# Information technology — Document description and processing languages — Office Open XML File Formats —

#### Part 1:

# **Fundamentals and Markup Language Reference**

**TECHNICAL CORRIGENDUM 2** 

 $\label{lem:continuous} \textit{Technologies de l'information} \ -- \textit{Description des documents et langages de traitement} \ -- \textit{Formats de fichier "Office Open XML"} \ --$ 

Partie 1: ...

**RECTIFICATIF TECHNIQUE 2** 

Technical Corrigendum 2 to ISO/IEC 29500-1:2012 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 34, *Document description and processing languages*.

It contains corrections that resolve various Defect Reports submitted against ISO/IEC 29500-1:2012.

A correction can involve changes to one or more clauses or subclauses; it can even apply to multiple Parts of ISO/IEC 29500. For changes to ISO/IEC 29500-1:2012, each such change has its own entry below.

Changes are presented in ascending clause, subclause, and page number order.

This is the second Technical Corrigendum for ISO/IEC 29500-1:2012. No amendments to ISO/IEC 29500-1:2012 have been published.

#### ISO/IEC 29500-1:2012/Cor.2:2016(E)

#### **Notational conventions**

The title of each change is the complete reference to the clause or subclause being corrected. In all cases, the title begins with the clause or subclause number, the clause or subclause name, and the page number. In those cases containing changes to a particular row of a table, the value in that row's first column is appended to the title. As the lines in each XML schema subclause are numbered, corrections to schemas also contain the numbers of the lines being corrected.

A change can contain any one or more of the following kinds of edits:

- 1. Addition of text: New text is displayed in blue and is underlined, as demonstrated here.
- 2. Deletion of text: Deleted text is displayed in red and is struck through, as demonstrated here.
- 3. Change of format of text: <u>Text whose format (but not its content)</u> has changed is displayed in green and is double-underlined, as demonstrated here.

Many changes involve edits to large paragraphs, tables, and/or XML fragments. In such cases, the changes contain only as much unchanged content as is necessary to establish the correct context of each change. Omitted content is identified via the use of ellipses (...).

Within a change, intent that cannot be represented visually as an edit is written as an instruction in italic and delimited by curly brackets; for example: {In paragraph 2, item 4, and in paragraph 4, make the numbers in the text "17–23" hyperlinked forward references to Clauses 17 and 23.}

## ISO/IEC 29500-1:2012/Cor.2:2016

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#### Introduction

This Technical Corrigendum contains corrections that resolve various Defect Reports submitted against ISO/IEC 29500-1:2012.

A correction can involve changes to one or more clause or subclauses; it can even apply to multiple Parts of ISO/IEC 29500. For changes to Part 1, each such change has its own entry below, and the number of the Defect Report that lead to any particular change is written immediately following that change's title, in the form "[DR 99-9999]".

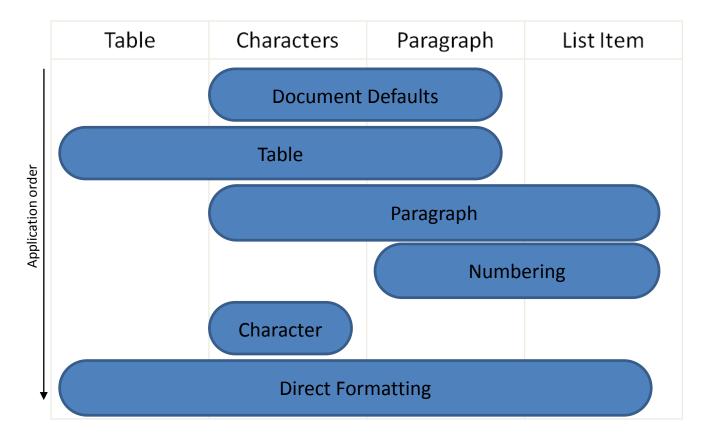
Changes are presented in ascending clause, subclause, and page number order.

### **Changes**

### 1. §17.7.2, "Style Hierarchy", p. 609

[DR 12-0005, DR 12-00025]

{Replace the existing diagram with the following one.}



### 2. §17.18.41, "ST\_Hint (Font Type Hint)", pp. 1,393-1,394

[DR 09-0040]

<u>This simple type s</u>Specifies <u>information</u> the font type which shall be used to <u>decide how to</u> format any characters in the current run for which the font type is otherwise ambiguous.

There are cCertain characters which are not explicitly stored in the document, and can be mapped into multiple more than one of the font slot categories of the four mentioned above described in the parent element. This attribute shall be used to arbitrate that conflict, and determine how ambiguities in this run shall be handled. [Note: This is primarily can be used to handle the formatting on the paragraph mark glyph, and other characters that are not stored as text in the WordprocessingML document. Some printable characters can be mapped to more than one font slot, such as Unicode glyph U+2026 'HORIZONTAL ELLIPSIS'. end note]

[Example: Consider the run representing the paragraph mark glyph, which is not stored as a physical character. Since this could therefore be formatted with any of the fonts specified for the run, this ambiguity is resolved using the following WordprocessingML:

```
<w:pPr>
  <w:rPr>
    <w:rFonts w:hint="eastAsia" />
    </w:rPr>
</w:pPr>
```

The hint attribute specifies that <u>some characters in</u> the run <u>must</u> use <u>an East Asian</u> the <u>eastAsia</u> font (theme or not, whichever is in use for East Asian text) as applied for this run. end example]

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

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

Enumeration Value	Description
cs (Complex Script Font)	Specifies that the font hint for this text run shall be to use the Complex Script font defined on for the run via the style hierarchy.
default (High ANSIno Font font hint)	Specifies that the fontno hint shall apply for to this text run shall be to use the High ANSI font defined on the run via the style hierarchy.
eastAsia (East Asian Font)	Specifies that the font hint for this text run shall be to use the East Asian font defined on for the run via the style hierarchy.

[Note: The W3C XML Schema definition of this simple type's content model (ST\_Hint) is located in §TBD. end note]

## 3. §18.8.30, "numFmt (Number Format)", p. 1,769

[DR 14-0006]

{The corresponding correction in ISO/IEC 29500-1:2012/Cor.1:2015 is incorrect, and is replaced by the following:}

...

Following is a listing of number formats whose formatCode value is implied rather than explicitly saved in the file. In this case, a numFmtId value is written on the xf record, but no corresponding numFmt element is written. Some of these Ids can be interpreted differently, depending on the UI language of the implementing application.

Ids not specified in the listing, such as 5, 6, 7, and 8, shall follow the number format specified by the formatCode attribute.

[Note: To maximize interoperability, implementers should restrict the content of this attribute to enumerations present in the lists below. Additional values may be used, but interoperability will only be possible via mutual agreement between implementers. end note]

When values not present in the lists below are used, the behavior is implementation-defined.

#### **All Languages**

...

### 4. §19.2.1.13, "font (Embedded Font Name)", pp. 2,523-2,524

[DR 09-0037, DR 09-0055]

Font Substitution Logic:

...

[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 (such as the latin element specified in §21.1.2.3.7) 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.

Attributes	Description
charset (Similar Character	Specifies the character set that is supported by the parent font. This

Attributes	Description		
<u>Set)</u>	information can be used in font substitution logic to locate an		
		substitute font when this font is not available. This	
		is determined by querying the font when present and shall	
	not be modi	fied when the font is not available.	
	The value of	this attribute shall be interpreted as follows:	
	<u>Value</u>	<u>Description</u>	
	<u>0x00</u>	Specifies the ANSI character set. (IANA name iso-	
		8859-1)	
	<u>0x01</u>	Specifies the default character set.	
	<u>0x02</u>	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)	
	<u>0x80</u>	Specifies the JIS character set. (IANA name shift_jis)	
	0x81	Specifies the Hangul character set. (IANA name	
		<u>ks_c_5601-1987)</u>	
	<u>0x82</u>	Specifies a Johab character set. (IANA name KS C-5601-1992)	
	<u>0x86</u>	Specifies the GB-2312 character set. (IANA name GBK)	
	0x88	Specifies the Chinese Big Five character set. (IANA	
		name Big5)	
	<u>0×A1</u>	Specifies a Greek character set. (IANA name windows - 1253)	
	0xA2	Specifies a Turkish character set. (IANA name iso-8859-9)	
	<u> </u>		

Attributes	Description		
	<u>0xA3</u>	Specifies a Vietnamese character set. (IANA name windows - 1258)	
	<u>0xB1</u>	Specifies a Hebrew character set. (IANA name windows - 1255)	
	<u>0xB2</u>	Specifies an Arabic character set. (IANA name windows - 1256)	
	<u>ØxBA</u>	Specifies a Baltic character set. (IANA name windows - 1257)	
	<u>0xCC</u>	Specifies a Russian character set. (IANA name windows - 1251)	
	<u>0xDE</u>	Specifies a Thai character set. (IANA name windows - 874)	
	<u>0xEE</u>	Specifies an Eastern European character set. (IANA name windows - 1250)	
	<u>0xFF</u>	Specifies an OEM character set not defined by ISO/IEC 29500.	
	Any other value	Application-defined, can be ignored.	
	The possible Schema byte	values for this attribute are defined by the W3C XML e datatype.	
panose (Panose Setting)	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.		
	simple type (		
pitchFamily (Similar Font Family)	Specifies the font pitch as well as the font family for the corresponding font.		
	shall not be i	tion is determined by querying the font when present and modified when the font is not available. This information in font substitution logic to locate an appropriate	
	substitute font when this font is not available.		

Attributes	Description
	The possible values for this attribute are defined by the ST PitchFamily simple type (§20.1.10.xx).
typeface (Text Typeface)	

...

## 5. §20.1.10.xx, "ST\_PitchFamily (Pitch Family)", new subclause, p. xx

[DR 09-0055]

#### 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:

<u>Value</u>	<u>Description</u>
<u>0x00</u>	DEFAULT PITCH + UNKNOWN FONT FAMILY
<u>0x01</u>	FIXED PITCH + UNKNOWN FONT FAMILY
<u>0x02</u>	VARIABLE PITCH + UNKNOWN FONT FAMILY
<u>0x10</u>	DEFAULT PITCH + ROMAN FONT FAMILY
<u>0x11</u>	FIXED PITCH + ROMAN FONT FAMILY
<u>0x12</u>	VARIABLE PITCH + ROMAN FONT FAMILY
<u>0x20</u>	DEFAULT PITCH + SWISS FONT FAMILY
<u>0x21</u>	FIXED PITCH + SWISS FONT FAMILY
<u>0x22</u>	VARIABLE PITCH + SWISS FONT FAMILY
<u>0x30</u>	DEFAULT PITCH + MODERN FONT FAMILY
<u>0x31</u>	FIXED PITCH + MODERN FONT FAMILY
<u>0x32</u>	VARIABLE PITCH + MODERN FONT FAMILY
<u>0x40</u>	DEFAULT PITCH + SCRIPT FONT FAMILY
<u>0x41</u>	FIXED PITCH + SCRIPT FONT FAMILY
<u>0x42</u>	VARIABLE PITCH + SCRIPT FONT FAMILY
<u>0x50</u>	DEFAULT PITCH + DECORATIVE FONT FAMILY
<u>0x51</u>	FIXED PITCH + DECORATIVE FONT FAMILY

<u>Value</u>	<u>Description</u>
<u>0x52</u>	VARIABLE PITCH + DECORATIVE FONT FAMILY

[Note: The W3C XML Schema definition of this simple type's content model (ST\_PitchFamily) is located in §A.3. end note]

# 6. §21.1.2.3.1, "cs (Complex Script Font)", attribute pitchFamily, p. 3,220

Attributes	Description			
pitchFamily (Similar Font Family)	Specifies the font pitch as well as the font family for the corresponding font. Because the value of this attribute is determined by an octet value this value shall be interpreted as follows:			
	<del>Value</del>	<del>Description</del>		
	<del>0x00</del>	DEFAULT PITCH + UNKNOWN FONT FAMILY		
	<del>0x01</del>	FIXED PITCH + UNKNOWN FONT FAMILY		
	<del>0x02</del>	VARIABLE PITCH + UNKNOWN FONT FAMILY		
	0×10	DEFAULT PITCH + ROMAN FONT FAMILY		
	<del>0x11</del>	FIXED PITCH + ROMAN FONT FAMILY		
	0x12	VARIABLE PITCH + ROMAN FONT FAMILY		
	<del>0x20</del>	DEFAULT PITCH + SWISS FONT FAMILY		
	0x21	FIXED PITCH + SWISS FONT FAMILY		
	<del>0x22</del>	VARIABLE PITCH + SWISS FONT FAMILY		
	<del>0x30</del>	DEFAULT PITCH + MODERN FONT FAMILY		
	0x31	FIXED PITCH + MODERN FONT FAMILY		
	<del>0x32</del>	VARIABLE PITCH + MODERN FONT FAMILY		
	<del>0x40</del>	DEFAULT PITCH + SCRIPT FONT FAMILY		
	0x41	FIXED PITCH + SCRIPT FONT FAMILY		
	0x42	VARIABLE PITCH + SCRIPT FONT FAMILY		
	<del>0x50</del>	DEFAULT PITCH + DECORATIVE FONT FAMILY		
	<del>0x51</del>	FIXED PITCH + DECORATIVE FONT FAMILY		
	<del>0x52</del>	VARIABLE PITCH + DECORATIVE FONT FAMILY		
	modified whe	on is determined by querying the font when present and shall not be n the font is not available. This information can be used in font substitution an appropriate substitute font when this font is not available.		

Attributes	Description
	[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 <u>ST_PitchFamily simple type</u> (§20.1.10.xx) <del>W3C XML Schema byte datatype</del> .

# 7. §21.1.2.3.3, "ea (East Asian Font)", attribute pitchFamily, pp. 3,227-3,228

Attributes	Description		
pitchFamily (Similar Font Family)		ont pitch as well as the font family for the corresponding font. Because the ttribute is determined by a byte variable this value shall be interpreted as	
	<del>Value</del>	<del>Description</del>	
	<del>0x00</del>	DEFAULT PITCH + UNKNOWN FONT FAMILY	
	<del>0x01</del>	FIXED PITCH + UNKNOWN FONT FAMILY	
	<del>0x02</del>	VARIABLE PITCH + UNKNOWN FONT FAMILY	
	<del>0x10</del>	DEFAULT PITCH + ROMAN FONT FAMILY	
	0x11	FIXED PITCH + ROMAN FONT FAMILY	
	<del>0x12</del>	VARIABLE PITCH + ROMAN FONT FAMILY	
	<del>0x20</del>	DEFAULT PITCH + SWISS FONT FAMILY	
	<del>0x21</del>	FIXED PITCH + SWISS FONT FAMILY	
	<del>0x22</del>	VARIABLE PITCH + SWISS FONT FAMILY	
	<del>0x30</del>	DEFAULT PITCH + MODERN FONT FAMILY	
	<del>0x31</del>	FIXED PITCH + MODERN FONT FAMILY	
	<del>0x32</del>	VARIABLE PITCH + MODERN FONT FAMILY	
	<del>0x40</del>	DEFAULT PITCH + SCRIPT FONT FAMILY	
	0x41	FIXED PITCH + SCRIPT FONT FAMILY	
	<del>0x42</del>	VARIABLE PITCH + SCRIPT FONT FAMILY	
	<del>0x50</del>	DEFAULT PITCH + DECORATIVE FONT FAMILY	
	<del>0x51</del>	FIXED PITCH + DECORATIVE FONT FAMILY	
	<del>0x52</del>	VARIABLE PITCH + DECORATIVE FONT FAMILY	

Attributes	Description		
	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 <u>ST_PitchFamily simple type</u> (§20.1.10.xx) <del>W3C XML Schema byte datatype</del> .		

## 8. §21.1.2.3.7, "latin (Latin Font)", attribute pitchFamily, pp. 3,234–3,235

•	ont pitch as well as the font family for the corresponding font. Because the ttribute is determined by an octet value this value shall be interpreted as
Value	
<del>value</del>	<del>Description</del>
0x00	DEFAULT PITCH + UNKNOWN FONT FAMILY
0x01	FIXED PITCH + UNKNOWN FONT FAMILY
<del>0x02</del>	VARIABLE PITCH + UNKNOWN FONT FAMILY
<del>0x10</del>	DEFAULT PITCH + ROMAN FONT FAMILY
<del>0x11</del>	FIXED PITCH + ROMAN FONT FAMILY
<del>0x12</del>	VARIABLE PITCH + ROMAN FONT FAMILY
0x20	DEFAULT PITCH + SWISS FONT FAMILY
<del>0x21</del>	FIXED PITCH + SWISS FONT FAMILY
<del>0x22</del>	VARIABLE PITCH + SWISS FONT FAMILY
<del>0x30</del>	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
<del>0x42</del>	VARIABLE PITCH + SCRIPT FONT FAMILY
0x50	DEFAULT PITCH + DECORATIVE FONT FAMILY
0x51	FIXED PITCH + DECORATIVE FONT FAMILY
<del>0x52</del>	VARIABLE PITCH + DECORATIVE FONT FAMILY
	0x02 0x10 0x11 0x12 0x20 0x21 0x22 0x30 0x31 0x32 0x40 0x41 0x42 0x50 0x51

Attributes	Description
	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 <u>ST_PitchFamily simple type</u> (§20.1.10.xx) <del>W3C XML Schema byte datatype</del> .

# 9. §21.1.2.3.10, "sym (Symbol Font)", attribute pitchFamily, pp. 3,242-3,243

Attributes	Description			
pitchFamily (Similar Font Family)	Specifies the font pitch as well as the font family for the corresponding font. Because the value of this attribute is determined by an octet value this value shall be interpreted as follows:			
	<del>Value</del>	Description		
	<del>0x00</del>	DEFAULT PITCH + UNKNOWN FONT FAMILY		
	<del>0x01</del>	FIXED PITCH + UNKNOWN FONT FAMILY		
	<del>0x02</del>	VARIABLE PITCH + UNKNOWN FONT FAMILY		
	<del>0x10</del>	DEFAULT PITCH + ROMAN FONT FAMILY		
	<del>0x11</del>	FIXED PITCH + ROMAN FONT FAMILY		
	<del>0x12</del>	VARIABLE PITCH + ROMAN FONT FAMILY		
	<del>0x20</del>	DEFAULT PITCH + SWISS FONT FAMILY		
	<del>0x21</del>	FIXED PITCH + SWISS FONT FAMILY		
	<del>0x22</del>	VARIABLE PITCH + SWISS FONT FAMILY		
	<del>0x30</del>	DEFAULT PITCH + MODERN FONT FAMILY		
	<del>0x31</del>	FIXED PITCH + MODERN FONT FAMILY		
	<del>0x32</del>	VARIABLE PITCH + MODERN FONT FAMILY		
	<del>0x40</del>	DEFAULT PITCH + SCRIPT FONT FAMILY		
	<del>0x41</del>	FIXED PITCH + SCRIPT FONT FAMILY		
	<del>0x42</del>	VARIABLE PITCH + SCRIPT FONT FAMILY		
	<del>0x50</del>	DEFAULT PITCH + DECORATIVE FONT FAMILY		
	<del>0x51</del>	FIXED PITCH + DECORATIVE FONT FAMILY		
	<del>0x52</del>	VARIABLE PITCH + DECORATIVE FONT FAMILY		

Attributes	Description
	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 <u>ST_PitchFamily simple type</u> (§20.1.10.xx) <u>W3C XML Schema byte datatype</u> .

# 10. §21.1.2.4.6, "buFont (Specified)", attribute pitchFamily, pp. 3,254-3,255

Attributes	Description			
pitchFamily (Similar Font Family)	Specifies the font pitch as well as the font family for the corresponding font. Because the value of this attribute is determined by an octet value this value shall be interpreted as follows:			
	<del>Value</del>	<b>Description</b>		
	<del>0x00</del>	DEFAULT PITCH + UNKNOWN FONT FAMILY		
	<del>0x01</del>	FIXED PITCH + UNKNOWN FONT FAMILY		
	<del>0x02</del>	VARIABLE PITCH + UNKNOWN FONT FAMILY		
	<del>0x10</del>	DEFAULT PITCH + ROMAN FONT FAMILY		
	<del>0x11</del>	FIXED PITCH + ROMAN FONT FAMILY		
	<del>0x12</del>	VARIABLE PITCH + ROMAN FONT FAMILY		
	<del>0x20</del>	DEFAULT PITCH + SWISS FONT FAMILY		
	0x21	FIXED PITCH + SWISS FONT FAMILY		
	0x22	VARIABLE PITCH + SWISS FONT FAMILY		
	<del>0x30</del>	DEFAULT PITCH + MODERN FONT FAMILY		
	0x31	FIXED PITCH + MODERN FONT FAMILY		
	<del>0x32</del>	VARIABLE PITCH + MODERN FONT FAMILY		
	<del>0x40</del>	DEFAULT PITCH + SCRIPT FONT FAMILY		
	0x41	FIXED PITCH + SCRIPT FONT FAMILY		
	0x42	VARIABLE PITCH + SCRIPT FONT FAMILY		
	<del>0x50</del>	DEFAULT PITCH + DECORATIVE FONT FAMILY		

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Attributes	Description		
	<del>0x51</del>	FIXED PITCH + DECORATIVE FONT FAMILY	
	<del>0x52</del>	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.  [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]		
	•	ues for this attribute are defined by the <a href="ST_PitchFamily simple type">ST_PitchFamily simple type</a> <a href="SC XML Schema byte datatype">SC XML Schema byte datatype</a> .	