

# DR 10-0050 — Primer: Bidirectional Support, Erroneous reference to UAX#9

**Status:** Open

**Subject:** Primer: Bidirectional Support, Erroneous reference to UAX#9

**Qualifier:** Editorial defect

**Submitter:** SII - Standards Institution of Israel   **Organization:** (IL)

**Contact Information:** [aronovitch@gmail.com](mailto:aronovitch@gmail.com)

**Submitter's Defect Number:** none

**Supporting Document(s):** none

**Date Circulated by Secretariat:** 2010-12-06

**Deadline for Response from Editor:** 2011-02-06

**IS 29500 Reference(s):** Part 1: §J.2, "Shared (WordprocessingML and DrawingML)", p. 5022

**Related DR(s):** none

**Nature of the Defect:**

In the last point of the description of the rtl element, the reference to Unicode Annex #9 (Unicode Bidirectional Algorithm) seems erroneous. I believe that the author meant HL3 (bidirectional overrides) rather than HL1 (primary paragraph direction).

**Solution Proposed by the Submitter:**

**Part 1: §J.2, "Shared (WordprocessingML and DrawingML)", p. 5022**

...

At the paragraph level, the bidi element in WordprocessingML (§17.6.1) and the rtl attribute in Drawing ML (§21.1.2.2.7) specifies whether the base direction of the text within the paragraph is left-to-right or right-to-left. This element overrides the paragraph level; rules P2 and P3 of the "Unicode Bidirectional Algorithm" (see [HL13](#) in the Unicode Standard Annex #9).

Element	Section	Description
rtl	...	<p>Specifies the reading order of the character run to be right-to-left, this controls the visual layout of the run. It is important to note the following:</p> <ul style="list-style-type: none"> <li>• ...</li> <li>• This element provides information used to resolve the classifications of individual characters. Characters in RTL runs will be resolved as strong right-to-left characters or as numerals, while characters in LTR runs will be resolved as strong left-to-right characters or as numerals. Once this is determined, the line is displayed subject to the recommendation of the “Unicode Bidirectional Algorithm” (see HL13 in the Unicode Standard Annex #9) in reordering the resolved levels.</li> </ul> <p>...</p>

**Schema Change(s) Needed:**

No

**Editor’s Response:**

None

**Changes to Part 1: Y Part 2: N Part 3: N Part 4: N**