

IOF Control Symbol Font

Martin Minow

(modified for PC correctness by William Luitje)

This font of orienteering symbol descriptions is based on work originally done by Heather Williams and Pat Dunlavey. After a meeting of the IOF technical group at the World Orienteering Championships in 1993, it was redone completely using Adobe Illustrator master drawings prepared for the standard listing of control symbols. This font is Copyright - 1990-94 Martin Minow. You may use it for any purpose, commercial or private, and may copy and redistribute it without charge to the recipient. However, you may not sell it, claim ownership, or restrict its distribution in any way.

Windows Installation

The PC version is supplied as a TrueType font. To install the font, run the Control Panel (usually in the Main Program Group) and then run the Fonts applet. Next click on the Add... button and then use the directory and drive list boxes to navigate to the drive and subdirectory where the O-SYMB.TTF file is located. Click on the Orienteering Symbol font and then click on the Close button. The font now appears in the list of installed fonts and a sample is displayed. You can now close the Fonts and Control Panel windows. The Orienteering Symbol font is now installed and ready for use although some Windows applications (like Windows Write) may not recognize it until Windows has been restarted. In particular, you must install the font and restart Windows before you will be able to see the symbols in the last table in this document.

Using The Characters In Windows

There are two easy methods to enter these symbols into any Windows program that supports TrueType fonts. The first method is to look up the decimal number of the symbol you want to enter in the table below; it can be found in the first column. Make the Orienteering Symbol font the default; then while holding down the ALT key, enter '0' (that's zero) and then the two or three numbers in the character number using the numeric keypad. When you release the ALT key the character is entered. For example, to enter the "Terrace" symbol, press and hold ALT, type 067 on the numeric keypad, then release ALT. The proper symbol should now be displayed.

The second method is to use the Character Map program that is initially installed in the Accessories group. After you run Character Map, use the font dropdown box to select the Orienteering Symbol font. Now all of the symbols are shown and you can look at them to see which you want to use. To copy the symbols into your application, click once on a symbol and then click the Select button. After you have selected the symbols you need, click on the Copy button to copy them to the clipboard. Now you can insert them into your application in the usual way from the clipboard. Depending on the application you may need to reformat the symbols to use the Orienteering Symbol font.

Edit History

1990.04.06 Original Orienteering (Postscript) font.

1992.11.02 Revised Orienteering (Postscript) font.
 1993.11.24 Initial conversion to IOF character set organization.
 1994.01.16 First version of IOF Symbol font
 1994.09.06 Conversion from stroke to fill, creation of TrueType screen font.
 1995.03.15 Translated to TrueType PC format by WVL.

Organization

The font is organized into independent groups as follows:

0x20-0x2F Some special characters, such as the start triangle and finish circles.

0x30-0x3F Section C: which of several features.

0x40-0x8F Section D: control features

0x90-0x9F Section E: control appearance and combining symbols.

0xA0-0xBF Section G: location and position (all of the "circle" features are grouped for programmer convenience).

0xC0-0xDF Section G: location and position (corner, tip, and end symbols).

0xE0-0xE7 Section G: location and position (upper, lower, top, foot, middle, bend).

0xE8-0xEF Section H: other information (refreshments, first aid, etc.)

0xF0-0xFF Reserved for local (non-standard) symbols. Several combined symbols are stored here, but they may be removed without notice.

Within each group, several character positions are reserved for future standardization. For example, 0x28-0x3F may be used for an additional series of "which feature" symbols, 0x86-0x8F are reserved for additional, standardized, control descriptions, etc.

Where compass directions are specified, all feature groups are organized in the order N, NE, E, SE, S, SW, W, NW.

The grouping was chosen to allow the IOF symbols to be incorporated within a larger standard, such as Unicode. In doing so, similar characters were grouped together. This is a significant change from the original Orienteering font, which grouped characters in a keyboard character organization. Because of this consideration, character values below decimal 32 should not be used. For a similar reason, no symbol should be assigned to decimal 127 as it cannot be entered on some computer systems.

The following table lists all defined symbols with their IOF standard (English) names. Where appropriate, abbreviations are also listed. The symbols themselves can not be displayed until the font is installed.












Dec	Hex	Char	Description
32		0x20	Space
33		0x21 !	! Start triangle
34		0x22 "	" Finish chute (left circle)
35		0x23 #	# Finish chute (right double circle)

36	0x24	\$	\$	Triangle for required route
37	0x25	%	%	Finish chute (left), no tapes
38	0x26	&	&	Finish chute (right), no tapes
39	0x27	'	'	Finish chute (left), taped
40	0x28	((Finish chute (right), taped
41	0x29))	Finish chute tapes
42	0x2A	*		Reserved for future standardization (special symbol)
43	0x2B	+		Reserved for future standardization (special symbol)
44	0x2C	,		Reserved for future standardization (special symbol)
45	0x2D	-		Reserved for future standardization (special symbol)
46	0x2E	.		Reserved for future standardization (special symbol)
47	0x2F	/		Reserved for future standardization (special symbol)
48	0x30	0	0	Northern (N)
49	0x31	1	1	Northeastern (NE)
50	0x32	2	2	Eastern (E)
51	0x33	3	3	Southeastern (SE)
52	0x34	4	4	Southern (S)
53	0x35	5	5	Southwestern (SW)
54	0x36	6	6	Western (W)
55	0x37	7	7	Northwestern (NW)
56	0x38	8	8	Upper
57	0x39	9	9	Lower
58	0x3A	:	:	Middle
59	0x3B	;		Reserved for future standardization (which of several features)
60	0x3C	<		Reserved for future standardization (which of several features)
61	0x3D	=		Reserved for future standardization (which of several features)
62	0x3E	>		Reserved for future standardization (which of several features)
63	0x3F	?		Reserved for future standardization (which of several features)
64	0x40	@	@	Steep bank
65	0x41	A	A	Quarry
66	0x42	B	B	Earth bank, dam
67	0x43	C	C	Terrace
68	0x44	D	D	Spur
69	0x45	E	E	Rib
70	0x46	F	F	Re-entrant
71	0x47	G	G	Gully
72	0x48	H	H	Dry ditch
73	0x49	I	I	Hill
74	0x4A	J	J	Knoll
75	0x4B	K	K	Saddle
76	0x4C	L	L	Depression
77	0x4D	M	M	Small depression
78	0x4E	N	N	Pit

79	0x4F	O	O	Cliff, crag
80	0x50	P	P	Bare rock
81	0x51	Q	Q	Cave
82	0x52	R	R	Boulder
83	0x53	S	S	Boulder field
84	0x54	T	T	Stony ground
85	0x55	U	U	Cairn/stone pile
86	0x56	V	V	Narrow passage (between cliffs)
87	0x57	W	W	Boulder cluster (unofficial)
88	0x58	X	X	Lake
89	0x59	Y	Y	Pond
90	0x5A	Z	Z	Waterhole
91	0x5B	[[Stream
92	0x5C	\	\	Ditch
93	0x5D]]	Marsh
94	0x5E	^	^	Small marsh
95	0x5F	~	~	Firm ground
96	0x60	˘	˘	Well
97	0x61	a	a	Spring
98	0x62	b	b	Narrow marsh
99	0x63	c	c	Seasonal watercourse
100	0x64	d	d	Open land, field
101	0x65	e	e	Semi-open land
102	0x66	f	f	Forest corner
103	0x67	g	g	Clearing
104	0x68	h	h	Thicket
105	0x69	i	i	Felled area
106	0x6A	j	j	Vegetation boundary
107	0x6B	k	k	Copse
108	0x6C	l	l	Hedge
109	0x6D	m	m	Linear thicket
110	0x6E	n	n	Road
111	0x6F	o	o	Path
112	0x70	p	p	Narrow ride
113	0x71	q	q	Wall
114	0x72	r	r	Fence
115	0x73	s	s	Footbridge
116	0x74	t	t	Building
117	0x75	u	u	Ruin
118	0x76	v	v	Tower
119	0x77	w	w	Powerline
120	0x78	x	x	Powerline pylon/pole
121	0x79	y	y	Shooting platform
122	0x7A	z	z	Fodder rack
123	0x7B	{	{	Rock pillar
124	0x7C			Single tree
125	0x7D	}	}	Salt lick
126	0x7E	~	~	Rootstock

127	0x7F	del		(Unused [ASCII DEL])
128	0x80	—		Reserved for future standardization (control feature)
129	0x81	⊥		Reserved for future standardization (control feature)
130	0x82	⌋	é	Boundary stone
131	0x83	⌌	â	Charcoal burning ground
132	0x84	⌍	ä	Anthill
133	0x85	⌎	à	Broken ground, fox-earth
134	0x86	■	å	Special item X (defined by organizer)
135	0x87	β	ç	Special item O (defined by organizer)
136	0x88	α		Reserved for future standardization (control feature)
137	0x89	Γ		Reserved for future standardization (control feature)
138	0x8A	Σ		Reserved for future standardization (control feature)
139	0x8B	π		Reserved for future standardization (control feature)
140	0x8C	σ		Reserved for future standardization (control feature)
141	0x8D	τ		Reserved for future standardization (control feature)
142	0x8E	Θ		Reserved for future standardization (control feature)
143	0x8F	Φ		Reserved for future standardization (control feature)
144	0x90	Ω		Reserved for future standardization (control feature)
145	0x91	δ	æ	Crossing/intersection
146	0x92	φ	Æ	Junction
147	0x93	∞	ô	Shallow
148	0x94	ε	ö	Deep
149	0x95	∩	ò	Overgrown
150	0x96	±	û	Open
151	0x97	≤	ù	Rocky
152	0x98	≥	ÿ	Marshy
153	0x99		Ö	Sandy
154	0x9A	÷	Ü	Coniferous (evergreen)
155	0x9B		ç	Deciduous
156	0x9C	·	£	Ruined or collapsed
157	0x9D	·		Reserved for future standardization (control appearance)
158	0x9E	√		Reserved for future standardization (control appearance)
159	0x9F	ˆ		Reserved for future standardization (control appearance)
160	0xA0	å	f	N side
161	0xA1	⋯	í	NE side
162	0xA2	ó	ó	E side
163	0xA3	ú	ú	SE side
164	0xA4	◊	ñ	S side
165	0xA5	ò	Ñ	SW side
166	0xA6	⌋	æ	W side
167	0xA7	■	◊	NW side
168	0xA8	«	¿	N edge
169	0xA9	¬	¬	NE edge
170	0xAA	Ö	¬	E edge

171	0xAB	┤	½	SE edge
172	0xAC	∂	¼	S edge
173	0xAD	┤	i	SW edge
174	0xAE	┤	«	W edge
175	0xAF	┤	»	NW edge
176	0xB0	░		N part
177	0xB1	░		NE part
178	0xB2	░		E part
179	0xB3	┤		SE part
180	0xB4	Ñ	┤	S part
181	0xB5	┤	┤	SW part
182	0xB6	—	┤	W part
183	0xB7	—	┤	NW part
184	0xB8	—	┤	N foot
185	0xB9	┤	┤	NE foot
186	0xBA	—	┤	E foot
187	0xBB	┤	┤	SE foot
188	0xBC	┤	┤	S foot
189	0xBD	┤	┤	SW foot
190	0xBE	μ	┤	W foot
191	0xBF	°	┤	NW foot
192	0xC0	┤	┤	N inside corner
193	0xC1	ı	┤	NE inside corner
194	0xC2	¼	┤	E inside corner
195	0xC3	┤	┤	SE inside corner
196	0xC4	â	—	S inside corner
197	0xC5	┤	┤	SW inside corner
198	0xC6	┤	┤	W inside corner
199	0xC7	½	┤	NW inside corner
200	0xC8	┤	┤	N outside corner [N corner]
201	0xC9	à	┤	NE outside corner
202	0xCA	┤	┤	E outside corner
203	0xCB	┤	┤	SE outside corner
204	0xCC	┤	┤	S outside corner
205	0xCD	┤	┤	SW outside corner
206	0xCE	ı	┤	W outside corner
207	0xCF	ε	┤	NW outside corner
208	0xD0	û	┤	N tip
209	0xD1	ù	┤	NE tip
210	0xD2	"	┤	E tip
211	0xD3	"	┤	SE tip
212	0xD4	'	┤	S tip
213	0xD5	'	┤	SW tip
214	0xD6	≈	┤	W tip
215	0xD7	┤	┤	NW tip

216	0xD8		N end
217	0xD9		NE end
218	0xDA	/	E end
219	0xDB		SE end
220	0xDC	ú	S end
221	0xDD		SW end
222	0xDE		W end
223	0xDF		NW end
224	0xE0	ç	Upper part
225	0xE1	π	Lower part
226	0xE2	é	On top
227	0xE3	ä	At the foot
228	0xE4	ë	Between
229	0xE5	τ	Bend
230	0xE6	Ω	Reserved for future standardization (location and position)
231	0xE7	⊥	Reserved for future standardization (location and position)
232	0xE8	¿	Φ Refreshments
233	0xE9	ℓ	⊙ Radio control
234	0xEA	=	Ω Control check
235	0xEB		δ First aid
236	0xEC		Reserved for future standardization (other information)
237	0xED	²	Reserved for future standardization (other information)
238	0xEE	ℓ	Reserved for future standardization (other information)
239	0xEF	ℓ	Reserved for future standardization (other information)
240	0xF0	≡	≡ Two hills (unofficial)
241	0xF1	π	± Two knolls (unofficial)
242	0xF2		≥ Two boulders (unofficial)
243	0xF3		≤ Hill and boulder (unofficial)
244	0xF4		{ Two cliffs (unofficial)
245	0xF5	⌘] Refreshments and control check (unofficial)
246	0xF6	ÿ	Unstandardized reserved symbol
247	0xF7	τ	Unstandardized reserved symbol
248	0xF8	»	Unstandardized reserved symbol
249	0xF9	·	Unstandardized reserved symbol
250	0xFA	—	Unstandardized reserved symbol
251	0xFB	—	Unstandardized reserved symbol
252	0xFC	⌣	Unstandardized reserved symbol
253	0xFD	²	Unstandardized reserved symbol
254	0xFE	■	Unstandardized reserved symbol
255	0xFF		Orienteeing flag (unofficial)