你好， Autumn Games CP 的应用提交在即，但他们发现IAP中有一些 special characters 因为华为的要求使用起来有很多问题。请看下面CP的具体问题，CP 的上架日期是这周五，请总部同事帮助尽快答复， 非常感谢！

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**IAP RESTRICTED CHARACTERS**Not sure if there's anything that can be done about this, but we're running into a few issues related to Character restrictions in our IAPs in foreign languages, beyond those that are officially listed in [the FAQ](https://nam11.safelinks.protection.outlook.com/?url=https%3A%2F%2Fdistribute.dashboard.unity.com%2Fudp%2Fpartners%2FHuaweiAppGallery&data=04%7C01%7Clzhang2%40futurewei.com%7C0a8b6224fe924c610e6408d86f5e7fe3%7C0fee8ff2a3b240189c753a1d5591fedc%7C1%7C0%7C637381798969762181%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C1000&sdata=%2FOwWM1aEBf9VsRHBT6%2FESw0NqhUY28YJdka7UZ9Zors%3D&reserved=0):

IAP Name should be 55 characters max, and must exclude the following special characters: # " & / ? $ ^ \* : ) \ < > , | % +  
IAP Description should be 100 characters max, and must exclude the following special characters: # " & / ? $ ^ \* : ) \ < > , | % +

For example, it appears that the Russian character Й is not supported -- as it's the common denominator between the following strings (among dozens of others) that are rejected when we try to prepare a submission:

ПРАЗДНИЧНЫЙ ПАКЕТ ДЛЯ ФИЛИИ  
ЕЖЕДНЕВНЫЙ НАБОР БОЙЦОВ СТИХИИ ОГНЯ  
ПАКЕТ УЛУЧШЕНИЙ ДЛЯ МИСС ФОРЧУН

We're also getting some more puzzling restricted character errors in Japanese and Korean (where there's no obvious common character that is causing the problem).  
  
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