

## About script names in the code charts

Eduardo Marin Silva

10/08/2017

Unicode can only name a script once and this is apparent in the fact that for instance Oriya went an official name change to Odia, however the stability policy of Unicode kept them from changing the name of the script or any of the characters. Fortunately for developers, the pdf code charts contain an annotation at the beginning, before listing the character names, to clarify alternative names. It is no different from the practice of adding annotations to the characters themselves.

My proposal merely consists of filling some gaps for some scripts:

**Myanmar** “Also known as Burmese.” The alternative name is recognized as the default by the Wikipedia article: [https://en.wikipedia.org/wiki/Burmese\\_alphabet](https://en.wikipedia.org/wiki/Burmese_alphabet) since both names are equivalent it seems arbitrary to not mention this name.

**Ethiopic** “Also known as Ge’ez. Despite its name it is used in more parts apart from Ethiopia.” This is an example of an unfortunate name. In my opinion, the standard should have used the more general term, so as to not confuse non-Ethiopians. For the names of the characters it should have been spelled GEEZ and the script code should have been the same. Maybe there was a very good reason I’m not seeing, for why it was named this way, but it doesn’t change the fact that the alternative name and clarification should be added. [https://en.wikipedia.org/wiki/Ge%27ez\\_script](https://en.wikipedia.org/wiki/Ge%27ez_script)

**NKo** “A more accurate spelling of the name of this script is N’Ko.” This is pretty straight forward, similar to the case of Nushu with the dieresis added. [https://en.wikipedia.org/wiki/N%27Ko\\_alphabet](https://en.wikipedia.org/wiki/N%27Ko_alphabet)

**Bopomofo** “Also known as Zhuyin.” It is not uncommon for the consortium to use the latinized version of Chinese names for characters, so it should not be different for the name of a script.