

Title:	Proposed Additions to Principles and Procedures document
Source:	Ad hoc group on Principles and Procedures (Edited by: V.S. Umamaheswaran – umavs@ca.ibm.com)
Action:	For consideration by UTC and WG2

This document is a proposal to add two paragraphs to the [Principles and Procedures](#) document of ISO/IEC JTC1/SC2/WG2.

Both paragraphs are to capture and document the current practice of both the Unicode Consortium and of ISO/IEC JTC1/SC2/WG2 as part of assigning new characters into the respective standards.

D.2.6 Reserved code points for right-to-left scripts

The [Unicode Bidirectional Algorithm](#) uses the property *Bidi_Class* (see [UCD](#)) that is assigned to each character in the standard. Default *Bidi_Class* property values for unassigned code points are also defined depending on the code point and are detailed in [DerivedBidiClass.txt](#).

The following ranges of code points are reserved for use with right-to-left scripts with default property assignments to one of the strong right-to-left types - either R (right-to-left) or AL (Arabic Letter)). **These ranges will be used by WG2 and UTC for encoding new right-to-left scripts.** The ranges are shown as *right-to-left ranges* in the [Roadmap snapshot](#).

U+0590-U+08FF, U+FB1D-U+FB4F, U+FB50-U+FDCE, U+DF0-U+FDFF and U+FE70-U+ FEFE in the BMP,
and,
U+10800-U+10FFF and U+1E800-U+1EFFF (new) in the SMP.

Once a new character is assigned to an unassigned code point the property assignment may change, though only to values appropriate for right-to-left scripts.

D.2.7 Reserved code points for *default ignorable*' characters

The Unicode Standard defines a range of code points with the property of *default ignorable*, and are detailed in [DerivedCoreProperties](#). Default ignorable code points (see <http://www.unicode.org/versions/Unicode5.0.0/ch05.pdf>, section 5.20) are those that should be ignored by default in rendering unless explicitly supported. They have no visible glyph or advance width in and of themselves, although they may affect the display, positioning, or adornment of adjacent or surrounding characters. Some default ignorable code points are assigned characters, while others are reserved for future assignment. An implementation should ignore default ignorable characters in rendering whenever it does not support the characters.

To allow a greater degree of compatibility across versions of the standard, the ranges U+2060-U+206F, U+FFF0-U+FFFB, and U+E0000-U+E0FFF are reserved for format and control characters (General Category = Cf). Unassigned code points in these ranges should be ignored in processing and display. **This range of code points will be used by WG2 and UTC for encoding new *default ignorable* characters.**

These ranges are designed and reserved for future default ignorable characters. It facilitates forward compatibility by permitting existing programs to ignore them until they are supported in some future version of the program. All new characters with this property should be encoded in one of these ranges.