

WAP WMLScript Addendum

Version 30-Apr-1998

Wireless Application Protocol WMLScript Statement of Intent

Disclaimer:

This document is subject to change without notice.

1. Statement of Intended Work

The WMLScript specification (version 30-Apr-1998) supports international content and scripts with the Unicode character encoding. Scripts are transported over the network using Unicode character sets, such as UTF-8 or UCS-2. Unicode provides a means of representing a very large number of language and characters, with predictable programming characteristics. However, Unicode may consume extra bandwidth and mobile terminal resources in certain markets.

The WAP Forum intends to pursue two tasks in the near future:

- The identification of character encodings with characteristics suited to individual markets and locales.
- The enhancement of WMLScript to support character sets other than Unicode

Character sets to be studied include, but are not limited to:

- Japanese - JIS, Shift_JIS, EUC-JP
- Korean: iso-ir-149, EUC-KR
- Chinese: GB2312, Big5, EUC-TW
- Central European: ISO-8859-2