

2021-12-20

Universal Multiple-Octet Coded Character Set
International Organization for Standardization
Organisation Internationale de Normalisation
Международная организация по стандартизации

Doc Type: Working Group Document
Title: Proposal to add further characters from legacy computers and teletext to the UCS
Source: Terminals Working Group
Authors: Rebecca Bettencourt, Doug Ewell, Ricardo Bánffy, Michael Everson, Jarkko Hietaniemi, Eduardo Marín Silva, Elias Mårtenson, Mark Shoulson, Shawn Steele, and Rebecca Turner
Status: Individual Contribution
Action: For consideration by JTC1/SC2/WG2 and UTC
Date: 2021-12-20

1. Introduction. This document proposes the addition to the UCS of 731 new graphic characters to provide compatibility with a wide range of home computers, or “microcomputers,” manufactured approximately from the mid-1970s to the mid-1980s, and with the teletext broadcasting standard originally developed in the early 1970s.

***NOTE:** Mapping tables between legacy character sets and the allocations in this proposal are attached to the PDF version of this document.*

2. History. Box-drawing characters, solid and shaded blocks, and similar graphic characters were encoded in the UCS in 1991 (Unicode 1.0) for compatibility with established character sets, both in popular microcomputers—particularly the IBM PC—and in terminal-emulation software. The set of block characters was augmented in 1999 (Unicode 3.0) and in 2002 (Unicode 3.2) to cover additional platforms, due largely to proposals by Frank da Cruz (L2/98-353 through -355, L2/98-413, and L2/00-159), which also included C1 and EBCDIC control pictures, hex byte pictures, and some other graphic characters that were not accepted.

A list discussion in April 2017 concerning the “PETSCII” character set, used in various forms by Commodore home computers ranging from the PET (1977) to the C128 (1985), led to the formation of an ad-hoc Terminals Working Group. The group proposed additional characters from legacy computers and teletext (L2/17-435, L2/18-235, L2/18-275, and L2/19-025) which were accepted into Unicode 13.0.

Feedback from the Script Ad Hoc, as well as from the user community, revealed a desire to encode additional characters from lesser-known legacy computer platforms—particularly the Mattel Aquarius and the Sharp MZ series—that the group did not propose in L2/19-025. This

feedback led to an investigation by the group into additional character sets for a second proposal, which resulted in this document.

Computers of this era enjoyed a great deal of popularity and spawned a large number of computer clubs and user groups devoted to these machines. Some of the original user groups are still in existence, and new ones, often online-only, have emerged more recently. Even less popular platforms such as the Mattel Aquarius still have hobbyists producing new software to this day. The characters proposed here are intended to benefit these users and hobbyists, by providing round-trip convertibility of character data between legacy platforms and the UCS. They may also facilitate the creation of software for these platforms, such as emulators and cross-assemblers, and have been requested by developers of present-day text-mode applications as well, to enhance pseudo-graphical displays.

3. Microcomputer platforms. The group considered the following microcomputer platforms and character sets for this proposal:

- Amstrad CPC (464, 664, 6128, etc.)
- Apple 8-bit computers (II, II Plus, IIe, IIc, III, and the 16-bit IIGs)
- HP terminals (300, 250, 2640 series, 2620 series, etc.)
- Kaypro CP/M-based computers (II, IV, 10)
- Mattel Aquarius
- Ohio Scientific computers (Model 500, Challenger III, Superboard II, etc.)
- Robotron KC series computers (Z9001, KC 87, KC 85/1)
- Sharp MZ series computers (MZ-80K, MZ-700, etc.)
- Sharp X1 computers (X1, X1turbo, X1turbo Z)
- Tandy TRS-80 computers (TRS-80 Model I, Model III, Model 4, Color Computer)

Some of these platforms were also considered in L2/19-025. However, the combination of low-resolution images and lack of supporting information meant that some characters were difficult or impossible to identify at the time, and consequently had not been proposed. These characters have since been identified and have been proposed in this document.

We have collected search result and sales figures for the platforms being considered to assist in evaluating their viability for encoding. Screenshots of search result figures are included at the end of the Figures section, and sources for units sold are linked in the PDF version of this document. Sales and search result figures are summarized at the top of the next page. We further discuss the viability of encoding characters from these platforms in section 9.

Platform	Google Search	Bing Search	Google Video	Units Sold
Amstrad CPC	2,320,000	991,000	119,000	<u>3,000,000</u>
Apple II	5,410,000	1,280,000	329,000	<u>6,000,000</u>
HP 2620	15,400	16,600	18	no source found
HP 2640	7,550	10,000	33	<u>60,000</u>
Kaypro II/IV/10	1,370,000	63,200	33,000	<u>120,000</u>
Mattel Aquarius	176,000	73,300	3,380	<u>8,000</u>
Ohio Scientific	49,000	12,900	789	<u>10,000</u>
Robotron KC	6,430	2,530	82	<u>30,000</u>
Sharp MZ	236,000	114,000	4,660	<u>100,000</u>
Sharp X1	329,000	240,000	12,200	no source found
Tandy TRS-80	1,860,000	822,000	46,400	<u>200,000</u>

4. Teletext. *Teletext* was a service invented in the United Kingdom in the early 1970s for broadcasting pages of information, generally text and simple block graphics, to analog television receivers via the vertical blanking interval. Teletext found its greatest popularity in Europe, where it was commonplace until the adoption of digital television; almost all analog television sets sold in Europe since the early 1980s had built-in teletext decoders.

Several different 7-bit character sets were defined for teletext, including a complete set of 2×3 block graphics (64 in all), analogous to the block quadrants found in other platforms. These block graphics were proposed in L2/19-025 and accepted into Unicode 13.0. However, teletext also supported a “separated graphics” mode in which block characters could be displayed with a narrow space between cells. These separated block graphics were not proposed as distinct characters at the time. Since then, teletext users have expressed a need for encoding separated block graphics as distinct characters to enable teletext emulation and to maintain compatibility with existing software which uses an already-established Private Use Area encoding for 2×3 block graphics in both contiguous and separated form.

5. Graphic characters. Most of the characters proposed in this document are *semigraphics*: block-style symbols which could be combined to simulate an all-points-addressable graphic display. Many platforms used these text characters to support a so-called “graphics mode”: small blocks could be “plotted” at various coordinates, and the appropriate full-sized block character consisting of the necessary “on” and “off” blocks would be displayed in text mode (Figure 17). The set also includes numerous box-drawing and shading characters, and some miscellaneous characters such as arrows, schematic symbols, and video game sprites, which were present in the target platforms.

The word “octant” is used in this document, by analogy with “quadrant”—a term used for certain UCS characters since 1999—and “sextant”—a term used for characters proposed by the group in its previous proposal—to refer to a semigraphics block consisting of eight smaller blocks or “cells” arranged in two columns and four rows. On Kaypro CP/M-based microcomputers, these block graphics were accessible in the code space above ASCII (Figure 4) and could even be included in text files (Figure 18).

Twenty-six of the 256 octant block characters were unified with existing characters or other characters being proposed: seventeen were unified with visually identical half-blocks, quarter-blocks, and quadrants already encoded in the Block Elements block; two were unified with quarter-blocks already encoded in the Symbols for Legacy Computing block; six were unified with other block characters being proposed; and the empty block can be mapped to an existing space character with suitable properties, such as U+00A0 NO-BREAK SPACE.

Some of the graphic characters are intended to be used together, to represent images that would not fit within a single character block. Examples include UPPER LEFT, UPPER RIGHT, LOWER LEFT, and LOWER RIGHT QUADRANT CHESS KING from the Sharp MZ series and TOP and BOTTOM HALF STANDING PERSON from the Mattel Aquarius. These are analogous to U+2320 TOP HALF INTEGRAL and U+2321 BOTTOM HALF INTEGRAL, which, like the present characters, were encoded for compatibility.

In a more extreme example, the HP 2640 and HP 2620 series of terminals supported a “large type” character ROM with graphic characters representing pieces of alphanumeric characters. This was intended for rendering large headlines in terminal applications, as shown in Figure 20 and explained in an HP terminal manual in Figure 21.

6. Outlined digits and uppercase Latin letters. The European character set for Sharp MZ series machines defined clones of the ASCII digits 0 through 9 and uppercase Latin letters A through Z, drawn as outlines, in the upper half of its code space (Figure 9). These outlined digits and letters were used in logos and artwork, separate from regular ASCII digits and letters (Figure 13). They are proposed here at code points U+1CCD6 through U+1CCF9.

7. Characters not proposed. Not all characters identified in the target platforms were deemed suitable for encoding. For example, the European character set for Sharp MZ machines included four characters with an obvious resemblance to the ghosts from *Pac-Man*. These symbols were determined to be IP-encumbered and thus are not proposed here.

“Reverse video” or “inverse video” characters, which were present on nearly all microcomputers of the 1970s and 1980s and often served the same purpose that bold or italic characters serve today, have been determined to be out of scope for the UCS and are not proposed here. The ISO 6429 display sequences **SGR 7** (“negative image”) and **SGR 27** (“positive image”) are suggested as a higher-level protocol to achieve this effect.

Control characters from microcomputer platforms and teletext were also determined to be out of scope for the UCS. These characters were located in what would today be considered the C0 control range (0x00–0x1F) or the C1 control range (0x7F–0x9F). Processes that need to interchange these codes should simply interchange the binary C0 or C1 value, extended to the UCS code space but without further mapping. Emulators should treat these control codes as appropriate for the targeted environment.

8. Finiteness. We have received concerns that there may be no end to the number of unencoded characters found in old microcomputers and terminals, leading to no end of future proposals should these characters be accepted. We believe this is not the case, for the following reasons.

1. We are focusing exclusively on computers and terminals—devices designed to interchange data with other devices—and not on arcade machines, game consoles, calculators, or any other kind of closed system.
2. We have conducted an exhaustive search of MAME (formerly Multiple Arcade Machine Emulator; a long-running project dedicated to documenting and emulating every arcade machine, game console, computer, terminal, calculator, or similar device), looking for characters from legacy computer platforms that have not yet been encoded, and have scraped the bottom of the barrel. The chances of finding a novel character are now significantly lower having found these, and the chances of finding one on a platform of any significance practically zero. This will certainly be the last proposal of such a large number of characters.
3. We are looking backward in time, not forward, and there are only so many years to go back before digital computers cease to exist, let alone be able to render text. We have found other interesting symbols on devices such as radar displays, but are not proposing them as they are out of scope for this proposal.
4. As the IBM PC came to dominate the market in the 80s, interoperability with PCs became an important consideration, leading to a mass extinction of other platforms and character sets along with them: more and more machines abandoned their novel character sets in favor of IBM's. While examining computers released after the IBM PC, even platforms targeted at Eastern markets, we found very few new symbols.
5. Character sets used to be a clever solution to overcome the lack of pixel addressability and graphics modes, a need that disappeared completely in the 80s as computers became powerful enough to draw symbols using individual pixels. Taken with the previous considerations, this leaves only a small window of less than two decades in which novel characters appear.
6. Even if we were looking forward, modern-day 8-bit machines such as the Commander X16 usually stick to existing character sets such as CP437, ISO-8859-1, or PETSCII and are unlikely to invent anything novel except as user-defined characters, which are outside the scope of both Unicode and this proposal.

9. Alternate proposals. All that being said, we are open to encoding a subset of the characters being proposed in this document, should the evidence for more obscure platforms be considered insufficient.

At a minimum, we are requesting the addition of missing characters from the microcomputer platforms already considered in L2/19-025 (Amstrad CPC, Apple II, and TRS-80).

We also strongly recommend the addition of characters from the Sharp MZ and Sharp X1 platforms, as these have been the most requested and have the second-highest sales and search result figures of the platforms not considered in L2/19-025. If the video game sprites from the European model of the Sharp MZ are determined to be unacceptable for encoding, we are willing

to reduce the set to only characters from the Japanese model, since the Sharp platforms were better known in Japan than internationally.

The separated block sextant graphics from Teletext, block octant graphics from the Kaypro, and characters from the Mattel Aquarius are of medium importance. The teletext characters are part of a de jure standard issued by the ITU and are already in widespread use using an existing Private Use Area encoding, and their inclusion would provide complete compatibility with that encoding. The Kaypro is the best-selling and most widely known of the platforms not previously considered, and ran the CP/M operating system, which enjoyed a high degree of interoperability with other platforms. The Mattel Aquarius is the only other platform yet to be mentioned in this section with 100,000 or more Google Search results, is still seeing development of new software even to this day, and was previously considered, albeit only partially, in L2/19-025.

The remaining platforms (HP 2620/2640, Ohio Scientific, and Robotron KC) are of low importance. (We have found documentation for other HP terminals claiming support for a line drawing character set as in the case of the HP 2620 and HP 2640, but have not found proof that they support the same characters.) We understand that the low numbers, both of search results and of units sold, make it difficult to justify inclusion of these platforms.

Importance	Priority	Platform
High	1	Amstrad CPC, Apple II, TRS-80
High	2	Sharp MZ (Japanese Set), Sharp X1
High	3	Sharp MZ (European Set)
Medium	4	Teletext
Medium	5	Kaypro
Medium	6	Mattel Aquarius
Low	7	HP 2620/2640, Ohio Scientific, Robotron KC

Should the Script Ad Hoc or UTC determine that only a subset of the proposed characters are worth encoding, we will produce a revised proposal limited to that subset.

10. Character names. At least since the 1970s, international SDOs such as ECMA and national bodies such as ANSI and BSI have assigned names to the elements of coded character sets. By contrast, vendors of microcomputers, and even the developers of the teletext standard, tended to provide at best a code chart or image of a screen showing the character set, usually without names. We have attempted to invent names for these characters that are meaningful, unique, and conformant to WG2 and UTC guidelines.

11. Ordering and code point assignment. The proposed characters are presented roughly in groups: characters present on multiple platforms, Sharp MZ characters, Mattel Aquarius characters, and so on. Although the exact order of these characters within their groups is not an overriding concern, it seems reasonable that the groups should be kept together.

The suggested code point assignments cover several blocks:

- Additional symbols representing control functions are shown with suggested code points within the existing Control Pictures block.
- Additional arrows which seemed to fit logically alongside other arrows are shown with suggested code points within the existing Supplemental Arrows-C block.
- Legacy characters present across multiple target platforms are shown with suggested code points within the existing Symbols for Legacy Computing block.
- Characters from the Sharp MZ series are shown with suggested code points at the start of a new block (1CC00..1CEAF, as suggested by the Roadmap Committee) that is as of yet unassigned and is near existing symbol blocks, with a placeholder block name, “Symbols for Legacy Computing Supplement.”
- Block octant characters and characters from the Mattel Aquarius are shown with suggested code points in the middle of the above-mentioned new block, starting at 1CD00.
- Characters from other platforms and separated block sextants are shown with suggested code points at the end of the above-mentioned new block, starting at 1CE00.

However, it is understood that final assignment of blocks, code points, and block and character names is completely at the discretion of UTC and/or WG2.

12. Implementation. To assist implementers of emulators and conversion tools with the variety of mechanisms discussed in these proposals—existing and new block graphics characters, control codes, ISO 6429 sequences for reverse video, and so forth—the group has developed an extensive set of mapping tables, providing suggested mappings from the legacy character sets to the UCS. These mapping tables are attached to the PDF version of this document. The group is also drafting a Unicode Technical Note to explain the mechanisms and recommended techniques for working with them.

13. Unicode character properties.

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2427;SYMBOL FOR DELETE SQUARE CHECKER BOARD FORM;So;0;ON;;;;N;;;;;
2428;SYMBOL FOR DELETE RECTANGULAR CHECKER BOARD FORM;So;0;ON;;;;N;;;;;
2429;SYMBOL FOR DELETE MEDIUM SHADE FORM;So;0;ON;;;;N;;;;;
1CC00;UP-POINTING GO-KART;So;0;ON;;;;N;;;;;
1CC01;RIGHT-POINTING GO-KART;So;0;ON;;;;N;;;;;
1CC02;LEFT-POINTING STICK FIGURE;So;0;ON;;;;N;;;;;
1CC03;RIGHT-POINTING STICK FIGURE;So;0;ON;;;;N;;;;;
1CC04;DOWN-POINTING STICK FIGURE;So;0;ON;;;;N;;;;;
1CC05;LOWER HORIZONTAL RULER SEGMENT;So;0;ON;;;;N;;;;;
1CC06;RIGHT VERTICAL RULER SEGMENT;So;0;ON;;;;N;;;;;
1CC07;LOWER RIGHT RULER SEGMENT;So;0;ON;;;;N;;;;;
1CC08;ANTENNA;So;0;ON;;;;N;;;;;
1CC09;HORIZONTAL RESISTOR SEGMENT;So;0;ON;;;;N;;;;;
1CC0A;VERTICAL RESISTOR SEGMENT;So;0;ON;;;;N;;;;;
1CC0B;LEFT THIRD INDUCTOR;So;0;ON;;;;N;;;;;
1CC0C;MIDDLE THIRD INDUCTOR;So;0;ON;;;;N;;;;;
1CC0D;RIGHT THIRD INDUCTOR;So;0;ON;;;;N;;;;;
1CC0E;LEFT-POINTING DIODE;So;0;ON;;;;N;;;;;
1CC0F;RIGHT-POINTING DIODE;So;0;ON;;;;N;;;;;
1CC10;NPN TRANSISTOR;So;0;ON;;;;N;;;;;
1CC11;PNP TRANSISTOR;So;0;ON;;;;N;;;;;
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1CC12;RECEPTACLE;So;0;ON;;;;N;;;;;
1CC13;HORIZONTAL CAPACITOR;So;0;ON;;;;N;;;;;
1CC14;VERTICAL CAPACITOR;So;0;ON;;;;N;;;;;
1CC15;LOGIC GATE OR;So;0;ON;;;;N;;;;;
1CC16;LOGIC GATE AND;So;0;ON;;;;N;;;;;
1CC17;LOGIC GATE INVERTED INPUTS;So;0;ON;;;;N;;;;;
1CC18;LOGIC GATE INVERTED OUTPUT;So;0;ON;;;;N;;;;;
1CC19;LOGIC GATE BUFFER;So;0;ON;;;;N;;;;;
1CC1A;LOGIC GATE BUFFER WITH INVERTED INPUT;So;0;ON;;;;N;;;;;
1CC1B;BOX DRAWINGS LIGHT HORIZONTAL AND UPPER RIGHT;So;0;ON;;;;N;;;;;
1CC1C;BOX DRAWINGS LIGHT HORIZONTAL AND LOWER RIGHT;So;0;ON;;;;N;;;;;
1CC1D;BOX DRAWINGS LIGHT TOP AND UPPER LEFT;So;0;ON;;;;N;;;;;
1CC1E;BOX DRAWINGS LIGHT BOTTOM AND LOWER LEFT;So;0;ON;;;;N;;;;;
1CC1F;BOX DRAWINGS DOUBLE DIAGONAL UPPER RIGHT TO LOWER LEFT;So;0;ON;;;;N;;;;;
1CC20;BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO LOWER RIGHT;So;0;ON;;;;N;;;;;
1CC21;SEPARATED BLOCK QUADRANT-1;So;0;ON;;;;N;;;;;
1CC22;SEPARATED BLOCK QUADRANT-2;So;0;ON;;;;N;;;;;
1CC23;SEPARATED BLOCK QUADRANT-12;So;0;ON;;;;N;;;;;
1CC24;SEPARATED BLOCK QUADRANT-3;So;0;ON;;;;N;;;;;
1CC25;SEPARATED BLOCK QUADRANT-13;So;0;ON;;;;N;;;;;
1CC26;SEPARATED BLOCK QUADRANT-23;So;0;ON;;;;N;;;;;
1CC27;SEPARATED BLOCK QUADRANT-123;So;0;ON;;;;N;;;;;
1CC28;SEPARATED BLOCK QUADRANT-4;So;0;ON;;;;N;;;;;
1CC29;SEPARATED BLOCK QUADRANT-14;So;0;ON;;;;N;;;;;
1CC2A;SEPARATED BLOCK QUADRANT-24;So;0;ON;;;;N;;;;;
1CC2B;SEPARATED BLOCK QUADRANT-124;So;0;ON;;;;N;;;;;
1CC2C;SEPARATED BLOCK QUADRANT-34;So;0;ON;;;;N;;;;;
1CC2D;SEPARATED BLOCK QUADRANT-134;So;0;ON;;;;N;;;;;
1CC2E;SEPARATED BLOCK QUADRANT-234;So;0;ON;;;;N;;;;;
1CC2F;SEPARATED BLOCK QUADRANT-1234;So;0;ON;;;;N;;;;;
1CC30;UPPER LEFT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC31;UPPER CENTRE LEFT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC32;UPPER CENTRE RIGHT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC33;UPPER RIGHT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC34;UPPER MIDDLE LEFT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC35;UPPER LEFT QUARTER CIRCLE;So;0;ON;;;;N;;;;;
1CC36;UPPER RIGHT QUARTER CIRCLE;So;0;ON;;;;N;;;;;
1CC37;UPPER MIDDLE RIGHT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC38;LOWER MIDDLE LEFT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC39;LOWER LEFT QUARTER CIRCLE;So;0;ON;;;;N;;;;;
1CC3A;LOWER RIGHT QUARTER CIRCLE;So;0;ON;;;;N;;;;;
1CC3B;LOWER MIDDLE RIGHT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC3C;LOWER LEFT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC3D;LOWER CENTRE LEFT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC3E;LOWER CENTRE RIGHT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC3F;LOWER RIGHT TWELFTH CIRCLE;So;0;ON;;;;N;;;;;
1CC40;SPARSE HORIZONTAL FILL;So;0;ON;;;;N;;;;;
1CC41;SPARSE VERTICAL FILL;So;0;ON;;;;N;;;;;
1CC42;ORTHOGONAL CROSSHATCH FILL;So;0;ON;;;;N;;;;;
1CC43;DIAGONAL CROSSHATCH FILL;So;0;ON;;;;N;;;;;
1CC44;DENSE VERTICAL FILL;So;0;ON;;;;N;;;;;
1CC45;DENSE HORIZONTAL FILL;So;0;ON;;;;N;;;;;
1CC46;SPECKLE FILL FRAME-1;So;0;ON;;;;N;;;;;
1CC47;SPECKLE FILL FRAME-2;So;0;ON;;;;N;;;;;
1CC48;LEFT-FACING BASSINET;So;0;ON;;;;N;;;;;
1CC49;RIGHT-FACING BASSINET;So;0;ON;;;;N;;;;;
1CC4A;FLYING SAUCER WITH BEAMS;So;0;ON;;;;N;;;;;
1CC4B;FLYING SAUCER WITHOUT BEAMS;So;0;ON;;;;N;;;;;
1CC4C;ALIEN MONSTER OPEN JAWS;So;0;ON;;;;N;;;;;
1CC4D;ALIEN MONSTER CLOSED JAWS;So;0;ON;;;;N;;;;;
1CC4E;ALIEN SQUID OPEN TENTACLES;So;0;ON;;;;N;;;;;
1CC4F;ALIEN SQUID CLOSED TENTACLES;So;0;ON;;;;N;;;;;
1CC50;ALIEN CRAB STEPPING RIGHT;So;0;ON;;;;N;;;;;
1CC51;ALIEN CRAB STEPPING LEFT;So;0;ON;;;;N;;;;;
1CC52;ALIEN SPIDER CROUCHING;So;0;ON;;;;N;;;;;
1CC53;ALIEN SPIDER SPREAD;So;0;ON;;;;N;;;;;

1CC54;ALIEN MONSTER STEP-1;So;0;ON;;;N;;;;;
1CC55;ALIEN MONSTER STEP-2;So;0;ON;;;N;;;;;
1CC56;LEFT-POINTING ROCKET SHIP;So;0;ON;;;N;;;;;
1CC57;UP-POINTING ROCKET SHIP;So;0;ON;;;N;;;;;
1CC58;RIGHT-POINTING ROCKET SHIP;So;0;ON;;;N;;;;;
1CC59;DOWN-POINTING ROCKET SHIP;So;0;ON;;;N;;;;;
1CC5A;TOP HALF LEFT-FACING ROBOT;So;0;ON;;;N;;;;;
1CC5B;TOP HALF FORWARD-FACING ROBOT;So;0;ON;;;N;;;;;
1CC5C;TOP HALF RIGHT-FACING ROBOT;So;0;ON;;;N;;;;;
1CC5D;BOTTOM HALF LEFT-FACING ROBOT;So;0;ON;;;N;;;;;
1CC5E;BOTTOM HALF FORWARD-FACING ROBOT;So;0;ON;;;N;;;;;
1CC5F;BOTTOM HALF RIGHT-FACING ROBOT;So;0;ON;;;N;;;;;
1CC60;LEFT-POINTING ATOMIC BOMB;So;0;ON;;;N;;;;;
1CC61;UP-POINTING ATOMIC BOMB;So;0;ON;;;N;;;;;
1CC62;RIGHT-POINTING ATOMIC BOMB;So;0;ON;;;N;;;;;
1CC63;DOWN-POINTING ATOMIC BOMB;So;0;ON;;;N;;;;;
1CC64;MUSHROOM CLOUD;So;0;ON;;;N;;;;;
1CC65;LEFT-POINTING RIFLE;So;0;ON;;;N;;;;;
1CC66;UP-POINTING RIFLE;So;0;ON;;;N;;;;;
1CC67;RIGHT-POINTING RIFLE;So;0;ON;;;N;;;;;
1CC68;DOWN-POINTING RIFLE;So;0;ON;;;N;;;;;
1CC69;EIGHT RAYS INWARD;So;0;ON;;;N;;;;;
1CC6A;EIGHT RAYS OUTWARD;So;0;ON;;;N;;;;;
1CC6B;BLACK LARGE CIRCLE MINUS LEFT QUARTER SECTION;So;0;ON;;;N;;;;;
1CC6C;BLACK LARGE CIRCLE MINUS UPPER QUARTER SECTION;So;0;ON;;;N;;;;;
1CC6D;BLACK LARGE CIRCLE MINUS RIGHT QUARTER SECTION;So;0;ON;;;N;;;;;
1CC6E;BLACK LARGE CIRCLE MINUS LOWER QUARTER SECTION;So;0;ON;;;N;;;;;
1CC6F;BLACK NEUTRAL FACE;So;0;ON;;;N;;;;;
1CC70;LEFT-FACING SNAKE HEAD WITH OPEN MOUTH;So;0;ON;;;N;;;;;
1CC71;UP-FACING SNAKE HEAD WITH OPEN MOUTH;So;0;ON;;;N;;;;;
1CC72;RIGHT-FACING SNAKE HEAD WITH OPEN MOUTH;So;0;ON;;;N;;;;;
1CC73;DOWN-FACING SNAKE HEAD WITH OPEN MOUTH;So;0;ON;;;N;;;;;
1CC74;LEFT-FACING SNAKE HEAD WITH CLOSED MOUTH;So;0;ON;;;N;;;;;
1CC75;UP-FACING SNAKE HEAD WITH CLOSED MOUTH;So;0;ON;;;N;;;;;
1CC76;RIGHT-FACING SNAKE HEAD WITH CLOSED MOUTH;So;0;ON;;;N;;;;;
1CC77;DOWN-FACING SNAKE HEAD WITH CLOSED MOUTH;So;0;ON;;;N;;;;;
1CC78;LEFT-POINTING ENERGY WAVE;So;0;ON;;;N;;;;;
1CC79;UP-POINTING ENERGY WAVE;So;0;ON;;;N;;;;;
1CC7A;RIGHT-POINTING ENERGY WAVE;So;0;ON;;;N;;;;;
1CC7B;DOWN-POINTING ENERGY WAVE;So;0;ON;;;N;;;;;
1CC7C;SQUARE SPIRAL FROM TOP LEFT;So;0;ON;;;N;;;;;
1CC7D;SQUARE SPIRAL FROM TOP RIGHT;So;0;ON;;;N;;;;;
1CC7E;SQUARE SPIRAL FROM BOTTOM RIGHT;So;0;ON;;;N;;;;;
1CC7F;SQUARE SPIRAL FROM BOTTOM LEFT;So;0;ON;;;N;;;;;
1CC80;STRIPED LEFT-POINTING TRIANGLE;So;0;ON;;;N;;;;;
1CC81;STRIPED UP-POINTING TRIANGLE;So;0;ON;;;N;;;;;
1CC82;STRIPED RIGHT-POINTING TRIANGLE;So;0;ON;;;N;;;;;
1CC83;STRIPED DOWN-POINTING TRIANGLE;So;0;ON;;;N;;;;;
1CC84;VERTICAL LADDER;So;0;ON;;;N;;;;;
1CC85;HORIZONTAL LADDER;So;0;ON;;;N;;;;;
1CC86;WHITE LOWER LEFT POINTER;So;0;ON;;;N;;;;;
1CC87;WHITE LOWER RIGHT POINTER;So;0;ON;;;N;;;;;
1CC88;TWO RINGS ALIGNED HORIZONTALLY;So;0;ON;;;N;;;;;
1CC89;SQUARE FOUR CORNER SALTIRE;So;0;ON;;;N;;;;;
1CC8A;SQUARE FOUR CORNER DIAGONALS;So;0;ON;;;N;;;;;
1CC8B;SQUARE FOUR CORNER BLACK TRIANGLES;So;0;ON;;;N;;;;;
1CC8C;SQUARE APERTURE;So;0;ON;;;N;;;;;
1CC8D;INVERSE BLACK DIAMOND;So;0;ON;;;N;;;;;
1CC8E;LEFT AND UPPER ONE EIGHTH BLOCK CONTAINING BLACK SMALL SQUARE;So;0;ON;;;N;;;;;
1CC8F;INVERSE BLACK SMALL SQUARE;So;0;ON;;;N;;;;;
1CC90;VERTICAL LINE WITH FOUR TICK MARKS;So;0;ON;;;N;;;;;
1CC91;HORIZONTAL LINE WITH FOUR TICK MARKS;So;0;ON;;;N;;;;;
1CC92;LEFT-FACING FISH;So;0;ON;;;N;;;;;
1CC93;RIGHT-FACING FISH;So;0;ON;;;N;;;;;
1CC94;LEFT-FACING FISH WITH OPEN MOUTH;So;0;ON;;;N;;;;;
1CC95;RIGHT-FACING FISH WITH OPEN MOUTH;So;0;ON;;;N;;;;;

1CC96;FLAPPING BIRD;So;0;ON;;;N;;;;;
1CC97;LEFT-POINTING RACING CAR;So;0;ON;;;N;;;;;
1CC98;UP-POINTING RACING CAR;So;0;ON;;;N;;;;;
1CC99;RIGHT-POINTING RACING CAR;So;0;ON;;;N;;;;;
1CC9A;DOWN-POINTING RACING CAR;So;0;ON;;;N;;;;;
1CC9B;HORIZONTAL RACING CAR;So;0;ON;;;N;;;;;
1CC9C;VERTICAL RACING CAR;So;0;ON;;;N;;;;;
1CC9D;VERTICAL GO-KART;So;0;ON;;;N;;;;;
1CC9E;LEFT-POINTING TANK;So;0;ON;;;N;;;;;
1CC9F;RIGHT-POINTING TANK;So;0;ON;;;N;;;;;
1CCA0;LEFT-POINTING ROCKET BOOSTER;So;0;ON;;;N;;;;;
1CCA1;RIGHT-POINTING ROCKET BOOSTER;So;0;ON;;;N;;;;;
1CCA2;LEFT-POINTING ROLLER COASTER CAR;So;0;ON;;;N;;;;;
1CCA3;RIGHT-POINTING ROLLER COASTER CAR;So;0;ON;;;N;;;;;
1CCA4;LEFT HALF FLYING SAUCER;So;0;ON;;;N;;;;;
1CCA5;RIGHT HALF FLYING SAUCER;So;0;ON;;;N;;;;;
1CCA6;UPPER LEFT QUADRANT FACE WITH OPEN EYES;So;0;ON;;;N;;;;;
1CCA7;UPPER RIGHT QUADRANT FACE WITH OPEN EYES;So;0;ON;;;N;;;;;
1CCA8;UPPER LEFT QUADRANT FACE WITH CLOSED EYES;So;0;ON;;;N;;;;;
1CCA9;UPPER RIGHT QUADRANT FACE WITH CLOSED EYES;So;0;ON;;;N;;;;;
1CCAA;LOWER LEFT QUADRANT SMILING FACE;So;0;ON;;;N;;;;;
1CCAB;LOWER RIGHT QUADRANT SMILING FACE;So;0;ON;;;N;;;;;
1CCAC;LOWER LEFT QUADRANT NEUTRAL FACE;So;0;ON;;;N;;;;;
1CCAD;LOWER RIGHT QUADRANT NEUTRAL FACE;So;0;ON;;;N;;;;;
1CCAE;LOWER LEFT QUADRANT FACE WITH OPEN MOUTH;So;0;ON;;;N;;;;;
1CCAF;LOWER RIGHT QUADRANT FACE WITH OPEN MOUTH;So;0;ON;;;N;;;;;
1CCB0;LOWER LEFT QUADRANT FROWNING FACE;So;0;ON;;;N;;;;;
1CCB1;LOWER RIGHT QUADRANT FROWNING FACE;So;0;ON;;;N;;;;;
1CCB2;UPPER LEFT QUADRANT TELEVISION;So;0;ON;;;N;;;;;
1CCB3;UPPER RIGHT QUADRANT TELEVISION;So;0;ON;;;N;;;;;
1CCB4;LOWER LEFT QUADRANT TELEVISION;So;0;ON;;;N;;;;;
1CCB5;LOWER RIGHT QUADRANT TELEVISION;So;0;ON;;;N;;;;;
1CCB6;UPPER LEFT QUADRANT MICROCOMPUTER;So;0;ON;;;N;;;;;
1CCB7;UPPER RIGHT QUADRANT MICROCOMPUTER;So;0;ON;;;N;;;;;
1CCB8;LOWER LEFT QUADRANT MICROCOMPUTER;So;0;ON;;;N;;;;;
1CCB9;LOWER RIGHT QUADRANT MICROCOMPUTER;So;0;ON;;;N;;;;;
1CCBA;UPPER LEFT QUADRANT CHESS KING;So;0;ON;;;N;;;;;
1CCBB;UPPER RIGHT QUADRANT CHESS KING;So;0;ON;;;N;;;;;
1CCBC;LOWER LEFT QUADRANT CHESS KING;So;0;ON;;;N;;;;;
1CCBD;LOWER RIGHT QUADRANT CHESS KING;So;0;ON;;;N;;;;;
1CCBE;UPPER LEFT QUADRANT CHESS QUEEN;So;0;ON;;;N;;;;;
1CCBF;UPPER RIGHT QUADRANT CHESS QUEEN;So;0;ON;;;N;;;;;
1CCC0;LOWER LEFT QUADRANT CHESS QUEEN;So;0;ON;;;N;;;;;
1CCC1;LOWER RIGHT QUADRANT CHESS QUEEN;So;0;ON;;;N;;;;;
1CCC2;UPPER LEFT QUADRANT CHESS ROOK;So;0;ON;;;N;;;;;
1CCC3;UPPER RIGHT QUADRANT CHESS ROOK;So;0;ON;;;N;;;;;
1CCC4;LOWER LEFT QUADRANT CHESS ROOK;So;0;ON;;;N;;;;;
1CCC5;LOWER RIGHT QUADRANT CHESS ROOK;So;0;ON;;;N;;;;;
1CCC6;UPPER LEFT QUADRANT CHESS BISHOP;So;0;ON;;;N;;;;;
1CCC7;UPPER RIGHT QUADRANT CHESS BISHOP;So;0;ON;;;N;;;;;
1CCC8;LOWER LEFT QUADRANT CHESS BISHOP;So;0;ON;;;N;;;;;
1CCC9;LOWER RIGHT QUADRANT CHESS BISHOP;So;0;ON;;;N;;;;;
1CCCA;UPPER LEFT QUADRANT CHESS KNIGHT;So;0;ON;;;N;;;;;
1CCCB;UPPER RIGHT QUADRANT CHESS KNIGHT;So;0;ON;;;N;;;;;
1CCCC;LOWER LEFT QUADRANT CHESS KNIGHT;So;0;ON;;;N;;;;;
1CCCD;LOWER RIGHT QUADRANT CHESS KNIGHT;So;0;ON;;;N;;;;;
1CCCE;UPPER LEFT QUADRANT CHESS PAWN;So;0;ON;;;N;;;;;
1CCCF;UPPER RIGHT QUADRANT CHESS PAWN;So;0;ON;;;N;;;;;
1CCD0;LOWER LEFT QUADRANT CHESS PAWN;So;0;ON;;;N;;;;;
1CCD1;LOWER RIGHT QUADRANT CHESS PAWN;So;0;ON;;;N;;;;;
1CCD2;UPPER LEFT QUADRANT STANDING KNIGHT;So;0;ON;;;N;;;;;
1CCD3;UPPER RIGHT QUADRANT STANDING KNIGHT;So;0;ON;;;N;;;;;
1CCD4;LOWER LEFT QUADRANT STANDING KNIGHT;So;0;ON;;;N;;;;;
1CCD5;LOWER RIGHT QUADRANT STANDING KNIGHT;So;0;ON;;;N;;;;;
1CCD6;OUTLINED LATIN CAPITAL LETTER A;Lu;0;L; 0041;;;N;;;;;
1CCD7;OUTLINED LATIN CAPITAL LETTER B;Lu;0;L; 0042;;;N;;;;;

1CCD8;OUTLINED LATIN CAPITAL LETTER C;Lu;0;L; 0043;;;N;;;;;
1CCD9;OUTLINED LATIN CAPITAL LETTER D;Lu;0;L; 0044;;;N;;;;;
1CCDA;OUTLINED LATIN CAPITAL LETTER E;Lu;0;L; 0045;;;N;;;;;
1CCDB;OUTLINED LATIN CAPITAL LETTER F;Lu;0;L; 0046;;;N;;;;;
1CCDC;OUTLINED LATIN CAPITAL LETTER G;Lu;0;L; 0047;;;N;;;;;
1CCDD;OUTLINED LATIN CAPITAL LETTER H;Lu;0;L; 0048;;;N;;;;;
1CCDE;OUTLINED LATIN CAPITAL LETTER I;Lu;0;L; 0049;;;N;;;;;
1CCDF;OUTLINED LATIN CAPITAL LETTER J;Lu;0;L; 004A;;;N;;;;;
1CCE0;OUTLINED LATIN CAPITAL LETTER K;Lu;0;L; 004B;;;N;;;;;
1CCE1;OUTLINED LATIN CAPITAL LETTER L;Lu;0;L; 004C;;;N;;;;;
1CCE2;OUTLINED LATIN CAPITAL LETTER M;Lu;0;L; 004D;;;N;;;;;
1CCE3;OUTLINED LATIN CAPITAL LETTER N;Lu;0;L; 004E;;;N;;;;;
1CCE4;OUTLINED LATIN CAPITAL LETTER O;Lu;0;L; 004F;;;N;;;;;
1CCE5;OUTLINED LATIN CAPITAL LETTER P;Lu;0;L; 0050;;;N;;;;;
1CCE6;OUTLINED LATIN CAPITAL LETTER Q;Lu;0;L; 0051;;;N;;;;;
1CCE7;OUTLINED LATIN CAPITAL LETTER R;Lu;0;L; 0052;;;N;;;;;
1CCE8;OUTLINED LATIN CAPITAL LETTER S;Lu;0;L; 0053;;;N;;;;;
1CCE9;OUTLINED LATIN CAPITAL LETTER T;Lu;0;L; 0054;;;N;;;;;
1CCEA;OUTLINED LATIN CAPITAL LETTER U;Lu;0;L; 0055;;;N;;;;;
1CCEB;OUTLINED LATIN CAPITAL LETTER V;Lu;0;L; 0056;;;N;;;;;
1CCEC;OUTLINED LATIN CAPITAL LETTER W;Lu;0;L; 0057;;;N;;;;;
1CCED;OUTLINED LATIN CAPITAL LETTER X;Lu;0;L; 0058;;;N;;;;;
1CCEE;OUTLINED LATIN CAPITAL LETTER Y;Lu;0;L; 0059;;;N;;;;;
1CCEF;OUTLINED LATIN CAPITAL LETTER Z;Lu;0;L; 005A;;;N;;;;;
1CCF0;OUTLINED DIGIT ZERO;Nd;0;EN; 0030;0;0;0;N;;;;;
1CCF1;OUTLINED DIGIT ONE;Nd;0;EN; 0031;1;1;1;N;;;;;
1CCF2;OUTLINED DIGIT TWO;Nd;0;EN; 0032;2;2;2;N;;;;;
1CCF3;OUTLINED DIGIT THREE;Nd;0;EN; 0033;3;3;3;N;;;;;
1CCF4;OUTLINED DIGIT FOUR;Nd;0;EN; 0034;4;4;4;N;;;;;
1CCF5;OUTLINED DIGIT FIVE;Nd;0;EN; 0035;5;5;5;N;;;;;
1CCF6;OUTLINED DIGIT SIX;Nd;0;EN; 0036;6;6;6;N;;;;;
1CCF7;OUTLINED DIGIT SEVEN;Nd;0;EN; 0037;7;7;7;N;;;;;
1CCF8;OUTLINED DIGIT EIGHT;Nd;0;EN; 0038;8;8;8;N;;;;;
1CCF9;OUTLINED DIGIT NINE;Nd;0;EN; 0039;9;9;9;N;;;;;
1CD00;BLOCK OCTANT-3;So;0;ON;;;;;N;;;;;
1CD01;BLOCK OCTANT-23;So;0;ON;;;;;N;;;;;
1CD02;BLOCK OCTANT-123;So;0;ON;;;;;N;;;;;
1CD03;BLOCK OCTANT-4;So;0;ON;;;;;N;;;;;
1CD04;BLOCK OCTANT-14;So;0;ON;;;;;N;;;;;
1CD05;BLOCK OCTANT-124;So;0;ON;;;;;N;;;;;
1CD06;BLOCK OCTANT-34;So;0;ON;;;;;N;;;;;
1CD07;BLOCK OCTANT-134;So;0;ON;;;;;N;;;;;
1CD08;BLOCK OCTANT-234;So;0;ON;;;;;N;;;;;
1CD09;BLOCK OCTANT-5;So;0;ON;;;;;N;;;;;
1CD0A;BLOCK OCTANT-15;So;0;ON;;;;;N;;;;;
1CD0B;BLOCK OCTANT-25;So;0;ON;;;;;N;;;;;
1CD0C;BLOCK OCTANT-125;So;0;ON;;;;;N;;;;;
1CD0D;BLOCK OCTANT-135;So;0;ON;;;;;N;;;;;
1CD0E;BLOCK OCTANT-235;So;0;ON;;;;;N;;;;;
1CD0F;BLOCK OCTANT-1235;So;0;ON;;;;;N;;;;;
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1CD12;BLOCK OCTANT-245;So;0;ON;;;;;N;;;;;
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1CD1D;BLOCK OCTANT-136;So;0;ON;;;;;N;;;;;
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1CDD9;BLOCK OCTANT-234678;So;0;ON;;;;N;;;;;
1CDDA;BLOCK OCTANT-1234678;So;0;ON;;;;N;;;;;
1CDDB;BLOCK OCTANT-15678;So;0;ON;;;;N;;;;;
1CDDC;BLOCK OCTANT-25678;So;0;ON;;;;N;;;;;
1CDDD;BLOCK OCTANT-125678;So;0;ON;;;;N;;;;;
1CDDE;BLOCK OCTANT-35678;So;0;ON;;;;N;;;;;
1CDDE;BLOCK OCTANT-235678;So;0;ON;;;;N;;;;;
1CDE0;BLOCK OCTANT-1235678;So;0;ON;;;;N;;;;;
1CDE1;BLOCK OCTANT-45678;So;0;ON;;;;N;;;;;
1CDE2;BLOCK OCTANT-145678;So;0;ON;;;;N;;;;;
1CDE3;BLOCK OCTANT-1245678;So;0;ON;;;;N;;;;;
1CDE4;BLOCK OCTANT-1345678;So;0;ON;;;;N;;;;;
1CDE5;BLOCK OCTANT-2345678;So;0;ON;;;;N;;;;;

1CDE6;TOP HALF STANDING PERSON;So;0;ON;;;;N;;;;;
1CDE7;BOTTOM HALF STANDING PERSON;So;0;ON;;;;N;;;;;
1CDE8;TOP HALF RIGHT-FACING RUNNER FRAME-1;So;0;ON;;;;N;;;;;
1CDE9;BOTTOM HALF RIGHT-FACING RUNNER FRAME-1;So;0;ON;;;;N;;;;;
1CDEA;TOP HALF RIGHT-FACING RUNNER FRAME-2;So;0;ON;;;;N;;;;;
1CDEB;BOTTOM HALF RIGHT-FACING RUNNER FRAME-2;So;0;ON;;;;N;;;;;
1CDEC;TOP HALF LEFT-FACING RUNNER FRAME-1;So;0;ON;;;;N;;;;;
1CDED;BOTTOM HALF LEFT-FACING RUNNER FRAME-1;So;0;ON;;;;N;;;;;
1CDEE;TOP HALF LEFT-FACING RUNNER FRAME-2;So;0;ON;;;;N;;;;;
1CDEF;BOTTOM HALF LEFT-FACING RUNNER FRAME-2;So;0;ON;;;;N;;;;;
1CDF0;TOP HALF FORWARD-FACING RUNNER;So;0;ON;;;;N;;;;;
1CDF1;BOTTOM HALF FORWARD-FACING RUNNER FRAME-1;So;0;ON;;;;N;;;;;
1CDF2;BOTTOM HALF FORWARD-FACING RUNNER FRAME-2;So;0;ON;;;;N;;;;;
1CDF3;BOTTOM HALF FORWARD-FACING RUNNER FRAME-3;So;0;ON;;;;N;;;;;
1CDF4;BOTTOM HALF FORWARD-FACING RUNNER FRAME-4;So;0;ON;;;;N;;;;;
1CDF5;MOON LANDER;So;0;ON;;;;N;;;;;
1CDF6;TOP HALF FLAILING ROBOT FRAME-1;So;0;ON;;;;N;;;;;
1CDF7;TOP HALF FLAILING ROBOT FRAME-2;So;0;ON;;;;N;;;;;
1CDF8;DOWN-POINTING AIRPLANE;So;0;ON;;;;N;;;;;
1CDF9;LEFT-POINTING AIRPLANE;So;0;ON;;;;N;;;;;
1CDFA;SMALL UP-POINTING AIRPLANE;So;0;ON;;;;N;;;;;
1CDFB;UP-POINTING FROG;So;0;ON;;;;N;;;;;
1CDFC;DOWN-POINTING FROG;So;0;ON;;;;N;;;;;
1CDFD;EXPLOSION FRAME-1;So;0;ON;;;;N;;;;;
1CDFE;EXPLOSION FRAME-2;So;0;ON;;;;N;;;;;
1CDFF;EXPLOSION FRAME-3;So;0;ON;;;;N;;;;;
1CE00;RIGHT HALF AND LEFT HALF WHITE CIRCLE;So;0;ON;;;;N;;;;;
1CE01;LOWER HALF AND UPPER HALF WHITE CIRCLE;So;0;ON;;;;N;;;;;
1CE02;EXPLOSION AT HORIZON;So;0;ON;;;;N;;;;;
1CE03;UPPER HALF HEAVY WHITE SQUARE;So;0;ON;;;;N;;;;;
1CE04;LOWER HALF HEAVY WHITE SQUARE;So;0;ON;;;;N;;;;;
1CE05;HEAVY WHITE SQUARE CONTAINING BLACK VERY SMALL SQUARE;So;0;ON;;;;N;;;;;
1CE06;WHITE VERTICAL RECTANGLE WITH HORIZONTAL BAR;So;0;ON;;;;N;;;;;
1CE07;TOP RIGHT BLACK LEFT-POINTING SMALL TRIANGLE;So;0;ON;;;;N;;;;;
1CE08;FUNNEL;So;0;ON;;;;N;;;;;
1CE09;BOX DRAWINGS DOUBLE DIAGONAL LOWER LEFT TO MIDDLE CENTRE TO LOWER
RIGHT;So;0;ON;;;;N;;;;;
1CE0A;BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO UPPER
RIGHT;So;0;ON;;;;N;;;;;
1CE0B;LEFT HALF WHITE ELLIPSE;So;0;ON;;;;N;;;;;
1CE0C;RIGHT HALF WHITE ELLIPSE;So;0;ON;;;;N;;;;;
1CE0D;LEFT HALF TRIPLE DASH HORIZONTAL;So;0;ON;;;;N;;;;;
1CE0E;RIGHT HALF TRIPLE DASH HORIZONTAL;So;0;ON;;;;N;;;;;
1CE0F;HORIZONTAL LINE WITH TICK MARK;So;0;ON;;;;N;;;;;
1CE10;LEFT HALF HORIZONTAL LINE WITH THREE TICK MARKS;So;0;ON;;;;N;;;;;
1CE11;RIGHT HALF HORIZONTAL LINE WITH THREE TICK MARKS;So;0;ON;;;;N;;;;;
1CE12;HORIZONTAL LINE WITH THREE TICK MARKS;So;0;ON;;;;N;;;;;
1CE13;LOWER HALF VERTICAL LINE WITH THREE TICK MARKS;So;0;ON;;;;N;;;;;
1CE14;UPPER HALF VERTICAL LINE WITH THREE TICK MARKS;So;0;ON;;;;N;;;;;
1CE15;VERTICAL LINE WITH THREE TICK MARKS;So;0;ON;;;;N;;;;;
1CE16;BOX DRAWINGS LIGHT VERTICAL AND TOP RIGHT;So;0;ON;;;;N;;;;;
1CE17;BOX DRAWINGS LIGHT VERTICAL AND BOTTOM RIGHT;So;0;ON;;;;N;;;;;
1CE18;BOX DRAWINGS LIGHT VERTICAL AND TOP LEFT;So;0;ON;;;;N;;;;;
1CE19;BOX DRAWINGS LIGHT VERTICAL AND BOTTOM LEFT;So;0;ON;;;;N;;;;;
1CE1A;LARGE TYPE PIECE UPPER LEFT ARC;So;0;ON;;;;N;;;;;
1CE1B;LARGE TYPE PIECE UPPER LEFT CORNER;So;0;ON;;;;N;;;;;
1CE1C;LARGE TYPE PIECE UPPER TERMINAL;So;0;ON;;;;N;;;;;
1CE1D;LARGE TYPE PIECE UPPER LEFT CROTCH;So;0;ON;;;;N;;;;;
1CE1E;LARGE TYPE PIECE LEFT ARM;So;0;ON;;;;N;;;;;
1CE1F;LARGE TYPE PIECE CROSSBAR;So;0;ON;;;;N;;;;;
1CE20;LARGE TYPE PIECE CROSSBAR WITH LOWER STEM;So;0;ON;;;;N;;;;;
1CE21;LARGE TYPE PIECE UPPER HALF VERTEX OF M;So;0;ON;;;;N;;;;;
1CE22;LARGE TYPE PIECE DIAGONAL LOWER LEFT;So;0;ON;;;;N;;;;;
1CE23;LARGE TYPE PIECE SHORT UPPER TERMINAL;So;0;ON;;;;N;;;;;
1CE24;LARGE TYPE PIECE UPPER RIGHT ARC;So;0;ON;;;;N;;;;;
1CE25;LARGE TYPE PIECE RIGHT ARM;So;0;ON;;;;N;;;;;

1CE26;LARGE TYPE PIECE UPPER RIGHT CROTCH;So;0;ON;;;;;N;;;;;
1CE27;LARGE TYPE PIECE UPPER RIGHT CORNER;So;0;ON;;;;;N;;;;;
1CE28;LARGE TYPE PIECE STEM WITH RIGHT CROSSBAR;So;0;ON;;;;;N;;;;;
1CE29;LARGE TYPE PIECE STEM;So;0;ON;;;;;N;;;;;
1CE2A;LARGE TYPE PIECE DIAGONAL UPPER RIGHT AND LOWER RIGHT;So;0;ON;;;;;N;;;;;
1CE2B;LARGE TYPE PIECE DIAGONAL UPPER RIGHT;So;0;ON;;;;;N;;;;;
1CE2C;LARGE TYPE PIECE DIAGONAL LOWER RIGHT;So;0;ON;;;;;N;;;;;
1CE2D;LARGE TYPE PIECE SHORT LOWER TERMINAL;So;0;ON;;;;;N;;;;;
1CE2E;LARGE TYPE PIECE LOWER LEFT AND UPPER LEFT ARC;So;0;ON;;;;;N;;;;;
1CE2F;LARGE TYPE PIECE CENTRE OF K;So;0;ON;;;;;N;;;;;
1CE30;LARGE TYPE PIECE LOWER HALF VERTEX OF M;So;0;ON;;;;;N;;;;;
1CE31;LARGE TYPE PIECE UPPER HALF VERTEX OF W;So;0;ON;;;;;N;;;;;
1CE32;LARGE TYPE PIECE CENTRE OF X;So;0;ON;;;;;N;;;;;
1CE33;LARGE TYPE PIECE CENTRE OF Y;So;0;ON;;;;;N;;;;;
1CE34;LARGE TYPE PIECE CENTRE OF Z WITH CROSSBAR;So;0;ON;;;;;N;;;;;
1CE35;LARGE TYPE PIECE RAISED UPPER RIGHT ARC;So;0;ON;;;;;N;;;;;
1CE36;LARGE TYPE PIECE STEM WITH LEFT CROSSBAR;So;0;ON;;;;;N;;;;;
1CE37;LARGE TYPE PIECE LOWER RIGHT AND UPPER RIGHT ARC;So;0;ON;;;;;N;;;;;
1CE38;LARGE TYPE PIECE DIAGONAL UPPER LEFT AND LOWER LEFT;So;0;ON;;;;;N;;;;;
1CE39;LARGE TYPE PIECE STEM WITH LEFT JOINT;So;0;ON;;;;;N;;;;;
1CE3A;LARGE TYPE PIECE STEM WITH CROSSBAR;So;0;ON;;;;;N;;;;;
1CE3B;LARGE TYPE PIECE DIAGONAL UPPER LEFT;So;0;ON;;;;;N;;;;;
1CE3C;LARGE TYPE PIECE LOWER TERMINAL;So;0;ON;;;;;N;;;;;
1CE3D;LARGE TYPE PIECE LOWER LEFT CORNER;So;0;ON;;;;;N;;;;;
1CE3E;LARGE TYPE PIECE LOWER LEFT ARC;So;0;ON;;;;;N;;;;;
1CE3F;LARGE TYPE PIECE LOWER LEFT CROTCH;So;0;ON;;;;;N;;;;;
1CE40;LARGE TYPE PIECE CROSSBAR WITH UPPER STEM;So;0;ON;;;;;N;;;;;
1CE41;LARGE TYPE PIECE VERTEX OF V;So;0;ON;;;;;N;;;;;
1CE42;LARGE TYPE PIECE LOWER HALF VERTEX OF W;So;0;ON;;;;;N;;;;;
1CE43;LARGE TYPE PIECE LOWER RIGHT ARC;So;0;ON;;;;;N;;;;;
1CE44;LARGE TYPE PIECE LOWER RIGHT CORNER;So;0;ON;;;;;N;;;;;
1CE45;LARGE TYPE PIECE LOWER RIGHT ARC WITH TAIL;So;0;ON;;;;;N;;;;;
1CE46;LARGE TYPE PIECE LOWER RIGHT CROTCH;So;0;ON;;;;;N;;;;;
1CE47;LARGE TYPE PIECE STEM-45;So;0;ON;;;;;N;;;;;
1CE48;LARGE TYPE PIECE STEM-2345;So;0;ON;;;;;N;;;;;
1CE49;LARGE TYPE PIECE STEM-4;So;0;ON;;;;;N;;;;;
1CE4A;LARGE TYPE PIECE STEM-34;So;0;ON;;;;;N;;;;;
1CE4B;LARGE TYPE PIECE STEM-234;So;0;ON;;;;;N;;;;;
1CE4C;LARGE TYPE PIECE STEM-1234;So;0;ON;;;;;N;;;;;
1CE4D;LARGE TYPE PIECE STEM-3;So;0;ON;;;;;N;;;;;
1CE4E;LARGE TYPE PIECE STEM-23;So;0;ON;;;;;N;;;;;
1CE4F;LARGE TYPE PIECE STEM-2;So;0;ON;;;;;N;;;;;
1CE50;LARGE TYPE PIECE STEM-12;So;0;ON;;;;;N;;;;;
1CE51;SEPARATED BLOCK SEXTANT-1;So;0;ON;;;;;N;;;;;
1CE52;SEPARATED BLOCK SEXTANT-2;So;0;ON;;;;;N;;;;;
1CE53;SEPARATED BLOCK SEXTANT-12;So;0;ON;;;;;N;;;;;
1CE54;SEPARATED BLOCK SEXTANT-3;So;0;ON;;;;;N;;;;;
1CE55;SEPARATED BLOCK SEXTANT-13;So;0;ON;;;;;N;;;;;
1CE56;SEPARATED BLOCK SEXTANT-23;So;0;ON;;;;;N;;;;;
1CE57;SEPARATED BLOCK SEXTANT-123;So;0;ON;;;;;N;;;;;
1CE58;SEPARATED BLOCK SEXTANT-4;So;0;ON;;;;;N;;;;;
1CE59;SEPARATED BLOCK SEXTANT-14;So;0;ON;;;;;N;;;;;
1CE5A;SEPARATED BLOCK SEXTANT-24;So;0;ON;;;;;N;;;;;
1CE5B;SEPARATED BLOCK SEXTANT-124;So;0;ON;;;;;N;;;;;
1CE5C;SEPARATED BLOCK SEXTANT-34;So;0;ON;;;;;N;;;;;
1CE5D;SEPARATED BLOCK SEXTANT-134;So;0;ON;;;;;N;;;;;
1CE5E;SEPARATED BLOCK SEXTANT-234;So;0;ON;;;;;N;;;;;
1CE5F;SEPARATED BLOCK SEXTANT-1234;So;0;ON;;;;;N;;;;;
1CE60;SEPARATED BLOCK SEXTANT-5;So;0;ON;;;;;N;;;;;
1CE61;SEPARATED BLOCK SEXTANT-15;So;0;ON;;;;;N;;;;;
1CE62;SEPARATED BLOCK SEXTANT-25;So;0;ON;;;;;N;;;;;
1CE63;SEPARATED BLOCK SEXTANT-125;So;0;ON;;;;;N;;;;;
1CE64;SEPARATED BLOCK SEXTANT-35;So;0;ON;;;;;N;;;;;
1CE65;SEPARATED BLOCK SEXTANT-135;So;0;ON;;;;;N;;;;;
1CE66;SEPARATED BLOCK SEXTANT-235;So;0;ON;;;;;N;;;;;
1CE67;SEPARATED BLOCK SEXTANT-1235;So;0;ON;;;;;N;;;;;

1CE68;SEPARATED BLOCK SEXTANT-45;So;0;ON;;;;;N;;;;;
1CE69;SEPARATED BLOCK SEXTANT-145;So;0;ON;;;;;N;;;;;
1CE6A;SEPARATED BLOCK SEXTANT-245;So;0;ON;;;;;N;;;;;
1CE6B;SEPARATED BLOCK SEXTANT-1245;So;0;ON;;;;;N;;;;;
1CE6C;SEPARATED BLOCK SEXTANT-345;So;0;ON;;;;;N;;;;;
1CE6D;SEPARATED BLOCK SEXTANT-1345;So;0;ON;;;;;N;;;;;
1CE6E;SEPARATED BLOCK SEXTANT-2345;So;0;ON;;;;;N;;;;;
1CE6F;SEPARATED BLOCK SEXTANT-12345;So;0;ON;;;;;N;;;;;
1CE70;SEPARATED BLOCK SEXTANT-6;So;0;ON;;;;;N;;;;;
1CE71;SEPARATED BLOCK SEXTANT-16;So;0;ON;;;;;N;;;;;
1CE72;SEPARATED BLOCK SEXTANT-26;So;0;ON;;;;;N;;;;;
1CE73;SEPARATED BLOCK SEXTANT-126;So;0;ON;;;;;N;;;;;
1CE74;SEPARATED BLOCK SEXTANT-36;So;0;ON;;;;;N;;;;;
1CE75;SEPARATED BLOCK SEXTANT-136;So;0;ON;;;;;N;;;;;
1CE76;SEPARATED BLOCK SEXTANT-236;So;0;ON;;;;;N;;;;;
1CE77;SEPARATED BLOCK SEXTANT-1236;So;0;ON;;;;;N;;;;;
1CE78;SEPARATED BLOCK SEXTANT-46;So;0;ON;;;;;N;;;;;
1CE79;SEPARATED BLOCK SEXTANT-146;So;0;ON;;;;;N;;;;;
1CE7A;SEPARATED BLOCK SEXTANT-246;So;0;ON;;;;;N;;;;;
1CE7B;SEPARATED BLOCK SEXTANT-1246;So;0;ON;;;;;N;;;;;
1CE7C;SEPARATED BLOCK SEXTANT-346;So;0;ON;;;;;N;;;;;
1CE7D;SEPARATED BLOCK SEXTANT-1346;So;0;ON;;;;;N;;;;;
1CE7E;SEPARATED BLOCK SEXTANT-2346;So;0;ON;;;;;N;;;;;
1CE7F;SEPARATED BLOCK SEXTANT-12346;So;0;ON;;;;;N;;;;;
1CE80;SEPARATED BLOCK SEXTANT-56;So;0;ON;;;;;N;;;;;
1CE81;SEPARATED BLOCK SEXTANT-156;So;0;ON;;;;;N;;;;;
1CE82;SEPARATED BLOCK SEXTANT-256;So;0;ON;;;;;N;;;;;
1CE83;SEPARATED BLOCK SEXTANT-1256;So;0;ON;;;;;N;;;;;
1CE84;SEPARATED BLOCK SEXTANT-356;So;0;ON;;;;;N;;;;;
1CE85;SEPARATED BLOCK SEXTANT-1356;So;0;ON;;;;;N;;;;;
1CE86;SEPARATED BLOCK SEXTANT-2356;So;0;ON;;;;;N;;;;;
1CE87;SEPARATED BLOCK SEXTANT-12356;So;0;ON;;;;;N;;;;;
1CE88;SEPARATED BLOCK SEXTANT-456;So;0;ON;;;;;N;;;;;
1CE89;SEPARATED BLOCK SEXTANT-1456;So;0;ON;;;;;N;;;;;
1CE8A;SEPARATED BLOCK SEXTANT-2456;So;0;ON;;;;;N;;;;;
1CE8B;SEPARATED BLOCK SEXTANT-12456;So;0;ON;;;;;N;;;;;
1CE8C;SEPARATED BLOCK SEXTANT-3456;So;0;ON;;;;;N;;;;;
1CE8D;SEPARATED BLOCK SEXTANT-13456;So;0;ON;;;;;N;;;;;
1CE8E;SEPARATED BLOCK SEXTANT-23456;So;0;ON;;;;;N;;;;;
1CE8F;SEPARATED BLOCK SEXTANT-123456;So;0;ON;;;;;N;;;;;
1CE90;UPPER LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE91;UPPER CENTRE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE92;UPPER CENTRE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE93;UPPER RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE94;UPPER MIDDLE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE95;UPPER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE96;UPPER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE97;UPPER MIDDLE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE98;LOWER MIDDLE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE99;LOWER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9A;LOWER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9B;LOWER MIDDLE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9C;LOWER LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9D;LOWER CENTRE LEFT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9E;LOWER CENTRE RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CE9F;LOWER RIGHT ONE SIXTEENTH BLOCK;So;0;ON;;;;;N;;;;;
1CEA0;RIGHT HALF LOWER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA1;RIGHT THREE QUARTERS LOWER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA2;LEFT THREE QUARTERS LOWER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA3;LEFT HALF LOWER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA4;LOWER HALF LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA5;LOWER THREE QUARTERS LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA6;UPPER THREE QUARTERS LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA7;UPPER HALF LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA8;LEFT HALF UPPER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEA9;LEFT THREE QUARTERS UPPER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;

1CEAA;RIGHT THREE QUARTERS UPPER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAB;RIGHT HALF UPPER ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAC;UPPER HALF RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAD;UPPER THREE QUARTERS RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAE;LOWER THREE QUARTERS RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1CEAF;LOWER HALF RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1F8B3;DOWNWARDS BLACK ARROW TO BAR;So;0;ON;;;;;N;;;;;
1F8B4;NEGATIVE SQUARED LEFTWARDS ARROW;So;0;ON;;;;;N;;;;;
1F8B5;NEGATIVE SQUARED UPWARDS ARROW;So;0;ON;;;;;N;;;;;
1F8B6;NEGATIVE SQUARED RIGHTWARDS ARROW;So;0;ON;;;;;N;;;;;
1F8B7;NEGATIVE SQUARED DOWNWARDS ARROW;So;0;ON;;;;;N;;;;;
1F8B8;NORTH WEST ARROW FROM BAR;So;0;ON;;;;;N;;;;;
1F8B9;NORTH EAST ARROW FROM BAR;So;0;ON;;;;;N;;;;;
1F8BA;SOUTH EAST ARROW FROM BAR;So;0;ON;;;;;N;;;;;
1F8BB;SOUTH WEST ARROW FROM BAR;So;0;ON;;;;;N;;;;;
1F8BC;WHITE CROSS MARK;So;0;ON;;;;;N;;;;;
1FBCC;RAISED SMALL LEFT SQUARE BRACKET;So;0;ON;;;;;N;;;;;
1FBCE;BLACK SMALL UP-POINTING CHEVRON;So;0;ON;;;;;N;;;;;
1FBCE;LEFT TWO THIRDS BLOCK;So;0;ON;;;;;N;;;;;
1FBCE;LEFT ONE THIRD BLOCK;So;0;ON;;;;;N;;;;;
1FBD0;BOX DRAWINGS LIGHT DIAGONAL MIDDLE RIGHT TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1FBD1;BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE LEFT;So;0;ON;;;;;N;;;;;
1FBD2;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE RIGHT;So;0;ON;;;;;N;;;;;
1FBD3;BOX DRAWINGS LIGHT DIAGONAL MIDDLE LEFT TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1FBD4;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO LOWER CENTRE;So;0;ON;;;;;N;;;;;
1FBD5;BOX DRAWINGS LIGHT DIAGONAL UPPER CENTRE TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1FBD6;BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO LOWER CENTRE;So;0;ON;;;;;N;;;;;
1FBD7;BOX DRAWINGS LIGHT DIAGONAL UPPER CENTRE TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1FBD8;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO UPPER
RIGHT;So;0;ON;;;;;N;;;;;
1FBD9;BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE CENTRE TO LOWER
RIGHT;So;0;ON;;;;;N;;;;;
1FBDA;BOX DRAWINGS LIGHT DIAGONAL LOWER LEFT TO MIDDLE CENTRE TO LOWER
RIGHT;So;0;ON;;;;;N;;;;;
1FBDB;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1FBDC;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO LOWER CENTRE TO UPPER RIGHT;So;0;ON;;;;;N;;;;;
1FBDD;BOX DRAWINGS LIGHT DIAGONAL UPPER RIGHT TO MIDDLE LEFT TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1FBDE;BOX DRAWINGS LIGHT DIAGONAL LOWER LEFT TO UPPER CENTRE TO LOWER RIGHT;So;0;ON;;;;;N;;;;;
1FBDF;BOX DRAWINGS LIGHT DIAGONAL UPPER LEFT TO MIDDLE RIGHT TO LOWER LEFT;So;0;ON;;;;;N;;;;;
1FBE0;TOP JUSTIFIED LOWER HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1FBE1;RIGHT JUSTIFIED LEFT HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1FBE2;BOTTOM JUSTIFIED UPPER HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1FBE3;LEFT JUSTIFIED RIGHT HALF WHITE CIRCLE;So;0;ON;;;;;N;;;;;
1FBE4;UPPER CENTRE ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1FBE5;LOWER CENTRE ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1FBE6;MIDDLE LEFT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1FBE7;MIDDLE RIGHT ONE QUARTER BLOCK;So;0;ON;;;;;N;;;;;
1FBE8;TOP JUSTIFIED LOWER HALF BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBE9;RIGHT JUSTIFIED LEFT HALF BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEA;BOTTOM JUSTIFIED UPPER HALF BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEB;LEFT JUSTIFIED RIGHT HALF BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEC;TOP RIGHT JUSTIFIED LOWER LEFT QUARTER BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBED;BOTTOM LEFT JUSTIFIED UPPER RIGHT QUARTER BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEE;BOTTOM RIGHT JUSTIFIED UPPER LEFT QUARTER BLACK CIRCLE;So;0;ON;;;;;N;;;;;
1FBEF;TOP LEFT JUSTIFIED LOWER RIGHT QUARTER BLACK CIRCLE;So;0;ON;;;;;N;;;;;

14. References.



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	240	241	242	243
0	▧	▧	▧	▧
1	▧	▧	▧	▧
2	▧	▧	▧	▧
3	▧	▧	▧	▧
4	▧	▧	▧	▧
5	▧	▧	▧	▧
6	▧	▧	▧	▧
7	▧	▧	▣ 2427	▧
8	▧	▧	▣ 2428	▧
9	▧	▧	▣ 2429	▧
A	▧	▧	▧	▧
B	▧	▧	▧	▧
C	▧	▧	▧	▧
D	▧	▧	▧	▧
E	▧	▧	▧	▧
F	▧	▧	▧	▧

Specific symbols for delete

- 2427 ▣ SYMBOL FOR DELETE SQUARE CHECKER BOARD FORM
 - symbol for delete in the Apple II character set
 - fills the bounding box of 002B +
- 2428 ▣ SYMBOL FOR DELETE RECTANGULAR CHECKER BOARD FORM
 - symbol for delete in the TRS-80 character set
 - fills the bounding box of 0048 H
- 2429 ▣ SYMBOL FOR DELETE MEDIUM SHADE FORM
 - symbol for delete in the Amstrad CPC character set, which also encodes 2592  separately
 - fills the character cell
 - 2592  medium shade

	1CC0	1CC1	1CC2	1CC3	1CC4	1CC5	1CC6	1CC7	1CC8	1CC9	1CCA	1CCB	1CCC	1CCD	1CCE
0	1CC00	1CC10	1CC20	1CC30	1CC40	1CC50	1CC60	1CC70	1CC80	1CC90	1CCA0	1CCB0	1CCC0	1CCD0	1CCE0
1	1CC01	1CC11	1CC21	1CC31	1CC41	1CC51	1CC61	1CC71	1CC81	1CC91	1CCA1	1CCB1	1CCC1	1CCD1	1CCE1
2	1CC02	1CC12	1CC22	1CC32	1CC42	1CC52	1CC62	1CC72	1CC82	1CC92	1CCA2	1CCB2	1CCC2	1CCD2	1CCE2
3	1CC03	1CC13	1CC23	1CC33	1CC43	1CC53	1CC63	1CC73	1CC83	1CC93	1CCA3	1CCB3	1CCC3	1CCD3	1CCE3
4	1CC04	1CC14	1CC24	1CC34	1CC44	1CC54	1CC64	1CC74	1CC84	1CC94	1CCA4	1CCB4	1CCC4	1CCD4	1CCE4
5	1CC05	1CC15	1CC25	1CC35	1CC45	1CC55	1CC65	1CC75	1CC85	1CC95	1CCA5	1CCB5	1CCC5	1CCD5	1CCE5
6	1CC06	1CC16	1CC26	1CC36	1CC46	1CC56	1CC66	1CC76	1CC86	1CC96	1CCA6	1CCB6	1CCC6	1CCD6	1CCE6
7	1CC07	1CC17	1CC27	1CC37	1CC47	1CC57	1CC67	1CC77	1CC87	1CC97	1CCA7	1CCB7	1CCC7	1CCD7	1CCE7
8	1CC08	1CC18	1CC28	1CC38	1CC48	1CC58	1CC68	1CC78	1CC88	1CC98	1CCA8	1CCB8	1CCC8	1CCD8	1CCE8
9	1CC09	1CC19	1CC29	1CC39	1CC49	1CC59	1CC69	1CC79	1CC89	1CC99	1CCA9	1CCB9	1CCC9	1CCD9	1CCE9
A	1CC0A	1CC1A	1CC2A	1CC3A	1CC4A	1CC5A	1CC6A	1CC7A	1CC8A	1CC9A	1CCA A	1CCB A	1CCC A	1CCD A	1CCE A
B	1CC0B	1CC1B	1CC2B	1CC3B	1CC4B	1CC5B	1CC6B	1CC7B	1CC8B	1CC9B	1CCA B	1CCB B	1CCC B	1CCD B	1CCE B
C	1CC0C	1CC1C	1CC2C	1CC3C	1CC4C	1CC5C	1CC6C	1CC7C	1CC8C	1CC9C	1CCA C	1CCB C	1CCC C	1CCD C	1CCE C
D	1CC0D	1CC1D	1CC2D	1CC3D	1CC4D	1CC5D	1CC6D	1CC7D	1CC8D	1CC9D	1CCA D	1CCB D	1CCC D	1CCD D	1CCE D
E	1CC0E	1CC1E	1CC2E	1CC3E	1CC4E	1CC5E	1CC6E	1CC7E	1CC8E	1CC9E	1CCA E	1CCB E	1CCC E	1CCD E	1CCE E
F	1CC0F	1CC1F	1CC2F	1CC3F	1CC4F	1CC5F	1CC6F	1CC7F	1CC8F	1CC9F	1CCA F	1CCB F	1CCC F	1CCD F	1CCE F

	1CCF	1CD0	1CD1	1CD2	1CD3	1CD4	1CD5	1CD6	1CD7	1CD8	1CD9	1CDA	1CDB	1CDC
0	1CCF0	1CD00	1CD10	1CD20	1CD30	1CD40	1CD50	1CD60	1CD70	1CD80	1CD90	1CDA0	1CDB0	1CDC0
1	1CCF1	1CD01	1CD11	1CD21	1CD31	1CD41	1CD51	1CD61	1CD71	1CD81	1CD91	1CDA1	1CDB1	1CDC1
2	1CCF2	1CD02	1CD12	1CD22	1CD32	1CD42	1CD52	1CD62	1CD72	1CD82	1CD92	1CDA2	1CDB2	1CDC2
3	1CCF3	1CD03	1CD13	1CD23	1CD33	1CD43	1CD53	1CD63	1CD73	1CD83	1CD93	1CDA3	1CDB3	1CDC3
4	1CCF4	1CD04	1CD14	1CD24	1CD34	1CD44	1CD54	1CD64	1CD74	1CD84	1CD94	1CDA4	1CDB4	1CDC4
5	1CCF5	1CD05	1CD15	1CD25	1CD35	1CD45	1CD55	1CD65	1CD75	1CD85	1CD95	1CDA5	1CDB5	1CDC5
6	1CCF6	1CD06	1CD16	1CD26	1CD36	1CD46	1CD56	1CD66	1CD76	1CD86	1CD96	1CDA6	1CDB6	1CDC6
7	1CCF7	1CD07	1CD17	1CD27	1CD37	1CD47	1CD57	1CD67	1CD77	1CD87	1CD97	1CDA7	1CDB7	1CDC7
8	1CCF8	1CD08	1CD18	1CD28	1CD38	1CD48	1CD58	1CD68	1CD78	1CD88	1CD98	1CDA8	1CDB8	1CDC8
9	1CCF9	1CD09	1CD19	1CD29	1CD39	1CD49	1CD59	1CD69	1CD79	1CD89	1CD99	1CDA9	1CDB9	1CDC9
A	1CCFA	1CD0A	1CD1A	1CD2A	1CD3A	1CD4A	1CD5A	1CD6A	1CD7A	1CD8A	1CD9A	1CDA A	1CDB A	1CDC A
B	1CCFB	1CD0B	1CD1B	1CD2B	1CD3B	1CD4B	1CD5B	1CD6B	1CD7B	1CD8B	1CD9B	1CDA B	1CDB B	1CDC B
C	1CCFC	1CD0C	1CD1C	1CD2C	1CD3C	1CD4C	1CD5C	1CD6C	1CD7C	1CD8C	1CD9C	1CDA C	1CDB C	1CDC C
D	1CCFD	1CD0D	1CD1D	1CD2D	1CD3D	1CD4D	1CD5D	1CD6D	1CD7D	1CD8D	1CD9D	1CDA D	1CDB D	1CDC D
E	1CCFE	1CD0E	1CD1E	1CD2E	1CD3E	1CD4E	1CD5E	1CD6E	1CD7E	1CD8E	1CD9E	1CDA E	1CDB E	1CDC E
F	1CCFF	1CD0F	1CD1F	1CD2F	1CD3F	1CD4F	1CD5F	1CD6F	1CD7F	1CD8F	1CD9F	1CDA F	1CDB F	1CDC F

	1CDD	1CDE	1CDF	1CE0	1CE1	1CE2	1CE3	1CE4	1CE5	1CE6	1CE7	1CE8	1CE9	1CEA
0	1CDD0	1CDE0	1CDF0	1CE00	1CE10	1CE20	1CE30	1CE40	1CE50	1CE60	1CE70	1CE80	1CE90	1CEA0
1	1CDD1	1CDE1	1CDF1	1CE01	1CE11	1CE21	1CE31	1CE41	1CE51	1CE61	1CE71	1CE81	1CE91	1CEA1
2	1CDD2	1CDE2	1CDF2	1CE02	1CE12	1CE22	1CE32	1CE42	1CE52	1CE62	1CE72	1CE82	1CE92	1CEA2
3	1CDD3	1CDE3	1CDF3	1CE03	1CE13	1CE23	1CE33	1CE43	1CE53	1CE63	1CE73	1CE83	1CE93	1CEA3
4	1CDD4	1CDE4	1CDF4	1CE04	1CE14	1CE24	1CE34	1CE44	1CE54	1CE64	1CE74	1CE84	1CE94	1CEA4
5	1CDD5	1CDE5	1CDF5	1CE05	1CE15	1CE25	1CE35	1CE45	1CE55	1CE65	1CE75	1CE85	1CE95	1CEA5
6	1CDD6	1CDE6	1CDF6	1CE06	1CE16	1CE26	1CE36	1CE46	1CE56	1CE66	1CE76	1CE86	1CE96	1CEA6
7	1CDD7	1CDE7	1CDF7	1CE07	1CE17	1CE27	1CE37	1CE47	1CE57	1CE67	1CE77	1CE87	1CE97	1CEA7
8	1CDD8	1CDE8	1CDF8	1CE08	1CE18	1CE28	1CE38	1CE48	1CE58	1CE68	1CE78	1CE88	1CE98	1CEA8
9	1CDD9	1CDE9	1CDF9	1CE09	1CE19	1CE29	1CE39	1CE49	1CE59	1CE69	1CE79	1CE89	1CE99	1CEA9
A	1CDDA	1CDEA	1CDFA	1CE0A	1CE1A	1CE2A	1CE3A	1CE4A	1CE5A	1CE6A	1CE7A	1CE8A	1CE9A	1CEAA
B	1CDDB	1CDEB	1CDFB	1CE0B	1CE1B	1CE2B	1CE3B	1CE4B	1CE5B	1CE6B	1CE7B	1CE8B	1CE9B	1CEAB
C	1CDDC	1CDEC	1CDFC	1CE0C	1CE1C	1CE2C	1CE3C	1CE4C	1CE5C	1CE6C	1CE7C	1CE8C	1CE9C	1CEAC
D	1CDDD	1CDED	1CDFD	1CE0D	1CE1D	1CE2D	1CE3D	1CE4D	1CE5D	1CE6D	1CE7D	1CE8D	1CE9D	1CEAD
E	1CDDE	1CDEE	1CDFE	1CE0E	1CE1E	1CE2E	1CE3E	1CE4E	1CE5E	1CE6E	1CE7E	1CE8E	1CE9E	1CEAE
F	1CDDF	1CDEF	1CDFF	1CE0F	1CE1F	1CE2F	1CE3F	1CE4F	1CE5F	1CE6F	1CE7F	1CE8F	1CE9F	1CEAF

Game sprites

1CC00		UP-POINTING GO-KART
1CC01		RIGHT-POINTING GO-KART
1CC02		LEFT-POINTING STICK FIGURE → 1FBC5 stick figure
1CC03		RIGHT-POINTING STICK FIGURE
1CC04		DOWN-POINTING STICK FIGURE

Ruler segments

1CC05		LOWER HORIZONTAL RULER SEGMENT
1CC06		RIGHT VERTICAL RULER SEGMENT
1CC07		LOWER RIGHT RULER SEGMENT

Schematic symbols

Designed to be used with light box drawing characters.

1CC08		ANTENNA
1CC09		HORIZONTAL RESISTOR SEGMENT
1CC0A		VERTICAL RESISTOR SEGMENT
1CC0B		LEFT THIRD INDUCTOR
1CC0C		MIDDLE THIRD INDUCTOR
1CC0D		RIGHT THIRD INDUCTOR
1CC0E		LEFT-POINTING DIODE
1CC0F		RIGHT-POINTING DIODE
1CC10		NPN TRANSISTOR
1CC11		PNP TRANSISTOR
1CC12		RECEPTACLE
1CC13		HORIZONTAL CAPACITOR
1CC14		VERTICAL CAPACITOR
1CC15		LOGIC GATE OR
1CC16		LOGIC GATE AND
1CC17		LOGIC GATE INVERTED INPUTS
1CC18		LOGIC GATE INVERTED OUTPUT
1CC19		LOGIC GATE BUFFER
1CC1A		LOGIC GATE BUFFER WITH INVERTED INPUT

Box drawing characters

1CC1B		BOX DRAWINGS LIGHT HORIZONTAL AND UPPER RIGHT
1CC1C		BOX DRAWINGS LIGHT HORIZONTAL AND LOWER RIGHT
1CC1D		BOX DRAWINGS LIGHT TOP AND UPPER LEFT
1CC1E		BOX DRAWINGS LIGHT BOTTOM AND LOWER LEFT
1CC1F		BOX DRAWINGS DOUBLE DIAGONAL UPPER RIGHT TO LOWER LEFT
1CC20		BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO LOWER RIGHT

Separated mosaic terminal graphic characters

The term "quadrant" refers to block mosaics divided into four parts.

1CC21		SEPARATED BLOCK QUADRANT-1 → 2598 quadrant upper left
1CC22		SEPARATED BLOCK QUADRANT-2 → 259D quadrant upper right
1CC23		SEPARATED BLOCK QUADRANT-12 → 2580 upper half block
1CC24		SEPARATED BLOCK QUADRANT-3 → 2596 quadrant lower left
1CC25		SEPARATED BLOCK QUADRANT-13 → 258C left half block
1CC26		SEPARATED BLOCK QUADRANT-23 → 259E quadrant upper right and lower left

1CC27 SEPARATED BLOCK QUADRANT-123
→ 259B quadrant upper left and upper right and lower left

1CC28 SEPARATED BLOCK QUADRANT-4
→ 2597 quadrant lower right

1CC29 SEPARATED BLOCK QUADRANT-14
→ 259A quadrant upper left and lower right

1CC2A SEPARATED BLOCK QUADRANT-24
→ 2590 right half block

1CC2B SEPARATED BLOCK QUADRANT-124
→ 259C quadrant upper left and upper right and lower right

1CC2C SEPARATED BLOCK QUADRANT-34
→ 2584 lower half block

1CC2D SEPARATED BLOCK QUADRANT-134
→ 2599 quadrant upper left and lower left and lower right

1CC2E SEPARATED BLOCK QUADRANT-234
→ 259F quadrant upper right and lower left and lower right

1CC2F SEPARATED BLOCK QUADRANT-1234
→ 2588 full block

Circle segments

1CC30		UPPER LEFT TWELFTH CIRCLE
1CC31		UPPER CENTRE LEFT TWELFTH CIRCLE
1CC32		UPPER CENTRE RIGHT TWELFTH CIRCLE
1CC33		UPPER RIGHT TWELFTH CIRCLE
1CC34		UPPER MIDDLE LEFT TWELFTH CIRCLE
1CC35		UPPER LEFT QUARTER CIRCLE
1CC36		UPPER RIGHT QUARTER CIRCLE
1CC37		UPPER MIDDLE RIGHT TWELFTH CIRCLE
1CC38		LOWER MIDDLE LEFT TWELFTH CIRCLE
1CC39		LOWER LEFT QUARTER CIRCLE
1CC3A		LOWER RIGHT QUARTER CIRCLE
1CC3B		LOWER MIDDLE RIGHT TWELFTH CIRCLE
1CC3C		LOWER LEFT TWELFTH CIRCLE
1CC3D		LOWER CENTRE LEFT TWELFTH CIRCLE
1CC3E		LOWER CENTRE RIGHT TWELFTH CIRCLE
1CC3F		LOWER RIGHT TWELFTH CIRCLE















































Fill characters

1CC40		SPARSE HORIZONTAL FILL → 25A4 square with horizontal fill
1CC41		SPARSE VERTICAL FILL → 25A5 square with vertical fill
1CC42		ORTHOGONAL CROSSHATCH FILL → 25A6 square with orthogonal crosshatch fill
1CC43		DIAGONAL CROSSHATCH FILL → 25A9 square with diagonal crosshatch fill
1CC44		DENSE VERTICAL FILL
1CC45		DENSE HORIZONTAL FILL
1CC46		SPECKLE FILL FRAME-1
1CC47		SPECKLE FILL FRAME-2

• The term "frame" used here refers to frames of an animation.

Game sprites








1CC48		LEFT-FACING BASSINET
1CC49		RIGHT-FACING BASSINET
1CC4A		FLYING SAUCER WITH BEAMS





















1CC4B		FLYING SAUCER WITHOUT BEAMS • The Sharp MZ-700 character set includes three flying saucer symbols, mapped to 1CC4A  , 1CC4B  , and 1F6F8  . → 1F6F8  flying saucer
1CC4C		ALIEN MONSTER OPEN JAWS
1CC4D		ALIEN MONSTER CLOSED JAWS
1CC4E		ALIEN SQUID OPEN TENTACLES
1CC4F		ALIEN SQUID CLOSED TENTACLES
1CC50		ALIEN CRAB STEPPING RIGHT
1CC51		ALIEN CRAB STEPPING LEFT
1CC52		ALIEN SPIDER CROUCHING
1CC53		ALIEN SPIDER SPREAD
1CC54		ALIEN MONSTER STEP-1
1CC55		ALIEN MONSTER STEP-2
1CC56		LEFT-POINTING ROCKET SHIP → 1F66C  leftwards rocket
1CC57		UP-POINTING ROCKET SHIP → 1F66D  upwards rocket
1CC58		RIGHT-POINTING ROCKET SHIP → 1F66E  rightwards rocket
1CC59		DOWN-POINTING ROCKET SHIP → 1F66F  downwards rocket → 1F680  rocket
1CC5A		TOP HALF LEFT-FACING ROBOT
1CC5B		TOP HALF FORWARD-FACING ROBOT
1CC5C		TOP HALF RIGHT-FACING ROBOT
1CC5D		BOTTOM HALF LEFT-FACING ROBOT
1CC5E		BOTTOM HALF FORWARD-FACING ROBOT
1CC5F		BOTTOM HALF RIGHT-FACING ROBOT
1CC60		LEFT-POINTING ATOMIC BOMB
1CC61		UP-POINTING ATOMIC BOMB
1CC62		RIGHT-POINTING ATOMIC BOMB
1CC63		DOWN-POINTING ATOMIC BOMB
1CC64		MUSHROOM CLOUD
1CC65		LEFT-POINTING RIFLE → 1F946  rifle
1CC66		UP-POINTING RIFLE
1CC67		RIGHT-POINTING RIFLE
1CC68		DOWN-POINTING RIFLE
1CC69		EIGHT RAYS INWARD
1CC6A		EIGHT RAYS OUTWARD
1CC6B		BLACK LARGE CIRCLE MINUS LEFT QUARTER SECTION
1CC6C		BLACK LARGE CIRCLE MINUS UPPER QUARTER SECTION
1CC6D		BLACK LARGE CIRCLE MINUS RIGHT QUARTER SECTION
1CC6E		BLACK LARGE CIRCLE MINUS LOWER QUARTER SECTION

Emoticon



















1CC6F		BLACK NEUTRAL FACE → 1F610  neutral face
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Game sprites



1CC70		LEFT-FACING SNAKE HEAD WITH OPEN MOUTH
1CC71		UP-FACING SNAKE HEAD WITH OPEN MOUTH
1CC72		RIGHT-FACING SNAKE HEAD WITH OPEN MOUTH
1CC73		DOWN-FACING SNAKE HEAD WITH OPEN MOUTH
1CC74		LEFT-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC75		UP-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC76		RIGHT-FACING SNAKE HEAD WITH CLOSED MOUTH

1CC77		DOWN-FACING SNAKE HEAD WITH CLOSED MOUTH
1CC78		LEFT-POINTING ENERGY WAVE
1CC79		UP-POINTING ENERGY WAVE
1CC7A		RIGHT-POINTING ENERGY WAVE
1CC7B		DOWN-POINTING ENERGY WAVE
1CC7C		SQUARE SPIRAL FROM TOP LEFT
1CC7D		SQUARE SPIRAL FROM TOP RIGHT
1CC7E		SQUARE SPIRAL FROM BOTTOM RIGHT
1CC7F		SQUARE SPIRAL FROM BOTTOM LEFT
1CC80		STRIPED LEFT-POINTING TRIANGLE → 25C0  black left-pointing triangle
1CC81		STRIPED UP-POINTING TRIANGLE → 25B2  black up-pointing triangle
1CC82		STRIPED RIGHT-POINTING TRIANGLE → 25B6  black right-pointing triangle
1CC83		STRIPED DOWN-POINTING TRIANGLE → 25BC  black down-pointing triangle
1CC84		VERTICAL LADDER → 1FA9C  ladder
1CC85		HORIZONTAL LADDER

















Terminal graphic characters

1CC86		WHITE LOWER LEFT POINTER → 25BB  white right-pointing pointer → 25FA  lower left triangle
1CC87		WHITE LOWER RIGHT POINTER → 25C5  white left-pointing pointer → 25FF  lower right triangle
1CC88		TWO RINGS ALIGNED HORIZONTALLY
1CC89		SQUARE FOUR CORNER SALTIRES
1CC8A		SQUARE FOUR CORNER DIAGONALS
1CC8B		SQUARE FOUR CORNER BLACK TRIANGLES
1CC8C		SQUARE APERTURE
1CC8D		INVERSE BLACK DIAMOND → 25C6  black diamond → 1FBBF  negative diagonal diamond
1CC8E		LEFT AND UPPER ONE EIGHTH BLOCK CONTAINING BLACK SMALL SQUARE → 1FB7D  left and upper one eighth block
1CC8F		INVERSE BLACK SMALL SQUARE → 25AA  black small square

Lines with tick marks

1CC90		VERTICAL LINE WITH FOUR TICK MARKS
1CC91		HORIZONTAL LINE WITH FOUR TICK MARKS

Game sprites

1CC92		LEFT-FACING FISH → 1F41F  fish
1CC93		RIGHT-FACING FISH
1CC94		LEFT-FACING FISH WITH OPEN MOUTH
1CC95		RIGHT-FACING FISH WITH OPEN MOUTH
1CC96		FLAPPING BIRD → 1F426  bird
1CC97		LEFT-POINTING RACING CAR
1CC98		UP-POINTING RACING CAR
1CC99		RIGHT-POINTING RACING CAR
1CC9A		DOWN-POINTING RACING CAR
1CC9B		HORIZONTAL RACING CAR
1CC9C		VERTICAL RACING CAR
1CC9D		VERTICAL GO-KART
1CC9E		LEFT-POINTING TANK
1CC9F		RIGHT-POINTING TANK

1CCA0		LEFT-POINTING ROCKET BOOSTER
1CCA1		RIGHT-POINTING ROCKET BOOSTER
1CCA2		LEFT-POINTING ROLLER COASTER CAR → 1F3A2
1CCA3		RIGHT-POINTING ROLLER COASTER CAR
1CCA4		LEFT HALF FLYING SAUCER → 1F6F8
1CCA5		RIGHT HALF FLYING SAUCER

Faces

1CCA6		UPPER LEFT QUADRANT FACE WITH OPEN EYES
1CCA7		UPPER RIGHT QUADRANT FACE WITH OPEN EYES
1CCA8		UPPER LEFT QUADRANT FACE WITH CLOSED EYES
1CCA9		UPPER RIGHT QUADRANT FACE WITH CLOSED EYES
1CCAA		LOWER LEFT QUADRANT SMILING FACE
1CCAB		LOWER RIGHT QUADRANT SMILING FACE
1CCAC		LOWER LEFT QUADRANT NEUTRAL FACE
1CCAD		LOWER RIGHT QUADRANT NEUTRAL FACE
1CCAE		LOWER LEFT QUADRANT FACE WITH OPEN MOUTH
1CCAF		LOWER RIGHT QUADRANT FACE WITH OPEN MOUTH
1CCB0		LOWER LEFT QUADRANT FROWNING FACE
1CCB1		LOWER RIGHT QUADRANT FROWNING FACE

Icons

1CCB2		UPPER LEFT QUADRANT TELEVISION → 1F4FA
1CCB3		UPPER RIGHT QUADRANT TELEVISION
1CCB4		LOWER LEFT QUADRANT TELEVISION
1CCB5		LOWER RIGHT QUADRANT TELEVISION
1CCB6		UPPER LEFT QUADRANT MICROCOMPUTER
1CCB7		UPPER RIGHT QUADRANT MICROCOMPUTER
1CCB8		LOWER LEFT QUADRANT MICROCOMPUTER
1CCB9		LOWER RIGHT QUADRANT MICROCOMPUTER

Chess symbols

May appear as white or black chess pieces.

1CCBA		UPPER LEFT QUADRANT CHESS KING → 2654 → 265A
1CCBB		UPPER RIGHT QUADRANT CHESS KING
1CCBC		LOWER LEFT QUADRANT CHESS KING
1CCBD		LOWER RIGHT QUADRANT CHESS KING
1CCBE		UPPER LEFT QUADRANT CHESS QUEEN → 2655 → 265B
1CCBF		UPPER RIGHT QUADRANT CHESS QUEEN
1CCC0		LOWER LEFT QUADRANT CHESS QUEEN
1CCC1		LOWER RIGHT QUADRANT CHESS QUEEN
1CCC2		UPPER LEFT QUADRANT CHESS ROOK → 2656 → 265C
1CCC3		UPPER RIGHT QUADRANT CHESS ROOK
1CCC4		LOWER LEFT QUADRANT CHESS ROOK
1CCC5		LOWER RIGHT QUADRANT CHESS ROOK
1CCC6		UPPER LEFT QUADRANT CHESS BISHOP → 2657 → 265D
1CCC7		UPPER RIGHT QUADRANT CHESS BISHOP
1CCC8		LOWER LEFT QUADRANT CHESS BISHOP
1CCC9		LOWER RIGHT QUADRANT CHESS BISHOP

1CCCA		UPPER LEFT QUADRANT CHESS KNIGHT → 2658 → 265E
1CCCB		UPPER RIGHT QUADRANT CHESS KNIGHT
1CCCC		LOWER LEFT QUADRANT CHESS KNIGHT
1CCCD		LOWER RIGHT QUADRANT CHESS KNIGHT
1CCCE		UPPER LEFT QUADRANT CHESS PAWN → 2659 → 265F
1CCCF		UPPER RIGHT QUADRANT CHESS PAWN
1CCD0		LOWER LEFT QUADRANT CHESS PAWN
1CCD1		LOWER RIGHT QUADRANT CHESS PAWN

Icons

1CCD2		UPPER LEFT QUADRANT STANDING KNIGHT
1CCD3		UPPER RIGHT QUADRANT STANDING KNIGHT
1CCD4		LOWER LEFT QUADRANT STANDING KNIGHT
1CCD5		LOWER RIGHT QUADRANT STANDING KNIGHT

Outlined uppercase Latin alphabet

1CCD6		OUTLINED LATIN CAPITAL LETTER A
1CCD7		OUTLINED LATIN CAPITAL LETTER B
1CCD8		OUTLINED LATIN CAPITAL LETTER C
1CCD9		OUTLINED LATIN CAPITAL LETTER D
1CCDA		OUTLINED LATIN CAPITAL LETTER E
1CCDB		OUTLINED LATIN CAPITAL LETTER F
1CCDC		OUTLINED LATIN CAPITAL LETTER G
1CCDD		OUTLINED LATIN CAPITAL LETTER H
1CCDE		OUTLINED LATIN CAPITAL LETTER I
1CCDF		OUTLINED LATIN CAPITAL LETTER J
1CCE0		OUTLINED LATIN CAPITAL LETTER K
1CCE1		OUTLINED LATIN CAPITAL LETTER L
1CCE2		OUTLINED LATIN CAPITAL LETTER M
1CCE3		OUTLINED LATIN CAPITAL LETTER N
1CCE4		OUTLINED LATIN CAPITAL LETTER O
1CCE5		OUTLINED LATIN CAPITAL LETTER P
1CCE6		OUTLINED LATIN CAPITAL LETTER Q
1CCE7		OUTLINED LATIN CAPITAL LETTER R
1CCE8		OUTLINED LATIN CAPITAL LETTER S
1CCE9		OUTLINED LATIN CAPITAL LETTER T
1CCEA		OUTLINED LATIN CAPITAL LETTER U
1CCEB		OUTLINED LATIN CAPITAL LETTER V
1CCEC		OUTLINED LATIN CAPITAL LETTER W
1CCED		OUTLINED LATIN CAPITAL LETTER X
1CCEE		OUTLINED LATIN CAPITAL LETTER Y
1CCF0		OUTLINED LATIN CAPITAL LETTER Z

Outlined ASCII digits

1CCF0		OUTLINED DIGIT ZERO
1CCF1		OUTLINED DIGIT ONE
1CCF2		OUTLINED DIGIT TWO
1CCF3		OUTLINED DIGIT THREE
1CCF4		OUTLINED DIGIT FOUR
1CCF5		OUTLINED DIGIT FIVE
1CCF6		OUTLINED DIGIT SIX
1CCF7		OUTLINED DIGIT SEVEN
1CCF8		OUTLINED DIGIT EIGHT
1CCF9		OUTLINED DIGIT NINE

Block mosaic terminal graphic characters

The term "octant" refers to block mosaics divided into eight parts.

1CD00		BLOCK OCTANT-3
1CD01		BLOCK OCTANT-23
1CD02		BLOCK OCTANT-123

1CD03	█	BLOCK OCTANT-4	1CD48	█	BLOCK OCTANT-357
1CD04	█	BLOCK OCTANT-14	1CD49	█	BLOCK OCTANT-2357
1CD05	█	BLOCK OCTANT-124	1CD4A	█	BLOCK OCTANT-12357
1CD06	█	BLOCK OCTANT-34	1CD4B	█	BLOCK OCTANT-457
1CD07	█	BLOCK OCTANT-134	1CD4C	█	BLOCK OCTANT-1457
1CD08	█	BLOCK OCTANT-234	1CD4D	█	BLOCK OCTANT-12457
1CD09	█	BLOCK OCTANT-5	1CD4E	█	BLOCK OCTANT-3457
1CD0A	█	BLOCK OCTANT-15	1CD4F	█	BLOCK OCTANT-13457
1CD0B	█	BLOCK OCTANT-25	1CD50	█	BLOCK OCTANT-23457
1CD0C	█	BLOCK OCTANT-125	1CD51	█	BLOCK OCTANT-67
1CD0D	█	BLOCK OCTANT-135	1CD52	█	BLOCK OCTANT-167
1CD0E	█	BLOCK OCTANT-235	1CD53	█	BLOCK OCTANT-267
1CD0F	█	BLOCK OCTANT-1235	1CD54	█	BLOCK OCTANT-1267
1CD10	█	BLOCK OCTANT-45	1CD55	█	BLOCK OCTANT-367
1CD11	█	BLOCK OCTANT-145	1CD56	█	BLOCK OCTANT-1367
1CD12	█	BLOCK OCTANT-245	1CD57	█	BLOCK OCTANT-2367
1CD13	█	BLOCK OCTANT-1245	1CD58	█	BLOCK OCTANT-12367
1CD14	█	BLOCK OCTANT-345	1CD59	█	BLOCK OCTANT-467
1CD15	█	BLOCK OCTANT-1345	1CD5A	█	BLOCK OCTANT-1467
1CD16	█	BLOCK OCTANT-2345	1CD5B	█	BLOCK OCTANT-2467
1CD17	█	BLOCK OCTANT-12345	1CD5C	█	BLOCK OCTANT-12467
1CD18	█	BLOCK OCTANT-6	1CD5D	█	BLOCK OCTANT-3467
1CD19	█	BLOCK OCTANT-16	1CD5E	█	BLOCK OCTANT-13467
1CD1A	█	BLOCK OCTANT-26	1CD5F	█	BLOCK OCTANT-23467
1CD1B	█	BLOCK OCTANT-126	1CD60	█	BLOCK OCTANT-123467
1CD1C	█	BLOCK OCTANT-36	1CD61	█	BLOCK OCTANT-567
1CD1D	█	BLOCK OCTANT-136	1CD62	█	BLOCK OCTANT-1567
1CD1E	█	BLOCK OCTANT-236	1CD63	█	BLOCK OCTANT-2567
1CD1F	█	BLOCK OCTANT-1236	1CD64	█	BLOCK OCTANT-12567
1CD20	█	BLOCK OCTANT-146	1CD65	█	BLOCK OCTANT-3567
1CD21	█	BLOCK OCTANT-246	1CD66	█	BLOCK OCTANT-13567
1CD22	█	BLOCK OCTANT-1246	1CD67	█	BLOCK OCTANT-23567
1CD23	█	BLOCK OCTANT-346	1CD68	█	BLOCK OCTANT-123567
1CD24	█	BLOCK OCTANT-1346	1CD69	█	BLOCK OCTANT-4567
1CD25	█	BLOCK OCTANT-2346	1CD6A	█	BLOCK OCTANT-14567
1CD26	█	BLOCK OCTANT-12346	1CD6B	█	BLOCK OCTANT-24567
1CD27	█	BLOCK OCTANT-56	1CD6C	█	BLOCK OCTANT-124567
1CD28	█	BLOCK OCTANT-156	1CD6D	█	BLOCK OCTANT-34567
1CD29	█	BLOCK OCTANT-256	1CD6E	█	BLOCK OCTANT-134567
1CD2A	█	BLOCK OCTANT-1256	1CD6F	█	BLOCK OCTANT-234567
1CD2B	█	BLOCK OCTANT-356	1CD70	█	BLOCK OCTANT-1234567
1CD2C	█	BLOCK OCTANT-1356	1CD71	█	BLOCK OCTANT-18
1CD2D	█	BLOCK OCTANT-2356	1CD72	█	BLOCK OCTANT-28
1CD2E	█	BLOCK OCTANT-12356	1CD73	█	BLOCK OCTANT-128
1CD2F	█	BLOCK OCTANT-456	1CD74	█	BLOCK OCTANT-38
1CD30	█	BLOCK OCTANT-1456	1CD75	█	BLOCK OCTANT-138
1CD31	█	BLOCK OCTANT-2456	1CD76	█	BLOCK OCTANT-238
1CD32	█	BLOCK OCTANT-12456	1CD77	█	BLOCK OCTANT-1238
1CD33	█	BLOCK OCTANT-3456	1CD78	█	BLOCK OCTANT-48
1CD34	█	BLOCK OCTANT-13456	1CD79	█	BLOCK OCTANT-148
1CD35	█	BLOCK OCTANT-23456	1CD7A	█	BLOCK OCTANT-248
1CD36	█	BLOCK OCTANT-17	1CD7B	█	BLOCK OCTANT-1248
1CD37	█	BLOCK OCTANT-27	1CD7C	█	BLOCK OCTANT-348
1CD38	█	BLOCK OCTANT-127	1CD7D	█	BLOCK OCTANT-1348
1CD39	█	BLOCK OCTANT-37	1CD7E	█	BLOCK OCTANT-2348
1CD3A	█	BLOCK OCTANT-137	1CD7F	█	BLOCK OCTANT-12348
1CD3B	█	BLOCK OCTANT-237	1CD80	█	BLOCK OCTANT-58
1CD3C	█	BLOCK OCTANT-1237	1CD81	█	BLOCK OCTANT-158
1CD3D	█	BLOCK OCTANT-47	1CD82	█	BLOCK OCTANT-258
1CD3E	█	BLOCK OCTANT-147	1CD83	█	BLOCK OCTANT-1258
1CD3F	█	BLOCK OCTANT-247	1CD84	█	BLOCK OCTANT-358
1CD40	█	BLOCK OCTANT-1247	1CD85	█	BLOCK OCTANT-1358
1CD41	█	BLOCK OCTANT-347	1CD86	█	BLOCK OCTANT-2358
1CD42	█	BLOCK OCTANT-1347	1CD87	█	BLOCK OCTANT-12358
1CD43	█	BLOCK OCTANT-2347	1CD88	█	BLOCK OCTANT-458
1CD44	█	BLOCK OCTANT-12347	1CD89	█	BLOCK OCTANT-1458
1CD45	█	BLOCK OCTANT-157	1CD8A	█	BLOCK OCTANT-2458
1CD46	█	BLOCK OCTANT-257	1CD8B	█	BLOCK OCTANT-12458
1CD47	█	BLOCK OCTANT-1257	1CD8C	█	BLOCK OCTANT-3458

1CD8D		BLOCK OCTANT-13458
1CD8E		BLOCK OCTANT-23458
1CD8F		BLOCK OCTANT-123458
1CD90		BLOCK OCTANT-168
1CD91		BLOCK OCTANT-268
1CD92		BLOCK OCTANT-1268
1CD93		BLOCK OCTANT-368
1CD94		BLOCK OCTANT-2368
1CD95		BLOCK OCTANT-12368
1CD96		BLOCK OCTANT-468
1CD97		BLOCK OCTANT-1468
1CD98		BLOCK OCTANT-12468
1CD99		BLOCK OCTANT-3468
1CD9A		BLOCK OCTANT-13468
1CD9B		BLOCK OCTANT-23468
1CD9C		BLOCK OCTANT-568
1CD9D		BLOCK OCTANT-1568
1CD9E		BLOCK OCTANT-2568
1CD9F		BLOCK OCTANT-12568
1CDA0		BLOCK OCTANT-3568
1CDA1		BLOCK OCTANT-13568
1CDA2		BLOCK OCTANT-23568
1CDA3		BLOCK OCTANT-123568
1CDA4		BLOCK OCTANT-4568
1CDA5		BLOCK OCTANT-14568
1CDA6		BLOCK OCTANT-24568
1CDA7		BLOCK OCTANT-124568
1CDA8		BLOCK OCTANT-34568
1CDA9		BLOCK OCTANT-134568
1CDA A		BLOCK OCTANT-234568
1CDAB		BLOCK OCTANT-1234568
1CDAC		BLOCK OCTANT-178
1CDAD		BLOCK OCTANT-278
1CDAE		BLOCK OCTANT-1278
1CDAF		BLOCK OCTANT-378
1CDB0		BLOCK OCTANT-1378
1CDB1		BLOCK OCTANT-2378
1CDB2		BLOCK OCTANT-12378
1CDB3		BLOCK OCTANT-478
1CDB4		BLOCK OCTANT-1478
1CDB5		BLOCK OCTANT-2478
1CDB6		BLOCK OCTANT-12478
1CDB7		BLOCK OCTANT-3478
1CDB8		BLOCK OCTANT-13478
1CDB9		BLOCK OCTANT-23478
1CDBA		BLOCK OCTANT-123478
1CDBB		BLOCK OCTANT-578
1CDBC		BLOCK OCTANT-1578
1CDBD		BLOCK OCTANT-2578
1CDBE		BLOCK OCTANT-12578
1CDBF		BLOCK OCTANT-3578
1CDC0		BLOCK OCTANT-13578
1CDC1		BLOCK OCTANT-23578
1CDC2		BLOCK OCTANT-123578
1CDC3		BLOCK OCTANT-4578
1CDC4		BLOCK OCTANT-14578
1CDC5		BLOCK OCTANT-24578
1CDC6		BLOCK OCTANT-124578
1CDC7		BLOCK OCTANT-34578
1CDC8		BLOCK OCTANT-134578
1CDC9		BLOCK OCTANT-234578
1CDCA		BLOCK OCTANT-1234578
1CDCB		BLOCK OCTANT-678
1CDCC		BLOCK OCTANT-1678
1CDCD		BLOCK OCTANT-2678
1CDCE		BLOCK OCTANT-12678
1CDCF		BLOCK OCTANT-3678
1CDD0		BLOCK OCTANT-13678
1CDD1		BLOCK OCTANT-23678

1CDD2		BLOCK OCTANT-123678
1CDD3		BLOCK OCTANT-4678
1CDD4		BLOCK OCTANT-14678
1CDD5		BLOCK OCTANT-24678
1CDD6		BLOCK OCTANT-124678
1CDD7		BLOCK OCTANT-34678
1CDD8		BLOCK OCTANT-134678
1CDD9		BLOCK OCTANT-234678
1CDDA		BLOCK OCTANT-1234678
1CDDB		BLOCK OCTANT-15678
1CDDC		BLOCK OCTANT-25678
1CDDD		BLOCK OCTANT-125678
1CDDE		BLOCK OCTANT-35678
1CDDF		BLOCK OCTANT-235678
1CDE0		BLOCK OCTANT-1235678
1CDE1		BLOCK OCTANT-45678
1CDE2		BLOCK OCTANT-145678
1CDE3		BLOCK OCTANT-1245678
1CDE4		BLOCK OCTANT-1345678
1CDE5		BLOCK OCTANT-2345678

Game sprites

The term "frame" used here refers to frames of an animation.

1CDE6		TOP HALF STANDING PERSON
1CDE7		BOTTOM HALF STANDING PERSON
1CDE8		TOP HALF RIGHT-FACING RUNNER FRAME-1
1CDE9		BOTTOM HALF RIGHT-FACING RUNNER FRAME-1
1CDEA		TOP HALF RIGHT-FACING RUNNER FRAME-2
1CDEB		BOTTOM HALF RIGHT-FACING RUNNER FRAME-2
1CDEC		TOP HALF LEFT-FACING RUNNER FRAME-1
1CDED		BOTTOM HALF LEFT-FACING RUNNER FRAME-1
1CDEE		TOP HALF LEFT-FACING RUNNER FRAME-2
1CDEF		BOTTOM HALF LEFT-FACING RUNNER FRAME-2
1CDF0		TOP HALF FORWARD-FACING RUNNER
1CDF1		BOTTOM HALF FORWARD-FACING RUNNER FRAME-1
1CDF2		BOTTOM HALF FORWARD-FACING RUNNER FRAME-2
1CDF3		BOTTOM HALF FORWARD-FACING RUNNER FRAME-3
1CDF4		BOTTOM HALF FORWARD-FACING RUNNER FRAME-4
1CDF5		MOON LANDER
1CDF6		TOP HALF FLAILING ROBOT FRAME-1 • bottom half is 1CDF4
1CDF7		TOP HALF FLAILING ROBOT FRAME-2
1CDF8		DOWN-POINTING AIRPLANE → 1F6E7 up-pointing airplane
1CDF9		LEFT-POINTING AIRPLANE → 2708 airplane
1CDFA		SMALL UP-POINTING AIRPLANE
1CDFB		UP-POINTING FROG • represents the frog in the Mattel Aquarius port of Frogger → 1F438 frog face
1CDFC		DOWN-POINTING FROG
1CDFD		EXPLOSION FRAME-1
1CDFE		EXPLOSION FRAME-2
1CDFE		EXPLOSION FRAME-3
1CE00		RIGHT HALF AND LEFT HALF WHITE CIRCLE
1CE01		LOWER HALF AND UPPER HALF WHITE CIRCLE
1CE02		EXPLOSION AT HORIZON

Terminal graphic characters

1CE03	◻	UPPER HALF HEAVY WHITE SQUARE → 23B4 ◻ top square bracket
1CE04	◻	LOWER HALF HEAVY WHITE SQUARE → 23B5 ◻ bottom square bracket
1CE05	◻	HEAVY WHITE SQUARE CONTAINING BLACK VERY SMALL SQUARE → 2B1D ◻ black very small square → 1F791 ◻ heavy white square → 1F794 ◻ white square containing black very small square
1CE06	▬	WHITE VERTICAL RECTANGLE WITH HORIZONTAL BAR → 25AF ◻ white vertical rectangle
1CE07	◀	TOP RIGHT BLACK LEFT-POINTING SMALL TRIANGLE → 25C2 ◀ black left-pointing small triangle
1CE08	∇	FUNNEL = filter
1CE09	↘	BOX DRAWINGS DOUBLE DIAGONAL LOWER LEFT TO MIDDLE CENTRE TO LOWER RIGHT
1CE0A	↙	BOX DRAWINGS DOUBLE DIAGONAL UPPER LEFT TO MIDDLE CENTRE TO UPPER RIGHT
1CE0B	◐	LEFT HALF WHITE ELLIPSE → 2B2D ◐ white horizontal ellipse
1CE0C	◑	RIGHT HALF WHITE ELLIPSE

Dashed lines

1CE0D	--	LEFT HALF TRIPLE DASH HORIZONTAL → 2504 --- box drawings light triple dash horizontal
1CE0E	-	RIGHT HALF TRIPLE DASH HORIZONTAL

Lines with tick marks

1CE0F	┊	HORIZONTAL LINE WITH TICK MARK
1CE10	┊┊┊	LEFT HALF HORIZONTAL LINE WITH THREE TICK MARKS
1CE11	┊┊┊	RIGHT HALF HORIZONTAL LINE WITH THREE TICK MARKS
1CE12	┊┊┊	HORIZONTAL LINE WITH THREE TICK MARKS
1CE13	┊┊┊	LOWER HALF VERTICAL LINE WITH THREE TICK MARKS
1CE14	┊┊┊	UPPER HALF VERTICAL LINE WITH THREE TICK MARKS
1CE15	┊┊┊	VERTICAL LINE WITH THREE TICK MARKS

Box drawing characters

1CE16	┌	BOX DRAWINGS LIGHT VERTICAL AND TOP RIGHT
1CE17	└	BOX DRAWINGS LIGHT VERTICAL AND BOTTOM RIGHT
1CE18	┐	BOX DRAWINGS LIGHT VERTICAL AND TOP LEFT
1CE19	┘	BOX DRAWINGS LIGHT VERTICAL AND BOTTOM LEFT

Large type pieces

Used to generate large text headlines on HP terminals.

1CE1A	┌	LARGE TYPE PIECE UPPER LEFT ARC
1CE1B	┐	LARGE TYPE PIECE UPPER LEFT CORNER
1CE1C	┌	LARGE TYPE PIECE UPPER TERMINAL
1CE1D	┐	LARGE TYPE PIECE UPPER LEFT CROTCH
1CE1E	┌	LARGE TYPE PIECE LEFT ARM
1CE1F	┌	LARGE TYPE PIECE CROSSBAR
1CE20	┌	LARGE TYPE PIECE CROSSBAR WITH LOWER STEM
1CE21	┌	LARGE TYPE PIECE UPPER HALF VERTEX OF M
1CE22	┌	LARGE TYPE PIECE DIAGONAL LOWER LEFT

1CE23	┌	LARGE TYPE PIECE SHORT UPPER TERMINAL
1CE24	┌	LARGE TYPE PIECE UPPER RIGHT ARC
1CE25	┌	LARGE TYPE PIECE RIGHT ARM
1CE26	┐	LARGE TYPE PIECE UPPER RIGHT CROTCH
1CE27	┐	LARGE TYPE PIECE UPPER RIGHT CORNER
1CE28	┐	LARGE TYPE PIECE STEM WITH RIGHT CROSSBAR
1CE29	┐	LARGE TYPE PIECE STEM
1CE2A	┐	LARGE TYPE PIECE DIAGONAL UPPER RIGHT AND LOWER RIGHT
1CE2B	┐	LARGE TYPE PIECE DIAGONAL UPPER RIGHT
1CE2C	┐	LARGE TYPE PIECE DIAGONAL LOWER RIGHT
1CE2D	┐	LARGE TYPE PIECE SHORT LOWER TERMINAL
1CE2E	┐	LARGE TYPE PIECE LOWER LEFT AND UPPER LEFT ARC
1CE2F	┐	LARGE TYPE PIECE CENTRE OF K
1CE30	┐	LARGE TYPE PIECE LOWER HALF VERTEX OF M
1CE31	┐	LARGE TYPE PIECE UPPER HALF VERTEX OF W
1CE32	┐	LARGE TYPE PIECE CENTRE OF X
1CE33	┐	LARGE TYPE PIECE CENTRE OF Y
1CE34	┐	LARGE TYPE PIECE CENTRE OF Z WITH CROSSBAR
1CE35	┐	LARGE TYPE PIECE RAISED UPPER RIGHT ARC
1CE36	┐	LARGE TYPE PIECE STEM WITH LEFT CROSSBAR
1CE37	┐	LARGE TYPE PIECE LOWER RIGHT AND UPPER RIGHT ARC
1CE38	┐	LARGE TYPE PIECE DIAGONAL UPPER LEFT AND LOWER LEFT
1CE39	┐	LARGE TYPE PIECE STEM WITH LEFT JOINT
1CE3A	┐	LARGE TYPE PIECE STEM WITH CROSSBAR
1CE3B	┐	LARGE TYPE PIECE DIAGONAL UPPER LEFT
1CE3C	┐	LARGE TYPE PIECE LOWER TERMINAL
1CE3D	┐	LARGE TYPE PIECE LOWER LEFT CORNER
1CE3E	┐	LARGE TYPE PIECE LOWER LEFT ARC
1CE3F	┐	LARGE TYPE PIECE LOWER LEFT CROTCH
1CE40	┐	LARGE TYPE PIECE CROSSBAR WITH UPPER STEM
1CE41	┐	LARGE TYPE PIECE VERTEX OF V
1CE42	┐	LARGE TYPE PIECE LOWER HALF VERTEX OF W
1CE43	┐	LARGE TYPE PIECE LOWER RIGHT ARC
1CE44	┐	LARGE TYPE PIECE LOWER RIGHT CORNER
1CE45	┐	LARGE TYPE PIECE LOWER RIGHT ARC WITH TAIL
1CE46	┐	LARGE TYPE PIECE LOWER RIGHT CROTCH
1CE47	┐	LARGE TYPE PIECE STEM-45
1CE48	┐	LARGE TYPE PIECE STEM-2345
1CE49	┐	LARGE TYPE PIECE STEM-4
1CE4A	┐	LARGE TYPE PIECE STEM-34
1CE4B	┐	LARGE TYPE PIECE STEM-234
1CE4C	┐	LARGE TYPE PIECE STEM-1234
1CE4D	┐	LARGE TYPE PIECE STEM-3
1CE4E	┐	LARGE TYPE PIECE STEM-23
1CE4F	┐	LARGE TYPE PIECE STEM-2
1CE50	┐	LARGE TYPE PIECE STEM-12

Separated mosaic terminal graphic characters











The term "sextant" refers to block mosaics divided into six parts.

1CE51	┐	SEPARATED BLOCK SEXTANT-1
1CE52	┐	SEPARATED BLOCK SEXTANT-2
1CE53	┐	SEPARATED BLOCK SEXTANT-12
1CE54	┐	SEPARATED BLOCK SEXTANT-3
1CE55	┐	SEPARATED BLOCK SEXTANT-13
1CE56	┐	SEPARATED BLOCK SEXTANT-23
1CE57	┐	SEPARATED BLOCK SEXTANT-123
1CE58	┐	SEPARATED BLOCK SEXTANT-4

















1CE59	■	SEPARATED BLOCK SEXTANT-14	1CE9A	■	LOWER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE5A	■	SEPARATED BLOCK SEXTANT-24	1CE9B	■	LOWER MIDDLE RIGHT ONE SIXTEENTH BLOCK
1CE5B	■	SEPARATED BLOCK SEXTANT-124	1CE9C	■	LOWER LEFT ONE SIXTEENTH BLOCK
1CE5C	■	SEPARATED BLOCK SEXTANT-34	1CE9D	■	LOWER CENTRE LEFT ONE SIXTEENTH BLOCK
1CE5D	■	SEPARATED BLOCK SEXTANT-134	1CE9E	■	LOWER CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE5E	■	SEPARATED BLOCK SEXTANT-234	1CE9F	■	LOWER RIGHT ONE SIXTEENTH BLOCK
1CE5F	■	SEPARATED BLOCK SEXTANT-1234	1CEA0	■	RIGHT HALF LOWER ONE QUARTER BLOCK
1CE60	■	SEPARATED BLOCK SEXTANT-5	1CEA1	■	RIGHT THREE QUARTERS LOWER ONE QUARTER BLOCK
1CE61	■	SEPARATED BLOCK SEXTANT-15	1CEA2	■	LEFT THREE QUARTERS LOWER ONE QUARTER BLOCK
1CE62	■	SEPARATED BLOCK SEXTANT-25	1CEA3	■	LEFT HALF LOWER ONE QUARTER BLOCK
1CE63	■	SEPARATED BLOCK SEXTANT-125	1CEA4	■	LOWER HALF LEFT ONE QUARTER BLOCK
1CE64	■	SEPARATED BLOCK SEXTANT-35	1CEA5	■	LOWER THREE QUARTERS LEFT ONE QUARTER BLOCK
1CE65	■	SEPARATED BLOCK SEXTANT-135	1CEA6	■	UPPER THREE QUARTERS LEFT ONE QUARTER BLOCK
1CE66	■	SEPARATED BLOCK SEXTANT-235	1CEA7	■	UPPER HALF LEFT ONE QUARTER BLOCK
1CE67	■	SEPARATED BLOCK SEXTANT-1235	1CEA8	■	LEFT HALF UPPER ONE QUARTER BLOCK
1CE68	■	SEPARATED BLOCK SEXTANT-45	1CEA9	■	LEFT THREE QUARTERS UPPER ONE QUARTER BLOCK
1CE69	■	SEPARATED BLOCK SEXTANT-145	1CEAA	■	RIGHT THREE QUARTERS UPPER ONE QUARTER BLOCK
1CE6A	■	SEPARATED BLOCK SEXTANT-245	1CEAB	■	RIGHT HALF UPPER ONE QUARTER BLOCK
1CE6B	■	SEPARATED BLOCK SEXTANT-1245	1CEAC	■	UPPER HALF RIGHT ONE QUARTER BLOCK
1CE6C	■	SEPARATED BLOCK SEXTANT-345	1CEAD	■	UPPER THREE QUARTERS RIGHT ONE QUARTER BLOCK
1CE6D	■	SEPARATED BLOCK SEXTANT-1345	1CEAE	■	LOWER THREE QUARTERS RIGHT ONE QUARTER BLOCK
1CE6E	■	SEPARATED BLOCK SEXTANT-2345	1CEAF	■	LOWER HALF RIGHT ONE QUARTER BLOCK
1CE6F	■	SEPARATED BLOCK SEXTANT-12345			
1CE70	■	SEPARATED BLOCK SEXTANT-6			
1CE71	■	SEPARATED BLOCK SEXTANT-16			
1CE72	■	SEPARATED BLOCK SEXTANT-26			
1CE73	■	SEPARATED BLOCK SEXTANT-126			
1CE74	■	SEPARATED BLOCK SEXTANT-36			
1CE75	■	SEPARATED BLOCK SEXTANT-136			
1CE76	■	SEPARATED BLOCK SEXTANT-236			
1CE77	■	SEPARATED BLOCK SEXTANT-1236			
1CE78	■	SEPARATED BLOCK SEXTANT-46			
1CE79	■	SEPARATED BLOCK SEXTANT-146			
1CE7A	■	SEPARATED BLOCK SEXTANT-246			
1CE7B	■	SEPARATED BLOCK SEXTANT-1246			
1CE7C	■	SEPARATED BLOCK SEXTANT-346			
1CE7D	■	SEPARATED BLOCK SEXTANT-1346			
1CE7E	■	SEPARATED BLOCK SEXTANT-2346			
1CE7F	■	SEPARATED BLOCK SEXTANT-12346			
1CE80	■	SEPARATED BLOCK SEXTANT-56			
1CE81	■	SEPARATED BLOCK SEXTANT-156			
1CE82	■	SEPARATED BLOCK SEXTANT-256			
1CE83	■	SEPARATED BLOCK SEXTANT-1256			
1CE84	■	SEPARATED BLOCK SEXTANT-356			
1CE85	■	SEPARATED BLOCK SEXTANT-1356			
1CE86	■	SEPARATED BLOCK SEXTANT-2356			
1CE87	■	SEPARATED BLOCK SEXTANT-12356			
1CE88	■	SEPARATED BLOCK SEXTANT-456			
1CE89	■	SEPARATED BLOCK SEXTANT-1456			
1CE8A	■	SEPARATED BLOCK SEXTANT-2456			
1CE8B	■	SEPARATED BLOCK SEXTANT-12456			
1CE8C	■	SEPARATED BLOCK SEXTANT-3456			
1CE8D	■	SEPARATED BLOCK SEXTANT-13456			
1CE8E	■	SEPARATED BLOCK SEXTANT-23456			
1CE8F	■	SEPARATED BLOCK SEXTANT-123456			






































Block elements

1CE90	■	UPPER LEFT ONE SIXTEENTH BLOCK
1CE91	■	UPPER CENTRE LEFT ONE SIXTEENTH BLOCK
1CE92	■	UPPER CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE93	■	UPPER RIGHT ONE SIXTEENTH BLOCK
1CE94	■	UPPER MIDDLE LEFT ONE SIXTEENTH BLOCK
1CE95	■	UPPER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK
1CE96	■	UPPER MIDDLE CENTRE RIGHT ONE SIXTEENTH BLOCK
1CE97	■	UPPER MIDDLE RIGHT ONE SIXTEENTH BLOCK
1CE98	■	LOWER MIDDLE LEFT ONE SIXTEENTH BLOCK
1CE99	■	LOWER MIDDLE CENTRE LEFT ONE SIXTEENTH BLOCK

	1F80	1F81	1F82	1F83	1F84	1F85	1F86	1F87	1F88	1F89	1F8A	1F8B	1F8C	1F8D	1F8E	1F8F
0																
1																
2																
3																
4																
5																
6																
7																
8																
9																
A																
B																
C																
D																
E																
F																

Arrows for legacy computing

- 1F8B3  DOWNWARDS BLACK ARROW TO BAR
 → 2913  downwards arrow to bar
 → 2B07  downwards black arrow
 → 2B73  downwards triangle-headed
 arrow to bar
- 1F8B4  NEGATIVE SQUARED LEFTWARDS ARROW
 → 2190  leftwards arrow
- 1F8B5  NEGATIVE SQUARED UPWARDS ARROW
 → 2191  upwards arrow
- 1F8B6  NEGATIVE SQUARED RIGHTWARDS ARROW
 → 2192  rightwards arrow
- 1F8B7  NEGATIVE SQUARED DOWNWARDS ARROW
 → 2193  downwards arrow
 These arrows complement the set in the
 range 21A4-21A7.
- 1F8B8  NORTH WEST ARROW FROM BAR
- 1F8B9  NORTH EAST ARROW FROM BAR
- 1F8BA  SOUTH EAST ARROW FROM BAR
- 1F8BB  SOUTH WEST ARROW FROM BAR

	1FB0	1FB1	1FB2	1FB3	1FB4	1FB5	1FB6	1FB7	1FB8	1FB9	1FBA	1FBB	1FBC	1FBD	1FBE	1FBF	
0	[Hatched]															[Hatched]	
1	[Hatched]															[Hatched]	
2	[Hatched]															[Hatched]	
3	[Hatched]															[Hatched]	
4	[Hatched]															[Hatched]	
5	[Hatched]															[Hatched]	
6	[Hatched]															[Hatched]	
7	[Hatched]															[Hatched]	
8	[Hatched]															[Hatched]	
9	[Hatched]															[Hatched]	
A	[Hatched]															[Hatched]	
B	[Hatched]																[Hatched]
C	[Hatched]																[Hatched]
D	[Hatched]																[Hatched]
E	[Hatched]																[Hatched]
F	[Hatched]																[Hatched]

Terminal graphic characters

- 1FBCB ☒ WHITE CROSS MARK
→ 274C ☐ cross mark
- 1FBCC ▣ RAISED SMALL LEFT SQUARE BRACKET
- 1FBCE ▲ BLACK SMALL UP-POINTING CHEVRON
→ 1F835 ☐ upwards finger-post arrow
→ 1FBCA ▲ white up-pointing chevron

Block elements

- 1FBCE █ LEFT TWO THIRDS BLOCK
- 1FBCF █ LEFT ONE THIRD BLOCK

Character cell diagonals

- 1FBD0 / BOX DRAWINGS LIGHT DIAGONAL MIDDLE
RIGHT TO LOWER LEFT
- 1FBD1 / BOX DRAWINGS LIGHT DIAGONAL UPPER
RIGHT TO MIDDLE LEFT
- 1FBD2 \ BOX DRAWINGS LIGHT DIAGONAL UPPER
LEFT TO MIDDLE RIGHT
- 1FBD3 \ BOX DRAWINGS LIGHT DIAGONAL MIDDLE
LEFT TO LOWER RIGHT
- 1FBD4 \ BOX DRAWINGS LIGHT DIAGONAL UPPER
LEFT TO LOWER CENTRE
- 1FBD5 \ BOX DRAWINGS LIGHT DIAGONAL UPPER
CENTRE TO LOWER RIGHT
- 1FBD6 / BOX DRAWINGS LIGHT DIAGONAL UPPER
RIGHT TO LOWER CENTRE
- 1FBD7 / BOX DRAWINGS LIGHT DIAGONAL UPPER
CENTRE TO LOWER LEFT
- 1FBD8 ✓ BOX DRAWINGS LIGHT DIAGONAL UPPER
LEFT TO MIDDLE CENTRE TO UPPER RIGHT
- 1FBD9 < BOX DRAWINGS LIGHT DIAGONAL UPPER
RIGHT TO MIDDLE CENTRE TO LOWER RIGHT
- 1FBDA ^ BOX DRAWINGS LIGHT DIAGONAL LOWER
LEFT TO MIDDLE CENTRE TO LOWER RIGHT
- 1FBDB > BOX DRAWINGS LIGHT DIAGONAL UPPER
LEFT TO MIDDLE CENTRE TO LOWER LEFT
- 1FBDC ✓ BOX DRAWINGS LIGHT DIAGONAL UPPER
LEFT TO LOWER CENTRE TO UPPER RIGHT
- 1FBDD < BOX DRAWINGS LIGHT DIAGONAL UPPER
RIGHT TO MIDDLE LEFT TO LOWER RIGHT
- 1FBDE ^ BOX DRAWINGS LIGHT DIAGONAL LOWER
LEFT TO UPPER CENTRE TO LOWER RIGHT
- 1FBDF > BOX DRAWINGS LIGHT DIAGONAL UPPER
LEFT TO MIDDLE RIGHT TO LOWER LEFT

Geometric shapes

- 1FBE0 ☺ TOP JUSTIFIED LOWER HALF WHITE CIRCLE
→ 25E1 ☺ lower half circle
- 1FBE1 ☺ RIGHT JUSTIFIED LEFT HALF WHITE CIRCLE
→ 1F907 ☺ left half circle
- 1FBE2 ☺ BOTTOM JUSTIFIED UPPER HALF WHITE
CIRCLE
→ 2312 ☺ arc
→ 25E0 ☺ upper half circle
- 1FBE3 ☺ LEFT JUSTIFIED RIGHT HALF WHITE CIRCLE
- 1FBE4 █ UPPER CENTRE ONE QUARTER BLOCK
- 1FBE5 █ LOWER CENTRE ONE QUARTER BLOCK
- 1FBE6 █ MIDDLE LEFT ONE QUARTER BLOCK
- 1FBE7 █ MIDDLE RIGHT ONE QUARTER BLOCK
- 1FBE8 ☾ TOP JUSTIFIED LOWER HALF BLACK CIRCLE
→ 2BCB ☐ bottom half black circle
- 1FBE9 ☾ RIGHT JUSTIFIED LEFT HALF BLACK CIRCLE
→ 25D6 ☐ left half black circle
- 1FBEA ☾ BOTTOM JUSTIFIED UPPER HALF BLACK
CIRCLE
→ 2BCA ☐ top half black circle
- 1FBEB ☾ LEFT JUSTIFIED RIGHT HALF BLACK CIRCLE
→ 25D7 ☐ right half black circle

- 1FBEC ☾ TOP RIGHT JUSTIFIED LOWER LEFT QUARTER
BLACK CIRCLE
- 1FBED ☾ BOTTOM LEFT JUSTIFIED UPPER RIGHT
QUARTER BLACK CIRCLE
- 1FBEE ☾ BOTTOM RIGHT JUSTIFIED UPPER LEFT
QUARTER BLACK CIRCLE
- 1FBEF ☾ TOP LEFT JUSTIFIED LOWER RIGHT QUARTER
BLACK CIRCLE

Figures.

Figures showing legacy character charts or “dumps” are presented first, followed by examples of usage and other illustrations. Screenshots showing the number of search results for each platform on Google Search, Bing Search, and Google Video are presented last.

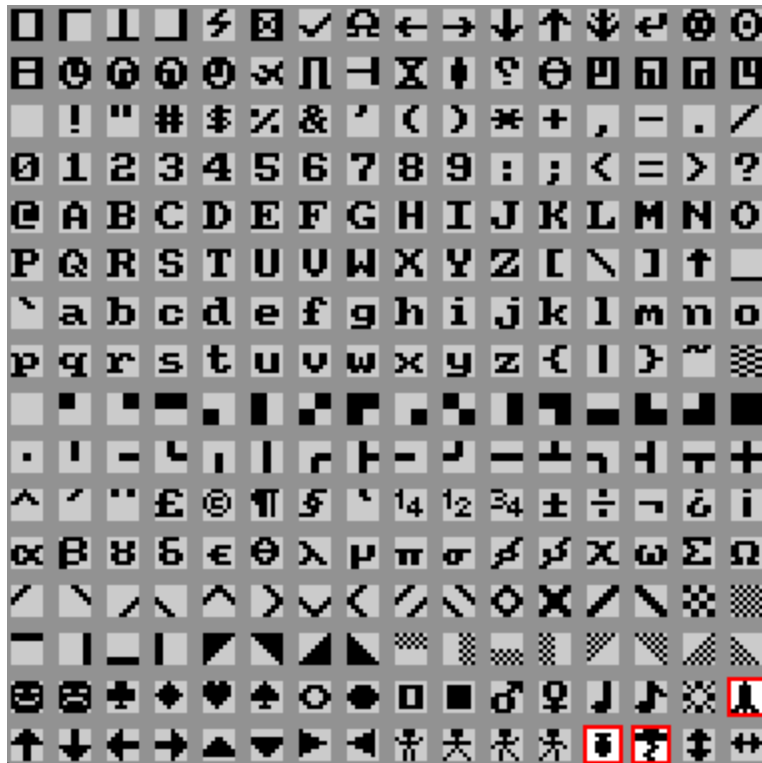


Figure 1. A character chart of the Amstrad CPC English character set, with U+1CC57 UP-POINTING ROCKET SHIP, U+1CC63 DOWN-POINTING ATOMIC BOMB, and U+1CC64 MUSHROOM CLOUD highlighted in red. (CPCWiki)

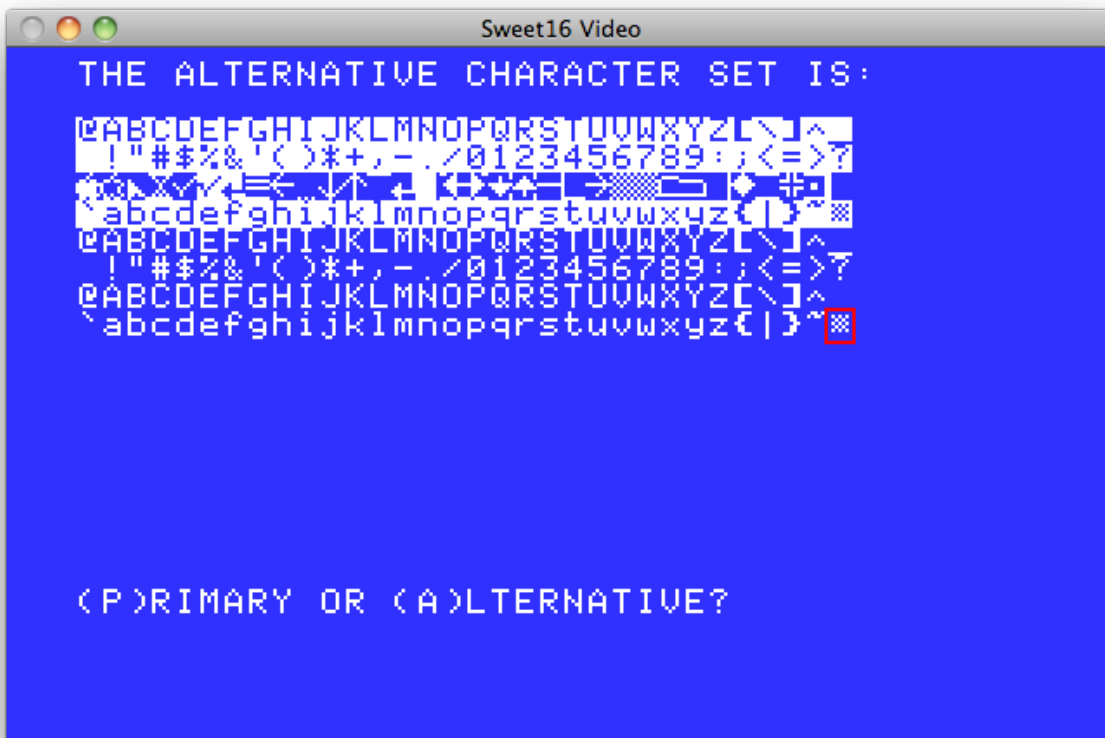


Figure 2. Character dump for the Apple II GS shown on a Macintosh-based emulator, with U+2427 SYMBOL FOR DELETE SQUARE CHECKER BOARD FORM highlighted in red.

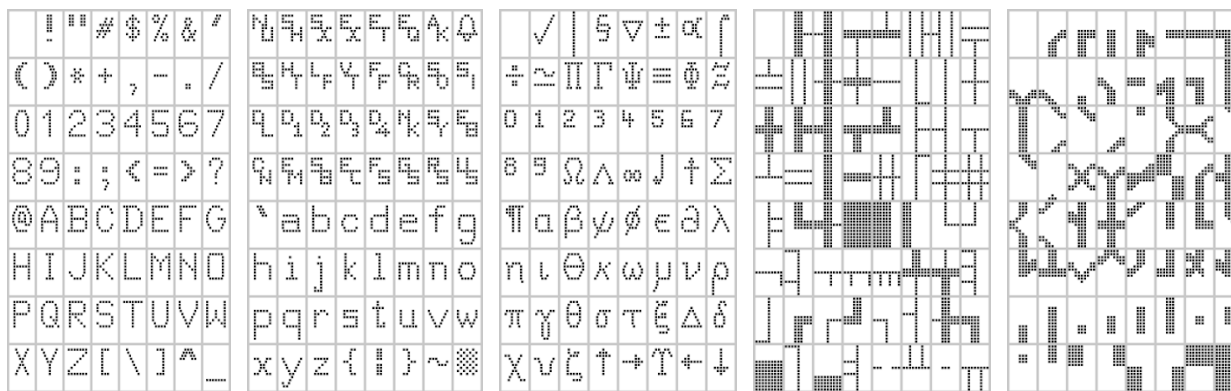


Figure 3. Dumps of HP 2640 series terminal character ROMs. From left to right: uppercase, lowercase, math, line drawing, and “large type” character sets. (CuriousMarc.com)

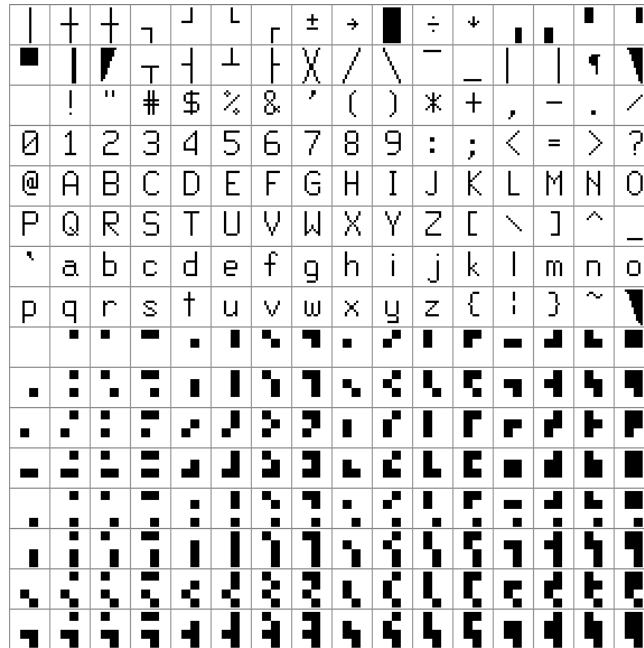


Figure 4. Kaypro II character set. Note the 2×4 block semigraphics above ASCII.

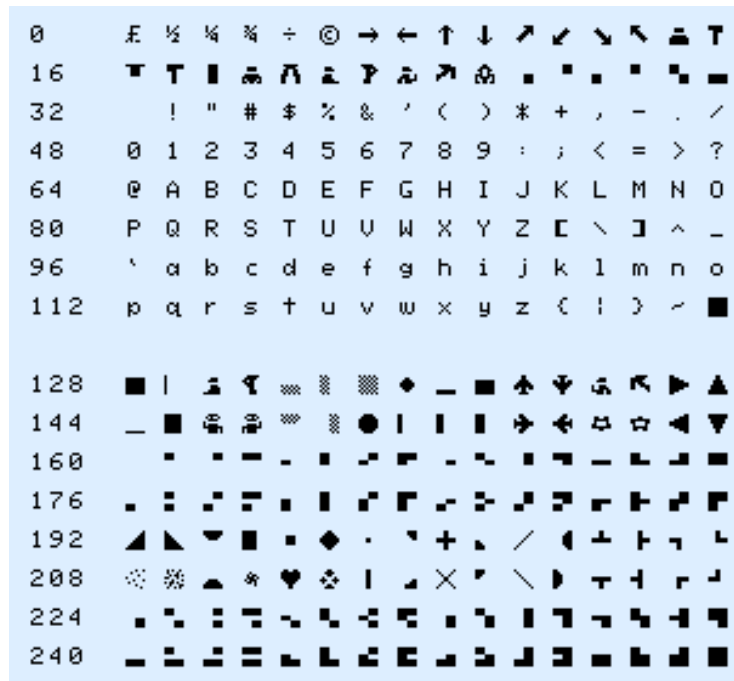


Figure 5. Mattel Aquarius character set. Several of the glyphs in this collection were identified and included in the previous proposal; the remaining glyphs are proposed here.

	P	0	→	↑	π	↓	セ	ワ	ム	日	↓	
A	Q	1		▲	<	!	チ	タ	ヌ	」	月	↓
B	R	2	L	▤	["	コ	ス	フ	イ	火	↓
C	S	3	┘	■	♥	#	ソ	ト	ア	ユ	水	へ
D	T	4	-	◆]	\$	シ	カ	ウ	ヲ	未	へ
E	U	5		←	@	%	イ	ナ	エ	、	金	元
F	V	6	┘	⊕	▤	&	ハ	ヒ	オ	ウ	土	分
G	W	7		●	>	'	キ	テ	ヤ	ヨ	生	分
H	X	8	-	○	⊗	<	ク	サ	ユ	。	年	初
I	Y	9		?	\)	ニ	ン	ヨ	.	時	分
J	Z	-	▬	□	⊗	+	マ	ツ	ホ	エ	分	分
K	+	=	▬	▤	▤	*	ノ	ロ	ヘ	ッ	秒	分
L	L	;	-	▤	▤	▤	リ	ケ	レ	。	円	分
M	┘	/		▤	▤	×	モ	ル	。	。	円	分
N	┘	.	-	▤	▤	▤	ミ	ア	ル	。	円	分
O	┘	,		:	▤	▤	ラ	ヤ	ネ	-	。	分

	p	0	→	↑	π	↓	せ	お	む	日	↓	
a	q	1		▲	<	!	ち	た	め	」	月	↓
b	r	2	L	▤	["	こ	す	ふ	い	火	↓
c	s	3	┘	■	♥	#	そ	と	あ	ゆ	水	へ
d	t	4	-	◆]	\$	し	か	う	を	未	へ
e	u	5		←	@	%	い	な	え	、	金	元
f	v	6	┘	⊕	▤	&	は	び	お	う	土	分
g	w	7		●	>	'	き	ま	や	よ	生	分
h	x	8	-	○	⊗	<	く	さ	ゆ	。	年	初
i	y	9		?	\)	に	ん	よ	.	時	分
j	z	-	▬	□	⊗	+	ま	つ	ほ	え	分	分
k	+	=	▬	▤	▤	*	の	る	へ	っ	秒	分
l	L	;	-	▤	▤	▤	り	け	れ	。	円	分
m	┘	/		▤	▤	×	も	ル	。	。	円	分
n	┘	.	-	▤	▤	▤	み	あ	る	。	円	分
o	┘	,		:	▤	▤	ら	や	ね	-	。	分

Figure 8. Character charts of the Sharp MZ Japanese character set, with differences between primary (uppercase, single box drawing diagonals, and katakana) and alternate (lowercase, double box drawing diagonals, and hiragana) highlighted in blue.

	P	0	→	↑	π	↓	p	\	/	日	↓
A	Q	1		▲	<	!	a	q	=	▤	↓
B	R	2	L	▤	["	b	r		▤	↓
C	S	3	┘	■	♥	#	c	s	#	▤	へ
D	T	4	-	◆]	\$	d	t	\	▤	へ
E	U	5		←	@	%	e	u	~	▤	元
F	V	6	┘	⊕	▤	&	f	v	▤	▤	分
G	W	7		●	>	'	g	w	/	▤	分
H	X	8	-	○	⊗	<	h	x	\	▤	初
I	Y	9		?	\)	i	y	\	▤	分
J	Z	-	▬	□	⊗	+	j	z	▤	▤	分
K	+	=	▬	▤	▤	*	k	ä	ü	▤	分
L	L	;	-	▤	▤	▤	l	/	ö	▤	分
M	┘	/		▤	▤	×	m	/	ü	▤	分
N	┘	.	-	▤	▤	▤	n	/	ä	▤	分
O	┘	,		:	▤	▤	o	/	ö	▤	分

	P	0	→	↑	π	↓	日	↓
A	Q	1	▤	▤	▤	▤	▤	▤
B	R	2	▤	▤	▤	▤	▤	▤
C	S	3	▤	▤	▤	▤	▤	▤
D	T	4	▤	▤	▤	▤	▤	▤
E	U	5	▤	▤	▤	▤	▤	▤
F	V	6	▤	▤	▤	▤	▤	▤
G	W	7	▤	▤	▤	▤	▤	▤
H	X	8	▤	▤	▤	▤	▤	▤
I	Y	9	▤	▤	▤	▤	▤	▤
J	Z	-	▤	▤	▤	▤	▤	▤
K	+	=	▤	▤	▤	▤	▤	▤
L	L	;	▤	▤	▤	▤	▤	▤
M	┘	/	▤	▤	▤	▤	▤	▤
N	┘	.	▤	▤	▤	▤	▤	▤
O	┘	,	▤	▤	▤	▤	▤	▤

Figure 9. Character charts of the Sharp MZ European character set, with differences between Japanese and European primary sets highlighted in blue. The alternate set is entirely different.



Figure 10. A printed character chart of the Sharp X1 character set. (Sharp)

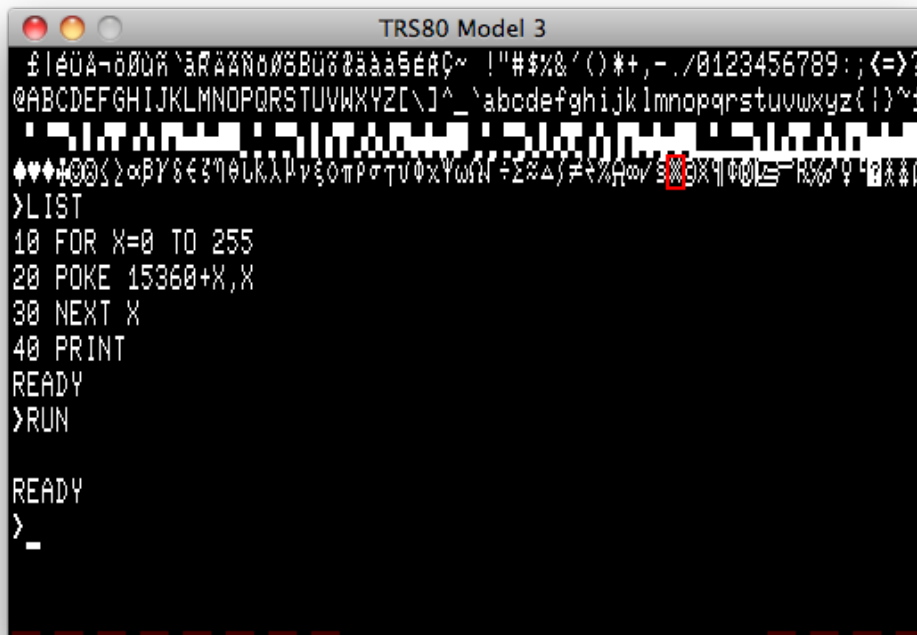


Figure 11. Character dump for the TRS-80 Model III shown on a Macintosh-based emulator, with U+1FBCB WHITE CROSS MARK highlighted in red.

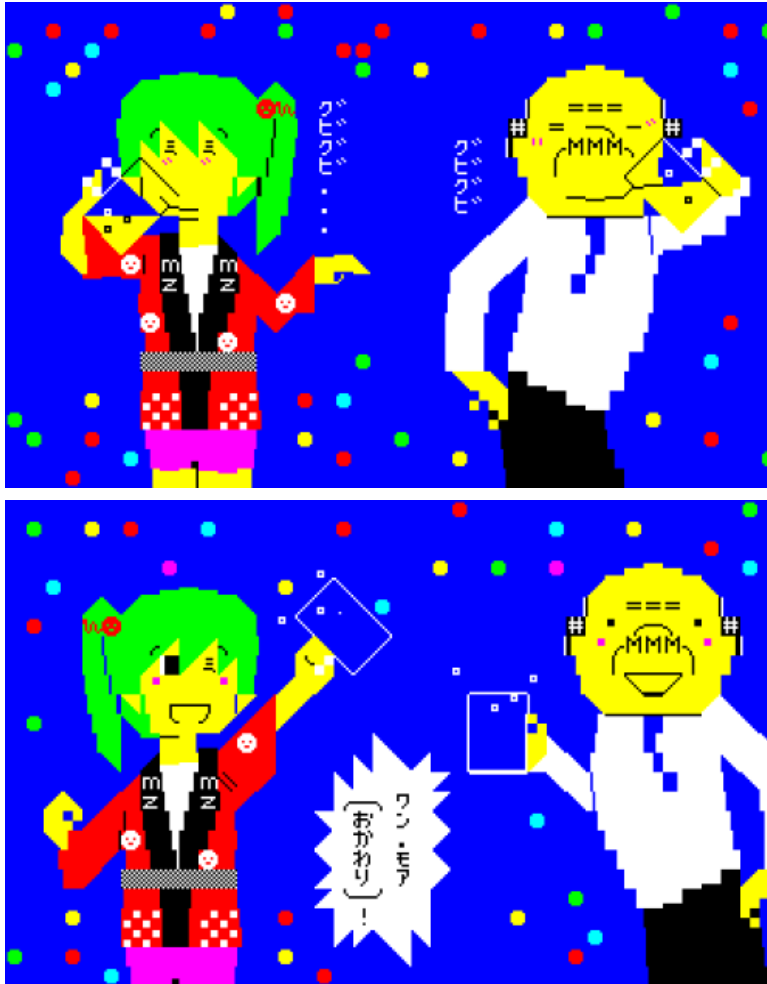


Figure 12. Examples of art created using the Sharp MZ Japanese character set. (Text-Mode.org)



Figure 13. Title screen of a Sharp MZ program using outlined letters in the “UR SOFT” logo.

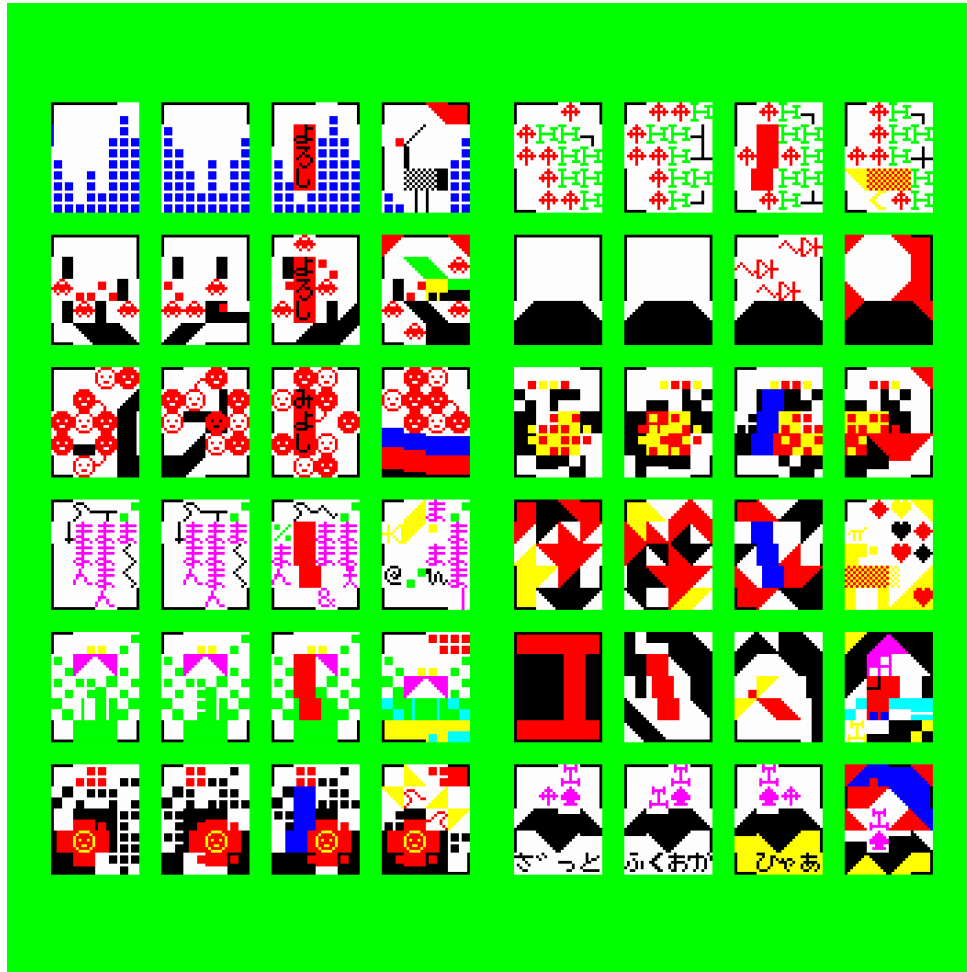


Figure 14. Hanafuda cards drawn using Sharp MZ characters.



Figure 15. Screen capture of a Windows-based editor for Sharp MZ art. (Text-Mode.org)

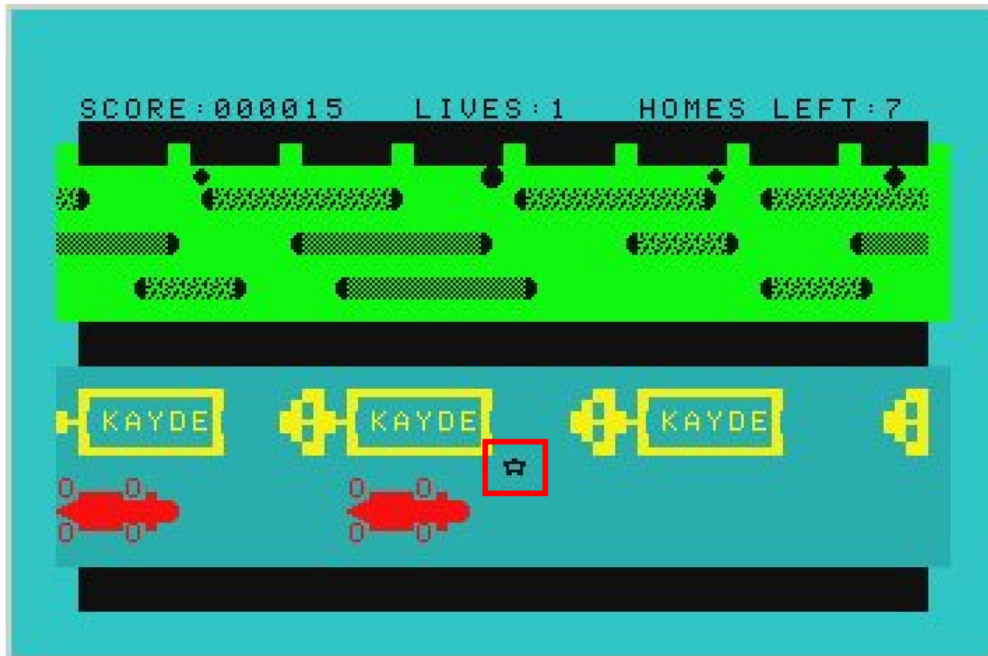
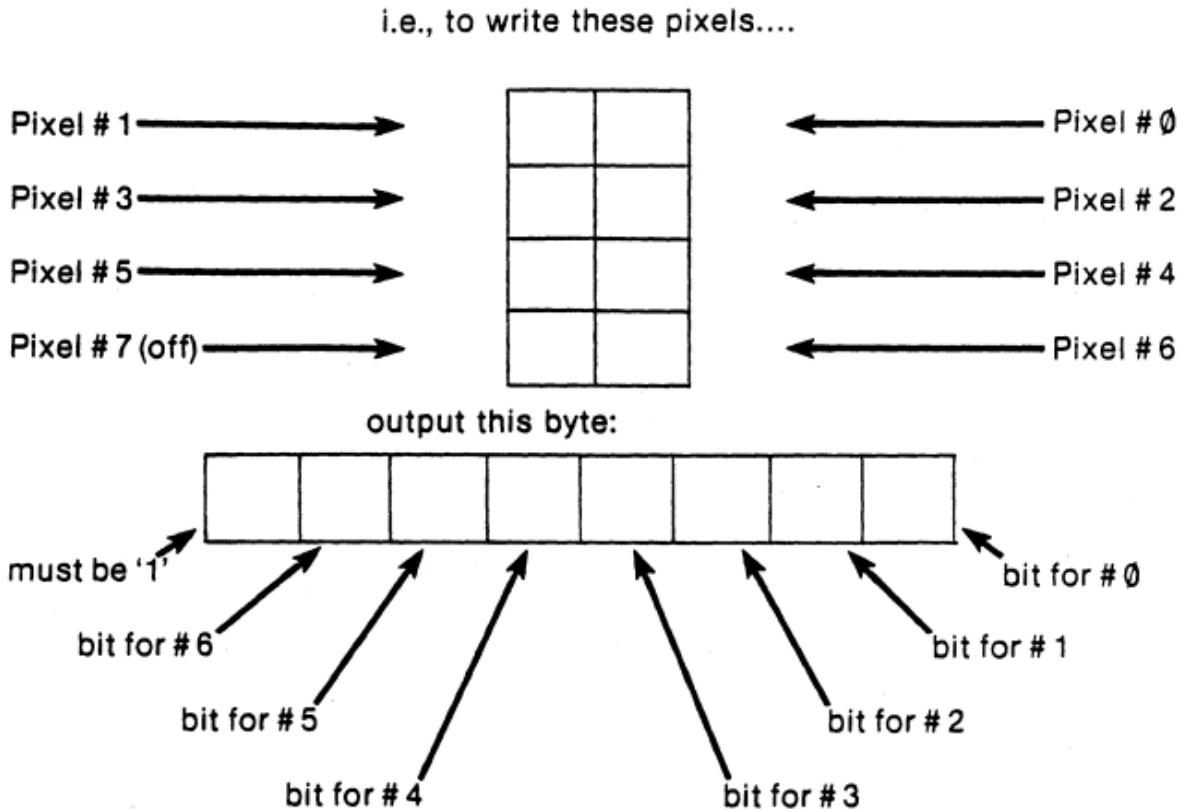


Figure 16. Screen capture of the Mattel Aquarius game *Phrogger* from 1983, with U+1CDFB UP-POINTING FROG highlighted in red. (vdSteenoven.com)

GRAPHICS CHARACTERS

Each of the character positions on the screen occupies the same area as eight pixels (4 high, 2 wide). Thus, pixels can be addressed in groups of eight at a time. To set pixels in a character position, the cursor is moved to that position, and then a byte is sent to the console output. This byte must have the high-order bit set to 1 to distinguish it from normal characters. The remaining seven bits are used to set 7 of the 8 pixels.



As shown above, pixel # 7 is off. To write a pixel with it on, send the inverse video command (ESC,B,0), then output the inverse for bits 0 through 6, i. e., 10000000b would print a blank graphics character; (ESC,B,0),10000000b would print a solid character.

With video mode on, 2 bytes are required for each graphic character. The Least Significant Bit of byte 1 controls pixel #7. The rest of the characters are controlled by byte #2 in the normal manner.

Figure 17. Illustration of the use of semigraphics to plot “pixels” on the Kaypro by displaying the appropriate 2 × 4 block graphic. (Kaypro)

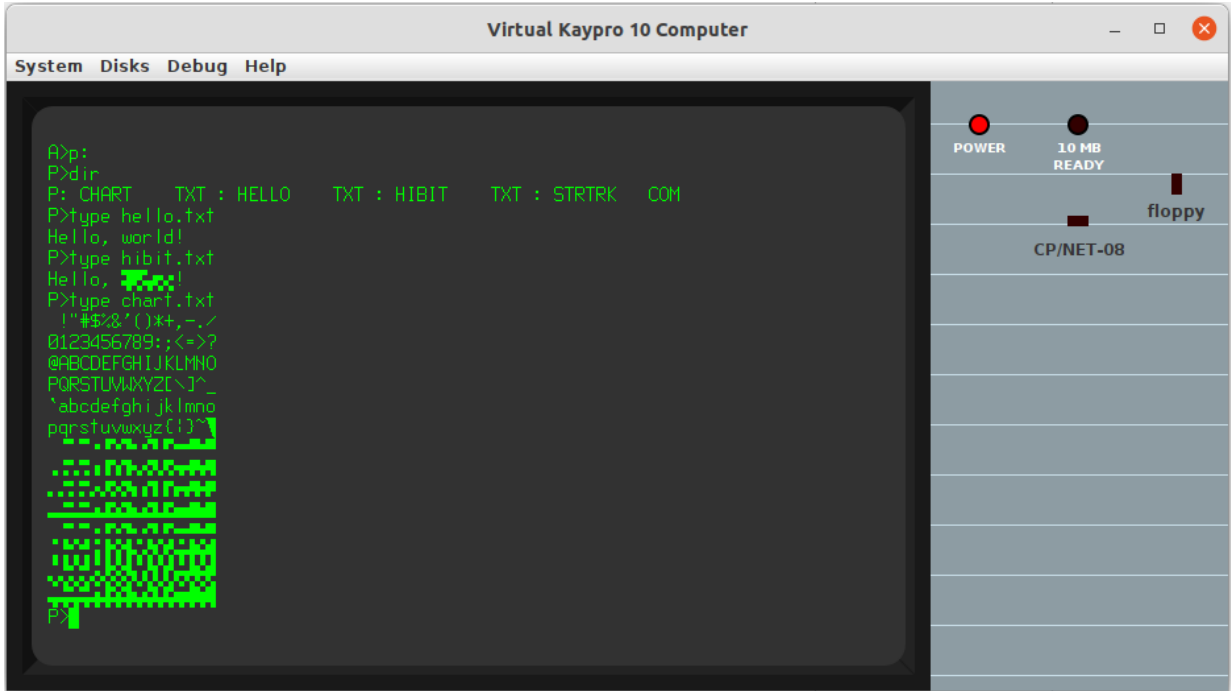


Figure 18. Screen shot of text files containing semigraphics characters being displayed in a Java-based Kaypro 10 emulator.

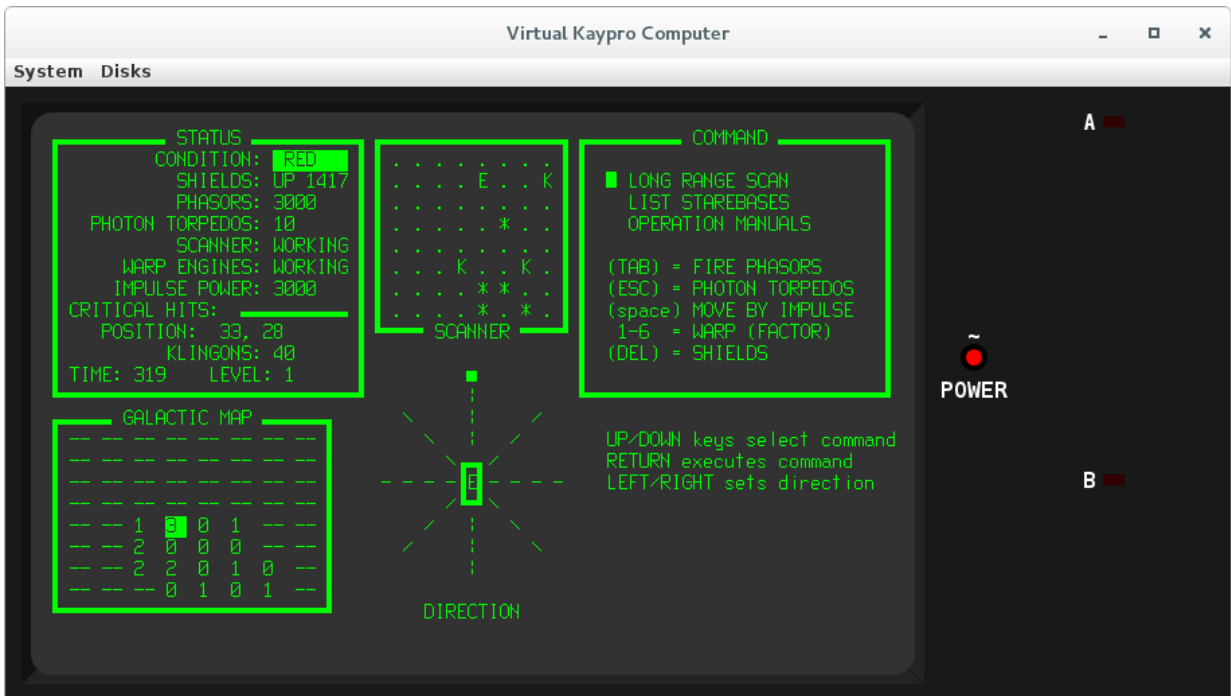


Figure 19. Screen shot of a Star Trek game running in a Java-based Kaypro emulator. Note the use of semigraphics for borders, in the manner of box-drawing characters. (Miller)

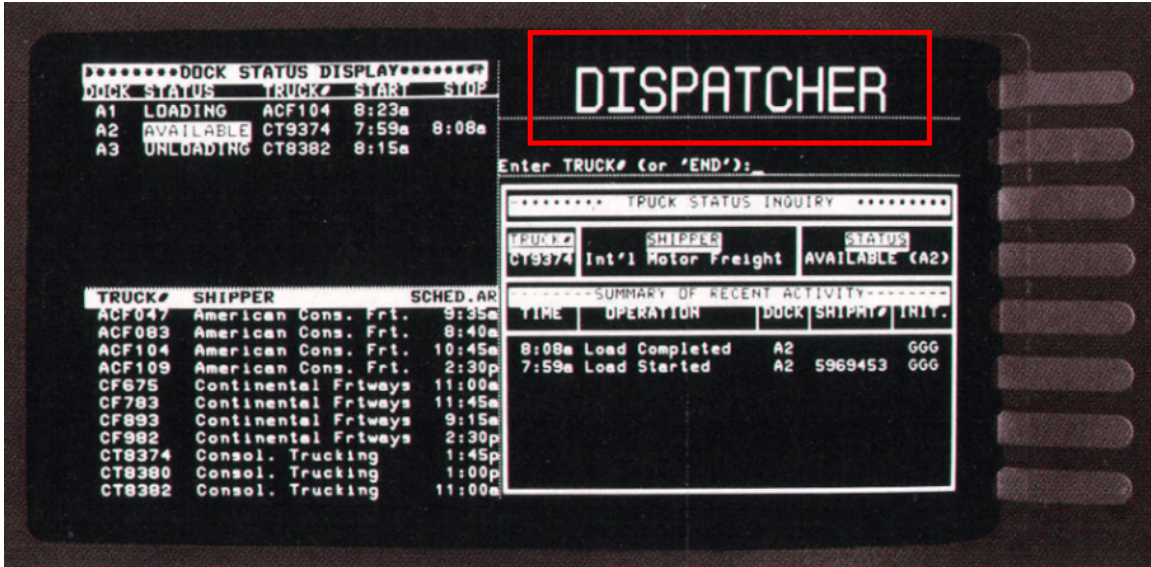
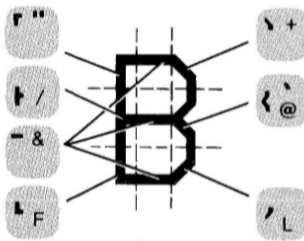


Figure 20. Image of an HP terminal with “large type” characters highlighted in red. (HP Journal)

Large Character Set

When LARGE CHAR is selected as the active alternate character set, you construct each large character by combining up to ten individual character segments. Each character segment corresponds to one of the alphanumeric or symbol keys (see figure B-8). For example, you construct the letter “B” using the following nine keystrokes:



As with any of the alternate character sets, you enable the Large Character set with a <SD> control code (control-N) and disable it with a <SI> control code (control-O).

Table B-3 shows the standard keystrokes (USASCII keyboard) for generating all of the available large characters.

Math Set

When MATH is selected as the active alternate character set, you can generate mathematical symbols using the alphanumeric and symbol keys (see figure B-9). Three of the symbols (left bracket, right bracket, and integral sign) require two or more characters, depending on how many screen rows the entire symbol is to encompass. Some examples of these symbols are as follows:



As with any of the alternate character sets, you enable the Math set with a <SD> control code (control-N) and disable it with a <SI> control code (control-O).

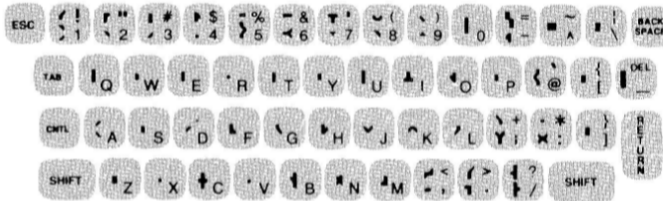


Figure B-8. Large Character Set Elements



Figure B-9. Math Set Elements

Figure 21. Excerpt from an HP terminal manual demonstrating the use of “large type” and math characters. (Hewlett-Packard Company)

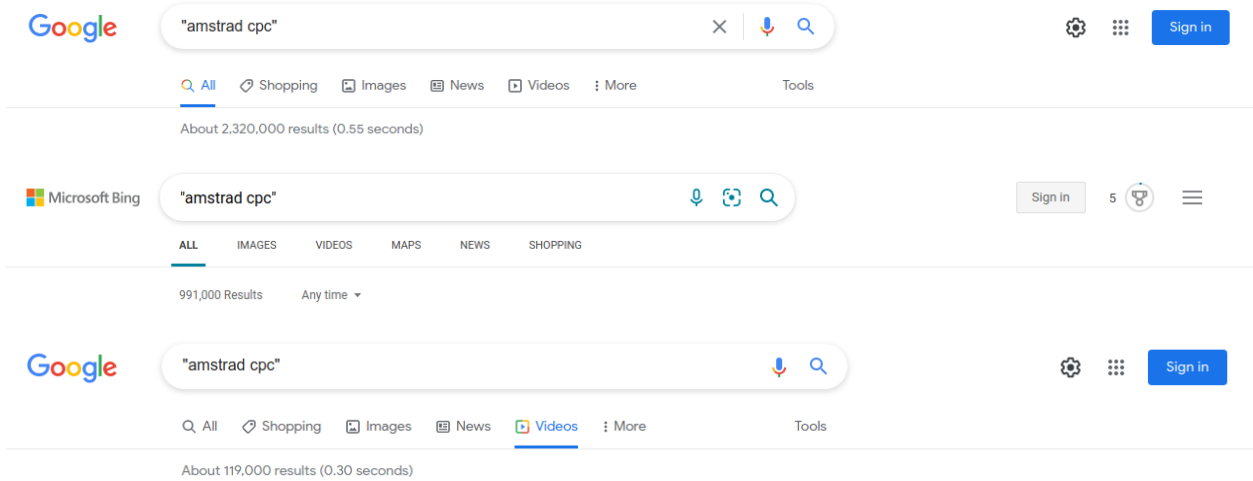


Figure 22. Search results for the Amstrad CPC.

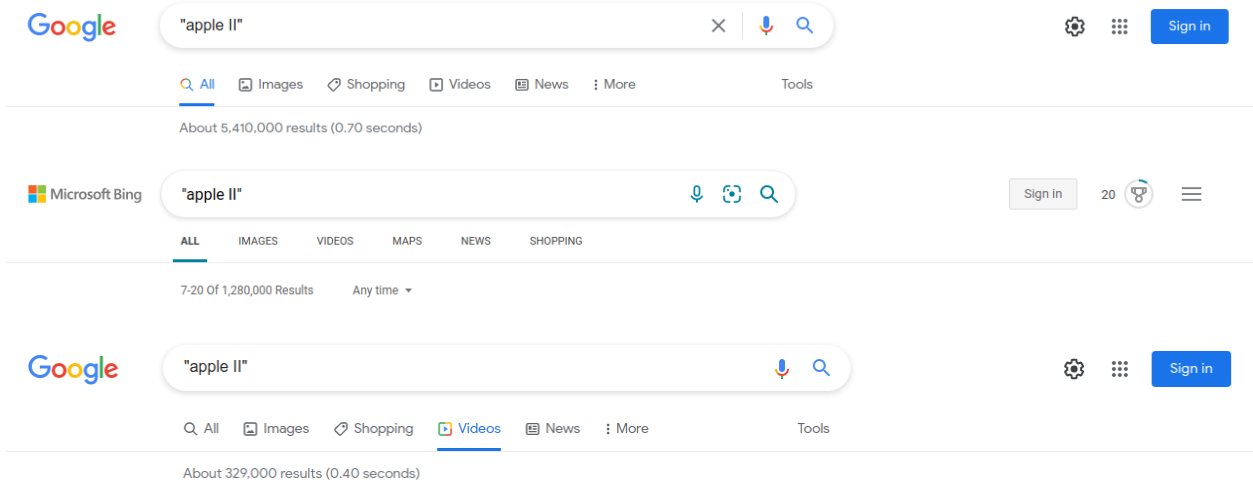


Figure 23. Search results for the Apple II.

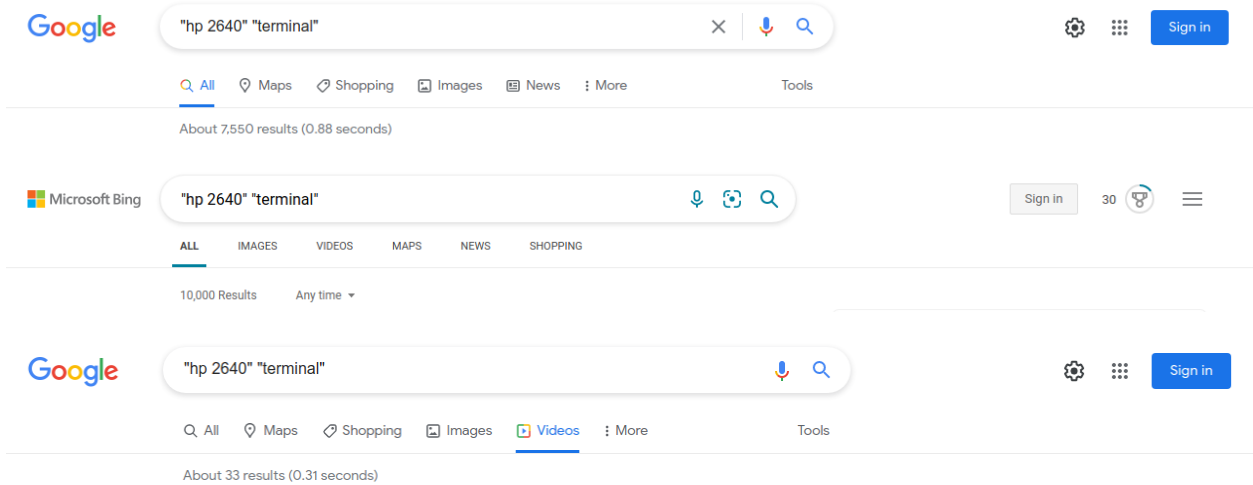


Figure 24. Search results for the HP 2640 series terminal.

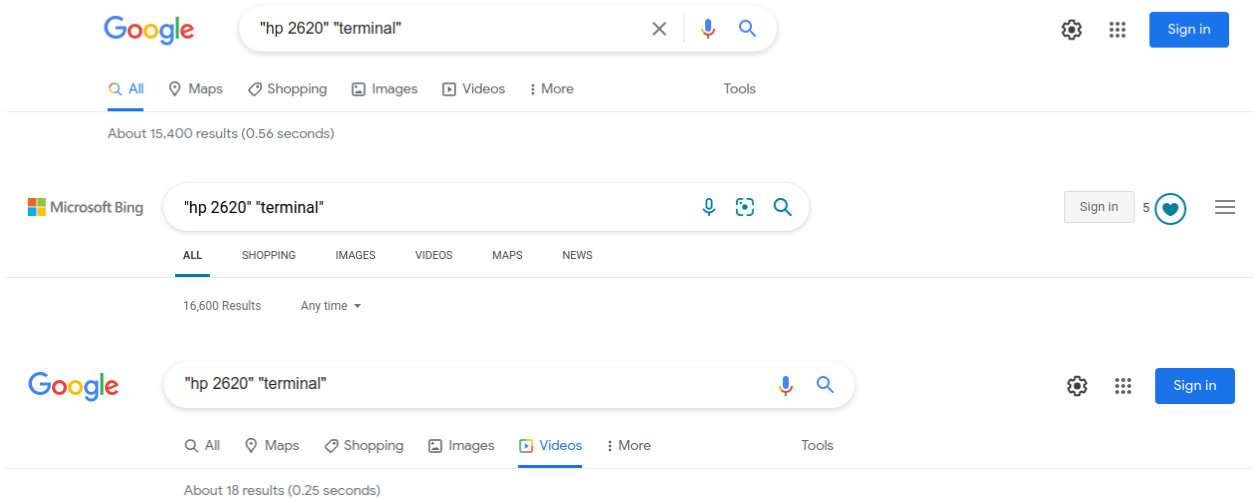


Figure 25. Search results for the HP 2620 series terminal.

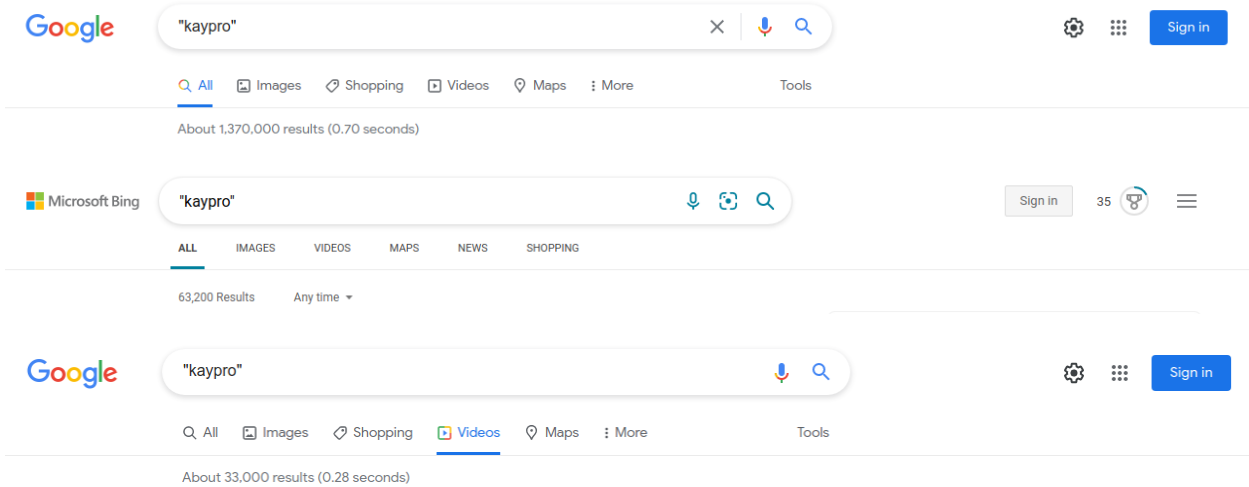


Figure 26. Search results for the Kaypro.

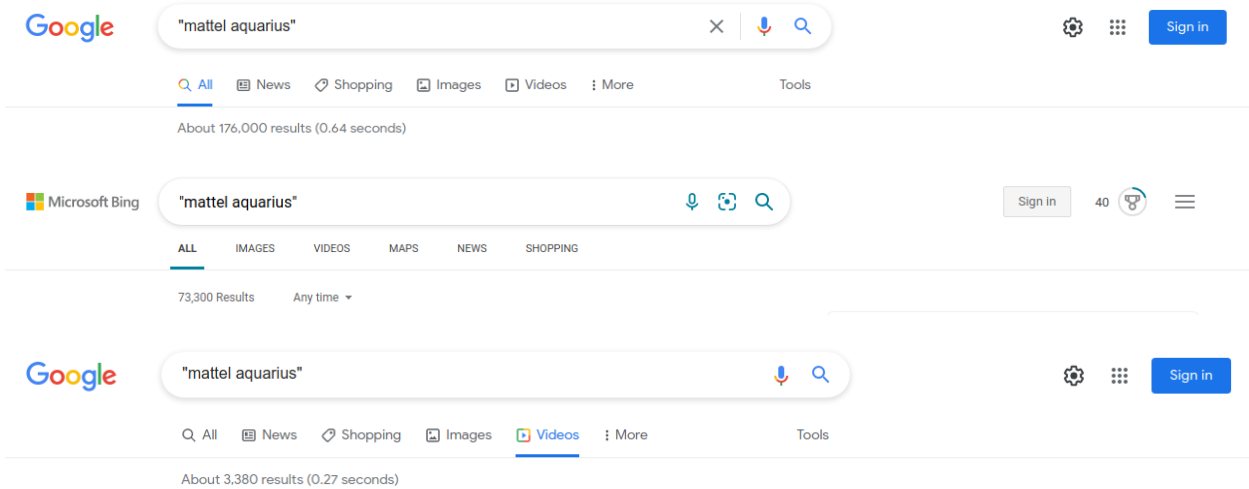


Figure 27. Search results for the Mattel Aquarius.

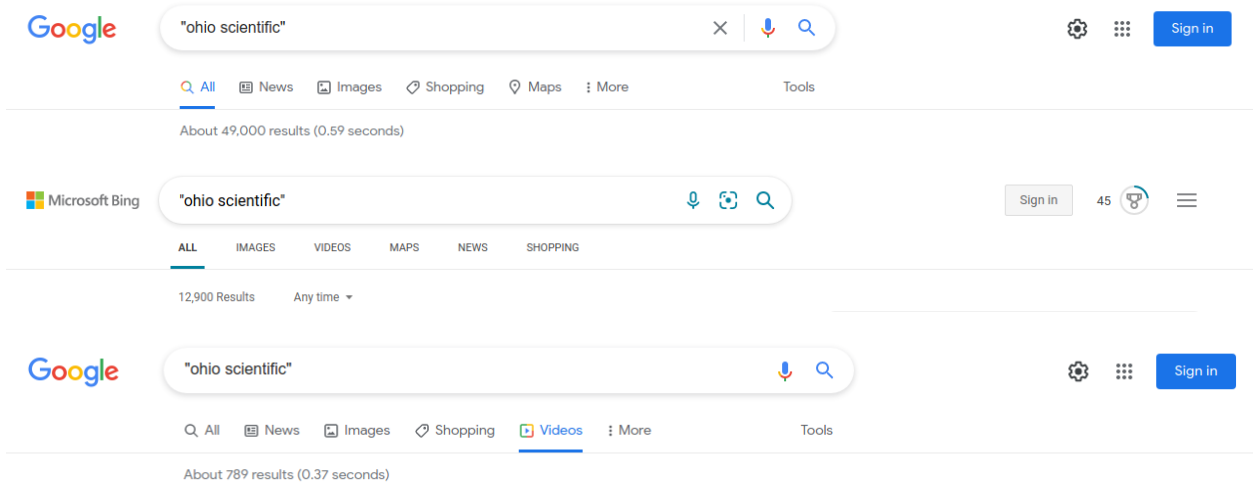


Figure 28. Search results for the Ohio Scientific.

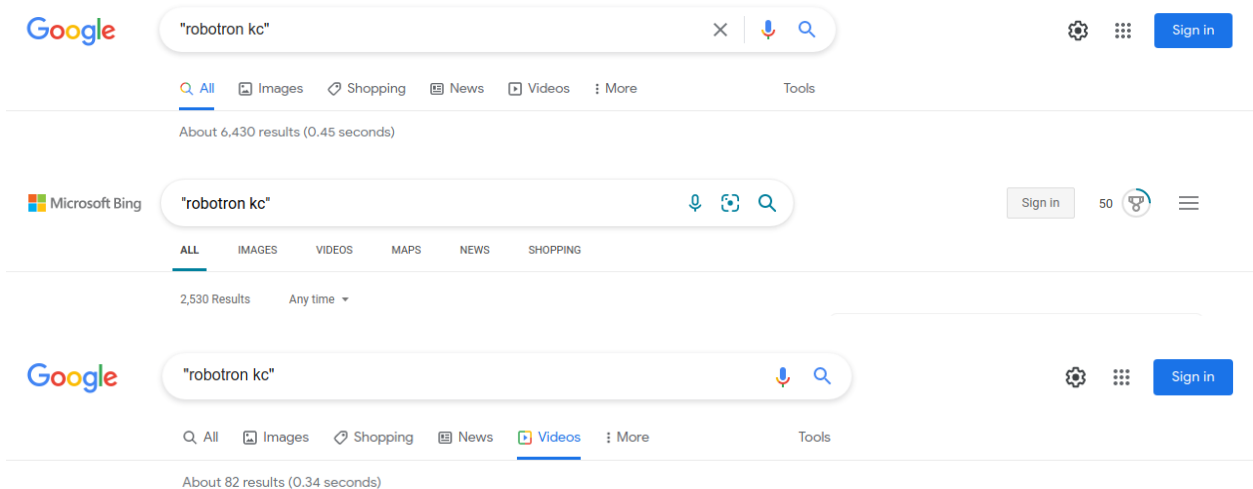


Figure 29. Search results for the Robotron KC.

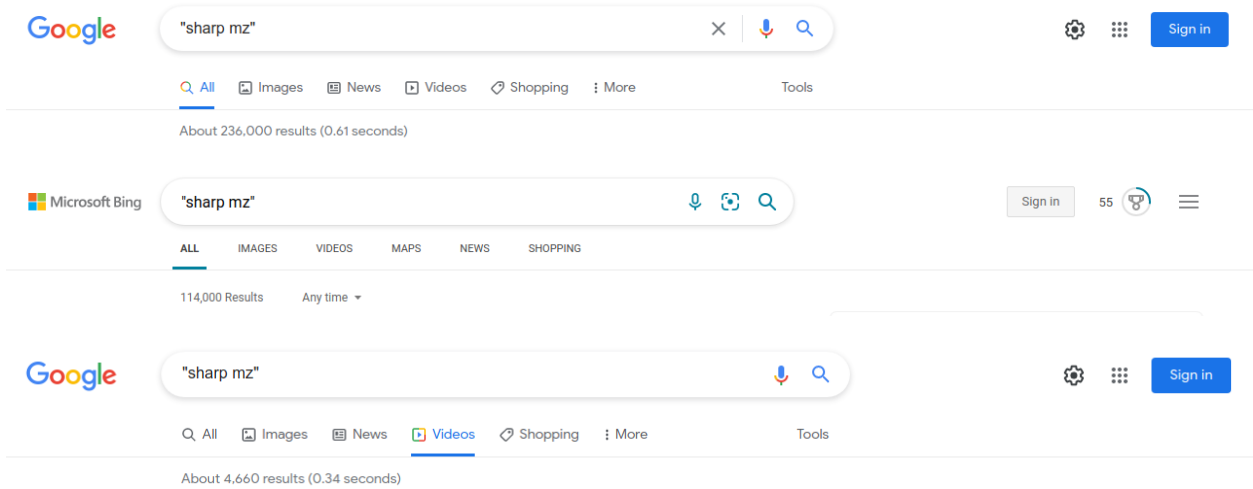


Figure 30. Search results for the Sharp MZ.

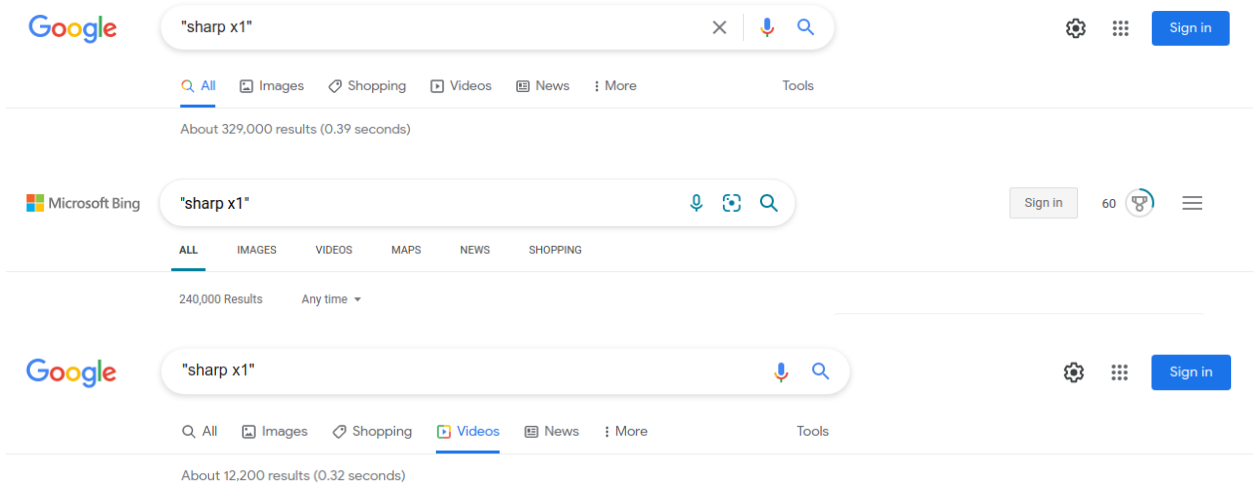


Figure 31. Search results for the Sharp X1.

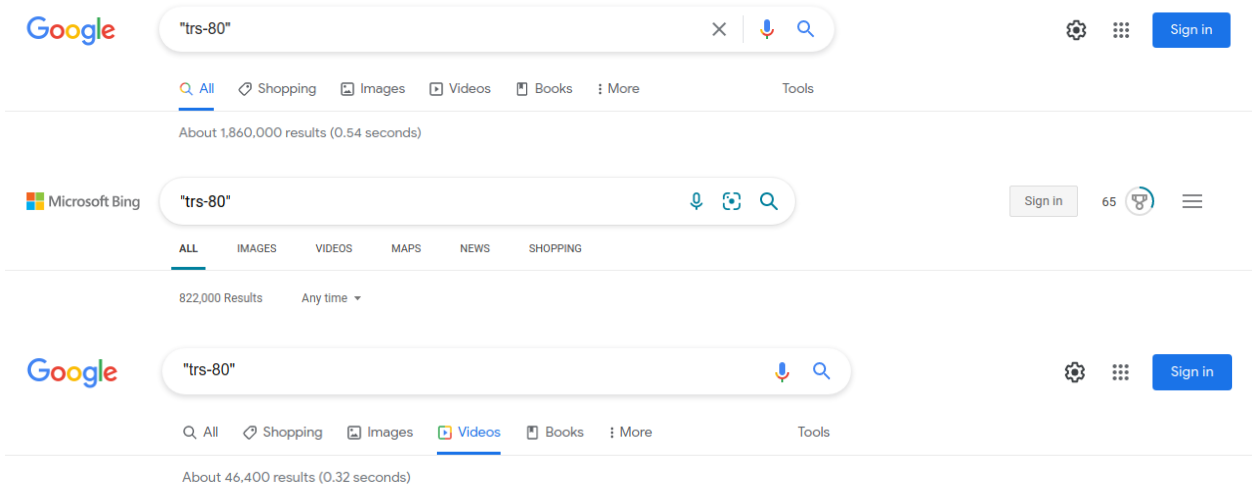


Figure 32. Search results for the TRS-80.

A. Administrative

1. Title

Proposal to add further characters from legacy computers and teletext to the UCS

2. Requester's name

Terminals Working Group (Rebecca Bettencourt et al.)

3. Requester type (Member body/Liaison/Individual contribution)

Individual contribution.

4. Submission date

2021-12-20

5. Requester's reference (if applicable)

6. Choose one of the following:

6a. This is a complete proposal

Yes.

6b. More information will be provided later

No.

B. Technical - General

1. Choose one of the following:

1a. This proposal is for a new script (set of characters)

Yes.

1b. Proposed name of script

Symbols for Legacy Computing Supplement.

1c. The proposal is for addition of character(s) to an existing block

No.

1d. Name of the existing block

2. Number of characters in proposal

731.

3. Proposed category (A-Contemporary; B.1-Specialized (small collection); B.2-Specialized (large collection); C-Major extinct; D-Attested extinct; E-Minor extinct; F-Archaic Hieroglyphic or Ideographic; G-Obscure or questionable usage symbols)

Category B.1.

4a. Is a repertoire including character names provided?

Yes.

4b. If YES, are the names in accordance with the "character naming guidelines" in Annex L of P&P document?

Yes.

4c. Are the character shapes attached in a legible form suitable for review?

Yes.

5a. Who will provide the appropriate computerized font (ordered preference: TrueType, or PostScript format) for publishing the standard?

Rebecca Bettencourt.

5b. If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and indicate the tools used:

Rebecca Bettencourt, FontForge.

6a. Are references (to other character sets, dictionaries, descriptive texts, etc.) provided?

Yes.

6b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?

Yes.

7. Does the proposal address other aspects of character data processing (if applicable) such as input, presentation, sorting, searching, indexing, transliteration, etc. (if yes please enclose information)?

Yes.

8. Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script.

See above.

C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before? If YES, explain.

No.

2a. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?

Yes.

2b. If YES, with whom?

r/Amstrad (Amstrad CPC subreddit); Sharp MZ user community

2c. If YES, available relevant documents

3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included?

Contemporary use by specialists and hobbyists.

4a. The context of use for the proposed characters (type of use; common or rare)

Rare.

4b. Reference

5a. Are the proposed characters in current use by the user community?

Yes.

5b. If YES, where?

Worldwide, but particularly in North America, Europe, and Japan.

6a. After giving due considerations to the principles in the P&P document, must the proposed characters be entirely in the BMP?

No.

6b. If YES, is a rationale provided?

6c. If YES, reference

7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?

Mostly yes, but this is not required.

8a. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?

Yes, the “outlined” digits and uppercase Latin letters can be considered presentation forms of U+0030 through U+0039 and U+0041 through U+005A, respectively.

8b. If YES, is a rationale for its inclusion provided?

Yes.

8c. If YES, reference

Included in proposal.

9a. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?

No.

9b. If YES, is a rationale for its inclusion provided?

9c. If YES, reference

10a. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character?

Yes.

10b. If YES, is a rationale for its inclusion provided?

Yes.

10c. If YES, reference

The proposal document describes new semigraphics, some of which are superficially similar to existing characters.

11a. Does the proposal include use of combining characters and/or the use of composite sequences (see clauses 4.12 and 4.14 in ISO/IEC 10646-1:2000)?

No.

11b. If YES, is a rationale for such use provided?

11c. If YES, reference

11d. Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?

11e. If YES, reference

12a. Does the proposal contain characters with any special properties such as control function or similar semantics?

No.

12b. If YES, describe in detail (include attachment if necessary)

13a. Does the proposal contain any Ideographic compatibility character(s)?

No.

13b. If YES, is the equivalent corresponding unified ideographic character(s) identified?