DR 13-0014 — PML: omissions and inconsistencies in the specification of attributes

Status: Closed; in COR4

Subject: PML: omissions and inconsistencies in the specification of attributes

Qualifier: Request for clarification

Submitter: Francis Cave Organization: (BSI)

Contact Information: [francis@franciscave.com](https://d.docs.live.net/c8ba0861dc5e4adc/Public%20Documents/2013/francis%40franciscave.com)

Submitter’s Defect Number: n/a

Supporting Document(s): None

Date Circulated by Secretariat: 2013-12-23

Deadline for Response from Editor: 2014-02-23

IS 29500 Reference(s): 29500-1:2016, §19.x

Related DR(s): None

Nature of the Defect:

In the cases listed below the text does not unambiguously specify how to interpret the element, when present, if the attribute, declared in the schema to be optional but with no default value, is omitted.

Note that this list excludes a number of cases where an element has an optional id or name attribute, where the omission of the attribute is understood to mean that the element does not need any identifier or name because it is not referenced elsewhere.

* §19.2.1.17 kinsoku (@lang) (complex type: CT\_Kinsoku)
* §19.2.1.39 sldSz (@type) (complex type: CT\_SlideSize)
* §19.3.1.21 graphicFrame (@bwMode) (complex type: CT\_GraphicalObjectFrame)
* §19.5.1 anim (@by, @calcmode, @from, @to, @valueType) (complex type: CT\_TLAnimateBehavior)
* §19.5.2 animClr (@clrSpc) (complex type: CT\_TLAnimateColorBehavior)
* §19.5.3 animEffect (@filter) (complex type: CT\_TLAnimateEffectBehavior)
* §19.5.4 animMotion (@origin, @path, @pathEditMode, @ptsTypes, @rAng) (complex type: CT\_TLAnimateMotionBehavior)
* §19.5.5 animRot (@by, @from, @to) (complex type: CT\_TLAnimateRotationBehavior)
* §19.5.6 animScale (@zoomContents) (complex type: CT\_TLAnimateScaleBehavior)
* §19.5.22 cBhvr (@accumulate, @additive, @by, @from, @override, @rctx, @to, @xfrmType) (complex type: CT\_TLCommonBehaviorData)
The word 'value' is missing before '"childStyle"' in the description of @override.
* §19.5.28 cmd (@cmd, @type) (complex type: CT\_TLCommandBehavior)
* §19.5.33 cTn (@afterEffect, @bldLvl, @display, @dur, @evtFilter, @fill, @masterRel, @nodePh, @nodeType, @presetClass, @presetSubtype, @restart, @syncBehavior, @tmFilter) (complex type: CT\_TLCommonTimeNodeData)
* §19.5.39 endSync (@delay, @evt) (complex type: CT\_TLTimeCondition)

In many other cases where the schema does specify a default value, the default value is not mentioned in the narrative text. Should these default values be documented?

Solution Proposed by the Submitter:

Clarify.

Schema Change(s) Needed:

No

**Editor’s Response:**

**2014-01-07 Teleconference:**

There was a lengthy discussion. How shall we divide the issues into DRs? By ML? By functionality? Francis, John H., Chris, and Murata-san agreed to look at these and related issues, and to come up a plan of attack.

**2014-03-04/06 Berlin Meeting:**

See DR 13-0013.

**2015-02-24/26 Seattle F2F Meeting:**

There was considerable discussion and wordsmithing. Chris has made great progress, and will continue working on the proposed resolution.

**2015-06-15/18 London Meeting:**

We adopted the proposal Chris circulated on 2015-06-16 in email titled “DR 13-0014 changes.docx” (see below). Closed in COR4.

**Part 1: §19.2.1.39, “sldSz (Presentation Slide Size)”, attribute type, pp. 2549–2550**

|  |  |
| --- | --- |
| Attributes | Description |
| type (Type of Size) | Specifies the kind of slide size that should be used. This identifies in particular the expected delivery platform for this presentation. If this attribute is not present, the presentation has no preferred delivery platform.… |

**Part 1: §19.5.1, “anim (Animate)”, p. 2602**

This element is a generic animation element that requires little or no semantic understanding of the attribute being animated.  It can animate text within a shape or even the shape itself.

The attributes by, from and to ~~must~~shall be used in one of the following combinations:

* ~~From-to: when the~~ from and to attributes are both present and the by attribute is not present
* ~~From-by: when the~~ from and by attributes are both present and the to attribute is not present
* ~~To-only: when the~~ to attribute is present and the from and by attributes ~~is~~ are not present
* ~~By-only: when the~~ by attribute is present and the from and to attributes are not present

…

|  |  |
| --- | --- |
| Attributes | Description |
| by (By) | This attribute specifies a relative offset value for the animation with respect to its position before the start of the animation.See element description for valid combinations of the by, from and to attributes.The possible values … |
| from (From) | This attribute specifies the starting value of the animation.See element description for valid combinations of the by, from and to attributes.The possible values … |
| to (To) | This attribute specifies the ending value for the animation as a percentage.See element description for valid combinations of the by, from and to attributes.The possible values … |

**Part 1: §19.5.2, “animClr (Animate Color Behavior)”, attribute clrSpc, p. 2603–2604**

|  |  |
| --- | --- |
| Attributes | Description |
| clrSpc (Color Space) | This attribute specifies the color space in which to interpolate the animation. ~~Values for example can be HSL & RGB.~~ [Note: The color space for the transition need not match the color spaces for either of the endpoints~~The values for from/to/by/etc. can still be specified in any supported color format without affecting the color space within which the animation happens~~. end note] ~~The RGB color space is best used for doing animations between two different colors since it doesn't require going through any other hues between the two colors specified. The HSL space is useful for animating through a rainbow of colors or for modifying just the saturation by 30% for example.~~… |

**Part 1: §19.5.3, “animEffect (Animate Effect)”, attribute filter, pp. 2604–2605**

|  |  |
| --- | --- |
| Attributes | Description |
| filter (Filter) | …[Note: The renderings shown above are for example purposes only. … end note]If this attribute is omitted, no effect is applied to the animation. |

**Part 1: §19.5.4, “animMotion (Animate Motion)”, attribute ptsTypes, p. 2611**

|  |  |
| --- | --- |
| Attributes | Description |
| ptsTypes (Points Types) | This attribute describes the point type of the points in the path attribute. The allowed values that are understood for the ptsTypes attribute are as follows:A = Auto, F = Corner, T = Straight, S = SmoothUPPERCASE = Straight Line follows point, lowercase = curve follows point. Thus, the total allowed set = {A,F,T,S,a,f,t,s}If the attribute is missing or ~~a is present~~its value is outside the above set, "Auto" behavior is assumed.The possible values … |

**Part 1: §19.5.5, “animRot (Animate Rotation)”, p. 2611–2612**

The sign of the rotation angle specifies the direction for rotation. A negative rotation specifies that the rotation should appear in the host to go counter-clockwise".

The attributes by, from and to shall be used in one of the following combinations:

* from and to attributes are both present and the by attribute is not present
* from and by attributes are both present and the to attribute is not present
* to attribute is present and the from and by attributes are not present
* by attribute is present and the from and to attributes are not present

|  |  |
| --- | --- |
| Attributes | Description |
| by (By) | This attribute describes the relative offset value for the animation. See element description for valid combinations of the by, from and to attributes.The possible values … |
| from (From) | This attribute describes the starting value for the animation.See element description for valid combinations of the by, from and to attributes.The possible values … |
| to (To) | This attribute describes the ending value for the animation.See element description for valid combinations of the by, from and to attributes.The possible values … |

**Part 1: §19.5.22, “cBhvr (Common Behavior)”, p. 2625–2626**

This element describes the common behaviors of animations.

The attributes by, from and to shall be used in one of the following combinations:

* from and to attributes are both present and the by attribute is not present
* from and by attributes are both present and the to attribute is not present
* to attribute is present and the from and by attributes are not present
* by attribute is present and the from and to attributes are not present

|  |  |
| --- | --- |
| Attributes | Description |
| by (By) | This attribute specifies a relative offset value for the animation..See element description for valid combinations of the by, from and to attributes.The possible values … |
| from (From) | This attribute specifies the starting value of the animation.See element description for valid combinations of the by, from and to attributes.The possible values … |
| override (Override) | This attribute specifies how a behavior should override ~~values of the attribute being animated~~ animation on the target element. ~~The "childStyle" clears the attributes on the children contained inside the target element.~~The possible values … |
| rctx (Runtime Context) | This attribute describes … to animate the transparency.If this attribute is not present, there is no runtime context associated with the animation.The possible values … |
| to (To) | This attribute specifies the ending value of the animation.See element description for valid combinations of the by, from and to attributes.The possible values … |

**Part 1: §19.5.28,”cmd (Command)”, attribute cmd, pp. 2630–2631**

|  |  |
| --- | --- |
| Attributes | Description |
| cmd (Command) | The value of the cmd attribute shall be the string representation of an integer that represents the embedded object verb number. This verb number determines the action that the rendering application should take corresponding to this object when this point in the animation is reached.This attribute shall be present if the type attribute is present. |

**Part 1: §19.5.33, “cTn (Common Time Node Properties)”, attributes various, p. 2636–2639**

This element describes the properties that are common for time nodes.

|  |  |
| --- | --- |
| Attributes | Description |
| bldLvl (Build level)  | This attribute describes the build level of the animation. If this attribute is not present, the corresponding time node is not associated with a build level.The possible values … |
| evtFilter (Event Filter) | This attribute describes the event filter for this time node. If this attribute is not present, the corresponding time node is not associated with an event filter.The possible values … |
| fill (Fill) | This attribute describes the fill type for the time node. If this attribute is not present, the corresponding time node is not associated with a fill type.The possible values … |
| masterRel (Master Relation) | This attribute specifies how the time node plays back relative to its master time node. If this attribute is not present, the corresponding time node plays independently of its master time node.The possible values … |
| nodeType (Node Type) | This attribute specifies the type of time node. If this attribute is not present, the corresponding time node has no type.The possible values … |
| presetClass (Preset Types) | This attribute descries the class of effect in which it belongs. If this attribute is not present, the corresponding time node has no class.The possible values … |
| syncBehavior (Synchronization Behavior) | This attribute specifies how the time node synchronizes to its group. If this attribute is not present, the corresponding time node has no synchronization behaviour. The possible values … |
| tmFilter (Time Filter) | This attribute specifies the time filter for the time node. If this attribute is not present, the corresponding time node has no time filter.The possible values … |

**Part 1: §19.5.39, “endSync (EndSync)”, attribute evt, p. 2643**

|  |  |
| --- | --- |
| Attributes | Description |
| evt (Trigger Event) | This attribute describes the event that triggers an animation. If this attribute is missing, the animation is not triggered by an event.The possible values … |

**Part 1: §A.3, “PresentationML”, p. 3959, Lines 217–224**

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

 …

 <xsd:attribute name="delay" type="[ST\_TLTime](#XSD_S_ppt_ST_TLTime)" use="optional" default="0"/>

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, pp. 3960–3961, Lines 299–330**

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

 …

 <xsd:attribute name="presetSubtype" type="xsd:int" use="optional" default="0"/>

 <xsd:attribute name="dur" type="[ST\_TLTime](#XSD_S_ppt_ST_TLTime)" use="optional" default="0"/>

 …

 <xsd:attribute name="restart" type="[ST\_TLTimeNodeRestartType](#XSD_S_ppt_ST_TLTimeNodeRestartType)" use="optional" default="always"/>

 …

 <xsd:attribute name="display" type="xsd:boolean" use="optional" default="true"/>

 …

 <xsd:attribute name="afterEffect" type="xsd:boolean" use="optional" default="false"/>

 …

 <xsd:attribute name="nodePh" type="xsd:boolean" use="optional" default="false"/>

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, p. 3962, Lines 398–412**

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

 …

 <xsd:attribute name="additive" type="[ST\_TLBehaviorAdditiveType](#XSD_S_ppt_ST_TLBehaviorAdditiveType)" use="optional" default="base"/>

 <xsd:attribute name="accumulate" type="[ST\_TLBehaviorAccumulateType](#XSD_S_ppt_ST_TLBehaviorAccumulateType)" use="optional" default="none"/>

 <xsd:attribute name="xfrmType" type="[ST\_TLBehaviorTransformType](#XSD_S_ppt_ST_TLBehaviorTransformType)" use="optional" default="pt"/>

 …

 <xsd:attribute name="override" type="[ST\_TLBehaviorOverrideType](#XSD_S_ppt_ST_TLBehaviorOverrideType)" use="optional" default="normal"/>

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, p. 3963–3964, Lines 465–474**

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

 …

 <xsd:attribute name="calcmode" type="[ST\_TLAnimateBehaviorCalcMode](#XSD_S_ppt_ST_TLAnimateBehaviorCalcMode)" use="optional" default="lin"/>

 <xsd:attribute name="valueType" type="[ST\_TLAnimateBehaviorValueType](#XSD_S_ppt_ST_TLAnimateBehaviorValueType)" use="optional" default="num"/>

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, p. 3964, Lines 504–512**

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

 …

 <xsd:attribute name="clrSpc" type="[ST\_TLAnimateColorSpace](#XSD_S_ppt_ST_TLAnimateColorSpace)" use="optional" default="rgb"/>

 …

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, p. 3965, Lines 546–558**

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

 …

 <xsd:attribute name="origin" type="[ST\_TLAnimateMotionBehaviorOrigin](#XSD_S_ppt_ST_TLAnimateMotionBehaviorOrig)" use="optional" default="parent"/>

 <xsd:attribute name="path" type="xsd:string" use="optional" default=""/>

 <xsd:attribute name="pathEditMode" type="[ST\_TLAnimateMotionPathEditMode](#XSD_S_ppt_ST_TLAnimateMotionPathEditMode)" use="optional" default="relative"/>

 <xsd:attribute name="rAng" type="[a:ST\_Angle](#XSD_S_a_ST_Angle)" use="optional" default="0"/>

 …

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, pp. 3965–3966, Lines 568–576**

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

 …

 <xsd:attribute name="zoomContents" type="xsd:boolean" use="optional" default="false"/>

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, p. 3966, Lines 584–590**

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

 …

 <xsd:attribute type="[ST\_TLCommandType](#XSD_S_ppt_ST_TLCommandType)" name="type" use="optional" default="call"/>

 …

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, p. 3976, Lines 1028–1032**

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

 <xsd:attribute name="lang" type="xsd:string" use="~~optional~~required"/>

 …

 </xsd:complexType>

**Part 1: §A.3, “PresentationML”, p. 3979, Lines 1278–1287**

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

 …

 <xsd:attribute name="bwMode" type="a:ST\_BlackWhiteMode" use="optional" default="auto"/>

 </xsd:complexType>

<Part 4 XSD schema changes to be added.>

 <Part 1 and 4 RelaxNG schema changes to be added.>

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