Irish comments on FCD ISO/IEC 10646-1/PDAM 25 (Khmer) Date: 1998-08-17

Q1: Ireland approves the PDAM registration.

Q2: Ireland approves the draft with the comments given below:

Technical:

1. The following character names should be changed. Errors in the existing names have to do mostly with ensuring a consistent representation of the Khmer names in the transcription used.

- 178E KHMER LETTER NNA (transliteration should be NNO, so the wrong tonal register is not implied)
- 179E KHMER LETTER SO (the S should probably be doubled to SSO to parallel conventional Indic transliteration of those sounds)
- 17A7 KHMER INDEPENDENT VOWEL QY (QY should be changed to QU to be consistent with 17BB that it breaks down to for sorting purposes)
- 17A8 KHMER INDEPENDENT VOWEL QYY (QYY should be changed to QUK to be consistent with 17BB plus 1780 that it breaks down to phonetically and partially for sorting)
- 17A9 KHMER INDEPENDENT VOWEL QU (QU should be changed to QUU to be consistent with 17BC that it breaks down to for sorting purposes)
- 17AA KHMER INDEPENDENT VOWEL QUU (QUU should be changed to QUUV to be consistent with how it breaks down by derivation it includes 179C, the tuft at the top)
- 17B1 & 17B2 change the QO to QOO to correspond with 17C4
- 17C0 KHMER VOWEL SIGN IA (IA should be changed to IE; compare 17DB derived from it is usually transliterated RIEL)
- 17D0 KHMER VOWEL SIGN SAMYOK SANNYA (the word VOWEL should be deleted, as it is wrong)
- 17DC KHMER SIGN AVAGRAHASANYA (the G could be changed to a K to be consistent)
- 17CA KHMER SIGN TRUYSAP (to be consistent with 17B8 this should be spelled TRIISAP)
- 17CD KHMER SIGN TOANDAGHIAT (to be consistent with 1783 this should be spelled TOANDAKHIAT)
- 17D2 KHMER SIGN JOENG (to be consistent with 1787 this should probably be spelt COENG)

Editorial:

17D5 KHMER SIGN BATHAMASAT (the glyph should be moved down from touching the dotted circle to distinguish it better from 17C6)

17DC KHMER SIGN AVAGRAHASANYA (the glyph should be reversed so it faces like an S)