Modul:Unicode data/blocks

Ausgabe: 27.06.2026
Letzte Änderung: 23.02.2022

Inhaltsverzeichnis

Modul:Unicode data/blocks

Insert non-formatted text here Contains data on Unicode blocks for Module:Unicode data derived from Blocks.txt in the Unicode Character Database.

```
-- Compiled from http://www.unicode.org/Public/UNIDATA/Blocks.txt.
local blocks = {
        { 0x000000, 0x00007F, "Basic Latin"                                 },
        { 0x000080, 0x0000FF, "Latin-1 Supplement"                          },
        { 0x000100, 0x00017F, "Latin Extended-A"                            },
        { 0x000180, 0x00024F, "Latin Extended-B"                            },
        { 0x000250, 0x0002AF, "IPA Extensions"                              },
        { 0x0002B0, 0x0002FF, "Spacing Modifier Letters"                    },
        { 0x000300, 0x00036F, "Combining Diacritical Marks"                 },
        { 0x000370, 0x0003FF, "Greek and Coptic"                            },
        { 0x000400, 0x0004FF, "Cyrillic"                                    },
        { 0x000500, 0x00052F, "Cyrillic Supplement"                         },
        { 0x000530, 0x00058F, "Armenian"                                    },
        { 0x000590, 0x0005FF, "Hebrew"                                      },
        { 0x000600, 0x0006FF, "Arabic"                                      },
        { 0x000700, 0x00074F, "Syriac"                                      },
        { 0x000750, 0x00077F, "Arabic Supplement"                           },
        { 0x000780, 0x0007BF, "Thaana"                                      },
        { 0x0007C0, 0x0007FF, "NKo"                                         },
        { 0x000800, 0x00083F, "Samaritan"                                   },
        { 0x000840, 0x00085F, "Mandaic"                                     },
        { 0x000860, 0x00086F, "Syriac Supplement"                           },
        { 0x000870, 0x00089F, "Arabic Extended-B"                           },
        { 0x0008A0, 0x0008FF, "Arabic Extended-A"                           },
        { 0x000900, 0x00097F, "Devanagari"                                  },
        { 0x000980, 0x0009FF, "Bengali"                                     },
        { 0x000A00, 0x000A7F, "Gurmukhi"                                    },
        { 0x000A80, 0x000AFF, "Gujarati"                                    },
        { 0x000B00, 0x000B7F, "Oriya"                                       },
        { 0x000B80, 0x000BFF, "Tamil"                                       },
        { 0x000C00, 0x000C7F, "Telugu"                                      },
        { 0x000C80, 0x000CFF, "Kannada"                                     },
        { 0x000D00, 0x000D7F, "Malayalam"                                   },
        { 0x000D80, 0x000DFF, "Sinhala"                                     },
        { 0x000E00, 0x000E7F, "Thai"                                        },
        { 0x000E80, 0x000EFF, "Lao"                                         },
        { 0x000F00, 0x000FFF, "Tibetan"                                     },
```

```
{ 0x001000, 0x00109F, "Myanmar" },
{ 0x0010A0, 0x0010FF, "Georgian" },
{ 0x001100, 0x0011FF, "Hangul Jamo" },
{ 0x001200, 0x00137F, "Ethiopic" },
{ 0x001380, 0x00139F, "Ethiopic Supplement" },
{ 0x0013A0, 0x0013FF, "Cherokee" },
{ 0x001400, 0x00167F, "Unified Canadian Aboriginal Syllabics" },
{ 0x001680, 0x00169F, "Ogham" },
{ 0x0016A0, 0x0016FF, "Runic" },
{ 0x001700, 0x00171F, "Tagalog" },
{ 0x001720, 0x00173F, "Hanunoo" },
{ 0x001740, 0x00175F, "Buhid" },
{ 0x001760, 0x00177F, "Tagbanwa" },
{ 0x001780, 0x0017FF, "Khmer" },
{ 0x001800, 0x0018AF, "Mongolian" },
{ 0x0018B0, 0x0018FF, "Unified Canadian Aboriginal Syllabics Extended" },
{ 0x001900, 0x00194F, "Limbu" },
{ 0x001950, 0x00197F, "Tai Le" },
{ 0x001980, 0x0019DF, "New Tai Lue" },
{ 0x0019E0, 0x0019FF, "Khmer Symbols" },
{ 0x001A00, 0x001A1F, "Buginese" },
{ 0x001A20, 0x001AAF, "Tai Tham" },
{ 0x001AB0, 0x001AFF, "Combining Diacritical Marks Extended" },
{ 0x001B00, 0x001B7F, "Balinese" },
{ 0x001B80, 0x001BBF, "Sundanese" },
{ 0x001BC0, 0x001BFF, "Batak" },
{ 0x001C00, 0x001C4F, "Lepcha" },
{ 0x001C50, 0x001C7F, "Ol Chiki" },
{ 0x001C80, 0x001C8F, "Cyrillic Extended-C" },
{ 0x001C90, 0x001CBF, "Georgian Extended" },
{ 0x001CC0, 0x001CCF, "Sundanese Supplement" },
{ 0x001CD0, 0x001CFF, "Vedic Extensions" },
{ 0x001D00, 0x001D7F, "Phonetic Extensions" },
{ 0x001D80, 0x001DBF, "Phonetic Extensions Supplement" },
{ 0x001DC0, 0x001DFF, "Combining Diacritical Marks Supplement" },
{ 0x001E00, 0x001EFF, "Latin Extended Additional" },
{ 0x001F00, 0x001FFF, "Greek Extended" },
{ 0x002000, 0x00206F, "General Punctuation" },
{ 0x002070, 0x00209F, "Superscripts and Subscripts" },
{ 0x0020A0, 0x0020CF, "Currency Symbols" },
{ 0x0020D0, 0x0020FF, "Combining Diacritical Marks for Symbols" },
{ 0x002100, 0x00214F, "Letterlike Symbols" },
{ 0x002150, 0x00218F, "Number Forms" },
{ 0x002190, 0x0021FF, "Arrows" },
{ 0x002200, 0x0022FF, "Mathematical Operators" },
{ 0x002300, 0x0023FF, "Miscellaneous Technical" },
{ 0x002400, 0x00243F, "Control Pictures" },
{ 0x002440, 0x00245F, "Optical Character Recognition" },
{ 0x002460, 0x0024FF, "Enclosed Alphanumerics" },
{ 0x002500, 0x00257F, "Box Drawing" },
{ 0x002580, 0x00259F, "Block Elements" },
{ 0x0025A0, 0x0025FF, "Geometric Shapes" },
{ 0x002600, 0x0026FF, "Miscellaneous Symbols" },
{ 0x002700, 0x0027BF, "Dingbats" },
{ 0x0027C0, 0x0027EF, "Miscellaneous Mathematical Symbols-A" },
{ 0x0027F0, 0x0027FF, "Supplemental Arrows-A" },
{ 0x002800, 0x0028FF, "Braille Patterns" },
{ 0x002900, 0x00297F, "Supplemental Arrows-B" },
{ 0x002980, 0x0029FF, "Miscellaneous Mathematical Symbols-B" },
{ 0x002A00, 0x002AFF, "Supplemental Mathematical Operators" },
{ 0x002B00, 0x002BFF, "Miscellaneous Symbols and Arrows" },
{ 0x002C00, 0x002C5F, "Glagolitic" },
{ 0x002C60, 0x002C7F, "Latin Extended-C" },
{ 0x002C80, 0x002CFF, "Coptic" },
{ 0x002D00, 0x002D2F, "Georgian Supplement" },
{ 0x002D30, 0x002D7F, "Tifinagh" },
{ 0x002D80, 0x002DDF, "Ethiopic Extended" },
```

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{ 0x002DE0, 0x002DFF, "Cyrillic Extended-A"                          },
{ 0x002E00, 0x002E7F, "Supplemental Punctuation"                     },
{ 0x002E80, 0x002EFF, "CJK Radicals Supplement"                      },
{ 0x002F00, 0x002FDF, "Kangxi Radicals"                              },
{ 0x002FF0, 0x002FFF, "Ideographic Description Characters"           },
{ 0x003000, 0x00303F, "CJK Symbols and Punctuation"                  },
{ 0x003040, 0x00309F, "Hiragana"                                     },
{ 0x0030A0, 0x0030FF, "Katakana"                                     },
{ 0x003100, 0x00312F, "Bopomofo"                                     },
{ 0x003130, 0x00318F, "Hangul Compatibility Jamo"                    },
{ 0x003190, 0x00319F, "Kanbun"                                       },
{ 0x0031A0, 0x0031BF, "Bopomofo Extended"                            },
{ 0x0031C0, 0x0031EF, "CJK Strokes"                                  },
{ 0x0031F0, 0x0031FF, "Katakana Phonetic Extensions"                 },
{ 0x003200, 0x0032FF, "Enclosed CJK Letters and Months"              },
{ 0x003300, 0x0033FF, "CJK Compatibility"                            },
{ 0x003400, 0x004DBF, "CJK Unified Ideographs Extension A"           },
{ 0x004DC0, 0x004DFF, "Yijing Hexagram Symbols"                      },
{ 0x004E00, 0x009FFF, "CJK Unified Ideographs"                       },
{ 0x00A000, 0x00A48F, "Yi Syllables"                                 },
{ 0x00A490, 0x00A4CF, "Yi Radicals"                                  },
{ 0x00A4D0, 0x00A4FF, "Lisu"                                         },
{ 0x00A500, 0x00A63F, "Vai"                                          },
{ 0x00A640, 0x00A69F, "Cyrillic Extended-B"                          },
{ 0x00A6A0, 0x00A6FF, "Bamum"                                        },
{ 0x00A700, 0x00A71F, "Modifier Tone Letters"                        },
{ 0x00A720, 0x00A7FF, "Latin Extended-D"                             },
{ 0x00A800, 0x00A82F, "Syloti Nagri"                                 },
{ 0x00A830, 0x00A83F, "Common Indic Number Forms"                    },
{ 0x00A840, 0x00A87F, "Phags-pa"                                     },
{ 0x00A880, 0x00A8DF, "Saurashtra"                                   },
{ 0x00A8E0, 0x00A8FF, "Devanagari Extended"                          },
{ 0x00A900, 0x00A92F, "Kayah Li"                                     },
{ 0x00A930, 0x00A95F, "Rejang"                                       },
{ 0x00A960, 0x00A97F, "Hangul Jamo Extended-A"                       },
{ 0x00A980, 0x00A9DF, "Javanese"                                     },
{ 0x00A9E0, 0x00A9FF, "Myanmar Extended-B"                           },
{ 0x00AA00, 0x00AA5F, "Cham"                                         },
{ 0x00AA60, 0x00AA7F, "Myanmar Extended-A"                           },
{ 0x00AA80, 0x00AADF, "Tai Viet"                                     },
{ 0x00AAE0, 0x00AAFF, "Meetei Mayek Extensions"                      },
{ 0x00AB00, 0x00AB2F, "Ethiopic Extended-A"                          },
{ 0x00AB30, 0x00AB6F, "Latin Extended-E"                             },
{ 0x00AB70, 0x00ABBF, "Cherokee Supplement"                          },
{ 0x00ABC0, 0x00ABFF, "Meetei Mayek"                                 },
{ 0x00AC00, 0x00D7AF, "Hangul Syllables"                             },
{ 0x00D7B0, 0x00D7FF, "Hangul Jamo Extended-B"                       },
{ 0x00D800, 0x00DB7F, "High Surrogates"                              },
{ 0x00DB80, 0x00DBFF, "High Private Use Surrogates"                  },
{ 0x00DC00, 0x00DFFF, "Low Surrogates"                               },
{ 0x00E000, 0x00F8FF, "Private Use Area"                             },
{ 0x00F900, 0x00FAFF, "CJK Compatibility Ideographs"                 },
{ 0x00FB00, 0x00FB4F, "Alphabetic Presentation Forms"                },
{ 0x00FB50, 0x00FDFF, "Arabic Presentation Forms-A"                  },
{ 0x00FE00, 0x00FE0F, "Variation Selectors"                          },
{ 0x00FE10, 0x00FE1F, "Vertical Forms"                               },
{ 0x00FE20, 0x00FE2F, "Combining Half Marks"                         },
{ 0x00FE30, 0x00FE4F, "CJK Compatibility Forms"                      },
{ 0x00FE50, 0x00FE6F, "Small Form Variants"                          },
{ 0x00FE70, 0x00FEFF, "Arabic Presentation Forms-B"                  },
{ 0x00FF00, 0x00FFEF, "Halfwidth and Fullwidth Forms"                },
{ 0x00FFF0, 0x00FFFF, "Specials"                                     },
{ 0x010000, 0x01007F, "Linear B Syllabary"                           },
{ 0x010080, 0x0100FF, "Linear B Ideograms"                           },
{ 0x010100, 0x01013F, "Aegean Numbers"                               },
{ 0x010140, 0x01018F, "Ancient Greek Numbers"                        },
{ 0x010190, 0x0101CF, "Ancient Symbols"                              },
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{ 0x0101D0, 0x0101FF, "Phaistos Disc"                          },
{ 0x010280, 0x01029F, "Lycian"                                 },
{ 0x0102A0, 0x0102DF, "Carian"                                 },
{ 0x0102E0, 0x0102FF, "Coptic Epact Numbers"                   },
{ 0x010300, 0x01032F, "Old Italic"                             },
{ 0x010330, 0x01034F, "Gothic"                                 },
{ 0x010350, 0x01037F, "Old Permic"                             },
{ 0x010380, 0x01039F, "Ugaritic"                               },
{ 0x0103A0, 0x0103DF, "Old Persian"                            },
{ 0x010400, 0x01044F, "Deseret"                                },
{ 0x010450, 0x01047F, "Shavian"                                },
{ 0x010480, 0x0104AF, "Osmanya"                                },
{ 0x0104B0, 0x0104FF, "Osage"                                  },
{ 0x010500, 0x01052F, "Elbasan"                                },
{ 0x010530, 0x01056F, "Caucasian Albanian"                     },
{ 0x010570, 0x0105BF, "Vithkuqi"                               },
{ 0x010600, 0x01077F, "Linear A"                               },
{ 0x010780, 0x0107BF, "Latin Extended-F"                       },
{ 0x010800, 0x01083F, "Cypriot Syllabary"                      },
{ 0x010840, 0x01085F, "Imperial Aramaic"                       },
{ 0x010860, 0x01087F, "Palmyrene"                              },
{ 0x010880, 0x0108AF, "Nabataean"                              },
{ 0x0108E0, 0x0108FF, "Hatran"                                 },
{ 0x010900, 0x01091F, "Phoenician"                             },
{ 0x010920, 0x01093F, "Lydian"                                 },
{ 0x010980, 0x01099F, "Meroitic Hieroglyphs"                   },
{ 0x0109A0, 0x0109FF, "Meroitic Cursive"                       },
{ 0x010A00, 0x010A5F, "Kharoshthi"                             },
{ 0x010A60, 0x010A7F, "Old South Arabian"                      },
{ 0x010A80, 0x010A9F, "Old North Arabian"                      },
{ 0x010AC0, 0x010AFF, "Manichaean"                             },
{ 0x010B00, 0x010B3F, "Avestan"                                },
{ 0x010B40, 0x010B5F, "Inscriptional Parthian"                 },
{ 0x010B60, 0x010B7F, "Inscriptional Pahlavi"                  },
{ 0x010B80, 0x010BAF, "Psalter Pahlavi"                        },
{ 0x010C00, 0x010C4F, "Old Turkic"                             },
{ 0x010C80, 0x010CFF, "Old Hungarian"                          },
{ 0x010D00, 0x010D3F, "Hanifi Rohingya"                        },
{ 0x010E60, 0x010E7F, "Rumi Numeral Symbols"                   },
{ 0x010E80, 0x010EBF, "Yezidi"                                 },
{ 0x010F00, 0x010F2F, "Old Sogdian"                            },
{ 0x010F30, 0x010F6F, "Sogdian"                                },
{ 0x010F70, 0x010FAF, "Old Uyghur"                             },
{ 0x010FB0, 0x010FDF, "Chorasmian"                             },
{ 0x010FE0, 0x010FFF, "Elymaic"                                },
{ 0x011000, 0x01107F, "Brahmi"                                 },
{ 0x011080, 0x0110CF, "Kaithi"                                 },
{ 0x0110D0, 0x0110FF, "Sora Sompeng"                           },
{ 0x011100, 0x01114F, "Chakma"                                 },
{ 0x011150, 0x01117F, "Mahajani"                               },
{ 0x011180, 0x0111DF, "Sharada"                                },
{ 0x0111E0, 0x0111FF, "Sinhala Archaic Numbers"                },
{ 0x011200, 0x01124F, "Khojki"                                 },
{ 0x011280, 0x0112AF, "Multani"                                },
{ 0x0112B0, 0x0112FF, "Khudawadi"                              },
{ 0x011300, 0x01137F, "Grantha"                                },
{ 0x011400, 0x01147F, "Newa"                                   },
{ 0x011480, 0x0114DF, "Tirhuta"                                },
{ 0x011580, 0x0115FF, "Siddham"                                },
{ 0x011600, 0x01165F, "Modi"                                   },
{ 0x011660, 0x01167F, "Mongolian Supplement"                   },
{ 0x011680, 0x0116CF, "Takri"                                  },
{ 0x011700, 0x01174F, "Ahom"                                   },
{ 0x011800, 0x01184F, "Dogra"                                  },
{ 0x0118A0, 0x0118FF, "Warang Citi"                            },
{ 0x011900, 0x01195F, "Dives Akuru"                            },
{ 0x0119A0, 0x0119FF, "Nandinagari"                            },
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{ 0x011A00, 0x011A4F, "Zanabazar Square"                                },
{ 0x011A50, 0x011AAF, "Soyombo"                                         },
{ 0x011AB0, 0x011ABF, "Unified Canadian Aboriginal Syllabics Extended-A"},
{ 0x011AC0, 0x011AFF, "Pau Cin Hau"                                     },
{ 0x011C00, 0x011C6F, "Bhaiksuki"                                       },
{ 0x011C70, 0x011CBF, "Marchen"                                         },
{ 0x011D00, 0x011D5F, "Masaram Gondi"                                   },
{ 0x011D60, 0x011DAF, "Gunjala Gondi"                                   },
{ 0x011EE0, 0x011EFF, "Makasar"                                         },
{ 0x011FB0, 0x011FBF, "Lisu Supplement"                                 },
{ 0x011FC0, 0x011FFF, "Tamil Supplement"                                },
{ 0x012000, 0x0123FF, "Cuneiform"                                       },
{ 0x012400, 0x01247F, "Cuneiform Numbers and Punctuation"               },
{ 0x012480, 0x01254F, "Early Dynastic Cuneiform"                        },
{ 0x012F90, 0x012FFF, "Cypro-Minoan"                                    },
{ 0x013000, 0x01342F, "Egyptian Hieroglyphs"                            },
{ 0x013430, 0x01343F, "Egyptian Hieroglyph Format Controls"             },
{ 0x014400, 0x01467F, "Anatolian Hieroglyphs"                           },
{ 0x016800, 0x016A3F, "Bamum Supplement"                                },
{ 0x016A40, 0x016A6F, "Mro"                                             },
{ 0x016A70, 0x016ACF, "Tangsa"                                          },
{ 0x016AD0, 0x016AFF, "Bassa Vah"                                       },
{ 0x016B00, 0x016B8F, "Pahawh Hmong"                                    },
{ 0x016E40, 0x016E9F, "Medefaidrin"                                     },
{ 0x016F00, 0x016F9F, "Miao"                                            },
{ 0x016FE0, 0x016FFF, "Ideographic Symbols and Punctuation"             },
{ 0x017000, 0x0187FF, "Tangut"                                          },
{ 0x018800, 0x018AFF, "Tangut Components"                               },
{ 0x018B00, 0x018CFF, "Khitan Small Script"                             },
{ 0x018D00, 0x018D7F, "Tangut Supplement"                               },
{ 0x01AFF0, 0x01AFFF, "Kana Extended-B"                                 },
{ 0x01B000, 0x01B0FF, "Kana Supplement"                                 },
{ 0x01B100, 0x01B12F, "Kana Extended-A"                                 },
{ 0x01B130, 0x01B16F, "Small Kana Extension"                            },
{ 0x01B170, 0x01B2FF, "Nushu"                                           },
{ 0x01BC00, 0x01BC9F, "Duployan"                                        },
{ 0x01BCA0, 0x01BCAF, "Shorthand Format Controls"                       },
{ 0x01CF00, 0x01CFCF, "Znamenny Musical Notation"                       },
{ 0x01D000, 0x01D0FF, "Byzantine Musical Symbols"                       },
{ 0x01D100, 0x01D1FF, "Musical Symbols"                                 },
{ 0x01D200, 0x01D24F, "Ancient Greek Musical Notation"                  },
{ 0x01D2E0, 0x01D2FF, "Mayan Numerals"                                  },
{ 0x01D300, 0x01D35F, "Tai Xuan Jing Symbols"                           },
{ 0x01D360, 0x01D37F, "Counting Rod Numerals"                           },
{ 0x01D400, 0x01D7FF, "Mathematical Alphanumeric Symbols"               },
{ 0x01D800, 0x01DAAF, "Sutton SignWriting"                              },
{ 0x01DF00, 0x01DFFF, "Latin Extended-G"                                },
{ 0x01E000, 0x01E02F, "Glagolitic Supplement"                           },
{ 0x01E100, 0x01E14F, "Nyiakeng Puachue Hmong"                          },
{ 0x01E290, 0x01E2BF, "Toto"                                            },
{ 0x01E2C0, 0x01E2FF, "Wancho"                                          },
{ 0x01E7E0, 0x01E7FF, "Ethiopic Extended-B"                             },
{ 0x01E800, 0x01E8DF, "Mende Kikakui"                                   },
{ 0x01E900, 0x01E95F, "Adlam"                                           },
{ 0x01EC70, 0x01ECBF, "Indic Siyaq Numbers"                             },
{ 0x01ED00, 0x01ED4F, "Ottoman Siyaq Numbers"                           },
{ 0x01EE00, 0x01EEFF, "Arabic Mathematical Alphabetic Symbols"          },
{ 0x01F000, 0x01F02F, "Mahjong Tiles"                                   },
{ 0x01F030, 0x01F09F, "Domino Tiles"                                    },
{ 0x01F0A0, 0x01F0FF, "Playing Cards"                                   },
{ 0x01F100, 0x01F1FF, "Enclosed Alphanumeric Supplement"                },
{ 0x01F200, 0x01F2FF, "Enclosed Ideographic Supplement"                 },
{ 0x01F300, 0x01F5FF, "Miscellaneous Symbols and Pictographs"           },
{ 0x01F600, 0x01F64F, "Emoticons"                                       },
{ 0x01F650, 0x01F67F, "Ornamental Dingbats"                             },
{ 0x01F680, 0x01F6FF, "Transport and Map Symbols"                       },
{ 0x01F700, 0x01F77F, "Alchemical Symbols"                              },
```

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        { 0x01F780, 0x01F7FF, "Geometric Shapes Extended"                    },
        { 0x01F800, 0x01F8FF, "Supplemental Arrows-C"                        },
        { 0x01F900, 0x01F9FF, "Supplemental Symbols and Pictographs"         },
        { 0x01FA00, 0x01FA6F, "Chess Symbols"                                },
        { 0x01FA70, 0x01FAFF, "Symbols and Pictographs Extended-A"           },
        { 0x01FB00, 0x01FBFF, "Symbols for Legacy Computing"                 },
        { 0x020000, 0x02A6DF, "CJK Unified Ideographs Extension B"           },
        { 0x02A700, 0x02B73F, "CJK Unified Ideographs Extension C"           },
        { 0x02B740, 0x02B81F, "CJK Unified Ideographs Extension D"           },
        { 0x02B820, 0x02CEAF, "CJK Unified Ideographs Extension E"           },
        { 0x02CEB0, 0x02EBEF, "CJK Unified Ideographs Extension F"           },
        { 0x02F800, 0x02FA1F, "CJK Compatibility Ideographs Supplement"      },
        { 0x030000, 0x03134F, "CJK Unified Ideographs Extension G"           },
        { 0x0E0000, 0x0E007F, "Tags"                                         },
        { 0x0E0100, 0x0E01EF, "Variation Selectors Supplement"               },
        { 0x0F0000, 0x0FFFFF, "Supplementary Private Use Area-A"             },
        { 0x100000, 0x10FFFF, "Supplementary Private Use Area-B"             },
}
blocks.length = #blocks

return blocks
```

Modul:Unicode data

Inhaltsverzeichnis

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/" .. key)
		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 characters
        {   0x3400,   0x4DBF, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension A
        {   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.final_count)]
                        Hangul_data.vowels[floor((syllable_index % Hangul_data.final_count
                                / Hangul_data.trail_count)],
                        Hangul_data.trails[syllable_index % Hangul_data.trail_count]
                )
        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 Supplement
        {  0x1B170,  0x1B2FB, "NUSHU CHARACTER-%04X" }, -- Nushu
        {  0x20000,  0x2A6DF, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension B
        {  0x2A700,  0x2B738, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension C
        {  0x2B740,  0x2B81D, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension D
        {  0x2B820,  0x2CEA1, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension E
        {  0x2CEB0,  0x2EBE0, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension F
        -- CJK Compatibility Ideographs Supplement (Supplementary Ideographic Plane)
        {  0x2F800,  0x2FA1D, "CJK COMPATIBILITY IDEOGRAPH-%04X" },
        {  0xE0100,  0xE01EF, function (codepoint) -- Variation Selectors Supplement
                return ("VARIATION SELECTOR-%d"):format(codepoint - 0xE0100 + 17)
        end},
        {  0x30000,  0x3134A, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension G
        {  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 Unassigned
        -- (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 this code p
                        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 Punctuation bl
		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] - 1 or (
                                        unpack(dots)
                                }
                        else -- codepoint < range[index][1]
                                dots_range = {
                                        ranges[index - 1] and ranges[index - 1][2] + 1 or (
                                        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 strings!
        require "libraryUtil".checkType("get_best_script", 1, str, "string")
```

```
	-- Convert HTML character references (including named character references,
	-- 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") then
			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 least
	-- one Latin-script character, the string counts as Latin, because the rest
	-- 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 only
	-- have characters from a left-to-right script, because the first code point
	-- 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 base",
                        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 then
                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
```