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

Doc. Type: **Disposition of comments**

Title: **Disposition of comments on SC2 N 4228 (PDAM text for Amendment 2 to ISO/IEC 10646 3rd edition)**

Source: **Michel Suignard (project editor)**
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Comments were received from Egypt, Hungary, Indonesia, Ireland, Japan, Sri Lanka, UK, and USA. The following document is the draft disposition of those comments. The disposition is organized per country.

> Note – With some minor exceptions, 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 **Underlined Bold Serif text,** *with explanatory text in italicized serif***.**

Because this disposition was created without a face to face meeting, expert opinions could not be sought concerning whether or not National Bodies votes were fully accommodated. It is however assumed that all negative votes except for the USA were largely accommodated. This allows to conduct a new pdam 2 (2.2) vote with changes as explained in this disposition and some limited repertoire additions detailed later in this document. These repertoires additions are added following the guidelines provided by resolution M59.17 (Mountain View, CA, USA, Feb 2012), reproduced here:

Resolution M59.17 (PDAM 2 to 3rd edition)

> WG2 instructs its convener and project editor to create a subdivision proposal (document N4248) for creation of Amendment 2 to ISO/IEC 10646 3rd edition, to incorporate characters and scripts accepted for encoding in resolutions M59.03 to M59.16 above. WG2 notes that the subdivision proposal includes provisions for including additional characters or new scripts during the ballot resolution phase towards agile processing of PDAMs and speeding up the work of WG2 between face to face meetings. The target starting dates are: PDAM 2012-03, DAM 2012-11 and FDAM 2013-07.

The total characters count stands at **1162** (**900** per resolution M59.18 **-14** per disposition of this amendment **+276** through addition of new characters as proposed below).

The revision from N4306 (dated 2012-08-01) concerns updates of the supporting document numbers for the glyph change at 11034 BRAHMI LETTER LLA at page 2, and the new characters for the Blocks Currency Symbols (20A0-20CF)and Latin Extended-D (A720-A7FF) at page 4, and the new characters for the Block Mende Numbers (1E8D0-1E8EF) at page 7.

The following tables reflect the various changes resulting from these dispositions.

Name change (No change to either code point or glyph)

UCS	Old name	New name
10C9E	OLD HUNGARIAN CAPITAL LETTER OE	OLD HUNGARIAN CAPITAL LETTER RUDIMENTA OE
10CAD	OLD HUNGARIAN CAPITAL LETTER UE	OLD HUNGARIAN CAPITAL LETTER RUDIMENTA UE
10CDE	OLD HUNGARIAN SMALL LETTER OE	OLD HUNGARIAN SMALL LETTER RUDIMENTA OE
10CDE	OLD HUNGARIAN SMALL LETTER UE	OLD HUNGARIAN SMALL LETTER RUDIMENTA UE
1F594	REVERSE VICTORY HAND	REVERSED VICTORY HAND
1F5E3	SPEAKING HEAD SILHOUETTE	SPEAKING HEAD IN SILHOUETTE

Code point change (No change to either name or glyph)

Old UCS	New UCS	Name
111C9	111DA	SHARADA EKAM *
1F6CE	1F6D0	BELLHOP BELL
1F6CF	1F6CD	TWO SHOPPING BAGS
1F6D4	1F6F2	ONCOMING FIRE ENGINE
1F6D6	1F6E7	SMALL AIRPLANE
1F6D8	1F6EE	SATELLITE
1F6D4	1F6F2	ONCOMING FIRE ENGINE

* The code point change was requested by the original proposer (to free space for better suited future characters) and is harmless at this stage.

Glyph change (No change to either name or code point)

UCS	Name
A79A	LATIN CAPITAL LETTER VOLAPUK AE *
A79B	LATIN SMALL LETTER VOLAPUK AE *
A79C	LATIN CAPITAL LETTER VOLAPUK OE *
A79D	LATIN SMALL LETTER VOLAPUK OE*
A79E	LATIN CAPITAL LETTER VOLAPUK UE *
A79F	LATIN SMALL LETTER VOLAPUK UE*
11034	BRAHMI LETTER LLA *
122D4	CUNEIFORM SIGN SHIR TENU*
122D5	CUNEIFORM SIGN SHIR OVER SHIR BUR OVER BUR*
1F3CB	WEIGHT LIFTER
1F44D	THUMBS UP SIGN *
1F44E	THUMBS DOWN SIGN *
1F4FA	TELEVISION *
1F580	TELEPHONE ON TOP OF MODEM
1F5BB	DOCUMENT WITH PICTURE *
1F5BE	FRAME WITH AN X
1F5C3	CARD FILE BOX
1F5F3	BALLOT BOX WITH BALLOT
1F687	METRO *
1F6CB	COUCH AND LAMP
1F6E1	SHIELD
1F6E2	OIL DRUM

* Characters previously encoded (not part of this amendment); see WG2 N4333 for BRAHMI LETTER LLA and WG2 N4277 for the two Cuneiforms characters (122D4..122D5).

Glyph and code point change (No change to name)

Old UCS	New UCS	Name
1F3D2	1F3D9	CITYSCAPE
1F3D9	1F3DD	DESERT ISLAND

Name and code point change (no glyph change)

Old UCS	New UCS	Old name	New name
1F6D2	1F6F4	DIESEL LOCOMOTIVE WITH TERRAIN	DIESEL LOCOMOTIVE

Name and glyph change (No change to code point)

UCS	Old name	New name
1F3CD	MOTORCYCLE RIDER	MOTORCYCLE
1F3DF	SPORTS ARENA WITH TERRAIN	STADIUM
1F5BC	FRAMED PICTURE	FRAME WITH PICTURE
1F5BD	FRAMED PICTURE WITH TILES	FRAME WITH TILES
1F5C2	BLACK CARD INDEX	CARD INDEX DIVIDERS
1F6CC	BED IN PERSPECTIVE	BED

Name, glyph, and code point change

Old UCS	New UCS	Old name	New name
1F3CE	1F3CF	RACE CAR WITH DRIVER	RACE CAR
1F3DO	1F3D7	BUILDING CONSTRUCTION SIGN	BUILDING CONSTRUCTION
1F3D1	1F3D8	WHITE HOUSES WITH TERRAIN	HOUSE BUILDINGS
1F3D3	1F3DA	CONDEMNED HOUSE WITH TERRAIN	DERELICT HOUSE BUILDING
1F3D4	1F3DC	DESERT TERRAIN	DESERT
1F3D6	1F3DB	CLASSICAL FACADE WITH TERRAIN	CLASSICAL BUILDING
1F3DA	1F6E3	HIGHWAY WITH BILLBOARD	MOTORWAY
1F3DC	1F3DE	TRAIL	PARK
1F3DE	1F6E4	TRAIN TRACKS WITH TERRAIN	RAILWAY
1F6CD	1F37D	FORK AND KNIFE WITH BLACK PLATE	FORK AND KNIFE WITH PLATE
1F6D0	1F6E5	MOTOR BOAT SIDEWAYS	MOTOR BOAT
1F6D7	1F6E9	AIRPLANE RAISING	NORTHEAST-POINTING AIRPLANE

Removal

UCS	Name
10CFE	OLD HUNGARIAN NUMBER FIVE HUNDRED
1B002	HIRAGANA LETTER SMALL LETTER KO
1B003	KATAKANA LETTER SMALL LETTER NO
1F3D5	FACTORY WITH TERRAIN
1F3D7	SINGLE HOUSE WITH TERRAIN
1F3D8	BEACH WITH UMBRELLA
1F3DB	MOUNTAIN OR VOLCANO
1F3DD	CAMPING
1F4FF	TELEVISION FLAT CRT
1F57A	BLACK GAME CONTROLLER
1F5A4	COMPUTER MONITOR
1F6D1	SHIP AND OCEAN
1F6D3	UNDERGROUND TRAIN
1F6D5	BLACK AMBULANCE

In addition, following guidelines provided in resolution WG2 M59.17 (Mountain View, CA, USA Feb 2012), the following 276 characters which have received comprehensive expert reviews are proposed for encoding in pdam2.2

Block name: Arabic Extended-A 08A0-08FF
Supporting document: WG2 N4271

@ Arabic letter for Berber
08B2 ARABIC LETTER ZAIN WITH INVERTED V ABOVE

Block name: Bengali 0980-09FF
Supporting document: WG2 N4157

@ Sign
0980 BENGALI ANJI
= siddham, siddhirastu
* used at the beginning of texts as an invocation

Block name: Combining Diacritical Marks Supplement 1DC0-1DFF
Supporting document: WG2 N4279

@ Superscript letter diacritic for American lexicography
1DF5 COMBINING UP TACK ABOVE

Block name: General Punctuation 2000-206F
Supporting document: WG2 N4310

2066 LEFT-TO-RIGHT ISOLATE
2067 RIGHT-TO-LEFT ISOLATE
2068 FIRST STRONG ISOLATE
2069 POP DIRECTIONAL ISOLATE
(See additional text at the end of this section)

Block name: Currency Symbols 20A0-20CF
Supporting document: WG2 N4308

@ Currency symbols
20BB MARK SIGN

Block name: Latin Extended-D A720-A7FF
Supporting document: WG2 4307 (for A7AE..A7AF) WG2 N4297 (for A7B0..A7B1)

@ Letters for Americanist orthographies
A7AE LATIN SMALL LETTER INVERTED ALPHA
A7AF LATIN LETTER SMALL CAPITAL OMEGA
A7B0 LATIN CAPITAL LETTER TURNED K
x 029E latin small letter turned k
A7B1 LATIN CAPITAL LETTER TURNED T
x 0287 latin small letter turned t
* also used in Unifon

Block name (new): Old Permic 10350-1037F
Supporting document: WG2 N4263

@ Letters
10350 OLD PERMIC LETTER AN
10351 OLD PERMIC LETTER BUR
10352 OLD PERMIC LETTER GAI
10353 OLD PERMIC LETTER DOI
10354 OLD PERMIC LETTER E
10355 OLD PERMIC LETTER ZHOI
10356 OLD PERMIC LETTER DZHOI
10357 OLD PERMIC LETTER ZATA
10358 OLD PERMIC LETTER DZITA
10359 OLD PERMIC LETTER I
1035A OLD PERMIC LETTER KOKE
1035B OLD PERMIC LETTER LEI
1035C OLD PERMIC LETTER MENOE
1035D OLD PERMIC LETTER NENOE
1035E OLD PERMIC LETTER VOOI
1035F OLD PERMIC LETTER PEEI
10360 OLD PERMIC LETTER REI
10361 OLD PERMIC LETTER SII
10362 OLD PERMIC LETTER TAI

10363 OLD PERMIC LETTER U
10364 OLD PERMIC LETTER CHERY
10365 OLD PERMIC LETTER SHOOI
10366 OLD PERMIC LETTER SHCHOOI
10367 OLD PERMIC LETTER YRY
10368 OLD PERMIC LETTER YERU
10369 OLD PERMIC LETTER O
1036A OLD PERMIC LETTER OO
1036B OLD PERMIC LETTER EF
1036C OLD PERMIC LETTER HA
1036D OLD PERMIC LETTER TSIU
1036E OLD PERMIC LETTER VER
1036F OLD PERMIC LETTER YER
10370 OLD PERMIC LETTER YERI
10371 OLD PERMIC LETTER YAT
10372 OLD PERMIC LETTER IE
10373 OLD PERMIC LETTER YU
10374 OLD PERMIC LETTER YA
10375 OLD PERMIC LETTER IA

@ Combining letters
10376 COMBINING OLD PERMIC LETTER AN
10377 COMBINING OLD PERMIC LETTER DOI
10378 COMBINING OLD PERMIC LETTER ZATA
10379 COMBINING OLD PERMIC LETTER NENOE
1037A COMBINING OLD PERMIC LETTER SII

Block name: Sharada 11180-111DF
Supporting document: WG2 N4269

111CD SHARADA SUTRA MARK
= used for indicating the end of a sutra in the Bakhshali manuscript

Block name (new): Siddham 11580-115FF
Supporting document: WG2 N4294

@+ The script is also known by the names 'Siddhamatrika'
@+ and 'Kutila'.
@ Independent vowels
11580 SIDDHAM LETTER A
11581 SIDDHAM LETTER AA
11582 SIDDHAM LETTER I
11583 SIDDHAM LETTER II
11584 SIDDHAM LETTER U
11585 SIDDHAM LETTER UU
11586 SIDDHAM LETTER VOCALIC R
11587 SIDDHAM LETTER VOCALIC RR
11588 SIDDHAM LETTER VOCALIC L
11589 SIDDHAM LETTER VOCALIC LL
1158A SIDDHAM LETTER E
1158B SIDDHAM LETTER AI
1158C SIDDHAM LETTER O
1158D SIDDHAM LETTER AU
@ Consonants
1158E SIDDHAM LETTER KA
1158F SIDDHAM LETTER KHA
11590 SIDDHAM LETTER GA
11591 SIDDHAM LETTER GHA
11592 SIDDHAM LETTER NGA
11593 SIDDHAM LETTER CA
11594 SIDDHAM LETTER CHA
11595 SIDDHAM LETTER JA
11596 SIDDHAM LETTER JHA
11597 SIDDHAM LETTER NYA
11598 SIDDHAM LETTER TTA
11599 SIDDHAM LETTER TTHA
1159A SIDDHAM LETTER DDA
1159B SIDDHAM LETTER DDHA
1159C SIDDHAM LETTER NNA
1159D SIDDHAM LETTER TA
1159E SIDDHAM LETTER THA
1159F SIDDHAM LETTER DA
115A0 SIDDHAM LETTER DHA
115A1 SIDDHAM LETTER NA
115A2 SIDDHAM LETTER PA
115A3 SIDDHAM LETTER PHA
115A4 SIDDHAM LETTER BA
115A5 SIDDHAM LETTER BHA
115A6 SIDDHAM LETTER MA
115A7 SIDDHAM LETTER YA
115A8 SIDDHAM LETTER RA
115A9 SIDDHAM LETTER LA
115AA SIDDHAM LETTER VA
115AB SIDDHAM LETTER SHA
115AC SIDDHAM LETTER SSA
115AD SIDDHAM LETTER SA
115AE SIDDHAM LETTER HA
@ Dependent vowel signs
115AF SIDDHAM VOWEL SIGN AA
115B0 SIDDHAM VOWEL SIGN I
115B1 SIDDHAM VOWEL SIGN II
115B2 SIDDHAM VOWEL SIGN U
115B3 SIDDHAM VOWEL SIGN UU
115B4 SIDDHAM VOWEL SIGN VOCALIC R
115B5 SIDDHAM VOWEL SIGN VOCALIC RR
115B6 <reserved>
115B7 <reserved>
115B8 SIDDHAM VOWEL SIGN E
115B9 SIDDHAM VOWEL SIGN AI
115BA SIDDHAM VOWEL SIGN O
: 115B8 115AF
115BB SIDDHAM VOWEL SIGN AU
: 115B9 115AF
@ Various signs
115BC SIDDHAM SIGN CANDRABINDU
115BD SIDDHAM SIGN ANUSVARA
115BE SIDDHAM SIGN VISARGA
115BF SIDDHAM SIGN VIRAMA
115C0 SIDDHAM SIGN NUKTA
* used for writing foreign sounds
@ Head mark
115C1 SIDDHAM SIGN SIDDHAM
= siddhirastu
* used at the beginning of texts
@ Punctuation
115C2 SIDDHAM DANDA
115C3 SIDDHAM DOUBLE DANDA
115C4 SIDDHAM SEPARATOR-1
* used for separating syllables and words
115C5 SIDDHAM SEPARATOR-2
* used for separating syllables and words
@ Repetition marks
115C6 SIDDHAM REPETITION MARK-1
115C7 SIDDHAM REPETITION MARK-2
115C8 SIDDHAM REPETITION MARK-3
@ Terminal mark
115C9 SIDDHAM END OF TEXT MARK
* indicates the completion of a text

Block name (new): Warang Citi 118A0-118FF
Supporting document: WG2 N4259

@ Uppercase vowels
118A0 WARANG CITI CAPITAL LETTER NGAA
118A1 WARANG CITI CAPITAL LETTER A
118A2 WARANG CITI CAPITAL LETTER WI
118A3 WARANG CITI CAPITAL LETTER YU
118A4 WARANG CITI CAPITAL LETTER YA
118A5 WARANG CITI CAPITAL LETTER YO
118A6 WARANG CITI CAPITAL LETTER II
118A7 WARANG CITI CAPITAL LETTER UU
118A8 WARANG CITI CAPITAL LETTER E
118A9 WARANG CITI CAPITAL LETTER O

@ Uppercase consonants
118AA WARANG CITI CAPITAL LETTER ANG
118AB WARANG CITI CAPITAL LETTER GA
118AC WARANG CITI CAPITAL LETTER KO
118AD WARANG CITI CAPITAL LETTER ENY
118AE WARANG CITI CAPITAL LETTER YUJ
118AF WARANG CITI CAPITAL LETTER UC
118B0 WARANG CITI CAPITAL LETTER ENN
118B1 WARANG CITI CAPITAL LETTER ODD
118B2 WARANG CITI CAPITAL LETTER TTE
118B3 WARANG CITI CAPITAL LETTER NUNG
118B4 WARANG CITI CAPITAL LETTER DA
118B5 WARANG CITI CAPITAL LETTER AT
118B6 WARANG CITI CAPITAL LETTER AM
118B7 WARANG CITI CAPITAL LETTER BU
118B8 WARANG CITI CAPITAL LETTER PU
118B9 WARANG CITI CAPITAL LETTER HIYO
118BA WARANG CITI CAPITAL LETTER HOLO
118BB WARANG CITI CAPITAL LETTER HORR
118BC WARANG CITI CAPITAL LETTER HAR
118BD WARANG CITI CAPITAL LETTER SSUU
118BE WARANG CITI CAPITAL LETTER SII
118BF WARANG CITI CAPITAL LETTER VIYO

@ Lowercase vowels
118C0 WARANG CITI SMALL LETTER NGAA
118C1 WARANG CITI SMALL LETTER A
118C2 WARANG CITI SMALL LETTER WI
118C3 WARANG CITI SMALL LETTER YU
118C4 WARANG CITI SMALL LETTER YA
118C5 WARANG CITI SMALL LETTER YO
118C6 WARANG CITI SMALL LETTER II
118C7 WARANG CITI SMALL LETTER UU
118C8 WARANG CITI SMALL LETTER E
118C9 WARANG CITI SMALL LETTER O

@ Lowercase consonants
118CA WARANG CITI SMALL LETTER ANG
118CB WARANG CITI SMALL LETTER GA
118CC WARANG CITI SMALL LETTER KO
118CD WARANG CITI SMALL LETTER ENY
118CE WARANG CITI SMALL LETTER YUJ
118CF WARANG CITI SMALL LETTER UC
118D0 WARANG CITI SMALL LETTER ENN
118D1 WARANG CITI SMALL LETTER ODD
118D2 WARANG CITI SMALL LETTER TTE
118D3 WARANG CITI SMALL LETTER NUNG
118D4 WARANG CITI SMALL LETTER DA
118D5 WARANG CITI SMALL LETTER AT
118D6 WARANG CITI SMALL LETTER AM
118D7 WARANG CITI SMALL LETTER BU
118D8 WARANG CITI SMALL LETTER PU
118D9 WARANG CITI SMALL LETTER HIYO
118DA WARANG CITI SMALL LETTER HOLO
118DB WARANG CITI SMALL LETTER HORR
118DC WARANG CITI SMALL LETTER HAR
118DD WARANG CITI SMALL LETTER SSUU
118DE WARANG CITI SMALL LETTER SII
118DF WARANG CITI SMALL LETTER VIYO

@ Digits
118E0 WARANG CITI DIGIT ZERO
118E1 WARANG CITI DIGIT ONE
118E2 WARANG CITI DIGIT TWO
118E3 WARANG CITI DIGIT THREE
118E4 WARANG CITI DIGIT FOUR
118E5 WARANG CITI DIGIT FIVE
118E6 WARANG CITI DIGIT SIX
118E7 WARANG CITI DIGIT SEVEN
118E8 WARANG CITI DIGIT EIGHT
118E9 WARANG CITI DIGIT NINE

@ Numbers
118EA WARANG CITI NUMBER TEN
118EB WARANG CITI NUMBER TWENTY
118EC WARANG CITI NUMBER THIRTY
118ED WARANG CITI NUMBER FORTY
118EE WARANG CITI NUMBER FIFTY
118EF WARANG CITI NUMBER SIXTY
118F0 WARANG CITI NUMBER SEVENTY
118F1 WARANG CITI NUMBER EIGHTY
118F2 WARANG CITI NUMBER NINETY

@ Sign
118FF WARANG CITI OM

Block name: Cuneiform 12000-123FF
Supporting document: WG2 N4277

@ Elamite sign
1236F CUNEIFORM SIGN KAP ELAMITE

@ Signs
12370 CUNEIFORM SIGN AB TIMES NUN
12371 CUNEIFORM SIGN AB2 TIMES A
12372 CUNEIFORM SIGN AMAR TIMES KUG
12373 CUNEIFORM SIGN DAG KISIM5 TIMES U2 PLUS MASH
12374 CUNEIFORM SIGN DAG3
12375 CUNEIFORM SIGN DISH PLUS SHU
12376 CUNEIFORM SIGN DUB TIMES SHE
12377 CUNEIFORM SIGN EZEN TIMES GUD
12378 CUNEIFORM SIGN EZEN TIMES SHE
12379 CUNEIFORM SIGN GA2 TIMES AN PLUS KAK PLUS A
1237A CUNEIFORM SIGN GA2 TIMES ASH2
1237B CUNEIFORM SIGN GE22
1237C CUNEIFORM SIGN GIG
1237D CUNEIFORM SIGN HUSH
1237E CUNEIFORM SIGN KA TIMES ANSHE
1237F CUNEIFORM SIGN KA TIMES ASH3
12380 CUNEIFORM SIGN KA TIMES GISH
12381 CUNEIFORM SIGN KA TIMES GUD
12382 CUNEIFORM SIGN KA TIMES HI TIMES ASH2
12383 CUNEIFORM SIGN KA TIMES LUM

12384 CUNEIFORM SIGN KA TIMES PA
12385 CUNEIFORM SIGN KA TIMES SHUL
12386 CUNEIFORM SIGN KA TIMES TU
12387 CUNEIFORM SIGN KA TIMES UR2
12388 CUNEIFORM SIGN LAGAB TIMES GI
12389 CUNEIFORM SIGN LU2 SHESHIG TIMES BAD
1238A CUNEIFORM SIGN LU2 TIMES ESH2 PLUS LAL
1238B CUNEIFORM SIGN LU2 TIMES SHU
1238C CUNEIFORM SIGN MESH
1238D CUNEIFORM SIGN MUSH3 TIMES ZA
1238E CUNEIFORM SIGN NA4
1238F CUNEIFORM SIGN NIN
12390 CUNEIFORM SIGN NIN9
12391 CUNEIFORM SIGN NINDA2 TIMES BAL
12392 CUNEIFORM SIGN NINDA2 TIMES GI
12393 CUNEIFORM SIGN NU11 ROTATED NINETY DEGREES
12394 CUNEIFORM SIGN PESH2 ASTERISK
12395 CUNEIFORM SIGN PIR2
12396 CUNEIFORM SIGN SAG TIMES IGI GUNU
12397 CUNEIFORM SIGN TI2
12398 CUNEIFORM SIGN UM TIMES ME

Block name: Cuneiform Numbers and Punctuation 12400-1247F
Supporting document: WG2 N4277

@ Fractions
12463 CUNEIFORM NUMERIC SIGN ONE QUARTER GUR
12464 CUNEIFORM NUMERIC SIGN ONE HALF GUR

@ Numeric signs
12465 CUNEIFORM NUMERIC SIGN ELAMITE ONE THIRD
12466 CUNEIFORM NUMERIC SIGN ELAMITE TWO THIRDS
12467 CUNEIFORM NUMERIC SIGN ELAMITE FORTY
12468 CUNEIFORM NUMERIC SIGN ELAMITE FIFTY
12469 CUNEIFORM NUMERIC SIGN FOUR U VARIANT FORM
1246A CUNEIFORM NUMERIC SIGN FIVE U VARIANT FORM
1246B CUNEIFORM NUMERIC SIGN SIX U VARIANT FORM
1246C CUNEIFORM NUMERIC SIGN SEVEN U VARIANT FORM
1246D CUNEIFORM NUMERIC SIGN EIGHT U VARIANT FORM
1246E CUNEIFORM NUMERIC SIGN NINE U VARIANT FORM

@ Punctuation
12474 CUNEIFORM PUNCTUATION SIGN DIAGONAL QUADCOLON

Block name (new): Mende Numbers 1E8D0-1E8EF
Supporting document N4167, N4311

@ Digits
1E8D1 MENDE DIGIT ONE
1E8D2 MENDE DIGIT TWO
1E8D3 MENDE DIGIT THREE
1E8D4 MENDE DIGIT FOUR
1E8D5 MENDE DIGIT FIVE
1E8D6 MENDE DIGIT SIX
1E8D7 MENDE DIGIT SEVEN
1E8D8 MENDE DIGIT EIGHT
1E8D9 MENDE DIGIT NINE

In addition, two new formal aliases are being introduced for two Cuneiform characters: 122D4 and 122D5 (these are not additions) as follows:
122D4 CUNEIFORM SIGN SHIR TENU
• name is a misnomer
※ CUNEIFORM SIGN NU11 TENU
122D5 CUNEIFORM SIGN SHIR OVER SHIR BUR OVER BUR
※ CUNEIFORM SIGN NU11 OVER NU11 BUR OVER BUR
• name is a misnomer

Finally, because the 4 newly proposed characters:
2066 LEFT-TO-RIGHT ISOLATE
2067 RIGHT-TO-LEFT ISOLATE
2068 FIRST STRONG ISOLATE
2069 POP DIRECTIONAL ISOLATE
are BIDI format characters, they need some explanation in Annex F. Here is the proposed text to be added at the end of sub-clause F.1.3 Bidirectional text formatting:

The following format characters, commonly called isolate characters, can be applied to a text segment to reduce its effect on the bidirectional ordering of its surroundings to that of a neutral character. This is in

contrast to the existing embedding formatting characters (LEFT-TO-RIGHT EMBEDDING, RIGHT-TO-LEFT EMBEDDING, POP DIRECTIONAL FORMATTING) which have the effect of a strong character on their surroundings. Otherwise, isolate characters are similar to embedding characters: they declare a direction for the text inside it, and can be nested inside another isolate or embedding (and vice-versa.

LEFT-TO-RIGHT ISOLATE (2066): This character is used to indicate the start of a left-to-right isolate.
RIGHT-TO-LEFT ISOLATE (2067): This character is used to indicate the start of a right-to-left isolate.
FIRST-STRONG ISOLATE (2068): This character is used to indicate the start of a first-strong isolate, i.e. one whose direction is determined by applying specific Unicode Bidi Algorithm (see 3) paragraph level rules to the isolate's content as if it were a separate paragraph.
POP DIRECTIONAL ISOLATE (2069): This character is used to indicate the end of an isolate.

Egypt: Positive with comments

General comments

EOS has reviewed characters that are related to Arabic Language Only.
Noted

Hungary: Abstention

General comments

By now interested parties have not been able to reach a consensus on negotiating the Proposed Draft Amendment (PDAM) 2 - ISO/IEC 10646:2012/Amd.2:2012 in competent Hungarian national standardization technical committee. Among the interested parties are two substantially different positions on the draft. One of them supports „Yes", and the other one supports „No". The intention of the Hungarian National Body (Hungarian Standards Institution - MSZT) does not prevent a standardization of the Universal Coded Character Set, so the possible official vote of Hungarian National Body can only be **Abstention**. Any document that contains a different opinion on the ISO/IEC 10646:2012/Amd.2:2012 does not represent the official Hungarian national position.)

Noted
See also general comment from Indonesia and comments T6 and T7 from Ireland.

The repertoire will be put again proposed in ballot, names mostly unchanged (with minor updates as requested by Ireland) with the understanding that the issue will be discussed again in the next ballot. It should also be noted that, aside the naming issue, the repertoire in ballot does represent for one party the whole requested set, and for the other party case a clean subset.

It would seem reasonable for all parties to endorse the subset now and work on further extensions if agreed upon later. This has been standard procedure of this sub-committee for a very long time.

Indonesia: Negative

General comments

Based on two previous documents, N4183 and N4274, in comparison to the current draft, there are several points to be resolved :

1. The name of the script, whether "Old Hungarian" or "Rovas" as suggested by the Rovas Work Group of the Hungarian Standards Institution
2. The design of the glyphs
3. The order of the characters
4. The completeness of the character set

If reasons and changes are accepted, we accept to change to Approval

Proposed changes
We suggest the Hungarian experts to negotiate to reach consensus. It may take more time before the publication, however it is better for having stable character codes than revising later.

Noted
See also general comment from Hungary and comment comments T6 and T7 from Ireland.
Concerning the name, both names should be considered and the opinion of the Hungarian NB is highly sought.
Concerning design and ordering, these points are not critical. Glyph design is an editorial matter and order is to some degree arbitrary. There is always a need to creating sorting algorithm on top of encoding. Finally, completeness does not have to be achieved at the first step. There are many scripts (such as Arabic, Latin, Cyrillic, and CJK Ideographs) that are still going through much iteration, years after their initial encoding.

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. In the attached charts, characters proposed to be added to the PDAM are coloured in blue, and characters whose names or glyphs are proposed to be changed are coloured in yellow. Characters which have been proposed to be moved have "• was xxxx" in the names list indicating their code position in PDAM 2.
(Please refer to SC2 N4233 for the charts; these are not duplicated in the dispositions of comments)

Technical comments

T1. Page 5: Clause 2: New blocks.
Ireland requests the correction of the spelling from "Pahawh Mong" to "Pahawh Hmong".

Accepted
See also comment E2 from US

T2. Page 5: Page 2181, annex A.1:
Ireland requests the correction of the spelling from "PAHAWH MONG" to "PAHAWH HMONG".

Accepted
See also comment E2 from US

T3. Page 5: Page 2185, annex A.1:
Ireland requests the correction of the spelling from "Albabian" to "Albanian", and from "Pahawh Mong" to "Pahawh Hmong".

Accepted
See also comment E2 from US and E3 from UK.

T4. Page 6: Page 2188, annex A.2.2:
Ireland requests the correction of the spelling from "PAHAWH MONG" to "PAHAWH HMONG".

Accepted
See also comment E2 from US and E3 from UK.

T5. Page 28: Row A720:
Ireland reiterates its support for A78F LATIN LETTER MIDDLE DOT and opposes further attempts to delay or prevent the encoding of this character. We note the following facts:

- Andrew West proposed this character in N3567 (2009-01-24, revised 2009-04-04) on the basis that his scientific work in Tangut and ’Phags-Pa requires a letter for transliteration of the letter [ʔ] whose transliteration is represented by a kind of dot, a use which goes back to Sinologists Dragonov in the 1930s and Karlgren in the 1940s and was taken over by Chinese scholars as well. Typography in these sources was not uniform, but a good practice can be established from them for modern use. We recommend the addition of an additional informative note to assist font developers and to reduce what the US National Body has suggested might be a measure of confusion about the character:

A78F LATIN LETTER MIDDLE DOT
• used for transliteration for Phags-Pa and for phonetic transcription for Tangut
• glyph is about 50% larger than the dots of a colon and is centred on the x-height line

An example can be seen here of what appears to be the clearest practice:

Tangut: •üge•ü: ’Phags-pa

- Andrew West clarified in N3694 (2009-10-05) the use of this character and its relation to other characters in the standard, since the Script Encoding Initiative had suggested that he might use either 00B7 MIDDLE DOT or 02D1 MODIFIER LETTER HALF TRIANGULAR COLON instead to represent this character. West demonstrated that 00B7 MIDDLE DOT is commonly used as a separator or joiner of the characters on either side of it. This is not consistent with West's stated requirement, which was to have a character with the properties of a letter to represent in transliteration the letter of another script.
- In N3678, the statement is made: "The encoding of another middle dot for Phags‐Pa is unnecessary, particularly as the middle dot is already use widely in linguistic transcription/transliteration and Americanist orthographies, and seems to be encoded on modern webpages by U+00B7 or U+02D1." This is irrelevant, because the things that the existing MIDDLE DOT is used for have nothing to do with the transliteration of the 'Phags-pa letter .
- The SEI (and the US National Body in subsequent ballot comments) appear to have recognized that the character properties of 00B7 MIDDLE DOT were not appropriate, and have instead suggested that "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."
- The fact that the US National Body has suggested the use of 02D1 indicates that they have accepted West's requirement for a letter (a character with a letter property) rather than a punctuation character for the purposes of transliterating 'Phags-pa. The character that they have suggested, however, 02D1 MODIFIER LETTER HALF TRIANGULAR COLON, cannot be used for such a purpose. That character and its related character 02D0 MODIFIER LETTER TRIANGULAR COLON are both explicitly defined as being triangular and have been since their introduction in the International Phonetic Alphabet.
- In N3678, the statement is made: "The result of encoding another middle dot will be to create yet another look‐alike character." This is hardly a concern. Since 2009, 2E33 RAISED DOT and 2E31 WORD SEPARATOR DOT have both been encoded. Indeed, on the present PDAM 2, we can see the already-encoded 11066 BRAHMI DIGIT ZERO, which looks like a dot, and the under-ballot 11184 MAHAJANI ABBREVIATION SIGN, alongside the already-encoded 111C7 SHARADA ABBREVIATION SIGN, both of which are dotlike. The objections to the LATIN LETTER MIDDLE DOT are not consistent.
- In N3678, the statement is made: "In my view, the best option for users is to use U+02D1 with a rounded glyph." It is not in the purview of the author of N3678, or of the US National Body, to alter by fiat the shape of the character 02D0 or 02D1 which exist distinct from MIDDLE DOT and from COLON to support the explicitly-triangular character used by the International Phonetic Association. In a recent discussion with a member of the Irish National Body, phonetician John C. Wells—a long-time member of the International Phonetic Association—made it clear that the idea that the 02D1MODIFIER LETTER HALF TRIANGULAR COLON could have any other shape than triangular was quite out of the question.
- In N3678, the statement is made: "This character is being used by linguists and others currently, is able to be found via search engines, and is found in both circular and triangular shapes." Again, this is irrelevant, because the things that either MIDDLE DOT (which has a circular shape) or MODIFIER LETTER HALF TRIANGULAR COLON (which has a triangular shape) are used for have nothing to do with the transliteration of 'Phagspa . Users of those characters will continue to use them and to enjoy their properties. West and other Sinologists require a different character, with different properties.

At the end of the day, the Irish National Body believes that a disservice has been done to Andrew West, who helped to encode 'Phags-pa, who is helping to encode Tangut, and who is a linguist and expert who clearly understands the UCS and the meaning of character properties. The US National Body has opposed the encoding of LATIN LETTER MIDDLE DOT, but they have acknowledged that a character with the "letter" property is a valid requirement of West. The character they have proposed, however, cannot be used for transliteration of 'Phags-pa , because that would be disruptive of the character identity and recommended glyph shape for the IPA half-length mark.

The correct solution here is not for SC2 to continue to delay waiting for more argument, since no new argument has been offered since N3678. One NB has made its argument but has failed to offer a solution superior to the requested new character which is on the ballot. Their suggestion suggests that they agree that a character with a letter property should be used for this purpose but since 02D1 MODIFIER LETTER HALF TRIANGULAR COLON is not suitable and there is no other alternative, the Irish National Body requests that A78F

LATIN LETTER MIDDLE DOT be encoded without further delay. It is already three years since West's publication of his work on Tangut and 'Phags-pa linguistics has been put off due to this unnecessary impasse based on a superficial evaluation a glyph shape.

Noted

See comment T2 from UK.

See disposition of comment T1from US.

The editor however does not believe that the real-word usage of this newly proposed middle dot letter will be restricted to Phags-Pa and Tangut, with or without a note. It may still create confusion in situation where the regular middle-dot is used now because the only major difference between the two characters will be the General Category value which may or may not be relevant depending on the process used. In other words, nothing has prevented existing applications to use the middle dot by overriding the GC property value to make it behave like a letter in context.

At the same time, it does not seem that much harm will be created by adding a middle dot with the GC letter property value. It is likely that existing users of letter middle dot (such as Catalan) will keep using the current middle dot and should be encouraged to do so even with the creation of a new middle dot. And it will satisfy Irish and UK requests and close a long debate.

T6. Page 39, Row 10CB: Old Hungarian.

With reference to §8.1 of ISO/IEC JTC1/SC2/WG2 N4268 "Consolidated proposal for encoding the Old Hungarian script in the UCS", Ireland requests that the word RUDIMENTA be added to the names of the following characters:

10C9E	𐲞	OLD HUNGARIAN CAPITAL LETTER RUDIMENTA OE
10CAD	𐲭	OLD HUNGARIAN CAPITAL LETTER RUDIMENTA UE
10CDE	𐳞	OLD HUNGARIAN SMALL LETTER RUDIMENTA OE
10CED	𐳭	OLD HUNGARIAN SMALL LETTER RUDIMENTA UE

Accepted

Accepting this comment does not change the fundamental discussion concerning script name and repertoire. It can be part of a more comprehensive disposition following the next ballot.

T7. Page 39, Row 10CB: Old Hungarian.

With reference to §11 of ISO/IEC JTC1/SC2/WG2 N4268 "Consolidated proposal for encoding the Old Hungarian script in the UCS", and to ISO/IEC JTC1/SC2/WG2 N4225 "Preliminary Proposal for encoding pre-combined and extended Rovas numerals into the Rovas block in the SMP of the UCS", Ireland requests that the character currently at 10CFE, OLD HUNGARIAN NUMBER FIVE HUNDRED, be removed from the PDAM pending further study about that character in the context of other innovated higher numbers. Ireland also requests that the numbers from 10CF9..10CFD be shifted down to 10CFA..10CFE, filling the gap.

Partially accepted

The character may still be re-introduced in future phase of this amendment if more evidence for this character is produced. In addition, the numbers from 10CF9..10CFD won't be shifted now but may be in a future disposition of this amendment.

Delta count (characters added from Pdam2: -1)

T8. Page 64, Row 1F30: Miscellaneous Symbols and Pictographs.

Ireland recommends the deletion of a number of characters and the modification of the names and glyphs of some other characters having to do with building and map symbols. For these, the descriptor "WITH TERRAIN" is inappropriate; the original postscript names of these do not have it, and it seems to be motivated by a desire on the part of the proposer to distinguish "FACTORY" and "FACTORY WITH TERRAIN". Since the original postscript name is simply "factory" there is no reason not to consider this to be a glyph variant of 1F3ED FACTORY.

a)
1F3CD MOTORCYCLE RIDER
Change name to MOTORCYCLE
Change glyph to improve it.

Partially accepted
See US comment E.1. The name change is ok; the new glyph is still not acceptable. At this point, the glyph will be changed to the original Webdings form:  .

b)
1F3CE RACE CAR WITH DRIVER
Change name to RACE CAR
Move character to 1F3CF.
Accepted
Note however that a glyph change is also implied (direction reversed) which is acceptable.

c)
1F3D0 BUILDING CONSTRUCTION SIGN
Change name to BUILDING CONSTRUCTION; the postscript name was "under - construction".
Change glyph to remove large black terrain and to harmonize with other glyphs in the range 1F3E0..1F3EF.
Move to 1F3D7.
1F3D1 WHITE HOUSES WITH TERRAIN
Change name to HOUSE BUILDINGS; the postscript name was "town".
Change glyph to remove black terrain and road and to harmonize with 1F3E0 HOUSE BUILDING
Move to 1F3D8.
1F3D2 CITYSCAPE
Change glyph to harmonize with other glyphs 1F303, 1F306, and 1F407, and change to a daytime scene (otherwise it is identical to 1F303).
Move character to 1F3D9.
1F3D3 CONDEMNED HOUSE WITH TERRAIN
Change name to DERELICT HOUSE BUILDING
Change glyph to remove black terrain and road and to harmonize with 1F3E0 HOUSE BUILDING
Move character to 1F3DA.
1F3D4 DESERT TERRAIN
Change name to DESERT
Change glyph. The saguaro is native to Arizona/Sonora, where dunes are not usually known.
Move character to 1F3DC.
1F3D5 FACTORY WITH TERRAIN
Delete and unify with 1F3ED FACTORY
Accepted
Delta count (characters added from Pdam2: -1-1=-2)

d)
1F3D6 CLASSICAL FACADE WITH TERRAIN
Change name to CLASSICAL TEMPLE
Change glyph to remove black terrain and modify accordingly
Move character to 1F3DB
Partially accepted
The picture is not restricted to a temple. It could be any building with such a classical façade (bank, government building, etc…). Using the name 'CLASSICAL BUILDING' is preferred.

e)
1F3D7 SINGLE HOUSE WITH TERRAIN
Delete and unify with 1F3D7 HOUSE BUILDING; the postscript name was "home"
Accepted
Note that the unification is with 1F3E0 HOUSE BUILDING (typo in IRISH comment)
Delta count (characters added from Pdam2: -2-1=-3)

f)
1F3D8 BEACH WITH UMBRELLA

Delete and unify 26F1 UMBRELLA ON GROUND, which is annotated “bathing beach”; the postscript name of the Webdings was “beach”, .

Accepted

Delta count (characters added from Pdam2: -3-1=-4)

g)

1F3D9 DESERT ISLAND

Change name to ISLAND

Modify glyph.

Move character to 1F3DD.

Partially accepted

Glyph change is OK, name change is not. The glyph represents a ‘desert island: Small remote tropical island’, not a generic island.

h)

1F3DA HIGHWAY WITH BILLBOARD

Change name to MOTORWAY (the original

Change glyph to a more standard representation of a motorway. (A highway passing a billboard of a highway is rather too strange.)

Move character to 1F6E3.

Accepted

i)

1F3DB MOUNTAIN OR VOLCANO

Delete and unify with 26F0 MOUNTAIN or with 1F5FB MOUNT FUJI. The postscript name is “mountain”, with no mention of volcano. Whether this is Mt Fuji or Mt Shasta or Mt Rainier seems irrelevant. If a mountain, unify with MOUNTAIN. If going by its glyph, unify with MOUNT FUJI.

Accepted in principle

None of the proposed solutions are optimal. The glyph for 26F0 MOUNTAIN is very generic. And 1F5FB MOUNT FUJI is narrowly associated with a cultural landmark. It could be solved by either changing the 26F0 to be less generic or add a note to the Cultural Symbols group starting at 1F5FB stating that these symbols may represent similarly looking objects.

The editor has a slight preference for the second choice (unification with 1F5FB), assuming the addition of a note as suggested above.

Delta count (characters added from Pdam2: -4-1=-5)

j)

1F3DC TRAIL

Change name to PARK; the postscript name is “park”.

Change glyph to be representative of a park.

Move character to 1F3DE.

Accepted

k)

1F3DD CAMPING

Delete and unify with 26FA TENT which is annotated “camping site”; there is no significant semantic difference between “a tent with a tree” and “a tent” in terms of indication of Camping.

Accepted

See also comment E1 from US. The unification makes moot the US comment about the same proposed character.

Delta count (characters added from Pdam2: -5-1=-6)

l)

1F3DE TRAIN TRACKS WITH TERRAIN

Change glyph to remove terrain.

Move character to 1F6E4.

Accepted in principle
The Irish comment also implies a name change shown in the chart page 18 as 1F6E4 RAILWAY which is acceptable.

m)
1F3DF SPORTS ARENA WITH TERRAIN
Change name to STADIUM
Change glyph to remove terrain.
1F4FF TELEVISION FLAT CRT
Delete and unify with 1F4FA TELEVISION. The postscript name is simply "television".
Change glyph. Having examined some implementations of 1F4FA, we would agree that the glyph of that character should be changed to remove the old-fashioned "console legs", but since Webdings does not distinguish between two kinds of television, adding a second character is not warranted.
1F57A BLACK GAME CONTROLLER
Delete and unify with 1F3AE VIDEO GAME. Whatever the merits of black and white telephones and black and white pointing hands may be, there is no need to duplicate a video game controller on the basis of colour.
1F580 TELEPHONE ON TOP OF MODEM
Change glyph to harmonize with 1F57F BLACK TOUCHTONE TELEPHONE
1F5A4 COMPUTER MONITOR
Delete and unify with 1F4BB PERSONAL COMPUTER. The postscript name for this glyph is "computers1". The Webdings glyph is an old-fashioned CRT monitor displaying Internet Explorer in a browser, but represents computing in general; it is not emblematic of computer monitors.
1F5BB DOCUMENT WITH PICTURE
Change glyph slightly to conform to other document glyphs (less black)
1F5BC FRAMED PICTURE
Change name to FRAME WITH PICTURE
Change glyph to make the frame less heavy and black.
1F5BD FRAMED PICTURE WITH TILES
Change name to FRAME WITH TILES
Change glyph to make the frame less heavy and black.
1F5BE FRAME WITH AN X
Change glyph to make the frame less heavy and black.
1F5C2 BLACK CARD INDEX
Change name to CARD INDEX DIVIDERS
Change glyph so it isn't black.
1F5C3 CARD FILE BOX
Change glyph so it isn't black.
1F5E3 SPEAKING HEAD SILHOUETTE
Change name to SPEAKING HEAD IN SILHOUETTE
1F5F3 BALLOT BOX WITH BALLOT
Change glyph so it isn't black.
Accepted
(Corrected code points from original Irish comment for 1F5BD FRAMED PICTURE WITH TILES and 1F5BE FRAME WITH AN X). Note that 1F5BB DOCUMENT WITH PICTURE is not under this amendment ballot. Delta count (characters added from Pdam2: -6-3=-9)

T9. Page 64, Row 1F30: Miscellaneous Symbols and Pictographs.
Ireland requests the following additions, which help to complete sets implied by the random set of characters added via the Webdings font:

1F3CD ALL-TERRAIN VEHICLE
= quad bike
1F3D0 TREKKING
1F3D1 WIND-SURFING

1F3D2 WATER-SKIING
1F3D3 SPEED-SKATING
1F3D4 SKI-JUMPING
1F3D5 TOBOGGANING
1F3D6 CROSS-COUNTRY SKIING
1F3F8 DANCING
1F3F9 RAFTING
1F3FA CANOOING
1F3FB SOCCER FOOTBALL.

Not accepted

Note that the Irish should have said 1F3CE ALL-TERRAIN VEHICLE, 1F3CD is currently proposed for 1F3CD MOTORCYCLE (new name). In a way similar to the newly proposed glyph for 1F3CD MOTORCYCLE, the glyph proposed for all-terrain vehicle is not representative and is not acceptable as proposed.
Other characters could possibly be added, but a separate contribution is really needed with some evidence beyond mere association with the Webdings set.

T10. Page 66, Row 1F30: Miscellaneous Symbols and Pictographs.

a)
Ireland would like to give a bit of information about three characters on the ballot:
1F594 REVERSE VICTORY HAND
Change name to REVERSED VICTORY HAND
Annotate "V sign"
1F595 REVERSED HAND WITH MIDDLE FINGER EXTENDED
1F596 RAISED HAND WITH PART BETWEEN MIDDLE AND RING FINGERS

Accepted and noted

The acceptance concerns the name change and annotation addition.

b)
The UCS contains already a number of hands which in some cultures are used as "friendly" or "offensive" gestures.

1F44D THUMBS UP SIGN 👍has a pejorative meaning ("up yours!", more or less) in parts of the Middle East, West Africa, South America, Iran, and Sardinia. Although this symbol has a positive meaning in European and American culture, the symbol is polyvalent, and can be used by those who wish to exchange either semantic.

Another such symbol is the threatening and offensive moútza (Greek μούτζα), which is under ballot at 1F590 RAISED HAND WITH FINGERS SPLAYED 🖐. For more information see the Wikipedia article: http://en.wikipedia.org/wiki/Moutza

Even the 1F44C OK HAND SIGN 👌 can be considered both friendly ("OK!") or offensive ("asshole!"), as described at http://en.wikipedia.org/wiki/A-ok

"Angry defiance" is one of the semantic meanings of the REVERSED VICTORY HAND 🤘, chiefly in Britain and Ireland, Australia, New Zealand, and South Africa. In our view it makes no sense for some common hand gestures to be encoded while others are not, regardless of their positive or negative connotations. Indeed, most of the this-ways-pointing or that-ways-pointing white or black index fingers on the current ballot have no rationale or evident utility at all. This article http://en.wikipedia.org/wiki/V_sign explains the usage of both this and the VICTORY HAND, which itself may mean "victory" or "peace".

The REVERSED HAND WITH MIDDLE FINGER EXTENDED 🖕 (which should be annotated "the finger, the bird) is a ubiquitous gesture, well known to everyone. It would be inappropriate for the UCS to encode some of these pejorative gestures (usable by some cultures) and not to encode at least 🤘 and 🖕 (which are common in other cultures). "Compatibility" with Wingdings and Webdings is not sufficient to close off the set. Inclusion of these has in our view opened the set for some judicious and useful additions.

The RAISED HAND WITH PART BETWEEN MIDDLE AND RING FINGERS 🖖was popularized by Leonard Nimoy and other actors in the Star Trek franchise, but derives from the representation of the Hebrew letter shin in Jewish blessing. Evidence for 🖖as a standard symbol can easily been found. There is even an article about the hand on the Wikipedia: http://en.wikipedia.org/wiki/Vulcan_hand_salute

There are indeed other hand gestures which we have seen as icons in fonts, such as the two-finger salute, the three-finger salute, the shaka sign, crossed fingers, and the “hook ’em horns” sign, all of which are quite common amongst scouts and soldiers, surfers, hopers and liars, and rockers. We would favour the encoding of such characters, and would readily offer glyphs for them. With regard to the three characters on the present ballot, we do not believe that there should be grounds to remove them. Everyone knows that these gestures exist and are universally recognized. Nevertheless we present here a few examples of these characters found as characters on the internet.

We show here some bitmap clip-art; most of these handshapes are encoded as characters, and most have an “emoticon” semantic, which is why people use them.

We show here an example of “the finger” used with a rubric alongside two other handshapes which also have rubrics. Note that the font used for ☞ and ☝ is the original Wingdings (unified with 26E1 and 1F44D respectively), but that the writer was forced to use a bitmap for the third handshape.

Since ✌ and ☝ and ✋ and 🖖are encoded, and since those have positive and negative semantics, Ireland believes it appropriate to include both 🖕 and 👎. The semantic case for 🖖is hardly much different than that for 👽or 😷.

Noted

The glyph for 1F590 RAISED HAND WITH FINGERS SPLAYED in the original Irish comment was shown as 🖖 instead of ✋. However the fact that the glyph is reversed or not is orthogonal to the point presented here.

c)

Incidentally we would favour replacing some of the glyphs at 1F446-1F450 with Webdings glyphs, for consistency.

Accepted in principle

The glyphs for 1F44D and 1F44E will be changed as suggested above

👍 *THUMBS UP SIGN*

👎 *THUMBS DOWN SIGN*

T11. Page 79, Row 1F68: Transport and Map Symbols.
Ireland requests the following changes:

a)
1F6CB COUCH AND LAMP
Change glyph to white for clarity.
1F6CC BED IN PERSPECTIVE
Change name to BED. Perspective is irrelevant in symbols like this.
Change glyph to something more in keeping with other isotype glyphs in this block.
1F6CD FORK AND KNIFE WITH BLACK PLATE
Move character to 1F37D
Change name to FORK AND KNIFE WITH PLATE
Change glyph to a white plate and harmonize fork and knife with 1F374
1F6CE BELLHOP BELL
Move character to 1F6D0
Accepted

b)
1F6CF TWO SHOPPING BAGS
Change name to SHOPPING BAG; the postscript name is "shopping"
Change glyph so it is simpler; there is no need to have two bags.
Move character to 1F6CD.
Partially accepted
The move is OK. There is no issue with going to a single bag; however the proposed glyph does not look like a shopping bag. Until that is solved, name and glyph stay unchanged.

c)
1F6D0 MOTOR BOAT SIDEWAYS
Change name to MOTOR BOAT
Change glyph to reverse direction as with other transport characters.
Move character to 1F6E5
Accepted

d)
1F6D1 SHIP AND OCEAN
Delete and unify with 1F6A2 SHIP. The postscript name for this character is "ship".
Accepted in principle
No issue in principle. However the glyph for 1F6A2 should be improved.
Delta count (characters added from Pdam2: -9-1=-10)

e)
1F6D2 DIESEL LOCOMOTIVE WITH TERRAIN
Delete and unify with 1F686 TRAIN. The postscript name for this character is "train".
Not accepted
The glyph for 1F686 is a very generic train. The character at 1F6D2 represents clearly a long diesel engine train. Similarly to what is done for other train type (1F682..1F685), the glyph could be redone in a compatible way to represent such a train.
However to accommodate partly the Irish overall comment, the name is changed to DIESEL LOCOMOTIVE and the code position moved to 1F6F4.

f)
1F6D3 UNDERGROUND TRAIN

Delete and unify with 1F687 METRO. The postscript name for this character is “metro”.

However, change the glyph of 1F687 to include the tunnel. This is a common variant of the Metro glyph and helps to differentiate the character from the other trains encoded in this block.

1F6D4 ONCOMING FIRE ENGINE

Move character to 1F6F2

1F6D5 BLACK AMBULANCE

Delete and unify with 1F691 AMBULANCE. There is no difference between a white ambulance and a black one (unless the latter be a hearse).

Accepted

Delta count (characters added from Pdam2: -10-2=-12)

g)

1F6D6 SMALL AIRPLANE

Change glyph to be up-pointing small-propeller aircraft seen from above.

Move character to 1F6E7

Partially accepted

The move is OK. However the new glyph is much less representative of a small plane. Therefore the glyph change is not accepted.

h)

1F6D7 AIRPLANE RISING

Change name to NORTHEAST-POINTING AIRPLANE

Change glyph to 45° NE, and harmonize with 2708 AIRPLANE

Move character to 1F6E9

1F6E1 SHIELD

Change glyph to a white outline for clarity.

1F6E2 OIL DRUM

Change glyph to a white outline for clarity.

Accepted

T12. Page 79, Row 1F68: Transport and Map Symbols.

Ireland requests the following additions, which help to complete sets implied by the random set of characters added via the Webdings font:

1F6CE SHOPPING BASKET
1F6CE SHOPPING TROLLEY
1F6D1 INFORMATION DESK
1F6D2 PORTER
1F6D3 BAGGAGE TROLLEY
1F6D4 WAITING AREA
1F6D5 LIFT
1F6D6 STAIRS FACING LEFT
1F6D7 STAIRS FACING RIGHT
1F6D8 ESCALATOR FACING LEFT
1F6D9 ESCALATOR FACING RIGHT
1F6DA ENTRANCE
1F6DB EXIT
1F6E6 PORT AUTHORITY
• harbour office
1F6E8 UP-POINTING AIRPLANE
• airport
1F6EA AIRPLANE DEPARTING
• departures
1F6EB AIRPLANE ARRIVING

• arrivals
1F6EC LEFT AND RIGHT AIRPLANES WITH CLOCKWISE ARROWS
• flight connections
1F6ED HOT-AIR BALLOON
1F6EF FLYING SAUCER
• ufo, unidentified flying object
1F6F0 CAR FERRY
1F6F1 CAR TRAIN
1F6F3 CARAVAN
• motor home, camper:

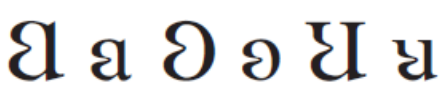
Not accepted

These characters could possibly be added, but a separate contribution is needed with some evidence beyond mere association with the Webdings set.

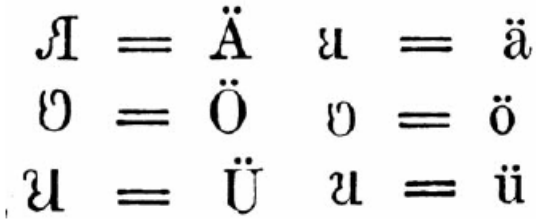
Editorial comments

E1. Page 28, Row A72: Latin Extended-D.

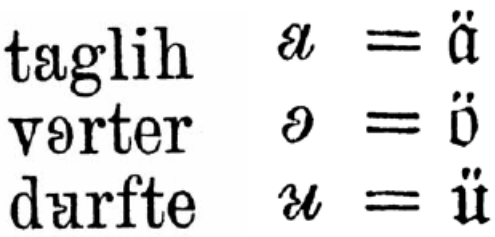
Ireland requests glyph changes to six characters in this block, although they are not under ballot at present. In Amendment 1 to ISO/IEC 10646:2012 six letters used in early Volapük texts were encoded. The reference glyphs for these were taken from Julius Lott's *Die Kunst die internationale Verkehrssprache Volapük" schnell zu erlernen*. Subsequently we have found a number of examples in publications by Johann Martin Schleyer, the inventor of Volapük. The reference glyphs for these characters should be preferred.



These are the glyphs we recommend.



The Volapük letters in Lott's publication.



To the left, the lower case letters in Schleyer's publication; to the right, the same letters in italic.

... (more text, see SC2 4233 page 10)

Accepted

For clarification the code points are in the range A79A..A79F.

E2. Page 39, Row 10CB: Old Hungarian.

With reference to ISO/IEC JTC1/SC2/WG2 N4268 “Consolidated proposal for encoding the Old Hungarian script in the UCS”, Ireland requests that annotations be added to the following characters:

10CDD ϩ OLD HUNGARIAN SMALL LETTER NIKOLSBURG OE
• also used for ü
10CEC ¤ OLD HUNGARIAN SMALL LETTER NIKOLSBURG UE
• also used for ö.

Accepted

…. See Irish charts in SC2 N4233

Japan: Negative

Technical comments

T1. Sub-clause 16.5 Variation selectors and variation sequences:

The current amendment text calls sequences such as <0023, FE0E, 20E3> a variation sequence, though it doesn't follow the current definition of a *variation sequence* (defined in the first paragraph of 16.5.) <0023, FE0E, 20E3> is a composite sequence beginning with a variation sequence, or we can call it a variation sequence followed by a particular combining character. The standard text should not call it as a whole a variation sequence.

To accommodate the above concern, separating two tabular lists, one for ordinary variation sequences and another for variation sequences followed by a particular combining character, seems a good idea.

Proposed change by Japan:
Remove the first tabular list (beginning with <0023, FE0E, 20E3>) to be inserted from here and move it after the following proposed text, leaving the tabular list beginning with <203C, FE0E> only.

After the tabular list, add the following text:

The following list provides a list of variation sequences followed by 20E3 COMBINING ENCLOSING KEYCAP:

Put the removed tabular list beginning with <0023, FE0E, 20E3> here.

Accepted in principle
See resolution of UK comment T1

T2. Annex I:

Use of a private use character requires agreement between the interchanging parties regarding what character it represents. Also, to keep IDS an *ideographic* description sequence, we should restrict IDS components to ideographs, since otherwise it becomes *anything* description sequence.

Proposed change by Japan:
Add "(as long as the interchanging parties have agreed that the particular private use character represents a particular CJK Ideograph)" after the phrase "a private use character".

Partially accepted
The solution proposed by Japan goes beyond the concern raised by restricting further to CJK Ideograph. IDS can be used for all ideographs, not just CJK ideographs. The concern can be addressed by the following change:

Add "(as long as the interchanging parties have agreed that the particular private use character represents a particular ideograph or component of an ideograph)*" after the phrase "a private use character".*

T3. Annex I:

Japan supports the concern expressed in WG2N4249. We should not allow unlimited long IDS'es.

Proposed change by Japan:
Remove the amendment instruction to remove the second note.

Text from N4249 (author: Masahiro Sekiguchi, expert from Japan)
Summary
WG 2 N4234 proposed removal of the length restriction from the IDS definition, and WG 2 seems agreed on the point. However, I have a concern on the decision. I believe we should keep some restriction on the length. Instead of allowing any unlimited long IDSs, I propose to set a longer but reasonably small limit, e.g., 64.
The history
The original IDC/IDS proposal, WG 2 N1782 dated 1997 (http://std.dkuug.dk/JTC1/SC2/WG2/docs/n1782.doc), included no limit of the IDS length. It is WG 2 who set the restriction based on the experts' inputs. I was not there or I couldn't find any written document discussing the point, but I personally remember Takayuki Sato, who was a member of Japanese delegation then, told me what was discussed during the meeting.
As far as I remember, the reason WG 2 set the restriction was to allow small systems with limited resource, e.g., embedded micro controllers, to handle UCS data including IDS. Note that the nature of recursive nesting structure of IDC/IDS requires some working storage proportional to the length of IDS to be allocated when validating it (i.e., Are all internal IDSs nest properly? Are all IDCs followed by correct numbers of DCs?) By restricting IDSs to a small length, implementation can easily allocate a fixed small sized working storage.
A security concern
Today's embedded systems enjoy far more resources than those in 1998, so the pressure to keep the required storage small may be loosen. I believe, however, we have another requirement today: a security.
If we allow arbitrary long IDSs in our standard and a program tries to validate them fully, the program needs to prepare arbitrary large storage because the required storage is proportional. Practical implementation should set its own limit and make sure the input doesn't exceed the limit by its own way. The industry learned in the last decade or so that such type of storage management or sanitization is very often implemented badly, causing buffer overrun or other serious security halls.
The current limit of 16 characters is sufficiently small and I believe the implementation needs no complex management. Setting longer but reasonably small limit will satisfy the requirements in N4234, keeping the simple structure of existing implementations.
A proposal
Instead of removing the length limit, update the limit to a larger value. The new limit should be sufficiently large to cover known longest examples but should be kept reasonably small.
I propose a new limit of 64 characters, because it seems sufficiently long to write IDSs and reasonably small to implement.

Not accepted

It is important to mention that Annex I is informative and processing IDS is not a requirement of the standard. Unlike for example the Bidirectional Algorithm which is an integral part of the standard. As a consequence there is no requirement for an embedded system to 'understand' an IDS sequence. There are just sequences of characters. Similarly there is no need to validate fully an IDS sequence. If a sequence is too long for a given process, it can just treat the characters in excess as not belonging to the sequence.
IDS sequences are just informative descriptions of other characters which may or may not be encoded in the standards. No conforming originating or receiving devices are required to handle IDS sequences according to any descriptions contained in Annex I.
Nevertheless, determining an upper length limit for an IDS sequence scheme is a good thing. But a normative-like restriction in a note part of an informative annex does not belong to this standard.

T4. Sub-clause 31: Code charts and list of character names

Japan opposes to encode HIRAGANA LETTER SMALL KO and KATAKANA LETTER SMALL KO, because it believes these two characters are not used for any practical purposes. Japan wants to see evidences for these two characters in use in real world, or any other rationale for these two characters are suitable for UCS.

Proposed change by Japan:
Remove all additions/modifications to the standard texts regarding these two characters, including Am2names.txt file.

Accepted

After further discussion with the original submitter, it was agreed to postpone the proposal.
Delta count (characters added from Pdam2: -12-2=-14)

Editorial comment

E1. Sub-clause 16.5 Variation selectors and variation sequences:

The current tabular lists for new variation sequences have a different format from the existing lists of variation sequences. The current list appearance is misleading, especially for those who has well understanding on the existing ones.
Although the intended differences for text and emoji style variants are very systematic, it is not a bad idea to repeat them systematically, to make the intended appearance of each sequence very clear.

Proposed change by Japan:
Change the second headings for the tabular lists to "Description of Variant Appearance".
Give the description for each of the sequences. For example,
<0023, FE0E, 20E3> NUMBER SIGN inside a COMBINING ENCLOSING KEYCAP in text style
<0023, FE0F, 20E3> NUMBER SIGN inside a COMBINING ENCLOSING KEYCAP in emoji style
or
<203C,FE0E> DOUBLE EXCLAMATION MARK in text style
<203C,FE0F> DOUBLE EXCLAMATION MARK in emoji style

Partially accepted

There are 59 sequences which would have exactly the same description. It is typically better editing style to capture similarity in a header instead of letting the reader discovers by examining all entries that they are all similar. It indeed creates a presentation difference with existing ones. To satisfy partly the Japanese concern additional text was added in the heading text and the first entry has the complete descriptive text.

Sri Lanka: Positive with comments

General comments

Sri Lanka has come to know that Hungary has a serious concern on the Draft. Hence, Sri Lanka suggests to give a hearing on their concerns.

Noted

See comment from Hungary.
Hungary abstained on the ballot and has explicitly stated that any document that contains a different opinion on the draft does not represent the official Hungarian national position.
Disposition of comments are not done through hearing but through consultations with experts from various constituencies represented in ISO/IEC SC2/WG2. Note also that this ballot is a committee stage ballot.

United Kingdom: Positive with comments

Technical comments:

T1. Sub-clause 16.5 Variation selectors and variation sequences:

<0023, FE0E, 20E3> NUMBER SIGN inside a COMBINING ENCLOSING KEYCAP
<0023, FE0F, 20E3>
<0030, FE0E, 20E3> DIGIT ZERO inside a COMBINING ENCLOSING KEYCAP
<0030, FE0F, 20E3>
<0031, FE0E, 20E3> DIGIT ONE inside a COMBINING ENCLOSING KEYCAP
<0031, FE0F, 20E3>
<0032, FE0E, 20E3> DIGIT TWO inside a COMBINING ENCLOSING KEYCAP
<0032, FE0F, 20E3>
<0033, FE0E, 20E3> DIGIT THREE inside a COMBINING ENCLOSING KEYCAP
<0033, FE0F, 20E3>
<0034, FE0E, 20E3> DIGIT FOUR inside a COMBINING ENCLOSING KEYCAP
<0034, FE0F, 20E3>
<0035, FE0E, 20E3> DIGIT FIVE inside a COMBINING ENCLOSING KEYCAP
<0035, FE0F, 20E3>
<0036, FE0E, 20E3> DIGIT SIX inside a COMBINING ENCLOSING KEYCAP
<0036, FE0F, 20E3>
<0037, FE0E, 20E3> DIGIT SEVEN inside a COMBINING ENCLOSING KEYCAP
<0037, FE0F, 20E3>
<0038, FE0E, 20E3> DIGIT EIGHT inside a COMBINING ENCLOSING KEYCAP
<0038, FE0F, 20E3>
<0039, FE0E, 20E3> DIGIT NINE inside a COMBINING ENCLOSING KEYCAP
<0039, FE0F, 20E3>

The above sequences are not equivalent to the corresponding Unicode standardized variants (see StandardizedVariants.txt and StandardizedVariants.html), where the sequences are annotated as being for use as part of keycap symbols, but where the variation sequences <0023, FE0E> etc. are not formally limited to use within the character sequence <0023, FE0E, 20E3> etc. The above sequences with 20E3 are also not requested in N4182, which only suggests sample glyphs when the variation sequences <0023, FE0E> etc. are followed by 20E3 COMBINING ENCLOSING KEYCAP.

If ISO/IEC 10646 specifically restricts the usage of #/0-9 plus VS15/VS16 to three-character sequences terminating in 20E3, but Unicode does not specify an equivalent restriction, it will cause confusion amongst implementers, and may result in different, incompatible implementations. Therefore we suggest removing 20E3 from the above sequences, and modifying the sequence description accordingly.

Proposed change by UK:
For compatibility with Unicode standardized variants, we suggest changing the above sequences to:

<0023, FE0E> NUMBER SIGN
<0023, FE0F>
<0030, FE0E> DIGIT ZERO
<0030, FE0F>
<0031, FE0E> DIGIT ONE
<0031, FE0F>
<0032, FE0E> DIGIT TWO
<0032, FE0F>
<0033, FE0E> DIGIT THREE
<0033, FE0F>
<0034, FE0E> DIGIT FOUR

<0034, FE0F>
<0035, FE0E> DIGIT FIVE
<0035, FE0F>
<0036, FE0E> DIGIT SIX
<0036, FE0F>
<0037, FE0E> DIGIT SEVEN
<0037, FE0F>
<0038, FE0E> DIGIT EIGHT
<0038, FE0F>
<0039, FE0E> DIGIT NINE
<0039, FE0F>

In addition change the column header from "Description of sequence" to "Character name".
It may also be appropriate to add an editorial note stating that the above sequences are intended for use with 20E3 COMBINING ENCLOSING KEYCAP.

Accepted
See also comment T1 from Japan.
The root of the issue results from various ambiguous terminologies used in various documents. The resolution M59.04 (Emoji variants) 'accepts the 214 variants for Emoji as described in document WG2 N4182'. The referenced document (N4182) mentions these Emoji as '107 of these unified emoji (represented by 96 single characters and 11 sequences)'.
Therefore the resolution could be read both way, either accepting the Emoji 'variants' in a narrow interpretation where 11 variation sequences can only be used within a specific sequence using 20E3 COMBINING ENCLOSING KEYCAP, or accepting all 107 variation sequences without restriction on their use. The document N4182 is itself ambiguous because the header may suggest one interpretation where the tables suggest the other one.
At this point, because Unicode 6.1 is already published it is simpler to use the Unicode interpretation and remove any restriction in the use of these 11 variations sequences.

T2. Sub-clause 31 Latin Extended-D:
Once again we reaffirm our support for the encoding of A78F LATIN LETTER MIDDLE DOT (see also the UK ballot comments for ISO/IEC 10646:2003 FPDAM8 and ISO/IEC 10646:2012 PDAM 1.2). This character cannot be suitably represented by any existing character, such as U+00B7 MIDDLE DOT (a punctuation mark with the wrong character properties) or U+02D1 MODIFIER LETTER HALF TRIANGULAR COLON (wrong glyph shape and wrong semantics), and no convincing arguments have been advanced for not encoding it. As there is a pressing need to use it for representing Tangut phonetic data, we would strongly object to any further delay in the encoding of this character.
Noted
See comment T5 from Ireland. See disposition of comment T1from US.

Editorial comments

E1. Sub-clause 16.5.
Change >303D,FE0F> to <303D,FE0F>
Accepted

E2. Sub-clause 16.5.
<2B50,FE0E> WHITE MEDIUM SQUARE
<2B50,FE0F>
2B50 is not WHITE MEDIUM SQUARE
Proposed change by UK:
<2B50,FE0E> WHITE MEDIUM STAR
<2B50,FE0F>
Accepted

E3. Page 5-6

In four places on page 5 and 6, “Pahawh Hmong” is misspelled as “Pahawh Mong”.
Proposed change by UK:
Change all instances of “Pahawh Mong” or “PAHAWH MONG” to “Pahawh Hmong” or “PAHAWH HMONG” respectively.
Accepted

USA: Negative

Technical comments:

TE.1. Latin Extended-D

Justification for the request to remove this character is contained in N3678. 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.

Proposed change by US:
The U.S. requests the removal of U+A78F LATIN LETTER MIDDLE DOT. We reiterate that this character is unnecessary and is a damaging duplication for the standard and should be removed from the amendment.

If this change, along with te.3 and te.4, are accommodated, the USNB will change its vote to Yes

Not accepted
See also comment T5 from Ireland and T2 from UK.
This character, if added, may create confusion in situation where the regular middle-dot is used now because the only major difference between the two characters will be the General Category value which may or may not be relevant depending on the process used. In other words, nothing has prevented existing applications to use the middle dot by overriding the GC property value to make it behave like a letter in context.
At the same time, it does not seem that much harm will be created by adding a middle dot with the GC letter property value. It is likely that existing users of letter middle dot (such as Catalan) will keep using the current middle dot and should be encouraged to do so even with the creation of a new middle dot. And it will satisfy Irish and UK requests and close a long debate.

TE.2. Old Italic

The proposal has demonstrated that Rhetic can amply be covered by the Old Italic script.

Proposed change by US:
The U.S. requests the addition of U+1032F OLD ITALIC LETTER TTE, as proposed in N4046.

Not accepted
This is verbatim the same comment as for pdam 1.2 and then the disposition was:
<<There is controversy about this topic based on discussion at the last WG2 meeting, and the US is invited to engage in further discussion with interested experts and to provide new evidences.>>
There seems to have been little progress on the topic, therefore the disposition will be the same.

TE.3. Pahawh Hmong

It is not clear that these logographs are needed for plain-text representation, and it appears the set of clan names is open-ended. Additional evidence should be provided to answer to these concerns.

Proposed change by US:
The U.S. requests the removal of the 18 logographs for clan names (U+16B7E to U+16B8F).

If this change, along with te.1 and te.4, are accommodated, the USNB will change its vote to Yes.

Not accepted
However, additional evidences for these logographs were provided in document N4298.

TE.4. Miscellaneous Symbols and Pictographs
These characters do not clearly complete a set and also have no independent demonstration of use or need for use.

Proposed change by US:
The U.S. requests the removal of 2 characters:
U+2B74 LEFT RIGHT TRIANGLE-HEADED ARROW TO BAR
U+2B75 UP DOWN TRIANGLE-HEADED ARROW TO BAR
If this change, along with te.1 and te.3, are accommodated, the USNB will change its vote to Yes.
Not accepted
They complete the set of triangle-headed arrows to bar to a degree. However they may still be removed from the amendment in future phase if no further demonstration of use is provided.

Editorial comments:

E.1. Miscellaneous Symbols and Pictographs
The current glyph U+1F3DD CAMPING could cause confusion with the range of acceptable glyphs for U+26FA TENT and hence should be modified.
The glyphs for U+1F3CB WEIGHT LIFTER and U+1F3CD MOTORCYCLE RIDER are not very realistic and should be modified.
Proposed change by US:
The U.S. requests the following glyph changes:

U+1F3DD CAMPING needs to be modified so it differs from the range of acceptable glyphs for U+26FA TENT, some of which include trees in the background.
U+1F3CB WEIGHT LIFTER should have arms straight and not bent.
U+1F3CD MOTORCYCLE RIDER needs to be adjusted to better reflect a motorcycle.

Accepted in principle
See Irish comments T8 k (for 1F3DD CAMPING), T8 a (for 1F3CD MOTORCYCLE RIDER)
The proposed character for 1F3DD CAMPING is unified with 26FA TENT.
The glyph for 1F3CB WEIGHT LIFTER is changed to the original Webdings form: 
The glyph for 1F3CD MOTORCYCLE RIDER is changed to the original Webdings form: 

E.2. Page 5-6 Typographic errors
The following typographical errors need to be corrected with the spelling as shown on the right:
(on top of page, p. 5)
Pahawh Mong > Pahawh Hmong
(under “Page 2181, annex A.1”, p.5)
1082 PAHAWH MONG 16B00-16B8F
> 1082 PAHAWH HMONG 16B00-16B8F
(under “Page 2185, annex A.1” p. 5)
Caucasian Albabian > Caucasian Albanian
Pahawh Mong > Pahawh Hmong
(top of page 6)
Pahawh Mong > Pahawh Hmong
Accepted

E.3. Ancient Greek Numbers

This correction will fix the verb ending and, by removing the parenthetical note and providing a cross-reference, will be clearer to the reader.
Proposed change by US:
Modify the following annotation for 1018C GREEK SINUSOID SIGN

• designate year (different era than 10179 greek year sign)

to the following (or something similar):

• designates year
x 10179 greek year sign
Accepted

E.4. Grantha

The annotation was a note to the editor and was not meant to be an annotation
Proposed change by US:
Remove the annotation for 11363 GRANTHA VOWEL SIGN VOCALIC LL: “Glyph must be replaced with something better”

Accepted