(Note Sept/Oct 2015 while re-considering DR 09-0037 & DR 09-0055: Chris Rae’s “DR 09-0055 changes v3.docx” was taken as a base document and I removed without tracked changes many pages of subclauses that have no proposed edits. Track changes was then enabled to capture the changes arising from reconsidering this DR, including the schema changes later found missing and noted in the DR log for 09-0055. -- John Haug)

NOTE: All references to 20.1.10.xx must be set to the subclause number of the added simple type.

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## Changes to Part 1, 19.2.1.13 font (Embedded Font Name)

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| pitchFamily (Similar Font Family)Namespace: http://purl.oclc.org/ooxml/drawingml/main |

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Specifies the font pitch as well as the font family for the corresponding font. 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 ST\_PitchFamily simple type (§20.1.10.xx). |

## New subclause Part 1, 20.1.10.xx ST\_PitchFamily (Pitch Family)

**20.1.10.xx ST\_PitchFamily (Pitch Family)**

This simple type specifies a font pitch.

[*Note:* Although the type name is ST\_PitchFamily, the integer value of this attribute specifies the font family with the higher 4 bits and the font pitch with the lower 4 bits. *end note*]

This simple type's contents are a restriction of the W3C XML Schema byte datatype.

This simple type is restricted to the values listed in the following table:

| **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 |

[Note: The W3C XML Schema definition of this simple type’s content model ([ST\_PitchFamily](#xsd_s_3dbeeb50-6fdd-490e-86c9-b7a5f36004)) is located in §A.3. end note]

## Changes to Part 1, 21.1.2.3.1 cs (Complex Script Font)

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Specifies the font pitch as well as the font family for the corresponding font. 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.[Note: Although the attribute name is pitchFamily, the integer value of this attribute specifies the font family with higher 4 bits and the font pitch with lower 4 bits. end note]The possible values for this attribute are defined by the ST\_PitchFamily simple type (§20.1.10.xx). |

## Changes to Part 1, 21.1.2.3.3 ea (East Asian Font)

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Specifies the font pitch as well as the font family for the corresponding font. 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 ST\_PitchFamily simple type (§20.1.10.xx). |

## Changes to Part 1, 21.1.2.3.7 latin (Latin Font)

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Specifies the font pitch as well as the font family for the corresponding font. 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 ST\_PitchFamily simple type (§20.1.10.xx). |

## Changes to Part 1, 21.1.2.3.10 sym (Symbol Font)

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Specifies the font pitch as well as the font family for the corresponding font. 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 ST\_PitchFamily simple type (§20.1.10.xx). |

## Changes to Part 1, 21.1.2.4.6 buFont (Specified)

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Specifies the font pitch as well as the font family for the corresponding font. 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 ST\_PitchFamily simple type (§20.1.10.xx). |

## Changes to Part 4, 16.5.3 Changed attribute for font element (Part 1, §19.2.1.13)

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Specifies the font pitch as well as the font family for the corresponding font. 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 ST\_PitchFamily simple type (Part 1, §20.1.10.xx). |

## Changes to Part 1, A.4.1 DrawingML – Main

<xsd:simpleType name="ST\_TextTypeface">

  <xsd:restriction base="xsd:string"/>

</xsd:simpleType>

<xsd:simpleType name="ST\_PitchFamily">

  <xsd:restriction base="xsd:byte">

    <xsd:enumeration value="00"/>

    <xsd:enumeration value="01"/>

    <xsd:enumeration value="02"/>

    <xsd:enumeration value="16"/>

    <xsd:enumeration value="17"/>

    <xsd:enumeration value="18"/>

    <xsd:enumeration value="32"/>

    <xsd:enumeration value="33"/>

    <xsd:enumeration value="34"/>

    <xsd:enumeration value="48"/>

    <xsd:enumeration value="49"/>

    <xsd:enumeration value="50"/>

    <xsd:enumeration value="64"/>

    <xsd:enumeration value="65"/>

    <xsd:enumeration value="66"/>

    <xsd:enumeration value="80"/>

    <xsd:enumeration value="81"/>

    <xsd:enumeration value="82"/>

  </xsd:restriction>

</xsd:simpleType>

<xsd:complexType name="CT\_TextFont">

  <xsd:attribute name="typeface" type="ST\_TextTypeface" use="required"/>

  <xsd:attribute name="panose" type="s:ST\_Panose" use="optional"/>

  <xsd:attribute name="pitchFamily" type="ST\_PitchFamily" use="optional" default="0"/>

  <xsd:attribute name="charset" type="xsd:byte" use="optional" default="1"/>

</xsd:complexType>

## Changes to Part 1, B.4.1 DrawingML – Main

a\_ST\_TextTypeface = xsd:string

a\_ST\_PitchFamily =

 xsd:byte "00" | xsd:byte "01" | xsd:byte "02" | xsd:byte "16" |

 xsd:byte "17" | xsd:byte "18" | xsd:byte "32" | xsd:byte "33" |

 xsd:byte "34" | xsd:byte "48" | xsd:byte "49" | xsd:byte "50" |

 xsd:byte "64" | xsd:byte "65" | xsd:byte "66" | xsd:byte "80" |

 xsd:byte "81" | xsd:byte "82"

a\_CT\_TextFont =

attribute typeface { a\_ST\_TextTypeface },

attribute panose { s\_ST\_Panose }?,

## default value: 0

attribute pitchFamily { a\_ST\_PitchFamily }?,

## default value: 1

attribute charset { xsd:byte }?

## Changes to Part 4, A.4.1 DrawingML - Main

<xsd:simpleType name="ST\_TextTypeface">

  <xsd:restriction base="xsd:string"/>

</xsd:simpleType>

<xsd:simpleType name="ST\_PitchFamily">

  <xsd:restriction base="xsd:byte">

    <xsd:enumeration value="00"/>

    <xsd:enumeration value="01"/>

    <xsd:enumeration value="02"/>

    <xsd:enumeration value="16"/>

    <xsd:enumeration value="17"/>

    <xsd:enumeration value="18"/>

    <xsd:enumeration value="32"/>

    <xsd:enumeration value="33"/>

    <xsd:enumeration value="34"/>

    <xsd:enumeration value="48"/>

    <xsd:enumeration value="49"/>

    <xsd:enumeration value="50"/>

    <xsd:enumeration value="64"/>

    <xsd:enumeration value="65"/>

    <xsd:enumeration value="66"/>

    <xsd:enumeration value="80"/>

    <xsd:enumeration value="81"/>

    <xsd:enumeration value="82"/>

  </xsd:restriction>

</xsd:simpleType>

<xsd:complexType name="CT\_TextFont">

  <xsd:attribute name="typeface" type="ST\_TextTypeface" use="required"/>

  <xsd:attribute name="panose" type="s:ST\_Panose" use="optional"/>

  <xsd:attribute name="pitchFamily" type="ST\_PitchFamily" use="optional" default="0"/>

  <xsd:attribute name="charset" type="xsd:byte" use="optional" default="1"/>

</xsd:complexType>

## Changes to Part 4, B.4.1 DrawingML - Main

a\_ST\_TextTypeface = xsd:string

a\_ST\_PitchFamily =

 xsd:byte "00" | xsd:byte "01" | xsd:byte "02" | xsd:byte "16" |

 xsd:byte "17" | xsd:byte "18" | xsd:byte "32" | xsd:byte "33" |

 xsd:byte "34" | xsd:byte "48" | xsd:byte "49" | xsd:byte "50" |

 xsd:byte "64" | xsd:byte "65" | xsd:byte "66" | xsd:byte "80" |

 xsd:byte "81" | xsd:byte "82"

a\_CT\_TextFont =

attribute typeface { a\_ST\_TextTypeface },

attribute panose { s\_ST\_Panose }?,

## default value: 0

attribute pitchFamily { a\_ST\_PitchFamily }?,

## default value: 1

attribute charset { xsd:byte }?