

ss02 (stylistic set 2, “more modern”)

f + combining caron (ˇ) is turned into ř rather than ř
ŕ → ř; ä → ä; Š → Š; š → š; ĺ → ĺ; ů → ů
r → x

ss03 (stylistic set 3, “old ogonek and caron”)

ŕ → ŕ; ą → ą; Ć → Ć; ě → ě
Ě → Ě; ł → ł; ł → ł

ss04 (stylistic set 4, “roman numerals”)

I → I; i → i; II → II; ii → ii; XII → XII; LXX → LXX; MDCXLVIII ufw.

cv01–cv08 (character variants)

cv01 variants of b: b, b, b
cv02 variants of l: l
cv03 variants of r: r
cv04 variants of r: r
cv05 variants of y: y
cv06 variants of ogonek: ŕ/a/Ć/e, ŕ/a/Ć/ě
cv07 variants of s: s, s
cv08 caron with ascender: š/Ł/l/ł, š/Ł/l/ł, š/Ł/l/ł

locl (localized forms)

Romanian/Moldovan: Ș → Ș; ș → ș

Tag combinations (handled by ccmp)

Enter [1]_{ss} (U+E0031), [2]_{ss} (U+E0032), or [3]_{ss} (U+E0033) (plus an optional [sub]_{ss} (U+E007F)) after a letter to access a variant:

b + [1]_{ss} → b; l + [1]_{ss} → l; b + [2]_{ss} → b; b + [3]_{ss} → b

r + [1]_{ss} → r; s + [1]_{ss} → s

& + [2]_{ss} → r

ŕ + [2]_{ss} → ŕ; ä + [2]_{ss} → ä; Š + [2]_{ss} → Š; š + [2]_{ss} → š; ĺ + [2]_{ss} → ĺ; ů + [2]_{ss} → ů

ŕ + [2]_{ss} → ŕ; ą + [2]_{ss} → ą; Ć + [2]_{ss} → Ć; ě + [2]_{ss} → ě

š + [1]_{ss} → š; Ł + [1]_{ss} → Ł; ł + [1]_{ss} → ł; ł + [1]_{ss} → ł (can also be encoded as š/Ł/l/ł + ˇ (U+030C))

l + [2]_{ss} → l

Private Use Area

All the glyphs in this font that do not have a regular address in Unicode 15.0 can and should be accessed via OpenType features. However, for those environments in which OpenType features are not available, they have also been assigned a place in the Private Use Area.

Characters defined by the Medieval Unicode Font Initiative in MUFI 4.0 (<https://mufi.info/>) and by the Bund für deutsche Schrift und Sprache in [UNZ 1](#) are in the same place in this font, so that you can switch to/from other MUFI or UNZ fonts (e.g. Junicon) without losing these characters:

llü m n ff ck g ch ff

Other characters have been assigned a place in block F300–F3FF:

š ř ř ŕa Ć ŕa Š š ĺ ů š Ł ł ł x t s b b ` ^ ˇ