

Universal Multiple-Octet Coded Character Set
International Organization for Standardization
Organisation internationale de normalisation
Международная организация по стандартизации

Doc Type: Working Group Document**Title: Recommendations for encoding Xiàngqí game symbols****Source: Michael Everson (葉密豪)****Status: Individual Contribution****Action: For consideration by JTC1/SC2/WG2 and UTC****Date: 2016-09-27**

In N4748 (L2/16-255) “Proposal to encode Xiangqi game symbols”, a number of symbols used in Xiàngqí gaming were proposed. This document proposes code positions and character names for those characters, augmenting the set by adding a number of variant characters to the set requested in that document. Characters discussed in N4748 for Korean Janggi, Seven States Chess (Qīguó Xiàngqí), Three Kingdoms Chess (Sānguóqí), and Three Friends Chess (Sānyǒuqí) have not been proposed here, pending further study.

帥	1F270	CIRCLED CJK UNIFIED IDEOGRAPH-5E25 = hong shuai • xiangqi red general
帥	1F271	CIRCLED CJK UNIFIED IDEOGRAPH-5E05 = hong shuai • xiangqi red general
仕	1F272	CIRCLED CJK UNIFIED IDEOGRAPH-4ED5 = hong shi • xiangqi red mandarin
士	1F273	CIRCLED CJK UNIFIED IDEOGRAPH-58EB = hong shi • xiangqi red mandarin
相	1F274	CIRCLED CJK UNIFIED IDEOGRAPH-76F8 = hong xiang • xiangqi red elephant
象	1F275	CIRCLED CJK UNIFIED IDEOGRAPH-8C61 = hong xiang • xiangqi red elephant (Yuan dynasty)

馬	1F276	CIRCLED CJK UNIFIED IDEOGRAPH-99AC = hong ma • xiangqi red horse
馮	1F277	CIRCLED CJK UNIFIED IDEOGRAPH-508C = hong ma • xiangqi red horse
馬	1F278	CIRCLED CJK UNIFIED IDEOGRAPH-9A6C = hong ma • xiangqi red horse
車	1F279	CIRCLED CJK UNIFIED IDEOGRAPH-8ECA = hong ju • xiangqi red chariot
俦	1F27A	CIRCLED CJK UNIFIED IDEOGRAPH-4FE5 = hong ju • xiangqi red chariot
车	1F27B	CIRCLED CJK UNIFIED IDEOGRAPH-8F66 = hong ju • xiangqi red chariot
砲	1F27C	CIRCLED CJK UNIFIED IDEOGRAPH-7832 = hong pao • xiangqi red cannon
礮	1F27D	CIRCLED CJK UNIFIED IDEOGRAPH-792E = hong pao • xiangqi red cannon
炮	1F27E	CIRCLED CJK UNIFIED IDEOGRAPH-70AE = hong pao • xiangqi red cannon
包	1F27F	CIRCLED CJK UNIFIED IDEOGRAPH-5305 = hong pao • xiangqi red cannon (Ming dynasty)
兵	1F280	CIRCLED CJK UNIFIED IDEOGRAPH-5175 = hong bing • xiangqi red soldier

卒	1F281	CIRCLED CJK UNIFIED IDEOGRAPH-5352 = hong bing • xiangqi red soldier (Ming and Yuan dynasties)
將	1F282	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-5C07 = hei jiang • xiangqi black general (Yuan dynasty)
将	1F283	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-5C06 = hei jiang • xiangqi black general
士	1F284	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-58EB = hei shi • xiangqi black mandarin
象	1F285	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-8C61 = hei xiang • xiangqi black elephant
馬	1F286	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-99AC = hei ma • xiangqi black horse
马	1F287	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-9A6C = hei ma • xiangqi black horse
車	1F288	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-8ECA = hei ju • xiangqi black chariot
车	1F289	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-8F66 = hei ju • xiangqi black chariot
砲	1F28A	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-7832 = hei pao • xiangqi black cannon
炮	1F28B	NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-70AE = hei pa • xiangqi black cannon



1F28C NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-5352

= hei zu

- xiangqi black soldier



1F28D NEGATIVE CIRCLED CJK UNIFIED IDEOGRAPH-5175

= hei zu

- xiangqi black soldier (Yuan and Ming dynasties)

1. Unicode Character Properties.

Properties like “<circle> 5E25” have not been implemented in the list here, in part because no precedent for a “<negative circle>” property has been established.

1F270	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5E25;So;0;ON;;;;N;;;;;	
1F271	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5E05;So;0;ON;;;;N;;;;;	
1F272	CIRCLED	CJK	UNIFIED	IDEOGRAPH-4ED5;So;0;ON;;;;N;;;;;	
1F273	CIRCLED	CJK	UNIFIED	IDEOGRAPH-58EB;So;0;ON;;;;N;;;;;	
1F274	CIRCLED	CJK	UNIFIED	IDEOGRAPH-76F8;So;0;ON;;;;N;;;;;	
1F275	CIRCLED	CJK	UNIFIED	IDEOGRAPH-8C61;So;0;ON;;;;N;;;;;	
1F276	CIRCLED	CJK	UNIFIED	IDEOGRAPH-99AC;So;0;ON;;;;N;;;;;	
1F277	CIRCLED	CJK	UNIFIED	IDEOGRAPH-508C;So;0;ON;;;;N;;;;;	
1F278	CIRCLED	CJK	UNIFIED	IDEOGRAPH-9A6C;So;0;ON;;;;N;;;;;	
1F279	CIRCLED	CJK	UNIFIED	IDEOGRAPH-8ECA;So;0;ON;;;;N;;;;;	
1F27A	CIRCLED	CJK	UNIFIED	IDEOGRAPH-4FE5;So;0;ON;;;;N;;;;;	
1F27B	CIRCLED	CJK	UNIFIED	IDEOGRAPH-8F66;So;0;ON;;;;N;;;;;	
1F27C	CIRCLED	CJK	UNIFIED	IDEOGRAPH-7832;So;0;ON;;;;N;;;;;	
1F27D	CIRCLED	CJK	UNIFIED	IDEOGRAPH-792E;So;0;ON;;;;N;;;;;	
1F27E	CIRCLED	CJK	UNIFIED	IDEOGRAPH-70AE;So;0;ON;;;;N;;;;;	
1F27F	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5305;So;0;ON;;;;N;;;;;	
1F280	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5175;So;0;ON;;;;N;;;;;	
1F281	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5352;So;0;ON;;;;N;;;;;	
1F282	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5C07;So;0;ON;;;;N;;;;;
1F283	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5C06;So;0;ON;;;;N;;;;;
1F284	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-58EB;So;0;ON;;;;N;;;;;
1F285	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-8C61;So;0;ON;;;;N;;;;;
1F286	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-99AC;So;0;ON;;;;N;;;;;
1F287	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-9A6C;So;0;ON;;;;N;;;;;
1F288	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-8ECA;So;0;ON;;;;N;;;;;
1F289	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-8F66;So;0;ON;;;;N;;;;;
1F28A	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-7832;So;0;ON;;;;N;;;;;
1F28B	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-70AE;So;0;ON;;;;N;;;;;
1F28C	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5352;So;0;ON;;;;N;;;;;
1F28D	NEGATIVE	CIRCLED	CJK	UNIFIED	IDEOGRAPH-5175;So;0;ON;;;;N;;;;;

A. Administrative

1. Title

Recommendations for encoding Xiangqi game symbols

2. Requester's name

Michael Everson

3. Requester type (Member body/Liaison/Individual contribution)

Individual contribution.

4. Submission date

2016-09-07

5. Requester's reference (if applicable)

6. Choose one of the following:

6a. This is a complete proposal

Yes.

6b. More information will be provided later

No.

B. Technical -- General

1. Choose one of the following:

1a. This proposal is for a new script (set of characters)

No.

Proposed name of script

1b. The proposal is for addition of character(s) to an existing block

Yes.

1b. Name of the existing block

Enclosed Ideographic Supplement.

2. Number of characters in proposal

30.

3. Proposed category (see section II, Character Categories)

Category A.

4a. Is a repertoire including character names provided?

Yes.

4b. If YES, are the names in accordance with the character naming guidelines in Annex L of ISO/IEC 10646-1: 2000?

Yes.

4c. Are the character shapes attached in a legible form suitable for review?

Yes.

5a. Who will provide the appropriate computerized font (ordered preference: True Type, or PostScript format) for publishing the standard?

Michael Everson.

5b. If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and indicate the tools used:

Michael Everson, Fontographer.

6a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?

No.

6b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?

Yes.

7. 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)?

No.

8. 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 Unicode Character Database <http://www.unicode.org/Public/UNIDATA/UnicodeCharacterDatabase.html> and associated Unicode Technical Reports for information needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

The characters should have the same properties as other symbols.

C. Technical -- Justification

1. Has this proposal for addition of character(s) been submitted before? If YES, explain.

Yes, in N4748.

2a. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?

No.

2b. If YES, with whom?

2c. 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?

Everyone.

4a. The context of use for the proposed characters (type of use; common or rare)

Common.

4b. Reference

5a. Are the proposed characters in current use by the user community?

No.

5b. If YES, where?

6a. After giving due considerations to the principles in Principles and Procedures document (a WG 2 standing document) must the proposed characters be entirely in the BMP?

No.

6b. If YES, is a rationale provided?

6c. If YES, reference

7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?

8a. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?

No.

8b. If YES, is a rationale for its inclusion provided?

8c. If YES, reference

9a. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?

No.

9b. If YES, is a rationale for its inclusion provided?

9c. If YES, reference

10a. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character?

No.

10b. If YES, is a rationale for its inclusion provided?

10c. If YES, reference

11a. Does the proposal include use of combining characters and/or use of composite sequences (see clauses 4.12 and 4.14 in ISO/IEC 10646-1: 2000)?

No.

11b. If YES, is a rationale for such use provided?

11c. If YES, reference

12a. Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?

No.

12b. If YES, reference

13a. Does the proposal contain characters with any special properties such as control function or similar semantics?

No.

13b. If YES, describe in detail (include attachment if necessary)

14a. Does the proposal contain any Ideographic compatibility character(s)?

No.

14b. If YES, is the equivalent corresponding unified ideographic character(s) identified?