DOCX-to-PDF Rendering Tests

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**Part 1, §20.1.8.40, “innerShdw (Inner Shadow Effect)”, p. 2862**

This element specifies an inner shadow effect. A shadow is applied within the edges of the object according to the parameters given by the attributes.

Inner Shadow

**Part 1, §20.1.8.45, “outerShdw (Outer Shadow Effect)”, p. 2864**

This element specifies an Outer Shadow Effect.

[*Example*: The following is an example of an outer shadow effect.

Outer Shadow

*end example*]

**Part 1, §20.1.8.50, “reflection (Reflection Effect)”, p. 2868**

This element specifies a reflection effect.

[*Example*:

*end example*]

Reflection Effect

**Part 1, §20.4.2.6, “effectExtent (Object Extents Including Effects)”, pp. 3100–3103**

[*Example*: Consider the following DrawingML image:



This object has no effects, and hence would have the following effect extents:

<wp:effectExtents b="0" t="0" l="0" r="0" />

However, if a shadow effect was applied which added effects to the right of the image:



Then the additional extent the right side would be specified in the r attribute on this element:

<wp:effectExtents b="0" t="0" l="0" r="695325" />

The r attribute has a value of 695325, specifying that that 695325 EMUs must be added to the right side of the image. *end example*]

|  |  |
| --- | --- |
| Attributes | Description |
| b (Additional Extent on Bottom Edge) | Specifies the additional length, in EMUs, which shall be added to the bottom edge of the DrawingML object to determine its actual bottom edge including effects.  [*Example*: Consider the following DrawingML image:  Blue hills.jpg  This image has an effect on all four sides, resulting in the following markup:  <wp:effectExtent l="504825" t="447675" r="771525" b="809625" />  The b attribute value of 809625 specifies that 809625 additional EMUs must be added to the bottom of the image to compensate for the effects on the image. *end example*] |
| l (Additional Extent on Left Edge) | Specifies the additional length, in EMUs, which shall be added to the bottom edge of the DrawingML object to determine its actual bottom edge including effects.  [*Example*: Consider the following DrawingML image:  Blue hills.jpg  This image has an effect on all four sides, resulting in the following markup:  <wp:effectExtent l="504825" t="447675" r="771525" b="809625" />  The l attribute value of 504825 specifies that 504825 additional EMUs must be added to the bottom of the image to compensate for the effects on the image. *end example*] |
| r (Additional Extent on Right Edge) | Specifies the additional length, in EMUs, which shall be added to the bottom edge of the DrawingML object to determine its actual bottom edge including effects.  [*Example*: Consider the following DrawingML image:  Blue hills.jpg  This image has an effect on all four sides, resulting in the following markup:  <wp:effectExtent l="504825" t="447675" r="771525" b="809625" />  The r attribute value of 771525 specifies that 771525 additional EMUs must be added to the bottom of the image to compensate for the effects on the image. *end example*] |
| t (Additional Extent on Top Edge) | Specifies the additional length, in EMUs, which shall be added to the bottom edge of the DrawingML object to determine its actual bottom edge including effects.  [*Example*: Consider the following DrawingML image:  Blue hills.jpg  This image has an effect on all four sides, resulting in the following markup:  <wp:effectExtent l="504825" t="447675" r="771525" b="809625" /> |

**Part 1, §20.4.2.18, “wrapThrough (Through Wrapping)”, pp. 3118–3119**

[*Example*: Consider an object with the following wrap points:



If this object uses tight wrapping, then text cannot be placed within the maximum left and right extents of the wrap polygon at any location:



However, with through wrapping:



*end example*]

**Part 1, §20.4.2.19, “wrapTight (Tight Wrapping)”, pp. 3121–3122**

[*Example*: Consider an object with the following wrap points:



If this object uses tight wrapping, then text cannot be placed within the maximum left and right extents of the wrap polygon at any location:



However, with through wrapping:



*end example*]

**Part 1, §L.4.3.2.10, “Effect Style List”, p. 4801**

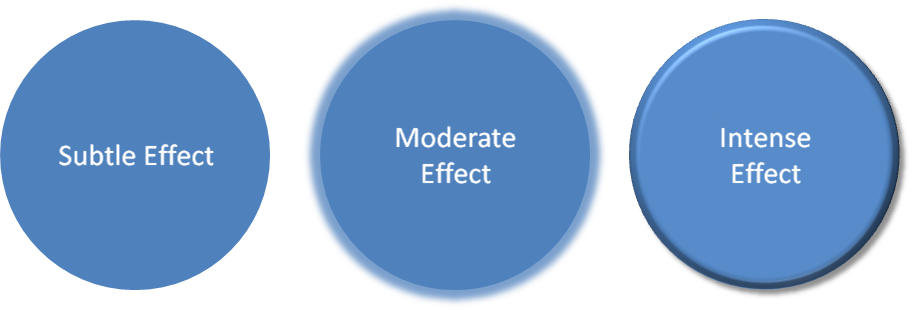


Figure 1: Subtle, moderate, and intense effects applied to a shape that has a blue fill.

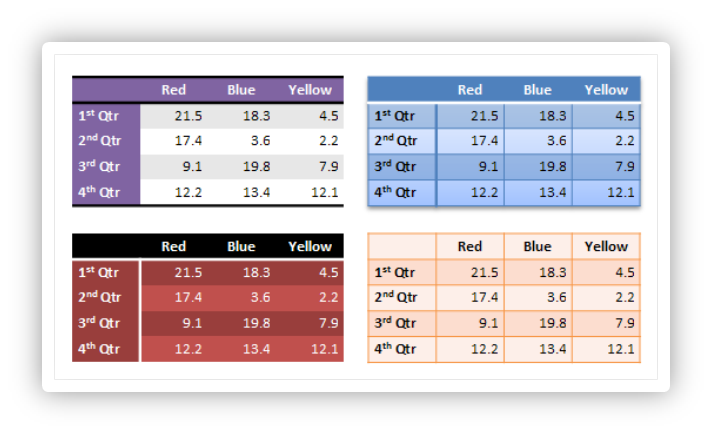
**Part 1, §L.4.3.2.13, “Table Styles”, p. 4801**

Figure 2: Different table styles in use.

**Part 1, §L.4.5.2, “This aspect of DrawingML …”, p. 4820**

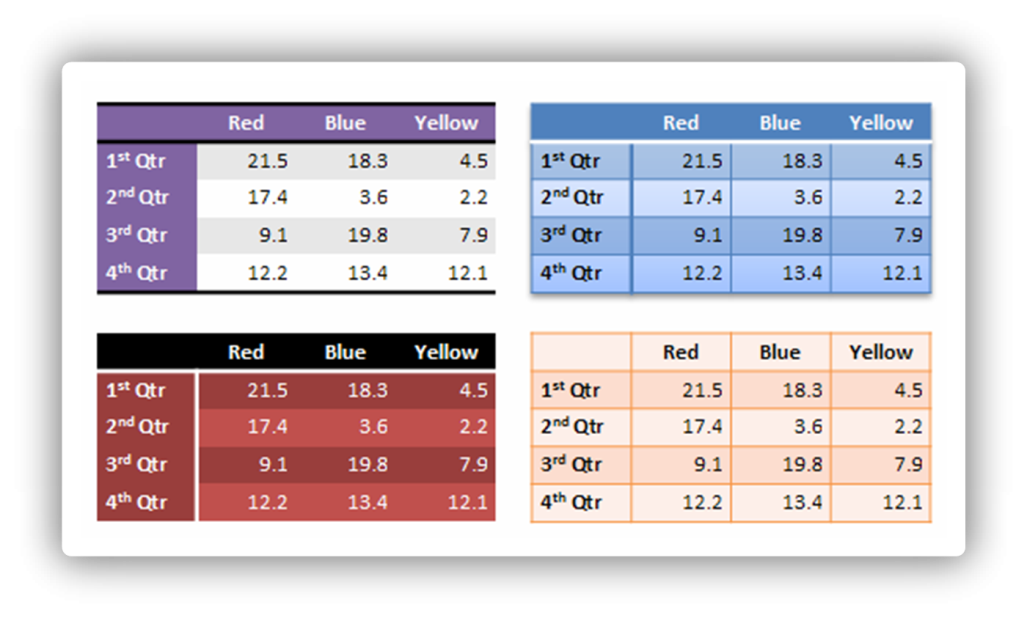
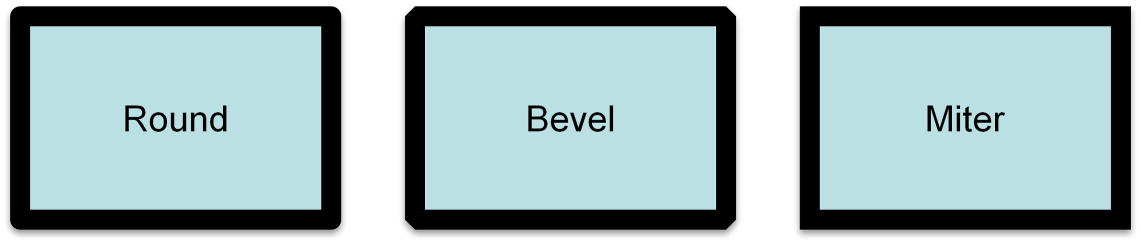
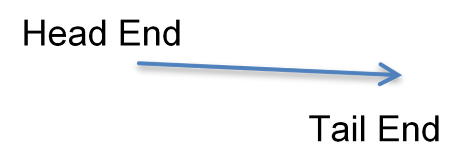


Figure 3: Different table styles in use.

**Part 1, §L.4.8.5.3, “Line Join Properties”, p. 4867**



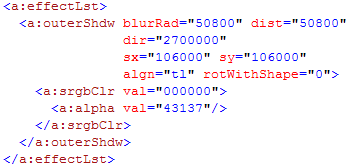
**Part 1, §L.4.8.5.4, “Head/Tail End Properties”, p. 4867**



**Part 1, §L.4.8.5.5, “Line Attributes”, p. 4868**



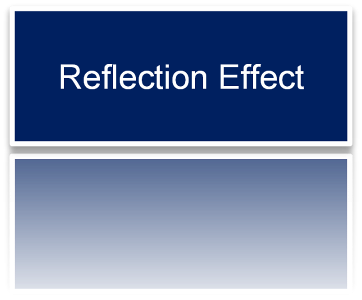
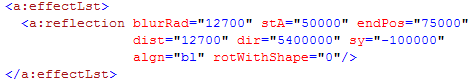
**Part 1, §L.4.8.6.4, “Outer Shadow”, p. 4870**





Outer shadows contain a color choice as well as several attributes:

**Part 1, §L.4.8.6.6, “Reflection Effects”, p. 4871**



Reflections are represented entirely through attributes:

**Part 1, §L.4.8.6.7, “Soft Edge Effects”, p. 4872**



**Part 1, §L.4.15.3, “Data Model”, p. 4912**

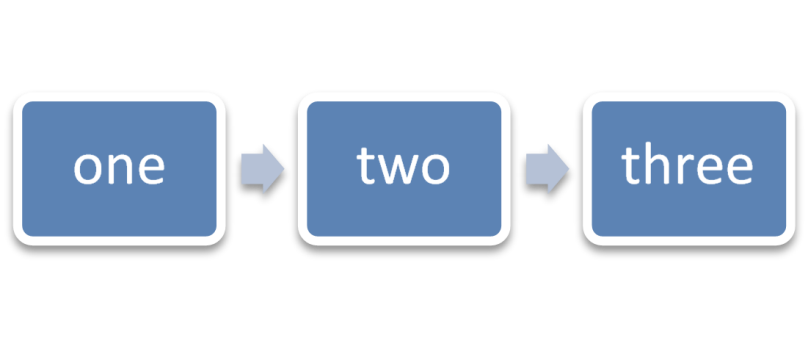


Figure 4: Example diagram with data.

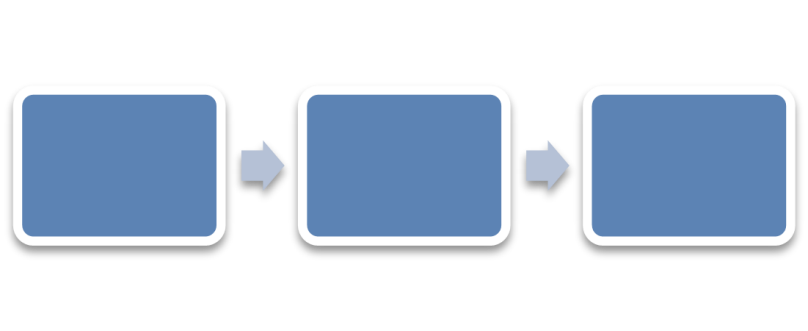


Figure 5: An empty diagram in its initial state.

**Part 1, §L.6.2, “Metadata”, p. 4912**