

<u>r9548</u> —.—		<u>r9554</u> §	<u>r9557</u> ¶
<u>r9664</u> — <u>r9654</u> —		<u>r9484</u> §	<u>r9488</u> ¶
<u>r9665</u> ≍ <u>r9655</u> ≍		r8479    ℝ	<i>response</i>
<u>r9666</u> — <u>r9656</u> —		r8483    ℥	<i>versicle</i>
<u>r8647</u> ≡ <u>r8649</u> ≡		r9674    ☙	
<u>r9667</u> ∩ <u>r9657</u> ∩		<u>r10087</u> ☞	<u>r9753</u> ☞
r9591    .		<u>r9825</u> ♥	
r9595    •		<u>r9826</u> ♦	
r9679    ●		r9854    ⊗	<i>permanent paper</i>
<u>r9675</u> ○		r10048    ☼	
<u>r9678</u> ● <i>bullseye</i>		r10057    ✱	
		r10059    ✱	

Glyphs in the above left column are vertically centered on the baseline. Glyphs in the above right column are vertically aligned as ordinary uppercase/lowercase characters.

Each code is prefaced with *r*, for regular weight. Codes underlined have three additional weights. Instead of prefacing the number with *r*, you may use *l* (light), *e* (extra light), or *t* (thin). These weights prevent the glyph from being too heavy when used at large font sizes.

The decoglyphs will not appear if font NovelDeco.otf is not installed. Instead, a non-breaking space will be inserted, which probably will not take up the same amount of area as the missing decoglyphs. If you request a code that is not in NovelDeco.otf, it will be blank.

NovelDeco is also used in the `\acronym` command, to provide “medium caps” letters in place of ordinary uppercase. These do not require any special code, other than the command.

Remember: If you use a font editor to modify NovelDeco, then the font must be named (internally and file name) something else, so that it is not confused with the original. In your Preamble, use `\SetDecoFont` to point to your modified font.