

Adobe[®] FrameMaker 6.0



FrameMaker Character Sets (UNIX)



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FrameMaker Character Sets (UNIX)

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

About character sets

FrameMaker products use three kinds of character sets.

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

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

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

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

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

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

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

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

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

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

In the following tables, where you can use either of two keystroke sequences to type a character, the sequences are separated by a comma. To assign special characters to simpler key sequences, use the macro capability described in the *FrameMaker User Guide*.

Using key sequences

Many characters are generated by a key sequence. This key sequence often uses the Control, Esc, or Meta key. Depending on the type of system you're working on, the Meta key may be mapped to Alt or to the key with a diamond on it.

This manual uses the following conventions for key sequences.

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

Inserting the Euro Community currency symbol



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

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

For UNIX, Adobe Type 1 Euro Sans, Euro Serif, and Euro Mono fonts are installed automatically when FrameMaker is installed.

The UNIX character sets

The following table shows all the characters available in the UNIX version of FrameMaker products.




























Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\x04	Esc hyphen Shift+d, Control+hyphen			discretionary hyphen		
\x05	Esc n s, Meta+_			suppress hyphenation		
\x06				automatic hyphen		
\x08	Tab			tab		
\x09	Meta+Return, Meta+m, Shift+Return, Control+j			forced return		
\x0a	Return			end of paragraph		
\x0b				end of flow		
\x10	Esc space 1 (one)			numeric space		
\x11	Esc space h, Control+space			nonbreaking space		
\x12	Esc space t			thin space		
\x13	Esc space n			en space		
\x14	Esc space m			em space		
\x15	Esc hyphen h, Meta+hyphen			nonbreaking hyphen		
\x20	space			space		space
\x21	!		!	exclam	!	exclam
\x22	" (with Smart Quotes off), Control+ "		"	quotedbl	∀	universal
\x23	#		#	numeralsign	#	number-sign
\x24	\$		\$	dollar	∃	existential
\x25	%		%	percent	%	percent
\x26	&		&	ampersand	&	ampersand
\x27	Control+'		'	quotesingle	ə	suchthat
\x28	(	(parenleft	(parenleft
\x29)	)	parenright)	parenright
\x2a	*		*	asterisk	*	asterisk-math
\x2b	+		+	plus	+	plus
\x2c	comma		,	comma	,	comma
\x2d	hyphen		-	hyphen	—	minus

Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\x2e	period	.	.	period	.	period
\x2f	/	/	/	slash	/	slash
\x30	0 (zero)	0	0	zero	0	zero
\x31	1 (one)	1	1	one	1	one
\x32	2	2	2	two	2	two
\x33	3	3	3	three	3	three
\x34	4	4	4	four	4	four
\x35	5	5	5	five	5	five
\x36	6	6	6	six	6	six
\x37	7	7	7	seven	7	seven
\x38	8	8	8	eight	8	eight
\x39	9	9	9	nine	9	nine
\x3a	:	:	:	colon	:	colon
\x3b	;	;	;	semicolon	;	semicolon
\x3c	<	<	<	less	<	less
\x3d	=	=	=	equal	=	equal
\x3e	>	>	>	greater	>	greater
\x3f	?	?	?	question	?	question
\x40	@	@	@	at	≡	congruent
\x41	A	☆	A	A	A	Alpha
\x42	B	✂	B	B	B	Beta
\x43	C	✂	C	C	X	Chi
\x44	D	⌘	D	D	Δ	Delta
\x45	E	⌘	E	E	E	Epsilon
\x46	F	◆	F	F	Φ	Phi
\x47	G	◇	G	G	Γ	Gamma
\x48	H	★	H	H	H	Eta
\x49	I	☆	I	I	I	Iota
\x4a	J	⊙	J	J	ϑ	theta1
\x4b	K	★	K	K	K	Kappa

Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\x4c	L	☆	L	L	Λ	Lambda
\x4d	M	☆	M	M	Μ	Mu
\x4e	N	☆	N	N	Ν	Nu
\x4f	O	☆	O	O	Ο	Omicron
\x50	P	☆	P	P	Π	Pi
\x51	Q	★	Q	Q	Θ	Theta
\x52	R	★	R	R	Ρ	Rho
\x53	S	✱	S	S	Σ	Sigma
\x54	T	✱	T	T	Τ	Tau
\x55	U	✪	U	U	Υ	Upsilon
\x56	V	★	V	V	ς	sigma1
\x57	W	✱	W	W	Ω	Omega
\x58	X	✱	X	X	Ξ	Xi
\x59	Y	✱	Y	Y	Ψ	Psi
\x5a	Z	✱	Z	Z	Ζ	Zeta
\x5b	[✱	[bracketleft	[bracketleft
\x5c	\	✱	\	backslash	∴	therefore
\x5d]	✱]	bracketright]	bracket-right
\x5e	^	✪	^	asciicircum	⊥	perpendicular
\x5f	_	✪	_	underscore	—	underscore
\x60	Control+`	✪	`	grave	—	radicalex
\x61	a	✪	a	a	α	alpha
\x62	b	✱	b	b	β	beta
\x63	c	✪	c	c	χ	chi
\x64	d	✪	d	d	δ	delta
\x65	e	✪	e	e	ε	epsilon
\x66	f	✪	f	f	φ	phi
\x67	g	✱	g	g	γ	gamma
\x68	h	✱	h	h	η	eta












Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\x69	i	✱	i	i	ι	iota
\x6a	j	✱	j	j	φ	phi1
\x6b	k	✱	k	k	κ	kappa
\x6c	l	●	l	l	λ	lambda
\x6d	m	○	m	m	μ	mu
\x6e	n	■	n	n	ν	nu
\x6f	o	□	o	o	ο	omicron
\x70	p	□	p	p	π	pi
\x71	q	□	q	q	θ	theta
\x72	r	□	r	r	ρ	rho
\x73	s	▲	s	s	σ	sigma
\x74	t	▼	t	t	τ	tau
\x75	u	◆	u	u	υ	upsilon
\x76	v	❖	v	v	ω	omega1
\x77	w	◐	w	w	ω	omega
\x78	x		x	x	ξ	xi
\x79	y	┆	y	y	ψ	psi
\x7a	z	┆	z	z	ζ	zeta
\x7b	{	“	{	braceleft	{	braceleft
\x7c	(bar)	”		bar		bar
\x7d	}	“	}	braceright	}	braceright
\x7e	~	”	~	asciitilde	~	similar
\x7f				Reserved		Reserved
\x80	Esc % Shift+a	(Ä	Adieresis		Reserved
\x81	Esc * Shift+a)	Å	Aring		Reserved
\x82	Esc comma Shift+c	(Ç	Ccedilla		Reserved
\x83	Esc ' Shift+e		É	Eacute		Reserved
\x84	Esc ~ Shift+n	{	Ñ	Ntilde		Reserved
\x85	Esc % Shift+o	}	Ö	Odieresis		Reserved
\x86	Esc % Shift+u	<	Ü	Udieresis		Reserved

Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\x87	Esc ' a	➤	á	aacute		Reserved
\x88	Esc ` a	⌘	à	agrave		Reserved
\x89	Esc ^ a	⌘	â	acircumflex		Reserved
\x8a	Esc % a	{	ä	adieresis		Reserved
\x8b	Esc ~ a	}	ã	atilde		Reserved
\x8c	Esc * a	{	å	aring		Reserved
\x8d	Esc comma c	}	ç	ccedilla		Reserved
\x8e	Esc ' e		é	eacute		Reserved
\x8f	Esc ` e		è	egrave		Reserved
\x90	Esc ^ e		ê	ecircumflex		Reserved
\x91	Esc % e		ë	edieresis		Reserved
\x92	Esc ' i		í	iacute		Reserved
\x93	Esc ` i		ì	igrave		Reserved
\x94	Esc ^ i		î	icircumflex		Reserved
\x95	Esc % i		ï	idieresis		Reserved
\x96	Esc ~ n		ñ	ntilde		Reserved
\x97	Esc ' o		ó	oacute		Reserved
\x98	Esc ` o		ò	ograve		Reserved
\x99	Esc ^ o		ô	ocircumflex		Reserved
\x9a	Esc % o		ö	odieresis		Reserved
\x9b	Esc ~ o		õ	otilde		Reserved
\x9c	Esc ' u		ú	uacute		Reserved
\x9d	Esc ` u		ù	ugrave		Reserved
\x9e	Esc ^ u		û	ucircumflex		Reserved
\x9f	Esc % u		ü	udieresis		Reserved
\xa0	Control+q space		†	dagger		Reserved
\xa1	Control+q !	¶		Reserved	Υ	Upsilon1
\xa2	Control+q "	¢	¢	cent	'	minute
\xa3	Control+q #	£	£	sterling	≤	lessequal
\xa4	Control+q \$	§	§	section	/	fraction

Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\xa5	Control+q %, Meta+period		•	bullet	∞	infinity
\xa6	Control+q &		¶	paragraph	f	florin
\xa7	Control+q '		ß	germandbls	♣	club
\xa8	Control+q (	®	registerserif	♦	diamond
\xa9	Control+q)		©	copyrightserif	♥	heart
\xaa	Control+q *		™	trademarkserif	♠	spade
\xab	Control+q +		´	acute	↔	arrowboth
\xac	Control+q comma		¨	dieresis	←	arrowleft
\xad	Control+q hyphen			Reserved	↑	arrowup
\xae	Control+q period		Æ	AE	→	arrowright
\xaf	Control+q /		Ø	Oslash	↓	arrow-down
\xb0	Control+q zero			Reserved	°	degree
\xb1	Control+q 1 (one)			Reserved	±	plusminus
\xb2	Control+q 2			Reserved	″	second
\xb3	Control+q 3			Reserved	≥	great- erequal
\xb4	Control+q 4		¥	yen	×	multiply
\xb5	Control+q 5			Reserved	∞	proportional
\xb6	Control+q 6			Reserved	∂	partialdiff
\xb7	Control+q 7			Reserved	•	bullet
\xb8	Control+q 8			Reserved	÷	divide
\xb9	Control+q 9			Reserved	≠	notequal
\xba	Control+q :			Reserved	≡	equivalence
\xbb	Control+q ;		ª	ordfeminine	≈	approx-equal
\xbc	Control+q <		º	ordmasculine	...	ellipsis
\xbd	Control+q =			Reserved		arrowver- tex
\xbe	Control+q >		æ	ae	—	arrowwho- rizex
\xbf	Control+q ?		ø	oslash	↵	carriagere- turn
\xc0	Control+q @		¿	questiondown	ℵ	aleph

Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\xc1	Control+q Shift+a	②	i	exclamdown	ℑ	lfraktur
\xc2	Control+q Shift+b	③	¬	logicalnot	℔	Rfraktur
\xc3	Control+q Shift+c	④		Reserved	℔	weierstrass
\xc4	Control+q Shift+d	⑤	f	florin	⊗	circlemultiply
\xc5	Control+q Shift+e	⑥		Reserved	⊕	circleplus
\xc6	Control+q Shift+f	⑦		Reserved	∅	emptyset
\xc7	Control+q Shift+g	⑧	«	guillemetleft	∩	intersection
\xc8	Control+q Shift+h	⑨	»	guillemetright	∪	union
\xc9	Control+q Shift+i	⑩	...	ellipsis	⊃	proposuperset
\xca	Control+q Shift+j	❶		Reserved	⊇	reflexsuperset
\xcb	Esc ` Shift+a	❷	À	Agrave	⊄	notsubset
\xcc	Esc ~ Shift+a	❸	Ã	Atilde	⊂	propersubset
\xcd	Esc ~ Shift+o	❹	Õ	Otilde	⊆	reflexsubset
\xce	Control+q Shift+n	❺	Œ	OE	∈	element
\xcf	Control+q Shift+o	❻	œ	oe	∉	notelement
\xd0	Control+q Shift+p	❼	–	endash	∠	angle
\xd1	Control+q Shift+q	❽	—	emdash	∇	gradient
\xd2	Control+q Shift+r, Meta+`	❾	“	quotedblleft	®	register
\xd3	Control+q Shift+s, Meta+’	❿	”	quotedblright	©	copyright
\xd4	Control+q Shift+t, `	➡	‘	quoteleft	™	trademark
\xd5	Control+q Shift+u	➡	’	quoteright	Π	product
\xd6	Control+q Shift+v	↔		Reserved	√	radical
\xd7	Control+q Shift+w	↕		Reserved	·	dotmath
\xd8	Esc % y	↯	ÿ	ydieresis	¬	logicalnot
\xd9	Esc % Shift+y	➡	Ÿ	Ydieresis	^	logicaland
\xda	Control+q Shift+z	➡	/	fraction	∨	logicalor

Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\xdb	Control+q [→	¤	currency	↔	arrowdbl-both
\xdc	Control+q \	➔	‹	guilsinglleft	⇐	arrowdblleft
\xdd	Control+q]	→	›	guilsinglright	⇑	arrowdblup
\xde	Control+q ^	➔	fi	fi	⇒	arrowdblright
\xdf	Control+q _	➔	fl	fl	⇓	arrowdbldown
\xe0	Control+q `	➔	‡	daggerdbl	◊	lozenge
\xe1	Control+q a	➔	·	periodcentered	∠	angleleft
\xe2	Control+q b	➤	,	quotesinglbase	®	registersans
\xe3	Control+q c	➤	„	quotedblbase	©	copyrightsans
\xe4	Control+q d	➤	‰	perthousand	™	trademarksans
\xe5	Esc ^ Shift+a	➤	Â	Acircumflex	Σ	summation
\xe6	Esc ^ Shift+e	➤	Ê	Ecircumflex	(parenlefttp
\xe7	Esc ' Shift+a	➤	Á	Aacute		parenleftex
\xe8	Esc % Shift+e	➤	Ë	Edieresis	(parenleftbt
\xe9	Esc ` Shift+e	➤	È	Egrave	[bracketlefttp
\xea	Esc ' Shift+i	➤	Í	Iacute		bracketleftex
\xeb	Esc ^ Shift+i	➤	Î	Icircumflex	[bracketleftbt
\xec	Esc % Shift+i	➤	Ï	Idieresis	[bracelefttp
\xed	Esc ` Shift+i	➤	Ì	Igrave	{	braceleftmid
\xee	Esc ' Shift+o	➤	Ó	Oacute	[braceleftbt
\xef	Esc ^ Shift+o	➤	Ô	Ocircumflex		braceex
\xf0				Reserved		Reserved
\xf1	Esc ` Shift+o	➤	Ò	Ograve	}	angleright
\xf2	Esc ' Shift+u	⦿	Ú	Uacute	∫	integral
\xf3	Esc ^ Shift+u	➤	Û	Ucircumflex	∫	integraltp

Hex code	Key or key sequence	Dingbats: graphic	Standard character set: graphic and name		Symbol set: graphic and name	
\xf4	Esc ` Shift+u		Ù	Ugrave		integralex
\xf5	Control+q u		ı	dotlessi	J	integralbt
\xf6	Control+q v		^	circumflex)	paren-righttp
\xf7	Control+q w		~	tilde		parenrighttex
\xf8	Control+q x		˘	macron)	paren-rightbt
\xf9	Control+q y		˘	breve]	bracket-righttp
\xfa	Control+q z		˙	dotaccent		bracket-righttex
\xfb	Control+q {		°	ring)	bracket-rightbt
\xfc	Control+q (bar)		¸	cedilla)	bracerighttp
\xfd	Control+q }		¨	hungarumlaut	}	bracerightmid
\xfe	Control+q ~		˛	ogonek)	bracerightbt