

UNICIMA GUIDEBOOK



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BitType Studio

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INTRODUCTION

A. CobolType

CobolType is the instrument used in the Unicima system for writing letters, numbers, symbols, alphabets, and other characters. It serves as the foundational structure that defines how characters are represented within Unicima. CobolType consists of 10 unique symbols, known as Cobols, which function as an alternative to Arabic numerals. Each Cobol represents a number from 0 to 9, with its own name and pronunciation.

Cobols	Name	Phonemic Transcription
	Nol	/nɒl/
	Setto	/'set.tou/
	Duwa	/'du.wɑ/
	Tello	/'tɛl.loʊ/
	Empa	/'ɛm.pɑ/
	Lema	/'lɛ.mɑ/
	Menne	/'mɛn.nɛ/
	Petto	/'pɛt.tou/
	Bello	/'bɛl.loʊ/
	Sanga	/'sæŋ.gɑ/

Cobols are used in place of standard Arabic numerals when writing in the Unicima font system. While their meanings match conventional numbers (0–9), their visual and functional roles are unique to Unicima, designed for symbolic and stylistic distinction.

B. (SyntaFinder)

SyntaFinder is a syntax marker used to locate the original value of a Unicima character. In this context, Unicima is a data system composed of Unicode decimal values that refer to specific glyphs — for example, the number 0 is represented by decimal 49. These values are what Cobols use for writing in Unicima. SyntaFinder is specifically used to identify or resolve symbols whose glyphs are unknown, by referencing either their decimal code or symbol representation.

SyntaFinder	Symbol Regular (e.g.)	Syntator
☐☐	!	
☐☐	MM	

C. ☐ (Negation)

Negation is a syntax used to indicate a symbol or character that exists outside the Unicode environment. It is placed before a SyntaFinder, and tells the system that the following Cobols represent an external code. To use it, you write the Negation marker, followed by SyntaFinder + decimal code (written in Cobols), and then close it using the Meaning symbol (☐) followed by a Syntator.

Negation	SyntaFinder	Symbol Code	Negation	Syntator
☐!	☐☐	<pre> ┌┐☐ └┘☐ </pre>	☐!	

D. ☐ (Meaning)

Meaning is a syntax similar to Negation, but it adds contextual information to the symbol or code used. It's useful when the symbol has no Unicode representation but holds meaning in a certain system. The structure is the same as Negation, but with a required ☐ at the end to indicate a footnote, followed by the meaning written as decimal Unicode values (using Cobols).

Meaning	SyntaFinder	Symbol Code	Footnote	Description	Meaning	Syntator
☐☐	☐☐	<pre> ┌┐☐ └┘☐ </pre>	☐	<pre> ┌┌┌ ☐☐ └┘☐ ┌┌☐ ┌┌☐ ☐☐ ☐☐ ┌┌☐ └┘☐ └┘☐ </pre>	■	

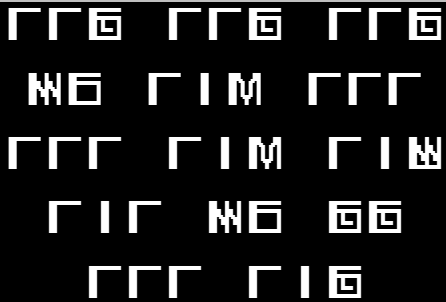
E. (Goto)

Goto is a syntax used to embed hyperlinks within Unicima text. You begin with the  marker, followed by  and the link (in baseline mode, i.e., normal text), and end it with  again. Finally, a Syntator is placed to separate this from surrounding text. To enable baseline mode (e.g. in MS Word), press **Ctrl + B** or click the bold "**B**" icon in the toolbar.

Goto	SyntaFinder	Link (Baseline Mode)	Goto	Syntator
				

F. (Majh)

Majh functions like Goto but instead uses Unicima's custom font/character system to encode the link in decimal form. The structure remains identical to Goto.

Majh	SyntaFinder	Link (Unicima Mode)	Goto	Syntator
				

G. “ ” Syntator

The Syntator is a vital syntax component. It serves not only as a separator between different syntax blocks (e.g., regular text vs. link vs. symbols), but also signals transitions in formatting and logic flow. It’s essential for correct parsing in Unicima-based writing.

- UL TTTT TTTT TTTT TTTT TTTT TTTT TTTT TTTT TTTT TTTT**

Details:

- ML TTTTNNNTTTML 12 16

Details:

- [illegible]

Details:

		
	Exclamation Mark (!)	

4. Fourth Case: Hello World www.google.com (Link Baseline Mode)



Details:

Cases	Desc
	www.google.com

5. Fifth Case: Hello World www.google.com (Link Unicima Mode)



Details:

Cases	Desc
	www.google.com

Conclusion

This guide provides the foundational knowledge and structure for working with Unicima. By understanding the syntax, symbols, and unique logic behind its design, users can explore new ways to express information symbolically, structurally, and creatively.

The Unicima system is still evolving, and contributions or feedback are welcome. Don't hesitate to experiment and expand its use within your own workflows.

If you need to find the Unicode decimal value of a specific character while using this font, you may refer to one of the following websites:

1. <https://www.rapidtables.com/convert/number/ascii-hex-bin-dec-converter.html> – For converting characters to decimal, hexadecimal, binary, and more.
2. <https://www.tamasoft.co.jp/en/general-info/unicode-decimal.html> – A full Unicode decimal table.

These sites are provided as helpful resources and are not affiliated with this font.

Thank you for reading.