

ISO/IEC JTC 1/SC 2/WG 2

**PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS  
FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646<sup>1</sup>**

Please fill all the sections A, B and C below.

Please read Principles and Procedures Document (P & P) from

<http://www.dkuug.dk/JTC1/SC2/WG2/docs/principles.html> for guidelines and details before filling this form.

Please ensure you are using the latest Form from <http://www.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html>.

See also <http://www.dkuug.dk/JTC1/SC2/WG2/docs/roadmaps.html> for latest Roadmaps.

**A. Administrative**

1. **Title:** Unique codes of tonal vowels and special character for ee\_ (GH&TG) Ewe
2. Requester's name: Council of Ewe Association of North America and Ewe people of Ghana, Togo and Benin
3. Requester type (Member body/Liaison/Individual contribution): Association and 3 countries
4. Submission date: November 28, 2010
5. Requester's reference (if applicable):
6. Choose one of the following:
 

This is a complete proposal:  
 (or) More information will be provided later:

Complete proposal

**B. Technical – General**

1. Choose one of the following:
  - a. This proposal is for a new script (set of characters):
  - b. The proposal is for addition of character(s) to an existing block:
 

Addition to existing block

Name of the existing block: *Latin Extended D:*

*U+0186\u0300 would be combined and assigned u+07AE*

*U+0186\u0301 would be combined and assigned u+07BE*

*U+0186\u0303 would be combined and assigned u+07CE*

  

*U+0190\u0300 would be combined and assigned u+A7AA*

*U+0190\u0301 would be combined and assigned u+A7BA*

*U+0190\u0303 would be combined and assigned u+A7CA*

  

*U+025B\u0300 would be combined and assigned u+A7AB*

*U+025B\u0301 would be combined and assigned u+A7BB*

*U+025B\u0303 would be combined and assigned u+A7CB*

  

*U+0254\u0300 would be combined and assigned u+A7AF*

*U+0254\u0301 would be combined and assigned u+A7BF*

*U+0254\u0303 would be combined and assigned u+A7CF*

  

*Ŋ(U+014A)'s character would be adopted and assigned U+A797 and called Ewe Capital Letter "NG"*

*X would be adopted with bottom like X(u+03EA) and assigned u+A798*

*ɣ(u+0236) would be adopted with a bottom like ɔ(u+10D1) and assigned u+A799. They would called Ewe Capital Letter "Ye" and Ewe small letter "ye"*

<sup>1</sup> Form number: N3802-F (Original 1994-10-14; Revised 1995-01, 1995-04, 1996-04, 1996-08, 1999-03, 2001-05, 2001-09, 2003-11, 2005-01, 2005-09, 2005-10, 2007-03, 2008-05, 2009-11, 2010-10)

2. Number of characters in proposal: 15
3. Proposed category (select one from below - see section 2.2 of P&P document):  
 A-Contemporary ☐ B.1-Specialized (small collection) ☒ B.2-Specialized (large collection) ☐  
 C-Major extinct ☐ D-Attested extinct ☐ E-Minor extinct ☐  
 F-Archaic Hieroglyphic or Ideographic ☐ G-Obscure or questionable usage symbols ☐
4. Is a repertoire including character names provided? Yes  
 a. If YES, are the names in accordance with the "character naming guidelines" in Annex L of P&P document? Yes  
 b. Are the character shapes attached in a legible form suitable for review? Yes
5. Fonts related:  
 a. Who will provide the appropriate computerized font to the Project Editor of 10646 for publishing the standard?  
*UNICODE CONSORTIUM from their font repository.*  
 b. Identify the party granting a license for use of the font by the editors (include address, e-mail, ftp-site, etc.):
6. References:  
 a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided? Yes  
 b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached? Yes from Ewe Bible and Hymn Books
7. Special encoding issues:

Does the proposal address other aspects of character data processing (if applicable) such as input, presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose information)? Yes  
*The Latin Open Capitals E and O are not base case characters and so when combined with diacritics, present display problems. The diacritics display on the upper part of the capitals in some fonts like Arial Unicode MS.*

ε ε ε Ɔ Ɔ Ɔ

Dead Key -- U+0300

You can use the table below to add, remove, or modify dead key definitions. You may type characters into either of the columns marked '(code point)'.

Dead Key Name:

	Base (code point)	Composite (code point)	Base	Composite
	U+0186	u+0186 u+0300	Ɔ	
*				

Dead Key -- U+0300

The value must be either a single character or code point.

*It is impossible to create a combined character associated with dead keys in some programs. Single code points associated with the combined keys would remove the problems*

Xedzedzenyui la yɔ fū kple dzidzo  
Xeyixi la l'a-zoli dzi

e kpɔ Yes. 38;  
Kron. II. 32,  
24—33.

Xizkiya fe dɔléle kple efe agbetsitsi.

**20.** Xemayi la Xizkiya lé dɔ  
de kuku ge; eye nyagblo-  
dila Yesaya, Amoz vi, va egbo  
gblo ne bena: Ale Yehowa gblo  
esi: Dɔ wò afe dɔ, elabena èle  
kuku ge, eye mèle agbe nɔ ge o.



It is more appropriate to make the Latin Capitals E and O base characters and combine them with U+0300, U+0301 and U+0303 and assign 1 code point each to the combinations.

The Latin capital ENG (Ŋ) which represents Ewe NG well in some fonts such as Arial and Times New Roman will distort to Ŋ in some fonts such as Calibri and Consolas. There is the need therefore to have the Ewe ng separated with a separate code point that would remain the same irrespective of fonts used.

The Ewe character X with bottom closed and its small letter x with rounded bottom are represented by Latin Capital and small GAMMA, but display wise they are different as shown on the Ewe Typewriter, Bible and Hymn books. It is just appropriate to create the actual fonts and assign separate codes for them.

Reference for Ewe Bible : <http://www.amazon.com/Bible-Biblia-language-which-primarily/dp/B001QSL40U>

In the Unicode CLDR, Exemplar characters for ee\_GH and ee\_TG , programmers have to rely on character combinations which will not be necessary if the single code points are created:

```
<exemplarCharacters>[a à á â ã b d e è é ë { \u0301 } { \u0303 } f f g h i { \u0300 }
k l m n ŋ o ó { \u0301 } { \u0300 } { \u0303 } p r s t u ù ú û v w x y
z]</exemplarCharacters>
exemplarCharacters type="auxiliary">[c j q]</exemplarCharacters>
exemplarCharacters type="index">[A À Á Â B C D E È É Ê { \u0301 } { \u0300 }
{ \u0303 } F G H I Í Î J K L M N Ñ O Ò Ó { \u0301 } { \u0300 } { \u0303 } P Q
R S T U Ú Û Ü V W X Y Z]</exemplarCharacters>
```

#### 8. Additional Information:

Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script. Examples of such properties are: Casing information, Numeric information, Currency information, Display behaviour information such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional behaviour, Default Collation behaviour, relevance in Mark Up contexts, Compatibility equivalence and other Unicode normalization related information. See the Unicode standard at <http://www.unicode.org> for such information on other scripts. Also see UAX #44: <http://www.unicode.org/reports/tr44/> and associated Unicode Technical Reports for information needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

#### C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before?	No
If YES explain	
2. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?	Yes
If YES, with whom? <i>Ewe Habobo of Southern California</i>	
If YES, available relevant documents:	
3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included?	Yes
Reference: <i>Unicode CLDR</i>	
4. The context of use for the proposed characters (type of use; common or rare)	Common
Reference:	
5. Are the proposed characters in current use by the user community?	Yes
If YES, where? Reference: <i>In Ewe Bible, Hymnal and Typewriter</i>	
6. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP?	Yes
If YES, is a rationale provided?	
If YES, reference:	
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?	No
8. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?	Yes
If YES, is a rationale for its inclusion provided?	
If YES, reference: <i>It is necessary to have a single code point for each to ease keyboard creation and other programming in systems</i>	
9. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?	Yes
If YES, is a rationale for its inclusion provided?	
If YES, reference: <i>Combining existing characters have display problems of overlapping</i>	
10. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character?	Yes
If YES, is a rationale for its inclusion provided?	
If YES, reference: <i>The character changes display forms to non Ewe characters with different fonts</i>	
11. Does the proposal include use of combining characters and/or use of composite sequences?	Yes
If YES, is a rationale for such use provided?	
If YES, reference: <i>Combining existing characters have display problems of overlapping</i>	
Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?	
If YES, reference:	
12. Does the proposal contain characters with any special properties such as control function or similar semantics?	No
If YES, describe in detail (include attachment if necessary)	
13. Does the proposal contain any Ideographic compatibility character(s)?	
If YES, is the equivalent corresponding unified ideographic character(s) identified?	
If YES, reference:	