Inhaltsverzeichnis

1. Modul:Unicode data/aliases/Doku 2
2. Modul:Unicode data 3
3. Modul:Unicode data/aliases 14

Modul:Unicode data/aliases/Doku

Dies ist die Dokumentationsseite für Modul:Unicode data/aliases

Contains data used by Module:Unicode data to determine formal name aliases for a Unicode character. Generated from NameAliases.txt in the Unicode Character Database using a script at wikt:User:Kephir/Unicode.

Modul:Unicode data

Inhaltsverzeichnis

1 Usage 3
2 Functions 3
3 Data modules 3
4 Copyright 4

Usage

This module provides functions that access information on Unicode code points. The information is retrieved from data modules generated from the Unicode Character Database, or derived by rules given in the Unicode Specification. It and its submodules were copied from English Wiktionary and then modified; see there for more information.

Functions

Vorlage:Code

Receives a code point (number) and returns its name or label; for example, Vorlage:Code returns Vorlage:Code.

For example, Vorlage:Tnull → <reserved-0061>

Vorlage:Code

Template-invokable functions that allow access to the functions starting with `lookup` and `is`. Replace the first underscore in the function name with a pipe. For most of the functions, add the code point in hexadecimal base as the next parameter, but for `is_Latin`, `is_rtl`, and `is_valid_pagename`, add text. HTML character references in the text are decoded by the module into code points.

For example, Vorlage:Tnull → **Lua-Fehler in Zeile 293: attempt to index local 'data_module' (a boolean value)**.

Data modules

The data used by functions in this module is found in submodules. Some are generated by AWK scripts shown at User:Kephir/Unicode on English Wiktionary, others by Lua scripts on the `/make` subpages of the submodules.

- Module:Unicode data/aliases: the formal name aliases for characters (from NameAliases.txt)
- Module:Unicode data/blocks: the list of Unicode blocks (from Blocks.txt)
- Module:Unicode data/category: data mapping characters to their General Category (from DerivedGeneralCategory.txt)
- Module:Unicode data/control: data for identifying characters that belong to the General Categories of Separator and Other (from DerivedGeneralCategory.txt)

- Module:Unicode data/combining: data mapping characters to their Combining Classes (from DerivedCombiningClass.txt)
- Module:Unicode data/Hangul: data used to generate the names of Hangul syllables (from Jamo.txt)
- Module:Unicode data/scripts: data mapping characters to their Unicode script properties (from Scripts.txt).

The name data modules (Module:Unicode data/names/*xxx*) were compiled from UnicodeData.txt. Each one contains, at maximum, code points U+xxx000 to U+xxxFFF. **Lua-Fehler in mw.title.lua, Zeile 206: too many expensive function calls**

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```
local p = {}

local floor = math.floor

local function errorf(level, ...)
        if type(level) == "number" then
                return error(string.format(...), level + 1)
```

```
	else -- level is actually the format string.
		return error(string.format(level, ...), 2)
	end
end

local function binary_range_search(codepoint, ranges)
	local low, mid, high
	low, high = 1, ranges.length or require "Module:TableTools".length(ranges
	while low <= high do
		mid = floor((low + high) / 2)
		local range = ranges[mid]
		if codepoint < range[1] then
			high = mid - 1
		elseif codepoint <= range[2] then
			return range, mid
		else
			low = mid + 1
		end
	end
	return nil, mid
end
p.binary_range_search = binary_range_search

--[[
local function linear_range_search(codepoint, ranges)
	for i, range in ipairs(ranges) do
		if range[1] <= codepoint and codepoint <= range[2] then
			return range
		end
	end
end
--]]

-- Load a module by indexing "loader" with the name of the module minus the
-- "Module:Unicode data/" part. For instance, loader.blocks returns
-- [[Module:Unicode data/blocks]]. If a module cannot be loaded, false will be
-- returned.
local loader = setmetatable({}, {
	__index = function (self, key)
		local success, data = pcall(mw.loadData, "Module:Unicode data/"
		if not success then
			data = false
		end
		self[key] = data
		return data
	end
})

-- For the algorithm used to generate Hangul Syllable names,
-- see "Hangul Syllable Name Generation" in section 3.12 of the
-- Unicode Specification:
-- https://www.unicode.org/versions/Unicode11.0.0/ch03.pdf
local name_hooks = {
	{     0x00,     0x1F, "<control-%04X>" }, -- C0 control characters
	{     0x7F,     0x9F, "<control-%04X>" }, -- DEL and C1 control characte
	{   0x3400,   0x4DBF, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
	{   0x4E00,   0x9FFF, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph
	{   0xAC00,   0xD7A3, function (codepoint) -- Hangul Syllables
		local Hangul_data = loader.Hangul
		local syllable_index = codepoint - 0xAC00

		return ("HANGUL SYLLABLE %s%s%s"):format(
			Hangul_data.leads[floor(syllable_index / Hangul_data.fina
			Hangul_data.vowels[floor((syllable_index % Hangul_data.fi
```

```
                                / Hangul_data.trail_count)],
                        Hangul_data.trails[syllable_index % Hangul_data.trail_cou
                )
        end },
        -- High Surrogates, High Private Use Surrogates, Low Surrogates
        {   0xD800,   0xDFFF, "<surrogate-%04X>" },
        {   0xE000,   0xF8FF, "<private-use-%04X>" }, -- Private Use
        -- CJK Compatibility Ideographs
        {   0xF900,   0xFA6D, "CJK COMPATIBILITY IDEOGRAPH-%04X" },
        {   0xFA70,   0xFAD9, "CJK COMPATIBILITY IDEOGRAPH-%04X" },
        {  0x17000,  0x187F7, "TANGUT IDEOGRAPH-%04X" }, -- Tangut Ideograph
        {  0x18800,  0x18AFF, function (codepoint)
                return ("TANGUT COMPONENT-%03d"):format(codepoint - 0x187FF)
        end },
        {  0x18D00,  0x18D08, "TANGUT IDEOGRAPH-%04X" }, -- Tangut Ideograph Supp
        {  0x1B170,  0x1B2FB, "NUSHU CHARACTER-%04X" }, -- Nushu
        {  0x20000,  0x2A6DF, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
        {  0x2A700,  0x2B738, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
        {  0x2B740,  0x2B81D, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
        {  0x2B820,  0x2CEA1, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
        {  0x2CEB0,  0x2EBE0, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
        -- CJK Compatibility Ideographs Supplement (Supplementary Ideographic Pla
        {  0x2F800,  0x2FA1D, "CJK COMPATIBILITY IDEOGRAPH-%04X" },
        {  0xE0100,  0xE01EF, function (codepoint) -- Variation Selectors Supplem
                return ("VARIATION SELECTOR-%d"):format(codepoint - 0xE0100 + 17)
        end},
        {  0x30000,  0x3134A, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
        {  0xF0000,  0xFFFFD, "<private-use-%04X>" }, -- Plane 15 Private Use
        { 0x100000, 0x10FFFD, "<private-use-%04X>" }  -- Plane 16 Private Use
}
name_hooks.length = #name_hooks

local name_range_cache

local function generate_name(data, codepoint)
        if type(data) == "string" then
                return data:format(codepoint)
        else
                return data(codepoint)
        end
end

--[[
-- Checks that the code point is a number and in range.
-- Does not check whether code point is an integer.
-- Not used
local function check_codepoint(funcName, argIdx, val)
        require 'libraryUtil'.checkType(funcName, argIdx, val, 'number')
        if codepoint < 0 or 0x10FFFF < codepoint then
                errorf("Codepoint %04X out of range", codepoint)
        end
end
--]]

-- https://www.unicode.org/versions/Unicode11.0.0/ch04.pdf, section 4.8
function p.lookup_name(codepoint)
        -- U+FDD0-U+FDEF and all code points ending in FFFE or FFFF are Unassigne
        -- (Cn) and specifically noncharacters:
        -- https://www.unicode.org/faq/private_use.html#nonchar4
        if 0xFDD0 <= codepoint and (codepoint <= 0xFDEF
                        or floor(codepoint % 0x10000) >= 0xFFFE) then
                return ("<noncharacter-%04X>"):format(codepoint)
        end
```

```
	if name_range_cache -- Check if previously used "name hook" applies to th
			and codepoint >= name_range_cache[1]
			and codepoint <= name_range_cache[2] then
		return generate_name(name_range_cache[3], codepoint)
	end

	local range = binary_range_search(codepoint, name_hooks)
	if range then
		name_range_cache = range
		return generate_name(range[3], codepoint)
	end

	local data = loader[('names/%03X'):format(codepoint / 0x1000)]

	if data and data[codepoint] then
		return data[codepoint]

	-- Unassigned (Cn) consists of noncharacters and reserved characters.
	-- The character has been established not to be a noncharacter,
	-- and if it were assigned, its name would already been retrieved,
	-- so it must be reserved.
	else
		return ("<reserved-%04X>"):format(codepoint)
	end
end

--[[
-- No image data modules on Wikipedia yet.
function p.lookup_image(codepoint)
	local data = loader[('images/%03X'):format(codepoint / 0x1000)]

	if data then
		return data[codepoint]
	end
end
--]]

local planes = {
	[ 0] = "Basic Multilingual Plane";
	[ 1] = "Supplementary Multilingual Plane";
	[ 2] = "Supplementary Ideographic Plane";
	[ 3] = "Tertiary Ideographic Plane";
	[14] = "Supplementary Special-purpose Plane";
	[15] = "Supplementary Private Use Area-A";
	[16] = "Supplementary Private Use Area-B";
}

-- Load [[Module:Unicode data/blocks]] if needed and assign it to this variable.
local blocks

local function block_iter(blocks, i)
	i = i + 1
	local data = blocks[i]
	if data then
		 -- Unpack doesn't work on tables loaded with mw.loadData.
		return i, data[1], data[2], data[3]
	end
end

-- An ipairs-type iterator generator for the list of blocks.
function p.enum_blocks()
	local blocks = loader.blocks
	return block_iter, blocks, 0
end
```

```
function p.lookup_plane(codepoint)
	local i = floor(codepoint / 0x10000)
	return planes[i] or ("Plane %u"):format(i)
end

function p.lookup_block(codepoint)
	local blocks = loader.blocks
	local range = binary_range_search(codepoint, blocks)
	if range then
		return range[3]
	else
		return "No Block"
	end
end

function p.get_block_info(name)
	for i, block in ipairs(loader.blocks) do
		if block[3] == name then
			return block
		end
	end
end

function p.is_valid_pagename(pagename)
	local has_nonws = false

	for cp in mw.ustring.gcodepoint(pagename) do
		if (cp == 0x0023) -- #
		or (cp == 0x005B) -- [
		or (cp == 0x005D) -- ]
		or (cp == 0x007B) -- {
		or (cp == 0x007C) -- |
		or (cp == 0x007D) -- }
		or (cp == 0x180E) -- MONGOLIAN VOWEL SEPARATOR
		or ((cp >= 0x2000) and (cp <= 0x200A)) -- spaces in General Punct
		or (cp == 0xFFFD) -- REPLACEMENT CHARACTER
		then
			return false
		end

		local printable, result = p.is_printable(cp)
		if not printable then
			return false
		end

		if result ~= "space-separator" then
			has_nonws = true
		end
	end

	return has_nonws
end

local function manual_unpack(what, from)
	if what[from + 1] == nil then
		return what[from]
	end

	local result = {}
	from = from or 1
	for i, item in ipairs(what) do
		if i >= from then
			table.insert(result, item)
```

```
                end
        end
        return unpack(result)
end

local function compare_ranges(range1, range2)
        return range1[1] < range2[1]
end

-- Creates a function to look up data in a module that contains "singles" (a
-- code point-to-data map) and "ranges" (an array containing arrays that contain
-- the low and high code points of a range and the data associated with that
-- range).
-- "loader" loads and returns the "singles" and "ranges" tables.
-- "match_func" is passed the code point and either the data or the "dots", and
-- generates the final result of the function.
-- The varargs ("dots") describes the default data to be returned if there wasn't
-- a match.
-- In case the function is used more than once, "cache" saves ranges that have
-- already been found to match, or a range whose data is the default if there
-- was no match.
local function memo_lookup(data_module_subpage, match_func, ...)
        local dots = { ... }
        local cache = {}
        local singles, ranges

        return function (codepoint)
                if not singles then
                        local data_module = loader[data_module_subpage]
                        singles, ranges = data_module.singles, data_module.ranges
                end

                if singles[codepoint] then
                        return match_func(codepoint, singles[codepoint])
                end

                local range = binary_range_search(codepoint, cache)
                if range then
                        return match_func(codepoint, manual_unpack(range, 3))
                end

                local range, index = binary_range_search(codepoint, ranges)
                if range then
                        table.insert(cache, range)
                        table.sort(cache, compare_ranges)
                        return match_func(codepoint, manual_unpack(range, 3))
                end

                if ranges[index] then
                        local dots_range
                        if codepoint > ranges[index][2] then
                                dots_range = {
                                        ranges[index][2] + 1,
                                        ranges[index + 1] and ranges[index + 1][1
                                        unpack(dots)
                                }
                        else -- codepoint < range[index][1]
                                dots_range = {
                                        ranges[index - 1] and ranges[index - 1][2
                                        ranges[index][1] - 1,
                                        unpack(dots)
                                }
                        end
                        table.sort(cache, compare_ranges)
```

```
                end

                return match_func(codepoint)
        end
end

-- Get a code point's combining class value in [[Module:Unicode data/combining]],
-- and return whether this value is not zero. Zero is assigned as the default
-- if the combining class value is not found in this data module.
-- That is, return true if character is combining, or false if it is not.
-- See https://www.unicode.org/reports/tr44/#Canonical_Combining_Class_Values for
-- more information.
p.is_combining = memo_lookup(
        "combining",
        function (codepoint, combining_class)
                return combining_class and combining_class ~= 0 or false
        end,
        0)

function p.add_dotted_circle(str)
        return (mw.ustring.gsub(str, ".",
                function(char)
                        if p.is_combining(mw.ustring.codepoint(char)) then
                                return '◌' .. char
                        end
                end))
end

local lookup_control = memo_lookup(
        "control",
        function (codepoint, ccc)
                return ccc or "assigned"
        end,
        "assigned")
p.lookup_control = lookup_control

function p.is_assigned(codepoint)
        return lookup_control(codepoint) ~= "unassigned"
end

function p.is_printable(codepoint)
        local result = lookup_control(codepoint)
        return (result == "assigned") or (result == "space-separator"), result
end

function p.is_whitespace(codepoint)
        local result = lookup_control(codepoint)
        return (result == "space-separator"), result
end

p.lookup_category = memo_lookup(
        "category",
        function (codepoint, category)
                return category
        end,
        "Cn")

local lookup_script = memo_lookup(
        "scripts",
        function (codepoint, script_code)
                return script_code or 'Zzzz'
        end,
        "Zzzz")
p.lookup_script = lookup_script
```

```
function p.get_best_script(str)
	-- Check type of argument, because mw.text.decode coerces numbers to stri
	require "libraryUtil".checkType("get_best_script", 1, str, "string")

	-- Convert HTML character references (including named character reference
	-- or character entities) to characters.
	str = mw.text.decode(str, true)

	local scripts = {}
	for codepoint in mw.ustring.gcodepoint(str) do
		local script = lookup_script(codepoint)

		-- Ignore "Inherited", "Undetermined", or "Uncoded" scripts.
		if not (script == "Zyyy" or script == "Zinh" or script == "Zzzz")
			scripts[script] = true
		end
	end

	-- If scripts does not contain two or more keys,
	-- return first and only key (script code) in table.
	if not next(scripts, next(scripts)) then
		return next(scripts)
	end -- else return majority script, or else "Zzzz"?
end

function p.is_Latin(str)
	require "libraryUtil".checkType("get_best_script", 1, str, "string")
	str = mw.text.decode(str, true)

	-- Search for the leading bytes that introduce the UTF-8 encoding of the
	-- code points U+0340-U+10FFFF. If they are not found and there is at lea
	-- one Latin-script character, the string counts as Latin, because the re
	-- of the characters can only be Zyyy, Zinh, and Zzzz.
	-- The only scripts found below U+0370 (the first code point of the Greek
	-- and Coptic block) are Latn, Zyyy, Zinh, and Zzzz.
	-- See the codepage in the [[UTF-8]] article.
	if not str:find "[\205-\244]" then
		for codepoint in mw.ustring.gcodepoint(str) do
			if lookup_script(codepoint) == "Latn" then
				return true
			end
		end
	end

	local Latn = false

	for codepoint in mw.ustring.gcodepoint(str) do
		local script = lookup_script(codepoint)

		if script == "Latn" then
			Latn = true
		elseif not (script == "Zyyy" or script == "Zinh"
				or script == "Zzzz") then
			return false
		end
	end

	return Latn
end

-- Checks that a string contains only characters belonging to right-to-left
-- scripts, or characters of ignorable scripts.
function p.is_rtl(str)
```

```
	require "libraryUtil".checkType("get_best_script", 1, str, "string")
	str = mw.text.decode(str, true)

	-- Search for the leading bytes that introduce the UTF-8 encoding of the
	-- code points U+0580-U+10FFFF. If they are not found, the string can onl
	-- have characters from a left-to-right script, because the first code po
	-- in a right-to-left script is U+0591, in the Hebrew block.
	if not str:find "[\214-\244]" then
		return false
	end

	local result = false
	local rtl = loader.scripts.rtl
	for codepoint in mw.ustring.gcodepoint(str) do
		local script = lookup_script(codepoint)

		if rtl[script] then
			result = true
		elseif not (script == "Zyyy" or script == "Zinh"
				or script == "Zzzz") then
			return false
		end
	end

	return result
end

local function get_codepoint(args, arg)
	local codepoint_string = args[arg]
		or errorf(2, "Parameter %s is required", tostring(arg))
	local codepoint = tonumber(codepoint_string, 16)
		or errorf(2, "Parameter %s is not a code point in hexadecimal bas
			tostring(arg))
	if not (0 <= codepoint and codepoint <= 0x10FFFF) then
		errorf(2, "code point in parameter %s out of range", tostring(arg
	end
	return codepoint
end

local function get_func(args, arg, prefix)
	local suffix = args[arg]
		or errorf(2, "Parameter %s is required", tostring(arg))
	suffix = mw.text.trim(suffix)
	local func_name = prefix .. suffix
	local func = p[func_name]
		or errorf(2, "There is no function '%s'", func_name)
	return func
end

-- This function allows any of the "lookup" functions to be invoked. The first
-- parameter is the word after "lookup_"; the second parameter is the code point
-- in hexadecimal base.
function p.lookup(frame)
	local func = get_func(frame.args, 1, "lookup_")
	local codepoint = get_codepoint(frame.args, 2)
	local result = func(codepoint)
	if func == p.lookup_name then
		-- Prevent code point labels such as <control-0000> from being
		-- interpreted as HTML tags.
		result = result:gsub("<", "&lt;")
	end
	return result
end
```

```
function p.is(frame)
	local func = get_func(frame.args, 1, "is_")

	-- is_Latin and is_valid_pagename take strings.
	if func == p.is_Latin or func == p.is_valid_pagename or func == p.is_rtl
		return (func(frame.args[2]))
	else -- The rest take code points.
		local codepoint = get_codepoint(frame.args, 2)
		return (func(codepoint)) -- Adjust to one result.
	end
end

return p
```

Modul:Unicode data/aliases

Contains data used by Module:Unicode data to determine formal name aliases for a Unicode character. Generated from NameAliases.txt in the Unicode Character Database using a script at wikt:User:Kephir/Unicode.

```
local correction, control, alternate, figment, abbreviation =
	"correction", "control", "alternate", "figment", "abbreviation"

return {
	[0x000000] = {
		{      control, "NULL" };
		{ abbreviation, "NUL" };
	};
	[0x000001] = {
		{      control, "START OF HEADING" };
		{ abbreviation, "SOH" };
	};
	[0x000002] = {
		{      control, "START OF TEXT" };
		{ abbreviation, "STX" };
	};
	[0x000003] = {
		{      control, "END OF TEXT" };
		{ abbreviation, "ETX" };
	};
	[0x000004] = {
		{      control, "END OF TRANSMISSION" };
		{ abbreviation, "EOT" };
	};
	[0x000005] = {
		{      control, "ENQUIRY" };
		{ abbreviation, "ENQ" };
	};
	[0x000006] = {
		{      control, "ACKNOWLEDGE" };
		{ abbreviation, "ACK" };
	};
	[0x000007] = {
		{      control, "ALERT" };
		{ abbreviation, "BEL" };
	};
	[0x000008] = {
		{      control, "BACKSPACE" };
		{ abbreviation, "BS" };
	};
	[0x000009] = {
		{      control, "CHARACTER TABULATION" };
		{      control, "HORIZONTAL TABULATION" };
		{ abbreviation, "HT" };
		{ abbreviation, "TAB" };
	};
	[0x00000a] = {
		{      control, "LINE FEED" };
		{      control, "NEW LINE" };
		{      control, "END OF LINE" };
		{ abbreviation, "LF" };
		{ abbreviation, "NL" };
		{ abbreviation, "EOL" };
```

```
	};
	[0x00000b] = {
		{	control, "LINE TABULATION" };
		{	control, "VERTICAL TABULATION" };
		{ abbreviation, "VT" };
	};
	[0x00000c] = {
		{	control, "FORM FEED" };
		{ abbreviation, "FF" };
	};
	[0x00000d] = {
		{	control, "CARRIAGE RETURN" };
		{ abbreviation, "CR" };
	};
	[0x00000e] = {
		{	control, "SHIFT OUT" };
		{	control, "LOCKING-SHIFT ONE" };
		{ abbreviation, "SO" };
	};
	[0x00000f] = {
		{	control, "SHIFT IN" };
		{	control, "LOCKING-SHIFT ZERO" };
		{ abbreviation, "SI" };
	};
	[0x000010] = {
		{	control, "DATA LINK ESCAPE" };
		{ abbreviation, "DLE" };
	};
	[0x000011] = {
		{	control, "DEVICE CONTROL ONE" };
		{ abbreviation, "DC1" };
	};
	[0x000012] = {
		{	control, "DEVICE CONTROL TWO" };
		{ abbreviation, "DC2" };
	};
	[0x000013] = {
		{	control, "DEVICE CONTROL THREE" };
		{ abbreviation, "DC3" };
	};
	[0x000014] = {
		{	control, "DEVICE CONTROL FOUR" };
		{ abbreviation, "DC4" };
	};
	[0x000015] = {
		{	control, "NEGATIVE ACKNOWLEDGE" };
		{ abbreviation, "NAK" };
	};
	[0x000016] = {
		{	control, "SYNCHRONOUS IDLE" };
		{ abbreviation, "SYN" };
	};
	[0x000017] = {
		{	control, "END OF TRANSMISSION BLOCK" };
		{ abbreviation, "ETB" };
	};
	[0x000018] = {
		{	control, "CANCEL" };
		{ abbreviation, "CAN" };
	};
	[0x000019] = {
		{	control, "END OF MEDIUM" };
		{ abbreviation, "EOM" };
	};
```

```
	[0x00001a] = {
		{      control, "SUBSTITUTE" };
		{ abbreviation, "SUB" };
	};
	[0x00001b] = {
		{      control, "ESCAPE" };
		{ abbreviation, "ESC" };
	};
	[0x00001c] = {
		{      control, "INFORMATION SEPARATOR FOUR" };
		{      control, "FILE SEPARATOR" };
		{ abbreviation, "FS" };
	};
	[0x00001d] = {
		{      control, "INFORMATION SEPARATOR THREE" };
		{      control, "GROUP SEPARATOR" };
		{ abbreviation, "GS" };
	};
	[0x00001e] = {
		{      control, "INFORMATION SEPARATOR TWO" };
		{      control, "RECORD SEPARATOR" };
		{ abbreviation, "RS" };
	};
	[0x00001f] = {
		{      control, "INFORMATION SEPARATOR ONE" };
		{      control, "UNIT SEPARATOR" };
		{ abbreviation, "US" };
	};
	[0x000020] = {
		{ abbreviation, "SP" };
	};
	[0x00007f] = {
		{      control, "DELETE" };
		{ abbreviation, "DEL" };
	};
	[0x000080] = {
		{      figment, "PADDING CHARACTER" };
		{ abbreviation, "PAD" };
	};
	[0x000081] = {
		{      figment, "HIGH OCTET PRESET" };
		{ abbreviation, "HOP" };
	};
	[0x000082] = {
		{      control, "BREAK PERMITTED HERE" };
		{ abbreviation, "BPH" };
	};
	[0x000083] = {
		{      control, "NO BREAK HERE" };
		{ abbreviation, "NBH" };
	};
	[0x000084] = {
		{      control, "INDEX" };
		{ abbreviation, "IND" };
	};
	[0x000085] = {
		{      control, "NEXT LINE" };
		{ abbreviation, "NEL" };
	};
	[0x000086] = {
		{      control, "START OF SELECTED AREA" };
		{ abbreviation, "SSA" };
	};
	[0x000087] = {
```

```
                {      control, "END OF SELECTED AREA" };
                { abbreviation, "ESA" };
        };
        [0x000088] = {
                {      control, "CHARACTER TABULATION SET" };
                {      control, "HORIZONTAL TABULATION SET" };
                { abbreviation, "HTS" };
        };
        [0x000089] = {
                {      control, "CHARACTER TABULATION WITH JUSTIFICATION" };
                {      control, "HORIZONTAL TABULATION WITH JUSTIFICATION" };
                { abbreviation, "HTJ" };
        };
        [0x00008a] = {
                {      control, "LINE TABULATION SET" };
                {      control, "VERTICAL TABULATION SET" };
                { abbreviation, "VTS" };
        };
        [0x00008b] = {
                {      control, "PARTIAL LINE FORWARD" };
                {      control, "PARTIAL LINE DOWN" };
                { abbreviation, "PLD" };
        };
        [0x00008c] = {
                {      control, "PARTIAL LINE BACKWARD" };
                {      control, "PARTIAL LINE UP" };
                { abbreviation, "PLU" };
        };
        [0x00008d] = {
                {      control, "REVERSE LINE FEED" };
                {      control, "REVERSE INDEX" };
                { abbreviation, "RI" };
        };
        [0x00008e] = {
                {      control, "SINGLE SHIFT TWO" };
                {      control, "SINGLE-SHIFT-2" };
                { abbreviation, "SS2" };
        };
        [0x00008f] = {
                {      control, "SINGLE SHIFT THREE" };
                {      control, "SINGLE-SHIFT-3" };
                { abbreviation, "SS3" };
        };
        [0x000090] = {
                {      control, "DEVICE CONTROL STRING" };
                { abbreviation, "DCS" };
        };
        [0x000091] = {
                {      control, "PRIVATE USE ONE" };
                {      control, "PRIVATE USE-1" };
                { abbreviation, "PU1" };
        };
        [0x000092] = {
                {      control, "PRIVATE USE TWO" };
                {      control, "PRIVATE USE-2" };
                { abbreviation, "PU2" };
        };
        [0x000093] = {
                {      control, "SET TRANSMIT STATE" };
                { abbreviation, "STS" };
        };
        [0x000094] = {
                {      control, "CANCEL CHARACTER" };
                { abbreviation, "CCH" };
```

```
	};
	[0x000095] = {
		{      control, "MESSAGE WAITING" };
		{ abbreviation, "MW" };
	};
	[0x000096] = {
		{      control, "START OF GUARDED AREA" };
		{      control, "START OF PROTECTED AREA" };
		{ abbreviation, "SPA" };
	};
	[0x000097] = {
		{      control, "END OF GUARDED AREA" };
		{      control, "END OF PROTECTED AREA" };
		{ abbreviation, "EPA" };
	};
	[0x000098] = {
		{      control, "START OF STRING" };
		{ abbreviation, "SOS" };
	};
	[0x000099] = {
		{      figment, "SINGLE GRAPHIC CHARACTER INTRODUCER" };
		{ abbreviation, "SGC" };
	};
	[0x00009a] = {
		{      control, "SINGLE CHARACTER INTRODUCER" };
		{ abbreviation, "SCI" };
	};
	[0x00009b] = {
		{      control, "CONTROL SEQUENCE INTRODUCER" };
		{ abbreviation, "CSI" };
	};
	[0x00009c] = {
		{      control, "STRING TERMINATOR" };
		{ abbreviation, "ST" };
	};
	[0x00009d] = {
		{      control, "OPERATING SYSTEM COMMAND" };
		{ abbreviation, "OSC" };
	};
	[0x00009e] = {
		{      control, "PRIVACY MESSAGE" };
		{ abbreviation, "PM" };
	};
	[0x00009f] = {
		{      control, "APPLICATION PROGRAM COMMAND" };
		{ abbreviation, "APC" };
	};
	[0x0000a0] = {
		{ abbreviation, "NBSP" };
	};
	[0x0000ad] = {
		{ abbreviation, "SHY" };
	};
	[0x0001a2] = {
		{   correction, "LATIN CAPITAL LETTER GHA" };
	};
	[0x0001a3] = {
		{   correction, "LATIN SMALL LETTER GHA" };
	};
	[0x00034f] = {
		{ abbreviation, "CGJ" };
	};
	[0x00061c] = {
		{ abbreviation, "ALM" };
```

```
	};
	[0x000709] = {
		{   correction, "SYRIAC SUBLINEAR COLON SKEWED LEFT" };
	};
	[0x000cde] = {
		{   correction, "KANNADA LETTER LLLA" };
	};
	[0x000e9d] = {
		{   correction, "LAO LETTER FO FON" };
	};
	[0x000e9f] = {
		{   correction, "LAO LETTER FO FAY" };
	};
	[0x000ea3] = {
		{   correction, "LAO LETTER RO" };
	};
	[0x000ea5] = {
		{   correction, "LAO LETTER LO" };
	};
	[0x000fd0] = {
		{   correction, "TIBETAN MARK BKA- SHOG GI MGO RGYAN" };
	};
	[0x0011ec] = {
		{   correction, "HANGUL JONGSEONG YESIEUNG-KIYEOK" };
	};
	[0x0011ed] = {
		{   correction, "HANGUL JONGSEONG YESIEUNG-SSANGKIYEOK" };
	};
	[0x0011ee] = {
		{   correction, "HANGUL JONGSEONG SSANGYESIEUNG" };
	};
	[0x0011ef] = {
		{   correction, "HANGUL JONGSEONG YESIEUNG-KHIEUKH" };
	};
	[0x00180b] = {
		{ abbreviation, "FVS1" };
	};
	[0x00180c] = {
		{ abbreviation, "FVS2" };
	};
	[0x00180d] = {
		{ abbreviation, "FVS3" };
	};
	[0x00180e] = {
		{ abbreviation, "MVS" };
	};
	[0x00180f] = {
		{ abbreviation, "FVS4" };
	};
	[0x00200b] = {
		{ abbreviation, "ZWSP" };
	};
	[0x00200c] = {
		{ abbreviation, "ZWNJ" };
	};
	[0x00200d] = {
		{ abbreviation, "ZWJ" };
	};
	[0x00200e] = {
		{ abbreviation, "LRM" };
	};
	[0x00200f] = {
		{ abbreviation, "RLM" };
	};
```

```
	[0x00202a] = {
		{ abbreviation, "LRE" };
	};
	[0x00202b] = {
		{ abbreviation, "RLE" };
	};
	[0x00202c] = {
		{ abbreviation, "PDF" };
	};
	[0x00202d] = {
		{ abbreviation, "LRO" };
	};
	[0x00202e] = {
		{ abbreviation, "RLO" };
	};
	[0x00202f] = {
		{ abbreviation, "NNBSP" };
	};
	[0x00205f] = {
		{ abbreviation, "MMSP" };
	};
	[0x002060] = {
		{ abbreviation, "WJ" };
	};
	[0x002066] = {
		{ abbreviation, "LRI" };
	};
	[0x002067] = {
		{ abbreviation, "RLI" };
	};
	[0x002068] = {
		{ abbreviation, "FSI" };
	};
	[0x002069] = {
		{ abbreviation, "PDI" };
	};
	[0x002118] = {
		{   correction, "WEIERSTRASS ELLIPTIC FUNCTION" };
	};
	[0x002448] = {
		{   correction, "MICR ON US SYMBOL" };
	};
	[0x002449] = {
		{   correction, "MICR DASH SYMBOL" };
	};
	[0x002b7a] = {
		{   correction, "LEFTWARDS TRIANGLE-HEADED ARROW WITH DOUBLE VERT
	};
	[0x002b7c] = {
		{   correction, "RIGHTWARDS TRIANGLE-HEADED ARROW WITH DOUBLE VE
	};
	[0x00a015] = {
		{   correction, "YI SYLLABLE ITERATION MARK" };
	};
	[0x00aa6e] = {
		{   correction, "MYANMAR LETTER KHAMTI LLA" };
	};
	[0x00fe00] = {
		{ abbreviation, "VS1" };
	};
	[0x00fe01] = {
		{ abbreviation, "VS2" };
	};
	[0x00fe02] = {
```

```
                { abbreviation, "VS3" };
        };
        [0x00fe03] = {
                { abbreviation, "VS4" };
        };
        [0x00fe04] = {
                { abbreviation, "VS5" };
        };
        [0x00fe05] = {
                { abbreviation, "VS6" };
        };
        [0x00fe06] = {
                { abbreviation, "VS7" };
        };
        [0x00fe07] = {
                { abbreviation, "VS8" };
        };
        [0x00fe08] = {
                { abbreviation, "VS9" };
        };
        [0x00fe09] = {
                { abbreviation, "VS10" };
        };
        [0x00fe0a] = {
                { abbreviation, "VS11" };
        };
        [0x00fe0b] = {
                { abbreviation, "VS12" };
        };
        [0x00fe0c] = {
                { abbreviation, "VS13" };
        };
        [0x00fe0d] = {
                { abbreviation, "VS14" };
        };
        [0x00fe0e] = {
                { abbreviation, "VS15" };
        };
        [0x00fe0f] = {
                { abbreviation, "VS16" };
        };
        [0x00fe18] = {
                {   correction, "PRESENTATION FORM FOR VERTICAL RIGHT WHITE LENTI
        };
        [0x00feff] = {
                {    alternate, "BYTE ORDER MARK" };
                { abbreviation, "BOM" };
                { abbreviation, "ZWNBSP" };
        };
        [0x0122d4] = {
                {   correction, "CUNEIFORM SIGN NU11 TENU" };
        };
        [0x0122d5] = {
                {   correction, "CUNEIFORM SIGN NU11 OVER NU11 BUR OVER BUR" };
        };
        [0x016e56] = {
                {   correction, "MEDEFAIDRIN CAPITAL LETTER H" };
        };
        [0x016e57] = {
                {   correction, "MEDEFAIDRIN CAPITAL LETTER NG" };
        };
        [0x016e76] = {
                {   correction, "MEDEFAIDRIN SMALL LETTER H" };
        };
```

```
	[0x016e77] = {
		{   correction, "MEDEFAIDRIN SMALL LETTER NG" };
	};
	[0x01b001] = {
		{   correction, "HENTAIGANA LETTER E-1" };
	};
	[0x01d0c5] = {
		{   correction, "BYZANTINE MUSICAL SYMBOL FTHORA SKLIRON CHROMA V
	};
	[0x0e0100] = {
		{ abbreviation, "VS17" };
	};
	[0x0e0101] = {
		{ abbreviation, "VS18" };
	};
	[0x0e0102] = {
		{ abbreviation, "VS19" };
	};
	[0x0e0103] = {
		{ abbreviation, "VS20" };
	};
	[0x0e0104] = {
		{ abbreviation, "VS21" };
	};
	[0x0e0105] = {
		{ abbreviation, "VS22" };
	};
	[0x0e0106] = {
		{ abbreviation, "VS23" };
	};
	[0x0e0107] = {
		{ abbreviation, "VS24" };
	};
	[0x0e0108] = {
		{ abbreviation, "VS25" };
	};
	[0x0e0109] = {
		{ abbreviation, "VS26" };
	};
	[0x0e010a] = {
		{ abbreviation, "VS27" };
	};
	[0x0e010b] = {
		{ abbreviation, "VS28" };
	};
	[0x0e010c] = {
		{ abbreviation, "VS29" };
	};
	[0x0e010d] = {
		{ abbreviation, "VS30" };
	};
	[0x0e010e] = {
		{ abbreviation, "VS31" };
	};
	[0x0e010f] = {
		{ abbreviation, "VS32" };
	};
	[0x0e0110] = {
		{ abbreviation, "VS33" };
	};
	[0x0e0111] = {
		{ abbreviation, "VS34" };
	};
	[0x0e0112] = {
```

```
                { abbreviation, "VS35" };
        };
        [0x0e0113] = {
                { abbreviation, "VS36" };
        };
        [0x0e0114] = {
                { abbreviation, "VS37" };
        };
        [0x0e0115] = {
                { abbreviation, "VS38" };
        };
        [0x0e0116] = {
                { abbreviation, "VS39" };
        };
        [0x0e0117] = {
                { abbreviation, "VS40" };
        };
        [0x0e0118] = {
                { abbreviation, "VS41" };
        };
        [0x0e0119] = {
                { abbreviation, "VS42" };
        };
        [0x0e011a] = {
                { abbreviation, "VS43" };
        };
        [0x0e011b] = {
                { abbreviation, "VS44" };
        };
        [0x0e011c] = {
                { abbreviation, "VS45" };
        };
        [0x0e011d] = {
                { abbreviation, "VS46" };
        };
        [0x0e011e] = {
                { abbreviation, "VS47" };
        };
        [0x0e011f] = {
                { abbreviation, "VS48" };
        };
        [0x0e0120] = {
                { abbreviation, "VS49" };
        };
        [0x0e0121] = {
                { abbreviation, "VS50" };
        };
        [0x0e0122] = {
                { abbreviation, "VS51" };
        };
        [0x0e0123] = {
                { abbreviation, "VS52" };
        };
        [0x0e0124] = {
                { abbreviation, "VS53" };
        };
        [0x0e0125] = {
                { abbreviation, "VS54" };
        };
        [0x0e0126] = {
                { abbreviation, "VS55" };
        };
        [0x0e0127] = {
                { abbreviation, "VS56" };
```

```
	};
	[0x0e0128] = {
		{ abbreviation, "VS57" };
	};
	[0x0e0129] = {
		{ abbreviation, "VS58" };
	};
	[0x0e012a] = {
		{ abbreviation, "VS59" };
	};
	[0x0e012b] = {
		{ abbreviation, "VS60" };
	};
	[0x0e012c] = {
		{ abbreviation, "VS61" };
	};
	[0x0e012d] = {
		{ abbreviation, "VS62" };
	};
	[0x0e012e] = {
		{ abbreviation, "VS63" };
	};
	[0x0e012f] = {
		{ abbreviation, "VS64" };
	};
	[0x0e0130] = {
		{ abbreviation, "VS65" };
	};
	[0x0e0131] = {
		{ abbreviation, "VS66" };
	};
	[0x0e0132] = {
		{ abbreviation, "VS67" };
	};
	[0x0e0133] = {
		{ abbreviation, "VS68" };
	};
	[0x0e0134] = {
		{ abbreviation, "VS69" };
	};
	[0x0e0135] = {
		{ abbreviation, "VS70" };
	};
	[0x0e0136] = {
		{ abbreviation, "VS71" };
	};
	[0x0e0137] = {
		{ abbreviation, "VS72" };
	};
	[0x0e0138] = {
		{ abbreviation, "VS73" };
	};
	[0x0e0139] = {
		{ abbreviation, "VS74" };
	};
	[0x0e013a] = {
		{ abbreviation, "VS75" };
	};
	[0x0e013b] = {
		{ abbreviation, "VS76" };
	};
	[0x0e013c] = {
		{ abbreviation, "VS77" };
	};
```

```
	[0x0e013d] = {
		{ abbreviation, "VS78" };
	};
	[0x0e013e] = {
		{ abbreviation, "VS79" };
	};
	[0x0e013f] = {
		{ abbreviation, "VS80" };
	};
	[0x0e0140] = {
		{ abbreviation, "VS81" };
	};
	[0x0e0141] = {
		{ abbreviation, "VS82" };
	};
	[0x0e0142] = {
		{ abbreviation, "VS83" };
	};
	[0x0e0143] = {
		{ abbreviation, "VS84" };
	};
	[0x0e0144] = {
		{ abbreviation, "VS85" };
	};
	[0x0e0145] = {
		{ abbreviation, "VS86" };
	};
	[0x0e0146] = {
		{ abbreviation, "VS87" };
	};
	[0x0e0147] = {
		{ abbreviation, "VS88" };
	};
	[0x0e0148] = {
		{ abbreviation, "VS89" };
	};
	[0x0e0149] = {
		{ abbreviation, "VS90" };
	};
	[0x0e014a] = {
		{ abbreviation, "VS91" };
	};
	[0x0e014b] = {
		{ abbreviation, "VS92" };
	};
	[0x0e014c] = {
		{ abbreviation, "VS93" };
	};
	[0x0e014d] = {
		{ abbreviation, "VS94" };
	};
	[0x0e014e] = {
		{ abbreviation, "VS95" };
	};
	[0x0e014f] = {
		{ abbreviation, "VS96" };
	};
	[0x0e0150] = {
		{ abbreviation, "VS97" };
	};
	[0x0e0151] = {
		{ abbreviation, "VS98" };
	};
	[0x0e0152] = {
```

```
                { abbreviation, "VS99" };
        };
        [0x0e0153] = {
                { abbreviation, "VS100" };
        };
        [0x0e0154] = {
                { abbreviation, "VS101" };
        };
        [0x0e0155] = {
                { abbreviation, "VS102" };
        };
        [0x0e0156] = {
                { abbreviation, "VS103" };
        };
        [0x0e0157] = {
                { abbreviation, "VS104" };
        };
        [0x0e0158] = {
                { abbreviation, "VS105" };
        };
        [0x0e0159] = {
                { abbreviation, "VS106" };
        };
        [0x0e015a] = {
                { abbreviation, "VS107" };
        };
        [0x0e015b] = {
                { abbreviation, "VS108" };
        };
        [0x0e015c] = {
                { abbreviation, "VS109" };
        };
        [0x0e015d] = {
                { abbreviation, "VS110" };
        };
        [0x0e015e] = {
                { abbreviation, "VS111" };
        };
        [0x0e015f] = {
                { abbreviation, "VS112" };
        };
        [0x0e0160] = {
                { abbreviation, "VS113" };
        };
        [0x0e0161] = {
                { abbreviation, "VS114" };
        };
        [0x0e0162] = {
                { abbreviation, "VS115" };
        };
        [0x0e0163] = {
                { abbreviation, "VS116" };
        };
        [0x0e0164] = {
                { abbreviation, "VS117" };
        };
        [0x0e0165] = {
                { abbreviation, "VS118" };
        };
        [0x0e0166] = {
                { abbreviation, "VS119" };
        };
        [0x0e0167] = {
                { abbreviation, "VS120" };
```

```
	};
	[0x0e0168] = {
		{ abbreviation, "VS121" };
	};
	[0x0e0169] = {
		{ abbreviation, "VS122" };
	};
	[0x0e016a] = {
		{ abbreviation, "VS123" };
	};
	[0x0e016b] = {
		{ abbreviation, "VS124" };
	};
	[0x0e016c] = {
		{ abbreviation, "VS125" };
	};
	[0x0e016d] = {
		{ abbreviation, "VS126" };
	};
	[0x0e016e] = {
		{ abbreviation, "VS127" };
	};
	[0x0e016f] = {
		{ abbreviation, "VS128" };
	};
	[0x0e0170] = {
		{ abbreviation, "VS129" };
	};
	[0x0e0171] = {
		{ abbreviation, "VS130" };
	};
	[0x0e0172] = {
		{ abbreviation, "VS131" };
	};
	[0x0e0173] = {
		{ abbreviation, "VS132" };
	};
	[0x0e0174] = {
		{ abbreviation, "VS133" };
	};
	[0x0e0175] = {
		{ abbreviation, "VS134" };
	};
	[0x0e0176] = {
		{ abbreviation, "VS135" };
	};
	[0x0e0177] = {
		{ abbreviation, "VS136" };
	};
	[0x0e0178] = {
		{ abbreviation, "VS137" };
	};
	[0x0e0179] = {
		{ abbreviation, "VS138" };
	};
	[0x0e017a] = {
		{ abbreviation, "VS139" };
	};
	[0x0e017b] = {
		{ abbreviation, "VS140" };
	};
	[0x0e017c] = {
		{ abbreviation, "VS141" };
	};
```

```
	[0x0e017d] = {
		{ abbreviation, "VS142" };
	};
	[0x0e017e] = {
		{ abbreviation, "VS143" };
	};
	[0x0e017f] = {
		{ abbreviation, "VS144" };
	};
	[0x0e0180] = {
		{ abbreviation, "VS145" };
	};
	[0x0e0181] = {
		{ abbreviation, "VS146" };
	};
	[0x0e0182] = {
		{ abbreviation, "VS147" };
	};
	[0x0e0183] = {
		{ abbreviation, "VS148" };
	};
	[0x0e0184] = {
		{ abbreviation, "VS149" };
	};
	[0x0e0185] = {
		{ abbreviation, "VS150" };
	};
	[0x0e0186] = {
		{ abbreviation, "VS151" };
	};
	[0x0e0187] = {
		{ abbreviation, "VS152" };
	};
	[0x0e0188] = {
		{ abbreviation, "VS153" };
	};
	[0x0e0189] = {
		{ abbreviation, "VS154" };
	};
	[0x0e018a] = {
		{ abbreviation, "VS155" };
	};
	[0x0e018b] = {
		{ abbreviation, "VS156" };
	};
	[0x0e018c] = {
		{ abbreviation, "VS157" };
	};
	[0x0e018d] = {
		{ abbreviation, "VS158" };
	};
	[0x0e018e] = {
		{ abbreviation, "VS159" };
	};
	[0x0e018f] = {
		{ abbreviation, "VS160" };
	};
	[0x0e0190] = {
		{ abbreviation, "VS161" };
	};
	[0x0e0191] = {
		{ abbreviation, "VS162" };
	};
	[0x0e0192] = {
```

```
                { abbreviation, "VS163" };
        };
        [0x0e0193] = {
                { abbreviation, "VS164" };
        };
        [0x0e0194] = {
                { abbreviation, "VS165" };
        };
        [0x0e0195] = {
                { abbreviation, "VS166" };
        };
        [0x0e0196] = {
                { abbreviation, "VS167" };
        };
        [0x0e0197] = {
                { abbreviation, "VS168" };
        };
        [0x0e0198] = {
                { abbreviation, "VS169" };
        };
        [0x0e0199] = {
                { abbreviation, "VS170" };
        };
        [0x0e019a] = {
                { abbreviation, "VS171" };
        };
        [0x0e019b] = {
                { abbreviation, "VS172" };
        };
        [0x0e019c] = {
                { abbreviation, "VS173" };
        };
        [0x0e019d] = {
                { abbreviation, "VS174" };
        };
        [0x0e019e] = {
                { abbreviation, "VS175" };
        };
        [0x0e019f] = {
                { abbreviation, "VS176" };
        };
        [0x0e01a0] = {
                { abbreviation, "VS177" };
        };
        [0x0e01a1] = {
                { abbreviation, "VS178" };
        };
        [0x0e01a2] = {
                { abbreviation, "VS179" };
        };
        [0x0e01a3] = {
                { abbreviation, "VS180" };
        };
        [0x0e01a4] = {
                { abbreviation, "VS181" };
        };
        [0x0e01a5] = {
                { abbreviation, "VS182" };
        };
        [0x0e01a6] = {
                { abbreviation, "VS183" };
        };
        [0x0e01a7] = {
                { abbreviation, "VS184" };
```

```
	};
	[0x0e01a8] = {
		{ abbreviation, "VS185" };
	};
	[0x0e01a9] = {
		{ abbreviation, "VS186" };
	};
	[0x0e01aa] = {
		{ abbreviation, "VS187" };
	};
	[0x0e01ab] = {
		{ abbreviation, "VS188" };
	};
	[0x0e01ac] = {
		{ abbreviation, "VS189" };
	};
	[0x0e01ad] = {
		{ abbreviation, "VS190" };
	};
	[0x0e01ae] = {
		{ abbreviation, "VS191" };
	};
	[0x0e01af] = {
		{ abbreviation, "VS192" };
	};
	[0x0e01b0] = {
		{ abbreviation, "VS193" };
	};
	[0x0e01b1] = {
		{ abbreviation, "VS194" };
	};
	[0x0e01b2] = {
		{ abbreviation, "VS195" };
	};
	[0x0e01b3] = {
		{ abbreviation, "VS196" };
	};
	[0x0e01b4] = {
		{ abbreviation, "VS197" };
	};
	[0x0e01b5] = {
		{ abbreviation, "VS198" };
	};
	[0x0e01b6] = {
		{ abbreviation, "VS199" };
	};
	[0x0e01b7] = {
		{ abbreviation, "VS200" };
	};
	[0x0e01b8] = {
		{ abbreviation, "VS201" };
	};
	[0x0e01b9] = {
		{ abbreviation, "VS202" };
	};
	[0x0e01ba] = {
		{ abbreviation, "VS203" };
	};
	[0x0e01bb] = {
		{ abbreviation, "VS204" };
	};
	[0x0e01bc] = {
		{ abbreviation, "VS205" };
	};
```

```
	[0x0e01bd] = {
		{ abbreviation, "VS206" };
	};
	[0x0e01be] = {
		{ abbreviation, "VS207" };
	};
	[0x0e01bf] = {
		{ abbreviation, "VS208" };
	};
	[0x0e01c0] = {
		{ abbreviation, "VS209" };
	};
	[0x0e01c1] = {
		{ abbreviation, "VS210" };
	};
	[0x0e01c2] = {
		{ abbreviation, "VS211" };
	};
	[0x0e01c3] = {
		{ abbreviation, "VS212" };
	};
	[0x0e01c4] = {
		{ abbreviation, "VS213" };
	};
	[0x0e01c5] = {
		{ abbreviation, "VS214" };
	};
	[0x0e01c6] = {
		{ abbreviation, "VS215" };
	};
	[0x0e01c7] = {
		{ abbreviation, "VS216" };
	};
	[0x0e01c8] = {
		{ abbreviation, "VS217" };
	};
	[0x0e01c9] = {
		{ abbreviation, "VS218" };
	};
	[0x0e01ca] = {
		{ abbreviation, "VS219" };
	};
	[0x0e01cb] = {
		{ abbreviation, "VS220" };
	};
	[0x0e01cc] = {
		{ abbreviation, "VS221" };
	};
	[0x0e01cd] = {
		{ abbreviation, "VS222" };
	};
	[0x0e01ce] = {
		{ abbreviation, "VS223" };
	};
	[0x0e01cf] = {
		{ abbreviation, "VS224" };
	};
	[0x0e01d0] = {
		{ abbreviation, "VS225" };
	};
	[0x0e01d1] = {
		{ abbreviation, "VS226" };
	};
	[0x0e01d2] = {
```

```
                { abbreviation, "VS227" };
        };
        [0x0e01d3] = {
                { abbreviation, "VS228" };
        };
        [0x0e01d4] = {
                { abbreviation, "VS229" };
        };
        [0x0e01d5] = {
                { abbreviation, "VS230" };
        };
        [0x0e01d6] = {
                { abbreviation, "VS231" };
        };
        [0x0e01d7] = {
                { abbreviation, "VS232" };
        };
        [0x0e01d8] = {
                { abbreviation, "VS233" };
        };
        [0x0e01d9] = {
                { abbreviation, "VS234" };
        };
        [0x0e01da] = {
                { abbreviation, "VS235" };
        };
        [0x0e01db] = {
                { abbreviation, "VS236" };
        };
        [0x0e01dc] = {
                { abbreviation, "VS237" };
        };
        [0x0e01dd] = {
                { abbreviation, "VS238" };
        };
        [0x0e01de] = {
                { abbreviation, "VS239" };
        };
        [0x0e01df] = {
                { abbreviation, "VS240" };
        };
        [0x0e01e0] = {
                { abbreviation, "VS241" };
        };
        [0x0e01e1] = {
                { abbreviation, "VS242" };
        };
        [0x0e01e2] = {
                { abbreviation, "VS243" };
        };
        [0x0e01e3] = {
                { abbreviation, "VS244" };
        };
        [0x0e01e4] = {
                { abbreviation, "VS245" };
        };
        [0x0e01e5] = {
                { abbreviation, "VS246" };
        };
        [0x0e01e6] = {
                { abbreviation, "VS247" };
        };
        [0x0e01e7] = {
                { abbreviation, "VS248" };
```

```
		};
		[0x0e01e8] = {
			{ abbreviation, "VS249" };
		};
		[0x0e01e9] = {
			{ abbreviation, "VS250" };
		};
		[0x0e01ea] = {
			{ abbreviation, "VS251" };
		};
		[0x0e01eb] = {
			{ abbreviation, "VS252" };
		};
		[0x0e01ec] = {
			{ abbreviation, "VS253" };
		};
		[0x0e01ed] = {
			{ abbreviation, "VS254" };
		};
		[0x0e01ee] = {
			{ abbreviation, "VS255" };
		};
		[0x0e01ef] = {
			{ abbreviation, "VS256" };
		};
}
```