## To: UTC From: Ken Whistler (via Debbie Anderson) Date: January 21, 2022 Subject: Change of Vertical\_Orientation property for Bopomofo Tone Marks

CJK & Unihan discussed the April 24, 2020 feedback from fantasai suggesting that 02C9 02CA 02C7 02CB 02D9 should be changed from vo=R to vo=U, because in vertical orientation their only reasonable use would be in the context of Bopomofo. That discussion is summarized in <u>F5 in L2/20-175</u>.

In F5, Ken Lunde agreed, and the CJK & Unihan group advised: 1. Making the property change, and 2. giving Ken L. an action to do so.

In discussion of F5 during UTC #164, Liang Hai noted that the situation for Bopomofo rendering was complicated, and advised first discussing it more, before jumping immediately to property changes. That led to:

164-A57: Debbie Anderson, Liang Hai: Discuss document L2/20-175 item F5 in the Script Ad-Hoc with feedback from appropriate experts.

The Script Ad Hoc took this up at its October 30, 2020 meeting. The discussion is reported in <u>L2/21-106R</u>, dated January 14, 2021, Section 21, p. 31. By then, the situation was complicated by <u>N5088R</u>, a WG2 proposal from Selena Wei to encode two more Bopomofo tone marks. The SAH didn't come down specifically on the original question about changing the 5 tone marks to vo=U, but instead suggested that Liang Hai write up a thorough background document as a UTN, explaining the various issues and current implementation practice.

The SAH recommended giving Liang Hai an action to do so. [As a result of that discussion and report, I updated 164-A57 to in progress on January 20, but did not mark it done.]

UTC #166 apparently did not take up Section 21 of L2/21-106R, so no further action item was recorded.

To resolve the situation, it is recommended that the UTC record an action item for Liang Hai as follows:

The UTC assigns an AI to Liang Hai to write up a document on the background of the situation re: Bopomofo tone marks. (Reference: Section 21 of L2/21-016 Script Ad Hoc Recommendations).