Specify span="all" in region-body

1. Unicode not only defines coded character set, but also provides other specifications. (1)

2. Unicode not only defines coded character set, but also provides other specifications.

This is a content of the start float.

3. Unicode not only defines coded character set, but also provides other specifications.

This is a content of the end float.

4. Unicode not only defines coded character set, but also provides other specifications.

This is a content of the end float.

5. Unicode not only defines coded character set, but also provides other specifications.

6. Unicode not only defines coded character set, but also provides other specifications.

7. Unicode not only defines coded character set, but also provides other specifications. (2)

8. Unicode not only defines coded character set, but also provides other specifications.

This is a content of the start float.

9. Unicode not only defines coded character set, but also provides other specifications.

This is a content of the start float.

10. Unicode not only defines coded character set, but also provides other specifications.

This is a content of the end float.

11. Unicode not only defines coded character set, but also provides other specifications.

12. Unicode not only defines coded character set, but also provides other specifications.

13. Unicode not only defines coded character set, but also provides other specifications. (3)

14. Unicode not only defines coded character set, but also provides other specifications.

This is a content of the end float.

15. Unicode not only defines coded character set, but also provides other specifications.

This is a content of the end float.

16. Unicode not only defines coded character set, but also provides other specifications.

17. Unicode not only defines coded character set, but also provides other specifications.

Separation area of body and footnote

(1) footnote : For example, The Bidirectional Algorithm

(2) footnote : For example, The Bidirectional Algorithm
For example, the Bidirectional Algorithm.