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 rearranged 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.

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@ 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
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@ 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)

 $= e-33^{\circ}$

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

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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)
1F620 WORRIED FACE (moved up from 1F647)
1F621 ANGRY FACE (moved down from 1F600)
  = e-320
1F622 POUTING FACE (moved down from 1F61B)
1F623 CRYING FACE (moved down from 1F617)
1F624 PERSEVERING FACE (moved down from 1F61A)
1F625 DISAPPOINTED BUT RELIEVED FACE (moved down from 1F623)
  = e-345
@ Frowning faces with open mouths
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1F626 FROWNING FACE WITH OPEN MOUTH (moved up from 1F648)

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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)
1F639 GRINNING AND CRYING CAT FACE (moved down from 1F62D)
1F63A SMILING CAT FACE WITH OPEN MOUTH (moved down from 1F62B)
1F63B SMILING CAT FACE WITH HEART-SHAPED EYES (moved down from 1F62F)
  = e-34C
1F63C SMIRKING CAT FACE (moved down from 1F632)
1F63D KISSING CAT FACE WITH CLOSED EYES (moved down from 1F62E)
1F63E POUTING CAT FACE (moved down from 1F631)
1F63F CRYING CAT FACE (moved down from 1F630)
  = e-34D
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1F640 WEARY CAT FACE (moved down from 1F633)
= e-350
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@ 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

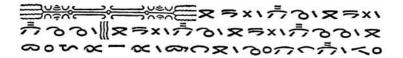
1F64F PERSON WITH FOLDED HANDS (moved down from 1F63E)

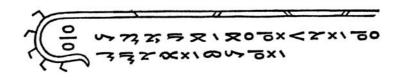
= e-35B

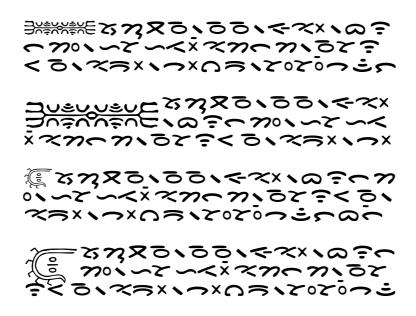
E1. Page 30, Row 1BC: Batak. Ireland suggests that the glyphs for 1BFA and 1BFB be increased in size somewhat. Note that the size of the characters is not significant except in terms of palaeography. While the top three Batak examples below were taken from van der Tuuk in the 1860s, modern researchers 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.

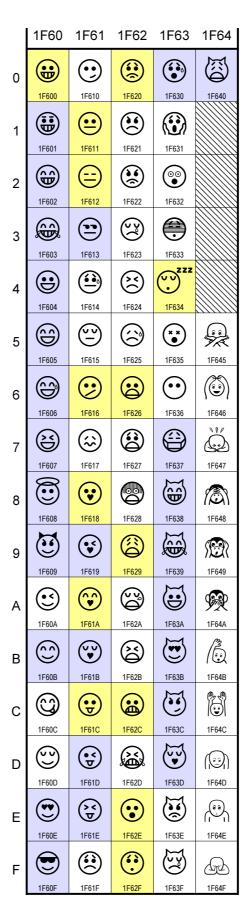








- E2. Page 88, Row 1F30: Miscellaneous Pictographic Symbols. Ireland requests that the following annotation be added:
 - 1F4A6 DROP OF WATER
 - * also represents a drop of sweat
- E3. **Page 92, Row 1F60: Emoticons.** Ireland requests a number of glyph changes. The proposed changes are shown below in 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



Date: 2010-03-23

UTC: 2009-02-06 (original Emoji) UTC: 2009-05-15 sync with WG2	տշ Grinning faces				
WG2:2009-04-24	1F600	•	GRINNING FACE		
contact: Markus Scherer, Michael Everson document: N3582, N3583, L2/09-026 font:	1F601	(iii)	GRINNING FACE WITH LOOK OF TRIUMPH = e-328 = face with look of triumph		
Uni1F600Emoticons target Amd8	1F602	₩	GRINNING FACE WITH SQUINTING EYES = e-333 = happy face with grin		
	1F603		GRINNING AND CRYING FACE = e-334 = happy and crying face		

1F617 © CONFOUNDED FACE = e-33F

Kissing faces

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

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	8	SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES = e-332 = happy face with open mouth and closed eyes

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

Smiling faces

1F608	(9)	SMILING FACE WITH HALO = face with halo
1F609	(3)	
1F60A	©	WINKING FACE = e-347
1F60B	<u></u>	= e-335
		= happy face with wide mouth and raised eyebrows
1F60C	0	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	(3)	
1F610	③	Č

Frowning faces				
		DISAPPOINTED FACE		
		= e-323		
1F620		WORRIED FACE		

		WORRIED FACE
1F621	(3)	ANGRY FACE
		= e-320
1F622	(<u>*</u>	POUTING FACE
		= e-33D
1F623	(2)	CRYING FACE

		= e-339
1F624	25	PERSEVERING FACE
		= e-33C

Faces with flat mouths

races	races with hat mounts				
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 ©	ONFUSED FACE				

Frowning faces with open mouths

1F626	(3)	FROWNING FACE WITH OPEN MOUTH
1F627	☺	ANGUISHED FACE
1F628		FEARFUL FACE
		= e-33B
1F629	(3)	WEARY FACE
		= e-321
1F62A	8	SLEEPY FACE
		= e-342
1F62B	(3)	TIRED FACE
		= e-346

Grimacing faces

Date: 2010-03-23

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

Faces with open mouths

		•
1F62E	\odot	FACE WITH OPEN MOUTH
		HUSHED FACE
1F630	③	AGITATED FACE
		= e-325
		= exasperated face
1F631	\odot	FACE SCREAMING IN FEAR
		= e-341
1F632	©	ASTONISHED FACE
		= e-322

Date: 2010-03-23

Faces without mouths

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 = 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= e-34D1F640 🖾 WEARY CAT FACE = e-350= anguished cat face

Gesture symbols

1F645 R FACE WITH NO GOOD GESTURE = e-3511F646 (FACE WITH OK GESTURE = e-3521F647 🛎 PERSON BOWING DEEPLY = e-3531F648 🔊 SEE NO EVIL MONKEY = e-3541F649 🕅 SPEAK NO EVIL MONKEY = e-3551F64A 🙊 HEAR NO EVIL MONKEY = e-3561F64B @ PERSON RAISING ONE HAND = e-3571F64C 🎁 PERSON RAISING BOTH HANDS IN **EXULTATION** = e-3581F64D PERSON FROWNING = e-3591F64E PERSON WITH POUTING FACE = e-35A1F64F 🚇 PERSON WITH FOLDED HANDS = e-35B