# DR 15-0006 — PML: ST\_TLBehaviourAdditiveType is not well-specified

Status: Further Consideration Required

Subject: PML: ST\_TLBehaviourAdditiveType is not well-specified

Qualifier: Technical defect

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Submitter’s Defect Number: None

Supporting Document(s): None

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Deadline for Response from Editor: 2015-08-02

IS 29500 Reference(s): Part 1:2012, §19.7.28, “ST\_TLBehaviorAdditiveType (Behavior Additive Type)”, p. 2699

Related DR(s): xx

Nature of the Defect:

The specification of ST\_ TLBehaviorAdditiveType is unsatisfactory. It provides the enumerations for animation behaviors, but does not describe how they actually alter animations in practice.

Solution Proposed by the Submitter:

Add normative text detailing what effect this simple type has.

Schema Change(s) Needed: No

**Editor’s Response:**

**2016-02-29/03-02 Barcelona Meeting:**

Darrin proposed the following:

We (MS) need to create an implementer note, since we don’t think we should update the standard itself.

This enum specifies how the animated value is incorporated into the attribute value. PowerPoint only supports the value of Repl and Sum. Other enum values fall back to Base.

* Repl: the animated value replaces the attribute value as absolute value
* Sum: the animated value is added to the attribute value as relative value

Feedback from Caroline:

I believe the semantics of the enum values could usefully be made clearer in the standard (perhaps in the Description boxes or through an explanatory example).  I'm going to assume "we don’t think we should update the standard itself" means they don't want to see a schema modification just because PowerPoint doesn't support a couple of the values.  I also see no reason to modify the schema now, although we could do that later if there are other reasons for an amendment.  What are the intended semantics for Base?

Also, what is "the property" in "how to apply the animation values to the original value for the property"?  I assume it means some original static property?  Would it be an ancestor property or child property?

After some discussion, it was agreed that much of this behavior should be implementation-defined. However, at the very least, the Description column needed to say more than simply restating the left column entries.

**2016-08-08 Darrin House:**

Proposal:

**Part 1: §19.7.29, “ST\_TLBehaviorAdditiveType (Behavior Additive Type)”, p. xxx**

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

|  |  |
| --- | --- |
| Enumeration Value | Description |
| base (Additive Enum ( Base )) | ~~Base~~Specifies that the animation will replace the underlying value and the base value of the attribute |
| mult (Additive Enum ( Multiply )) | ~~Multiply~~Specifies that the animation will multiply the underlying value of the attribute |
| none (None) | ~~None~~The default value, equivalent to repl |
| repl (Additive Enum ( Replace )) | ~~Replace~~Specifies that the animation will replace the underlying value of the attribute |
| sum (Additive Enum ( Sum )) | ~~Sum~~Specifies that the animation will add to the underlying value of the attribute |

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