



# **Ventura Publisher Windows Edition 4.1**

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**Quick Reference Guide**



***Ventura Publisher***  
***Windows Edition 4.1***

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***Quick Reference Guide***



The rear cover of this Quick Reference Guide is coated to allow you to enter temporary notes and function key tag assignments using an erasable felt-tipped marker or grease pencil. **DO NOT** use an indelible (permanent) marker or ball point pen as these inks cannot be erased from the coating.

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# Keyboard Shortcuts

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## Functions

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Add frame, tag, or set font	Ctrl + 2
Assign function keys	Ctrl + K
Bring to front	Ctrl + A
Copy	Shift + Del
Cut	Del
Delete character to left of cursor	Backspace
Delete character to right of cursor	Del
Edit special item	Ctrl + D
Enlarged view	Ctrl + E
Fill attributes (graphics)	Ctrl + F
Go to page	Ctrl + G
Go to first page	Home
Go to last page	End
Go to next page	Pg Dn
Go to previous page	Pg Up
Interactive font sizing (highlighted text):	
Increase size by 1 point	Shift + ↑
Decrease size by 1 point	Shift + ↓
Interactive kerning (highlighted text):	
Looser	Shift + ←
Tighter	Shift + →
Line attributes (graphics)	Ctrl + L
Normal view	Ctrl + N
Paragraph tool	Ctrl + I
Paste	Ins
Print	Ctrl + H
Recall last dialog box	Ctrl + X
Redraw screen	Esc
Reduced view	Ctrl + R
Renumber chapter	Ctrl + B
Save	Ctrl + S
Select all (graphics)	Ctrl + Q
Selection tool	Ctrl + U
Send to back	Ctrl + Z
Show/hide tabs & returns	Ctrl + T
Show/hide Files list window	Ctrl + Y
Show/hide Tags list window	Ctrl + V
Show/hide Toolbox	Ctrl + W

Table tool . . . . .	Ctrl + P
Text tool . . . . .	Ctrl + O
Undo/Redo . . . . .	Alt + BkSp
Update tag list . . . . .	Ctrl + K

## **Characters**

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Copyright © . . . . .	Ctrl + Shift + C
Discretionary hyphen . . . . .	Ctrl + Hyphen
Double quote, closed " . . . . .	Ctrl + Shift + ]
Double quote, opened " . . . . .	Ctrl + Shift + [
EM dash — . . . . .	Ctrl + ]
EN dash – . . . . .	Ctrl + [
Line break . . . . .	Ctrl + Enter
Non-breaking space . . . . .	Ctrl + Spacebar
Registered trademark ® . . . . .	Ctrl + Shift + R
Spaces:	
EM space . . . . .	Ctrl + Shift + M
EN space . . . . .	Ctrl + Shift + N
Figure space . . . . .	Ctrl + Shift + F
Thin space . . . . .	Ctrl + Shift + T
Trademark ™ . . . . .	Ctrl + Shift + 2

## **Keyboard/mouse combinations**

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Add multiple frame/graphics . . . . .	Shift + drag
Constrain graphic . . . . .	Alt + drag
Interactive cropping (picture) . . . . .	Alt + drag
Layer selection (frame/graphics) . . . . .	Ctrl + click
Multiple selection . . . . .	Shift + click

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## Text Attributes and Inserted Codes

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### Style

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Bold weight type	<B>
Double Underline	<=>
Italics	<I>
Medium weight type	<M>
Overscore	<O>
Resume normal	<D>
Strike-through	<X>
Small	<S>
Subscript	<v>
Superscript	<^>
TrueType weights	
Thin	<W1>
Extra Light or Ultra Light	<W2>
Light	<W3>
Normal or Regular	<W4>
Medium	<W5>
Semi Bold or Demi Bold	<W6>
Bold	<W7>
Extra Bold or Ultra Bold	<W8>
Black or Heavy	<W9>
Underline	<U>

### Color

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*Begin color ( <i>nnn</i> =color #)	<C <i>nnn</i> >
(White=0, Black=1, Red=2, Green=3, Blue=4, Cyan=5, Yellow=6, Magenta=7)	
Reset to tag color	<C255>

### Other attributes

---

Change base line jump ( <i>nnn</i> =points)	<J <i>nnn</i> >
Change point size ( <i>nnn</i> =points)	<P <i>nnn</i> >
Change typeface ( <i>nnn</i> =font #)	<F <i>nnn</i> >
Kerning/tracking (except headers/footers) ( <i>nnn</i> =ems)	<% <i>nnn</i> >
Kerning/tracking (headers/footers) ( <i>nnn</i> =ems)	<K <i>nnn</i> >
Reset base line jump to normal	<J0>
Reset kerning to normal (except headers/footers)	<%0>

\*Color numbers 0 through 7 are predefined and cannot be changed. Color number 8 is reserved.  
Color numbers for defined colors can be determined by use of the Print Stylesheet option.

Reset kerning to normal  
(headers/footers) .....<K-001>  
Reset point size to normal .....<P255>  
Reset typeface to normal .....<F255>

### **Other inserted text**

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Box (filled) .....<\$B1>  
Box (hollow) .....<\$B0>  
Cross-reference marker .....<\$M[*marker name*]>  
Cross-reference to current  
chapter number .....<\$R[C#]>  
Cross-reference to current  
page number .....<\$R[P#]>  
Cross-reference to frame:  
Caption text .....<\$R[C\*,*anchor name*]>  
Figure number .....<\$R[F#,*anchor name*]>  
Table number .....<\$R[T#,*anchor name*]>  
Cross-reference to marker:  
Chapter .....<\$R[C#,*marker name*]>  
Page .....<\$R[P#,*marker name*]>  
Section .....<\$R[S\*,*marker name*]>  
Cross reference to variable  
definition .....<\$R[V\*,*variable name*]>  
Discretionary hyphen .....<->  
Em space .....<\_>  
En space .....<~>  
Equation .....<\$Eequation>  
Figure space .....<+>  
Footnote .....<\$Ftext>  
Frame anchor:  
Above .....<\$&*anchor name*[^]>  
Automatically at anchor .....<\$&*anchor name*[-]>  
Below .....<\$&*anchor name*[v]>  
Fixed on same page .....<\$&*anchor name*>  
Hidden text .....<\$!text>  
Index .....<\$IPrimary[*Primary sort key*];  
Secondary[*Secondary sort key*]>  
Index (See) .....<\$SPrimary[*Primary sort key*];  
Secondary[*Secondary sort key*]>  
Index (See Also) .....<\$APrimary[*Primary sort key*];  
Secondary[*Secondary sort key*]>  
Line break .....<R>  
Non-breaking space .....<N>  
Thin space .....<I>  
Variable definition .....<\$V[*variable name*]substitute text>



## Table Codes

Command	Use and Example
@Z_TBL_BEG =	Place at the beginning of a table. <i>Example:</i> @Z_TBL_BEG =
COLUMNS( )	Defines the number of columns in the table. <i>Example:</i> COLUMNS(4)
DIMENSION( )	Defines the dimensions used for the parameters which follow. IN=inches; PT=points; CM=centimeters; PI=picas. You can locally override the global setting by placing these parameters directly after the parameter. <i>Example:</i> DIMENSION(IN)
COLWIDTHS(W1, W2, ... WN)	Defines the width of each cell within the table. E = variable width. <i>Example:</i> COLWIDTHS(.67,2.97,E1),
WIDTH( )	Optional parameter. Width of table if Custom is specified. <i>Example:</i> WIDTH(5.00)
INDENT( )	Optional parameter. Indent from left column if custom width is less than current column width. <i>Example:</i> INDENT(1.00)
ABOVE( )	Optional parameter. Space above the table. <i>Example:</i> ABOVE(.049)
BELOW( )	Optional parameter. Space below the table. <i>Example:</i> BELOW(.017)
VJTOP( )	Optional parameter. Vertical justification above the table. <i>Example:</i> VJTOP(.015)
VJBOT( )	Optional parameter. Vertical justification below the table. <i>Example:</i> VJBOT(.031)
HGUTTER( )	Optional parameter. Space between columns. <i>Example:</i> HGUTTER(.032)
VGUTTER( )	Optional parameter. Space between rows. <i>Example:</i> VGUTTER(.059)
BOX( )	Optional parameter. Tag to be used for ruling lines around. <i>Example:</i> BOX(Z_DOUBLE)
HGRID( )	Optional parameter. Tag to be used for ruling lines between rows. <i>Example:</i> HGRID(Z_SINGLE)

Command	Use and Example
VGRID( )	<p>Optional parameter. Tag to be used for ruling lines between columns.  <b>Example:</b> VGRID(Z_SINGLE)</p>
KEEP( )	<p>Breaks are allowed (OFF) or not allowed (ON).  <b>Example:</b> KEEP(OFF)</p>
RULE(Tag Name, Cell Range)	<p>Optional parameter(s). Defines ruling line override for any range in the cell. List all ruling line overrides at the beginning of table in one paragraph separated by commas.  <b>Example:</b> RULE(Z_HIDDEN,R9C2..R9C3)</p>
L0(Cell Range), L1(Range), L2(Range), L3(Range)	<p>Defines the line type override for a line or cell. If the specified range is a number of cells, attributes will apply only to the lines bordering the specified range.  L0 = Hidden line, L1 = Single line,  L2 = Double line, L3 = Thick line  <b>Example:</b> L0(R3C1..R5C5)</p>
@Z_TBL_HEAD = tag1, tag2, ..., tagn	<p>Defines the tags for each column in the header row.  <b>Example:</b> @Z_TBL_HEAD = TBL H1, TBL H2</p>
@Z_TBL_BODY = tag1, tag2, ..., tagn	<p>Defines the tags for each column in a row. Use before first non-header row and before any row whose tags are different from preceding row. A tag for each column must be specified.  <b>Example:</b> @Z_TBL_BODY = TBL T1, TBL T2</p>
C1, C2, C3, C4	<p>Data for each column in a row. Use a ^ character before the comma to indicate this cell is joined with the one above; + to indicate this cell is joined with cell to the right.  <b>Example:</b> 1, 2, 3, 4, 5, 6, ^, 8, 9, 10, 11, +, +</p>
<\$!Bnm>	<p>Set tint for cell. Tint appears at end of cell entry. <b>n</b> is color, <b>m</b> is pattern.  <b>Example:</b> 1b, 2b, 3b, 4b&lt;\$!B26&gt;</p>
@Z_TBL_END =	<p>Indicates the end of the table.  <b>Example:</b> @Z_TBL_END =</p>

## Equation Characters

The following tables list the commands used to generate special characters in the equation editor.

Special Characters	Result
....	....
...	...
!=	≠
+ -	±
->	→
<-	←
<<	<
<=	≤
= =	≡
>=	≥
>>	>
approx	≈
cdot	·
ceiling	⌈
del	∂
floor	⌊
grad	∇
inf	∞
nothing	
partial	∂
prime	'
times	×
~	(space)
^	(thin space)

Greek Character Name	Greek Character
DELTA	Δ
EPSILON	Ε
GAMMA	Γ
LAMBDA	Λ
OMEGA	Ω
PHI	Φ
PI	Π
PSI	Ψ
SIGMA	Σ
THETA	Θ
UPSILON	Υ
XI	Ξ
alpha	α
beta	β
chi	χ
delta	δ
epsilon	ε
eta	η
gamma	γ
iota	ι

Greek Character Name	Greek Character
kappa	κ
lambda	λ
mu	μ
nu	ν
omega	ω
omicron	ο
phi	φ
pi	π
psi	ψ
rho	ρ
sigma	σ
tau	τ
theta	θ
upsilon	υ
xi	ξ
zeta	ζ

### Diacritical marks

To place a diacritical mark above a lower case letter, type the following commands in all lower case (e.g., x hat to get  $\hat{x}$ ). To place the diacritical mark above an upper case letter, type the command with the first letter capitalized (e.g., X Hat to get  $\hat{X}$ ).

Command	Example	Result
bar	xyz bar	$\overline{xyz}$
dot	xyz dot	$\dot{xyz}$
dotdot	xyz dotdot	$\ddot{xyz}$
dyad	xyz dyad	$\overleftrightarrow{xyz}$
hat	xyz hat	$\hat{xyz}$
tilde	xyz tilde	$\tilde{xyz}$
under	xyz under	$\underline{xyz}$
vec	xyz vec	$\vec{xyz}$

## Equation commands

Command	Result
<b>Example</b>	
{ and }	
text~roman{text}	<i>text text</i>
/	
x~==~a/b	$x = a/b$
<b>above</b>	
(see <i>pile</i> )	
<b>back</b>	
y back 120 x	$x y$
<b>ccol</b>	
(see <i>matrix</i> )	
<b>color</b>	
This~is~ color 2 RED~text	<i>This is RED text</i>
<b>cpile</b>	
(see <i>pile</i> )	
<b>down</b>	
y down 100 x	$y$ $x$
<b>fat</b>	
This~is fat FAT~text	<i>This is FAT text</i>
<b>font</b>	
This~is font 2 Helvetica	<i>This is Helvetica</i>
<b>from</b>	
(see <i>sum</i> )	
<b>fwd</b>	
y fwd 100 x	$y x$
<b>int</b>	
int sub 0 sup inf {^1 over x^dx}	$\int_0^{\infty} \frac{1}{x} dx$
<b>inter</b>	
C~==~A inter B	$C = A \cap B$
<b>italic</b>	
cos ( theta )~or~ italic cos ( theta )	$\cos(\theta)$ or <i>cos(θ)</i>
<b>lcol</b>	
(see <i>matrix</i> )	
<b>left</b>	
left {text right}	$\{text\}$
<b>lineup</b>	
(see <i>mark</i> )	
<b>lpile</b>	
(see <i>pile</i> )	

Command	Result
<b>Example</b>	
<b>mark</b>	
y sub n+1~mark =~y sub n <sup>+</sup> 1	$y_{n+1} = y_n + 1$
y sub 0~lineup =~0	$y_0 = 0$
<b>matrix</b>	$a \ c$
matrix {ccol{a above b}~ccol {c above d}}	$b \ d$
<b>over</b>	$\frac{a}{b + c}$
a over {b <sup>+</sup> c}	
<b>pile</b>	$0 \ x < 0$
rpile { 0 above 2x above 0 }~~ pile { x <	$2x \ 0 \leq x \leq 1$
0 above 0 <= x <= 1 above 1 < x }	$0 \ 1 < x$
<b>prod</b>	$\prod_{i=1}^{\infty} X_i$
prod from {i==1} to inf~ X sub i	
<b>rcol</b>	
(see <i>matrix</i> )	
<b>right</b>	$\{text\}$
left {text right}	
<b>roman</b>	<i>This is ROMAN</i>
This~is~ roman ROMAN	
<b>rpile</b>	
(see <i>pile</i> )	
<b>size</b>	<i>This is 12point</i>
This~is~ size 12 {12 point}	
<b>sqrt</b>	$\sqrt{x^2 + y^2}$
sqrt {x sup 2 <sup>+</sup> y sup 2}	
<b>sub</b>	$a_b_c$
a sub b sub c	
<b>sum</b>	$\sum_{i=1}^{\infty} X_i$
sum from {i==1} to inf~ X sub i	
<b>sup</b>	$a^{b^c}$
a sup b sup c	
<b>symbol</b>	$\cos(\phi) + \sin(\gamma)$
cos ( symbol f )~+~sin ( symbol b )	
<b>to</b>	
(see <i>sum</i> )	
<b>union</b>	$C = A \cup B$
C~=~A union B	
<b>up</b>	$x$
y up 100 x	$y$

## Buttons

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Add new tag (frame)



Add new tag (paragraph)



Alignment



Anchors & captions



Attribute overrides



Auto-numbering



Box character



Breaks



Bring graphic to front



Copy



Cross reference



Cut



Define colors



Edit table settings



Equation



File type/rename



Fill attributes (graphics)



Footnote



Font



Frame anchor



Frame background



Frame typography



Go to page



Grid settings



Headers & footers



Image settings



Index entry



Insert column (table)



Insert/edit table



Insert page/remove page



Insert row (table)



Join table cells



Line attributes (graphics)



Load different style



Load text/picture



Manage publication



Manage width table



Margins & columns



Marker



New



Open chapter



Page size & layout



Paste



Paragraph typography



Print






















































Printer setup



Remove text/file



Repeating frame

 Revert to saved	 Send graphic to back
 Ruling box around frame	 Set table cell tint
 Ruling box around paragraph	 Set table cells to default line
 Ruling line above frame	 Set table cells to double line
 Ruling line above paragraph	 Set table cells to hidden line
 Ruling line below frame	 Set table cells to single line
 Ruling line below paragraph	 Set table cells to thick line
 Save	 Set table column width
 Save as	 Show on all/this page(s)
 Save style as	 Sizing & scaling
 Search and replace	 Spacing
 Select all (graphics)	 Special effects
 Selected text - bold	 Spell check
 Selected text - dbl. underline	 Split table cells
 Selected text - font attributes	 Tab - center
 Selected text - initial cap.	 Tab - decimal
 Selected text - italic	 Tab - left
 Selected text - lower case	 Tab - right
 Selected text - normal	 Tab settings
 Selected text - overscore	 Table (insert special item)
 Selected text - small capitals	 Undo/Redo
 Selected text - strike-thru	 Update tag list (frame)
 Selected text - superscript	 Update tag list (paragraph)
 Selected text - subscript	 Variable definition
 Selected text - underline	 Vertical rules
 Selected text - uppercase	



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## Ventura Publisher Character Set

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Ventura Publisher includes two character sets:


- An international character set which includes characters for many languages, including English, Spanish, French, and Italian.
- A symbol character set which includes mathematics and Greek characters which can be used for simple formulas and equations.

Not all of these characters can be typed directly from the keyboard. Characters not available on your keyboard can be entered from inside Ventura Publisher by holding down the **Alt** key and then typing the **ANSI** equivalent for that character, or by entering the **Decimal** code into the text file using your word processor. The tables on the following pages show both the decimal and ANSI equivalents. Ventura Publisher provides a number of shortcut keyboard entries for more commonly used symbols (e.g., © and ®). It is recommended that you use these shortcut entries instead of the ANSI code whenever possible. Refer to the Reference Guide for a complete listing of the shortcut characters provided by Ventura Publisher.

### **ANSI code**

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Windows reads all keyboard entries as ANSI code characters and passes the code to Ventura Publisher. To enter characters not available on the keyboard, press the **Alt** key and enter the ANSI equivalent of the desired character. You must enter the full ANSI code as it is listed in the table on the following pages.

-  The ANSI code must be entered using the numeric keypad. The ANSI code cannot be entered using the number keys across the top of the keyboard.

























































The ANSI code character set is used only when entering characters from the keyboard while you are in Ventura Publisher. It is important to note that a character entered into a chapter file using the **Alt** + ANSI code combination will be translated to the decimal code equivalent of that character when the text file is saved. For example, to enter an accented lowercase E (é) from the keyboard while in Ventura Publisher, you would press and hold the **Alt** key and enter the ANSI code 0233 on the keyboard number pad. When the text file is saved and opened in your word processor, the ANSI code (0233) entered inside Ventura Publisher, is saved in the text file as the decimal equivalent and appears as <130>.

## **Decimal code**

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Ventura Publisher uses the decimal code character set when reading and interpreting characters entered into a text file in a word processor. These characters are entered into your text file by enclosing the decimal equivalent of the desired character in brackets. When the text file is read into Ventura Publisher, the decimal numbers contained in brackets are converted to the corresponding character. Use the decimal code only when entering these characters directly into the text file using your word processor.

When using your word processor to enter foreign characters and other characters above decimal 127, you must enter these characters by using the < > codes, as explained in Appendix D of the Reference Guide. For word processors which support foreign characters, Ventura Publisher will accept these characters without placing numbers inside of < >. However, the decimal equivalent of these characters must be less than 169, and the foreign characters in your word processor must have the same decimal equivalents as those shown on the following pages. For characters above 169, use the decimal code inside of brackets (e.g., <185> for §).

Decimal	ANSI	Internat'l	Symbol	Dingbat	Wingding
1-31	not used				
32	032	space			
33	033	!	!		
34	034	"	∇		
35	035	#	#		
36	036	\$	∃		
37	037	%	%		
38	038	&	&		
39	039	'	ᶇ		
40	040	(	(		
41	041	)	)		
42	042	*	*		
43	043	+	+		
44	044	,	,		
45	045	-	-		
46	046	.	.		
47	047	/	/		
48	048	0	0		
49	049	1	1		
50	050	2	2		
51	051	3	3		
52	052	4	4		
53	053	5	5		
54	054	6	6		
55	055	7	7		
56	056	8	8		
57	057	9	9		
58	058	:	:		
59	059	;	;		
60	060	<	<		
61	061	=	=		
62	062	>	>		
63	063	?	?		
64	064	@	≡		
65	065	A	A		
66	066	B	B		
67	067	C	X		

Decimal	ANSI	Internat'l	Symbol	Dingbat	Wingding
68	068	D	$\Delta$	♣	☞
69	069	E	E	♣	☞
70	070	F	$\Phi$	◆	☞
71	071	G	$\Gamma$	◇	☞
72	072	H	H	★	☞
73	073	I	I	☆	☞
74	074	J	∅	♣	☺
75	075	K	K	☆	☹
76	076	L	$\Lambda$	☆	☹
77	077	M	M	☆	☹
78	078	N	N	☆	☹
79	079	O	O	☆	☹
80	080	P	$\Pi$	☆	☹
81	081	Q	$\Theta$	✱	☹
82	082	R	P	✱	☹
83	083	S	$\Sigma$	✱	☹
84	084	T	T	✱	☹
85	085	U	Y	✱	☹
86	086	V	$\varsigma$	✱	☹
87	087	W	$\Omega$	✱	☹
88	088	X	$\Xi$	✱	☹
89	089	Y	$\Psi$	✱	☹
90	090	Z	Z	✱	☹
91	091	[	[	✱	☹
92	092	\	∴	✱	☹
93	093	]	]	✱	☹
94	094	^	⊥	✱	☹
95	095	_	—	✱	☹
96	096	'	'	✱	☹
97	097	a	$\alpha$	☼	♈
98	098	b	$\beta$	☼	♉
99	099	c	$\chi$	✱	♊
100	0100	d	$\delta$	✱	♋
101	0101	e	$\epsilon$	✱	♌
102	0102	f	$\phi$	✱	♍
103	0103	g	$\gamma$	✱	♎
104	0104	h	$\eta$	✱	♏

Decimal	ANSI	Internat'l	Symbol	Dingbat	Wingding
105	0105	i	ι	✱	⌘
106	0106	j	φ	✱	⌘
107	0107	k	κ	✱	⌘
108	0108	l	λ	●	●
109	0109	m	μ	○	○
110	0110	n	ν	■	■
111	0111	o	ο	□	□
112	0112	p	π	□	□
113	0113	q	θ	□	□
114	0114	r	ρ	□	□
115	0115	s	σ	▲	◆
116	0116	t	τ	▼	◆
117	0117	u	υ	◆	◆
118	0118	v	ϖ	❖	❖
119	0119	w	ω	◐	◆
120	0120	x	ξ		☒
121	0121	y	ψ		☒
122	0122	z	ζ	▮	⌘
123	0123	{	{	‘	⌘
124	0124			’	⌘
125	0125	}	}	“	“
126	0126	~	~	”	”
127	0127	•			□
128	0199	Ç			•
129	0252	ü	Υ	♯	○
130	0233	é	’	•	○
131	0226	â	≤	•	○
132	0228	ä	/	♥	◎
133	0224	à	∞	♣	◎
134	0229	å	f	♣	○
135	0231	ç	♣	♣	■
136	0234	ê	♦	♣	□
137	0235	ë	♥	♦	♣
138	0232	è	♠	♥	♣
139	0239	ï	↔	♠	★
140	0238	î	←	①	★
141	0236	ì	↑	②	★

Decimal	ANSI	Internat'l	Symbol	Dingbat	Wingding
142	0196	Ä	→	③	☀
143	0197	Å	↓	④	☼
144	0201	É	◦	⑤	⊕
145	0230	æ	±	⑥	⊕
146	0198	Æ	”	⑦	✧
147	0244	ô	≥	⑧	⊖
148	0246	ö	×	⑨	◇
149	0242	ò	∞	⑩	★
150	0251	û	∂	❶	☆
151	0249	ù	•	❷	🕒
152	0255	ÿ	+	❸	🕒
153	0214	Ö	≠	❹	🕒
154	0220	Ü	≡	❺	🕒
155	0162	ϕ	≈	❻	🕒
156	0163	£	...	❼	🕒
157	0165	¥		❽	🕒
158	0164	¤	—	❾	🕒
159	0136	f	┘	❿	🕒
160	0225	á	ℵ	❶	🕒
161	0237	í	℔	❷	🕒
162	0243	ó	ℛ	❸	🕒
163	0250	ú	℘	❹	↶
164	0241	ñ	⊗	❺	↷
165	0209	Ñ	⊕	❻	↶
166	0170	ª	∅	❼	↷
167	0186	º	∩	❽	↶
168	0191	¿	∪	❾	↷
169	0147	“	⊃	❿	↶
170	0148	”	⊆	❶	↷
171	0139	‹*	∩	❷	✿
172	0155	›*	∪	❸	✿
173	0161	¡	⊆	❹	✿
174	0171	«	∈	❺	✿
175	0187	»	∉	❻	✿
176	0227	ã	∠	❼	✿
177	0245	ö	∇	❽	✿
178	0216	Ø	®	❾	✿

Decimal	ANSI	Internat'l	Symbol	Dingbat	Wingding
179	0248	ø	©	Ⓢ	Ⓢ
180	0156	œ *	™	➔	Ⓢ
181	0140	Œ *	∏	➔	Ⓢ
182	0192	À	√	↔	Ⓢ
183	0195	Ã	.	↕	Ⓢ
184	0213	Õ	¬	↙	Ⓢ
185	0167	§	^	➔	Ⓢ
186	0135	‡ *	∇	↙	Ⓢ
187	0134	† *	⇔	➔	Ⓢ
188	0182	¶	⇐	➔	Ⓢ
189	0169	©	↑	➔	Ⓢ
190	0174	®	⇒	➔	Ⓢ
191	0153	™	↓	➔	Ⓢ
192	0132	„	◇	➔	➔
193	0133	...	<	➔	➔
194	0137	‰ *	®	➔	➔
195	0149	• *	©	➔	➔
196	0150	-	™	➔	➔
197	0151	—	Σ	➔	➔
198	0176	°	ƒ	➔	➔
199	0193	Á		➔	➔
200	0194	Â		➔	➔
201	0200	È		➔	➔
202	0202	É		➔	➔
203	0203	Ë		➔	➔
204	0204	Ì		➔	➔
205	0205	Í		➔	➔
206	0206	Î		➔	➔
207	0207	Ï		➔	➔
208	0210	Ò			➔
209	0211	Ó	>	➔	➔
210	0212	Ô	∫	➔	➔
211	0138	Š *	ƒ	➔	➔
212	0154	š *		➔	➔
213	0217	Ù	J	➔	➔
214	0218	Ú	)	➔	➔
215	0219	Û		➔	➔

Decimal	ANSI	Internat'l	Symbol	Dingbat	Wingding
216	0159	ÿ *	)	➤➤	☞
217	0223	ß	]	➤➤	□
218	0128			➤➤	□
219	0129		]	➤➤	✕
220	0130		]	➤➤	✓
221	0131		}	➤➤	☒
222	0141		)	⇒	☑
	0142				☒

\* In order to access these characters using the ANSI code, you must have Adobe Type Manager (version 2.0 or above), Bitstream FaceLift (version 2.0 or above) or TrueType fonts installed and active.





