The Unicode Consortium just recently released the update version Unicode, Version 3.0.1. This version does not introduce new characters, but provides updates to the Unicode Character Database, Unicode Technical Reports as well as many errata fixes.

The Unicode Consortium is working with IETF on ways to internationalize domain names based on Unicode Standard Annex #15. As part of this effort, the consortium is working on improving the way its reports and standards can be externally referenced. As part of this effort those technical reports that form part of a version of the Unicode standard (see http://www.unicode.org/unicode/standard/versions) are now designated Unicode Standard Annexes, and those reports that form independent specifications are now designated as Unicode Technical Standards. An example of this is Unicode Technical Standard #10: Collation.

Extensive information on Unicode Technical Reports, their versioning, classification and maintenance procedures is available on http://www.unicode.org/unicode/reports. There are now 24 technical reports, including reports in preparation.

In the ongoing work to synchronize the Unicode Standard with ISO/IEC 10646, the Unicode Consortium plans to issue a version 3.1 that will contain the new characters from Part 2 of 10646. The characters from AMD1 are likely the subjects of a future Version 3.2.

The membership of the Unicode Consortium is at an all-time high and continues to increase. The attendance at the recent 17th International Unicode Conference in San Jose, broke all previous records. The next conference will be in April in Hong Kong (see http://www.unicode.org for details).

The book, The Unicode Standard, Version 3.0 continues to sell well, at rates that exceed the sales rate for the previous editions. Our publishers inform us that the Japanese translation of Unicode 3.0 will be published by their affiliate by May 24, 2001. Efforts are also underway to prepare a partial translation into French.