This document requests the Myanmar currency symbol to be added to the UCS and contains the proposal summary form.

A. Administrative

1. Title
Proposal of Myanmar Currency Sign

2. Requester’s name
Myanmar Unicode and NLP Research Center

3. Requester type (Member body/Liaison/Individual contribution)
National contribution.

4. Submission date
2004-05-19

5. Requester’s reference (if applicable)
Thein OO, President, MCF <mcf@mail4u.com.mm>
Thein HTUT, Secretary, MCSA
Tun TINT, Member, Myanmar Language Commission
Zaw HTUT, Program Manager, Myanmar UNLP Research Center <zhtut@myanmars.net>
Ngwe TUN, Program Manager, Myanmar UNLP Research Center <ngwestar@etrademyanmar.com>
c/o:
MYANMAR UNICODE AND NLP RESEARCH CENTER
Myanmar Computer Federation
B1R1, Myanmar ICT Park, Universities’ Hlaing Campus,
11052, Yangon, Myanmar
Tel: +95-1-652307
eFax: +1-707-988-0300
Email: myanmar-nlp@mail4u.com.mm, mcf@mail4u.com.mm
Internet: http://myanmars.net/unicode/

6. Choose one of the following:
6a. This is a complete proposal
Yes.

6b. More information will be provided later
No.

B. Technical – General

1. Choose one of the following:
1a. This proposal is for a new script (set of characters)
No.

Proposed name of script

1b. The proposal is for addition of character(s) to an existing block
Yes.

1b. Name of the existing block
Currency Symbols (U+20A0 to U+20CF)

2. Number of characters in proposal
1
3. Proposed category (see section II, Character Categories)
Category B

4a. Proposed Level of Implementation (1, 2 or 3) (see clause 14, ISO/IEC 10646-1: 2000)
Level 1

4b. Is a rationale provided for the choice?
Yes.

4c. If YES, reference
Sample Myanmar documents on http://myanmars.net/unicode/

5a. Is a repertoire including character names provided?
Not yet.

5b. If YES, are the names in accordance with the character naming guidelines in Annex L of
ISO/IEC 10646-1: 2000?

5c. Are the character shapes attached in a legible form suitable for review?
Yes.

6a. Who will provide the appropriate computerized font (ordered preference: True Type, or
PostScript format) for publishing the standard?
Zaw HTUT. TrueType.

6b. If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and
indicate the tools used:
Zaw HTUT, Program Manager, Myanmar Unicode & NLP Research Center.
email: zhtut@myanmars.net, myanmar-nlp@mail4u.com.mm
internet: http://www.myanmars.net/unicode/
FontLab.

7a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?
Yes, see bibliography.

7b. Are published examples of use (such as samples from newspapers, magazines, or other
sources) of proposed characters attached?
Yes.

8. Does the proposal address other aspects of character data processing (if applicable) such
as input, presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose
information)?
Yes, see below.

9. Submitters are invited to provide any additional information about Properties of the
proposed Character(s) or Script that will assist in correct understanding of and correct
linguistic processing of the proposed character(s) or script. Examples of such properties are:
Casing information, Numeric information, Currency information, Display behaviour information
such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional
behaviour, Default Collation behaviour, relevance in Mark Up contexts, Compatibility
equivalence and other Unicode normalization related information. See the Unicode standard at
http://www.unicode.org for such information on other scripts. Also see Unicode Character
Database http://www.unicode.org/Public/UNIDATA/UnicodeCharacterDatabase.html and
associated Unicode Technical Reports for information needed for consideration by the
Unicode Technical Committee for inclusion in the Unicode Standard.
Yes, see proposal below.
C. Technical – Justification

1. Has this proposal for addition of character(s) been submitted before? If YES, explain.
   No.

2a. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?
   Yes.

2b. If YES, with whom?
   - Myanmar IT Standardization Committee (national body)
   - Myanmar Computer Federation
   - Myanmar Computer Scientist Association [http://www.mcsa.org.mm]
   - Myanmar Unicode and NLP Research Center [http://myanmars.net/unicode]

2c. If YES, available relevant documents
   All available documents related to Myanmar NLP are listed at
   http://myanmars.net/unicode/doc/

3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included?
   Yes.

4a. The context of use for the proposed characters (type of use; common or rare)
   Common everyday use.

4b. Reference
   See example documents attached.

5a. Are the proposed characters in current use by the user community?
   Yes.

5b. If YES, where?
   In Myanmar (formerly Burma).

6a. After giving due considerations to the principles in Principles and Procedures document (a WG 2 standing document) must the proposed characters be entirely in the BMP?
   Yes, since there is a reserved space for these.

6b. If YES, is a rationale provided?
   Yes.

6c. If YES, reference
   All Myanmar points are in the BMP.

7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?
   Strongly suggest to be kept together with Myanmar.

8a. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?
   Still yet to be confirmed soon.

8b. If YES, is a rationale for its inclusion provided?
   Not yet.

8c. If YES, reference
   9a. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?
      Still yet to be confirmed soon.

9b. If YES, is a rationale for its inclusion provided?
   Not yet.
9c. If YES, reference

10a. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character?
No.

10b. If YES, is a rationale for its inclusion provided?
n.a.

10c. If YES, reference

11a. Does the proposal include use of combining characters and/or use of composite sequences (see clauses 4.12 and 4.14 in ISO/IEC 10646-1: 2000)?

11b. If YES, is a rationale for such use provided?

11c. If YES, reference
Sample printed documents.

12a. Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?
n.a.

12b. If YES, reference
n.a.

13a. Does the proposal contain characters with any special properties such as control function or similar semantics?
No.

13b. If YES, describe in detail (include attachment if necessary)

14a. Does the proposal contain any Ideographic compatibility character(s)?
No.

14b. If YES, is the equivalent corresponding unified ideographic character(s) identified?

14c. If YES, reference
D. Proposal

D.1. Background
While nearly each and every country have their own national currency symbol, it becomes an essential thing for people in Myanmar to have a standard and commonly accepted currency symbol to be used in business applications, spreadsheets, accounting systems, etc.

D.2. User Community
There are over 50 million people residing in Myanmar, who use the Myanmar currency, which we call "Kyat".

D.3. Proposed Characters

Example:

Ks 1,500.00
Ks 1,000,000

This proposal requests to encode Myanmar currency symbol at U+20B2 or anywhere within the Currency Symbols block (U+20A0 to U+20CF), if it still is possible.

20B2 KYAT SIGN
🏧 Myanmar

Please see ANNEX-1.

D.4. Character Properties of Proposed Characters
Proposed Myanmar currency symbol is nothing special. It is supposed to be handled as same as Latin $ (dollar) symbol.

D.4.4. Directional Behavior
The Myanmar currency symbol is supposed to be used before the number.

D.4.5. Default Collation Behavior:
n.a.

D.4.6. There is nothing or no available data at the moment to submit on casing, numeric, default collation behaviors, relevance at markup context, compatibility equivalence, collation behavior, and other Unicode normalization.
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**ANNEX-1**