Re-opened DR 09-0037

This cancels the changes made in DR 09-0037 (removing attributes charset, panose, pitchFamily) and adds new text to address DR 09-0037 in a different way.

#### 19.2.1.13 font (Embedded Font Name)

This element specifies specific properties describing an embedded font. Once specified, this font is available for use within the presentation. Within a font specification there can be regular, bold, italic and boldItalic versions of the font specified. The actual font data for each of these is referenced using a relationships file that contains links to all available fonts. This font data contains font information for each of the characters to be made available in each version of the font.

[Example: Consider the following embedded font.

<p:embeddedFont>

<p:font typeface="MyFont" pitchFamily="34" charset="0"/>

<p:regular r:id="rId2"/>

</p:embeddedFont>

end example]

Font Substitution Logic:

If the specified font is not available on a system being used for rendering, then the attributes of this element are to be utilized in selecting an alternate font.

[Note: Not all characters for a typeface must be stored. It is up to the generating application to determine which characters are to be stored in the corresponding font data files. end note]

If ambiguities exist between properties in the markup of a body of text that refers to an embedded font [Example such as the element latin element specified in §21.1.2.3.7 end example] and properties in the markup of the corresponding instance of this embedded font element, the determination whether to use that embedded font is application-dependent behavior. If ambiguities exist between properties in the markup of an instance of this embedded font element and properties within the corresponding embedded Font part as specified in §15.2.13, the determination whether to use that embedded font is application-dependent behavior.

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| --- | --- |
| Attributes | Description |
| charset (Similar Character Set)  Namespace: ~~.../drawingml/2006/main~~  http://purl.oclc.org/ooxml/drawingml/main | Specifies the character set which is supported by the parent font. This information can be used in font substitution logic to locate an appropriate substitute font when this font is not available. This information is determined by querying the font when present and shall not be modified when the font is not available.  The value of this attribute shall be interpreted as follows:   | **Value** | **Description** | | --- | --- | | 0x00 | Specifies the ANSI character set. (IANA name iso-8859-1) | | 0x01 | Specifies the default character set. | | 0x02 | Specifies the Symbol character set. This value specifies that the characters in the Unicode private use area (U+FF00 to U+FFFF) of the font should be used to display characters in the range U+0000 to U+00FF. | | 0x4D | Specifies a Macintosh (Standard Roman) character set. (IANA name macintosh) | | 0x80 | Specifies the JIS character set. (IANA name shift\_jis) | | 0x81 | Specifies the Hangul character set. (IANA name ks\_c\_5601-1987) | | 0x82 | Specifies a Johab character set. (IANA name KS C-5601-1992) | | 0x86 | Specifies the GB-2312 character set. (IANA name GBK) | | 0x88 | Specifies the Chinese Big Five character set. (IANA name Big5) | | 0xA1 | Specifies a Greek character set. (IANA name windows-1253) | | 0xA2 | Specifies a Turkish character set. (IANA name iso-8859-9) | | 0xA3 | Specifies a Vietnamese character set. (IANA name windows-1258) | | 0xB1 | Specifies a Hebrew character set. (IANA name windows-1255) | | 0xB2 | Specifies an Arabic character set. (IANA name windows-1256) | | 0xBA | Specifies a Baltic character set. (IANA name windows-1257) | | 0xCC | Specifies a Russian character set. (IANA name windows-1251) | | 0xDE | Specifies a Thai character set. (IANA name windows-874) | | 0xEE | Specifies an Eastern European character set. (IANA name windows-1250) | | 0xFF | Specifies an OEM character set not defined by ISO/IEC 29500. | | Any other value | Application-defined, can be ignored. |   The possible values for this attribute are defined by the W3C XML Schema byte datatype. |
| panose (Panose Setting)  Namespace: ~~.../drawingml/2006/main~~  http://purl.oclc.org/ooxml/drawingml/main | Specifies the Panose-1 classification number for the current font using the mechanism defined in §4.2.7.17 of ISO/IEC 14496-22:2007.  The possible values for this attribute are defined by the ST\_Panose simple type (§22.9.2.8). |
| pitchFamily (Similar Font Family)  Namespace: ~~.../drawingml/2006/main~~  http://purl.oclc.org/ooxml/drawingml/main | Specifies the font pitch as well as the font family for the corresponding font. Because the value of this attribute is determined by a byte variable this value shall be interpreted as follows:   | **Value** | **Description** | | --- | --- | | 0x00 | DEFAULT PITCH + UNKNOWN FONT FAMILY | | 0x01 | FIXED PITCH + UNKNOWN FONT FAMILY | | 0x02 | VARIABLE PITCH + UNKNOWN FONT FAMILY | | 0x10 | DEFAULT PITCH + ROMAN FONT FAMILY | | 0x11 | FIXED PITCH + ROMAN FONT FAMILY | | 0x12 | VARIABLE PITCH + ROMAN FONT FAMILY | | 0x20 | DEFAULT PITCH + SWISS FONT FAMILY | | 0x21 | FIXED PITCH + SWISS FONT FAMILY | | 0x22 | VARIABLE PITCH + SWISS FONT FAMILY | | 0x30 | DEFAULT PITCH + MODERN FONT FAMILY | | 0x31 | FIXED PITCH + MODERN FONT FAMILY | | 0x32 | VARIABLE PITCH + MODERN FONT FAMILY | | 0x40 | DEFAULT PITCH + SCRIPT FONT FAMILY | | 0x41 | FIXED PITCH + SCRIPT FONT FAMILY | | 0x42 | VARIABLE PITCH + SCRIPT FONT FAMILY | | 0x50 | DEFAULT PITCH + DECORATIVE FONT FAMILY | | 0x51 | FIXED PITCH + DECORATIVE FONT FAMILY | | 0x52 | VARIABLE PITCH + DECORATIVE FONT FAMILY |   This information is determined by querying the font when present and shall not be modified when the font is not available. This information can be used in font substitution logic to locate an appropriate substitute font when this font is not available.  The possible values for this attribute are defined by the W3C XML Schema byte datatype. |
| typeface (Text Typeface)  Namespace:  http://purl.oclc.org/ooxml/ drawingml/main | Specifies the typeface, or name of the font that is to be used. The typeface is a string name of the specific font that should be used in rendering the presentation. If this font is not available within the font list of the generating application than font substitution logic should be utilized in order to select an alternate font.  The possible values for this attribute are defined by the ST\_TextTypeface simple type (§20.1.10.80). |

[Note: The W3C XML Schema definition of this element’s content model ([CT\_TextFont](#xsd_s_0248acda-d29a-4b54-9511-9a7a53f745)) is located in §A.4.1. end note]