Summary:
Add a new Usage to the Consumer Page (0x0C) to support invoking/dismissing an emoji picker widget.

Scenario:
User activates a dedicated button (e.g. on a keyboard) to launch an emoji picker widget. The widget may allow the user to search and insert emojis into the text being composed.

Note: Defined as a OOC in this proposal so activating the control acts as a toggle. This allows the system to invoke/dismiss the widget using other means (e.g. through a GUI) without concern for maintaining device state.

Proposal:
Add/modify to Table 15.1: Consumer Page

<table>
<thead>
<tr>
<th>Usage ID:</th>
<th>0xD9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Usage Name:</td>
<td>Invoke/Dismiss Emoji Picker</td>
</tr>
<tr>
<td>Usage Types:</td>
<td>OOC</td>
</tr>
</tbody>
</table>

Add following text in section 15.3 General Controls

| Usage Name: | Invoke/Dismiss Emoji Picker |
| Usage Type: | OOC |
| Description: | Invokes or dismisses the emoji picker widget. If the widget is not active, it will be invoked. If the widget is active, it will be dismissed. |
Sample Descriptor:
0x05, 0x0C,  // UsagePage(Consumer[12])
0x09, 0x01,  // UsageId(Consumer Control[1])
0xA1, 0x01,  // Collection(Application)
0x85, 0x01,  // ReportId(1)
0x09, 0xD9,  // UsageId(Invoke/Dismiss Emoji Picker [217])
0x25, 0x01,  // LogicalMaximum(1)
0x95, 0x01,  // ReportCount(1)
0x75, 0x01,  // ReportSize(1)
0x81, 0x06,  // Input(Data, Variable, Relative, NoWrap, Linear, PreferredState, NoNullPosition, BitField)
0x75, 0x07,  // ReportSize(7)
0x81, 0x03,  // Input(Constant, Variable, Absolute, NoWrap, Linear, PreferredState, NoNullPosition, BitField)
0xC0,       // EndCollection()