

# Adobe<sup>®</sup> FrameMaker 6.0



FrameMaker Character Sets (Windows<sup>®</sup>)



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# FrameMaker Character Sets (Windows)

**T**his manual lists the character sets used for FrameMaker documents using Western fonts, and shows how to type each character in the set.

## About character sets

FrameMaker products use three kinds of character sets.

- Dingbat character set—for the Zapf Dingbats font
- Symbol character set—for the Symbol font
- Standard character set—for all other fonts

These three character sets include not only what you see on the keyboard, but also many special characters such as mathematical symbols, accented letters, and a variety of dingbats such as arrows and stars.

**Important:** *If the character you want is in the Symbol or Zapf Dingbats character set and you're not currently using that font, you must change the character font before you type the character.*

The Windows character set is based on the ANSI character set, and includes some additional characters not in the ANSI set. On platforms other than Windows, FrameMaker products use a character set based on Adobe PostScript instead of ANSI. A few of the characters in the PostScript set are not available in the ANSI set:

fi (ligature), fl (ligature), 1 (dotlessi), ˇ (breve), ˙ (dotaccent), ˘ (ogonek)

If you open a document that was created on another platform in the Windows version of a FrameMaker product, an underline character appears in place of any characters not available in the ANSI set. FrameMaker products preserve the code of the original characters; if you open the document again on the other platform, the correct characters reappear.

Some character values are reserved for future use. Although several of these values cause characters to appear in a document window, they can cause other characters or no character to appear when printed. Also, they may not produce the same characters on different platforms. If you intend to transfer files between platforms, do not use the characters marked *Reserved* in the following tables.

The code values in the following tables appear in hexadecimal notation in columns labeled “Hex code.” The hexadecimal code shown for each character is the code that is used to represent the character internally. If you're using Maker Markup Language (MML) or another program that creates files in Maker Interchange Format (MIF), you may need to refer to the codes from time to time.

The characters at the beginning of the table, with hexadecimal codes below \x20, are called *control codes*. Rather than specifying characters to be printed, these characters affect how surrounding text is formatted. You can see some of these characters in a document window if text symbols are showing.

The instructions for typing quotation marks and apostrophes assume that Smart Quotes is off. For information on Smart Quotes see the *FrameMaker User Guide*.

In the following tables, where you can use either of two keystroke sequences to type a character, the sequences are separated by a comma.

## Using key sequences

Many characters are generated by a key sequence. This key sequence often uses the Control or Esc key.

This manual uses the following conventions for key sequences.

Example	Describes
Control+q	Holding down Control while pressing the lowercase letter <i>q</i>
Control+q Shift+a	Holding down Control while pressing the letter <i>q</i> , then releasing both keys, and then holding down Shift while pressing the letter <i>a</i>
Esc ~ Shift+a	Pressing and releasing Esc, then pressing and releasing ~ (tilde), then holding down Shift while pressing the letter <i>a</i>

You can also type a character in a document by using its ANSI number.

- 1 Press Num Lock to make the numeric keypad active.
- 2 Hold down the Alt key while typing the ANSI number (including the leading zero) using the keys on the numeric keypad.

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

## Inserting the Euro Community currency symbol

To insert the European Community currency symbol, you must use an operating system that includes the new symbol in its fonts—such as Windows 98, Windows NT, or Mac OS 8.5—or you must install fonts that include the symbol. However, if you plan to open a document on multiple platforms, you may want to use one of Adobe’s Euro font families—Adobe Euro Monospace, Adobe Euro Sand, and Adobe Euro Serif. The Euro symbol may not be properly mapped when a document is moved to a different platform.

**Note:** The Adobe Euro fonts require Adobe Type Manager® (ATM®).

For Windows, Adobe Type 1 Euro Sans, Euro Serif, and Euro Mono are placed in a self-extracting executable file. To install these fonts, locate and double-click the eurofont.exe file located in the installed FrameMaker folder. Unzip the font files to a new folder. Then use Adobe Type Manager, which is also included with FrameMaker, to locate and activate these fonts. Microsoft has added the Euro symbol to core fonts (Times New Roman, Courier New, and Arial) in Windows 98 and NT 5. Upgrades for Windows 95 and Windows NT 4 are available from the Microsoft Web site (search for Euro at [www.microsoft.com](http://www.microsoft.com)). To type a Euro character on keyboards for most Western languages, press Alt+0128 or AltGr (right Alt key)+e. See the Microsoft Web site for Euro keyboard shortcuts for other languages.

## The Windows character sets

The following table shows all the characters available in the Windows version of FrameMaker products. It starts with the special hyphens, spaces, and returns you can enter, and then lists the rest of the characters in their ANSI order.

Special hyphens, spaces, returns, and undisplayed characters						
Standard Character Set			Symbol and Dingbats Character Set			
Hex code	Key or key sequence	Standard character set: graphic and name	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
\x04	Esc hyphen Shift+d or Control+hyphen	discretionary hyphen	\x04	Esc hyphen Shift+d or Control+hyphen	discretionary hyphen	
\x05	Esc n s	suppress hyphenation	\x05	Esc n s	suppress hyphenation	
\x15	Esc hyphen h	nonbreaking hyphen	\x15	Esc hyphen h	nonbreaking hyphen	
\x08	Tab	tab	\x08	Tab	tab	
\x09	Shift+Return	forced return	\x09	Shift+Return	forced return	
\x0a	Return	end of paragraph	\x0a	Return	end of paragraph	
\x10	Esc space 1 (one)	numeric space	\x10	Esc space 1 (one)	numeric space	
\x11	Esc space h or Control+space	nonbreaking space	\x11	Esc space h or Control+space	nonbreaking space	
\x12	Esc space t	thin space	\x12	Esc space t	thin space	
\x13	Esc space n or Alt+Control+space	en space	\x13	Esc space n or Alt+Control+space	en space	
\x14	Esc space m or Control+Shift+space	em space	\x14	Esc space m or Control+Shift+space	em space	
\x27	Control+'	' quotesingle	\x27	Control+'	ə such that	☞
\x60	Control+`	` grave	\x60	Control+`	— radicalex	☞
\xda	Control+q Shift+z	/ fraction				

Special hyphens, spaces, returns, and undisplayed characters						
Standard Character Set				Symbol and Dingbats Character Set		
Hex code	Key or key sequence	Standard character set: graphic and name	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
\xde	Control+q ^	fi Undisplayed; see page 3.				
\xdf	Control+q _	fl Undisplayed; see page 3.				
\xf5	Control+q u	i Undisplayed; see page 3.				
\xf9	Control+q y	˘ Undisplayed; see page 3.				
\xfa	Control+q z	˙ Undisplayed; see page 3.				
\xfe	Control+q ~	˘ Undisplayed; see page 3.				
\xfd	Control+q }	“ hungarumlaut				

Standard Character Set				Symbol and Dingbats Character Set				
ANSI no.	Hex code	Key or key sequence	Standard character set: graphic and name	ANSI no.	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
032	\x20	space	space	032	\x20	space	space	
033	\x21	!	! exclam	033	\x21	!	! exclam	✂
034	\x22	" (Smart Quotes off)	" quotedbl	034	\x22	"	∇ universal	✂
035	\x23	#	# numbersign	035	\x23	#	# numbersign	✂
036	\x24	\$	\$ dollar	036	\x24	\$	∃ existential	✂
037	\x25	%	% percent	037	\x25	%	% percent	✂
038	\x26	&	& ampersand	038	\x26	&	& ampersand	✂
040	\x28	(	( parenleft	040	\x28	(	( parenleft	✂
041	\x29	)	) parenright	041	\x29	)	) parenright	✂
042	\x2a	*	* asterisk	042	\x2a	*	* asteriskmath	✂
043	\x2b	+	+ plus	043	\x2b	+	+ plus	✂
044	\x2c	, (comma)	, comma	044	\x2c	, (comma)	, comma	✂
045	\x2d	- (hyphen)	- hyphen	045	\x2d	- (hyphen)	- minus	✂
046	\x2e	. (period)	. period	046	\x2e	. (period)	. period	✂

Standard Character Set				Symbol and Dingbats Character Set				
ANSI no.	Hex code	Key or key sequence	Standard character set: graphic and name	ANSI no.	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
047	\x2f	/	/ slash	047	\x2f	/	/ slash	≡
048	\x30	0	0 zero	048	\x30	0	0 zero	✎
049	\x31	1	1 one	049	\x31	1	1 one	✎
050	\x32	2	2 two	050	\x32	2	2 two	✎
051	\x33	3	3 three	051	\x33	3	3 three	✓
052	\x34	4	4 four	052	\x34	4	4 four	✓
053	\x35	5	5 five	053	\x35	5	5 five	✕
054	\x36	6	6 six	054	\x36	6	6 six	✕
055	\x37	7	7 seven	055	\x37	7	7 seven	✕
056	\x38	8	8 eight	056	\x38	8	8 eight	✕
057	\x39	9	9 nine	057	\x39	9	9 nine	⊕
058	\x3a	:	: colon	058	\x3a	:	: colon	⊕
059	\x3b	;	; semicolon	059	\x3b	;	; semicolon	⊕
060	\x3c	<	< less	060	\x3c	<	< less	⊕
061	\x3d	=	= equal	061	\x3d	=	= equal	†
062	\x3e	>	> greater	062	\x3e	>	> greater	‡
063	\x3f	?	? question	063	\x3f	?	? question	‡
064	\x40	@	@ at	064	\x40	@	≡ congruent	⊗
065	\x41	A	A A	065	\x41	A	A Alpha	⊗
066	\x42	B	B B	066	\x42	B	B Beta	⊕
067	\x43	C	C C	067	\x43	C	X Chi	⊗
068	\x44	D	D D	068	\x44	D	Δ Delta	⊗
069	\x45	E	E E	069	\x45	E	E Epsilon	⊕
070	\x46	F	F F	070	\x46	F	Φ Phi	◆
071	\x47	G	G G	071	\x47	G	Γ Gamma	◇
072	\x48	H	H H	072	\x48	H	H Eta	★
073	\x49	I	I I	073	\x49	I	I Iota	☆
074	\x4a	J	J J	074	\x4a	J	ϑ theta1	⊗
075	\x4b	K	K K	075	\x4b	K	K Kappa	★
076	\x4c	L	L L	076	\x4c	L	Λ Lambda	★

Standard Character Set				Symbol and Dingbats Character Set				
ANSI no.	Hex code	Key or key sequence	Standard character set: graphic and name	ANSI no.	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
077	\x4d	M	M M	077	\x4d	M	Μ Mu	★
078	\x4e	N	N N	078	\x4e	N	Ν Nu	★
079	\x4f	O	O O	079	\x4f	O	Ο Omicron	★
080	\x50	P	P P	080	\x50	P	Π Pi	✧
081	\x51	Q	Q Q	081	\x51	Q	Θ Theta	✧
082	\x52	R	R R	082	\x52	R	Ρ Rho	✧
083	\x53	S	S S	083	\x53	S	Σ Sigma	✧
084	\x54	T	T T	084	\x54	T	Τ Tau	✧
085	\x55	U	U U	085	\x55	U	Υ Upsilon	✧
086	\x56	V	V V	086	\x56	V	ς sigma1	✧
087	\x57	W	W W	087	\x57	W	Ω Omega	✧
088	\x58	X	X X	088	\x58	X	Ξ Xi	✧
089	\x59	Y	Y Y	089	\x59	Y	Ψ Psi	✧
090	\x5a	Z	Z Z	090	\x5a	Z	Ζ Zeta	✧
091	\x5b	[	[ bracketleft	091	\x5b	[	[ bracketleft	✧
092	\x5c	\	\ backslash	092	\x5c	\	∴ therefore	✧
093	\x5d	]	] bracketright	093	\x5d	]	] bracketright	✧
094	\x5e	^	^ asciicircum	094	\x5e	^	⊥ perpendicular	✧
095	\x5f	_ (underline)	_ underscore	095	\x5f	_ (underline)	_ underscore	✧
097	\x61	a	a a	097	\x61	a	α alpha	✧
098	\x62	b	b b	098	\x62	b	β beta	✧
099	\x63	c	c c	099	\x63	c	χ chi	✧
0100	\x64	d	d d	0100	\x64	d	δ delta	✧
0101	\x65	e	e e	0101	\x65	e	ε epsilon	✧
0102	\x66	f	f f	0102	\x66	f	φ phi	✧
0103	\x67	g	g g	0103	\x67	g	γ gamma	✧
0104	\x68	h	h h	0104	\x68	h	η eta	✧
0105	\x69	i	i i	0105	\x69	i	ι iota	✧
0106	\x6a	j	j j	0106	\x6a	j	φ phi1	✧
0107	\x6b	k	k k	0107	\x6b	k	κ kappa	✧



Standard Character Set				Symbol and Dingbats Character Set					
ANSI no.	Hex code	Key or key sequence	Standard character set: graphic and name	ANSI no.	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic	
0108	\x6c	l	l l	0108	\x6c	l	λ lambda	●	
0109	\x6d	m	m m	0109	\x6d	m	μ mu	○	
0110	\x6e	n	n n	0110	\x6e	n	ν nu	■	
0111	\x6f	o	o o	0111	\x6f	o	ο omicron	□	
0112	\x70	p	p p	0112	\x70	p	π pi	□	
0113	\x71	q	q q	0113	\x71	q	θ theta	□	
0114	\x72	r	r r	0114	\x72	r	ρ rho	□	
0115	\x73	s	s s	0115	\x73	s	σ sigma	▲	
0116	\x74	t	t t	0116	\x74	t	τ tau	▼	
0117	\x75	u	u u	0117	\x75	u	υ upsilon	◆	
0118	\x76	v	v v	0118	\x76	v	ω omega1	❖	
0119	\x77	w	w w	0119	\x77	w	ω omega	●	
0120	\x78	x	x x	0120	\x78	x	ξ xi	l	
0121	\x79	y	y y	0121	\x79	y	ψ psi	l	
0122	\x7a	z	z z	0122	\x7a	z	ζ zeta	l	
0123	\x7b	{	{ braceleft	0123	\x7b	{	{ braceleft	‘	
0124	\x7c		bar	0124	\x7c		bar	’	
0125	\x7d	}	} braceright	0125	\x7d	}	} braceright	“	
0126	\x7e	~	~ asciitilde	0126	\x7e	~	~ similar	”	
0130	\xe2	Control+q b	, quotesinglbase	0130			Reserved		
0131	\xc4	Control+q Shift+d	f florin	0131			Reserved		
0132	\xe3	Control+q c	„ quotedblbase	0132			Reserved		
0133	\xc9	Control+q Shift+i)	… ellipsis	0133			Reserved		
0134	\xa0	Control+q space	† dagger	0134			€ Reserved		
0135	\xe0	Control+q `	‡ daggerdbl	0135			Reserved		
0136	\xf6	Control+q v	^ circumflex	0136			Reserved		
0137	\xe4	Control+q d	‰ perthousand	0137			Reserved		
0138	\xb3	Control+q 3	Š Reserved	0138			Reserved		
0139	\xdc	Control+q \	‹ guilsinglleft	0139			Reserved		
0140	\xce	Control+q Shift+n	Œ OE	0140			Reserved		

Standard Character Set				Symbol and Dingbats Character Set				
ANSI no.	Hex code	Key or key sequence	Standard character set: graphic and name	ANSI no.	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
0145	\xd4	Control+q Shift+t or `	' quoteleft	0145			Reserved	
0146	\xd5	Control+q Shift+u	' quoteright	0146			Reserved	
0147	\xd2	Alt+Control+` or Control+q Shift+r	" quotedbleft	0147			Reserved	
0148	\xd3	Control+Alt+' or Control+q Shift+s	" quotedbright	0148			Reserved	
0149	\xa5	Control+q %	• bullet	0149			Reserved	
0150	\xd0	Control+q Shift+p	– endash	0150			Reserved	
0151	\xd1	Control+q Shift+q	— emdash	0151			Reserved	
0152	\xf7	Control+q w	~ tilde	0152			Reserved	
0153	\xaa	Control+q *	™ trademarkserif	0153			Reserved	
0154	\xf0	Control+q p	Š Reserved	0154			Reserved	
0155	\xdd	Control+q ]	> guilsingright	0155			Reserved	
0156	\xcf	Control+q Shift+o	œ oe	0156			Reserved	
0159	\xd9	Esc % Shift+y	ÿ Ydieresis	0159			Reserved	
0161	\xc1	Control+q Shift+a	¡ exclamdown	0161	\xa1	Control+q !	Υ Upsilon1	♣
0162	\xa2	Control+q "	¢ cent	0162	\xa2	Control+q "	' minute	♣
0163	\xa3	Control+q #	£ sterling	0163	\xa3	Control+q #	≤ lessequal	♣
0164	\xdb	Control+q [	¤ currency	0164	\xa4	Control+q \$	/ fraction	♥
0165	\xb4	Control+q 4	¥ yen	0165	\xa5	Control+q %	∞ infinity	♣
0166	\xad	Control+q hyphen	¦ pipe	0166	\xa6	Control+q &	f florin	⊗
0167	\xa4	Control+q \$	§ section	0167	\xa7	Control+q '	♣ club	♣
0168	\xac	Control+q ,	¨ dieresis	0168	\xa8	Control+q (	♦ diamond	♣
0169	\xa9	Control+q )	© copyrightserif	0169	\xa9	Control+q )	♥ heart	♠
0170	\xbb	Control+q ;	ª ordfeminine	0170	\xaa	Control+q *	♠ spade	♥
0171	\xc7	Control+q Shift+g	« guillemotleft	0171	\xab	Control+q +	↔ arrowboth	♠
0172	\xc2	Control+q Shift+b	¬ logicalnot	0172	\xac	Control+q ,	← arrowleft	①
0173	\x2d	- (hyphen)	- hyphen	0173	\xad	Control+q -	↑ arrowup	□
0174	\xa8	Control+q (	® registerserif	0174	\xae	Control+q .	→ arrowright	③
0175	\xf8	Control+q x	˘ macron	0175	\xaf	Control+q /	↓ arrowdown	④

Standard Character Set				Symbol and Dingbats Character Set				
ANSI no.	Hex code	Key or key sequence	Standard character set: graphic and name	ANSI no.	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
0176	\xfb	Control+q {	° ring	0176	\xb0	Control+q 0	° degree	➤
0177	\xb1	Control+q 1	± plusminus	0177	\xb1	Control+q 1	± plusminus	
0178	\xb7	Control+q 7	2 Reserved	0178	\xb2	Control+q 2	” second	⚡
0179	\xb8	Control+q 8	3 Reserved	0179	\xb3	Control+q 3	≥ greaterequal	Ⓢ
0180	\xab	Control+q +	´ acute	0180	\xb4	Control+q 4	× multiply	Ⓣ
0181	\xb5	Control+q 5	μ Reserved	0181	\xb5	Control+q 5	∞ proportional	⓪
0182	\xa6	Control+q &	¶ paragraph	0182	\xb6	Control+q 6	∂ partialdiff	⓫
0183	\xe1	Control+q a	· period-centered	0183	\xb7	Control+q 7	• bullet	➤
0184	\xfc	Control+q ¡	¸ cedilla	0184	\xb8	Control+q 8	+ divide	➔
0185	\xb6	Control+q 6	1 Reserved	0185	\xb9	Control+q 9	≠ notequal	⓪
0186	\xbc	Control+q <	◊ ordmasculine	0186	\xba	Control+q :	≡ equivalence	➤
0187	\xc8	Control+q Shift+h	» guillemotright	0187	\xbb	Control+q ;	≈ approxequal	Ⓣ
0188	\xb9	Control+q 9	¼ Reserved	0188	\xbc	Control+q <	… ellipsis	⓫
0189	\xba	Control+q :	½ Reserved	0189	\xbd	Control+q =	arrowvertex	✳
0190	\xbd	Control+q =	¾ Reserved	0190	\xbe	Control+q >	— arrowhorizex	Ⓣ
0191	\xc0	Control+q @	¿ questiondown	0191	\xbf	Control+q ?	↵ carriagereturn	⓫
0192	\xcb	Esc ` Shift+a	À Agrave	0192	\xc0	Control+q @	ℵ aleph	①
0193	\xe7	Esc ' Shift+a	Á Aacute	0193	\xc1	Control+q Shift+a	ℱ lfraktur	②
0194	\xe5	Esc ^ Shift+a	Â Acircumflex	0194	\xc2	Control+q Shift+b	ℱ rfraktur	③
0195	\xcc	Esc ~ Shift+a	Ã Atilde	0195	\xc3	Control+q Shift+c	∅ weierstrass	↔
0196	\x80	Esc % Shift+a	Ä Adieresis	0196	\xc4	Control+q Shift+d	⊗ circlemultiply	Ⓢ
0197	\x81	Esc * Shift+a	Å Aring	0197	\xc5	Control+q Shift+e	⊕ circleplus	Ⓣ
0198	\xae	Control+q .	Æ AE	0198	\xc6	Control+q Shift+f	∅ emptyset	⚡
0199	\x82	Esc comma Shift+c	Ç Ccedilla	0199	\xc7	Control+q Shift+g	∩ intersection	Ⓢ
0200	\xe9	Esc ` Shift+e	È Egrave	0200	\xc8	Control+q Shift+h	∪ union	Ⓣ
0201	\x83	Esc ' Shift+e	É Eacute	0201	\xc9	Control+q Shift+i	⊃ propersuperset	⓫

Standard Character Set				Symbol and Dingbats Character Set				
ANSI no.	Hex code	Key or key sequence	Standard character set: graphic and name	ANSI no.	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
0202	\xe6	Esc ^ Shift+e	Ê Ecircumflex	0202	\xca	Control+q Shift+j	⊃ reflexsuperset	
0203	\xe8	Esc % Shift+e	Ë Edieresis	0203	\xcb	Esc ` Shift+a	⊄ notsubset	Ⓜ
0204	\xed	Esc ` Shift+i	Ï Igrave	0204	\xcc	Esc ~ Shift+a	⊆ propersubset	Ⓝ
0205	\xea	Esc ' Shift+i	Í Iacute	0205	\xcd	Esc ~ Shift+o	⊇ reflexsubset	Ⓞ
0206	\xeb	Esc ^ Shift+i	Î Icircumflex	0206	\xce	Control+q Shift+n	€ element	Ⓟ
0207	\xec	Esc % Shift+i	Ï Idieresis	0207	\xcf	Control+q Shift+o	€ notelement	Ⓠ
0208	\xc3	Control+q Shift+c	Ð Reserved	0208	\xd0	Control+q Shift+p	∠ angle	Ⓡ
0209	\x84	Esc ~ Shift+n	Ñ Ntilde	0209	\xd1	Control+q Shift+q	∇ gradient	Ⓢ
0210	\xf1	Esc ` Shift+o	Ò Ograve	0210	\xd2	Control+q Shift+r	® registerserif	Ⓣ
0211	\xee	Esc ' Shift+o	Ó Oacute	0211	\xd3	Control+q Shift+s	© copyrightserif	Ⓤ
0212	\xef	Esc ^ Shift+o	Ô Ocircumflex	0212	\xd4	Control+q Shift+t	™ trademarkserif	➔
0213	\xcd	Esc ~ Shift+o	Õ Otilde	0213	\xd5	Control+q Shift+u	∏ product	➔
0214	\x85	Esc % Shift+o	Ö Odieresis	0214	\xd6	Control+q Shift+v	√ radical	➔
0215	\xb0	Control+q zero	X Reserved	0215	\xd7	Control+q Shift+w	· dotmath	➔
0216	\xaf	Control+q /	Ø Oslash	0216	\xd8	Esc % y	¬ logicalnot	➔
0217	\xf4	Esc ` Shift+u	Ù Ugrave	0217	\xd9	Esc % Shift+y	∧ logicaland	➔
0218	\xf2	Esc ' Shift+u	Ú Uacute	0218	\xda	Control+q Shift+z	∨ logicalor	➔
0219	\xf3	Esc ^ Shift+u	Û Ucircumflex	0219	\xdb	Control+q [	↔ arrowdblboth	➔
0220	\x86	Esc % Shift+u	Ü Udieresis	0220	\xdc	Control+q \	⇐ arrowdblleft	➔
0221	\xc5	Control+q Shift+e	Ý Reserved	0221	\xdd	Control+q ]	⇑ arrowdblup	➔
0222	\xd7	Control+q Shift+w	Þ Reserved	0222	\xde	Control+q ^	⇒ arrowdblright	➔
0223	\xa7	Control+q '	ß germandbls	0223	\xdf	Control+q _	⇓ arrowdbldown	➔
0224	\x88	Esc ` a	à agrave	0224	\xe0	Control+q `	◊ lozenge	➔
0225	\x87	Esc ' a	á aacute	0225	\xe1	Control+q a	◁ angleleft	➔
0226	\x89	Esc ^ a	â acircumflex	0226	\xe2	Control+q b	® registersans	➔

Standard Character Set				Symbol and Dingbats Character Set				
ANSI no.	Hex code	Key or key sequence	Standard character set: graphic and name	ANSI no.	Hex code	Key or key sequence	Symbol set: graphic and name	Dingbats: graphic
0227	\x8b	Esc ~ a	ā atilde	0227	\xe3	Control+q c	© copyrightsans	➤
0228	\x8a	Esc % a	ä adieresis	0228	\xe4	Control+q d	™ trademarksans	➤
0229	\x8c	Esc * a	å aring	0229	\xe5	Esc ^ Shift+a	∑ summation	↩
0230	\xbe	Control+q >	æ ae	0230	\xe6	Esc ^ Shift+e	( parenlefttp	➤
0231	\x8d	Esc comma c	ç ccedilla	0231	\xe7	Esc ' Shift+a	parenleftex	➤
0232	\x8f	Esc ` e	è egrave	0232	\xe8	Esc % Shift+e	( parenleftbt	➤
0233	\x8e	Esc ' e	é eacute	0233	\xe9	Esc ` Shift+e	[ bracketlefttp	➤
0234	\x90	Esc ^ e	ê ecircumflex	0234	\xea	Esc ' Shift+i	bracketleftex	↔
0235	\x91	Esc % e	ë edieresis	0235	\xeb	Esc ^ Shift+i	[ bracketleftbt	↔
0236	\x92	Esc ` i	ì igrave	0236	\xec	Esc % Shift+i	[ bracelefttp	↔
0237	\x93	Esc ' i	í iacute	0237	\xed	Esc ` Shift+i	{ braceleftmid	↔
0238	\x94	Esc ^ i	î icircumflex	0238	\xee	Esc ' Shift+o	[ braceleftbt	↔
0239	\x95	Esc % i	ï idieresis	0239	\xef	Esc ^ Shift+o	braceex	↔
0240	\xb2	Control+q 2	ð Reserved	0240	\xf0		Reserved	
0241	\x96	Esc ~ n	ñ ntilde	0241	\xf1	Esc ` Shift+o	} angleright	➤
0242	\x98	Esc ` o	ò ograve	0242	\xf2	Esc ' Shift+u	∫ integral	⦿
0243	\x97	Esc ' o	ó oacute	0243	\xf3	Esc ^ Shift+u	∫ integraltp	⇒
0244	\x99	Esc ^ o	ô ocircumflex	0244	\xf4	Esc ` Shift+u	integralex	➤
0245	\x9b	Esc ~ o	õ otilde	0245	\xf5	Control+q u	∫ integralbt	➤
0246	\x9a	Esc % o	ö odieresis	0246	\xf6	Control+q v	) parenrighttp	➤
0247	\xd6	Control+q Shift+v	´ Reserved	0247	\xf7	Control+q w	parenrightex	➤
0248	\xbf	Control+q ?	ø oslash	0248	\xf8	Control+q x	) parenrightbt	➤
0249	\x9d	Esc ` u	ù ugrave	0249	\xf9	Control+q y	] bracketrighttp	➤
0250	\x9c	Esc ' u	ú uacute	0250	\xfa	Control+q z	bracketrightex	➤
0251	\x9e	Esc ^ u	û ucircumflex	0251	\xfb	Control+q {	] bracketrightbt	➤
0252	\x9f	Esc % u	ü udieresis	0252	\xfc	Control+q ¡ (pipe)	bracerighttp	➤
0253	\xc6	Control+q Shift+f	ý Reserved	0253	\xfd	Control+q }	} bracerightmid	➤
0254	\xca	Control+q Shift+j	þ Reserved	0254	\xfe	Control+q ~	] bracerightbt	➤
0255	\xd8	Esc % y	ÿ ydieresis	0255				