Irish comments on FPDAM 8 for ISO/IEC 10646:2003
Reference: SC2 N4078
Closes: 2010-03-25
Date: 2010-03-23

Ireland **disapproves** the draft with the technical and editorial comments given below. Acceptance of these comments and appropriate changes to the text will change our vote to approval.

T1. **Page 59, Row A72: Latin Extended-D.** Ireland reiterates its support for the character being balloted at A78F, LATIN LETTER MIDDLE DOT. Ireland opposes the removal of A78F LATIN LETTER MIDDLE DOT from FPDAM 8. However, in order to prevent confusion, we suggest that the name be changed to LATIN LETTER GLOTTAL DOT, which reflects its use as a phonetic letter in transcriptions of Tangut and Chinese.

T2. **Page 81, Row 1F30: Miscellaneous Pictographic Symbols.** Ireland requests that the block name be changed to **Miscellaneous Symbols and Pictographs**.

T3. **Page 83, Row 1F30: Miscellaneous Pictographic Symbols.** With reference to N3777, "KDDI Input on Emoji", Ireland requests that the following characters be inserted into the block (pushing the rest of the characters in the column down by two:

    1F536   MEDIUM RED CIRCLE
    1F537   MEDIUM BLUE CIRCLE

T4. **Page 92, Row 1F60: Emoticons.** With reference to L2/10-061R "Emoji: Review of FPDAM8", and to earlier documents illustrating the glyphs and names used in the sources, Ireland requests a number of name changes, shown below in the formula OLD NAME > NEW NAME. The annotations to those characters are also given here; in a few cases where the annotation has changed or been added this is indicated. Naming conventions have been normalized for eye-shapes such as SQUINTING and CLOSED, and WINKING and TIGHTLY-CLOSED, reflecting some typical choices in the sources and in other emoticon implementations. The word HAPPY has not been used as in favour of the descriptive SMILING already in use in the UCS. A few of the faces have been given names descriptive of their "emotional comment", but in cases where the interpretation seems unclear a more direct description of the glyph has been used; in these cases, we believe, annotations should be used if necessary. The FACE WITH STUCK-OUT TONGUE for instance, may indicate "kidding" in Japanese telephony, but this gesture means something quite different in Europe and North America. (We have tried to be inclusive and neutral.) In the chart at the end of the document we have given the balloted name as a character annotation to assist WG2 and the UTC in identifying the characters, but it is not proposed that these names be retained as aliases.

    1F605   EXASPERATED FACE > AGITATED FACE
        = e-320

    1F606   EXPRESSIONLESS FACE > UNAMUSED FACE
        = e-326

1F607   FACE WITH HEART-SHAPED EYES > SMILING FACE WITH HEART-SHAPED EYES
     = e-327

1F608   FACE WITH LOOK OF TRIUMPH > GRINNING FACE WITH LOOK OF TRIUMPH
     = e-327

1F609   WINKING FACE WITH STUCK OUT TONGUE > FACE WITH STUCK OUT TONGUE AND WINKING EYE
     = e-329
     * kidding, not serious (new annotation)

1F60A   FACE WITH STUCK OUT TONGUE > FACE WITH STUCK OUT TONGUE AND TIGHTLY-CLOSED EYES
     = e-32A
     * kidding, not serious (new annotation)

1F60C   FACE THROWING A KISS > KISSING FACE WITH WINKING EYE
     = e-32C

1F60D   FACE KISSING > KISSING FACE WITH CLOSED EYES
     = e-32D

1F60E   FACE WITH MASK > FACE WITH MEDICAL MASK
     = e-32D

1F610   HAPPY FACE WITH OPEN MOUTH > SMILING FACE WITH OPEN MOUTH
     = e-330

1F611   HAPPY FACE WITH OPEN MOUTH AND COLD SWEAT > SMILING FACE WITH OPEN MOUTH AND COLD SWEAT
     = e-331

1F612   HAPPY FACE WITH OPEN MOUTH AND CLOSED EYES > SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES
     = e-332

1F613   HAPPY FACE WITH GRIN > GRINNING FACE
     = e-333

1F614   HAPPY AND CRYING FACE > GRINNING AND CRYING FACE
     = e-334

1F615   HAPPY FACE WITH WIDE MOUTH AND RAISED EYEBROWS > SMILING FACE WITH SQUINTING EYES
     = e-335

1F626   FACE WITH HALO > SMILING FACE WITH HALO

1F627   FACE WITH HORNS > SMILING FACE WITH HORNS

1F628   FACE WITH SUNGLASSES > SMILING FACE WITH SUNGLASSES

1F62B   CAT FACE WITH OPEN MOUTH > SMILING CAT FACE WITH OPEN MOUTH
      = e-348

1F62C   HAPPY CAT FACE WITH GRIN > GRINNING CAT FACE
      = e-349

1F62D   HAPPY AND CRYING CAT FACE > GRINNING AND CRYING CAT FACE
      = e-34A

1F62E   CAT FACE KISSING > KISSING CAT FACE WITH CLOSED EYES
      = e-34B

1F62F   CAT FACE WITH HEART-SHAPED EYES > SMILING CAT FACE WITH HEART-SHAPED EYES
      = e-34C

1F632   CAT FACE WITH TIGHTLY-CLOSED LIPS > SMIRKING CAT FACE
      = e-34F

1F633   ANGUISHED CAT FACE > WEARY CAT FACE
      = e-350

T5. **Page 92, Row 1F60: Emoticons.** Ireland requests a number of character additions. Most of of these are "generic" forms of faces which are otherwise used in the source environment of Japanese telephony. For instance, there are three different grinning faces used (with eyes and eyebrows, with squinting eyes, and with squinting eyes and tears) but an ordinary grinning face is missing. In T6 below we propose to order the emoticons according to mouth shape, and so the generic mouth shapes are proposed here. Some other characters are proposed because of differences in cultural identity. For example, SLEEPY FACE is recognized in Japan (and perhaps elsewhere) by the "snot bubble"; this is completely unknown in the West (indeed the image has quite *different* connotations than the "cute sleepiness" known in Asia). On the other hand, the face with three zeds is very widely recognized, and is implemented in instant messaging emoticons, so SLEEPING FACE has been proposed for addition. (We do not care for the name SLEEPY FACE for the former, but doubt that FACE WITH SNOT BUBBLE would be more felicitous.) Another example would be WEARY FACE here, which correctly maps to a KDDI character; it differs from ANGUISHED FACE in terms of its eye-shape. The proposed additions are shown below in the chart in yellow-highlighted glyph cells.

1F640   GRINNING FACE

1F641   NEUTRAL FACE

1F642   EXPRESSIONLESS FACE

1F643   CONFUSED FACE

1F644   KISSING FACE

1F645   KISSING FACE WITH SQUINTING EYES

1F646   FACE WITH STUCK-OUT TONGUE

1F647   WORRIED FACE

1F648   FROWNING FACE WITH OPEN MOUTH

1F649   WEARY FACE
    = e321

1F64A   GRIMACING FACE

1F64B   FACE WITH OPEN MOUTH

1F64C   HUSHED FACE

1F64D   SLEEPING FACE

T6. **Page 92, Row 1F60: Emoticons.** Ireland requests that the following characters be re-arranged in the code chart. A number of the annotations have been changed. The characters have been ordered by mouth-shape, and within each mouth shape have been ordered by eye-shape. We have attempted to be accurate here and above; the chart at the end is what we intend.

  @   Grinning faces
1F600   GRINNING FACE (moved up from 1F640)
1F601   GRINNING FACE WITH LOOK OF TRIUMPH (moved up from 1F608)
    = e-328
1F602   GRINNING FACE WITH SQUINTING EYES (moved up from 1F613)
    = e-333
1F603   GRINNING AND CRYING FACE (moved up from 1F614)
    = e-334

  @   Smiling faces with open mouths
1F604   SMILING FACE WITH OPEN MOUTH (moved up from 1F610)
    = e-330
1F605   SMILING FACE WITH OPEN MOUTH AND SQUINTING EYES (moved up from 1F615)
    = e-338
1F606   SMILING FACE WITH OPEN MOUTH AND COLD SWEAT (moved up from 1F611)
    = e-331
1F607   SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES (moved up from 1F612)
    = e-332

  @   Smiling faces
1F608   SMILING FACE WITH HALO (moved up from 1F626)
1F609   SMILING FACE WITH HORNS (moved up from 1F627)
1F60A   WINKING FACE (moved up from 1F625)
    = e-347
1F60B   SMILING FACE WITH SQUINTING EYES (moved up from 1F615)
    = e-335
1F60C   FACE SAVOURING DELICIOUS FOOD (moved down from 1F60B)
    = e-32B
1F60D   RELIEVED FACE (moved up from 1F61C)
    = e-33E

1F60E   SMILING FACE WITH HEART-SHAPED EYES (moved down from 1F607)
   = e-327
1F60F   SMILING FACE WITH SUNGLASSES (moved up from 1F628)
1F610   SMIRKING FACE (moved up from 1F621)
   = e-343

@   Faces with flat mouths
1F611   NEUTRAL FACE (moved up from 1F641)
   * used for the West Wind in some Mahjong annotation
1F612   EXPRESSIONLESS FACE (moved up from 1F642)
1F613   UNAMUSED FACE (moved down from 1F606)
   = e-326
1F614   FACE WITH COLD SWEAT (moved up from 1F622)
   = e-344
1F615   PENSIVE FACE (moved up from 1F61E)
   = e-340
1F616   CONFUSED FACE (moved up from 1F643)
1F617   CONFOUNDED FACE (moved up from 1F61D)
   = e-33F

@   Kissing faces
1F618   KISSING FACE (moved up from 1F644)
1F619   KISSING FACE WITH WINKING EYE (moved down from 1F60C)
   = e-32C
1F61A   KISSING FACE WITH SQUINTING EYES (moved up from 1F645)
1F61B   KISSING FACE WITH CLOSED EYES (moved down from 1F60D)
   = e-32D

@   Faces with stuck-out tongues
1F61C   FACE WITH STUCK-OUT TONGUE (moved up from 1F646)
1F61D   FACE WITH STUCK-OUT TONGUE AND WINKING EYE (moved down from 1F609)
   = e-329
1F61E   FACE WITH STUCK-OUT TONGUE AND TIGHTLY-CLOSED EYES (moved down from 1F60A)
   = e-32A

@   Frowning faces
1F61F   DISAPPOINTED FACE (moved down from 1F603)
   = e-323
1F620   WORRIED FACE (moved up from 1F647)
1F621   ANGRY FACE (moved down from 1F600)
   = e-320
1F622   POUTING FACE (moved down from 1F61B)
   = e-33D
1F623   CRYING FACE (moved down from 1F617)
   = e-339
1F624   PERSEVERING FACE (moved down from 1F61A)
   = e-33C
1F625   DISAPPOINTED BUT RELIEVED FACE (moved down from 1F623)
   = e-345

@   Frowning faces with open mouths
1F626   FROWNING FACE WITH OPEN MOUTH (moved up from 1F648)

1F627   ANGUISHED FACE (moved down from 1F601)
1F628   FEARFUL FACE (moved down from 1F619)
    = e-33B
1F629   WEARY FACE (moved up from 1F649)
    = e-321
1F62A   SLEEPY FACE (moved down from 1F620)
    = e-342
1F62B   TIRED FACE (moved down from 1F624)
    = e-346

@   Grimacing faces
1F62C   GRIMACING FACE (moved up from 1F64A)
1F62D   LOUDLY CRYING FACE (moved down from 1F618)
    = e-33A

@   Faces with open mouths
1F62E   FACE WITH OPEN MOUTH (moved up from 1F64B)
1F62F   HUSHED FACE (moved up from 1F64C)
1F630   AGITATED FACE (moved down from 1F605)
    = e-325
1F631   FACE SCREAMING IN FEAR (moved down from 1F61F)
    = e-341
1F632   ASTONISHED FACE (moved down from 1F602)
    = e-322
1F633   FLUSHED FACE (moved down from 1F60F)
    = e-32F
1F634   SLEEPING FACE (moved up from 1F64D)
1F635   DIZZY FACE (moved down from 1F604)
    = e-324

@   Faces without mouths
1F636   FACE WITHOUT MOUTH (moved down from 1F629)
    * used for the South Wind in some Mahjong annotation
1F637   FACE WITH MEDICAL MASK (moved down from 1F60E)
    = e-32E

@   Cat faces
1F638   GRINNING CAT FACE WITH SQUINTING EYES (moved down from 1F62C)
    = e-349
1F639   GRINNING AND CRYING CAT FACE (moved down from 1F62D)
    = e-34A
1F63A   SMILING CAT FACE WITH OPEN MOUTH (moved down from 1F62B)
    = e-348
1F63B   SMILING CAT FACE WITH HEART-SHAPED EYES (moved down from 1F62F)
    = e-34C
1F63C   SMIRKING CAT FACE (moved down from 1F632)
    = e-34F
1F63D   KISSING CAT FACE WITH CLOSED EYES (moved down from 1F62E)
    = e-34B
1F63E   POUTING CAT FACE (moved down from 1F631)
    = e-34E
1F63F   CRYING CAT FACE (moved down from 1F630)
    = e-34D

1F640   WEARY CAT FACE (moved down from 1F633)
   = e-350

@   Gesture symbols
1F645   FACE WITH NO GOOD GESTURE (moved down from 1F634)
   = e-351
1F646   FACE WITH OK GESTURE (moved down from 1F635)
   = e-352
1F647   PERSON BOWING DEEPLY (moved down from 1F636)
   = e-353
1F648   SEE NO EVIL MONKEY (moved down from 1F637)
   = e-354
1F649   SPEAK NO EVIL MONKEY (moved down from 1F638)
   = e-355
1F64A   HEAR NO EVIL MONKEY (moved down from 1F639)
   = e-356
1F64B   PERSON RAISING ONE HAND (moved down from 1F63A)
   = e-357
1F64C   PERSON RAISING BOTH HANDS IN EXULTATION (moved down from 1F63B)
   = e-358
1F64D   PERSON FROWNING (moved down from 1F63C)
   = e-359
1F64E   PERSON WITH POUTING FACE (moved down from 1F63D)
   = e-35A
1F64F   PERSON WITH FOLDED HANDS (moved down from 1F63E)
   = e-35B

E1. **Page 30, Row 1BC: Batak.** Ireland suggests that the glyphs for 1BFA and 1BFB be increased in size somewhat. Note that the size of the characters is not significant except in terms of palaeography. While the top three Batak examples below were taken from van der Tuuk in the 1860s, modern researchers do not require such presentation, and fonts which display the characters as in the fourth through seventh examples are equally as acceptable.

Note that the fifth and seventh examples below both use ordinary "drop-caps" styling, commonly found in word-processing and typesetting programs of various kinds—no special formatting beyond this is intended.

E2. **Page 88, Row 1F30: Miscellaneous Pictographic Symbols.** Ireland requests that the following annotation be added:

1F4A6   DROP OF WATER
         * also represents a drop of sweat

E3. **Page 92, Row 1F60: Emoticons.** Ireland requests a number of glyph changes. The proposed changes are shown below in the chart in blue-highlighted glyph cells.

1F607 SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES eyes have changed
1F60D RELIEVED FACE eyes changed from squinting to closed
1F617 CONFOUNDED FACE mouth fixed; stray streamer deleted.
1F61B KISSING FACE WITH CLOSED EYES eyes changed from squinting to closed
1F628 FEARFUL FACE mouth moved down
1F62A SLEEPY FACE mouth moved down
1F62B TIRED FACE mouth moved down
1F631 FACE SCREAMING IN FEAR hands added, mouth made bigger
1F63C SMIRKING CAT FACE should eyebrows change like 1F621?
1F63D KISSING CAT FACE WITH CLOSED EYES eyes changed to be like 1F61B, mouth fixed
1F63E POUTING CAT FACE eyebrows changed
1F640 WEARY CAT FACE eyes changed

	1F60	1F61	1F62	1F63	1F64
0	1F600	1F610	1F620	1F630	1F640
1	1F601	1F611	1F621	1F631	
2	1F602	1F612	1F622	1F632	
3	1F603	1F613	1F623	1F633	
4	1F604	1F614	1F624	1F634	
5	1F605	1F615	1F625	1F635	1F645
6	1F606	1F616	1F626	1F636	1F646
7	1F607	1F617	1F627	1F637	1F647
8	1F608	1F618	1F628	1F638	1F648
9	1F609	1F619	1F629	1F639	1F649
A	1F60A	1F61A	1F62A	1F63A	1F64A
B	1F60B	1F61B	1F62B	1F63B	1F64B
C	1F60C	1F61C	1F62C	1F63C	1F64C
D	1F60D	1F61D	1F62D	1F63D	1F64D
E	1F60E	1F61E	1F62E	1F63E	1F64E
F	1F60F	1F61F	1F62F	1F63F	1F64F

Grinning faces

1F600   GRINNING FACE
1F601   GRINNING FACE WITH LOOK OF TRIUMPH
     = e-328
     = face with look of triumph
1F602   GRINNING FACE WITH SQUINTING EYES
     = e-333
     = happy face with grin
1F603   GRINNING AND CRYING FACE
     = e-334
     = happy and crying face

Smiling faces with open mouths

1F604   SMILING FACE WITH OPEN MOUTH
     = e-330
     = happy face with open mouth
1F605   SMILING FACE WITH OPEN MOUTH AND
     SQUINTING EYES
     = e-338
     = happy face with open mouth and raised
       eyebrows
1F606   SMILING FACE WITH OPEN MOUTH AND COLD
     SWEAT
     = e-331
     = happy face with open mouth and cold sweat
1F607   SMILING FACE WITH OPEN MOUTH AND
     TIGHTLY-CLOSED EYES
     = e-332
     = happy face with open mouth and closed eyes

Smiling faces

1F608   SMILING FACE WITH HALO
     = face with halo
1F609   SMILING FACE WITH HORNS
     = face with horns
1F60A   WINKING FACE
     = e-347
1F60B   SMILING FACE WITH SQUINTING EYES
     = e-335
     = happy face with wide mouth and raised
       eyebrows
1F60C   FACE SAVOURING DELICIOUS FOOD
     = e-32B
1F60D   RELIEVED FACE
     = e-33E
1F60E   SMILING FACE WITH HEART-SHAPED EYES
     = e-327
     = face with heart-shaped eyes
1F60F   SMILING FACE WITH SUNGLASSES
     = face with sunglasses
1F610   SMIRKING FACE
     = e-343

Faces with flat mouths

1F611   NEUTRAL FACE
     • used for the West Wind in some Mahjong
       annotation
1F612   EXPRESSIONLESS FACE
1F613   UNAMUSED FACE
     = e-326
     = expressionless face
1F614   FACE WITH COLD SWEAT
     = e-344
1F615   PENSIVE FACE
     = e-340
1F616   CONFUSED FACE

1F617   CONFOUNDED FACE
     = e-33F

Kissing faces

1F618   KISSING FACE
1F619   KISSING FACE WITH WINKING EYE
     = e-32C
     = face throwing a kiss
1F61A   KISSING FACE WITH SQUINTING EYES
1F61B   KISSING FACE WITH CLOSED EYES
     = e-32D
     = face kissing

Faces with stuck-out tongues

1F61C   FACE WITH STUCK-OUT TONGUE
1F61D   FACE WITH STUCK-OUT TONGUE AND
     WINKING EYE
     = e-329
     = winking face with stuck-out tongue
1F61E   FACE WITH STUCK-OUT TONGUE AND
     TIGHTLY-CLOSED EYES
     = e-32A
     = face with stuck-out tongue

Frowning faces

1F61F   DISAPPOINTED FACE
     = e-323
1F620   WORRIED FACE
1F621   ANGRY FACE
     = e-320
1F622   POUTING FACE
     = e-33D
1F623   CRYING FACE
     = e-339
1F624   PERSEVERING FACE
     = e-33C
1F625   DISAPPOINTED BUT RELIEVED FACE
     = e-345

Frowning faces with open mouths

1F626   FROWNING FACE WITH OPEN MOUTH
1F627   ANGUISHED FACE
1F628   FEARFUL FACE
     = e-33B
1F629   WEARY FACE
     = e-321
1F62A   SLEEPY FACE
     = e-342
1F62B   TIRED FACE
     = e-346

Grimacing faces

1F62C   GRIMACING FACE
1F62D   LOUDLY CRYING FACE
     = e-33A

Faces with open mouths

1F62E   FACE WITH OPEN MOUTH
1F62F   HUSHED FACE
1F630   AGITATED FACE
     = e-325
     = exasperated face
1F631   FACE SCREAMING IN FEAR
     = e-341
1F632   ASTONISHED FACE
     = e-322

1F633   FLUSHED FACE
    = e-32F
1F634   SLEEPING FACE
1F635   DIZZY FACE
    = e-324

Faces without mouths

1F636   FACE WITHOUT MOUTH
    • used for the South Wind in some Mahjong
      annotation
1F637   FACE WITH MEDICAL MASK
    = e-32E
    = face with mask

Cat faces

1F638   GRINNING CAT FACE WITH SQUINTING EYES
    = e-349
    = happy cat face with grin
1F639   GRINNING AND CRYING CAT FACE
    = e-34A
    = happy and crying cat face
1F63A   SMILING CAT FACE WITH OPEN MOUTH
    = e-348
    = cat face with open mouth
1F63B   SMILING CAT FACE WITH HEART-SHAPED EYES
    = e-34C
    = cat face with heart-shaped eyes
1F63C   SMIRKING CAT FACE
    = e-34F
    = cat face with tightly-closed lips
1F63D   KISSING CAT FACE WITH CLOSED EYES
    = e-34B
    = cat face kissing
1F63E   POUTING CAT FACE
    = e-34E
1F63F   CRYING CAT FACE
    = e-34D
1F640   WEARY CAT FACE
    = e-350
    = anguished cat face

Gesture symbols

1F645   FACE WITH NO GOOD GESTURE
    = e-351
1F646   FACE WITH OK GESTURE
    = e-352
1F647   PERSON BOWING DEEPLY
    = e-353
1F648   SEE NO EVIL MONKEY
    = e-354
1F649   SPEAK NO EVIL MONKEY
    = e-355
1F64A   HEAR NO EVIL MONKEY
    = e-356
1F64B   PERSON RAISING ONE HAND
    = e-357
1F64C   PERSON RAISING BOTH HANDS IN EXULTATION
    = e-358
1F64D   PERSON FROWNING
    = e-359
1F64E   PERSON WITH POUTING FACE
    = e-35A
1F64F   PERSON WITH FOLDED HANDS
    = e-35B