Title: Comments on Webdings in PDAM 2.2
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A. GENERAL COMMENTS ON WEBDINGS IN PDAM 2.2
Overall, the goal for Webdings should be that if a Webdings document is re-encoded in ISO/IEC 10646 (/Unicode) and then later rendered with a font OTHER than Webdings (and one that more or less follows the representative glyphs) that in the majority of uses the users should think of these two documents as "the same".

That means, where Webdings shows a picture of something very concrete, it should not be mapped to a very schematic symbol -- like "bed" and "accommodation", which are often used in different ways, with the schematic symbol often standing in for a concept and often having squired a conventional meaning (whereas the more "realistic" picture does not).

When people use miscellaneous symbols and dingbats they don't mentally translate them into a classification, like the one that is applied when an (arbitrary) name is assigned to the symbol in encoding it. Rather, they are guided in their selection by the appearance of the symbol in their environment. For that reason, unification based purely on an imputed character name can be misleading and we would counsel against it.

Where unification is nevertheless deemed appropriate, and where the source glyph may be too "fanciful" to be used as representative glyph, we would consider it essential that the glyph eventually chosen be not "de novo". The representative glyph should be as much as possible be equal to one of the variant appearances for the symbol "in the real world", or some straight-forward derivation, but not an entirely new design for the code charts.

B. SPECIFIC COMMENTS
1. Changes In Glyphs From Black To White In PDAM 2.2
General Comment: In several cases the change from "black" to "white" makes the symbol less
recognizable and the change does not seem to be motivated. We suggest that the original glyph be restored (/revised, if applicable – see comments below).

a. FRAMED PICTURE characters

Recommendation: Based on the General comment above, we recommend all picture frame glyphs be reverted to the earlier glyphs. This applies to:

Key: CODE POINT  NAME  GLYPH IN PDAM 2.1  >  NEW GLYPH IN PDAM

<table>
<thead>
<tr>
<th>Code Point</th>
<th>Name</th>
<th>PDAM 2.1</th>
<th>New Glyph in PDAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>1F5BE</td>
<td>FRAME WITH AN X</td>
<td>1F5BE</td>
<td>1F5BE</td>
</tr>
<tr>
<td>1F5BC</td>
<td>FRAMED PICTURE</td>
<td>1F5BC</td>
<td>FRAME WITH PICTURE</td>
</tr>
<tr>
<td>1F5BD</td>
<td>FRAMED PICTURE WITH TILES</td>
<td>1F5BD</td>
<td>FRAME WITH TILES</td>
</tr>
</tbody>
</table>

b. SHIP AND OCEAN

1F6D1 SHIP AND OCEAN > unified now with 1F6A2 SHIP

Comment: Users would find the substitution a bit "jarring". The 1F6A2 SHIP glyph borders on a schematic representation which would not be unifiable with 1FD61, at least to some members of our NB, who would be happier with a glyph closer to what you'd get by simply dropping the black Ocean (like other terrains). However, it was noted that SHIP, which derives from the emoji set, is depicted with schematic and non-schematic presentations, and at different angles (including a front and side view).

2. GLYPHS WITH TERRAIN

General Comment: We realize that the designs with "terrain" are really too specific.

Specific Comments on Characters:

a. CITYSCAPE

1F3D2 CITYSCAPE > 1F3D9
Comment: 1F3D9 for cityscape is not good, because it's yet another novel design.
Recommendation: Revert to old glyph.

b. DESERT ISLAND

1F3D9 DESERT ISLAND > 1F3DD

Comment: In 1F3DD for desert island, the glyph should not be a novel design, but use the existing palm, just replace the black ocean with the wavy outline.
Recommendation: Modify old glyph as described.

c. WHITE HOUSES WITH TERRAIN/HOUSE BUILDINGS

1F3D1 WHITE HOUSES WITH TERRAIN > 1F3D8 HOUSE BUILDINGS

Comment: The new glyph at 1F3D8 lacks the chimneys. If it had just repeated 1F3D1 w/o the terrain (or a bold slightly bottom line) it would be a better replacement for the glyph 1F3D1. Apply this same glyph revision to other characters with the same pattern (CONDEMned HOUSE WITH TERRAIN and SINGLE HOUSE WITH TERRAIN).
Recommendation: Modify the glyph as described.

d. CONDEMned HOUSE WITH TERRAIN/DERELICT HOUSE BUILDING

1F3D3 CONDEMned HOUSE WITH TERRAIN > 1F3DA DERELICT HOUSE BUILDING

Comment: The new glyph is not recognizable as such, even in the magnified sample images.
Recommendation: Adjust glyph as described under WHITE HOUSES WITH TERRAIN / HOUSE BUILDINGS, and revert to black “X” boards (nails optional).

e. SINGLE HOUSE WITH TERRAIN/HOUSE BUILDING

1F3D7 SINGLE HOUSE WITH TERRAIN > unified now with 1F3E0 HOUSE BUILDING
Comment: Do not unify with HOUSE BUILDING (which derives from the emoji set).
Recommendation: Adjust glyph as described under WHITE HOUSES WITH TERRAIN / HOUSE BUILDINGS.

f. FACTORY WITH TERRAIN/FACTORY

1F3D5 FACTORY WITH TERRAIN 1F3D6 > unified now with 1F3ED FACTORY 1F3ED

Comment: 1F3D5 - Put the windows back in the glyph, but the terrain does not make this glyph.
Recommendation: Modify glyph to more closely resemble original Webdings character.

g. BEACH WITH UMBRELLA/UMBRELLA ON GROUND

1F3D8 BEACH WITH UMBRELLA 1F3D8 > unified now with 26F1 UMBRELLA ON GROUND 26F1

[Note: Webding character is currently annotated “bathing beach”, and Postscript name of Webding character is “beach”.]

Comment: The BEACH WITH UMBRELLA is a different concept from UMBRELLA ON GROUND. Here there is room for two symbols, one that has some form of beach outline and one that's more schematic. We would recommend combining the glyphs for 26F1 and 1F3D8 to make a new character.
Recommendation: Don’t unify BEACH WITH UMBRELLA and UMBRELLA ON GROUND, but create new glyph as described above.

h. TRAIL/PARK

1F3DC TRAIL 1F3DC > 1F3DE PARK 1F3DE

Comment: The trail is a necessary part of the glyph. We would question the replacement of the conifer tree with a hardwood. The conifer represents less civilized outdoors than the hardwood. Hence, we would leave 1F3DC as is, and, if there is agreement to add PARK, at it as a separate character.
Recommendation: Revert to original glyph, and consider a new PARK character with glyph as at 1F3DE.
i. CAMPING/TENT

1F3DD CAMPING > unified now with 26FA TENT 26FA

**Comment:** If 1F3DD is unified with a schematic type of symbol, then the glyph needs to have a 2D tent and conifer (no terrain). Unification with 26FA, a 3D “tent” (which looks like a pyramid), seems inappropriate. 26FA stands for an object and may or may not stand for CAMPING concept. For CAMPING, we would suggest one of the common schematic symbols.

**Recommendation:** Don’t unify 1F3DD CAMPING with 26FA TENT, and possibly modify glyph for CAMPING as described.

j. TRAIN TRACKS WITH TERRAIN/RAILWAY

1F3DE TRAIN TRACKS WITH TERRAIN > 1F6E4 RAILWAY

Moved from Miscellaneous Symbols and Pictographs to Transport and Map Symbols.

**Comment:** The name “Railway” for 1F6E4 is wrong - it should be "train tracks" not "railway" -- the latter name is too generic, there may be better symbols for "railway". Remove the horizontal line, which serves to draw the viewer’s perspective up.

**Recommendation:** Use new glyph, revised as described, and change name for character to “TRAIN TRACKS”.

3. COMMENTS ON OTHER GLYPH CHANGES/UNIFICATIONS

a. BED IN PERSPECTIVE / BED

1F6CC BED IN PERSPECTIVE > BED 1F6CC

**Comment:** The new glyph for 1F6CC is a different symbol than the original. The new glyph is clearly not "bed" but most often used as a logogram for the concept of "accommodation", while the original is an image for the physical object "bed". We would regard this as a very faulty unification.

**Recommendation:** Retain original glyph.

b. Airplanes

1F6D7 AIRPLANE RISING > NORTHEAST-POINTING AIRPLANE 1F6E9
Comment: The symbol as original (1F6D7) is nicely ambiguous as to type of aircraft. The suggested replacement (1F6E9) is an intercontinental jet airplane - if a NE jet airplane were deemed to be needed, we suggest encoding it separately. But Webding users may well have used 1F6D7 in ways that makes 1F6E9 a bad replacement. See also comments on airplanes in section 5.a.
Recommendation: Retain original glyph.

c. UNDERGROUND TRAIN / METRO

1F6D3 UNDERGROUND TRAIN > unified with 1F687 METRO * 1F687 and glyph changed to 1F687

Comment: a better glyph would drop the "U" which is too small to render, but to add back the "tunnel bottom" (but not the outside terrain).
Recommendation: Modify glyph as described.

d. MOUNTAIN OR VOLCANO

1F3DB MOUNTAIN OR VOLCANO > Character was removed in PDAM 2.2.

NOTE: Ireland had suggested unifying MOUNTAIN OR VOLCANO with 26F0 MOUNTAIN or 1F5FB MOUNT FUJI.

The Editor did not feel either option offered by Ireland was good. The Editor’s suggestion was to make the glyph for MOUNTAIN less generic or add a note to the Cultural Symbols group at 1F5FB, saying the symbols may represent similarly looking objects. The Editor’s preference was slightly towards unification with 1F5FB (with an accompanying note).

Comment: 1F3DB is simply a "snow capped mountain", as such, it's different from "mountain" and generic (where Mt. Fuji is specific). Disunify,
Recommendation: Don’t unify with either MOUNTAIN or MOUNT FUJI. Retain Webdings character, perhaps changing name.
e. SHOPPING BAGS

1F6CF TWO SHOPPING BAGS \(\text{1F6CD}\) proposed change (but not accepted by Editor) \(\text{1F6CD}\)

**Comment**: In 1F6CD, the proposed but non-accepted glyph is really poor. We don’t see the benefit of replacing all the glyphs with glyphs that would not be acceptable substitutions if existing documents were re-encoded (and re-rendered with generic fonts).

f. BLACK AMBULANCE / AMBULANCE

1F6D5 BLACK AMBULANCE \(\text{1F6D5}\) > unified now with 1F691 AMBULANCE \(\text{1F691}\)

**Comment**: 1F691 is not the best rendition; the glyph should be changed.

**Recommendation**: Change glyph.

g. DOCUMENT WITH PICTURE

1F5BB DOCUMENT WITH PICTURE * \(\text{1F5BB}\) > \(\text{1F5BB}\)

**Comment**: Showing a "black" background inside the document would give the glyph better contrast. However, we can see the desire to show that it could be used as part of a series where the plain "document" is white.

4. COMMENTS ON THE NEWLY PROPOSED CHARACTERS FROM IRELAND

a. Airplanes

**Comment**: We do agree with Ireland that unifying airplane outlines is, in general, not helpful.

We have no particular objection to adding 1F6EA and 1F6EB.

1F6EA AIRPLANE DEPARTING 1F6EB AIRPLANE ARRIVING
b. PORT AUTHORITY

Proposed character by Ireland:

1F6E8 PORT AUTHORITY
* harbour office

**Comment:** 1F6E8 is a generic symbol, that, while related to a particular mode of transportation in origin isn't a "transportation" symbol. We would object to the name "port authority" because the circled single anchor is the more "official" symbol for that.

**Recommendation action:** Change name from PORT AUTHORITY to CROSSED ANCHORS

5. OTHER CHARACTERS PROPOSED BY IRELAND

Miscellaneous Symbols and Pictographs

1F3CE ALL-TERRAIN VEHICLE

**Comment:** Without documentation of ALL-TERRAIN VEHICLE in use, it would be inappropriate to add this character at this time. (Same comment applies to other set-completion characters proposed by Ireland – but not accepted by the Editor – in the Miscellaneous Symbols and Pictographs and Transport and Map Symbols blocks.)