

# Irish comments on ISO/IEC PDAM 2.2 10646:2014

Reference: ISO/IEC 10646

SC2 Ballot Closes: 2015-01-14

Date: 2014-12-10

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

**T1. Page 34, Row 1030: Old Italic.** The Irish NB continues to be of the opinion that the addition of the character 1032F OLD ITALIC LETTER TTE implies an implicit unification of Old Italic and North Italic scripts whose technical merit has not yet been agreed. We agree that a TTE should be encoded for writing North Italic, but do not believe that the ramifications of unification with Old Italic have been agreed by all of the stakeholders. This issue is similar to that of Phoenician and Hebrew. Ireland requests that the encoding of 1032F OLD ITALIC LETTER TTE be delayed for further study.

**T2. Page 48, Row 1700: Tangut.** With reference to ISO/IEC JTC1/SC2/WG2 N4650 "Discussion of Tangut character L2008-4148", Ireland requests that the the glyph change and reordering of the character recommended in that document be implemented in the next version of the amendment.

**T3. Page 151, Row 1F20: Miscellaneous Symbols and Pictographs.** The Irish NB considers that the names and glyphs for the characters at 1F3FB..1F3FF are optimal and does not favour any change to the amendment with regard to these characters.

**E1. Page 19, Row 0D0: Malayalam.** Ireland requests that the glyph for the characters at 0D78 be displayed so it does not crash into its box. In addition, a check should be made to characters on the ballot to ensure they have the same style as the rest of the font. 0D76 for instance should likely have the same right vertical as 0D2E.

**E2. Page 52, Row 104B: Osage.** Ireland recommends the use of a slab-serif Deja Vu style font rather than the Times-style font used in PDAM 2.2. In addition, Ireland notes that the horizontal bar in 104B6 and 104DE should be through the lower right of the character:

