






























<code>&nbsp;</code>		no break (required) space	Ba0
<code>&z.rarrc;</code>	\curvearrowright	curly arrow	Ba1
<code>&z.RLarr;</code>	\Rightarrow	long arrow right, short arrow left	Ba2
<code>&z.rLarr;</code>	\Leftarrow	short arrow right, long arrow left	Ba3
<code>&puncsp;</code>		Punctuation space; thousand separator	Ba9
<code>&lhar2;</code>	\leftrightsquigarrow	left over right harpoon; reversible reaction	Baa
<code>&rlhar2;</code>	\rightleftharpoons	right over left harpoon; reversible reaction	Bab
<code>&lrarr2;</code>	\Leftrightarrow	left over right arrow; reversible reaction	Bac
<code>&rlarr2;</code>	\Rrightarrow	right over left arrow; reversible reaction	Bad
<code>&larrhk;</code>	\leftarrow	left arrow-hooked	Bae
<code>&lharu;</code>	\longleftarrow	left harpoon-up	Baf
<code>&larr;</code>	\leftarrow	left arrow; relata of a relation	Bag
<code>&lArr;</code>	\Leftarrow	left double arrow; is implied by	Bah
<code>&harrw;</code>	\leftrightarrow	left and right arrow-wavy	Bai
<code>&rarrw;</code>	\rightsquigarrow	right arrow-wavy; functional relationship	Baj
<code>&rarrhk;</code>	\rightarrow	right arrow-hooked	Bak
<code>&rharu;</code>	\longrightarrow	right harpoon-up	Bal
<code>&rarr;</code>	\rightarrow	right arrow; approaches	Bam
<code>&rArr;</code>	\Rightarrow	right double arrow; implies	Ban
<code>&map;</code>	\mapsto	mapping; maps to	Bao
<code>&rAarr;</code>	\Rightarrow	right triple arrow	Bap
<code>&LAarr;</code>	\Leftarrow	left triple arrow	Baq
<code>&harr;</code>	\leftrightarrow	left-right arrow; mutually implies	Bar
<code>&ifff;</code>	\Leftrightarrow	left-right dbl arrow; if and only if; mut. implies	Bas
<code>&rarr2;</code>	\Rightarrow	two right arrows	Bat
<code>&larr2;</code>	\Leftarrow	two left arrows	Bau
<code>&Larr;</code>	\Leftarrow	two-head left arrow	Bav
<code>&Rarr;</code>	\Rightarrow	two-head right arrow; on to map	Baw
<code>&Map;</code>	\mapsto	two-head right arrow, ended	Bax
<code>&larrtl;</code>	\leftarrow	left arrow-tailed	Bay
<code>&rarrtl;</code>	\rightarrow	right arrow-tailed	Baz
<code>&z.nrarrc;</code>	\rightarrow	slashed curly arrow	Bb1
<code>&nesear;</code>	\nearrow	N-E, S-E arrows	Bb2
<code>&seswar;</code>	\searrow	S-E, S-W arrows	Bb3
<code>&swnear;</code>	\swarrow	S-W, N-W arrows	Bb4
<code>&nwnear;</code>	\nwarrow	N-W, N-E arrows	Bb5
<code>&swarhk;</code>	\searrow	S-W arrow, hooked	Bba
<code>&searhk;</code>	\searrow	S-E arrow, hooked	Bbb
<code>&nwarhk;</code>	\nwarrow	N-W arrow, hooked	Bbc
<code>&nearhk;</code>	\nearrow	N-E arrow, hooked	Bbd
<code>&larrlp;</code>	\looparrowleft	looparrowleft A: l arrow-looped	Bbe
<code>&lhard;</code>	\longleftarrow	leftharpoondown A: l harpoon-down	Bbf
<code>&nlarr;</code>	\nleftarrow	not left arrow	Bbg
<code>&nlArr;</code>	\nLeftarrow	not left double arrow; not implied by	Bbh
<code>&rhard;</code>	\longrightarrow	rightharpoondown A: rt harpoon-down	Bbj
<code>&rarrlp;</code>	\looparrowright	looparrowright A: r arrow-looped	Bbk
<code>&z.rarrx;</code>	\rightarrow	right arrow, crossed	Bbl
<code>&nrarr;</code>	\nrightarrow	not right arrow; does not tend to	Bbm
<code>&nrArr;</code>	\nRightarrow	not right double arrow; does not imply	Bbn
<code>&olarr;</code>	\circlearrowleft	* * circlearrowleft A: l arrow in circle	Bbp
<code>&orarr;</code>	\circlearrowright	* * circlearrowright A: r arrow in circle	Bbq
<code>&nharr;</code>	\leftrightarrow	not left-right arrow	Bbr
<code>&nhArr;</code>	\nleftrightarrow	not left-right dbl arrow; negation of mut. implies	Bbs
<code>&lsh;</code>	\hookleftarrow	Lsh A: * * left hook arrow up	Bbw
<code>&z.duhar2;</code>	\Downarrow	harpoon down, up	Bc1
<code>&z.udhar2;</code>	\Uparrow	harpoon up, down	Bc2
<code>&dharl;</code>	\Downarrow	down harpoon left	Bca
<code>&dharr;</code>	\Downarrow	down harpoon right	Bcb
<code>&darr;</code>	\downarrow	downward arrow; decreases	Bcc
<code>&dArr;</code>	\Downarrow	down double arrow; implies	Bcd
<code>&uarr;</code>	\uparrow	upward arrow; increase; exponent	Bce

<code>&uArr;</code>	\Uparrow	up double arrow; implies	Bcf
<code>&uharl;</code>	\Uparrow	up harpoon left	Bcg
<code>&uharr;</code>	\Uparrow	up harpoon right	Bch
<code>&nwarr;</code>	\swarrow	arrow, north-west	Bci
<code>&searr;</code>	\searrow	arrow, south-east; decays	Bcj
<code>&nearr;</code>	\nearrow	arrow, north-east; grows	Bck
<code>&swarr;</code>	\swarrow	arrow, south-west	Bcl
<code>&z.udarr;</code>	\Updownarrow	dbl arrow, left up, right down; anti-parallel to	Bcm
<code>&z.duarr;</code>	\Downarrow	dbl arrow, left down, right up	Bcn
<code>&cularr;</code>	\curvearrowleft	left curved arrow; anti-clockwise arrow	Bcp
<code>&curarr;</code>	\curvearrowright	right curved arrow; clockwise arrow	Bcq
<code>&varr;</code>	\Updownarrow	up-down arrow; vertical relationship	Bcr
<code>&vArr;</code>	\Updownarrow	up and down double arrow; if and only if	Bcs
<code>&uarr2;</code>	$\Uparrow\Uparrow$	two upward arrows	Bct
<code>&darr2;</code>	$\Downarrow\Downarrow$	two downward arrows	Bcu
<code>&rsh;</code>	\rightarrow	Rsh A: * *right hook arrow up	Bcw
<code>&z.rhkd;</code>	\hookrightarrow	right hook, down	Bcx
<code>&z.arldr;</code>	\curvearrowright	rounded arrow down, right	Bcy
<code>&z.arldl;</code>	\curvearrowleft	rounded arrow down, left	Bcz
<code>&lfloor;</code>	\lfloor	left floor; topless left bracket	Bd1
<code>&lceil;</code>	\lceil	left ceiling; bottomless left bracket	Bd2
<code>&dlcorn;</code>	\llcorner	down left corner	Bd3
<code>&ulcorn;</code>	\ulcorner	up left corner	Bd4
<code>&z.dlcorn;</code>	\llcorner	left bottom corner, long	Bd5
<code>&mid;</code>	$ $	shortmid R: (Height of small x)	Bd6
<code>&par;</code>	\parallel	shortparallel R: short parallel (Height small x)	Bd7
<code>&lang;</code>	\langle	left angle bracket	Bda
<code>&z.ldang;</code>	$\langle\langle$	left double angle bracket	Bdb
<code>&lbrk;</code>	\llbracket	left open bracket	Bdc
<code>&loang;</code>	\llcorner	left open angular bracket	Bdd
<code>&mid;</code>	$ $	divides; mid (Height of capital I)	Bdi
<code>&par;</code>	\parallel	parallel to (height of capital I)	Bdj
<code>&z.sfn;</code>	$ $	single-rule fence	Bdk
<code>&z.dfn;</code>	\parallel	double-rule fence; norm of a matrix	Bdl
<code>&z.tfn;</code>	$\parallel\parallel$	triple vertical-rule fence	Bdm
<code>&perp;</code>	\perp	perpendicular; orthogonal to	Bdp
<code>&intcal;</code>	\top	intercal; true	Bdq
<code>&Vbar;</code>	$\perp\perp$	double perpendicular	Bdr
<code>&vdash;</code>	\vdash	vertical, dash; assertion; reduced to	Bds
<code>&dashv;</code>	\dashv	dash, vertical; turnstile	Bdt
<code>&VDash;</code>	\Vdash	double vertical, dash	Bdu
<code>&VDash;</code>	\Vdash	double vertical, double dash	Bdv
<code>&Vvdash;</code>	\Vdash	triple vertical, dash	Bdw
<code>&vDash;</code>	\Vdash	vert., 2-dsh; models; statement is true; result in	Bdx
<code>&rfisht;</code>	\rightarrow	right fish tail; element precedes under relation;	Bdy
<code>&rfloor;</code>	\rfloor	right floor; topless right bracket	Be1
<code>&rceil;</code>	\rceil	right ceiling; bottomless right bracket	Be2
<code>&drcorn;</code>	\llcorner	down right corner	Be3
<code>&urcorn;</code>	\ulcorner	up right corner	Be4
<code>&z.drcorn;</code>	\llcorner	right bottom corner, long	Be5
<code>&nmid;</code>	\nmid	nshortmid	Be6
<code>&npar;</code>	\nparallel	nshortparallel N: not short par	Be7
<code>&rang;</code>	\rangle	right angle bracket	Bea
<code>&z.rdang;</code>	$\rangle\rangle$	right double angle bracket	Beb
<code>&robrk;</code>	\rrbracket	right open bracket	Bec
<code>&roang;</code>	\rrcorner	right open angular bracket	Bed
<code>&nmid;</code>	\nmid	not mid	Bei

<code>&npar;</code>	∥	not parallel	Bej
<code>&z.tdcol;</code>	⋮	triple dot colon	Bek
<code>&z.tdfnc;</code>	⋮	triple dot fence	Bel
<code>&z.ddfnc;</code>	⋮	dotted fence	Bem
<code>&brvbar;</code>	⋮	broken vertical bar	Ben
<code>&z.dshfnc;</code>	⋮	dashed fence	Beo
<code>&nvdash;</code>	⊨	not vertical, dash	Bes
<code>&nVdash;</code>	⊨	not double vertical, dash	Beu
<code>&nVDash;</code>	⊨	not double vertical, double dash	Bev
<code>&nVDash;</code>	⊨	not vertical, double-dash	Bex
<code>&lfisht;</code>	⤿	left fish tail	Bey
<code>&utri;</code>	△	up triangle open	Bf1
<code>&dtri;</code>	▽	down triangle open	Bf2
<code>&rtri;</code>	▷	right triangle open	Bf3
<code>&ltri;</code>	◁	left triangle open	Bf4
<code>&utrif;</code>	▲	up triangle, filled	Bf5
<code>&dtrif;</code>	▼	down triangle, filled	Bf6
<code>&rtrif;</code>	▶	right triangle, filled	Bf7
<code>&ltrif;</code>	◀	left triangle, filled	Bf8
<code>&dagger;</code>	†	dagger	Bfa
<code>&sect;</code>	§	section sign	Bfc
<code>&para;</code>	¶	paragraph sign; pilcrow	Bfd
<code>&malt;</code>	✠	Maltese cross	Bfe
<code>&check;</code>	✓	check mark; tick	Bff
<code>&diam;</code>	◇	diamond	Bfg
<code>&diams;</code>	◆	diamondsuit; diamond, filled	Bfh
<code>&hearts;</code>	♥	heartsuit; heart, filled	Bfi
<code>&spades;</code>	♠	spadesuit; spade, filled	Bfj
<code>&clubs;</code>	♣	clubsuit; club, filled	Bfk
<code>&star;</code>	☆	star, open	Bfl
<code>&starf;</code>	★	big (5-point) star, filled	Bfm
<code>&squ;</code>	□	square; D'Alembertian operator	Bfn
<code>&squf;</code>	■	square filled, end of proof; Halmos	Bfo
<code>&z.sqfne;</code>	◩	square with filled N-E-corner	Bfp
<code>&z.sqfnw;</code>	◪	square with filled N-W-corner	Bfq
<code>&z.sqfsw;</code>	◥	square with filled S-W-corner	Bfr
<code>&z.sqfse;</code>	◧	square with filled S-E-corner	Bfs
<code>&z.sqfl;</code>	◱	square, left filled	Bft
<code>&z.sqfr;</code>	◳	square, right filled	Bfu
<code>&z.sqft;</code>	◴	square, top filled	Bfv
<code>&z.sqfb;</code>	◵	square, bottom filled	Bfw
<code>&xutri;</code>	△	big up triangle open	Bg1
<code>&xdtri;</code>	▽	big down triangle open	Bg2
<code>&z.sqshd;</code>	◼	legend symbol; shaded box	Bg6
<code>&z.rvbullet;</code>	◻	reversed video bullet	Bg7
<code>&z.scis;</code>	✂	scissor-symbol	Bg8
<code>&phone;</code>	☎	telephone-symbol	Bg9
<code>&Dagger;</code>	‡	double dagger; diesis	Bga
<code>&loz;</code>	◇	lozenge open; total mark	Bgf
<code>&z.lozfl;</code>	◈	lozenge, left filled	Bgg
<code>&z.lozfr;</code>	◉	lozenge, right filled	Bgh
<code>&diams;</code>	◆	lozenge, filled	Bgi
<code>&cir;</code>	○	circle, open	Bgn
<code>&bull;</code>	●	filled circle; bullet	Bgo
<code>&z.sqh;</code>	▤	legend symbol; horizontally striped box	Bgp
<code>&z.sqv;</code>	▥	legend symbol; vertically striped box	Bgq
<code>&z.sqsw;</code>	▦	legend symbol; sout-west striped box	Bgr

<code>&z.sqne;</code>		legend symbol; north-east striped box	Bgs
<code>&z.cirfl;</code>		circle, left filled	Bgt
<code>&z.cirfr;</code>		circle, right filled	Bgu
<code>&z.cirft;</code>		circle, top filled	Bgv
<code>&z.cirfb;</code>		circle, bottom filled	Bgw
<code>&rect;</code>		rectangle open, horizontal	Bgx
<code>&z.vrecto;</code>		rectangle open, vertical	Bgy
<code>&z.parl;</code>		parallelogram	Bgz
<code>&utri;</code>		up triangle open (conjunction)	Bh1
<code>&z.merc;</code>		Mercury	Bh3
<code>&female;</code>		Venus; female	Bh4
<code>&z.jup;</code>		Jupiter	Bh5
<code>&z.sat;</code>		Saturn	Bh6
<code>&male;</code>		Mars; male	Bh7
<code>&z.herma;</code>		hermaphrodite	Bh8
<code>&z.nept;</code>		Neptune	Bh9
<code>&amp;</code>	<code>&</code>	ampersand	Bha
<code>&cent;</code>	<code>¢</code>	cent sign	Bhb
<code>\$</code>	<code>\$</code>	dollar sign	Bhc
<code>&pound;</code>	<code>£</code>	pound sign	Bhd
<code>&z.hfl;</code>	<code>f</code>	guilders sign	Bhe
<code>&yen;</code>	<code>¥</code>	yen sign	Bhf
<code>&z.pes;</code>	<code>₧</code>	Pesetas sign	Bhg
<code>&eth;</code>	<code>ð</code>	ed	Bhj
<code>&permil;</code>	<code>‰</code>	per thousand; per mille	Bhm
<code>&z.ppcnt;</code>	<code>‱</code>	per 10 000	Bhn
<code>&copy;</code>		copyright sign (circled C)	Bhr
<code>&reg;</code>		registered sign (circled R)	Bhs
<code>&trade;</code>		trade mark sign (circled TM)	Bht
<code>&flat;</code>		flat (music)	Bhw
<code>&sharp;</code>		sharp (music)	Bhx
<code>&natur;</code>		natural (music)	Bhy
<code>&rpargt;</code>	<code>➤</code>	right parenthesis, greater	Bi0
<code>&ltri;</code>		left elongated triangle; implied by	Bi1
<code>&nrtri;</code>		not right triangle	Bi2
<code>&rtri;</code>		right elongated triangle; implies	Bi3
<code>&nltri;</code>		not left triangle	Bi4
<code>&lparlt;</code>	<code>◀</code>	left parenthesis, less than	Bi7
<code>&z.rparlt;</code>	<code>⋈</code>	right parenthesis, less than	Bi8
<code>&z.lpargt;</code>	<code>⋉</code>	left parenthesis, gt	Bi9
<code>&forall;</code>	<code>∀</code>	inverted capital A; for all	Bia
<code>&exist;</code>	<code>∃</code>	reversed cap. E; there exists; at least one exists	Bib
<code>&nexist;</code>	<code>∄</code>	not rev. cap. E; not exists; there does not exist	Bic
<code>&comp;</code>		complement	Bid
<code>&cup;</code>	\cup	sum or union of classes or sets; logical sum	Bif
<code>&cap;</code>	\cap	prod. of intrsctn of cl. / sets; vee; small intrsctn	Big
<code>&Cup;</code>		double union; (Cup)	Bih
<code>&Cap;</code>		double intersection; (Cap)	Bii
<code>&sqcup;</code>	\sqcup	square union	Bij
<code>&sqcap;</code>	\sqcap	square intersection	Bik
<code>&uplus;</code>	\uplus	u plus B: plus sign in union	Bil
<code>&or;</code>	\vee	logical or; small supremum	Bim
<code>&and;</code>	\wedge	logical and; small infimum; wedge	Bin
<code>&z.Or;</code>	$\vee\vee$	double logical or	Bio
<code>&z.And;</code>	$\wedge\wedge$	double logical and	Bip
<code>&Or;</code>	$\vee\vee\vee$	double supremum (conjunction); double logical or	Biq
<code>&And;</code>	$\wedge\wedge\wedge$	double infimum (conjunction); double logical and	Bir

<code>&z.Sup;</code>	\mathbb{W}	double supremum (cumulator)	Bis
<code>&z.Inf;</code>	\mathbb{A}	double infimum (cumulator)	Bit
<code>&cuwed;</code>	\wedge	curly logical and	Biu
<code>&cuvee;</code>	\vee	curly logical or	Biv
<code>&veebar;</code>	$\underline{\vee}$	logical or, bar below; injective	Biw
<code>&barwed;</code>	$\bar{\wedge}$	logical and, bar above; projective	Bix
<code>&z.veeBar;</code>	$\underline{\vee}$	logical or, dbl bar below	Biy
<code>&Barwed;</code>	$\bar{\wedge}$	double bar wedge B: log and, dbl bar	Biz
<code>&acoint;</code>	\oint	contour integral, anti-clockwise	Bj1
<code>&ccoint;</code>	\oint	contour integral, clockwise	Bj2
<code>&cwint;</code>	\int	clockwise integral	Bj3
<code>&z.sqint;</code>	\oint	lattice-integral	Bj4
<code>&z.Lap;</code>	$\dot{\Delta}$	up triangle open with dot; Laplace operator	Bj5
<code>&sum;</code>	Σ	summation operator	Bja
<code>&prod;</code>	Π	product operator	Bjb
<code>&coprod;</code>	\amalg	inverted product (cumulator)	Bjc
<code>&amalg;</code>	\amalg	inverted prod. (conjunction); amalgamation, coprod	Bjd
<code>&radic;</code>	$\sqrt{\quad}$	root; radical sign	Bje
<code>&xcup;</code>	\cup	union of classes / sets; sum or sets between limits	Bjf
<code>&xcap;</code>	\cap	intersection of classes; prod.of cl / sets betw. lmt	Bjg
<code>&z.xrat;</code>	\mathbb{R}	cross ratio	Bjh
<code>&z.S;</code>	\mathbb{S}	S-sign	Bji
<code>&xscup;</code>	\bigsqcup	big square union	Bjj
<code>&z.Thr;</code>	\bigsqcap	big square intersection	Bjk
<code>&xuplus;</code>	\uplus	big u plus B: plus sign in big union	Bjl
<code>&xvee;</code>	\bigvee	large supremum	Bjm
<code>&xwedge;</code>	\bigwedge	large infimum	Bjn
<code>&weierp;</code>	\wp	Weierstrass elliptic function	Bjo
<code>&int;</code>	\int	integral operator	Bjp
<code>&z.cint;</code>	\int	principal-value integral: cauchy integral	Bju
<code>&conint;</code>	\oint	contour integral; circuital integral	Bjv
<code>&z.sint;</code>	\oiint	surface integral	Bjw
<code>&z.vint;</code>	\iiint	volume integral	Bjx
<code>&z.eint;</code>	\int	edge-integral	Bjz
<code>&ang;</code>	\sphericalangle	angle	Bk1
<code>&angmsd;</code>	\sphericalangle	angle-measured	Bk2
<code>&angsph;</code>	\sphericalangle	spherical angle	Bk3
<code>&z.nglpar;</code>	\sphericalangle	angle and left parentheses	Bk4
<code>&ang90;</code>	\perp	right (90 degree) angle; factorial sign	Bk5
<code>&iproduct;</code>	\perp	intprod	Bk6
<code>&deg;</code>	$^\circ$	degree sign	Bk7
<code>&ast;</code>	$*$	mid asterisk	Bk8
<code>&compfn;</code>	\circ	centered circle; composite function; convolution	Bk9
<code>&lt;</code>	$<$	less than sign	Bka
<code>&les;</code>	\leq	less than or equal to, slanted	Bkb
<code>&els;</code>	\leq	equal-or-less, slanted	Bkc
<code>&le;</code>	\leq	less than or equal	Bkd
<code>&lE;</code>	\leq	less than or (double) equal	Bke
<code>&lsim;</code>	\lesssim	less than or similar to; less, approximate	Bkf
<code>&lap;</code>	\approx	less than and double approximate	Bkg
<code>&siml;</code>	\approx	less than and approximately	Bkh
<code>&lg;</code>	\lessgtr	less than or greater than	Bki
<code>&leg;</code>	\lessgtr	less, equal, or greater	Bkj
<code>&lEg;</code>	\lessgtr	less, (double) equal, or greater	Bkk
<code>&Lt;</code>	\ll	much less than (double)	Bkl
<code>&z.Lt;</code>	\ll	much less than (double)	Bkm
<code>&LL;</code>	\lll	much less than (triple)	Bkn

<code>&ldot;</code>	\cdot	less dot R: less than, with dot	Bko
<code>&esim;</code>	\approx	** equal, similar	Bkp
<code>&pr;</code>	\prec	precedes; has lower rank than; is dominated by	Bkq
<code>&prsim;</code>	\simeq	precedes, similar; dominance; contained in, equiv.	Bkr
<code>&prap;</code>	\preccurlyeq	precedes, approximate	Bks
<code>&pre;</code>	\preceq	preceq R: precedes, equals	Bkt
<code>&prcue;</code>	\preccurlyeq	curly prec. equal; has rank lower than or equal to	Bku
<code>&cuepr;</code>	\succcurlyeq	curly equals (above), precedes	Bkv
<code>&rfisht;</code>	\downarrow	precedes under relation	Bkw
<code>&z.mstpos;</code>	\oslash	most positive	Bkz
<code>&starf;</code>	\star	small (5-point) star, filled	B10
<code>&bprime;</code>	\prime	backprime; reverse prime	B15
<code>*</code>	$*$	pseudo-superscript asterisk (ASCII *)	B18
<code>&z.ccirf;</code>	\bullet	centered small circle, filled	B19
<code>&nlt;</code>	\nless	not less than	B1a
<code>&nles;</code>	\nlessgtr	neither less than nor equal to, slanted	B1b
<code>&lne;</code>	\lessdot	less than but not equals	B1d
<code>&lnE;</code>	\lessgtr	less than but not (double) equal to	B1e
<code>&lnsim;</code>	\lesssim	less than, not similar	B1f
<code>&lnap;</code>	\lessapprox	less than but not approximate	B1g
<code>&z.nltneq;</code>	\nlessdot	neither less than nor equivalent to	B1h
<code>&z.nltngt;</code>	\nlessgtr	neither less than nor greater than	B1i
<code>&nle;</code>	\nleq	nleq N: not less-than-or-equal	B1j
<code>&nLE;</code>	\nleq	nleq N: not less, dbl equals	B1k
<code>&twixt;</code>	\between	between	B1n
<code>&npr;</code>	\nprec	does not precede	B1q
<code>&prnsim;</code>	\nsim	precedes, not similar	B1r
<code>&prnap;</code>	\napprox	precedes, not approximately	B1s
<code>&prnE;</code>	\npreceq	precedes, not double equal	B1t
<code>&npre;</code>	\npreceq	npreceq N: not precedes, equals	B1u
<code>&infin;</code>	∞	infinity sign	B1z
<code>&smile;</code>	\smile	up curve, smile	Bm1
<code>&frown;</code>	\frown	down curve, frown	Bm2
<code>&fork;</code>	\pitchfork	pitchfork	Bm3
<code>&fork;</code>	\pitchfork	** pitchfork	Bm4
<code>&prime;</code>	\prime	prime; minutes; feet	Bm5
<code>&Prime;</code>	$\prime\prime$	double prime; seconds; inches	Bm6
<code>&tprime;</code>	$\prime\prime\prime$	triple prime	Bm7
<code>&z.qprime;</code>	$\prime\prime\prime$	fourfold prime	Bm8
<code>&hellip;</code>	\dots	triple dot	Bm9
<code>></code>	$>$	greater than sign	Bma
<code>&ges;</code>	\gtrsim	greater than or equal to, slanted	Bmb
<code>&egs;</code>	\gtrless	equal-or-greater, slanted	Bmc
<code>&ge;</code>	\geq	greater than or equal to	Bmd
<code>&gE;</code>	\geq	greater than or double equal to	Bme
<code>&gsim;</code>	\gtrsim	greater than or similar to; greater than approx.	Bmf
<code>&gap;</code>	\gtrapprox	greater than, approximately	Bmg
<code>&simg;</code>	\gtrsim	greater than, approximately	Bmh
<code>&gl;</code>	\gtrless	greater than or less than	Bmi
<code>&gel;</code>	\gtrless	greater, equal, or less	Bmj
<code>&gEl;</code>	\gtrless	greater, (double) equal, or less	Bmk
<code>&Gt;</code>	\gg	much greater than (double)	Bml
<code>&z.Gt;</code>	\gg	much greater than (double)	Bmm
<code>&Gg;</code>	\ggg	much greater than (triple)	Bmn
<code>&gdot;</code>	\gtrdot	greater dot R: greater than, with dot	Bmo
<code>&z.nesim;</code>	\napprox	not equal, similar	Bmp
<code>&sc;</code>	\succ	succeeds; has higher rank than; dominates	Bmq

<code>&scsim;</code>	\sim	succeeds, similar	Bmr
<code>&scap;</code>	\approx	succeeds, approximate	Bms
<code>&sce;</code>	\simeq	succeq R: succeeds, equals	Bmt
<code>&sccue;</code>	\succcurlyeq	succ. curly eq; has rank higher than or equal to	Bmu
<code>&cuesc;</code>	\succsim	curly equals (above), succeeds	Bmv
<code>&prop;</code>	\propto	is proportional to; varies as	Bmz
<code>&smile;</code>	\smile	** small smile	Bn1
<code>&frown;</code>	\frown	smallfrown R: small down curve	Bn2
<code>&z.lbd2td;</code>	\equiv	2 bonds on the lefthand side, top double	Bn3
<code>&z.lbd2bd;</code>	\equiv	2 bonds on the lefthand side, bottom double	Bn4
<code>&z.rbd2td;</code>	\equiv	2 bonds on the righthand side, top double	Bn5
<code>&z.rbd2bd;</code>	\equiv	2 bonds on the righthand side, bottom double	Bn6
<code>&ctdot;</code>	$\cdot\cdot\cdot$	triple dot, centered	Bn9
<code>&ngt;</code>	\gt	not greater than	Bna
<code>&nges;</code>	\gtrsim	neither greater than nor equal to, slanted	Bnb
<code>&gne;</code>	\gtrless	greater than, not equals to	Bnd
<code>&gnE;</code>	\gtrdot	greater than but not (double) equal to	Bne
<code>&gnsim;</code>	\gtrsim	greater than but not similar to	Bnf
<code>&gnap;</code>	\gtrsim	greater than but not approximate	Bng
<code>&z.ngtneq;</code>	\nngtr	neither greater than nor equivalent to	Bnh
<code>&z.ngtnlt;</code>	\nngtr	neither greater than nor less than	Bni
<code>&nge;</code>	\ngeq	ngeq N: not greater-than-or-equal	Bnj
<code>&ngE;</code>	\ngeqq	ngeqq N: not greater, dbl equals	Bnk
<code>&nsc;</code>	\nlessgtr	does not succeed	Bnq
<code>&scnsim;</code>	\nlessgtr	succeeds, not similar	Bnr
<code>&scnap;</code>	\nlessgtr	succeeds, not approximate	Bns
<code>&scnE;</code>	\nlessgtr	succeeds but, not (double) equal to	Bnt
<code>&nsce;</code>	\nlessgtr	nsucceq N: not succeeds, equals	Bnu
<code>&z.rad;</code>	\cdot	radical dot	Bo0
<code>&z.pent;</code>	\pentagon	pentagon	Bo1
<code>&z.hex;</code>	\hexagon	hexagon	Bo2
<code>&z.pdbdtd;</code>	\equiv	partial double bond, top dashed	Bo3
<code>&z.pdbdbd;</code>	\equiv	partial double bond, bottom dashed	Bo4
<code>&z.ptbdttd;</code>	\equiv	partial triple bond, top dashed	Bo5
<code>&z.ptbdbd;</code>	\equiv	partial triple bond, bottom dashed	Bo6
<code>&z.sbond;</code>	$-$	single bond	Bo7
<code>&z.pdbond;</code>	\equiv	Partial double bond	Bo8
<code>&z.utdot;</code>	$\cdot\cdot\cdot$	triple dot, diagonal SW-NE	Bo9
<code>&isin;</code>	\in	set membership; member	Boa
<code>&isin;</code>	\in	is an element of	Bob
<code>&sub;</code>	\subset	subset; proper inclusion in set; is implied by	Boc
<code>&sube;</code>	\subset	subset, equals; identity or inclusion in set	Bod
<code>&subE;</code>	\subset	subset, double equals	Bog
<code>&Sub;</code>	\subset	double subset	Boj
<code>&sqsqsub;</code>	\sqsubset	square subset; image of	Bok
<code>&sqsqsube;</code>	\sqsubset	square subset, equals	Bol
<code>&mumap;</code>	\multimap	multimap A:	Boo
<code>&imof;</code>	$\bullet\rightarrow$	image of	Bop
<code>&z.dbnd;</code>	\equiv	double bond; length as m-dash	Boq
<code>&z.tbnd;</code>	\equiv	triple bond; length as m-dash	Bor
<code>&z.qbnd;</code>	\equiv	quadruple bond; length as m-dash	Bos
<code>&z.drule;</code>	\backslash	-45 degree rule	Bow
<code>&z.urule;</code>	$/$	+ 45 degree rule	Box
<code>&sim;</code>	\sim	thicksim R: thick similar	Bp1
<code>&ap;</code>	\approx	thickapprox R: thick approximate	Bp4
<code>&dttdot;</code>	$\cdot\cdot\cdot$	triple dot, diagonal NW-SE	Bp9
<code>&notin;</code>	\notin	not an element of; is not a member of	Bpa

<code>&nsup;</code>	$\not\supset$	not superset; non-proper inclusion in set	Bpc
<code>&subne;</code>	\subsetneq	subset, not equals	Bpd
<code>&z.nsubne;</code>	\subsetneq	not subset, not equals	Bpe
<code>&nsube;</code>	$\not\subseteq$	not subset, equals; not contained in or not eql to	Bpf
<code>&subnE;</code>	\subsetneq	subset, not double equal	Bpg
<code>&z.nsubE;</code>	\subsetneq	not subset, double equals	Bph
<code>&nsubE;</code>	$\not\subseteq$	not subset, double equals	Bpi
<code>&z.sqnsup;</code>	$\not\sqsupset$	square not superset	Bpk
<code>&z.sqnrsub;</code>	$\not\sqsupseteq$	square not reflex subset	Bpl
<code>&z.sqsbne;</code>	$\not\sqsupseteq$	Square subset, not equal	Bpm
<code>&origof;</code>	$\circ\bullet$	original of	Bpp
<code>&z.dbnd6;</code>	\equiv	6-point double bond; length half of m-dash	Bpq
<code>&z.tbnd6;</code>	\equiv	6-point triple bond; length half of m-dash	Bpr
<code>&z.qbnd6;</code>	\equiv	six-point quadruple bond; length half of m-dash	Bps
<code>&z.rbond3;</code>	\diagup	3 bonds on the righthand side	Bpt
<code>&z.lbond3;</code>	\diagdown	3 bonds on the lefthand side	Bpu
<code>&z.rbond2;</code>	\diagup	2 bonds on the righthand side	Bpv
<code>&z.lbond2;</code>	\diagdown	2 bonds on the lefthand side	Bpw
<code>&sim;</code>	\sim	* * most positive	Bpz
<code>&homthr;</code>	\sim	homothetic	Bq0
<code>&sim;</code>	\sim	similar; equivalent to; varies linearly with	Bq1
<code>&sime;</code>	\simeq	similar, equals; asymptotically equal to	Bq2
<code>&cong;</code>	\cong	congruent with; similar to	Bq3
<code>&ap;</code>	\approx	approximate; asymptotic	Bq4
<code>&apec;</code>	\approx	approximate, equals; asymptotic or equal to	Bq5
<code>&apid;</code>	\approx	triple tilde; approximately identical to	Bq6
<code>&bsim;</code>	\smile	reverse mainline tilde; reverse similar	Bq7
<code>&bsime;</code>	\simeq	reverse similar, equals	Bq8
<code>&bcong;</code>	\cong	reverse congruent	Bq9
<code>&ni;</code>	\supset	contains; owns; includes	Bqa
<code>&ni;</code>	\supset	such that	Bqb
<code>&sup;</code>	\supset	superset; properly includes in set; implies	Bqc
<code>&supe;</code>	\supseteq	superset, equals; ident.with or contains as subset	Bqd
<code>&supE;</code>	\supseteq	superset, double equals	Bqg
<code>&Sup;</code>	\supseteq	double superset	Bqj
<code>&sqsup;</code>	\sqsupset	square superset; original of	Bqk
<code>&sqsupe;</code>	\sqsupseteq	square superset, equals	Bql
<code>&equest;</code>	$\stackrel{?}{=}$	equal, questionmark	Bqm
<code>&circ;</code>	$\stackrel{!}{=}$	circEQ R: circle, equals	Bqn
<code>&edot;</code>	$\stackrel{\cdot}{=}$	equals, dot above; approaches the limit	Bqo
<code>&eDot;</code>	$\stackrel{\cdot}{=}$	equals,even dots; approximately equal	Bqp
<code>&wedgeq;</code>	\triangleq	estimates; corresponds to	Bqq
<code>&trie;</code>	\triangleq	triangle, equal; equal by definition	Bqr
<code>&ecir;</code>	$\stackrel{\circ}{=}$	circle in equals sign	Bqs
<code>&colone;</code>	$\stackrel{!}{=}$	colon, equals; is defined as	Bqt
<code>&ecolon;</code>	$\stackrel{!}{=}$	equals, colon; defines	Bqu
<code>&eDDot;</code>	$\stackrel{!}{=}$	equal, double dot above and under	Bqv
<code>&z.defas;</code>	\triangleq	defined as	Bqw
<code>&equiv;</code>	\equiv	equivalent; identical with; triple equals	Bqx
<code>&erDot;</code>	$\stackrel{!}{=}$	rising dots equal R: eq, rising dots	Bqy
<code>&efDot;</code>	$\stackrel{!}{=}$	equals, falling dots; appr. equal to; image of	Bqz
<code>&nsim;</code>	$\not\sim$	not similar; not equivalent to	Br1
<code>&nsime;</code>	$\not\simeq$	not similar, equals; not asymptotically equal to	Br2
<code>&ncong;</code>	$\not\cong$	not congruent with; neither appr. nor act. equal	Br3
<code>&nap;</code>	$\not\approx$	not approximate; not asymptotic to	Br4
<code>&napid;</code>	$\not\approx$	not approximately, double; dashed triple tilde	Br6
<code>&notni;</code>	$\not\supset$	does not contain as a member	Bra

<code>&nsup;</code>	$\not\supset$	not superset; does not properly include in set	Brc
<code>&supne;</code>	$\not\supseteq$	superset, not equals	Brd
<code>&z.nsupne;</code>	$\not\supsetneq$	not superset, not equals	Bre
<code>&nsupe;</code>	$\not\supseteq$	not superset, equals; does not contain as subset	Brf
<code>&supnE;</code>	\supsetneq	superset, not double equals	Brg
<code>&z.nsupE;</code>	\supsetneq	not superset, double equals	Brh
<code>&nsupE;</code>	$\not\supseteq$	not superset, double equals	Bri
<code>&z.sqnsup;</code>	$\not\supset$	square not superset	Brk
<code>&z.sqnrsp;</code>	$\not\supset$	square not reflex superset	Brl
<code>&z.sqspne;</code>	\supsetneq	square superset, not equal	Brm
<code>&z.nbump;</code>	$\not\cong$	not isomorphic	Brn
<code>&not;</code>	\neg	logical not sign	Bro
<code>&bumpe;</code>	\approx	bumpy equals, equals; approximately equal to	Brp
<code>&z.Ehac;</code>	\cong	equiangular; equals with hacek	Brq
<code>&bump;</code>	\cong	bumpy equals; geometrically equiv. to; appr. equal	Brr
<code>&asymp;</code>	\asymp	cupcap; asymptotically equal to	Brs
<code>&because;</code>	\because	because	Brt
<code>&there4;</code>	\therefore	therefore	Bru
<code>&ne;</code>	\neq	not equal to	Brv
<code>&z.nasymp;</code>	$\not\asymp$	not asymptotically equivalent	Brw
<code>&nequiv;</code>	$\not\equiv$	not equivalent, not identical with	Brx
<code>&z.simne;</code>	\approx	approximately but not actually equal to	Brz
<code>&emptyv;</code>	\emptyset	solidus in circle; empty set; null set; diameter	Bs1
<code>&oast;</code>	\odot	circled asterisk	Bs2
<code>&z.plims;</code>	\oplus	circle and long bar; Plimsol sign	Bs3
<code>&z.xhair;</code>	\oplus	crosshairs; circle and (big) plus sign	Bs4
<code>&minusb;</code>	\boxminus	minus sign in box	Bs6
<code>&plusb;</code>	\boxplus	plus sign in box	Bs7
<code>&timesb;</code>	\boxtimes	multiplication sign in box	Bs8
<code>&times;</code>	\times	multiplication sign	Bsa
<code>&z.Times;</code>	\times	vector multiplication	Bsb
<code>&middot;</code>	\cdot	center dot	Bsc
<code>&ltimes;</code>	\ltimes	times sign, left closed	Bsd
<code>&rtimes;</code>	\rtimes	times sign, right closed	Bse
<code>&bowtie;</code>	\bowtie	bowtie	Bsf
<code>&rthree;</code>	\sphericalangle	right three times	Bsg
<code>&lthree;</code>	\sphericalangle	left three times	Bsh
<code>&wreath;</code>	\wr	wreath product	Bsi
<code>&z.odiv;</code>	\oslash	circle divide	Bsk
<code>&odash;</code>	\oslash	circled dash B: hyphen in circle	Bsl
<code>&osol;</code>	\oslash	o slash B: solidus in circle	Bsm
<code>&ocir;</code>	\odot	circled circ B: open dot in circle	Bsn
<code>&odot;</code>	\odot	middle dot in circle; sun-symbol; Tensor product	Bso
<code>&ominus;</code>	\ominus	minus sign in circle; symmetric difference	Bsp
<code>&ovbar;</code>	\odot	circle, and vertical bar	Bsq
<code>&oplus;</code>	\oplus	plus sign in circle; direct sum; earth sign	Bsr
<code>&otimes;</code>	\otimes	multiplication sign in circle; direct product	Bss
<code>&z.oplusl;</code>	\oplus	semi-direct sum	Bst
<code>&z.otimsl;</code>	\otimes	semi-direct product	Bsu
<code>&z.oplusr;</code>	\oplus	semi-direct sum ???	Bsv
<code>&z.otimsr;</code>	\otimes	semi-direct product ???	Bsw
<code>&doplus;</code>	$\dot{+}$	plus sign, dot below; tight dotted plus	Bta
<code>&plusdo;</code>	$\dot{+}$	plus sign, dot above; direct sum	Btb
<code>&plumn;</code>	\pm	plus or minus sign	Btc
<code>&mnplus;</code>	\mp	minus or plus sign	Btd
<code>&hercon;</code>	\dagger	hermitian conjugative matrix	Bte
<code>&divonx;</code>	\div	divide on times B: division on times	Btf

<code>&minus;</code>	—	minus sign	Btl
<code>&dminus;</code>	⋮	minus with dot beneath; tight dotted minus	Btm
<code>&minusd;</code>	⋮	minus with dot above; symmetric difference	Btn
<code>&divide;</code>	÷	division sign	Bto
<code>&mDDot;</code>	⋮	geometric properties	Btp
<code>&ndash;</code>	—	en dash (long hyphen), copymarked 1 / N	Btq
<code>&mdash;</code>	—	em dash , copymarked 1 / M	Btr
<code>&z.minhat;</code>	⊖	minus with hat	Bts
<code>&Colon;</code>	::	four dots in square; as	Btt
<code>&ltrie;</code>	⊲	triangle left eq R: left triangle, equal	Btu
<code>&rtrie;</code>	⊳	triangle right eq R: right tri, eq	Btv
<code>&nltrie;</code>	⊄	ntrianglelefteq N: not l tri, eq	Btw
<code>&nrtrie;</code>	⊅	ntrianglerighteq N: not r tri, eq	Btx
<code>&empty;</code>	∅	slashed zero; empty set	Bu0
<code><ac>C</ac><ac>&z.xl;</ac></code>			
	Є	Cambrium (era)	Buc
<code>&plankv;</code>	<i>ħ</i>	Planck's constant (italic)	Bug
<code>&plankv;</code>	ħ	Planck constant; h-bar (Dirac)	Buh
<code>&ell;</code>	ℓ	roman script-l	Buk
<code><a><ac>A</ac><ac>&ring;</ac></code>			
	Å	angstrom	Buw
<code>&acute;</code>	´	acute (accent)	CAa
<code>&grave;</code>	`	grave (accent)	CAb
<code>&dblac;</code>	ˆ	double acute (accent)	CAC
<code>&circ;</code>	ˆ	circumflex,Caret (accent)	CAd
<code>&uml;</code>	¨	double dot, umlaut, diaeresis (accent)	CAe
<code>&ring;</code>	◊	circle (accent)	CAG
<code>&z.Trkhk;</code>	˘	Turkish hook (accent)	CAh
<code>&tilde;</code>	˜	tilde (accent)	CAi
<code>&breve;</code>	˘	breve (accent)	CAj
<code>&caron;</code>	ˇ	Hacek (Czech.), caron, wedge (accent)	CAk
<code>&cedil;</code>	¸	cedilla (accent)	CAl
<code>&macr;</code>	¯	overbar, macron (accent)	CAm
<code>&z.bigdot;</code>	•	big dot above (accent)	CAn
<code>&dot;</code>	·	dot above (accent)	CAo
<code>&z.tDot;</code>	⋰	triple dot (accent)	CAp
<code>&DotDot;</code>	⋰	quadruple dot (accent)	CAq
<code>&ogon;</code>	˛	polish hook, Ogonek (accent)	CAX
<code>&z.shtsls;</code>	/	short slash (overlay)	CAy
<code>&z.cansls;</code>	/	cancellation slash (overlay)	CAz
<code>&ecy;</code>	э	eh -- Cyrillic--	CB1
<code>i</code>	і	Ukrainian i -- Cyrillic--	CB2
<code>&jcy;</code>	й	ee kratkoyeh -- Cyrillic--	CB3
<code>&softcy;</code>	ь	myakhky znak -- Cyrillic--	CB4
<code>&yucy;</code>	ю	u -- Cyrillic--	CB5
<code>&hardcy;</code>	ъ	tvoyordyy znak -- Cyrillic--	CB6
<code>&zncy;</code>	ж	zheh -- Cyrillic--	CB7
<code>a</code>	а	ah -- Cyrillic--	CBa
<code>&bcy;</code>	б	beh -- Cyrillic--	CBb
<code>&tscy;</code>	ц	tseh -- Cyrillic--	CBc
<code>&dcy;</code>	д	deh -- Cyrillic--	CBd
<code>e</code>	е	yeh -- Cyrillic--	CBe
<code>&fcy;</code>	ф	ef -- Cyrillic--	CBf
<code>&gcy;</code>	г	geh -- Cyrillic--	CBg
<code>x</code>	х	khah -- Cyrillic--	CBh
<code>&icy;</code>	и	ee -- Cyrillic--	CBi
<code>&yacy;</code>	я	yah -- Cyrillic--	CBj

к	к	kah -- Cyrillic--	CBk
л	л	el -- Cyrillic--	CBl
м	м	em -- Cyrillic--	CBm
н	н	en -- Cyrillic--	CBn
o	o	aw -- Cyrillic--	CBo
п	п	peh -- Cyrillic--	CBp
х	ч	tcheh -- Cyrillic--	CBq
p	р	ehr -- Cyrillic--	CBr
c	с	es -- Cyrillic--	CBs
т	т	teh -- Cyrillic--	CBt
y	у	oo -- Cyrillic--	CBu
в	в	veh -- Cyrillic--	CBv
щ	щ	shchah -- Cyrillic--	CBw
ш	ш	shah -- Cyrillic--	CBx
ы	ы	yery -- Cyrillic--	CBy
з	з	zeh -- Cyrillic--	CBz
Э	Э	Eh -- Cyrillic --	CC1
I	І	Ukrainian I -- Cyrillic --	CC2
Й	Ї	Ee kratkoyeh -- Cyrillic --	CC3
Ь	Ь	Myakhky znak -- Cyrillic --	CC4
Ю	Ю	U -- Cyrillic --	CC5
Ъ	Ъ	Tvyordyy znak -- Cyrillic --	CC6
Ж	Ж	Zheh -- Cyrillic --	CC7
A	А	Ah -- Cyrillic --	CCa
Б	Б	Beh -- Cyrillic --	CCb
Ц	Ц	Tseh -- Cyrillic --	CCc
Д	Д	Deh -- Cyrillic --	CCd
E	Е	Yeh -- Cyrillic --	CCe
Ф	Ф	Ef -- Cyrillic --	CCf
Г	Г	Geh -- Cyrillic --	CCg
X	Х	Khah -- Cyrillic --	CCh
И	И	Ee -- Cyrillic --	CCi
Я	Я	Yah -- Cyrillic --	CCj
К	К	Kah -- Cyrillic --	CCk
Л	Л	El -- Cyrillic --	CCl
M	М	Em -- Cyrillic --	CCm
H	Н	En -- Cyrillic --	CCn
O	О	Aw -- Cyrillic --	CCo
П	П	Peh -- Cyrillic --	CCp
Х	Ч	Tcheh -- Cyrillic --	CCq
P	Р	Ehr -- Cyrillic --	CCr
C	С	Es -- Cyrillic --	CCs
T	Т	Teh -- Cyrillic --	CCt
У	У	Oo -- Cyrillic --	CCu
B	В	Veh -- Cyrillic --	CCv
Щ	Щ	Shchah -- Cyrillic --	CCw
Ш	Ш	Shah -- Cyrillic --	CCx
Ы	Ы	Yery -- Cyrillic --	CCy
З	З	Zeh -- Cyrillic --	CCz
℩	ι	inverted iota -- Greek --	CD0
ϖ	ϖ	''physicians' pi'' -- Greek --	CD2
ϵ	ε	epsilon (cursive) -- Greek --	CD3
ϕ	φ	phi (cursive,open) -- Greek --	CD4
ϝ	Ϝ	digamma	CD5
∂	∂	curly d; differential -- Greek --	CD6
&z.betav;	β	curly beta -- Greek --	CD7
ϰ	κ	kappa (cursive,rounded) -- Greek --	CD8

<code>&rhov;</code>	ϱ	rho (cursive, round) -- Greek --	CD9
<code>&alpha;</code>	α	alpha -- Greek --	CDa
<code>&beta;</code>	β	beta -- Greek --	CDb
<code>&chi;</code>	χ	chi -- Greek --	CDc
<code>&delta;</code>	δ	delta -- Greek --	CDd
<code>&epsi;</code>	ϵ	epsilon (Porson) -- Greek --	CDe
<code>&phi;</code>	ϕ	phi -- Greek --	CDf
<code>&gamma;</code>	γ	gamma -- Greek --	CDg
<code>&eta;</code>	η	eta -- Greek --	CDh
<code>&iota;</code>	ι	iota -- Greek --	CDi
<code>&thetav;</code>	ϑ	theta (cursive, rounded) -- Greek --	CDj
<code>&kappa;</code>	κ	kappa -- Greek --	CDk
<code>&lambda;</code>	λ	lambda -- Greek --	CDl
<code>&mu;</code>	μ	mu -- Greek --	CDm
<code>&nu;</code>	ν	nu -- Greek --	CDn
<code>&omicr;</code>	o	omicron -- Greek --	CDo
<code>&pi;</code>	π	pi -- Greek --	CDp
<code>&theta;</code>	θ	theta -- Greek --	CDq
<code>&rho;</code>	ρ	rho -- Greek --	CDr
<code>&sigma;</code>	σ	sigma -- Greek --	CDs
<code>&tau;</code>	τ	tau -- Greek --	CDt
<code>&upsi;</code>	υ	upsilon -- Greek --	CDu
<code>&sigmav;</code>	ς	sigma (final) -- Greek --	CDv
<code>&omega;</code>	ω	omega -- Greek --	CDw
<code>&xi;</code>	ξ	xi -- Greek --	CDx
<code>&psi;</code>	ψ	psi -- Greek --	CDy
<code>&zeta;</code>	ζ	zeta -- Greek --	CDz
<code>&ldquo;</code>	“	double quotation mark, left	CE0
<code>&nabla;</code>	∇	differential vector; nabla;	CE1
<code>&z.mho;</code>	$\text{M}\Omega$	mho	CE2
<code>&z.lsquo;</code>	‹	open single guillemet	CE7
<code>&laquo;</code>	«	open double guillemet; angle open quote	CE8
<code>&lsquo;</code>	‘	single quotation mark, left	CE9
A	A	capital alpha -- Greek --	CEa
B	B	capital beta -- Greek --	CEb
X	X	capital chi -- Greek --	CEc
<code>&Delta;</code>	Δ	delta (capital); increment -- Greek --	CEd
E	E	capital epsilon -- Greek --	CEe
<code>&Phi;</code>	Φ	phi (capital) -- Greek --	CEf
<code>&Gamma;</code>	Γ	gamma (capital) -- Greek --	CEg
H	H	capital eta -- Greek --	CEh
I	I	capital iota -- Greek --	CEi
<code>&z.Theta;</code>	Θ	Theta (capital, round)	CEj
K	K	capital kappa -- Greek --	CEk
<code>&Lambda;</code>	Λ	lambda (capital) -- Greek --	CEl
M	M	capital mu -- Greek --	CEm
N	N	capital nu -- Greek --	CEn
O	O	capital omicron -- Greek --	CEo
<code>&Pi;</code>	Π	pi (capital) -- Greek --	CEp
<code>&Theta;</code>	Θ	theta (capital) -- Greek --	CEq
P	P	capital rho -- Greek --	CEr
<code>&Sigma;</code>	Σ	sigma (capital) -- Greek --	CEs
T	T	capital tau -- Greek --	CEt
<code>&Upsilon;</code>	Υ	upsilon (capital) -- Greek --	CEu
<code>&Omega;</code>	Ω	omega (capital) -- Greek --	CEw
<code>&Xi;</code>	Ξ	xi (capital) -- Greek --	CEx
<code>&Psi;</code>	Ψ	psi (capital) -- Greek --	CEy

Z	Z	capital zeta -- Greek --	CEz
”	”	double quotation mark, right	CF0
&z.rsquo;	›	close single guillemet	CF7
»	»	close double guillemet; angle close quote	CF8
’	’	single quotation mark, right	CF9
æ	æ	ligature ae	CFa
&AELig;	Æ	ligature AE	CFb
<ac>d</ac>	đ	crossed l.c. d	CFc
<ac>D</ac>	Đ	crossed cap. D	CFd
œ	œ	ligature oe	CFe
&OELig;	Œ	ligature OE	CFf
ı	ı	undotted l.c. i	CFh
&jnodot;	ĵ	undotted l.c. j	CFi
<ac>l</ac>	ł	crossed l.c. l	CFI
<ac>L</ac>	Ł	crossed cap. L	CFm
ø	ø	small o, slashed	CFo
Ø	Ø	capital O, slashed	CFp
ß	ß	es-zet (German)	CFs
&z.usco;	ᵃ	a-underscore	CFu
&z.usco;	ᵒ	o-underscore	CFv
&ixcl;	¡	inverted exclamation mark (Spanish)	CGe
¿	¿	inverted question mark (Spanish)	CGq
ℵ	א	Aleph (Hebrew)	CHa
ℶ	ב	Beth (Hebrew)	CHb
ℸ	ד	Daleth (Hebrew)	CHc
ℷ	ג	Gimel (Hebrew)	CHd
<sc>B</sc>	B	B Bernoulli function	CJb
<sc>H</sc>	H	H Hamiltonian	CJh
<sc>L</sc>	L	L Lagrangian	CJl
<sc>M</sc>	M	M physics M-matrix	CJM
<sc>O</sc>	O	O order of	CJo
&z.glst;	ʔ	glottal stop, barred (phonetic symbol)	Pa0
&z.glst;	ʔ	glottal stop (phonetic symbol)	Pa1
&z.sbrg;	ᵇ	subscript bridge (phonetic symbol)	Pa2
&z.lam;	ᵇ	laminal (phonetic symbol)	Pa3
&z.sbrgt;	ᵇ	subscript bridge, turned (phonetic symbol)	Pa5
&z.aacute;	ˆ	extra high, accent (phonetic symbol)	Pa6
&z.xhighs;	ˆ	extra high, symbol (phonetic symbol)	Pa7
&z.ht;	ˆ	hooktop (phonetic symbol)	Pa8
&z.pa;	a	lower-case a (phonetic symbol)	Paa
b	b	lower-case b (phonetic symbol)	Pab
c	c	lower-case c (phonetic symbol)	Pac
d	d	lower-case d (phonetic symbol)	Pad
e	e	lower-case e (phonetic symbol)	Pae
f	f	lower-case f (phonetic symbol)	Paf
&z.pg;	g	lower-case 'script' g (phonetic symbol)	Pag
h	h	lower-case h (phonetic symbol)	Pah
i	i	lower-case i (phonetic symbol)	Pai
j	j	lower-case j (phonetic symbol)	Paj
k	k	lower-case k (phonetic symbol)	Pak
l	l	lower-case l (phonetic symbol)	Pal
m	m	lower-case m (phonetic symbol)	Pam

n	n	lower-case n (phonetic symbol)	Pan
o	o	lower-case o (phonetic symbol)	Pao
p	p	lower-case p (phonetic symbol)	Pap
q	q	lower-case q (phonetic symbol)	Paq
r	r	lower-case r (phonetic symbol)	Par
s	s	lower-case s (phonetic symbol)	Pas
t	t	lower-case t (phonetic symbol)	Pat
u	u	lower-case u (phonetic symbol)	Pau
v	v	lower-case v (phonetic symbol)	Pav
w	w	lower-case w (phonetic symbol)	Paw
x	x	lower-case x (phonetic symbol)	Pax
y	y	lower-case y (phonetic symbol)	Pay
z	z	lower-case z (phonetic symbol)	Paz
<code><ac>&z.inglst;</ac><ac>&z.xl;</ac></code>	ɰ	inverted glottal stop, crossed (phonetic symbol)	Pb0
<code>&z.inglst;</code>	ɰ	inverted glottal stop (phonetic symbol)	Pb1
<code>&z.rais;</code>	ˆ	raising sign (phonetic symbol)	Pb2
<code>&z.trgull;</code>	ⱱ	seagull, turned (phonetic symbol)	Pb3
<code><ac>2</ac><ac>&z.xl;</ac></code>	2	crossed 2 (phonetic symbol)	Pb4
<code>&z.bar;</code>	—	bar (phonetic symbol)	Pb5
<code>&z.ggrave;</code>	˘	extra low, accent (phonetic symbol)	Pb6
<code>&z.xlows;</code>	ɹ	extra low, synbol (phonetic symbol)	Pb7
<code>&z.cctl;</code>	ɸ	curly tail (phonetic symbol)	Pb8
<code>&z.trna;</code>	ɸ	turned a (phonetic symbol)	Pba
<code><a><ac>b</ac><ac>&z.ht;</ac></code>	ɸ	b hooktop (phonetic symbol)	Pbb
<code><a><ac>c</ac><ac>&caron;</ac></code>	č	c wedge (phonetic symbol)	Pbc
<code><a><ac>d</ac><ac>&z.ht;</ac></code>	ɸ	d hooktop (phonetic symbol)	Pbd
<code>&z.schwa;</code>	ə	schwa (phonetic symbol)	Pbe
<code><a><ac>&z.pg;</ac><ac>&z.ht;</ac></code>	ɸ	g hooktop (phonetic symbol)	Pbg
<code><ac>h</ac><ac>&z.xl;</ac></code>	h̄	crossed h (phonetic symbol)	Pbh
<code><ac>i</ac><ac>&z.bar;</ac></code>	ī	barred i (phonetic symbol)	Pbi
<code><a><ac>j</ac><ac>&caron;</ac></code>	ȷ	j wedge (phonetic symbol)	Pbj
<code><a><ac>k</ac><ac>&z.ht;</ac></code>	ɸ	k hooktop (phonetic symbol)	Pbk
<code><ac>l</ac><ac>&z.bar;</ac></code>	l̄	barred l (phonetic symbol)	Pbl
<code>&z.ltlmr;</code>	ɱ	m with leftward tail at right (phonetic symbol)	Pbm
<code><a><ac>n</ac><ac>&tilde;</ac></code>	ñ	tilde n (phonetic symbol)	Pbn
<code>&odot;</code>	⊙	bull's eye (phonetic symbol)	Pbo
<code>&thorn;</code>	þ	thorn (phonetic symbol)	Pbp
<code>&z.fhr;</code>	ɹ	fish-hook r (phonetic symbol)	Pbr
<code><a><ac>s</ac><ac>&caron;</ac></code>	š	s wedge (phonetic symbol)	Pbs
<code><a><ac>t</ac><ac>&z.palh;</ac></code>	ɸ	left-hook t (phonetic symbol)	Pbt
<code><ac>u</ac><ac>&z.bar;</ac></code>	ū	barred u (phonetic symbol)	Pbu
<code>&z.pscr v;</code>	ʋ	script v (phonetic symbol)	Pbv

<code>&z.invw;</code>	ɰ	inverted w (phonetic symbol)	Pbw
<code>&chi;</code>	χ	chi (phonetic symbol)	Pbx
<code>&z.trny;</code>	ʎ	turned y (phonetic symbol)	Pby
<code><a><ac>z</ac><ac>&caron;</ac></code>			
	ž	z wedge (phonetic symbol)	Pbz
<code><ac>&z.reglst;</ac><ac>&z.bar;</ac></code>			
	ʒ̥	glottal stop reversed, barred (phonetic symbol)	Pc0
<code>&z.reglst;</code>	ʒ̥	reversed glottal stop (phonetic symbol)	Pc1
<code>&z.low;</code>	ɽ	lowering sign (phonetic symbol)	Pc2
<code>&z.sbw;</code>	w	subscript w (phonetic symbol)	Pc3
<code>&z.xl;</code>	—	cross, short horizontal line (phonetic symbol)	Pc5
<code>&z.hris;</code>	˘	high rising, accent (phonetic symbol)	Pc6
<code>&z.hriss;</code>	ɿ	high rising, symbol (phonetic symbol)	Pc7
<code>&z.pscra;</code>	ɑ	script a (phonetic symbol)	Pca
<code>&z.psmcb;</code>	B	small capital B (phonetic symbol)	Pcb
<code><ac>c</ac><ac>&cedil;</ac></code>			
	ç	c cedilla (phonetic symbol)	Pcc
<code>&z.rtlđ;</code>	đ	right-tail d (phonetic symbol)	Pcd
<code><a><ac>&z.schwa;</ac><ac>&z.rh;</ac></code>			
	ɹ̥	right-hook schwa (phonetic symbol)	Pce
<code>&z.psmcg;</code>	G	small capital G (phonetic symbol)	Pcg
<code><a><ac>h</ac><ac>&z.ht;</ac></code>			
	h̥	h hooktop (phonetic symbol)	Pch
<code>&iota;</code>	ι	iota (phonetic symbol)	Pci
<code><ac>&jnodot;</ac><ac>&z.bar;</ac></code>			
	ɟ̥	barred dotless j (phonetic symbol)	Pcj
<code>&z.trnk;</code>	ɰ	turned k (phonetic symbol)	Pck
<code>&z.btdl;</code>	ɬ	belted l (phonetic symbol)	Pcl
<code>&z.trnm;</code>	ɱ	turned m (phonetic symbol)	Pcm
<code>&z.ltlŋ;</code>	ɲ	n with left tail at left (phonetic symbol)	Pcn
<code><ac>o</ac><ac>&z.bar;</ac></code>			
	ø	barred o (phonetic symbol)	Pco
<code>&THORN;</code>	Þ	THORN (phonetic symbol)	Pcp
<code>&z.rl;</code>	ɽ	r with long leg (phonetic symbol)	Per
<code>&z.rtls;</code>	ʂ	s with right tail (phonetic symbol)	Pes
<code>&z.rtlŧ;</code>	ʈ	t with right tail (phonetic symbol)	Pct
<code>&z.pupsil;</code>	Ϝ	upsilon (phonetic symbol)	Pcu
<code>&z.psmcy;</code>	Ƴ	small capital Y (phonetic symbol)	Pcy
<code><ac>z</ac><ac>&z.ctl;</ac></code>			
	z̥	curly-tail z (phonetic symbol)	Pcz
<code>!</code>	!	exclamation point (phonetic symbol)	Pd1
<code>&z.verts;</code>	ˆ	vertical stroke (superior) (phonetic symbol)	Pd2
<code>&z.hbar;</code>	⎯	horizontal bar (phonetic symbol)	Pd3
<code>&z.lris;</code>	˘	low rising, accent (phonetic symbol)	Pd6
<code>&z.lriss;</code>	ɿ	low rising, symbol (phonetic symbol)	Pd7
<code>&z.trnsa;</code>	ɒ	turned script a (phonetic symbol)	Pda
<code>&beta;</code>	β	beta (phonetic symbol)	Pdb
<code><ac>c</ac><ac>&z.ctl;</ac></code>			
	ç̥	curly-tail c (phonetic symbol)	Pdc
<code>&z.dyogh;</code>	ɸ̥	d-Yogh ligature (phonetic symbol)	Pdd
<code>&z.reve;</code>	ɘ	reversed e (phonetic symbol)	Pde
<code>&z.pgamma;</code>	ɣ	gamma (phonetic symbol)	Pdg
<code><a><ac>&z.heng;</ac><ac>&z.ht;</ac></code>			
	ɸ̥	heng hooktop (phonetic symbol)	Pdh
<code>&z.psmci;</code>	ɪ	small capital I (phonetic symbol)	Pdi
<code><ac>a</ac><ac>&jnodot;</ac><ac>&z.ht;</ac></ac><ac>&z.bar;</ac></code>			
	ɸ̥	dotless j, bar hooktop (phonetic symbol)	Pdj

<code>&z.resmck;</code>	Ⱬ	small capital K, reversed (phonetic symbol)	Pdk
<code>&z.rttl;</code>	ɭ	l with right tail (phonetic symbol)	Pdl
<code>&z.trnmlr;</code>	ɹ̥	turned m with long right leg (phonetic symbol)	Pdm
<code>&z.eng;</code>	ŋ	eng (phonetic symbol)	Pdn
<code>&oslash;</code>	ø	slashed o (phonetic symbol)	Pdo
<code><a><ac>p</ac><ac>&z.ht;</ac></code>			
	ɸ	p hooktop (phonetic symbol)	Pdp
<code>&z.rtlr;</code>	ɽ	r with right tail (phonetic symbol)	Pdr
<code>&z.esh;</code>	ʃ	esh (phonetic symbol)	Pds
<code>&z.tesh;</code>	ʧ	t-esh ligature (phonetic symbol)	Pdt
<code>&z.psmcu;</code>	Ɔ	small capital U (phonetic symbol)	Pdu
<code>&z.rtlz;</code>	ɹ̥	z with right tail (phonetic symbol)	Pdz
<code> </code>		pipe (phonetic symbol)	Pe1
<code>&z.verti;</code>	ᵚ	vertical stroke (inferior) (phonetic symbol)	Pe2
<code>&z.gull;</code>	ᵝ	seagull (phonetic symbol)	Pe3
<code>&z.risfla;</code>	ᶇ	rising-falling, accent (phonetic symbol)	Pe6
<code>&z.risfls;</code>	ᶈ	rising-falling, symbol (phonetic symbol)	Pe7
<code>&aelig;</code>	æ	ash (phonetic symbol)	Pea
<code><ac>b</ac><ac>&z.xl;</ac></code>			
	ɸ̥	crossed b (phonetic symbol)	Peb
<code>&comp;</code>	ĸ	stretched c (phonetic symbol)	Pec
<code>&eth;</code>	ð	eth (phonetic symbol)	Ped
<code>&z.psmce;</code>	Ǝ	small capital E (phonetic symbol)	Pee
<code>&z.pbgam;</code>	ɣ̥	baby gamma (phonetic symbol)	Peg
<code>&z.trnh;</code>	ɥ	turned h (phonetic symbol)	Peh
<code>&inodot;</code>	ı	i, undotted (phonetic symbol)	Pei
<code><ac>j</ac><ac>&z.ctl;</ac></code>			
	ɶ	curly-tail j (phonetic symbol)	Pej
<code>&z.lyogh;</code>	ɷ	l-Yogh ligature (phonetic symbol)	Pel
<code>M</code>	Ɔ	capital M (phonetic symbol)	Pem
<code>&z.rtl̄n;</code>	ɹ̄	n with right tail (phonetic symbol)	Pen
<code>&oelig;</code>	œ	o-e ligature (phonetic symbol)	Peo
<code>&z.pphi;</code>	ϕ	phi (phonetic symbol)	Pep
<code>&z.trnr;</code>	ɹ̥	turned r (phonetic symbol)	Per
<code><ac>&z.esh;</ac><ac>&z.ctl;</ac></code>			
	ɶ̥	curly-tail esh (phonetic symbol)	Pes
<code>&z.trnt;</code>	ɹ̥	turned t (phonetic symbol)	Pet
<code>&z.yogh;</code>	ɹ̥	yogh (phonetic symbol)	Pez
<code>/</code>	/	slash (phonetic symbol)	Pf1
<code>&z.syllab;</code>	ᵚ	syllabicity mark (phonetic symbol)	Pf2
<code>&z.atr;</code>	ᵛ	advanced tongue root (phonetic symbol)	Pf3
<code>&z.highs;</code>	ᵝ	high, symbol (phonetic symbol)	Pf7
<code>&z.psmca;</code>	Ɔ	small capital A (phonetic symbol)	Pfa
<code><a><ac>c</ac><ac>&z.ht;</ac></code>			
	ɸ̥	c hooktop (phonetic symbol)	Pfc
<code>&ETH;</code>	Ð	ETH (phonetic symbol)	Pfd
<code>&epsiv;</code>	ɛ̥	epsilon (phonetic symbol)	Pfe
<code><a><ac>G</ac><ac>&z.ht;</ac></code>			
	ɸ̥	G hooktop (phonetic symbol)	Pfg
<code>&z.pcaph;</code>	Ɔ	capital H (phonetic symbol)	Pfh
<code>&jnodot;</code>	ɶ	j, undotted (phonetic symbol)	Pfj
<code>L</code>	Ɔ	capital L (phonetic symbol)	Pfl
<code>&z.psmcn;</code>	Ɔ	small capital N (phonetic symbol)	Pfn
<code>&OELig;</code>	Ɔ	small capital O-E ligature (phonetic symbol)	Pfo
<code>&z.rtrnr;</code>	ɹ̥	turned r with right tail (phonetic symbol)	Pfr
<code>&z.reshtl;</code>	ɽ̥	esh reversed, top loop (phonetic symbol)	Pfs
<code>&theta;</code>	θ	theta (phonetic symbol)	Pft

<ac>&z.yogh;</ac><ac>&z.ctl;</ac>	ɔ̣	curly-tail yogh (phonetic symbol)	Pfz
&z.Barpip;	ɸ	double-barred pipe (phonetic symbol)	Pg1
⌝	ʌ	corner (phonetic symbol)	Pg2
&z.rtr;	ʉ	retracted tongue root (phonetic symbol)	Pg3
&z.mids;	ɹ	mid, symbol (phonetic symbol)	Pg7
&z.invv;	ʌ	inverted v (phonetic symbol)	Pga
<ac>d</ac><ac>&z.xl;</ac>	ɖ	crossed d (phonetic symbol)	Pgd
&z.reveps;	ɜ̣	reversed epsilon (phonetic symbol)	Pge
&z.hrtrh;	ɥ	turned h, hook right tail (phonetic symbol)	Pgh
&lambd;	λ	lambda (phonetic symbol)	Pgl
&z.nlr;	ɲ	n, long right leg (phonetic symbol)	Pgn
&z.openo;	ɔ̞	open o (phonetic symbol)	Pgo
&z.trnrl;	ɹ̥	turned longlegged r (phonetic symbol)	Pgr
<a><ac>t</ac><ac>&z.ht;</ac>	ɸ	t hooktop (phonetic symbol)	Pgt
&z.btyogh;	ɔ̣̂	yogh, bent tail (phonetic symbol)	Pgz
≠	≠	double-barred slash (phonetic symbol)	Ph1
&z.hlmrk;	˙	half-length mark (phonetic symbol)	Ph2
&z.lows;	ɹ̥	low, symbol (phonetic symbol)	Ph7
<a><ac>&z.pscra;</ac><ac>&z.rh;</ac>	ɑ̣	script a, right hook (phonetic symbol)	Pha
<ac>D</ac><ac>&z.xl;</ac>	ɖ	crossed D (phonetic symbol)	Phd
<a><ac>&z.reveps;</ac><ac>&z.rh;</ac>	ɜ̣̂	right hook reversed epsilon (phonetic symbol)	Phe
&z.hvlig;	ɥ	h-v ligature (phonetic symbol)	Phh
<ac>&lambd;</ac><ac>&z.xl;</ac>	λ̥	lambda, crossed (phonetic symbol)	Phl
<ac>n</ac><ac>&z.ctl;</ac>	ɲ̣	curly-tail n (phonetic symbol)	Phn
ω	ω	lower-case omega (phonetic symbol)	Pho
&z.psmcr;	℞	small capital R (phonetic symbol)	Phr
<ac>t</ac><ac>&z.ctl;</ac>	ɸ	curly-tail t (phonetic symbol)	Pht
∥		double Pipe (phonetic symbol)	Pi1
&z.lmrk;	:	length mark (phonetic symbol)	Pi2
&z.riss;	ʌ	rising, symbol (phonetic symbol)	Pi7
<ac>d</ac><ac>&z.ctl;</ac>	ɖ̣	curly-tail d (phonetic symbol)	Pid
&z.creps;	ɜ̣̂	closed reversed epsilon (phonetic symbol)	Pie
&z.heng;	ɥ	heng (phonetic symbol)	Pih
&z.clomeg;	ω̣	closed omega (phonetic symbol)	Pio
&z.invR;	℞̣	inverted small capital R (phonetic symbol)	Pir
&z.pSlash;	//	double Slash (phonetic symbol)	Pj1
’	’	apostrophe (phonetic symbol)	Pj2
&z.fals;	ɹ̥	falling, symbol (phonetic symbol)	Pj7
<a><ac>ϵ</ac><ac>&z.rh;</ac>	ɛ̣	epsilon, right hook (phonetic symbol)	Pje
<a><ac>&z.openo;</ac><ac>&z.rh;</ac>	ɔ̞̂	open o, right hook (phonetic symbol)	Pjo
&z.refhr;	ɹ̥	fish-hook r, reversed (phonetic symbol)	Pjr
&z.trisla;	///	triple Slash (phonetic symbol)	Pk1
&z.reapos;	’	reversed apostrophe (phonetic symbol)	Pk2
&z.trnomeg;	ω̣	inverted omega (phonetic symbol)	Pko

<code>&z.rtrfhr;</code>	ɹ	reversed fish-hook r, right tail (phonetic symbol)	Pkr
<code>&z.sbs;</code>	\	small backslash (phonetic symbol)	Pl1
<code>&lsquo;</code>	‘	turned comma (phonetic symbol)	Pl2
<code>&z.refhrl;</code>	ɹ	reversed fish-hook r, long leg (phonetic symbol)	Plr
<code>&z.sblhr;</code>	ɿ	left half-ring (phonetic symbol)	Pm2
<code>&z.sbrhr;</code>	ɿ	right half-ring (phonetic symbol)	Pn2
<code>&z.palh;</code>	ɹ̥	palatization hook (phonetic symbol)	Po2
<code>&z.rh;</code>	ɹ̥	right hook (phonetic symbol)	Pp2
<code>&z.rndcap;</code>	ˆ	round cap (phonetic symbol)	Pq2
<code>&z.mdc;</code>	˘	mid centralized (phonetic symbol)	Pq3
<code>&z.archs;</code>	˘	subscript arch (phonetic symbol)	Pr2
<code>&z.toplig;</code>	˘	top ligature (phonetic symbol)	Ps2
<code>&z.btmlig;</code>	˘	bottom ligature (phonetic symbol)	Pt2