

Block Elements

Range: 2580–259F

This file contains an excerpt from the character code tables and list of character names for

The Unicode Standard, Version 17.0 BETA REVIEW DRAFT

This file may be changed at any time without notice to reflect errata, or other updates to the Unicode Standard.

See <https://www.unicode.org/errata/> for an up-to-date list of errata.

See <https://www.unicode.org/charts/> for access to a complete list of the latest character code charts. See <https://www.unicode.org/charts/PDF/Unicode-17.0/> for charts showing only the characters added in Unicode 17.0. See <https://www.unicode.org/Public/17.0.0/charts/> for a complete archived file of character code charts for Unicode 17.0. See <https://www.unicode.org/charts/About.html#Conventions> for conventions used in these code charts, and other general information.

Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 17.0 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this file, please consult the appropriate sections of The Unicode Standard, Version 17.0, online at <https://www.unicode.org/versions/Unicode17.0.0/>, as well as the Unicode Standard Annexes, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

See <https://www.unicode.org/ucd/> and <https://www.unicode.org/reports/>

A thorough understanding of the information contained in these additional sources is required for a successful implementation.

Fonts

The shapes of the reference glyphs used in these code charts are not prescriptive. Considerable variation is to be expected in actual fonts.

See <https://www.unicode.org/charts/fonts.html> for a list.

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











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
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	258	259
0	 2580	 2590
1	 2581	 2591
2	 2582	 2592
3	 2583	 2593
4	 2584	 2594
5	 2585	 2595
6	 2586	 2596
7	 2587	 2597
8	 2588	 2598
9	 2589	 2599
A	 258A	 259A
B	 258B	 259B
C	 258C	 259C
D	 258D	 259D
E	 258E	 259E
F	 258F	 259F



Block elements

2580		UPPER HALF BLOCK
2581		LOWER ONE EIGHTH BLOCK
2582		LOWER ONE QUARTER BLOCK
2583		LOWER THREE EIGHTHS BLOCK
2584		LOWER HALF BLOCK
2585		LOWER FIVE EIGHTHS BLOCK
2586		LOWER THREE QUARTERS BLOCK
2587		LOWER SEVEN EIGHTHS BLOCK
2588		FULL BLOCK
	= solid	
	→ 25A0  black square	
2589		LEFT SEVEN EIGHTHS BLOCK
258A		LEFT THREE QUARTERS BLOCK
258B		LEFT FIVE EIGHTHS BLOCK
258C		LEFT HALF BLOCK
258D		LEFT THREE EIGHTHS BLOCK
258E		LEFT ONE QUARTER BLOCK
258F		LEFT ONE EIGHTH BLOCK
2590		RIGHT HALF BLOCK















Shade characters

2591		LIGHT SHADE
	• 25%	
2592		MEDIUM SHADE
	= speckles fill, dotted fill	
	• 50%	
	• used in mapping to cp949	
	→ 1FB90  inverse medium shade	
2593		DARK SHADE
	• 75%	

Block elements

2594		UPPER ONE EIGHTH BLOCK
2595		RIGHT ONE EIGHTH BLOCK

Terminal graphic characters

2596		QUADRANT LOWER LEFT
2597		QUADRANT LOWER RIGHT
2598		QUADRANT UPPER LEFT
2599		QUADRANT UPPER LEFT AND LOWER LEFT AND LOWER RIGHT
259A		QUADRANT UPPER LEFT AND LOWER RIGHT
	→ 1F67F  reverse checker board	
	→ 1FB95  checker board fill	
259B		QUADRANT UPPER LEFT AND UPPER RIGHT AND LOWER LEFT
259C		QUADRANT UPPER LEFT AND UPPER RIGHT AND LOWER RIGHT
259D		QUADRANT UPPER RIGHT
259E		QUADRANT UPPER RIGHT AND LOWER LEFT
	→ 1F67E  checker board	
	→ 1FB96  inverse checker board fill	
259F		QUADRANT UPPER RIGHT AND LOWER LEFT AND LOWER RIGHT