

Entering Specialized (Unicode) Glyphs in Word

Rodney J. Decker, Th.D.

Supplement to: “What a Biblical Scholar/Student Should Know about Unicode”

Jan. 2006

For more information, see <<http://faculty.bbc.edu/rdecker/unicode.htm>>.

I’ve learned some tricks about accessing some Unicode characters, especially those in the “Supplemental Planes” (i.e., numbered higher than the BMP*) in MS Word. (For regular Greek text, use Keyman.) If you know the Unicode (hexadecimal) value of a character, you can use the Alt-X keyboard shortcut to enter the character directly in your document.

- Type the Unicode (hexadecimal) value of the character. (You can also use the U+# format.) Of course you have to know the hex value for the glyph you want! Some of the more important ones for NT studies are listed below.
- Press Alt-X.
- Word replaces the string to the left of the insertion point with the character you specified.

(You can also use Alt-X to display the Unicode character code for a particular character. Place the insertion point to the right of the character, and then press Alt-X. The character is replaced by its character code. Press Alt-X again to switch back to the character.)

You apparently need to switch to a font that contains the glyph that you want first (though I think this differs a bit between Word XP/2002 and Word 2003). ***In the following examples, use the Cardo font*** (the only font I know that has all these glyphs).

E.g., the NT textual criticism symbols do not appear in the Insert Symbol dialog. These were added to the 4.1 version of the Unicode Standard (spring 2005), so apparently Word doesn’t recognize them directly. (This will change in the next version of Windows: Longhorn/Vista and the subsequent version of Word.) Some are Supplemental Plane characters (others are additions to the BMP). Most of these are in the Supplemental Punctuation range (2E00 +). To insert the Nestle–Aland text critical symbols, type any of the following hexadecimal values followed by Alt-X:

* BMP = Basic Multilingual Plane, also known as “Plane 0.” The Supplemental Planes are additional groups of characters (technically: “code points”) in planes 1–16. Each plane contains 65,536 (10,000₁₆) contiguous Unicode code points—sufficient to encode the world’s languages and communication systems without confusion or duplication by providing a unique number for every character, regardless of language or context.

Hex Value	Resultant Glyph				
2E00	Ɔ	2E01	Ɔ	2E02	Ɔ
2E03	Ɔ	2E04	Ɔ	2E05	Ɔ
2E06	Ɔ	2E07	Ɔ	2E08	Ɔ
2E09	Ɔ	2E0A	Ɔ	2E0B	Ɔ
2E0C	Ɔ	2E0D	Ɔ		

For some other text crit symbols from the MSS (not used in NA):

2E0E	⸏	2E13	⸏	2E14	⸏
2E15	⸏	2E16	⸏	2E17	⸏

Other useful symbols (not all are text critical symbols) in the Kanji range include the following (these are not technically intended for text critical use, but the only way to get a double square bracket, etc, seems to be here):

3008	⟨	3009	⟩	300A	⟪
300B	⟩	300C	Ɔ	300D	Ɔ
300E	Ɔ	300F	Ɔ	3016	⌈
3017	⌈	301A	⌈	301B	⌈

Other symbols are as follows (in different ranges):

- Majority Text symbol, 1D510, ℞
- Papyrus symbol, 1D513, ϑ
- Septuagint, Greek Old Testament, 1D516, ⸔
- Lectionary symbol, 1D459, l

(These are part of the Mathematical Alphanumeric Symbols range, 1D400+. Other text crit. symbols using Gothic/Fraktur letters for “Egyptian text,” etc. are in the same range.) The Majority Text symbol is explicitly identified as such in the Unicode code charts. Most other Fraktur letters are not identified by their text-critical values (but 1D516, “Septuagint, Greek Old Testament” is), but only as “Mathematical Fraktur Capital B/G/K,” etc.: ℞ ⸔ ℞).

A handy utility program that display **all** the Unicode characters in Unicode 4.1 (including those that neither Word nor WinXP will show you in their input dialogs) is BabelMap (<<http://www.babelstone.co.uk/Software/BabelMap.html>>; be sure to get the newest version).