



INTERNATIONAL STANDARD ISO/IEC 10646-1:1993

TECHNICAL CORRIGENDUM 2

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Information technology — Universal Multiple-Octet Coded Character Set (UCS) —

Part 1:

Architecture and Basic Multilingual Plane

TECHNICAL CORRIGENDUM 2

Technologies de l'information — Jeu universel de caractères codés à plusieurs octets —

Partie 1: Architecture et table multilingue

RECTIFICATIF TECHNIQUE 2

Technical Corrigendum 2 to International Standard ISO/IEC 10646-1:1993 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 2, *Coded character sets*.

4 Definitions

Replace 4.2 (block) with:

4.2 block: A contiguous range of code positions to which a set of characters that share common characteristics, such as script, are allocated. A block cannot overlap another block. One or more of the code positions within a block may have no character allocated to it.

Renumber 4.11 to 4.15 as 4.12 to 4.16.

Renumber 4.16 to 4.37 as 4.18 to 4.39 (see Amendment 1).

After 4.10 (code table) insert new definition as follows:

4.11 collection: A set of coded characters which is numbered and named and which consists of those coded characters whose code positions lie within one or more identified ranges.

NOTE - If any of the identified ranges include code positions to which no character is allocated, the repertoire of the collection will change if an additional character is assigned to any of those positions at a future amendment of this part of ISO/IEC 10646. However it is intended that the collection number and name will remain unchanged in future editions of this part of ISO/IEC 10646.

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After 4.16 (default state) insert new definition as follows:

4.17 fixed collection: A collection in which every code position within the identified range(s) has a character allocated to it, and which is intended to remain unchanged in future editions of this part of ISO/IEC 10646.

19 Block names

Replace entire clause with:

Named blocks of contiguous code positions are specified within a plane for the purpose of allocation of characters sharing some common characteristic, such as script. The blocks specified within the BMP are listed in A.2 of Annex A, and are illustrated in Figures 3 and 4 (see Amendment 5).

Annex A

Replace Annex A with revised text as on the following pages.

Annex A (normative)

Collections of graphic characters for subsets

A.1 Collections of coded graphic characters

The collections listed below are ordered by collection number. An * in the "positions" column indicates that the collection is a fixed collection.

See Note 2 for an alphabetically-ordered index of the principal terms used in the names of these collections.

NOTE 1 - Use of implementation levels 1 and 2 restricts the repertoire of some character collections (see 23.4). Collections which include combining characters are 7, 10, 13 to 26, 35, 49, 50, 63, 65 and 72.

The following collections are from the Basic Multilingual Plane.

Collection number and name	Positions		
1 BASIC LATIN	0020 - 007E *	20 ORIYA	0B00 - 0B7F 200C, 200D
2 LATIN-1 SUPPLEMENT	00A0 - 00FF *	21 TAMIL	0B80 - 0BFF 200C, 200D
3 LATIN EXTENDED-A	0100 - 017F *	22 TELUGU	0C00 - 0C7F 200C, 200D
4 LATIN EXTENDED-B	0180 - 024F	23 KANNADA	0C80 - 0CFF 200C, 200D
5 IPA EXTENSIONS	0250 - 02AF	24 MALAYALAM	0D00 - 0D7F 200C, 200D
6 SPACING MODIFIER LETTERS	02B0 - 02FF	25 THAI	0E00 - 0E7F
7 COMBINING DIACRITICAL MARKS	0300 - 036F	26 LAO	0E80 - 0EFF
8 BASIC GREEK	0370 - 03CF	27 BASIC GEORGIAN	10D0 - 10FF
9 GREEK SYMBOLS AND COPTIC	03D0 - 03FF	28 GEORGIAN EXTENDED	10A0 - 10CF
10 CYRILLIC	0400 - 04FF	29 HANGUL JAMO	1100 - 11FF
11 ARMENIAN	0530 - 058F	30 LATIN EXTENDED ADDITIONAL	1E00 - 1EFF
12 BASIC HEBREW	05D0 - 05EA*	31 GREEK EXTENDED	1F00 - 1FFF
13 HEBREW EXTENDED	0590 - 05CF 05EB - 05FF	32 GENERAL PUNCTUATION	2000 - 206F
14 BASIC ARABIC	0600 - 065F	33 SUPERSCRIPTS AND SUBSCRIPTS	2070 - 209F
15 ARABIC EXTENDED	0660 - 06FF	34 CURRENCY SYMBOLS	20A0 - 20CF
16 DEVANAGARI	0900 - 097F 200C, 200D	35 COMBINING DIACRITICAL MARKS FOR SYMBOLS	20D0 - 20FF
17 BENGALI	0980 - 09FF 200C, 200D	36 LETTERLIKE SYMBOLS	2100 - 214F
18 GURMUKHI	0A00 - 0A7F 200C, 200D	37 NUMBER FORMS	2150 - 218F
19 GUJARATI	0A80 - 0AFF 200C, 200D	38 ARROWS	2190 - 21FF
		39 MATHEMATICAL OPERATORS	2200 - 22FF
		40 MISCELLANEOUS TECHNICAL	2300 - 23FF
		41 CONTROL PICTURES	2400 - 243F
		42 OPTICAL CHARACTER RECOGNITION	2440 - 245F
		43 ENCLOSED ALPHANUMERICS	2460 - 24FF
		44 BOX DRAWING	2500 - 257F*
		45 BLOCK ELEMENTS	2580 - 259F
		46 GEOMETRIC SHAPES	25A0 - 25FF
		47 MISCELLANEOUS SYMBOLS	2600 - 26FF
		48 DINGBATS	2700 - 27BF