ISO/IEC JTC1/SC2/WG2
Coded Character Set
Secretariat: Japan (JISC)

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Title:	**Draft disposition of comments on SC2 N 4123 (FPDAM text for Amendment 8 to ISO/IEC 10646:2003)**
Source:	**Michel Suignard (project editor)**
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Comments were received from Germany, India, Indonesia, Ireland, Japan, United Kingdom, and USA. The following document is the draft disposition of those comments. The disposition is organized per country.

Note – The full content of the ballot comments have been included in this document to facilitate the reading. The dispositions are inserted in between these comments and are marked in **<u>Underlined Bold Serif text</u>**, *with explanatory text in italicized serif*.

Germany: Negative

Germany votes "Disapproval with comments".
The vote is turned into "Approval" if the request in comment (3, [*T2 as edited*]) is accepted..)

Technical comments:

T1. Name of block 1F300-1F5FF "Miscellaneous Pictographic Symbols"
Germany suggests the block name to be changed into:
"Miscellaneous Symbols and Pictographs".
Rationale:
In fact, not all symbols proposed into this block are pictographic. This is taken into account by the proposed new name, which is more generic while retaining the original intent.
Acknowledgement: The name change originally was proposed by Asmus Freytag on the Unicode mailing list 2010-02-10, text in brackets added: "... to suggest some additional consistency:
  Miscellaneous Symbols [2600-26FF; name as it is now; block already full]
  Miscellaneous Symbols and Arrows [2B00-2BFF; name as it is now]
  Miscellaneous Symbols and Pictographs [1F300-1F5FF; name change suggested]
This would mark all three blocks as containing some mixture of symbols, but making clear that for 2B00 there's an emphasis on arrows (and by implication on mathematical symbols) while for the new block the emphasis is on pictographs. Yet all three blocks can and do contain miscellaneous symbols."
Propose acceptance
See also comment T2 from Ireland

T2. Regarding the name part "WESTERN" in U+1F471 WESTERN PERSON
Germany requests that the term WESTERN is in no case used for denoting a special physical appearance of humans.
Germany suggests to replace "WESTERN" by "... WITH BLOND HAIR" (as in N3607).
Rationale
Any link from a specific physical appearance to membership of a cultural area can be considered racist (e.g. persons of African origin which feel themselves integrated into Western culture may legitimately think so).
Especially, the link of "blonde hair" to "Western culture" may invoke associations to Nazi ideology.
WG2 discussion
Note that the comment T11 from Germany for PDAM8 included such a request and was rejected by the Emoji ad hoc group at meeting M55 (Tokyo). Rationale provided:
"In reference to German comment T11 on PDAM8, Germany requested a name change for 1F46F WESTERN PERSON along with the addition of a distinct character, creating a disunification based on gender (MAN vs. WOMAN). The Ad-hoc determined that the proposed dis-unification based on gender was inappropriate, not correctly reflecting the source Emoji character. Therefore, it is recommended that no changes be made to the character name and that the additional character not be added."
However the former request (T11) has now been split between T2 (name change) and T3 (dis-unification).

T3. Regarding the "PERSON" aspect in U+1F471
Germany requests that one of the following modifications is applied, strongly preferring the "Solution A":
Solution A: The character is replaced by two characters, as it was shown in N3607 at 1F46F/1F470:
1Fxxx   MAN WITH BLOND HAIR
1Fyyy   WOMAN WITH BLOND HAIR
Solution B: The character is renamed to "COMPATIBILITY SYMBOL PERSON WITH BLOND HAIR".
It is to be listed under an appropriate header like "Emoji compatibility character" or "Compatibility Character for Japanese Industry Standard xxx".
An informative note like the following is to be added:
  • the source standard allows a man's head as well as a woman's head being depicted
Additionally, it is suggested to move the character to U+1F5FA (near the "Cultural Symbols").
Rationale

U+1F471 "... PERSON" was included in FPDAM8 to be mapped to Emoji e-01A4, which in turn results from a unification in the Japanese Emoji set from two different symbols, KDDI #705 which shows a blond-haired woman's head, and SoftBank #290 showing a blond-haired man's head.

This unification is regarding being an error: it cannot be envisaged that a user exchanging this symbol between KDDI and SoftBank does not care whether his input is displayed as man's or woman's head.

In the same way, having such a character in Unicode is useless and fails to be a definite character includable into Unicode otherwise.

Anyway, the Emoji list is no more than an informal agreement between three Japanese companies (at least no claim is known to the German NB that it is a national or industry standard.)

Accordingly, documents like N3728 "Emoji sources" do not refer to the Emoji list. Rather, that document refers to the source standards of the single companies, and thus it can be adjusted with no problems to two different Unicode characters associated with the two different source symbols.

However, if SC2/WG2 has strong reasons to implement the Emoji list strictly 1:1 (even if the references to it are to be eventually replaced by references to their sources, as in N3728), and thus carving the error of an informal industry agreement into stone forever, it must be made clear that the "PERSON WITH BLOND HAIR" is no ordinary Unicode character which can be used without special precautions. Then, Solution B has to apply. Then, placing the character near the "Cultural Symbols" also emphasizes the fact that it is only accepted for special reasons.

See also the more detailed discussion in N3785.

WG2 discussion

See disposition of comment T2.

Editorial comment:

E1. Regarding the header "UPA letters" for U+A790/A791 in the "Latin Extended-D" block

This header should be something like "Additions for Janalif".

Rationale:

See N3581.

WG2 discussion

This could also be accommodated by annotations. Are those letters only used for Janalif?

India: Positive with comments

Technical comments

T1. Addition of characters in the ARABIC Block

1. The character 065F (ARABIC WAVY HAMZA BELOW) was proposed by Indian National Body for representation of Kashmiri language in Perso-Arabic script. We agree for its encoding.

Noted

2. The character at Code Point 0620 (ARABIC LETTER KASHMIRI YEH) was not proposed by Indian National Body. Annotation "Used in Kashmiri" for the code point 06CC (ARABIC LETTER FARSI YEH) was proposed. We have a view that there is need to encode one more character "ARABIC LETTER PALATALIZED YEH". Hence the decision to encode 0620 (ARABIC LETTER KASHMIRI YEH) may be reviewed."

Propose Noted

The proposed addition of 0620 ARABIC LETTER KASHMIRI removes the need to annotate 06CC. Even if there is a need to encode another character as suggested by India, this should not delay the encoding 0620. India needs to submit an encoding proposal form for ARABIC LETTER PALATALIZED YEH if such encoding is desired.

T2. Addition of characters in the DEVANAGARI Block

1. The following ten characters were proposed by Indian National Body for representation of Kashmiri language in Devanagari. These are as per our requirement. Hence we agree for their encoding.

093A (DEVANAGARI VOWEL SIGN OE)
093B (DEVANAGARI VOWEL SIGN OOE)
094F (DEVANAGARI VOWEL SIGN AW)
0956 (DEVANAGARI VOWEL SIGN UE)
0957 (DEVANAGARI VOWEL SIGN UUE)
0973 (DEVANAGARI LETTER OE)
0974 (DEVANAGARI LETTER OOE)
0975 (DEVANAGARI LETTER AW)
0976 (DEVANAGARI LETTER UE)
0977 (DEVANAGARI LETTER UUE)
Noted

T3. Addition of Characters in the MALAYALAM Block

MALAYALAM LETTER DOT REPH is proposed for encoding at 0D4E. This character has historic use. We agree for its encoding.
Noted
See also comment E1 from US.

Editorial comment

E1. Addition of Characters in the MALAYALAM Block

The following two characters, encoded in the ISO/IEC 10646:2003/Amd.8:2010(E), also have only "historic use". Hence it is proposed to add annotation "Character has historic use only" to these two characters.
a. 0D29 (MALAYALAM LETTER NNNA)
b. 0D3A (MALAYALAM LETTER TTTA)
Propose acceptance
These would be annotations on characters not part of this ballot. Assuming the annotation reflects usage, these additions are acceptable.

Indonesia: Positive with comments

Technical comments

T1 Batak

Referring to :
1.   the guideline of Practical Batak Toba writing by Ama ni Par do muan
2.   Article written by Uli Kozok : Batak Language Script and Literature
3.   Surat Batak version 1.2, true type font for Microsoft and Macintosh for 5 type letter of Batak provided by Uli Kozok & Leander Seige

Batak letter is divided into 5 types:
A. Southern Group comprises to:
1.   Batak letter Toba
2.   Batak letter Simalungun
3.   Batak letter Mandailing
B. Northern Group comprises to:
4.   Batak letter Karo
5.   Batak letter Pakpak

Proposed change only for LETTERS at page 31 (not include Sign, Dependent vowel signs, dependent consonant signs, Signs and punctuation)

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WG2 discussion
It is not 100% clear what is requested here. Except for the two symbol characters in 1BFA and 1BFB, all characters are already encoded, therefore their names cannot be changed.

However a preamble could be added in front of the Letter section to explain the naming convention for these letters, something like (information extracted from N3320R):

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@+ Unless explicitly encoded separately, Batak letters are shared among the five Batak
alphabets divided between Northern (Karo and Pakpak and Southern (Mandailing, , Simalungun,
and Toba). When letters have different usage among these alphabets, annotations are provided.

@          Letters
1BC0   BATAK LETTER A
        •   Letter a or ha  for Karo and Pakpak
1BC1   BATAK LETTER SIMALUNGUN A
1BC2   BATAK LETTER HA
        •   Toba letter ha or ka
        •   Also known as letter ka for Karo and Pakpak
1BC3   BATAK LETTER SIMALUNGUN HA
        •   Also known as Simalungun letter ka
1BC4   BATAK LETTER MANDAILING HA
1BC5   BATAK LETTER BA
1BC6   BATAK LETTER KARO BA
1BC7   BATAK LETTER PA
1BC8   BATAK LETTER SIMALUNGUN PA
1BC9   BATAK LETTER NA
1BCA   BATAK LETTER MANDAILING NA
1BCB   BATAK LETTER WA
        •   Toba letter wa can be represented by either 1BCB or 1BCD
1BCC   BATAK LETTER SIMALUNGUN WA
1BCD   BATAK LETTER PAKPAK WA
1BCE   BATAK LETTER GA
1BCF   BATAK LETTER SIMALUNGUN GA
1BD0   BATAK LETTER JA
1BD1   BATAK LETTER DA
1BD2   BATAK LETTER RA
1BD3   BATAK LETTER SIMALUNGUN RA
1BD4   BATAK LETTER MA
1BD5   BATAK LETTER SIMALUNGUN MA
1BD6   BATAK LETTER SOUTHERN TA
        •   Toba letter ta can be represented by either 1BD6 or 1DB7
1BD7   BATAK LETTER NORTHERN TA
1BD8   BATAK LETTER SA
        •   Pakpak letter sa or ca
1BD9   BATAK LETTER SIMALUNGUN SA
1BDA   BATAK LETTER MANDAILING SA
1BDB   BATAK LETTER YA
1BDC   BATAK LETTER SIMALUNGUN YA
1BDD   BATAK LETTER NGA
1BDE   BATAK LETTER LA
1BDF   BATAK LETTER SIMALUNGUN LA
1BE0   BATAK LETTER NYA
        •   Karo letter ca can be represented by either 1BE0 or 1BE1
1BE1   BATAK LETTER CA
1BE2   BATAK LETTER NDA
1BE3   BATAK LETTER MBA
1BE4   BATAK LETTER I
1BE5   BATAK LETTER U
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Ireland: Negative

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.

Technical comments

T1. Page 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..
WG2 discussion
See also comment GB1 from UK and T1 from US.
This has been a controversial addition proposal with opposing views from US versus Ireland and UK in PDAM 8 and again in this FPDAM8 ballot. Because, once a character is encoded it cannot be removed, the prudent approach seems to postpone the encoding. There was no harm in keeping the character in the amendment until the final technical phase, thus giving all parties more time to refine their arguments.
The current rationale for encoding which includes a usage for a script not yet encoded (Tangut) or rare (transcriptions of Chinese) seems a good indication to postpone the encoding proposal for a future amendment.

T2. Page 81, Row 1F30: Miscellaneous Pictographic Symbols.
Ireland requests that the block name be changed to Miscellaneous Symbols and Pictographs
Propose acceptance
See also comment T1 from Germany.

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.
Propose non acceptance
The KDDI characters which have color indications are currently mapped to two 'colorless' existing characters: 26AA MEDIUM WHITE CIRCLE and 26AB MEDIUM BLACK CIRCLE. Unless there is a need to distinguish more than two circles, there is no need to add these two characters. 'Black' and 'White' in character names do not imply a specific color, they mean filled versus outline or filled with a darker color versus filled with a lighter color.

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.

WG2 discussion

Proposed dispositions have been incorporated reflecting the large consensus between the feedback from US and Japan (as reflected in N3778). However an ad hoc discussion is probably required to address differences between that consensus and the Irish comments.

a) 1F605 EXASPERATED FACE > AGITATED FACE
= e-320
Propose non acceptance
Propose instead FACE WITH COLD SWEAT per US comment T4c and Japanese comment JP10 (N3778).

b) 1F606 EXPRESSIONLESS FACE > UNAMUSED FACE
= e-326
Propose acceptance
Also supported by US comment T4b and Japanese comment JP10 (N3778).

c) 1F607 FACE WITH HEART-SHAPED EYES > SMILING FACE WITH HEART-SHAPED EYES
= e-327
Propose non acceptance or acceptance in principle
Propose instead HAPPY FACE WITH HEART SHAPED EYES per US comment T4b and Japanese comment JP10 (N3778).

d) 1F608 FACE WITH LOOK OF TRIUMPH > GRINNING FACE WITH LOOK OF TRIUMPH
= e-327
Propose non acceptance
Assuming Japanese comment JP10 (N3778) on this character is accepted, which requests a glyph change, this request is no longer applicable.

e) 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)
Propose non acceptance or acceptance in principle
Propose instead 1F609 KIDDING AND WINKING FACE WITH STUCK OUT TONGUE and 1F60A KIDDING FACE WITH STUCK OUT TONGUE respectively per US comment T4b and Japanese comment JP10 (note the US comment says: STUCK-OUT with a dash). Also, given the proposed new name, the annotations are unnecessary.

f) 1F60C FACE THROWING A KISS > KISSING FACE WITH WINKING EYE
= e-32C
Propose non acceptance
Propose instead HAPPY FACE THROWING A KISS per US comment T4b and Japanese comment JP10 (N3778).

g) 1F60D FACE KISSING > KISSING FACE WITH CLOSED EYES
= e-32D
Propose non acceptance
Propose instead HAPPY FACE KISSING per US comment T4b and Japanese comment JP10 (N3778). Note that Irish comment E3 also asks for a glyph change.

h) 1F60E FACE WITH MASK > FACE WITH MEDICAL MASK
= e-32D
Propose acceptance
Also supported by US comment T4c and Japanese comment JP10 (N3778).

i) 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
Propose acceptance
Consistent with other accepted changes
j) 1F612 HAPPY FACE WITH OPEN MOUTH AND CLOSED EYES > SMILING FACE WITH OPEN
MOUTH AND TIGHTLY-CLOSED EYES
= e-332
Propose acceptance in principle
Consistent with other accepted changes, but do we need to add 'tightly' to 'closed eyes'?

k) 1F613 HAPPY FACE WITH GRIN > GRINNING FACE
= e-333
Propose non acceptance
Grin does not imply happiness.

l) 1F614 HAPPY AND CRYING FACE > GRINNING AND CRYING FACE
= e-334
Propose non acceptance
Happiness disappears with the proposed name change. Note that Japanese comment JP10 (N3778) also requests a glyph change.

m) 1F615 HAPPY FACE WITH WIDE MOUTH AND RAISED EYEBROWS > SMILING FACE WITH
SQUINTING EYES
= e-335
Propose non acceptance
Propose instead HAPPY FACE WITH WIDE MOUTH AND SMILING EYES per US comment T4b and Japanese comment JP10 (N3778).

n) 1F626 FACE WITH HALO > SMILING FACE WITH HALO
1F627 FACE WITH HORNS > SMILING FACE WITH HORNS
1F628 FACE WITH SUNGLASSES > SMILING FACE WITH SUNGLASSES
Propose acceptance
Consistent with other accepted changes

o) 1F62B CAT FACE WITH OPEN MOUTH > SMILING CAT FACE WITH OPEN MOUTH
= e-348
Propose non acceptance
Propose instead HAPPY CAT FACE WITH OPEN MOUTH per US comment T4b and Japanese comment JP10 (N3778). Note N3378 mentions the character code point as 1F62A in error.

p) 1F62C HAPPY CAT FACE WITH GRIN > GRINNING CAT FACE
= e-349
Propose non acceptance
See k.

q) 1F62D HAPPY AND CRYING CAT FACE > GRINNING AND CRYING CAT FACE
= e-34A
Propose non acceptance
See l. Note that Japanese comment JP10 (N3778) also requests a glyph change (N3778 uses 1F62C in error).

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

Propose non acceptance
Propose instead HAPPY CAT FACE KISSING per US comment T4b and Japanese comment JP10 (N3778). Note N3378 also requests a glyph change (uses 1F62D in error).

s) 1F62F CAT FACE WITH HEART-SHAPED EYES > SMILING CAT FACE WITH HEARTSHAPED EYES
= e-34C
Propose non acceptance
Propose instead HAPPY CAT FACE WITH HEART-SHAPED EYES per US comment T4b and Japanese comment JP10 (N3778). Note N3378 mentions the character code point as 1F62E in error.

t) 1F632 CAT FACE WITH TIGHTLY-CLOSED LIPS > SMIRKING CAT FACE
= e-34F
Propose instead SMART CAT FACE WITH TIGHTLY-CLOSED LIPS per US comment T4b and Japanese comment JP10 (N3778). Note N3378 mentions the character code point as 1F631 in error.

u) 1F633 ANGUISHED CAT FACE > WEARY CAT FACE
= e-350
Propose non acceptance
Because following E3 requests a glyph change as well it is unclear whether this is still the originally proposed character.

T5. Page 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
WG2 discussion
Need Emoji ad hoc. However, the editor is not in favor such a large addition at FDAM stage without peer review. Note that 1F641 NEUTRAL FACE is also requested by the US comment T4a but at location 1F62A.

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.

@ 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
WG2 discussion

Need Emoji ad hoc. This is related to the acceptance of the addition request in T5.

Editorial comments

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 paleography. 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:
(See examples in original Irish Ballot in SC2 N4130)
WG2 discussion
Could become not applicable if comment T2 from US is accepted. See also comment JP3 from Japan.

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
Propose acceptance
See also comment JP11d from Japan.

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 (1F612) SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES eyes have changed
1F60D (1F61C) RELIEVED FACE eyes changed from squinting to closed
1F617 (1F61D) CONFOUNDED FACE mouth fixed; stray streamer deleted.
1F61B (1F60D) KISSING FACE WITH CLOSED EYES eyes changed from squinting to closed
1F628 (1F619) FEARFUL FACE mouth moved down
1F62A (1F620) SLEEPY FACE mouth moved down
1F62B (1F624) TIRED FACE mouth moved down
1F631 (1F61F) FACE SCREAMING IN FEAR hands added, mouth made bigger
1F63C (1F632) SMIRKING CAT FACE should eyebrows change like 1F621?
1F63D (1F62E) KISSING CAT FACE WITH CLOSED EYES eyes changed to be like 1F61B, mouth fixed
1F63E (1F631) POUTING CAT FACE eyebrows changed
1F640 (1F633) WEARY CAT FACE eyes changed
WG2 discussion
The editor added a parenthetical notation to show code points used in the FPDAM8 document (prior to the moves suggested in T6).
Unclear what the change is for 1F607 (1F612)
Glyph change for 1F60D (1F61C) also supported by Japan comment JP 10 (N3378)
Glyph change for 1F617 (1F61D) also supported by Japan comment JP 10 (N3378) and US comment T4d.
Controversy on 1F61B (1F60D), 1F631 (1F61F), 1F63E (1F631) between Ireland and Japan
Controversy on 1F63D (1F62E) between Ireland and Japan/US
Changes for 1F628 (1F619), 1F62A (1F620), 1F62B (1F624) probably acceptable
Open question for 1F63C (1F632)
Change for 1F640 (1F633) is linked to resolution of comment T4.u.

Japan, Negative

(Japan did not provide instruction as to which comment satisfaction would change its vote)

JP.T1 (technical), Page 1, Changes to Page 20, Clause 26, Special features of individual scripts and symbols repertoires:

Change The current text lacks the indication that the emoji source reference information contained in EmojiSrc.txt is informative. Also, some reviewers pointed out that the current text on EmojiSrc.txt is somewhat ambiguous; it can lead to a misunderstanding that the EmojiSrc.txt is intended for transcoding.

Proposed change:

Add the following sentence at the end of the first paragraph to the new "26.4 Source references for pictographic symbols":

The source reference information shall be informative.

Add the following sentence at the end of the NOTE to the clause:

EmojiSrc.txt is for reference purpose only and is not intended for transcoding.

Propose acceptance in principle

Text at end of the first paragraph reads:

The source reference information is informative.

Concerning the note addition, the editor would like to have a clarification of what is meant by transcoding. The term itself is ambiguous. The term 'mapping' could be better, if intended.

JP.T2 (technical): Page 1, Changes to Page 20, Sub-clause 27.1, Source references for CJK Unified Ideographs

The name "Hanyo-Denshi Program (汎用電子情報交換環境整備プログラム)" should not be followed by a year.

Proposed change:

Remove "2009".

WG2 discussion

Most of the source references (except for G sources) are currently dated. This is an important feature which improves the immutability of the references. Without it, the references may be invalidated by a further revision of the source document without any way for the user of the standard to be alerted.

Because this principle is not formally enforced, the Japanese request could be accommodated but is nevertheless not optimal. An alternative is to have some mentions of edition number.

JP.E3 (editorial): Page 30, Batak codechart

The glyphs for the newly added 1BFA and 1BFB are too small and hardly recognizable. Japan understands that these two characters are actually very wide and that the editor had to shrink them to fit in the cells in the code chart. However, it is important to make the code chart recognizable, and we need a special handling for these two characters.

Proposed change:

Remove these two glyphs from the code chart, put them in a separate figure (or chart) of sufficient width, and put in the code chart some words indicating "the representative glyphs for 1BFA and 1BFB are in figure X.X".

WG2 discussion

Could become not applicable if comment T2 from US is accepted. In all cases, removing characters from code charts and putting them in a different section or clause is setting a precedent that the editor is very reluctant to start. There are many other characters in the standard that are naturally large and are reduced in size to fit the cell box. The solution should be removal of these two characters from the amendment until reasonable consensus is achieved. See also comment E1 from Ireland.

JP.E4 (editorial): Page 42, Miscellaneous Symbols codechart

The glyphs for the newly added 26E5 and 26E6 should have some clear gaps to represent the interlacements of the edges, but in the current code chart the gaps are too narrow and hardly recognizable.

Proposed change:

Adjust the glyphs to make the gaps wider so that the intended interlacements are clear.

Propose acceptance in principle
Agree that the design is not optimal. The editor will work with the submitter to get better aligned characters.

JP.T5 (technical): Page 49, Name list for Dingbats (miscellaneous)
As emoji, three characters for Rock, Paper, and Scissors are used as a set. The newly added two, Rock and Paper, have appropriate annotations referring to "Rock, Paper, Scissors game" after the character name, but the existing character 270C VICTORY HAND, that is now unified with Scissors, has no such annotation. It is dangerous that a user may misunderstand that the 270C is *not* for Scissors, because RAISED FIST and RAISED HAND have appropriate annotations on the game, but VICTORY HAND doesn't.
Proposed change:
Add the following annotation to 270C VICTORY HAND:
= scissors in Rock, Paper, Scissors game
Propose acceptance
Strictly speaking, because this concerns an annotation addition, this is not a technical comment, it is however acceptable.

JP.T6 (technical): Page 77, Name list for Enclosed Alphanumeric Supplement, the explanatory text for Regional Indicator Symbols
Japan national body supports the proposed uses of the newly added characters in range 1F1E6 to 1F1FF (Regional Indicator Symbols) in the document N3779.
Proposed change:
Replace the appropriate texts with the ones proposed in N3779:
(added by editor):
In a sentence between the name list for Regional Indicator Symbols, a phrase something like: "in a pairs joined with ZERO WIDTH JOINER" should be used to explain the intended use of the characters.
In EmojiSrc.txt file, put ZERO WIDTH JOINER between two Regional Indicator Symbols to show the source reference, i.e.,
1F1E8 200D 1F1F3;;F3D2;FBB3
1F1E9 200D 1F1EA;;F3CF;FBAE
1F1EA 200D 1F1F8;;F348;FBB1
1F1EB 200D 1F1F7;;F3CE;FBAD
1F1EE 200D 1F1F9;;F3D0;FBAF
1F1EF 200D 1F1F5;;F6A5;FBAB
1F1F0 200D 1F1F7;;F3D3;FBB4
1F1F7 200D 1F1FA;;F349;FBB2
1F1FA 200D 1F1F0;;F3D1;FBB0
1F1FA 200D 1F1F8;;F790;FBAC.
Propose non acceptance
This seems to be overkill. Valid processes will not produce incorrect sequences and mitigation of invalid sequences is simple. A singleton is invalid, and sequences of more than two characters can be analyzed on the first two characters. In fact, adding a third character (ZWJ) increases possible cases of ill-formed sequences containing random numbers of these 26 characters and ZWJ. If anything, a note describing suggested processing of ill-formed sequences could be added.

JP.G7 (general): Page 84, Explanatory text at the top of the name list for Miscellaneous Pictographic Symbols
The current text is ambiguous and allusive. It may confuse readers rather than making the thing clear. Japan National Body believes that the text is intended for a clarification that the existing practice of showing emoji in animated and/or colourful graphics is fine. We need a more explicit text here. Japan is not wedded to the proposed alternate text; it accepts any better ones as long as they are clear.
Proposed change:
Replace the texts with something more explicit, e.g.:
Although the representative glyphs in this International Standard are consistently presented in black and white drawing, it does not prevent implementations from using graphic symbols with some specific colour or even with

multiple colours, fully or partly animated graphics, or both. It should also be noted that the actual graphics shown on the code chart are informative as all other characters of this International Standard.

Propose acceptance in principle

The current text says:

"In the case of characters that are associated in typical usage with a particular colour, conventions of European heraldry are used to represent those colours in monochromatic line drawings. This aspect of the representative glyphs is informative, not normative."

It would probably be better to remove the note on top of page 84 and replace it by updated text in clause 17 'Structure of the code charts and list's that would therefore apply to all pages of the code chart. It could also address concerns about 'black' and 'white' terminology used in character names. The updated text in clause 17 could replace the second paragraph as follows (new text underlined):

Graphic characters specified in ISO/IEC 10646 are to be regarded as typical visual representations of the characters. ISO/IEC does not attempt to prescribe the exact shape or color of each character. The shape is affected by the design of the font employed, which is outside the scope of ISO/IEC 10646. Although the representative glyphs in this International Standard are consistently presented in black and white, it does not prevent implementations from using graphic symbols with some specific colour or even with multiple colours, fully or partly animated graphics, or both. When characters are typically associated with a particular colour, conventions of European heraldry are used to represent those colours in monochromatic line drawings in the code charts. Furthermore, the usage of 'BLACK' and 'WHITE' in character name does not imply a specific colour. It is simply a distinction between a filled character and an outline character.

In addition, a new note could be added in clause 34.1 Code chart:

NOTE – Graphic symbols corresponding to the representation of graphic characters are informative. See 17.

JP.T8 (technical): Page 88, Character name for 1F4BE
The character name for a symbol representing a floppy disk is currently "FLOPPY DISK", but a floppy disk is called "flexible disk cartridge" in ISO/IEC. See appropriate International Standards, e.g., ISO 6596, ISO 8860, or ISO/IEC 9529.

Proposed change:

Change the character name to "FLEXIBLE DISK CARTRIDGE"

Propose non acceptance or acceptance in principle

The current term is vastly more commonly used than the proposed term. A non scientific search results in 4120000 versus 142000 hits (ratio of 1 to 29). To accommodate this suggestion in principle, the current annotation could be changed as following:

= flexible disk cartridge, floppy disc, floppy, diskette

JP.E9 (editorial): Page 99, JK Unified Ideographs Extension-D code chart

The glyphs for the newly added 2B778 (JH-IB0679) is slightly wrong. It is by a mistake of Japan National Body when it produced and submitted the TrueType font for CJK D. The correct one is shown below (right):

FPDAM 8   correct design

Proposed change:

Replace the glyph with the correct one. (Japan National Body will provide a TrueType font that contains the correct glyph.)

Propose acceptance

Assuming such font is delivered to the editor for publication.

JP.T10 (technical): All, Emoji symbols
Japan National Body supports the concerns and proposals expressed in the document N3778 regarding some emoji symbols.

Proposed change:
Change Make appropriate changes to the representative glyphs and character names as proposed in the document N3778.

(The editor corrected all shifted values between 1F62A and 1F63D to 1F62B-1F63E)

a) Name changes (from 1F601 to 1F63E)

e-321 / 1F601
Changing into the word that seems closer to the nuances of the original sources.
ANGUISHED FACE→WEARY FACE

e-325 / 1F605
Changing into the word that seems closer to the nuances of the original sources.
EXASPERATED FACE→FACE WITH COLD SWEAT

e-326 / 1F606
Changing into the word that seems closer to the nuances of the original sources.
EXPRESSIONLESS FACE→UNAMUSED FACE

e-327 / 1F607
Adding the word of emotion or condition.
FACE WITH HEART SHAPED EYES→HAPPY FACE WITH HEART SHAPED EYES

e-329 / 1F609
Adding the word of emotion or condition.
WINKING FACE WITH STUCK OUT TONGUE→KIDDING AND WINKING FACE WITH STUCK OUT TONGUE

e-32A / 1F60A
Adding the word of emotion or condition.
FACE WITH STUCK OUT TONGUE→KIDDING FACE WITH STUCK OUT TONGUE

e-32C / 1F60C
Adding the word of emotion or condition.
FACE THROWING A KISS→HAPPY FACE THROWING A KISS

e-32D / 1F60D
Adding the word of emotion or condition.
FACE KISSING→HAPPY FACE KISSING

e-32E / 1F60E
Adding the word of emotion or condition and the term MEDICAL for strictness.
FACE WITH MASK→FACE WITH MEDICAL MASK

e-335 / 1F615
Although the draft character name includes RAISED EYEBROWS SoftBank #2, one of the sources of this character, does not have eyebrows. The parallels between two sources (KDDI #454 and SoftBank #2) are WIDE MOUTH and SMILING EYES (eyes of upper half circles).
HAPPY FACE WITH WIDE MOUTH AND RAISED EYEBROWS→HAPPY FACE WITH WIDE MOUTH AND SMILING EYES

e-338 / 1F616
Although the draft character name includes RAISED EYEBROWS, SoftBank #1, the single source of this character, does not have eyebrows. The element in the source glyph except OPEN MOUTH is SMILING EYES (eyes of upper half circles).
HAPPY FACE WITH OPEN MOUTH AND RAISED EYEBROWS→HAPPY FACE WITH OPEN MOUTH AND SMILING EYES

e-348 / 1F62B
Adding the word of emotion or condition.
CAT FACE WITH OPEN MOUTH→HAPPY CAT FACE WITH OPEN MOUTH

e-34B / 1F62E
Adding the word of emotion or condition.

CAT FACE KISSING→HAPPY CAT FACE KISSING

e-34C / 1F62F

Adding the word of emotion or condition.

CAT FACE WITH HEART SHAPED EYES→HAPPY CAT FACE WITH HEART SHAPED EYES

e-34F / 1F632

Adding the word of emotion or condition.

CAT FACE WITH TIGHTLY CLOSED LIPS→SMART CAT FACE WITH TIGHTLY CLOSED LIPS

e-357 / 1F63A

Adding the word of emotion or condition.

PERSON RAISING ONE HAND→HAPPY PERSON RAISING ONE HAND

e-35B / 1F63E

Adding the word of emotion or condition.

PERSON WITH FOLDED HANDS→PLEADING PERSON WITH FOLDED HANDS

Propose acceptance

See also comment T4 from Ireland and T4b and T4c from US which among the two cover all comments from Japan. The US has similar requests for 1F601, 1F605, 1F606, 1F607, 1F609, 1F60A, 1F60C, 1F60D, 1F60E, 1F615, 1F616, 1F62B, 1F62E, 1F62F, 1F632, 1F63A, 1F63E.

b) glyph changes for 1F606, 1F608, 1F60C, 1F60D, 1F614, 1F615, 1F616, 1F61C, 1F61D, 1F61F, 1F621, 1F62D, 1F62E, 1F631

WG2 discussion

See also comments E3 from Ireland and T4e from US.
US support same changes for 1F61D and 1F62E.
Ireland supports same changes for 1F61C and 1F61D
Ireland has conflicting changes for 1F60D, 1F61F, 1F631

JP.G11 (general): all, Emoji set

Japan National Body received the documents N3776 and N3777 from interested parties. Japan wants WG 2 to consider these inputs.

a) N3776 (DoCoMo) character 'color', make new emojis or change mapping

Concerns mapping to 2600, 2665, 2666, 267B, 2702, 2764

Propose non acceptance or acceptance in principle

Black and White do not imply specific colors, see disposition of comment JP7 for further details.

b) N3776 (DoCoMo) U+27BF DOUBLE CURLY LOOP

"S-JIS code F984" shows "Free dial service" which is the NTT Communications' trademark of toll-free service in Japan, so the current mapping is not appropriate. New emoji corresponding to "toll-free service" shall be defined, or this mapping shall be deleted.

WG2 discussion

See also comment JP12.

c) N3776 (DoCoMo) U+1F35C STEAMING BOWL

The glyph of "1F35C" recalls noodle, but its explanation shows it is not limited to noodle. Therefore a new glyph which includes not only "noodle" but also other bowls e.g. beef bowl shall be replaced.

WG2 discussion

The explanation (annotation) is only informative, it does not seem necessary to disunify the character. If done, it is important to differentiate from 1F375 TEACUP WITHOUT HANDLE.

d) N3776 (DoCoMo) U+1F4A7 DROP OF WATER

The glyphs of "S-JIS code F9AC" and "1F3A7" is very similar, but their explanations are different, SWEAT" and "WATER". The name of "1F4A7" shall be changed to "DROP OF SWEATS", or the mapping shall be deleted..

Propose acceptance in principle

See also comment E2 from Ireland.

Adding the annotation 'also represents a drop of sweat' as suggested by Ireland should suffice.

e) N3777 (KDDI) character 'color', make new emojis or change mapping
Concerns 26AA, 26AB, 2705, 1F0CF
<u>Propose acceptance in principle</u>
Black and White do not imply specific colors, see disposition of comment JP7 for further details.

f) N3777 (KDDI) U+1F686 TRAIN
Provided TRAIN character is "front side train" while KDDI's TRAIN character is "sideways train". Please change TRAIN character from "front side train" to "sideways train". Also, please kindly note that KDDI Shift-JIS"F68E" includes both "TRAIN" and "RAILWAY CAR"(No need to differentiate TRAIN and RAILWAY CAR).
<u>Propose acceptance in principle</u>
Because glyphs are not normative, front or side view could be used. However, the best solution is probably to remap to 1F683 RAILWAY CAR.

g) N3777 (KDDI) U+267B BLACK UNIVERSAL RECYCLING SYMBOL
KDDI's character "F47D" does not stand for recycling symbol; thus, please remove this unicode character mapping for "F47D".
<u>WG2 discussion</u>
Could have changed mapping for F47D to 1F503 CLOCKWISE DOWNWARDS AND UPWARDS OPEN CIRCLE ARROWS, but it is already in use for F7E4.

h) N3777 (KDDI) Mapping changes for KDDI F65A, F6D5, F6D3, F6EA, F688
<u>Propose non acceptance</u>
Accepting these mapping changes would compromise interoperability.

JP.T12 (technical): EmojiSrc.txt

The source emoji symbols, DoCoMo F984 and Softbank F7B1, are intended for a particular symbol that is believed to be a registered trademark. Japanese mobile phone implementations will surely keep using the exact shape that is registered in Japan Patent Office. On the other hand, the UCS symbol DOUBLE CURLY LOOP should have some other uses today, and the best design that fits to the existing practice will differ from the shape of the registered trademark. By tying these symbols, Japanese mobile phones will be unable to support the users' expectation based on the current practice of the DOUBLE CURLY LOOP character. It breaks interoperability..
Proposed change:
Remove the following entry for DOUBLE CURLY LOOP:
27BF;F984;;F7B1"
<u>WG2 discussion</u>
See also comment JP11b.
Even if the symbol may have other use, the glyph is unlikely to be changed. It is difficult to imagine how having the mapping breaks interoperability. It seems to be exactly the opposite. We would expect most implementers will keep use the mapping anyway. In other words, we see little gain in removing it.

United Kingdom: Positive with comments

Technical comments:

T.1. Clause 34 Latin Extended-D A78F LATIN LETTER MIDDLE DOT
We reaffirm our support for the encoding of this character, which we can confirm is required for transliteration and phonetic transcription by scholars working with Phags-pa and Tangut.
WG2 discussion
See also comment T1 from Ireland and T1 from US.
Discussion in disposition of comment T1 from Ireland.

T.2. Clause 34 Alchemical Symbols
1F70D ALCHEMICAL SYMBOL FOR SULPHUR
= brimstone
1F70E ALCHEMICAL SYMBOL FOR PHILOSOPHERS
SULPHUR
1F70F ALCHEMICAL SYMBOL FOR BLACK SULPHUR
= sulphur nigra, dye
We reaffirm our support for the spelling "SULPHUR" in the character names for 17F0D, 17F0E and 17F0F. Consultation with UK academics studying the alchemical texts of Newton confirms that "SULPHUR" is the correct and preferred spelling. "Sulphur" is also the spelling used in the Oxford English Dictionary, which should be the primary source for the spelling of English words in the standard**.**
WG2 discussion
It is true that British spelling has been the norm for the body of the standard; however there is no such principle for the character names. Furthermore there are no implied rules in ISO/IEC 10646 Principles and Procedures that the character names should follow the Oxford English Dictionary. Because the Chemistry organizations prefer the 'sulfur' spelling, there is really no reason not to respect it.

USA: Negative

The U.S. National Body is voting No with comments on the following SC2 ballot: SC2 N4123: Information technology - Universal Multiple - Octet Coded Character Set (UCS) - AMENDMENT 8: Additional symbols, Bamum supplement, CJK Unified Ideographs Extension D, and other characters. If comments T.1, T.2, T.5, and T.6.a are accommodated, the U.S. will change its vote to Yes.

Technical comments:

T.1. Latin Extended D
The U.S. requests the removal of U+A78F LATIN LETTER MIDDLE DOT and reiterates that this character is unnecessary and is a damaging duplication for the standard. Justification for this request is contained in N3678 (L2/09‑278). A viable alternative to encoding a separate letter middle dot, for the purposes cited by the original proposal, would be to use the already encoded modifier letter, U+02D1 MODIFIER LETTER HALF TRIANGULAR COLON.
__WG2 discussion__
See also comment GB1 from UK and T1 from Ireland.

T.2. Batak
The U.S. requests the removal of two Batak symbols:
1BFA BATAK SYMBOL BINDU GODANG
1BFB BATAK SYMBOL BINDU PINARJOLMA
Rationale: The evidence provided in N3320 does not demonstrate these marks to be characters, but to be graphic page elements that do not behave at all as characters. (See figures 11 and 13 in N3320 for clear examples showing that these are not characters.).
__WG2 discussion__
See also comment E1 from Ireland and JP3 from Japan. Given the controversy and the complication concerning rendering, it seems prudent to postpone the encoding of these proposed characters.

T.3. Alchemical Symbols
The U.S. requests three name changes in the Alchemical Symbols block, all involving a spelling change from "SULPHUR" to "SULFUR":
1F70D ALCHEMICAL SYMBOL FOR SULFUR
1F70E ALCHEMICAL SYMBOL FOR PHILOSOPHERS SULFUR
1F70F ALCHEMICAL SYMBOL FOR BLACK SULFUR
Rationale: The spelling with "F" is the one approved by the International Union of Pure and Applied Chemistry (1990) and the Royal Society of Chemistry, and is the consensus spelling used internationally.
__WG2 discussion__
See also comment GB2 from UK.

T.4. Emoticons
a. The U.S. requests 1F62A NEUTRAL FACE be added to the Emoticons block, with the glyph, rationale, and properties as described in N3769 (L2/10-036).
__WG2 discussion__
See also comment T5 from Ireland. This character is also requested by Ireland.

b. The U.S. recommends the following 15 name changes suggested in N3711:
1 e-321=U+1F601 ANGUISHED FACE → WEARY FACE
Rationale: The KDDI source is an onomatopoeia which suggests the person is tired and whining.
2. e-326=U+1F606 EXPRESSIONLESS FACE → UNAMUSED FACE
Rationale: This follows a significant glyph change agreed to in Tokyo.
3. e-327=U+1F607 FACE WITH HEART‑SHAPED EYES → HAPPY FACE WITH HEARTSHAPED EYES

4. e-329=U+1F609 WINKING FACE WITH STUCK-OUT TONGUE → KIDDING AND WINKING FACE WITH STUCK-OUT TONGUE

5. e-32A=U+1F60A FACE WITH STUCK-OUT TONGUE → KIDDING FACE WITH STUCK-OUT TONGUE

6. e-32C=U+1F60C FACE THROWING A KISS → HAPPY FACE THROWING A KISS

7. e-32D=U+1F60D FACE KISSING → HAPPY FACE KISSING

8. e-335=U+1F615 HAPPY FACE WITH WIDE MOUTH AND RAISED EYEBROWS→ HAPPY FACE WITH WIDE MOUTH AND SMILING EYES

Rationale: ″raised eyebrows″ refer to older glyph designs than what was agreed to in FPDAM8

9. e-338=U+1F616 HAPPY FACE WITH OPEN MOUTH AND RAISED EYEBROWS → HAPPY FACE WITH OPEN MOUTH AND SMILING EYES

Rationale: ″raised eyebrows″ refers to older glyph designs than what was agreed for FPDAM8.

10. e-348=U+1F62B CAT FACE WITH OPEN MOUTH → HAPPY CAT FACE WITH OPEN MOUTH

11. e-34B=U+1F62E CAT FACE KISSING → HAPPY CAT FACE KISSING

12. e-34C=U+1F62F CAT FACE WITH HEART‐SHAPED EYES → HAPPY CAT FACE WITH HEART-SHAPED EYES

13. e-34F=U+1F632 CAT FACE WITH TIGHTLY‐CLOSED LIPS → SMART CAT FACE WITH TIGHTLY-CLOSED LIPS

14. e-357=U+1F63A PERSON RAISING ONE HAND → HAPPY PERSON RAISING ONE HAND

15. e-35B=U+1F63E PERSON WITH FOLDED HANDS → PLEADING PERSON WITH FOLDED HANDS

Propose acceptance

See also comments T4 from Ireland and JP10 (N3778) from Japan. N3711 was superseded by N3778. All the changes requested by the US are included in JP10. Note that N3378 has code points for value 1F62A and above off by one (e.g. 1F62A should read 1F62B).

c. The U.S. does not recommend the following two name changes in N3711:

1. e-32E=U+1F60E FACE WITH MASK → SAD FACE WITH MEDICAL MASK

2. e-325=U+1F605 EXASPERATED FACE → IMPATIENT FACE

The U.S. recommends instead the following names:

1. e-32E=U+1F60E FACE WITH MEDICAL MASK

Rationale: While including "medical" in the name is good, ″sad″ seems too strong.

2. e-325=U+1F605 FACE WITH COLD SWEAT

Rationale: The KDDI meaning is "be hasty" and SoftBank literally means someone is offbalance or upset. Both reflect that someone is not calm and has lost his composure.

Propose acceptance

See also comments T4 from Ireland and JP10 (N3778) from Japan. N3711 was superseded by N3778 which recommends the same name as the US for these two characters.

d. The U.S. requests a change to the glyph of e-33F=U+1F61D CONFOUNDED FACE.

The glyph has an irregularly‐shaped squiggle over the head of this ″confounded face″. It should be removed.

e. The U.S. also requests a glyph change to e-34B=U+1F62E CAT FACE KISSING.

The glyph shows two mouth shapes: A heart representing ″kissing″, and also a simple mouth shape. The mouth shape looks like an error and should be corrected.

Propose acceptance

See also comments T6 from Ireland and JP10 (N3778) from Japan. N3711 was superseded by N3778.These two changes are also included in N3778.

T.5. Emoji mapping data

a. The U.S. noted an error in N3728R, the mapping data for emoji. The character source emoji e‐4EA REGIONAL INDICATOR SYMBOL LETTERS GB is currently mapped to U+1F1FA and U+1F1F0, which spell "UK." However, the ISO 3166 code is "GB," so the mapping data needs to be changed from:

1F1FA 1F1F0;;F3D1;FBB0

to:

1F1EC 1F1E7;;F3D1;FBB0

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Propose acceptance

b. We propose adding the following text to the header of the EmojiSrc.txt file, N3728R:
This file provides mappings between UCS code points and sequences on one hand and Shift‑JIS codes for cell phone carrier symbols on the other hand. Each mapping is symmetric (″round trip″), for equivalent UCS and carrier symbols or sequences. This file does not include best‑fit (″fallback″) mappings to similar but not equivalent symbols in either mapping direction.
Note: It is possible that future versions of this file will include additional data columns providing mappings for additional vendors.).
Propose acceptance in principle
This text could also be added as informative note in clause 26.4

T.6. CJK
a. The U.S. notes that 3 CJK sources are being mixed together in G_ GF[H]ZB. G_ GF[H]ZB is itself a union of ZhongHua ZiHai, Xiandai Hanyiu Cidian, and Ci-Hai. Xiandai Hanyiu Cidian and Ci-Hai already have their own source identifications, G_XC and G_CY, respectively. Instead of citing "G_ GF[H]ZB," the other two sources, G_XC and G_CY, should be cited.
Propose acceptance
No new source should be added if they contains characters from a source already represented.

b. The U.S. further strongly requests that all sources should have a numeric value, and this information be provided as soon as possible to the Project Editor. Although many G sources still allow a non-numeric value for the source (e.g., GBK, GCH, GFZ, GHZ), this information is nearly useless. Some sources with numeric values are easily available, such as Hanyu Dazidian.
WG2 discussion
This information was already requested at the last WG2 meeting by the editor.

Editorial comments:

E.1. Malayalam
The U.S. requests an annotation be added to 0D4E MALAYALAM LETTER DOT REPH: "not used in reformed modern Malayalam orthography."
Rationale: This annotation will make it clear that the letter is not used in the reformed orthographical context.
Propose acceptance

E.2. Emoticons
The U.S. recommends adding an annotation for e-814=U+1F3B6 MULTIPLE MUSICAL NOTES "x beamed eighth notes 266B".
Propose acceptance