```
\newcommand\partof{\mathrel{\raisebox{0.45ex}{\mathfrak{3}}}}
\newcommand\wholeof{\mathrel{\reflectbox{\partof}}}
```

The disadvantage of the `graphicx/graphics` approach is that not every \TeX backend handles graphical transformations.² Far better is to find a suitable font that contains the desired symbol in the correct orientation. For instance, if the `phonetic` package is available, then `\textit{\riota}` will yield a backend-independent “ \mathfrak{r} ”. Similarly, `tipa`’s `\textrepsvilon` (“ $\mathfrak{3}$ ”) or `wsuipa`’s `\repsvilon` (“ $\mathfrak{3}$ ”) may be used to express the mathematical notion of “such that” in a cleaner manner than with `\reflectbox` or `\rotatebox`.³

12.3.2 Joining and overlapping existing symbols

Symbols that do not exist in any font can sometimes be fabricated out of existing symbols. The \LaTeX 2 ϵ source file `fontdef.dtx` contains a number of such definitions. For example, `\models` (see Table 98 on page 67) is defined in that file with:

```
\def\models{\mathrel|\joinrel=}
```

where `\mathrel` and `\joinrel` are used to control the horizontal spacing. `\def` is the \TeX primitive upon which \LaTeX ’s `\newcommand` is based. See *The \TeX book* [Knu86a] for more information on all three of those commands.

With some simple pattern-matching, one can easily define a backward `\models` sign (“ \models ”):

```
\def\ismodeledby{=\joinrel\mathrel|}
```

In general, arrows/harpoons, horizontal lines (“ $=$ ”, “ $-$ ”, “`\relbar`”, and “`\Relbar`”), and the various math-extension characters can be combined creatively with miscellaneous other characters to produce a variety of new symbols. Of course, new symbols can be composed from *any* set of existing characters. For instance, \LaTeX defines `\hbar` (“ \hbar ”) as a “ $-$ ” character (`\mathchar'26`) followed by a backspace of 9 math units (`\mkern-9mu`), followed by the letter “ h ”:

```
\def\hbar{\mathchar'26\mkern-9muh}
```

²As an example, Xdvi ignores both `\reflectbox` and `\rotatebox`.

³More common symbols for representing “such that” include “ \models ”, “ \vDash ”, and “`s.t.`”.

We can just as easily define other barred letters:

```
\def\bbar{\mathchar'26\mkern-9mu b}
\def\ubar{\mathchar'26\mkern-12mu d}
```

(The space after the “mu” is optional but is added for clarity.) `\bbar` and `\ubar` define “ \bar{b} ” and “ \bar{d} ”, respectively. Note that `\ubar` requires a greater backward math kern than `\bbar`; a -9μ kern would have produced the less-attractive “ \bar{d} ” glyph.

The `amsmath` package provides `\overset` and `\underset` commands for placing one symbol respectively above or below another. For example, `\overset{G}{\sim}`⁴ produces “ $\overset{G}{\sim}$ ” (sometimes used for “equidecomposable with respect to G ”).

Sometimes an ordinary `tabular` environment can be co-opted into juxtaposing existing symbols into a new symbol. Consider the following definition of `\asterism` (“ \ast ”) from a June 2007 post to `comp.text.tex` by Peter Flynn:

```
\newcommand{\asterism}{\smash{%
\raisebox{-.5ex}{%
\setlength{\tabcolsep}{-.5pt}%
\begin{tabular}{@{}cc@{}}%
\multicolumn{2}{\[-2ex]*&*&}%
\end{tabular}}}}
```

Note how the space between columns (`\tabcolsep`) and rows (`\[-2ex]`) is made negative to squeeze the asterisks closer together.

There is a `TeX` primitive called `\mathaccent` that centers one mathematical symbol atop another. For example, one can define `\dotcup` (“ $\dot{\cup}$ ”)—the composition of a `\cup` and a `\dot`—as follows:

```
\newcommand{\dotcup}{\ensuremath{\mathaccent\dot{\cup}}}
```

The catch is that `\mathaccent` requires the accent to be a “math character”. That is, it must be a character in a math font as opposed to a symbol defined in terms of other symbols. See *The TeXbook* [Knu86a] for more information.

Another `TeX` primitive that is useful for composing symbols is `\vcenter`. `\vcenter` is conceptually similar to “`\begin{tabular}{l}`” in `LATEX` but takes a list of vertical material instead of `\-`-separated rows. Also, it vertically centers the result on the math axis. (Many operators, such as “+” and “−” are also vertically centered on the math axis.) Enrico Gregorio posted the following symbol definition to `comp.text.tex` in March 2004 in response to a query about an alternate way to denote equivalence:

```
\newcommand*\threesim{%
\mathrel{\vcenter{\offinterlineskip
\hbox{\sim}\vskip-.35ex\hbox{\sim}\vskip-.35ex\hbox{\sim}}}}
```

The `\threesim` symbol, which vertically centers three `\sim` (“ \sim ”) symbols with 0.35 x -heights of space between them, is rendered as “ \approx ”. `\offinterlineskip` is a macro that disables implicit interline spacing. Without it, `\threesim` would have a full line of vertical spacing between each `\sim`. Because of `\vcenter`, `\threesim` aligns properly with other math operators: $a \div b \approx c \times d$.

A related `LATEX` command, borrowed from Plain `TeX`, is `\ooalign`. `\ooalign` vertically overlaps symbols and works both within and outside of math mode. Essentially, it creates a single-column `tabular` environment with zero vertical distance between rows. However, because it is based directly on `TeX`’s `\ialign`

⁴`LATEX`’s `\stackrel` command is similar but is limited to placing a symbol above a binary relation.

primitive, `\ooalign` uses T_EX’s tabular syntax instead of L^AT_EX’s (i.e., with `\cr` as the row terminator instead of `\\`). The following example of `\ooalign`, a macro that defines a standard-state symbol (`\stst`, “ \ominus ”) as a superscripted Plimsoll line (`\barcirc`, “ $\bar{\circ}$ ”),⁵ is due to an October 2007 `comp.text.tex` post by Donald Arseneau:

```
\makeatletter
\providecommand\barcirc{\mathpalette\@barred\circ}
\def\@barred#1#2{\ooalign{\hfil$#1-$\hfil\cr\hfil$#1#2$\hfil\cr}}
\newcommand\stst{\protect\barcirc}
\makeatother
```

In the preceding code, note the `\ooalign` call’s use of `\hfil` to horizontally center a minus sign (“-”) and a `\circ` (“ \circ ”).

As another example of `\ooalign`, consider the following code (due to Enrico Gregorio in a June 2007 post to `comp.text.tex`) that overlaps a `\ni` (“ \ni ”) and two minus signs (“-”) to produce “ \ni ”, an obscure variation on the infrequently used “ \ni ” symbol for “such that” discussed on page 368:

```
\newcommand{\suchthat}{%
\mathrel{\ooalign{$\ni$\cr\kern-1pt$-$\kern-6.5pt$-$}}}
```

The `slashed` package, although originally designed for producing Feynman slashed-character notation, in fact facilitates the production of *arbitrary* overlapped symbols. The default behavior is to overwrite a given character with “/”. For example, `\slashed{D}` produces “ \mathcal{D} ”. However, the `\declareslashed` command provides the flexibility to specify the mathematical context of the composite character (operator, relation, punctuation, etc., as will be discussed in Section 12.4), the overlapping symbol, horizontal and vertical adjustments in symbol-relative units, and the character to be overlapped. Consider, for example, the symbol for reduced quadrupole moment (“ \mathcal{F} ”). This can be declared as follows:

```
\newcommand{\rqm}{%
\declareslashed}{\text{-}}{0.04}{0}{I}\slashed{I}}
```

`\declareslashed{.}{.}{.}{.}{I}` affects the meaning of all subsequent `\slashed{I}` commands in the same scope. The preceding definition of `\rqm` therefore uses an extra set of curly braces to limit that scope to a single `\slashed{I}`. In addition, `\rqm` uses `amstext`’s `\text` macro (described on page 372) to make `\declareslashed` use a text-mode hyphen (“-”) instead of a math-mode minus sign (“ $-$ ”) and to ensure that the hyphen scales properly in size in subscripts and superscripts. See `slashed`’s documentation (located in `slashed.sty` itself) for a detailed usage description of the `\slashed` and `\declareslashed` commands.

Somewhat simpler than `slashed` is the `centernot` package. `centernot` provides a single command, `\centernot`, which, like `\not`, puts a slash over the subsequent mathematical symbol. However, instead of putting the slash at a fixed location, `\centernot` centers the slash over its argument. `\centernot` might be used, for example, to create a “does not imply” symbol:

$$\not\Rightarrow \quad \backslash\not\Longrightarrow$$

vs.

$$\centernot\Rightarrow \quad \backslashcenternot\Longrightarrow$$

See the `centernot` documentation for more information.

⁵While `\barcirc` illustrates how to combine symbols using `\ooalign`, the `plimsoll` package’s `\plimsoll` command (Table 353 on page 165) and the `stmaryrd` package’s `\minuso` command (Table 55 on page 38) provide a similar glyph (\ominus) as a single, indivisible symbol.

12.3.3 Making new symbols work in superscripts and subscripts

To make composite symbols work properly within subscripts and superscripts, you may need to use \TeX 's `\mathchoice` primitive. `\mathchoice` evaluates one of four expressions, based on whether the current math style is display, text, script, or scriptscript. (See The \TeX book [Knu86a] for a more complete description.) For example, the following \LaTeX code—posted to `comp.text.tex` by Torsten Bronger—composes a sub/superscriptable “ \mathbb{I} ” symbol out of `\top` and `\bot` (“ \top ” and “ \perp ”):

```
\def\topbotatom#1{\hbox{\hbox to 0pt{#1\bot$\hss}$#1\top$}}
\newcommand*\topbot{\mathrel{\mathchoice{\topbotatom\displaystyle}
{\topbotatom\textstyle}
{\topbotatom\scriptstyle}
{\topbotatom\scriptscriptstyle}}}
```

The following is another example that uses `\mathchoice` to construct symbols in different math modes. The code defines a principal value integral symbol, which is an integral sign with a line through it.

```
\def\Xint#1{\mathchoice
{\XXint\displaystyle\textstyle{#1}}%
{\XXint\textstyle\scriptstyle{#1}}%
{\XXint\scriptstyle\scriptscriptstyle{#1}}%
{\XXint\scriptscriptstyle\scriptscriptstyle{#1}}%
!\int}
\def\XXint#1#2#3{\setbox0=\hbox{#1{#2#3}{\int}$}
\vcenter{\hbox{#2#3}}\kern-.5\wd0}
\def\ddashint{\Xint=}
\def\dashint{\Xint-}
```

(The preceding code was taken verbatim from <http://www.texfaq.org/FAQ-prinvalint.html>.) `\dashint` produces a single-dashed integral sign (“ \int ”), while `\ddashint` produces a double-dashed one (“ \int ”). The `\Xint` macro defined above can also be used to generate a wealth of new integrals: “ \int ” (`\Xint\circlearrowright`), “ \int ” (`\Xint\circlearrowleft`), “ \int ” (`\Xint\subset`), “ \int ” (`\Xint\infty`), and so forth.

$\LaTeX 2_{\epsilon}$ provides a simple wrapper for `\mathchoice` that sometimes helps produce terser symbol definitions. The macro is called `\mathpalette` and it takes two arguments. `\mathpalette` invokes the first argument, passing it one of “`\displaystyle`”, “`\textstyle`”, “`\scriptstyle`”, or “`\scriptscriptstyle`”, followed by the second argument. `\mathpalette` is useful when a symbol macro must know which math style is currently in use (e.g., to set it explicitly within an `\mbox`). Donald Arseneau posted the following `\mathpalette`-based definition of a probabilistic-independence symbol (“ \perp ”) to `comp.text.tex` in June 2000:

```
\newcommand\independent{\protect\mathpalette{\protect\independentT}{\perp}}
\def\independentT#1#2{\mathrel{\rlap{#1#2}\mkern2mu{#1#2}}}
```

The `\independent` macro uses `\mathpalette` to pass the `\independentT` helper macro both the current math style and the `\perp` symbol. `\independentT` typesets `\perp` in the current math style, moves two math units to the right, and finally typesets a second—overlapping—copy of `\perp`, again in the current math style. `\rlap`, which enables text overlap, is described on page 372.

Some people like their square-root signs with a trailing “hook” (i.e., “ $\sqrt{\quad}$ ”) as this helps visually distinguish expressions like “ $\sqrt{3x}$ ” from those like “ $\sqrt{3}x$ ”. In March 2002, Dan Luecking posted a `\mathpalette`-based definition of a hooked square-root symbol to `comp.text.tex`. This code was subsequently refined by Max Dohse and Scott Pakin into the version shown below, which accepts a root as an optional argument, for consistency with `\sqrt`.

```

\newcommand{\hksqrt}[2] [] {\mathpalette\DHLhksqrt{[#1]{#2\,}}}
\def\DHLhksqrt#1#2{\setbox0=\hbox{#1\sqrt#2$}\dimen0=\ht0
\advance\dimen0-0.2\ht0
\setbox2=\hbox{\vrule height\ht0 depth-\dimen0}%
{\box0\lower0.4pt\box2}}

```

Notice how `\hksqrt` uses `\mathpalette` to pass the current math style (`\displaystyle`, `\textstyle`, etc.) to `\DHLhksqrt` as argument #1. `\DHLhksqrt` subsequently uses that style within an `\hbox`. The rest of the code is simply using T_EX primitives to position a hook of height 0.2 times the `\sqrt` height at the right of the `\sqrt`. See The T_EXbook [Knu86a] for more understanding of T_EX “boxes” and “dimens”.

Sometimes, however, `amstext`’s `\text` macro is all that is necessary to make composite symbols appear correctly in subscripts and superscripts, as in the following definitions of `\neswarrow` (“↙”) and `\nwsearrow` (“↘”):⁶

```

\newcommand{\neswarrow}{\mathrel{\text{\nearrow}\llap{\swarrow}}}
\newcommand{\nwsearrow}{\mathrel{\text{\nwarrow}\llap{\searrow}}}

```

`\text` resembles L^AT_EX’s `\mbox` command but shrinks its argument appropriately when used within a subscript or superscript. `\llap` (“left overlap”) and its counterpart, `\rlap` (“right overlap”), appear frequently when creating composite characters. `\llap` outputs its argument to the left of the current position, overlapping whatever text is already there. Similarly, `\rlap` overlaps whatever text would normally appear to the right of its argument. For example, “`A\llap{B}`” and “`\rlap{A}B`” each produce “**B**”. However, the result of the former is the width of “A”, and the result of the latter is the width of “B”—`\llap{...}` and `\rlap{...}` take up zero space.

In a June 2002 post to `comp.text.tex`, Donald Arseneau presented a general macro for aligning an arbitrary number of symbols on their horizontal centers and vertical baselines:

```

\makeatletter
\def\moverlay{\mathpalette\mov@rlay}
\def\mov@rlay#1#2{\leavevmode\vtop{%
\baselineskip\z@skip \lineskiplimit-\maxdimen
\ialign{\hfil#1##$\hfil\cr#2\cr}}
\makeatother

```

The `\makeatletter` and `\makeatother` commands are needed to coerce L^AT_EX into accepting “@” as part of a macro name. `\moverlay` takes a list of symbols separated by `\cr` (T_EX’s equivalent of L^AT_EX’s `\`). For example, the `\topbot` command defined above could have been expressed as “`\moverlay{\top\cr\bot}`” and the `\neswarrow` command defined above could have been expressed as “`\moverlay{\nearrow\cr\swarrow}`”.

The basic concept behind `\moverlay`’s implementation is that `\moverlay` typesets the given symbols in a table that utilizes a zero `\baselineskip`. This causes every row to be typeset at the same vertical position. See The T_EXbook [Knu86a] for explanations of the T_EX primitives used by `\moverlay`.

Steven B. Segletes answered a question on T_EX Stack Exchange, “AMS inequalities: a variant of `\gtrsim` and `\lesssim`” on typesetting `\gtrsim` (“ \gtrsim ”) and `\lesssim` (“ \lesssim ”) with the `\sim` symbol slanted to match the angle of the greater-than/less-than sign. His solution incorporates the `graphicx` package’s `\rotatebox` for rotating the “~”, the `stackengine` package’s `\stackengine` command for stacking two symbols on top of each other, and the `scalrel` package’s `\ThisStyle`, `\SavedStyle`, and `\LMex` commands for scaling the symbol based on the surrounding context. The following code due to Segletes defines the `\gtrsimslant` (“ \gtrsim ”) and `\lesssimslant` (“ \lesssim ”) symbols:⁷

⁶Note that if your goal is to typeset commutative diagrams or pushout/pullback diagrams, then you should probably be using X_Y-pic.

⁷The code as posted on T_EX Stack Exchange named these `\vargtrsim` and `\varlesssim`. They are renamed here for naming consistency with symbols such as `\geqslant` (“ \geq ”).

```

\newcommand\lesssimslant{\mathrel{\ensurestackMath{\ThisStyle{%
\stackengine{-0.4\LMex}{\SavedStyle<}{%
\rotatebox{-25}{\SavedStyle\sim$}}{U}{r}{F}{T}{S}}}}}
\newcommand\gtrsimslant{\mathrel{\ensurestackMath{\ThisStyle{%
\stackengine{-0.4\LMex}{\SavedStyle>}{%
\rotatebox{25}{\SavedStyle\sim$}}{U}{l}{F}{T}{S}}}}}

```

12.3.4 Modifying L^AT_EX-generated symbols

Oftentimes, symbols composed in the L^AT_EX 2_ε source code can be modified with minimal effort to produce useful variations. For example, `fontdef.dtx` composes the `\ddots` symbol (see Table 306 on page 151) out of three periods, raised 7 pt., 4 pt., and 1 pt., respectively:

```

\def\ddots{\mathinner{\mkern1mu\raise7\p@
\ vbox{\kern7\p@\hbox{.}}\mkern2mu
\raise4\p@\hbox{.}\mkern2mu\raise\p@\hbox{.}\mkern1mu}}

```

`\p@` is a L^AT_EX 2_ε shortcut for “pt” or “1.0pt”. The remaining commands are defined in The T_EXbook [Knu86a]. To draw a version of `\ddots` with the dots going along the opposite diagonal, we merely have to reorder the `\raise7\p@`, `\raise4\p@`, and `\raise\p@`:

```

\makeatletter
\def\revddots{\mathinner{\mkern1mu\raise\p@
\ vbox{\kern7\p@\hbox{.}}\mkern2mu
\raise4\p@\hbox{.}\mkern2mu\raise7\p@\hbox{.}\mkern1mu}}
\makeatother

```

`\revddots` is essentially identical to the `mathdots` package’s `\iddots` command or the `yhmath` package’s `\adots` command.

12.3.5 Encircling symbols

A simple, special case of combining existing symbols is to overlay a circle atop a given symbol. L^AT_EX’s built-in `\textcircled` (Table 19 on page 26) does exactly that: `\textcircled{A}` produces “ \textcircled{A} ”. The `circledsteps` package enhances this capability by using T_ikZ to draw circles—rather, ovals—that extend to fit their content, that can be colored, and that can align either the original symbol or the circled symbol on the baseline. As a simple example, `f\Circled{ghi}j` produces “ $f\textcircled{ghi}j$ ”, in contrast with `f\textcircled{ghi}j`, which produces “ $f\textcircled{ghij}$ ”.

12.3.6 Producing complex accents

Accents are another special case of combining existing symbols to make new symbols. While various tables in this document show how to add an accent to an existing symbol, some applications, such as transliterations from non-Latin alphabets, require *multiple* accents per character. For instance, the creator of pdfT_EX writes his name as “Hàn Thê Thành”. The `dblaccnt` package enables L^AT_EX to stack accents, as in “H\`an Th\`{\^e} Th\`anh” (albeit not in the OT1 font encoding). In addition, the `wsuipa` package defines `\diatop` and `\diaunder` macros for putting one or more diacritics or accents above or below a given character. For example, `\diaunder[\diatop[\`|\=]]|\textsubdot{r}` produces “ \textsubdot{r} ”. See the `wsuipa` documentation for more information.

The `accents` package facilitates the fabrication of accents in math mode. Its `\accentset` command enables *any* character to be used as an accent. For instance, `\accentset{\star}{f}` produces “ f^{\star} ” and `\accentset{e}{X}` produces “ X^e ”. `\underaccent` does the same thing, but places the accent beneath the

character. This enables constructs like `\underaccent{\tilde}{V}`, which produces “ \tilde{V} ”. `accents` provides other accent-related features as well; see the documentation for more information.

12.3.7 Creating extensible symbols

A relatively simple example of creating extensible symbols stems from a `comp.text.tex` post by Donald Arseneau (June 2003). The following code defines an equals sign that extends as far to the right as possible, just like L^AT_EX’s `\hrulefill` command:

```
\makeatletter
\def\equalsfill{\m@th\mathord=\mkern-7mu
  \cleaders\hbox{\!\mathord=\!}\hfill
  \mkern-7mu\mathord=}
\makeatother
```

T_EX’s `\cleaders` and `\hfill` primitives are the key to understanding `\equalsfill`’s extensibility. Essentially, `\equalsfill` repeats a box containing “=” plus some negative space until it fills the maximum available horizontal space. `\equalsfill` is intended to be used with L^AT_EX’s `\stackrel` command, which stacks one mathematical expression (slightly reduced in size) atop another. Hence, “`\stackrel{a}{\rightarrow}`” produces “ \xrightarrow{a} ” and “`X \stackrel{\text{definition}}{\hbox{\equalsfill}} Y`” produces “ $X \stackrel{\text{definition}}{=} Y$ ”.

If all that needs to extend are horizontal and vertical lines—as opposed to repeated symbols such as the “=” in the previous example—L^AT_EX’s `array` or `tabular` environments may suffice. Consider the following code (due to a February 1999 `comp.text.tex` post by Donald Arseneau and subsequent modifications by Billy Yu and Scott Pakin) for typesetting annuity and life-insurance symbols:

```
\DeclareRobustCommand{\actuarial}[2][]{%
  \def\arraystretch{0}%
  \setlength\arraycolsep{0.5pt}%
  \setlength\arrayrulewidth{0.5pt}%
  \setbox0=\hbox{\scriptstyle#1#2}%
  \begin{array}[b]{*2{@}>\scriptstyle c|}
    \cline{2-2}%
    \rule[1.25pt]{0pt}{\ht0}%
    #1 & #2%
  \end{array}%
}
```

Using the preceding definition, one can type, e.g., “`$a_{\actuarial{n}}$`” to produce “ $a_{\overline{n}}$ ” and “`$a_{\actuarial[x:]{n}}$`” to produce “ $a_{\overline{x:\overline{n}}}$ ”. This is similar in concept to how the `actuarialangle` package defines its `\actuarialangle` command (Table 287). For a more complete solution for typesetting actuarial symbols see the `actuarialsymbol` package.

A more complex example of composing accents is the following definition of extensible `\overbracket`, `\underbracket`, `\overparenthesis`, and `\underparenthesis` symbols, taken from a May 2002 `comp.text.tex` post by Donald Arseneau:

```
\makeatletter
\def\overbracket#1{\mathop{\vbox{\ialign{##\cr\cr\noalign{\kern3\p@}
  \downbracketfill\cr\cr\noalign{\kern3\p@\nointerlineskip}
  $\hfil\displaystyle{#1}\hfil$\cr\cr}}}\limits}
\def\underbracket#1{\mathop{\vtop{\ialign{##\cr\cr
  $\hfil\displaystyle{#1}\hfil$\cr\cr\noalign{\kern3\p@\nointerlineskip}
  \upbracketfill\cr\cr\noalign{\kern3\p@}}}\limits}
```



```

\def\overparenthesis#1{\mathop{\vbox{\ialign{##\crcr\noalign{\kern3\p@}
\downparenthfill\crcr\noalign{\kern3\p@\nointerlineskip}
$\hfil\displaystyle{#1}\hfil$\crcr}}}\limits}
\def\upparenthesis#1{\mathop{\vtop{\ialign{##\crcr
$\hfil\displaystyle{#1}\hfil$\crcr\noalign{\kern3\p@\nointerlineskip}
\upparenthfill\crcr\noalign{\kern3\p@}}}}}\limits}
\def\downparenthfill{${\m@th\bracedl\leaders\vrule\hfill\bracerd$}
\def\upparenthfill{${\m@th\bracelu\leaders\vrule\hfill\braceru$}
\def\upbracketfill{${\m@th\makesm@sh{\llap{\vrule\@height3\p@\@width.7\p@}}%
\leaders\vrule\@height.7\p@\hfill
\makesm@sh{\rlap{\vrule\@height3\p@\@width.7\p@}}}$}
\def\downbracketfill{${\m@th
\makesm@sh{\llap{\vrule\@height.7\p@\@depth2.3\p@\@width.7\p@}}%
\leaders\vrule\@height.7\p@\hfill
\makesm@sh{\rlap{\vrule\@height.7\p@\@depth2.3\p@\@width.7\p@}}}$}
\makeatother

```

Table 690 showcases these accents. The \TeX book [Knu86a] or another book on \TeX primitives is indispensable for understanding how the preceding code works. The basic idea is that `\downparenthfill`, `\upparenthfill`, `\downbracketfill`, and `\upbracketfill` do all of the work; they output a left symbol (e.g., `\bracedl` [“ \l ”] for `\downparenthfill`), a horizontal rule that stretches as wide as possible, and a right symbol (e.g., `\bracerd` [“ \r ”] for `\downparenthfill`). `\overbracket`, `\underbracket`, `\overparenthesis`, and `\underparenthesis` merely create a table whose width is determined by the given text, thereby constraining the width of the horizontal rules.

TABLE 690: Manually Composed Extensible Accents

\overline{abc}	<code>\overbracket{abc}</code>	\widehat{abc}	<code>\overparenthesis{abc}</code>
\underline{abc}	<code>\underbracket{abc}</code>	\widetilde{abc}	<code>\underparenthesis{abc}</code>

Note that the `simplewick` package provides mechanisms for typesetting Wick contractions, which utilize `\overbracket`- and `\underbracket`-like brackets of variable width *and* height (or depth). For example, “`\acontraction{}{A}{B}{C}\acontraction[2ex]{A}{B}{C}{D}\bcontraction{}{A}{BC}{D}ABCD`” produces



See the `simplewick` documentation for more information.

12.3.8 Developing new symbols from scratch

Sometimes it is simply not possible to define a new symbol in terms of existing symbols. Fortunately, most, if not all, \TeX distributions are shipped with a tool called METAFONT which is designed specifically for creating fonts to be used with \TeX . The METAFONTbook [Knu86b] is the authoritative text on METAFONT. If you plan to design your own symbols with METAFONT, The METAFONTbook is essential reading. You may also want to read the freely available METAFONT primer located at <http://metafont.tutorial.free.fr/>. The following is an extremely brief tutorial on how to create a new \LaTeX symbol using METAFONT. Its primary purpose is to cover the \LaTeX -specific operations not mentioned in The METAFONTbook and to demonstrate that symbol-font creation is not necessarily a difficult task.

Suppose we need a symbol to represent a light bulb (“ \mathcal{Q} ”).⁸ The first step is to draw this in METAFONT.

⁸I’m not a very good artist; you’ll have to pretend that “ \mathcal{Q} ” looks like a light bulb.

It is common to separate the font into two files: a size-dependent file, which specifies the design size and various font-specific parameters that are a function of the design size; and a size-independent file, which draws characters in the given size. Figure 12.2 shows the METAFONT code for `lightbulb10.mf`. `lightbulb10.mf` specifies various parameters that produce a 10 pt. light bulb then loads `lightbulb.mf`. Ideally, one should produce `lightbulb<size>.mf` files for a variety of $\langle size \rangle$ s. This is called “optical scaling”. It enables, for example, the lines that make up the light bulb to retain the same thickness at different font sizes, which looks much nicer than the alternative—and default—“mechanical scaling”. When a `lightbulb<size>.mf` file does not exist for a given size $\langle size \rangle$, the computer mechanically produces a wider, taller, thicker symbol:

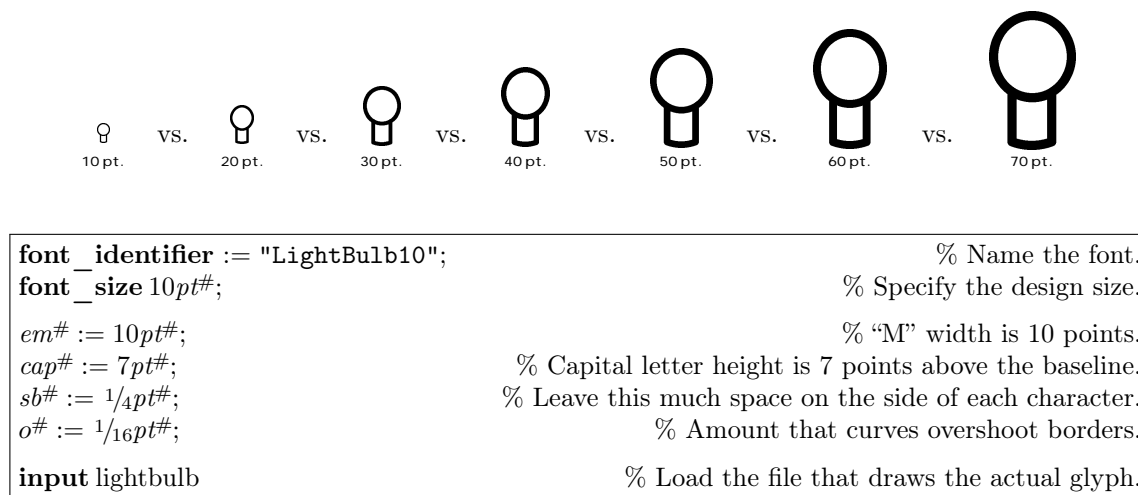


Figure 12.2: Sample METAFONT size-specific file (`lightbulb10.mf`)

`lightbulb.mf`, shown in Figure 12.3, draws a light bulb using the parameters defined in `lightbulb10.mf`. Note that the the filenames “`lightbulb10.mf`” and “`lightbulb.mf`” do not follow the Berry font-naming scheme [Ber01]; the Berry font-naming scheme is largely irrelevant for symbol fonts, which generally lack bold, italic, small-caps, slanted, and other such variants.

The code in Figures Figure 12.2 and Figure 12.3 is heavily commented and should demonstrate some of the basic concepts behind METAFONT usage: declaring variables, defining points, drawing lines and curves, and preparing to debug or fine-tune the output. Again, The METAFONTbook [Knu86b] is the definitive reference on METAFONT programming.

METAFONT can produce “proofs” of fonts—large, labeled versions that showcase the logical structure of each character. In fact, proof mode is METAFONT’s default mode. To produce a proof of `lightbulb10.mf`, issue the following commands at the operating-system prompt:

```

prompt> mf lightbulb10.mf                    ⇐ Produces lightbulb10.2602gf
prompt> gftodvi lightbulb10.2602gf          ⇐ Produces lightbulb10.dvi

```

You can then view `lightbulb10.dvi` with any DVI viewer. The result is shown in Figure 12.4. Observe how the grid defined with `makegrid` at the bottom of Figure 12.3 draws vertical lines at positions 0, sb , $w/2$, and $w - sb$ and horizontal lines at positions 0, $-1pt$, y_2 , and h . Similarly, observe how the `penlabels` command labels all of the important coordinates: z_1, z_2, \dots, z_8 and z_{67} , which `lightbulb.mf` defines to lie between z_6 and z_7 .

Most, if not all, \TeX distributions include a Plain \TeX file called `testfont.tex` that is useful for testing new fonts in a variety of ways. One useful routine produces a table of all of the characters in the font:

```

prompt> tex testfont

```

```

mode_setup;                                     % Target a given printer.
define_pixels(em, cap, sb);                       % Convert to device-specific units.
define_corrected_pixels(o);                      % Same, but add a device-specific fudge factor.

%% Define a light bulb at the character position for "A"
%% with width 1/2em#, height cap#, and depth 1pt#.
beginchar("A", 1/2em#, cap#, 1pt#); "A light bulb";
  pickup pencircle scaled 1/2pt;                 % Use a pen with a small, circular tip.

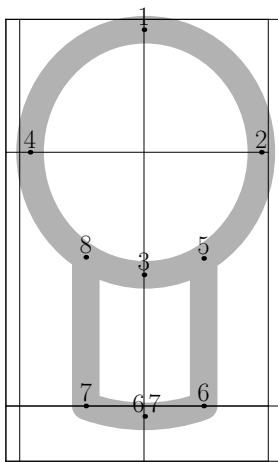
  %% Define the points we need.
  top z1 = (w/2, h + o);                          % z1 is at the top of a circle.
  rt z2 = (w + sb + o - x4, y4);                   % z2 is at the same height as z4 but the opposite side.
  bot z3 = (z1 - (0, w - sb - o));                 % z3 is at the bottom of the circle.
  lft z4 = (sb - o, 1/2[y1, y3]);                 % z4 is on the left of the circle.
  path bulb;                                     % Define a path for the bulb itself.
  bulb = z1 .. z2 .. z3 .. z4 .. cycle;           % The bulb is a closed path.

  z5 = point 2 - 1/3 of bulb;                     % z5 lies on the bulb, a little to the right of z3.
  z6 = (x5, 0);                                    % z6 is at the bottom, directly under z5.
  z7 = (x8, 0);                                    % z7 is at the bottom, directly under z8.
  z8 = point 2 + 1/3 of bulb;                     % z8 lies on the bulb, a little to the left of z3.
  bot z67 = (1/2[x6, x7], pen_bot - o - 1/8pt); % z67 lies halfway between z6 and z7 but a jot
lower.

  %% Draw the bulb and the base.
  draw bulb;                                     % Draw the bulb proper.
  draw z5 -- z6 .. z67 .. z7 -- z8;              % Draw the base of the bulb.

  %% Display key positions and points to help us debug.
  makegrid(0, sb, w/2, w - sb)(0, -1pt, y2, h); % Label "interesting" x and y coordinates.
  penlabels(1, 2, 3, 4, 5, 6, 67, 7, 8);        % Label control points for debugging.
endchar;
end

```

Figure 12.3: Sample METAFONT size-independent file (`lightbulb.mf`)Figure 12.4: Proof diagram of `lightbulb10.mf`

```

This is TeX, Version 3.14159 (Web2C 7.3.1)
(/usr/share/texmf/tex/plain/base/testfont.tex
Name of the font to test = lightbulb10
Now type a test command (\help for help):)
*\table

*\bye
[1]
Output written on testfont.dvi (1 page, 1516 bytes).
Transcript written on testfont.log.

```

The resulting table, stored in `testfont.dvi` and illustrated in Figure 12.5, shows every character in the font. To understand how to read the table, note that the character code for “A”—the only character defined by `lightbulb10.mf`—is 41 in hexadecimal (base 16) and 101 in octal (base 8).

	0	1	2	3	4	5	6	7	
10x		8							4x
11x									
	8	9	A	B	C	D	E	F	

Figure 12.5: Font table produced by `testfont.tex`

The LightBulb10 font is now usable by $\text{T}_{\text{E}}\text{X}$. $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X } 2_{\epsilon}$, however, needs more information before documents can use the font. First, we create a font-description file that tells $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X } 2_{\epsilon}$ how to map fonts in a given font family and encoding to a particular font in a particular font size. For symbol fonts, this mapping is fairly simple. Symbol fonts almost always use the “U” (“Unknown”) font encoding and frequently occur in only one variant: normal weight and non-italicized. The filename for a font-description file is important; it must be of the form “ $\langle encoding \rangle \langle family \rangle .fd$ ”, where $\langle encoding \rangle$ is the lowercase version of the encoding name (typically “u” for symbol fonts) and $\langle family \rangle$ is the name of the font family. For LightBulb10, let’s call this “bulb”. Figure 12.6 lists the contents of `ubulb.fd`. The document “ $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X } 2_{\epsilon}$ Font Selection” [LAT19] describes `\DeclareFontFamily` and `\DeclareFontShape` in detail, but the gist of `ubulb.fd` is first to declare a U-encoded version of the `bulb` font family and then to specify that a $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X } 2_{\epsilon}$ request for a U-encoded version of `bulb` with a (m)edium font series (as opposed to, e.g., bold) and a (n)ormal font shape (as opposed to, e.g., italic) should translate into a $\text{T}_{\text{E}}\text{X}$ request for `lightbulb10.tfm` mechanically scaled to the current font size.

```

\DeclareFontFamily{U}{bulb}{}
\DeclareFontShape{U}{bulb}{m}{n}{<-> lightbulb10}{}

```

Figure 12.6: $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X } 2_{\epsilon}$ font-description file (`ubulb.fd`)

The final step is to write a $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X } 2_{\epsilon}$ style file that defines a name for each symbol in the font. Because we have only one symbol our style file, `lightbulb.sty` (Figure 12.7), is rather trivial. Note that instead of typesetting “A” we could have had `\lightbulb typeset “\char65”`, “`\char41`”, or “`\char101`” (respectively, decimal, hexadecimal, and octal character offsets into the font). For a simple, one-character symbol font such as LightBulb10 it would be reasonable to merge `ubulb.fd` into `lightbulb.sty` instead of maintaining

two separate files. In either case, a document need only include “`\usepackage{lightbulb}`” to make the `\lightbulb` symbol available.

```
\newcommand{\lightbulb}{\usefont{U}{bulb}{m}{n}A}
```

Figure 12.7: L^AT_EX 2_ε style file (`lightbulb.sty`)

METAFONT normally produces bitmapped fonts. However, it is also possible, with the help of some external tools, to produce PostScript Type 1 fonts. These have the advantages of rendering better in Adobe[®] Acrobat[®] (at least in versions prior to 6.0) and of being more memory-efficient when handled by a PostScript interpreter. See <http://www.texfaq.org/FAQ-textrace.html> for pointers to tools that can produce Type 1 fonts from METAFONT.

12.4 Math-mode spacing

Terms such as “binary operators”, “relations”, and “punctuation” in Chapter 3 primarily regard the surrounding spacing. (See the Short Math Guide for L^AT_EX [Dow00] for a nice exposition on the subject.) To use a symbol for a different purpose, you can use the T_EX commands `\mathord`, `\mathop`, `\mathbin`, `\mathrel`, `\mathopen`, `\mathclose`, and `\mathpunct`. For example, if you want to use `\downarrow` as a variable (an “ordinary” symbol) instead of a delimiter, you can write “`$3x + \mathord{\downarrow}$`” to get the properly spaced “ $3x + \downarrow$ ” rather than the awkward-looking “ $3x + \downarrow$ ”. Similarly, to create a dotted-union symbol (“ $\dot{\cup}$ ”) that spaces like the ordinary set-union symbol (`\cup`) it must be defined with `\mathbin`, just as `\cup` is. Contrast “`$A \dot{\cup} B$`” (“ $A \dot{\cup} B$ ”) with “`$A \mathbin{\dot{\cup}} B$`” (“ $A \dot{\cup} B$ ”). See The T_EXbook [Knu86a] for the definitive description of math-mode spacing.

The purpose of the “log-like symbols” in Table 203 and Table 204 is to provide the correct amount of spacing around and within multiletter function names. Table 691 on page 379 contrasts the output of the log-like symbols with various, naïve alternatives. In addition to spacing, the log-like symbols also handle subscripts properly. For example, “`\max_{p \in P}`” produces “ $\max_{p \in P}$ ” in text, but “ \max ” as part of a displayed formula.

TABLE 691: Spacing Around/Within Log-like Symbols

L ^A T _E X expression	Output
<code>\$r \sin \theta\$</code>	$r \sin \theta$ (best)
<code>\$r \sin \theta\$</code>	$rsin\theta$
<code>\$r \mbox{\sin} \theta\$</code>	$rsin\theta$
<code>\$r \mathrm{\sin} \theta\$</code>	$rsin\theta$

The `amsmath` package makes it straightforward to define new log-like symbols:

```
\DeclareMathOperator{\atan}{atan}
\DeclareMathOperator*{\lcm}{lcm}
```

The difference between `\DeclareMathOperator` and `\DeclareMathOperator*` involves the handling of subscripts. With `\DeclareMathOperator*`, subscripts are written beneath log-like symbols in display style and to the right in text style. This is useful for limit operators (e.g., `\lim`) and functions that tend to map over a set (e.g., `\min`). In contrast, `\DeclareMathOperator` tells T_EX that subscripts should always be displayed to the right of the operator, as is common for functions that take a single parameter (e.g., `\log` and `\cos`).

Table 692 contrasts symbols declared with `\DeclareMathOperator` and `\DeclareMathOperator*` in both text style (`$. . .$`) and display style (`\[. . .\]`).⁹

TABLE 692: Defining new log-like symbols

Declaration function	<code>\$\$\newlogsym_{p \in P}\$\$</code>	<code>\[\newlogsym_{p \in P} \]</code>
<code>\DeclareMathOperator</code>	<code>newlogsym_{p∈P}</code>	<code>newlogsym_{p∈P}</code>
<code>\DeclareMathOperator*</code>	<code>newlogsym_{p∈P}</code>	<code>newlogsym_{p∈P}</code>

It is common to use a thin space (`\,`) between the words of a multiword operators, as in `"\DeclareMathOperator*{\argmax}{arg\,max}"`. `\liminf`, `\limsup`, and all of the log-like symbols shown in Table 204 utilize this spacing convention.

12.5 Bold mathematical symbols

L^AT_EX does not normally use bold symbols when typesetting mathematics. However, bold symbols are occasionally needed, for example when naming vectors. Any of the approaches described at <http://www.texfaq.org/FAQ-boldgreek.html> can be used to produce bold mathematical symbols. Table 693 contrasts the output produced by these various techniques. As the table illustrates, these techniques exhibit variation in their formatting of Latin letters (upright vs. italic), formatting of Greek letters (bold vs. normal), formatting of operators and relations (bold vs. normal), and spacing. `xfakebold`'s `\setBold` command is unique in that it takes a thickness argument and supports arbitrary symbol thickness, although it works only with vector fonts, not bitmapped fonts.

TABLE 693: Producing bold mathematical symbols

Package	Code	Output	
<i>none</i>	<code>\$\$\alpha + b = \Gamma \div D\$\$</code>	$\alpha + b = \Gamma \div D$	(no bold)
<i>none</i>	<code>\$\$\mathbf{\alpha + b = \Gamma \div D}\$\$</code>	$\alpha + b = \Gamma \div D$	
<i>none</i>	<code>\boldmath\$\alpha + b = \Gamma \div D\$</code>	$\alpha + b = \Gamma \div D$	
<code>amsbsy</code>	<code>\$\$\pmb{\alpha + b = \Gamma \div D}\$\$</code>	$\alpha + b = \Gamma \div D$	(faked bold)
<code>amsbsy</code>	<code>\$\$\boldsymbol{\alpha + b = \Gamma \div D}\$\$</code>	$\alpha + b = \Gamma \div D$	
<code>bm</code>	<code>\$\$\bm{\alpha + b = \Gamma \div D}\$\$</code>	$\alpha + b = \Gamma \div D$	
<code>fixmath</code>	<code>\$\$\mathbold{\alpha + b = \Gamma \div D}\$\$</code>	$\alpha + b = \Gamma \div D$	
<code>xfakebold</code>	<code>\setBold[0.3]</code> <code>\$\$\alpha + b = \Gamma \div D\$</code> <code>\unsetBold</code>	$\alpha + b = \Gamma \div D$	(faked bold)

12.6 ASCII and Latin 1 quick reference

Table 694 on page 381 amalgamates data from various other tables in this document into a convenient reference for L^AT_EX 2_ε typesetting of ASCII characters, i.e., the characters available on a typical U.S. computer

⁹Note that `\displaystyle` can be used to force display style within `$. . .$` and `\textstyle` can be used to force text style within `\[. . .\]`.

keyboard. The first two columns list the character’s ASCII code in decimal and hexadecimal. The third column shows what the character looks like. The fourth column lists the $\text{\LaTeX} 2_{\epsilon}$ command to typeset the character as a text character. And the fourth column lists the $\text{\LaTeX} 2_{\epsilon}$ command to typeset the character within a $\text{\textttt}\{...\}$ command (or, more generally, when \ttfamily is in effect).

TABLE 694: $\text{\LaTeX} 2_{\epsilon}$ ASCII Table

Dec	Hex	Char	Body text	\textttt	Dec	Hex	Char	Body text	\textttt
33	21	!	!	!	62	3E	>	\textgreater	>
34	22	"	\textquotedbl	"	63	3F	?	?	?
35	23	#	\text\#	\text\#	64	40	@	@	@
36	24	\$	$\text{\text\$}$	$\text{\text\$}$	65	41	A	A	A
37	25	%	\text\%	\text\%	66	42	B	B	B
38	26	&	\text\&	\text\&	67	43	C	C	C
39	27	'	'	'	:	:	:	:	:
40	28	(((90	5A	Z	Z	Z
41	29)))	91	5B	[[[
42	2A	*	*	*	92	5C	\	\textbackslash	$\text{\char'\textbackslash}$
43	2B	+	+	+	93	5D]]]
44	2C	,	,	,	94	5E	^	\textasciicircum	\textasciicircum
45	2D	-	-	-	95	5F	_	\textunderscore	$\text{\char'\textunderscore}$
46	2E	.	.	.	96	60	'	'	'
47	2F	/	/	/	97	61	a	a	a
48	30	0	0	0	98	62	b	b	b
49	31	1	1	1	99	63	c	c	c
50	32	2	2	2	:	:	:	:	:
:	:	:	:	:	122	7A	z	z	z
57	39	9	9	9	123	7B	{	$\text{\text\{}$	$\text{\char'\text\{}$
58	3A	:	:	:	124	7C		\textbar	
59	3B	;	;	;	125	7D	}	$\text{\text\}}$	$\text{\char'\text\}}$
60	3C	<	\textless	<	126	7E	~	\textasciitilde	\textasciitilde
61	3D	=	=	=					

The following are some additional notes about the contents of Table 694:

- “” is not available in the OT1 font encoding.
- Table 694 shows a close quote for character 39 for consistency with the open quote shown for character 96. A straight quote can be typeset using \textquotesingle (cf. Table 47).
- The characters “<”, “>”, and “|” do work as expected in math mode, although they produce, respectively, “|”, “;”, and “—” in text mode when using the OT1 font encoding.¹⁰ The following are some alternatives for typesetting “<”, “>”, and “|”:
 - Specify a document font encoding other than OT1 (as described on page 16).
 - Use the appropriate symbol commands from Table 2 on page 19, viz. \textless , \textgreater , and \textbar .

¹⁰Donald Knuth didn’t think such symbols were important outside of mathematics so he omitted them from his text fonts.

- Enter the symbols in math mode instead of text mode, i.e., $\$<\$, \$>\$,$ and $\$|\$$.

Note that for typesetting metavariables many people prefer `\texttriangle` and `\textrightangle` to `\textless` and `\textgreater`; i.e., “`\langle filename \rangle`” instead of “`<filename>`”.

- Although “/” does not require any special treatment, L^AT_EX additionally defines a `\slash` command which outputs the same glyph but permits a line break afterwards. That is, “`increase/decrease`” is always typeset as a single entity while “`increase\slash{}decrease`” may be typeset with “`increase/`” on one line and “`decrease`” on the next.
- `\textasciicircum` can be used instead of `\^{}`, and `\textasciitilde` can be used instead of `\~{}`. Note that `\textasciitilde` and `\~{}` produce raised, diacritic tildes. “Text” (i.e., vertically centered) tildes can be generated with either the math-mode `\sim` command (shown in Table 98 on page 67), which produces a somewhat wide “`~`”, or the `textcomp` package’s `\texttildelow` (shown in Table 47 on page 34), which produces a vertically centered “`~`” in most fonts but a baseline-oriented “`~`” in Computer Modern, `txfonts`, `pxfonts`, and various other fonts originating from the T_EX world. If your goal is to typeset tildes in URLs or Unix filenames, your best bet is to use the `url` package, which has a number of nice features such as proper line-breaking of such names.
- The various `\char` commands within `\textttt` are necessary only in the OT1 font encoding. In other encodings (e.g., T1), commands such as `\{`, `\}`, `_`, and `\textbackslash` all work properly.
- The code page 437 (IBM PC) version of ASCII characters 1 to 31 can be typeset using the `ascii` package. See Table 368 on page 170.
- To replace “`“`” and “`”`” with the more computer-like (and more visibly distinct) “`ˆ`” and “`ˆ`” within a `verbatim` environment, use the `upquote` package. Outside of `verbatim`, you can use `\char18` and `\char13` to get the modified quote characters. (The former is actually a grave accent.)

Similar to Table 694, Table 695 on the following page is an amalgamation of data from other tables in this document. While Table 694 shows how to typeset the 7-bit ASCII character set, Table 695 shows the Latin 1 (Western European) character set, also known as ISO-8859-1.

The following are some additional notes about the contents of Table 695:

- A “(tc)” after a symbol name means that the `textcomp` package must be loaded to access that symbol. A “(T1)” means that the symbol requires the T1 font encoding. The `fontenc` package can change the font encoding document-wide.
- Many of the `\text...` accents can also be produced using the accent commands shown in Table 19 on page 26 plus an empty argument. For instance, `\={}` is essentially the same as `\textasciimacron`.
- The commands in the “L^AT_EX 2_ε” columns work both in body text and within a `\textttt{...}` command (or, more generally, when `\ttfamily` is in effect).
- The “`ℒ`” and “`ℳ`” glyphs occupy the same slot (36) of the OT1 font encoding, with “`ℒ`” appearing in italic fonts and “`ℳ`” appearing in roman fonts. A problem with L^AT_EX’s default handling of this double-mapping is that “`\sffamily\slshape\pounds`” produces “`ℳ`”, not “`ℒ`”. Other font encodings use separate slots for the two characters and are therefore robust to the problem of “`ℒ`”/“`ℳ`” conflicts. Authors who use `\pounds` should select a font encoding other than OT1 (as explained on page 16) or use the `textcomp` package, which redefines `\pounds` to use the TS1 font encoding.
- Character 173, `\-`, is shown as “`-`” but is actually a discretionary hyphen; it appears only at the end of a line.

TABLE 695: L^AT_EX 2_ε Latin 1 Table

Dec	Hex	Char	L ^A T _E X 2 _ε	Dec	Hex	Char	L ^A T _E X 2 _ε
161	A1	¡	!'	209	D1	Ñ	\~{N}
162	A2	¢	\textcent (tc)	210	D2	Ò	\' {O}
163	A3	£	\pounds	211	D3	Ó	\' {O}
164	A4	¤	\textcurrency (tc)	212	D4	Ô	\~ {O}
165	A5	¥	\textyen (tc)	213	D5	Õ	\~ {O}
166	A6	¦	\textbrokenbar (tc)	214	D6	Ö	\" {O}
167	A7	§	\S	215	D7	×	\texttimes (tc)
168	A8	¨	\textasciidieresis (tc)	216	D8	Ø	\O
169	A9	©	\textcopyright	217	D9	Ù	\' {U}
170	AA	ª	\textordfeminine	218	DA	Ú	\' {U}
171	AB	«	\guillemetleft (T1)	219	DB	Û	\~ {U}
172	AC	¬	\textlnot (tc)	220	DC	Ü	\" {U}
173	AD	-	\-	221	DD	Ý	\' {Y}
174	AE	®	\textregistered	222	DE	Þ	\TH (T1)
175	AF	ˆ	\textasciimacron (tc)	223	DF	ß	\ss
176	B0	°	\textdegree (tc)	224	E0	à	\' {a}
177	B1	±	\textpm (tc)	225	E1	á	\' {a}
178	B2	²	\texttwosuperior (tc)	226	E2	â	\~ {a}
179	B3	³	\textthreesuperior (tc)	227	E3	ã	\~ {a}
180	B4	´	\textasciiacute (tc)	228	E4	ä	\" {a}
181	B5	µ	\textmu (tc)	229	E5	å	\aa
182	B6	¶	\P	230	E6	æ	\ae
183	B7	·	\textperiodcentered	231	E7	ç	\c {c}
184	B8	¸	\c {}	232	E8	è	\' {e}
185	B9	¹	\textonesuperior (tc)	233	E9	é	\' {e}
186	BA	º	\textordmasculine	234	EA	ê	\~ {e}
187	BB	»	\guillemetright (T1)	235	EB	ë	\" {e}
188	BC	¼	\textonequarter (tc)	236	EC	ì	\' {i}
189	BD	½	\textonehalf (tc)	237	ED	í	\' {i}
190	BE	¾	\textthreequarters (tc)	238	EE	î	\~ {i}
191	BF	¿	?'	239	EF	ï	\" {i}
192	C0	À	\' {A}	240	F0	ð	\dh (T1)
193	C1	Á	\' {A}	241	F1	ñ	\~ {n}
194	C2	Â	\~ {A}	242	F2	ò	\' {o}
195	C3	Ã	\~ {A}	243	F3	ó	\' {o}
196	C4	Ä	\" {A}	244	F4	ô	\~ {o}
197	C5	Å	\AA	245	F5	õ	\~ {o}
198	C6	Æ	\AE	246	F6	ö	\" {o}
199	C7	Ç	\c {C}	247	F7	÷	\textdiv (tc)
200	C8	È	\' {E}	248	F8	ø	\o
201	C9	É	\' {E}	249	F9	ù	\' {u}
202	CA	Ê	\~ {E}	250	FA	ú	\' {u}
203	CB	Ë	\" {E}	251	FB	û	\~ {u}
204	CC	Ì	\' {I}	252	FC	ü	\" {u}
205	CD	Í	\' {I}	253	FD	ý	\' {y}
206	CE	Î	\~ {I}	254	FE	þ	\th (T1)
207	CF	Ï	\" {I}	255	FF	ÿ	\" {y}
208	DO	Ð	\DH (T1)				

TABLE 696: L^AT_EX 2_ε Code Page 1252 Table

Dec	Hex	Char	L ^A T _E X 2 _ε		Dec	Hex	Char	L ^A T _E X 2 _ε	
128	80	€	<code>\texteuro</code>	(tc)	145	91	‘	‘	
130	82	,	<code>\quotesinglbase</code>	(T1)	146	92	,	,	
131	83	f	<code>\textit{f}</code>		147	93	“	“	
132	84	„	<code>\quotedblbase</code>	(T1)	148	94	”	”	
133	85	...	<code>\dots</code>		149	95	•	<code>\textbullet</code>	
134	86	†	<code>\dag</code>		150	96	–	–	
135	87	‡	<code>\ddag</code>		151	97	—	--	
136	88	^	<code>\~{}</code>		152	98	~	<code>\~{}</code>	
137	89	‰	<code>\textperthousand</code>	(tc)	153	99	™	<code>\texttrademark</code>	
138	8A	Š	<code>\v{S}</code>		154	9A	š	<code>\v{s}</code>	
139	8B	<	<code>\guilsinglleft</code>	(T1)	155	9B	>	<code>\guilsinglright</code>	(T1)
140	8C	Œ	<code>\OE</code>		156	9C	œ	<code>\oe</code>	
142	8E	Ž	<code>\v{Z}</code>		158	9E	ž	<code>\v{z}</code>	
					159	9F	ÿ	<code>\"Y</code>	

Microsoft[®] Windows[®] normally uses a superset of Latin 1 called “Code Page 1252” or “CP1252” for short. CP1252 introduces symbols in the Latin 1 “invalid” range (characters 128–159). Table 696 presents the characters with which CP1252 augments the standard Latin 1 table.

The following are some additional notes about the contents of Table 696:

- As in Table 695, a “(tc)” after a symbol name means that the `textcomp` package must be loaded to access that symbol. A “(T1)” means that the symbol requires the T1 font encoding. The `fontenc` package can change the font encoding document-wide.
- Not all characters in the 128–159 range are defined.
- Look up “euro signs” in the index for alternatives to `\texteuro`.

While too large to incorporate into this document, a listing of ISO 8879:1986 SGML/XML character entities and their L^AT_EX equivalents is available from <http://www.bitjungle.com/isoent/>. Some of the characters presented there make use of `isoent`, a L^AT_EX 2_ε package (available from the same URL) that fakes some of the missing ISO glyphs using the L^AT_EX `picture` environment.¹¹

12.7 Unicode characters

Unicode is a “universal character set”—a standard for encoding (i.e., assigning unique numbers to) the symbols appearing in many of the world’s languages. While ASCII can represent 128 symbols and Latin 1 can represent 256 symbols, Unicode can represent an astonishing 1,114,112 symbols.

Because T_EX and L^AT_EX predate the Unicode standard and Unicode fonts by almost a decade, support for Unicode has had to be added to the base T_EX and L^AT_EX systems. Note first that L^AT_EX distinguishes between *input* encoding—the characters used in the `.tex` file—and *output* encoding—the characters that appear in the generated `.dvi`, `.pdf`, etc. file.

¹¹`isoent` is not featured in this document, because it is not available from CTAN and because the faked symbols are not “true” characters; they exist in only one size, regardless of the body text’s font size.

12.7.1 Inputting Unicode characters

To include Unicode characters in a `.tex` file, load the `ucs` package and load the `inputenc` package with the `utf8x` (“UTF-8 extended”) option.¹² These packages enable \LaTeX to translate UTF-8 sequences to \LaTeX commands, which are subsequently processed as normal. For example, the UTF-8 text “Copyright © 2024”—“©” is not an ASCII character and therefore cannot be input directly without packages such as `ucs/inputenc`—is converted internally by `inputenc` to “Copyright `\textcopyright` 2024” and therefore typeset as “Copyright © 2024”.

The `ucs/inputenc` combination supports only a tiny subset of Unicode’s million-plus symbols. Additional symbols can be added manually using the `\DeclareUnicodeCharacter` command. `\DeclareUnicodeCharacter` takes two arguments: a Unicode number and a \LaTeX command to execute when the corresponding Unicode character is encountered in the input. For example, the Unicode character “degree celsius” (“°C”) appears at character position U+2103.¹³ However, “°C” is not one of the characters that `ucs` and `inputenc` recognize. The following document shows how to use `\DeclareUnicodeCharacter` to tell \LaTeX that the “°C” character should be treated as a synonym for `\textcelsius`:

```
\documentclass{article}
\usepackage{ucs}
\usepackage[utf8x]{inputenc}
\usepackage{textcomp}

\DeclareUnicodeCharacter{"2103}{\textcelsius} % Enable direct input of U+2103.

\begin{document}
It was a balmy 21°C.
\end{document}
```

which produces

It was a balmy 21°C.

See the `ucs` documentation for more information and for descriptions of the various options that control `ucs`’s behavior.

12.7.2 Outputting Unicode characters

Orthogonal to the ability to include Unicode characters in a \LaTeX input file is the ability to include a given Unicode character in the corresponding output file. By far the easiest approach is to use `Lua \LaTeX` or `X \LaTeX` instead of `pdf \LaTeX` or ordinary \LaTeX . `Lua \LaTeX` and `X \LaTeX` handle Unicode input and output natively and can utilize system fonts directly without having to expose them via `.tfm`, `.fd`, and other such files. To output a Unicode character, a `Lua \LaTeX` or `X \LaTeX` document can either include that character directly as UTF-8 text or use \TeX ’s `\char` primitive, which `Lua \LaTeX` /`X \LaTeX` extends to accept numbers larger than 255.

Suppose we want to output the symbols for versicle (“∞”) and response (“⌘”) in a document. The Unicode charts list “versicle” at position U+2123 and “response” at position U+211F. We therefore need to install a font that contains those characters at their proper positions. One such font that is freely available from CTAN is `Junicode` (`Junicode.ttf`) from the `junicode` package. The `fontspec` package makes it easy for a `Lua \LaTeX` /`X \LaTeX` document to utilize a system font. The following example defines a `\textjuni` command that uses `fontspec` to typeset its argument in `Junicode`:

¹²UTF-8 is the 8-bit Unicode Transformation Format, a popular mechanism for representing Unicode symbol numbers as sequences of one to four bytes.

¹³The Unicode convention is to express character positions as “U+{*hexadecimal number*}”.

```

\documentclass{article}
\usepackage{fontspec}

\newcommand{\textjuni}[1]{\fontspec{Junicode}#1}

\begin{document}
We use ‘‘\textjuni{\char"2123}’’ for a versicle
and ‘‘\textjuni{\char"211F}’’ for a response.
\end{document}

```

which produces

We use “ γ ” for a versicle and “ \mathfrak{k} ” for a response.

(Typesetting the entire document in Junicode would be even easier. See the `fontspec` documentation for more information regarding font selection.) Note how the preceding example uses `\char` to specify a Unicode character by number. The double quotes before the number indicate that the number is represented in hexadecimal instead of decimal.

12.8 About this document

History David Carlisle wrote the first version of this document in October, 1994. It originally contained all of the native \LaTeX symbols (Table 53, Table 79, Table 98, Table 153, Table 203, Table 208, Table 244, Table 245, Table 259, Table 270, Table 334, and a few tables that have since been reorganized) and was designed to be nearly identical to the tables in Chapter 3 of Leslie Lamport’s book [Lam86]. Even the table captions and the order of the symbols within each table matched! The \mathcal{AMS} symbols (Table 54, Table 99, Table 100, Table 156, Table 157, Table 209, Table 218, Table 238, and Table 335) and an initial Math Alphabets table (Table 348) were added thereafter. Later, Alexander Holt provided the `stmaryrd` tables (Table 55, Table 81, Table 101, Table 159, Table 199, and Table 239).

In January, 2001, Scott Pakin took responsibility for maintaining the symbol list and has since implemented a complete overhaul of the document. The result, now called, “The Comprehensive \LaTeX Symbol List”, includes the following new features:

- the addition of a handful of new math alphabets, dozens of new font tables, and thousands of new symbols
- the categorization of the symbol tables into body-text symbols, mathematical symbols, science and technology symbols, dingbats, ancient languages, and other symbols, to provide a more user-friendly document structure
- an index, table of contents, hyperlinks, and a frequently-requested symbol list, to help users quickly locate symbols
- symbol tables rewritten to list the symbols in alphabetical order
- appendices providing additional information relevant to using symbols in \LaTeX
- tables showing how to typeset all of the characters in the ASCII and Latin 1 font encodings

Furthermore, the internal structure of the document has been completely altered from David Carlisle’s original version. Most of the changes are geared towards making the document easier to extend, modify, and reformat.

Build characteristics Table 697 on page 387 lists some of this document’s build characteristics. Most important is the list of packages that L^AT_EX couldn’t find, but that `symbols.tex` otherwise would have been able to take advantage of. Complete, prebuilt versions of this document are available from CTAN via <https://www.ctan.org/pkg/comprehensive/>. Table 698 shows the package date (specified in the `.sty` file with `\ProvidesPackage`) for each package that was used to build this document and that specifies a package date. Packages are not listed in any particular order in either Table 697 or Table 698.

TABLE 697: Document Characteristics

Characteristic	Value
Source file:	<code>symbols.tex</code>
Build date:	January 3, 2024
Symbols documented:	20323
Packages included:	<code>textcomp latexsym amssymb stmaryrd euscript wasysym</code> <code>pifont manfnt bbding undertilde ifsym tipa tipx extraipa</code> <code>wsuipa phonetic ulsy ar metre txfonts mathabx fclfont</code> <code>skak ascii dingbat skull eurosym esvect yfonts ymath</code> <code>esint mathdots trsym universa upgreek overrightarrow</code> <code>chemarr chemarrow nath trfsigns abracas mathtools</code> <code>phaistos arcs vietnam t4phonet holtpolt semtrans</code> <code>dictsym extarrows protosem harmony hieroglf cclicens</code> <code>mathdesign arev MnSymbol fdsymbol boisik cml extpfeil</code> <code>keystroke fge turnstile simpsons epsdice feyn staves</code> <code>igo colonequals shuffle fourier dozenal pmbboxdraw</code> <code>pippen clock teubner linearA linearb cypriot sarabian</code> <code>QpA2e harpoon steinmetz milstd recycle DotArrow</code> <code>ushort hhcount ogonek combelow musixtex ccicons</code> <code>adfsymbols adorn bigints soyombo tfruee knitting</code> <code>textgreek begriff frege countriesofeurope cookingsymbols</code> <code>prodint epiolmec mdwmath rsfs fontawesome5 stix</code> <code>hands greenpoint nkarta astrosym webomints moonphase</code> <code>dancers semaphor umranda umrandb cryst starfont</code> <code>tikzsymbols dice apl go magic bartel-chess-fonts</code> <code>actuarialangle <i>lily&lyps</i> knot bclgo bullcntr rubikcube</code> <code>svrsymbols halloweenmath old-arrows allrunes emf</code> <code>esrelation oplotsymb cmupint realhats euflag scsnowman</code> <code>endofproofwd mismath musicography rojud utfsym</code> <code>worldflags plimsoll twemojis sacsymb overarrows resmes</code> <code>pdfmsym sillypage academicons typicons figbas asapsym</code> <code>fontmfizz hamnosys figchild logix pgfornament lcircuit</code> <code>quantikz accents nicefrac xfakebold junicode mathrsfs</code> <code>chancery urwchancal calligra bbold mbboard dsfont bbm</code> <code>dsserif</code>
Packages omitted:	<i>none</i>

TABLE 698: Package versions used in the preparation of this document

Name	Date	Name	Date	Name	Date
textcomp	2020-02-02	latexsym	1998-08-17	amssymb	2013-01-14
stmaryrd	1994-03-03	euscript	2009-06-22	wasysym	2020-01-19
pifont	2020-03-25	manfnt	1999-07-01	bbding	1999-04-15
undertilde	2000-08-08	ifsym	2000-04-18	tipa	2002-08-08
tipx	2003-01-01	wsuipa	1994-07-16	ar	2012-01-23
metre	2001-12-05	txfonts	2008-01-22	mathabx	2003-07-29
skak	2018-01-08	ascii	2006-05-30	dingbat	2001-04-27
skull	2002-01-23	eurosym	1998-08-06	yfonts	2019-04-04
mathdots	2014-06-11	trsym	2000-06-25	universa	2019-08-26
upgreek	2003-02-12	chemarr	2016-05-16	abraces	2022-11-06
mathtools	2022-06-29	phaistos	2004-04-23	arcs	2004-05-09
t4phonet	2004-06-01	semtrans	1998-02-10	dictsym	2004-07-26
extarrows	2020-03-12	protosem	2005-03-18	harmony	2007-05-04
hieroglf	2015-06-02	ccllicenses	2005-05-20	MnSymbol	2007-01-21
fdsymbol	2011-11-01	boisik	2009-08-21	extpfeil	2009-10-31
keystroke	2010-04-23	fge	2015-05-19	turnstile	2007-06-23
epsdice	2007-02-15	feyn	2022-07-20	colonequals	2016-05-16
shuffle	2008-10-27	dozenal	2018-05-11	pmbboxdraw	2019-12-05
pigpen	2008-12-07	clock	2001-04-10	teubner	2023-08-25
linearA	2006-03-13	linearb	2005-06-22	cyriot	2009-05-22
sarabian	2005-11-12	QpA2e	1997-06-01	harpoon	1994-11-02
steinmetz	2009-06-14	milstd	2009-06-25	DotArrow	2007-02-12
ushort	2001-06-13	hhcount	1995-03-31	ogonek	1995-07-17
combelow	2010-05-02	musixtex	2001-07-08	ccicons	2017-10-30
adorn	2019-10-13	bigints	2010-02-15	soyombo	1996-09-01
tfrupee	2010-12-15	knitting	2019-04-03	textgreek	2011-10-09
frege	2012-08-04	countriesofeuropa	2018-12-29	cookingsymbols	2014-12-28
epiolmec	2003-11-05	mdwmath	1996-04-11	fontawesome5	2022-05-02
stix	2018-04-17	starfont	2010-09-29	tikzsymbols	2021-12-14
actuarialangle	2019-06-13	bclogo	2016-01-10	bullcntr	2007-04-02
rubikcube	2018-02-25	svrsymbols	2019-02-12	halloweenmath	2019-11-01
emf	2016-09-09	oplotsymb1	2017-08-04	cmupint	2020-04-13
realhats	2022-06-13	euflag	2020-05-22	scsnowman	2023-02-23
musicography	2023-09-08	rojud	2020-10-25	utfsym	2022-04-17
plimsoll	2020-10-09	twemojis	2021-04-19	sacsymb	2023-02-06
overarrows	2023-02-15	resmes	2022-12-27	sillypage	2023-03-04
academicons	2021-11-26	typicons	2015-05-20	asapsym	2016-03-20
fontmfizz	2017-03-19	hamnosys	2022-02-08	figchild	2022-03-22
logix	2022-06-22	pgfornament	2020-05-26	quantikz	2023-05-24
accents	2006-05-12	nicefrac	1998-08-04	xfakebold	2023-11-21
calligra	2012-04-10				

12.9 Copyright and license

The Comprehensive L^AT_EX Symbol List
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Index

Similar-looking glyphs are compressed into a single index entry with a superscript “+” indicating that glyph variations exist. For example, the entry “integral, contour (\oint)⁺” presents only “ \oint ” but indicates that variations also are available. In this case, those variations are “ \oint ”, “ \oint ”, “ \oint ”, “ \oint ”, “ \oint ”, and “ \oint ”—essentially font differences along the lines of “A” vs. “A” vs. “A”. Substantially different glyphs with the same name are not merged. For example, both “ \times ” and “ \prod ” are presented for “product”.

Accents are shown over/under a gray box (e.g., “ \acute{a} ” for “accents, acute”). Symbols appearing in a table that spans pages sometimes are associated with all of the pages that table covers. The author hopes to correct this issue in a future version of the Comprehensive L^AT_EX Symbol List.

Numbers			
0 (0)	154	tally	
boxed, blue (0)	302		268
Epi-Olmec (0)	210	••	269
old style (o)	34		
1	154	3	154
1	270	3	270
boxed, blue (1)	302	boxed, blue (3)	302
circled (①)	189	circled (③)	189
circled, filled (●) ⁺	189	circled, filled (●) ⁺	189
Epi-Olmec (1)	210	Epi-Olmec (o o o)	210
hieroglyphic (i)	202	Linear B (III)	205
Linear B (I)	205	old style (3)	34
old style (1)	34	rotated (ε) ⁺	24, 155
superior (1)	160, 383	runic (ξ)	211
tally		superior (3)	160, 383
	268	tally	
•	269		268
		••	269
2	154	4	154
2	270	4	270
barred (2)	22	boxed, blue (4)	302
boxed, blue (2)	302	circled (④)	189
circled (②)	189	circled, filled (●) ⁺	189
circled, filled (●) ⁺	189	Epi-Olmec (o o o o)	210
Epi-Olmec (o o)	210	hooked (4)	23
Linear B (II)	205	Linear B (II)	205
old style (2)	34	old style (4)	34
rotated (z) ⁺	24, 155	runic (ξ)	211
superior (2)	160, 383	tally	
			268
		5	154
		5	270
		boxed, blue (5)	302
		circled (⑤)	189
		circled, filled (●) ⁺	189
		Epi-Olmec (5)	210
		Linear B (III)	205
		old style (5)	34
		runic (ξ)	211
		tally	
			268
		••	269
		6	154
		6	270
		boxed, blue (6)	302
		circled (⑥)	189
		circled, filled (●) ⁺	189
		Epi-Olmec (6)	210
		Linear B (III)	205
		old style (6)	34
		runic (ξ)	211
		tally (6)	269
		7	154
		7	270
		boxed, blue (7)	302
		circled (⑦)	189

circled, filled (7)⁺ . . . 189
 Epi-Olmec (𐄀) . . . 210
 Linear B (𐄁) . . . 205
 old style (7) . . . 34
 runic (𐄂) . . . 211
 tally (𐄃) . . . 269

8
 8 . . . 154
 8 . . . 270
 8 ball (8) . . . 296
 boxed, blue (8) . . . 302
 circled (8) . . . 189
 circled, filled (8)⁺ . . . 189
 Epi-Olmec (𐄄) . . . 210
 Linear B (𐄅) . . . 205
 old style (8) . . . 34
 runic (𐄆) . . . 211
 tally (𐄇) . . . 269

9
 9 . . . 154
 9 . . . 270
 boxed, blue (9) . . . 302
 circled (9) . . . 189
 circled, filled (9)⁺ . . . 189
 Epi-Olmec (𐄈) . . . 210
 Linear B (𐄉) . . . 205
 old style (9) . . . 34
 tally (𐄉) . . . 269

10
 10 . . . 270
 boxed (10) . . . 313
 boxed, blue (10) . . . 302
 circled (10) . . . 189
 circled, filled (10)⁺ . . . 189
 Epi-Olmec (𐄊) . . . 210
 hieroglyphic (𐄋) . . . 202
 Linear B (𐄌) . . . 205

11
 Epi-Olmec (𐄍) . . . 210

12
 Epi-Olmec (𐄎) . . . 210

13
 Epi-Olmec (𐄏) . . . 210

14
 Epi-Olmec (𐄐) . . . 210

15
 Epi-Olmec (𐄑) . . . 210

16
 Epi-Olmec (𐄒) . . . 210

17
 Epi-Olmec (𐄓) . . . 210

18
 Epi-Olmec (𐄔) . . . 210

19
 Epi-Olmec (𐄕) . . . 210

20
 Epi-Olmec (𐄖) . . . 210
 Linear B (𐄗) . . . 205

30
 Linear B (𐄘) . . . 205

40
 Linear B (𐄙) . . . 205

50
 Linear B (𐄚) . . . 205

60
 Linear B (𐄛) . . . 205

70
 Linear B (𐄜) . . . 205

80
 Linear B (𐄝) . . . 205

90
 Linear B (𐄞) . . . 205

100
 hieroglyphic (𐄟) . . . 202
 Linear B (𐄠) . . . 205

200
 Linear B (𐄡) . . . 205

300
 Linear B (𐄢) . . . 205

400
 Linear B (𐄣) . . . 205

500
 500px (𐄤) . . . 315–318
 Linear B (𐄥) . . . 205

600
 Linear B (𐄦) . . . 205

700
 Linear B (𐄧) . . . 205

800
 Linear B (𐄨) . . . 205

900
 Linear B (𐄩) . . . 205

1000
 hieroglyphic
 𐄪 . . . 202
 𐄫 . . . 202
 𐄬 . . . 202
 Linear B (𐄭) . . . 205

1000000
 hieroglyphic (𐄮) . . . 202

A
 A (A) . . . 162
 a (a)⁺ . . . 22, 24, 25

A with ring
 lowercase (â) . . . 20
 math mode . . . *see* accents,
 ring
 uppercase (Å)⁺ . . . 20, 124

abacus (𐄯) . . . 292

abajour
 𐄰 . . . 325–327
 𐄱 . . . 325–327
 𐄲 . . . 325–327
 𐄳 . . . 325–327

abracas (package) . 144, 387, 388

absent/void bunch (∅) . . . 82

absolute value (| \square |) *see*
 delimiters, vertical bar

abzüglich (%) *see* minus,
 commercial

Academia
A . . . 330–331
A . . . 330–331

academic profile symbols 330–331

academicons (package) 330, 331,
 387, 388














accents (package)⁺ . . . 26–
 31, 136–139, 141–145, 217,
 373–375, 387, 388















accents
 acute (´)⁺ 26–29, 31, 136,
 137
 acute below, inverted (◌̀) 27
 acute, double (ˆ)⁺ . 26, 31
 almost equal to (≈) . . . 28
 angle below, left (◡) . . . 28
 angle, left (◃) 137
 any character as 374
 arc (⤵)⁺ . . . 26–30, 139–142
 arc below, inverted (⤵)⁺ 26,
 30
 arch below, inverted double
 (⤵) 28
 arch, inverted double (⤵) 27
 arrow below, double-ended
 (↔)⁺ 28, 138, 143
 arrow below, left (↵)⁺ 138,
 143
 arrow below, right (↶)⁺ 28,
 138, 143
 arrow below, up (↴) . . . 28
 arrow, curved right (↷) 142






































- arrow, double-ended (↔)⁺ 138, 143
 arrow, left (←)⁺ . 137, 138, 143
 arrow, right (→)⁺ 136–138, 142, 143
 arrowhead below, left (⤵) 28
 arrowhead below, right (⤴) 28
 asterisk (*) 137
 bar (▬)⁺ 36, 136, 139, 141, 144
 bar below (▮)⁺ 26, 27, 139, 144, 145
 bar below, double (▮▮)⁺ 28, 145
 bat (⚡)⁺ 138, 150
 bat below (⚡_▮)⁺ . . 138, 150
 brace (⎵)⁺ . 139–141, 144
 brace below, inverted (⎵_▮)⁺ 139–141, 144
 bracket (⎵)⁺ 141, 374, 375
 bracket below, inverted (⎵_▮)⁺ 141, 374, 375
 breve (˘)⁺ 26–29, 31, 136, 137
 breve below, inverted (˘_▮)⁺ 27–29
 breve, below (˘) 30
 breve, Cyrillic (˘̣)⁺ . . . 26
 breve, inverted (˘̂)⁺ 26, 27, 29
 bridge (⌒)⁺ 28, 137
 bridge above and below (⌒) 28
 bridge below (⌒_▮)⁺ . . 27, 28
 bridge below, inverted (⌒_▮) 27
 broom below, left (⌒_▮) . 149
 broom below, right (⌒_▮) 149
 broom, left (⌒_▮) 149
 broom, right (⌒_▮) 149
 candrabindu (◌̣)⁺ 137
 caron (ˇ)⁺ 26, 31, 136, 137, 141, 143
 caron below (ˇ_▮) 28
 cedilla (¸)⁺ 26, 383
 cedilla, reversed (¸̂) . . 29
 circle overlay (◌̅)⁺ 168
 circumflex (ˆ)⁺ 26–28, 136, 137, 139–141, 143
 circumflex below (ˆ_▮) . . 27
 combination acute and caron (◌̇̈)⁺ 26
 combination acute and macron (◌̇̄)⁺ 26
 combination breve and macron (◌̆̄)⁺ 26
 combination circumflex and acute (◌̂̇)⁺ 26
 combination circumflex and dot (◌̂̇̇)⁺ 26
 combination dot and acute (◌̇̂)⁺ 27
 combination dot and breve (◌̇̆)⁺ 27
 combination grave and circumflex (◌̂̄)⁺ 27
 combination grave and dot (◌̂̇)⁺ 27
 combination grave and macron (◌̂̄)⁺ 27
 combination macron and acute (◌̇̄)⁺ 27
 combination ring and arc (◌̂̇̂)⁺ 139, 141, 142
 combination ring and macron (◌̂̄̇)⁺ 27
 combination tilde and dot (◌̇̃)⁺ 28
 comma (ˆ)⁺ 137
 comma below (ˆ_▮)⁺ . . . 30
 comma, inverted (ˆ̂)⁺ . . 137
 decorative hat 138
 diæresis (̈)⁺ . . 26, 29, 31, 136, 163
 diæresis below (̈_▮)⁺ 28–30
 dot (◌̇)⁺ . . . 26, 136, 137
 dot below (◌̇_▮)⁺ 26, 27
 dot, double (◌̇̇)⁺ . 136, 137
 dot, quadruple (◌̇̇̇̇)⁺ 136, 137
 dot, triple (◌̇̇̇)⁺ . 136, 137
 extensible . 139–142, 144, 145, 151, 171, 374–375
 falling and rising tone (◌̎) 27
 fang (◌̃)⁺ 26
 fang, double (◌̃̃)⁺ 26
 fermata (◌̇̇̇̇)⁺ 217
 ghost (◌̇̇̇̇)⁺ 150
 ghost below (◌̇̇̇̇_▮)⁺ . . . 150
 grave (◌̄)⁺ 26–29, 31, 136, 137
 grave below, inverted (◌̄_▮) 27
 grave, double (◌̄̄)⁺ 26, 27, 29
 group (◌̅)⁺ 140, 141
 group below, inverted (◌̅_▮)⁺ 140, 141
 háček (ˇ̣)⁺ . . . *see* accents, caron
 half ring below, left (◌̆̆) 27
 half ring below, right (◌̆̆) 27
 harpoon below, left down (◌̆̆_▮)⁺ 144, 148
 harpoon below, left up (◌̆̆_▮)⁺ . . . 138, 141, 143, 148
 harpoon below, left up, right down (◌̆̆_▮)⁺ 138, 143
 harpoon below, right down (◌̆̆_▮)⁺ 144, 148
 harpoon below, right up (◌̆̆_▮)⁺ . . 138, 141, 143, 148
 harpoon below, right up, left down (◌̆̆_▮)⁺ 138, 143
 harpoon, left down (◌̆̆_▮)⁺ 140, 144, 148
 harpoon, left up (◌̆̆_▮)⁺ 137, 138, 140, 141, 143, 144, 148
 harpoon, left up, right down (◌̆̆_▮)⁺ 138, 143
 harpoon, right down (◌̆̆_▮)⁺ 144, 148
 harpoon, right up (◌̆̆_▮)⁺ 137, 138, 140, 141, 143, 144, 148
 harpoon, right up, left down (◌̆̆_▮)⁺ 138, 143
 hat (◌̂)⁺ *see* accents, circumflex
 hat, literal 138
 high rising tone (◌̎̎) . . . 27
 homothetic (◌̎̎̎) 28
 hook (◌̆̆̆)⁺ 26, 137
 hook below, inverted and reversed (◌̆̆̆_▮) 27
 Hungarian umlaut (◌̆̆̆)⁺ *see* accents, acute, double
 krouzek (◌̆̆̆)⁺ . *see* accents, ring
 line segment (◌̅)⁺ . . . 140
 line segment below (◌̅_▮)⁺ 140
 low rising tone (◌̎̎̎) . . . 27
 macron (◌̄)⁺ . . 26–29, 31, 136, 137, 139, 141
 macron overlay (◌̅)⁺ . . . 137
 multiple per character 26–28, 373
 ogonek (◌̇̇)⁺ 26–30















- parenthesis ($\overset{\curvearrowright}{\square}$)⁺ 28,
 139–142, 374, 375
 parenthesis below, inverted
 ($\underset{\curvearrowleft}{\square}$)⁺ 141, 374, 375
 pitchfork below, left ($\underset{\curvearrowright}{\square}$) 149
 pitchfork below, right ($\underset{\curvearrowleft}{\square}$) .
 149
 pitchfork, left ($\overset{\curvearrowleft}{\square}$) 149
 pitchfork, right ($\overset{\curvearrowright}{\square}$) 149
 plus below ($\underset{+}{\square}$) 27
 ring ($\overset{\circ}{\square}$)⁺ . 26–28, 31, 136,
 137
 ring below ($\underset{\circ}{\square}$)⁺ 27, 29
 rising and falling tone ($\overset{\curvearrowright}{\square}$) 27
 seagull below ($\underset{\curvearrowright}{\square}$) 27
 solidus overlay ($\overset{/}{\square}$)⁺ . 137,
 217
 spiritus asper ($\overset{~}{\square}$) 137
 spiritus lenis ($\underset{~}{\square}$) 137
 square below ($\underset{\square}{\square}$) 27
 tack below, down ($\underset{\downarrow}{\square}$) . 27
 tack below, left ($\underset{\leftarrow}{\square}$) 26
 tack below, right ($\underset{\rightarrow}{\square}$) 27
 tack below, up ($\underset{\uparrow}{\square}$) 27
 tie ($\overset{\sim}{\square}$) 26
 tilde ($\overset{\sim}{\square}$)⁺ . 26, 29, 136, 137,
 139–141, 143, 144, 217, 374
 tilde below ($\underset{\sim}{\square}$)⁺ . 27, 29, 144
 tilde overlay ($\overset{\sim}{\square}$)⁺ . 28, 168
 tilde, crossed ($\overset{\sim}{\square}$) 28
 tréma ($\overset{\u0303}{\square}$)⁺ *see* accents,
 diæresis
 triangle ($\overset{\triangle}{\square}$) 139
 umlaut ($\overset{\u0304}{\square}$)⁺ *see* accents,
 diæresis
 vertical line ($\overset{|}{\square}$)⁺ 28, 29
 vertical line below ($\underset{|}{\square}$)⁺ . 28,
 29
 vertical line below, double
 ($\underset{||}{\square}$) 28
 vertical line overlay ($\overset{|}{\square}$) 168
 vertical line, double ($\overset{||}{\square}$)⁺ . 27,
 29
 voiced consonant, final par-
 tial ($\overset{\text{v}}{\square}$) 28
 voiced consonant, initial par-
 tial ($\overset{\text{v}}{\square}$) 28
 voiced consonant, partial ($\overset{\text{v}}{\square}$)
 28
 voiceless consonant, final par-
 tial ($\overset{\text{v}}{\square}$) 28
 voiceless consonant, initial
 partial ($\overset{\text{v}}{\square}$) 28
 voiceless consonant, partial
 ($\overset{\text{v}}{\square}$) 28
 witch on broom ($\overset{\text{w}}{\square}$)⁺ 150
 witch on broom below
 ($\underset{\text{w}}{\square}$)⁺ 150
 witch on pitchfork ($\overset{\text{w}}{\square}$)⁺ .
 150
 witch on pitchfork below
 ($\underset{\text{w}}{\square}$)⁺ 150
 X ($\overset{\text{X}}{\square}$) 27
 accessibility ($\overset{\text{a}}{\square}$) 173–175
 Accessible ($\overset{\text{a}}{\square}$) 315–318
 Acclaim
 ($\overset{\text{A}}{\square}$) 330–331
 ($\overset{\text{A}}{\square}$) 330–331
 accordion ($\overset{\text{A}}{\square}$) 292
 accordion notation 220
 \square 220
 \ominus 220
 \ominus 220
 \otimes 220
 \uparrow 220
 \rangle 220
 \oplus 220
 Accusoft ($\overset{\text{A}}{\square}$) 315–318
 acid-free paper ($\overset{\text{a}}{\square}$) 155
 ACM
 ($\overset{\text{A}}{\square}$) 330–331
 ($\overset{\text{A}}{\square}$) 330–331
 ACM Digital Library
 ($\overset{\text{A}}{\square}$) 330–331
 ($\overset{\text{A}}{\square}$) 330–331
 Acquisitions Incorporated ($\overset{\text{A}}{\square}$) .
 315–318
 actuarial angle ($\overset{\text{A}}{\square}$)⁺ . 145, 374
 actuarialangle (package) . . 145,
 374, 387, 388
 actuarialsymbol (package) . . 374
 acute ($\overset{\text{a}}{\square}$)⁺ *see* accents, acute
 ad ($\overset{\text{Ad}}{\square}$) 173–175
 add to shopping cart ($\overset{\text{A}}{\square}$) 173–
 175
 additive or ($\overset{\text{a}}{\square}$) 161
 address book
 ($\overset{\text{A}}{\square}$) 173–175
 ($\overset{\text{A}}{\square}$) 173–175
 address card
 ($\overset{\text{A}}{\square}$) 173–175
 ($\overset{\text{A}}{\square}$) 173–175
 adeles ($\overset{\text{A}}{\square}$) *see* alphabets, math
 adorn (package) 180, 190, 191,
 197, 198, 387, 388
 adfsymbols (package) . 180, 186,
 190, 196, 387
 adhesive bandage ($\overset{\text{a}}{\square}$) 292
 adjoint ($\overset{\text{a}}{\square}$) *see* dagger
 adjust brightness ($\overset{\text{a}}{\square}$) . 171–172
 adjust contrast
 ($\overset{\text{a}}{\square}$) 173–175
 ($\overset{\text{a}}{\square}$) 171–172
 Admetus ($\overset{\text{A}}{\square}$) 168
 admission tickets
 ($\overset{\text{A}}{\square}$) 292
 ($\overset{\text{A}}{\square}$) 313
 ADN ($\overset{\text{A}}{\square}$) 315–318
 Adobe Acrobat 379
 ADS
 ($\overset{\text{A}}{\square}$) 330–331
 ($\overset{\text{A}}{\square}$) 330–331
 adsorbate ($\overset{\text{A}}{\square}$) 177
 adsorbent ($\overset{\text{A}}{\square}$) 177
 Adversal ($\overset{\text{A}}{\square}$) 315–318
 aerial tramway
 ($\overset{\text{A}}{\square}$) 320
 ($\overset{\text{A}}{\square}$) 254
 aeronautics ($\overset{\text{A}}{\square}$) 275
 affiliate theme ($\overset{\text{A}}{\square}$) 315–318
 AfricArXiv
 ($\overset{\text{A}}{\square}$) 330–331
 ($\overset{\text{A}}{\square}$) 330–331
 after ($\overset{\text{A}}{\square}$) 208–210
 agriculture ($\overset{\text{A}}{\square}$) 275
 air ($\overset{\text{A}}{\square}$) 168
 air freshener ($\overset{\text{A}}{\square}$) 323–325
 Airbnb ($\overset{\text{A}}{\square}$) 315–318
 airplane 254, 320–325
 ($\overset{\text{A}}{\square}$) 198
 ($\overset{\text{A}}{\square}$) 320
 ($\overset{\text{A}}{\square}$) 323–325
 ($\overset{\text{A}}{\square}$) 325–327
 ($\overset{\text{A}}{\square}$) 325–327
 ($\overset{\text{A}}{\square}$) 322
 ($\overset{\text{A}}{\square}$) 321
 ($\overset{\text{A}}{\square}$) 320
 ($\overset{\text{A}}{\square}$) 254
 ($\overset{\text{A}}{\square}$) 254
 ($\overset{\text{A}}{\square}$) 254
 ($\overset{\text{A}}{\square}$) 254
 ($\overset{\text{A}}{\square}$) 199
 landing ($\overset{\text{A}}{\square}$)⁺ 254, 320,
 328–329

- military
 ↑ 254
 ✈ 323–325
 paper (✈) 323–325
 slashed (✂) 328–329
 taking off (✈)⁺ . 254, 320, 328–329
- Albania (🇦🇱) 242
 alembic (🍷) 292
 aleph (ℵ)⁺ 122, 123, 157
 Algolia (🇲🇦) 315–318
 alien *see* extraterrestrial
 alif (ⵀ) 25
 align center (☰) 173–175
 align justify (☰) 173–175
 align left (☰) 173–175
 align right (☰) 173–175
 Alipay (🇨🇳) 315–318
- alla breve (♩)⁺ 214, 216, 217, 219, 220
 reversed (♩) 214
 alligator
 🐊 264–267
 🐊 264–267
 allrunes (package) ... 211, 387
 alpha
 lowercase (α)⁺ 20, 24, 120, 121
 uppercase (Α)⁺ . . . 20, 120
 alphabets 20–25, 120–123, 163, 201, 202, 205, 207, 208, 270, 368
 African 21
 Cypriot 207
 Cyrillic 368
 Greek 20, 120–122, 163, 208
 Hebrew 122, 123, 163
 hieroglyphic 202
 Linear A 202
 Linear B 205
 math 162
 phonetic 22–25
 proto-Semitic 201
 South Arabian 207
 Vietnamese 21
 Alpine Linux (🇮🇹) ... 318–319
 alpine symbols 259
 alternating current
 ~ 164
 ∞ 159
- alternative denial
 ↑ *see* arrow
 | *see* vertical bar
 Amazon (🇺🇸) 315–318
 Amazon Pay
 🇺🇸 315–318
 🇺🇸 315–318
 Amazon Web Services
 aws 315–318
 🇺🇸 318–319
 ambulance
 🚑 319
 🇺🇸 320
 🚑 254
 American Express (🇺🇸) 315–318
 Amilia (🇮🇹) 315–318
 Amor (🇻🇪) 168
 ampersand (&)⁺ 18, 37, 38, 41, 44, 67, 161, 381
 inverted (⌘)⁺ . . . 38, 39, 41, 42, 44, 67, 161
 amphora
 🏺 206
 🏺 292
 🏺 312
 \mathcal{AMS} (package) 16, 20, 38, 54, 68, 82, 85, 91, 94, 95, 112, 119, 120, 122, 123, 126, 128, 136, 140, 145, 151, 155, 157, 163, 364, 365, 386
 amsbsy (package) 380
 amsfonts (package) ... 157, 162
 amsmath (package) 16, 65, 136, 369, 379
 amssymb (package) 16, 136, 157, 162, 208, 387, 388
 amstext (package) ... 370, 372
 anaclasis (÷)⁺ 271
 anchor
 ⚓ 284
 ⚓ 198
 ⚓ 323–325
 ⚓ 343–346
 ⚓ 322
 ⚓ 292
 ancient-language symbols . 200–211
 and (Λ) *see* wedge
 AND gates 170, 357–358
 and then (🇪🇸) 208–210
 Andorra (🇦🇩) 242
 Android
 🇺🇸 315–318
- 🇺🇸 314
 angel
 👼 331
 👼 292
 👼 312
 AngelList (🇺🇸) 315–318
 anger (😡)⁺ 292, 312
 angle (∠)⁺ 155–157
 3-D (∟) 156
 measured, with arrow (↗)⁺ 156
 obtuse (∟)⁺ 156
 right
 ∟⁺ 156
 ∟⁺ 156
 ∟⁺ 156, 160
 ∟⁺ 156
 spherical (∠)⁺ . . . 154–158
 with S (∠) 156
 with underbar (∠)⁺ . . . 156
 angle brackets . . *see* delimiters
 blackboard bold (< >) 163
 Anglo-Frisian runes 211
 Angry Creative (🇺🇸) . 315–318
 Ångström unit (Å) . *see* A with ring
 Angular
 🇺🇸 315–318
 🇺🇸 318–319
 🇺🇸 318–319
 angular minutes *see* prime
 angular seconds *see* prime, double
 animals 200, 202, 206, 262–263, 268, 327, 343–346
 ankh
 † 257
 ♀ 310
 annuity symbols (🇺🇸) . . 137, 145, 374
 answering machine (🇨🇳) 171
 ant
 🐜 264–267
 🐜 264–267
 🐜 262
 🐜 268
 antelope (🇺🇸) 264–267
 antenna (🇺🇸) 329
 antidiple
 <⁺ 271

\lessgtr^+ 271
 antilabe ($::$) 153
 antimuon (μ^+) 177
 antineutrino ($\bar{\nu}$) 177
 antineutron (\bar{n}) 177
 antiproton (p^-) 177
 antiquark (\bar{q}) 177
 b (\bar{b}) 177
 c (\bar{c}) 177
 d (\bar{d}) 177
 s (\bar{s})⁺ 177–178
 t (\bar{t}) 177
 u (\bar{u}) 178
 antisigma (\supset)⁺ 271
 anyon (\mathcal{A}) 178
 Apache () 318–319
 apl (package) 169, 387
 Apollo () 168
 App Store
  315–318
  315–318
 appear () 208–210
 append (\triangleright) 161
 Apper (^{apper}) 315–318
 Apple ()⁺ 314–318
 apple
  286–287
  285
  285
  287
  287
 Apple Pay
  315–318
  315–318
 approximately equal to
 \approx^+ . . . 67, 68, 70, 73, 76, 77
 \cong^+ 68, 70, 73, 76, 77
 \cong 77
 colon ($\approx:$) 81
 colon, double ($\approx::$) . . . 81
 hat ($\hat{\approx}$) 77
 negated
 $\not\approx^+$. . . 69, 70, 72, 74, 78
 $\not\approx$ 69, 72, 74
 $\not\cong$ 78
 reversed
 \approx 70
 \cong 70
 reversed, negated
 $\not\approx$ 72
 $\not\cong$ 72
 approximately equivalent to (\approx)⁺
 . . . 71, 73, 74, 77, 369

negated ($\not\approx$)⁺ 72, 75
 reversed (\approx) 70
 reversed, negated ($\not\approx$) . . . 72
 Aquarius (\approx)⁺ . . . 166–168, 292,
 335–338
 ar (package) 165, 387, 388
 arc
  160
 ⁺ *see* accents, arc
 lower left (\curvearrowleft) 159
 lower right (\curvearrowright) 159
 upper left (\frown)⁺ . . . 159, 255
 upper right (\smile)⁺ . . . 159, 255
 Arch Linux () 318–319
 architecture () 275
 Archive
  330–331
  330–331
 archive () 171–172
 archway () 323–325
 arcminutes *see* prime
 arcs (package) 30, 387, 388
 arcseconds .. *see* prime, double
 area chart
  173–175
  171–172
  171–172
 arev (package) .. 180, 183, 184,
 187, 213, 234, 284, 387
 Aries (Υ)⁺ 166–168, 292,
 335–338
 arm
 mechanical () 291
 armadillo () . . . 264–267
 arrow (\rightarrow)⁺
 . . . 23–24, 31, 36–38, 81, 90,
 94–114, 127, 130, 131, 139,
 145–148, 168–170, 173–175,
 179–182, 193, 200, 206, 219,
 221, 231, 253, 255, 274–
 275, 282, 290–305, 333–334,
 358–359, 366–368, 370–372,
 379
 accents 112, 137, 139–141,
 144–148
 bent (\rightharpoonup)⁺ 94–96, 100, 101,
 105–108
 buttons ()⁺ 295–297, 301,
 303
 circle centered (\circ)⁺ . . . 107
 circular (\odot)⁺ 94, 95,
 97–103, 105–107, 109, 193,
 194, 253
 crossing (\times)⁺ . . . 107, 108


crossing, dingbat () 173–
 175
 curved (\curvearrowright)⁺ 94–105,
 107–109, 171
 dashed (\dashrightarrow)⁺ . . . 94–109, 113
 diagonal, for reducing subex-
 pressions 139
 dingbat 179–182
  154
  179
  179
  179
  179
  179
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
  181
 dotted (\dashrightarrow)⁺ . . . 108, 147
 double bodied (\Rightarrow)⁺ . . . 36,
 94–103, 105–109, 111, 127,
 130, 132
 double ended (\leftrightarrow)⁺ . . . 36,
 37, 94–103, 106–109, 111–
 113, 127, 130, 132, 170, 372
 double ended, bar under ($\bar{\leftrightarrow}$)
 170
 double ended, double bodied
 (\Leftrightarrow)⁺ 94, 96–103, 106,
 108, 109, 127, 130, 132
 double headed (\Leftrightarrow)⁺ . . . 23,
 69, 94, 97, 98, 100–103, 106,
 108–110, 372
 double tailed (\Rrightarrow) 206
 extensible 139–142,
 144–148
 filled (\blackrightarrow)⁺ . . . 105, 106, 181,
 193
 fish headed (\blacktriangleright)⁺ . . . 113
 flat (\rightarrow)⁺ 113
 fletched 111, 179
  111
  181
  181

- 
 - 
 - 
 - 
 - 
 - 
 - 
 - 
 - fork tailed (\Rightarrow)⁺
 - forked (Υ)⁺
 - hollow (Φ)
 - hooked (\leftrightarrow)⁺
 - 101–104, 106, 108, 110–113
 - joined (Υ)⁺
 - looped (\Leftrightarrow)⁺
 - 106, 107, 113
 - negated (\nrightarrow)⁺
 - 102–104, 106, 109, 114
 - on musical accidentals
 - 231
 - outlined (\Rightarrow)⁺
 - 108, 109, 181
 - overlaid on a circle (\oplus)⁺
 - 107, 108, 193
 - ribbon (\Leftrightarrow)⁺
 - shadowed (\Rightarrow)⁺
 - three (\exists)⁺
 - triangle headed (\leftrightarrow)⁺
 - 105, 106, 108, 181
 - triple bodied (\Rightarrow)⁺
 - 94–98, 100–103, 106–109, 111, 131, 132
 - two (\Leftrightarrow)⁺
 - 94–103, 105–109, 111, 139–142, 144–148, 179
 - two, extensible (\Leftrightarrow)⁺
 - 147
 - two, filled
 - 
 - 256
 - 
 - 256
 - 
 - 256
 - 
 - 256
 - 
 - 256
 - 
 - 313
 - wavy (\rightsquigarrow)⁺
 - 68, 94–109, 113
 - with circular tail ($\circ\rightarrow$)⁺
 - 110
 - with rectangular body (\Leftrightarrow)⁺
 - 111
 - with rounded body (\Leftrightarrow)⁺
 - 110
 - with tail (\rightarrow)⁺
 - 94, 96–103, 105, 106, 108, 109
 - zigzagged (\rightsquigarrow)⁺
 - 102, 106, 108, 114, 156
- arrowhead 48–52, 112, 144, 147, 148, 180, 232
- dotted (\triangleright)⁺

50



 - filled (\triangleright)⁺
 - 49, 52, 181
 - half filled (\triangleright)⁺
 - 180, 181
 - hollow (\triangleright)⁺
 - 48, 51
 - outlined (\triangleright)⁺
 - 48, 49


Arseneau, Donald 370–372, 374

artist ()⁺

292, 302, 304



artist palette

 - 
 - 292
 - 
 - 313

ArtStation ()

315–318

arXiv

 - 
 - 330–331
 - 
 - 330–331

asapsym (package) 181, 271, 307, 310, 320, 321, 327, 387, 388

ascendant (\mathbb{A}^{sc})

168

ascending node (Ω)⁺

166, 167, 335–338


ASCII

17, 20, 170, 352, 364, 381–382, 384–386

table

381

ascii (package) 170, 382, 387, 388

Ash Ketchum’s hat, as math-mode accent ()


138

aspect ratio (\mathcal{R})

165

assertion

see turnstile


assistive listening system () 320

assumption (\star)⁺

see star, pentagram























asterisk ($*$)⁺















19, 22, 37, 39–42, 45–46, 55–56, 159–160, 189, 190, 290–305

boxed ()⁺

38, 45, 47, 55–56

dingbat

 - 
 - 22
 - 
 - 39
 - 
 - 39
 - 
 - 42
 - 
 - 160
 - 
 - 187
 - 
 - 187
 - 
 - 187
 - 
 - 187
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 189
 - 
 - 190

 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 190
 - 
 - 297
 - 
 - 302
 - dotted ($*$)⁺
 - 37
 - metrical (\ast)⁺
 - 271

asterism (\ast)


369

asteroids

168

astrological symbols

166–168, 334–338

astronaut ()⁺

292, 302, 304

astronomical symbols


166–168, 278, 334–338

astrosym (package)

335, 387

asymmetric braces

144

Asymmetrik ()

315–318





asymptotic complexity


see also alphabets, math, 119

asymptotically equal to (\asymp)⁺


see equal, asymptotically

at sign


 - 
 - 257
 - 
 - 22
 - 
 - 328
 - 
 - 314

atlas ()

328–329




Atlassian ()

315–318

ATM sign ()

292

atom


 - 
 - 178
 - 
 - 328–329
 - 
 - 292

atomic math objects


118, 119, 380

aubergine


see eggplant

Audible ()


315–318

audio description ()


173–175

Austria ()


242

auto rickshaw ()

320

automated teller machine ()



314


























































































automatic telephone recorder ()


















253


























automobile

























254, 320–321


 - 
 - 320
 - 
 - 323–325


-  325–327
 325–327
 320
 320
 321
 254
 254
 254
 crash () 328–329
 with key () 320
 Autoprefixer () ... 315–318
 average 36
 Avianex () 315–318
 Aviato () 315–318
 avocado () 284
 award () 323–325
 axe
 200
 292
 axes () 156
 ayn (◌) 25
 Azure () 318–319
- B**
- B (B) 21, 162
 babe () 325–327
 babel (package) 20, 120, 121, 208
 baby
 307
 323–325
 292
 292
 307
 254
 baby carriage () ... 323–325
 Bachmann-Landau notation 119
 BACK with arrow ()⁺ 292, 313
 Backbone () 318–319
 backpack () 293
 backslash (\\)⁺ 19, 22, 37, 40, 41, 61, 127, 129–131, 157, 159, 381, 382
 hollow (\\)⁺ 38, 76
 negated (\\)⁺ 43, 168
 backspace
 173–175
 171–172
 171–172
 bacon
 323–325
 284
- bacteria
 319
 319
 badger () 262
 badminton
 293
 241
 bag membership (€)⁺ .. 76, 77
 bagel () 284
 baggage claim
 320
 254
 baguette bread () 284
 Bahá'í () 310
 baht (฿) 31
 baking plate () 288
 balance scale () 293
 bald () 293
 ball
 325–327
 325–327
 325–327
 325–327
 balloon
 293
 312
 balloons
 325–327
 325–327
 ballot box with ballot
 293
 314
 banana
 284
 287
 banana brackets *see* delimiters
 Bandcamp () 315–318
 banjo () 293
 bank
 293
 314
 banknote
 dollar
 297
 313
 euro
 298
 313
 pound
 296
 313
 yen
 304
 313
- bar chart
 173–175
 173–175
 171–172
 171–172
 293
 313
 barbecue () .. 286–287
 barber pole
 293
 312
 barcode (▮▮▮▮) 328–329
 barley (𐍇) 206
 barred letters 24–25, 369
 b (b)⁺ 22, 24
 c (c) 22
 D (D) 20
 d (d)⁺ .. 20, 22, 24, 25, 369
 esh, double (f) 23
 g (g)⁺ 22
 h (h)⁺ 22, 24, 25, 123, 124, 368
 i (i)⁺ 22, 24, 25
 i, dotless (ı) 25
 j (j) 25
 j, dotless (j)⁺ 22
 l (l)⁺ 22, 24
 o (o)⁺ .. 22, 24, 38, 41, 47, 365
 P (P) 24
 u (u)⁺ 22, 24, 25
 Z (Z) 124
 bars (≡) 173–175
 Bart () 306
 bartel-chess-fonts (package) 361, 363, 387
 base twelve 155, 269
 numerals 155
 tally markers 269
 baseball
 240
 293
 baseball bat () . 325–327
 baseball cap () *see* billed cap


basket (🛒) 293
basketball
 240
 293
basketball and hoop (🏀) . . . 241
bat 52, 150
+ 52
 257
 264–267
 262
as math-mode accent (Ⓜ)+
. . . see accents, bat
bathtub
 323–325
 293
 254
 254
battery (🔋)+ 293, 312
car (🚗) 323–325
charge (🔌) 171–172
empty (🔋) 173–175
full (🔋)+ 171–175
half (🔋) 173–175
high (🔋) 171–172
low (🔋) 171–172
mid (🔋) 171–172
quarter (🔋) 173–175
three quarters (🔋) 173–175
Battle.net (🎮) 315–318
Bauhaus forms (⊕) 257
bbding (package) 179,
182–184, 186, 187, 189, 195,
198, 365, 387, 388
bbm (package) 162, 387
bbold (package) 162, 387
bclogo (package) 311, 312, 387,
388
beach with umbrella
 293
 313
beaker (🧪) 322
beam (☀️) 171
bear
 311–312
 264–267
 264–267
 264–267
 264–267


 264–267
 262
 268
beard mask
 208–210
 208–210
bearing (⚙️) 171
fixed (⚙️) 171
loose (⚙️) 171
bears (🐻) 264–267
beaver (🦫) 262
because (∴)+ . . . see therefore,
down
bed
 290
 323–325
 325–327
 254
bedeck (🛏️) 208–210
bee
 200
 264–267
 264–267
beehive (🐝) 200
beer mug
 323–325
 322
 284
 287
two, clinking
 284
 287
beginner
 302
 313
begriff (package) 153, 387
Begriffsschrift symbols 153, 154
Behance
 315–318
 315–318
Belarus (🇧🇪) 242
Belgium (🇧🇪) 242
bell
 253
 323–325
 323–325

 325–327
 322
 293
 293
 313
 313
 254
slashed
 293
 313
bell pepper
 286–287
 284
bento box
 284
 287
benzene (⊕) 193
beret, as math-mode accent (̂)
. 138
Berry, Karl 390
beta
lowercase (β)+ . 20, 22, 24,
120, 121
lowercase variant (β) . . 122
uppercase (B)+ . . . 20, 120
beth (⌋)+ 122, 123
between (⋈)+ 68–70, 73, 76, 77
beverage box (📦) 284
Bézier curve (📐) 328–329
Bible (📖) 310
biconditional
≡+ see equivalence
↔+ see arrow, double
ended
bicycle 254, 320
 257
 320
 311–312
 323–325
 325–327
 320
 254
big O notation see also
alphabets, math, 119
 119
 119
bigints (package) . . 58, 387, 388
biking see cycling
bikini
 293
 281

billed cap () 293

billiards () 241

billy () 206


BIM objects () 315–318


binary operators 37–52

binary relations 68–71, 73–74, 76–91, 115–117


 negated 68–70, 72–76, 78


binoculars


 323–325


 325–327

biohazard


 284

 176


 319


 293

biological symbols 176


biology () 275


bioRxiv


 330–331


 330–331


bird


 264–267


 264–267


 264–267


 264–267


 264–267


 264–267


 343–346


 343–346


 202


 202


 202

 202


 202


 201


 262

 268


birthday cake


 323–325


 293


 287

birthday hat, as math-mode ac-


 cent () 138


bishop () 238–240, 361–363


bison () 293


Bitbucket () 315–318


Bitcoin


 315–318

 32


Bity () 315–318


black droplet () 258


black folder () 312


black rosette () 281


black square button

 293

 313

black tie () 315–318

BlackBerry ()⁺ 315–319

blackboard () *see* chalkboard

blackboard bold *see* alphabets, math

blackboard bold letters

A, umlaut (Ä) 163

C (C)⁺ 119, 162

k (k)⁺ 123, 124

N (N)⁺ 119

O, umlaut (Ö) 163


Q (Q)⁺ 119

R (R)⁺ 119


U, umlaut (Ü) 163


Z (Z)⁺ 119


blank (b) 34

bleach () 257


blender

 288


 323–325


blind () 320

block-element symbols 276


blog () 173–175


Blogger


 315–318

 315–318


blood


 208–210


 297


 letting () 208–210

blood type


A () 292


AB () 292


B () 292

O () 293


blowfish


 262

 268

blueberries () 284


Bluetooth


 315–318


 315–318

bm (package) 380


boar


 206


 262


 268


boat 254, 320


 200


 325–327


 325–327

 321

 321

 297


 254


 254


body-text symbols 18–35


boisik (package) 41, 47, 60, 76, 84, 89, 93, 105–107, 122–124, 126, 137, 156, 159, 192, 208, 213, 233, 387, 388


boko letters


B () 25


b () 25

D () 25

d () 25


K () 25


k () 25


bold () 173–175


bold symbols 380


bomb


 311–312


 257


 323–325


 329


 294


 312


bond, chemical () 178


 covalent () 178

 covalent, double () 178


 covalent, triple () 178


 h () 177

 ionic () 178

 metal () 178

bone

 323–325

 294

bong (🍷) 323–325

book

- 📖 321
- 📖 275
- 📖 328–329
- 📖 328–329
- 📖 328–329
- 📖 325–327
- 📖 325–327
- 📖 343–346
- 📖 322
- 📖 300
- 📖 294
- 📖 294
- 📖 314
- 📖 314
- 📖 314
- 📖 313

book reader (📖) 328–329

bookmark

- 📖 173–175
- 📖 173–175
- 📖 171–172
- 📖 294
- 📖 313

bookmark tabs

- 📖 294
- 📖 313

books

- 📖 294
- 📖 314

Boolean domain (\mathbb{B}) *see*
alphabets, math

Boolean logic gates 170, 357–358

boomerang

- 🏹 200
- 🏹 294

boot (👢) 304

- hiking (👢) 301
- multiple (👢) 281
- ski (👢) 241

Bootstrap

- 📖 315–318
- 📖 318–319

border 198, 338–352

- all (📖) 173–175
- decorative 338–352
- none (📖) 173–175
- S (📖) 198
- style (📖) 173–175
- Z (📖) 198

born (★) 253

Bose distribution (ℓ) 178

Bosnia (🇸🇦) 242

boson (ℓ) 177–178

- Higgs (ℓ) 177
- loop

 - 🌀 177
 - 🌀 177

- loop, A

 - 🌀 177
 - 🌀 177

- loop, V

 - 🌀 177
 - 🌀 177

- W (W) 178
- W minus (W^-) 178
- W plus (W^+) 178
- Z (Z) 178

both true and false (⚡) 125

bottle (🍷) 288

baby

- 👶 287
- 👶 292

champagne

- 🍷 284
- 🍷 287

lotion (🧴) 303

prescription (📖) 319

sake, with cup

- 🍷 285
- 🍷 287

spray (🧴) 325–327

wine (🍷) 323–325

bottom (\perp)⁺ *see* turnstile, up

bouncing ball (🏓)⁺ 294, 302, 304

bouquet

- 🌸 257
- 🌸 294
- 🌸 313
- 🌸 290

bow

- 🏹 200
- 🏹 201

bow and arrow

- 🏹 294
- 🏹 241

bow tie

- 🎀⁺ 41, 77
- 🎀⁺ 41, 77
- 🎀⁺ 42, 78
- 🎀⁺ 39–41, 67, 73, 77, 253
- 🎀⁺ 40, 41

bowling (🎳)⁺ 289, 294, 302, 304

bowl (🍽) 288

- of hygieia (🍽) 313
- steaming

 - 🍽 284
 - 🍽 287

- with chopsticks (🍽) 285
- with spoon (🍽) 284

bowling

- 🎳 294
- 🎳 241

bowling ball (🎳) 240

box (📦) 323–325

box-drawing symbols 276

boxed symbols 38, 45–47, 55–56

- backslash (📦)⁺ 38, 45–47, 55
- bar (📦)⁺ 38, 45–47
- bottom (📦)⁺ 45, 47, 55
- box (📦)⁺ 38, 45–47
- circle (📦)⁺ 38, 45, 47, 55
- division (📦)⁺ 45, 47, 56
- dot (📦)⁺ 38, 45–47, 56
- empty (📦)⁺ 38, 45, 55
- left (📦)⁺ 45, 47, 56
- minus (📦)⁺ 38, 45–47, 56
- plus (📦)⁺ 38, 45–47, 56, 173–175
- right (📦)⁺ 45, 47, 56
- slash (📦)⁺ 38, 45–47, 55
- times (📦)⁺ 38, 45–47, 55
- top (📦)⁺ 45, 47, 55
- triangle (📦)⁺ 45, 47, 55

boxing glove (🥊) 294

boy

- 👦 294
- 👦 307

bra ((=))⁺ 127, 171

bra-ket ((=)) 171

brace ({}) 208–210

braces *see* delimiters, 18, 19, 127–131, 366, 382

- asymmetric 144
- decorative 199
- extensible 139–141, 144, 171
- multiline 144

brackets *see* delimiters





































- blackboard bold (⌈ ⌋) 163

























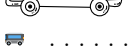

braille (⠠⠠) 320




















brain

- 🧠 319
- 🧠 294














braket (package) 127
























































































brand symbols 314–319
 bread
 323–325
 286–287
 284
 287
 breast-feeding () 294
 breve
 214
 214
 *see* accents, breve
 bricks () 294
 bride with veil () 307
 bridge at night
 294
 312
 briefcase
 323–325
 322
 294
 313
 briefs () 294
 bright () 294
 broadcast tower () 328–329
 broccoli () 284
 Bronger, Torsten 371
 bronze () 206
 broom 117, 149, 150
 117
 323–325
 325–327
 294
 bubble tea () 284
 Bucharest 246
 bucket () 294
 325–327
 Buffer () 315–318
 buffers 170, 357–358
 bug *see* insect
 building
 208–210
 323–325
 Bulgaria () 242
 bulk mail () 173–175
 bull
 264–267
 206
 bull leg () 200
 bullcntr (package) 269, 387, 388


bullenum (package) 269
 bullet (●)⁺ *see also* circle, square, rhombus, etc., 19, 37, 39, 46, 48, 170, 384
 as tally markers 269
 hyphen (·) 159
 inverse (◼) 159
 open (○) 34
 square (■) 39
 bullhorn
 323–325
 313
 313
 bullseye
 193
 328–329
 23
 22
 294
 bunch bistability () 161
 bunch inclusion (:) 82
 bunch join (⊔)⁺ *see* union, square
 bunch meet (⊓)⁺ *see* intersection, square
 bundle () 208–210
 bunny
 264–267
 264–267
 264–267
 264–267
 264–267
 264–267
 burn () 328–329
 306
 Büromöbel Experte () 315–318
 burrito
 286–287
 284
 287
 bus 254, 320
 320
 323–325
 325–327
 320


 320
 254
 254
 bus stop
 320
 254
 business card () 322
 bust in silhouette
 294
 307
 multiple
 294
 307
 butter () 284
 butterfly
 264–267
 264–267
 264–267
 264–267
 343–346
 262
 Buy n Large () 315–318
 BuySellAds () 315–318


C


c
 stretched
 22
 23
 C++ () 318–319
 C# () 318–319
 cabbage () 286–287
 cactus
 325–327
 325–327
 325–327
 294
 281
 caduceus () 275
 caesura (/) 214
 calculator
 323–325
 322
 calendar 261


-  261
-  261
-  261
-  261
-  261
-  300
-  299
-  313
-  313
-  313
- marked day () 261
- marked week () 261
- with check ()+ 261
- with minus () 261
- with plus () 261
- with times () 261
- calf () 264–267
- calligra (package) . 163, 387, 388
- Calligra (font) 163
- callouts 312–314
- calrsfs (package) 162
- camel
 - bactrian () 263, 268
 - dromedary () 262, 268
- camera
 -  323–325
 -  322
 -  294
 -  294
 -  312
 -  312
- campground () 328–329
- camping
 -  294
 -  313
- cancel (package) 139
- cancel
 -  171–172
 -  171–172
- Cancer () 166–168, 294, 335–338
- candle
 -  290
 -  325–327
 -  294
 -  314
- candy
 -  286–287
 -  284
 -  287
- candy cane () 323–325
- cannabis () 323–325
- canned food () 284
- canoe
 -  320
 -  254
- cap
 - \cap *see* intersection
 -  325–327
- Capricorn 335–338
 - 166
 - \mathbb{V} 168
 - \mathbb{Z} 168
 - 166
 -  294
 -  167
- captive () 200
- car *see* automobile
- card file box
 -  294
 -  313
- card index
 -  294
 -  313
- card index dividers
 -  294
 -  313
- card suits *see* playing card suits
- cardinality (\aleph)⁺ *see* aleph
- care of (c/o) 160
- caret
 - \wedge 37
 - $\grave{\wedge}$ *see* accents, circumflex
 - $\^{\circ}$ *see* diacritics, circumflex
 - insertion (\wedge) 159
- Carlisle, David 1, 386
- caron (̂)⁺ *see* accents, caron
- carp streamer
 -  294
 -  313
- carpentry plane (\mathbb{V}) 200
- carpentry saw () 295
- carriage return . 105–111, 169, 170, 198, 367, 368
 - \leftarrow 105
 - \leftarrow 107
 - \leftarrow 109
 - \rightarrow 198
- carrot
 -  323–325
 -  286–287
-  286–287
-  284
- Cartesian product (\times)⁺ *see* times
- cartwheeling (\mathbb{Y})⁺ . 294, 302, 304
- cash register () 323–325
- Cassandra () 318–319
- castle 238, 239, 361–363
 -  240
 -  302
 -  295
 -  312
 -  312
- cat
 -  200
 -  263
 -  264–267
 -  262
 -  268
 - black () 262
 - crying () 289, 296
 - grinning () 300
 - grinning, with smiling eyes () 289, 300
 - kissing () 303
 - kissing, with closed eyes () 289
 - pouting () 289, 296
 - Schrodinger's () 288
 - smiling, with heart-shaped eyes () 289, 298
 - smiling, with open mouth () 289
 - weary () 289, 301
- catalexia (\wedge)⁺ 271
- catamorphism *see* delimiters
- caterpillar () 264–267
- cauldron (\mathbb{A})⁺ 206
- caution *see* warning
- ccicons (package) . 34, 387, 388
- cclicenses (package) 34, 387, 388
- CE mark (€) 176
- cedi (¢) 31
- cedilla (̂)⁺ *see* accents, cedilla
- celestial bodies . 166–168, 278, 279, 335–338
- cell phone
 -  171
 -  321
 -  323–325


 325–327


 329


 329

 322


 292


 312

 312–314


multiple () 329


off

 292

 312

with arrow

 292

 312

celsius (°C) . 154, 164, 165, 385

Celtic knots 348–352


cent

¢ 32

¢ 31, 383


¢ 31

math mode (¢) 123


Centercode () 315–318


centernot (package) 370


centigrade (°C) *see* celsius


centipede () 264–267

CentOS


 315–318


 318–319


Ceres () 168, 335–338

certificate () 328–329


CEUR


 330–331


 330–331


chains () 295


chair


 290


 323–325


 325–327


 325–327


 325–327

 325–327

 325–327


 295


chalkboard () 323–325

with teacher () 328–329


chancery (package) 387


\char . . . 17, 367, 368, 378, 382, 385, 386


charging station () . 328–329


chariot () 206

chart


decreasing () 295


increasing () 295

increasing with yen () 295


with downwards trend ()

. 313


with upwards trend () 313


with upwards trend and yen sign () 313

Charter (font) 32, 65


chassis () 206


check (financial)


 324


 324

check box


checked ()+ . . . 187, 188


checked, blue () 295


checked, circular () . 188


checked, circular, filled ()


. 188

checked, filled () . . . 188


checked, green () . . . 295


crossed ()+ . . . 187, 188


crossed, circular () . 188


crossed, circular, filled ()


. 188


crossed, green () . . . 296

empty () 187, 188


check mark ()+ 20, 158–160, 187, 188, 198, 253, 295, 365


double () 188


hollow ()+ 188

check out () 173–175

cheese


 323–325

 286–287

 284


chemarr (package) 146, 387, 388


chemarrow (package) . 111, 146, 387


chemistry () 275

Chen, Raymond 390


cherries


 284

 287


cherry () 286–287


cherry blossom


 295


 281


chess 238–240, 290–305, 361–363


bishop ()+ 238–240

 239


black square () . . 239


board () 240


king ()+ 238–240


knight ()+ 238–240, 361–363

notation 239


pawn ()+ . 238–240, 295, 361–363

pieces () 240

queen ()+ 238–240

rook ()+ 238–240, 361–363

white square () . . 239

chestnut ()+ 295, 312


chevrons 256


chi


lowercase (χ)+ . 20, 22, 24, 120, 121


uppercase (X)+ . . 20, 120


chick


 264–267

 262


 262


 268


 268


multiple () 264–267

chicken


 264–267


 262


 268


roasted () 286–287

thigh


 285


 286–287


 287

 323–325


child


 200

 323–325


















 295















children crossing

 295

 254





























































China2e (package) . 32, 119, 162, 163, 278, 279, 281, 387, 388





















chipmunk
 262
 268
 Chiron (♄) 168
 chocolate bar
 284
 287
 choice (τ)⁺ 161
 chop (ཇུ་ལྷོ་ལྷོ་) 208–210
 chopsticks (🥢) 284
 Chrome (🌐) 315–318
 Chromecast (📺) 315–318
 chron (🕒) 208–210
 Chronos (♅) 168
 chrysanthemum (🌼) 325–327
 church
 310
 295
 CIENCIAVITAE
 330–331
 330–331
 cigarette
 321
 295
 cinema
 295
 313
 cipher symbols 278
 circle (○)⁺ 19, 34, 37–40, 45–52, 55, 58, 159–160, 168, 170, 192–198, 240, 282, 333–334, 339–340, 358–359
 arrow
 95
 95
 black (●) 293
 blue (●) 294
 brown (●) 294
 concentric (◎) 255
 containing filled circle (⊙)⁺ 50–52
 crossed (⊗) 196
 dotted (⊙)⁺ .. 50, 51, 196
 enclosing
 26, 373
 193
 217
 equals (⊖) 194
 error bars (⊖) 193
 fifths (⊕) 68
 filled (●)⁺ .. 46–50, 52, 192–196



















filled, arrow (●) 193
 filled, error bars (⊖) .. 193
 filled, half (◐)⁺ . 192, 193, 195
 filled, quarter (◑) 255
 green (●) 300
 half
 192
 192
 half filled
 192, 193, 196
 192, 193, 196
 193, 196
 193, 196
 hollow red (○) 301
 horizontally divided (⊖)⁺ .
 .. 48, 51, 52, 196, 370
 of dots (⊙) 194
 orange (●) 294
 outlined (⊙)⁺ 48, 49
 purple (●) 296
 quarter filled (◑) 194
 quarter marked
 193
 193
 194
 194
 quartered (⊕)⁺ .. 49, 196
 red (●) 296
 shadowed (○)⁺ . 195, 199, 313
 striped
 194, 196
 196
 three quarters filled (◑) 193
 vertically divided (⊖)⁺ 50, 196
 white (●) 302
 white on black (◐)⁺ . 170, 193
 white on black, half
 193
 193
 with small circle (⊙) . 194
 yellow (●) 304
 circled symbols
 A (Ⓐ) 257
 asterisk (⊛)⁺ .. 37, 38, 45–47, 55–56, 59, 60
 backslash (⊘)⁺ .. 38, 39, 45–47, 55, 59
 bar (Ⓣ)⁺ 39, 46, 48
 bottom (⊕)⁺ 44, 45, 47, 56
 bullet (●) 193
























circle (⊙)⁺ 38, 45–47, 56, 59
 dash (⊖)⁺ 38, 45–47
 division (⊖)⁺ . 37, 45, 47, 56
 dot (⊙)⁺ 37, 38, 45–47, 54, 59–61
 dot, slash, dot (⊘) ... 47
 dot, with left arrow (←⊙) 95
 dot, with right arrow (⊙→) 95
 equal (⊖)⁺ . 46, 47, 76, 91
 greater than (⊖)⁺ 38, 47, 69, 91
 greater than or equal (⊖) 91
 information (ℹ) 254
 inverted negation (⊖) 44
 left (⊕)⁺ 45, 47, 56
 less than (⊖)⁺ . 38, 47, 48, 69, 91
 less than or equal (⊖) 91
 logical negation (⊖) . 44
 M (Ⓜ) 295
 minus (⊖)⁺ 37, 38, 45–48, 56, 58
 minus or plus (⊕) ... 37
 multiplication (⊗)⁺ .. 37, 38, 45–48, 50, 54, 58, 60, 61, 161
 multiplication, double circled (⊗) 47
 multiplication, with hat (⊗) 47
 numerals 188, 189, 240, 361
 parallel (Ⓣ) 48
 perpendicular (⊥) ... 48
 plus (⊕)⁺ 36–38, 45–47, 54, 58, 60, 61, 161, 173–175, 367
 plus or minus (⊕) ... 37
 pommee cross (⊕) ... 313
 question mark (Ⓣ)⁺ . 173–175
 R (Ⓐ)⁺ 20, 123, 124
 right (⊕)⁺ 45, 47, 55
 right dot (⊙) 193
 right dot, inverse (●) . 193
 S (Ⓢ)⁺ 123, 124
 similar or equal to (⊖) 91
 slash (⊘)⁺ . 37, 38, 45–47, 49–51, 55, 58
 square (Ⓣ) 240
 star (⊕)⁺ 45, 58, 161, 189, 190, 193




































































- ♣ 299
- ♣ 281
- clown (🤡) 295
- club
 - ♣ . *see* playing card suits,
 - club
 - ♣ 200
- clutch bag (👛) 295
- cmll (package) .. 37, 44, 67, 81, 125, 387
- cmupint (package) . 64, 65, 387, 388
- coach (🚌) 325–327
- coat
 - 🧥 343–346
 - 🧥 295
- cobra (🐍) 264–267
- cockroach (🪳) 262
- cocktail
 - 🍸 323–325
 - 🍸 285
 - 🍸 287
- coconut (🥥) 285
- coda
 - 🎵 214
 - 🎵 214
- code
 - 🔗 173–175
 - 🔗 173–175
 - 🔗 171–172
 - 🔗 171–172
- code branch (🔗) 173–175
- code page 1252 384
- table 384
- code page 437 ... 170, 276, 382
- CodeIgniter (🔗) 318–319
- CodePen
 - 🔗 315–318
 - 🔗 318–319
- CodiePie (🔗) 315–318
- Coffee Bean (🔗) 318–319
- coffin (🪦) 295
- cog *see* gear
- coherence (☺)⁺ . *see* smiles and frowns, both
- coin (🪙) 295
- multiple (🪙)⁺ 32, 323–325
- collision
 - 💥 296
 - 💥 313
- colon (:)⁺ 151–153
- approximately equal to (≈)⁺ 69, 79, 81
- double (::)⁺ .. 79, 81, 152
- double, approximately equal to (≈)⁺ 69, 79, 81
- double, equals (:=)⁺ 69, 77, 79, 81
- double, minus (:-)⁺ 69, 79, 81
- double, similar to (::~)⁺ 69, 79, 81
- equals (:=)⁺ 36, 69, 70, 73, 74, 77, 79, 81, 125
- four dot (⋮) 153
- hollow (⊘) 42
- math mode (:)⁺ . 81, 152, 153
- minus (:-)⁺ ... 69, 79, 81
- similar to (::~)⁺ 69, 79, 81
- three dot (⋮)⁺ ... 42, 153
- vertically centered (:)⁺ . 79
- colonequals (package) .. 36, 81, 387, 388
- column (📄) 200
- columns (📄) 173–175
- comb
 - 🔗 200
 - 🔗 325–327
- combelow (package) 30, 387, 388
- combinatorial logic gates . 170, 357–358
- comet (🚀) 296, 335–338
- comma (,) 37
- sans serif (,) 154
- comment
 - 🗨️ 173–175
 - 🗨️ 173–175
 - 🗨️ 173–175
 - 🗨️ 173–175
- comment with dollar (\$) . 173–175
- comment with ellipsis
 - 🗨️ 173–175
 - 🗨️ 173–175
- comments
 - 🗨️ 173–175
 - 🗨️ 173–175
- comments off (🚫) ... 173–175
- comments with dollar (\$) 173–175
- commerce (🏪) 275
- commercial logos 314–319
- common time (C)⁺ .. 216, 219
- forward and reversed (C) 214
- communication symbols ... 171
- communism (⚒) . *see* hammer, and sickle
- commutative diagrams 372
- comp.text.tex (newsgroup) 17, 36, 38, 368–372, 374
- compact disc
 - 📀 323–325
 - 📀 294
 - 📀 313
 - 📀 312
- compass 333–334
- 📐 311–312
- 📐 323–325
- 📐 322
- 📐 296
- drawing (⚓) 275
- complement (C)⁺ .. 55, 58, 123, 124
- complex numbers (C) *see* alphabets, math
- composited accents 26
- Comprehensive T_EX Archive Network 1, 16, 139, 163, 170, 364, 384, 385, 387
- compress
 - 🔗 173–175
 - 🔗 173–175
 - 🔗 173–175
- compression (🔗) 313
- computer
 - 🖥️ 323–325
 - 🖥️ 325–327
 - 🖥️ 322
 - 🖥️ 322
 - 🖥️ 296
 - 🖥️ 297
 - 🖥️ 313
 - 🖥️ 312
 - 🖥️ 312
 - multiple, networked (🖥️) .. 312
- computer disk (📀) 296
- computer hardware symbols 169, 290–305, 312–314
- computer keys ... *see* keyboard symbols
- Computer Modern (font) . 112, 360, 366, 382




























- Computer Modern Sans (font) 360
- concatenation
 # 161
 || 161
- conclusion (\Rightarrow) 154
- condiments () 286–287
- conductivity (\otimes) 178
- cone (\triangleright) 255
- confetti ball
 296
 312
- Confluence () 315–318
- congruent (\cong) . . . *see similar, or equal to*
- conic taper (\triangleright) *see triangle, bar through*
- conjunction
 astronomical (σ)⁺ 166–168, 335–338
 logical (\wedge) *see wedge*
- Connect Develop () 315–318
- consequence relation 79–80
⁺ 79, 80
 \models 81
 denied ($\not\models$) 81
- constellation () 279
- construction
 294
 313
- construction sign
 320
 254
- construction worker
⁺ 296, 302, 304
 307
- Contao () 315–318
- contingency (\blacktriangledown) 50
 deontic (\triangledown) 50
 doxastic (∇) 51
 factual (\triangledown) 51
 logical (∇) 52
 temporal (\triangledown) 49
- contradiction symbols 36, 118
- control characters 170
- control knobs
 296
 313
- convenience store
 296
 314
- Conversation
 330–331
 330–331
- converse implication
 \leftarrow ⁺ *see arrow*
 \subset ⁺ *see subset, strict*
- converse nonimplication
 \nleftarrow ⁺ *see arrow*
 $\not\subset$ ⁺ *see subset, strict, negated*
- convolution ($*$)⁺ 39, 42
- cook ()⁺ 296, 302, 304
- cooker () 288
- cookie
 323–325
 285
 287
- cooking
 285
 287
- cooking symbols 286–288
- cooking symbols (package) 287, 387, 388
- COOL () 296
- axes (\searrow) 156
- coppa
 lowercase (\wp) 208
 lowercase variant (\wp) 208
 uppercase (Ψ) 208
- coproduct (\amalg)⁺ 36, 37, 39–42, 54, 58–61
- copy
 173–175
 173–175
- copyleft (\circledR) *see legal symbols, copyleft*
- copyright (\copyright)⁺ *see legal symbols, copyright*
- corn
 297
 281
- corner
 \llcorner ⁺ 170, 240
 \lrcorner ⁺ 23, 240
 \llcorner 240
 \lrcorner ⁺ 22, 240
 \lrcorner 201
 \llcorner 201
- both top and bottom
 \lrcorner ⁺ 129, 130
 \llcorner ⁺ 129, 130
- corporate logos 314–319
- corresponds (\cong)⁺ 69, 76, 154
- cotton bureau () 315–318
- couch () 323–325
- couch and lamp
 296
 254
- counties
 Romanian 245–246
- countries
 European 242–244
- countriesofeuropa (package) 242, 387, 388
- couple with heart
 296
 296
 290
- Courier (font) 32
- Coursera
 330–331
 330–331
- cover (\leftarrow) 161
- cow
 264–267
 343–346
 \nwarrow ⁺ 206
 262
 262
 268
 268
- cowboy hat, as math-mode accent
 138
- CP1252 *see code page 1252*
- CP437 *see code page 437*
- cPanel () 315–318
- crab
 264–267
 264–267
 343–346
 262
- crane () 325–327
- crayon
 296
 184
- Creative Commons licenses 33, 34
- credit card
 323–325
 322
 296
 313


















































credit cards . 290–305, 315–318, 322–325
 Amazon Pay () 315–318
 American Express () 315–318
 Apple Pay () . 315–318
 Diners Club () 315–318
 Discover () 315–318
 JCB () 315–318
 Mastercard () . 315–318
 PayPal () 315–318
 Stripe () 315–318
 Visa () 315–318
 crescendo () 220
 cricket () 262
 cricket bat and ball
 296
 241
 Critical Role () 315–318
 Croatia (€) 242
 crocodile
 262
 268
 croissant () 285
 crop
 173–175
 173–175
 cross (crucifix) 47–48, 186, 187, 198, 225–230, 240, 257, 274, 310, 327, 333–334, 365
 † 257
 † 135
 † 259
 † 135
 † 186
 † 310
 † 303
 † 187
 † 187
 † 187
 Celtic (†)⁺ 187, 257
 clover tipped (†) 186
 Eastern (†) 187
 Greek, bold (†) 187
 Greek, outlined (†) 187
 hollow (†) 187
 open center (†) 187
 open center, bold (†) . 187
 Orthodox (†) 294
 outlined (†)⁺ 186, 187
 outlined, bold (†) 186
 pattée (†)⁺ . 20, 158, 159, 186, 187, 253
 pommee (†) 313


pommee, with half-circle below () 313
 shadowed (†)⁺ 186, 187
 Western (†) 187
 cross mark . 159–160, 187, 188
 * 211
 × 194
 ✕ 187
 ✕ 187
 ✕⁺ 187, 194, 195
 ✕ 313
 ✕ 188
 ✕ 199
 double (‡) 211
 red (✕) 296
 triple (‡) 211
 white on black (✕) 199
 cross product (×)⁺ . *see* times
 crossed letters *see* barred letters
 crosshairs (†) 173–175
 crossing
 diagonal
 71
 72
 horizontal (×)⁺ 70, 73
 plus (*) 198
 vertical (×)⁺ 71, 198
 Crossref
 330–331
 330–331
 crow () 263
 crown
 323–325
 325–327
 343–346
 296
 281
 as math-mode accent (†) 138
 crucifix *see* cross (crucifix)
 crutch () 319
 cryst (package) 358, 387
 crystal ball
 296
 313
 crystallography symbols 358–359
 CSS
 318–319
 171–172
 CSS3
 318–319
 318–319


CTAN *see* Comprehensive T_EX Archive Network
 cube
 311–312
 328–329
 255
 impossible (†) 255
 cube root ($\sqrt[3]{\square}$) *see* square root
 cube rotations 329
 cubes (†) 328–329
 cucumber
 286–287
 285
 cup
 U⁺ *see* union
 206
 coffee
 257, 290
 322
 323–325
 with straw () 285
 cupcake
 286–287
 286–287
 286–287
 286–287
 285
 Cupid (†) 168
 curling stone () 296
 curly pi (π)⁺ *see* pi, lowercase variant
 currency (¤)⁺ 31, 32, 383
 currency exchange
 296
 313
 currency symbols 31–33, 37, 159–160, 163, 290–305, 312–318
 ancient 32
 curry
 285
 287
 cushion () 325–327
 custard
 285
 287


- customs
 320
 254
- cut time () .. *see* alla breve
 cutoff subtraction (\pm)⁺ ... *see* minus, dot
- cutting board () 286–287
 Cuttlefish () 315–318
 CV
 330–331
 330–331
- cycling
 307
 240
 321
 321
 320
 321
 321
 320
 254
 254
- cyclone
 296
 312
- Cypriot 207
 cypriot (package) . 207, 387, 388
 Czechia () 242
- D**
- d'Alembert operator
 159
 159
 D3 () 318–319
 dagger
 19, 37, 42, 43, 384
 296
 313
 double horizontal () . 37
 double horizontal and vertical () 37
 double vertical (\ddagger)⁺ 19, 37, 42, 43, 384
- Dailymotion () 315–318
 dal segno ()⁺ *see* segno
 dales ()⁺ 122, 123
 dancer () 307
 dancers (package) 352, 387
 dancing ()⁺ ... 302, 304, 314
 dancing men 352–355
 D&D () 315–318
 D&D Beyond () ... 315–318
 danger *see* warning
- dangerous bend
 159
 311–312
 255
 255
 255
- dango
 285
 287
- Danish runes . *see* normal runes
 dark skin tone () 296
 dash (punctuation mark)
 em (—) 19
 en (‐) 19
 three quarters em (—) . 34
 twelve u (—) 34
- DashCube () 315–318
 dashing away
 296
 313
- Data Cite
 330–331
 330–331
- database
 173–175
 329
 329
 329
 171–172
- database join *see* join (database)
 database symbols 39–41, 67–69, 73–74, 159–160
- Dataverse
 330–331
 330–331
- date () 296
 dbllacnt (package) 373
 DBLP
 330–331
 330–331
- deaf () 320
 deal with () 208–210
 Debian () 318–319
 $\backslash\text{DeclareMathOperator}$... 380
 $\backslash\text{DeclareMathOperator*}$... 380
 decrease font size (**Aa**) 313
 decrescendo (>) 220
 Dedekind, Richard 368
- deer
 208–210
 262
 Deezer () 315–318
 definite-description operator (\imath) 368
 definition symbols 36, 374
 degree (\circ)⁺ . 158, 160, 164, 383
 del.icio.us () 315–318
 delatur *see* denarius
 delete
 188
 188
- delimiters 126–135
 angle bracket ($\langle \! \! \rangle$) 36, 127, 129, 130, 132, 134, 135, 382
 angle bracket with bar ($\langle \! \! \rangle$) 129, 134
 angle bracket with dot ($\langle \! \! \rangle$) 126, 130
 arrow brace ($\langle \! \! \rangle$) ... 134
 bag ($\langle \! \! \rangle$) 41, 126
 brace with bar ($\langle \! \! \rangle$) . 134
 bracket with bar ($\langle \! \! \rangle$) 128, 129, 131, 133, 134
 broken brace with bar ($\langle \! \! \rangle$) 134
 broken bracket with bar ($\langle \! \! \rangle$) 134
 ceiling ($\langle \! \! \rangle$) 127, 128, 130, 131, 134
 circle brace with bar ($\langle \! \! \rangle$) 134
 circle bracket with bar ($\langle \! \! \rangle$) 134
 corners ($\langle \! \! \rangle$) 126
 curly brace ($\langle \! \! \rangle$) 128, 130, 131, 134, 135
 curly brace with bar ($\langle \! \! \rangle$) 131
 curly bracket with bar ($\langle \! \! \rangle$) 134
 curly broken brace ($\langle \! \! \rangle$) 134
 curly circle brace ($\langle \! \! \rangle$) 134
 curved angle bracket ($\langle \! \! \rangle$) 126, 134
 double angle bracket ($\langle \! \! \rangle$) ... 130, 131, 133, 134
 double bar ($\langle \! \! \rangle$) 127–129, 131, 132
 double ceiling ($\langle \! \! \rangle$) . 126, 133, 135
 double curly brace ($\langle \! \! \rangle$) 135


- double floor ($\llbracket \blacksquare \rrbracket$) . . . 126, 133, 135
- double group brace ($\llbracket \blacksquare \rrbracket$) 135
- double parenthesis ($\langle \blacksquare \rangle$) 126, 135
- double parenthesis with greater/less than ($\langle \blacksquare \rangle$) 126
- double vertical bar ($\llbracket \blacksquare \rrbracket$) 128, 130, 133, 134
- double wavy line ($\} \blacksquare \}$) 129
- double zigzag ($\} \blacksquare \}$) . . . 126
- floor ($\lfloor \blacksquare \rfloor$) . . . 127, 129, 130, 132, 135
- group brace ($\llbracket \blacksquare \rrbracket$) 127, 129, 130, 132, 135
- lower corners ($\llcorner \blacksquare \lrcorner$) . . . 126, 127, 129, 130
- moustache ($\int \blacksquare \int$) 127, 129, 131, 132
- parenthesis ($\langle \blacksquare \rangle$) 127, 129, 131, 132, 135
- parenthesis with bar ($\langle \blacksquare \rangle$) 132, 135, 163
- parenthesis with less/greater than ($\langle \blacksquare \rangle$) 126
- quill ($\{ \blacksquare \}$) 135
- square bracket ($\llbracket \blacksquare \rrbracket$) . . . 130, 131, 134
- square bracket with bar ($\llbracket \blacksquare \rrbracket$) . . . 130, 131, 133, 135
- square bracket with lower tick ($\lfloor \blacksquare \rfloor$) 126
- square bracket with underbar ($\lfloor \blacksquare \rfloor$) 126
- square bracket with upper tick ($\lceil \blacksquare \rceil$) 126
- square brackets ($\llbracket \blacksquare \rrbracket$) . . . 127, 129, 131, 132
- square broken bracket ($\{ \blacksquare \}$) 134
- square circle bracket ($\langle \blacksquare \rangle$) 134
- square curly bracket ($\{ \blacksquare \}$) 134
- square parenthesis ($\llbracket \blacksquare \rrbracket$) 135
- text-mode 135
- tortoise shell ($\langle \blacksquare \rangle$) 131, 135
- tortoise shell with bar ($\langle \blacksquare \rangle$) 126, 135
- tortoise shell, filled ($\langle \blacksquare \rangle$) 126
- triple angle bracket ($\langle \langle \blacksquare \rangle \rangle$) 133
- triple square bracket ($\llbracket \blacksquare \rrbracket$) 133
- triple vertical bar ($\llbracket \blacksquare \rrbracket$) 128, 130–133, 135
- turn ($\dashv \blacksquare \dashv$) 135
- upper corners ($\llcorner \blacksquare \lrcorner$) . . . 126, 129, 130
- variable-sized 127–135
- vertical bar ($\llbracket \blacksquare \rrbracket$) . . . 127–132, 134
- wavy line ($\} \blacksquare \}$) . . . 128–132
- zigzag ($\} \blacksquare \}$) 126
- delivery truck
 320
 254
- delta
 lowercase (δ)⁺ 20, 120, 121
 uppercase (Δ)⁺ . . . 20, 23, 120, 121, 159
- Democrat () 328–329
- denarius
 32
 32
- Denmark (\ast) 243
- department store
 297
 314
- Deploydog () 315–318
- Depsy
 330–331
 330–331
- derivative, partial (∂)⁺ . . . *see*
 partial derivative
- Descartes’s equal sign (∞)⁺ *see*
 proportionality, reversed
- descendant (D^{sc}) 168
- descending node (?)⁺ 166, 167, 335–338
- desert
 297
 313
- desk light () 325–327
- Deskpro () 315–318
- desktop
 173–175
 322
- desktop window () 313
- detective ()⁺ . . . 297, 302, 304
- DEV () 315–318
- DeviantArt () 315–318
- dharmachakra
 310
 206
 302
- DHL () 315–318
- diacritics *see also* accents
- acute ($\acute{\text{`}}$)⁺ 31, 383
- acute, double (¨) 31
- apostrophe, reversed (’)⁺ 23, 31
- arrow down (\downarrow) 23
- arrow up (\uparrow) 23
- breve (˘) 31
- caron (ˇ) 31
- Celtic palatal (’) 22
- circumflex (ˆ)⁺ . . . 19, 382
- corner (ˆ) 31
- diæresis (¨)⁺ 31, 383
- dots below (.) 31
- down bracket, below (—) 160
- grave (˘) 31
- grave, double (¨) 31
- greater than (ˆ) 23
- half length (ˆ) 31
- half ring, left (ˆ) *see*
 diacritics, open
- half-length vowel (ˆ) . . . 22
- hat (ˆ)⁺ . . . *see* diacritics,
 circumflex
- hook (ˆ) 22
- hook right (ˆ) 22
- hook right, long (ˆ) 23
- less than (ˆ) 22
- macron (ˉ)⁺ 31, 382, 383
- open (ˆ) 31
- palatal hook
 23
 24
 24
- pointer down (ˆ) 31
- pointer left (ˆ) 31
- pointer right (ˆ) 31
- pointer up (ˆ) 31
- Polish hook (ˆ) 31
- primary stress (ˆ) 23
- rectangle (ˆ) 24
- retracting (ˆ) 24
- rhoticity (ˆ) 23
- ring (ˆ) 31
- ring below (ˆ) 31
- secondary stress (ˆ)⁺ 22, 31
- stress (ˆ) 31
- syllabic (ˆ) 31
- tack down (ˆ) 31


- do not litter (🚫) 254
do not tumble dry (🌀) 257
do not walk (🚫) 271
do not wash (🚫) 257
DocHub (📄) 315–318
Docker (🐳)⁺ 315–319
document
 309
 313
 313
add (➕) 309
delete (🗑️) 309
picture (🖼️) 312
text (📄)⁺ 309, 312
text and picture (📄) 312
- dodecaedron (🔺) 311–312
dodo (🦩) 262
dog
 327
 263
 264–267
 262
 262
 268
 268
Dohse, Max 371
DOI
 330–331
 330–331
- dolium (🏺) 200
dollar banknote . *see* banknote,
dollar
dollar sign
\$⁺ 18, 19, 31, 381
\$ 37
\$ 32
🇺🇸 271
\$ 32
\$ 31
\$ 300
\$ 313
blackboard bold (\$) 163
math mode 36, 124
negated (🇺🇸) 271
- dolls
 302
 313
- dolphin
 264–267
 264–267
-  262
 268
dominance (<)⁺ . *see* precedes
negative (↗)⁺ *see*
precedes, negated
negative weak (↘)⁺ *see* pre-
cedes, or equal to, negated
strict (⋞)⁺ . . *see* precedes,
double
weak (↙)⁺ *see* precedes, or
equal to
- domino tiles 237
donate (👉) 173–175
dong (🇩) 31
door
 323–325
 323–325
 297
 254
- dot *see also* colon
five (::)⁺ 39, 152, 211
four (::)⁺ 40, 152, 211
lower (.)⁺ 19, 151–153, 211,
373
middle (·)⁺ 38–40, 42, 152,
153, 211
three (·)⁺ 211
two (:)⁺ 211
- dot symbols 19, 151–153, 373
DotArrow (package) 147, 387,
388
- dotless *i* (ı) 26, 136, 157
math mode 136, 157
text mode 26
dotless *j* (j) 26, 136, 157
math mode 136, 157
text mode 26
- double thumb (👉) 214
- doughnut
 285
 287
- dove
 200
 263
 343–346
 297
- down bow (🏹) 214
Downes, Michael J. 119, 390
download
 173–175
 171–172
 171–172
- downpour (🌧️) 259
Doyle, Sir Arthur Conan 355
- dozenal (package) 155, 269, 387,
388
dozenal (base 12) 155, 269
numerals 155
tally markers 269
dracma (₰) 32
dragon 268
 263
 262
 262
 268
 268
- dragonfly (🦋) 264–267
DreamHost (🌐) 318–319
dress
 297
 281
- dressing table (🪞) 325–327
Dribbble
 314
 314
- Dropbox (📁)⁺ 314–318
droplet
 297
 313
- drum
 323–325
 297
- Drupal (🐘) 315–318
dry cleaning
any solvent (🧼) 257
hydrocarbon solvents (HCS)
only (🧼) 257
hydrocarbon solvents (HCS)
only, delicate (🧼) 257
tetrachloroethylene (PCE)
only (🧼) 257
tetrachloroethylene (PCE)
only, delicate (🧼) 257
- Dryad
 330–331
 330–331
 325–327
- dryer (🧺) 325–327
dsfont (package) 162, 387
dsserif (package) 162, 387
duck
 264–267
 264–267


 264–267


 264–267


 262


due volte  214


dumbbell  240

dumpling  285

dumpster  323–325



dumpster fire  328–329

dunce cap, as math-mode accent
 138


dungeon  323–325

Dungeons and Dragons *see* D&D

duodecimal (base 12) . 155, 269
numerals 155
tally markers 269

DVD
 297
 313

DVI 34, 169, 376
.dvi files 384

Dyalog  315–318







E





e (e) 124


e-commerce (€) 32

e-mail *see* envelope

ε -TeX 127


eagle
 200
 343–346
 343–346
 343–346
 343–346
 262


ear
 325–327
 297
 312
with hearing aid  . . . 297


EarlyBirds  315–318

Earth . *see also* globe, 166, 168,
312–314, 335–338
 \oplus^+ 166, 168
 ∇ 168
 δ^+ 166–168


east point (E^{P}) 168







eat  208–210


eBay  315–318




Edge  315–318

Edge Legacy (e) 315–318







edit  171–175

egg
 323–325
 286–287
 286–287
 286–287
 286–287
 285



eggbeater  288

eggplant
 286–287
 285
 287

eighth note (♪)⁺ . . . 212, 213,
215–218
dotted (♪)⁺ . . . 216–218
double dotted (♪)⁺ . 217,
218
rest (⏸)⁺ . . . 214, 215, 219
rest, dotted (⏸) . . . 219

eject
 256
 255
 255
 255
 255
 297

ejective (Ⓢ) 25

electric plug
 297
 312

electrical impulse 164

electrical intersection (⋈) . . 160

electrical symbols 164

electromotive force 165
 \mathcal{E} 165
 \mathcal{E} 165
 \mathcal{E} 165
 \mathcal{E} 165
 \mathcal{E} 165
 \mathcal{E} 165
 \mathcal{E} 165
 \mathcal{E} 165
 \mathcal{E} 165
 \mathcal{E} 165







electron (e^-) 178


electrostatic discharge (⚡) . 176

element of (€)⁺ *see* set
membership

Elementor (E) 315–318

elements 168
air (△) 168
earth (▽) 168
fire (△) 168
water (▽) 168

elephant
 264–267
 264–267
 264–267
 343–346
 262
 268


elevator  297, 310


elf (♁)⁺ 297, 303, 304

Elixir (♁) 318–319

ellipse (○)⁺ 193–196, 225–230,
333–334, 339–340, 358–359
filled (●)⁺ . . . 193, 195
shadowed (◐) 195
vertical (○) 194
vertical, filled (●) . . . 193




























































ellipsis (⋯)⁺ 19, 22, 36,
151–153, 157, 373, 384
anti-diagonal (⋯)⁺ . . 152,
153, 373
anti-diagonal, two (⋯)⁺ 40,
41, 152
centered (⋯)⁺ . 151–153
centered, two (⋯)⁺ 39, 40,
152
diagonal (⋯)⁺ . . 151–153,
373
diagonal, two (⋯)⁺ 40, 41,
152
two (⋯) 152
vertical (:)⁺ 41, 78,
151–153, 211
vertical, five (:) 211
vertical, four (:)⁺ 152, 211
vertical, two (:)⁺ . 40, 41,
152, 211


Ello  315–318

Elm  318–319




Elsevier (E) 330–331

Elsevierquare (E) . . . 330–331



- email *see* envelope
- Ember () 315–318
- emergency sign () 271
- emf (package) 165, 387, 388
- emgma ()⁺ 24, 25
- Emmentaler (font) 219
- emo (package) 234, 252, 258, 261, 263, 278, 283, 285, 305, 321
- emoji (package) . 234, 252, 258, 261, 263, 278, 283, 285, 305, 321
- emoji 234, 249–252, 258, 261–263, 278, 284–285, 288–305, 320–321
- 3D 288
- modifiers 312
- Empire () 315–318
- empty note () 313
- empty note pad () 313
- empty note page () 313
- empty page () 313
- empty pages () 313
- empty set (\emptyset)⁺ 36, 82, 155, 157–159
- reversed ()⁺ 155, 159
- with bar () 155
- with circle () 155
- with left arrow () 155
- with right arrow () 155
- end of proof 125, 126, 157, 159–160
-  125
- ⁺ 125, 159
-  126
- END with arrow ()⁺ 297, 313
- endofproofwd (package) 126, 387
- engineering symbols 159–160, 164, 171
- engma
- lowercase ()⁺ . 20, 24, 25
- uppercase () 20
- entailment ()⁺ 113
- not ()⁺ 114
- not weak ()⁺ 114
- weak ()⁺ 113
- enter *see also* carriage return, 169
- entering booth () 328–329
- enumerate 269
- envelope 198, 281, 312–314, 365
-  198
-  171
-  281
-  321
-  173–175
-  173–175
-  173–175
-  270
-  322
-  298
-  314
-  199
- gift () 296
- incoming
-  301
-  312
-  312
- open
-  173–175
-  173–175
-  173–175
- stamped () 312
- with at sign () 312
- with downward arrow ()⁺ 298, 312
- with E () 297
- with heart
-  290
-  304
-  331
- with lightning ()⁺ . 171, 312
- with pen () 312
- Envira () 315–318
- enya ()⁺ 24, 25
- Epi-Olmec script 208–210
- epiolmec (package) 208, 210, 387, 388
- epsdice (package) . 235, 387, 388
- epsilon
- lowercase (ϵ)⁺ . 20, 23–25, 120, 121
- lowercase backward (ζ)⁺ 23, 25, 68, 122, 159, 368
- lowercase closed (ϑ) 22
- lowercase reversed and closed (ϑ)⁺ 22, 24
- lowercase reversed with hook (ϑ)⁺ 23, 24
- lowercase variant (ϵ)⁺ 120–122
- lowercase with hook (ϵ) 24
- uppercase (E)⁺ 20, 120
- equal (=)⁺ . 71, 74, 91, 156, 157
- arc (\cong)⁺ . 74, 76, 77, 117
- arc, negated ($\not\cong$) 75, 117
- asterisk (\cong^*) 77
- asymptotically (\asymp)⁺ 67, 74, 77, 116, 117
- asymptotically, negated ($\not\asymp$)⁺ . 69, 70, 75, 78, 116, 117
- bump
- ⁺ 68–70, 73, 76, 77
- ⁺ 68–70, 73, 76, 77
- ⁺ 69, 71, 76
- ⁺ 73, 77
- bump, negated
- \neq^+ 69, 72, 74, 78
- \neq^+ 69, 72, 74, 78
- \neq 72
- \neq 74
- by definition ($\stackrel{\text{def}}{=}$) 78
- closed
- \equiv 70
- \equiv 71
- closed, negated
- $\not\equiv$ 72
- $\not\equiv$ 72
- colon
- $-:$ ⁺ 69, 79
- $=:$ ⁺ 69, 74, 78, 79, 81
- colon, double
- $-::$ ⁺ 69, 79
- $=::$ ⁺ 69, 79, 81
- decorative
- \equiv 156
- \equiv 157
- decorative, negated ($\not\equiv$) 157
- dot
- \doteq^+ 67, 69, 71, 73, 76, 77
- \doteq^+ 69, 71, 74, 78
- dot, negated
- $\not\doteq^+$ 72, 75
- $\not\doteq^+$ 72, 75
- dots
- \doteq^+ . 68, 69, 71, 73, 74, 76–78
- \doteq 77
- dots, falling (\doteq)⁺ . 68, 69, 71, 73, 76, 77
- dots, falling, negated ($\not\doteq$)⁺ 72, 75
- dots, negated ($\not\doteq$)⁺ . 72, 75
- dots, rising (\doteq)⁺ 68–70, 73, 76, 77
- dots, rising, negated ($\not\doteq$)⁺ 72, 75
- double (=) 78
- extensible ($\stackrel{\text{ext}}{=}$)⁺ 146, 147
- hat ($\hat{=}$)⁺ 70, 74
- hat, negated ($\not\hat{=}$)⁺ 72, 75

- hollow (⊖) 156
 measure (⊖) 77
 negated (≠)⁺ . . . 70, 72, 73,
 75, 76, 78, 85, 91, 157
 or greater than
 ⋈^+ 85–90
 ⋉ 89
 ⋊ 89
 ⋋ 90
 or greater than, dotted (⋌)
 89
 or greater than, negated
 (⋍)⁺ 86–88, 90
 or less than
 ⋎^+ 85–90
 ⋏ 89
 ⋐ 90
 ⋑ 90
 or less than, dotted (⋒) 89
 or less than, negated (⋓)⁺
 86–88, 90
 or precedes (⋔)⁺ . . . 68–70,
 73, 76, 77
 or precedes, negated (⋕)⁺ .
 70, 72, 75
 or succeeds (⋖)⁺ . . . 68–70,
 73, 76, 77
 or succeeds, negated (⋗)⁺ .
 70, 72, 75
 parallel (⋘)⁺ 76, 78
 parallel slanted (⋙) 78
 parallel slanted, similar (⋚)
 77
 question mark (⋛) 78
 ring
 ⋜^+ 68, 69, 71, 74, 76, 78
 ⋝^+ . . . 68–70, 73, 76, 77
 ring, negated
 ⋞^+ 72, 75
 ⋟^+ 72, 74
 similar
 ⋠^+ . . . 69, 71, 74, 76, 78
 ⋡ 70
 ⋢ 78
 similar, negated
 ⋣^+ 72, 75, 78
 ⋤ 72
 star (⋥)⁺ 73, 77
 star, negated (⋦) 74
 triangle (⋧)⁺ 36, 76, 91–93
 triangle, negated (⋨)⁺ . 92,
 93
 triple (⋩) 78
 V (⋪)⁺ 74, 76, 78
 V, negated (⋫) 75
 wedge (⋬)⁺ 74, 78
 wedge, negated (⋭) 75
 equidecomposable 369
 equilibrium (⋮)⁺ *see* harpoon,
 double, opposite sides
 equivalence
 ⋯^+ 36, 67, 71, 73, 78, 154
 ⋰ 154
 closed (⋱) 71
 closed, negated (⋲) 72
 entailment (⋳)⁺ 113
 implication (⋴)⁺ 113
 intuitionistic (⋵)⁺ 114
 material (⋶)⁺ 113, 114
 negated (⋷)⁺ 69, 70, 72, 75,
 76, 78, 81
 not entailment (⋸)⁺ 114
 not implication (⋹)⁺ 114
 not intuitionistic (⋺)⁺ 115
 not material (⋻)⁺ 114
 not weak entailment
 (⋼)⁺ 114
 not weak implication (⋽)⁺
 115
 not weak material (⋾)⁺ .
 115
 parallel slanted (⋿) 77
 weak entailment (⋰)⁺ . . .
 113
 weak implication (⋱)⁺
 114
 weak material (⋲)⁺ 114
 with dots
 ⋳ 77
 ⋴ 78
 with vertical lines
 ⋵ 78
 ⋶ 78
 ⋷ 154
 ⋸ 24
 er (⋹) 173–175
 eraser (⋺) 315–319
 Erlang (⋻)⁺ 168
 Eros (⋼) 178
 error (⋽) 310
 escalators 18
 escapable characters 23–25
 esh (⋾)⁺ 23
 reversed with loop (⋿) . . 23
 esint (package) 57, 387
 esrelation (package) . . . 115, 149,
 387
 estimated (e) 34
 Estonia (⋰) 243
 esvect (package) 142, 387
 eszett (⋱) *see* sharp s
- eta
 lowercase (⋲)⁺ 20, 120, 121
 uppercase (⋳)⁺ . . . 20, 120
 eth
 lowercase (⋴)⁺ . . . 20, 24, 25,
 157, 160, 383
 uppercase (⋵)⁺ 20, 25, 383
 Ethereum (⋶) 315–318
 Ethernet (⋷) 173–175
 Etsy (⋸) 315–318
 eufлаг (package) . . . 246, 387, 388
 eufrak (package) 162
 Euler Roman 121
 Euler’s constant (⋹) 124
 euro (⋺)⁺ 31–33, 384
 blackboard bold (⋻)⁺ . 163
 euro banknote . . *see* banknote,
 euro
 European countries . . . 242–244
 eurosym (package) 33, 387, 388
 euscript (package) 162, 387, 388
 evaluated at (⋼)⁺ *see* vertical bar
 Evernote (⋽) 315–318
 evil spirits 277
 ewe (⋾) 206
 example (⋿) 178
 excavator () 325–327
 excess (⋰)⁺ *see* equal, colon, *see*
 minus, colon
 exchange (⋱) 173–175
 exchange eligible (⋲) 176
 exciton (⋳)⁺ 178
 exclamation point
 ⋴ 37
 ⋵ 22
 ⋶ 302
 ⋷ 296
 ⋸ 199
 ⋹ 199
 ⋺ 199
 and question mark (⋻) 298
 double
 ⋼ 160
 ⋽ 170
 ⋾ 297
 upside-down (⋿) 19
 exclusive disjunction, logical (⋰)
 . . . *see* vee, bar under
 exclusive or 367
 ⋱ *see* circled symbols, plus
 ⋲ *see* vee, bar under
 Exherbo (⋳) 318–319
 exists (⋴)⁺ 66, 123–125

exclamation point (❗)⁺ 125
 negated (⚡)⁺ . . . 123–125
 tilde (Ƴ)⁺ 125

expand
 173–175
 173–175
 173–175

ExpeditedSSL (🔒) . . . 315–318
 experimental (⌘) 177
 exploding head (💣) 298
 explosion proof (🔒) 176

export
 171–172
 171–172

extrarrows (package) . . 146, 387, 388

extensible accents 139–142, 144, 145, 151, 171, 374–375



extensible braces 139–141, 144, 171

extensible symbols . . . 139–142, 144–150, 165, 367
 creating 374–375

extensible tildes 139, 144






extension characters 118











external (🔗) 177

external link
 173–175
 173–175



extpfeil (package) . 147, 387, 388






extraipa (package) 28, 387

extraterrestrial
 279
 292
 292
 307
 307

eye
 311–312
 198
 173–175
 173–175
 343–346
 201
 201
 322
 298
 312

eye dropper (👁️) 323–325

eyeglasses
 323–325
 298

eyes
 281
 331
 331
 298
 312

ezh (ʒ) *see* round z

F

F
 inverted (ɹ)⁺ . . . 123, 124





face 159–160, 170, 200, 253, 257, 278, 284, 288–307, 311–312, 334–338, 343–346


angry (😡)⁺ . 289, 292, 305
 angry, with horns (😡) . 292
 anguished (😓)⁺ . 289, 292
 annoyed (😏) 288
 annoyed, 3D (😏) 288
 anxious, with sweat (😓) 292
 astonished (😲)⁺ . 289, 292
 beaming, with smiling eyes (😄) 293
 blowing a kiss (😘) 298
 cold (🥶) 296
 confounded (😖)⁺ 289, 296
 confused (😕)⁺ . . 289, 296
 cool (😎) 288
 cool, 3D (😎) 288
 cowboy hat (🤠) 296
 crying (😭)⁺ 289, 296
 disappointed (😞)⁺ 289, 297
 disappointed but relieved (😏) 289
 disguised (😬) 297
 dizzy (😵)⁺ 289, 305
 downcast, with sweat (😓) 297
 drooling (😬) 297
 expressionless (😐)⁺ . 289, 298
 fearful (😨)⁺ 289, 298
 flushed (😳)⁺ 289, 299
 frowning (☹)⁺ . . 253, 257, 299, 305, 311–312
 frowning, with open mouth (😬)⁺ 289, 299
 grimacing (😬)⁺ . 257, 289, 300
 grinning (😄)⁺ 289, 300, 305
 grinning and squinting (😏)⁺ 300, 306

grinning and squinting, with tears (😏)⁺ 306
 grinning and sweating (😓)⁺ 305
 grinning and winking (😏)⁺ 305
 grinning, with big eyes (😄) 300
 grinning, with hearts (😍)⁺ 306
 grinning, with smiling eyes (😄)⁺ 289, 300
 grinning, with stars (😍)⁺ 306
 grinning, with sweat (😓) 300
 grinning, with tears (😓)⁺ 306
 grinning, with tongue (😛)⁺ 306
 hieroglyphic (🐞)⁺ 202
 hot (🔥) 301
 hugging (🤗) 301
 hushed (😬)⁺ 289, 301
 innocent (😇) 288
 innocent, 3D (😇) 288
 kissing (😘)⁺ . 289, 303, 305
 kissing, with closed eyes (😘)⁺ 289, 303
 kissing, with smiling eyes (😘)⁺ 289, 303
 knocked-out (😵) 303
 laughing (😂)⁺ . . 288, 305
 laughing, 3D (😂) 288
 loudly crying (😭)⁺ 289, 303
 lying (😬) 304
 man (👨) 257
 massage (👉) 307
 meh (😐)⁺ 305, 306
 money-mouth (😬) 292
 nauseated (🤢) 292
 nerd (🤓) 292
 neutral (😐)⁺ 288, 289, 293
 neutral, 3D (😐) 288
 ninja (🥷) 288
 ninja, 3D (🥷) 288
 nurse (👩) 288
 nurse, 3D (👩) 288
 partying (🎉) 294
 pensive (😞)⁺ 289, 294
 persevering (😬)⁺ 289, 294
 person with pouting (😬) 289
 pleading (😞) 295
 pounding on wall (👊)⁺ 288



- pounding on wall, 3D (👊) 288
- pouting (😡)+ 289, 296
- relieved (😌)+ 289, 297
- S-mouth (☹) 288
- S-mouth, 3D (😬) 288
- sad (☹)+ 284, 288, 306
- sad but relieved (😏) 297
- sad, 3D (😞) 288
- savoring food (😋) 298
- savouring delicious food (😍) 289
- screaming in fear (😱)+ 289, 298
- shushing (🤫) 298
- sleeping (😴)+ 289, 298
- sleepy (😪)+ 288, 289, 298
- sleepy, 3D (😴) 288
- slightly frowning (😞)+ 289, 298
- slightly smiling (😊)+ 289, 298
- smiley (😊)+ 170, 253, 257, 284
- smiley, inverse (😄)+ 159, 170, 253, 284
- smiling (😊)+ 288, 298, 311–312
- smiling, 3D (😄) 288
- smiling, with halo (😇)+ 289, 298
- smiling, with heart-shaped eyes (😍)+ 289, 298
- smiling, with hearts (😍) 298
- smiling, with horns (👹)+ 289, 298
- smiling, with open mouth (😊) 289
- smiling, with open mouth and cold sweat (😓) . 289
- smiling, with open mouth and smiling eyes (😄) 289
- smiling, with open mouth and tightly-closed eyes (😊) 289
- smiling, with smiling eyes (😊)+ 289, 298
- smiling, with sunglasses (😎)+ 289, 298
- smiling, with tear (😓) . 298
- smirking (😏)+ 289, 298
- sneezing (🤧) 299
- squinting, with tongue (😜) 299
- sun with (☀)+ 167, 299
- thinking (🤔) 300
- throwing a kiss (💋) 289
- tired (😫)+ 289, 300
- tongue-out (😜) 288
- tongue-out, 3D (😜) 288
- unamused (😏)+ 289, 301
- upside-down (🙄)+ 289, 301
- vomiting (🤮)+ 288, 298
- vomiting, 3D (🤮) 288
- weary (😫)+ 289, 302
- wind blowing (🌪) 258
- winking (😉)+ 288, 289, 302
- winking, 3D (😉) 288
- winking, with tongue (😜) 302
- with cold sweat (😓) 289
- with hand over mouth (🙊) 298
- with head-bandage (🤕) 298
- with look of triumph (😏) 289
- with medical mask (😷)+ 289, 298
- with monocle (👁) 298
- with no good gesture (🙄) 289
- with ok gesture (👌) 289
- with open mouth (😜)+ 289, 298
- with open mouth and cold sweat (😓) 289
- with raised eyebrow (😏) 298
- with rolling eyes (🙄)+ 289, 298
- with steam from nose (👃) 298
- with stuck-out tongue (😜) 289
- with stuck-out tongue and tightly-closed eyes (😜) 289
- with stuck-out tongue and winking eye (😜) 289
- with sunglasses (😎)+ 257
- with symbols on mouth (👄) 298
- with tears of joy (😂)+ 289, 298
- with thermometer (🌡) 298
- with tongue (😜) 298
- without mouth (😜)+ 289, 298
- woman (👩) 257
- woozy (😵) 304
- worried (😟)+ 289, 304
- X-eyes (😬) 288
- X-eyes, 3D (😬) 288
- yawning (😴) 304
- zany (🤪) 304
- zipper-mouth (😬) 304
- Facebook
- f** 315–318
- fb** 315–318
- fb** 315–318
- fb** 314
- f** 314
- Facebook Messenger (👤) . 315–318
- facepalming (🤦)+ 294, 303, 304
- factory
- 🏭 298
- 🏭 314
- factory worker (👷)+ 298, 303, 304
- fairy (🧚)+ 298, 303, 304
- falafel (🥙) 285
- false (F) 125
- falsum (⬇)+ . *see* turnstile, up
- family (👨) 307
- fan
- 🌀 323–325
- 🌀 325–327
- 🌀 325–327
- Fantasy Flight Games (🎮) 315–318
- farmer (👨)+ 298, 303, 304
- fast forward *see* media control symbols, forward
- Father Christmas (👶)+ . . . *see* Santa Claus
- faucet (🚰) 323–325
- fax
- FAX 171
- 📠 171
- fax machine
- 📠 171
- 📠 323–325
- 📠 298
- 📠 314
- 📠 312
- fc (package) 21, 26
- fclfont (package) 387
- .fd files 16, 378, 385
- fdsymbol (package) 40, 41, 46, 59, 60, 73–75, 84, 88, 93, 100–105, 117, 123, 124, 130, 131, 137, 140, 152, 156, 159, 192, 213, 233, 387, 388


feather

-  311–312
-  323–325
-  322
-  298



FedEx () 315–318


Fedora


-  315–318
-  318–319



feeding baby ()⁺ 294, 303, 304

feet

- ⁺ *see prime*
- ⁺ *see quotation marks, straight single*




fencing () 294

fermata () 214, 220, 221



- accent ()⁺ *see accents, fermata*
- inverted () 214


Fermi distribution (\mathcal{F}) 177

fermion 177–178

- \mathcal{F} 177
-  177
-  177
-  177
- \mathbb{F} 177

ferris wheel


-  299
-  313

ferry () 299

feyn (package) 177, 387, 388

Feynman slashed character notation 370



Feynman-diagram symbols 177

fez, as math-mode accent () 138

fge (package) 111, 125, 137, 154, 160, 387, 388


field (\mathbb{F}) . *see alphabets, math*


field hockey stick and ball

-  299
-  241



figbas (package) 360, 387

figchild (package) 259, 264, 267, 270, 279, 286, 287, 325, 331, 387, 388


fighter jet ()⁺ . *see airplane, military*

Figma () 315–318

Figshare

-  330–331
-  330–331

file cabinet

-  299

-  313

file extensions

- .dvi 384
- .fd 16, 378, 385
- .mf 16, 332, 376
- .otf 212
- .pdf 384
- .sty 16
- .tex 384, 385
- .tfm 16, 162, 332, 366, 385


file folder () 313

file symbols 309

fill

-  173–175
-  173–175

film

-  173–175
-  322
-  299
-  313

film projector

-  299
-  312

filter ()⁺ 171–175



finger, pointing *see fists*

fingerprint () 173–175

finite field (\mathbb{F}) . *see alphabets, math*

Finland () 243

fire

-  270, 290
-  168
-  173–175
-  328–329
-  318–319
-  299
-  313

fire engine

-  320
-  254
-  254

fire extinguisher

-  323–325
-  299

firecracker () 299

firefighter ()⁺ . 299, 303, 304

Firefox



-  315–318
-  315–318


fireworks

-  299
-  312






























first aid () 319

First Order



-  315–318
-  315–318

Firstdraft () 315–318

fish









































































































-  200
-  311–312
-  263
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  264–267
-  343–346
-  343–346
- \mathbb{F} 201
-  201
-  262
-  263
-  268
-  268































































































fish cake with swirl










































































































-  285
-  287

fish tail





































- down (\downarrow) 78
- left (\leftarrow)⁺ *see strict converse implication*
- right (\rightarrow)⁺ *see strict implication*




































- up (Υ) 77
- fish-eye (\odot) 193
- fishing pole and fish
-  299
-  313
- fists *see* hand
- fixed point
- extended greatest ($\vec{\nu}$) 161
- extended least ($\vec{\mu}$) 161
- greatest (ν) 161
- least (μ) 161
- fixmath (package) 380
- flag
- \uparrow 259
- \dashv 259
-  284
-  322
-  302
-  293
-  301
-  312
-  312
-  312
-  312
- \uparrow 254
- 0 () 283
- 1 () 283
- 2 () 283
- 3 () 283
- 4 () 283
- 5 () 283
- 6 () 283
- 7 () 283
- 8 () 283
- 9 () 283
- A () 283
- Åland ()⁺ 248, 249
- Abkhazia () 248
- Afghanistan ()⁺ 247, 249
- Albania ()⁺ 247, 249
- Algeria ()⁺ 248, 249
- American Samoa () 249
- Andorra ()⁺ 247, 249
- Angola ()⁺ 247, 249
- Anguilla () 249
- Antarctica ()⁺ 248, 249
- Antigua and Barbuda ()⁺ 247, 249
- Argentina ()⁺ 247, 249
- Armenia ()⁺ 247, 249
- Artsakh () 248
- Aruba () 249
- Ascension Island () 249
- Australia ()⁺ 247, 249
- Austria ()⁺ 247, 249, 311–312
- Azerbaijan ()⁺ 247, 249
- B () 283
- Bahamas ()⁺ 247, 249
- Bahrain ()⁺ 247, 249
- Bangladesh ()⁺ 247, 249
- Barbados ()⁺ 247, 249
- Belarus ()⁺ 247, 249
- Belgium ()⁺ 247, 249, 311–312
- Belize ()⁺ 247, 249
- Benin ()⁺ 247, 249
- Bermuda () 249
- Bhutan ()⁺ 247, 249
- Bolivia ()⁺ 247, 249
- Bonaire () 248
- Bosnia and Herzegovina ()⁺ 247, 249
- Botswana ()⁺ 247, 250
- Bouvet Island () 250
- Brazil ()⁺ 247, 250
- British Indian Ocean Territory () 250
- British Virgin Islands () 250
- Brunei ()⁺ 247, 250
- Buddhism () 283
- Bulgaria ()⁺ 247, 250, 311–312
- Burgenland () 249
- Burkina Faso ()⁺ 247, 250
- Burundi ()⁺ 247, 250
- C () 283
- Cambodia ()⁺ 248, 250
- Cameroon ()⁺ 248, 250
- Canada ()⁺ 247, 250
- Canary Islands () 250
- Cape Verde ()⁺ 248, 250
- Caribbean Netherlands () 250
- Carinthia () 249
- Cayman Islands () 250
- Central African Republic ()⁺ 247, 250
- Ceuta and Melilla () 250
- Chad ()⁺ 247, 250
- checkered ()⁺ 241, 284, 295
- Chile ()⁺ 248, 250
- China ()⁺ 248, 250
- Christian () 283
- Christmas Island () 250
- Clipperton Island () 250
- Cocos Islands () 250
- Colombia ()⁺ 248, 250
- Comoros ()⁺ 248, 250
- Congo–Brazzaville ()⁺ 247, 250
- Congo–Kinshasa ()⁺ 247, 250
- Cook Islands ()⁺ 248, 250
- Costa Rica ()⁺ 248, 250
- Côte d'Ivoire ()⁺ 247, 250
- Croatia ()⁺ 247, 250
- Cuba ()⁺ 248, 250
- Curaçao () 250
- Cyprus ()⁺ 248, 250
- Czech Republic ()⁺ 248, 250
- D () 283
- Democratic Republic of the Congo *see* flags, Congo–Kinshasa
- Denmark ()⁺ 248, 250
- Diego Garcia () 250
- Djibouti ()⁺ 248, 250
- Dominica ()⁺ 248, 251
- Dominican Republic ()⁺ 248, 251
- E () 283

- Ecuador ()⁺ 247, 251
 Egypt ()⁺ . . . 247, 251
 El Salvador ()⁺ . 247, 251
 England (+) 251
 Equatorial Guinea ()⁺ 247, 251
 Eritrea ()⁺ . 247, 251
 Esperanto () 283
 Estonia ()⁺ . 247, 251
 Eswatini () 251
 Ethiopia ()⁺ 247, 251
 European Union ()⁺ 246, 251, 283
 F () 283
 Falkland Islands () . . 251
 Faroe Islands ()⁺ 248, 251
 Fiji ()⁺ 247, 251
 Finland ()⁺ . 247, 251
 flags 246–252, 259, 283, 284, 311–312, 343–346, 355–357
 France ()⁺ . . 247, 251, 311–312
 French Guiana ()⁺ 248, 251
 French Polynesia () . 251
 French Southern Territories () 251
 G () 283
 Gabon ()⁺ . . 247, 251
 Gambia ()⁺ . 247, 251
 Georgia ()⁺ . 247, 251
 Germany ()⁺ 248, 251, 311–312
 Ghana ()⁺ . . 247, 251
 Gibraltar ()⁺ 248, 251
 Greece ()⁺ . . 247, 251
 Greenland ()⁺ 248, 251
 Grenada ()⁺ 247, 251
 Guadeloupe () 251
 Guam () 251
 Guatemala ()⁺ 247, 251
 Guernsey ()⁺ 248, 251
 Guinea ()⁺ . . 247, 251
 Guinea-Bissau ()⁺ 247, 251
 Guyana ()⁺ . 247, 251
 H () 283
 Haiti ()⁺ . . . 247, 251
 Heard and McDonald Islands () 251
 Holy See () 248
 Honduras ()⁺ 247, 251
 Hong Kong SAR China () 251
 Hungary ()⁺ . 247, 252
 I () 283
 Iceland ()⁺ . . 247, 252
 India ()⁺ . . . 247, 252
 Indonesia ()⁺ 247, 252
 Iran ()⁺ . . . 247, 252
 Iraq ()⁺ 247, 252
 Ireland ()⁺ . 247, 252
 Isle of Man ()⁺ . 248, 252
 Israel ()⁺ . . . 247, 252
 Italy ()⁺ 247, 252, 311–312
 Ivory Coast *see* flags, Côte d'Ivoire
 J () 283
 Jamaica ()⁺ 248, 252
 Japan ()⁺ . . . 248, 252
 Jersey ()⁺ . . 248, 252
 Jolly Roger ()⁺ . . . 283
 Jordan ()⁺ . 248, 252
 K () 283
 Kazakhstan ()⁺ 248, 252
 Kenya ()⁺ . . 248, 252
 Kiribati ()⁺ 248, 252
 Kosovo ()⁺ . . 248, 252
 Kuwait ()⁺ . 248, 252
 Kyrgyzstan ()⁺ . 248, 252
 L () 283
 Laos ()⁺ 248, 252
 Latvia ()⁺ . 247, 252
 Lebanon ()⁺ . 248, 252
 Lesotho ()⁺ . 247, 249
 Liberia ()⁺ . 247, 249
 Libya ()⁺ . . 247, 249
 Liechtenstein ()⁺ 247, 249
 Lithuania ()⁺ 247, 249
 Lower Austria () . . 249
 Luxembourg ()⁺ 247, 249, 311–312
 M () 283
 Macao SAR China () 249
 Madagascar ()⁺ . 247, 249
 Malawi ()⁺ . . 247, 249
 Malaysia ()⁺ 247, 249
 Maldives *see* flags, Falkland Islands
 Maldives ()⁺ . 247, 249
 Mali ()⁺ 247, 249
 Malta ()⁺ . . . 247, 249
 Marshall Islands ()⁺ 247, 249
 Martinique () 249
 Mauritania ()⁺ 247, 249
 Mauritius ()⁺ 247, 249
 Mayotte () 249
 Mexico ()⁺ . 247, 249
 Micronesia, Federated States of ()⁺ 247, 249
 Moldova ()⁺ 247, 249
 Monaco () 249
 Mongolia ()⁺ 247, 249
 Montenegro ()⁺ 247, 249
 Montserrat () 249
 Morocco ()⁺ . 247, 249
 Mozambique ()⁺ . 247, 249
 multiple, crossed
 ✠ 296
 ✡ 312
 Myanmar ()⁺ 247, 249
 N () 283
 Namibia ()⁺ . 247, 249
 NATO () 283
 Nauru ()⁺ . 247, 250
 Nepal ()⁺ 247, 250
 Netherlands ()⁺ . 247, 250, 311–312
 New Caledonia () . . . 250

- New Zealand ()⁺ 248, 250
- Nicaragua ()⁺ 247, 250
- Niger ()⁺ 247, 250
- Nigeria ()⁺ . 247, 250
- Niue ()⁺ 248, 250
- Norfolk Island () 250
- North Korea ()⁺ 248, 250
- North Macedonia ()⁺ 247, 250
- Northern Mariana Islands () 250
- Norway ()⁺ . . 247, 250
- O () 283
- Olympics () 283
- Oman ()⁺ . . 248, 250
- P () 283
- Pakistan ()⁺ . 248, 250
- Palau ()⁺ 248, 250
- Palestinian Territories ()⁺ 248, 250
- Panama ()⁺ . 248, 250
- Papua New Guinea ()⁺ 248, 250
- Paraguay ()⁺ 248, 250
- Peru ()⁺ 248, 250
- Philippines ()⁺ . 248, 250
- pirate *see* flags, Jolly Roger
- Pitcairn Islands () . . 250
- Poland ()⁺ . . 248, 250
- Portugal ()⁺ . 248, 250
- Puerto Rico ()⁺ . 248, 250
- Q () 283
- Qatar ()⁺ . 248, 250
- R () 283
- rainbow ()⁺ 283
- Red Crescent () . . 283
- Red Cross () 283
- Red Crystal () . . . 283
- Republic of the Congo *see* flags, Congo–Brazzaville
- Réunion ()⁺ . 248, 250
- Romania ()⁺ 248, 250
- Russian Federation ()⁺ 248, 250
- Rwanda ()⁺ . 247, 250
- S () 283
- Saba () 248
- Saint Barthélemy () . 251
- Saint Eustasius () . 248
- Saint Helena () 251
- Saint Kitts and Nevis ()⁺ 248, 251
- Saint Lucia ()⁺ . 247, 251
- Saint Martin () 251
- Saint Pierre and Miquelon () 251
- Saint Vincent and Grenadines ()⁺ . 248, 251
- Salzburg () 249
- Samoa ()⁺ . 248, 250
- San Marino ()⁺ 247, 250
- São Tomé and Príncipe ()⁺ 247, 251
- Saudi Arabia ()⁺ 247, 250
- Scotland () 250
- Senegal ()⁺ . . 247, 250
- Serbia ()⁺ . . 248, 250
- Seychelles ()⁺ 247, 250
- Sierra Leone ()⁺ . 247, 251
- Singapore ()⁺ 247, 251
- Sint Maarten () 251
- skull and crossbones . . *see* flags, Jolly Roger
- Slovakia ()⁺ . 247, 251
- Slovenia ()⁺ 247, 251
- Solomon Islands ()⁺ 247, 251
- Somalia ()⁺ . 247, 251
- Somaliland () . . . 248
- South Africa ()⁺ . 248, 251
- South Georgia and South Sandwich Islands () 251
- South Korea ()⁺ . 248, 251
- South Sudan ()⁺ 247, 251
- Spain ()⁺ 247, 251
- Sri Lanka ()⁺ 247, 251
- Styria () 249
- Sudan ()⁺ . . 247, 251
- Suriname ()⁺ 247, 251
- Svalbard and Jan Mayen () 251
- Swaziland () 247
- Sweden ()⁺ . 247, 251
- Switzerland ()⁺ 247, 251
- Syria ()⁺ 247, 251
- T () 283
- Taiwan ()⁺ . . 247, 251
- Tajikistan ()⁺ . . 247, 251
- Tanzania ()⁺ 247, 251
- Thailand ()⁺ 247, 251
- The Tyrol () 249
- Tibet () 248
- Timor-Leste ()⁺ 247, 251
- Togo ()⁺ 247, 251
- Tokelau () 251
- Tonga ()⁺ . . 247, 251
- transgender () 283
- Transnistria () . . 248
- Trinidad and Tobago ()⁺ 247, 251
- Tristan da Cunha () . 251
- Tunisia ()⁺ . . 247, 251
- Turkey ()⁺ . . 247, 251
- Turkmenistan ()⁺ 247, 251
- Turks and Caicos Islands () 252
- Tuvalu ()⁺ . 247, 252
- U () 283
- Uganda ()⁺ . 247, 252
- Ukraine ()⁺ . 247, 252
- UNESCO () 283
- United Arab Emirates ()⁺ 247, 252
- United Kingdom ()⁺ 247, 252
- United Nations ()⁺ 252, 283

United States ()⁺ . 284, 343–346
 United States Minor Outlying Islands () 252
 United States of America ()⁺ 248, 252
 United States Virgin Islands () 252
 Upper Austria () . . 249
 Uruguay ()⁺ 248, 252
 Uzbekistan ()⁺ . 248, 252
 V () 283
 Vanuatu ()⁺ 248, 252
 Vatican City () 252
 Venezuela ()⁺ 248, 252
 Vienna () 249
 Vietnam ()⁺ . 248, 252
 Vorarlberg () 249
 W () 283
 Wales () 252
 Wallis and Futuna () 252
 Western Sahara ()⁺ 248, 252
 Wieselburger Bier () 283
 World Health Organization () 283
 X () 283
 Y () 283
 Yemen ()⁺ . . 248, 252
 Z () 283
 Zambia ()⁺ . . 248, 252
 Zimbabwe ()⁺ . . 248, 252
 flageolet () 214
 flamingo
 264–267
 264–267
 262
 flap (r)⁺ 24, 25
 flashlight
 325–327
 299
 313
 flask () 323–325
 flat (b)⁺ 212, 213, 216, 219

double ()⁺ 216, 219
 flatbread
 285
 285
 fleur-de-lis () 299
 fleurons 191, 198, 338–339
 flexed biceps
 299
 313
 Flickr
 315–318
 314
 314
 flint () 208–210
 Flipboard () 315–318
 floppy disk
 299
 313
 312
 312
 312
 florin
 32
 f 31
 flourishes . . . 197, 198, 342–348
 flow
 171–172
 171–172
 171–172
 171–172
 flower . 189–191, 281, 290–305, 311–314, 338–340
 208–210
 189
 189
 189
 189
 189
 189
 189
 189
 189
 189
 311–312
 325–327
 325–327
 325–327

 325–327
 325–327
 325–327
 325–327
 325–327
 325–327
 325–327
 325–327
 325–327
 343–346
 343–346
 299
 294
 302
 302
 281
 281
 313
 190
 190
 190
 190
 190
 flute () 200
 flying disc () 299
 flying saucer
 279
 321
 Flynn, Peter 369
 \fnsymbol 269
 foal () 206
 fog
 258
 258
 258
 foggy
 299
 312
 fold () 208–210
 folder () 312
 folder symbols 309

- fondue (🍷) 285
- font (A) 17, 173–175
- Font Awesome
 - ☐ 315–318
 - 📀 315–318
 - 📄 315–318
- font encodings 16, 19–21, 25, 26, 29, 246, 367, 368, 373, 381, 382, 384, 386
 - 7-bit 16
 - 8-bit 16
 - ASCII 386
 - Cyrillic 26
 - document 382, 384
 - Latin 1 386
 - limiting scope of 16
 - LY1 16
 - OT1 16, 20, 26, 246, 373, 381, 382
 - OT2 368
 - T1 16, 19–21, 26, 382, 384
 - T2A 26, 368
 - T2B 26
 - T4 21, 25, 26, 29
 - T5 21, 26
 - TS1 367, 382
 - TU 246
 - U 368
 - X2 26
- font families 244, 246, 332, 364, 366, 368, 378
 - bulb 378
 - CountriesOfEurope 244
 - psy 368
 - rojud 246
- fontawesome5 (package) 22, 32, 33, 157, 173, 176, 182, 183, 186, 188, 191, 196, 236, 240, 256, 259, 261, 263, 280, 284, 305, 308–310, 315, 319, 320, 323, 328, 387, 388
- fontdef.dtx (file) 368, 373
- fontenc (package) 16, 20, 21, 26, 382, 384
- \fontencoding 16
- Fonticons (☐) 315–318
- Fonticons Fi (☐) 315–318
- fontmifz (package) 318, 319, 329, 387, 388
- fonts
 - Calligra 163
 - Charter 32, 65
 - Computer Modern 112, 360, 366, 382
 - Computer Modern Sans 360
 - Courier 32
 - Emmentaler 219
 - Garamond 32, 65
 - Helvetica 32
 - Palatino 360
 - Palladio 360
 - Soyombo 281
 - Symbol 121, 367, 368
 - Times Roman 32, 366
 - Type 1 379
 - Utopia 32, 65
 - Zapf Chancery 163
 - Zapf Dingbats 179, 189
- \fontsize 366
- fontspec (package) 212, 385, 386
- food 284–287
- foot (👣) 299
- football *see* soccer ball
 - American
 - 🏈 240
 - 🏉 241
 - 🏊 292
- footline (–)⁺ *see* turnstile, short bar
- footprints
 - 👣 323–325
 - 👣 299
 - 👣 312
- for all (∀)⁺ 66, 123–125
- force (↓) 171
- fork (🍴) 287
- fork and knife
 - 🍴 285
 - 🍴 287
- fork and knife with plate
 - 🍴 285
 - 🍴 287
- Fort Awesome
 - 🏰 315–318
 - 🏰 315–318
- forte (f) 219, 232
- fortune (🎰) 168
- fortune cookie (🍪) 285
- Forumbee (🌀) 315–318
- forward composition (•) 161
- fountain (🌊) 299
- fourier (package) 33, 81, 122, 125, 133, 142, 184, 191, 257, 387
- Fourier transform (ℱ) *see* alphabets, math
- Foursquare (📍) 315–318
- fox (🦊) 262
- fractions 160
 - one half (½) 160, 383
 - one quarter (¼) 160, 383
 - three quarters (¾) 160, 383
- fraktur *see* alphabets, math
- frame
 - with picture (🖼) 312
 - with tiles (🧩) 312
 - with x (🖨) 312
- framed picture (🖼) 299
- France (🇫🇷) 243
- FREE (FREE) 299
- free (→)⁺ 70, 71
 - negated (⇝)⁺ 72
- Free Code Camp
 - 👤 315–318
 - 👤 318–319
- FreeBSD
 - 🐉 315–318
 - 🐉 318–319
- Freemason’s cipher 278
- frege (package) 154, 387, 388
- Frege logic symbols 111, 125, 153, 154, 160
- Frege, Gottlob 153, 154
- french fries
 - 🍟 286–287
 - 🍟 285
 - 🍟 287
- fried shrimp
 - 🍤 285
 - 🍤 287
- frog
 - 🐸 263
 - 🐸 264–267
 - 🐸 262
 - 🐸 268
- frowning (☹)⁺ 289, 294, 303, 304
- frowny faces 170, 253, 257, 284, 288–306, 311–312
- frying pan (🍳) 288
- fuel pump (🛢) 299
- Fulcrum (ψ) 315–318
- full note (◦) 212
- function
 - composition (◦)⁺ 37, 39, 46, 160, 161, 193, 194, 370
 - continuous, partial, into multi-function (↦⁺) 113
 - continuous, partial, into multi-map (↗⁺) 113
 - continuous, partial, into, grounded multi-function (↗⁺) 113

continuous, partial, into, grounded multi-map ($\mathfrak{L}\rightarrow$) 113

continuous, partial, into, grounded, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, into, grounded, one-to-one map ($\mathfrak{J}\rightarrow$) 113

continuous, partial, into, grounded, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, into, grounded, singleton map ($\mathfrak{J}\rightarrow$) 113

continuous, partial, into, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, into, one-to-one map ($\mathfrak{J}\rightarrow$) 113

continuous, partial, into, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, into, singleton map ($\mathfrak{J}\rightarrow$) . . 113

continuous, partial, onto multi-function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, onto multi-map ($\mathfrak{L}\rightarrow$) . . . 113

continuous, partial, onto, grounded multi-function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, onto, grounded multi-map ($\mathfrak{L}\rightarrow$) 113

continuous, partial, onto, grounded, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, onto, grounded, one-to-one map ($\mathfrak{J}\rightarrow$) 113

continuous, partial, onto, grounded, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, onto, grounded, singleton map ($\mathfrak{J}\rightarrow$) 113

continuous, partial, onto, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, onto, one-to-one map ($\mathfrak{J}\rightarrow$) 113

continuous, partial, onto, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, partial, onto, singleton map ($\mathfrak{J}\rightarrow$) 113

continuous, total, into multi-function ($\mathfrak{I}\rightarrow$) 113

continuous, total, into multi-map ($\mathfrak{L}\rightarrow$) 113

continuous, total, into, grounded multi-function ($\mathfrak{I}\rightarrow$) 113

continuous, total, into, grounded multi-map ($\mathfrak{L}\rightarrow$) 113

continuous, total, into, grounded, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, total, into, grounded, one-to-one map ($\mathfrak{J}\rightarrow$) 113

continuous, total, into, grounded, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, total, into, grounded, singleton map ($\mathfrak{J}\rightarrow$) 113

continuous, total, into, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, total, into, one-to-one map ($\mathfrak{J}\rightarrow$) . . 113

continuous, total, into, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, total, into, singleton map ($\mathfrak{J}\rightarrow$) . . 113

continuous, total, onto multi-function ($\mathfrak{I}\rightarrow$) 113

continuous, total, onto multi-map ($\mathfrak{L}\rightarrow$) . . . 113

continuous, total, onto, grounded multi-function ($\mathfrak{I}\rightarrow$) 113

continuous, total, onto, grounded multi-map ($\mathfrak{L}\rightarrow$) 113

continuous, total, onto, grounded, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, total, onto, grounded, one-to-one map ($\mathfrak{J}\rightarrow$) 113

continuous, total, onto, grounded, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, total, onto, grounded, singleton map ($\mathfrak{J}\rightarrow$) 113

continuous, total, onto, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, total, onto, one-to-one map ($\mathfrak{J}\rightarrow$) 113

continuous, total, onto, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, total, onto, singleton map ($\mathfrak{J}\rightarrow$) 113

continuous, total, onto, one-to-one function ($\mathfrak{I}\rightarrow$) 113

continuous, total, onto, one-to-one map ($\mathfrak{J}\rightarrow$) . . 113

continuous, total, onto, singleton function ($\mathfrak{I}\rightarrow$) 113

continuous, total, onto, singleton map ($\mathfrak{J}\rightarrow$) . . 113

converse (\otimes) 161

partial (\rightarrow)⁺ 113

total (\rightarrow)⁺ 113

funeral urn (☩) 299

funnel with dollar (☉) 328–329

future (\blacktriangleright) 51

deontic (\blacktriangleright) 50

doxastic (\blacktriangleright) 51

factual (\blacktriangleright) 51

logical (\blacktriangleright) 52

temporal (\blacktriangleright) 49

G

g 23

g⁺ 22, 24, 25, 122

Galactic Republic (☉) 315–318

Galactic Senate (☉) . 315–318

galaxy (☉) 279

game (☉)⁺ 123, 124

game controller *see* video game controller

game-related symbols . 233–241, 360–363

gamma

lowercase (γ)⁺ . 20, 22–24, 120, 121

lowercase IPA form (γ) 25

lowercase with tail (γ)⁺ 23, 24

uppercase (Γ)⁺ 20, 120, 121

Garamond (font) 32, 65

garlic (☉) 285

garlic press (☉) 288

gas pump (☉) 323–325

gauntlet (☉) 200

gavel (☉) 323–325

gear

☉ 173–175









☉ 171–172














































☉ 171–172












☉ 299






















multiple (☉) . . . 328–329


















gem ☉ 323–325


























 299
 290
 Gemini (♊)⁺ 166–168, 299, 335–338
 gender signs
 female (♀)⁺ 23–24, 166–168, 170, 176, 299, 311–312, 335–338
 female, filled (♀) 176
 female, without stroke (♀)⁺ 24, 176
 female/female (♀)⁺ 176
 female/male (♀♂)⁺ 176
 male (♂)⁺ 166–168, 170, 176, 304, 311–312, 335–338
 male and female (♂♀)⁺ 176
 male and female, filled (♂♀) 176
 male with stroke and male and female (♂♀)⁺ 176, 300
 male, extra stroke (♂⁺)⁺ 176
 male, filled (♂) 176
 male/male (♂♂)⁺ 176
 neuter (♁)⁺ 176
 genealogical symbols 253
 genie (🧞)⁺ 299, 303, 304
 gensymb (package) 164
 Gentoo (🐧) 318–319
 geographical symbols 242–252
 geometric proportion (≐)⁺ . *see* minus, dots
 geometric shapes 48–52, 168, 192–197, 225–230, 240, 333–334, 358–359
 geometrically equal to (≐) . *see* equal, dots
 geometrically equivalent to (≐) *see* equal, bump
 Germanic runes 211
 Germany (🇩🇪) 243
 gesturing NO (🙅)⁺ 294, 303, 304
 gesturing OK (🙆)⁺ 294, 303, 304
 GG
  315–318
  315–318
 ghost 52, 150, 277, 315–318, 322–325
  331
  329
  299
  312
 as math-mode accent (̂)⁺ *see* accents, ghost

math mode
  52
  52
  52
 Gibbons, Jeremy 390
 gift
  321
  323–325
  322
  304
  312
 gimel (ג)⁺ 122, 123
 GINETEX laundry symbols 257
 giraffe
  264–267
  264–267
  264–267
  262
 multiple (🦒) 264–267
 girl
  299
  307
 Git
  315–318
  315–318
 git 315–318
  318–319
 GitHub
  315–318
  315–318
  315–318
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
  314
 Gitter (🗨️) 315–318
 glass
  323–325
  323–325
  323–325
  325–327
  285
 glasses
 clinking (🥂)⁺ 284
 Gleich Stark (⚖️) 77
 Glide
  315–318
  315–318

globe 257, 290–305, 312–314, 322, 328–329
  257
  322
  322
  322
 showing Africa (🌍) 328–329
 showing Americas (🌎)⁺ 299, 312, 328–329
 showing Asia (🌏) 328
 showing Asia-Australia (🌐)⁺ 300, 312, 328–329
 showing Europe (🌐) 328–329
 showing Europe-Africa (🌐)⁺ 300, 312, 328–329
 with meridians (🌐)⁺ 300, 312, 328–329
 glottal stop (ʔ)⁺ 22, 24, 25
 barred (ʔ̄) 22
 inverted (ʔ̅)⁺ 22, 24
 inverted, barred (ʔ̄̅) 22
 inverted, reversed (ʔ̅̄) 24
 inverted, with tail (ʔ̅̄̄) 23
 raised (ʔ̈)⁺ 23
 reversed (ʔ̅)⁺ 23, 25
 reversed, barred (ʔ̄̅) 22
 gloves
  325–327
  300
 gluon 164, 177–178
 g 177
  164
 gnat (🪰) 264–267
 Gnome (🐹) 318–319
 go (package) 240, 387
 Go gopher
  318–319
  318–319
 Go stones 240
 circle (⦿)⁺ 240
 cross (⊗)⁺ 240
 empty (●)⁺ 240
 square (⊞)⁺ 240
 triangle (⊠)⁺ 240
 go up (📈) 208–210
 goad
  201
  201
 goal net (🥅) 300

goat
 343–346
 206
 262
 268
goban 240
goblet (🥂) 206
goblin
 300
 307
god (👤) 208–210
Gofore (🇸) 315–318
goggles (👓) 300
gold (👑) 206
golf ball (⚽) 240
golf hole with flag (🏌️) 299
golfing (🏌️)⁺ 241, 294, 303, 304
good (👍) 201
Goodreads
 315–318
 315–318
Google
 315–318
 318–319
 318–319
Google Code (👤) 318–319
Google Developers (👤) 318–319
Google Drive (📁) 315–318
Google Pay (👤) 315–318
Google Play (📺) 315–318
Google Scholar
 330–331
 330–331
Google Wallet (👛) 315–318
Google+
 315–318
 315–318
 315–318
 314
 314
goose (🦢) 264–267
gopuram (🏰) 310
gorilla (🦍) 262
governor (👤) 208–210
Gradle (🌀) 318–319
graduation cap *see* mortarboard
Grails
 318–319
 318–319
grapes
 285

 287
graphene (📄) 177
graphics (package) 148, 368
graphicx (package) 30, 366, 368, 372
grasshopper (🦗) .. 264–267
grater
 200
 288
Gratipay (👤) 315–318
Grav (👤) 315–318
grave (👤)⁺ *see* accents, grave
gravestone (👤) 300
graviton (g) 177
Great Britain (🇬🇧) 243
greater than (>)⁺ 19, 87, 88, 91, 381, 382
arrow (➤) 89
but not approximately equal to (≈)⁺ 85–90
but not equal to
 85, 86, 89, 90
 85–90
 85, 86, 88–90
but not similar to (≈)⁺ 85–90
circle (⊃)⁺ 89, 90
closed
 87, 88, 92, 93
 88–90
closed, negated
 87, 88, 92, 93
 88
decorative (➤) 157
dotted (>)⁺ . 41, 69, 85–89
dotted, negated (≧)⁺ 87, 88
horizontally barred (>) 90
much
 85–88, 90, 160
 86, 89, 90
much, negated (≧)⁺ 86–88, 90
negated (≧)⁺ 85–91
or approximately equal to (≈)⁺ 85–89
or approximately equal to, negated (≈)⁺ 86, 88
or equal to
 85–90
 85–91, 373
 85–88, 90, 91
 90
 154

 157
or equal to or less than
 85–89
 85–90
 87–89
 90
or equal to or less than, negated
 87, 88
 87, 88
 87–89
or equal to, closed
 87, 88, 92, 93
 88, 90
or equal to, closed, negated
 87, 88, 92, 93
 88, 89
or equal to, decorative (≧) 157
or equal to, dotted
 87–90
 87, 88
 90
 90
or equal to, dotted, negated
 87, 88
 87–89
or equal to, horizontally barred (≧) 90
or equal to, negated
 85–90
 85–91
 85–91
or less than
 85–90
 90
or less than but not equal to (≧) 87
or less than or equal to (≧) 90
or less than, negated (≧)⁺ 86–88, 90
or less than, overlapping (≧)⁺ 89, 90
or similar to
 85–90, 372
 373
or similar to or equal to (≧) 90
or similar to or less than (≈) 90
or similar to, negated (≈)⁺ 86, 88, 90































































































question mark (¿) . . . 89
 very much
 >>>+ . . . 85, 87–90, 365
 >>> 90
 very much, negated (>>>)+
 87, 88
 Greece (€) 243
 Greek
 blackboard bold 163
 bold 120, 380
 letters . . 20, 120–122, 163,
 208, 380
 numerals 208
 polytonic . . . 20, 120, 121
 upright 20, 121
 Green Dot (♻️)+ . *see* recycling
 greenpoint (package) . . 332, 387
 Gregorian music 215
 Gregorio, Enrico . 136, 369, 370
 grid
 bottom (⊥) 240
 center (⊕) 240
 center, with filled circle (⊕)
 240
 left (⊥) 240
 right (⊥) 240
 top (⊥) 240
 grid, large (▣) 173–175
 grid, small (▣) 173–175
 Griffith’s separation vector (s) .
 163
 Grim Reaper (☠️) 288
 grip
 lines
 || 173–175
 = 173–175
 squares
 ▣ 173–175
 ▣ 173–175
 Gripfire (🔥) 315–318
 group (👥)+ 171–172
 group meeting (👥) 307
 group objects
 👥 173–175
 👥 173–175
 Grüne Punkt (♻️)+ *see* recycling
 Grunt (🐷)+ 315–319
 guarani (₲) 31
 guard (🚫)+ . 300, 303, 304, 307
 guide dog (🦮) 263
 Guilded (👑) 315–318
 guillemet
 decorative left single (◀) 199






































































































decorative right single (▶) .
 199
 left (◀) 21, 383
 left single (◁) 21, 384
 right (▶) 21, 383
 right single (▷) . . . 21, 384
 guise (👤) 208–210
 guitar
 🎸 323–325
 🎸 300
 🎸 313
 Gulp
 👤 315–318
 👤 318–319
 👤 318–319
 gun (🔫) *see* pistol

H

H (H) 328–329
 Hälsinge runes . . . *see* staveless
 runes
 háček (ˇ)+ . . *see* accents, caron
 Hacker News (👩)+ . . 315–318
 HackerRank (👩) 315–318
 Hades (👤) 168
 Hadoop (🐘) 318–319
 hail (⚡) 258
 hair
 👩 296
 👩 296
 👩 302
 haircut (👩) 307
 HAL
 👩 330–331
 👩 330–331
 half note (♩)+ . . . 212, 215–218
 dotted (♩)+ 216–218
 double dotted (♩)+ . 217,
 218
 rest (—)+ 215, 219
 rest, dotted (—.) . . . 219
 halfnoteize (👤) 314
 hallow (👤) 208–210
 Halloween symbols . . . 52, 150
 halloweenmath (package) . . 52,
 117, 138, 148–150, 387, 388
 Hamburg Notation System 272–
 275
 hamburger
 🍔 323–325
 🍔 286–287
 🍔 285

👤 287
 Hamiltonian (ℋ) *see* alphabets,
 math
 hammer
 🔨 323–325
 🔨 300
 🔨 313
 and pick (🔨) 300
 and sickle (🔨) 333
 and wrench
 🔨 254
 🔨 300
 hamnosys (package) . . 272–275,
 387, 388
 hamsa (👤) 310
 hamster (🐹)+ 263, 268
 hand 184–186, 274, 332, 343–346
 👤 325–327
 👤 201
 👤 201
 👤 296
 👤 296
 👤 185
 call me (👤) 294
 crossed fingers (👤) . . . 296
 fingers splayed
 👤 185
 👤 185
 👤 300
 fist
 👤 185
 👤 185
 👤 186
 👤 293
 👤 296
 👤 297
 👤 303
 holding dollar sign (👤) 186
 holding heart (👤) . . . 186
 holding medical sign (👤) .
 186
 holding position (👤) . 186
 holding water (👤) . . . 186
 horns (👤) 298
 lizard sign (👤)+ 186
 love-you sign (👤) 304
 middle finger extended
 👤 185
 👤 186
 👤 292
 OK sign
 👤 185
 👤 185

	185		185		304
	293		186	handbag	
paper sign (👉) ⁺	186		186		300
peace sign	<i>see hand,</i>		186		281
victory sign			186	handball (🏐) ⁺	291, 295, 303
pinching			293	hands (👐)	186
	295		301	clapping	
	295	pointing upper left			185
pointing down			184		295
	185		184	helping (👏)	186
	185	pointing upper right		open	
	185		184		185
	185		184		293
	185	rock sign (👊) ⁺	186	palms up (👐)	294
	186	scissors sign (✂️) ⁺	186	praying	
	186	sparkles (✨)	186		299
	292	Spock sign (🖖) ⁺	185, 186, 301		310
pointing left		thumbs down		raising (🙌)	296
	184		184	washing (🧼)	186
	184		184	handshake	
	184		185		186
	185		185		186
	185		185		300
	185		186	slashed (👊) ⁺	186
	185		186	hanger (⚙️)	321
	185		186	happy person raising one hand	
	185		300	(🙌)	289
	185	thumbs up		hard disk (💿)	314
	186		184	hard sign (⌘)	22
	186		184	harmony (package)	215, 217, 387, 388
	293		185	harp (🎹)	343–346
pointing right			185	harpoon (package)	148, 387, 388
	184		185	harpoon (→) ⁺	94–96, 99, 100, 104, 105, 107, 110–112, 114, 148, 358–359
	184		185	barred head (→) ⁺	110
	184		185	barred tail (→) ⁺	110
	184		185	barred, parallel (⇒) ⁺	96, 110
	184		186	double ended, opposite sides	
	185		186	(↔) ⁺	96, 99, 104, 110, 111
	185		186	double ended, opposite sides,	
	185		186	extensible (↔) ⁺	148
	185		301	double ended, opposite sides,	
	185	Vulcan salute <i>see hand,</i>		long (↔) ⁺	111
	186	Spock sign		double ended, opposite sides,	
	186	waving		negated (↔) ⁺	100, 105
	257		185	double ended, same side	
	293		301	(↔) ⁺	110
pointing up		with eye (👁️) <i>see hamsa</i>		double, opposite sides (⇒) ⁺	94–96, 99, 104, 107, 110
	185	writing			
	185		184		
	185		185		
	185		185		
			257		

- double, opposite sides, extensible
 - + 145, 146
 - + 146
- double, opposite sides, negated (\neq)⁺ . . . 100, 105
- double, same side (\Rightarrow)⁺ 96, 110
- extensible (\dashrightarrow)⁺ . 145, 148
- long (\longrightarrow)⁺ 111, 112
- negated (\nrightarrow)⁺ . . . 100, 105
- hash
 - #⁺ 18, 37, 76, 158, 173–175, 381
 - #⁺ 76, 158
 - # 302
- Haskell () 318–319
- hat
 -  325–327
 -  325–327
 -  304
 -  281
 - accent ()⁺ . . *see* accents, circumflex
 - as math-mode accent
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 -  138
 - cowboy
 -  323–325
 -  323
 - hard () 323–325
 - top
 -  300
 -  313
 - witch () 331
 - wizard () 323–325
- hatching chick
 -  263
 -  268
- Hausa letters . . *see* boko letters
- head
 -  257
 - Ⲃ 201
 - ⲃ 201
- heading (**H**) 173–175
- headphones
 -  323–325
 -  322
 -  300
 -  313
- headset () 323–325
- headstone () 300
- health worker ()⁺ . . 300, 303, 304
- heart ()⁺ . 168, 198, 233, 234, 257, 269, 290–305, 311–314, 319, 328–329
 - anatomical () 292
 - beating
 -  290
 -  293
 - black () 293
 - blue () 294
 - broken
 -  290
 -  294
 -  328–329
 - brown () 294
 - exclamation point
 -  199
 -  300
 - filled ()⁺ 199, 290, 328–329
 - floral () 199
 - framed
 -  290
 -  300
 - green () 300
 - growing
 -  290
 -  300
 - half filled () 328
 - halftoned
 -  290
 -  290
 -  290
 -  290
 - multiple ()⁺ . . 290, 301
 - multiple, revolving
 -  290
 -  297
- orange () 294
- purple () 296
- red ()⁺ . . . 296, 311–312
- rotated () 199
- rotated floral () . . . 199
- sparkling
 -  290
 -  299
- suit *see* playing card suits, heart
- white () 302
- with arrow
 -  290
 -  300
- with ribbon
 -  290
 -  300
 - with tip on the left () 290
 - yellow () 304
- heartbeat () 319
- heavy left-pointing angle bracket ornament () 199
- heavy right-pointing angle bracket ornament () 199
- Hebrew 122, 123, 163
- hedgehog () 263
- helicopter 254, 320
 -  320
 -  323–325
 -  325–327
 -  321
 -  254
- helmet
 -  200
 -  201
 -  201
- help sign () 271
- Helvetica (font) 32
- hemiobelion (c) 32
- heraldry () 275
- herb
 -  300
 -  281
- hermaphrodite ()⁺ *see* gender signs, male and female
- Hermitian conjugate matrix (+)⁺ 159
- Heroku () 318–319
- herring () . 264–267
- heta
 - lowercase (*h*) 208
 - uppercase (*H*) 208

heterosexual (♂)⁺ . . . *see* gender signs, female/male

hexagon (◻)⁺ 192–194, 196–197
 crossed (⊗) 197
 dotted (⊙) 197
 filled (◼)⁺ . . . 193, 194, 197
 half filled
 ◻ 197
 ◻ 197
 ◻ 197
 ◻ 197
 horizontally divided (⊖) 197
 quartered (⊕) 197
 vertically divided (⊗) . . . 197
 with chemical bonds (⊞) 194

hhcount (package) 236, 268, 387, 388

hibiscus
 🌺 300
 🌺 281

Hidalgo (℥) 168

hidden universal bunch quantifier (∇) 125

hidden universal individual quantifier (∇) 125

hide
 👤 200
 👤 173–175
 👤 173–175

hieroglf (package) 202, 387, 388

hieroglyphics 202

high brightness (⚡) 256

high frequency (≈) 164

high voltage (⚡) 301

hiking (🧑) 328–329

Hilbert space (ℋ) *see* alphabets, math

hindu temple (🏛️) 301

hippopotamus
 🐘 263
 🐘 264–267
 🐘 263


HIPS (hips) 315–318

Hire a Helper (👷) 315–318

Hirst, Daniel 212

history (📖) 173–175

Hive (🐝) 315–318

Hochschule Bochum (BO) . . . 257
 landscape  BO) . . . 257
 portrait (BO) 257
 hockey puck (🏒) 240


hole
 h⁺ 177
 ◐ 301
 ◐ 314

holly berry (🌿) 328–329

Holmes, Sherlock 355

Holt, Alexander 1, 386

holtpolt (package) . . . 151, 387

 Homer () 306

homosexual (♂)⁺ . . . *see* gender signs, male/male

honey pot
 🍯 285
 🍯 287

honeybee
 🐝 263
 🐝 268

hook (🪝) 301

hooked letters
 a (a) 24
 b
 b 22
 b 24
 b 25
 c
 c 22
 c 25
 d
 d 22
 d 24
 d 24
 d 24
 d 25
 d 25
 d 25
 e (e) 24
 g
 g 22
 g 24
 g, small caps (g) 22
 h
 fi 22
 fi 24
 fi 25
 i (i) 23
 i, long (i) 22
 j, dotless, barred
 j 22
 j 23
 k (k)⁺ 22, 25
 n (n) 24
 o, open (o) 24

p
 p 22
 p 23
 p 25

q (q) 22

t
 t 22
 t 22
 t 24
 t 25
 y, long (y) 22

Hooli (👽) 315–318

horizontal line
 dashed (--) 182
 high (—)⁺ 194, 195
 low (—) 198
 middle (—)⁺ 70, 159
 middle, double (=) . . . 70
 middle, double, slashed (≠)⁺ 23, 72
 middle, slashed (+) . . . 72
 middle, with vertical line (+) 198

horn (🐮) 200

Horn, Berthold 163

Hornbill (🐊) 315–318
















































































horned letters
 O (O) 21
 o (o) 21
 U (U) 21
 u (u) 21















horoscope symbols . . . 166–168, 335–338







































horse
 🐎 263
 🐎 263
 🐎 264–267
 🐎 264–267
 🐎 343–346
 🐎 206
 🐎 263
 🐎 268
 🐎 268

carousel
 🎠 294
 🎠 313

racing
 🐎 241
 🐎 262
 🐎 301

- hospital
 319
 319
 301
 314
hospital sign (Ⓜ) 271
hot air balloon
 315–318
 325–327
hot beverage (☕) 284
hot dog
 323–325
 284
 287
hot pepper
 323–325
 284
 287
hot springs (♨) 301
hot tub (♨) 323–325
hotel
 323–325
 301
 314
love
 304
 314
Hotjar (🔥) 315–318
hourglass
 41
 47
 47
 261
 261
 261
 261
 261
 261
 261
house
 193
 323–325
 325–327
 325–327
 325–327
 325–327
 201
 201
 322
 301
 314
damaged (🏠) .. 328–329
derelict (🏚️)+ .. 297, 313
multiple (🏚️)+ .. 301, 313
with garden (🏡)+ 301, 314
houses of worship 310, 333–334
Houzz (🏠) 315–318
hryvnia (₴) 32
HTML
 318–319
 171–172
HTML5
 318–319
 318–319
HubSpot (📍) 315–318
hummingbird (🐦) 264–267
hundred points
 301
 313
Hungary (🇭🇺) 244
hut
 259
 259
 259
 301
hwemoji (package) 234, 252, 258, 261, 263, 278, 283, 285, 305, 321
Hygiea (♃) 168
hyphen
discretionary 382
double (=) 34
Hypothesis
 330–331
 330–331
I
i
dotless (ı)+ 25, 26
dotless, math mode (i)+ ..
..... 123, 124, 136
incorrectly accented (ï) 26
Lidingö/Viby (ı)+ .. 23
I cursor (⌘) 173–175
IBM PC 276, 382
IBM PC symbols 170
ice (🧊) 284
ice cream
 323–325
 286–287
 286–287
 286–287
 286–287
 286–287
 286–287
 286–287
 286–287
 286–287
 285
 284
 287
 287
ice hockey stick and puck
 301
 241
ice skate (🛼) 301
Iceland (🇮🇸) 244
Icelandic staves 276
icicles (🧊) 259
icons (📁) 173–175
icosahedron (🔺) ... 311–312
ID (🆔) 301
ID badge
 328–329
 328–329
ID card
 328–329
 328–329
Ideal (🆗) 315–318
IDEASRePEc
 330–331
 330–331
IEEE
 330–331
 330–331
iff (⇔)+ .. see arrow, double ended, double bodied
ifsym (package) . 164, 194, 195, 236, 258–260, 268, 270, 365, 367, 387, 388
igloo (🏠) 323–325
igo (package) 240, 387
image
 173–175
 173–175
 171–172
 171–172
images
 173–175

 173–175
 imaginary
 \Im 119, 123
 j 124
 \mathfrak{I} 124
 IMDB () 315–318
 immigration 254
 imp () 307
 Impactstory
  330–331
  330–331
 implication $(\rightarrow)^+$... 113, 114
 intuitionistic $(\rightarrow)^+$... 114
 material $(\Rightarrow)^+$ 113
 not $(\nrightarrow)^+$ 114
 not classical $(\not\rightarrow)$ 81
 not intuitionistic $(\nrightarrow)^+$ 115
 not material $(\nRightarrow)^+$... 114
 not weak $(\nrightarrow)^+$ 115
 not weak material $(\nRightarrow)^+$ 115
 weak $(\longrightarrow)^+$ 114
 weak material $(\Longrightarrow)^+$ 114
 impulse train *see sha*
 imum celi (\mathbb{E}) 168
 in $(\in)^+$... *see set membership*
 inbox
  173–175
  301
  312
 inches
 " *see prime, double*
 "⁺ ... *see quotation marks, straight double*
 incoherence $(\asymp)^+$ *see smiles and frowns, both*
 increase font size (\mathbf{AA}) ... 313
 indent (\mathbb{E}) 173–175
 independence
 \perp^+ ... *see turnstile, double dash, up*
 \perp^+ ... *see turnstile, up*
 industry
  257
  328–329
 inexact differential (\mathfrak{d})⁺ ... *see barred letters, d*
 infant *see baby*
 infinity 155, 157–160, 371
 ∞^+ ... 155, 157–159, 161
  157
  156
  156
  301
 incomplete $(\omega)^+$ 155, 159
 negated (ϕ) 155

tie over (∞) 155
 information
  257
  271
  311–312
  281
  173–175
  173–175
  171–172
  171–172
  171–172
  171–172
  301
 information desk person () 307
 informant symbols 239
 Innosoft () 315–318
 INPN
  330–331
  330–331
 input type
 Latin lowercase
  301
  301
  313
 Latin uppercase
  301
  313
  313
 numbers
  301
  313
 symbols
  301
  313
 inputenc (package) 385
 insect
  263
  262
  262
  262
  262
  268
 Inspire
  330–331
  330–331
 Instagram
  315–318
  315–318
  314
  314
 InstaLOD () 315–318
 integers (\mathbb{Z}) *see alphabets, math*
 integral $(\int)^+$. . . 53–66, 158, 159, 371

around a point operator
 $(\oint)^+$ 53, 61, 63, 64
 bar $(f)^+$ 53, 60, 61, 63, 64, 66, 371
 big $(\int)^+$ 58
 circulation function $(f)^+$ 53, 61, 63, 64
 clockwise $(f)^+$. . . 53, 60–62, 65
 clockwise contour $(\oint)^+$ 53, 54, 56–62, 64, 65
 closed surface $(\oint)^+$. . . 53, 55–57, 59, 61, 62, 64, 65
 closed volume $(\iiint)^+$ 53, 56, 57, 59, 61, 62, 64, 65
 contour $(\oint)^+$ 53–65
 counterclockwise $(f)^+$. . . 53, 60, 61, 63, 64
 counterclockwise contour $(\oint)^+$. . . 53, 56–62, 64, 65
 dotted $(f \cdots f)^+$ 54, 56–58, 60, 64, 65
 double $(\iint)^+$ 53–58, 60–62, 65
 double bar $(\mathcal{f})^+$ 53, 60, 61, 63, 371
 hooked arrow $(\mathcal{f})^+$ 53, 61, 63, 65
 intersection $(\oint)^+$ 53, 61, 63, 65
 Landau down $(\mathcal{f})^+$ 57, 58, 60, 65
 Landau up $(\mathcal{f})^+$ 57–60, 65
 line not including the pole $(\mathcal{f})^+$ 53, 62–64
 line with rectangular path around pole $(\mathcal{f})^+$ 53, 61, 63, 64
 line with semicircular path around pole $(\mathcal{f})^+$ 53, 61, 63, 64
 multiple (\iiint) 66
 multiple, contour (\iiint) 66
 multiple, square (\iiint) 66
 overbar $(\overline{\int})^+$. . . 53, 54, 61–65
 product $(\prod)^+$ 66
 quadruple $(\iiint)^+$. . . 53, 54, 56–58, 60, 61, 63, 64
 quaternion . . . *see integrals, square*
 slash $(f)^+$ 53, 56, 57, 59–61, 63, 64

square (♯)⁺ 53, 54, 56, 57, 61, 63, 65
 square, double (♀♀)⁺ . . . 56, 57, 65
 square, triple (♀♀♀) . . . 56
 sum (⌘)⁺ 53, 54, 59–62, 65
 times (×)⁺ . 53, 61, 63, 65
 triple (♣♣♣)⁺ 53–58, 60–62, 64
 underbar (ℓ)⁺ . 53, 61, 64
 union (∪)⁺ . 53, 61, 63, 65
 interaction (☞) 177
 intercalate (⌈)⁺ . 38, 40–42, 124
 Intercom (☎) 315–318
 interior (⏏)⁺ . *see* accents, ring
 interior product (⋅)⁺ *see* logical negation, inverted
 interleave (|||)⁺ 38, 42, 54, 159
 internal (▣) 177
 Internet Explorer (e) 315–318
 interrobang (‽) 34
 inverted (‿) 34
 intersection (∩)⁺ 37, 39–42, 54, 58, 59, 61, 161
 bar (∩̄) 42
 bar, union (∩̄∪) 42
 closed (∩) 42
 dotted (∩[⋯]) 39, 40, 42, 58, 59
 double (∩∩)⁺ 38–43
 over union (∩̅) 42
 plus (∩⁺) 38–40, 42, 54, 58, 59
 square (∩)⁺ 37, 39, 40, 42, 43, 54, 55, 58, 60, 61, 161
 square, double (∩∩)⁺ 39–41, 43
 square, half
 ┌ 39
 ┐ 40
 square, plus (∩⁺) . 39, 40, 56, 58, 60
 two adjacent (∩∩) 42
 vertical line (∩) 77
 wedge (∩) 42
 inverse limit (lim) 119
 inverted letters . . . 22–25, 125
 a (α) 23
 a, small caps (α) 23
 r, small caps (r)⁺ . . 22, 24
 v (Λ) 25
 inverted symbols 368
 inverters 170, 357–358
 InVision (in) 315–318

ion (Ⓞ) 178
 iota
 lowercase (ι)⁺ . 20, 22, 24, 25, 120, 121
 lowercase, upside-down (ι)⁺ 25, 122, 159, 368
 uppercase (Ι)⁺ 20, 120
 IoxHost (☹) 315–318
 iPhone (📱) 329
 Ireland (♣) 244
 ironing
 high temperature (熨) 257
 low temperature (熨) . 257
 medium temperature (熨) 257
 irony mark (⸆) 368
 irrational numbers (ℚ) *see* alphabets, math
 irritant (X) 270
 ISIDORE
 ☒ 330–331
 ☒ 330–331
 Islamic star and crescent 290–305
 island
 🏝 297
 🏝 313
 ISO character entities 384
 isoent (package) 384
 Isthmian script 208–210
 italic . 19, 33, 376, 378, 380, 382
 italics (I) 173–175
 Italy (🇮🇹) 244
 Itch.io (🐛) 315–318
 iTunes
 🎵 315–318
 📻 315–318

J

j
 dotless (j) 26
 dotless, math mode (j)⁺ 123, 124, 136
 🃠 311–312
 jack-o'-lantern 52
 😊⁺ 52
 ☺ 52
 🎃 325–327
 🎃 301
 ☺ 312
 jaguar (🐆) 208–210
 Japan (🇯🇵) 314

Japanese buttons
 acceptable (👍) 301
 application (📄) 301
 bargain (🤑) 301
 congratulations (🎉) . . . 301
 discount (🏷) 301
 free of charge (🆓) 301
 here (📍) 301
 monthly amount (📅) . 302
 no vacancy (🚫) 302
 not free of charge (🈹) . 302
 open for business (🏢) . 302
 passing grade (🎓) 302
 prohibited (🚫) 302
 reserved (🚧) 302
 secret (🔒) 302
 service charge (💰) . . . 302
 vacancy (🏠) 302
 Java (☕)⁺ 315–319
 Duke (🐘) 318–319
 JavaScript (JS)⁺ 315–319
 JCB (JCB) 315–318
 jeans
 👖 302
 👖 281
 Jedi Order (👉)⁺ 315–318
 Jenkins (🐙) 315–318
 Jetty (🚀) 318–319
 Jewish star (☆)⁺ . . *see* star, of David
 Jira (🔍) 315–318
 Joget (👉) 315–318
 join (database)
 full outer (⋈) 160
 left (⋈)⁺ 41, 69
 left outer (⋈) 159
 natural (⋈)⁺ 40, 41, 67, 68, 74, 159
 open (×) 69
 right (⋈)⁺ 41, 69
 right outer (⋈) 159
 joint denial (↓) *see* arrow
 joker (🃏) 302
 Joomla (🐘) 315–318
 Journal of the Whills (📖) 328–329
 joystick
 🎮 302
 🎮 314
 jQuery (☾) 318–319
 JSFiddle (☺) 315–318
 JSTOR
 📖 330–331
 J 330–331


judge (👨🏻‍⚖️)⁺ 290, 302, 303
 juggling (🎪)⁺ 291, 295, 303
 juicy (🍷) 325–327
 junicode (package) 385, 387
 Junicode.ttf (file) 385
 Juno (👩) 168, 335–338
 Jupiter (♃)⁺ 166–168, 335–338
 justice (⚖️) 275

K




















K (🇰) 270
 kaaba (🕌) 310
 kaaba (🕌) 302
 kaaba (🕌) 310
 kabob (🍖) 286–287
 Kaggle (🐼) 315–318
 kangaroo (🦘) 263
 kaon 177–178
 minus (K^-) 178
 null (K^0) 178
 plus (K^+) 178
 kappa
 lowercase (κ)⁺ 20, 120, 121
 lowercase variant (κ)⁺ 120, 122
 uppercase (K)⁺ 20, 120
 KDE (🐧) 318–319
 kernel contraction
 ~ see similar, dots, vertical
 ~ see similar, dots, vertical
 ket (⌘)⁺ 127, 171
 ketchup (🍷) 286–287
 kettle (🍵) 286–287
 kettle (🍵) 286–287
 key 312–314
 🗝️ 311–312
 🔑 323–325
 🗝️ 325–327
 🔑 322
 🔑 302
 🔑 293
 🔑 313
 🔑 313
 Keybase (🐼) 315–318























keyboard
 computer (🖨️)⁺ . 169, 302, 312, 322–325
 computer, with mouse (🖱️) 312
 musical (🎹)⁺ 292, 313
 keyboard symbols 169
 alternate (⌥) 169
 alternate graphic (⌥Gr) 169
 backspace (⌫) 169
 break (⌵) 169
 command (⌘)⁺ 253
 control (⌃) 169
 customizable (⌘) 169
 delete (⌫)⁺ 169
 down arrow (⏴) 169
 end (⏹) 169
 enter (⏎) 169
 escape (⏏) 169
 home (⏪) 169
 insert (⏏) 169
 left arrow (⏴) 169
 numeric lock (⏻) 169
 page down (⏴) 169
 page up (⏵) 169
 print screen (⏻) 169
 return (⏎) 169
 right arrow (⏵) 169
 scroll (🔍) 169
 shift (⇧) 169
 spacebar (⏻) 169
 tab (⇧) 169
 up arrow (⏵) 169
 KeyCDN (🐼) 315–318
 keys, computer . . . see keyboard symbols
 keystroke (package) 169, 387, 388
 khanda (🗡️) 310
 kick scooter (🛼) 321
 Kickstarter
 🇰 315–318
 🇰 315–318
 kidney (🍲)⁺ 255
 kimono (👘) 303
 👗 281
 king 238, 239, 361–363
 ♔ 208–210


































👑 240
 kiss (💋) 303
 💋 290
 👄 290
 kite (🪁) 325–327
 🪁 325–327
 🪁 303
 kitten (🐱) 264–267
 🐱 264–267
 kittens (🐱) 264–267
 🐱 264–267
 🐱 264–267
 🐱 264–267
 🐱 264–267
 kiwi bird (🐙) 263
 kiwi fruit (🥝) 284
 kneeling (🧎)⁺ 291, 295, 303
 knees (🦵) 325–327
 knife (🔪) 287
 🔪 286–287
 🔪 286–287
 hocho (🔪) 313
 kitchen (🔪) 303
 knitting (package) 282, 387, 388
 knitting symbols 282
 knot (package) 348, 352, 387
 knot (🎣) 303
 knots 348–352
 knotted cloth (🧶) 208–210
 knotted cloth straps (🧶) 208–210
 Knuth, Donald E. 16, 112, 255, 381, 390
 symbols by 255
 koala (🐼) 263
 🐼 268
 koppa
 lowercase (₴) 208
 uppercase (Ɔ) 208
 Koran (📖) 310
 Korvue (🇰) 315–318

Kronecker product (\otimes) . . . *see*
 circled symbols, multiplication
 Kronecker sum (\oplus) . *see* circled
 symbols, plus
 kroužek ()⁺ . *see* accents, ring

L

 L 270
 l (ℓ)⁺ 123, 124
 with belt (†)⁺ 22, 24
 with tilde (†)⁺ 22, 25
 lab coat () 303
 label
  303
  312
 lacrosse () 303
 ladder () 303
 ladle () 286–287
 ladybug
  264–267
  263
  268
 Lagrangian (\mathcal{L}) . *see* alphabets,
 math
  264–267
 lamb () 264–267
 lambda
 lowercase (λ)⁺ . 20, 22, 24,
 120, 121
 lowercase with slash (λ)⁺ .
 22, 24, 25, 158, 159
 uppercase (Λ)⁺ . 20, 120,
 121
 Lament, Leslie 386, 390
 land masses . 242–246, 312–314
 language () 173–175
 lantern
  325–327
  296
  314
 Laplace transform (\mathcal{L}) *see*
 alphabets, math
 Laplacian
 Δ . . *see* delta, uppercase
 ∇^2 *see* nabla
 laptop and house () 328–329
 Laravel
  315–318
  318–319















































large
  171–172
  171–172
 larger than (\succ) *see* greater than,
 horizontally barred
 laser beam () 176
 Last.fm
  315–318
  315–318
  314
  314
 LATEX 1, 14–17, 21, 26, 67, 127,
 151, 157, 179, 246, 269, 332,
 358, 363, 364, 367–374, 376,
 379, 380, 382, 384–390
 LATEX 2 ϵ 1,
 16, 18, 19, 33, 37, 67, 82,
 94, 137, 151, 157, 163, 212,
 233, 332, 363–368, 371, 373,
 378, 379, 381–384, 390
 latexsym (package) . . 37, 67, 82,
 94, 157, 364, 387, 388
 Latin 1 17, 382–384, 386
 Lattes
  330–331
  330–331
 lattice
 bottom (\perp)⁺ *see* turnstile,
 up
 top (\top)⁺ . . . *see* turnstile,
 down
 Latvia () 242
 laundry symbols 257
 layer group () 173–175
 LCD numerals 164
 lcircuit (package) . 357, 358, 387
 leads to (\rightsquigarrow)⁺ *see* arrow, wavy
 leaf 191, 198, 338–339
  323–325
  325–327
  325–327
  325–327
  253
  322
 falling
  281
  298
 fleuron ()⁺ 191
 fluttering
  281
  303










maple ()⁺ 281, 291,
 315–318
 leafy green () 284
 Leanpub () 315–318
 ledger
  303
  314
 Lefschetz motive (\mathcal{L}) *see*
 alphabets, math
 leg () 303
 mechanical () 291
 legal symbols . . . 19, 33, 34, 383
 Attribution () 34
 BY ()⁺ 33, 34
 CC ()⁺ 33, 34
 CC BY-NC-ND ()
 34
 CC0 ()⁺ 33, 34
 copyleft () 33
 copyright ()⁺ 19, 33, 34,
 37, 296, 383
 NoDerivatives ()⁺ 33, 34
 NonCommercial ()⁺ 33,
 34
 NonCommercial, euro ()⁺
 33, 34
 NonCommercial, yen ()⁺
 33, 34
 phonographic copyright
 () 33
 public domain
  33
 ⁺ 33, 34
 registered trademark ()⁺
 19, 33, 297, 383
 Remix ()⁺ 33, 34
 Sampling ()⁺ 33, 34
 Sampling Plus () 33
 service mark (SM) 33
 Share ()⁺ 33, 34
 ShareAlike ()⁺ 33, 34
 trademark (TM)⁺ . . . 19, 33,
 300, 383, 384
 lemon
  323–325
  284
  287
 length (!) 31
 length mark (:) 22
 Leo (Ω)⁺ 166–168, 303, 335–338
 leopard
  263
  268
 lesbian ()⁺ . *see* gender signs,
 female/female

less than ($<$)⁺ . . . 19, 87, 88, 91, 381, 382
 arrow (\lesssim) 90
 but not approximately equal to (\gtrsim)⁺ 85–90
 but not equal to
 \gtrdot ⁺ 85, 86, 88–90
 \gtrdot ⁺ 85, 86, 89, 90
 \gtrdot ⁺ 85–90
 but not similar to (\lesssim)⁺ 85–89
 circle (\lessgtr)⁺ 89, 90
 closed
 \lessgtr ⁺ 87, 88, 92, 93
 \lessgtr ⁺ 88, 89
 closed, negated
 \lessgtr ⁺ 87, 88, 92, 93
 \lessgtr ⁺ 88, 89
 decorative (\lessgtr) 157
 dotted (\lessgtr)⁺ 41, 69, 85–88, 90
 dotted, negated (\lessgtr)⁺ 87, 88
 horizontally barred (\lessgtr) 90
 much
 \lll ⁺ 85–88, 90
 \lll ⁺ 86, 89
 much, negated (\lll)⁺ 86–88, 90
 much, underlined (\lll) . 90
 negated (\lessgtr)⁺ 85–91
 or approximately equal to (\gtrsim)⁺ 85–90
 or approximately equal to, negated (\lessgtr)⁺ . . . 86, 88
 or equal to
 \lessgtr ⁺ 85–90
 \lessgtr ⁺ 85–91
 \lessgtr ⁺ 85–91
 \lessgtr 90
 \lessgtr 154
 or equal to or greater than
 \lessgtr ⁺ 85–90
 \lessgtr ⁺ 85–90
 \lessgtr ⁺ 87–89
 \lessgtr 90
 \lessgtr 90
 or equal to or greater than, negated
 \lessgtr ⁺ 87–89
 \lessgtr ⁺ 87–89
 \lessgtr ⁺ 87, 88
 or equal to, closed
 \lessgtr ⁺ 87, 88, 92, 93
 \lessgtr ⁺ 88–90




or equal to, closed, negated
 \lessgtr ⁺ 87, 88, 92, 93
 \lessgtr ⁺ 88, 89
 or equal to, decorative (\lessgtr) 157
 or equal to, dotted
 \lessgtr ⁺ 87, 88, 90
 \lessgtr ⁺ 87, 88
 \lessgtr 90
 \lessgtr 90
 or equal to, dotted, negated
 \lessgtr ⁺ 87, 88
 \lessgtr ⁺ 87–89
 or equal to, horizontally barred (\lessgtr) 90
 or equal to, negated
 \lessgtr ⁺ 85–90
 \lessgtr ⁺ 85–91
 \lessgtr ⁺ 85–91
 or greater than (\lessgtr)⁺ 85–90
 or greater than but not equal to (\lessgtr) 87
 or greater than, negated (\lessgtr)⁺ 86–88, 90
 or similar to
 \lessgtr ⁺ 85–90, 372
 \lessgtr 373
 or similar to or equal to (\lessgtr) 89
 or similar to or greater than (\lessgtr) 89
 or similar to, negated (\lessgtr)⁺ 86, 88, 90
 question mark (\lessgtr) . . . 90
 very much
 \lll ⁺ . . . 85, 87–90, 365
 \lll 90
 very much, negated (\lll)⁺ 87, 88
 Less.js (**less**) 315–318
 letter-like symbols . . . 123–125, 330–331
 letters *see* alphabets, 20
 barred 369
 non-ASCII 20
 rotated 22–25, 125
 variant Greek 122
 variant Latin 122
 level down (\Downarrow) 173–175
 level slider
 \Updownarrow 303
 \Updownarrow 313
 level up (\Uparrow) 173–175

Libra ($\ Libra$)⁺ 166–168, 303, 335–338
 licenses
 Creative Commons . . . 34
 lid (\lid) 200
 Lie derivative (\mathcal{L}) *see* alphabets, math
 Liechtenstein ($\text{\textcircled{L}}$) 242
 life preserver ($\text{\textcircled{L}}$) . . . 323–325
 life-insurance symbols 145, 374
 lifting weights ($\text{\textcircled{L}}$)⁺ . . 291, 295, 303
 ligatures
 A-E ($\text{\textcircled{AE}}$) 20
 a-e ($\text{\textcircled{ae}}$) 20
 a-o ($\text{\textcircled{ao}}$) 23
 a-o, small caps ($\text{\textcircled{ao}}$) . . . 23
 c-e, with c rotated ($\text{\textcircled{ce}}$) 23
 d-b ($\text{\textcircled{db}}$) 23
 d-yogh ($\text{\textcircled{dy}}$) 23
 d-z ($\text{\textcircled{dz}}$)⁺ 23, 25
 d-z, with tail ($\text{\textcircled{dz}}$)⁺ . 22, 23
 f-j ($\text{\textcircled{fj}}$)⁺ 25
 h-engma ($\text{\textcircled{h}}$) 24
 h-engma, hooked ($\text{\textcircled{h}}$)⁺ 22, 24
 h-m ($\text{\textcircled{hm}}$) 24
 h-v ($\text{\textcircled{hv}}$)⁺ 22, 24
 I-J ($\text{\textcircled{IJ}}$) 20
 i-j ($\text{\textcircled{ij}}$) 20
 l-r ($\text{\textcircled{lr}}$) 23
 l-yogh ($\text{\textcircled{ly}}$)⁺ 22, 23
 l-z ($\text{\textcircled{lz}}$) 24
 O-E ($\text{\textcircled{OE}}$)⁺ 20, 384
 o-e ($\text{\textcircled{oe}}$)⁺ 20, 384
 o-e, small caps ($\text{\textcircled{oe}}$) . . . 22
 o-o ($\text{\textcircled{oo}}$) 24
 q-p ($\text{\textcircled{qp}}$) 24
 t-c, both tailed ($\text{\textcircled{tc}}$) . . . 23
 t-c, with tail ($\text{\textcircled{tc}}$) 22
 t-esh ($\text{\textcircled{tj}}$)⁺ 22, 25
 t-s ($\text{\textcircled{ts}}$) 22
 light bulb
 $\text{\textcircled{L}}$ 311–312
 $\text{\textcircled{L}}$ 323–325
 $\text{\textcircled{L}}$ 325–327
 $\text{\textcircled{L}}$ 322
 $\text{\textcircled{L}}$ 303
 $\text{\textcircled{L}}$ 312
 $\text{\textcircled{L}}$ 378
 light left tortoise shell bracket ornament ($\text{\textcircled{L}}$) 199

- light rail
 321
 254
 light right tortoise shell bracket
 ornament (l) 199
 light skin tone (🏞) 303
 lightbulb.mf (file) .. 376, 377
 lightbulb.sty (file) . 378, 379
 lightning (⚡)⁺ 95–98,
 100–102, 110–111, 118, 171,
 253, 258, 325–329, 365
 lightning mood (⚡) 314
 lightning mood bubble (⚡) 314
 Lilith (👹) 168
 lily (🌸) 200
 lilyglyphs (package) 212,
 217–225, 230–232, 387
 limits 118, 119
 LINE (📶) 315–318
 line chart
 173–175
 171–172
 171–172
 line feed (↵)⁺ 106, 109
 line graph (📈) 329
 line load (📶) 171
 Linear A symbols 202
 Linear B symbols ... 205, 206
 linear implication (→)⁺ .. *see*
 multimap, *see* multimap
 linear logic symbols 37
 linearA (package) . 202, 387, 388
 linearb (package) 205, 206, 387,
 388
 linguistic symbols .. 22–25, 30
 link
 173–175
 171–172
 171–172
 303
 313
 LinkedIn
 315–318
 315–318
 314
 314
 Linode (🐙) 315–318
 Linux (🐧) 315–318
 Linux Mint (🐧) 318–319
 lion
 264–267
-  264–267
 343–346
 263
 lips (👄) 313
 lipstick
 303
 312
 lira
 32
 31
 Lisa (👱) 306
 list
 173–175
 173–175
 173–175
 173–175
 171–172
 171–172
 literature (📖) 275
 Lithuania (🇱🇹) 242
 litter in bin
 303
 254
 liturgical music 215
 lizard (🦎) 263
 llama (🦙) 263
 \llap 31, 372
 lobster
 343–346
 263
 local ring (O) .. *see* alphabets,
 math
 location (📍)⁺ 171–172
 location arrow (📍) .. 173–175
 lock 290–305, 312–314, 322–325,
 330–331
 303
 313
 open
 301
 313
 with key
 303
 313
 with pen
 303
 313
 locker (🔒) 327
 locust (🦗) 264–267
- log-like symbols .. 118, 119, 380
 logic (package) 170
 logic gates 170, 357–358
 logic symbols ... 37–39, 44, 45,
 54, 58–60, 67, 81, 113–115,
 123–125, 161
 logical bistability (I) 161
 logical conjunction (∧) *see*
 wedge
 logical disjunction (∨) . *see* vee
 logical exclusive disjunction (⊕)
 ... *see* vee, bar under
 logical nand (↑) 44
 logical negation (¬)⁺ 44,
 157–160, 383
 classical (¬)⁺ 44
 dotted (¬̇) 44
 double bar (¬̄) 77
 double bar, reversed (¬̅) 77
 inverted (¬̂)⁺ .. 40–42, 44,
 158, 159
 reversed (¬̄)⁺ 68, 158, 159
 reversed and inverted (¬̅)⁺
 ... 40–42, 158, 159
 logical nor (↓) 44
 logix (package) .. 37, 44, 48, 52,
 81, 82, 85, 91, 113–115, 125,
 134, 135, 153, 161, 387, 388
 logos 314–319
 loin cloth (👙) 208–210
 lollipop
 284
 287
 lollipop (mathematics) (→)⁺ *see*
 multimap, *see* multimap
 long division 139, 141
 long drum (🥁) 303
 long lip (👄) 208–210
 long-branch runes . *see* normal
 runes
 long-legged letters
 m, rotated (m̄)⁺ ... 23, 24
 n (n̄) 23
 r (r̄)⁺ 22, 24
 r, rotated (r̄)⁺ 23, 24
 longa (🎵) 214
 longdiv (package) 139
 longdiv.tex (file) 139
 loop
 296
 199
 double
 199
 297



lord (𐤋𐤃) 208–210
 lorry *see* truck
 lose (𐤋𐤃) 208–210
 lost and found (𐤋𐤃) 327
 loudspeaker
  303
  314
 low brightness (☼) 256
 low vision (𐤋𐤃) 320
 lozenge *see* rhombus
 Lua^LTEX 37, 43,
 44, 52, 66, 67, 81, 82, 85,
 91, 111, 114, 115, 125, 135,
 138, 143, 147, 148, 153, 156,
 161, 172, 181–183, 185, 188,
 191, 212, 234, 252, 255, 256,
 258, 259, 261, 263, 271–275,
 278, 283, 285, 305, 307–310,
 314, 319–322, 327–329, 331,
 385
 Luecking, Dan 371
 luggage
  323
  323–325
  321
  304
  254
 luggage cart (𐤋𐤃) 323–325
 lungs
  319
  304
 Luxembourg (.) 242
 Lyft (𐤋𐤃) 315–318

M

M (𐤌) 21, 270
 ma (𐤌𐤃) 208–210
 macaw
  208–210
  208–210
  264–267
 Macedonia (.) 242
 machine wash
 at or below 30°C, reduced
 spin speed (𐤋𐤃) 257
 at or below 40°C
 markbothmachine washma-
 chine wash (𐤋𐤃) 257
 at or below 40°C, reduced
 spin speed (𐤋𐤃) 257
 at or below 50°C, reduced
 spin speed (𐤋𐤃) 257



at or below 60°C
 markbothmachine washma-
 chine wash (𐤋𐤃) 257
 at or below 60°C, reduced
 spin speed (𐤋𐤃) 257
 at or below 95°C
 markbothmachine washma-
 chine wash (𐤋𐤃) 257
 at or below 95°C, reduced
 spin speed (𐤋𐤃) 257
 by hand (𐤋𐤃) 257
 cotton (𐤋𐤃) 257
 delicate (𐤋𐤃) *see* machine
 wash, wool/silk
 maximum agitation (𐤋𐤃) .
 see machine wash, cotton
 medium agitation (𐤋𐤃) *see*
 machine wash, synthetics
 minimal agitation (𐤋𐤃) *see*
 machine wash, wool/silk
 normal (𐤋𐤃) *see* machine
 wash, cotton
 permanent press (𐤋𐤃) . *see*
 machine wash, synthetics
 synthetics (𐤋𐤃) 257
 wool/silk (𐤋𐤃) 257
 macron (̄)⁺ *see* accents, macron
 mage (𐤌𐤃)⁺ 291, 303, 304
 Magenta (𐤌𐤃)⁺ 315–319






Maggie (𐤌𐤃) 306
 magic (package) 361, 387
 magic wand

 328–329
 304



Magic: The Gathering symbols
 361











magical signs 276










































magnet
 323–325
 304
























magnifying glass
 311–312
 304
 304
 312
 312



magnon (𐤌𐤃) 178
 mahjong tiles 238
 autumn (𐤌𐤃) 238
 back (𐤌𐤃) 238
 bamboo (𐤌𐤃) 238
 chrysanthemum (𐤌𐤃) 238











east wind (𐤌𐤃) 238
 eight of bamboos (𐤌𐤃) 238
 eight of characters (𐤌𐤃) 238
 eight of circles (𐤌𐤃) 238
 five of bamboos (𐤌𐤃) 238
 five of characters (𐤌𐤃) 238
 five of circles (𐤌𐤃) 238
 four of bamboos (𐤌𐤃) 238
 four of characters (𐤌𐤃) 238
 four of circles (𐤌𐤃) 238
 green dragon (𐤌𐤃) 238
 joker (𐤌𐤃) 238
 nine of bamboos (𐤌𐤃) 238
 nine of characters (𐤌𐤃) 238
 nine of circles (𐤌𐤃) 238
 north wind (𐤌𐤃) 238
 one of bamboos (𐤌𐤃) 238
 one of characters (𐤌𐤃) 238
 one of circles (𐤌𐤃) 238
 orchid (𐤌𐤃) 238
 plum (𐤌𐤃) 238
 red dragon
  238
  304
 seven of bamboos (𐤌𐤃) 238
 seven of characters (𐤌𐤃) 238
 seven of circles (𐤌𐤃) 238
 six of bamboos (𐤌𐤃) 238
 six of characters (𐤌𐤃) 238
 six of circles (𐤌𐤃) 238
 south wind (𐤌𐤃) 238
 spring (𐤌𐤃) 238
 summer (𐤌𐤃) 238
 three of bamboos (𐤌𐤃) 238
 three of characters (𐤌𐤃) 238
 three of circles (𐤌𐤃) 238
 two of bamboos (𐤌𐤃) 238
 two of characters (𐤌𐤃) 238
 two of circles (𐤌𐤃) 238
 west wind (𐤌𐤃) 238
 white dragon (𐤌𐤃) 238
 winter (𐤌𐤃) 238

mailbox
 325–327
 325–327
 295
 295
 293
 293
 296
 312
 312
 312

 312
 312
 Mailchimp () 315–318
 majuscules 120
 Malta () 242
 mammoth () 263
 man
 323–325
 206
 202
 202
 304
 307
 adult () 307
 and woman holding hands
 () 307
 at drinking fountain () 307
 at help desk () 307
 child () 307
 deaf () 296
 discarding trash () .. 307
 getting haircut () ... 304
 getting massage () .. 304
 holding infant () 307
 in business suit levitating
 () 314
 in lotus position () .. 290
 in manual wheelchair () .
 290
 in motorized wheelchair ()
 290
 in steamy room () .. 290
 in tuxedo () 290
 old
 293
 307
 walking () 307
 walking dog () 307
 walking stroller () .. 307
 wearing turban () .. 291
 with child () 307
 with gua pi mao () . 307
 with luggage waiting () .
 307
 with luggage waving () .
 307
 with service animal () 307
 with turban () 307
 with veil () 291
 with white cane () .. 291

 311–312
 manacles () 200
 Mandalorian () 315–318
 manfnt (package) . 255, 387, 388
 mango () 284
 manicules *see* hand
 map
 323–325
 322
 marked
 173–175
 173–175
 of Japan () 291
 world
 304
 314
 map abstraction (λ) 125
 map composition (\circ) 161
 map join (\sqcup)⁺ *see* union, square
 map marker
 173–175
 173–175
 map meet (\sqcap)⁺ *see* intersection,
 square
 map pin () 173–175
 map signs () 328–329
 map symbols 333–334
 maps 242–246, 312–314
 European countries 242–244
 Romanian counties 245–246
 maps to (\mapsto)⁺ 94, 96, 97,
 100–102, 105, 107, 111–114
 diagonal
 96
 96
 97
 97
 diagonal, negated
 98
 98
 98
 98
 double (\Leftrightarrow)⁺ 95, 100–102,
 105, 107
 double headed (\leftrightarrow) ... 108
 double, negated (\nleftrightarrow)⁺ 103,
 104
 downward (\Downarrow)⁺ .. 96, 101,
 102, 105, 107
 downward, double (\Downarrow)⁺ 101,
 102
 downward, double, negated
 (\nDownarrow)⁺ 103, 104





downward, negated (\nrightarrow)⁺ 98,
 103, 104
 extensible (\mapsto)⁺ 112, 145,
 147
 leftward (\leftarrow)⁺ .. 73, 95,
 97, 100, 102, 105, 107, 109,
 111, 112
 leftward, double (\Leftrightarrow)⁺ 73,
 95, 100, 102, 105, 107, 109
 leftward, double headed (\leftrightarrow)
 108
 leftward, double, negated
 (\nleftrightarrow)⁺ 75, 102–104
 leftward, extensible (\leftarrow)⁺ ..
 147
 leftward, negated (\leftarrow)⁺ 75,
 99, 102–104
 negated (\mapsto)⁺ . 98, 99, 103,
 104
 upward (\Uparrow)⁺ . 97, 101, 102,
 105, 107
 upward, double (\Uparrow)⁺ 101,
 102
 upward, double, negated (\nUparrow
)⁺ 103,
 104
 upward, negated (\nUparrow)⁺ . 99,
 103, 104
 marcato
 down ()⁺ 214, 220
 up () 220




 306
 MariaDB () 318–319
 mark (+) 201
 Markdown () 315–318
 marks chapter () 310
 married (ω) 253
 Mars (σ)⁺ . 166, 168, 335–338
 martial arts uniform () .. 291
 marvosym (package) 31,
 32, 154, 166, 169, 171, 176,
 182, 187, 255, 257, 279, 365
 mask () 323–325
 masonic cipher 278
 Mastercard () 315–318
 Mastodon () 315–318
 325–327
 mate () 284





material biconditional (\equiv)⁺ *see*
 equivalence
 material conditional
 \rightarrow ⁺ *see* arrow
 \supset ⁺ *see* superset, strict
 material equivalence
 \equiv ⁺ *see* equivalence
 \leftrightarrow ⁺ *see* arrow, double
 ended
 material implication
 \rightarrow ⁺ *see* arrow
 \supset ⁺ *see* superset, strict
 \Rightarrow 77
 material nonimplication
 \nrightarrow ⁺ *see* arrow
 $\not\supset$ ⁺ *see* superset, strict,
 negated
 math alphabets 162
 mathabx (package) 36, 39, 45,
 55, 69, 70, 83, 86, 91, 95,
 96, 118, 123, 126–128, 136,
 141, 155, 158, 166, 270, 364,
 365, 387, 388
 mathbbol (package) 162, 163
 mathcomp (package) 154
 mathdesign (package) 32, 43, 65,
 125, 132, 160, 387
 mathdots (package) 136, 151,
 153, 373, 387, 388
 mathematical symbols 36–163
 mathematics (\mathbb{A}) 275
 MathOverflow
 \mathbb{m} 330–331
 \mathbb{m} 330–331
 mathrsfs (package) 162, 387
 mathspec (package) 120
 mathspec.sty (file) 120
 mathtools (package) 36, 79, 112,
 141, 145, 387, 388
 matryoshkas (\mathbb{R}) 293
 mattock (\mathbb{L}) 200
 Maven (\mathbb{V}) 318–319
 MaxCDN (\mathbb{M}) 315–318
 maxima (\mathbb{M}) 214
 maximize (\mathbb{M}) 313
 Maxwell distribution (\mathbb{M}) 178
 Maxwell-Stefan diffusion coeffi-
 cient (\mathbb{D}) *see* barred
 letters, D
 Mayan numerals 155
 mbboard (package) 162, 163, 387
 MDB (\mathbb{M}) 315–318
 mdwmath (package) 145, 387,
 388



me (\mathbb{M}) 208–210
 measured angles 155, 156, 158
 meat (\mathbb{M}) 285
 on bone
 \mathbb{M} 284
 \mathbb{M} 287
 mechanic (\mathbb{M})⁺ 291, 303
 mechanical scaling 376, 378
 medal (\mathbb{M}) 323–325
 bronze (\mathbb{M}) 292
 gold (\mathbb{M}) 292
 military
 \mathbb{M} 292
 \mathbb{M} 313
 silver (\mathbb{M}) 292
 sports
 \mathbb{M} 241
 \mathbb{M} 299
 MedApps (\mathbb{M}) 315–318
 media control symbols 255, 256,
 312–314
 down
 \mathbb{M} 255
 \mathbb{M} 297
 \mathbb{M} 298
 eject
 \mathbb{M} 255
 \mathbb{M} 255
 forward
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 256
 \mathbb{M} 256
 \mathbb{M} 256
 \mathbb{M} 256
 \mathbb{M} 293
 \mathbb{M} 298
 pause
 \mathbb{M} 255
 \mathbb{M} 255
 play
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 256
 \mathbb{M} 256
 \mathbb{M} 295
 play or pause (\mathbb{M}) 295
 record
 \mathbb{M} 255
 \mathbb{M} 255
 reverse
 \mathbb{M} 255
 \mathbb{M} 255


\mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 256
 \mathbb{M} 256
 \mathbb{M} 256
 \mathbb{M} 297
 \mathbb{M} 298
 \mathbb{M} 303
 stop
 \mathbb{M} 255
 \mathbb{M} 255
 \mathbb{M} 256
 \mathbb{M} 256
 \mathbb{M} 256
 \mathbb{M} 299
 up
 \mathbb{M} 255
 \mathbb{M} 298
 \mathbb{M} 301
 medical symbols 186, 275,
 290–305, 319
 medieval runes 211
 Medium
 \mathbb{M} 315–318
 \mathbb{M} 315–318
 medium cœli (\mathbb{M}) 168
 medium left-pointing angle
 bracket ornament (\mathbb{M}) 199
 medium right-pointing angle
 bracket ornament (\mathbb{M}) 199
 medium skin tone (\mathbb{M}) 291
 medium-dark skin tone (\mathbb{M}) 291
 medium-light skin tone (\mathbb{M}) 291
 medkit (\mathbb{M}) 319
 Meetup (\mathbb{M}) 315–318
 megaphone
 \mathbb{M} 291
 \mathbb{M} 312
 Megaport (\mathbb{M}) 315–318
 Mellin transform (\mathcal{M}) *see*
 alphabets, math
 melon
 \mathbb{M} 284
 \mathbb{M} 287
 member of (\in)⁺ *see* set
 membership
 memo (\mathbb{M}) 314
 memory (\mathbb{M}) 323–325
 men 200, 201, 206, 254, 257,
 290–305, 307, 308, 333–334,
 352–357


holding hands
 291
 307
 with bunny ears () .. 291
 wrestling () 292


Mendeley
 330–331
 330–331
 315–318


menorah
 310
 310
 292
 310


menu
 171–172
 171–172

Mercury ()⁺ 166–168, 328–329, 335–338

merge ()⁺ *see* wedge, double

mermaid () 292

merman () 292

merperson () 292

meson 177–178

 B minus (B^-) 178

 B null (B^o) 178

 B plus (B^+) 178

 D minus (D^-) 178

 D null (D^o) 178

 D plus (D^+) 178

 eta (η) 178

 eta, prime (η') 178

 J/psi (\mathcal{Y}) 178

 phi (ϕ) 178

 phi, null (ϕ^o) 178

 rho, minus (ρ^-) 178

 rho, null (ρ^o) 178


 rho, plus (ρ^+) 178


 T minus (T^-) 178


 T null (T^o) 178

 T plus (T^+) 178

 Upsilon (Y) 178


message () 171–172



message typing () .. 171–172


messages () 171–172


METAFONT .. 16, 163, 375–377, 379


METAFONTbook symbols .. 255


meteor () 323–325


meter, musical
⁺ *see* alla breve
 214


 .. *see* common time, forward and reversed


 *see* alla breve, reversed


 *see* common time

 216

 216

 216



 *see* common time

 216

method (\mathbb{M}) 178

metre (package) .. 29, 135, 271, 387, 388


metrical symbols 271, 272


metro
 321
 254


mezzo (m) 219, 232







.mf files 16, 332, 376






micro (μ)⁺ .. *see* mu, lowercase upright



Micro.blog () 315–318


microbe () 262

microchip () 323–325


microphone
⁺ 322–325
 299
 292
 313
 313
 slashed ()⁺ .. 173–175

microscope
 321
 323–325
 329
 292
 313

Microsoft
 315–318
 314


Microsoft SQL Server () 318–319


Microsoft Windows 384


middle () 127, 208–210



midheaven (M°) .. *see* medium coeli

MIL-STD-806 170

military () 275


military helmet () 292



milk () 286–287


milky way
 292
 312

millesimal sign (‰)⁺ .. *see* per mill

milstd (package) .. 170, 387, 388

mine sign () 257

minibus
 321
 254

minidisc () 313

Minkowski space (M) *see* alphabets, math








minus ($-$)⁺ 37, 40–42, 160



 colon ($-:$)⁺ 77, 81




 colon, double ($-::$) 81





 comma (\pm) 42

 commercial (‰) 34

 decorative
 - 154
  156
  156
  157
  173–175
  173–175
  173–175
  199
 - 292

 dot
 ⁺ 37, 40, 41, 43, 76
 ⁺ 40–42

 dots
 ⁺ 41, 42
 ⁺ 41, 42
 ⁺ 73, 78



 hooked
 ⁺ 41, 159
 ⁺ 41, 158, 159
 ⁺ 158, 159
 ⁺ 158, 159

 u (u) 42

 with circle overlay (\ominus)⁺ 38, 42, 370

minus or plus (\mp)⁺ .. 37, 40–42


minutes, angular *see* prime


mirror
 325–327
 292


miscellaneous symbols 157–161, 198, 199, 253–331


mismath (package) .. 119, 387


“Missing \$ inserted” 36

mitten () 323–325

Mix () 315–318

Mixcloud () 315–318

Mixer () 315–318

Mizuni () 315–318

MnSymbol (package) 36, 39, 40, 45, 58, 59, 70–72, 83, 87, 92, 96–100, 115, 116, 122, 124, 128, 136, 139, 140, 152, 155, 158, 192, 212, 233, 387, 388

moai (🗿) 290

mobile devices (📱) 329

mobile phone . . . *see* cell phone

models (|=)⁺ *see* turnstile, double dash, right

moduli space . . . *see* alphabets, math

MODX (🔌) 315–318

Moldova (🇲🇩) 242

Monero (📄) 315–318

monetary symbols . . 31–33, 37, 163, 290–305, 312–314

money bag

 💰 292

 👛 313

money with wings

 👉 292

 👈 313

MongoDB (📄) 318–319

monitor (🖥) 321

monkey

 🐵 264–267

 🐶 264–267

 🐷 201

 🐸 201

 🐉 262

 🐊 262

 🐋 268

 🐌 268

hear no evil

 🙉 289

 🙊 300

see no evil

 🙈 289

 🙇 298

speak no evil

 🙊 289

 🙈 299

monorail

 🚆 321

 🚇 254

monster

 👹 208–210

 👺 325–327

Montenegro (🇲🇪) 242

Monty Python’s Flying Circus 308

monument (🗿) 323–325

monus (±) . . . *see* division, single dot

moo (🐄)⁺ 38, 42

mood bubble (🌤) 314

Moodle

 📖 330–331

 📚 330–331

moon 166–168, 278, 279, 323–325, 334–338

 🌠 279

 🌠 279

crescent

 🌒 166

 🌑 167

 🌘 278

first quarter

 🌒 166

 🌑 166

 🌒 166

 🌑 167

 🌒 167

 🌑 167

 🌒 168

 🌑 259

 🌒 278

 🌑 278

 🌒 278

full

 🌕 166

 🌕 166

 🌕 167

 🌕 167

 🌕 167

 🌕 278

 🌕 278

 🌕 278

last quarter

 🌑 166

 🌑 166

 🌑 166

 🌑 167

 🌑 167

 🌑 167

 🌑 168

 🌑 278

 🌑 278

 🌑 278

new

 🌕 166

 🌕 166

 ● 167

 ● 167

 ☺ 278

 ☹ 278

 ☺ 278

waning crescent

 🌑 167

 🌘 278

waning gibbous

 🌔 167

 🌓 278

waxing crescent

 🌒 167

 🌑 278

waxing gibbous

 🌕 167

 🌔 278

moon cake (🥮) 284

moon viewing ceremony

 🌕 292

 🌕 313

moonphase (package) . 334, 387

moose (🦌) 264–267

mordent

 🎵 214

 🎵 214

mortar and pestle (🔪) 323–325

mortarboard

 🎓 323–325

 🎓 322

 🎓 300

 🎓 313

 as math-mode accent (🎓) 138

mosque

 🕌 310

 🕌 292

 🕌 310

motor scooter

 🛵 321

 🛵 254

motorcycle 254

 🏍 323–325

 🏍 325–327

 🏍 325–327

 🏍 321































motorway









 🛣 321























 🛣 254

Mount Fuji







 🗻 292

















































 314
 mountain
 208–210
 259
 259
 259
 259
 323–325
 292
 mountain cableway
 321
 254
 mountain railway
 320
 254
 mouse
 264–267
 264–267
 264–267
 264–267
 262
 262
 268
 268
 computer (☞)⁺ .. 169, 296,
 312, 323–325
 pointer (☞) 173–175
 mouse trap (🐭) 292
 mouth
 292
 312
 move down (▼) 255
 move up (▲) 255
 movie camera
 292
 313
 moyai
 292
 314
 Mrs. Claus
 292
 292
 MRT (🚇) 315–318
 MTMT
 330–331
 330–331
 mu
 lowercase (μ)⁺ .. 20, 120,
 121, 154, 165, 383





































































lowercase upright (μ)⁺ 20,
 164
 uppercase (M)⁺ .. 20, 120
 mug
 321
 323–325
 286–287
 multiline braces 144
 multimap (↔)⁺ 68, 69, 76, 77,
 81, 115, 117
 black (↔)⁺ 69, 76, 115, 117
 diagonal (↘)⁺ 115
 dual (↔)⁺ 69, 76, 78, 81,
 117
 dual, black (↔)⁺ .. 69, 76,
 117
 dual, negated (↔) 117
 dual, vertical (↕)⁺ .. 69, 76
 dual, vertical, black (↕)⁺ 69,
 76
 image (↔)⁺ 69, 76, 77, 117
 inverse (↔)⁺ 69, 76, 77, 81,
 115, 117
 inverse, black (↔)⁺ 69, 76,
 115, 117
 negated (↔)⁺ 81, 115, 117
 origin (↔)⁺ 69, 76, 77, 117
 vertical (↕)⁺ 115, 117
 vertical, black (↕)⁺ 115, 117
 vertical, black and white
 (↕)⁺ 69, 76
 multiple accents per character .
 373
 multiplication
 cross (×)⁺ *see* times
 dot (·)⁺ 37, 39, 40, 42, 151,
 152, 154, 369
 multiplicative disjunction (⋈)⁺
see ampersand, inverted
 muon (μ^-) 178
 Museum of Icelandic Sorcery and
 Witchcraft 277
 mushroom
 286–287
 286–287
 286–287
 284
 287
 musical meters 214, 216










































musical notes
 213
 213, 218
 311–312
 173–175, 328
 212
 218
 218
 218
 218
 328
 292
 292
 212, 213
 213
 213
 213
 musical score (🎵)⁺ .. 213, 292
 musical symbols 173–175,
 212–232, 311–314, 328, 360
 musicography (package) .. 216,
 387, 388
 musixgre (package) 215
 musixlit (package) 215
 musixper (package) 215
 MusiXTEX 214–217
 musixtex (package) ... 387, 388
 mute
 173–175
 173–175
 256
 255
 MySQL
 318–319
 318–319

N













 N (🇳🇵) 270
 nabla (∇)⁺ 157–159
 nadir (|_Q) *see* imum coeli
 nail polish
 292
 312
 naira (₦) 31
 NAKALA
 330–331
 330–331
 name badge
 292
 314
 NAND gates 170, 357–358





































































































- nanny ($\tilde{\Lambda}$) 206
 Napster (Ⓜ) 315–318
 natal ($\mathbb{N}^{\text{♯}}$) 168
 nath (package) . . . 127, 133, 387
 national park
  292
  314
 natural (Ⓜ^+) 212, 213, 216, 219
 natural numbers (\mathbb{N}) *see*
 alphabets, math
 Naturalist
  330–331
  330–331
 nazar amulet (Ⓞ) 292
 necessity (\blacksquare) 48
 deontic (\square) 50
 doxastic (\boxplus) 51
 factual (\square) 51
 logical (\boxplus) 52
 temporal (\boxplus) 49
 necktie
  292
  281
 negation (\neg)⁺ *see* logical
 negation
 neither true nor false (\perp) . . 125
 Neos (\mathbb{N}) 315–318
 Neptune (♃^+) 166–168
 nesting dolls (Ⓜ) 293
 NetBSD (Ⓜ) 318–319
 Netherlands (Ⓜ) 242
 network, wired (Ⓜ) . . 173–175
 neumes 215
 neutrino (ν) 178
 neutron (n^0) 178
 NEW (Ⓜ) 293
 newspaper
  323–325
  322
  293
  312
 rolled
  297
  313
 next (\bullet) 48
 deontic (\circ) 50
 doxastic (\odot) 51
 factual (\circ) 51
 logical (\odot) 52
 temporal (\ominus) 49
 NG (Ⓜ) 293
 NGINX
  318–319
  318–319
-  318–319
 nib 183, 184
  183
  183
  183
  183
  183
  184
  184
 nib shapes
  255
  255
  255
  255
 nicefrac (package) 160, 387, 388
 niceframe (package) 339–342, 352
 night with stars
  293
  312
 Nimblr (Ⓜ) 315–318
 ninja
  288
  293
 nkarta (package) . . . 333, 387
 no
  271
  328–329
  296
  254
  254
 no bicycles (Ⓜ^+) 254, 320
 no dogs (Ⓜ) 271
 no dry cleaning (Ⓜ) 257
 no entry (Ⓜ^+) 257, 293
 no littering (Ⓜ) 293
 no mobile phones (Ⓜ^+) . . 271,
 293, 312
 no one under eighteen
  293
  313
 no parking (Ⓜ) 271
 no pedestrians (Ⓜ^+) . . 254, 293
 no piracy (Ⓜ) 314
 no smoking
  271
  328–329
  293
  254
 Node (Ⓜ^*) 315–318
 Node.js (Ⓜ^+) 315–319
 non-commutative division . 151
 non-contingency (\blacktriangle) 48
 deontic (\triangle) 50
 doxastic (\triangle) 51
 factual (\triangle) 51
 logical (\triangle) 52
 temporal (\triangle) 49
 logical (\triangle) 52
 temporal (\triangle) 49
 nor (∇) *see* vee, bar over
 NOR gates 170, 357–358
 norm ($\| \! \|$) *see* delimiters,
 double vertical bar
 normal runes 211
 normal subgroup (\triangleleft) 161
 north node (Ⓜ) 168
 Norway (Ⓜ) 243
 nose
  325–327
  293
  312
 not
 \neg ⁺ *see* logical negation
 /⁺ *see* slash
 not equal (\neq)⁺ *see* equal,
 negated
 not false (\dashv) 125
 not true (\perp) 125
 note (Ⓜ) 313
 note pad (Ⓜ) 313
 note page (Ⓜ) 313
 notebook
  293
  314
 notebook with decorative cover
  293
  314
 now (Ⓜ) 208–210
 npm (Ⓜ^+) 315–319
 ntheorem (package) 157
 nu
 lowercase (ν)⁺ 20, 120, 121
 uppercase (N)⁺ . . 20, 120
 nuclear power plant (Ⓜ) . . 306
 nucleus (Ⓜ) 178
 nuggets (Ⓜ) 286–287
 null character (Ⓜ) 170
 null infinity *see* alphabets, math
 null set *see* empty set
 number sets *see* alphabets, math
 number sign
 $\#$ ⁺ *see* hash
 \mathbb{N}^{e} 34
 numbers *see* numerals
 numerals . . . 154, 155, 205, 210,
 232, 270, 333–334
 circled . 188, 189, 240, 361
 Epi-Olmec 210
 Isthmian 210
































































































- LCD 164
 Linear B 205
 Mayan 155
 old-style 34
 rotated 154
 segmented 164
- nut and bolt
 293
 313
- Nutritionix  315–318
- O**
-  270
 o (*o*) 120
 o
 open (*o*)⁺ 23–25
 o (*o*) 119
- obelus
 —⁺ 271
 ÷⁺ 271
- Objective C  318–319
- OBP
 330–331
 330–331
- octagon (◻) 192
 octagonal sign (●) 254
- octahedron (⬠) ... 311–312
- octonions (Ⓚ) .. *see* alphabets,
 math
- octopus
 264–267
 264–267
 262
 268
- Octopus Deploy  315–318
- octothorpe (#)⁺ *see* hash
- oden
 284
 287
- Odnoklassniki
 315–318
 315–318
- of course
 ! 37
 ? 161
- office building
 293
 314
- office worker ()⁺ 291, 293, 303
- officer
 208–210
 208–210
 208–210
 208–210
 208–210
- ogonek (package)⁺ . *see* accents,
 ogonek, 30, 387, 388
- ogre
 293
 307
- ohm *see* omega
- oil can () 323–325
- oil drum
 293
 254
- OK  293
- Old Republic () ... 315–318
- old-arrows (package) .. 112, 387
- old-style numerals 34
- olive
 206
 284
- Olschok, Marc 368
- om
 310
 293
 310
- omega
 lowercase (ω)⁺ . 20, 23, 24,
 120, 121, 161
 lowercase closed (ω)⁺ . 22,
 24
 lowercase variant (ω) . 25
 lowercase, upside-down (ω)
 23
 uppercase (Ω)⁺ 20, 22, 120,
 121, 154, 164, 165
 uppercase, upside-down
 (Ω)⁺ . . . 25, 122, 157, 165
- omicron
 lowercase (*o*)⁺ ... 20, 120
 uppercase (*O*)⁺ .. 20, 120
- ON! with arrow ()⁺ . 293, 313
- one-piece swimsuit () 293
- onion
 286–287
 284
- Open Access
 330–331
 330–331
- open book
 293
 314
- open box operator
 left (◻) 77
 right (◻) 77
- Open Data
 330–331
 330–331
- Open Edition
 330–331
 330–331
- open file folder () 313
- open folder () 313
- Open Materials
 330–331
 330–331
- open unit disk (ID) *see*
 alphabets, math
- OpenCart () 315–318
- OpenID () 315–318
- OpenShift () 318–319
- OpenType 212
- Opera () 315–318
- operators
 binary 37–52
 set *see* set operators
- Ophiuchus () 294
- oplotsymb1 (package) . 196–198,
 387, 388
- opposition (σ)⁺ 166–168,
 335–338
- optical scaling 376
- OptinMonster () .. 315–318
- options ... *see* package options
- or (\vee) *see* vee
- OR gates 170, 357–358
- Oracle
 318–319
 318–319
- orangutan () 262
- orbit () 178
- 
- orca () 264–267
- Orch OR 329
- orchestrated objective reduction
 symbols 329
- ORCID
 330–331
 330–331
 315–318
- ordered list () 173–175
- ordinal
 feminine (*a*)⁺ 19, 383

- masculine ($^{\circ}$)⁺ . . . 19, 383
 ornament () . . . 311–312
 ornaments . . 189–191, 197, 198,
 338–340, 343–352
 orthogonal (\perp)⁺ . *see* turnstile,
 up
 OS X () 318–319
 OSF
 330–331
 330–331
 OSI () 315–318
 ostrich () 264–267
 .otf files 212
 otter
 263
 262
 outbox
 294
 312
 outdent () 173–175
 outer joins 159–160
 oven
 287
 288
 bottom heat () 287
 convection () 287
 gas () 287
 top and bottom heat () .
 287
 top heat () 287
 oven mitts () 287
 overarrows (package) . 144, 387,
 388
 overlap () 313
 Overleaf
 330–331
 330–331
 overline ()⁺ *see* accents,
 overline
 overrightarrow (package) 139, 387
 owl
 264–267
 264–267
 264–267
 343–346
 202
 262
 owns (\ni)⁺ *see* set membership,
 reversed
 ox
 264–267
 206
 201
 201
 262
 268
 ox back () 200
 oyster () 262
- ## P
- P
 270
 294
 package
 294
 312
 package options
 a (esvect) 142
 arrows (boisik) 106
 b (esvect) 142
 boondox (emf) 165
 c (esvect) 142
 cal (emf) 165
 calligra (emf) 165
 chorus (emf) 165
 cmr (emf) 165
 crescent (fge) 137
 d (esvect) 142
 e (esvect) 142
 f (esvect) 142
 frursive (emf) 165
 g
 txfonts/pxfonts 122
 esvect 142
 german (keystroke) . . . 169
 greek (babel) 20, 120, 121,
 208
 h (esvect) 142
 integrals (wasysym) . . . 55
 mathcal (euscript) 162
 mathscr
 urwchancal 162
 euscript 162
 miamo (emf) 165
 new (old-arrows) 112
 noeuro (wasysym) 32
 polutonikogreek (babel) 20,
 120, 121
 rsfs (emf) 165
 sans (dsfont) 162
- scaled (CountriesOfEurope)
 244
 scr (rsfso) 162
 transform (emf) 165
 utf8x (inputenc) 385
 packages
 abrases 144, 387, 388
 academicons 330, 331, 387,
 388
 accents . 136, 374, 387, 388
 actuarialangle 145, 374, 387,
 388
 actuarialsymbol 374
 adorn . 180, 190, 191, 197,
 198, 387, 388
 adfsymbols . 180, 186, 190,
 196, 387
 allrunes 211, 387
 AMS 16, 20,
 38, 54, 68, 82, 85, 91, 94,
 95, 112, 119, 120, 122, 123,
 126, 128, 136, 140, 145, 151,
 155, 157, 163, 364, 365, 386
 ambsby 380
 amfonts 157, 162
 amsmath 16, 65, 136, 369,
 379
 amssymb 16, 136, 157, 162,
 208, 387, 388
 amstext 370, 372
 apl 169, 387
 ar 165, 387, 388
 arcs 30, 387, 388
 arev . . . 180, 183, 184, 187,
 213, 234, 284, 387
 asapsym 181, 271, 307, 310,
 320, 321, 327, 387, 388
 ascii . . . 170, 382, 387, 388
 astrosym 335, 387
 babel . . . 20, 120, 121, 208
 bartel-chess-fonts . 361, 363,
 387
 bbding 179,
 182–184, 186, 187, 189, 195,
 198, 365, 387, 388
 bbm 162, 387
 bbold 162, 387
 bclogo . 311, 312, 387, 388
 begriff 153, 387
 bigints 58, 387, 388
 bm 380
 boisik 41, 47,
 60, 76, 84, 89, 93, 105–107,
 122–124, 126, 137, 156, 159,
 192, 208, 213, 233, 387, 388




























































































































- braket 127
- bullcntr 269, 387, 388
- bulldenum 269
- calligra 163, 387, 388
- calrsfs 162
- cancel 139
- ccicons 34, 387, 388
- ccllicenses 34, 387, 388
- centernot 370
- chancery 387
- chemarr 146, 387, 388
- chemarrow 111, 146, 387
- ChemAr2e 32, 119, 162, 163, 278, 279, 281, 387, 388
- circledsteps 26, 373
- clock 260, 387, 388
- cmll 37, 44, 67, 81, 125, 387
- cmupint 64, 65, 387, 388
- colonequals 36, 81, 387, 388
- combelow 30, 387, 388
- cookingsymbols 287, 387, 388
- countriesofeuropa 242, 387, 388
- cryst 358, 387
- cyriot 207, 387, 388
- dancers 352, 387
- dblaccnt 373
- dice 360, 387
- dictsym 275, 387, 388
- dingbat 183, 184, 198, 342, 365, 387, 388
- DotArrow 147, 387, 388
- dozenal 155, 269, 387, 388
- dsfont 162, 387
- ds serif 162, 387
- emf 165, 387, 388
- emo 234, 252, 258, 261, 263, 278, 283, 285, 305, 321
- emoji 234, 252, 258, 261, 263, 278, 283, 285, 305, 321
- endofproofwd 126, 387
- epiolmec 208, 210, 387, 388
- epsdice 235, 387, 388
- esint 57, 387
- esrelation 115, 149, 387
- esvect 142, 387
- eufalg 246, 387, 388
- eufrak 162
- eurosym 33, 387, 388
- euscript 162, 387, 388
- extarrows 146, 387, 388
- extpfeil 147, 387, 388
- extraipa 28, 387
- fc 21, 26
- fclfont 387
- fdsymbol 40, 41, 46, 59, 60, 73–75, 84, 88, 93, 100–105, 117, 123, 124, 130, 131, 137, 140, 152, 156, 159, 192, 213, 233, 387, 388
- feyn 177, 387, 388
- fge 111, 125, 137, 154, 160, 387, 388
- figbas 360, 387
- figchild 259, 264, 267, 270, 279, 286, 287, 325, 331, 387, 388
- fixmath 380
- fontawesome5 22, 32, 33, 157, 173, 176, 182, 183, 186, 188, 191, 196, 236, 240, 256, 259, 261, 263, 280, 284, 305, 308–310, 315, 319, 320, 323, 328, 387, 388
- fontenc 16, 20, 21, 26, 382, 384
- fontmfizz 318, 319, 329, 387, 388
- fontspec 212, 385, 386
- fourier 33, 81, 122, 125, 133, 142, 184, 191, 257, 387
- frege 154, 387, 388
- gensymb 164
- go 240, 387
- graphics 148, 368
- graphicx 30, 366, 368, 372
- greenpoint 332, 387
- halloweenmath 52, 117, 138, 148–150, 387, 388
- hamnosys 272–275, 387, 388
- harmony 215, 217, 387, 388
- harpoon 148, 387, 388
- hhcount 236, 268, 387, 388
- hieroglf 202, 387, 388
- holtpolt 151, 387
- hwemoji 234, 252, 258, 261, 263, 278, 283, 285, 305, 321
- ifsym 164, 194, 195, 236, 258–260, 268, 270, 365, 367, 387, 388
- igo 240, 387
- inputenc 385
- isoent 384
- junicode 385, 387
- keystroke 169, 387, 388
- knitting 282, 387, 388
- knot 348, 352, 387
- latexsym 37, 67, 82, 94, 157, 364, 387, 388
- lcircuit 357, 358, 387
- lily&lyps 212, 217–225, 230–232, 387
- linearA 202, 387, 388
- linearb 205, 206, 387, 388
- logic 170
- logix 37, 44, 48, 52, 81, 82, 85, 91, 113–115, 125, 134, 135, 153, 161, 387, 388
- longdiv 139
- magic 361, 387
- manfnt 255, 387, 388
- marvosym 31, 32, 154, 166, 169, 171, 176, 182, 187, 255, 257, 279, 365
- mathabx 36, 39, 45, 55, 69, 70, 83, 86, 91, 95, 96, 118, 123, 126–128, 136, 141, 155, 158, 166, 270, 364, 365, 387, 388
- mathbbol 162, 163
- mathcomp 154
- mathdesign 32, 43, 65, 125, 132, 160, 387
- mathdots 136, 151, 153, 373, 387, 388
- mathrsfs 162, 387
- mathspec 120
- mathtools 36, 79, 112, 141, 145, 387, 388
- mbboard 162, 163, 387
- mdwmath 145, 387, 388
- metre 29, 135, 271, 387, 388
- milstd 170, 387, 388
- mismath 119, 387
- MnSymbol 36, 39, 40, 45, 58, 59, 70–72, 83, 87, 92, 96–100, 115, 116, 122, 124, 128, 136, 139, 140, 152, 155, 158, 192, 212, 233, 387, 388
- moonphase 334, 387
- musicography 216, 387, 388
- musicgre 215
- musicxlit 215
- musicxper 215
- musicxtex 387, 388
- nath 127, 133, 387
- nicefrac 160, 387, 388
- niceframe 339–342, 352
- nkarta 333, 387
- ntheorem 157
- ogonek 30, 387, 388
- old-arrows 112, 387
- oplotsymb 196–198, 387, 388

- overarrows . . . 144, 387, 388
- overrightarrow . . . 139, 387
- pdfMsym . . . 43, 66, 67, 81, 110, 111, 138, 143, 147, 148
- pdfmsym 387
- pgfornament 343, 346, 348, 387, 388
- phaistos 200, 387, 388
- phonetic . . . 25, 29, 368, 387
- pict2e 165
- pifont . . . 21, 179, 182, 184, 186–188, 190, 195, 198, 332, 339, 357, 368, 387, 388
- pipgen 278, 387, 388
- plimsoll 165, 370, 387, 388
- pmboxdraw . . . 276, 387, 388
- polynom 139
- prodint 66, 387
- protosem 201, 387, 388
- psnfss 188
- PSTricks 312
- pxfonts 36, 39, 56, 69, 82, 86, 95, 118, 121–123, 157, 158, 162, 233, 364, 382
- quantikz 127, 171, 387, 388
- realhats 138, 387, 388
- recycle 280, 387
- relsizel 30
- resmes 44, 387, 388
- rojud . . . 245, 246, 387, 388
- rotating 34, 169
- rsfso 162, 387
- rubikcube . . . 329, 387, 388
- sacsymb 329, 387, 388
- sarabian 207, 387, 388
- savesym 364
- scalarel 372
- scsnowman . . . 309, 387, 388
- semaphor . . . 355, 357, 387
- semtrans . . . 25, 30, 387, 388
- shuffle 44, 387, 388
- sillypage 308, 387, 388
- simplewick 375
- simpsons 306, 387
- skak 239, 387, 388
- skull 270, 387, 388
- slashed 370
- soyombo 281, 387, 388
- stackengine 372
- starfont 168, 387, 388
- staves 276, 387
- steinmetz . . . 165, 387, 388
- stix 42, 43, 47, 48, 53, 61, 62, 77, 78, 84, 89, 90, 93, 107, 109, 110, 118, 122–124, 126, 131, 137, 141, 152, 155, 156, 159, 160, 166, 169, 176, 193, 194, 213, 234, 236, 387, 388
- stmaryrd 38, 54, 68, 82, 91, 95, 112, 118, 126, 128, 365, 370, 386–388
- svrsymbols . . . 177, 387, 388
- t4phonet . . . 25, 29, 387, 388
- teubner 32, 153, 208, 272, 387, 388
- textcomp 16, 19, 26, 31, 33, 34, 94, 135, 160, 165, 212, 253, 364, 382, 384, 387, 388
- textgreek 20, 121, 387, 388
- tfrupree 32, 387, 388
- TikZ 17, 26, 167, 176, 181, 183–185, 187–190, 196–199, 213, 234–238, 241, 248, 249, 254, 256, 258–260, 267, 268, 270, 279, 281, 283, 287–290, 307, 309, 310, 312, 314, 329, 331, 346, 348, 373
- tikzsymbols . . . 288–290, 387, 388
- timing 164
- tipa 22, 23, 25, 26, 28, 29, 368, 387, 388
- tipx 23, 387, 388
- trfsigns 80, 124, 148, 387
- trsym 80, 387, 388
- turnstile 79, 80, 387, 388
- twemojis 234, 249, 252, 258, 261–263, 278, 283–285, 290, 305, 320, 321, 387–389
- txfonts 36, 39, 56, 69, 82, 86, 95, 118, 121–123, 157, 158, 162, 233, 364, 366, 382, 387, 388
- type1cm 366
- typicons 156, 171, 172, 182, 183, 185, 188, 191, 255, 256, 259, 261, 308, 309, 314, 322, 328, 387, 388
- ucs 385
- ulsy 44, 118, 367, 387
- umranda 339, 340, 387
- umrandb 340, 341, 387
- underscore 18
- undertilde . . . 144, 387, 388
- units 160
- universa 195, 257, 387, 388
- upgreek 20, 121, 387, 388
- upquote 382
- url 382
- urwchancal . . . 162, 163, 387
- ushort 145, 387, 388
- utfsym 167, 176, 181, 183–185, 187–190, 196, 199, 213, 234–238, 241, 254, 256, 258, 260, 268, 279, 281, 287, 289, 290, 307, 310, 312, 314, 387, 388
- vietnam 387
- vntex 21, 26
- wasysym 25, 32, 35, 38, 55, 68, 82, 86, 151, 157, 164, 166, 168, 176, 187, 189, 192, 212, 253, 365, 367, 387, 388
- webomints . . . 338, 339, 387
- worldflags 247–249, 283, 387
- wsuipa 24, 28, 31, 365, 368, 373, 374, 387, 388
- xfakebold 380, 387, 388
- xfrac 160
- yfonts 162, 163, 387, 388
- yhmath 137, 139, 144, 153, 373, 387
- page (■) 313
 - facing up
 -  294
 -  313
 - landscape (▢) 270
 - multiple (■) 313
 - portrait (▭) 270
 - with circled text (Ⓜ) 313
 - with curl
 -  294
 -  313
- PageLines (⚡) 315–318
- pager
 -  323–325
 -  294
 -  314
- paint roller (🔧) 323–325
- paintbrush
 -  323–325
 -  323–325
 -  322
 -  294
 -  184
- Pakin, Scott . . . 1, 371, 374, 386
- Palatino (font) 360
- palette (🎨) 323–325
- PalFed (👤) 315–318
- Palladio (font) 360
- Pallas (♀) 168
- palm
 - 🌴 201
 - 🌴 201

- pan
 286–287
 288
 285
 pancakes  284
 panda
 262
 268
 paper *see* page
 paperclip 311–312
 311–312
 323–325
 322
 294
 313
 multiple, linked
 303
 312
 papyrus  200
 par + *see* ampersand,
 inverted
 parachute
 323–325
 294
 paragraph mark  *see* pilcrow
 parallel ()+ 54, 67, 71, 73, 77,
 129
 negated ()+ 68, 73, 75, 76,
 78
 short ()+ 68, 70, 73, 76, 77
 short, negated ()+ 68, 72,
 75, 76, 78
 similar () 77
 slanted ()+ 69, 81
 slanted backward () . 69
 slanted backward, negated
 () 69
 slanted, negated ()+ . 69,
 81
 parallel port () 169
 parallelogram () . . . 193–194,
 358–359
 filled () 194
 parentheses *see* delimiters
 dingbat ()+ 199
 sans serif ()+ 154
 parking  328–329
 parrot
 264–267
 262
 part alternation mark () . 294
 part of (3) 368
 partial derivative (∂)⁺ 123, 125
 slashed (∂) 123
 partial meet contraction (\leq) *see*
 less than, much, underlined
 particle-physics symbols 177–178
 partly sunny
 311–312
 259
 party popper
 294
 312
 pass
 331
 331
 passport  328–329
 passport control 254
 320
 254
 past () 49
 deontic () 50
 doxastic () 51
 factual () 51
 logical () 48
 temporal () 49
 Pastafarianism () 310
 paste  173–175
 Patreon  315–318
 patron
 208–210
 208–210
 pause
 173–175
 173–175
 173–175
 255
 255
 294
 paw  328–329
 paw prints
 262
 312
 PayPal
 315–318
 315–318
 PDF 43, 66, 67,
 81, 111, 138, 143, 147, 148,
 212, 234, 252, 258, 261, 263,
 278, 283, 285, 305, 308, 321
 .pdf files 384
 pdfL^AT_EX 43, 66, 67,
 81, 111, 138, 143, 147, 148,
 234, 246, 252, 258, 261, 263,
 278, 283, 285, 305, 321, 385
 pdfM_{sym} (package) . 43, 66, 67,
 81, 110, 111, 138, 143, 147,
 148
 pdfmsym (package) 387
 peace 290–305, 311–312,
 328–329
 257
 198
 311–312
 328–329
 294
 290
 peach
 284
 287
 peacock
 264–267
 262
 peanuts  284
 pear
 284
 287
 pedal
 engage
 214
 214
 release
 214
 214
 pedestrian
 200
 254
 peeler  288
 peg  201
 pen 183
 183
 183
 183
 183
 183
 183
 183
 294
 299
 293
 184
 184
 pencil 183, 184

-  183
 183
 183
 183
 183
 183
 183
 183
 183
 183
 311–312
 183
 325–327
 325–327
 183
 183
 294
 184
 184
 184
 184
 and ruler () 324
- penguin
 264–267
 262
 268
- penis () 208–210
 pennant *see* flag
 Penny Arcade () .. 315–318
 Penrose triangle () *see* triangle, impossible
 pentagon ()⁺ 192–194, 196–197
 crossed () 197
 dotted () 197
 filled ()⁺ 194, 197
 half filled
  197
  197
  197
  197
 horizontally divided () 197
 irregular () 170
 quartered () 197
 vertically divided () . 197
 pentagram ()⁺ *see* star, pentagram
 people 290–305, 307, 308, 320–321, 328–329
 carrying () 328–329
 holding hands () ... 294
 hugging () 294
 with arrows () 328–329
 with bunny ears () .. 294
 wrestling () 294
 per mill (‰)⁺ 19, 35, 154, 164, 384
 per ten thousand (‱)⁺ .. *see* permyriad
 per thousand (‰)⁺ *see* per mill
 PerByte () 315–318
 percent
 % 18, 381
 % 37
 % 157
 % 157
 perch () 264–267
 percussion 215
 performing arts
  294
  313
 period (.) 154
 centered (·)⁺ 19, 383
 Periscope () 315–318
 Perl () 318–319
 permanent paper () 279
 permyriad (‱)⁺ 19, 154
 perpendicular (⊥)⁺ *see* turnstile, up
 person () 294
 deaf () 296
 getting haircut () ... 294
 getting massage () .. 294
 in bed () 295
 in lotus position () .. 295
 in manual wheelchair () .
 295
 in motorized wheelchair ()
 295
 in steamy room () .. 295
 in suit levitating () . 295
 in tuxedo () 295
 old () 293
 raising both hands in celebration () 289
 wearing turban () .. 295
 with blond hair () .. 307
 with folded hands () 289
 with skullcap () 295
 with veil () 295
 with white cane () .. 295
 peso (₱) 31
 petri dish () 295
- pfund (℥)⁺ 32
 pgfornament (package) 343, 346, 348, 387, 388
 Phabricator () 315–318
 phaistos (package) 200, 387, 388
 Phaistos disk 200
 pharmaceutical prescription *see* recipe
 phasor () 165
 phi
 lowercase (φ)⁺ . 20, 23, 24, 120, 121
 lowercase variant (ϕ)⁺ 120–122
 uppercase (Φ)⁺ . 20, 120, 121
 Phil Papers
  330–331
  330–331
 Phoenix Framework () . 315–318
 Phoenix Squadron () 315–318
 phonetic (package) . 25, 29, 368, 387
 phonetic accents
 advanced () . *see* accents, plus below
 advanced tongue root () *see* accents, tack below, left
 apical () *see* accents, bridge below, inverted
 breathy voiced ()⁺ .. *see* accents, diæresis below
 centralized ()⁺ *see* accents, diæresis
 creaky voiced ()⁺ *see* accents, tilde below
 dental ()⁺ .. *see* accents, bridge below
 laminal () *see* accents, square below
 less rounded () *see* accents, half ring below, left
 linguolabial () *see* accents, seagull below
 lowered () .. *see* accents, tack below, down
 mid-centralized () *see* accents, X
 more rounded () . *see* accents, half ring below, right
 nasalized ()⁺ *see* accents, tilde
 no audible release () . *see* accents, angle, left

- non-syllabic (◻)⁺ . *see* accents, breve below, inverted raised (◻) *see* accents, tack below, up
- retracted (◻)⁺ *see* accents, bar below
- retracted tongue root (◻) *see* accents, tack below, right
- suprasegmental, extra short (◻)⁺ . *see* accents, breve syllabic (◻)⁺ . *see* accents, vertical line below
- tone, extra high (◻)⁺ . *see* accents, acute, double
- tone, extra low (◻)⁺ . *see* accents, grave, double
- tone, falling (◻)⁺ *see* accents, circumflex
- tone, high (◻)⁺ *see* accents, acute
- tone, high rising (◻) . . *see* accents, high rising tone
- tone, low (◻)⁺ *see* accents, grave
- tone, low rising (◻) . . . *see* accents, low rising tone
- tone, mid (◻)⁺ *see* accents, macron
- tone, rising (◻)⁺ *see* accents, caron
- tone, rising and falling (◻) . . . *see* accents, rising and falling tone
- velarized/pharyngealized (◻)⁺ . . . *see* accents, tilde overlay
- voiced (◻) . . . *see* accents, caron below
- voiceless (◻)⁺ . *see* accents, ring below
- phonetic symbols . . . 22–25, 30
- phonon (f̣) 178
- photo and video (📷) . 173–175
- photon 164, 177–178
- ~~~~~ 164
- f 178
- f̣ 178
- PHP
- 🇵🇭🇵 315–318
- 🇵🇭 318–319
- 🇵🇵 318–319
- physical symbols 164
- pi
 - lowercase (π)⁺ 20, 120–122, 156, 368
 - lowercase variant (ϖ)⁺ 120–122
 - uppercase (Π)⁺ . 20, 120, 121
 - pi fonts 368
 - piano (p) 219, 232
 - Piazza
 - 🇵 330–331
 - ρ 330–331
 - pick (🔪) 295
 - pict2e (package) 165
 - pie (🥧) 284
 - pie chart
 - 🥧 173–175
 - 🥧 171–172
 - 🥧 171–172
 - Pied Piper
 - 🎅 315–318
 - 🎅 315–318
 - 🎅 315–318
 - 🎅 315–318
 - 🎅 315–318
 - pierce (🗡) 208–210
 - pifont (package) . . 21, 179, 182, 184, 186–188, 190, 195, 198, 332, 339, 357, 368, 387, 388
 - pig
 - 🐷 264–267
 - 🐷 264–267
 - 🐷 264–267
 - 🐷 264–267
 - 🐷 264–267
 - 🐷 264–267
 - 🐷 264–267
 - 🐷 264–267
 - 🐷 264–267
 - 🐷 343–346
 - 🇵 206
 - 🇵 262
 - 🇵 262
 - 🇵 268
 - 🇵 268
 - pig nose
 - 🐷 262
 - 🇵 312
 - piggy bank (🐷) 323–325
 - pigpen (package) . 278, 387, 388
 - pigpen cipher 278
 - pilcrow
 - ¶⁺ 124, 170
 - ¶⁺ 19, 22, 36, 383
 - ¶ 34
 - ¶ 199
 - pill
 - 💊 295
 - 💊 312
 - pills (👁) 319
 - pilot (👨)⁺ 291, 295, 303
 - pimiento (🌶) 286–287
 - pin (📌) 322
 - pine decoration
 - 🌲 295
 - 🌲 312
 - pineapple
 - 🍍 286–287
 - 🍍 284
 - 🍍 287
 - ping pong
 - 🏓 240
 - 🏓 295
 - 🏓 241
 - Pinterest
 - 🇵 315–318
 - 🇵 315–318
 - 🇵 315–318
 - 🇵 314
 - 🇵 314
 - pinwheel (🚂) 325–327
 - pion 177–178
 - minus (π⁻) 178
 - null (π^o) 178
 - plus (π⁺) 178
 - pipe (|)⁺ *see* vertical bar
 - circular (⊙) 171
 - rectangular (▣) 171
 - Pisces (♊)⁺ 166–168, 295, 335–338
 - pistol (🔫) 313
 - \Pisymbol . . 332–342, 348–363, 368
 - pitchfork (♂)⁺ . 68, 76, 77, 116, 117, 149, 150, 158
 - bar handle (♂)⁺ . . . 76, 77
 - extensible (⊖)⁺ 149
 - negated (⊗)⁺ . . . 116, 117
 - truncated handle (⊖)⁺ 76, 77
 - truncated handle, negated (⊗)⁺ 78
 - Pitman’s base 12 symbols 155, 269

- pizza
 323–325
 284
 287
- piñata () 295
- placard () 295
- place of worship
 310
 295
 254
- Planck’s constant (\hbar) *see* barred letters, h
- planet
 279
 279
 279
 279
 279
 279
 279
- planets () 166–168, 279, 335–338
- plant
 208–210
 201
 201
- plants 312–314
- plasmon ($\sim e^-$) 178
- play () 208–210
- Play Framework
 318–319
 318–319
- playing card suits 198, 233, 234, 311–312
- club ()⁺ ... 170, 233, 234
- club, hollow ()⁺ 233, 234
- diamond
⁺ 233, 234
 234
- diamond, filled ()⁺ . 170, 233, 234
- heart
⁺ 233, 234
 234
- heart, filled ()⁺ 170, 233, 234
- spade ()⁺ . 170, 233, 234, 311–312
- spade, hollow ()⁺ 233, 234
- playing cards 233–235
- ace of clubs () 235
- ace of diamonds () .. 235
- ace of hearts () 235
- ace of spades () 235
- back () 235
- black joker () 235
- eight of clubs () 235
- eight of diamonds () . 235
- eight of hearts () ... 235
- eight of spades () ... 235
- five of clubs () 235
- five of diamonds () .. 235
- five of hearts () 235
- five of spades () 235
- flower
 299
 313
- fool () 235
- four of clubs () 235
- four of diamonds () . 235
- four of hearts () 235
- four of spades () 235
- jack of clubs () 235
- jack of diamonds () . 235
- jack of hearts () 235
- jack of spades () ... 235
- king of clubs () 235
- king of diamonds () . 235
- king of hearts () 235
- king of spades () ... 235
- knight of clubs () ... 235
- knight of diamonds () 235
- knight of hearts () .. 235
- knight of spades () .. 235
- nine of clubs () 235
- nine of diamonds () . 235
- nine of hearts () 235
- nine of spades () ... 235
- queen of clubs () ... 235
- queen of diamonds () 235
- queen of hearts () .. 235
- queen of spades () .. 235
- red joker () 235
- seven of clubs () ... 235
- seven of diamonds () 235
- seven of hearts () ... 235
- seven of spades () .. 235
- six of clubs () 235
- six of diamonds () .. 235
- six of hearts () 235
- six of spades () 235
- ten of clubs () 235
- ten of diamonds () .. 235
- ten of hearts () 235
- ten of spades () 235
- three of clubs () 235
- three of diamonds () 235
- three of hearts () ... 235
- three of spades () ... 235
- trump 1 () 235
- trump 2 () 235
- trump 3 () 235
- trump 4 () 235
- trump 5 () 235
- trump 6 () 235
- trump 7 () 235
- trump 8 () 235
- trump 9 () 235
- trump 10 () 235
- trump 11 () 235
- trump 12 () 235
- trump 13 () 235
- trump 14 () 235
- trump 15 () 235
- trump 16 () 235
- trump 17 () 235
- trump 18 () 235
- trump 19 () 235
- trump 20 () 235
- trump 21 () 235
- two of clubs () 235
- two of diamonds () .. 235
- two of hearts () 235
- two of spades () 235
- white joker () 235
- PlayStation () 315–318
- plimsoll (package) 165, 370, 387, 388
- Plimsoll line () 165, 370
- Plone () 318–319
- plug
 323–325
 322
- plumed head () 200
- plunger () 296
- plus
⁺ 37, 39–43, 55, 58, 60, 154, 186, 187, 198, 211, 333–334
+ 42
bold (**+**)⁺ . 156, 157, 186, 199, 296

- double
 - # 43
 - ‡ 211
- hollow (⊕) 156
- open center
 - ⊕ 186
 - ⊕ 186
- outlined (⊕) 186
- triple
 - # 42
 - ‡ 211
- with circle
 - ‡⁺ 39, 42, 43
 - ⊕⁺ 39, 42
- with dot
 - ‡⁺ 37–39, 41–43
 - ‡⁺ 41, 43
- with equal sign
 - ± 43
 - ± 43
- with hat (⊕) 43
- with similarity sign
 - ‡ 43
 - ‡ 43
- with subscripted 2 (±₂) 43
- with triangle (‡)⁺ 42, 43
- plus or minus (±)⁺ 37, 40–43, 160, 383
- Pluto 335–338
 - ♃ 166
 - ♃ 166
 - ♃ 168
 - ♃ 168
 - ♃ 166
 - ♃ 167
- pmbxdraw (package) 276, 387, 388
- Pocket (👛) 315–318
- pocket calculator (👛) 312
- podcast (🎧) 173–175
- point of interest
 - 📍 328
 - 📍 328
- pointing finger *see* hand
- Poland (🇵🇱) 243
- polar bear (🐻) 262
- polariton (⌘) 178
- polaron (⌘⁺) 178
- police car
 - 🚓 320
 - 🚓 320
 - 🚓 254
 - 🚓 254
- police car light
 - 🚓 320
- 👮 254
- police officer (👮)⁺ 291, 296, 303, 307
- policeman’s hat, as math-mode
 - accent (👮) 138
- poll
 - 🗳️ 173–175
 - 🗳️ 173–175
- polygon (📐) 173–175
- polygons 48–52, 192–194, 196–197, 225–230, 333–334, 358–359
- polynom (package) 139
- polynomial division 139
- polytonic Greek 20, 120, 121
- pomega (ω)⁺ *see* pi, lowercase variant
- poo
 - 💩 328–329
 - 💩 328–329
 - 💩 295
 - 💩 313
 - storm (🌩️) 328–329
- poodle
 - 🐕 262
 - 🐕 268
- popcorn
 - 🍿 284
 - 🗑️ 287
- popsicle (🍷) 286–287
- portable stereo (🔊) 312
- portato
 - down (⇩) 220
 - up (⇧) 220
- portrait (🖼️) 173–175
- Portugal (🇵🇹) 243
- Poseidon (♃) 168
- positron (e⁺) 178
- possibility (♦) 49
 - deontic (♦) 50
 - doxastic (♦) 51
 - factual (♦) 51
 - logical (♦) 48
 - temporal (♦) 49
- post office
 - 📮 302
 - 📮 296
 - 📮 314
 - 📮 314
- postal horn
 - 📯 296
 - 📯 312
- postal mark (⇄)⁺ *see* turnstile, double bar, down
- postbox *see* mailbox
- PostgreSQL
 - 🐘 318–319
 - 🐘 318–319
- PostScript 121, 163, 179, 367, 368, 379
- PostScript fonts 179
- pot (🍲) 288
- pot of food
 - 🍲 285
 - 🍲 287
- potato
 - 🥔 286–287
 - 🥔 285
- potted plant (🌱) 296
- pouch (👛) 281
- pound
 - £ 32
 - £⁺ 19, 31, 382, 383
 - math mode (£)⁺ 36, 123, 124
- pound banknote *see* banknote, pound
- pound sign (#)⁺ *see* hash
- putting (👉)⁺ 291, 295, 303
- power
 - 🔌 173–175
 - 🔌 255
 - 🔌 255
- power set (℘) 124
- praise
 - 👏 201
 - 👏 201
- pray (🙏) 310
- prayer beads
 - 📿 296
 - 📿 312
- praying mantis (🦗) 264–267
- precedes (←)⁺ 67, 71, 73, 77, 81
 - closed (←) 70
 - double
 - ⌵ 69
 - ⌵⁺ 76, 78
 - negated (↯)⁺ 68, 70, 72, 75, 76, 78, 81
 - or approximately equal to (≈)⁺ 68, 69, 71, 73, 76, 78
 - or approximately equal to, negated (≉)⁺ 69, 70, 72, 75

or equal to
 \leq^+ . . . 67, 71, 74, 78, 81
 \succ^+ 68, 69, 71, 73, 76, 78
 \geq^+ 69, 74, 78

or equal to, negated
 $\not\leq^+$. . . 68, 70, 72, 75, 76, 78, 81
 $\not\succ^+$. . . 69, 70, 72, 75, 78
 $\not\geq^+$ 69, 75

or not approximately equal to \approx^+ 68, 70, 72, 74, 76, 78



or not equal to
 $\not\leq^+$ 69, 74–76, 78
 $\not\succ^+$ 70, 74, 75, 78



or not similar to \sim^+ 68, 70, 72, 74, 76, 78

or similar to \lesssim^+ 68, 69, 71, 74, 76, 78

or similar to, negated $\not\lesssim^+$ 69, 70, 72, 75


under relation \prec^+ 76, 78


pregnant woman
 307
 296

Preregistered
 330–331
 330–331



prescription *see* recipe



present-value symbols 145, 374







pretzel () 285

priest () 208–210

prime (\prime)⁺ 155, 157–159
 backward (\backprime)⁺ 155, 157–159
 backward double ($\backprime\prime$) . . 155
 backward triple ($\backprime\prime\prime$) . . 155
 double ($\prime\prime$)⁺ 155, 158
 quadruple ($\prime\prime\prime\prime$)⁺ . 155, 158
 triple ($\prime\prime\prime$)⁺ 155, 158

prince
 208–210
 296

princess
 296
 307

printer
 169
 173–175
 322
 296
 312
 312

printer’s fists *see* hand

printer’s flowers *see* fleurons and flowers


probability limit (plim) . . . *see* $\xrightarrow{n \rightarrow \infty}$


$\backslash\text{DeclareMathOperator}$

prodint (package) 66, 387

product
 \prod^+ 39, 54, 59–61
 \times 57

horizontally extensible (\prod) 67

Product Hunt () . . . 315–318

project diagram () . 173–175

Project Gutenberg 368

projection ($\langle \!| \! \rangle$) 171

projective space (\mathbb{P}) *see* alphabets, math

proof, end of . . . 125, 126, 157, 159–160



proper subset (\subset)⁺ *see* subset, strict

proper superset (\supset)⁺ *see* superset, strict

proper vertices 177



property line (\mathfrak{P}) 159

proportion (\therefore)⁺ . . *see* dot, four

proportionality (\propto)⁺ 67, 68, 70, 71, 74, 76, 78, 158
 bidirectional (\propto) 39
 bidirectional, diagonal
 40
 40
 bidirectional, vertical (δ) 40
 down (δ) 71
 reversed (∞)⁺ . 70, 73, 74
 up (δ) 71

protein (\mathfrak{P}) 177

proto-Semitic symbols 201

Protocols
 330–331
 330–331

proton (p^+) 177

proteom (package) 201, 387, 388



$\backslash\text{ProvidesPackage}$ 387

pseudographics 276



psi
 lowercase (ψ)⁺ 20, 120, 121
 uppercase (Ψ)⁺ . 20, 120, 121



psnfss (package) 188



PSTricks (package) 312

PsyArXiv
 330–331
 330–331

Psyche (Ψ) 168

Publons
 330–331
 330–331

PubMed
 330–331
 330–331

PubPeer
 330–331
 330–331


pull back (\triangleleft)⁺ 41, 78



pullback diagrams 372

pulse diagram symbols 164

pumpkin . . . *see* jack-o’-lantern

punctuation 21, 22







puppy () 264–267





purse
 296
 281

push out (\vDash)⁺ 41, 78


Pushed (∇) 315–318


pushout diagrams 372

pushpin
 323–325
 296
 297
 313
 313
 312


puzzle piece
 323–325
 322
 296
 296

pxfonts (package) 36, 39, 56, 69, 82, 86, 95, 118, 121–123, 157, 158, 162, 233, 364, 382

pyramid () 325–327


Python ()⁺ 315–319


Q



Q () 270

QED *see* end of proof

qoppa
 lowercase (q)⁺ 208
 uppercase (Q) 208

QQ () 315–318

QR code () 173–175















quadrifolium
 255
 255

























quadrupole (\mathfrak{Q}) 177

















































































quantifiers 125
 quantikz (package) 127, 171, 387, 388
 quantum-mechanics notation 171
 quark (*q*) 177
 b (*b*) 177
 c (*c*) 177
 d (*d*) 177
 s (*s*)⁺ 177–178
 t (*t*) 177
 u (*u*) 177
 quarter note (♩)⁺ 212, 213, 215–218
 dotted (♩)⁺ 216–218
 double dotted (♩)⁺ . 217, 218
 rest (♯)⁺ 214, 215, 219
 rest, dotted (♯) 219
 quasi-quotation marks ($\text{⌈} \square \text{⌋}$) *see* delimiters, upper corners
 quaternions (ℍ) *see* alphabets, math
 queen (♚) 238–240, 361–363
 question mark
 ? 37
 ? 311–312
 ? 22, 157
 ? 296
 ? 302
 ? 199
 ? 199
 double (??) 159
 upside down (*¿*) 19
 quidditch (♣) 240
 quincunx (⌘) 168
 Quine corners ($\text{⌈} \square \text{⌋}$) *see* delimiters, upper corners
 QuinScope (Ⓚ) 315–318
 Quora (Ⓚ) 315–318
 quotation marks 19, 21, 22, 34, 37, 284, 381, 384
 decorative double left
 “ 22
 “ 199
 decorative double left base
 (“) 199
 decorative double left, inverted (“) 284
 decorative double right
 ” 22
 ” 199
 decorative double right, inverted (”) 284

decorative left (Ⓜ) 199
 decorative right (Ⓝ) . . . 199
 decorative single left base
 (Ⓝ) 199
 double left (“) 19
 double right (”) 19
 double right base (,,) . . . 21, 384
 single back (‘) 37
 single left (‘) 19
 single right (‘) 19
 single right base (,) 21, 384
 straight double (")⁺ 21, 37, 381
 straight double base (Ⓜ) 34
 straight single (')⁺ 34, 37, 381
 straight single base (,) 34
 straight triple ("") 37
 Quran (🕌) 310








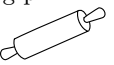


























































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
























R (Ⓜ) 270
 r (*r*) 163
 fishhook (*r*) 23
 R Project (Ⓜ) 315–318
 rabbit
  264–267
  264–267
  262
  262
  268
  268
 rabbits (🐰) 264–267
 raccoon
  264–267
  262
 racing car
  320
  254
 racing motorcycle (🏍) 254
 radar
  328
  328
 radiation
  284
  270
 176
 311–312



































 328–329
 328–329
 296
 radicals *see* square root
 radio
  296
  312
 radio button
  296
  313
 radix (℞) 168
 railway car
  320
  254
 railway track
  320
  254
 rain
  208–210
  258
 rainbow
  323–325
  296
  312
 raindrop 361
 raising hand (🙋)⁺ 291, 295, 303
 rake (🍷) 325–327
 ram
  200
  343–346
  206
  262
  268
 ram’s horns (♋) 23
 random (🎲) 173–175
 Raspberry Pi (🍷)⁺ 315–319
 rat
  343–346
  262
  268
 ratio (:)⁺ *see* colon, math mode
 rational numbers (ℚ) *see* alphabets, math
 Ravelry (🧶) 315–318
 Raw Font Tables 17, 162
 rays
 three above (↗) 313
 three below (↘) 313
 three left (↵) 313
 three right (↶) 313

























- razor
 -  325–327
 -  296
- React ()⁺ 315–319
- ReactEurope () 315–318
- ReadMe () 315–318
- real
 - \Re 119, 123
 - \mathfrak{R} 124
- real numbers (\mathbb{R}) *see* alphabets, math
- realhats (package) 138, 387, 388
- Rebel () 315–318
- receipt
 -  323–325
 -  296
- recipe (\mathbb{R}) 34, 366
- record
 -  255
 -  255
 -  296
- record, vinyl () 323–325
- rectangle 195, 225–230, 333–334
 -  54
 -  38
 -  38
 -  47
 -  47
 -  193
 -  47
 -  61
 -  194
 - filled
 -  193
 -  194
 -  195
 -  195
 -  195
- recycle (package) 280, 387
- recycling 279, 280, 284, 290–305, 311–312, 332
 - ⁺ 279, 284
 - ⁺ 279, 332
 - ⁺ 279, 280
 - ⁺ 296, 311–312
 -  279
 -  279
- generic materials () . 279
- type-1 plastics () . . . 279
- type-2 plastics () . . . 279
- type-3 plastics () . . . 279
- type-4 plastics () . . . 279
- type-5 plastics () . . . 279
- type-6 plastics () . . . 279
- type-7 plastics () . . . 279
- Red Hat
 -  315–318
 -  318–319
- Reddit
 -  315–318
 -  315–318
 -  315–318
- Redis () 318–319
- redo ()⁺ 173–175
- reduced quadrupole moment (f) 370
- reference (R) 177
- reference mark ($*$) 34, 36
- `\reflectbox` 368
- refresh
 -  171–172
 -  171–172
- refrigerator () 286–287
- registered trademark ($\text{\textcircled{R}}$)⁺ *see* legal symbols, registered trademark
- relation
 - left project () 149
 - lifting () 149
 - right project () 149
- relational algebra *see* join (database)
- relational symbols 67, 81
 - binary 68–71, 73–74, 76–91, 115–117
 - negated binary 68–70, 72–76, 78
 - triangle 91–93
- religious symbols 186, 187, 257, 310, 333
- resize (package) 30
- reminder ribbon
 -  297
 -  313
- remove formatting () 173–175
- Renren () 315–318
- repeat () 297
- repeat single () 297
- replace
 - all (left) (\leftarrow) 113
 - all (left/right) (\leftrightarrow) . . . 113
 - all (right) (\rightarrow) 113
 - all bound variables (left) (\leftarrow) 113
 - all bound variables (left/right) (\leftrightarrow) . . . 113
- all bound variables (right) (\rightarrow) 113
- any (left) (\leftarrow) 113
- any (left/right) (\leftrightarrow) . . . 113
- any (right) (\rightarrow) 113
- any free variables (left) (\leftarrow) 113
- any free variables (left/right) (\leftrightarrow) 113
- any free variables (right) (\rightarrow) 113
- equivalent expressions (left) (\leftarrow) 114
- equivalent expressions (left/right) (\leftrightarrow) . . . 114
- equivalent expressions (right) (\rightarrow) 114
- reply () 173–175
- reply all () 173–175
- Replyd () 315–318
- Republican () 328–329
- request () 281
- rescue worker’s helmet () . 297
- ResearcherID
 -  330–331
 -  330–331
- ResearchGate
 -  330–331
 - \mathbb{R}^e 330–331
 -  315–318
- resistivity (\ll) 177
- `\resizebox` 148, 366
- resmes (package) . 44, 387, 388
- Resolving () 315–318
- respondens (\sim)⁺ 271
- response (\mathbb{R}) 385, 386
- `\restoresymbol` 364
- restriction (\upharpoonright)⁺ 95, 99, 100, 104, 105, 110, 115, 160
 - barb (\downarrow)⁺ 115
 - mallet (\downarrow)⁺ 115
 - negated (\dagger)⁺ 100, 105
 - wand (\downarrow)⁺ 115
- restriction of a measure 44
- restroom
 -  257
 -  257
 -  328–329
 -  292
 -  304
 -  297
 -  254
 -  254
 -  254
 -  254

- ‡ 254
- retort (⚔) 275
- retrograde (℞) 168
- return *see* carriage return
- retweet (↪) 173–175
- Rev (Ⓒ) 315–318
- reverse solidus (\)+ *see* backslash
- reversed letters
 - D (Ⓓ) 25
 - e (e)+ 23, 24
 - L, sans serif (Ⓕ) 159
 - l, small caps (Ⓛ) 24
 - r, small caps (Ⓡ) 24
- reversed symbols 368
- rewind *see* media control symbols, reverse
- rhinoceros (🦏) 262
- rho
 - lowercase (ρ)+ 20, 120–122
 - lowercase variant (ϱ)+ 120–122
 - uppercase (P)+ 20, 120
- rhombus (\diamond)+ 37, 39–40, 45–52, 95, 157, 158, 192–198, 225–230, 233, 234, 253, 255, 270, 333–334, 358–359
 - blue ($\color{blue}\diamond$)+ 298, 303
 - circle (\circ) 47
 - concave (∇) 48
 - concave, with tick (∇)+ 47
 - concentric (\circ) 255
 - crossed (\boxtimes) 197
 - curved (\curvearrowright)+ 48, 50, 193, 253
 - curved, crossed (\boxtimes) 50
 - curved, dotted (\diamond) 50
 - curved, filled (\blacklozenge)+ 48, 52
 - curved, horizontally divided (\diamond)+ 51
 - curved, outlined (\diamond)+ 48, 49
 - curved, quartered
 - \boxplus 49
 - \diamond 49
 - \diamond 50
 - curved, slashed (\diamond)+ 49, 51
 - curved, small rhombus, filled (\diamond) 50
 - curved, vertically divided (\diamond)+ 50
 - dotted (\diamond)+ 45, 46, 50, 158, 192, 194, 197
 - dotted multiply (\diamond) 312
 - dotted, with arrow
 - \diamondrightarrow + 95
 - \diamondleftrightarrow + 95
 - enclosing (\diamond) 193
 - error bars (\diamond) 193
 - error bars, filled (\blacklozenge) 193
 - filled (\blacklozenge)+ 39, 45–49, 52, 158, 192–195, 197
 - filled, shadowed (\blacklozenge)+ 194
 - half filled
 - \blacklozenge + 194, 196
 - \blacklozenge + 194–196
 - \blacklozenge + 194, 196
 - \blacklozenge + 194–196
 - horizontally divided (\diamond)+ 45–47, 51, 192, 196
 - of blue rhombuses, with dot ($\color{blue}\diamond$) 297
 - of dots (\therefore)+ 40, 152
 - of filled rhombuses (\blacklozenge)+ 198, 199, 270
 - of rhombuses (\boxplus) 270
 - orange ($\color{orange}\diamond$)+ 298, 303
 - outlined (\diamond) 48
 - patterned
 - \blacklozenge 196
 - \blacklozenge 196
 - quartered
 - \diamond + 45–47, 50
 - \diamond + 45–47, 49, 196
 - rhombus (\diamond)+ 45, 46
 - shadowed
 - \diamond 195
 - \diamond 195
 - \diamond 195
 - slashed (\diamond)+ 45, 46, 49, 51
 - small rhombus, filled (\diamond)+ 50, 193
 - striped (\blacklozenge)+ 196
 - triangle (\diamond) 47
 - vertically divided (\diamond)+ 45–47, 50, 196
 - white on black (\blacklozenge) 253
 - with arrow
 - \diamondrightarrow + 95
 - \diamondleftrightarrow + 95
- ribbon
 - \blacklozenge 323–325
 - \blacklozenge 297
 - \blacklozenge 312
- rice ball
 - \blacklozenge 285
 - \blacklozenge 312
- rice bowl
 - \blacklozenge 285
 - \blacklozenge 287
- rice cracker
 - \blacklozenge 285
 - \blacklozenge 312
- rice sheaf
 - \blacklozenge 298
 - \blacklozenge 281
- right angles 156, 160
- rinforzando
 - rfz 219
 - rf 219
- ring
 - \blacklozenge 323–325
 - \blacklozenge 297
 - \blacklozenge 290
- ring accent ($\textcircled{\text{a}}$)+ *see* accents, ring
- ring equals ($\textcircled{=}$) *see* equal, ring
- ring sum ($\textcircled{+}$) *see* circled symbols, plus
- ring within equals ($\textcircled{=}$) *see* equal, ring
- ringed planet ($\textcircled{\text{a}}$) 297
- RIP ($\textcircled{\text{a}}$) 270
- river ($\textcircled{\text{a}}$) 315–318
- \rlap 31, 195, 371, 372
- road ($\textcircled{\text{a}}$) 323–325
- roasted sweet potato
 - \blacklozenge 285
 - \blacklozenge 287
- robe ($\textcircled{\text{a}}$) 325–327
- robot
 - \blacklozenge 323–325
 - \blacklozenge 297
- rock ($\textcircled{\text{a}}$) 297
- Rock RMS ($\textcircled{\text{a}}$) 315–318
- rock, paper, scissors (also lizard, Spock) *see* hand
- rocket
 - \blacklozenge 323–325
 - \blacklozenge 279
 - \blacklozenge 279
 - \blacklozenge 279
 - \blacklozenge 279
 - \blacklozenge 320
 - \blacklozenge 254
- Rocket.Chat ($\textcircled{\text{a}}$) 315–318

- rockets 254
 - rod of Asclepius
 -  275
 -  291
 - rojud (package) . . . 245, 246, 387, 388
 - roll of paper () 297
 - roller coaster
 -  297
 -  313
 - roller skate () 320
 - rolling on the floor laughing () 297
 - rolling pin
 -  286–287
 -  288
 - Roman coins 32
 - Romania () 243
 - Romanian counties . . . 245–246
 - rooster
 -  343–346
 -  262
 -  268
 - roots *see* square root
 - ROR
 -  330–331
 -  330–331
 - rose
 -  297
 -  281
 - rosette
 -  200
 -  297
 -  281
 - roshambo *see* hand, 186
 - \rotatebox 30, 368, 372
 - rotated letters 22–25, 125
 - a
 - a^+ 23, 25
 - a^+ 23, 24
 - e (a^+) *see* schwa
 - f (j^+) 24
 - h (u^+) 23, 24
 - k (x^+) 23
 - k, small caps (x^+) 24
 - L, sans serif (r^+) 159
 - m (u^+) 23–25
 - r (i^+) 23–25
 - r, with tail (r^+) 23, 24
 - s, inverted (a^+) 42, 76
 - t (q^+) 23
 - u, small caps (a^+) 24
 - v (A^+) 23, 25
 - w (M^+) 23, 25
 - y (A^+) 23, 25
 - rotated symbols 30, 368
 - rotating (package) 34, 169
 - rotations
 - dice 360
 - Rubik’s Cube 329
 - route () 173–175
 - rowing
 -  320, 321
 -  254
 - rsfs (package) 162, 387
 - RSS
 -  173–175
 -  173–175
 -  171–172
 -  171–172
 - rubbish bin *see* trash
 - Rubik’s Cube 329
 - rubikcube (package) . . . 329, 387, 388
 - ruble () 32
 - Ruby () 318–319
 - Ruby on Rails
 -  318–319
 -  318–319
 - rugby football
 -  297
 -  241
 - rule delayed (:=) 77
 - ruler
 -  323–325
 -  299
 -  313
 - triangular
 -  301
 -  313
 - runes 15, 211
 - Anglo-Frisian 211
 - Danish *see* normal runes
 - Germanic 211
 - Hälsinge *see* staveless runes
 - long-branch *see* normal runes
 - medieval 211
 - normal 211
 - short-twig 211
 - staveless 211
 - Swedo-Norwegian *see* short-twig runes
 - running () 241, 291, 295, 303, 328–329
 - running shirt () 297
 - running shirt with sash () 313
 - rupee
 - ₹ 32
 - ₹ 32
 - Rust () 315–319
- ## S
- S () 270
 - s
 - lazy (a^+) *see* rotated letters, s, inverted
 - long (f^+) 35, 367
 - sacrifice () 208–210
 - sacsymb (package) 329, 387, 388
 - Safari () 315–318
 - safety pin () 297
 - safety vest () 297
 - safety-related symbols 176
 - Sagittarius (x^+) 166–168, 297, 335–338
 - salad () 285
 - Salesforce () 315–318
 - salt () 285
 - saltire (X) 188
 - sampi
 - lowercase (a^+) 208
 - lowercase variant (f^+) 208
 - uppercase (A^+) 208
 - sandwich () 285
 - Santa Claus
 -  297
 -  312
 - Santa Claus’s hat, as math-mode accent () 138
 - Sappho () 168
 - sarabian (package) 207, 387, 388
 - sari () 297
 - Sass () 315–319
 - satellite () 323–325
 - satellite dish
 -  323–325
 -  318–319
 -  198
 -  297
 -  314
 - satisfies (=) *see* turnstile, double dash, right
 - Saturn (h^+) 166–168, 279, 335–338
 - save
 -  173–175
 -  173–175
 - savesym (package) 364
 - \savesymbol 364
 - saw
 -  208–210

 200
saxophone
 297
 313
Scala ()⁺ 318–319
scale
 275
 328–329
 328–329
 328–329
 328–329
\scalebox 366
scalrel (package) 372
scaling
 mechanical 376, 378
 optical 376
scallions () 286–287
scarf () 297
Schlix () 315–318
school
 323–325
 297
 314
schoolbag
 325–327
 313
schwa (ə)⁺ 22, 24, 25
 hooked (ə̃) 23
Schwartz distribution spaces *see*
 alphabets, math
scientific symbols 164–178,
 358–359
scientist ()⁺ 291, 297, 303
SciHub
 330–331
 330–331
SciRate
 330–331
 330–331
scissors 182, 183, 186
 182
 182
 182
 182
 182
 182
 182

 182
 182
 182
 173–175
 322
 297
 183
 183
 183
 183
 183
scooter
 325–327
 254
scooters 254
Scopus
 330–331
 330–331
Scorpio (♏)⁺ .. 166–168, 297,
 335–338
scorpion
 208–210
 264–267
 262
Scottish hat, as math-mode ac-
cent () 138
screen () 312
screwdriver
 323–325
 298
Scribd () 315–318
script letters *see* alphabets,
 math
\scriptscriptstyle 371
\scriptstyle 371
scroll
 323–325
 298
 314
scsnowman (package) . 309, 387,
 388
SD card () 323–325
 264–267
seahorse () 262
seal () 262
search () 173–175
 with dollar sign () . 173–
 175
 with location () 173–175
 with minus sign () . 173–
 175

 with plus sign () 173–175
Searchengin () 315–318
seashell
 262
 268
seat
 298
 313
seconds, angular *see* prime,
 double
section mark (§)⁺ .. 19, 35, 36,
 159, 170, 383
sector (∠) 159
sedenions (\$) .. *see* alphabets,
 math
seedling
 323–325
 298
 281
 325–327
Segletes, Steven B. 372
segment (∩) 160
segmented numerals 164
segno
 214
 214
 216
selfie () 298
SellCast () 315–318
Sellsy () 315–318
semaf.fd (file) 357
Semantic Scholar
 330–331
 330–331
semantic valuation ... 128, 133
semaphor (package) .. 355, 357,
 387
semaphore symbols .. 355–357
semicircle
 193
 193
 notched with three dots
 310
 310
plus
 42
 42
semicolon (;) 37
 hollow (§)⁺ 38, 41, 42, 160
semidirect product
 left (⋈)⁺ .. 38, 40–42, 158

right (\curvearrowright)⁺ . 38, 39, 41–43, 158

semidirect products 38, 39, 158

semisextile (\mathfrak{V}) 168

semisquare (\mathfrak{L}) 168

semitic transliteration . . 25, 30

semtrans (package) . 25, 30, 387, 388

separated ($\langle \rangle$) 70

separation vector (\mathfrak{s}) 163

sequent (\succ) 81

denied (\mathfrak{V}) 81

Serbia (\mathfrak{S}) 243

serial interface (\mathfrak{S}) 169

serial port (\mathfrak{S}) 169

server (\mathfrak{S}) 173–175

service dog (\mathfrak{S}) 262

service mark (\mathfrak{SM}) *see* legal symbols, service mark

ServiceStack (\mathfrak{S}) 315–318

sesquiquadrate (\mathfrak{S}) 168

set (\mathfrak{S}) 208–210

set difference (\setminus)⁺ 37, 38, 40, 41, 43

set interior (\mathfrak{S})⁺ *see* accents, ring

set intersection (\cap)⁺ *see* intersection

set membership (\in)⁺ 73, 77, 82, 123–125

bar over ($\bar{\in}$)⁺ 77, 123

bar over, negated ($\bar{\notin}$) . 78

bar under ($\underline{\in}$) 77

dot ($\dot{\in}$) 77

equal (\equiv) 77

extended horizontal line (ϵ)⁺ 76, 77

negated (\notin)⁺ . . 74, 75, 78, 82, 123–125

plus (\in)⁺ 68, 76

reversed (\ni)⁺ . . 73, 74, 77, 78, 82, 123–125, 370

reversed, bar over ($\bar{\ni}$)⁺ 77, 78

reversed, bar under ($\underline{\ni}$) 123

reversed, extended horizontal line (\ni)⁺ 76, 77

reversed, negated (\nexists)⁺ 75, 78, 82, 123–125

reversed, negated, bar over ($\bar{\nexists}$) 78

reversed, plus (\ni)⁺ . 68, 76

reversed, short vertical bar (\ni)⁺ 76–78

short vertical bar (ϵ)⁺ 76, 77

set symmetric difference (Δ) *see* triangle

set union (\cup)⁺ *see* union


sewing needle (\mathfrak{S}) 298


sextile (\mathfrak{X}) 168


SGML 384


sha (III)⁺ 367–368


shake


 214

 214

 214

 214


 214


 214


shamrock (\mathfrak{S}) 298


shapes (\mathfrak{S}) 173–175


share

 173–175


 173–175


 173–175

 173–175

 173–175

shark


 264–267


 262


sharp (\sharp)⁺ . . 212, 213, 216, 219


double (\mathfrak{S})⁺ 216, 219

with extra slashes and stems

 219

 219

 219

 219


sharp s


lowercase (\mathfrak{S}) 20

uppercase (\mathfrak{S}) 20

Sharpe, Michael 30


shaved ice


 285


 287


shears (\mathfrak{S}) 325–327


sheep


 264–267


 264–267

 264–267

 264–267

 206


 262


 268

Sheffer's stroke (\uparrow)⁺ *see* vertical bar

shekel (\mathfrak{S}) 32


shell script


 329


 329

shell, operating system (\mathfrak{S}) 329

shield


 200


 298


 254


shinto shrine (\mathfrak{S}) 298


ship 254, 320


 320


 323–325

 325–327

 321

 320


 254


 254


shipping fast (\mathfrak{S}) . . . 328–329


Shirts in Bulk (\mathfrak{S}) . . . 315–318


shoe


 325–327


 343–346


 291


 297


 301


 304


 299

 293

 300


 281


 281

 281


Shopify (\mathfrak{S}) 315–318


shopping bag

 323–325

 322


shopping bags


 298


 254


shopping basket (\mathfrak{S}) . 323–325

shopping cart

 323–325

 322

 298

 254

Shopware (☺) 315–318
 short-twig runes 211
 shortcake
 🍰 285
 🍰 287
 shorts (👖) 298
 shovel (🔨) 275
 show
 👁️ 173–175
 👁️ 173–175
 shower
 🚿 323–325
 🚿 325–327
 🚿 259
 🚿 298
 🚿 254
 shrimp
 🍤 286–287
 🍤 262
 shrugging (🙄)⁺ . . . 291, 295, 303
 shuffle (package) . . . 44, 387, 388
 shuffle product (⊞)⁺ . . . 43, 44
 complete (☐) 44
 shuffle tracks (🔀) 298
 shuttle van (🚌) 323–325
 sieve (🪦) 288
 sigma
 lowercase (σ)⁺ . . . 20, 24, 120,
 121
 lowercase variant (ς)⁺ . . . 120–
 122
 uppercase (Σ)⁺ 20, 120,
 121
 sign (📧) 323–325
 sign in (➡️) 173–175
 sign language 272–275, 320
 👦 320
 👦 320
 sign out (👈) 173–175
 signal
 📶 173–175
 📶 292
 📶 312
 signature (✍️) 173–175
 signs 271
 silly walks 308
 sillypage (package) . . . 308, 387, 388
 sim card (📱) 323–325
 similar (≈)⁺ 67, 70, 73, 77, 369,
 372, 382
 colon (≈:) 81
 colon, double (≈::) 81




























dots, rising (≈)⁺ . . . 76, 77
 dots, vertical (≈)⁺ . . . 76, 77
 dotted (≈)⁺ 76, 78
 minus, similar (≈) 77
 negated (≠)⁺ 68, 70, 72, 74,
 76, 78
 or equal to
 ≈⁺ 67, 70, 73, 76, 77
 ≈⁺ 67, 70, 73, 77, 91
 or equal to, dotted (≐)⁺ . . . 73,
 77
 or equal to, dotted, negated
 (≐) 78
 or equal to, negated
 ≇⁺ 68, 70, 72, 75, 76, 78
 ≇⁺ 69, 70, 72, 74, 75, 78,
 91
 or equal to, reversed
 ⊆⁺ 68, 70, 73, 76, 77
 ⊆⁺ 70, 73, 77
 or equal to, reversed,
 negated
 ≇⁺ 69, 72, 74
 ≇⁺ 72, 74
 or greater than (≧) 90
 or greater than or equal to
 (≧) 90
 or less than (≦) 90
 or less than or equal to (≦)
 90
 or not equal to (≠)⁺ . . . 75, 77
 or not equal to, reversed (≠)
 74
 reversed (≈)⁺ 68, 70, 73,
 76, 77
 reversed, negated (≠)⁺ . . . 69,
 72, 74
 thick (≈)⁺ 68, 73, 76, 77
 simplewick (package) 375
 SimplyBuilt (🏠) 315–318
 simpsons (package) 306, 387
 Simpsons characters 306
 since (:)⁺ *see* therefore, down
 sine wave
 ~ 159
 ~ 159
 sing (🎤) 208–210
 singer (🎤)⁺ 291, 298, 303
 sink (🚰) 323–325
 SISTRIX (📊) 315–318
 Sitefinity (🔗) 318–319
 sitemap (🗺️) 173–175
 Sith (👹) 315–318
 sixteenth note (🎵)⁺ . . . 215–218
















dotted (🎵)⁺ 216–218
 double dotted (🎵)⁺ . . . 217,
 218
 rest (🎵)⁺ 214, 215, 219
 rest, dotted (🎵) 219
 sixty-fourth note (🎵) 216
 dotted (🎵) 216
 rest (🎵) 214
 skak (package) 239, 387, 388
 skateboard (🛹) 321
 skating (🛼) 240
 Sketch (🖍️) 315–318
 skiing
 🏂 240
 🏂 240
 🏂 298
 skillet (🍳) 286–287
 skin (🐼) 208–210
 skis (🎿) 298
 skull (package) 270, 387, 388
 skull 52, 270, 284, 290–305,
 312–314, 361
 👤 52
 👤 52
 👤 328–329
 👤 298
 👤 307
 and crossbones
 👤 270
 👤 284
 👤 298
 👤 314
 👤 328–329
 skunk (🦨) 262
 sky (🌤️) 208–210
 sky animal (🐼) 208–210
 sky pillar (🏢) 208–210
 SkyAtlas (🌐) 315–318
 Skype
 📞 315–318
 📞 314
 📞 314
 Slack
 # 315–318
 # 315–318
 slash (/)⁺ 37, 40, 41, 46, 61, 70,
 77, 127, 129–132, 370, 382
 bar over (7) 43



























double (//)⁺ . . . 38, 41, 42
 fraction (/)⁺ 42, 160
 hollow (//)⁺ 38, 76
 horizontally centered . 370
 negated (÷) 168
 triple (///) 42
slashed (package) 370
slashed letters 370
 b (ß) 24
 c (ç) 24
 d (đ) 24
 O (Ø) 20
 o (ø) 20
 u (ŷ) 24
slashed.sty (file) 370
 sled (🚠) 321
 sleeping (ZZZ) 313
 sleeping accommodation (🛏) . .
 254
 sleeping bag (🎒) 325–327
 sleet (🌨) 258
 sleigh (🛷) 323–325
 slice (<)⁺ . . . 38, 41, 42, 45, 70
 sliders (🍷) 173–175
 SlideShare (📺) 315–318
 sling (🎒) 200
 slot machine
 🎰 298
 🎲 241
 sloth (🦥) 262
 Slovakia (☞) 243
 Slovenia (☞) 243
 small caps letters
 a (A) 22
 b (B) 22
 d (D) 25
 e (E) 22
 f (F) 23
 g (G)⁺ 22, 25
 h (H) 22
 i (I)⁺ 22, 24
 j (J) 22
 k (K) 23
 l (L) 22
 m (M) 23
 n (N)⁺ 22, 24
 p (P) 23
 q (Q) 23
 r (R)⁺ 22, 24
 u (U)⁺ 22, 24
 y (Y)⁺ 22, 24
 smaller than (≦) see less than,
 horizontally barred






































smash product (※)⁺ . . . 41, 43
 smiles and frowns 67, 68, 73–78,
 116, 117
 ^⁺ 67, 68, 73, 74, 76, 77,
 81, 116, 117, 161
 ~⁺ 67, 68, 73, 74, 76, 77,
 81, 116, 117, 161
 both
 ×⁺ 73, 81, 116, 117, 161
 ◦⁺ 73, 81, 116, 117, 161
 both, equals
 ≡⁺ 116
 ≙⁺ 116
 ≚⁺ 116
 ≛⁺ 116
 both, equals, negated
 ≠ 116
 ≠⁺ 116
 ≠⁺ 116
 both, negated
 ≠⁺ 74, 116, 117
 ≠⁺ 75, 116, 117
 double
 ≡⁺ 116
 ≙⁺ 116
 double, equals
 ≡⁺ 116
 ≙⁺ 116
 double, equals, negated
 ≠⁺ 116
 ≠⁺ 116
 double, negated
 ≠⁺ 116
 ≠⁺ 116
 equals
 ≡ 73, 117
 ≙ 73, 117
 ≚⁺ 116
 ≛⁺ 116
 ≜⁺ 116
 ≝⁺ 116
 equals, negated
 ≠ 74, 117
 ≠ 75, 117
 ≠⁺ 116
 ≠⁺ 116
 ≠⁺ 116
 ≠⁺ 116
 negated
 ≠⁺ 74, 116, 117
 ≠⁺ 75, 116, 117
 triple
 ≡⁺ 116
 ≙⁺ 116






































triple, negated
 ≠⁺ 116
 ≠⁺ 116
 smiley faces 159–160, 170,
 253, 257, 278, 284, 288–306,
 311–312, 334–338
 smog (☁️) 259
 smoking 254
 🚬 323–325
 🚭 254
 SMS (📱) 173–175
 snail
 🐌 264–267
 🐌 264–267
 🐌 264–267
 🐌 262
 🐌 268
 snake 339–340
 🐍 208–210
 ~ 201
 ~ 262
 ~ 268
 Snapchat
 📷 315–318
 📷 315–318
 📷 315–318
 snow plow (🚚) 323–325
 snow-capped mountain
 🏔 299
 🏔 313
 snowboarding
 🏂 240
 🏂 299
 🏂 241
 snowflake 189, 190
 ❄️ 258
 ❄️ 189
 ❄️ 189
 ❄️ 189
 ❄️ 311–312
 ❄️ 259
 ❄️ 325–327
 ❄️ 259
 ❄️ 299
 ❄️ 190
 ❄️ 190
 ❄️ 190








































snowman 290–305, 309, 323–325
 290
 309
 309
 299
 299
so (س) 208–210
soap
 323–325
 299
soccer ball
 257
 240
 299
sock  325–327
socks
 323–325
 299
sofa
 325–327
 325–327
soft sign (ь) 22
softball (垒球) 299
solar panel (太阳能板) 323–325
Solaris (索拉里斯) 318–319
solid (田) 178
solidus (/)⁺ *see* slash
sombbrero, as math-mode accent
 138
SOON with arrow (soon)⁺ 299, 313
sort (♠) 173–175
 alpha down
  173–175
  173–175
 alpha up
  173–175
  173–175
 alphabetically
 A-Z 171–172
 a-z 171–172
 amount down
  173–175
  173–175
 amount up
  173–175
  173–175
 down (▼) 173–175
 numeric down
  173–175
  173–175
 numeric up
  173–175

 173–175
 numerically
 171–172
 171–172
 up (▲) 173–175
SOS (sos) 299
SoundCloud (云) ... 315–318
Sourcetree (源) 315–318
South Arabian alphabet ... 207
south node (南) 168
sow (犁) 206
Soyombo
 281
 281
 terminal (终端) 281
soyombo (package) 281, 387, 388
Soyombo (font) 281
Soyombo symbols 281
spa (水) 328–329
space
 non-breaking (非断) 170
 thin 380
 visible (显)⁺ 19, 159
space shuttle (太空梭) ... 323–325
space symbols 279
spacecraft
 279
 279
spade (♠) *see* playing card suits,
 spade
spaghetti
 285
 287
Spain (西班牙) 244
span (跨) 208–210
spanner *see* wrench
sparkle 189, 190, 290–305
 189
 189
 299
 299
 312
 190
 190
 190
spatula (铲) 286–287















 286–287
Speakap (语音) 315–318
speaker
 muted
 5 255
  256
  256
  256
  256
  292
  299
 volume down
 2 255
  256
  256
  256
  299
 volume up
 4 255
  256
  256
  256
  299
Speaker Deck (音箱) ... 315–318
speaking head (语音) 299
speaking head in silhouette (语音)
 313
spear (矛) 206
“special” characters 18
special forty (四十) 257
speech bubble
 303
 313
 313
angry
 297
 313
 313
ellipsis (省略) 299
eye (眼) 298
 multiple
  313
  313
 text (文字) 313
spell check (拼写) 173–175
spherical angles .. 155, 156, 158
spider
 263
 264–267
 264–267



















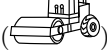
 264–267
 299
 314
 spider web
 299
 314
 spin () 178
 down () 178
 up () 178
 spin down () 195
 spin up () 195
 spinner () 173–175
 spiral () 328
 spiral note pad () 313
 spiral notepad () 299
 spirals 339–340
 splashing sweat () 313
 splatter () 329
 splotch () 328–329
 sponge () 299
 spoon
  287
  323–325
  299
 spoon symbols (mathematics) *see*
 multimap, *see* multimap
 sporting symbols 290–305,
 312–314
 sports symbols 240, 241
 Spotify () 315–318
 spouting whale
  262
  268
 spray can () 323–325
 Spring () 318–319
 Springer
  330–331
  330–331
 sprinkle () 208–210
 spy () 314
 square ()⁺ 39, 45–52, 157, 159–
 160, 168, 171, 192–196, 198,
 225–230, 240, 302, 333–334,
 339–340, 358–359, 365
 backslashed ()⁺ 51
 backslashed, rounded cor-
 ners () 51
 black ()⁺ 293
 blue () 294
 brown () 294
 crossed ()⁺ 50, 196
















crossed, rounded corners ()
 50
 diagonally striped ()⁺ 193
 dot ()⁺ 51, 196
 dot, rounded corners () 51
 dots surrounding () 198
 dots surrounding, filled ()
 198
 dotted () 194
 dotted, with arrow
  95
  95
 enclosing to the left () 193
 error bars () 193
 error bars, filled () .. 193
 filled ()⁺ 45–47, 49, 50,
 52, 157, 171, 192–196
 filled, containing white circle
 () 170
 filled, outlined ()⁺ 51, 52,
 193
 filled, outlined, rounded cor-
 ners () 52
 filled, rounded corners ()⁺
 49, 52
 filled, shadowed ()⁺ . 195
 green () 300
 grid () 193
 grid, diagonal () ... 193
 half filled, bottom ()⁺ 193,
 197
 half filled, left ()⁺ . 193,
 197
 half filled, lower left () 193
 half filled, lower right ()
 193
 half filled, right ()⁺ 193,
 197
 half filled, top ()⁺ . 193,
 197
 half filled, upper left ()
 193
 half filled, upper right ()
 193
 horizontally divided ()⁺ .
 51, 52, 197
 horizontally divided,
 rounded corners () . 51
 horizontally striped () 193
 nested, lower left ()
 193
 nested, lower right ()
 193
 nested, upper left ()
 193
 nested, upper right ()
 193
 of filled squares () 171–172

of squares () . . . 171–172
 orange () 294
 outlined ()⁺ 49
 outlined, rounded corners
 () 49
 overlapping square () 193
 purple () 296
 quartered ()⁺ .. 49, 197
 quartered, rounded corners
 () 49
 red () 296
 rounded corners ()⁺ . 48,
 52, 193
 shadowed ()⁺ . 195, 199
 slashed ()⁺ 49, 50
 slashed, rounded corners ()
 49
 tick left () 48
 tick right () 48
 vertically divided ()⁺ 50,
 197
 vertically divided, rounded
 corners () 50
 vertically striped () . 193
 white ()⁺ 302
 white with black outline ()
 293
 with arrow
  95
  95
 yellow () 304
 square brackets . *see* delimiters
 square impulse 164
 square root
 ⁺ .. 139, 141, 371–372
 ⁺ 173–175
 with hook () 372
 without overbar
  145
 ⁺ 157, 160
 square wave () 328–329
 Squarespace () 315–318
 squeezer () 288
 squid () 263
 squirrel
  264–267
  264–267
 squirt gun () . *see* water pistol
 SSRN
  330–331
  330–331
 staccatissimo () 220
 Stack Exchange () . 315–318







Stack Overflow

-  330–331
-  330–331
-  315–318
- stackengine (package) 372
- StackPath  315–318
- \stackrel 36, 369, 374
- stadium
 -  299
 -  314
- stairs 310
- stamp  323–325
- standard state (°) 165, 370
- standing + 291, 295, 303
- star . 46–48, 157, 168, 189–194, 196–197, 279, 290–305, 310, 333–338
 - ☆+ 45, 46, 189, 190, 192–194, 197, 279
 - ★+ 37, 39, 45–47, 157, 189–194, 197, 211, 374
 - ★ 311–312
 -  279
 - ★ 299
 - and crescent + 299, 310
 - crossed out  197
 - dotted (☆) 197
 - eight pointed
 - ✳+ 189, 190, 297
 - ✳+ 189, 190
 - Epi-Olmec  208–210
 - filled center (★)+ 189, 190
 - four pointed
 - ✧+ 189, 190
 - ◆+ 189, 190
 - glowing
 - ★ 167
 - ★ 300
 - half  191
 - half filled
 - ★ 191
 - ★ 197
 - ★ 197
 - ★ 197
 - ★ 197
 - horizontally slashed (☆) 197
 - jack (♣)+ 189
 - Jewish (✡)+ *see star, of David*
 - knotted (☆) 255
 - of David + 189, 190, 192, 290–305, 310













- of David, dotted + 190, 297
- of life (✱) 191
- open center (☆)+ 189, 190
- outlined (★)+ 189, 190
- pentagram (☆)+ 45, 168, 178, 189, 190, 192
- pinwheel (★)+ 189, 190
- plus (★) 197
- shadowed (☆)+ 189, 190
- shooting
 -  167
 -  279
 -  298
- six pointed
 - ★+ 39, 189, 190, 194
 - ✳+ 189
- sixteen pointed  189
- stress outlined (☆) 190
- twelve pointed + 189, 190
- vertically slashed (★) 197
- star warrior, Epi-Olmec
 -  208–210
 -  208–210
- Star Wars symbols 315–318, 328–329
- star-struck  299
- starfont (package) 168, 387, 388
- stater (₮) 32
- station
 - ♂ 168
 -  321
 -  254
- Statue of Liberty
 -  299
 -  314
- staveless runes 211
- staves (package) 276, 387
- staves 276
- StayLinked  315–318
- steak  286–287
- Steam
 -  315–318
 -  315–318
 -  315–318
- steamroller  325–327
- steel
 - circular (●) 171

- flat (–) 171
- hexagonal (●) 171
- L (L) 171
- octagonal (●) 171
- rectangular (■) 171
- rounded L (L)+ 171
- rounded T (T)+ 171
- rounded TT (I) 171
- T (T) 171
- TT (I) 171
- steinmetz (package) 165, 387, 388
- Steinmetz phasor notation . 165
- step () 208–210
- stethoscope
 -  319
 -  299
- stick (–) 201
- stick figures . 201, 290, 352–357
- Sticker Mule  315–318
- sticky note  323–325
- stigma
 - lowercase (Ϛ)+ 208
 - lowercase variant (Ϛ) . 208
 - uppercase (Ϛ)+ 208
- stix (package) 42, 43, 47, 48, 53, 61, 62, 77, 78, 84, 89, 90, 93, 107, 109, 110, 118, 122–124, 126, 131, 137, 141, 152, 155, 156, 159, 160, 166, 169, 176, 193, 194, 213, 234, 236, 387, 388
- stmaryrd (package) 38, 54, 68, 82, 91, 95, 112, 118, 126, 128, 365, 370, 386–388
- stock chart  313
- stone man (▲) 259
- stool
 -  325–327
 -  325–327
 -  325–327
- stop sign
 -  176
 -  311–312
 -  299
- stoplight *see traffic light*
- store  323–325
- slashed + 173–175
- stormy  259
- stove *see oven*

- horizontally extensible (\sum)
 67
- summit
 † *see* cross (crucifix)
 ▲ *see* triangle, filled
 △ *see* triangle
- sun 166–168, 198, 253, 258, 259,
 311–312, 335–338, 361, 365
 ☀⁺ ... 166, 167, 253, 258
 ☁
 * 208–210
 * 170
 ☀ 311–312
 ☀ 259
 ☀ 259
 ☀ 259
 ☀ 259
 ☀ 258
 ☀ 258
 astronomical (☉)⁺ 166–168,
 365
 behind cloud
 ☁ 258
 ☁ 258
 ☁ 258
 ☁ 258
 ☁ 258
 ☁ 258
 behind cloud with rain (☁)
 258
 eclipsed (●) 258
 half (☀) 258
 sunglasses (🕶) 314
 sunrise
 ☀ 300
 ☀ 312
 over mountains
 ☀ 300
 ☀ 312
 sunset over buildings
 ☀ 300
 ☀ 312
 superhero (🦱)⁺ .. 291, 300, 303
 Superpowers (🦸) 315–318
 superscript (X¹) 173–175
 superscripts
 new symbols used in .. 371
 superset 82–85
- approximately equal to (\approx)
 84
- atop subset (\supseteq) 85
 atop superset (\supseteq) 85
 circle, strict (\supseteq) 84
 dotted (\supseteq) 85
 dotted, strict (\supseteq) 84
 finite square, negated strict
 (\supseteq)⁺ 83, 84
 finite, negated strict (\supseteq)⁺ .
 82–84
 finite, strict (\supseteq)⁺ .. 82–84
 finite, strict square (\supseteq)⁺ 83,
 84
 left arrow, strict (\supseteq) .. 84
 ordinary
 \supseteq 82–84
 \supseteq 82–84
 ordinary, negated
 \supseteq ⁺ 82–85
 \supseteq ⁺ 82–85
 plus (\supseteq)⁺ 82, 84
 plus, strict
 \supseteq ⁺ 82, 84
 \supseteq 85
 proper (\supseteq)⁺ 82–85
 proper square
 \supseteq ⁺ 83, 84
 \supseteq ⁺ 83, 84
 right arrow, strict (\supseteq) 85
 similar to (\supseteq) 85
 solidus (\supseteq) 85
 square
 \supseteq ⁺ 82–84
 \supseteq ⁺ 83, 84
 square, negated
 \supseteq ⁺ 83, 84
 \supseteq ⁺ 82–84
 strict (\supseteq)⁺ 82–84
 strict square ()⁺ .. 82–85
 strict square, negated (\supseteq)⁺
 82–84
 strict, negated (\supseteq)⁺ 83–85
 subset (\supseteq) 84
 subset dash (\supseteq) 85
 times, strict (\supseteq) 84
- supervillain (🦹)⁺ . 291, 300, 303
 Supple (🦸) 315–318
 support (🦹) 171–172
 supset
 closed (\supseteq) 84
 closed, strict (\supseteq) 84
 surface (\supseteq) 178
 surfer (🏄) 241
 surfing (🏄)⁺ 291, 295, 304
- survey sign (\supseteq) 259
 SUSE (🐧)⁺ 315–319
 sushi
 🍣 285
 🍣 287
 suspension railway
 🚆 321
 🚆 254
 SVG (🖼) 318–319
 svrsymbols (package) . 177, 387,
 388
 swan (🦢) 263
 swatchbook (📖) 323–325
 sweat droplets (💧) 300
 Sweden (🇸🇪) 244
 Swedo-Norwegian runes ... *see*
 short-twig runes
 sweet potato (🍠) . 286–
 287
 Swift (🚚) 315–318
 swimmer (🏊) 241
 swimming (🏊)⁺ 240, 291, 295,
 304
 swimming pool (🏊) . 323–325
 Switzerland (🇨🇭) 244
 sword
 ⚔ 206
 = 201
 multiple, crossed (⚔)⁺ 257,
 275, 284, 296
 swung dash (\sim)⁺ .. *see* similar
 Symbol (font) ... 121, 367, 368
 symbols
 academic profile . 330–331
 alpine 259
 ancient language 200–211
 annuity 145, 374
 astrological 166–168,
 334–338
 astronomical 166–168, 278,
 334–338
 Begriffsschrift ... 153, 154
 biological 176
 block-element 276
 body-text 18–35
 bold 380
 box-drawing 276
 boxed .. 38, 45–47, 55–56
 brand 314–319
 calendar 261
 chess .. 238–240, 290–305,
 361–363
 cipher 278

- clock 253, 260, 261, 311–312
 communication 171
 computer hardware . . 169, 290–305, 312–314
 contradiction 36, 118
 cooking 286–288
 counties 245–246
 countries 242–244
 crystallography . . 358–359
 currency 31–33, 37, 159–160, 163, 290–305, 312–318
 dangerous bend 255, 311–312
 database . . 39–41, 67–69, 73–74, 159–160
 definition 36, 374
 dictionary . . . 22–25, 275
 digital logic . . 170, 357–358
 dingbat 179–199
 disability 320
 electrical 164
 engineering 159–160, 164, 171
 Epi-Olmec 208–210
 extensible 139–142, 144–150, 165, 367, 374–375
 Feynman diagram . . . 177
 file 309
 Frege logic . . 111, 125, 153, 154, 160
 game-related . . . 233–241, 360–363
 genealogical 253
 general 253
 geographical 242–252
 GINETEX 257
 Go stones 240
 Halloween 52, 150
 horoscope 166–168, 335–338
 IBM PC 170
 informant 239
 inverted 368
 Isthmian 208–210
 knitting 282
 Knuth’s 255
 laundry 257
 legal 19, 33, 34, 383
 letter-like 123–125, 330–331
 life insurance . . . 145, 374
 Linear A 202
 Linear B 205, 206
 linear logic 37
 linguistic 22–25, 30
 log-like 118, 119, 380
 logic 37–39, 44, 45, 54, 58–60, 67, 81, 113–115, 123–125, 161
Magic: The Gathering 361
 magical signs 276
 map 333–334
 maps . . 242–246, 312–314
 mathematical 36–163
 media control . . . 255, 256, 312–314
 medical 186, 275, 290–305, 319
 METAFONTbook 255
 metrical 271, 272
 miscellaneous 157–161, 198, 199, 253–331
 monetary . . 31–33, 37, 163, 290–305, 312–314
 musical 173–175, 212–232, 311–314, 328, 360
 non-commutative division 151
 orchestrated objective reduction 329
 particle physics . . 177–178
 peace . . 290–305, 311–312, 328–329
 Phaistos disk 200
 phonetic 22–25, 30
 physical 164
 Pitman’s base 12 155, 269
 present value . . . 145, 374
 proto-Semitic 201
 pulse diagram 164
 recycling . . 279, 280, 284, 290–305, 311–312, 332
 relational 67, 81
 religious 186, 187, 257, 310, 333
 reversed 368
 rotated 368
 runes 211
 safety-related 176
 scientific 164–178, 358–359
 semaphore 355–357
 Simpsons characters . . 306
 smiles and frowns . . 67, 68, 73–78, 116, 117
 Soyombo 281
 space 279
 spoon (mathematics) 115, 117
 sporting 290–305, 312–314
 sports 240, 241
 Star Wars 315–318, 328–329
 staves 276
 subset and superset 82–85
 technological . . . 164–178
 T_EXbook 255
 transliteration 25, 30
 transportation 254, 320–321
 upside-down . . 368, 381–382
 user-interface . . . 171–175
 variable-sized . . 54–66, 366
 VLSI 357–358
 weather 258, 259, 311–312
 Web 330–331
 yin-yang 257, 284, 290–305, 310–312, 339–340
 zodiac . . 166–168, 335–338
symbols.tex (file) . . . 364, 387
 Symphony (♫)⁺ 315–319
 synagogue
  310
  300
  310
 sync (↻)⁺ 173–175
 syringe
  319
  300
  312

T

 T () 21, 270
 T-shirt
  323–325
  300
  281
t4phonet (package) . . 25, 29, 387, 388
 table (♠) 173–175
 table tennis *see* ping pong
 tablet
  321
  323–325
  322
 tabs (☐) 171–172
 tachyon (♯) 178
 tack (⊥)⁺ *see* turnstile
 taco
  285
  287
 tag
  323–325
  322























tailed letters














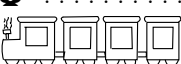






























c (c)⁺ 22, 24
 c, stretched
 c̄ 23
 c̆ 23
 d
 d 22
 d̄ 23
 d⁺ 24, 25
 d, with hook (d̆) 22
 esh (f)⁺ 22, 24
 h, with hook (h̆) 24
 j (j)⁺ 23
 l (l)⁺ 23, 24
 m (m) 22
 n
 n⁺ 22, 25
 n̄⁺ 22, 24
 n̆ 23
 r (r)⁺ 22, 24
 s
 s̄ 22
 s̆ 24
 t
 t⁺ 22, 24
 t̄ 23
 t̆ 25
 t, inverted (t̄) 23
 z
 z *see* round z
 z̄ 22
 z̆ 22
 z⁺ 23, 25
 z̄ 24
 takeout box (☒) 285
 taking bath (♨) 295
 tally markers 205, 268, 269
 | | | | | | | | 269
 | || ||| |||| |||| 268
 tamale (🌮) 285
 tangerine
 🍊 285
 🍋 287
 tape
 📼 198
 📀 323–325
 📁 199
 tape cartridge (📀) 312
 target
 🎯 325–327
 🎯 241
 tasks (☑) 173–175
 Tate-Shafarevich group *see* sha























tattooed head (👤) 200
 tau
 lowercase (τ)⁺ 20, 120, 121
 uppercase (T)⁺ 20, 120
 tau lepton
 minus (τ⁻) 178
 plus (τ⁺) 178
 Taurus (♉)⁺ 166–168, 300,
 335–338
 tautology (T)⁺ . . . *see* turnstile,
 down
 taxi 254, 320
 🚕 320
 🚗 323–325
 🚘 321
 🚙 320
 🚒 254
 🚓 254
 tea kettle (🍵) 286–287
 teacher (👩)⁺ 291, 300, 304
 teacup without handle
 🍵 285
 🍵 287
 TeamSpeak (🗣️) 315–318
 teapot (🍵) 285
 technical (⊕) 275
 technological symbols 164–178
 technologist (👩)⁺ 291, 300, 304
 teddy bear (🧸) 300
 teeth (🦷) 323–325
 Telegram
 📠 315–318
 📡 315–318
 telephone
 ☎️ 198
 📞 171
 📞 270
 📞 281
 📞 325–327
 📞 329
 📞 253
 📞 300
 📞 312–314
 📞 312–314
 telephone handset (📞)⁺ 300,
 312–314, 321–325, 329
 atop modem (📞)⁺ 312–314
 circled (📞)⁺ . . . *see* circled
 symbols, telephone handset
 inverse (📞)⁺ 328–329
 slashed (📞) 328–329

volume (📖) 328–329
 with page (📖)⁺ 312–314
 telescope
 🔭 300
 👁️ 313
 man looking through (👁️) .
 318–319
 television
 📺 323–325
 📺 325–327
 📺 300
 📺 312
 temperature
 high (🌡️) 259
 low (🌡️) 259
 ten thousandths (‰)⁺ . . . *see*
 permyriad
 Tencent QQ (👤) 315–318
 Tencent Weibo (👤) 315–318
 tenge (₸) 32
 Tennent, Bob 36
 tennis ball (🎾) 300
 tennis racquet and ball (🎾) 241
 tensor product (⊗) . . . *see* circled
 symbols, multiplication
 tent
 🏕️ 259
 🏕️ 325–327
 🏕️ 300
 tenuto (◡) 220
 terminal (➤) 173–175
 terminus
 ⊕⁺ 271
 ⊕⁺ 271
 test tube (🧪) 300
 testfont.dvi (file) 378
 testfont.tex (file) 377, 378
 tetartemorion (♁) 32
 tetrahedron (🔺) 311–312
 teubner (package) 32, 153, 208,
 272, 387, 388
 T_EX 16, 17, 43,
 66, 67, 81, 92, 93, 111, 138,
 143, 147, 148, 152, 162, 165,
 246, 276, 366–375, 377–380,
 382, 384, 385, 390
 .tex files 384, 385
 T_EXbook, The 368, 369,
 371–373, 375, 379
 symbols from 255
 text height (T_I) 173–175


































- text width (📏) 173–175
- textcomp (package) 16, 19, 26, 31, 33, 34, 94, 135, 160, 165, 212, 253, 364, 382, 384, 387, 388
- textgreek (package) 20, 121, 387, 388
- .tfm files 16, 162, 332, 366, 385
- tfruppee (package) . 32, 387, 388
- Thành, Hàn Thê 373
- The Red Yeti (👹) 315–318
- theater masks (🎭) 323–325
- Themeco (🐼) 315–318
- Themeisle (🎵) 315–318
- therefore (∴)⁺ 40, 68, 69, 76, 151–153
- down (∴)⁺ 39, 68, 76, 151–153
- left (∴)⁺ 40, 152
- right (∴)⁺ 39, 152
- thermodynamic (⊕) 159
- thermometer 258, 259, 323–325
- 🌡 259
- 🌡 259
- 🌡 258
- 🌡 258
- empty (🌡) 259
- full (🌡) 259
- half (🌡) 259
- quarter (🌡) 259
- three quarters (🌡) 259
- theta
- lowercase (θ)⁺ . 20, 22, 24, 120, 121
- lowercase variant (ϑ)⁺ 120–122
- uppercase (Θ)⁺ . 20, 120, 121
- thin fog (🌫) 258
- thin space 380
- ThinkPeaks (🐅) 315–318
- thirty-second note (🎵)⁺ 215–218
- dotted (🎵)⁺ 216–218
- double dotted (🎵)⁺ . 217, 218
- rest (🎵)⁺ 214, 215
- thorn
- lowercase (þ)⁺ . 20, 22, 24, 25, 383
- uppercase (Þ)⁺ 20, 25, 383
- thought bubble
- 💭 300
- 💭 313
- 💭 313
- text (💭) 313
- thousandths (‰)⁺ *see* per mill
- thread
- 🧵 201
- 🧵 201
- 🧵 300
- Threadprint (🖨) 318–319
- throat (👤) 325–327
- throne (👑) 208–210
- thumb pizzicato (👉) 220
- thumbtack *see* pushpin
- thus (∴)⁺ *see* therefore
- tiaara (👑) 200
- tick marks *see* check marks
- ticket
- 🎫 322
- 🎫 300
- 🎫 313
- tiger
- 🐅 263
- 🐅 263
- 🐅 268
- 🐅 268
- TikTok (🎵) 315–318
- TikZ (package) 17, 26, 167, 176, 181, 183–185, 187–190, 196–199, 213, 234–238, 241, 248, 249, 254, 256, 258–260, 267, 268, 270, 279, 281, 283, 287–290, 307, 309, 310, 312, 314, 329, 331, 346, 348, 373
- tikzsymbols (package) . 288–290, 387, 388
- tilde (~) . 19, 22–28, 31, 34, 37, 136, 139, 144, 374, 382
- extensible 139, 144
- lowered (~) 34, 382
- vertically centered 382
- time
- 🕒 208–210
- 🕒 208–210
- time interval (🕒) 260
- time of day 260, 261
- time signatures . 212, 216, 217, 219, 220
- times (×)⁺ . 37, 38, 40–42, 69, 160
- big (×)⁺ 55, 59, 61
- closed bottom (×)⁺ 39–43
- closed left (×)⁺ 38–42
- closed left and right (⌘)⁺ 41, 69
- closed right (×)⁺ 38–43
- closed top (×)⁺ 40, 41, 43
- closed top and bottom (⌘) 43
- decorative
- × 154
- × 156, 188
- × 157, 188
- × 188
- × 188
- × 292
- dotted (×)⁺ 37, 39, 41, 43
- double (×)⁺ 211
- filled left (×)⁺ 42, 77
- filled right (×)⁺ 41, 78
- half rim, left (⊗) 43
- half rim, right (⊗) 43
- hollow (×)⁺ 156, 188
- underbar (×)⁺ 40, 42
- vector (×) 43
- Times Roman (font) . . 32, 366
- timing (package) 164
- tint (🌊) 173–175
- slashed (🌊) 173–175
- tipa (package) 22, 23, 25, 26, 28, 29, 368, 387, 388
- tipping hand (👉)⁺ 291, 295, 304
- tipx (package) 23, 387, 388
- title
- 📄 208–210
- 📄 208–210
- 📄 208–210
- to (👉) 208–210
- toggle off (🔘) 173–175
- toggle on (🔘) 173–175
- toilet
- 🚽 323–325
- 🚽 325–327
- 🚽 300
- 🚽 254
- toilet paper
- 🚽 323–325
- 🚽 325–327
















slashed (◌/◌) 328–329
 Tokyo tower
 300
 314
 tomato
 286–287
 285
 287
 tombstone (☩) 300
 Tomcat (🐱) 318–319
 tongue
 325–327
 300
 312
 toolbox
 323–325
 300
 tools (🔧) . . . 312–314, 323–325
 tooth
 323–325
 300
 toothbrush (🪥) 300
 top (⤴)⁺ . . . *see* turnstile, down
 above bottom (⤴)⁺ . . . 124,
 371, 372
 top hat, as math-mode accent
 138
 TOP with arrow (⤴)⁺ 300, 313
 torah (📖) 310
 torii gate (🗼) 310
 tornado
 325–327
 258
 torus (ℤ) *see* alphabets, math
 toucan (🦜) 264–267
 towel (🧺) 325–327
 trackball
 300
 312
 tractor
 323–325
 325–327
 325–327
 321
 254
 Trade Federation (🇵🇸) 315–318

trademark (™)⁺ *see* legal
 symbols, trademark
 traffic light
 311–312
 311–312
 311–312
 311–312
 323–325
 321
 321
 254
 254
 trailer (🚲) 323–325
 train
 254, 320
 320
 275
 323–325
 325–327
 321
 321
 320
 321
 254
 254
 254
 254
 254
 254
 254
 254
 tram
 323–325
 321
 321
 254
 254
 transform . . . *see also* alphabets,
 math
 80
 148
 148
 80
 76, 80
 76, 80
 76, 80
 76, 80
 80
 80
 80
 80
 80
















































transgender (♿)⁺ . . . *see* gender
 signs, male with stroke and
 male and female
 transliteration symbols . . . 25, 30
 transportation symbols . . . 254,
 320–321
 transpose 38
 transversal intersection (⊥)⁺ *see*
 pitchfork
 trapezoid (◻) 193
 trash
 323–325
 322
 301
 313
 restore from (🗑️)⁺ 173–175
 tree
 289, 361
 289
 323–325
 325–327
 343–346
 322
 apple (🍏) 325–327
 autumn (🍁) 289
 Christmas
 295
 312
 325–327
 deciduous
 281
 297
 evergreen
 281
 298
 palm
 281
 294
 325–327
 plane (✈️) 200
 spring (🌱) 289
 summer (☀️) 289
 tanabata
 300
 312
 winter (❄️) 289
 Trello (📌) 315–318
 tréma (ë) ⁺ *see* accents, diæresis
 trfsigns (package) . . . 80, 124, 148,
 387

triangle (\triangle)⁺ . . . 16, 37, 38, 42,
 43, 45–52, 54, 87, 89, 91–
 93, 157, 159–161, 168, 170,
 192–197, 225–230, 240, 259,
 333–334, 358–359, 365
 bar through (\triangleleft)⁺ 47, 159
 bar under (\triangle)⁺ 37, 38, 42,
 87, 89, 92, 193
 containing filled triangle
 (\blacktriangle)⁺ 50–52
 containing triangle (\triangle) 194
 crossed (\triangle)⁺ 50, 196, 197
 dot over ($\dot{\triangle}$) 193
 dotted (\triangle)⁺ . . . 50, 51, 193,
 196, 197
 enclosing \triangle 193
 equals (\trianglelefteq)⁺ . . . 87, 91–93
 equals, negated ($\not\trianglelefteq$)⁺ . . 87,
 91–93
 filled (\blacktriangle)⁺ 38,
 45–50, 52, 91–93, 157, 170,
 192–197, 253, 255, 259, 365
 half filled (\blacktriangledown)⁺ . . 193, 194,
 196, 197
 horizontally divided (\triangle)⁺ .
 51, 196, 197
 impossible (\triangle) 290
 minus (\triangle) 47
 multiplication (\triangle) . . . 47
 negated ($\not\triangle$)⁺ . . . 87, 91–93
 one third filled (\blacktriangledown)⁺ . 196,
 197
 outlined (\triangle)⁺ 48, 49
 plus (\triangle) 47
 quartered (\triangle)⁺ . 49, 196,
 197
 red (\blacktriangledown)⁺ 296, 297
 right (\triangle)⁺ . . . 93, 192–194
 right, equals (\trianglelefteq) 93
 right, filled (\blacktriangle)⁺ 193
 rounded corners (\triangle) . 254
 s (\triangle) 193
 serifs (\triangle) 47
 slashed (\triangleright)⁺ 49, 51
 striped (\blacktriangle)⁺ 196
 two (\triangle) 93
 two thirds filled (\blacktriangledown)⁺ 196,
 197
 vertical bar (\triangleleft)⁺ 93
 vertically divided (\triangle)⁺ 50,
 196, 197
 triangle relations 91–93
 tribar (\triangle) *see* triangle,
 impossible

tricycle () 325–327
 trident
 | 288
  301
  313
 trigonometric functions 118, 119
 trill (\blacktriangleleft) 214
 trine (\triangle) 168
 trolleybus
  321
  254
 trophy
  323–325
  301
  241
 tropical drink
  285
  287
 trsym (package) . . 80, 387, 388
 truck
  323–325
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  325–327
  320
  320
  254
 fast () 328
 true (T) 125
 trumpet
  301
  313
 trunk () . . . 325–327
 TTY () 320

TUGboat 139, 390
 tuki () 208–210
 tukpa () 208–210
 tulip
  325–327
  301
  281
 tumble dry (\square) 257
 tumbler glass () 285
 Tumblr
  315–318
  315–318
  314
  314
 turkey
  264–267
  264–267
  263
 turn () 214
 reversed  214
 turnstile (package)⁺ 79, 80, 387,
 388
 turnstile
 double bar, double dash,
 down ($\overline{\overline{\mid}}$)⁺ 71, 74
 double bar, double dash,
 down, negated ($\overline{\overline{\not\mid}}$)⁺ . 72,
 75
 double bar, double dash, left
 ($\equiv\mid$)⁺ 69, 70, 73, 74, 76, 77
 double bar, double dash, left
 and right ($\equiv\equiv$) 77
 double bar, double dash, left,
 negated ($\not\equiv\mid$)⁺ 70, 72, 74,
 75
 double bar, double dash,
 northeast ($\overline{\overline{\nearrow}}$) 70
 double bar, double dash,
 northeast, negated ($\overline{\overline{\not\nearrow}}$) 72
 double bar, double dash,
 northwest ($\overline{\overline{\nwarrow}}$) 71
 double bar, double dash,
 northwest, negated ($\overline{\overline{\not\nwarrow}}$) 72
 double bar, double dash,
 right ($\equiv\equiv$)⁺ 69, 71, 73, 74,
 76, 78
 double bar, double dash,
 right, negated ($\not\equiv\equiv$)⁺ . 68,
 70, 72, 73, 75, 76, 78

- double bar, double dash, southeast (\llcorner) 70
- double bar, double dash, southeast, negated (\llcorner) 72
- double bar, double dash, southwest (\lrcorner) 71
- double bar, double dash, southwest, negated (\lrcorner) 72
- double bar, double dash, up ($\underline{_}$)⁺ 71, 74
- double bar, double dash, up, negated ($\underline{_}$)⁺ 72, 75
- double bar, down ($\bar{_}$)⁺ 71, 73, 74, 77, 160
- double bar, down, negated ($\bar{_}$)⁺ 72, 75
- double bar, left ($_+$)⁺ . 70, 73, 74, 76, 77
- double bar, left and right ($_+$) 77
- double bar, left, negated ($_+$)⁺ 70, 72, 74, 75
- double bar, northeast (\swarrow) 70
- double bar, northeast, negated (\swarrow) 72
- double bar, northwest (\searrow) 71
- double bar, northwest, negated (\searrow) 72
- double bar, right ($_+$)⁺ 68–71, 73, 74, 76, 78, 81
- double bar, right, negated ($_+$)⁺ . 69, 70, 72, 73, 75, 76, 78, 81
- double bar, southeast (\swarrow) 70
- double bar, southeast, negated (\swarrow) 72
- double bar, southwest (\searrow) 71
- double bar, southwest, negated (\searrow) 72
- double bar, triple dash, right (\equiv) 81
- double bar, triple dash, right, negated (\equiv) 81
- double bar, up ($\underline{_}$)⁺ 71, 74, 78
- double bar, up, negated ($\underline{_}$)⁺ 72, 75
- double bar, wavy dash, right ($_$) 81
- double bar, wavy dash, right, negated ($_$) 81
- double bar, wavy double dash, right ($_$) 81
- double bar, wavy double dash, right, negated ($_$) 81
- double dash, down ($_$)⁺ 71, 74, 77
- double dash, down, negated ($_$)⁺ 72, 75
- double dash, left ($_$)⁺ 69, 70, 73, 74, 76, 77, 368
- double dash, left, negated ($_$)⁺ 70, 72, 74, 75
- double dash, northeast (\swarrow) 70
- double dash, northeast, negated (\swarrow) 72
- double dash, northwest (\searrow) 71
- double dash, northwest, negated (\searrow) 72
- double dash, right ($_$)⁺ 67–69, 71, 73, 74, 76–78, 81, 368
- double dash, right, negated ($_$)⁺ . 68, 70, 72, 73, 75, 76, 78, 81
- double dash, southeast (\swarrow) 70
- double dash, southeast, negated (\swarrow) 72
- double dash, southwest (\searrow) 71
- double dash, southwest, negated (\searrow) 72
- double dash, up ($\underline{_}$)⁺ . 69, 71, 74, 76, 78, 81, 125, 371
- double dash, up, negated ($\underline{_}$)⁺ 72, 75
- down ($_$)⁺ . 38, 71, 74, 77, 123–125, 159, 371
- down, negated ($_$)⁺ 72, 75, 123, 159
- left ($_$)⁺ 67, 70, 71, 73, 74, 77
- left, long ($_$)⁺ 73, 74, 77
- left, long, negated ($_$)⁺ 75
- left, negated ($_$)⁺ 70, 72–75
- northeast (\swarrow) 70
- northeast, negated (\swarrow) 72
- northwest (\searrow) 71
- northwest, negated (\searrow) 72
- right ($_$)⁺ . 67, 70, 71, 73, 74, 77, 78, 81
- right, long ($_$)⁺ 73, 74, 78
- right, long, negated ($_$)⁺ 74, 75
- right, negated ($_$)⁺ 68, 70, 72, 73, 75, 76, 78, 81
- short bar, down ($_$) 71
- short bar, down, negated ($_$) 72
- short bar, down, ring below ($_$) 159
- short bar, left ($_$)⁺ 71, 74
- short bar, left, negated ($_$)⁺ 72, 75
- short bar, northeast (\swarrow) 71
- short bar, northeast, negated (\swarrow) 72
- short bar, northwest (\searrow) 70
- short bar, northwest, negated (\searrow) 72
- short bar, right ($_$)⁺ 70, 73
- short bar, right, negated ($_$)⁺ 72, 74
- short bar, southeast (\swarrow) 71
- short bar, southeast, negated (\swarrow) 72
- short bar, southwest (\searrow) 70
- short bar, southwest, negated (\searrow) 72
- short bar, up ($_$) 71
- short bar, up, negated ($_$) 72
- short bar, up, ring above ($_$) 77
- southeast (\swarrow) 70
- southeast, negated (\swarrow) 72
- southwest (\searrow) 71
- southwest, negated (\searrow) 72
- triple bar, double dash, right (\equiv) 69
- triple bar, left ($_$)⁺ 69, 73
- triple bar, left, negated ($_$)⁺ 70, 75
- triple bar, right ($_$)⁺ . 68, 69, 71, 74, 76, 78
- triple bar, right, negated ($_$)⁺ 70, 75
- triple dash, left (\equiv) 73
- triple dash, left, negated (\equiv) 75
- triple dash, right (\equiv)⁺ 74, 78, 81
- triple dash, right, negated (\equiv)⁺ 75, 81
- up ($\underline{_}$)⁺ 36, 67, 71, 73, 74, 77, 123–125, 159, 371

- up over down (\updownarrow) 78
up, negated (\upneg)⁺ 70, 72, 73, 75, 123, 159
up, with s (\upsh) 160
wavy bar, up (\upwavy)⁺ 81, 125, 161
wavy dash, right (\updash) 81
wavy dash, right, negated (\updashneg) 81
wavy double dash, right (\upddash) 81
wavy double dash, right, negated (\upddashneg) 81
- turtle
 208–210
 264–267
 264–267
 264–267
 263
 268
- `\twemoji` 234, 249–252, 258, 261–263, 278, 283–285, 290–305, 320, 321
twemojis (package) 234, 249, 252, 258, 261–263, 278, 283–285, 290, 305, 320, 321, 387–389
twiddle *see* tilde
Twitch () 315–318
Twitter
 315–318
 315–318
 314
 314
- txfonts (package) 36, 39, 56, 69, 82, 86, 95, 118, 121–123, 157, 158, 162, 233, 364, 366, 382, 387, 388
type1cm (package) 366
Type 1 (font) 379
typicons (package) 156, 171, 172, 182, 183, 185, 188, 191, 255, 256, 259, 261, 308, 309, 314, 322, 328, 387, 388
tztetze () 208–210
- U**
- U () 270
u
descending (\udown) 25
Uber () 315–318
- ubulb.fd (file) 378, 379
Ubuntu
 315–318
 318–319
ucs (package) 385
udingbat.fd (file) 342
UIKit () 315–318
ulsy (package) 44, 118, 367, 387
Umbraco () 315–318
umbrella
 323–325
 325–327
 301
closed
 295
 312
on ground () 301
with rain drops () 301
umlaut (\u)⁺ *see* accents, diaeresis
umranda (package) 339, 340, 387
umrandb (package) 340, 341, 387
unary operators 37
Uncharted () 315–318
\underraccent 374
underline
 $_$ ⁺ 18, 19, 36, 37, 139, 145, 170, 382
 \u ⁺ . *see* accents, underline
 173–175
underscore (package) 18
underscore *see* underline
\underset 369
undertilde (package) 144, 387, 388
undo ()⁺ 173–175
ungroup objects
 173–175
 173–175
- Unicode 17, 276, 384–386
unicorn () 263
union (\cup)⁺ 37, 39–43, 54, 58, 59, 61, 161, 369, 379
bar (\cupbar) 42
bar, intersection (\cupcap) 43
closed (\cupclosed) 42
closed, smash product (\cupsmash) 42
dotted (\cupdot)⁺ 36, 40, 43, 58, 59, 61, 66, 369, 379
double (\cupdouble)⁺ 38–43
left arrow (\cupleftarrow)⁺ 42, 43, 105
over intersection (\cupover) 43
- plus (\oplus)⁺ 37, 39–42, 54, 58–61
square (\sqcup)⁺ 36, 37, 39, 40, 42, 54, 59, 61, 161
square, dotted (\sqcupdot)⁺ 39, 40, 58–60
square, double (\sqcupdouble)⁺ 39–42
square, half
 40
 40
square, plus (\oplus)⁺ 39–41, 55, 56, 59
two adjacent (ω) 42
vee (\vee) 43
vertical line (ψ) 77
- Uniregistry () 315–318
unit disk (\mathbb{D}) *see* alphabets, math
units (package) 160
Unity ()⁺ 315–319
unity ($\mathbb{1}$) . *see* alphabets, math
universa (package) 195, 257, 387, 388
universal access () 173–175
universal bunch quantifier (\forall^+)⁺ *see* for all
universal individual quantifier (\forall^+)⁺ *see* for all
university () 323–325
unlink () 173–175
unordered list () 173–175
Unsplash () 315–318
Untappd () 315–318
up bow (\vee) 214
UP! () 301
upgreek (package) 20, 121, 387, 388
upload
 173–175
 171–172
 171–172
upquote (package) 382
upright Greek letters 20, 121
UPS () 315–318
upside-down letters *see* rotated letters, 22–25, 125, 157
upside-down symbols 368, 381–382
upsilon
lowercase (υ)⁺ 20, 23, 24, 120, 121
uppercase (Υ)⁺ 20, 120, 121
Uranus 335–338
 166

- ⊙ 168
 - ⊖ 168
 - ⊗ 166
 - ⊘ 166
 - ⊙ 167
 - url (package) 382
 - urwchancal (package) . 162, 163, 387
 - us-Sunnah (☪) 315–318
 - USB (🔌) 315–318
 - user
 - 👤 308
 - 👤 308
 - 👤 308
 - 👤 308
 - 👤 308
 - add
 - 👤+ 308
 - 👤+ 308
 - astronaut (👨🚀) 308
 - check (👤) 308
 - circled (Ⓢ)⁺ *see* circled symbols, user
 - clock (🕒) 308
 - cog (⚙️) 308
 - delete
 - 🗑️ 308
 - 🗑️ 308
 - edit (👤) 308
 - friends (👥) 308
 - graduate (🎓) 308
 - injured (👨🚑) 308
 - lock (🔒) 308
 - medical (👨🩺) 308
 - minus (👤-) 308
 - multiple (👥) 308
 - multiple, cog (👥⚙️) 308
 - multiple, slashed (👥/) . 308
 - ninja (👤) 308
 - nurse (👩) 308
 - plus (👤+) 308
 - secret (🔒) 308
 - shield (👤) 308
 - slashed (👤/)⁺ 308
 - tag (👤) 308
 - tie (👤) 308
 - times (👤*) 308
 - user-interface symbols 171–175
 - ushort (package) . 145, 387, 388
 - USPS (📮) 315–318
 - \usym 167, 176, 181, 183–185, 187–190, 196, 199, 213, 234–238, 241, 254, 256, 258, 260, 268, 279, 281, 287, 289, 290, 307, 310, 312–314
 - utensils (🍴)⁺ 321, 323–325
 - UTF-8 385
 - utfsym (package) 167, 176, 181, 183–185, 187–190, 196, 199, 213, 234–238, 241, 254, 256, 258, 260, 268, 279, 281, 287, 289, 290, 307, 310, 312, 314, 387, 388
 - Utopia (font) 32, 65
 - uwebo.fd (file) 339
- V**
- V (📁) 270
 - v
 - v 122
 - ∫ 25
 - v 24
 - v 22
 - ring under (v) 25
 - Vaadin (🏠) 315–318
 - vampire (🧛) 291, 301, 304
 - van (🚐) 325–327
 - variable-sized symbols . 54–66, 366
 - vector (📏) 173–175
 - vector notation *see* accents
 - vee (v)⁺ . 37, 39–44, 54, 59, 61, 125
 - bar over (v̄)⁺ 42, 44
 - bar through (v̄) 42
 - bar under (v̄)⁺ 38, 39, 41–44
 - curly (v̄)⁺ . 38–43, 54, 55, 58, 59
 - curly, closed (v̄) 40
 - curly, dot (v̄)⁺ 40, 58
 - curly, double (v̄)⁺ . 40, 59
 - dot above (v̇)⁺ 43, 44
 - dot within (v̇)⁺ 40, 41, 43, 59
 - double (v̄)⁺ . 39–43, 59–61
 - double bar over (v̄) 43
 - double bar under (v̄)⁺ 39, 41, 43
 - nested (v̄)⁺ 42, 43
 - slanted bar (v̄) 44
 - slanted bar, bar over (v̄) 44
 - slanted bar, bar under (v̄) 44
 - sloped (v̄) 42
 - vertical line through (v̄) 43
 - wedge (w̄) 78
 - vee join (∨) 161
 - vee meet (∩) 161
 - Venus (♀)⁺ . 166, 168, 335–338
 - vernal (∇) 166
 - versicle (v̄) 385, 386
 - vertex (∇) 168
 - vertical bar (|)⁺ . . . 19, 22–25, 37, 44, 67, 69, 71, 73, 77, 78, 127, 129, 131–134, 195, 198, 199, 381, 382
 - double (||)⁺ 19, 23, 71, 127, 129, 131
 - double, negated (‖)⁺ 72, 78
 - equals (≡)⁺ 23
 - heavy (||)⁺ 199
 - negated (|)⁺ 68, 70, 72, 73, 75, 76, 78, 154
 - ring over (|)⁺ 77, 117
 - ring over, negated (|̄) . 117
 - ring under (|)⁺ 77, 117
 - ring under, negated (|̄) 117
 - short (|)⁺ . 40, 68, 73, 76, 77, 195, 211
 - short, dotted (|̇)⁺ 40
 - short, negated (|̄)⁺ 68, 72, 75, 76, 78
 - split (|)⁺ 34, 170, 211, 253, 383
 - split twice (|) 211
 - triple, negated (|||) 42
 - very high frequency (≈) 164
 - vest (👕) 323–325
 - Vesta (♃) 168, 335–338
 - Viacoin (🏠) 32, 315–318
 - Viadeo
 - 📁 315–318
 - 🔌 315–318
 - vial (🧴) 323–325
 - Viber (📞) 315–318
 - vibration mode
 - 📁 301
 - 🔌 312
 - video camera
 - 📹 173–175
 - 📹 322
 - 📹 301
 - 📹 312
 - slashed (📹) 173–175
 - video game controller
 - 🎮 301
 - 🎮 241
 - videocassette
 - 📹 301
 - 📹 312





















































vietnam (package) 387
 viewdata (≡) 160
 vihara (𑖀) 310
 village (🏠🏠) 259
 Vimeo
 ✔ 315–318
 v 315–318
 ✔ 315–318
 Ⓜ 314
 v 314
 vinculum (≡)+ . *see* accents, bar
 Vine (🍷) 315–318
 vine (🍷) 200
 Vinogradov notation
 >+ *see* equal,
 asymptotically
 >> *see* greater than, much
 << *see* less than, much
 violin
 🎻 301
 🎻 313
 Virgo (♍)+ 166–168, 301,
 335–338
 virus (🦠) 319
 Visa (🇺🇸) 315–318
 VK (🇻🇰) 315–318
 VLSI symbols 357–358
 vntex (package) 21, 26
 VNV (vuv) 315–318
 voicemail (📞) 173–175
 volcano
 🌋 301
 🌋 312
 volleyball
 🏐 240
 🏐 301
 🏐 241
 volume control . . . *see* speaker
 vote yes (🗳️) 328–329
 VS (🇻🇸) 301
 Vue.js (🇻🇯) 315–318
 Vulcan (♃) 168

W

W (🇨🇪) 270
 w (w) 122
 waffle (🍩) 285
 wagon (🚲)+ 325–327
 waiting seated (👤) 307
 walk (🚶) 271
 walking (🚶)+ 291, 295, 304,
 328–329







walking cane (🦯) 307
 wallet (👛) 323–325
 wardrobe (🚪) 325–327
 warehouse (🏢) 323–325
 warning
 ⚠ 284
 ⚡ 311–312
 ⚠ 311–312
 🌱 311–312
 ! 173–175
 ! 173–175
 ⚠ 171–172
 ! 171–172
 ! 301
 ⚠ 257
 wastebasket *see* trash
 wasysym (package) . . 25, 32, 35,
 38, 55, 68, 82, 86, 151, 157,
 164, 166, 168, 176, 187, 189,
 192, 212, 253, 365, 367, 387,
 388
 watch
 🕒 261
 🕒 301
 Watchman Monitoring (🕒) 315–
 318
 water
 ▽ 168
 ≡ 328–329
 ~ 201
 🚰 178
 non-potable
 🚰 254
 🚰 293
 potable
 🚰 254
 🇫🇷 296
 water buffalo
 🐃 263
 🐃 268
 water closet
 🚽 301
 🚽 254
 water pistol (🔫) 301
 water polo (🇺🇸)+ 291, 295, 303
 watering can (🪴) 325–327
 watermelon
 🍉 286–287
 🍉 285
 🍉 287

waves
 ≡ 328
 ≡ 171–172
 ≈ 171–172
 🌊 301
 🌊 312
 wavy band (〰) 200
 wavy dash (〰) 301
 wavy line delimiters . . 128–132
 Waze (📍) 315–318
 weak rain (🌧) 258
 weather symbols 258, 259,
 311–312
 Web symbols 330–331
 webomints (package) . . 338, 339,
 387
 wedding
 🎊 302
 🎊 290
 wedge (∧)+ 37, 39–44, 54, 59,
 61, 125
 bar over (⌘)+ 38–42, 44
 bar through (⌘) 42
 bar under (⏟) 43
 circle (⋈)+ 43, 66
 curly (⋈)+ 38–43, 54, 55,
 58, 59
 curly, closed (⋈) 40
 curly, dot (⋈)+ 40, 58
 curly, double (⋈)+ 40, 59
 dot above (⋈)+ 43, 44
 dot within (⋈)+ 40, 41, 43,
 59, 66
 double (⋈)+ 38–43, 59, 60,
 62
 double bar over (⌘)+ 38,
 39, 41, 43
 double bar under (⏟) 43
 nested (⋈)+ 42, 43
 slanted bar (⋈) 44
 slanted bar, bar over (⌘) 44
 sloped (∧) 42
 vertical line through (⋈) 43
 Weebly (🇨🇪) 315–318
 Weibo (🇨🇪) 315–318
 Weierstrass elliptic function (℘)+
 123, 124
 weight (🏋) 323–325
 weight lifter (🏋) 241
 Weixin (🇨🇪) 315–318
 whale
 🐳 263
 🐳 268



- WhatsApp
 315–318
 315–318
- wheat (🌾) 206
- wheel of dharma *see*
 dharmachakra
- wheelbarrow () 325–327
- wheelchair
 257
 307
 320
 292
 291
 302
- white cane (🦯) 302
- white square button
 302
 313
- whiteboard () *see* chalkboard
- WHMCS (🔧) 315–318
- whole note (🎵)⁺ 215–218
 dotted (🎵)⁺ 216–218
 rest (—)⁺ 215, 219
 rest, dotted (—.) 219
- whole of (€) 368
- why not
 ? 37
 ! 161
- Wick contractions 375
- wifi (📶)⁺ *see* wireless network
- Wikipedia (🌐) 315–318
- wind 258
 259
 259
 258
- wind chime
 302
 313
- window (🪟) 302
- window close
 173–175
 173–175
- window maximize
 173–175
 173–175
- window minimize
 — 173–175
 — 173–175
- window restore
 173–175
 173–175
- Windows (🪟) 315–318, 384
- windy cloudy (☁️) 259
- wine
 323–325
 206
 206
 206
 206
 322
 285
 287
- wireless network
 329
 171–172
 171–172
- witch 52, 150
 as math-mode accent (🧙)⁺
 *see* accents, witch on
 broom
 math mode (🧙)⁺ 52
- witch’s hat, as math-mode accent
 138
- Wix (wix) 315–318
- Wizards of the Coast (🧙) 315–
 318, 361
- Wodu (wodu) 315–318
- wolf
 263
 268
- Wolfpack Battalion (🐺) 315–318
- woman
 200
 323–325
 206
 302
 307
 adult (👩) 307
 and man holding hands (👫)
 302
 at drinking fountain (👩) 307
 at help desk (👩) 307
 child (👧) 307
 deaf (👩) 296
 discarding trash (👩) .. 307
 getting haircut (👩) 303
 getting massage (👩) .. 303
 holding infant (👩) 307
 in lotus position (👩) .. 303
 in manual wheelchair (👩) .
 303
 in motorized wheelchair (👩)
 303
 in steamy room (👩) .. 303
 in tuxedo (👩) 303
- won
 32
 31
- wood (🪵) 304
- wool (🧶) 206
- word balloon *see* speech bubble
- WordPress
 315–318
 315–318
 318–319
- world *see* globe
- worldflags (package) .. 247–249,
 283, 387
- worm (🪱) 263
- WPBeginner (👤) 315–318
- WPExplorer (👤) 315–318
- WPForms (📄) 315–318
- WordPress (👤) 315–318
- wreath product (∏)⁺ . 37, 40, 41,
 43
- wrench
 311–312
 323–325
 322
 304
 313
- wsuipa (package) 24, 28, 31, 365,
 368, 373, 374, 387, 388

















wynn (p) 23

X

X () 270
 x-ray () 319
 X11 () 318–319
 Xbox () 315–318
 Xdvi 148, 368
 Xe_{La}TeX 37, 43,
 44, 52, 66, 67, 81, 82, 85,
 91, 111, 114, 115, 120, 125,
 135, 138, 143, 147, 148, 153,
 156, 161, 172, 181–183, 185,
 188, 191, 212, 246, 255, 256,
 259, 261, 271–275, 307–310,
 314, 319–322, 327–329, 331,
 385
 Xe_{TeX} 30
 xfakebold (package) . . 380, 387,
 388
 xfrac (package) 160
 xi
 lowercase (ξ)⁺ 20, 120, 121
 uppercase (Ξ)⁺ 20, 120, 121
 XING
 315–318
 315–318
 XML 384
 xor
 \oplus *see* circled symbols, plus
 $\underline{\vee}$ *see* vee, bar under
 X_Y-pic 372








Y

Y () 270
 down (γ)⁺ 38–40, 42
 left (\leftarrow)⁺ 38, 40, 42
 right (\rightarrow)⁺ 38–40, 42
 up (λ)⁺ 38, 40–42, 124
 y (y) 122
 Lidingö/Viby (\updownarrow) 23
 Y Combinator () . . . 315–318

Yahoo! () 315–318
 Yammer (\mathcal{Y}) 315–318
 Yandex () 315–318
 Yandex International (\mathcal{Y}) . 315–
 318
 Yarn () 315–318
 yarn () 304
 year
 208–210
 208–210
 Yelp () 315–318
 yen
 \yen 160
 \mathcal{Y} 32
 \mathcal{Y} 31, 383
 yen banknote *see* banknote, yen
 yfonts (package) . 162, 163, 387,
 388
 yhmath (package) 137, 139, 144,
 153, 373, 387
 yin-yang
⁺ 257, 284, 290–305,
 310–312, 339–340
 304
 yo-yo
 325–327
 304
 Yeast () 315–318
 yogh (\mathfrak{y})⁺ 23, 25
 reversed ($\bar{\mathfrak{y}}$) 23
 with bent tail (\mathfrak{y}) 23
 with curly tail (\mathfrak{y})⁺ . 23, 25
 yoke (\mathcal{Y}) 259
 YouTube
 315–318
 315–318
 314
 314
 Yu, Billy 374

Z

Z () 270

z
 round (\mathfrak{z}) 25
 Z notation
 domain antirestriction (\triangleleft)
see triangle, bar through
 range antirestriction (\triangleright) .
see triangle, bar through
 relational composition (\mathfrak{z})⁺
see semicolon, hollow
 relational image ($((\mathfrak{z}))$)⁺ *see*
 delimiters, parenthesis with
 bar
 schema piping (\gg)⁺ . . *see*
 greater than, much
 schema projection (\uparrow)⁺ *see*
 restriction
 spot (\bullet)⁺ *see* bullet
 type colon (\mathfrak{z}) . *see* colon,
 hollow
 Zapf Chancery (font) 163
 Zapf Dingbats (font) . 179, 189
 zebra
 264–267
 263
 Zenodo ()⁺ 330–331
 zeta
 lowercase (ζ)⁺ 20, 120, 121
 uppercase (Z)⁺ . . 20, 120
 Zeus (\mathfrak{Z}) 168
 Zhihu (\mathfrak{Z}) 315–318
 zigzag
 horizontal (\sim) 159
 vertical (\mathfrak{z}) 160
 zodiac symbols 166–168,
 335–338
 zombie ()⁺ 291, 304
 zoom ()⁺ 171–172
 zoom in (\mathfrak{z})⁺ 171–172
 zoom out (\mathfrak{z})⁺ 171–172
 Zotero
 330–331
 330–331
 zzz (\mathfrak{z}) 304