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INTERNATIONAL STANDARD

NORME INTERNATIONALE

Multimedia systems and equipment – Multimedia e-publishing and e-books – Generic format for e-publishing

Systèmes et équipements multimédia – Publication et livres électroniques multimédia – Format générique pour la publication électronique

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This edition includes the following significant technical changes with respect to the previous edition:

- Addition of Annex C;
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INTRODUCTION

Markets for multimedia e-book and e-publishing require standardization of formats for e-book data interchange among associated people; authors, data preparers, publishers and readers. The formats are classified into submission format, generic format and reader's format. The submission format has to support an interaction between authors and data preparers. The reader's format depends on e-publishing equipment. The generic format has to provide an interchange format for data preparers and publishers and therefore should be e-publishing equipment independent.

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MULTIMEDIA SYSTEMS AND EQUIPMENT – MULTIMEDIA E-PUBLISHING AND E-BOOKS – GENERIC FORMAT FOR E-PUBLISHING

1 Scope

This International Standard specifies a generic format for multimedia e-publishing employed for e-book data interchange among data preparers and publishers, satisfying a number of publishers requirements: revisable, extensible and heterogeneous logical structure.

2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 19757-2:2008, *Information technology – Document Schema Definition Language (DSDL) – Part 2: Regular-grammar-based validation – RELAX NG*

ISO 639-1, *Codes for the representation of names of languages – Part 1:Alpha-2 code*

ISO 3166-1, *Codes for the representation of names of countries and their subdivisions – Part 1: Country codes*

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

3.1
multimedia e-book
multimedia content consisting of texts, graphics, sounds and/or videos

[SOURCE: IEC 62229:2006, 3.2]

3.2
data preparer
organization or person that prepares an e-book

Note 1 to entry: An editor is an example of a preparer.

[SOURCE: IEC 62229:2006, 3.3]

3.3
publisher
organization or person that issues and distributes an e-book

[SOURCE: IEC 62229:2006, 3.4]

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3.4
generic format
format for multimedia e-book contents created and edited by a data preparer and modified by a publisher to a reader's format for e-book distribution

4 Position and requirements for generic format

4.1 Generic format in contents creation/distribution model

The conceptual model for multimedia e-publishing (IEC 62229) defines a contents creation/ distribution model shown in Figure 1.

Author <--(1)--> **Data preparer** <--(2)--> **Publisher** --(3)--> **Reader**

IEC 2788/13

Figure 1 – Contents creation/distribution model

Between the adjacent processing steps, data preparer and publisher, e-book contents data are interchanged using the generic format. Merging original texts, graphics, sounds and/or videos provided by authors, the data preparer creates and edits the e-book data in a generic format. The e-book data are stored and forwarded to the publishers.

Publishers modify the generic format into reader's formats appropriate for distribution schemes and devices. The generic format can be used for e-book distribution as well.

4.2 Requirements for generic format

The generic format can satisfy the following requirements of the data preparer and the publisher:

a) logical structure:

the generic format has to have a logical structure that can easily be revised;

b) style specification:

the logical elements in the generic format should be rendered in accordance with a style specification for creating an appropriate reader's format;

c) heterogeneous structures:

multimedia e-books may include heterogeneous structures such as mathematics, chemistry and music notes according to the genre of contents. Those specific structures should be imported to the generic format;

d) metadata:

the generic format should support some metadata to manage the e-book contents data.

5 Notation

The logical structure of generic format is described by using RELAX NG schema, ISO/IEC 19757-2:2008.

6 Logical structure

The logical structure of generic format: ebook-g, provides a simple and extensible format ebook-g-core and existing and actually employed formats – BBeB Xylog, XMDF, and ESP formats. The structures of BBeB Xylog, XMDF, and ESP formats are shown in Annex A, Annex B, and Annex C, respectively.

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```
default namespace="http://tc100.iec.ch/2005/ebook/generic"
start = ebook-g
ebook-g = ebook-g-core
        | external "bbebxylog.rnc"
        | external "xmdf.rnc"
        | external “esp.rnc”
ebook-g-core = meta-g & body-g
meta-g = external "meta-g.rnc"
body-g = element body-g { body }
body =
  title*,
  foreword*,
  introduction*,
  titled-clause+,
  annex*,
  bibliography*
title = element title {
        element main { text },
        element sub { text }?
      }
foreword = element foreword { text }
introduction = element introduction { block+ }
titled-clause = element clause { id, title, clause-content }
clause-content =
  (titled-clause, titled-clause+) | untitled-clause-content
untitled-clause-content = (untitled-clause, untitled-clause+) | block+
untitled-clause = element clause { id, untitled-clause-content }
referenced-document =
  element referenced-document {
    id,
    element abbrev { text },
    element title { text },
```

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```
    element field { text }*,
    element url { xsd:anyURI }
  }
annex =
  element annex {
    id,
    title,
    clause-content
  }
bibliography = element bibliography { referenced-document+ }
block = p | ol | ul | example | note | pre | float
p = element p { inline }
float = table | figure
table = external "table.rnc"
figure = external "figure.rnc"
ol =
  element ol {
    element li { id, block+ }+
  }
ul =
  element ul {
    element li { block+ }+
  }
example = element example { p+ }
note = element note { p+ }
pre = element pre { pre-content }
pre-content =
  (text
   | element var { pre-content })*
inline =
  (text
   | element code | b | i | var { inline }
```

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```
  | ref
  | strong)*
ref =
   element ref {
     attribute to { xsd:IDREF }
   }
id = attribute id { xsd:ID }?
strong = element strong { text }
```

7 Semantics

Elements of ebook-g-core should be rendered in accordance with appropriate style specifications. Actual style specifications by style languages, for example XSL or DSSSL, are outside the scope of this standard.

The contents of meta-g.rnc, table.rnc and figure.rnc are not specified within an architecture of the ebook-g-core.

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Annex A
(normative)

BBeB Xylog format

A.1 General

This annex specifies the BBeB Xylog format mentioned in Clause 6.

This format is specified for two kinds of users: the e-book contents producer and the related tool developer. Those who produce contents can use this specification as a generic contents data storage format based on the international standard. The related tool developer can use it as a reference to specify the rules for the display equipment and to define the conversion rule between this standard and the other data forms such as any types of XML or HTML.

This annex includes the following features:

a) "expression of book on paper" concerning two screens layout and modified characters, etc.

b) "expression of digital" such as sound, page jump and interactive action, etc.

The elements necessary for the above-mentioned expressions and their smooth operations are defined in this standard.

A.2 Structure description

```
namespace a = "http://relaxng.org/ns/compatibility/annotations/1.0"

namespace sch = "http://www.ascc.net/xml/schematron"

DrawChar =

  (element.Plot

   | element.CR

   | element.Fill

   | element.CharButton

   | element.Yoko

   | element.Tate

   | element.Nekase

   | element.NoBR

   | element.DrawChar

   | element.Italic

   | element.Bold

   | SimpleChar1)*

SimpleChar1 =

  (element.Rubi
```

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```
    | element.Box
    | element.EmpDots
    | element.EmpLine
    | element.Sub
    | element.Sup
    | element.Space
    | SimpleChar0)*
SimpleChar0 = (text | element.Gaiji | element.AltString)*
SimpleChar2 = (element.Plot | SimpleChar0)*
# BBeB XML Xylog Basic
element.BBeBXylog =
  element BBeBXylog {
    attlist.version,
    element.BookInformation,
    element.Main,
    element.Style,
    element.Objects
  }
attlist.version &=
  attribute version { text }
  >> a:documentation [
       ' Constraint: Current "version" attribute value is "1.0" '
     ]
element.BookInformation =
  element BookInformation { element.Info, element.TOC }
element.Info =
  element Info {
    attlist.version, element.BookInfo, element.DocInfo, element.Keyword*
  }
element.BookInfo =
  element BookInfo {
    element.Title,
```

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```
    element.Author,
    element.BookID,
    element.Publisher,
    element.Label,
    element.Category*,
    element.Classification,
    element.FreeText
  }
element.Title = element Title { attlist.reading, text }
attlist.reading &= attribute reading { text }
element.Author = element Author { attlist.reading, text }
element.BookID = element BookID { text }
element.Publisher = element Publisher { attlist.reading, text }
element.Label = element Label { attlist.reading, text }
element.Category = element Category { text }
element.Classification = element Classification { text }
element.FreeText = element FreeText { text }
element.DocInfo =
element DocInfo {
    element.CThumbnail,
    element.Language,
    element.Creator,
    element.SumPage
  }
element.CThumbnail = element CThumbnail { attlist.CThumbnail }
attlist.CThumbnail &= attribute file { text }
element.Language =
  element Language {
    xsd:string { length = "2" }
    >> a:documentation [
         " Constraint: Set two-letter primary language code which is specified in ISO 639."
       ]
```

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```
 }
element.Creator = element Creator { text }
element.SumPage = element SumPage { text }
element.Keyword = element Keyword { text }
element.TOC = element TOC { element.TocLabel* }
element.TocLabel = element TocLabel { attlist.jump, text }
element.Main = element Main { element.Page+ }
element.Page =
  element Page {
    attlist.Page,
    element.Common.Page
    >> sch:pattern [
         name = "Style Check"
         "\x{a}" ~
         "        "
         sch:rule [
           context = "Page"
           "\x{a}" ~
           "          "
           sch:assert [
             test = "@pagestyle = //Style/PageStyle/@stylelabel"
             "No PageStyle"
           ]
           "\x{a}" ~
           "        "
         ]
         "\x{a}" ~
         "      "
       ]
  }
element.Common.Page =
  (element.Common.Objects
```

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```
    | element.BlockSpace
    | element.RuledLine
    | element.Wait)*
attlist.id &= attribute objid { xsd:string }
attlist.refid &= attribute refobj { xsd:string }
attlist.refstream &= attribute refstream { xsd:string }
attlist.Page &=
  attlist.id,
  attribute pagestyle { text },
  attlist.Common.Page
element.TextBlock =
  element TextBlock {
    attlist.TextBlock,
    ((element.P | element.CR)*)
    >> sch:pattern [
        name = "Style Check"
        "\x{a}" ~
        "        "
        sch:rule [
          context = "TextBlock"
          "\x{a}" ~
          "          "
          sch:assert [
            test = "@blockstyle = //Style/BlockStyle/@stylelabel"
            "No BlockStyle"
          ]
          "\x{a}" ~
          "        "
        ]
        "\x{a}" ~
        "      "
      ]
```

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```
    >> sch:pattern [
        name = "Style Check"
        "\x{a}" ~
        "       "
        sch:rule [
          context = "TextBlock"
          "\x{a}" ~
          "         "
          sch:assert [
            test = "@textstyle = //Style/TextStyle/@stylelabel"
            "No TextStyle"
          ]
          "\x{a}" ~
          "       "
        ]
        "\x{a}" ~
        "     "
      ]
  }
attlist.TextBlock &=
  attlist.id,
  attribute textstyle { text },
  attribute blockstyle { text },
  attlist.Common.Text,
  attlist.Common.Block
element.P = element P { attlist.P, DrawChar }
attlist.P &= attribute refesound { xsd:string }?
element.Plot = element Plot { attlist.Plot, text }
attlist.xsize &= attribute xsize { xsd:unsignedShort }
attlist.ysize &= attribute ysize { xsd:unsignedShort }
attlist.Plot &=
  attlist.xsize,
```

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```
  attlist.ysize,
  attlist.refid,
  [ a:defaultValue = "bottom" ]
  attribute adjustment { "center" | "baseline" | "top" | "bottom" }?
element.CR = element CR { empty }
element.Fill =
  element Fill {
    attribute code { text },
    empty
  }
element.Space = element Space { attlist.xsize, empty }
element.CharButton = element CharButton { attlist.refid, SimpleChar1 }
element.Rubi = element Rubi { (element.Oyamoji, element.Rubimoji)+ }
element.Oyamoji = element Oyamoji { SimpleChar0 }
element.Gaiji = element Gaiji { attlist.Gaiji, text }
attlist.Gaiji &=
  attlist.refid,
  attribute fontfacename { text }?,
  attribute code { text }
element.AltString = element AltString { element.Org, element.Alt }
element.Org = element Org { text }
element.Alt = element Alt { text }
element.Rubimoji = element Rubimoji { SimpleChar0 }
element.Box = element Box { attlist.Box, SimpleChar0 }
attlist.linetype &=
  attribute linetype { "solid" | "dotted" | "dashed" | "double" }
attlist.Box &= attlist.linetype?
element.EmpDots = element EmpDots { attlist.EmpDots, SimpleChar0 }
attlist.Empdotsposition &=
  attribute empdotsposition { "before" | "after" }
attlist.EmpdotsChar &=
  attribute empdotscode { text },
```

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```
  attribute empdotsfontname { text },
  attribute refempdotsfont { text }
attlist.EmpDots &= attlist.Empdotsposition?, attlist.EmpdotsChar?
element.EmpLine = element EmpLine { attlist.EmpLine, SimpleChar0 }
attlist.Emplineposition &=
  attribute emplineposition { "before" | "after" }
attlist.Emplinetype &=
  attribute emplinetype {
    "none" | "solid" | "dotted" | "dashed" | "double"
  }
attlist.EmpLine &= attlist.Emplinetype?, attlist.Emplineposition?
element.Sub = element Sub { SimpleChar0 }
element.Sup = element Sup { SimpleChar0 }
element.Yoko = element Yoko { SimpleChar0 }
element.Tate = element Tate { SimpleChar2 }
element.Nekase = element Nekase { SimpleChar2 }
element.NoBR = element NoBR { SimpleChar1 }
element.DrawChar =
  element DrawChar {
    attribute line { xsd:unsignedShort },
    SimpleChar0
  }
element.Italic = element Italic { DrawChar }
element.Bold = element Bold { DrawChar }
element.ImageBlock =
  element ImageBlock { attlist.ImageBlock, text }
  >> sch:pattern [
       name = "Style Check"
       "\x{a}" ~
       "      "
       sch:rule [
         context = "Page"
```

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```
        "\x{a}" ~
        "       "
    sch:assert [
          test = "@blockstyle = //Style/BlockStyle/@stylelabel"
          "No BlockStyle"
        ]
        "\x{a}" ~
        "     "
      ]
      "\x{a}" ~
      "   "
    ]
attlist.ImageBlock &=
  attlist.id,
  attribute blockstyle { text },
  attlist.Common.Block,
  attlist.Common.Image
element.ButtonBlock =
  element ButtonBlock {
    attlist.ButtonBlock,
    element.BaseButton?,
    element.FocusinButton?,
    element.PushButton?,
    (element.UpButton?)
    >> sch:pattern [
        name = "Style Check"
        "\x{a}" ~
        "       "
        sch:rule [
          context = "ButtonBlock"
          "\x{a}" ~
          "         "
```

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```
        sch:assert [
          test = "@blockstyle = //Style/BlockStyle/@stylelabel"
          "No BlockStyle"
        ]
        "\x{a}" ~
        "      "
      ]
      "\x{a}" ~
      "    "
    ]
  }
attlist.ButtonBlock &=
  attlist.id,
  attribute blockstyle { text },
  attlist.Common.Block
attlist.refimage &= attribute refimage { xsd:string }
element.BaseButton = element BaseButton { attlist.refimage?, empty }
element.FocusinButton =
  element FocusinButton {
    attlist.refimage?,
    (element.JumpTo
     | element.Run
     | element.SoundStop
     | element.CloseWindow)*
  }
element.JumpTo = element JumpTo { attlist.jump, empty }
attlist.jump &=
  attribute refpage { xsd:string },
  attlist.refid
element.Run = element Run { attlist.Run, empty }
attlist.Run &=
  [ a:defaultValue = "normal" ]
```

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```
  attribute runoption {
    "normal" | "opposite" | "center" | "opposite-center"
  }?,
  attlist.refid
element.SoundStop = element SoundStop { empty }
element.CloseWindow = element CloseWindow { empty }
element.PushButton =
  element PushButton {
    attlist.refimage?,
    (element.JumpTo
     | element.Run
     | element.SoundStop
     | element.CloseWindow)*
  }
element.UpButton =
  element UpButton {
    attlist.refimage?,
    (element.JumpTo
     | element.Run
     | element.SoundStop
     | element.CloseWindow)*
  }
element.BlockSpace = element BlockSpace { attlist.BlockSpace, empty }
attlist.BlockSpace &=
  attribute xspace { xsd:short }?,
  attribute yspace { xsd:short }?
element.Canvas =
  element Canvas {
    attlist.Canvas, (element.Common.Canvas | element.Wait)*
  }
element.Common.Canvas =
  element.PutObj
```

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```
  | element.Moveto
  | element.Lineto
  | element.DrawBox
  | element.DrawEllipse
attlist.Canvas &=
  attribute canvaswidth { xsd:unsignedShort },
  attribute canvasheight { xsd:unsignedShort },
  attribute blockrule { "block-fixed" | "block-adjustable" }?,
  attlist.id,
  attlist.Common.Canvas
attlist.Layout &= attribute layout { "LrTb" | "TbRl" }
attlist.Common.Frame &=
  attribute framewidth { xsd:unsignedShort }?,
  attribute framecolor { text }?,
  attribute framemode { "curve" | "square" }?
attlist.Common.Canvas &=
  attribute bgcolor { text }?,
  attlist.Layout?,
  attlist.Common.Frame
element.PutObj = element PutObj { attlist.PutObj, empty }
attlist.x1.unsigned &= attribute x1 { xsd:unsignedShort }
attlist.x1.signed &= attribute x1 { xsd:short }
attlist.y1.unsigned &= attribute y1 { xsd:unsignedShort }
attlist.y1.signed &= attribute y1 { xsd:short }
attlist.PutObj &=
  attlist.x1.unsigned, attlist.y1.unsigned, attlist.refid
element.Wait =
  element Wait {
    attribute time { xsd:short },
    empty
  }
element.Moveto =
```

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```
  element Moveto { attlist.x1.signed, attlist.y1.signed, empty }
element.Lineto = element Lineto { attlist.Lineto, empty }
attlist.Common.line &=
  attribute linewidth { xsd:unsignedShort }?,
  attribute linecolor { text }?,
  attlist.linetype?
attlist.Lineto &=
  attlist.x1.signed,
  attlist.y1.signed,
  attlist.Common.line,
  attribute arrowtype { text }?
element.DrawBox = element DrawBox { attlist.DrawBox, empty }
attlist.DrawBox &=
  attlist.x1.signed,
  attlist.y1.signed,
  attlist.Common.line,
  attribute fillcolor { text }?
element.DrawEllipse = element DrawEllipse { attlist.DrawEllipse, empty }
attlist.DrawEllipse &=
  attlist.x1.signed,
  attlist.y1.signed,
  attlist.Common.line,
  attribute fillcolor { text }?
element.RuledLine = element RuledLine { attlist.RuledLine, empty }
attlist.RuledLine &=
  attlist.linetype,
  attribute linewidth { xsd:unsignedShort },
  attribute linelength { xsd:unsignedShort },
  attribute linecolor { text }?
element.Style =
  element Style {
    element.BookStyle,
```

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```
    (element.TextStyle | element.BlockStyle | element.PageStyle)*
  }
element.BookStyle =
  element BookStyle {
    attlist.Style,
    element.SetDefault?,
    element.RegistFont*,
    element.BookSetting
  }
attlist.Style &=
  attribute stylelabel { text },
  attlist.id
element.SetDefault = element SetDefault { attlist.SetDefault, empty }
attlist.Rubyoverhang &= attribute rubyoverhang { "auto" | "none" }
attlist.Rubyalign &= attribute rubyalign { "start" | "center" }
attlist.Rubyadjust &= attribute rubyadjust { "line-edge" | "none" }
attlist.Setwaitprop &= attribute setwaitprop { "replay" | "noreplay" }
attlist.SetDefault &=
  attlist.Rubyalign,
  attlist.Rubyoverhang,
  attlist.Empdotsposition,
  attlist.Emplineposition,
  attlist.Emplinetype,
  attlist.EmpdotsChar,
  attlist.Rubyadjust,
  attlist.Setwaitprop
element.RegistFont = element RegistFont { attlist.RegistFont, empty }
attlist.FontEncoding &= attribute encoding { "TTF" | "OTF" | "BF" }
attlist.RegistFont &=
  attribute fontfilename { text },
  attribute file { text },
  attribute fontname { text },
```

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```
  attlist.FontEncoding
element.BookSetting = element BookSetting { attlist.BookSetting, empty }
attlist.BookSetting &=
  attribute bindingdirection { "Lr" | "Rl" },
  attribute dpi { xsd:unsignedShort },
  attribute screenwidth { xsd:unsignedShort },
  attribute screenheight { xsd:unsignedShort },
  [ a:defaultValue = "24" ] attribute colordepth { xsd:unsignedByte }?
element.TextStyle = element TextStyle { attlist.TextStyle, empty }
attlist.TextStyle &= attlist.Style, attlist.Common.Text
attlist.Common.Text &=
  attlist.EmpDots,
  attlist.EmpLine,
  attribute fontsize { xsd:short }?,
  attribute fontwidth { xsd:short }?,
  attribute fontescapement { xsd:short }?,
  attribute fontorientation { xsd:short }?,
  attribute fontfacename { text }?,
  attribute textcolor { text }?,
  attribute textbgcolor { text }?,
  attribute wordspace { xsd:short }?,
  attribute letterspace { xsd:short }?,
  attribute baselineskip { xsd:short }?,
  attribute linespace { xsd:short }?,
  attribute parindent { xsd:short }?,
  attribute parskip { xsd:short }?,
  attlist.Rubyalign?,
  attlist.Rubyoverhang?,
  attribute column { text }?,
  attribute columnsep { text }?,
  attribute align { "head" | "center" | "foot" }?,
  attribute linecolor { text }?,
```

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```
  attribute charspace { xsd:short }?,
  attribute fontweight { xsd:unsignedShort }?,
  attlist.Rubyadjust?,
  attribute textlinewidth { xsd:unsignedShort }?
element.BlockStyle = element BlockStyle { attlist.BlockStyle, empty }
attlist.BlockStyle &= attlist.Style, attlist.Common.Block
attlist.Common.Block &=
  attribute blockwidth { xsd:unsignedShort }?,
  attribute blockheight { xsd:unsignedShort }?,
  attribute blockrule {
    "horz-fixed"
    | "horz-adjustable"
    | "vert-fixed"
    | "vert-adjustable"
    | "block-fixed"
    | "block-adjustable"
  }?,
  attribute bgcolor { text }?,
  attlist.Layout?,
  attlist.Common.Frame,
  attribute topskip { xsd:unsignedShort }?,
  attribute sidemargin { xsd:unsignedShort }?,
attribute footskip { xsd:unsignedShort }?,
  attribute refbgimage { text }?,
  attlist.Bgimagemode?
element.PageStyle = element PageStyle { attlist.PageStyle, empty }
attlist.PageStyle &=
  attlist.Style,
  attlist.Common.Page,
  attribute setemptyview { "show" | "empty" }?,
  attlist.Setwaitprop?
attlist.Bgimagemode &=
```

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```
  attribute bgimagemode { "fix" | "tile" | "centering" }
attlist.Common.Page &=
  (attribute refbgimage { text },
   attlist.Bgimagemode)?,
  attribute evenfooterid { xsd:string }?,
  attribute evenheaderid { xsd:string }?,
  attribute oddfooterid { xsd:string }?,
  attribute oddheaderid { xsd:string }?,
  attribute pageposition { "upper" | "lower" | "any" }?,
  attribute topmargin { xsd:short }?,
  attribute headheight { xsd:short }?,
  attribute headsep { xsd:short }?,
  attribute oddsidemargin { xsd:unsignedShort }?,
  attribute evensidemargin { xsd:unsignedShort }?,
  attribute textheight { xsd:unsignedShort }?,
  attribute textwidth { xsd:unsignedShort }?,
  attribute footheight { xsd:short }?,
  attlist.Layout?,
  attribute footspace { xsd:short }?
element.Common.Objects &=
  element.ImageBlock
  | element.TextBlock
  | element.ButtonBlock
  | element.Canvas
element.Objects =
  element Objects {
    (element.Common.Objects
     | element.Window
     | element.PopUpWin
     | element.Sound
     | element.SoundStream
     | element.ImageStream
```

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```
    | element.Header
    | element.Footer
    | element.eSound
    | element.Font

   | element.Image
    | element.Button)*
 }
element.Window = element Window { attlist.Window, element.Common.Page }
attlist.Window &=
  attribute windowwidth { xsd:unsignedShort }?,
  attribute windowheight { xsd:unsignedShort }?,
  attlist.Layout?,
  attlist.id
element.PopUpWin =
  element PopUpWin {
    attlist.PopUpWin, (element.TextBlock | element.ImageBlock)
  }
attlist.PopUpWin &= attlist.id
element.Sound = element Sound { attlist.Sound, empty }
attlist.Sound &=
  [ a:defaultValue = " 1" ] attribute times { xsd:unsignedShort }?,
  [ a:defaultValue = "sync" ] attribute playmode { "sync" | "async" }?,
  attlist.refstream,
  attlist.id
element.SoundStream = element SoundStream { attlist.SoundStream, empty }
attlist.SoundStream &=
  attribute encoding { "PCM" | "MP3" },
  attribute file { text },
  attlist.id
element.ImageStream = element ImageStream { attlist.ImageStream, text }
attlist.ImageStream &=
```

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```
  attribute encoding { "JPEG" | "GIF" | "BMP" | "PNG" },
  attribute file { text },
  attlist.id
element.Header =
  element Header {
    attlist.id, attlist.Common.Canvas, (element.Common.Canvas)*
  }
element.Footer =
  element Footer {
    attlist.id, attlist.Common.Canvas, (element.Common.Canvas)*
  }
element.eSound = element eSound { attlist.eSound, empty }
attlist.eSound &= attlist.id, attlist.refstream
element.Font = element Font { attlist.Font, empty }
attlist.Font &=
  attribute file { text },
  attribute fontfilename { text },
  attribute fontname { text },
  attlist.id,
  attlist.FontEncoding
element.Image = element Image { attlist.Image, text }
attlist.Image &= attlist.id, attlist.Common.Image
attlist.Common.Image &=
  attribute x0 { xsd:unsignedShort },
  attribute y0 { xsd:unsignedShort },
  attlist.x1.unsigned,
  attlist.y1.unsigned,
  attlist.xsize,
  attlist.ysize,
  attlist.refstream
element.Button =
  element Button {
```

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```
    attlist.Button,
    element.BaseButton?,
    element.FocusinButton?,
    element.PushButton?,
    element.UpButton?
  }
attlist.Button &= attlist.id
start = element.BBeBXylog
```

A.3 Block layout

A.3.1 Layout

The “BBeB Book Format” utilizes the “Block layout” concept. In the “Block layout”, the content to be shown is displayed in an area called “Block”. The layout is composed of multiple “Block”s. Each “Block” is placed in a relative location. The “BBeB XML Xylog" file format defines the implementation rules based on this “Block layout” concept, as shown in Figure A.1.

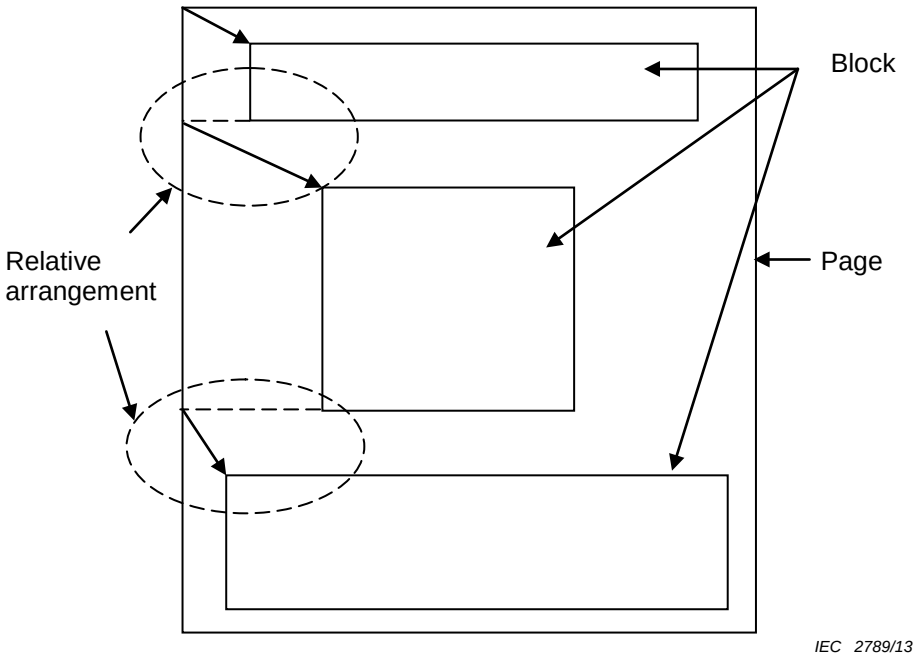

Figure A.1 – Conceptual diagram of the “Block layout”

A.3.2 Block

This standard defines the **TextBlock**, **ImageBlock**, **ButtonBlock**, and **Canvas** elements. These are positioned on a “Page” as a “Block”. These are described as sub-elements of the **Page** element with the **BlockSpace** element that indicates the relative arrangement position.

It is possible to specify background image, background color and frame in the ”Block”.

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A.3.3 Coordinate system

This standard uses a two-dimensional coordinate system (X,Y) that depends on the vertical layout or the horizontal layout, see Figure A.2.

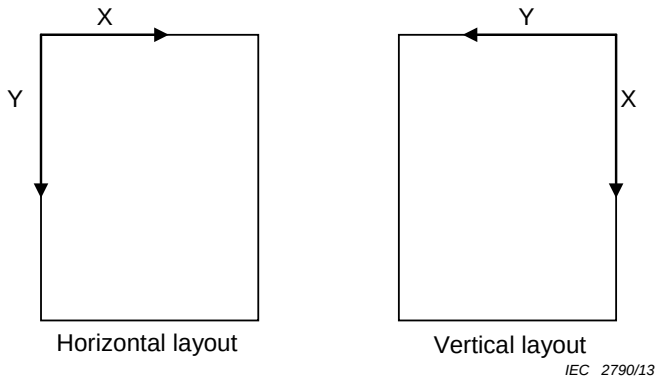

Figure A.2 – Coordinate system

A.4 Terminology

A.4.1 Page layout

For the page layout area, the following terms are defined (see Figure A.3):

Screen size:

screen size of page content which is expected to be viewed by a specific display device and specified by the value of the **screenwidth** and **screenheight** attribute in the **BookSetting** element (see A.5.71)

topmargin:

the space between the top edge of screen and Header area

Header area:

area where header(s) is/are placed

headheight:

the height of Header area

headsep:

the space between Header area and Main text area

Main text area:

area where main content is placed

textheight:

the height of Main text area

textwidth:

the width of Header area, Main text area and Footer area

footspace:

the distance between the bottom of Main text area and the bottom edge of Footer area

footheight:

the height of Footer area

oddsidemargin:

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the margin between the left-hand side edge of screen and left-hand side edge of Main text area in the odd page

evensidemargin:

the margin between the left-hand side edge of screen and left-hand side edge of Main text area in the even page.

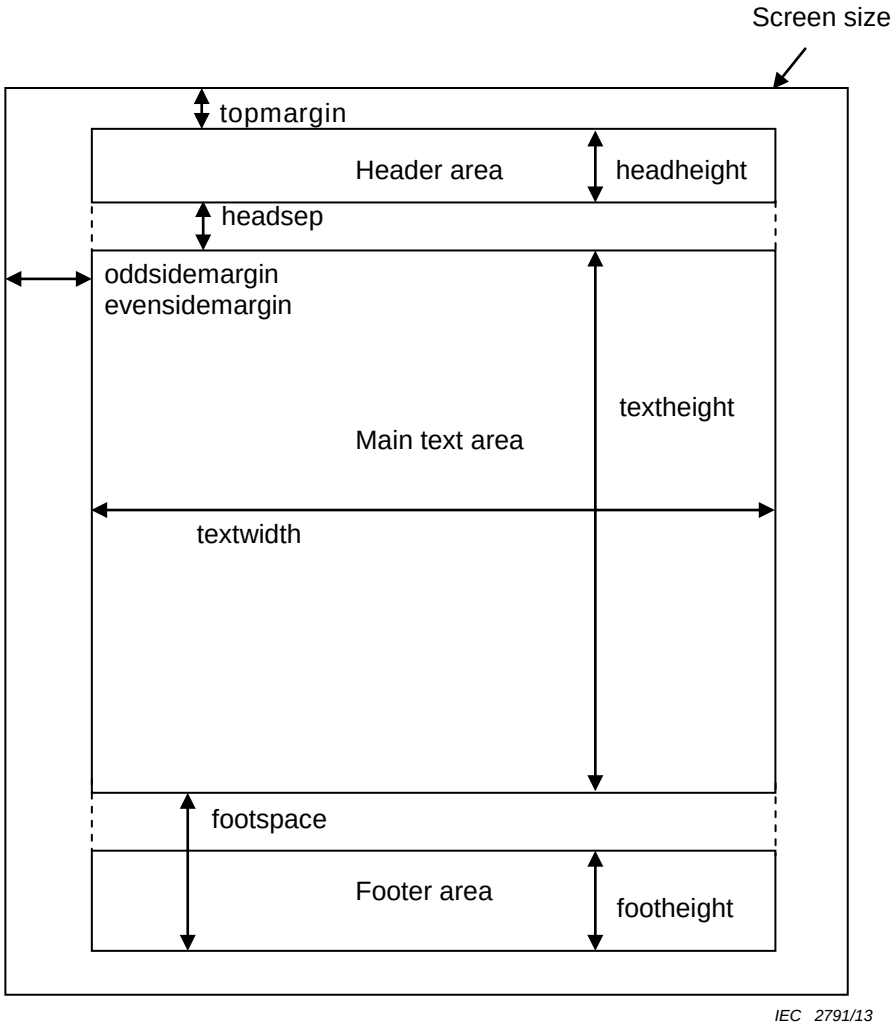

Figure A.3 – Page layout composition

A.4.2 Block layout

For the Block layout area, the following terms are defined (see Figure A.4):

rendering area:

area defined in a block, where the text or image are placed

topskip:

margin between the top edge of the block and the top edge of the rendering area

sidemargin:

margin between the side edge of a block and the side edge of the rendering area for both sides

footskip:

margin between the bottom edge of the block and the bottom edge of the rendering area

blockheight:

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height of the “Block”

blockwidth:

width of the “Block”

parindent:

indent of the paragraph measured from the side edge of the rendering area

parskip:

distance between the end line of a paragraph and the start line of the next paragraph

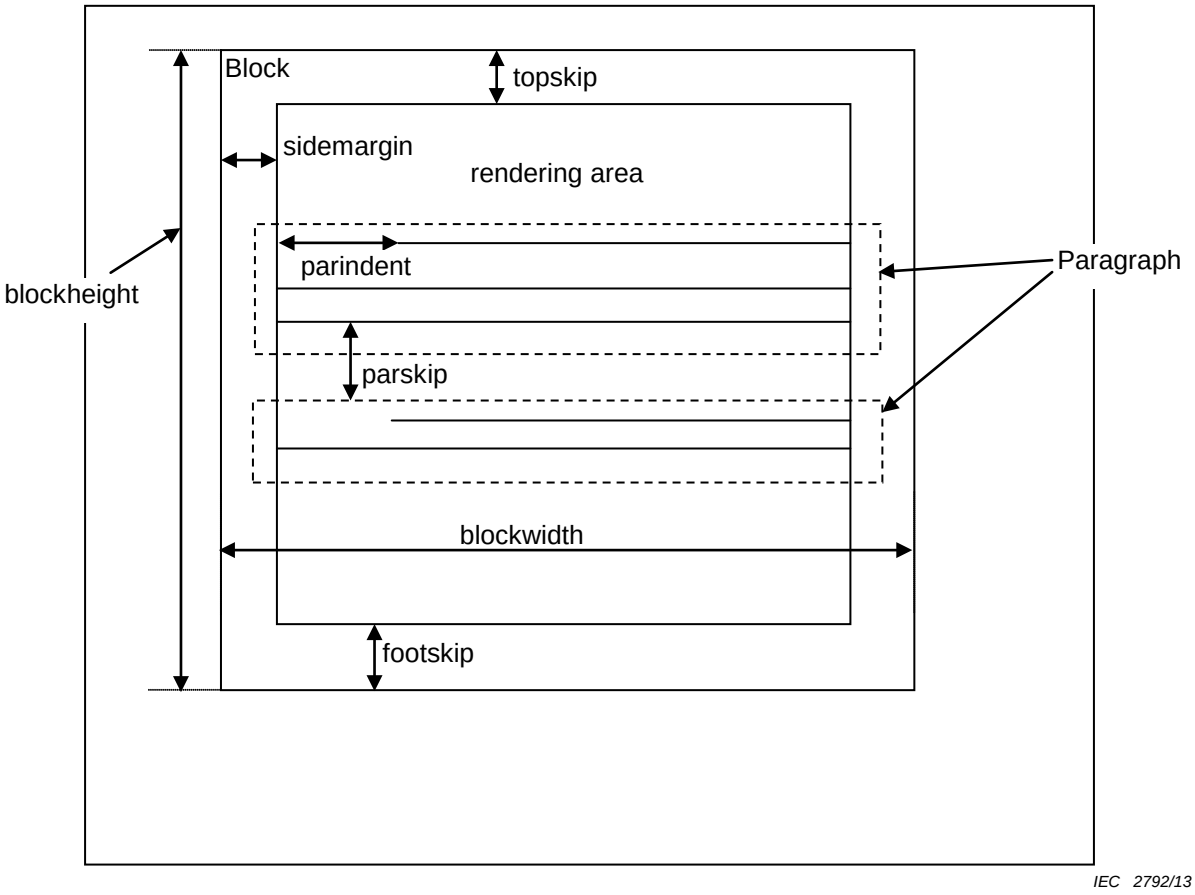

Figure A.4 – Block layout composition

A.4.3 Data types

The type definitions, as stated in Table A.1, are defined as the XML “Attribute” value in this standard.

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Table A.1 – Data types

Type definition	Meaning	Example
String	Specifies a normal string of characters	“after”, “solid”
String for sorting	Only able to use the character string defined in the “Character Set for Sorting Specification”.	“Kennedy John F.”
File path	Specifies the path in which the file is located	“D:\sample.jpg”, “..\data\white.mp3”
Decimal string	Specifies a decimal numeral as a character string	“10”, “20”
Hexadecimal string	Specifies a hexadecimal numeral as a character string. “0x” is placed at the start of the numeral to show it is hexadecimal	“0x12”, “0x3333”
Style string	Specifies a character string used in style labels	“Main Block”, “Cover Page”, “Section Title Text”
Object ID string	Specifies a character string used in object IDs	“33”, “Object12”
COLORREF string	Specifies 32-bit hexadecimal character string signifying color. The description format is 0xaarrggbb. (aa: alpha channel [specified as “00” or “ff” in these specifications], “rr”: red value, “gg”: green value, “bb”: blue value)	“0x00ff0000” (red)

A.5 Elements and attributes

A.5.1 BBeBXylog

The **BBeBXylog** element is an element that indicates the area of a whole content in accordance with "BBeB XML Xylog file format", see Table A.2.

Table A.2 – Attribute of BBeBXylog

Attribute name	Default value	Data type	Comments
version (required)		String	Defines as “1.0”.

The **version** attribute specifies the relevant version number for the “BBeB XML Xylog" file format. The value shall be “1.0” by this standard.

A.5.2 BookInformation

The **BookInformation** element specifies bibliographical information and the TOC (table of content) information.

A.5.3 Info

The **Info** element specifies the bibliographical information and the additional information of the content, see Table A.3.

Table A.3 – Attribute of Info

Attribute name	Default value	Data type	Comments
version (required)		String	Defines as “1.0”.

The **version** attribute specifies the version of the bibliographical information format. The value shall be “1.0” according to this standard.

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A.5.4 BookInfo

The **BookInfo** element specifies the bibliographical information of the content.

A.5.5 Title

The **Title** element specifies the title of the content, see Table A.4.

Table A.4 – Attribute of Title

Attribute name	Default value	Data type	Comments
reading (required)		String for sorting	

The **reading** attribute specifies the string to sort the content by the title. "Japanese syllabary character", etc. can be used in Japanese. "Alphabet", etc. can be used in English. The detail of the character sets used in this attribute may be specified in interchange parties.

A.5.6 Author

The **Author** element specifies the author name of the content. If the user wants to describe plural author names, the user shall describe author names serially in an element, see Table A.5.

Table A.5 – Attribute of Author

Attribute name	Default value	Data type	Comments
reading (required)		String for sorting	

The **reading** attribute specifies the string to sort the content by the author. "Japanese syllabary character", etc. can be used in Japanese. "Alphabet" etc. can be used in English. The detail of the character sets used in this attribute may be specified in interchange parties.

A.5.7 BookID

The **BookID** element specifies ID information of the content. This ID is used to distinguish “Personal content” and the “Commercial content”. BookID for the Personal content shall be specified by the character “FB” and the following characters of 14 digits or less (16 digits or less in total). BookID for the Commercial content may be specified in Interchange Parties.

A.5.8 Publisher

The **Publisher** element specifies the publisher name of the content, see Table A.6.

Table A.6 – Attribute of Publisher

Attribute name	Default value	Data type	Comments
reading (required)		String for sorting	

The **reading** attribute specifies the string to sort the content by the publisher. "Japanese syllabary character", etc. can be used in Japanese. "Alphabet", etc. can be used in English. The detail of the character sets used in this attribute may be specified in interchange parties.

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A.5.9 Label

The **Label** element specifies the label name, see Table A.7.

Table A.7 – Attribute of Label

Attribute name	Default value	Data type	Comments
reading (required)		String for sorting	

The **reading** attribute specifies the string to sort the content by the label. "Japanese syllabary character", etc. can be used in Japanese. "Alphabet", etc. can be used in English. The detail of the character sets used in this attribute may be specified in interchange parties.

A.5.10 Category

The **Category** element specifies the genre of the content. The number of this element shall be up to two.

A.5.11 Classification

The **Classification** element specifies information on what kind of data is included in the content (e.g. sound, color image).

A.5.12 FreeText

The **FreeText** element specifies free description about the content (e.g. content summary).

A.5.13 DocInfo

The **DocInfo** element specifies the thumbnail, language information, etc.

A.5.14 Cthumbnail

The **Cthumbnail** element specifies the file name of the thumbnail image for the content, see Table A.8.

Table A.8 – Attribute of Cthumbnail

Attribute name	Default value	Data type	Comments
file (required)		File path	Specifies the absolute path or the accessible relative path of the file to be used as a thumbnail image

The **file** attribute specifies the file name and path in which the thumbnail file is located.

A.5.15 Language

The **Language** element specifies the main language used in the content. It should use “ISO 639 language codes”, for example Japanese: ”ja”.

A.5.16 Creator

The **Creator** element specifies the creator or studio name of the content.

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A.5.17 SumPage

The **SumPage** element specifies the number of “View”s (visible pages for the **BookSetting** element conditions) of the content.

A.5.18 Keyword

The **Keyword** element specifies keywords necessary for searching the content.

A.5.19 TOC

The **TOC** element specifies the table of the content information.

A.5.20 TocLabel

A.5.20.0 General

The **TocLabel** element specifies the character string shown as the table of content list, see Table A.9.

Table A.9 – Attribute of TocLabel

Attribute name	Default value	Data type	Comments
refobj (required)		Object ID string	Specifies the “objid” of **TextBlock, ImageBlock, ButtonBlock** and Canvas elements
refpage (required)		Object ID string	Specifies the “objid” of the **Page** element

A.5.20.1 refobj

The **refobj** attribute specifies the “objid” of the element specified as the “Jump” target. The element specified as “objid” should be located in the **Page** element specified as “refpage”.

A.5.20.2 refpage

The **refpage** attribute specifies the “objid” of the Page element including the element specified as the “Jump” target.

A.5.21 Main

The **Main** element specifies the “Main content”.

A.5.22 Page

A.5.22.0 General

The **Page** element specifies the elements composed of the “Page” and the layout information itself. The attribute of the **Page** element is recommended to describe the only different information from the **PageStyle** element information specified by "pagestyle", see Table A.10.

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Table A.10 – Attribute of Page

Attribute name	Default value	Data type	Comments
bgimagemode		String	Specifies “fix”, “tile” or “centering”
evenfooterid		Object ID string	Specifies the “objid” of the **Footer** element
evenheaderid		Object ID string	Specifies the “objid” of the **Header** element
evensidemargin	(Unsigned integer)	Decimal string	[dot]
footheight	(Signed integer)	Decimal string	[dot]
footspace	(Signed integer)	Decimal string	[dot]
headheight	(Signed integer)	Decimal string	[dot]
headsep	(Signed integer)	Decimal string	[dot]
layout		String	Specifies “LrTb” or “TbRl”
objid (Required)		String	Specifies the only character string in the file
oddfooterid		Object ID string	Specifies the “objid” of the **Footer** element
oddheaderid		Object ID string	Specifies the “objid” of the **Header** element
oddsidemargin	(Unsigned integer)	Decimal string	[dot]
pageposition		String	Specifies “upper”, “lower” or “any”
pagestyle (Required)		Style string	It is necessary to match the specified style character string to "stylelabel" of the referred **PageStyle** element
refbgimage		Object ID string	Specifies the “objid” of the **Image** element. Moreover, it is necessary to specify the **bgimagemode** attribute at the same time
textheight	(Unsigned integer)	Decimal string	[dot]
textwidth	(Unsigned integer)	Decimal string	[dot]
topmargin	(Signed integer)	Decimal string	[dot]

A.5.22.1 pagestyle

The **pagestyle** attribute specifies the "stylelabel" of the **PageStyle** element with necessary information for the "Page" layout.

A.5.22.2 refbgimage

The **refgbimage** attribute specifies the “objid” of the **Image** element to be shown as the background of the **Page** element. When the "objid" is not specified, the image is not displayed.

A.5.22.3 pageposition

The **pageposition** attribute specifies whether the start position is the left page or the right page on the two screen display.

Upper is specified when it is shown on the upper side, lower is specified when it is shown on the lower side, and any is specified when it is shown after the preceding page.

The **bindingdirection** attribute “Rl” (mostly vertical flow content) in the **BookSetting** element:

“upper” means the start page is the right.

“lower” means the start page is the left.

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“any” means to display continuously from the previous page.

The **bindingdirection** attribute “Lr” (mostly horizontal flow content) in the **BookSetting** element:

“upper” means the start page is the left.

“lower” means the start page is the right.

“any” means to display continuously from the previous page.

A.5.22.4 oddheaderid

The **oddheaderid** attribute specifies the “objid” of the **Header** element shown in the odd “Page” (upper page) on the 2 screen display.

A.5.22.5 evenheaderid

The **evenheaderid** attribute specifies the “objid” of the **Header** element shown in the even “Page” (lower pages) on the 2 screen display.

A.5.22.6 oddfooterid

The **oddfooterid** attribute specifies the “objid” of the **Footer** element shown in the odd “Page” (upper page) on the 2 screen display.

A.5.22.7 evenfooterid

The **evenfooterid** attribute specifies the “objid” of the **Footer** element shown in the even “Page” (lower pages) on the 2 screen display.

A.5.22.8 bgimagemode

The **bgimagemode** attribute specifies how the “Image” specified in the **refbgimage** attribute should be positioned.

The value is “fix”: The image position is at the origin of the “main text area”.

The value is “tile”: The images fill the “main text area” from the origin.

The value is “center”: The image position is the center of the “main text area”.

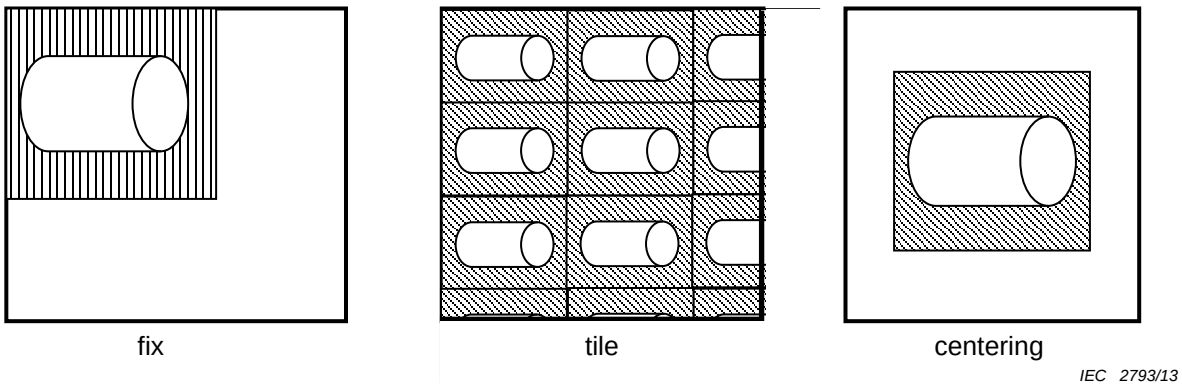

Figure A.5 – Bgimagemode attribute

A.5.22.9 evensidemargin

The **evensidemargin** attribute sets the left margin of the “Page layout composition” on the 2 screen display: the left page in the horizontal layout, and the right page in the vertical layout.

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A.5.22.10 footheight

The **footheight** attribute sets the “footheight” of the “Page layout composition”.

A.5.22.11 footspace

The **footspace** attribute sets the “footspace” of the “Page layout composition”.

A.5.22.12 headheight

The **headheight** attribute sets the “headheight” of the “Page layout composition”.

A.5.22.13 headsep

The **headsep** attribute sets the “headsep” of the “Page layout composition”.

A.5.22.14 layout

The **layout** attribute specifies the coordinate system of the **Page** element. When “LrTb” is specified, the origin is in the top left, the X-axis is toward the right and the Y-axis is toward the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is toward the bottom and the Y-axis is toward the left.

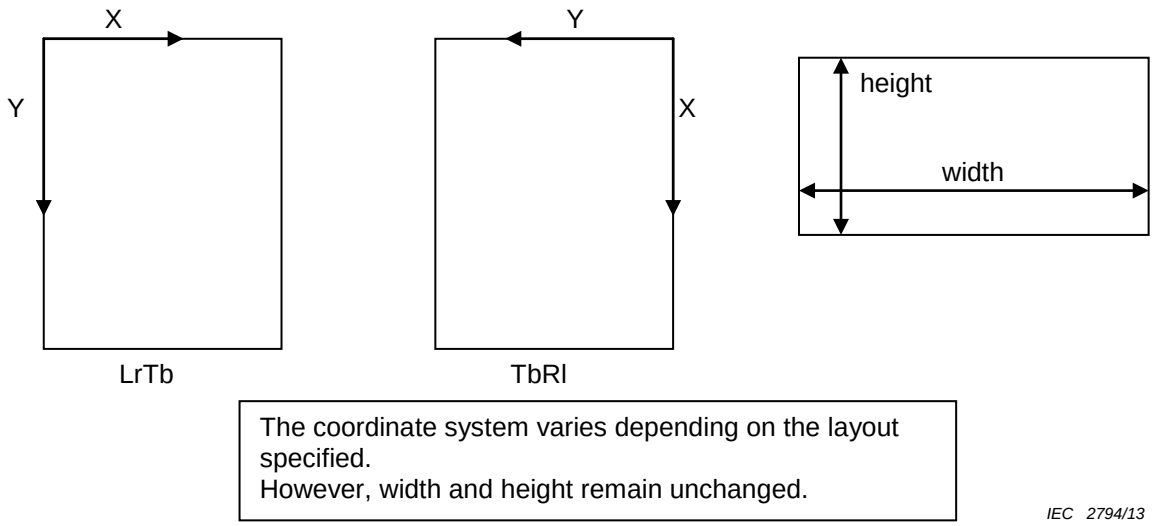

Figure A.6 – Layout attribute

A.5.22.15 oddsidemargin

The **oddsidemargin** attribute sets the left margin of the “Page layout composition” on the 2 screen display: the right page in the horizontal layout, the left page in the vertical layout.

The value of the **oddsidemargin** attribute should be used. On the 1 screen display, the value of "Oddsidemargin" from "Evensidemargin" is used.

A.5.22.16 textheight

The **textheight** attribute sets the “textheight” of the “Page layout composition”.

A.5.22.17 textwidth

The **textwidth** attribute sets the “textwidth” of the “Page layout composition”.

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A.5.22.18 topmargin

The **topmargin** attribute sets the “topmargin” of the “Page layout composition”.

A.5.22.19 objid

The **objid** attribute specifies a unique character string in the content for each element.

A.5.23 Wait

The **Wait** element specifies the timer control operation, see Table A.11.

Table A.11 – Attribute of Wait

Attribute name	Default value	Data type	Comments
time (required)	(Signed integer)	Decimal string	

The **time** attribute specifies the timer. When the time is “0”, it keeps waiting even for the input operation. When the time is a positive value, nothing is done for the set time (× 100 ms). When the time is a negative value, it keeps waiting for the input during the absolute value of the set time (× 100 ms).

A.5.24 TextBlock

A.5.24.0 General

The **TextBlock** element specifies the set-up information of the "Block" and “Text” to express the "Block" on the screen. The attribute of the **TextBlock** element is recommended to describe only different information from the **TextStyle** and **BlockStyle** element information specified by "textstyle" and “blockstyle”, see Table A.12.

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Table A.12 – Attribute of TextBlock

Attribute name	Default value	Data type	Comments
align		String	Specifies “head”, “center” or “foot”
baselineskip	(Signed integer)	Decimal string	[pt]*10
bgcolor		COLORREF string	
bgimagemode		String	Specifies “fix”, “tile” or “centering”. Moreover, it is necessary to specify the **refbgimage** attribute at the same time
blockheight	(Unsigned integer)	Decimal string	[dot]
blockrule		String	Specifies “horz-fixed”, “horz-adjustable”, “vert-fixed” or “vert-adjustable” as the **blockrule** attribute of the **TextBlock** element
blockstyle (Required)		Style string	It is necessary to match the specified style character string to "stylelabel" of the referred **BlockStyle** element
blockwidth	(Unsigned integer)	Decimal string	[dot]
charspace	(Signed integer)	Decimal string	[pt]*10
column		Decimal string	Specifies an integer between 1 and 9
columnsep	(Signed integer)	Decimal string	[pt]*10
empdotscode		Hexadecimal string	Specifies the character code used as an emphasis dot. Moreover, it is necessary to specify the **empdotsfontname** and **refempdotsfont** attribute at the same time
empdotsposition		String	Specifies “before” or “after”
emplinetype		String	Specifies “none”, “solid”, “dotted”, “double” or “dashed”
emplineposition		String	Specifies “before” or “after”
fontescapement		Decimal string	Specifies “0” or “2 700”
fontfacename		String	Specifies the font name
fontorientation		Decimal string	Specifies “0” or “2 700”
fontsize	(Signed integer)	Decimal string	[pt] * 10
fontweight		Decimal string	Specifies a value between “1” and “1 000”
fontwidth	(Signed integer)	Decimal string	[pt]*10 Specifies “−10” when not changing the font shape
footskip	(Unsigned integer)	Decimal string	[dot]
framecolor		COLORREF string	
framemode		String	Specifies “curve” or “square”
framewidth	(Unsigned integer)	Decimal string	[dot]
layout		String	Specifies “LrTb” or “TbRl”
letterspace	(Signed integer)	Decimal string	[pt]*10
linecolor		COLORREF string	
linespace	(Signed integer)	Decimal string	[pt]*10
textlinewidth	(Unsigned integer)	Decimal string	[pt]*10
objid (Required)		String	Specifies the only character string in the file
parindent	(Signed integer)	Decimal string	[pt]*10

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Attribute name	Default value	Data type	Comments
parskip	(Signed integer)	Decimal string	[pt]*10
refbgimage		Object ID string	Specifies the “objid” of the **Image** element. Moreover, it is necessary to specify the **refimagemode** attribute at the same time
rubyalign		String	Specifies “start” or “center”
rubyadjust		String	Specifies the “line-edge” or “none” character string
rubyoverhang		String	Specifies the “auto” or “none” character string
sidemargin	(Unsigned integer)	Decimal string	[dot]
textbgcolor		COLORREF string	
textcolor		COLORREF string	
textstyle **(Required)**		Style string	It is necessary to match the specified style character string to "stylelabel" of the referred **TextStyle** element
toclabel			Specifies the character string used in the TOC list
topskip	(Unsigned integer)	Decimal string	[dot]
wordspace	(Signed integer)	Decimal string	[pt]*10
empdotsfontname		String	Specifies the font name of the font used for emphasis dots. Moreover, it is necessary to specify the **empdotscode** and **refempdotsfont** attribute at the same time
refempdotsfont		Object ID String	Specifies the “objid” of the **Font** element. Moreover, it is necessary to specify the **empdotscode** and **empdotsname** attribute at the same time

A.5.24.1 fontsize

The **fontsize** attribute specifies the font size. Units are 10 times pt.

A.5.24.2 fontwidth

The **fontwidth** attribute specifies the width of the font. Normally, the optimal width is provided depending on the font size, but this is used when the width is changed intentionally. Units are 10 times pt.

A.5.24.3 fontescapement

The **fontescapement** attribute specifies the character feed direction. “0” is specified for horizontal font and “2 700” is specified for vertical font. Other specifications are not accepted.

A.5.24.4 fontorientation

The **fontorientation** attribute specifies the direction of character rotation. “0” is specified for horizontal font and “2 700” is specified for vertical font. Other specifications are not accepted.

A.5.24.5 fontfacename

The **fontfacename** attribute specifies the name of the font to be used. The standard font is used if nothing is specified.

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A.5.24.6 textcolor

The **textcolor** attribute specifies the color of the text to be used. Black (0x00000000) is used if nothing is specified.

A.5.24.7 textbgcolor

The **textbgcolor** attribute specifies the background color of the text. A transparent (0xff000000) background is normally used if nothing is specified.

A.5.24.8 wordspace

The **wordspace** attribute specifies the width of spaces between words of Western languages. Units are 10 times pt.

A.5.24.9 letterspace

The **letterspace** attribute specifies the size of spaces between letters of Western languages. Units are 10 times pt.

A.5.24.10 charspace

The **charspace** attribute specifies the size of spaces between Japanese characters. Units are 10 times pt.

A.5.24.11 baselineskip

The **baselineskip** attribute specifies the space between the lines. Units are 10 times pt.

A.5.24.12 linespace

The **linespace** attribute specifies the minimum guaranteed space for the direction of lines. Units are 10 times pt.

A.5.24.13 parindent

The **parindent** attribute specifies the start position of the first line of the paragraph. A negative value means “overhanging”. The maximum value of “overhanging” is equal to that specified in the **sidemargin** attribute. Units are 10 times pt.

A.5.24.14 parskip

The **parskip** attribute specifies the width of the spaces between paragraphs. Units are 10 times pt.

A.5.24.15 rubyalign

The **rubyalign** attribute specifies the alignment of the “Ruby Text”. The alignment values are specified below, see Table A.13.

Table A.13 – rubyalign attribute

Alignment value	
Start aligned	Center aligned
start	center

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A.5.24.16 rubyadjust

The **rubyadjust** attribute specifies the operation of the “Ruby Text” at the line edge. The values of the operation are specified below. The adjustment operation is to adjust the head or end position of the “Ruby Text” at the line edge position. Line break refers to the method used to line up the starting edge or ending edge when the “Ruby Text” is longer than the “Ruby Base”, see Table A.14.

Table A.14 – rubyadjust attribute

Line break operation value	
Operation used	Operation not used
line-edge	none

A.5.24.17 rubyoverhang

The **rubyoverhang** attribute specifies whether the overhanging operation for the “Ruby Text” is executed or not, when the “Ruby Text” is longer than the “Ruby Base”. The operation values are specified below, see Table A.15.

Table A.15 – rubyoverhang attribute

RubyOverhang	Overhang value
Overhang	auto
No overhang	none

A.5.24.18 empdotsposition

The **empdotsposition** attribute specifies the position of emphasis dots. The values are specified below, see Table A.16.

Table A.16 – empdotsposition attribute

EmpDotsPosition	Position value
Before (vertical layout: right, horizontal layout: top)	before
After (vertical layout: left, horizontal layout: under)	after

A.5.24.19 empdotscode

The **empdotscode** attribute specifies the character (or symbol) code used as an emphasis dot.

A.5.24.20 emplineposition

The **emplineposition** attribute specifies the position of the emphasis line. The values are specified below, see Table A.17.

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Table A.17 – emplineposition attribute

EmpLinePosition	Position value
Before (vertical layout: right, horizontal layout: top)	before
After (vertical layout: left, horizontal layout: under)	after

A.5.24.21 emplinetype

The **emplinetype** attribute specifies the type of emphasis line. The values are specified below, see Table A.18.

Table A.18 – emplinetype attribute

Type of line	Line mode value
None	none
Solid line	solid
Dotted line	dotted
Dashed line	dashed
Double line	double

A.5.24.22 column

The **column** attribute specifies the step number of columns.

A.5.24.23 columnsep

The **columnsep** attribute specifies the space between columns. Units are 10 times pt.

A.5.24.24 align

The **align** attribute specifies the alignment direction of the text, see Table A.19.

Table A.19 – align attribute

Direction	Value
Head	head
Center	center
Foot	foot

A.5.24.25 textlinewidth

The **textlinewidth** attribute specifies the line width for the **Empline** and **Box** elements. Units are 10 times pt.

A.5.24.26 linecolor

The **linecolor** attribute specifies the line color for the **Empline** and **Box** elements.

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A.5.24.27 textstyle

The **textstyle** attribute specifies the “stylelabel” of the **TextStyle** element that specifies the information necessary for rendering the text.

A.5.24.28 fontweight

The **fontweight** attribute specifies the weight of the text. The value “400” is normal weight and “800” is “Bold”.

A.5.24.29 objid

Refer to A.5.22.19.

A.5.24.30 bgcolor

The **bgcolor** attribute specifies the background color of the “Block”.

A.5.24.31 bgimagemode

The **bgimagemode** attribute specifies how the “Image” specified in the **refbgimage** attribute should be positioned.

The value is “fix”: The image position is at the origin of the “Block”.

The value is “tile”: The images fill the “Block” from the origin.

The value is “center”: The image position is in the center of the “Block”.

A.5.24.32 blockheight

The **blockheight** attribute specifies the height of the “Block”.

A.5.24.33 blockrule

The **blockrule** attribute specifies how to expand the “Block” size when the customer is enlarging character size on the viewer devices. The values for the **TextBlock** element are specified “horz-fixed”, “horz-adjustable”, “vert-fixed” and “vert-adjustable”, see Table A.20.

Table A.20 – blockrule attribute

Rule value	Rule
horz-fixed	Block width cannot be changed
horz-adjustable	Block width may be changed
vert-fixed	Block height cannot be changed
vert-adjustable	Block height may be changed
block-fixed	Block width and height cannot be changed
block-adjustable	Block width and height may be changed proportionally

A.5.24.34 blockstyle

The **blockstyle** attribute specifies the “stylelabel” of the **BlockStyle** element specifying the information necessary for rendering the text.

A.5.24.35 blockwidth

The **blockwidth** attribute specifies the width of the “Block”.

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A.5.24.36 footskip

The **footskip** attribute sets the “footskip” of the “Block layout composition”.

A.5.24.37 framecolor

The **framecolor** attribute specifies the frame color of the “Block”.

A.5.24.38 framemode

The **framemode** attribute specifies the frame type of the “Block”. It is possible to specify two types of frame: “square” means right angles in four corners and “curve” means rounded corners.

A.5.24.39 framewidth

The **framewidth** attribute specifies the frame line width of the “Block”. When this value is “0” or not specified, no frame is rendered.

A.5.24.40 layout

The **layout** attribute specifies the coordinate system of the **TextBlock** element. When “LrTb” is specified, the origin is in the top left, the X-axis is towards the right and the Y-axis is towards the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is towards the bottom and the Y-axis is towards the left.

A.5.24.41 refbgimage

The **refgbimage** attribute specifies the “objid” of the **Image** element to be shown as the background of the **TextBlock** element. No image is shown if the “objid” is not specified.

A.5.24.42 sidemargin

The **sidemargin** attribute sets the “sidemargin” of the “Block layout composition”.

A.5.24.43 toclabel

The **toclabel** attribute specifies the character string to be shown as the TOC list on the viewer devices. If the “toclabel” is specified, the “Authoring tool” picks up this label’s information and sets this label into the **TOC** element information in auto TOC creation mode.

A.5.24.44 topskip

The **topskip** attribute specifies the “topskip” of the “Block layout composition”.

A.5.24.45 empdotsfontname

The **empdotsfontname** attribute specifies the font name of the character (or symbol) used as emphasis dots.

A.5.24.46 refempdotsfont

The **refempdotsfont** attribute specifies the “objid” of the **Font** element used as emphasis dots. When the value is “0”, the font of the main text is used.

A.5.25 P

The **P** element specifies the minimum unit in the document. In a general novel, this means “Paragraph”. This **P** element is handled as the smallest unit that can be specified as an electronic expression, see Table A.21.

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Table A.21 – Attribute of P

Attribute name	Default value	Data type	Comments
refesound	0	Decimal string	Specifies the “objid” of the **eSound** element

The **refesound** attribute specifies the “objid” of the **eSound** element used as the embedded sound playback. If an embedded sound is specified here, the sound is played back at the same time of the **P** element showing.

A.5.26 Plot

A.5.26.0 General

The **Plot** element specifies the inline image and button, see Table A.22.

Table A.22 – Attribute of Plot

Attribute name	Default value	Data type	Comments
adjustment	“bottom”	String	Specifies ”center”, “baseline”, “top” or “bottom”
refobj (required)		Object ID string	Specifies the “objid” of the **Image** or **Button** element
xsize (required)	(Unsigned integer)	Decimal string	[pt]*10
ysize (required)	(Unsigned integer)	Decimal string	[pt]*10

A.5.26.1 xsize

The **xsize** attribute specifies the X direction size of the inline image or inline button. Units are 10 times pt.

A.5.26.2 ysize

The **ysize** attribute specifies the Y direction size of the inline image or inline button. Units are 10 times pt.

A.5.26.3 refobj

The **refobj** attribute specifies the “objid” of the element (the **Image** and **Button** elements) specified as the “inline” target.

A.5.26.4 adjustment

The **adjustment** attribute specifies the position of the inline image or inline button for the text line.

In case of the horizontal layout; The value “top” is to match the top edge of both the inline image and button, and the text line. The value “center” is to match the centerline of both. The value “baseline” means to match the baseline of both. The value “bottom” means to match the bottom edge of both.

In case of the vertical layout; The value “top” is to match the right edge of both the inline image and button, and the text line. The value “center” is to match the centerline of both. The value “baseline” means to match the baseline of both. The value “bottom” means to match the left edge of both.

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A.5.27 CR

The **CR** element specifies a compulsory line break. When this is specified immediately after the **P** element, the baseline space is the sum of the “baselineskip” and “parskip”.

A.5.28 Fill

The **Fill** element specifies the lead character, which has variable length, see Table A.23.

Table A.23 – Attribute of Fill

Attribute name	Default value	Data type	Comments
code (required)		Hexadecimal string	Can be specified between “0x0020” and “0xffff”

The **code** attribute specifies the character code number (UTF-16) that is used in the **Fill** element.

A.5.29 Space

The **Space** element specifies the spacing and kerning between characters, see Table A.24.

Table A.24 – Attribute of Space

Attribute name	Default value	Data type	Comments
xsize (required)	(Signed integer)	Decimal string	[dot]

The **xsize** attribute specifies the space in the X-axis direction. The kerning is performed when a negative value is specified.

A.5.30 CharButton

The **CharButton** element specifies the range of the character string to provide the button function, see Table A.25.

Table A.25 – Attribute of CharButton

Attribute name	Default value	Data type	Comments
refobj (required)		Object ID string	Specifies the “objid” of the **Button** element

The **refobj** attribute specifies the “objid” of the element (the **Button** element) specified as the “Button character” target.

A.5.31 Rubi

The **Rubi** element specifies the “Ruby Text” and the “Ruby Base”.

A.5.32 Oyamoji

The **Oyamoji** element specifies the “Ruby Base”.

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A.5.33 Gaiji

A.5.33.0 General

The **Gaiji** element specifies the character code (UTF-16) of the external character and the alternative character string in case the external character cannot be rendered, see Table A.26.

Table A.26 – Attribute of Gaiji

Attribute name	Default value	Data type	Comments
code (required)		Hexadecimal string	Can be specified between “0x0020” and “0xffff”
fontfacename (required)		String	Specifies the font name
refobj (required)		Object ID string	Specifies the “objid” of the **Font** element

A.5.33.1 refobj

The **refobj** attribute specifies the “objid” of the element (the **Font** element) specified as the “Gaiji character” target.

A.5.33.2 fontfacename

Refer to A.5.24.5.

A.5.33.3 code

The **code** attribute specifies the character code that is used as the external character.

A.5.34 AltString

The **AltString** element specifies the alternative character string. The alternative character string is used when the display device cannot render the original character string.

A.5.35 Org

The **Org** element specifies the original character string that the customers want.

A.5.36 Alt

The **Alt** element specifies the alternative character string instead of the **Org** element.

A.5.37 Rubimoji

The **Rubimoji** element specifies the “Ruby Text” for the “Ruby Base” specified in the **Oyamoji** element.

A.5.38 Box

The **Box** element specifies the character string to be surrounded by a box line, see Table A.27.

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Table A.27 – Attribute of Box

Attribute name	Default value	Data type	Comments
linetype (required)		String	“solid”, ”dotted”, ”dashed” or ”double” is selected

The **linetype** attribute specifies the line type of the box. The values are specified below, see Table A.28.

Table A.28 – linetype attribute

Type of line	Line mode value
Solid line	solid
Dotted line	dotted
Dashed line	dashed
Double line	double

A.5.39 EmpDots

A.5.39.0 General

The **EmpDots** element specifies the character string that is added the emphasis dots, see Table A.29.

Table A.29 – Attribute of EmpDots

Attribute name	Default value	Data type	Comments
empdotscode		Hexadecimal string	Specifies the character code used as an emphasis dot. Moreover, it is necessary to specify the **empdotsfontname** and **refempdotsfont** attribute at the same time
empdotsposition		String	Specifies “before” or “after”
empdotsfontname		String	Specifies the font name used as the emphasis dots. Moreover, it is necessary to specify the **empdotscode** and **refempdotsfont** attribute at the same time
refempdotsfont		Object ID string	Specifies the “objid” of the **Font** element Moreover, it is necessary to specify the **empdotscode** and **empdotsname** attribute at the same time

A.5.39.1 empdotsposition

Refer to A.5.24.18.

A.5.39.2 empdotscode

Refer to A.5.24.19.

A.5.39.3 empdotsfontname

Refer to A.5.24.45.

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A.5.39.4 refempdotsfont

Refer to A.5.24.46.

A.5.40 EmpLine

A.5.40.0 General

The **Empline** element specifies the character string that is added to the emphasis line, see Table A.30.

Table A.30 – Attribute of Empline

Attribute name	Default value	Data type	Comments
emplinetype		String	Specifies “none”, “solid”, “dotted”, “dashed” or “double”
emplineposition		String	Specifies “before” or “after”

A.5.40.1 emplineposition

Refer to A.5.24.20.

A.5.40.2 emplinetype

Refer to A.5.24.21.

A.5.41 Sub

The **Sub** element specifies a subscript character string.

A.5.42 Sup

The **Sup** element specifies a superscript character string.

A.5.43 Yoko

The **Yoko** element specifies the character string that has changed the baseline direction to horizontal in the vertical layout.

A.5.44 Tate

The **Tate** element specifies the Western character string that is rotated 90° counter clockwise in the vertical layout.

A.5.45 Nekase

The **Nekase** element specifies the vertical character string that is rotated 90° clockwise in the vertical layout.

A.5.46 NoBR

The **NoBR** element specifies the character string that is not allowed to divide.

A.5.47 DrawChar

The **DrawChar** element specifies the drop cap character, see Table A.31.

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Table A.31 – Attribute of DrawChar

Attribute name	Default value	Data type	Comments
line (required)	(Unsigned integer)	Decimal string	Specifies the number of lines.

The **line** attribute specifies the number of lines for the characters specified as drop cap.

A.5.48 Italic

The **Italic** element specifies the character string in italics.

A.5.49 Bold

The **Bold** element specifies the character string in bold.

A.5.50 ImageBlock

A.5.50.0 General

The **ImageBlock** element specifies the set up information of the "Block" and “Image” to express the "Block" on the screen. The attribute of the **ImageBlock** element is recommended to describe only different information from the **BlockStyle** element information specified by the “blockstyle”. The alternative character string is specified in case the image file cannot be opened, see Table A.32.

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Table A.32 – Attribute of ImageBlock

Attribute name	Default value	Data type	Comments
x0 (required)	(Unsigned integer)	Decimal string	[dot]
y0 (required)	(Unsigned integer)	Decimal string	[dot]
x1 (required)	(Unsigned integer)	Decimal string	[dot]
y1 (required)	(Unsigned integer)	Decimal string	[dot]
xsize (required)	(Unsigned integer)	Decimal string	[dot]
ysize (required)	(Unsigned integer)	Decimal string	[dot]
refstream		Object ID string	Specifies the “objid” of the **ImageStream** element. Only “refstream” can be selected in the **Image** element
objid (required)		String	Specifies the only character string in the file
bgcolor		COLORREF string	
bgimagemode		String	Specifies “fix”, “tile” or “centering”. Moreover, it is necessary to specify the **refbgimage** attribute at the same time
blockheight	(Unsigned integer)	Decimal string	[dot]
blockrule		String	“block-fixed” or “block-adjustable” is specified for the ImageBlock blockrule attribute
blockstyle (required)		Style string	It is necessary to match the specified style character string to "stylelabel" of the referred **BlockStyle** element
blockwidth	(Unsigned integer)	Decimal string	[dot]
footskip	(Unsigned integer)	Decimal string	[dot]
framecolor		COLORREF string	
framemode		String	Specifies “curve” or “square”
framewidth	(Unsigned integer)	Decimal string	[dot]
layout		String	Specifies “LrTb” or “TbRl”
refbgimage		Object ID string	Specifies the “objid” of the **Image** element. However, own ID cannot be specified
sidemargin	(Unsigned integer)	Decimal string	[dot]
topskip	(Unsigned integer)	Decimal string	[dot]

A.5.50.1 x0

The **x0** attribute specifies the X-coordinate of the upper left corner required for extracting the portion that needs to be displayed from the source image.

A.5.50.2 y0

The **y0** attribute specifies the Y-coordinate of the upper left corner required for extracting the portion that needs to be displayed from the source image.

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A.5.50.3 x1

The **x1** attribute specifies the X-coordinate of the lower right corner required for extracting the portion that needs to be displayed from the source image.

A.5.50.4 y1

The **y1** attribute specifies the Y-coordinate of the lower right corner required for extracting the portion that needs to be displayed from the source image.

A.5.50.5 xsize

The **xsize** attribute specifies the size of the extracted image in the X direction. This refers to expansion along the X-axis if this size is greater than (x1-x0), and contraction along the X-axis if less than (x1-x0).

A.5.50.6 ysize

The **ysize** specifies the size of the extracted image in the Y direction. This refers to expansion along the Y-axis if this size is greater than (y1-y0), and contraction along the Y-axis if less than (y1-y0).

A.5.50.7 refstream

The **refstream** attribute specifies the "objid" of the **ImageStream** element containing the source image data to be displayed.

A.5.50.8 objid

Refer to A.5.22.19.

A.5.50.9 bgcolor

Refer to A.5.24.30.

A.5.50.10 bgimagemode

Refer to A.5.24.31.

A.5.50.11 blockheight

Refer to A.5.24.32.

A.5.50.12 blockrule

The **blockrule** attribute specifies how to expand the “Block” size when the customer is increasing character size on the viewer devices. The values for the **ImageBlock** element are specified as “block-fixed” and “block-adjustable”.

Regarding the table of value, refer to A.5.24.33.

A.5.50.13 blockstyle

Refer to A.5.24.34.

A.5.50.14 blockwidth

Refer to A.5.24.35.

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A.5.50.15 footskip

Refer to A.5.24.36.

A.5.50.16 framecolor

Refer to A.5.24.37.

A.5.50.17 framemode

Refer to A.5.24.38.

A.5.50.18 framewidth

Refer to A.5.24.39.

A.5.50.19 layout

The **layout** attribute specifies the coordinate system of the **ImageBlock** element. When “LrTb” is specified, the origin is in the top left, the X-axis is toward the right and the Y-axis is toward the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is toward the bottom and the Y-axis is toward the left.

A.5.50.20 refbgimage

The **refgbimage** attribute specifies the “objid” of the **Image** element to be shown as the background of the **ImageBlock** element. No image is shown if the “objid” is not specified.

A.5.50.21 sidemargin

Refer to A.5.24.42.

A.5.50.22 topskip

Refer to A.5.24.44.

A.5.51 ButtonBlock

A.5.51.0 General

The **ButtonBlock** element specifies the set up information of the "Block" and “Text” to express the "Block" on the screen. The attribute of the **ButtonBlock** element is recommended to describe only different information from the **BlockStyle** element information specified by the “blockstyle”. Also the **ButtonBlock** element specifies the action when the button is operated.

There are 4 states in the button operation. Base state(before choice) → Focus-in state(choice) → Push state(when push) → Up state(after release). These states are changed in turn by a user operation for the terminal, see Table A.33.

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Table A.33 – Attribute of ButtonBlock

Attribute name	Default value	Data type	Comments
objid (required)		String	Specifies the only character string in the file
bgcolor		COLORREF string	
bgimagemode		String	Specifies “fix”, “tile” or “centering”. Moreover, it is necessary to specify the **refbgimage** attribute at the same time
blockheight	(Unsigned integer)	Decimal string	[dot]
blockrule		String	“block-fixed” or “block-adjustable” is specified for the ButtonBlock blockrule attribute
blockstyle (required)		Style string	It is necessary to match the specified style character string to "stylelabel" of the referred **BlockStyle** element
blockwidth	(Unsigned integer)	Decimal string	[dot]
footskip	(Unsigned integer)	Decimal string	[dot]
framecolor		COLORREF string	
framemode		String	Specifies “curve” or “square”
framewidth	(Unsigned integer)	Decimal string	[dot]
layout		String	Specifies “LrTb” or “TbRl”
refbgimage		Object ID string	Specifies the “objid” of the **Image** element. Moreover, it is necessary to specify the **bgimagemode** attribute at the same time
sidemargin	(Unsigned integer)	Decimal string	[dot]
topskip	(Unsigned integer)	Decimal string	[dot]

A.5.51.1 objid

Refer to A.5.22.19.

A.5.51.2 bgcolor

Refer to A.5.24.30.

A.5.51.3 bgimagemode

Refer to A.5.24.31.

A.5.51.4 blockheight

Refer to A.5.24.32.

A.5.51.5 blockrule

The **blockrule** attribute specifies how to expand the “Block” size when the customer is increasing character size on the viewer devices. The values for the **ButtonBlock** element are specified as “block-fixed” and “block-adjustable”.

Regarding the table of the value, refer to A.5.24.33.

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A.5.51.6 blockstyle

Refer to A.5.24.34.

A.5.51.7 blockwidth

Refer to A.5.24.35.

A.5.51.8 footskip

Refer to A.5.24.36.

A.5.51.9 framecolor

Refer to A.5.24.37.

A.5.51.10 framemode

Refer to A.5.24.38.

A.5.51.11 framewidth

Refer to A.5.24.39.

A.5.51.12 layout

The **layout** attribute specifies the coordinate system of the **ButtonBlock** element. When “LrTb” is specified, the origin is in the top left, the X-axis is toward the right and the Y-axis is toward the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is towards the bottom and the Y-axis is towards the left.

A.5.51.13 refbgimage

The **refgbimage** attribute specifies the “objid” of the **Image** element to be shown as the background of the **ButtonBlock** element. No image is shown if the “objid” is not specified.

A.5.51.14 sidemargin

Refer to A.5.24.42.

A.5.51.15 topskip

Refer to A.5.24.44.

A.5.52 BaseButton

The **BaseButton** element specifies the image of the button under the normal state, see Table A.34.

Table A.34 – Attribute of BaseButton

Attribute name	Default value	Data type	Comments
refimage		Object ID string	Specifies the “objid” of the **Image** element

The **refimage** attribute specifies the "objid" of the **Image** element displayed as a button. In case that the button is the CharButton element, an image is not displayed even if specified.

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A.5.53 FocusinButton

The **FocusinButton** element specifies the image and the action of the button under the focus-in state. It is possible to specify multiple button operations. These are executed in the sequence specified, see Table A.35.

Table A.35 – Attribute of FocusinButton

Attribute name	Default value	Data type	Comments
refimage		Object ID string	Specifies the “objid” of the **Image** element

Refer to A.5.52.

A.5.54 JumpTo

A.5.54.0 General

The **JumpTo** element specifies the movement of the button that jumps to a certain element, see Table A.36.

Table A.36 – Attribute of JumpTo

Attribute name	Default value	Data type	Comments
refobj (required)		Object ID string	Specifies the “objid” of **TextBlock, ButtonBlock, ImageBlock** or Canvas element
refpage (required)		Object ID string	Specifies the “objid” of the **Page** element

A.5.54.1 refpage

Refer to A.5.20.2.

A.5.54.2 refobj

Refer to A.5.20.1.

A.5.55 Run

A.5.55.0 General

The **Run** element specifies the action such as “Window”, “Popup window” and “Sound playback” , see Table A.37.

Table A.37 – Attribute of Run

Attribute name	Default value	Data type	Comments
runoption (required)	“normal”	String	Specifies “normal”, “opposite”, “center” or “opposite-center”
refobj (required)		Object ID string	Specifies the “objid” of the **PopUpWin, Window** or **Sound** element

A.5.55.1 runoption

The **runoption** attribute specifies the display position of Window and Pop Up Window in the 2 screen display. The values are specified below, see Table A.38.

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Table A.38 – runoption attribute

Position	Position option
Button side screen	normal
Opposite button side screen	opposite
Center of button side screen	center
Center of opposite button side screen	opposite-center

A.5.55.2 refobj

The **refobj** attribute specifies the “objid” of the element (the **Window**, **PopUpWin** or **Sound** element) specified as the “Run action” target.

A.5.56 SoundStop

The **SoundStop** element forcibly stops the asynchronous sound playback.

A.5.57 CloseWindow

The **CloseWindow** element forcibly closes the window being displayed.

A.5.58 PushButton

The **PushButton** element specifies the image and the action of the button under the button-push state. It is possible to specify multiple button operations. These are executed in the sequence specified, see Table A.39.

Table A.39 – Attribute of PushButton

Attribute name	Default value	Data type	Comments
refimage		Object ID string	Specifies the “objid” of the **Image** element

Refer to A.5.52.

A.5.59 UpButton

The **UpButton** element specifies the image and the action of the button under the button-up state. It is possible to specify multiple button operations. These are executed in the sequence specified. Regarding the **PopUpWin** element, it cannot be invoked by the **Run** element, see Table A.40.

Table A.40 – Attribute of UpButton

Attribute name	Default value	Data type	Comments
refimage		Object ID string	Specifies the “objid” of the **Image** element

Refer to A.5.52.

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A.5.60 Canvas

A.5.60.0 General

The **Canvas** element specifies the absolute coordinates area to create the complex layout, see Table A.41.

Table A.41 – Attribute of Canvas

Attribute name	Default value	Data type	Comments
bgcolor	“0xff000000”	COLORREF string	
blockrule	“block-fixed”	String	Specifies ”block-fixed” or “block-adjustable” as the **blockrule** attribute value of the **Canvas** element
canvasheight	“0” (Unsigned integer)	Decimal string	[dot]
canvaswidth	“0” (Unsigned integer)	Decimal string	[dot]
framecolor	“0x00000000”	COLORREF string	
framewidth	“0” (Unsigned integer)	Decimal string	[dot]
layout	“LrTb”	String	Specifies “LrTb” or “TbRl”
objid (Required)		String	Specifies the only character string in the file
toclabel		String	Specifies the character string used in the TOC list
framemode	“square”	String	Specifies “curve” or ”square”

A.5.60.1 canvaswidth

The **canvaswidth** attribute specifies the width of the **Canvas** element area.

A.5.60.2 canvasheight

The **canvasheight** attribute specifies the height of the **Canvas** element area.

A.5.60.3 bgcolor

The **bgcolor** attribute specifies the background color of the “the Canvas element area”.

A.5.60.4 layout

The **layout** attribute specifies the coordinate system of the **Canvas** element. When “LrTb” is specified, the origin is in the top left, the X-axis is towards the right and the Y-axis is towards the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is towards the bottom and the Y-axis is towards the left.

A.5.60.5 framewidth

The **framewidth** attribute specifies the frame line width of the “Canvas”. When this value is “0” or not specified, no frame is rendered.

A.5.60.6 framecolor

The **framecolor** attribute specifies the frame color of the “Canvas”.

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A.5.60.7 blockrule

The **blockrule** attribute specifies how to expand the “Block” size when the customer is increasing character size on the viewer devices. The values for the **Canvas** element are specified as “block-fixed” and “block-adjustable”.

Regarding the table of the value, refer to A.5.24.33.

A.5.60.8 objid

Refer to A.5.22.19.

A.5.60.9 toclabel

Toclabel assigns an item name for the "Canvas" for use in the table of contents list. The **toclabel** attribute specifies the character string to be shown as the TOC list on the viewer devices. If the “toclabel” is specified, the “Authoring tool” picks up this label’s information and sets this label into the **TOC** element information in auto TOC creation mode.

A.5.60.10 framemode

The **framemode** attribute specifies the frame type of the “Canvas”. It is possible to specify two types of frame: “square” means right angles in four corners and “curve” means rounded corners.

A.5.61 PutObj

A.5.61.0 General

The **PutObj** element specifies the position of elements on the **Canvas** element, see Table A.42.

Table A.42 – Attribute of PutObj

Attribute name	Default value	Data type	Comments
refobj (required)		Object ID string	Specifies the “objid” of the **PopUpWin, TextBlock, ImageBlock, ButtonBlock** or **Sound** element. Further, when used in the **Header** or **Footer** element, **TextBlock** and **ImageBlock** can be specified.
x1 (required)	(Unsigned integer)	Decimal string	[dot]
y1 (required)	(Unsigned integer)	Decimal string	[dot]

A.5.61.1 x1

The **x1** attribute specifies the X-axis coordinates for locating the origin point of the “objid” element specified with refobj.

A.5.61.2 y1

The **y1** attribute specifies the Y-axis coordinates for locating the origin point of the “objid” element specified with refobj.

A.5.61.3 refobj

The **refobj** attribute specifies the “objid” of the element specified as the shown element.

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A.5.62 Moveto

A.5.62.0 General

The **Moveto** element specifies the next start position of the **Lineto**, **DrawBox** and **DrawEllipse** in the **Canvas** element, see Table A.43.

Table A.43 – Attribute of Moveto

Attribute name	Default value	Data type	Comments
x1 (required)	(Signed integer)	Decimal string	[dot]
y1 (required)	(Signed integer)	Decimal string	[dot]

A.5.62.1 x1

The **x1** attribute specifies the X-coordinate of the drawing start point.

A.5.62.2 y1

The **y1** attribute specifies the Y-coordinate of the drawing start point.

A.5.63 Lineto

A.5.63.0 General

The **Lineto** element specifies a straight line drawing in the **Canvas** element. The straight line is drawn from the start point to the position (end point) specified by the **Lineto** element. After the line has been drawn, the specified drawing end point becomes the next drawing start point, see Table A.44.

Table A.44 – Attribute of Lineto

Attribute name	Default value	Data type	Comments
linecolor		COLORREF string	
linetype		String	Specifies “solid”, “dotted”, “dashed”, or ”double”
arrowtype		String	Specifies “none”, “begin”, “end”, or “both”
linewidth	(Unsigned integer)	Decimal string	[dot]
x1 (required)	(Signed integer)	Decimal string	[dot]
y1 (required)	(Signed integer)	Decimal string	[dot]

A.5.63.1 x1

The **x1** attribute specifies the X-coordinate of the drawing end point.

A.5.63.2 y1

The **y1** attribute specifies the Y-coordinate of the drawing end point.

A.5.63.3 linewidth

The **linewidth** attribute specifies the width of the line to be drawn.

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A.5.63.4 linecolor

The **linecolor** attribute specifies the line color for the **Lineto** element.

A.5.63.5 linetype

The **linetype** attribute specifies the line type to be drawn.

Regarding the table of the value, refer to A.5.38.

A.5.63.6 arrowtype

The **arrowtype** attribute specifies whether the line drawn in the **Canvas** element is a straight line or an arrow, see Table A.45.

Table A.45 – arrowtype attribute

Arrow type	Value
Straight line	none
Start point arrow	begin
End point arrow	end
Both end arrows	both

A.5.64 DrawBox

A.5.64.0 General

The **DrawBox** element specifies a rectangular drawing in the **Canvas** element. The quadrangle is drawn as the diagonal from the start point to the end point specified by the **DrawBox** element, see Table A.46.

Table A.46 – Attribute of DrawBox

Attribute name	Default value	Data type	Comments
fillcolor		COLORREF string	
linecolor		COLORREF string	
linetype		String	Specifies “solid”, “dotted”, “dashed”, or ”double”
linewidth	(Unsigned integer)	Decimal string	[dot]
x1 (required)	(Signed integer)	Decimal string	[dot]
y1 (required)	(Signed integer)	Decimal string	[dot]

A.5.64.1 x1

Refer to A.5.63.1.

A.5.64.2 y1

Refer to A.5.63.2.

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A.5.64.3 linewidth

The **linewidth** attribute specifies the line width of the rectangle to be drawn.

A.5.64.4 linecolor

The **linecolor** attribute specifies the line color for the **DrawBox** element.

A.5.64.5 linetype

The **linetype** attribute specifies the line type of the rectangle to be drawn. The values are specified below.

Regarding the table of the value, refer to A.5.38.

A.5.64.6 fillcolor

The **fillcolor** attribute fills the body color of the rectangle to be drawn.

A.5.65 DrawEllipse

A.5.65.0 General

The **DrawEllipse** element specifies an ellipse drawing in the **Canvas** element. The quadrangle is drawn as the diagonal from the start point to the end point specified by the **DrawEllipse** element, see Table A.47.

Table A.47 – Attribute of DrawEllipse

Attribute name	Default value	Data type	Comments
fillcolor		COLORREF string	
linecolor		COLORREF string	
linetype		string	Specifies “solid”, “dotted”, “dashed”, or ”double”
linewidth	(Unsigned integer)	Decimal string	[dot]
x1 (required)	(Signed integer)	Decimal string	[dot]
y1 (required)	(Signed integer)	Decimal string	[dot]

A.5.65.1 x1

Refer to A.5.63.1.

A.5.65.2 y1

Refer to A.5.63.2.

A.5.65.3 linewidth

The **linewidth** attribute specifies the line width of the ellipse to be drawn.

A.5.65.4 linecolor

The **linecolor** attribute specifies the line color for the **DrawEllipse** element.

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A.5.65.5 linetype

The **linetype** attribute specifies the line type of the ellipse to be drawn. The values are specified below.

Regarding the table of the value, refer to A.5.38.

A.5.65.6 fillcolor

The **fillcolor** attribute fills the body color of the ellipse to be drawn.

A.5.66 RuledLine

A.5.66.0 General

The **RuledLine** element specifies the ruled lines, see Table A.48.

Table A.48 – Attribute of RuledLine

Attribute name	Default value	Data type	Comments
linelength (required)	(Unsigned integer)	Decimal string	[dot]
linetype (required)		string	Specifies “solid”, “dotted”, “dashed”, or “double”
linewidth (required)	(Unsigned integer)	Decimal string	[dot]
linecolor	0x00000000	COLORREF string	

A.5.66.1 linewidth

The **linewidth** attribute specifies the width of the ruled line.

A.5.66.2 linelength

The **linelength** attribute specifies the length of the ruled line. If the length is not specified, the ruled line will be drawn with its length extending through the entire available drawing area.

A.5.66.3 linetype

The **linetype** attribute specifies the type of the ruled line. The values are specified below.

Regarding the table of the value, refer to A.5.38.

A.5.66.4 linecolor

The **linecolor** attribute specifies the line color for the **RuledLine** element.

A.5.67 Style

The **Style** element specifies each type of Style information.

A.5.68 BookStyle

A.5.68.0 General

The **BookStyle** element specifies the content information, see Table A.49.

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Table A.49 – Attribute of BookStyle

Attribute name	Default value	Data type	Comments
stylelabel (required)		Style string	Specifies the style character string
objid (required)		String	Specifies the only character string in the file

A.5.68.1 stylelabel

The **stylelabel** attribute specifies an identifiable name of the **Style** element.

A.5.68.2 objid

Refer to A.5.22.19.

A.5.69 SetDefault

A.5.69.0 General

The **SetDefault** element specifies the default value of the available layout information in the content. The value set here will be the default value for using each type of object, see Table A.50.

Table A.50 – Attribute of SetDefault

Attribute name	Default value	Data type	Comments
rubyalign (required)	“start”	String	Specifies the “start” or “center” character string
rubyadjust (required)	“none”	String	Specifies the “line-edge” or “none” character string
rubyoverhang (required)	“none”	String	Specifies the “auto” or “none” character string
empdotsposition (required)	“before”	String	Specifies “before” or “after”
emplineposition (required)	“before”	String	Specifies “before” or “after”
emplinetype (required)	“none”	Hexadecimal string	Specifies the line mode value as “none”, “solid”, “dotted”, “dashed”, or “double”
empdotsfontname (required)		String	Specifies the font name of the font used for emphasis dots. Moreover, it is necessary to specify the **empdotscode** and **refempdotsfont** attribute at the same time
refempdotsfont (required)		Object ID string	Specifies the “objid” of the **Font** element. Moreover, it is necessary to specify the **empdotscode** and **empdotsfontname** attribute at the same time
empdotscode (required)	0x3001	Hexadecimal string	Specifies the character code used as an emphasis dot. Moreover, it is necessary to specify the **empdotsfontname** and **refempdotsfont** attribute at the same time
setwaitpropt (required)	“noreplay”	String	Specifies “replay” or “noreplay”

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A.5.69.1 rubyalign

Refer to A.5.24.15.

A.5.69.2 rubyadjust

Refer to A.5.24.16.

A.5.69.3 rubyoverhang

Refer to A.5.24.17.

A.5.69.4 empdotsposition

Refer to A.5.24.18.

A.5.69.5 empdotscode

Refer to A.5.24.19.

A.5.69.6 emplineposition

Refer to A.5.24.20.

A.5.69.7 emplinetype

Refer to A.5.24.21.

A.5.69.8 empdotsfontname

Refer to A.5.24.45.

A.5.69.9 refempdotsfont

Refer to A.5.24.46.

A.5.69.10 setwaitprop

The **setwaitprop** attribute specifies the “Wait” process within the **Page** element. The following table is used to specify whether the process is replayed, see Table A.51.

Table A.51 – setwaitprop attribute

Wait flag value	Operation specification
replay	Replay
noreplay	No replay

A.5.70 RegistFont

A.5.70.0 General

The **RegistFont** element specifies the font to be opened in advance, see Table A.52.

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Table A.52 – Attribute of RegistFont

Attribute name	Default value	Data type	Comments
fontfilename (required)		String	Specifies the after-open file name
file (required)		File path string	Specifies the file's absolute path or accessible relative path
encoding (required)		String	Specifies "TTF", "OTF", or "BF"
fontname (required)		String	Specifies the font name

A.5.70.1 fontfilename

The **fontfilename** attribute specifies the font file name to be used by the display software when the font is opened.

A.5.70.2 file

The **file** attribute specifies the path for the font file to be embedded, and its file name.

A.5.70.3 fontname

The **fontname** attribute specifies the font name of the font to be embedded.

A.5.70.4 encoding

The **encoding** attribute specifies the data format of the font file. Character strings that can be described are "TTF", "OTF", and "BF". However, in this version, "OTF" and "BF" are reserved words, and cannot actually be set.

A.5.71 BookSetting

A.5.71.0 General

The **BookSetting** element specifies the assumed environment when the content was created, see Table A.53.

Table A.53 – Attribute of BookSetting

Attribute name	Default value	Data type	Comments
bindingdirection (required)		String	Specifies "Lr" or "Rl"
dpi (required)	(Unsigned integer)	Decimal string	[dpi]*10
screeneheight (required)	(Unsigned integer)	Decimal string	[dot]
screenwidth (required)	(Unsigned integer)	Decimal string	[dot]
colordepth	"24" (Unsigned integer)	Decimal string	Specifies the color depth in bits

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A.5.71.1 bindingdirection

The **bindingdirection** attribute specifies the page flow direction of the content. If “Lr” is specified, the page advances from left to right, and if “Rl” is specified, the page advances from right to left.

A.5.71.2 dpi

The **dpi** attribute specifies the assumed dpi value when the layout of the content was determined.

A.5.71.3 screenwidth

The **screenwidth** attribute specifies the assumed width of the display area when the layout of the content was determined.

A.5.71.4 screenheight

The **screenheight** attribute specifies the assumed height of the display area when the layout of the content was determined.

A.5.71.5 colordepth

The **colordepth** attribute specifies the bits the color depth required to display the content as it is.

A.5.72 TextStyle

A.5.72.0 General

The **TextStyle** element specifies the available “Text” information in the content, see Table A.54.

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Table A.54 – Attribute of TextStyle

Attribute name	Default value	Data type	Comments
objid (required)		String	Specifies the only character string in the file
stylelabel (required)		Style string	Specifies the style character string
fontsize	“0” (Signed integer)	Decimal string	[pt]*10
fontwidth	“-10” (Signed integer)	Decimal string	[pt]*10 Specifies “-10” when not changing the font shape
fontescapement	“0”	Decimal string	Specifies “0” or ”2700”
fontorientation	“0”	Decimal string	Specifies “0” or ”2700”
fontfacename (required)		String	Specifies the font name
textcolor	“0x00000000”	COLORREF string	
textbgcolor	“0xff000000”	COLORREF string	
wordspace	“0” (Signed integer)	Decimal string	[pt]*10
letterspace	“0” (Signed integer)	Decimal string	[pt]*10
baselineskip	“0” (Signed integer)	Decimal string	[pt]*10
linespace	“0” (Signed integer)	Decimal string	[pt]*10
parindent	“0” (Signed integer)	Decimal string	[pt]*10
parskip	“0” (Signed integer)	Decimal string	[pt]*10
rubyalign		String	Specifies the “start” or “center” character string
rubyadjust		String	Specifies the “line-edge” or “none” character string
rubyoverhang		String	Specifies the “auto” or “none” character string
empdotsposition		String	Specifies “before” or “after”
empdotscode		String	Specifies the character code used as an emphasis dot. Moreover, it is necessary to specify the **empdotsfontname** and **refempdotsfont** attribute at the same time
emplineposition		String	Specifies “before” or “after”
emplinetype		String	Specifies the line mode value as “none”, “solid”, “dotted”, “dashed”, or “double”
column	“1”	Decimal string	Specifies an integer value from "1" to "9"
columnsep	“0”	Decimal string	[pt]*10
align	“head”	String	Specifies “head”, “center”, or “foot”
textlinewidth	“0” (Unsigned integer)	Decimal string	[pt]*10
linecolor	“0x00000000”	COLORREF string	
charspace	“0” (Signed integer)	Decimal string	[pt]*10
fontweight	“400”	Decimal string	Specifies a value from "1" to "1,000"

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Attribute name	Default value	Data type	Comments
empdotsfontname		String	Specifies the font name of the font used for emphasis dots. Moreover, it is necessary to specify the **empdotscode** and **refempdotsfont** attribute at the same time
refempdotsfont		Object ID string	Specifies the “objid” of the **Font** element. Moreover, it is necessary to specify the **empdotscode** and **empdotsfontname** attribute at the same time

A.5.72.1 objid

Refer to A.5.22.19.

A.5.72.2 stylelabel

The **stylelabel** attribute specifies an identifiable name of the **Style** element. It is necessary to match it to "textstyle" attribute name of the **TextBlock** element so that it is referred.

A.5.72.3 fontsize

Refer to A.5.24.1.

A.5.72.4 fontwidth

Refer to A.5.24.2.

A.5.72.5 fontescapement

Refer to A.5.24.3.

A.5.72.6 fontorientation

Refer to A.5.24.4.

A.5.72.7 fontfacename

Refer to A.5.24.5.

A.5.72.8 textcolor

Refer to A.5.24.6.

A.5.72.9 textbgcolor

Refer to A.5.24.7.

A.5.72.10 wordspace

Refer to A.5.24.8.

A.5.72.11 letterspace

Refer to A.5.24.9

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A.5.72.12 baselineskip

Refer to A.5.24.11.

A.5.72.13 linespace

Refer to A.5.24.12.

A.5.72.14 parindent

Refer to A.5.24.13.

A.5.72.15 parskip

Refer to A.5.24.14.

A.5.72.16 rubyalign

Refer to A.5.24.15.

A.5.72.17 rubyadjust

Refer to A.5.24.16.

A.5.72.18 rubyoverhang

Refer to A.5.24.17.

A.5.72.19 empdotsposition

Refer to A.5.24.18.

A.5.72.20 empdotscode

Refer to A.5.24.19.

A.5.72.21 emplineposition

Refer to A.5.24.20.

A.5.72.22 emplinetype

Refer to A.5.24.21.

A.5.72.23 column

Refer to A.5.24.22.

A.5.72.24 columnsep

Refer to A.5.24.23.

A.5.72.25 align

Refer to A.5.24.24.

A.5.72.26 textlinewidth

Refer to A.5.24.25.

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A.5.72.27 linecolor

Refer to A.5.24.26.

A.5.72.28 charspace

Refer to A.5.24.10.

A.5.72.29 fontweight

Refer to A.5.24.28.

A.5.72.30 empdotsfontname

Refer to A.5.24.45.

A.5.72.31 refempdotsfont

Refer to A.5.24.46.

A.5.73 BlockStyle

A.5.73.0 General

The **BlockStyle** element specifies the available “Block” information in the content, see Table A.55.

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Table A.55 – Attribute of BlockStyle

Attribute name	Default value	Data type	Comments
stylelabel (required)		Style string	Specifies a style character string
objid (required)		String	Specifies the only character string in the file
blockwidth	“0” (Unsigned integer)	Decimal string	[dot]
blockheight	“0” (Unsigned integer)	Decimal string	[dot]
blockrule	“horz-adjustable”	String	Specifies “horz-fixed”, “horz-adjustable”, “vert-fixed”, “vert-adjustable”, “block-fixed”, or “block-adjustable”
bgcolor	“0xff000000”	COLORREF string	
layout	“LrTb”	String	Selects “LrTb” or “TbRl”
framewidth	“0” (Unsigned integer)	Decimal string	[dot]
framecolor	“0x00000000”	COLORREF string	
framemode	“square”	String	Specifies “curve” or “square”
topskip	“0” (Unsigned integer)	Decimal string	[dot]
sidemargin	“0” (Unsigned integer)	Decimal string	[dot]
footskip	“0” (Unsigned integer)	Decimal string	[dot]
refbgimage	“0”	Object ID string	Specifies the “objid” of the **Image** element. Moreover, it is necessary to specify the **bgimagemode** attribute at the same time
bgimagemode	“fix”	String	Specifies “fix”, “tile” or “centering”. Moreover, it is necessary to specify the **refbgimage** attribute at the same time

A.5.73.1 stylelabel

The **stylelabel** attribute specifies an identifiable name of the **Style** element. It is necessary to match it to "blockstyle" attribute name of the **TextBlock, ImageBlock** and **ButtonBlock** element so that it is referred.

A.5.73.2 objid

Refer to A.5.22.19.

A.5.73.3 blockwidth

Refer to A.5.24.35.

A.5.73.4 blockheight

Refer to A.5.24.32.

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A.5.73.5 blockrule

The **blockrule** attribute specifies how to expand the “Block” size when the customer is increasing character size on the viewer devices. The values for the **TextBlock, ImageBlock** and **ButtonBlock** elements are specified as “block-fixed” and “block-adjustable”.

Regarding the table of the value, refer to A.5.24.33.

A.5.73.6 bgcolor

Refer to A.5.24.30.

A.5.73.7 layout

The **layout** attribute specifies the coordinate system of the **TextBlock, ImageBlock** and **ButtonBlock** elements. When “LrTb” is specified, the origin is in the top left, the X-axis is towards the right and the Y-axis is towards the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is towards the bottom and the Y-axis is towards the left.

A.5.73.8 framewidth

Refer to A.5.24.39.

A.5.73.9 framecolor

Refer to A.5.24.37.

A.5.73.10 framemode

Refer to A.5.24.38.

A.5.73.11 topskip

Refer to A.5.24.44.

A.5.73.12 sidemargin

Refer to A.5.24.42.

A.5.73.13 footskip

Refer to A.5.24.36.

A.5.73.14 refbgimage

The **refgbimage** attribute specifies the “objid” of the **Image** element to be shown as the background of the **BlockStyle** element. No image is shown if the “objid” is not specified.

A.5.73.15 bgimagemode

Refer to A.5.24.31.

A.5.74 PageStyle

A.5.74.0 General

The **PageStyle** element specifies the available “Page” information in the content, see Table A.56.

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Table A.56 – Attribute of PageStyle

Attribute name	Default value	Data type	Comments
stylelabel (required)		Style string	Specifies a style character string
objid (required)		String	Specifies the only character string in the file
refbgimage	“0”	Object ID string	Specifies the “objid” of the **Image** element. Moreover, it is necessary to specify the **bgimagemode** attribute at the same time
bgimagemode	“fix”	String	Specifies “fix”, “tile” or “centering”. Moreover, it is necessary to specify the **refbgimage** attribute at the same time
evenfooterid	“0”	Object ID string	Specifies the “objid” of the **Footer** element
evenheaderid	“0”	Object ID string	Specifies the “objid” of the **Header** element
oddfooterid	“0”	Object ID string	Specifies the “objid” of the **Footer** element
oddheaderid	“0”	Object ID string	Specifies the “objid” of the **Headter** element
pageposition	“any”	String	Specifies “upper”, “lower”, or “any”
setemptyview	“show”	String	Specifies “show” or “empty”
setwaitprop		String	Specifies “replay” or “noreplay”
topmargin	“0” (Signed integer)	Decimal string	[dot]
headheight	“0” (Signed integer)	Decimal string	[dot]
headsep	“0” (Signed integer)	Decimal string	[dot]
oddsidemargin	“0” (Unsigned integer)	Decimal string	[dot]
evensidemargin	“0” (Unsigned integer)	Decimal string	[dot]
textheight	“0” (Unsigned integer)	Decimal string	[dot]
textwidth	“0” (Unsigned integer)	Decimal string	[dot]
footheight	“0” (Signed integer)	Decimal string	[dot]
layout	“LrTb”	String	Specifies “LrTb” or “TbRl”
footspace	“0” (Signed integer)	Decimal string	[dot]

A.5.74.1 stylelabel

The **stylelabel** attribute specifies an identifiable name of the **Style** element. It is necessary to match it to "pagestyle" attribute name of the **Page** element so that it is referred.

A.5.74.2 objid

Refer to A.5.22.19.

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A.5.74.3 refbgimage

The **refgbimage** attribute specifies the “objid” of the **Image** element to be shown as the background of the **PageStyle** element. No image is shown if the “objid” is not specified.

A.5.74.4 bgimagemode

Refer to A.5.22.8.

A.5.74.5 evenfooterid

Refer to A.5.22.7.

A.5.74.6 evenheaderid

Refer to A.5.22.5.

A.5.74.7 oddfooterid

Refer to A.5.22.6.

A.5.74.8 oddheaderid

Refer to A.5.22.4.

A.5.74.9 pageposition

Refer to A.5.22.3.

A.5.74.10 setemptyview

The **setemptyview** attribute specifies whether to display the “View” with the “Header” and “Footer” or a completely empty “View” for a blank page on the screen.

The “Header” and “Footer” are shown when “show” is specified, and a completely empty “View” is shown when “empty” is specified.

A.5.74.11 setwaitprop

Refer to A.5.69.10.

A.5.74.12 topmargin

Refer to A.5.22.18.

A.5.74.13 headheight

Refer to A.5.22.12.

A.5.74.14 headsep

Refer to A.5.22.13.

A.5.74.15 oddsidemargin

Refer to A.5.22.15.

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A.5.74.16 evensidemargin

Refer to A.5.22.9.

The value of the **evensidemargin** attribute should be used.

A.5.74.17 textheight

Refer to A.5.22.16.

A.5.74.18 textwidth

Refer to A.5.22.17.

A.5.74.19 footspace

Refer to A.5.22.11.

A.5.74.20 footheight

Refer to A.5.22.10.

A.5.74.21 layout

Refer to A.5.22.14.

A.5.75 Objects

The **Objects** element specifies the elements that are used repeatedly and the independent elements of the flow of the **Main** element, such as windows, sounds, etc. The order of description of each element is free in the “Objects”.

A.5.76 Window

A.5.76.0 General

The **Window** element specifies the area (“Window”) of one high hierarchy from the screen on the main text display. It is possible to compose the layout of the character and the image in the **Window** element.

The “Window” can be eliminated by performing the “close” operation, this is the different point from “PopUpWindow” described later, see Table A.57.

Table A.57 – Attribute of Window

Attribute name	Default value	Data type	Comments
windowwidth	“0” (Unsigned integer)	Decimal string	[dot]
windowheight	“0” (Unsigned integer)	Decimal string	[dot]
layout	“LrTb”	String	Specifies the “LrTb” or “TbRl” character string
objid (required)		String	Specifies the only character string in the file

A.5.76.1 windowwidth

The **windowwidth** attribute specifies the width of the the **Window** element.

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A.5.76.2 windowheight

The windowheight attribute specifies the height of the **Window** element.

A.5.76.3 layout

The **layout** attribute specifies the coordinate system of the **Window** element. When “LrTb” is specified, the origin is in the top left, the X-axis is towards the right and the Y-axis is towards the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is towards the bottom and the Y-axis is towards the left.

A.5.76.4 objid

Refer to A.5.22.19.

A.5.77 PopUpWin

A.5.77.0 General

The **PopUpWin** element specifies the area (“PopUpWindow”) of one high hierarchy from the screen on the main text display. It is possible to describe the character and the image in the **PopUpWin** element, see Table A.58.

Table A.58 – Attribute of PopUpWin

Attribute name	Default value	Data type	Comments
objid (required)		String	Specifies the only character string in the file
popupwinlabel (required)		String	

A.5.77.1 objid

Refer to A.5.22.19.

A.5.78 Sound

A.5.78.0 General

The **Sound** element specifies the information of sounds to be playbacked, see Table A.59.

Table A.59 – Attribute of Sound

Attribute name	Default value	Data type	Comments
times	“1”	Decimal string	Specifies the number of times sounds will be played. ”0” specifies an unlimited number of times
playmode	“sync”	String	Specifies “sync” or “async”
refstream		Object ID string	Specifies the “objid” of the **SoundStrem** element. Moreover, it is necessary to specify the **refstream** attribute at the same time
objid (required)		String	Specifies the only character string in the file

A.5.78.1 times

The **times** attribute specifies the number of times sounds will be played.

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A.5.78.2 playmode

The **playmode** attribute specifies the method of playing sounds. It specifies “sync” for synchronous play, or “async” for asynchronous play.

A.5.78.3 refstream

The **refstream** attribute specifies the "objid" of the **SoundStream** element that specifies the sound source data to be played.

A.5.78.4 objid

Refer to A.5.22.19.

A.5.79 SoundStream

A.5.79.0 General

The **SoundStream** element specifies the source data of the sound, see Table A.60.

Table A.60 – Attribute of SoundStream

Attribute name	Default value	Data type	Comments
encoding (required)		String	Specifies “PCM” or “MP3”
file (required)		File path	Specifies the file path and file name that contain the data
objid (required)		String	Specifies the only character string in the file

A.5.79.1 encoding

The **encoding** attribute specifies the data format of the sound file. The character strings that can be described are “PCM” and “MP3”.

A.5.79.2 file

The **file** attribute specifies the path and file name of the sound data.

A.5.79.3 objid

Refer to A.5.22.19.

A.5.80 ImageStream

A.5.80.0 General

The **ImageStream** element specifies the source data of the image, see Table A.61.

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Table A.61 – Attribute of ImageStream

Attribute name	Default value	Data type	Comments
encoding (required)		String	Specifies “JPEG”, “GIF”, “BMP”, or “PNG”
file (required)		File path	Specifies the file path and file name that contain the data
objid (required)		String	Specifies the only character string in the file

A.5.80.1 encoding

The **encoding** attribute specifies the data format of the image file. The character strings that can be described are ”JPEG”, ”GIF”, ”BMP”, and ”PNG”.

A.5.80.2 file

The **file** attribute specifies the path and file name of the image data.

A.5.80.3 objid

Refer to A.5.22.19.

A.5.81 Header

A.5.81.0 General

The **Header** element specifies the information to be displayed in the header. The header area is determined by the “textwidth” and “headheight” of the **Page** element, see Table A.62.

Table A.62 – Attribute of Header

Attribute name	Default value	Data type	Comments
layout	“LrTb”	String	Specifies “LrTb” or “TbRl”
bgcolor	“0xff00000”	COLORREF string	
framewidth	“0” (Signed integer)	Decimal String	[dot]
framecolor	“0x00000000”	COLORREF string	
framemode	“square”		Specifies “curve” or “square”
objid (Required)		String	Specifies the only character string in the file

A.5.81.1 layout

The **layout** attribute specifies the coordinate system of the **Header** element. When “LrTb” is specified, the origin is in the top left, the X-axis is towards the right and the Y-axis is towards the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is towards the bottom and the Y-axis is towards the left.

A.5.81.2 bgcolor

The **bgcolor** attribute specifies the background color of the “Header”.

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A.5.81.3 framewidth

The **framewidth** attribute specifies the frame line width of the “Header”. When this value is “0” or not specified, no frame is rendered.

A.5.81.4 framecolor

The **framecolor** attribute specifies the frame color of the “Header”.

A.5.81.5 framemode

The **framemode** attribute specifies the type of frame surrounding the header area. It is possible to specify two types of frame: “square” means right angles in four corners and “curve” means rounded corners.

A.5.81.6 objid

Refer to A.5.22.19.

A.5.82 Footer

A.5.82.0 General

The **Footer** element specifies the information to be displayed in the footer. The footer area is determined by the “textwidth” and “footheight” of the **Page** element, see Table A.63.

Table A.63 – Attribute of Footer

Attribute name	Default value	Data type	Comments
layout	“LrTb”	String	Specifies “LrTb” or “TbRl”
bgcolor	“0xff000000”	COLORREF string	
framewidth	“0” (Signed integer)	Decimal String	[dot]
framecolor	“0x00000000”	COLORREF string	
framemode	“square”	String	Specifies “curve” or “square”
objid (required)		String	Specifies the only character string in the file

A.5.82.1 layout

The **layout** attribute specifies the coordinate system of the **Footer** element. When “LrTb” is specified, the origin is in the top left, the X-axis is towards the right and the Y-axis is towards the bottom. When “TbRl” is specified, the origin is in the top right, the X-axis is towards the bottom and the Y-axis is towards the left.

A.5.82.2 bgcolor

The **bgcolor** attribute specifies the background color of the “Footer”.

A.5.82.3 framewidth

The **framewidth** attribute specifies the frame line width of the “Footer”. When this value is “0” or not specified, no frame is rendered.

A.5.82.4 framecolor

The **framecolor** attribute specifies the frame color of the “Footer”.

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A.5.82.5 framemode

The **framemode** attribute specifies the type of frame surrounding the footer area. It is possible to specify two types of frame: “square” means right angles in four corners and “curve” means rounded corners.

A.5.82.6 objid

Refer to A.5.22.19.

A.5.83 eSound

A.5.83.0 General

The **eSound** element specifies the information of the embedded sound, see Table A.64.

Table A.64 – Attribute of eSound

Attribute name	Default value	Data type	Comments
objid (required)		String	Specifies the only character string in the file
refstream (required)		Object ID string	Specifies the “objid” of the **SoundStream** element

A.5.83.1 objid

Refer to A.5.22.19.

A.5.83.2 refstream

Refer to A.5.78.3.

A.5.84 Font

A.5.84.0 General

The **Font** element specifies the information of the font, see Table A.65.

Table A.65 – Attribute of Font

Attribute name	Default value	Data type	Comments
file (required)		String	Specifies the file path and file name that contain the data
fontfilename (required)		String	Specifies the file name to be used when the font file is opened
fontname (required)		String	Specifies the font name to be used
objid (required)		String	Specifies the only character string in the file
encoding (required)		String	Specifies “TTF”, “OTF”, or “BF”

A.5.84.1 file

Refer to A.5.70.2.

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A.5.84.2 fontfilename

Refer to A.5.70.1.

A.5.84.3 fontname

Refer to A.5.70.3.

A.5.84.4 objid

Refer to A.5.22.19.

A.5.84.5 encoding

Refer to A.5.70.4.

A.5.85 Image

A.5.85.0 General

The **Image** element specifies the information of the image. Coordinates of the attribute used by the **Image** element do not depend on various layouts, and are calculated in the coordinate system where it makes all starting points on the left.

Moreover, if the **Image** element should not be an image file that cannot be displayed by the viewer, the character string of substitution is specified for an element, see Table A.66.

Table A.66 – Attribute of Image

Attribute name	Default value	Data type	Comments
x0 (required)	(Unsigned integer)	Decimal string	[dot]
y0 (required)	(Unsigned integer)	Decimal string	[dot]
x1 (required)	(Unsigned integer)	Decimal string	[dot]
y1 (required)	(Unsigned integer)	Decimal string	[dot]
xsize (required)	(Unsigned integer)	Decimal string	[dot]
ysize (required)	(Unsigned integer)	Decimal string	[dot]
refstream		Object ID string	Specifies the “objid” of the **ImageStream** element. Only “refstream” can be selected in the **Image** element
objid (required)		String	Specifies the only character string in the file

A.5.85.1 x0

Refer to A.5.50.1.

A.5.85.2 y0

Refer to A.5.50.2.

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A.5.85.3 x1

Refer to A.5.50.3.

A.5.85.4 y1

Refer to A.5.50.4.

A.5.85.5 xsize

Refer to A.5.50.5.

A.5.85.6 ysize

Refer to A.5.50.6.

A.5.85.7 refstream

Refer to A.5.50.7.

A.5.85.8 objid

Refer to A.5.22.19.

A.5.86 Button

The **Button** element specifies the operation when the button is operated.

There are 4 states in the button operation. Base state → Focus-in state → Push state → Up state. These states are changed in turn by a user operation for the terminal, see Table A.67.

Table A.67 – Attribute of Button

Attribute name	Default value	Data type	Comments
objid		String	Specifies the only character string in the file

Regarding the **objid** attribute, refer to A.5.22.19.

A.6 Reserved elements

A.6.1 General

The following elements may be used for the purpose described in this clause and need consensus in Interchange Parties. Otherwise these elements shall not be used.

A.6.2 ShowOrder

The **ShowOrder** element specifies the order of showing each element arranged on the **Page** element. The layout is not changed by controlling how it is shown.

A.6.3 SetText

The **SetText** element specifies the attribute change for the text.

A.6.4 div

The **div** element specifies the attribute change for the plural **P** elements at once.

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A.6.5 SendMessage

The **SendMessage** element specifies a message sent to an application.

A.6.6 SimpleTextBlock

The **SimpleTextBlock** element specifies the set-up information of "Block" and “Text” to express "Block" on the screen. SimpleTextBlock has the limitation of expression for TextBlock to be treated as simple sequence.

A.6.7 MoveObj

The **MoveObj** element specifies the element that is moved from the start point to the end point within the specified time.

A.6.8 ViewPoint

The **ViewPoint** specifies the center coordinates of the area to be enlarged by the user action.

A.6.9 MiniPage

The **MiniPage** element specifies the area to express more complex layout. In the **Page** element, the “Block”s cannot be located in the character feed direction. But in the **MiniPage** element, the “Block”s can be located in the character feed direction.

A.6.10 PageDiv

The **PageDiv** element specifies the division of the text area on the **Page** element.

A.6.11 BlockList

The **BlockList** element specifies the list of the “Block”s that specifies the position in which the character flows.

A.6.12 Text

The **Text** element specifies the set-up information of “Text” to express "Block" on the screen.

A.6.13 SimpleText

The **SimpleText** element specifies the set-up information of “Text” to express "Block" on the screen.

A.6.14 Locate

The **Locate** element specifies the relative location of “Block”s in the **MiniPage** element.

A.6.15 Import

The **Import** element specifies the referred external objects and files.

A.6.16 ObjLink

The **ObjLink** element specifies the accessed external object. The format of the **ObjLink** element depends on the **accesstype** attribute.

A.6.17 FileLink

The **FileLink** element specifies the accessed external files. The format of the **FileLink** element depends on the **accesstype** attribute.

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A.6.18 Solo

The **Solo** element specifies the independent “Page” of the **Main** element. The independent “Page” can only be used by the “JumpTo”, etc. action from an element in the **Main** element.

A.6.19 Pages

The **Pages** element specifies the continuous page group. The continuity of turning page is guaranteed within the same “Pages”, but there is no continuity between other “Pages”.

A.6.20 Template

The **Template** element specifies the information used as standard styles and objects when creating contents.

A.6.21 TemplateSet

The TemplateSet element specifies the set including the **Style** and **Objects** elements. A local "objid" is used in it.

A.6.22 PlotText

The **PlotText** element specifies the inline text.

A.6.23 AutoSpacing

The **AutoSpacing** element specifies the character string to equalize space.

A.6.24 Span

The **Span** element specifies the particular portion of the text where the text attributes need to be changed.

A.6.25 Property

The Property element specifies information required by authoring tools, etc. This is a reserved element at present.

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Annex B
(normative)

XMDF XML format

B.1 General

This annex describes the XMDF XML format mentioned in Clause 6.

XMDF XML format is a generic format for multimedia e-book data interchange, targeted at data preparers and publishers rather than the reader, with an emphasis on mobile devices as a target platform. Much like HTML, this format does not split the document in fixed pages, but determines the layout according to the viewer device's display size, the font in use, and so on. In the present document, such contents will be referred to as flowing content, as opposed to paged content.

B.2 Overview of the format's structure

Flowing content is usually composed of several concatenated flows. This standard makes no particular requirement concerning the way the flowing content should be split into individual flows. This decision is left to the data preparer, to accommodate the various types of content. For instance, a newspaper may have one flow per article, a novel one per chapter, and so on. It is also possible not to split the contents, and to have only one flow. However, it should be noted that particularly large flows, or an extremely large number of flows, may impact on runtime performance, depending on the specific version of the viewer in use, the available memory, and so on.

The XML tree structure of the format is shown in Figure B.1.

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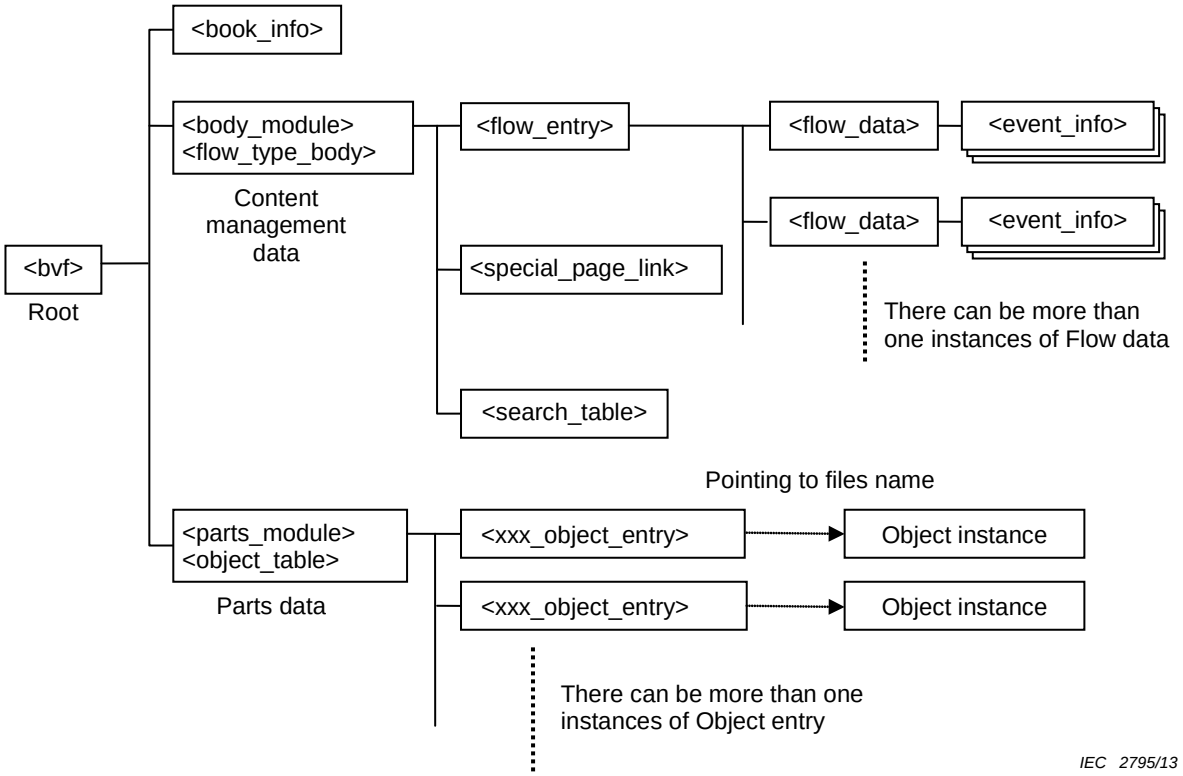

Figure B.1 – XML tree structure

The actual content of each flow, in other words, what will be displayed by the viewer, is recorded in the *object instance*. The *object instance* is registered in *object_entry*, and associated with an ID number and other auxiliary data, turning it into playable / displayable data. *Flow_data* determines its content by specifying such registered objects. In addition, information on functionalities such as page link is recorded in *event_info*.

The main part of this standard is generic, and can be used for any country and language. Some language-specific specifications are mainly described in Clause B.6 while the main text will refer to it when appropriate.

B.3 Elements and attributes

B.3.1 General

The different types of values that can be used in the various tags or attributes are explained below. The definitions detailed below will be valid throughout these specifications, and will be referenced by other constructs. In the following explanations, alphanumeric characters refer to numerals from 0 to 9 and alphabetic letters from a to z and A to Z, in half-width style.

B.3.2 Page_ID

A unique identification number for the flow data of the flowing content. It is a string starting with the "PG" characters, followed by 4 alphanumeric characters.

Example:

```
<flow_data flow_id="PG0002" ... />
```

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B.3.3 Object_ID

A unique identification number for objects used in the flowing content. It is a string starting with the "OB" characters, followed by 4 alphanumeric characters.

Example:

```
<dynamic_text_object_entry id="OB0ue4".../>
```

B.3.4 Char_ID

An identification number for character strings within text objects. It is unique in the scope of the *text object instance* (see B.4.7.2). It is a string starting with the "CR" characters, followed by 4 alphanumeric characters.

Example:

```
<trigger_pointer id="OB29s0/CR0de4"/>
Click<char_id char_id="CR0001">here</char_id>for details.
```

B.3.5 Reading

For sorting purposes, it may be useful to specify the reading of each word. Restricting the characters allowed for this purpose to a limited set makes it easier to define the sorting method. Such characters should be determined on a per language basis. All languages can use the characters listed in Table B.1 as a common base, while the localization in Clause B.6 will describe the language specific extensions to it.

Table B.1 – Base characters for reading

Name	Corresponding characters (All values are in Unicode)
Basic alphabet	A to Z (0x0041 to 0x005A) A to z (0x0061 to 0x007A)
Numerals	0 to 9 (0x0030 to 0x0039)
Others	space (0x0020), ((0x0028),) (0x0029)

Example:

```
<title reading="PI">π</title>
```

B.3.6 Filename

Filenames should be written using the following convention. An absolute path or a relative path to the file in which this reference is made are used to specify. Network paths should not be used. For portability concerns, it is recommended that only ACSII characters be used. Both the slash and backslash characters are acceptable as directory separators. It is also recommended not to use excessively long filenames, as those might not be supported by the host operating system.

Example:

```
<dynamic_text_object_entry src="sect1.xml" type="text/x-bvf-text" id="OB0ue4"/>
```

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B.3.7 Standard character

The standard character set of the document, as set by the “default_ccs” attribute of the <bvf> tag (see B.4.2), is to be chosen from a well defined list, so as to ease the development of viewing software.

Table B.2 gives some examples of standard character sets.

Table B.2 – Examples of standard character sets

Character set name	Description	Remarks
"JIS X 0201,JIS X 0208:1997"	JIS1/JIS2 characrters.	
"ISO 646-IRV"	US-ASCII	
"ISO 8859-1"	ISO 8859-1(Latin-1)	
"ISO 8859-9"	ISO 8859-9(Latin-5)	
"ISO 8859-10"	ISO 8859-10(Latin-6)	
"ISO 8859-15"	ISO 8859-15(Latin-9)	
"JIS X 0201,JIS X 0208:1997"	(For Japanese) JIS1/JIS2 characters	
"JIS X 0201,X-SH-JIS 0213:2004"	(For Japanese) JIS1/2/3/4 characters except non-kanji JIS3/4 characters	It is recommended using UTF-8 encoding rather than Shift_JIS when this character set is specified by the default_ccs attribute of <bvf> tag.

B.3.8 Standard character string

A string composed of *Standard characters* is called a *Standard character string*. Unless otherwise specified, the spacing characters (space (0x0020), line feed (0x000D, 0x000A, 0x0D0A), tabulation (0x0009)) are to be handled as follows.

Space (0x0020) to be displayed as is.

Line feed (0x000D, 0x000a, 0x0D0A) not to be displayed, but simply ignored.

Tabulation (0x0009) to be displayed as if it were a single space.

Furthermore, because of restriction in the XML format, linefeeds (0x000D, 0x000A, 0x0D0A) and tabulations (0x0009) in attribute values should be replaced by spaces when converting to the distribution format.

B.3.9 Extended character

Characters which have Unicode code points while not being among those listed below are referred to as *Extended characters*.

Standard characters

Surrogate pair range (0xD800 to 0xDFFF)

BOM(Byte Order Mark) (0xFFFE,0xFEFF)

NON CHARACTER (0xFFFF)

Control characters (characters between 0x0000 and 0x001F except tabulation (0x0009) and line feed (0x000A, 0x000D), as well as DEL (0x007F))

If an e-book indeed uses any *Extended character* in its data, the name of character sets covering those extra characters should be appended to the *default_ccs* attribute of the <bvf> tag. Note that all *Extended characters* used in the document do not need to be covered by the same character set, as it is possible to specify several ones.

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B.3.10 Extended character string

A string composed of *Standard characters* and *Extended characters* is called an *Extended character string*. Unless otherwise specified, the spacing characters (space (0x0020), line feed (0x000D, 0x000A, 0x0D0A), tabulation (0x0009)) are to be handled the same way as in *Standard character strings*.

B.3.11 External character

To display a character which is neither a *Standard character* nor an *Extended character*, it is possible to use the <external_char> tag described below.

<external_char> inserts an *External character*. The viewer may display it according to any one of the following methods.

a) Display the character set by the alt_set and alt_code attributes.

b) Display the image set by the alt_img or alt_vimg attributes.

c) Display the alternative letter set by the alt attribute

It has the following attributes.

[Attributes]

alt_set: Together with the alt_code attribute, it allows designating the *External character* to be used. This alt_set attribute indicates the font name, while the alt_code attribute indicates the character code point within the font. The alt_set attribute is written in the following way:

alt_set = "font1,font2, ..."

The alt_set attribute may hold several font names, separated by "," (0x002C). In that case, the viewer should use the first font of the list that is available (either from the platform, or included in the contents data itself) to display the character.

alt_code: Selects a character code point in the font specified by the alt_set attribute. It may be written both as a decimal number, or a hexadecimal number, prefixed by "0x". In case several fonts have been defined in the alt_set attribute, the character code shall point to the same character in all of them Can be omitted.

alt_img: Defines an alternative character image. Written as a *Filename*. Before opening the file indicated by this attribute, the img_type attribute should be checked for authorized file types. Note that it can be used only when <external_char> is used in a *text object instance* (including text object instance 2). When both alt_img and alt_vimg are used, the file types shall match. Can be omitted. When this attribute is set, display should be done according to the following methods:

a) Monochrome images

Black pixels represent the letter, and white pixels, the background. The font color and background color are to be displayed according to the color attribute of the <font> tag.

b) Images with levels of gray

Black pixels represent the letter, and white pixels, the background. The font color and background color are to be displayed according to the color attribute of the <font> tag. The color of "gray" pixels shall be computed as an intermediate value between the font color and the background color.

c) Color images

Displayed as is

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alt_vimg: Defines an alternative character image to be used when the text is displayed vertically (as can be the case in some languages, such as Japanese). Written as a *Filename*. When omitted, the image defined in the alt_img attribute should be used both for horizontal and vertical layout. Before opening the file indicated by this attribute, the img_type attribute should be checked for authorized file types. Note that it can be used only when <external_char> is used in a text object instance (including text object instance 2). When both alt_img and alt_vimg are used, the file types shall match. Can be omitted. When this attribute is set, display should be done according to the same methods as with alt_img.

img_type: Defines the mime type of the images files set in the alt_img and alt_vimg attributes. Currently, only PNG and JPEG are supported, and should be written as:

"image/png"

"image/jpeg"

When either alt_img, alt_vimg or both are set, this attribute is required. As these two, it can only be used in an <external_char> tag inside a *text object instance* (including text object instance 2).

alt: Alternative character string. Written as a *Standard character string*. Can be omitted.

Example:

```
<external_char alt_set="oooextchars" alt_code="47268" alt_img="ou.img"
                alt_vimg="ou_v.img" img_type="image/jpeg" alt="鴎"/>
<external_char alt="間"/>
<external_char alt_set="sharp_extchars" alt_code="0x2345" alt="間"/>
```

B.3.12 External character string

A *Standard character string* may also contain *External characters*. Unless otherwise specified, spacing characters (space (0x0020), line feed (0x000D, 0x000A), tabulation (0x0009)) should be handled the same way as they are handled in *Standard character strings*.

Example:

```
森<external_char alt_img="ou.png" alt_type="image/png" alt="鴎"/>外
内田百 <external_ char alt_ set=″sharp_ extchars″ alt_ code=″0x2345″ alt=″間″/>
```

B.3.13 External extended character string

A *Standard character string* may also contain *Extended characters* and *External characters*. Unless specified otherwise, spacing characters (space (0x0020), line feed (0x000D, 0x000A), tabulation (0x0009)) should be handled the same way as they are handled in *Standard character strings*.

B.3.14 Coordinates

Data type to be used to store coordinates, dimension and other similar information composed of an x and a y value. It is written as "(x, y)". The name of the attribute which uses this type of data depends on the tag.

The coordinate system explained below will be used in this standard. The origin is at the top left corner, the x axis oriented rightwards, and the y axis downwards. As the system of coordinates used by the viewer to map things on the screen is implementation-dependent, it will not be discussed here.

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Local coordinate system:

The coordinate system local to an object takes its origin in the upper left corner of the circumscribed rectangle, and has the same orientation as the general coordinate system. Positions within an object should be expressed in the local coordinate system.

Example:

```
<vertex position="(100,200)"/>
```

B.3.15 Polygonal_region

Data format to store the apexes of a polygon, or any other ordered sequence of vertexes. Each vertex is stored in a <vertex> tag. When defining the shape of a polygon, the edges should not cross. If they do, the viewer's behavior is unspecified. The <vertex> tag has the following attribute.

[Attribute]

position: the position of the apex, expressed as *Coordinates*. Cannot be omitted.

Example:

```
<vertex position="(100,0)"/>   <!-- in the case of a triangle -->
<vertex position="(0,100)"/>
<vertex position="(200,100)"/>
```

B.3.16 Color

Data type to define colors. The following attributes are defined.

[Attributes]

color_space: Specifies the color space to be used. Currently, only RGB is accepted. If this attribute is omitted, the viewer should act as if RGB was set.

color: Specifies the color name. Color names or numerical values can be used. Acceptable color names are listed in Table B.6. The default value depends on the actual tag and context. Numerical values are to be written in the following syntax if color_space is set to/defaults to "RGB".

#RRGGBB. With RR, GG, BB being hexadecimal numbers, ranging from 00 to FF. Grayscale pixel values are represented by setting RR, GG and BB to the same value.

opacity: level of opacity. Ranging from 0 (transparent) to 100 (opaque). Presently, the only admitted value is 100, and in case the attribute is omitted, it defaults to 100.

Example:

```
<font color="#FF0000"/>
                <!-- the color_space is unspecified, and thus defaults to RBG-->
<font color="#FF0000" opacity="100"/>
<font color="black"/>
```

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B.3.17 Date

Data format to store dates. It uses the same representation as ISO 8601. For instance, 1994-11-05T08:15:30-05:00 corresponds to November 5, 1994, 8:15:30 am, US Eastern Standard Time. Abbreviated forms are also accepted. Please refer to http://www.w3.org/TR/NOTE-datetime for details.

Example:

```
<publication_date type="publish">1994</publication_date>
```

B.3.18 Time

Data format to specify durations. Written as "XXdXXhXXmXXsXXXms", where X stands for a digit between 0 and 9. For instance, "10d5h30m10s015ms" would mean 10 days, 5 hours, 30 minutes, 10 seconds and 15 milliseconds. Abbreviated forms such as "5m30ms" or "1s" are possible. There is no upper bound to the number of days.

Example:

```
<flip_animation_renewal_time="1s" >
```

B.3.19 Country

Data format to specify a country name. Written according to the ISO 3166-1 alpha 3 standard, in lowercase.

Example:

```
<publication_place>jpn</publication_place>
```

B.3.20 Personal_name

Data format to store people's names, such as the document author. It is stored under the <personal_name> tag. Its several child elements allow to define the various parts of the name: first name, middle name and last name. This information shall be entered via the tags defined below. Note that while they are all optional, you shall at least write one.

[Child elements]

<first_name> Sets the first name. Written as an *External character string*. Can be omitted. Accepts the following attribute.

[Attribute]

reading: Pronunciation of the first name, written as a *Reading*. Can be omitted.

<middle_name> Sets the middle name. Written as an *External character string*. Can be omitted. Accepts the following attribute.

[Attribute]

reading: Pronunciation of the middle name, written as a *Reading*. Can be omitted.

<last_name> Sets the last name. Written as an *External character string*. Can be omitted. Accepts the following attribute.

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[Attribute]

reading: Pronunciation of the last name, written as a *Reading*. Can be omitted.

Example:

```
<personal_name>
        <!-- to record John Smith -->
        <last_name>Smith</last_name>
        <first_name>John</first_name>
</personal_name>
```

B.3.21 Organization_name

Data format to define company's name, such as publishers. It is stored in the <organization_name> tag. Written as an *External character string*. The following attribute can be specified.

[Attribute]

reading: Pronunciation of the company's name, written as a *Reading*. Can be omitted.

Example:

```
<organization_name >ABCD Corporation</organization_name>
```

B.3.22 Address

Data format used to define an address, telephone number, email, and other information. Everything is stored in child elements of a main <address_info> tag.

[Child elements]

<postal_code>/(alternatively) <zipcode> Stores the postal code (zip code) as a *Standard character string*. Can be omitted.

<address> Stores the address as an external character string. Can be omitted.

<telephone> Stores the phone number as a *Standard character string*. Can be omitted.

<fax> Stores the fax number as a *Standard character string*. Can be omitted.

<mail_address> Stores the mail address as a *Standard character string*. Can be omitted.

<website> Stores the home page's URI as a *Standard character string*. Can be omitted.

<address_other_info> Allows storing additional information not covered by the preceding elements as an *External character string*. Can be omitted. If this information is to be displayed, spaces (0x0020) and line feeds (0x000D, 0x000A, 0x0D0A) should be displayed as is, while tabulations (0x0009) should be displayed as spaces.

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Example:

```
<address_info>
        <postal_code>75008</postal_code>
        <address>xxx avenue des champs elysees, Paris, France </address>
        <telephone>01 53 xx xx xx</telephone>
        <mail_address>xxx@XXXXX.fr</mail_address>
        <website>http://www.XXXXX.fr</website>
</address_info>
```

B.3.23 Permission

Sets the permissions, such as the right to print, or copy. The various permissions are stored in child elements of the <permission_info> tag. When the <permission_info> tag is omitted, all permissions are set to the same value as when each permission tag is omitted. The following explanations refer to an "authenticated user". Under usual circumstances, all viewers of the document are considered authenticated. However, the distribution format may include DRM technologies and authentication mechanisms. The following child elements are available.

[Child elements]

<print_permission> Defines whether printing is permitted or not. When omitted, it is to be considered as if the permission attribute was set to "no".

[Attribute]

permission: Defines whether printing is permitted or not. The following values are possible.

"authorized": authenticated users may print.

"no": no one can print (default value).

<copy_permission> Defines whether copying is permitted or not. When omitted, it is to be considered as if the permission attribute was set to no.

[Attribute]

permission: Defines whether copying is permitted or not. The following values are possible.

"authorized": authenticated users may copy.

"in_device_only": authenticated users may copy, but only within the viewer device. If the device does not provide mechanisms to prevent external copy, then copy is forbidden.

"no": No one can copy (default value).

Example:

```
<permission_info>
        <print_permission permission="authorized"/>
</permission_info>
```

B.3.24 Keyword

With the <keyword_list> tag, it is possible to attach a list of keywords to the bibliographical data, to a flow data, or to an object (in the present standard, it is limited to bibliographical data). A <keyword_list> should contain one or more <keyword> tags as child element, each of

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these recording one keyword. The <keyword> tag has the following attributes and child element.

[Attributes]

category: Defines the category the keyword belongs to, written as a *Standard character string*. Can be omitted.

reading: Records the pronunciation of the keyword, written as a *Reading*. Can be omitted.

[Child element]

External character string: Records the actual keyword.

Example:

```
<keyword_list>
        <keyword category="History" >Renaissance</keyword>
        <keyword>xml</keyword>
</keyword_list>
```

B.3.25 Telephone_number

Data format to record telephone numbers. It allows dialing such a number when the viewer device is a telephone. It is written as a combination of the characters listed in Table B.3. The number of characters shall be between 1 and 64, inclusive.

If a function defined by the phone number cannot be executed, the viewer should not make the call. Namely,

When the phone number string is too long for the device to handle.

When the phone number string includes characters not listed in Table B.3.

When the phone number string contains a function which can not be executed.

Table B.3 – Usable characters for a telephone number

Character	ASCII code	Meaning
0 to 9	0x30 to 0x39	number
#	0x23	# button
*	0x2A	* button
-	0x2D	Ignored.
,	0x2C	Pause (1second). If a 1 second pause cannot be made, wait for key press instead.
/	0x2F	Pause (wait for key press).
P or p	0x50 or 0x70	Pause (wait for signal). If it is not possible to wait for the signal, wait for a key press instead.
+	0x2B	Sign to make an international call. Only at the beginning of a phone number. (If entered in another position, do not make the call.)

B.3.26 Mail_address

Data format to store an email address. Written as local-part@domain. local-part and domain may use any of the characters recorded in Table B.4. The maximum length for local-

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part@domain is 256 bytes. Within the following characters, "&" (0x26) shall be written as an XML entity: "&". Such XML entities are counted as one byte.

Table B.4 – Characters usable for email addresses

Category	Characters	ASCII code
numerals	0 to 9	0x30 to 0x39
alphabet	A to Z a to z	0x41 to 0x5A 0x61 to 0x7A
!	!	0x21
$	$	0x24
%	%	0x25
&	&	0x26
*	*	0x2A
+	+	0x2B
-	-	0x2D
.	.	0x2E
/	/	0x2F
=	=	0x3D
?	?	0x3F
^	^	0x5E
_	_	0x5F
~	~	0x7E

B.4 Description format details

B.4.1 General

Each book takes the form of an XML document as can be seen below.

```
<?xml version="1.0" encoding="UTF-8" ?>

<bvf id="1234" id-type="...">

        <book_info>
         ...              <!-- Bibliography comes here -->
        </book_info>

        <body_module>
        ...               <!--  Flow data comes here -->
        </body_module>

        <parts_module>
          ...             <!-- Objects are registered here -->
        </parts_module>
</bvf>
```

The character encoding used in the document is specified in the usual XML way, with the encoding attribute of the <xml> tag. This standard recommends using UTF-8 or UTF-16 to avoid conversion problems, while other encodings are not ruled out.

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B.4.2 Book information modules <bvf>

The book information module is recorded in the <bvf> tag. It serves as a root tag for all data in the book, all information related to the document are stored inside it (it may also happen that only the filename of external files is stored here).

The <bvf> tag has the following attributes and child elements.

[Attributes]

id_type: Defines what type of number is stored in the id attribute. Written as a *Standard character string*. Can be omitted.

id: Records the Identification number of this book, in the system specified by the id_type attribute. Written as a *Standard character string*. Can be omitted.

default_ccs: Sets the name of the character set of the *Standard characters* and *Extended characters* used in this document (see B.3.11). When more than one character sets are specified, they are separated by a "," (0x002C). Cannot be omitted.

display_size: Specifies the display (screen) size that was assumed while creating the contents, written in the standard *coordinates* format. Can be omitted. If the document includes comic flows, this size also stands for the scene size.

[Child elements]

<book_info> Records bibliographic data. Cannot be omitted. See B.4.3 for details.

<body_module> Content management module. Cannot be omitted. See B.4.4 for details.

<parts_module> Parts data modules. Cannot be omitted. See B.4.6 for details.

Example:

```
<bvf id_type="ISBN" id ="x-xxxx-xxxx-x"   default_ccs="ISO 646-IRV">

        <book_info> ... </book_info>          <!-- Bibliography -->
        <body_module> ... </body_module>  <!-- Content module -->
        <parts_module> ... </parts_module>  <!-- Parts data modules -->

</bvf>
```

B.4.3 Bibliographic data <book_info>

This is where bibliographic data, such as the author or the title, is stored. This <book_info> tag has the following child elements.

[Child elements]

<title_info> Stores the information related to the title. Cannot be omitted. It has the following child elements.

[Child elements]

<series_title> The title of the series is recorded as an *External character string* in this element. If there is no series' title, it can be omitted. The following attribute can be used.

[Attribute]

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reading: gives the pronunciation of the series' title as a *Reading*. Can be omitted.

<title> The title is recorded as an *External character string* in this element. It cannot be omitted. The following attribute can be used.

[Attribute]

reading: gives the pronunciation of the title as a *Reading*. Can be omitted.

<subtitle> The subtitle is recorded as an *External character string* in this element. If there is no subtitle, it can be omitted. The following attribute can be used.

[Attribute]

reading: gives the pronunciation of the subtitle as a *Reading*. Can be omitted.

<edition_info> Information concerning the revision history of the book is recorded as an *External character string* in this element. Can be omitted. If the information is to be displayed, the space character (0x0020), and the line feed and carriage return characters (0x000D, 0x000A, 0x0D0A) are to be displayed as is, but the tabulation character (0x0009) is to be displayed as if it was a space. The following attribute can be used.

[Attribute]

this_version: Specifies which of the cited versions is the present one. For instance "Third revision". Can be omitted.

<title_other_info> Other information related to the title may be stored as an *External character string* in this element. Can be omitted. If the information is to be displayed, the space character (0x0020), and the line feed and carriage return characters (0x000D, 0x000A, 0x0D0A) are to be displayed as is, but the tabulation character (0x0009) is to be displayed as if it was a space.

<author_info> Stores the information related to the author. Can be omitted. Each author is registered in a separate <author> child element.

The <author> tag has the following attribute and child elements.

[Attribute]

role: defines the role of the person mentioned. The possible values are listed below. If omitted, it defaults to "author".

"author", "editor", "translator", "supervisor", "designer",

"photographer", "illustrator", "binder", "planner", "other"

[Child elements]

<personal_name> / <organization_name>

Records the author's name in one of these two tags, according to whether the author is an individual or an organization, respectively written as a *Personal_name* or *Organization_name*.

<address_info> Address of the author, written in the *Address* data format. Can be omitted.

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<author_other_info> Other information related to the author may be stored as an *External character string* in this element. Can be omitted. If the information is to be displayed, the space character (0x0020), and the line feed and carriage return characters (0x000D, 0x000A, 0x0D0D) are to be displayed as is, but the tabulation character (0x0009) is to be displayed as if it were a space.

<publisher_info> Stores the information related to the publisher. Can be omitted. The <publisher_info> tag has the following child elements. If <publisher_info> is specified, at least one of <publisher> or <publisher_office> shall be specified as well.

[Child elements]

<publisher> Stores the information about the publisher if it is an individual. Can be omitted. It has the following child elements.

[Child elements]

<publisher_name> The name of the publisher is recorded as an *External character string* in this element. Cannot be omitted. The following attribute can be used.

[Attribute]

reading: gives the pronunciation of the publisher's name as a *Reading*. Can be omitted.

<address_info> Stores the address of the publisher, in the standard *Address* format. Can be omitted.

<publisher_office> Stores the information about the publisher if it is a company. Can be omitted. It has the following child elements and attributes.

[Attribute]

publisher_code: Records the publisher's ID. Can be omitted.

[Child elements]

<organization_name> The organization's name is recorded in the element. Cannot be omitted.

<address_info> The publisher's address is recorded in this element, in the standard *Address* format. Can be omitted.

<publisher_other_info> Other information related to the publisher may be stored as an *External character string* in this element. Can be omitted. If the information is to be displayed, the space character (0x0020), and the line feed and carriage return characters (0x000D, 0x000A, 0x0D0A) are to be displayed as is, but the tabulation character (0x0009) is to be displayed as if it was a space.

<seller_info> Stores the information related to the seller. Can be omitted. The <seller_info> tag has the following child elements. If <seller_info> is

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specified, at least one of <seller> or <seller_office> shall be specified as well.

[Child elements]

<seller> Stores the information about the seller if it is an individual. Can be omitted. It has the following child elements.

[Child elements]

<seller_name> The name of the seller is recorded as an *External character string* in this element. Cannot be omitted. The following attribute can be used.

[Attribute]

reading: gives the pronunciation of the seller's name as a *Reading*. Can be omitted.

<address_info> Stores the address of the seller, in the standard *Address* format. Can be omitted.

<seller_office> Stores the information about the seller if it is a company. Can be omitted. It has the following child elements and attributes.

[Attribute]

seller_code: Records the sellers' ID. Can be omitted.

[Child elements]

<organization_name> Records the organization's name. Cannot be omitted.

<address_info> Records the seller's address, written in the standard *Address* format. Can be omitted.

<seller_other_info> Other information related to the seller may be stored as an *External character string* in this element. Can be omitted. If the information is to be displayed, the space character (0x0020), and the line feed and carriage return characters (0x000D, 0x000A, 0x0D0A) are to be displayed as is, but the tabulation character (0x0009) is to be displayed as if it were a space.

<book_id_info> Records the book's identification number, such as its ISBN number. Can be omitted. It has the following child element.

[Child element]

<book_id> Each type of identification number is stored in a <book_id> tag, written as a *Standard character string*. When <book_id_info> is not omitted, there shall be at least one <book_id>. The following attribute shall be set.

[Attribute]

type: Specifies the type of the identification number, such as "ISBN" for instance. Written as a *Standard character string*. Cannot be omitted.

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<classification_info> Stores information on the classification of the book. Can be omitted. It has the following child element.

[Child element]

<classification> Each different type of classification is stored in a separate <classification> tag. When <classification_info> is not omitted, there shall be at least one <classification>. It is stored as an *External character string*. The following attribute shall be set.

[Attribute]

type: type of the classification used. Cannot be omitted.

<rating> Allows to rate the contents as violent, or adult. Can be omitted. The following attributes can be used.

[Attributes]

adult: Rates the contents as adult oriented materials. Possible values are "yes" or "no". Defaults to no in case of omission.

violence: Rates the contents as violent. Possible values are "yes" or "no". Defaults to no in case of omission.

<publication_place> The country of publication is recorded as a standard *Country* in this element. Can be omitted.

<publication_date_info> Stores information regarding the publication date of the book. Can be omitted. Each relevant date is to be stored in separate instances of the following child element.

[Child element]

<publication_date> Stores a date relevant to the publication, such as the publication date itself as well as other dates such as the printing date, or the beginning of sales date, etc. Each date is stored in the standard *Date* format. If <publication_date_info> is not omitted, there shall be at least one <publication_date>. The following attribute can be used.

[Attribute]

type: Specifies what type of date it is. If omitted, it will default to "publish".

<net_price_info> Defines the price of the book. Can be omitted, if the price is open, or not set. More than one prices, classified by currency and country, can be stored in separate instances of the following child element.

[Child element]

<net_price> Stores a price specific to one country and currency, written as a *Standard character string*. If <net_price_info> is not omitted, there shall be at least one <net_price>. The following attributes can be used.

[Attributes]

country: Defines the country in which this price should apply, in the standard *Country* data format. If omitted, it applies to all countries.

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unit: Defines the currency, as a *Standard character string*. Cannot be omitted.

other_info: Other information, written as a *Standard character string*. Can be omitted.

<book_abstract> An abstract of the book, written as an *External character string*, is recorded in this element. Can be omitted. If the information is to be displayed, the space character (0x0020), and the line feed and carriage return characters (0x000D, 0x000A, 0x0D0A) are to be displayed as is, but the tabulation character (0x0009) is to be displayed as if it were a space.

<front_cover_image> Defines the image to use as front cover image, by recording its location as a standard *Filename*. Currently, jpeg and png images are supported. Can be omitted. The file type as defined by it shall be checked against the type attribute before opening the file. The following attribute shall be used.

[Attribute]

type: Defines the type of the image, by giving its MIME type, for example "image/jpeg". Cannot be omitted.

<spine_cover_image> Define the image to use as a spine image. Follows the same rules as <front_cover_image>. Can be omitted.

<keyword_list> Records a list of keywords related to the book's data, written in the *Keyword* syntax. Can be omitted.

<other_book_info> Other information related to the book may be stored as an *External character string* in this element. Can be omitted. If the information is to be displayed, the space character (0x0020), and the line feed and carriage return characters (0x000D, 0x000A, 0x0D0A) are to be displayed as is, but the tabulation character (0x0009) is to be displayed as if it were a space.

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Example:

```
<book_info>
	<title_info>
		<series_title>Dummy books</series_title>
		<title>the dummy book of nonsense</title>
		<edition_info>2000/01/01 first edition,
				2005/01/01 second edition</edition_info>
	</title_info>
	<author_info>
		<author role="author">
			<personal_name>
				<first_name>John</first_name>
				<last_name>Smith</last_name>
			</personal_name>
			<address_info>
				<mail_address>john.smith@abcd.com</mail_address>
				<website>http://www.abcd.com/~jsmith/</website>
			</address_info>
		</author>
	</author_info>
	<publisher_info>
		<publisher_office>
			<organization_name>abcd corporation</organization_name>
			<address_info>
				<postal_code>100-1000</postal_code>
				<address>1 main street, Foobar city, Japan</address>
			</address_info>
		</publisher_office>
	</publisher_info>
	<book_id_info>
		<book_id type="ISBN">4-1234-5678-9</book_id>
		<book_id type="Japaneze_ID_number">454745-7</book_id>
	</book_id_info>
	<classification_info>
		<classification type="Japaneze_C_CODE">2143</classification>
	</classification_info>
	<rating adult="no" violence="no"/>
	<publication_place>jpn</publication_place>
	<publication_date_info>
		<publication_date type="publish">2005</publication_date>
	</publication_date_info>
	<net_price_info>
		<net_price country=”jpn” unit="yen">1200</net_price>
	</net_price_info>
	<book_abstract>This book doesn’t talk about anything special.</book_abstract>
	<front_cover_image type=”image/png”>xxx.png</front_cover_image>
	<spine_cover_image type=”image/png”>yyy.png</spine_cover_image>
	<keyword_list>
		<keyword>dummy</keyword>
		<keyword>nonesense</keyword>
	</keyword_list>
</book_info>
```

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B.4.4 Content management module <body_module>

B.4.4.1 <body_module> tag

The content management module (<body_module>) is in charge of coordinating the contents data into making the actual document. It has the following child element.

[Attribute]

None

[Child element]

<flow_type_body> Handles the flowing contents' data. See B.4.4.2 for details.

Example:

```
<body_module>
        <flow_type_body>
                <flow_entry>
                        <flow_data ...> ... </flow_data>
                        <flow_data ...> ... </flow_data>
                        ...
                </flow_entry>
                <special_page_link>
                        <special_page kind="contents">PG0001</special_page>
                        <special_page kind="body">PG0002</special_page>
                </special_page_link>
                <search_table>
                ...
                </search_table>
        </flow_type_body>
</body_module>
```

B.4.4.2 Flowing content data <flow_type_body>

B.4.4.2.1 <flow_type_body> tag

The <flow_type_body> tag handles the flowing contents' data. It has the following child elements.

[Attribute]

None

[Child elements]

<flow_entry> Registers the flow data to be used as the main text's flowing content. There shall only be one instance of this element. Cannot be omitted. See B.4.4.2.2 for details.

<special_page_link> Special page data. Allows specifying the position in the flowing content of some often needed pages, such as the index, or the beginning of the main content, for easy reference. Can be omitted. Written as described in B.4.4.2.5. Omission of this element means there is no special page.

<search_table> Records the data needed to create a search table. Can be omitted. Written as described in B.4.4.2.6. Omission of this element means there is no search table.

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B.4.4.2.2 Flow data registering module <flow_entry>

The <flow_entry> tag registers the flow data to be used as the main text's flowing content. It has the following child elements.

[Child elements]

<flow_default_attribute> Sets the default attributes to be used to display each flow data, as defined by the following <flow_data> element. Can be omitted. See B.4.4.2.3 for details. When omitted, the viewer should behave as if all of its attributes and child elements were set to their default value.

<flow_data> Registers information on each flow data. There is a one to one relation between the number of <flow_data> tags and actual flow data to be recorded/displayed. There shall be one or more instances of this tag. The order in which flow data are recorded determines the display order. See B.4.4.2.4 for details.

B.4.4.2.3 Flow data default attribute module <flow_default_attribute>

Sets the default values of attributes that will be used to display each flow data (see B.4.4.2.4), of which the main flowing content is composed. The values set in this tag will serve as default values for all the flows which have a text object, a search screen object, a comic object or a dictionary data object as main data.

Part of the values that can be set in this tag can also be set locally in the *text object instance* and *dictionary data object instance* of each content data. In order to set a default value for particular content data, the <text_default_attribute> of the *text object instances* (see B.4.7.2), <layout_default_attribute> tag of the *text object instance 2* and <dict_default_attribute> tag of the *dictionary data object instance* (see B.4.7.11) designated by the content data should be used. If the value defined by the <flow_default_attribute> tag for the whole content data and the value set in an individual content data's <text_default_attribute>, <layout_default_attribute>, and <dict_default_attribute> tags are in conflict, the latter has priority. When neither is set, the behavior is not defined by this standard, and depends on the viewer's default, or the user's preferences. Moreover, if the viewer does not implement the required method, or wishes to give priority to user settings, it may proceed without respecting the value defined in these default value tags, except when the following explanations state otherwise.

The <flow_default_attribute> tag has the following attributes and child elements. If it is omitted, the viewer should behave as if all of its attributes and child elements were set to their own default value.

[Attributes]

baseline: Defines the orientation of the baseline (and therefore of the text) for each flow. The possible values are as below. Can be omitted. If none of this attribute and its counterparts, i.e. the baseline attribute of the <text_default_attribute> tag in *text object instance*, (See B.4.7.2.2) and the baseline attribute of the <dict_default_attribute> tag in *dictionary data object instance* (See B.4.7.11.2), are set, the default value depends on the viewer.

- "right": The writing direction is horizontal (left to right). However, the direction can be changed at the user's option.
- "right_only": The writing direction is horizontal (left to right), and the user cannot change the setting. However, if it is not supported by the viewer, this setting is not necessarily applied.
- "down": The writing direction is vertical (top to bottom). However, the direction can be changed at the user's option.

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"down_only": The writing direction is vertical (top to bottom), and the user cannot change the setting. However, if it is not supported by the viewer, this setting is not necessarily applied.

view_type: Defines the default screen orientation for each flow. The possible values are listed below. Can be omitted. When omitted, the default value depends on the viewer.

"portrait": Chooses portrait (taller than wide) mode. However, it can be set to another direction at the user's option.

"portrait_only": Chooses portrait (taller than wide) mode, and the user cannot change the setting. However, if the viewer can not handle this screen orientation, this is not necessarily applied.

"landscape": Chooses landscape (wider than tall) mode. However, it can be set to another direction at the user's option.

"landscape_only":Chooses landscape (wider than tall) mode, and the user cannot change the setting. However, if the viewer can not handle this screen orientation, this is not necessarily applied.

[Child elements]

<flow_default_size> Defines the default letter spacing, line pitch and margin size for all the flows of the content data. Can be omitted. If it is, the viewer should behave as if all of its attributes were set to their default value. This tag has the following attributes.

[Attributes]

letter_spacing: Default letter spacing. The following values are allowed. Can be omitted. If it is, the size is unspecified and depends on the viewer.

"maximum"

"big"

"medium"

"small"

"minimum"

The actual sizes of these 5 possibilities are viewer-dependent, as it depends on the capabilities of the underlying device.

line_pitch: Default line pitch. The following values are allowed. Can be omitted. If it is, the size is unspecified and depends on the viewer.

"maximum"

"big"

"medium"

"small"

"minimum"

The actual sizes of these 5 possibilities are viewer-dependent, as it depends on the capabilities of the underlying device.

margin: Default margin size. The following values are allowed. Can be omitted. If it is, the size is unspecified and depends on the viewer.

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"big"

"medium"

"small"

The actual sizes of these 3 possibilities are viewer-dependent, as it depends on the capabilities of the underlying device.

<flow_default_font> Defines the default font name, size, and properties for all the flows of the content data. Can be omitted. If an individual flow of the content data also defines it (with the <text_default_font> tag of the *text object instance*, as defined in <layout_default_font> tag in *text object instance 2*, as defined in B.4.7.4.6.5, and <dict_default_font> tag in *dictionary data object instance*, as defined in B.4.7.11.1), the individual values take precedence. If the default font and the individual value are both omitted, the behavior should correspond to the default value of the attributes listed below. The following attributes can be used.

[Attributes]

fontname: Default font name. More than one font can be specified. In that case, each font name should be separated by a comma (0x2c in Unicode). For instance:

fontname="Aaa sans serif,Bbb gothic"

The viewer should use the first listed font that is available. Can be omitted. If both this attribute and the individual flow's attribute are omitted, the default value depends on the viewer.

fontsize: Default font size. The following values or values in unit of points or dots are allowed. Can be omitted. If it is, the size is unspecified and depends on the viewer.

"maximum"

"big"

"medium"

"small"

"minimum"

The actual sizes of these 5 possibilities are viewer-dependent, as it depends on the capabilities of the underlying device.

bold_flag: Decides if the content data should be displayed as bold or not. If omitted, the behavior depends on the viewer. The acceptable values are:

"yes": display as bold

"no": display normally

If set to "yes", all characters shall be displayed in bold style, except, in a *text object instance* and *dictionary data object instance*, those within a <font> tag with its "bold" attribute set to "no" (see B.4.7.2.3).

color_space, color, opacity:

Defines the font color to be used for the content data. Written in the standard *color* data format. If omitted, the value depends on the viewer.

ruby_flag: Defines whether ruby in the content data is to be viewed or not. When omitted, behavior depends on the viewer.

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The text to be displayed when ruby is turned on (with the options “yes” or “yes_only”) is the one sandwiched by the <ruby> tags in *text object instances* and *dictionary data object instances*. The following values can be used.

“yes”: Ruby should be displayed, but can be turned off by the user.

“yes_only”: Ruby shall be displayed, and cannot be turned off by the user. However, this does not apply to viewers not able to display ruby.

“no”: It is recommended that ruby should not be displayed, but can still be turned on by the user.

“no_only”: Ruby shall not be displayed, and cannot be turned on by the user. However, this does not apply if the viewer is incapable of disabling ruby display.

<flow_default_background> Defines the background color to be used for all the flows of the content data. If an individual flow of the content data also defines it (with the <text_default_background> tag of the *text object instance*, such as “color” attribute, as defined in B.4.7.2.2, or with the <dict_default_background> tag of the *dictionary data object*, as defined in B.4.7.11.2), the individual values take precedence. If all of these are absent, the behavior should correspond to the default value of the attributes listed below. This tag has the following attributes.

[Attributes]

color_space, color, opacity:

Defines the background color of the display. Written in the standard *color* data format. If omitted, the value depends on the viewer.

<flow_default_line_breaking_method>/(alternatively) <flow_default_kinsoku> Specifies the algorithm to be used to determine how text should be split in lines. Various languages handle this in various ways, so this element allows for some flexibility. Can be omitted. If both this tag and <line_breaking_method>/<kinsoku> tags in the *text object instance* (defined in B.4.7.2.1) and in the *dictionary data object instance* (defined in B.4.7.11.1) are specified, the latter takes priority. If all of these are absent, the default values of this <flow_default_line_breaking_method>/<flow_default_kinsoku> tag define the behavior. This tag has the following attributes and child elements.

[Attributes]

method: Chooses the line breaking method. It defaults to "none". Possible values are:

"none": no special processing, When a line is filled with characters, go to the next one.

"run_down": move characters from the end of a line to the beginning of the next one, to respect the position restrictions expressed by the <top_prohibit_char> and <end_prohibit_char> tags.

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hanging_punctuation: Activates or deactivates the processing of hanging characters. Possible values are "yes" and "no". It defaults to "yes" when method is set to "run_down". When activated, the characters listed in <hanging_char>, instead of being displayed at the beginning of a line, should be displayed after the end (i.e. in the right margin) of the previous line. Does not apply if the character is the first of a paragraph.

[Child elements]

<top_prohibit_char> Lists the characters that shall not appear at the beginning of a line, except as the first character of the paragraph. Listed as an *Extended character string*. It defaults to an empty list when omitted.

<end_prohibit_char> Lists the characters that shall not appear at the end of a line, except as the last letter of the paragraph. Listed as an *Extended character string*. It defaults to an empty list when omitted.

<hanging_char> Lists the characters to be displayed as hanging punctuation. Listed as an *Extended character string*. It defaults to an empty list when omitted.

B.4.4.2.4 Flow Data <flow_data>

Flow data is defined in this tag. The object to be used as the flow's content is registered, as well as other information such as page links and events. This <flow_data> tag has the following attributes and child elements.

[Attributes]

flow_id: Sets the ID number of the flow data, written in the form of a *Page_ID*. Can be omitted. Within <flow_entry>, there shall be no other flow data with the same ID.

body_id: Specifies the object that will constitute this flow's content, using the *Object_ID* of a flowing content text object, of a comic object, of a "search page", or of a "dictionary data" object. Cannot be omitted.

turning_page_control: The viewer allows moving forward or backward in the contents. However, it is possible to restrict moves to the previous or next flow by setting this attribute to one of the values listed below. When omitted, it defaults to "off". Note, however, that when body_id points to a search page object, turning_page_control shall be set to "on".

"on": Moving both to the next or previous flows is forbidden.

"off": Moving to the next and previous flows is permitted.

"forward": Moving to the next flow is forbidden, but moving to the previous one is allowed.

"back": Moving to the next flow is permitted, but moving to the previous one is forbidden.

As explained above, this setting limits moves from one flow to the others, but they do not restrict moves within each flow. To restrict moves inside a flowing content text object, use "turning_page_control" attribute of the <page_break> tag (see B.4.7.2.3), and to restrict moves inside a *dictionary data object*, use "turning_page_control" attribute of the <word> tag (see B.4.7.11.4).

head_button_control

Some viewers have keys for moving to the next/previous headword (i.e. the beginning of the definitions, see B.4.7.2.3 for details). However, it is

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possible to restrict such moves (from the end of this flow data to the next flow, or from the top of this flow data to the previous flow) by setting this attribute to one of the values listed below. When omitted, it defaults to "on". Note, however, that when body_id specifies a search page object, only "on" is the possible value. Setting is ignored when the viewer has no keys for such move, (which is often the case).

"on": Moving both to the next or previous flows is forbidden.

"off": Moving to the next and previous flows is permitted.

"forward": Moving to the next flow is forbidden, but moving to the previous one is allowed.

"back": Moving to the next flow is permitted, but moving to the previous one is forbidden.

As explained above, this setting limits moves from one flow to the others, but they do not restrict moves within each flow. To restrict moves inside a flowing content text object, use “head_button_control” attribute of the <page_break> tag (see B.4.7.2.3), and to restrict moves inside a *dictionary data object*, use “head_button_control" attribute of the <word> tag (see B.4.7.11.4).

[Child element]

<event_info> Event information module. Defines events (triggers) and associated actions. Can be omitted. See B.4.5 for details. If the *Object_ID* set in the “body_id” field refers to a comic object, this event_info is to be ignored.

B.4.4.2.5 Special page data <special_page_link>

Records the position of important or frequently accessed pages, to make it easier to jump to these parts of the document. For instance, easy access to the map in a travel guide, to the chronology in a history book, or the glossary in a technical paper can prove useful. This <special_page_link> tag has the following child element.

[Child element]

<special_page> Records the information about a single special page. It has the following attributes and child elements.

[Attributes]

kind: Describes the contents of the page referred to. The possible values are as below. It defaults to "other" when omitted.

"cover", "title_page", "preface", "contents" (table of contents), "body" (beginning of the content), "column" (boxed piece of text), "note", "figure", "ad", ":afterward", "appendix", "answer", "glossary", "bibliography", "commentary", "index", "imprint", "author_info", "other", “flow_title”

Among the attributes above, if “flow_title” is set, this <special_page> tag is used as a tag for defining a character string to be displayed for the headline. Therefore, the viewer does not display this tag information in the list displayed in the table of contents menu. The viewer with the headline display function, however, displays the character string set for the “title” attribute in the headline.

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title: Defines a title for the position of the document referred to as a special page. Written as an *Extended character string*. Can be omitted.

[Child element]

Standard character string: Specifies the position to consider as a special page, by choosing a particular flow data from the whole flowing content. Cannot be omitted. For a textual flow data or dictionary data (i.e., the object that is specified by the “body_id” attribute of the <flow_data> tag. See B.4.4.2.4 for details), it is possible to specify a position within it as well. If “flow_title” is set for the “kind” attribute, a flow to set character strings to be displayed for the headline is recorded according to conditions described in the “Specify only the flow data” section below. Also, if the <special_page> tag to specify “flow_title” for the “kind” attribute has the same flow for the child element (if numerous headline character strings are set for one flow) the viewer displays the first item written in the <special_page> tag as a headline character string.

- Specify only the flow data

  Written as a *Page_ID*. It records the corresponding flow data’s page ID.

Example:

```
<special_page ... >PG0001</special_page>
```

- Specify the flow data and the position within

  Written as "*Page_ID*/*Object_ID*/*Char_ID*". *Page_ID* is the flow data’s ID number. *Object_ID* is the ID number of a text object or dictionary data object within that flow. *Char_ID* is the ID number of a string defined within that text object or dictionary data object.

Example:

```
<special_page ... >
        PG0001/OB0321/CR0982
</special_page>
```

Example:

```
<special_page_link>
        <special_page kind="contents">PG1111 </special_page>
        <special_page kind="other" title="Downtown area map">PG1114/OB0022/CR0001
        </special_page>
        ...
</special_page_link>
```

B.4.4.2.6 Search table data <search_table>

Information defining the search tables is stored here, such as the search table’s ID, or parameters concerning headwords registered in the search table. From here, the headword refers to the search’s target. The headwords are registered according to the two different formats as stated below, then during the conversion to the distribution format, based on the

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parameter stored in the <search_table_def> tag defined below, the actual search table is built, after having verified the headword strings. In the distribution format, headwords are stored in this search table. The <search_table> tag has the following child elements.

Setting a headword

- Old format: Registers in the <key_entry> tag inside the text object entity. See for details about the <key_entry> tag.
- New format: Registers in the <key_entry> tag inside the dictionary data object entity. See B.4.7.11.4 for details.

The <search_table> tag has the following attributes and child elements.

[Attributes]

bookmark

Defines whether the search table contained in this content should be included in the viewer's bookmark feature for dictionary (a search history feature that records headwords automatically every time a search is executed). Accepts the values listed below. Can be omitted. When omitted, "no" is set.

"yes" Included.
"no" Not included.

wordbook

Defines whether the search table contained in this content should be included in the viewer's wordbook feature (a headwords registering and displaying feature). Accepts the values listed below. Can be omitted. When omitted, "no" is set.

"yes" Included.
"no" Not included.

jump_search_root

Defines whether this content should be a search source of the viewer's super jump search feature (a feature that searches through several contents using a character string selected from the body text as a search word from the content displayed status). Accepts the values listed below. Can be omitted. When omitted, "yes" is set.

"yes" This content is selected as a search source.
"no" This content is not selected as a search source.

jump_search

Defines whether the search table contained in this content should be included in the viewer's super jump search feature and W search feature (a feature that searches through several contents using a character string entered by a user as a search word from the content displayed status.) Accepts the values listed below. Can be omitted. When omitted, "yes" is set.

"yes" Included.
"no" Not included.

all_search

Defines whether the search table contained in this content should be included in the viewer's bundle search feature (a feature that searches through several contents using a character string entered by a user as a search word from the content non-displayed status). Accepts the values listed below. Can be omitted. When omitted, "yes" is set.

"yes" Included.
"no" Not included.

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[Child element]

<search_table_def> Specifies information concerning each search table. There shall be at least one <search_table_def> tag in the <search_table> tag. The following attributes and child elements are available.

[Attributes]

id: Defines the ID number of this search table. The ID number shall be unique to each search table within the content. Stored as a *Standard character string*. Cannot be omitted. During the conversion to the distribution format, the search table is built according to the parameters in this <search_table_def> tag, and added to the contents. This ID number is used to refer to the search table either from the search page's headword entry fields (see B.4.7.9 for details) or from the headword information stored in *text object instance*'s <key_entry> tag (see B.4.7.2.3 for details).

use_default: Defines whether a search based on this search table can be conducted by the viewer, when the search is not initiated from a related search page. The following values can be used. It defaults to "no" when omitted.

"yes"	Can be used.
"no"	Cannot be used.

name: Defines the table name of this search table. Stored as a *Standard character string*. Up to 8 characters recommended. (Caution is given when the converter acknowledges the number of letters exceeds 8, with counting a full-length letter as one letter and a half-width letter as half a letter. If the number of letter exceeds 256, an error is given.) This table name is used for displaying the list of searched results, etc. Cannot be omitted.

sorting_rule: Defines how to sort the search results. This attribute is to allow for different ordering schemes for different languages. Defaults to "other" when omitted. The following values can be used.

"implicit"	Ordered as written in the content.
"unicode":	Ordered by Unicode value.
"other"	In a system-specific manner not expressed

short_name: Defines the short table name of this search table. Stored as a Standard character string. Up to 3 characters recommended. (Caution is given when the converter acknowledges the number of letters exceeds 3, with counting a two-byte character as one character and a single-byte character as half a character. If the number of letter exceeds 256, an error is given.) Cannot set a character string longer than the character string set in the "name" attribute. This short table name is used for displaying the list of searched results, etc. Cannot be omitted.

wild: Defines whether the viewer outputs a search table for a wild card search. Accepts the values listed below. Can be omitted. When omitted, "no" is set.

"yes"	Outputs.
"no"	Does not output.

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blank: Defines whether the viewer outputs a search table for a blank word search. Accepts the values listed below. Can be omitted. When omitted, “no” is set.

"yes" Outputs.

"no" Does not output.

end: Defines whether the viewer outputs a search table for a word-ending search. Accepts the values listed below. Can be omitted. When omitted, “no” is set.

"yes" Outputs.

"no" Does not output.

The option for “wild”, “blank”, and “end” should be either all “yes” or all “no” in this standard.

help_page_id: Defines the page ID number for the flow data that writes explanations related to this search table in the *Pag_ID* format. Can be omitted.

[Child elements]

<enable_key_type> Defines the type of characters that can be used to store the lookup key of the search character strings in the search table. For some languages such as English, the lookup key will simply be the word itself. However, other languages such as Japanese may use the pronunciation of the word instead of its ideographic representation. Cannot be omitted. It has the following attributes.

[Attributes]

numerals/(alternatively) number: Defines whether numbers should be used for the search character strings of the headwords. Accepts the values listed below. Can be omitted. When omitted, “no” is set.

"yes" Allows use.

"no" Does not allow use.

basic_alphabet/(alternatively) alphabet: Defines whether alphabets should be used for the search character strings of the headwords. Accepts the values listed below. Can be omitted. When omitted, “no” is set.

"yes" Allows use.

"no" Does not allow use.

kana Defines whether kana should be used for the search character strings of the headwords. Accepts the values listed below. Can be omitted. When omitted, “no” is set.

"yes" Allows use.

"no" Does not allow use.

kanji Defines whether kanji should be used for the search character strings of the headwords. Accepts the values listed below. Can be omitted. When omitted,

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“no” is set. However, the value should be only “no” if an old format is used for the keyword settings.

"yes" Allows use.

"no" Does not allow use.

The preceding character sets are defined in Table B.5.

Table B.5 – Characters usable for the lookup key

Character set name	Corresponding characters (all values are in Unicode)
number	Half-width numerals: 0 to 9 (0x0030 to 0x0039) Full-width numerals: 0 to 9 (0xFF10 to 0xFF19)
alphabet	Standard US-ACSII alphabets: A to Z (0x0041 to 0x005A) and a to z (0x0061 to 0x007A) Full-width alphabets: A - Z (0xFF21 to 0xFF3A) a - z (0xFF41 to 0xFF5A)
kana	Half-width katakana ｱｲｳｴｵｶｷｸｹｺｻｼｽｾｿﾀﾁﾂﾃﾄﾅﾆﾇﾈﾉﾊﾋﾌﾍﾎﾏﾐﾑﾒﾓﾔﾕﾖﾗﾘﾙﾚﾛﾜﾝﾞﾟ(0xFF71 to 0xFF9F), ｧｨｩｪｫｬｭｮｯ(0xFF66 to 0xFF6F) Full-width katakana ァアィイゥウェエォオカガキギクグケゲコゴサザシジスズセゼソゾタダチヂッツヅテデトドナニヌネノハバパヒビピフブプヘベペホボポマミムメモャヤュユョヨラリルレロヮワヰヱヲンヴヵヶ (0x30A1 to 0x30F6) Full-width hiragana: ぁあぃいぅうぇえぉおかがきぎくぐけげこごさざしじすずせぜそぞただちぢっつづてでとどなにぬねのはばぱひびぴふぶぷへべぺほぼぽまみむめもゃやゅゆょよらりるれろゎわゐゑをん (0x3041 to 0x3093) Japanese long vowel (cho-on): ー(0x30FC: full-width), ｰ(0xFF70: half-width)
kanji	The specific range of corresponding Kanji characters is decided as below according to the types of the standard characters specified in the “default_ccs” attribute of the book information module <bvf> tag. “JIS X 0201, JIS X 0208:1997”: Dai 1 to Dai 2 Suijun Kanji Sets (Stipulated by JIS X 0208:1997) “JIS X 0201, X-SH-JIS 0213:2004”: Dai 1 to Dai 4 Suijun Kanji Sets (Stipulated by JIS X 0213:2004) The following characters are included regarding the type of standard character sets used. ヽ(0x30FD), ヾ(0x30FE), ゝ(0x309D), ゞ（0x309E） 〃（0x3003）,仝（0x4EDD）,々（0x3005）,〆（0x3006）,〇（0x3007）

<key_normalization> Defines the normalization methods to be applied on the keys registered in this search table. Cannot be omitted. The interpretation of this tag differs depending on the modes of the search, viz "matches-only" search and "matches-first" search. The mode of search to use is

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determined by the “search_type” attribute of the <key_input_region> tag (see B.4.7.9 for details).

a) "matches-only" search

(Only the entries matching the input are displayed, being narrowed down as input is becoming complete). Both user input and the keys registered in the search table are normalized according to the rules set by the following attribute, and matching is conducted on the normalized form.

b) "matches-first" search

(Entries are displayed starting from those matching the input.) The settings are ignored and the normalization should be done according to the default values of the following attributes.

The following attributes are available.

[Attribute]

capitalization: Turn all (alphabetical) characters to upper case. Possible values are "yes" and "no". Defaults to "yes".

diactritic_removal: drops all diacritics (accents, tremas, and cedilla) from the letter that carry them. Possible values are "yes" and "no". Defaults to "no".

cho_on: Defines the conversion method for the Japanese long vowel (cho-on). Accepts the values listed below. Can be omitted. When omitted, “delete” is set.

"delete" Removes the character.

"repeat" Repeats the vowel of the preceding character.

"no" Does not convert.

daku_on: Defines the conversion method for the Japanese voiced sound (daku-on). Accepts the values listed below. Can be omitted. When omitted, “yes” is set.

"yes" Converts to a voiceless sound, or sei-on.

"no" Does not convert to a voiceless sound, or sei-on.

handaku_on: Defines the conversion method for the Japanese semi-voiced sound (handaku-on). Accepts the values listed below. Can be omitted. When omitted, “yes” is set.

"yes" Converts to a voiceless sound, or sei-on.

"no" Does not convert to a voiceless sound, or sei-on.

soku_on: Defines the conversion method for the Japanese geminate consonant (soku-on or "small tsu") Accepts the values listed below. Can be omitted. When omitted, “yes” is set.

"yes" Converts to an upper case character.

"no" Does not convert to an upper case character.

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yo_on: Defines the conversion method for the Japanese palatalized sound (yo-on). Accepts the values listed below. Can be omitted. When omitted, “yes” is set.

"yes" Converts to an upper case character.

"no" Does not convert to an upper case character.

other_small_kana: Defines the conversion method for the Japanese small hiragana and katakana characters other than soku-on and yo-on. Accepts the values listed below. Can be omitted. When omitted, “yes” is set.

"yes" Converts to an upper case character.

"no" Does not convert to an upper case character.

Example:

```
<search_table bookmark=“yes” wordbook=“yes” jump_search_root=“no” jump_search=“yes”
 all_search=“no”>
  <search_table_def id=“ST0001” name=“Japanese dictionary” wild=“yes” blank=“yes”
end=“yes” help_page_id=”PG9999”>
  <enable_key_type number=“no” alphabet=“no” kana=“yes” kanji=“yes”/>
  <key_normalization cho_on=“delete” daku_on=“yes” handaku_on=“yes” soku_on=“yes”
yo_on=“yes”
   other_small_kana=“yes”>
  </search_table_def>
  <search_table_def id=“ST0002”          ・・・
        :
  </search_table_def>
</search_table>
```

B.4.5 Event info module <event_info>

B.4.5.1 <event_info> tag

In this standard, audio playback to react to clicks, pages links, or other user activated functions, are called events. The event info module records the events of flow data. It has the following child element.

[Attribute]

display_type Defines the playback environment. Only the following values are valid. “single” is used if omitted.

“single” (designated for one-page display)

[Child element]

<event> Event data. Records information concerning the events that occur after the object pointed by the “body_id” attribute of the <flow_data> tag has been displayed, such as user launched events. For instance, clicking on a string may initiate a jump to another page. See B.4.5.2 for details. There can be more than one instances of this <event> tag within <event_info>. If no event is to be specified, the <event_info> tag itself should be omitted.

Example:

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```
<event_info display_type="single">
  <event>
        <trigger>
              <trigger_pointer id="OB0001/CR0001" action_flag="click"/>
        </trigger>
        <action>
              <action_page_jump page_id="PG0002"/>
        </action>
  </event>                                                    Event 1
  <event>
        <trigger>
              <trigger_pointer id=" OB0001/CR0002" action_flag="click"/>
        </trigger>
        <action>
              <action_page_jump page_id="PG0003"/>
        </action>
  </event>                                                    Event2

        …
</event_info>
```

B.4.5.2 Event data <event>

An event is composed of two parts: the trigger part, and the action part. The former is the condition that triggers the event while the latter describes what is to be done. For example, the trigger may be "the user clicks on a specific area", or "a button is pressed", and the action may be "jump to a specific page", or "play a given sound file". This <event> tag has the following child elements.

[Child elements]

<trigger> See B.4.5.3 for details. There shall be only one <trigger> tag, and it can have only one child element. Cannot be omitted.

<action> See B.4.5.4 for details. There shall be only one <action> tag, and it can have only one child element. Cannot be omitted.

Example:

```
<event>
  <trigger>
        <trigger_pointer id=" OB0001/CR0002" action_flag="click"/>
  </trigger>                                                  Trigger
  <action>
        <action_page_jump page_id="PG0003"/>
  </action>                                                   Action
</event_info>
```

B.4.5.3 Trigger information

The <trigger> tag (trigger (pointer) <trigger_pointer>) has the following child elements.

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Used to define triggers as click on an area. This <trigger_pointer> has the following child elements and attributes.

[Attributes]

id: points at the target of the trigger. Cannot be omitted. Written as *Object_ID*/*Char_ID*.

Example:

```
id="OB003k/CR0023"
```

The char ID part of this string may only refer to the following (see B.4.7.2.3 for details):

a) The id number defined in the char_id attribute of an <char_id> tag.

b) The id number defined in the char_id attribute of an <object> tag.

However, when a clickable image map is defined using the <pointer_region> tag, only the second case (char_id of an <object> tag) may be used.

Note that the id number set in the trigger attribute of a <mask> tag (see B.4.7.2.3) cannot be used here. If used, the trigger attribute of the <mask> tag is ignored.

action_flag: The type of action which switches the trigger on. In the current standard, only "click" is allowed, and is used as a default value in case of omission.

"click": a click in the target zone.

[Child element]

<pointer_region> When the trigger area must be restricted to only a part of the image pointed to by the id attribute of the <trigger_pointer> tag, this <pointer_region> tag allows to describe a *Polygonal_region* (see B.3.15). If what the id attribute of the <trigger_pointer> points to is not an image, the content of this element is ignored. Can be omitted.

When events have overlapping triggers, there can be some ambiguity as to which event takes precedence when the overlapping areas are clicked, depending on what kind of pointing devices are used. In that case, events are given precedence in the order of appearance inside the <event_info>. The following example illustrates this situation.

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Example:

```
<event_info>
	<event>
		<trigger>
			<trigger_pointer id="OB003k/CR0001" action_flag="click">
				<pointer_region>
					<vertex position="(0,0)"/>
					<vertex position="(100,0)"/>
					<vertex position="(100,100)"/>
					<vertex position="(0,100)"/>
				</pointer_region>
			</trigger_pointer>
		</trigger>
		<action>
			<action_page_jump page_id="PG0043"/>
		</action>
	</event>
	<event>
		<trigger>
			<trigger_pointer id="OB003k/CR0001" action_flag="click">
				<pointer_region>
					<vertex position="(50,50)"/>
					<vertex position="(100,50)"/>
					<vertex position="(100,100)"/>
					<vertex position="(50,100)"/>
				</pointer_region>
			</trigger_pointer>
		</trigger>
		<action>
			<action_page_jump page_id="PG0021"/>
		</action>
	</event>
</event_info>
```

In that case, both events are triggered by a click on a sub-area of OB003k/CR0001. These two areas overlap on the (50,50)-(100,100) square. A click in this particular area shall trigger the first of the two events, resulting in a page jump to PG0043.

Example:

```
<trigger_pointer id="OB003k/CR0023" action_flag="click"/>
<trigger_pointer id="OB003k/CR0023"/>
```

B.4.5.4 Action information

B.4.5.4.1 <action> tag

The <action> tag has the following child elements. Only one of them may be used per <action> tag.

B.4.5.4.2 Playback action <action_play>

Launches the playback of a sound, and animation or other playable items. It has the following attributes.

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[Attributes]

object_id: Points to the object to be played. Written as described below. Cannot be omitted.

- If the object is registered in the object management table (see B.4.6) (in the current version of this standard, only possible for sound and movie objects):

Written as an *Object_ID*.

Example:

```
object  id="OB003k"
```

- If the object is inserted in the *text object instance* or in the *dictionary data object instance* by the <object> tag (in this standard, only possible for animations):

Written as *Object_ID*/*Char_ID*.

Example:

```
object  id="OB003k/CR0023"
```

Note that the Char ID part shall be an “id” number registered in the “char_id” attribute of an <object> tag (See B.4.7.2.3).

action: Defines the playback method. The only accepted value is "normal", and it defaults to "normal" when omitted. When the object to be played is a sound item, if the reader moves to another flow, or reaches a <page_break> or </word> tag in the *dictionary data object instance* (and when “yes” is set for the “page_break" attribute), the playback shall be stopped. In case of an animation, the playback stops when it goes out of the screen.

Example:

```
<action_play object_id="OBkj23"/>
<action_play object_id="OB1234/CR0001"/>
<action_play object_id="OB1234/CR0001”  action="normal"/>
```

B.4.5.4.3 Page jump action <action_page_jump>

Jumps from the current page to another one, or to a website. It has the following attributes.

[Attributes]

book: Defines the target document of the jump. If it is the same document as the origin, this attribute should be omitted. Otherwise, there are 4 different usages as listed below.

a) Jump to a web site:

When the target is an html web site, the “book” attribute should be written as an URL address beginning with http:// or https://, as defined in RFC 3986.

b) Make a phone call:

The “book” attribute should be written in the “Telephone_number” format, starting with "tel: " followed by a telephone number.

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c) Write a mail to the specified address:

The “book” attribute should be written in the “Mail_address” format, starting with "mailto: " followed by a single email address.

d) Specify a viewer’s special processing:

The “book” attribute should specify a special processing such as placing “jump://” to a string.

book_type: Used to differentiate the types of content stored in the “book” attribute. Must be omitted if book is omitted too, cannot be omitted when book is not omitted.

a) When the “book” attribute specifies a web site.

The attribute shall contain: "text/html"

b) When the “book” attribute specifies a telephone number.

The attribute shall contain: "application/x-tel"

c) When the “book” attribute specifies a mail address.

The attribute shall contain: "application/x-mail"

d) When the “book” attribute specifies a special processing to the viewer.

The attribute shall contain: "application/x-e-book-viewer"

page_id: Defines the target flow data of the jump, when the jump target and the jump origin are within the same document, and cannot be omitted in that case. Written as a *Page_ID*. If the “book” attribute is set to a) website, b) telephone, c) mail address, or d) viewer’s special processing, then this attribute is ignored.

center: Sets a more precise destination to the jump. Can only be used when the jump target is a text object or dictionary data object of flow data (see B.4.4.2.4). In that case, the position within that text in the *text object* or *dictionary data object instances* is specified using the “char_id” of the target. Can be omitted. When omitted, the jump target is the beginning of the flow data set by the “page_id” attribute. If the “book” attribute is set to a) website, b) telephone, c) mail address, or d) viewer’s special processing, then this attribute is ignored.

Example:

```
<action_page_jump page_id="PG23k4" />
<action_page_jump page_id="PG23k4" center="CR0001"/>
<action_page_jump book="http://www.sharp.co.jp/" book_type="text/html"/>
```

B.4.6 Parts data module <parts_module>

B.4.6.1 Storage and management

This section is used to store and manage information about the parts that are used to constitute the flow data. The <object_table> sets an object ID number and various attributes for all the objects that will be used as content, such as text objects.

<parts_module> has the following child element.

[Child element]

<object_table> Object management module. All objects that are used in the book are registered here. Each object is recorded using one of the elements described in the following sub-sections. Cannot be omitted.

[Child elements]

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<dynamic_text_object_entry>	Records text objects serving as a base for the flowing contents.
<sound_object_entry>	Records sound objects.
<search_page_object_entry>	Records search page objects.
<movie_object_entry>	Records movie objects.
<comic_object_entry>	Records comic objects.
<dict_data_object_entry>	Records dictionary data objects.

Example:

```
<parts_module>
        <object_table>
                <dynamic_text_object_entry object_id="OBT001" ... >
                        ...
                </dynamic_text_object_entry>
                <dynamic_text_object_entry object_id="OBT002" ... >
                        ...
                </dynamic_text_object_entry>
                <sound_object_entry object_id="OBS001" ...>
                                        ...
        </sound_object_entry>
                <dynamic_text_object_entry object_id="OBT003" ... >
                        ...
                </dynamic_text_object_entry>
                ...
                <search_page_object_entry object_id="OBSP01" ... >
                        ...
                </search_page_object_entry>
                ...
                <movie_object_entry object_id=”OBMV01” ... />
                ...
        </object_table>
</parts_module>
```

Subclauses B.4.6.2 to B.4.6.7 below will explain how each object is registered.

B.4.6.2 Dynamic text object <dynamic_text_object_entry>

This records text objects to be used as part of the flowing content. This tag has the following child element and attributes.

[Attributes]

src: *Filename* of the *text object instance*. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

type: Stores the MIME type of the *text object instance*. The only possible value is "text/x-bvf-text". Cannot be omitted.

layout_info_src: *Filename* of the layout pattern data list (see B.4.7.4). Written in the standard *Filename* format Can be set only when the object specified by the “object_id” is a “*text object instance 2*” (see B.4.7.3). Can be omitted. When omitted, the display follows the old format.

layout_info_type: Stores the MIME type of the layout pattern data list. The only possible option is "text/x-bvf-layout". Cannot be omitted if the “layout_info_src” attribute is specified.

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object_id: Assigns an ID number to the object. This number is used from the flow data or event data modules to refer to this object. Written in the standard *Object_ID* format. Cannot be omitted.

[Child element]

<permission_info> Defines the permissions concerning the object pointed by the “src” attribute. Written in the standard *Permission* format. Can be omitted.

Example:

```
<dynamic_text_object_entry src="sect1.xml" type="text/x-bvf-text" object_id="OB03k2"/>

<dynamic_text_object_entry src="sect1.xml" type="text/x-bvf-text" object_id="OB03k1">
        <permission_info>
                <print_permission permission="authorized"/>
        </permission_info>
</dynamic_text_object_entry>
```

B.4.6.3 Sound object <sound_object_entry>

This records sound objects. This tag has the following attributes and child element.

[Attributes]

type: Records the MIME type of the sound object. In this standard, the following types are permitted. Cannot be omitted.

- MP3 format: “audio/mp3”
- AAC format: “audio/3gpp2”
- SMAF format: “application/x-smaf”
- 3GPP format: “audio/3gpp”
- MP4 format: “audio/mp4”

src: *Filename* of the sound object, written in the standard *Filename* format. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute. In this standard, the compatible formats are limited to MP3 (extension: .mp3), AAC (extension: .3g2), SMAF (extension: .mmf), 3GPP (extension: .3gp), and MP4 (extension: .mp4).

[Child element]

<sound_object_info> Records information concerning the sound object. The following attribute is available.

[Attribute]

object_id: Assigns an ID number to the object. This number is used by the event data module to refer to this object. Written in the standard *Object_ID* format. Cannot be omitted.

Example:

```
<sound_object_entry src="foobar.mp3" type="audio/mp3">
        <sound_object_info object_id="OB143s"/>
</sound_object_entry>
```

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B.4.6.4 Search page object <search_page_object_entry>

This records search page objects. It has the following attributes and child element.

[Attributes]

src: *Filename* of the search page object, written in the standard *Filename* format. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

type: Records the MIME type of the search page object. In this standard, only "text/x-bvf-search-page" is permitted. Cannot be omitted.

object_id: Assigns an ID number to the object. This number is used by the flow data or the event data to refer to this object. Written in the standard *Object_ID* format. Cannot be omitted.

[Child element]

<permission_info> Defines the permissions concerning the object pointed by the “src” attribute. Written in the standard *Permission* format. Can be omitted.

Example:

```
<search_page_object_entry
        src="spage1.xml" type="text/x-bvf-search-page" object_id="OBSP01" />

<search_page_object_entry
        src="spage2.xml" type="text/x-bvf-search-page" object_id="OBSP02" >
        <permission_info>
                <print_permission permission="authorized"/>
        </permission_info>
</search_page_object_entry>
```

B.4.6.5 Movie object <movie_object_entry>

This records movie objects. It has the following attributes and child element.

[Attributes]

src: *Filename* of a movie object, written in the standard *Filename* format. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute. In this standard, the compatible formats are limited to 3GPP2 (extension: .3g2), 3GPP (extension: .3gp), and MP4 (extension: .mp4).

type: Records the MIME type of the movie object. In this standard, the following format is permitted. Cannot be omitted.

3GPP2 format: “video/3gpp2”

3GPP format: “video/3gpp”

MP4 format: “video/mp4”

object_id: Assigns an ID number to the object. This number is used by the event data, etc. to refer to this object. Written in the standard *Object_ID* format. Cannot be omitted.

Example:

```
<movie_object_entry src=”movie1.3g2" type=”video/3gpp2” object_id=”OBmv00”/>
```

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B.4.6.6 Comic object <comic_object_entry>

This records comic objects. It has the following attributes and child element.

[Attributes]

src: Filename of the comic object, written in the standard *Filename* format. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the type attribute.

type: Records the MIME type of the comic object. In the current standard, only "text/x-bvf-comic" is permitted. Cannot be omitted.

object_id: Assigns an ID number to the object. This number is used by the event data module to refer to this object. Written in the standard *object_ID* format. Cannot be omitted.

[Child element]

<permission_info> Defines the permissions concerning the object pointed to by the "src" attribute. Written in the standard *Permission* format. Can be omitted.

Example:

```
<object_table>
        …
        <comic_object_entry src="comic1.xml" type="application/x-bvf-comic"
object_id="OB0001">
                <permission_info>
                        <print_permission permission="no"/>
                </permission_info>
        </comic_object_entry>
        …
</object_table>
```

B.4.6.7 Dictionary data object <dict_data_object_entry>

The area for recording the objects in the dictionary data format. *Dictionary data object instance* registration module <dict_data_object_entry> has the following attributes and child elements.

[Attributes]

src *Filename* for the *dictionary data object instance*. Written in the standard *Filename* format. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the "type" attribute.

type Stores the MIME type of the *dictionary data object instance*. The only possible option is "text/x-bvf-dict-data". Cannot be omitted.

object_id The object_id number to be set for this object. This number is used from the flow data or event data modules to refer to this object. Written in the *Object_ID* format. Cannot be omitted.

[Child elements]

<permission_info> Defines the permissions for the *object instance* specified by the "src" attribute. Written in the standard *Permission* format. Can be omitted.

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Example:

```
<parts_module>
   <object_table>
      <dict_data_object_entry src="dict1.xml" type="text/x-bvf-dict-data" object_id="OBD001">
      <permission_info> ・・・</permission_info>
      </dict_data_object_entry>
         :
   </object_table>
</parts_module>
```

B.4.7 Object instances

B.4.7.1 General

The term *object instance* is used in this standard to refer to the objects that are displayed (or played, as appropriate) by the viewer. The possible types of *object instances* are listed below:

Text object instance

Text object instance 2

Image object instance

Sound object instance

Animation object instance

Search page object instance

Movie object instance

Comic object instance

Dictionary data object instance

B.4.7.2 Text object instance <text_data>

B.4.7.2.1 General

The *text object instances* are stored in XML files of their own, with <text_data> as the root element, as shown below.

Example:

```
<?xml version="1.0" encoding="UTF-8" ?>

<text_data>
        <text_default_attribute>
        ...
        </text_default_attribute>
        <text_body>
        Two households, both alike in dignity, ...
        </text_body>
</text_data>
```

As can be seen, the <text_data> has two main child elements, one for storing the text's default attributes (<text_default_attribute>), and the other for storing the text itself (<text_body>).

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If a passage “expressed in ‘em’” appears in this document, a relative value to “1” (default size) is used. For example, “0.5em” indicates the half size of the default font.

B.4.7.2.2 Text default attributes <text_default_attribute>

Text default attributes store parameters to use when displaying the text. Be aware that these parameters may not always be respected, if the viewer is not able to handle the values/behaviors set in this module, or if the viewer is configured to give precedence to user settings. In addition, as was explained in B.4.4.2.3, some of the parameters defined here may also be set in the whole text flow (In the <flow_default_attribute> child element of <flow_entry>. See B.4.4.2.4). These are used as default if the local ones (the ones we define here) are not set. In case both are defined, the local settings take precedence.

The <text_default_attribute> tag has the following attributes and child elements.

[Attributes]

baseline: Defines the orientation of the baseline (and therefore of the text) for each flow. The possible values are listed below. Defaults to the <flow_default_attribute> value if omitted.

- "right": The writing direction is horizontal (left to right). However, the direction can be changed at the user’s option.
- "right_only": The writing direction is horizontal (left to right), and the user cannot change the setting. However, if it is not supported by the viewer, this setting is not necessarily applied.
- "down": The writing direction is vertical (top to bottom). However, the direction can be changed at the user’s option.
- "down_only": The writing direction is vertical (top to bottom), and the user cannot change the setting. However, if it is not supported by the viewer, this setting is not necessarily applied.

valign: Determines how the text box is to be positioned. The vertical position for horizontally written text, or the horizontal position for vertically written text is what is determined here. The value described below is eligible. When omitted, the text box should be displayed from the top of the display area.

- "middle": The content of the <text_body> tag is centered within the display area, as shown below. If the content is larger than the display area, this attribute is ignored, see Figure B.2.

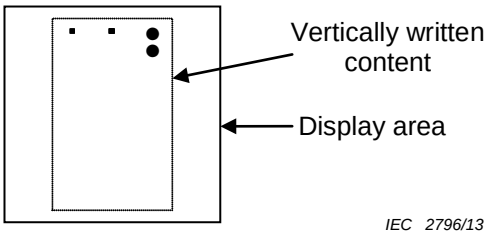

Figure B.2 – Example of valign=”middle”

[Child elements]

<text_default_font> Defines the default font and font color for this text object. When omitted, defaults to the <flow_default_attribute> value. It has the following attribute.

[Attribute]

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fontname: Default font name. More than one font can be specified. In that case, each font name should be separated by a comma (0x2c in Unicode). For instance:

fontname="Aaa sans serif,Bbb gothic"

The viewer should use the first listed font that is available. When omitted, defaults to the <flow_default_attribute> value. It has the following attribute.

color_space, color, opacity:

Defines the font color to be used for the content data. Written in the standard *color* data format. When omitted, defaults to the <flow_default_attribute> value.

ruby_flag: Defines whether ruby in the content data is to be viewed or not. When omitted, defaults to the <flow_default_attribute> value. The text to be displayed when ruby is turned on is the one included in the <ruby> tag of text object instances. The following values can be used.

“yes”: Ruby should be displayed, but can be turned off by the user.

“yes_only”: Ruby shall be displayed, and cannot be turned off by the user. However, this does not apply to viewers not able to display ruby.

“no”: It is recommended that ruby not be displayed, but can still be turned on according to user preferences.

“no_only”: Ruby shall not be displayed, and cannot be turned off by the user. However, this does not apply if the viewer is incapable of disabling ruby display.

<text_default_ background> Defines the background color and background image to be used for this text object. When both are defined, the image is drawn centered in the screen filled with the background color. Finally, the content of the <text_body> tag is rendered on the top. If the background image is too large to fit inside the screen, it is scaled down with the aspect ratio being preserved. The behavior in case of omission of this tag should conform to the behavior specified in case of omission of its attributes. The following attributes and child elements are available.

[Attribute]

color_space, color, opacity:

Defines the color to be used as background color. Written in the standard *color* data format. When omitted, defaults to the <flow_default_attribute> value.

type: Stores the MIME type of the background image. Can be omitted only if the src attribute is also omitted. The possible values are listed below.

"image/png"

"image/jpeg"

“image/x-ccf”

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src: Sets the filename of the image to use as a background image, written in the standard *Filename* format. Can be omitted. Before opening the file specified in this attribute, it shall be checked against the type attribute.

[Child elements]

<permission_info>:

Defines the permissions about the image referred to by the src attribute. Written in the standard *Permission* format. Can be omitted. If the src attribute is omitted, this permission information should be ignored.

<text_default_background_music>

Defines the background music to be played while displaying this text object. If this tag is omitted, nothing should be played. The following attributes and child elements are available.

[Attribute]

type: Stores the MIME type of the background music. Cannot be omitted. The possible values are listed below.

"audio/mp3"

"audio/3gpp2"

“application/x-smaf”

"audio/3gpp"

"audio/mp4"

src: Sets the filename of the background music, written in the standard *Filename* format. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the type attribute.

loop: Specifies whether the background music should be played iteratively (i.e. repeated from the beginning every time the end is reached). Possible values are “yes” and “no”. In case of omission, no is assumed.

"yes" Played back in a loop.
"no" Is not played back in a loop.

[Child elements]

<permission_info>:

Defines the permissions about the sound file referred to by the src attribute. Written in the standard *Permission* format. Can be omitted.

<line_breaking_method>/(alternatively) <kinsoku> Specifies the algorithm to be used to determine how text should be split in lines. Various languages handle this in various ways, so this element allows for some flexibility. When omitted, it defaults to the <flow_default_attribute> value. This tag has the following attributes and child elements.

[Attributes]

method: Choose the line breaking method. It defaults to "none". Possible values are:

"none": no special processing. When a line is filled with characters, go to the next one.

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"run_down": move characters from the end of a line to the beginning of the next one, to respect the position restrictions expressed by the <top_prohibit_char> and <end_prohibit_char> tags.

hanging_punctuation: Activates or deactivates the processing of hanging characters. Possible values are "yes" and "no". It defaults to "yes" when method is set to "run_down". When activated, the characters listed in <hanging_char>, instead of being displayed at the beginning of a line, should be displayed after the end (i.e. in the right margin) of the previous line. Does not apply if the character is the first of a paragraph.

[Child elements]

<top_prohibit_char> Lists the characters that shall not appear at the beginning of a line, except as the first character of the paragraph. Listed as an *Extended character string*. It defaults to an empty list when omitted.

<end_prohibit_char> Lists the characters that shall not appear at the end of a line, except as the last letter of the paragraph. Listed as an *Extended character string*. It defaults to an empty list when omitted.

<hanging_char> Lists the characters to be displayed as hanging punctuation. Listed as an *Extended character string*. It defaults to an empty list when omitted.

Example:

```
<text_default_attribute>
        <text_default_font fontname="foobar-serif" color=”green”/>
        <text_default_background color="black" src="001.jpg" type="image/jpeg"/>
        <text_default_background_music src="1.mp3" type="application/x-smaf"
loop="yes"/>
        <line_breaking_method ="none">
        </line_breaking_method >
</text_default_attribute>
```

B.4.7.2.3 Text body <text_body>

This part records the actual text body of the text object. In this tag, *Extended character string*, as well as the elements described below may be used.

a) Paragraph

... Creates a paragraph. Generally, there is a line break at the beginning of the paragraph (right before the tag), and at its end (right after the tag). However, there is no line break in the cases listed below.

- If the paragraph would start at the beginning of a line even without inserting a line break.
- If what follows the paragraph would start at the beginning of a line even without inserting a line break.

It should also be noted that should the paragraph end occur in text flowing around a image (see the “align” attribute of the <object> tag), the line break

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does not cancel this effect. Therefore, the next line still flows around the image. In order to cancel the flowing, and start the new line after the image, <br clear="all"/> shall be explicitly used. <p> has the following attributes and child elements.

[Attributes]

top_line_indent: Sets the size (expressed in “em”) of the indentation of the first line of the paragraph. The spaces are inserted before the first character following the <p> tag, and the first character following a <br/> tag in the paragraph. The unit shall be "em". The actual spacing is the sum of the value set in this attribute and the margin of the paragraph set by the "top" attribute. When omitted, behavior depends on the viewer. Note that, this attribute can be set to a negative value, like "-2em". In this case, the top of the paragraph begins at the position moved "2em" beyond the line top position specified by the "top" attribute.

top: Defines the size of the left margin of the paragraph (top margin in case the writing direction is vertical). It is expressed either in em or in percentage of the line length (column in case the writing direction is vertical). When omitted, defaults to "0em". Negative values cannot be used. Paragraphs may be contained in another paragraph. In that case, the margins add. Percentages are also relative to the inner area thus calculated, not the total display area.

bottom: Defines the size of the right margin of the paragraph (bottom margin in case the writing direction is vertical). It is expressed either in em or in percentage of the total line size (column in case the writing direction is vertical). When omitted, defaults to "0em". Negative values cannot be used. Paragraphs may be contained in another paragraph. In that case, the margins add. Percentages are also relative to the inner area thus calculated, not the total display area.

align: Determines whether the text should be in the center, left-aligned or right-aligned within the line size defined by the top, bottom and first line indent attributes. This attribute accepts the values listed below. When omitted, the current setting is kept unchanged.

- "center": The string included in the <p> tag is displayed in the center.
- "right": The string included in the <p> tag is right-aligned, or bottom-aligned in the case of vertical writing.
- "left": The string included in the <p> tag is left-aligned, or top-aligned in the case of vertical writing.

drop_cap: Allows to turn the first letter of the paragraph into a dropped capital. The value is an integer representing the number of lines that the dropped capital should cover. Defaults to "1" (Normal size), see Figure B.3.

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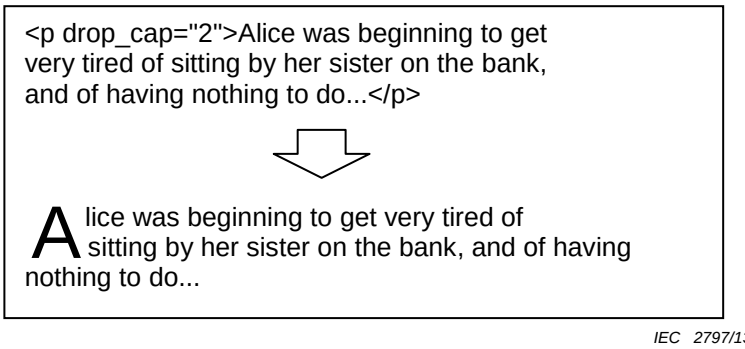

Figure B.3 – Example of dropped capital

[Child element]

Except the <page_break/> tag, any element that can be inside <text_body>, as well as *Extended character strings* can be used as the content of the <p> tag.

Figure B.4 shows an example of a horizontally written paragraph with top="25%" and bottom="2em".

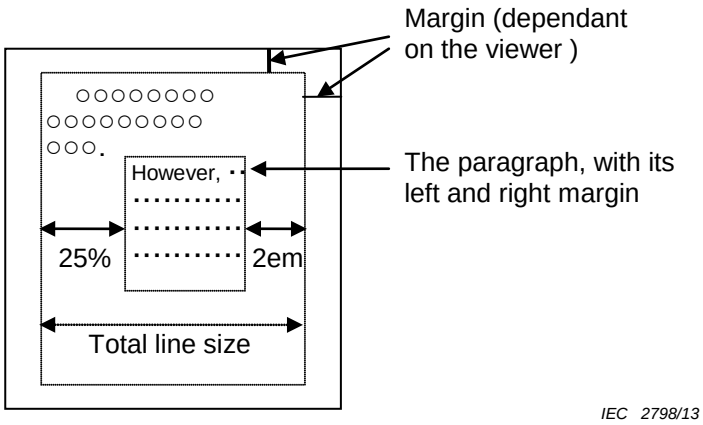

Figure B.4 – Left and right margin of a paragraph

Example:

```
<p>.... </p>
<p align= “center”> ... </p>
<p top=“25%” bottom=“2em”> ... </p>
```

<scrolling_text>/(alternatively) <telop> Defines a line of scrolling text. Line breaks are automatically inserted around this element (right before the <scrolling_text>/<telop> tag and right after the <scrolling_text>/<telop> tag), to guarantee that the scrolling text will be alone on its line. The height of the scrolling text object depends entirely on its content. In the case of horizontally written text, scrolling is done right to left, while for vertical text it scrolling should move the text from the bottom, upwards. The text should be scrolled until it disappears from the display area (limited by the "top" and

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"bottom" margin of the surrounding paragraph if there is one), and then start again. The<scrolling_text>/ <telop> tag accepts the following child elements.

[Child elements]

The string to be displayed as scrolling text is written as a child element, in the form of an *Extended character string*. The following tags may also be used: <external_char>, <font>, <horizontal>/<yoko>, <ruby> and <object>. However, the <object> tag has the following additional limitations when used as a child element of the <scrolling_text>/<telop> tag:

- only image files may be designated by the “src” attribute.
- the “align” attribute may only be set to "top", "middle", or "bottom".
- the “char_id” attribute cannot be used.

Example:

```
<telop>
        This text will be scrolling over and over
</telop>
```

b) Inline elements

 Inserts a line break. This tag cannot have child elements.

[Attribute]

clear: Cancels the text’s flowing around an embedded object, such as an image. The <br/> tag does not do so when this attribute is omitted. The following values are possible.

"left": Inserts blank lines after the <br/> tag until the text can be inserted at the beginning of the line (left for horizontal writing, top for vertical). In other words, it moves the insertion point after the object, if any, around which the text flows, if it is on the left.

"right": Inserts blank lines after the <br/> tag until the text can be inserted until the end of the line (right for horizontal writing, bottom for vertical). In other words, it moves the insertion point after the object, if any, around which the text flows, if it is on the right.

"all": Inserts blank lines after the <br/> tag until the text can be inserted from the beginning to the end of the line. In other words, it moves the insertion point after the object, if any, around which the text flows, regardless of its being on the left or right.

Example:

```
<br/>
<br clear="all"/>
```

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<hr/> Draws a horizontal line (a vertical one when the text is written vertically). As this line shall always be alone in its row (column when the text is vertical), a line break (equivalent to <br/>) is always inserted after it, and before it also unless the line starts from the top on its own. It has the following attributes, but no child element.

[Attributes]

size: Determines the line's thickness. Expressed in "em". Note that this value does not need to be an integer. When omitted, it defaults to "0.1em".

length: Determines the line's length. Expressed in "em" or as a percentage of the available space (row if the text is written horizontally, column if written vertically), taking into account the enclosing <p> tag's "top" and "bottom" attributes. When omitted, it defaults to "100%".

align: Sets the position of the line if it is drawn shorter (using the "length" attribute) than the available area. Possible values are "left", "center" and "right". It defaults to center when omitted.

Example:

```
<hr/>
<hr size="0.5em" length="50%" align="center"/>
```

... Defines font properties for the text enclosed in the tag. It has the following attributes and child elements.

[Attributes]

name: Defines the font to use, by specifying the font name. If omitted, the font used before the <font> tag will continue to apply. More than one font names can be specified. In that case, each font name should be separated by a comma (0x2c in Unicode). For instance:

fontname="Aaa sans serif,Bbb gothic"

The viewer should use the first listed font that is available.

size: Sets a font size. The size is set as a percentage of what is set by the "base" attribute. If omitted, the base size is not modified.

base: Defines the base of calculation for the "size" attribute. The values listed below are accepted. If omitted, defaults to "last".

"last": Same size as the character before the <font> tag.

"default": Same size as the default font size.

color_space, color, opacity: Changes the characters' color. Written in the standard *Color* data format (see B.3.16 for details). If omitted, the color used for the characters immediately before the <font> tag is used.

bold: Defines whether the string included in the <font> tag should be displayed in bold face or not. The possible

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values are "yes" and "no". When omitted, the current state is kept.

underline: Defines whether the string included in the <font> tag should be underlined or not. However, objects included inside the <font> tag should not be underlined. The possible values are "yes" and "no". When omitted, the current state is kept.

[Child elements]

Any combination of *Extended character strings* and all the inline elements (except <key_entry> and <page_break/>) and <object> can be used.

Example:

```
<font name="Aaa sans serif">.....</font>
<font size="200%">......</font>
```

<horizontal>...</horizontal>/(alternatively) <yoko>...<yoko> Defines substrings that should be displayed horizontally even when the general text direction is vertical. This is often used for dates and other numbers in Japanese texts, see Figure B.5. When the text is written horizontally, this tag has no effect. The following child element is accepted.

[Child element]

Extended external character strings can be used here.

Example:

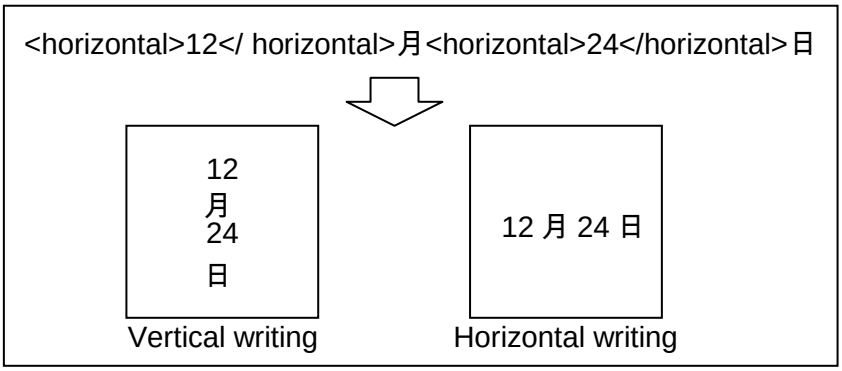

Figure B.5 – Horizontal writing in vertical text

<ruby>...</ruby> Used to display ruby text. Ruby is an often used feature in Asian, and particularly Japanese typography. It consists in a short run of text display above the base text, mostly used as a pronunciation guide for ideographic characters. As far as the available fonts permit it, ruby text is usually displayed in smaller characters than the base text it annotates. How line spacing is handled to open enough space to display ruby depends on the viewer. It should also be noted that as ruby is fundamentally a reading aid, and some people may not want or need it, some viewers may have an option to disable ruby displaying altogether, see Figure B.6. The <ruby> tag has the following child elements.

[Attribute]

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None

[Child elements]

<rbase> The base string which should be annotated by a ruby. Cannot be omitted. Consists of an *External extended character string*.

<rtop> The ruby string that will be displayed above the base (or on the right side, if displaying vertical text). Cannot be omitted. Consists of an *External extended character string*.

Example:

```
<ruby>
    <rbase>夏目漱石</rbase>
    <rtop>なつめそうせき</rtop>
</ruby>
```

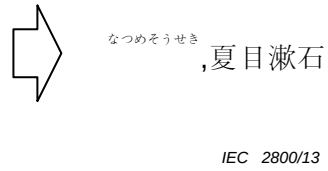

Figure B.6 – Ruby

<external_char> Inserts an *External character*. The detailed syntax is described in B.3.12. Within the *text object instance*, the alt_img and alt_vimg attributes can be used.

Example:

```
<external_char alt_set="oooextchars" alt_code="0x1234"
    alt_img="ou.img" alt_vimg="ou_v.img"
    img_type="image/jpeg" alt="鴎"/>
```

<mask> Adds a masking capability to the string embedded in this tag. When this string or one designated by the char_id attribute is clicked, the child element string is covered and uncovered alternately. It has the following attributes and child elements.

[Attributes]

initial_flag: Determines the initial state of the mask. The possible values are listed below, with "on" being the default in case of omission.

"on": The content is hidden by the mask.

"off": The content is not hidden.

trigger: Designates the string(s) that trigger the mask's status change. When a string indicated by this attribute is clicked, the mask should toggle between on and off. Written as one or more *Char_ids* with comma signs (0x2C in Unicode) separating them in the latter case, as seen in the following.

Example:

```
"CR0001,CR0002,CR0003"
```

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The designated character string shall be in the same *text object instance*. Note that the char id used here cannot be specified at the same time as a trigger in the event info module. If it is specified, no action is triggered on the mask even if the designated string is clicked. When omitted, the string enclosed in the mask itself serves as a trigger.

char_id: Sets a string ID to this <mask> object. Written in the standard *Char_ID* format. Can be omitted.

mask_type: Selects the type/style of mask to be used. The values listed below can be used. Defaults to "default" when omitted.

"default": The apperance of the mask depends on the viewer.

"color": The mask is a filled, colored box. The color is either defined by the corresponding attributes, or their default value in case of omission.

color_space, color, opacity: Defines the color of the mask, using the standard *Color* format, as described in B.3.16. Must be defined only if the mask_type attribute is set to "color". If omitted, defaults to "black".

hold_flag: Define the state recording policy, allowing remembering whether the mask has been turned on or off. Can be set to the values listed below. Defaults to "scope" when omitted.

"scope": Remember the state as long as the current *text object instance* is displayed.

"on_power": Remember the state as long as the document is open.

"save": The state should be saved when closing the document and restored next time it is opened.

[Child elements]

The content of this element can be any combination of *External character strings* and the <br>, <font>, <horizontal>, <ruby> and <object> tags. However, the following restrictions apply to the <object> tag:

The src attribute shall point to an image file.

The char_id attribute cannot be used.

Example:

```
The answer is <mask>42 </mask>.
The answer is <mask trigger ="CR0002">42</mask>.
```

<char_id> </char_id> Attaches a string ID number to its content. It has the following attribute and child elements.

[Attribute]

char_id: Sets the ID number of the tag's content, written in the *Char_id* standard format. Cannot be omitted.

[Child elements]

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The content of this element can be any combination of *Extended character strings*, inline elements except <page_break>, and the <object> tag.

<key_entry>...</key_entry> Defines a list of keywords to be used for searching capabilities. It registers the word for inclusion in a search table, but will not be displayed in the main body of text. When the keyword has been selected by the user among the search results, what is displayed is the text following the </key_entry> closing tag. The following child element is available.

[Child element]

<key_item> Records a single keyword. There shall be at least one <key_item> per <key_entry>. It has the following attributes and child elements.

[Attributes]

table_id: Specifies the search table to which this keyword is to be added, by using the table's ID number, which is defined in <seach_table_def> (see B.4.4.2.6). Cannot be omitted.

search_word: Defines the actual keyword. Only the characters allowed in the corresponding search table can be used. See <enable_key_type> for details in B.4.4.2.6. Cannot be omitted.

[Child elements]

Inside the tag is stored the text that should be displayed in the search results when the keyword matches. It is simply an *External extended character string*.

Example:

```
<key_entry>
        <key_item search_word="color" table_id="ST0001">
                Color
        </key_item>
        <key_item search_word="colour" table_id="ST0002">
                Colour
        </key_item>
</key_entry>
<!-- What follows is what will be displayed
                                as the result of the search -->
A color (English spelling: colour) is …
```

<meaning_start/> Specifies what should be displayed when "browsing" key is pressed. When this happens, viewer shows the text after this tag either up to the next tag that represents a new line or it meets the end of the line. Ignored if the browsing key is not pressed or the viewer has no such key.

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Example: (XML)

```
<meaning_start/> meaning 1)  [Noun] ... Examples of common expression using this word are as follows.
  <br/>
<p top="1em">
Common expression  1) ... <br/>
Common expression  2) ... <br/>
</p>
<meaning_start/> meaning 2)  [Counter suffix] ... <br/>
```

When the browsing key is pressed: (display)

```
Meaning 1) [Noun] ... Examples of common expression using this word are as follows.
Meaning 2) [Counter suffix]
```

Otherwise: (display)

```
Meaning 1)  [Noun] ... Examples of common expression using this word are as follows.
 Common expression  1) ...
 Common expression  2) ...
Meaning 2) [Counter suffix] ...
```

<page_break/> Inserts a page break. This tag has attributes listed below. It cannot be used as a child element of any of the tags that can be used inside <text_body>. Note that when <page_break/> is the last element of <text_body>, a blank page is inserted.

[Attribute]

turning_page_control: Defines how ordinary scrolling interacts with the page breaks, by allowing or forbidding crossing the page break forward or backward. The possibilities are listed below.

"on": The page break cannot be crossed by scrolling.

"off": The page break can be crossed by scrolling.

"forward": The page break can be crossed by scrolling only when moving forward.

"back": The page break can be crossed by scrolling only when moving backward.

When omitted, the behavior should conform to the global setting defined for the *text object instance* (the turning_page_control attribute of <flow_data>, see B.4.4.2.4).

head_button_control: Permits or forbids moving from a flow to the next/previous flow by pressing a headword button prepared for some viewer. The following options are available.

"on": Moving both to the next or previous flows is forbidden.

"off": Moving to the next and previous flows is permitted.

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"forward": Moving to the next flow is forbidden, but moving to the previous one is allowed.

"back": Moving to the next flow is permitted, but moving to the previous one is forbidden.

When this attribute is omitted, the behavior should conform to the overall setting defined for the *text object instance* (for the “head_button_control” attribute of the <flow_data> tag, see B.4.4.2.4).

Example:

```
<page_break/>
<page_break turning_page_control="off"/>
```

c) Object

<object>...</object> Inserts an external object in the text body. It has the following attributes.

[Attributes]

type: Specifies the type of the inserted object, by giving the MIME type of the file. Cannot be omitted. In the current version of this standard, the following types are permitted:

Png image: "image/png"

Jpeg image: "image/jpeg"

CCF image: “image/x-ccf”

Animation object: "application/x-bvf-flip-animation" (see B.4.7.7)

src: Sets the filename of the object to be inserted, written in the standard *Filename* format. Cannot be omitted. It shall be checked against the type attribute before the file referred to by this src attribute is read.

char_id: Assigns a string ID number to this object, written as a *Char_ID*. Can be omitted.

align: Defines how text should flow around the inserted object. The possible values are listed below. When omitted, it defaults to bottom for horizontally written text, and to middle for vertically written text.

"top": Inline display. When text is written horizontally, the topmost part of the row should be aligned with the upper edge of the object; when written vertically, the rightmost part of the column should be aligned with the right edge of the object.

"middle": Inline display. When text is written horizontally, the object should be vertically centered on the row’s base line. When writing vertically, the object should

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be horizontally centered on the column's base line.

ABCDEFG HIJKLMN

"bottom": Inline display. When text is written horizontally, the base line of the row should be aligned with the lower edge of the object; when written vertically, the base line of the column should be aligned with the left edge of the object.

ABCDEFG HIJKLMN

"left": Flow around. When displaying horizontal text, the object is displayed next to the left margin, and the text is written in the space between the object and the right margin. When writing vertically, the object is displayed at the top, and text below it.

If the object is larger than the space for one row/column, there can be more than one rows/columns of text beside it. The align attribute of the surrounding paragraph (the <p> tag) does not influence how the object is positioned. Even if set to something different from "left", the object is displayed along the left margin. The paragraph settings, however, still apply to the text flowing around the object. When the <object> tag appears on the middle of a text row, it is displayed at the beginning of the next line.

The following example should be rendered the same way with the <object> tag at any position between after the letter "A" and before the letter "N" in the XML file.

ABCDEFGHIJKL

MNOPQ
RSTUV
WXYZ

"right": Flow around. When displaying horizontal text, the object is displayed next to the right margin, and the text is written in the space between the object and the left margin. When writing vertically, the object is displayed at the bottom, and the text is above it. If the object is larger

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than the space for one row/column, there can be more than one row/column of text beside it.

The align attribute of the surrounding paragraph (the <p> tag) does not influence how the object is positioned. Even if set to something different from "right", the object is displayed along the right margin. The paragraph settings, however, still apply to the text flowing around the object. When the <object> tag appears on the middle of a text row, it is displayed on the right of the next line.

The following example should be rendered the same way with the <object> tag at any position between after the letter "A" and before the letter "N" in the XML file.

ABCDEFGHIJKL
MNOPQ
RSTUV
WXYZ

start: When the src attribute points to an animation object, this allows to define when the playback is started. Can only be used with animation objects. The possible values are listed below. When omitted, defaults to "auto". Moreover, when set to auto, the animation cannot be used by the <action_play> (see B.4.5.4.2) tag.

"auto": Playback starts automatically, as soon as the object is displayed, running the animation from the start. If the animation is hidden and displayed again (because of scrolling), it should start again from the beginning, regardless of where it stopped.

"event": Playback is handled according to event data (see B.4.5.2).

loop: Sets the number of times an animation should be played. In the present version of this document, the only accepted value is "1". When omitted, the animation object is played infinitely looping, until it goes out of the display area. However, if the start attribute is not set to "auto", the value of this loop attribute is ignored, and the behavior should be as if it was set to "1".

[Child element]

<permission_info> Defines the permissions about the object referred to by the src attribute. Written in the standard *Permission* format. Can be omitted.

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Example:

```
<object type="image/png" src="image1.png"/>
<object type="image/jpeg" src="image2.jpg">
        <permission_info>
                <print_permission permission="authorized"/>
        </permission_info>
</object>
<object type="application/x-bvf-flip-animation"
                src="anime.xml" loop="1"/>
```

B.4.7.3 Text object instance 2 <text_data2>

B.4.7.3.1 General

If the layout for <text_data2> is specified by using <layout_info>, <text_default_attribute> setting is not allowed, and instead, information corresponding to <text_default_attribute> is stored. If the layout is not specified, <text_default_attribute> setting is allowed in <text_data2> just as allowed in <text_data>.

B.4.7.3.2 Text body 2 <text_body2>

B.4.7.3.2.1 General

The area for storing the content of the text object instance 2. Tags that can be written in the <text_body2> folder are the same as written in the <text_body>. Note that features are added to the exising tags as explained below. Turn to <text_body> for existing features for those tags.

B.4.7.3.2.2 Paragraph

<p>

[Attributes]

align Below are the attribute options added for <text_body2>.

- “justified”: Displays the character strings and objects in the equal spacing layout.
- “justified_center”: Displays the character strings and objects in the equal spacing layout, in the center.
- “justified_right”: Displays the character strings and objects in the equal spacing layout, right-aligned when written horizontally and downward-aligned when written vertically.
- “justified_left”: Displays the character strings and objects in the equal spacing layout, left-aligned when written horizontally and upward-aligned when written vertically.

B.4.7.3.2.3 Inline elements

 Below are the attribute options added for <text_body2>.

[Attributes]

- width: Specifies the line width, by a numerical value using the unit of “em”. It is effective when there exists only the <br/> tag with the line width specified to this value within one line.

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<hr/> New specifications are added to the “size”, “length”, and “align” attributes by their feature expansion. New attributes such as “h_src” “v_src” and “type” and new child elements are also added.

[Attributes]

size: Specifies the thickness of a line, by a numerical value using the unit of “em”. If omitted, the viewer acts in the same way as “0.1em” is specified. This attribute setting is ignored if an image has been defined by the “h_src” or “v_src” attributes.

length: Specifies the length of a line, by either a numerical value using the unit of “em” or the percentage value toward the line-width/line-length (in horizontal/vertical writing) of a line in which this <hr/> tag exists. If omitted, the viewer acts in the same way as “100%” is specified. The size of a line (width/height) does not necessarily match the size of the displayed area. The size of a line (width/height) may be narrower than the displayed area width because of the previous tag settings (such as top/bottom attributes of <p>) stored before this <hr/> setting. The image will be displayed repeatedly in order for the area to fit in this specified area, even if the image is specified by the “h_src” or “v_src” attributes.

align: Specifies the location of a line. It is effective when the line length is shorter than the line width. Possible values are “left”, “center” and “right”. If omitted, the viewer acts in the same way as “center” is specified. The image will be displayed as specified by the “align” attribute, even if the image is specified by the “h_src” or “v_src” attributes.

v_src: Sets a portrait type fancy frame image. A pattern of an image is specified in the standard *Filename* format. This image setting will disable the “size” attribute settings. The viewer will repeatedly display the image. The viewer will display the specified file in the same manner as in each portrait/landscape display mode without rotating the file. If no switching setting between portrait and landscape displays is required, for example in ○, the setting for either of the “v_src” or “h_src” will be enough. If the “baseline” attribute of the <layout_info> tag is set, only an image file specified by one appropriate attribute can be used, even if both “v_src” and “h_src” are specified. The possible image file formats are PNG format and JPEG format in this standard. Cannot be omitted if the “type” attribute is specified. If both “h_src” and “type” attributes are omitted, nothing is specified. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

h_src: Sets a landscape type fancy frame image. A pattern of an image is specified in the standard *Filename* format. This image setting will disable the “size” attribute settings. The viewer will repeatedly display the image. The viewer will display the specified file in the same manner as in each portrait/landscape display mode without rotating the file. If no switching setting between portrait and landscape displays is required, for example in ○, the setting for either of the “v_src” or “h_src” will be enough. If the “baseline” attribute of the <layout_info> tag is set, only an image file specified by one appropriate attribute can be used, even if both “v_src” and “h_src” is specified. The possible image

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file formats are PNG format and JPEG format in this standard. Cannot be omitted if the “type” attribute is specified. Nothing is set for both “v_src” and “type” attributes if they are omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

type: Stores the MIME type of the ruled image. The following formats are available in this standard. Cannot be omitted if the “src” attribute is specified.

PNG format: "image/png"
JPEG format: "image/jpeg"

[Child elements]
<permission_info> Defines the permissions for the fancy frame imagespecified by the "src" attribute. Written in the standard *Permission* format. Can be omitted. If no fancy frame image is set for the “src” attribute, this permission information should be ignored.

<select> Switches the character strings to be displayed according to the settings such as the baseline direction of the text. This tag has the following attributes and child elements.

[Attributes]
variable Sets the parameter for switching the display. The only possible option is “baseline” in this standard. Cannot be omitted.

[Child elements]
<select_item> Defines the character strings to be displayed. This tag has the following attributes and child elements.

[Attributes]
type Sets the parameter pattern specified by the “variable” attribute. When the viewer setting selects this value, the content of the child elements is displayed.
"right" Horizontal writing
"down" Vertical writing

[Child elements]
For child elements, following tags can be set: extended character strings, <external_char>, <font>, <ruby>, <horizontal>/<yoko>, and <object>.

B.4.7.3.2.4 Object

<object> The “position” attribute is newly added.

[Attributes]
position Defines the display position of the object. The only possible option is "on_edge". This tag is displayed at the beginning/end of the paragraph. Can be omitted. Displayed at the position where the <object> tag is inserted as in the conventional manner when omitted. Setting the “align” attribute and the “position” at the same time is not allowed.

“on_edge” Displays the object on the edge of a paragraph (beginning/end) below the position the <object> tag is inserted. If the original size of the object does not fit into one paragraph, it is resized so that it fits into one paragraph. If it does fit into one paragraph, the object is displayed at the center of the screen without being resized. Note that if a content with no column setting (i.e., no

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<layout_default_columns> tag) is displayed on the viewer with the line spacing control feature, this setting is ignored and processed as if the “align” attribute is omitted (“bottom” is applied on the horizontal writing display and “middle” is applied on the vertical writing display).

[Child elements]
<permission_info> Defines the permissions for the *object instance* specified by the "src" attribute. Written in the standard *Permission* format. Can be omitted.

B.4.7.4 Layout pattern data list <layout_info_list>

B.4.7.4.1 <layout_info_list> tag

The area for storing the layout pattern and the display setting of each area when displaying this *text object instance 2*. Specifies this layout pattern list for each *text object instance 2* (see B.4.6.2). In order for the layout pattern data list to change the layout patterns and display settings appropriately according to the device specifications or current display settings, multiple layout pattern data with the information below can be written. The viewer is able to select information to use for the display according to the condition when displaying.

Layout pattern data can include the following information.

Device information

Outline information

Dynamic text information

Object information

In addition, as was explained in B.4.4.2.3 some of the parameters defined here may also be set in the whole text flow (defined by the “body_id” attribute of the <flow_data> tag, and values are set in the attributes of the <flow_default_attribute> tag. See B.4.4.2.3 and B.4.4.2.4). These are used as default if the local ones (the ones defined here) are not set when the “body_id” attribute of the <flow_data> tag is defined as the “*text object instance 2*”. In case both are defined, the local settings take precedence.

The layout pattern data list <layout_info_list> has the following child elements.

[Child elements]
<layout_info> The area for storing one layout pattern. See B.4.7.4.2 for details about the format of this tag.

B.4.7.4.2 Layout pattern data <layout_info>

The area for storing layout patterns. Can specify plurally. Follow the limitations below when specifying plurally.

- Cannot write plural <layout_info> tags with the same attribute at the same time.
- Cannot write a <layout_info> tag with the “baseline” attribute specified and a <layout_info> tag without the “baseline” attribute specified at the same time.

This tag has the following attributes and child elements.

[Attributes]
display_size Specifies the display size, written in the standard coordinates format. Cannot be omitted.

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baseline Sets the baseline direction. The following values can be used: Can be omitted. The user should be able to select between vertical written text display and horizontal written text display, when omitted.
"right" Horizontal writing
"down" Vertical writing

[Child elements]
<outline_info> The area for storing the outline information. See B.4.7.4.3 for details about the format of this tag.

<layout_default_attribute> The area for storing a default attribute of the text to be used in the area specified by the <dynamic_text_area> tag. See B.4.7.4.6 for details about the format of this tag.

<object_area> The area for storing the object information. See B.4.7.4.5 for details about the format of this tag.

<dynamic_text_area> The area for storing the dynamic text information. See B.4.7.4.4 for details about the format of this tag.

Note that if each area is specified by the <object_area> and the <dynamic_text_area> tags, the following limitations are applied. If exceeds the limit, converter error occurs.

A) Defines each area as it fits inside the rectangle specified by the “rect” attribute of <outline_info>. Placing the area frame on the line of the rectangle is allowed.
B) Defines each area as it does not overlap other areas. Area frames cannot be overlapped.
C) The following limitations for the size (height/width) are applied if plural <dynamic_text_area> tags are set. This is for the column settings display.
If the “baseline” attribute of <layout_info>, its parent attribute, is “down”
– Align the height of all the areas.
If the “baseline” attribute of <layout_info>, its parent attribute, is “right”
– Align the width of all the areas.
If the “baseline” attribute of <layout_info>, its parent attribute, is omitted.
– Align the height and the width of all the areas. The height and the width do not necessarily have to be the same.
D) Setting the plural <dynamic_text_area> tags and the <layout_default_columns> tag at the same time is not allowed.

B.4.7.4.3 Outline information <outline_info>

B.4.7.4.3.1 <outline_info> tag

The area for storing the overall information of the area that is displayed by this layout pattern, among all the displays of the device. Can be omitted. This tag has the following attribute and child elements.

[Attributes]
rect Defines the circumscribed rectangle’s coordinate that contains all the areas included in the <layout_info> displayed, in the “Region” format. Can be omitted. When omitted, the coordinate value whose size is the same as the display size that is specified by the “display_size” attribute of the <layout_info> tag is stored in the content at the time of conversion. The coordinate value set here is the value on the coordinate system based on the displayed screen size.

[Child elements]
<outline_polygon> The area for storing the apex coordinate of the outline. See B.4.7.4.3.2 for details about the format of this tag.

<outline_background> The area for storing the background image of the outline. See B.4.7.4.3.3 for details about the format of this tag.

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<outline_background_music> The area for storing the background music of the outline. See B.4.7.4.3.4 for details about the format of this tag.

B.4.7.4.3.2 The apex coordinate of the outline <outline_polygon>

Defines the outline's color and thickness, and also the apexes of the polygon. This tag has the following attributes and a child element. If both the "line_color" and "line_width" attributes are omitted, the line of the outline should not be displayed.

[Attributes]

line_color Specifies the color of the outline's line. Can be omitted. If omitted, the behavior depends on the viewer.

line_width Specifies the thickness of the outline's line. Expressed in numerical value with points or dots. Can be omitted. If omitted, the behavior depends on the viewer.

[Child elements]

<vertex> Defines the apexes of a polygon which composes the outline. Can be omitted. When omitted, the coordinate value (the same as the circumscribed rectangle's value specified in "rect" attribute of the <outline_info> tag) is recorded during the conversion. Diagonal polygon is not accepted. The coordinate value should be written in the standard coordinates format according to the display (screen) size. Note that only rectangle is supported in the current specification.
This tag has the following attributes.

[Attributes]

position Specifies the apexes of a polygon that composes the outline. Written in the standard Coordinates format.

B.4.7.4.3.3 Outline background image <outline_background>

Sets the outline background image and its color. This tag has the following attributes and child elements.

[Attributes]

color_space, color, opacity Defines the default background color of the outline, in the standard *Color* format. This setting cannot be changed by the user. Can be omitted. Not specified if the "Color" attribute is omitted.

type Stores the MIME type of the background image. The following formats are available in this standard. Cannot be omitted if the "src" attribute is specified.

PNG format:	"image/png"
JPEG format:	"image/jpeg"
CCF format:	"image/x-ccf"

src *Filename* for the background image. Written in the standard *Filename* format. The choices are limited to the following format image files in this standard: PNG, JPEG, and CCF. Cannot be omitted if the "type" attribute is specified. Nothing is set for both "src" and "type" attributes if they are omitted. Before opening the file specified in this attribute, it shall be checked against the "type" attribute.

[Child elements]

<permission_info> Defines the permissions for the background image specified by the "src" attribute. Written in the standard *Permission* format. Can be

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omitted. If the "src" attribute does not specify the background image, this permission information should be ignored.

B.4.7.4.3.4 Outline background music <outline_background_music>

Defines the background music tag to be played back when displaying this outline. If this tag is omitted, no background music should be played. This tag has the following attributes and child elements.

[Attributes]

type — Stores the MIME type of the background music. The following formats are available in this standard. Cannot be omitted.

MP3 format:	"audio/mp3"
AAC format:	"audio/3gpp2"
SMAF format:	"application/x-smaf"
3GPP format:	"audio/3gpp"
MP4 format:	"audio/mp4"

src — *Filename* of the background music. Written in the standard *Filename* format. The settable files are limited to the following image formats in this standard: MP3 (with ".mp3" extension), AAC (with ".3g2" extension), SMAF (with ".mmf" extension), 3GPP (with ".3gp" extension), and MP4 (with ".mp4" extension). Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

loop — Defines whether the background music specified in the “src” attribute is played back repeatedly, selecting any of the values below. Can be omitted. “no” is set if omitted.

"yes"	Played back in a loop.
"no"	Is not played back in a loop.

[Child elements]

<permission_info> Defines the permissions for the background music specified by the "src" attribute. Written in the standard *Permission* format. Can be omitted.

B.4.7.4.4 Dynamic text information <dynamic_text_area>

The area for storing the area information to display the text entity data 2. Can be omitted. When this tag is omitted, text entity 2 with no content shall be specified by the <dynamic_text_object_entry> tag (see B.4.6.2). More than one elements can be applied. In that case, the elements should be read in the recorded order.

This tag has the following attributes.

[Attributes]

rect — Defines the area where *text object instance* is used, in the “Region” format. The coordinate value should be defined according to the “display_size” attribute of the <layout_info> tag. Cannot be omitted.
The coordinate value should be defined according to the display (screen) size.

bg_color, bg_color_space, bg_opacity
Defines the default background color, in the standard *Color* format. Can be omitted. If omitted, the background color information of the <outline_background> tag is used.

B.4.7.4.5 Object information <object_area>

Defines the constantly-displayed object such as an image, and its display area, in the “Region” format. Can specify the image format file. Displays the object as is (without changing

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the size) in the center of the area. When the object's size exceeds the area, only the part of the object that falls within the area should be displayed. Can be omitted. Can specify plurally. This tag has the following attributes and child elements.

[Attributes]

rect Defines the area of constantly-displayed objects, in the "Region" format. The coordinate value should be defined according to the "display_size" attribute of the <layout_info> tag. Cannot be omitted.

src The object filename to be displayed in the area. Written in the standard *Filename* format. Cannot be omitted. The settable file is an image in PNG format, JPEG format, and CCF format.

type Stores the MIME type of the object file. The following formats are available in this standard. Cannot be omitted.

PNG format:	"image/png"
JPEG format:	"image/jpeg"
CCF format:	"image/x-ccf"

bg_color, bg_color_space, bg_opacity
Defines the default background color, in the standard *Color* format. If the "color" attribute is omitted, the background color information of the <outline_background> tag is used.

char_id Assigns a string ID number to this object area. Written in the standard *Char_ID* format. Can be omitted if this tag is not set. When setting this string ID number to an event, take note to the followings: (1) the event cannot be set as a destination page in page jump; (2) the event cannot be set as the trigger/action toward the dynamic text area.

[Child elements]

<permission_info>
Defines the permission for the files specified by the "src" and "alt_src" attributes. Written in the standard *Permission* format. Can be omitted.

B.4.7.4.6 Default settings of the dynamic text information <layout_default_attribute>

B.4.7.4.6.1 <layout_default_attribute> tag

The area for various settings regarding the text entity data 2 to be used in the area specified by the <dynamic_text_area> tag. Can be omitted. This tag has the following attributes and child elements.

[Attributes]

valign Determines how the text box is to be positioned. Accepted only when there is one <dynamic_text_area> tag and the displayed content fits inside the display area, and otherwise this is ignored. The following values are allowed. Can be omitted. When omitted, the text should be displayed from the top of the display area.

"middle"	Displayed in the center within the display area.
"end"	Displayed at the end within the display area.

[Child elements]

<layout_line_breaking_method>
The area for storing the line-breaking specification. See B.4.7.4.6.2 for details about the format of this tag.

<layout_default_size>
The area for storing the letter space, line space, and margins. See B.4.7.4.6.3 for details about the format of this tag.

<layout_default_paragraph>

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The area for storing the paragraph specification. See B.4.7.4.6.4 for details about the format of this tag.

<layout_default_font>
The area for storing the font specification. See B.4.7.4.6.5 for details about the format of this tag.

<layout_default_columns>
The area for storing the column specification. See B.4.7.4.6.6 for details about the format of this tag.

B.4.7.4.6.2 Line-breaking specifications <layout_line_breaking_method>

Defines the recommended line-breaking specifications for display the text entity data 2. Can be omitted. When omitted, it defaults to the <flow_default_attribute> value. This tag has the following attributes and child elements.

[Attributes]

method — Defines the method for the line-breaking processing. Can be omitted. Not specified if this tag is omitted.
- "none" No line-breaking applied.
- "run_down" Line-breaking applied (characters that shall not appear at the beginning/end of a line are driven to the previous/next line)

hanging_punctuation — Defines whether processing of hanging characters is activated when a target character exists at the end of the line. Can be omitted. Not specified if this tag is omitted.
- "yes" Processing of hanging characters is activated.
- "no" Processing of hanging characters is disabled.

[Child elements]

<top_prohibit_char> Stores the characters that shall not appear at the beginning of a line. Listed as an extended character string in the "、。.," format. It defaults to an empty list when omitted.

<end_prohibit_char> Stores the characters that shall not appear at the end of a line. Listed as an extended character string in the “、。.,” format. Not specified if this tag is omitted.

<hanging_char> Stores the character strings to be displayed as hanging punctuation. Listed as an extended character string in the “、。.,” format. Not specified if this tag is omitted.

B.4.7.4.6.3 Setting letter spacing, line spacing, and margin size <layout_default_size>

Defines the letter spacing, line spacing, and margin size when displaying the text entity data 2. This tag has the following attributes. Can be omitted. If any of the following attribute is omitted, the behavior depends on the viewer.

[Attributes]

letter_spacing — Letter spacing is specified by the percent value based on the font size displayed on the viewer screen. Can be omitted. If omitted, the behavior depends on the viewer.

line_pitch — Line pitch is specified by the percent value based on the font size displayed on the viewer screen. Can be omitted. If omitted, the behavior depends on the viewer.

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margin — Specifies the margin size (top/bottom/left/right) in the display area. The only possible option is a dot value. Can be omitted. If omitted, the behavior depends on the viewer.

B.4.7.4.6.4 Paragraph setting <layout_default_paragraph>

Defines the paragraph settings to display text entity 2 data. Each flow is regarded as one large paragraph. Can be omitted. When omitted, it defaults to the following attributes.

This tag has the following attributes.

[Attributes]

top_line_indent — Sets the size (expressed in “em”) of the indentation of the first line of the paragraph. The spaces are inserted before the first character following the <p> tag, and the first character following a <br/> tag in the paragraph. The unit shall be "em". The actual spacing is the sum of the value set in this attribute and the margin of the paragraph set by the "top" attribute. Moreover, this attribute can be set to a negative value, like "-2em". When omitted, behavior depends on the viewer.

top — Defines the size of the left margin of the paragraph (top margin in case the writing direction is vertical). It is expressed either in “em” or in percentage of the line length (column in case the writing direction is vertical). When omitted, it defaults to "0em". Negative values cannot be used. Paragraphs may be contained in another paragraph. In that case, the margins add. Percentages are also relative to the inner area thus calculated, not the total display area.

bottom — Defines the size of the right margin of the paragraph (bottom margin in case the writing direction is vertical). It is expressed either in “em” or in percentage of the total line size (column in case the writing direction is vertical). When omitted, it defaults to "0em". Negative values cannot be used. Paragraphs may be contained in another paragraph. In that case, the margins add. Percentages are also relative to the inner area thus calculated, not the total display area.

align — Determines whether the text should be in the center, left-aligned or right-aligned within the line size defined by the top, bottom and first line indent attributes. Accepts the values listed below. When omitted, the current setting is kept unchanged.

- "center" — The string included in the <p> tag is displayed in the center.
- "right" — The string included in the <p> tag is right-aligned in the case of horizontal writing, or bottom-aligned in the case of vertical writing.
- "left" — The string included in the <p> tag is left-aligned in the case of horizontal writing, or top-aligned in the case of vertical writing.
- "justified" — Character strings or objects are displayed in equal spacing layout.
- "justified_center" — Character strings or objects are displayed in equal spacing layout, in center-aligned.
- "justified_right" — Character strings or objects are displayed in equal spacing layout, in right-aligned if in horizontal writing (bottom-aligned if in vertical writing).

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"justified_left" Character strings or objects are displayed in equal spacing layout, in left-aligned if in horizontal writing (top-aligned if in vertical writing).

B.4.7.4.6.5 Font setting <layout_default_font>

Defines the recommended font name, font size, etc., when displaying the text entity data 2. Can be omitted. This tag has the following attributes.

[Attributes]

fontname Default font name. More than one fonts can be specified. In this case, each font name should be separated by a comma (0x2c in Unicode), for instance, fontname="Aaa sans serif,Bbb gothic". The viewer should use the first listed font that is available. Can be omitted. If both this attribute and the settings for each content data are omitted, the behavior depends on the viewer.

fname_change_flag Defines whether the user is allowed to change settings. Only "yes" (font name can be changed by the user) is allowed in this standard. Can be omitted. "yes" is set when omitted.

fontsize Defines the default font size. Expressed in numerical value with points or dots. Can be omitted. If omitted, the behavior depends on the viewer.

bold_flag Defines whether the content data should be displayed as bold or not. The following options are allowed. If omitted, the behavior depends on the viewer. If set to "yes", all the characters shall be displayed in bold style, except the characters that are specified with its "bold" attribute set to "no" by the <font> tag within the *text object instance 2*.

"yes" Displays as bold.
"no" Displays normally.

color_space, color, opacity
Defines the recommended character color when displaying the body data. This setting cannot be changed by the user. Defined in the standard *Color* format. If the "color" attribute is omitted, the behavior depends on the viewer.

rubysize Ruby size is specified by the percent value based on the font size displayed on the viewer screen. Can be omitted. If omitted, the behavior depends on the viewer.

ruby_flag Defines whether ruby in the content data is to be viewed or not. The following values can be used: If omitted, the behavior depends on the viewer. If set to "yes" or "yes_only", ruby is displayed for the character strings sandwiched by the <ruby> tags in the *text object instance*.

"yes" Ruby should be displayed, but can be turned off by the user.
"yes_only" Ruby shall be displayed. This option cannot be turned off by the user. However, this does not apply to viewers that are not able to display ruby.
"no" It is recommended that ruby not be displayed, but can still be turned on according to the user preferences.
"no_only" Ruby shall not be displayed, and cannot be turned off by the user. However, this does not apply if the viewer is incapable of disabling ruby display.

fsize_autochange_flag When this flag is on, font size should be changed automatically in the same ratio between the screen size of the viewer and the screen size defined by the "display_size" attribute of the <layout_info> tag. When off, displayed as is. It defaults to "off", if omitted.

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"on" Changes font size automatically in the same ratio between the screen size of the viewer and the screen size defined by the “display_size” attribute of the <layout_info> tag.
"off" Displays as is.

B.4.7.4.6.6 Column specification <layout_default_columns>

When this tag is applied, the viewer automatically decides the number of columns to display according to each value of the following attributes. If this tag is omitted, column should not be displayed. This tag has the following attributes and child elements.

[Attributes]

line_character_max_count
Defines the maximum number of characters in one line. Can be omitted. If omitted, the behavior depends on the viewer.

line_character_min_count
Defines the minimum number of characters in one line. Can be omitted. If omitted, the behavior depends on the viewer.

tray_spacing
Line spacing is specified by the percent value based on the font size displayed on the viewer screen. Can be omitted. If omitted, the behavior depends on the viewer.

[Child elements]

<columns_ruled_line>
Defines the ruled line settings between columns. If this tag is omitted, there should not be ruled lines. This tag has the following attributes and child elements.

[Attributes]

width Determines the ruled line’s width. Expressed in numerical value with points or dots. Can be omitted. If omitted, the behavior depends on the viewer. This setting is disabled if a ruled image is set by the “src” attribute.

color_space, color, opacity
Determines the ruled line’s color. Defined in the standard *Color* format. Can be omitted. If omitted, the behavior depends on the viewer. This setting is disabled if a ruled image is set by the “src” attribute.

align Sets the position of the ruled line. It is effective when line width is shorter than the line length. Accepts the values listed below. Can be omitted. If omitted, the viewer acts in the same way as “center” is specified.
"top" Displayed left-aligned for horizontal writing, top-aligned for vertical.
"center" Displayed in the center.
"bottom" Displayed right-aligned for horizontal writing, bottom-aligned for vertical.

length Determines the ruled line’s length. Expressed in "em" or as a percentage of the column’s width (for horizontal writing, the height). If omitted, the viewer acts in the same way as “100%” is specified.

v_src Defines an image of the ruled line for vertical writing. A pattern of an image is specified in the standard Filename format. This attribute takes precedence over both the “width” and “color_space, color, opacity” attributes. The viewer will repeatedly display the image. In this case, the viewer will display the defined file as is (without rotating) according

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to the writing direction even if the drawing area is cut off in the middle of a pattern. When the viewer recognizes the direction of writing automatically, only either the “v_src” or “h_src” attribute has to be defined. Note that the ruled line itself will be displayed horizontally (for vertical writing).
The PNG format and JPEG format image files are selectable in this standard. Cannot be omitted if the “type” attribute is specified. Nothing is set for both “src” and “type” attributes if they are omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

h_src Defines an image of the ruled line for horizontal writing. A pattern of an image is specified in the standard *Filename* format. This attribute takes precedence over both the “width” and “color_space, color, opacity” attributes. The viewer will repeatedly display the image. In this case, the viewer will display the defined file as is (without rotating) according to the writing direction even if the drawing area is cut off in the middle of a pattern. When the viewer recognizes the direction of writing automatically, only either the “v_src” or “h_src” attribute has to be defined. Note that the ruled line itself will be displayed vertically (for horizontal writing).
The PNG format and JPEG format image files are selectable in this standard. Cannot be omitted if the “type” attribute is specified. Nothing is set for both “src” and “type” attributes if they are omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

type Stores the MIME type of the ruled image. The following formats are available in this standard. Cannot be omitted if the “src” attribute is specified.

PNG format:	"image/png"
JPEG format:	"image/jpeg"

[Child elements]
<permission_info>
Defines the permissions for the ruled image specified by the "src" attribute. Written in the standard *Permission* format. Can be omitted. If the “src” attribute does not specify the ruled image, this permission information should be ignored.

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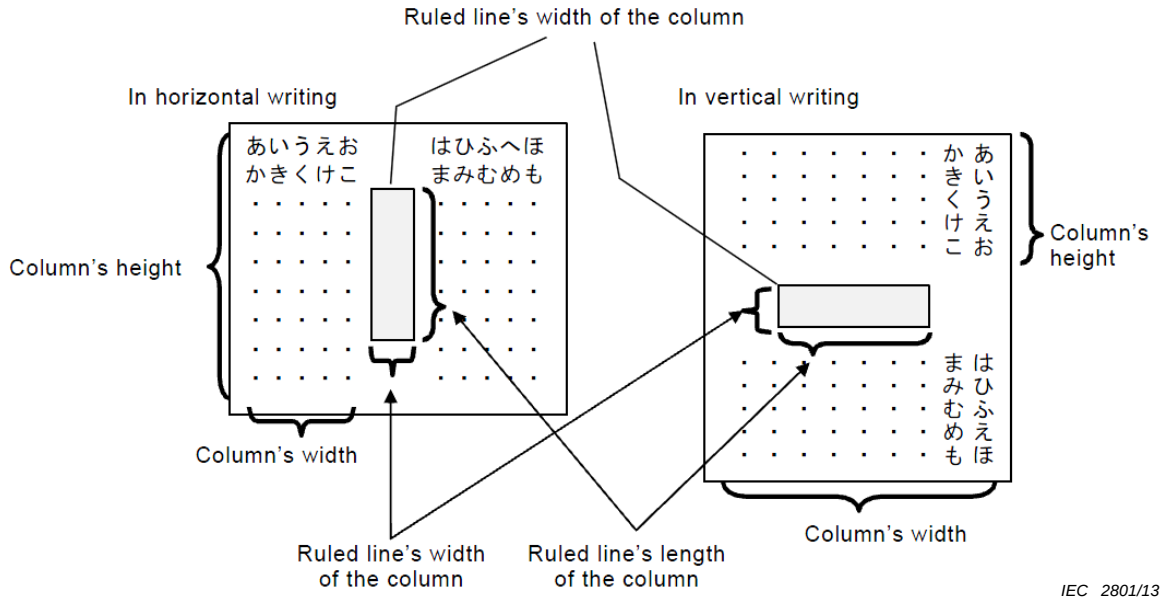

B.4.7.5 Image object instance

Regular image file referred to by the <object> tag of the *text object instance* (see B.4.7.2.3). In this standard, it can either be a PNG file, a JPEG file, or a CCF file.

B.4.7.6 Sound object instance

Regular sound file referred to by the <sound_object_entry> tag, or in the <flip_animation> tag. In this standard, the compatible file formats are limited to MP3, AAC and SMAF, 3GPP, and MP4.

B.4.7.7 Animation object instance

The following possibilities for Flip animation <flip_animation> are available.

Defines an animation as a sequence of images changing at fixed time intervals. Written as an XML file, as follows.

Example:

```
<?xml version="1.0" encoding="Shift_JIS" ?>

<flip_animation renewal_time="500ms">
        ...
</flip_animation>
```

The <flip_animation> tag has the following attribute and child elements.

[Attribute]

renewal_time: Defines the interval between image switches, written in the standard *Time* format for durations up to 60 s. Defaults to "1s" when omitted. However, some viewers may not be able to respect the defined delay due to capability limitations.

[Child elements]

<flip_animation_sound> Defines a sound object that is to be played simultaneously to the animation. Can be omitted. It has the following attributes.

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[Attributes]

type: Records the MIME type of the sound file. In the current standard, only "audio/mp3" is permitted. Cannot be omitted.

src: Name of the sound file, written in the standard *Filename* format. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the type attribute.

<flip_animation_source> Each still image that composes the animation is recorded in separate instances of this tag. There shall be at least one instance of this tag. When there are more than one of this tag in the definition of an animation object, all the images referred to by the src attribute shall have the same size. It has the following attributes.

[Attributes]

type: Defines the type of image file registered by the src attribute as a MIME type. Cannot be omitted. In the present standard, the following formats are accepted:

"image/png"

"image/jpeg"

"image/x-ccf"

src: Name of the image file, written in the standard *Filename* format. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the type attribute.

renewal_time: Time to wait before switching to the next image, written in the standard *Time* format, with a maximum of 60 s. If omitted, it defaults to the value set in the renewal_time attribute of <flip_animation>.

When the animation object is displayed in a loop (with the loop attribute of <object> set to more than "1"), the loop-time is determined as follows:

If the animation includes a sound file: The animation is considered over when all images have been shown and the associated sound has been played entirely. Repetition starts at this point. Note that the image sequence shall be shown again from the first image.

If the animation does not include a sound file: The animation simply starts again after it reached the end.

Example:

```
<flip_animation renewal_time="500ms" >
        <flip_animation_source src="aaa1.jpg" type="image/jpeg"/>
        <flip_animation_source src="aaa2.jpg" type="image/jpeg"/>
        ...
        <flip_animation_source src="aaan.jpg" type="image/jpeg" renewal_time="1s" />
</flip_animation>
```

B.4.7.8 Movie object instance

Regular movie file referred to by the <movie_object_entry> tag (see B.4.6.5). In this standard, only 3GPP2, 3GPP, and MP4 formats are valid.

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B.4.7.9 Search page object instance <search_page>

A *search page object instance* is written as shown in the following example.

Example:

```
<?xml version="1.0" encoding="UTF-8" ?>

<search_page>
        <search_page_title type="image/png" src="image1.png">
                Foobar dictionary
        </search_page_title>
        <key_input_region table_id="ST0001" search_type="matches_first">
                ...
        </key_input_region>
        <key_input_region table_id="ST0002" search_type="match_only">
                ...
        </key_input_region>
        <search_link_item char_id="CR0001"> ... </search_link_item>
        <search_link_item char_id="CR0002"> ... </search_link_item>
        ...
</search_page>
```

A rendering sample is also shown in Figure B.7. As can be seen, it is divided into 4 regions listed below. The way these regions are visually organized depends on the viewer. Some viewers may even decide not to display all of them.

Title string: Region displaying the title of the search page. Defined in the <search_page_title> tag.

Title image: Region displaying the search page's title image. Defined in the <search_page_title> tag.

Keyword input field: Region to let the user input the keywords on which the search should be based. It is composed of actual input fields, as well as explanatory string such as "Reading?" or "Spelling?". Each line is associated with a search table, against which the keywords are matched in order to produce the search result. Defined in the <key_input_region> tag.

Link list: Displays a list of links to other search pages or specific parts of the documents. Defined in the <search_link_item> tag.

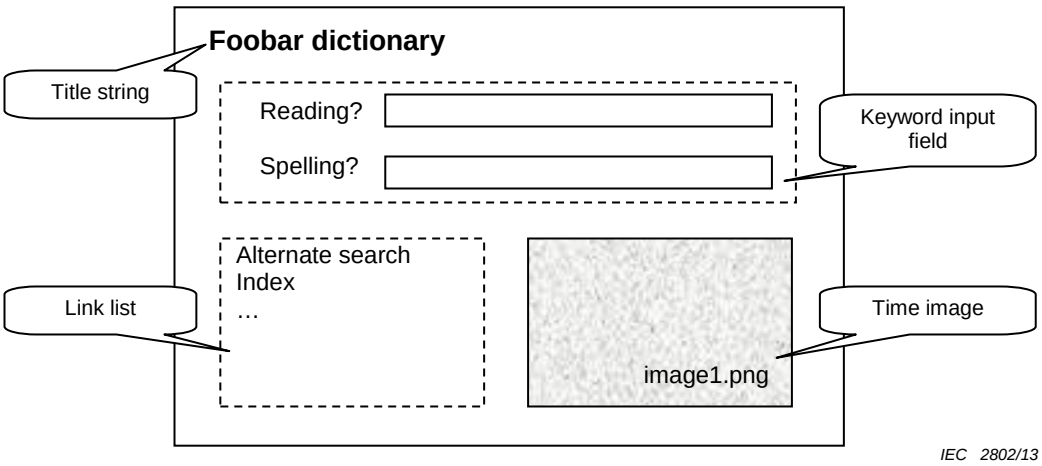

Figure B.7 – Example of search page object instance rendering

The <search_page> tag has the following child elements.

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[Child elements]

<search_page_title> Defines the title of the search screen. Can be omitted. It has the following attributes and child elements.

[Attributes]

type: Stores the MIME type of the image to use as a title image. Can be omitted only if the src attribute is also omitted. The possible values are listed below.

"image/png"

"image/jpeg"

src: Sets the filename of the image to use as a title image, written in the standard *Filename* format. Can be omitted. Before opening the file specified in this attribute, it shall be checked against the type attribute.

[Child element]

The string to be used as a title is written inside the tag as an *External extended character string*.

Example:

```
<search_page_title type="image/jpeg" src="image.jpg">
        Foobar dictionary
</search_page_title>
```

<key_input_region> Defines the keyword input region. Within a single search screen, there can only be one or two of instances of this element. The viewer uses this information to display the input region, and then conducts the search based on user input. It has the following attributes and child elements.

[Attributes]

table_id: Records the ID number of the search table to be used as a base for the search. It corresponds to the number defined in <search_table_def> (see B.4.4.2.6). Cannot be omitted.

search_type: Defines the type of search, to be chosen from the possibilities listed below. Can be omitted, and defaults to "matches_only"/"siborikomi" in that case.

"matches_only"/(alternatively)"siborikomi": "Matches only" search mode. Headwords that have common parts between the input character strings in the keyword input area and the top character are listed as a search result. The normalized (see B.4.4.2.6, <key_normalization>) keyword is forward-matched to each headword in the search table designated by the “table_id” attribute. The result of this search is all the words that match using those criteria, and only those words.

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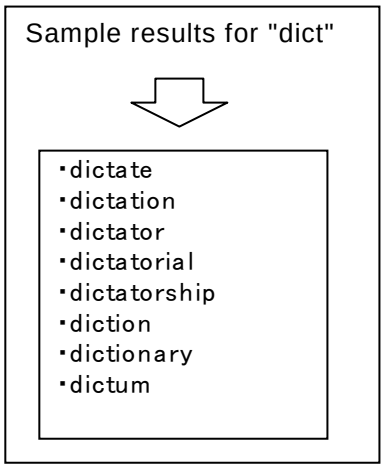
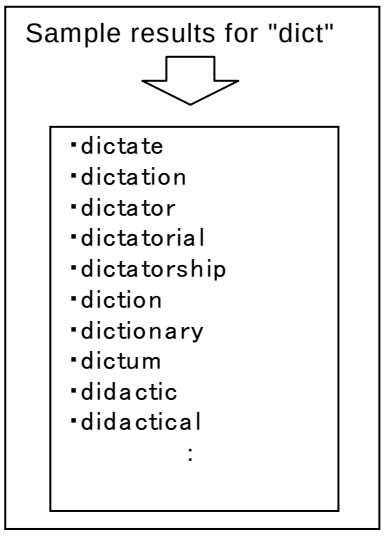


"matches_first"/(alternatively)"atama-dasi":
"Matches_first" mode. Headwords that have common parts between the input character strings in the keyword input area and the top character are listed as a search result. Headwords that are stored after the headword above are listed as well. The comparison method is the same as in "siborikomi", but the result list is a little different. It contains all the words matching the normalized keyword, and also the following entries in the search table.



[Child elements]

<key_input_region_prompt> Records the character string used as a label to explain the keyword input field, such as the "Reading?" or "Spelling?" shown in Figure B.7. Cannot be omitted.

[Child element]

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The character string to be used as explained above.

<enable_key_type> Defines what types of characters are allowed in the keyword input field. Cannot be omitted.The attributes and child elements of this tag are the same as those used when it is in search table data's <enable_key_type>(see B.4.4.2.6 for the details). The character types allowed in the search page object's <enable_key_type> shall be a subset of those defined in the associated search table. Note that this means it is allowed for the former to prohibit character types enabled by the latter, whereas the opposite is not allowed.

Example:

```
<key_input_region table_id="ST0001" search_type="matches_first">
        <key_input_region_prompt>Reading?</key_input_ region_prompt>
        <enable_key_type number="no" alphabet="yes" kana="yes"/>
</key_input_region>

<key_input_region table_id="ST0002" search_type="match_only">
        <key_input_region_prompt>Spelling?</key_input_ region_prompt>
        <enable_key_type number="no" alphabet="no" kana="yes"/>
</key_input_region>
```

<search_link_item> Records the information defining the link list. They may specify other search tables, or a specific position in a text flow. The jumps are handled by using the <trigger_pointer> (see B.4.5.3) and <action_page_jump> (see B.4.5.4.3) tags. They should be recorded in the event data (see B.4.5.2) of the flow hosting this search page object. Can be omitted. It has the following attribute and child element.

[Attribute]

char_id: Defines the ID number of this search link item, written in the standard *Char_ID* format. Cannot be omitted.

[Child element]

<search_link_title> Sets the title of this link, that is, the text that will be displayed and act as the link. It is written as an *Extended external character string*. Cannot be omitted.

[Child element]

Combination of the extended character string and the <external_char> tag.

Example:

```
<search_link_item char_id="CR0001">
        <search_link_title>Alternate search</search_link_title>
</search_link_item>

<search_link_item char_id="CR0002">
        <search_link_title>Index</search_link_title>
</search_link_item>
```

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B.4.7.10 Comic object instance <comic_data>

B.4.7.10.1 <comic_data> tag

Registers a *comic object instance*, whose structure is depicted in the following Figure B.8. As can be seen, the *comic object instance* is composed of multiple cells and multiple pages, and for each cell multiple scenes are set. In using a printed comic as an example, a “cell” on the paper page corresponds to the “cell” in this standard.

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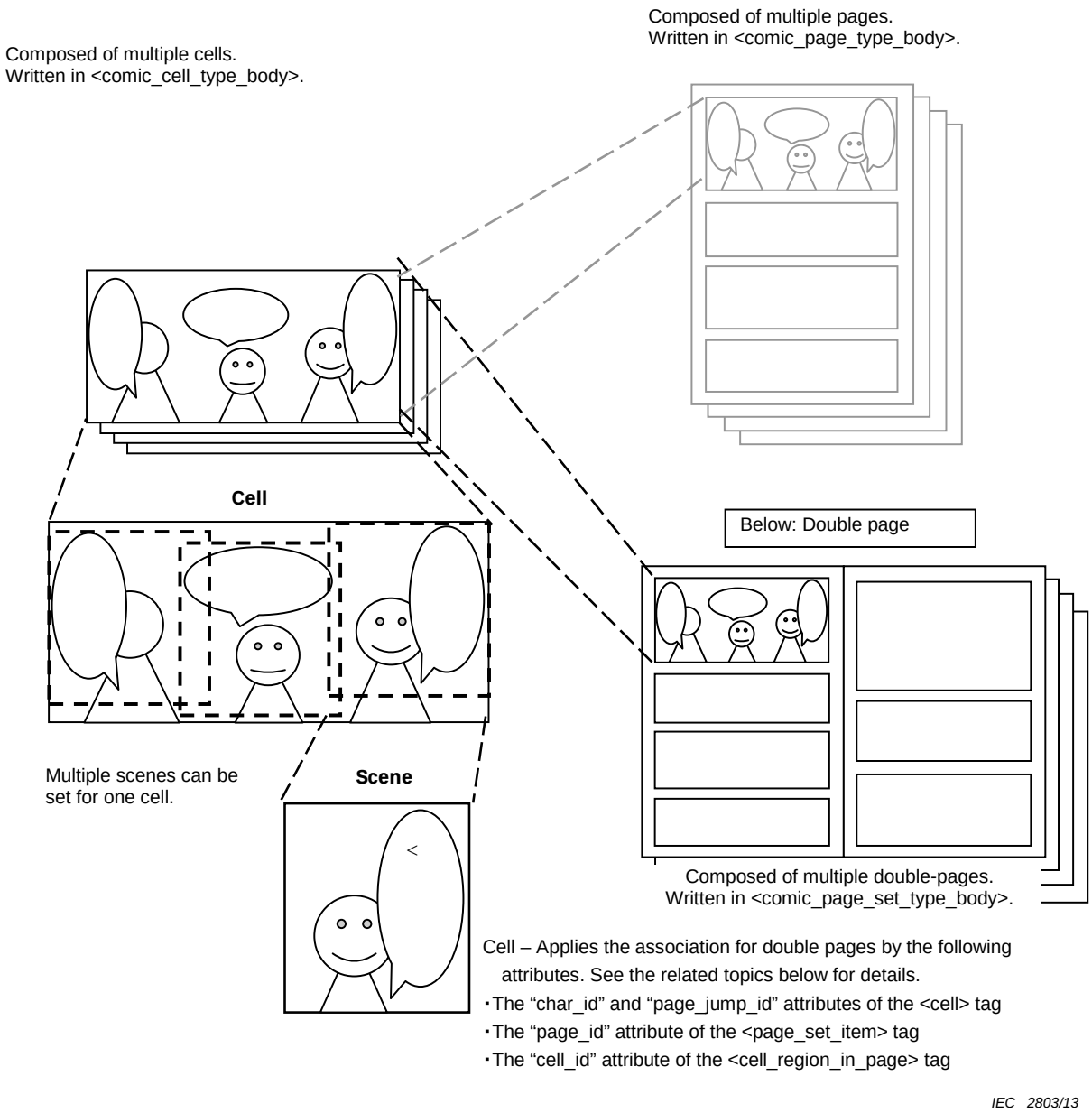

Figure B.8 – Comic object Instance

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The viewer is to display the comic object in the following fashion:

a) Display the first cell, at the position recorded as the first scene;
b) Wait for user to press the key responsible for scrolling;
c) Scroll to the second scene in the first cell;
d) Wait for user to press the key for scrolling;
:
e) Display the second cell, at the position recorded as the first scene.
:

The viewer should display the next cell only after all the scenes in the current one have been shown, waiting for the user input between each one. Switching displays between cells/pages is possible, and the pages are displayed in accordance with the stored date.

How to divide data into *comic object instances* (cell counts or page counts to be used, etc.) is up to the data preparer. For instance, each chapter or story of the comic book may be represented as a separate *comic object instance*, or they may be all group into one.

The <comic_data> tag has the following child element.

[Child elements]

<comic_body> Stores the content data of the *comic object instance*. Cannot be omitted. There can be only one <comic_body> tag under <comic_data>. See B.4.7.10.2 for details.

B.4.7.10.2 Comic content data <comic_body>

This field stores the comic content data as will actually be displayed. In this standard, the data is stored in the cell/scene structure or in the double-page display structure.

[Attributes] None

[Child elements]

<comic_cell_type_body> Serves as a main container for cell/scene structured data. Cannot be omitted. There shall be only one instance of this tag. See B.4.7.10.3 for details.

<comic_page_set_type_body> Serves as a main container for double-page display structured data. Can be omitted. There shall be only one instance of this tag. See B.4.7.10.7 for details.

B.4.7.10.3 Cell/scene structured content data <comic_cell_type_body>

This field stores the cell display comic content data. The following attributes and child elements are available.

[Attributes]

bg_color, bg_color_space, bg_opacity

Defines the default background color of this cell/scene structured content, in the standard *Color* format. This setting may be overridden for any particular cell by the values defined in the corresponding attributes of the <cell> tag (see B.4.7.10.4). Can be omitted. If both these attributes and those of the <cell> tag are omitted, the background color defaults to the values set in <flow_default_background>. If none is defined, the behavior depends on the viewer, and may follow user defined preferences.

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scroll_free Defines whether or not the user is permitted to scroll each cell in this cell/scene structured content. When permitted, “permit” should be specified. When omitted, scrolling is forbidden.

“permit” Scrolling is permitted.

Magnify Defines whether or not the user is permitted to enlarge or reduce cells in this cell/scene structured content. When permitted, “permit” should be specified. When omitted, resizing is forbidden.

“permit” Resizing is permitted.

[Child elements]
<comic_background_music>
Defines the background music to be played back when this comic content data for cell display is displayed. If this tag is omitted, no background music is set. This tag has the following attributes and child elements.

[Attributes]
type Stores the MIME type of the background music. The following formats are available in this standard. Cannot be omitted.
MP3 format: “audio/mp3”
AAC format: “audio/3gpp2”
SMAF format: “application/x-smaf”
3GPP format: “audio/3gpp”
MP4 format: “audio/mp4”

src *Filename* of the background music. Written in the standard *Filename* format. The choices are limited to the following format image files under the current specifications: MP3 (with ".mp3" extension), AAC (with ".3g2" extension), SMAF (with ".mmf" extension), 3GPP (with ".3gp" extension), and MP4 (with ".mp4" extension). Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

loop Defines whether the background music specified in the “src” attribute is played back repeatedly. Select either of the values below. "no" is set if omitted. If the following “sync” attribute is defined “yes”, this attribute has to be “no”.
"yes" Played back in a loop.
"no" Is not played back in a loop.

sync Defines whether or not the cell display process is synchronized with background music defined by the “src” attribute of the <comic_background_music> tag. Select either of the values below. "no" is set if omitted. If the “loop” attribute (mentioned above) is defined “yes”, this attribute has to be “no”.
"yes" The cell display is synchronized with the background music.
"no" The cell display is not synchronized with the background music.

If “yes” is set, the scrolling speed from the scene to the next one should be specified by the “bgm_sync” attribute of the <cell_scene> tag (see B.4.7.10.5).

[Child elements]
<permission_info> Defines the permissions for the background music specified by the "src" attribute. Written in the standard *Permission* format. Can be omitted.

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<cell> Stores information for each individual cell. This tag is stored for the number of cells. There shall be at least one instance of this tag. See B.4.7.10.4 for details.

B.4.7.10.4 Cell data <cell>

Stores information defining an individual cell. It has the following attributes and child elements.

[Attributes]

src: Specifies the image to use as a base for this cell. Written in the *Filename* standard file format. In this standard, only JPEG and PNG format image files are allowed. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the "type" attribute. The image specified by this attribute will be displayed by the viewer according to the other attributes and child elements of <cell> or <cell_scene/> tags (see B.4.7.10.4 and B.4.7.10.5).

type: Stores the MIME type of the image. Can be omitted only if the "src" attribute is also omitted. The possible values are as below.

PNG format: "image/png"

JPEG format: "image/jpeg"

char_id: Defines the ID number of this cell, written in the standard *Char_ID* format. This is used as a target for jumps from the viewer's menu or from link jumps in *text object instances*, also to make an association between this cell and a specific page in double-page display data. Cannot be omitted if the comic content data for double-page display (<comic_page_set_type_body> tag) exists.

bg_color, bg_color_space, bg_opacity:

Defines the default background color of this cell, in the standard *Color* format. This setting overrides any default cell settings defined in the corresponding attributes of the <comic_cell_type_body> tag (see B.4.7.10.3). Can be omitted. If both these attributes and those of the <comic_cell_type_body> tag are omitted, the background color defaults to the values set in <flow_default_background>). If none is defined, the behavior depends on the viewer, and may follow user defined preferences.

fit: When the actual display size is smaller than the one specified by the "display_size" attribute of the <bvf> tag (see B.4.2), this attribute specifies whether or not the viewer is allowed to resize the image (preserving the aspect ratio) to fit into the screen. The possible values are "yes" and "no", and it defaults to "no" when omitted. Note that if the cell contains one or more scenes for which scroll is defined (the "scroll_time" attribute being set to a non-zero value), scrolling takes priority over resizing, and this attribute is treated as if it was set to "no".

"yes": Permits Fit display.

"no": Does not permit Fit display.

When the viewer is allowed to resize the image, the whole cell is not resized to fit but the scene-centered rectangle area of the defined display size is resized to fit into the viewer's actual screen. Note that even if the fitting setting is permitted by this attribute, it may not be permitted in the cases listed below.

- The scrolling time is set for any of the cells (on a 1 to 10 scale by the "scroll_time" attribute).
- The actual display size is wider than the defined display size.
- The viewer doesn't handle this fitting feature

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effect: Defines an animation effect to use when first displaying the image of this cell, either right after opening the document, or when this cell is displayed right after another. If omitted, no effect should be used. The following values can be used:

- “fade-in”: the screen is set to the background color, and the new cell’s image is displayed progressively fading in.
- “dissolve”: the current cell’s image is displayed progressively over the previous cell’s image. This is similar to the fade-in effect, except that the screen is not set to the background color before displaying the new cell.
- “slide-right”: the screen is set to the background color, and the new cell’s image slides in rightwards, starting from left.
- “slide-left”: the screen is set to the background color, and the new cell’s image slides in leftwards, starting from right.
- “slide-up”: the screen is set to the background color, and the new cell’s image slides in upwards, starting from bottom.
- “slide-down”: the screen is set to the background color, and the new cell’s image slides in downwards, starting from top.
- “overwrite-right”: the new cell’s image slides in rightwards, starting from left, covering the previous cell’s image.
- “overwrite-left”: the new cell’s image slides in leftwards, starting from right, covering the previous cell’s image.
- “overwrite-up”: the new cell’s image slides in upwards, starting from bottom, covering the previous cell’s image.
- “overwrite-down”: the new cell’s image slides in downwards, starting from top, covering the previous cell’s image.
- “box-center”: the screen is set to the background color, and a progressively enlarging square portion of the new cell’s image is displayed, starting in the center, and growing outwards.
- “box-rightdown”: the screen is set to the background color, and a progressively enlarging square portion of the new cell’s image is displayed, starting at the upper left corner, and growing towards lower right.
- “box-leftdown”: the screen is set to the background color, and a progressively enlarging square portion of the new cell’s image is displayed, starting at the upper right corner, and growing towards lower left.
- “box-rightup”: the screen is set to the background color, and a progressively enlarging square portion of the new cell’s image is displayed, starting at the lower left corner, and growing towards upper right.
- “box-leftup”: the screen is set to the background color, and a progressively enlarging square portion of the new cell’s image is displayed, starting at the lower right corner, and growing towards upper left.
- “box-free”: the screen is set to the background color, and a progressively enlarging square portion of the new cell’s image is displayed, starting at the position specified by the “effect_pos” attribute, and growing outwards.
- “pushout-right”: the new cell’s image slides in rightwards, starting from left, while the previous cell’s image slides out of the screen in the same direction.

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“pushout-left”: the new cell’s image slides in leftwards, starting from right, while the previous cell’s image slides out of the screen in the same direction.

“pushout-up”: the new cell’s image slides in upwards, starting from bottom, while the previous cell’s image slides out of the screen in the same direction.

“pushout-down”: the new cell’s image slides in downwards, starting from top, while the previous cell’s image slides out of the screen in the same direction.

“wipe-right”: the new cell's image wipes in rightwards, starting from left to right, over the old cell's image.

“wipe-left”: the new cell's image wipes in leftwards, starting from right to left, over the old cell's image.

“wipe-up”: the new cell's image wipes in upwards, starting from bottom to top, over the old cell's image.

“wipe-down”: the new cell's image wipes in downwards, starting from top to bottom, over the old cell's image.

“wipe-vertical-in”: the new cell's image wipes in, starting from top/bottom to center, over the old cell's image.

“wipe-vertical-out”: the new cell's image wipes in, starting from center to top/bottom, over the old cell's image.

“wipe-horizontal-in”: the new cell's image wipes in rightwards/leftwards, starting from left/right to center, over the old cell's image.

“wipe-horizontal-out”: the new cell's image wipes in rightwards/leftwards, starting from center to right/left, over the old cell's image.

“wipe-center-in”: the new cell's image wipes in, starting from four corners to center, over the old cell's image.

“wipe-center-out”:the new cell's image wipes in, starting from center to four corners, over the old cell's image.

“randomblock”: the new cell’s image is displayed gradually and randomly in blocks, over the old cell’s image.

effect_time: determines the speed of the effect animation, on a 1 to 10 scale, 1 being the fastest, and 10 the slowest. Note that the actual speed depends on the viewer and the device in use. It defaults to 5 when omitted.

effect_pos: when the effect is set to box-free, this attributes defines the position within the scene where the square will grow from. Cannot be omitted when effect is set to box-free, and is ignored if the attribute is set otherwise or not set.

scroll: defines the scrolling method for the cell. If omitted, it defaults to “no”. The following values can be used.

“custom” sets a scene to the arbitrary coordinate position (specified by the “position” attribute of the <cell_scene /> tag) and scrolls between the defined scenes.

“up” displays the image from its lower end, and scrolls to the upper end after user input.

“down” displays the image from its upper end, and scrolls to the lower end after user input.

“left” displays the image from its rightmost end, and scrolls to the leftmost end after user input.

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"right" displays the image from its leftmost end, and scrolls to the rightmost end after user input.

"no" displays the image centered, without doing any scrolling.

scroll_time: determines the speed of the scrolling animation, on a 1 to 10 scale, 1 being the fastest, and 10 the slowest. Note that the actual speed depends on the viewer and the device in use. Defaults to 5 when omitted. It can also be set to 0, in which case the viewer should jump from the initial position to the final one, instead of using a smooth scrolling animation. If the scroll attribute is set to "custom", this attribute is ignored. It is recommended that the scroll_time attribute of <cell_scene> should be used instead.

vibration: specifies whether the viewer should make the device vibrate when displaying the cell. The possible values are "on" and "off". If omitted, defaults to "off". Vibration and displaying the image should start at the same time. If the scroll attribute is set to "custom", this attribute is ignored. It is recommended that the vibration attribute of <cell_scene> should be used instead.

display_vibration: specifies whether or not making the display vibrate when displaying this scene. The possible values are "on" and "off". If omitted, defaults to "off". Vibration and displaying the superimposed image (the scene when the superimposed image is not defined) should start at the same time. When backlight blinking is set to "on" by the "backlight" attribute (mentioned below), this setting is not accepted. It is recommended that the display_vibration attribute of <cell_scene> should be used instead.

"on": Makes vibration
"off": No vibration

vibration_direction: defines the direction of the display vibration. The possible values are "vertical" and "horizontal". If omitted, defaults to "vertical". It is recommended that the vibration_direction attribute of <cell_scene> should be used instead.

"vertical": Vertical direction
"horizontal": Horizontal direction

vibration_time: if the vibration attribute is set to "on", this attribute defines how long the vibration should last, on a 5 step scale, 1 being the shortest, and 5 the longest. Actual duration depends on the device on which the viewer is installed. When omitted, defaults to 3. If the scroll attribute is set to "custom", this attribute is ignored. It is recommended that the vibration_time attribute of <cell_scene> should be used instead.

backlight: defines whether or not the backlight blinks when this scene is displayed. The possible values are "on" and "off". If omitted, defaults to "off". Blinking of the backlight and displaying the superimposed image (the scene when the superimposed image is not defined) should start at the same time. If the "display_vibration" attribute is set to "on", this setting is not accepted. It is recommended that the backlight attribute of <cell_scene> should be used instead.

"on": The backlight blinks.
"off": No blinking.

backlight_time: sets the number of times the backlight blinks on a 1 to 5 scale. If omitted, defaults to "3". The backlight blinking and the device vibration should start at the same time when both attributes are set. In that case, the vibration periods (set by the "vibration_time" attribute) is ignored. It is recommended that the backlight_time attribute of <cell_scene> should be used instead.

backlight_cycle: sets the blinking cycle on a 1 to 3 scale, 1 being the shortest, and 3 the longest. Note that the actual speed depends on the viewer and the device in use. It defaults to 2 when omitted. It is recommended that the backlight_cycle attribute of <cell_scene> should be used instead.

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sound: designates a sound file to be played when the image is displayed. Written in the standard *filename* format. The sound file is just played once. Before opening the file specified in this attribute, it shall be checked against the sound_type attribute. When omitted, no sound is to be played. If the scroll attribute is set to “custom”, this attribute is ignored. It is recommended that the sound attribute of <cell_scene> should be used instead.

sound_type: stores the MIME type of the sound file. Cannot be omitted if the sound attribute is defined. The possible values are listed below. If the scroll attribute is set to “custom”, this attribute is ignored. It is recommended that the sound_type attribute of <cell_scene> should be used instead.

"audio/mp3"

"audio/3gpp2"

“application/x-smaf”

url_jump: associates the URL of a web site with the current cell. Only URL beginning with http:// and https:// are allowed. Refer to the RFC 3986 for details about the format to use. When omitted, no web site is associated with the cell. If the scroll attribute is set to “custom”, this attribute is ignored. It is recommended that the url_jump of <cell_scene> should be used instead.

id defines the ID number of this cell. Must be uniquely given to cell data (<cell> tag) or page data (<page> tag) in a single instance of <comic_body>. This is used as a target for jumps from page-based display to cell-based. Using char_id attribute instead is recommended. Otherwise, cannot be omitted if the comic content data for double-page display (<comic_page_type_body> tag) exists.

page_jump_id: specifies a page related to this cell by the page ID number defined by the “page_id” attribute of the <page_set_item> tag. Written in the standard *Char_ID* format. Cannot be omitted if the comic content data for double-page display (<comic_page_set_type_body> tag) exists. This is used as a jump target when the cell display is changed to the page display.

[Child element]

<cell_scene> The area for storing each scene data information. The number of this <cell_scene> tag should be determined by the “scroll” attribute as follows.

When scroll=”custom”, it is necessary to specify this tag as the same number of the scenes.
When scroll=“up”, “down”, “left”, “right”, it is necessary to specify two <cell_scene> tags.
When scroll=”no”, it is necessary to specify one <cell_scene> tag.

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Description example: in cell/scene structured comic content only

```
<comic_data>
        <!—- Content area -->
        <comic_body>
                <comic_cell_type_body bg_color=”white”>
                        <!—- The first cell -->
                         <cell      src=”cell001.png”      type=”image/png”      char_id=”CR0001”
bg_color=”blue” effect=”fade-in” scroll=”custom”>
                                <cell_scene ... />
                                <cell_scene  ...  />
                                ...
                        </cell>
                        <!—- The second cell -->
                        <cell      src=”cell002.png”      type=”image/png”      char_id=”CR0002”
scroll=”custom”>
                                <cell_scene  ...  />
                                 <cell_scene  ...  />
                                ...
                        </cell>
                        <!—- The third cell -->
                        <cell src=”cell003.png” type=”image/png” fit=”yes” scroll=”no” >
                                <cell_scene  ...  />
                                </cell>
                        <cell src=”cell004.png” type=”image/png” scroll=”up” />
                                <cell_scene  ...  />
                                <cell_scene  ...  />
                        </cell>
                        <!—- The fourth cell -->
        </comic_cell_type_body>
        </comic_body>
</comic_data>
```

Cell/scene structured comic content and double-page comic content are included.

```
<comic_data>
        <!—- Content area -->
        <comic_body>
                <comic_cell_type_body bg_color=”white”>
                        <!—- The first cell -->
                        <cell       src=”cell01.png”       type=”image/png”       scroll=”custom”
char_id=”CR0001” page_jump_id=”CRpg01”>
                                 <cell_scene  ...  />
                                <cell_scene  ...  />
                                ...
                        </cell>
                        <!—- The second cell -->
                        <cell      src=”cell02.png”      type=”image/png”002”      scroll=”custom”
char_id=”CR0002” page_jump_id=”CRpg01”>
                                <cell_scene  ...  />
                                 <cell_scene  ...  />
                                ...
                                </cell>
                                ...
                        </comic_cell_type_body>
                <comic_page_set_type_body bg_color=”white” ... >
                        ...
                 </comic_page_set_type_body>
        </comic_body>
</comic_data>
```

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B.4.7.10.5 Cell scene data <cell_scene>

Stores information for each individual scene. It has the following attributes and child elements.

[Attributes]

position: Specifies one point in the cell's image which is to be considered the center of the scene, in the standard coordinate format. The scene should be displayed so that this point is located in the center of the screen. Can be omitted. If the "scroll" attribute value of the <cell> tag is not "custom", this "position" attribute is ignored. If it is "custom and this "position" attribute is omitted, the viewer behaves as if the center point of the cell image is specified.

scroll_time: Determines the speed of the scrolling animation from this scene to the next one, on a 1 to 10 scale, 1 being the fastest, and 10 the slowest. Note that the actual speed depends on the viewer and the device in use. It defaults to 5 when omitted. If "0" is specified, the scrolling screen is not displayed. If this scene is the last one in the cell (the last one among the cells defined by <cell_scene/> tag in the <cell> tag), this attribute is ignored.

draw_image_time Determines the speed to display the superimposed image over the scene, on a 1 to 3 scale, 1 being the shortest, and 3 the longest. Note that the actual speed depends on the viewer and the device in use. When omitted, the scene and the superimposed image are displayed simultaneously. When the <cell_draw_image> tag is not defined as a child element for the scene, this setting is ignored.

vibration: Specifies whether the viewer should make the device vibrate when displaying this scene. The possible values are "on" and "off". If omitted, it defaults to "off". Vibration and displaying the superimposed image (the scene when the superimposed image is not defined) should start at the same time.

"on": Makes vibration
"off": No vibration

display_vibration: Specifies whether or not making the display vibrate when displaying this scene. The possible values are "on" and "off". If omitted, defaults to "off". Vibration and displaying the superimposed image (the scene when the superimposed image is not defined) should start at the same time. When backlight blinking is set to "on" by the "backlight" attribute (mentioned below), this setting is not accepted.

"on": Makes vibration
"off": No vibration

vibration_direction: Defines the direction of the display vibration. The possible values are "vertical" and "horizontal". If omitted, defaults to "vertical".

"vertical": Vertical direction
"horizontal": Horizontal direction

vibration_time: Sets the vibration periods for the device or the display on a 1 to 5 scale, 1 being the shortest, and 5 the longest. Note that the actual speed depends on the viewer and the device in use. It defaults to 3 when omitted.

backlight: Defines whether or not the backlight blinks when this scene is displayed. The possible values are "on" and "off". If omitted, defaults to "off". Blinking of the backlight and displaying the superimposed image (the scene when the superimposed image is not defined) should start at the same time. If the "display_vibration" attribute is set to "on", this setting is not accepted.

"on": The backlight blinks.

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“off”: No blinking.

backlight_time: Sets the number of times the backlight blinks on a 1 to 5 scale. If omitted, defaults to ”3”. The backlight blinking and the device vibration should start at the same time when both attributes are set. In that case, the vibration periods (set by the “vibration_time” attribute) is ignored.

backlight_cycle: Sets the blinking cycle on a 1 to 3 scale, 1 being the shortest, and 3 the longest. Note that the actual speed depends on the viewer and the device in use. It defaults to 2 when omitted.

sound: Designates a sound file to be played when this scene is displayed. Written in the standard *Filename* format. The choices are limited to the following format audio files in this standard: MP3 (with ".mp3" extension), AAC (with ".3g2" extension), SMAF (with ".mmf" extension), 3GPP (with ".3gp" extension), and MP4 (with ".mp4" extension). Before opening the file specified in this attribute, it shall be checked against the “sound_type” attribute. The sound playback and the display of the superimposed image (the scene when the superimposed image is not defined) should start at the same time, and the sound is not repeated. When the “sound_type” attribute is specified, this attribute cannot be omitted. If both “sound” and “sound_type” attributes are omitted, no sound is to be played.

sound_type: Stores the MIME type of the sound file. The choices are limited to the following formats in this standard. Cannot be omitted if the “sound” attribute is specified.

MP3 format:	"audio/mp3"
AAC format:	"audio/3gpp2"
SMAF format:	“application/x-smaf”
3GPP format:	“audio/3gpp”
MP4 format:	“audio/mp4”

url_jump: Associates the URL of a web site (limited to the html format) or a related point within the content with the current scene. The following formats are available. When omitted, handles as if nothing is associated with the scene.

(a) Writes the URL of a website.
Only URL beginning with “http://” and “https://” are allowed. Refer to the RFC 3986 for details about the format to use.

(b) Writes a related point within the content.
The following formats are possible depends on the point’s position (whether the beginning or the middle of a flow).

- Specifies the beginning of a flow.
  Writes the *Page ID* number of the flow data in the standard “local://*Page_ID*” format (i.e. url_jump=“local://PG0001”).
- Specifies the middle of a flow.
  Defines the target of the link written as “url_jump=local://*Page_ID*/*Object_ID*/*Char_ID*" (i.e. url_jump=“local://PG0001/OB0001/CR0001”).
  The *Page_ID* should be the ID number of the link target flow data.
  The *Object_ID* should be the object ID number of the content data.
  The *Char_ID* should be the ID number of a text string defined within the object.

bgm_sync: Sets the time (elapsed time after the playback is started) to move on to the next scene from the current one when the scene moves on to the next scene with the background music. Written in the standard Time format. Can be omitted. Note that if the “sync” attribute of the <comic_background_music> tag (in which this <cell_scene> tag is included) is set to “yes”, this attribute cannot be omitted except when this is the last scene in the flow. If the “sync” attribute is set to “no”, or this scene is the last scene in the flow even when the setting is “yes”, this “bgm_sync” attribute is ignored.

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[Child elements]

<cell_draw_image/>

The area for storing information on the superimposed image to be used over the cell's image. Plural settings allowed. Can be omitted. When two or more images are defined by this tag, the viewer displays the images at the same time. In that case, the display order is determined according to the recorded order when the images are overlaid with each other. In other words, the latter recorded images should be displayed over the previous one. The speed of the graphic overlay effect is determined by the "draw_image_time" attribute of the <cell_scene> tag. When the scene is scrolled during an animation effect (defined by the "effect" attribute of the <cell> tag), the viewer displays the superimposed image in the following manner.

- When scrolling the scene with the superimposed image to the next scene, the images remain displayed on the screen during scrolling. In that case, only the image overlaid over the previous scene should be displayed.

- During an animation effect, the viewer does not display the superimposed image of the cell's scene. The image is displayed after the animation effect is ended at the time defined by the "draw_image_time" attribute of the <cell_scene> tag. If the cell image remains displayed for the animation effect (i.e. "overwrite-right" or "pushout-left" is set by the "effect" attribute of the <cell> tag), the superimposed image over the scene also remains displayed.

B.4.7.10.6 Superimposed image data <cell_draw_image/>

The area for storing the information for the image superimposed on the cell images. This tag has the following attributes.

[Attributes]

src: Specifies the superimposed image to be displayed over the cell. For example, this is used when an enlarged image of a balloon part is overlaid over the cell. Written in the standard *Filename* format. The PNG format and JPEG format image files are selectable in this standard. Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the "type" attribute.

type: Stores the MIME type of the image to be specified by the "src" attribute. The choices are limited to the following formats in this standard. Cannot be omitted.

PNG format:	"image/png"
JPEG format:	"image/jpeg"

position: Specifies the point in the cell image where the superimposed image (defined by the "src" attribute) is displayed, in the standard Coordinates format. The viewer displays as the point defined by this attribute fits the upper-left apex of the superimposed image. Cannot be omitted.

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Example: Without BGM settings

```
<cell src=”cell001.png” type=”image/png” char_id=”CR0001” bg_color=”blue”>
        <!—- The first scene -->
        <cell_scene position=” ( 30,50 ) ” scroll_time=”1” sound=”sound001.mp3”
sound_type=”audio/mp3”
                    backlight=”on” backlight_time=”5” backlight_cycle=”1”/>
        <!—- The second scene -->
        <cell_scene position=” ( 100,200 ) ” vibration=”on” vibration_time=”4”
url_jump=”http://www.sharp.co.jp/”
                    draw_image_time=”1”>
                <cell_draw_image src=”ballon001.png” type=”image/png” position=”（100,200）”/>
                  . . .
          </cell_scene>
            . . .
        </cell>
```

With BGM settings

```
<cell src=”cell001.png” type=”image/png” char_id=”CR0001” bg_color=”blue”>
        <!—- The first scene -->
  <cell_scene position=” ( 30,50 ) ” scroll_time=”1” backlight=”on” backlight_time=”5”
backlight_cycle=”1”
                bgm_sync=”5s” />
        <!—- The second scene -->
                <cell_scene position=” ( 100,200 ) ” vibration=”on” vibration_time=”4”
url_jump=”http://www.sharp.co.jp/”
                    draw_image_time=”1” bgm_sync=”10s” >
                <cell_draw_image src=”ballon001.png” type=”image/png” position=”（100,200）”/>
                  . . .
          </cell_scene>
            . . .
        </cell>
```

B.4.7.10.7 Comic content data for double-page display <comic_page_set_type_body>

The area for storing the comic content data for double-page display. It has the following attributes and a child element.

[Attributes]

bg_color, bg_color_space, bg_opacity

Defines the default background color, in the standard *Color* format, of the image display area when displaying each page image in this comic content data for double-page display. This setting cannot be changed by the user. If the background color of the image display area for each double-page is defined (set by the “bg_color”, “bg_color_space” and the “bg_opacity” attributes of the <page_set> tag (see B.4.7.10.8)), the local settings take precedence. Can be omitted. When none of the <comic_page_set_type_body> and <page_set> tags are defined for the background color, the value set by the <flow_default_background> tag (in the <flow_default_attribute> ; see B.4.4.2.3) is used. If the <flow_default_background> tag is not defined, the behavior depends on the viewer, and may follow user defined preferences.

binding Defines a binding method for the page image in this comic content data for double-page display. It also determines This attribute determines the order in which the page images (defined by the <page_set_item> tag. See B.4.7.10.9) appear on the right or the left. The following values can be used: “right” is set if omitted.

“right”: Right binding. The first page image recorded in the <page_set_item> tags of the <page_set> tag is displayed on the right side, the second one on the left and so on.

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"left": Left binding. The first page image recorded in the <page_set_item> tags of the <page_set> tag is displayed on the left side, the second one on the right and so on.

page_size Defines the default size of the page image for each left and right page display area in this comic content data for double-page display. Specified in the standard Coordinates format. If the size is defined for each double-page (set by the "page_size" attribute of the <page_set> tag (see B.4.7.10.8)), the local settings take precedence. Cannot be omitted.

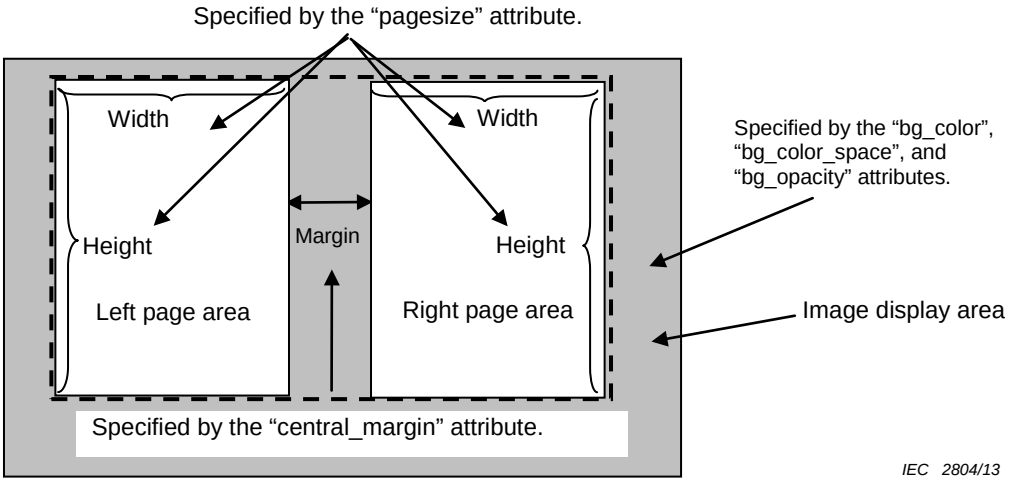
central_margin Defines the default size, in number of pixels, of the width between the left and right page display areas (back margin width) when displaying each page image in this comic content data for double-page display. If the size is defined for each double-page (set by the "page_size" attribute of the <page_set> tag (see B.4.7.10.8)), the local settings take precedence. "0" is set if omitted.

[Child element]

<page_set> The area for storing information on each double-page data. Each double-page has to be defined by this tag. There shall be at least one. The viewer displays the page images in the recorded order of the double-page data.

The relation between the "page_size" and "central_margin" attributes is shown below.

The display area for each double page (right and left) and also the display area including the back margin part (the dot-lined rectangle part shown below) depend on the viewer.



B.4.7.10.8 Double-page data <page_set>

The area for storing the double pages data. This tag has the following attributes and the child elements.

[Attributes]

type Defines the page image type of this double-page. The following values can be used: Can be omitted. When omitted, it is considered that the double-page is consisted of two page images (right and left). When this attribute is set as "spread", there shall be only one <page_set_item> tag recorded in the <page_set> tag. If this "type" attribute is omitted, it means there are two <page_set_item> tags (one for the right page, another for the left. See B.4.7.10.9).

"spread": Two page images combined together to one double-page image.

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page_size Defines the size of the page display area for the page image of this double-page (defined by the <page_set_item> tag. See B.4.7.10.9), written in the standard Coordinates format. This attribute is set only when the size of this double-page display area is different from the default value. When the “type” attribute is set as “spread” in the <page_set> tag, this attribute cannot be omitted. If not set as “spread”, can be omitted, and it defaults to the value defined by the <page_size> attribute of the <comic_page_set_type_body> tag.

central_margin Defines the back margin width to display the page image of this double-page (defined by the <page_set_item> tag. See B.4.7.10.9), written in number of pixels. This attribute is set only when the back margin width of this double-page is different from the default value. Can be omitted. It defaults to the value defined by the “central_margin” attribute of the <comic_page_set_type_body> tag when omitted. When the “type” attribute is set as “spread” in the <page_set> tag, this attribute is ignored.

bg_color, bg_color_space, bg_opacity
Defines the background color of the page display area for the page image of this double-page (defined by the <page_set_item> tag. See B.4.7.10.9), written in the standard *Color* format. This setting cannot be changed by the user. This attribute is set only when the background color of this double-page is different from the default value. Can be omitted. When omitted, the setting values for the comic content data for double-page display (specified by the “bg_color” attribute, “bg_color_space” attribute, and the “bg_opacity” attribute of the <comic_page_set_type_body> tag) are used.
When none of the <comic_page_set_type_body> and <page_set> tags are defined for the background color, the value set by the <flow_default_background> tag (in the <flow_default_attribute>. See B.4.4.2.3) is used. If the <flow_default_background> tag is not defined, the behavior depends on the viewer, and may follow user defined preferences.

[Child elements]
<page_set_item> The area for storing information on each page data. When the “type” attribute is set as “spread” in the <page_set> tag, there shall be only one <page_set_item> tag. When the “type” attribute is omitted, there shall be two <page_set_item> tags. When the “binding” attribute is set as “right” in the <comic_page_set_type_body> tag, the first <page_set_item> tag should be for the right page, the second for the left. In contrast, when the “binding” attribute is set as “left”, the first <page_set_item> tag is for the left page, and the second for the right.

B.4.7.10.9 Unilateral page data <page_set_item>

The area for storing each page data to make up the double pages. This tag has the following attributes and the child elements.

[Attributes]
src Defines the filename for the displayed page image. Written in the standard *Filename* format. The PNG format and JPEG format image files are selectable in this standard. A blank page is set if omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

type Sets the image file type to be specified by the “src” attribute using the MIME format. The choices are limited to the following formats under the current specifications. Cannot be omitted if the “src” attribute is specified.
PNG format: “image/png”
JPEG format: “image/jpeg”

position Specifies the position where the page image is displayed in the display area (defined by the “page_size” attribute of the <comic_page_set_type_body> tag

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and the “page_size” attribute of the <page_set> tag). Writes the point where the upper-left apex of the page image (defined by the “src” attribute) is placed, in the standard Coordinates format. Can be omitted, defaults to “x=0, y=0” meaning the upper-left corner of the display area.

page_id Defines the page ID to be set for this page. Written in the standard *Char_ID* format. Can be omitted. No ID setting if omitted.

[Child elements]

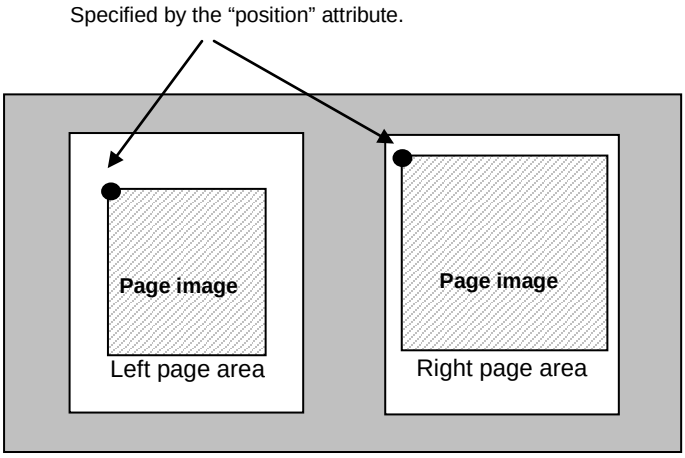
<cell_region_in_page>

Stores information of each cell in this page by this tag. It has the following attributes and child elements. Cannot be omitted, when the “src” and “type” attributes of the <page_set_item> are defined.

[Attributes]

cell_id Sets the ID number of the cell related to this area in the standard *Char_ID* format. Cannot be omitted. Records the ID number defined by the “char_id” attribute of the <cell> tag.

The relation between the “position” attribute and the page display area (defined by the “page_size” attribute of the <comic_page_set_type_body> tag or the “page_size” attribute of the <page_set> tag) is shown below. Note that the position to display the page display area in the screen depends on the viewer.



IEC 2805/13

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Example:

```
<comic_page_set_type_body binding=”right” page_size=”(600,800)” central_margin=”20”
          bg_color=”white”>
  <page_set>
  <page_set_item/>
  <page_set_item src=”page01.png” page_id=”CRpg01” bgm_sync= ”5s” >
   <cell_region_in_page cell_id=”CR0001”/>
   <cell_region_in_page cell_id=”CR0002”/>
    …
  <page_set_item/>
 </page_set>
 <page_set>
  <page_set_item src=”page02.png” position=”(10,10)” page_id=”CRpg02” >
   <cell_region_in_page cell_id=”CR0010”>
   <cell_region_in_page />
    …
  <page_set_item src=”page03.png” page_id=”CRpg03” >
   <cell_region_in_page cell_id=”CR0020”/>
    …
  <page_set_item/>
 </page_set>
 <page_set type=”spread” page_size=”(1000,800)”>
  <page_set_item src=”page04.png” page_id=”CRpg04” >
          <cell_region_in_page cell_id=”CR0030”/>
    …
  <page_set_item/>
 </page_set>
 <page_set>
  …
 </page_set>
 …
</comic_page_set_type_body>
```

B.4.7.11 Dictionary data object instance <dict_data>

B.4.7.11.1 <dict_data> tag

Dictionary data object instance <dict_data> has the following child elements.

[Child elements]
<dict_default_attribute>
Dictionary data default attribute area (see B.4.7.11.2). Cannot be omitted.

<dict_body>
Dictionary data content area (see B.4.7.11.3). Cannot be omitted.

B.4.7.11.2 Dictionary data default attribute area <dict_default_attribute>

The area to record a display parameter to be used when displaying this *dictionary data object instance*. The values or the methods set in this tag will serve as default, it may proceed without respecting the value defined in these default value tags when the viewer does not implement the required method, or wishes to give priority to user settings, except when the following explanations state otherwise. In addition, some of the parameters defined here may also be set in the whole text flow. These are used as default if the local ones (the ones defined here) are not set when the object defined in the whole text flow is the dictionary data object. In case both are defined, the local settings take precedence.

Dictionary data default attribute area <dict_default_attribute> tag has the following attributes and child elements.

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[Attributes]

Baseline Defines the baseline direction for displaying this *dictionary data object instance*, in either attribute option below. Not specified if this tag is omitted.

"right" Horizontal writing direction (from left to right) is recommended. However, the direction can be changed according to the user preferences.

"right-only" The only possible option is a horizontal writing (from left to right), and the user cannot change the setting. However, if it is not supported by the viewer, this setting is not necessarily applied.

"down" Vertical writing direction (from top to bottom) is recommended. However, the direction can be changed according to the user preferences.

"down-only" The only possible option is a vertical writing (from top to bottom), and the user cannot change the setting. However, if it is not supported by the viewer, this setting is not necessarily applied.

valign Determines the method to decide the position of *dictionary data object instance* according to the line-direction (i.e. horizontal position for vertical writing). The following value is eligible. When omitted, the object should be displayed from the top of the display area.

"middle" The content in the <dict_body> tag is centered within the display area. If the content is larger than the display area, this attribute is ignored.

[Child elements]

<dict_default_font/>

Defines the default font and font color for this text object. When omitted, it defaults to the <flow_default_attribute> value.
This tag has the following attributes.

[Attributes]

fontname Default font name. More than one fonts can be specified. In that case, each font name should be separated by a comma (0x2c in Unicode). For instance: fontname="Aaa sans serif,Bbb gothic" The viewer should use the first listed font that is available. When omitted, it defaults to the <flow_default_attribute> value.

color_space,color,opacity Defines the default character color, in the standard *Color* format. Not specified if the "color" attribute is omitted.

ruby_flag Defines whether ruby in the content data is to be viewed or not. The following values can be used: Not specified if this tag is omitted. If set to "yes" or "yes_only", ruby is displayed for the character strings sandwiched by the <ruby> tags in the *dictionary data object instance*.

"yes" Ruby should be displayed, but can be turned off by the user.

"yes_only" Ruby shall be displayed. This option cannot be turned off by the user. However, this does not apply to viewers that are not able to display ruby.

"no" It is recommended that ruby not be displayed, but can still be turned on according to the user preferences.

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“no_only“ Ruby shall not be displayed, and cannot be turned off by the user. However, this does not apply if the viewer is incapable of disabling ruby display.

<dict_default_background>

Defines the background color and background image to be used for this *object instance*. When both are defined, the image is drawn centered in the screen filled with the background color. Finally, the content of the <dict_body> tag is rendered on the top. The behavior in case of omission of this tag should conform to the behavior specified in case of omission of its attributes.

[Attributes]

color_space,color,opacity Defines the default background color of the display, in the standard *Color* format. If the “color” attribute is omitted, none is specified.

type Stores the MIME type of the background image. The following formats are available in this standard. Cannot be omitted if the “src” attribute is specified.

PNG format:	“image/png”
JPEG format:	“image/jpeg”
CCF format:	“image/x-ccf”

src *Filename* for the background image. Written in the standard *Filename* format. The PNG format, JPEG format, and CCF format image files are settable for this attribute in this standard. Cannot be omitted if the “type” attribute is specified. Nothing is set for both “src” and “type” attributes if they are omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

[Child elements]

<permission_info>

Defines the permissions for the background image specified by the "src" attribute. Written in the standard *Permission* format. Can be omitted. If the "src" attribute does not specify the background image, this permission information should be ignored.

<dict_default_background_music>

Defines the background music to be played back when this *object instance* is displayed. If this tag is omitted, no background music is set.
This tag has the following attributes and child elements.

[Attributes]

type Stores the MIME type of the background music. The following formats are available in this standard. Cannot be omitted.

MP3 format:	“audio/mp3”
AAC format:	“audio/3gpp2”
SMAF format:	“application/x-smaf”
3GPP format:	“audio/3gpp”
MP4 format:	“audio/mp4”

src *Filename* of the background music. Written in the standard *Filename* format. The choices are limited to the following format audio files in this standard: MP3 (with ".mp3" extension), AAC (with ".3g2" extension), SMAF (with ".mmf" extension), 3GPP (with ".3gp" extension), and MP4 (with ".mp4" extension). Cannot be omitted. Before opening the file specified in this attribute, it shall be checked against the “type” attribute.

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loop Defines whether the background music specified by the “src” attribute should be played back repeatedly. Specified by either of the following attribute options. “no” is set if omitted.
“yes” Played back in a loop.
“no” Is not played back in a loop.

[Child elements]
<permission_info>
Defines the permissions for the background music specified by the "src" attribute. Written in the standard *Permission* format. Can be omitted.

<line_breaking_method>/<kinsoku> Defines the recommended line breaking method when this *object instance* is displayed. Can be omitted. This tag has the following attributes and child elements.

[Attributes]
method Defines the line breaking processing. Specified by either of the following attribute options. Not specified if this tag is omitted.
“none“ No line-breaking applied.
“run down“ Line-breaking applied (characters that shall not appear at the beginning/end of a line are driven to the previous/next line)

hanging_punctuation Defines whether processing of hanging characters is activated when a target character exists at the end of the line. Specified by either of the following attribute options. Not specified if this tag is omitted.
“yes” Processing of hanging characters is activated.
“no” Processing of hanging characters is disabled.

[Child elements]
<top_prohibit_char>
Stores the characters that shall not appear at the beginning of a line. Listed as an extended character string in the “、。.,” format. Not specified if this tag is omitted.

<end_prohibit_char>
Stores the characters that shall not appear at the end of a line. Listed as an extended character string in the “、。.,” format. Not specified if this tag is omitted.

<hanging_char>
Stores the characters to be displayed as hanging punctuation. Listed as an extended character string in the “、。.,” format. Not specified if this tag is omitted.

B.4.7.11.3 Dictionary data content area <dict_body>

The area for storing the dictionary data content. This tag has the following child elements.

[Child elements]
<word> Stores information for each word. There is one instance of this tag for each word. There shall be one or more instances of this tag.

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B.4.7.11.4 Word data <word>

Stores dictionary information (i.e. headwords or definitions) for each word. It has the following attributes and child elements.

[Attributes]

page_break Defines whether or not a page break is inserted at the end of this <word> tag. Accepts the values listed below. “no” is set if omitted.

- “yes” Inserts a page break.
- “no” Does not insert a page break.

turning_page_control Defines how ordinary scrolling interacts with the page breaks, by allowing or forbidding crossing the page break forward or backward, in the case the “page_break” attribute is set to “yes”. The following options are available.

- “on” The page break cannot be crossed by scrolling.
- “off” The page break can be crossed by scrolling.
- “forward” The page break can be crossed by scrolling only when moving forward.
- “back” The page break can be crossed by scrolling only when moving backward.

When omitted, the behavior should conform to the overall setting defined by the “turning_page_control” attribute of the <flow_data> tag).

head_button_control Defines the restriction of how the viewer behaves when the keys for moving to the next/previous headword (i.e. the beginning of the definitions) is pushed under the condition of the “page_break” attribute set to “yes”. The following options are available.

- “on” Moving both to the next or previous data is forbidden.
- “off” Moving to the next and previous data is permitted.
- “forward” Moving to the next flow is forbidden, but moving to the previous one is allowed.
- “back” Moving to the next flow is permitted, but moving to the previous one is forbidden.

When omitted, it defaults to the “head_botton_control” attribute of <flow_data> tag inside a flowing content text object of this *object instance*.

revision Specifies the version for the revision in which the <word> tag appeared as an addition. For example, Takes value “1” for the first revision and ‘2” for the second. Can be omitted if there is no such revision information, usually meaning the content data is for the first version.

delete Defines whether or not to delete the content of this <word> tag. Accepts the values listed below. It defaults to “no” when omitted. This attribute value is used when the contents is revised. However, special attention should be paid, if a word has been deleted (this attribute value has been set to “yes” for the word) in one revised version, and then wishes to re-add the word in another version. In that case, the <word> tag has to be newly added to define the “revision” attribute instead of just defining the “revision” attribute to the <word> tag in which “yes” had been set to the “delete” attribute (in the previous version).

- “yes” Deletes the content.
- “no” Does not delete the content.

[Child elements]

The following tags are eligible for the <word> tag. See B.4.7.2.3 for details of each tag.

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<p>, <br/>, <hr/>, <font>, <ruby>, <external_char>, <mask>, <char_id>, <key_entry>, <object>, <scrolling_text>(<telop>), <holizontal>(<yoko>)

Note that the following instructions should be followed for the <key_entry> tag (used to define headword information for searching capabilities) and the <key_item> tag.

There shall be one <key_entry> tag recorded in the beginning of the <word> tag.
There shall be one or more <key_item> tags in the <key_entry> tag. When there are two or more <key_item> tags, the information of the first recorded one is used for the bookmark functions or the wordbook functions for the dictionary.
The <external_char> tag cannot be used for the child element of the <key_item> tag.

Example:

```
<dict_data>
 <dict_default_attribute>
    :
 </dict_default_attribute>
<dict_body>
  <word page_break=“yes” turning_page_control=“off”
head_button_control=“off”>
   <key_entry>
     <key_item table_id=“ST0001” search_word=“Mountain”>Mountain [mountain]
</key_item>
     <key_item table_id=“ST0001” search_word=“Mountain”>Mountain [mountain]
</key_item>
   </key_entry>
   <!-- What follows is what will be displayed as the result of the search -->
   <font color=”red” size=”150%” bold=”yes”> Mountain [mountain] </font><br/>
  Higher than the flatlands...<br/>
     :
   [1]...
   [2]...
  </word>
  <word ... revision=“2”> ... </word>
  <word ... revision=“1” delete=“yes”> ... </word>
     :
 </dict_body>
</dict_data>
```

B.5 Color names (normative)

The color names that can be used in the attributes specifying color types are listed in Table B.6, with the corresponding RGB values.

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Table B.6 – Color names

Color name	White	Black	Red	Green	Blue
RGB Value	#FFFFFF	#000000	#FF0000	#008000	#0000FF
Color name	Yellow	Purple	Aqua	Maroon	Navy
RGB Value	#FFFF00	#800080	#00FFFF	#800000	#000080
Color name	Olive	Teal	Gray	Silver	SlateBlue
RGB Value	#808000	#008080	#808080	#C0C0C0	#6A5ACD
Color name	MediumBlue	RoyalBlue	DodgerBlue	SkyBlue	SteelBlue
RGB Value	#0000CD	#4169E1	#1E90FF	#87CEEB	#4682B4
Color name	LightBlue	PaleTurquoise	Turquoise	Cyan	LightCyan
RGB Value	#ADD8E6	#AFEEEE	#40E0D0	#00FFFF	#E0FFFF
Color name	Aquamarine	DarkGreen	SeaGreen	LightGreen	Chartreuse
RGB Value	#7FFFD4	#006400	#2E8B57	#90EE90	#7FFF00
Color name	GreenYellow	LimeGreen	YellowGreen	OliveDrab	DarkKhaki
RGB Value	#ADFF2F	#32CD32	#9ACD32	#6B8E23	#BDB76B
Color name	PaleGoldenrod	LightYellow	Gold	Goldenrod	DarkGoldenrod
RGB Value	#EEE8AA	#FFFFE0	#FFD700	#DAA520	#B8860B
Color name	RosyBrown	IndianRed	SaddleBrown	Sienna	Peru
RGB Value	#BC8F8F	#CD5C5C	#8B4513	#A0522D	#CD853F
Color name	Burlywood	Beige	Wheat	SandyBrown	Tan
RGB Value	#DEB887	#F5F5DC	#F5DEB3	#F4A460	#D2B48C
Color name	Chocolate	Firebrick	Brown	Salmon	Orange
RGB Value	#D2691E	#B22222	#A52A2A	#FA8072	#FFA500
Color name	Coral	Tomato	HotPink	Pink	DeepPink
RGB Value	#FF7F50	#FF6347	#FF69B4	#FFC0CB	#FF1493
Color name	PaleVioletRed	Magenta	Violet	Plum	Orchid
RGB Value	#DB7093	#FF00FF	EE82EE	#DDA0DD	#DA70D6
Color name	DarkViolet	BlueViolet	MediumPurple	Thistle	Lavender
RGB Value	#9400D3	#8A2BE2	#9370DB	#D8BFD8	#E6E6FA
Color name	MistyRose	Ivory	LemonChiffon	Moccasin	
RGB Value	#FFE4E1	#FFFFF0	#FFFACD	#FFE4B5	

B.6 Localization (informative)

B.6.1 Possible additions

The proposals given here for localization are examples of additions that should be made to the format before use for a particular language. This localization part is subject to standardization on a language-specific basis when the specification is put to use for that particular language.

B.6.2 Standard characters

For localization purposes, examples of character sets for different languages are listed in Table B.7.

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Table B.7 – Examples of standard character sets for different languages

Target language	Name	Description
Japanese	"JIS X 0201,JIS X 0208:1997"	Characters in the range of Shift_JIS
English	"ISO 646-IRV"	The 7-bit ASCII characters
French	"ISO 8859-15"	Characters in the range of ISO 8859-15 (Latin-9)

B.6.3 Characters usable for reading

Examples of the language-specific character sets for reading are listed in Table B.8.

Table B.8 – Example of additional characters usable for readings for different languages

Target language	Name	Description
Japanese	Full-width Japanese katakana characters	ァアィイゥウェエォオカガキギクグケゲコゴサザシジスズセゼソゾタダチヂッツヅテデトドナニヌネノハバパヒビピフブプヘベペホボポマミムメモャヤュユョヨラリルレロヮワヰヱヲンヴヵヶ (0x30A1 to 0x30F6)
Japanese	Japanese long vowel mark	ー (0x30FC)
French	French alphabet extensions	À (0x00C0) Â (0x00C2) Æ (0x00C6) Ç (0x00C7) È (0x00C8) É (0x00C9) Ê (0x00CA) Ë (0x00CB) Î (0x00CE) Ï (0x00CF) Ô (0x00D4) Ö (0x00D6) Ù (0x00D9) Û (0x00DB) Ü (0x00DC) Ÿ (0x00DF) à (0x00E0) â (0x00E2) æ (0x00E6) ç (0x00E7) è (0x00E8) é (0x00E9) ê (0x00EA) ë (0x00EB) î (0x00EE) ï (0x00EF) ô (0x00F4) ù (0x00F9) û (0x00FB) ü (0x00FC) ÿ (0x0FF) Œ(0x0152) œ (0x0153)

B.6.4 Sorting rules for <search_table_def>

The methods listed in Table B.9 are examples of additional sorting rules for different languages.

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Table B.9 – Example of additional sorting rules

Target language	Sorting_rule name	Description
Japanese	shift_jis	Characters are ranked according to their code points in the Shift_JIS encoding. Rank for characters not covered by this encoding is unspecified.
English	en	Characters are ranked according to their code points in ASCII encoding. Rank for characters not covered by this encoding is unspecified.
French	fr	Characters are sorted in the following order: A À Â Æ B C Ç E É È Ê Ë F G H I Î Ï J K L M N O Ô Ö ŒP Q R S T U Ù Û Ü V W X Y Ÿ Z The same order is valid for lower case letters too. Rank for other characters is unspecified, and may simply follow the encoding in use, or the Unicode code points.

B.6.5 Additional attributes for <enable_key_type>

Additional language-specific extension attributes of <enable_key_type> are shown in Table B.10 in addition to those described in B.4.7.2.3. The manner in which they are supposed to be used is the same as the one listed in B.4.7.2.3.

Table B.10 – Example of additional language specific attributes for <enable_key_type>

French	French_alphabet _extensions	À (0x00C0)	Â (0x00C2)	Æ (0x00C6)	Ç (0x00C7)
		È (0x00C8)	É (0x00C9)	Ê (0x00CA)	Ë (0x00CB)
		Î (0x00CE)	Ï (0x00CF)	Ô (0x00D4)	Ö (0x00D6)
		Ù (0x00D9)	Û (0x00DB)	Ü (0x00DC)	Ÿ (0x00DF)
		à (0x00E0)	â (0x00E2)	æ (0x00E6)	ç (0x00E7)
		è (0x00E8)	é (0x00E9)	ê (0x00EA)	ë (0x00EB)
		î (0x00EE)	ï (0x00EF)	ô (0x00F4)	ù (0x00F9)
		û (0x00FB)	ü (0x00FC)	ÿ (0x0FF)	Œ(0x0152)
		œ (0x0153)			

B.7 Specification of the XMDF XML format in the RELAX NG compact syntax

B.7.1 General

The syntax of the XMDF XML format is formally given here as compact RELAX NG schema data. Note that they are not necessarily optimized as RELAX NG schemas.

B.7.2 Tags and attributes for object instances, bibliographic data and other data for content structure

```
namespace a = "http://relaxng.org/ns/compatibility/annotations/1.0"

Yes_No = "yes" | "no"

Trigger_List = trigger_pointer

Action_List = action_play | action_page_jump

TextWithGaiji = (text | external_char)*
```

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```
FiveSize = "maximum" | "big" | "medium" | "small" | "minimum"
BaseLine = "right" | "right_only" | "down" | "down_only"
ViewType = "portrait" | "portrait_only" | "landscape" | "landscape_only"
HoldFlag = "scope" | "on_power" | "save"
Turn_Page_Val = "on" | "off" | "forward" | "back"
personal_name =
  element personal_name {
    personal_name_attlist,
    ((first_name?, middle_name?, last_name?)
     | (first_name?, last_name?, middle_name?)
     | (last_name?, first_name?, middle_name?)
     | (last_name?, middle_name?, first_name?))
  }
personal_name_attlist &= empty
first_name = element first_name { first_name_attlist, TextWithGaiji }
first_name_attlist &= attribute reading { text }?
middle_name = element middle_name { middle_name_attlist, TextWithGaiji }
middle_name_attlist &= attribute reading { text }?
last_name = element last_name { last_name_attlist, TextWithGaiji }
last_name_attlist &= attribute reading { text }?
organization_name =
  element organization_name { organization_name_attlist, TextWithGaiji }
organization_name_attlist &= attribute reading { text }?
address_info =
  element address_info {
    address_info_attlist,
    ( postal_code? | zipcode? ) ,
    address?,
    telephone?,
    fax?,
    mail_address?,
    website?,
```

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```
    address_other_info?
  }
address_info_attlist &= empty
postal_code = element postal_code { postal_code_attlist, text }
postal_code_attlist &= empty
zipcode = element zipcode { zipcode_attlist, text }
zipcode_attlist &= empty
address = element address { address_attlist, TextWithGaiji }
address_attlist &= empty
telephone = element telephone { telephone_attlist, text }
telephone_attlist &= empty
fax = element fax { fax_attlist, text }
fax_attlist &= empty
mail_address = element mail_address { mail_address_attlist, text }
mail_address_attlist &= empty
website = element website { website_attlist, text }
website_attlist &= empty
address_other_info =
  element address_other_info {
    address_other_info_attlist, TextWithGaiji
  }
address_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
permission_info =
  element permission_info {
    permission_info_attlist, print_permission?, copy_permission?
  }
permission_info_attlist &= empty
print_permission =
  element print_permission { print_permission_attlist, empty }
print_permission_attlist &=
```

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```
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "no" }?
copy_permission =
  element copy_permission { copy_permission_attlist, empty }
copy_permission_attlist &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "in_device_only" | "no" }?
keyword_list = element keyword_list { keyword_list_attlist, keyword+ }
keyword_list_attlist &= empty
keyword = element keyword { keyword_attlist, TextWithGaiji }
keyword_attlist &=
  attribute category { text }?,
  attribute reading { text }?
vertex = element vertex { vertex_attlist, empty }
vertex_attlist &= attribute position { text }

bvf = element bvf { bvf_attlist, book_info, body_module, parts_module }
bvf_attlist &=
  [ a:defaultValue = "1.00" ] attribute bvf_version { text }?,
  attribute id_type { text }?,
  attribute id { text }?,
  attribute default_ccs { text },
  [ a:defaultValue = "bvf_flow:3.00D" ]
  attribute sub_version { string "bvf_flow:3.00D" }?,
  attribute display_size { text }?
book_info =
  element book_info {
    book_info_attlist,
    title_info,
    author_info?,
    publisher_info?,
    seller_info?,
```

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```
    book_id_info?,
    classification_info?,
    rating?,
    publication_place?,
    publication_date_info?,
    net_price_info?,
    book_abstract?,
    front_cover_image?,
    spine_cover_image?,
    keyword_list?,
    other_book_info?
  }
book_info_attlist &= empty
title_info =
  element title_info {
    title_info_attlist,
    series_title?,
    title,
    subtitle?,
    edition_info?,
    title_other_info?
  }
title_info_attlist &= empty
series_title =
  element series_title { series_title_attlist, TextWithGaiji }
series_title_attlist &= attribute reading { text }?
title = element title { title_attlist, TextWithGaiji }
title_attlist &= attribute reading { text }?
subtitle = element subtitle { subtitle_attlist, TextWithGaiji }
subtitle_attlist &= attribute reading { text }?
edition_info =
  element edition_info { edition_info_attlist, TextWithGaiji }
```

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```
edition_info_attlist &=
  attribute this_version { text }?,
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
title_other_info =
  element title_other_info { title_other_info_attlist, TextWithGaiji }
title_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
author_info = element author_info { author_info_attlist, author+ }
author_info_attlist &= attribute structured { "no" }?
author =
  element author {
    author_attlist,
    (personal_name | organization_name),
    address_info?,
    author_other_info?
  }
author_attlist &=
  [ a:defaultValue = "author" ]
  attribute role {
    "author"
    | "editor"
    | "translator"
    | "supervisor"
    | "designer"
    | "photographer"
    | "illustrator"
    | "binder"
    | "planner"
    | "other"
  }?
```

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```
author_other_info =
  element author_other_info { author_other_info_attlist, TextWithGaiji }
author_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
publisher_info =
  element publisher_info {
    publisher_info_attlist,
    ((publisher, publisher_office) | publisher | publisher_office),
    publisher_other_info?
  }
publisher_info_attlist &= empty
publisher =
  element publisher { publisher_attlist, publisher_name, address_info? }
publisher_attlist &= empty
publisher_name =
  element publisher_name { publisher_name_attlist, TextWithGaiji }
publisher_name_attlist &= attribute reading { text }?

publisher_office =
  element publisher_office {
    publisher_office_attlist, organization_name, address_info?
  }
publisher_office_attlist &= attribute publisher_code { text }?

publisher_other_info =
  element publisher_other_info {
    publisher_other_info_attlist, TextWithGaiji
  }
publisher_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
```

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```
seller_info =
  element seller_info {
    seller_info_attlist,
    ((seller, seller_office) | seller | seller_office),
    seller_other_info?
  }
seller_info_attlist &= empty
seller = element seller { seller_attlist, seller_name, address_info? }
seller_attlist &= empty
seller_name = element seller_name { seller_name_attlist, TextWithGaiji }
seller_name_attlist &= attribute reading { text }?

seller_office =
  element seller_office {
    seller_office_attlist, organization_name, address_info?
  }
seller_office_attlist &= attribute seller_code { text }?

seller_other_info =
  element seller_other_info { seller_other_info_attlist, TextWithGaiji }
seller_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
book_id_info = element book_id_info { book_id_info_attlist, book_id+ }
book_id_info_attlist &= empty
book_id = element book_id { book_id_attlist, text }
book_id_attlist &= attribute type { text }
classification_info =
  element classification_info {
    classification_info_attlist, classification+
  }
classification_info_attlist &= empty
```

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```
classification =
  element classification { classification_attlist, TextWithGaiji }
classification_attlist &= attribute type { text }
rating = element rating { rating_attlist, empty }
rating_attlist &=
  [ a:defaultValue = "no" ] attribute adult { Yes_No }?,
  [ a:defaultValue = "no" ] attribute violence { Yes_No }?
publication_place =
  element publication_place { publication_place_attlist, text }
publication_place_attlist &= empty
publication_date_info =
  element publication_date_info {
    publication_date_info_attlist, publication_date+
  }
publication_date_info_attlist &= empty
publication_date =
  element publication_date { publication_date_attlist, text }
publication_date_attlist &=
  [ a:defaultValue = "publish" ] attribute type { "publish" | "sale" }?
net_price_info =
  element net_price_info { net_price_info_attlist, net_price+ }
net_price_info_attlist &= empty
net_price = element net_price { net_price_attlist, text }
net_price_attlist &=
  attribute country { text }?,
  attribute unit { text },
  attribute other_info { text }?
book_abstract =
  element book_abstract { book_abstract_attlist, TextWithGaiji }
book_abstract_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
```

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```
front_cover_image =
  element front_cover_image { front_cover_image_attlist, text }
front_cover_image_attlist &= attribute type { text }
spine_cover_image =
  element spine_cover_image { spine_cover_image_attlist, text }
spine_cover_image_attlist &= attribute type { text }

other_book_info =
  element other_book_info { other_book_info_attlist, TextWithGaiji }
other_book_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
body_module =
  element body_module { body_module_attlist, flow_type_body }
body_module_attlist &= empty
flow_type_body =
  element flow_type_body {
    flow_type_body_attlist,
    flow_entry,
    special_page_link?,
    search_table?
  }
flow_type_body_attlist &= empty
flow_entry =
  element flow_entry {
    flow_entry_attlist, flow_default_attribute?, flow_data+
  }
flow_entry_attlist &= empty
flow_default_attribute =
  element flow_default_attribute {
    flow_default_attribute_attlist,
    flow_default_size?,
```

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```
    flow_default_font?,
    flow_default_background?,
    ( flow_default_line_breaking_method? | flow_default_kinsoku? )
  }
flow_default_attribute_attlist &=
  attribute baseline { BaseLine }?,
  attribute view_type { ViewType }?
flow_default_size =
  element flow_default_size { flow_default_size_attlist, empty }
flow_default_size_attlist &=
  attribute letter_spacing { FiveSize }?,
  attribute line_pitch { FiveSize }?,
  attribute margin { "big" | "medium" | "small" }?
flow_default_font =
  element flow_default_font { flow_default_font_attlist, empty }
flow_default_font_attlist &=
  attribute fontname { text }?,
  attribute fontsize { text }?,
  attribute bold_flag { Yes_No }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?
flow_default_background =
  element flow_default_background {
    flow_default_background_attlist, empty
  }
flow_default_background_attlist &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?
flow_default_line_breaking_method =
```

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```
  element flow_default_line_breaking_method {
    flow_default_kinsoku_attlist,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
flow_default_kinsoku_attlist &=
  [ a:defaultValue = "none" ] attribute method { "none" | "run_down" }?,
  [ a:defaultValue = "yes" ] attribute hanging_punctuation { Yes_No }?
flow_default_kinsoku =
  element flow_default_kinsoku {
    flow_default_kinsoku_attlist,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
top_prohibit_char =
  element top_prohibit_char { top_prohibit_char_attlist, text }
top_prohibit_char_attlist &= empty
end_prohibit_char =
  element end_prohibit_char { end_prohibit_char_attlist, text }
end_prohibit_char_attlist &= empty
hanging_char = element hanging_char { hanging_char_attlist, text }
hanging_char_attlist &= empty
flow_data = element flow_data { flow_data_attlist, event_info? }
flow_data_attlist &=
  attribute flow_id { text }?,
  attribute body_id { text },
  [ a:defaultValue = "off" ]
  attribute turning_page_control { Turn_Page_Val }?,
  [ a:defaultValue = "on" ]
  attribute head_button_control { Turn_Page_Val }?
```

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```
special_page_link =
  element special_page_link { special_page_link_attlist, special_page+ }
special_page_link_attlist &= empty
special_page = element special_page { special_page_attlist, text }
special_page_attlist &=
  [ a:defaultValue = "other" ]
  attribute kind {
    "cover"
    | "title_page"
    | "preface"
    | "contents"
    | "body"
    | "column"
    | "note"
    | "figure"
    | "ad"
    | "afterword"
    | "appendix"
    | "answer"
    | "glossary"
    | "bibliography"
    | "commentary"
    | "index"
    | "imprint"
    | "author_info"
    | "other"
    | "flow_title"
  }?,
  attribute title { text }?
search_table =
  element search_table { search_table_attlist, search_table_def+ }
search_table_attlist &=
```

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```
  [ a:defaultValue = "no" ] attribute bookmark { Yes_No }?,
  [ a:defaultValue = "no" ] attribute wordbook { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute jump_search_root { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute jump_search { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute all_search { Yes_No }?
search_table_def =
  element search_table_def {
    search_table_def_attlist, enable_key_type, key_normalization
  }
search_table_def_attlist &=
  attribute id { text },
  [ a:defaultValue = "no" ] attribute use_default { Yes_No }?,
  attribute name { text }?,
  [ a:defaultValue = "otherunicode" ] attribute sorting_rule { "otherunicode" | "implicit" | "unicode" | "other"}?,
  attribute short_name { text }?,
  [ a:defaultValue = "no" ] attribute wild { Yes_No }?,
  [ a:defaultValue = "no" ] attribute blank { Yes_No }?,
  [ a:defaultValue = "no" ] attribute end { Yes_No }?,
  attribute help_page_id { text }?
enable_key_type =
  element enable_key_type { enable_key_type_attlist, empty }
enable_key_type_attlist &=
  [ a:defaultValue = "no" ] ( attribute numerals { Yes_No }? | attribute number { Yes_No }? ),
  [ a:defaultValue = "no" ] ( attribute basic_alphabet { Yes_No }? | attribute alphabet { Yes_No }? ),
  [ a:defaultValue = "no" ] attribute kana { Yes_No }?,
  [ a:defaultValue = "no" ] attribute kanji { Yes_No }?
key_normalization =
  element key_normalization { key_normalization_attlist, empty }
key_normalization_attlist &=
  [ a:defaultValue = "yes"] attribute capitalization {Yes_No}?,
  [ a:defaultValue = "no"]  attribute diactritic_removal {Yes_No}?,
```

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```
  [ a:defaultValue = "delete" ]
  attribute cho_on { "delete" | "repeat" | "no" }?,
  [ a:defaultValue = "yes" ] attribute daku_on { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute handaku_on { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute soku_on { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute yo_on { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute other_small_kana { Yes_No }?
event_info = element event_info { event_info_attlist, event+ }
event_info_attlist &=
  [ a:defaultValue = "single" ] attribute display_type { "single" }?
event = element event { event_attlist, trigger, action }
event_attlist &= empty
trigger = element trigger { trigger_attlist, Trigger_List }
trigger_attlist &= empty
action = element action { action_attlist, Action_List }
action_attlist &=
  [ a:defaultValue = "sequential" ]
  attribute action_flag { "sequential" }?
trigger_pointer =
  element trigger_pointer { trigger_pointer_attlist, pointer_region? }
trigger_pointer_attlist &=
  attribute id { text },
  [ a:defaultValue = "click" ] attribute action_flag { "click" }?
pointer_region =
  element pointer_region { pointer_region_attlist, vertex+ }
pointer_region_attlist &= empty

action_play = element action_play { action_play_attlist, empty }
action_play_attlist &=
  attribute object_id { text },
  [ a:defaultValue = "normal" ] attribute action { "normal" }?,
  [ a:defaultValue = "no" ] attribute play_flag { "no" }?,
```

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```
  [ a:defaultValue = "normal" ] attribute effect { "normal" }?
action_page_jump =
  element action_page_jump { action_page_jump_attlist, empty }
action_page_jump_attlist &=
  attribute book { text }?,
  attribute book_type { text }?,
  attribute page_id { text }?,
  attribute center { text }?,
  [ a:defaultValue = "normal" ] attribute show { "normal" }?,
  [ a:defaultValue = "default" ] attribute close_effect { "default" }?,
  [ a:defaultValue = "default" ] attribute show_effect { "default" }?
parts_module =
  element parts_module { parts_module_attlist, object_table }
parts_module_attlist &= empty
object_table =
  element object_table {
    object_table_attlist,
    (dynamic_text_object_entry
     | sound_object_entry
     | search_page_object_entry
     | movie_object_entry
     | comic_object_entry
     | dict_data_object_entry
     | csf_object_entry  )+
  }
object_table_attlist &= empty
dynamic_text_object_entry =
  element dynamic_text_object_entry {
    dynamic_text_object_entry_attlist, permission_info?,protection?
  }
dynamic_text_object_entry_attlist &=
  attribute src { text },
```

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```
  attribute type { text },
  attribute layout_info_src { text }?,
  attribute layout_info_type { text }?,
  attribute object_id { text }
sound_object_entry =
  element sound_object_entry {
    sound_object_entry_attlist, protection?, sound_object_info
  }
sound_object_entry_attlist &=
  attribute src { text },
  attribute type { text }
sound_object_info =
  element sound_object_info { sound_object_info_attlist, empty }
sound_object_info_attlist &= attribute object_id { text }
csf_object_entry =
  element csf_object_entry {
    csf_object_entry_attlist, permission_info?, protection?, caption?
  }
csf_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }

caption = element caption { caption_attlist, TextWithGaiji }
caption_attlist &= empty

protection = element protection { protection_attlist, empty }
protection_attlist &= empty
search_page_object_entry =
  element search_page_object_entry {
    search_page_object_entry_attlist, permission_info?
  }
```

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```
search_page_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }
movie_object_entry =
  element movie_object_entry { movie_object_entry_attlist, empty }
movie_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }
comic_object_entry =
  element comic_object_entry {
    comic_object_entry_attlist, permission_info?
  }
comic_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }
dict_data_object_entry =
  element dict_data_object_entry {
    dict_data_object_entry_attlist, permission_info?
  }
dict_data_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }
text_data =
  element text_data {
    text_data_attlist, text_default_attribute, text_body
  }
text_data_attlist &= empty
text_default_attribute =
```

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```
  element text_default_attribute {
    text_default_attribute_attlist,
    text_default_font?,
    text_default_background?,
    text_default_background_music?,
    ( line_breaking_method? | kinsoku? )
  }
text_default_attribute_attlist &=
  attribute baseline { BaseLine }?,
  attribute valign { "middle" }?
text_default_font =
  element text_default_font { text_default_font_attlist, empty }
text_default_font_attlist &=
  attribute fontname { text }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?
text_default_background =
  element text_default_background {
    text_default_background_attlist, permission_info?
  }
text_default_background_attlist &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute type { text }?,
  attribute src { text }?

text_default_background_music =
  element text_default_background_music {
    text_default_background_music_attlist, permission_info?
```

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```
  }
text_default_background_music_attlist &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?

line_breaking_method_attlist &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
line_breaking_method =
  element line_breaking_method {
    line_breaking_method_attlist,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
kinsoku_attlist &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?,
  attribute alignment { "left" }?
kinsoku =
  element kinsoku {
    kinsoku_attlist,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }

Block = p | ( scrolling_text | telop ) | key_entry
Inline =
  br
  | hr
```

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```
  | font
  | ( yoko | horizontal )
  | ruby
  | external_char
  | mask
  | char_id
  | meaning_start
All_tag2 = text | Block | Inline | object
All_tag = All_tag2 | page_break
text_body = element text_body { text_body_attlist, All_tag* }
text_body_attlist &= empty
p = element p { p_attlist, All_tag2* }
p_attlist &=
  attribute top_line_indent { text }?,
  attribute top { text }?,
  attribute bottom { text }?,
  attribute align { "center" | "right" | "left" }?,
  attribute [ a:defaultValue = "1" ] drop_cap { text }?
scrolling_text =
  element scrolling_text {
    scrolling_text_attlist, (text | external_char | font | ( horizontal | yoko ) | ruby | object)*
  }
scrolling_text_attlist &= empty
telop =
  element telop {
    telop_attlist, (text | external_char | font | ( horizontal | yoko ) | ruby | object)*
  }
telop_attlist &= empty
page_break = element page_break { page_break_attlist, empty }
page_break_attlist &=
  attribute turning_page_control { Turn_Page_Val }?,
  attribute head_button_control { Turn_Page_Val }?
```

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```
br = element br { br_attlist, empty }
br_attlist &= attribute clear { "left" | "right" | "all" }?
hr = element hr { hr_attlist, empty }
hr_attlist &=
  attribute size { text }?,
  attribute length { text }?,
  attribute align { "left" | "center" | "right" }?
font = element font { font_attlist, (text | Inline | object)* }
font_attlist &=
  attribute name { text }?,
  attribute size { text }?,
  attribute base { "default" | "last" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute bold { Yes_No }?,
  attribute underline { Yes_No }?
horizontal = element horizontal { horizontal_attlist, TextWithGaiji }
horizontal_attlist &= empty
yoko = element yoko { yoko_attlist, TextWithGaiji }
yoko_attlist &= empty
ruby = element ruby { ruby_attlist, rbase, rtop }
ruby_attlist &= empty
rbase = element rbase { rbase_attlist, TextWithGaiji }
rbase_attlist &= empty
rtop = element rtop { rtop_attlist, TextWithGaiji }
rtop_attlist &= empty
external_char = element external_char { external_char_attlist, text }
external_char_attlist &=
  attribute alt_set { text }?,
  attribute alt_code { text }?,
  attribute alt_img { text }?,
```

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```
  attribute alt_vimg { text }?,
  attribute img_type { text }?,
  attribute alt { text }?
mask =
  element mask {
    mask_attlist,
    (text | br | font | ( horizontal | yoko ) | ruby | external_char | object)*
  }
mask_attlist &=
  [ a:defaultValue = "on" ] attribute initial_flag { "on" | "off" }?,
  attribute trigger { text }?,
  attribute char_id { text }?,
  [ a:defaultValue = "default" ]
  attribute mask_type { "default" | "color" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  [ a:defaultValue = "black" ] attribute color { text }?,
  [ a:defaultValue = "scope" ] attribute hold_flag { HoldFlag }?
char_id = element char_id { char_id_attlist, (text | Inline | object)* }
char_id_attlist &= attribute char_id { text }
object = element object { object_attlist, permission_info?, protection? }
object_attlist &=
  attribute type { text },
  attribute src { text },
  attribute char_id { text }?,
  attribute align { "top" | "middle" | "bottom" | "left" | "right" }?,
  attribute start { "auto" | "event" }?,
  attribute loop { "1" }?
key_entry = element key_entry { key_entry_attlist, key_item+ }
key_entry_attlist &= empty
key_item = element key_item { key_item_attlist, TextWithGaiji }
key_item_attlist &=
```

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```
  attribute search_word { text },
  attribute table_id { text }
meaning_start = element meaning_start { meaning_start_attlist, empty }
meaning_start_attlist &= empty
flip_animation =
  element flip_animation {
    flip_animation_attlist,
    flip_animation_sound?,
    flip_animation_source+
  }
flip_animation_attlist &=
  [ a:defaultValue = "1s" ] attribute renewal_time { text }?
flip_animation_sound =
  element flip_animation_sound { flip_animation_sound_attlist, empty }
flip_animation_sound_attlist &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "0s" ] attribute start { "0s" }?
flip_animation_source =
  element flip_animation_source { flip_animation_source_attlist, empty }
flip_animation_source_attlist &=
  attribute type { text },
  attribute src { text },
  attribute renewal_time { text }?
search_page =
  element search_page {
    search_page_attlist,
    search_page_title?,
    key_input_region,
    key_input_region?,
    search_link_item*
  }
```

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```
search_page_attlist &= empty
search_page_title =
  element search_page_title { search_page_title_attlist, TextWithGaiji }
search_page_title_attlist &=
  attribute type { text }?,
  attribute src { text }?
key_input_region =
  element key_input_region {
    key_input_region_attlist, key_input_region_prompt, enable_key_type
  }
key_input_region_attlist &=
  attribute table_id { text },
  attribute search_type { ( "matches_first" | "atama-dasi" ) | ( "matches_only" | "siborikomi" ) }?

key_input_region_prompt =
  element key_input_region_prompt {
    key_input_region_prompt_attlist, TextWithGaiji
  }
key_input_region_prompt_attlist &= empty
search_link_item =
  element search_link_item {
    search_link_item_attlist, search_link_title
  }
search_link_item_attlist &= attribute char_id { text }
search_link_title =
  element search_link_title { search_link_title_attlist, TextWithGaiji }
search_link_title_attlist &= empty
comic_data = element comic_data { comic_data_attlist, comic_body }
comic_data_attlist &= empty
comic_body =
  element comic_body {
```

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```
    comic_body_attlist, comic_cell_type_body, comic_page_set_type_body?,
comic_page_type_body?
  }
comic_body_attlist &= empty
comic_cell_type_body =
  element comic_cell_type_body {
    comic_cell_type_body_attlist, comic_background_music?, cell+
  }
comic_cell_type_body_attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?,
  attribute scroll_free { "permit" }?,
  attribute magnify { "permit" }?
comic_background_music =
  element comic_background_music {
    comic_background_music_attlist, permission_info?
  }
comic_background_music_attlist &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?,
  [ a:defaultValue = "no" ] attribute sync { Yes_No }?
cell = element cell { cell_attlist, cell_scene* }
cell_attlist &=
  attribute src { text },
  attribute type { text },
  attribute char_id { text }?,
  attribute id{ text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?,
```

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```
[ a:defaultValue = "no" ] attribute fit { "yes" | "no" }?,
attribute effect {
  "fade-in"
  | "dissolve"
  | "slide-right"
  | "slide-left"
  | "slide-up"
  | "slide-down"
  | "overwrite-right"
  | "overwrite-left"
  | "overwrite-up"
  | "overwrite-down"
  | "box-rightdown"
  | "box-leftdown"
  | "box-rightup"
  | "box-leftup"
  | "box-center"
  | "box-free"
  | "pushout-right"
  | "pushout-left"
  | "pushout-up"
  | "pushout-down"
  | "wipe-right"
  | "wipe-left"
  | "wipe-up"
  | "wipe-down"
  | "wipe-vertical-in"
  | "wipe-vertical-out"
  | "wipe-horizontal-in"
  | "wipe-horizontal-out"
  | "wipe-center-in"
  | "wipe-center-out"
```

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```
    | "randomblock"
  }?,
  attribute effect_time { text }?,
  attribute effect_pos { text }?,
  attribute scroll {
    "custom" | "up" | "down" | "left" | "right" | "no"
  }?,
  attribute page_jump_id { text }?,

  attribute scroll_time { text }?,
  attribute vibration { "on" | "off" }?,
  attribute display_vibration { "on" | "off" }?,
  attribute vibration_direction { "vertical" | "horizontal" }?,
  attribute vibration_time { text }?,
  attribute sound { text }?,
  attribute sound_type { text }?,
  attribute url_jump { text }?,
  attribute backlight { "on" | "off" }?,
  attribute backlight_time { text }?,
  attribute backlight_cycle { text }?
cell_scene = element cell_scene { cell_scene_attlist, cell_draw_image* }
cell_scene_attlist &=
  attribute position { text }?,
  attribute scroll_time { text }?,
  attribute vibration { "on" | "off" }?,
  attribute display_vibration { "on" | "off" }?,
  attribute vibration_direction { "vertical" | "horizontal" }?,
  attribute vibration_time { text }?,
  attribute sound { text }?,
  attribute sound_type { text }?,
  attribute url_jump { text }?,
  attribute backlight { "on" | "off" }?,
```

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```
  attribute backlight_time { text }?,
  attribute backlight_cycle { text }?,
  attribute draw_image_time { text }?,
  attribute bgm_sync { text }?
cell_draw_image =
  element cell_draw_image { cell_draw_image_attlist, empty }
cell_draw_image_attlist &=
  attribute src { text },
  attribute type { text },
  attribute position { text }
comic_page_set_type_body =
  element comic_page_set_type_body {
    comic_page_set_type_body_attlist, page_set+
  }
comic_page_set_type_body_attlist &=
  [ a:defaultValue = "right" ] attribute binding { "left" | "right" }?,
  attribute page_size { text },
  [ a:defaultValue = "0" ] attribute central_margin { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?
page_set = element page_set { page_set_attlist, page_set_item+ }
page_set_attlist &=
  attribute type { "spread" }?,
  attribute page_size { text }?,
  attribute central_margin { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?
page_set_item =
  element page_set_item { page_set_item_attlist, cell_region_in_page* }
page_set_item_attlist &=
```

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```
  attribute src { text }?,
  attribute type { text }?,
  [ a:defaultValue = "(0,0)" ] attribute position { text }?,
  attribute page_id { text }?
cell_region_in_page =
  element cell_region_in_page { cell_region_in_page_attlist, empty }
cell_region_in_page_attlist &=
  attribute cell_id { text },
  attribute region { text }?
comic_page_type_body =
  element comic_page_type_body { comic_page_type_body_attlist, page+ }
comic_page_type_body_attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?,
  attribute order { "RT-LB" | "LT-RB" }?
page = element page { page_attlist, page_image+ }
page_attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?,
  attribute id { text },
  attribute cell_jump_id { text }
page_image = element page_image { page_image_attlist, empty }
page_image_attlist &=
  attribute src { text },
  attribute type { text }

start = flip_animation | bvf | comic_data | text_data | search_page
```

B.7.3 Tags and attributes for dictionary data object instance

```
namespace a = "http://relaxng.org/ns/compatibility/annotations/1.0"

Yes_No = "yes" | "no"
```

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```
TextWithGaiji = (text | external_char)*
BaseLine = "right" | "right_only" | "down" | "down_only"
HoldFlag = "scope" | "on_power" | "save"
Turn_Page_Val = "on" | "off" | "forward" | "back"
permission_info =
  element permission_info {
    attlist_permission_info, print_permission?, copy_permission?
  }
attlist_permission_info &= empty
print_permission =
  element print_permission { attlist_print_permission, empty }
attlist_print_permission &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "no" }?
copy_permission =
  element copy_permission { attlist_copy_permission, empty }
attlist_copy_permission &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "in_device_only" | "no" }?
dict_data =
  element dict_data {
    attlist_dict_data, dict_default_attribute, dict_body
  }
attlist_dict_data &= empty
dict_default_attribute =
  element dict_default_attribute {
    attlist_dict_default_attribute,
    dict_default_font?,
    dict_default_background?,
    dict_default_background_music?,
    ( line_breaking_method? , kinsoku? )
  }
```

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```
attlist_dict_default_attribute &=
  attribute baseline { BaseLine }?,
  attribute valign { "middle" }?
dict_default_font =
  element dict_default_font { attlist_dict_default_font, empty }
attlist_dict_default_font &=
  attribute fontname { text }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?
dict_default_background =
  element dict_default_background {
    attlist_dict_default_background, permission_info?
  }
attlist_dict_default_background &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute type { text }?,
  attribute src { text }?

dict_default_background_music =
  element dict_default_background_music {
    attlist_dict_default_background_music, permission_info?
  }
attlist_dict_default_background_music &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?

line_breaking_method =
```

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```
  element attlist_line_breaking_method {
    attlist_kinsoku,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_line_breaking_method &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
kinsoku =
  element kinsoku {
    attlist_kinsoku,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_kinsoku &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
top_prohibit_char =
  element top_prohibit_char { attlist_top_prohibit_char, text }
attlist_top_prohibit_char &= empty
end_prohibit_char =
  element end_prohibit_char { attlist_end_prohibit_char, text }
attlist_end_prohibit_char &= empty
hanging_char = element hanging_char { attlist_hanging_char, text }
attlist_hanging_char &= empty
Dict_Block = p | ( scrolling_text | telop )
Dict_Inline =
  br | hr | font | ( horizontal | yoko ) | ruby | external_char | mask | char_id
Dict_Tag = text | Dict_Block | Dict_Inline | object
dict_body = element dict_body { attlist_dict_body, word+ }
```

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```
attlist_dict_body &= empty
word = element word { attlist_word, (Dict_Tag | key_entry)* }
attlist_word &=
  attribute page_break { Yes_No }?,
  attribute turning_page_control { Turn_Page_Val }?,
  attribute head_button_control { Turn_Page_Val }?,
  attribute revision { text }?,
  attribute delete { Yes_No }?
key_entry = element key_entry { attlist_key_entry, key_item+ }
attlist_key_entry &= empty
key_item = element key_item { attlist_key_item, TextWithGaiji }
attlist_key_item &=
  attribute search_word { text },
  attribute table_id { text }
p = element p { attlist_p, Dict_Tag* }
attlist_p &=
  attribute top_line_indent { text }?,
  attribute top { text }?,
  attribute bottom { text }?,
  attribute align { "center" | "right" | "left" }?
scrolling_text =
  element scrolling_text {
    attlist_scrolling_text, (text | external_char | font | ( horizontal | yoko ) | ruby | object)*
  }
attlist_scrolling_text &= empty
telop =
  element telop {
    attlist_telop, (text | external_char | font | ( horizontal | yoko ) | ruby | object)*
  }
attlist_telop &= empty
br = element br { attlist_br, empty }
attlist_br &= attribute clear { "left" | "right" | "all" }?
```

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```
hr = element hr { attlist_hr, empty }
attlist_hr &=
  attribute size { text }?,
  attribute length { text }?,
  attribute align { "left" | "center" | "right" }?
font = element font { attlist_font, (text | Dict_Inline | object)* }
attlist_font &=
  attribute name { text }?,
  attribute size { text }?,
  attribute base { "default" | "last" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute bold { Yes_No }?,
  attribute underline { Yes_No }?
horizontal = element horizontal { attlist_horizontal, TextWithGaiji }
attlist_horizontal &= empty
yoko = element yoko { attlist_yoko, TextWithGaiji }
attlist_yoko &= empty
ruby = element ruby { attlist_ruby, rbase, rtop }
attlist_ruby &= empty
rbase = element rbase { attlist_rbase, TextWithGaiji }
attlist_rbase &= empty
rtop = element rtop { attlist_rtop, TextWithGaiji }
attlist_rtop &= empty
external_char = element external_char { attlist_external_char, text }
attlist_external_char &=
  attribute alt_set { text }?,
  attribute alt_code { text }?,
  attribute alt_img { text }?,
  attribute alt_vimg { text }?,
  attribute img_type { text }?,
```

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```
  attribute alt { text }?
mask =
  element mask {
    attlist_mask,
    (text | br | font | ( horizontal | yoko ) | ruby | external_char | object)*
  }
attlist_mask &=
  [ a:defaultValue = "on" ] attribute initial_flag { "on" | "off" }?,
  attribute trigger { text }?,
  attribute char_id { text }?,
  [ a:defaultValue = "default" ]
  attribute mask_type { "default" | "color" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  [ a:defaultValue = "black" ] attribute color { text }?,
  [ a:defaultValue = "scope" ] attribute hold_flag { HoldFlag }?
char_id =
  element char_id { attlist_char_id, (text | Dict_Inline | object)* }
attlist_char_id &= attribute char_id { text }
object = element object { attlist_object, permission_info? }
attlist_object &=
  attribute type { text },
  attribute src { text },
  attribute char_id { text }?,
  attribute align { "top" | "middle" | "bottom" | "left" | "right" }?,
  attribute start { "auto" | "event" }?,
  attribute loop { "1" }?
start = dict_data
```

B.7.4 Tags and attributes for text object instance 2

```
namespace a = "http://relaxng.org/ns/compatibility/annotations/1.0"
Yes_No = "yes" | "no"
TextWithGaiji = (text | external_char)*
```

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```
BaseLine = "right" | "right_only" | "down" | "down_only"
HoldFlag = "scope" | "on_power" | "save"
Turn_Page_Val = "on" | "off" | "forward" | "back"
Paragraph_Align =
  "left"
  | "center"
  | "right"
  | "justified"
  | "justified_left"
  | "justified_center"
  | "justified_right"
permission_info =
  element permission_info {
    attlist_permission_info, print_permission?, copy_permission?
  }
attlist_permission_info &= empty
print_permission =
  element print_permission { attlist_print_permission, empty }
attlist_print_permission &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "no" }?
copy_permission =
  element copy_permission { attlist_copy_permission, empty }
attlist_copy_permission &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "in_device_only" | "no" }?
vertex = element vertex { attlist_vertex, empty }
attlist_vertex &= attribute position { text }
text_data2 =
  element text_data2 {
    attlist_text_data2, text_default_attribute?, text_body2
  }
```

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```
attlist_text_data2 &= empty
text_default_attribute =
  element text_default_attribute {
    attlist_text_default_attribute,
    text_default_font?,
    text_default_background?,
    text_default_background_music?,
    ( kinsoku? | line_breaking_method? )
  }
attlist_text_default_attribute &=
  attribute baseline { BaseLine }?,
  attribute valign { "middle" }?
text_default_font =
  element text_default_font { attlist_text_default_font, empty }
attlist_text_default_font &=
  attribute fontname { text }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?
text_default_background =
  element text_default_background {
    attlist_text_default_background, permission_info?
  }
attlist_text_default_background &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute type { text }?,
  attribute src { text }?

text_default_background_music =
```

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```
  element text_default_background_music {
    attlist_text_default_background_music, permission_info?
  }
attlist_text_default_background_music &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?

line_breaking_method =
  element line_breaking_method {
    attlist_line_breaking_method,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_line_breaking_method &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
kinsoku =
  element kinsoku {
    attlist_kinsoku,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_kinsoku &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
top_prohibit_char =
  element top_prohibit_char { attlist_top_prohibit_char, text }
attlist_top_prohibit_char &= empty
end_prohibit_char =
```

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```
  element end_prohibit_char { attlist_end_prohibit_char, text }
attlist_end_prohibit_char &= empty
hanging_char = element hanging_char { attlist_hanging_char, text }
attlist_hanging_char &= empty
Text2_Block = p | ( scrolling_text | telop ) | key_entry
Text2_Inline =
  br
  | hr
  | font
  | ( horizontal | yoko )
  | ruby
  | external_char
  | mask
  | char_id
  | meaning_start
  | select
Text2_All_Tag2 = text | Text2_Block | Text2_Inline | object
Text2_All_Tag = Text2_All_Tag2 | page_break
text_body2 = element text_body2 { attlist_text_body2, Text2_All_Tag* }
attlist_text_body2 &= empty
p = element p { attlist_p, Text2_All_Tag2* }
attlist_p &=
  attribute top_line_indent { text }?,
  attribute top { text }?,
  attribute bottom { text }?,
  attribute align { Paragraph_Align }?
scrolling_text =
  element scrolling_text {
    attlist_scrolling_text,
    (text | external_char | font | ( horizontal | yoko ) | ruby | object | select)*
  }
attlist_scrolling_text &= empty
```

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```
telop =
  element telop {
    attlist_telop,
    (text | external_char | font | ( horizontal | yoko ) | ruby | object | select)*
  }
attlist_telop &= empty
page_break = element page_break { attlist_page_break, empty }
attlist_page_break &=
  attribute turning_page_control { Turn_Page_Val }?,
  attribute head_button_control { Turn_Page_Val }?
br = element br { attlist_br, empty }
attlist_br &=
  attribute clear { "left" | "right" | "all" }?,
  attribute width { text }?
hr = element hr { attlist_hr, permission_info? }
attlist_hr &=
  attribute size { text }?,
  attribute length { text }?,
  attribute align { "left" | "center" | "right" }?,
  attribute type { text }?,
  attribute h_src { text }?,
  attribute v_src { text }?

font = element font { attlist_font, (text | Text2_Inline | object)* }
attlist_font &=
  attribute name { text }?,
  attribute size { text }?,
  attribute base { "default" | "last" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute bold { Yes_No }?,
```

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```
  attribute underline { Yes_No }?
horizontal = element horizontal { attlist_horizontal, TextWithGaiji }
attlist_horizontal &= empty
yoko = element yoko { attlist_yoko, TextWithGaiji }
attlist_yoko &= empty
ruby = element ruby { attlist_ruby, rbase, rtop }
attlist_ruby &= empty
rbase = element rbase { attlist_rbase, TextWithGaiji }
attlist_rbase &= empty
rtop = element rtop { attlist_rtop, TextWithGaiji }
attlist_rtop &= empty
external_char = element external_char { attlist_external_char, text }
attlist_external_char &=
  attribute alt_set { text }?,
  attribute alt_code { text }?,
  attribute alt_img { text }?,
  attribute alt_vimg { text }?,
  attribute img_type { text }?,
  attribute alt { text }?
mask =
  element mask {
    attlist_mask,
    (text | br | font | yoko | ruby | external_char | object | select)*
  }
attlist_mask &=
  [ a:defaultValue = "on" ] attribute initial_flag { "on" | "off" }?,
  attribute trigger { text }?,
  attribute char_id { text }?,
  [ a:defaultValue = "default" ]
  attribute mask_type { "default" | "color" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
```

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```
  [ a:defaultValue = "black" ] attribute color { text }?,
  [ a:defaultValue = "scope" ] attribute hold_flag { HoldFlag }?
char_id =
  element char_id { attlist_char_id, (text | Text2_Inline | object)* }
attlist_char_id &= attribute char_id { text }
select = element select { attlist_select, select_item+ }
attlist_select &=
  [ a:defaultValue = "baseline" ] attribute variable { "baseline" }?
select_item =
  element select_item {
    attlist_select_item,
    (text | font | yoko | ruby | external_char | object)*
  }
attlist_select_item &= attribute type { "right" | "down" }
object = element object { attlist_object, permission_info? }
attlist_object &=
  attribute type { text },
  attribute src { text },
  attribute char_id { text }?,
  attribute align { "top" | "middle" | "bottom" | "left" | "right" }?,
  attribute start { "auto" | "event" }?,
  attribute loop { "1" }?,
  attribute position { "on_edge" }?

key_entry = element key_entry { attlist_key_entry, key_item+ }
attlist_key_entry &= empty
key_item = element key_item { attlist_key_item, TextWithGaiji }
attlist_key_item &=
  attribute search_word { text },
  attribute table_id { text }
meaning_start = element meaning_start { attlist_meaning_start, empty }
attlist_meaning_start &= empty
```

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```
Area_Tag = dynamic_text_area | object_area
layout_info_list =
  element layout_info_list { attlist_layout_info_list, layout_info+ }
attlist_layout_info_list &= empty
layout_info =
  element layout_info {
    attlist_layout_info,
    outline_info?,
    layout_default_attribute?,
    Area_Tag*
  }
attlist_layout_info &=
  attribute baseline { "right" | "down" }?,
  attribute display_size { text }
outline_info =
  element outline_info {
    attlist_outline_info,
    outline_polygon?,
    outline_background?,
    outline_background_music?
  }
attlist_outline_info &= attribute rect { text }?
outline_polygon =
  element outline_polygon { attlist_outline_polygon, vertex* }
attlist_outline_polygon &=
  attribute line_color { text }?,
  attribute line_width { text }?
outline_background =
  element outline_background {
    attlist_outline_background, permission_info?
  }
attlist_outline_background &=
```

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```
  attribute src { text }?,
  attribute type { text }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?

outline_background_music =
  element outline_background_music {
    attlist_outline_background_music, permission_info?
  }
attlist_outline_background_music &=
  attribute src { text },
  attribute type { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?

dynamic_text_area =
  element dynamic_text_area { attlist_dynamic_text_area, empty }
attlist_dynamic_text_area &=
  attribute rect { text },
  attribute bg_color { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?
object_area =
  element object_area { attlist_object_area, permission_info? }
attlist_object_area &=
  attribute rect { text },
  attribute src { text },
  attribute type { text },
  attribute char_id { text }?,
  attribute bg_color { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?
```

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```
layout_default_attribute =
  element layout_default_attribute {
    attlist_layout_default_attribute,
    layout_line_breaking_method?,
    layout_default_size?,
    layout_default_paragraph?,
    layout_default_font?,
    layout_default_columns?
  }
attlist_layout_default_attribute &=
  attribute valign { "middle" | "end" }?
layout_line_breaking_method =
  element layout_line_breaking_method {
    attlist_layout_line_breaking_method,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_layout_line_breaking_method &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
layout_default_size =
  element layout_default_size { attlist_layout_default_size, empty }
attlist_layout_default_size &=
  attribute letter_spacing { text }?,
  attribute line_pitch { text }?,
  attribute margin { text }?
layout_default_paragraph =
  element layout_default_paragraph {
    attlist_layout_default_paragraph, empty
  }
```

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```
attlist_layout_default_paragraph &=
  attribute top_line_indent { text }?,
  attribute top { text }?,
  attribute bottom { text }?,
  attribute align { Paragraph_Align }?
layout_default_font =
  element layout_default_font { attlist_layout_default_font, empty }
attlist_layout_default_font &=
  attribute fontname { text }?,
  [ a:defaultValue = "yes" ] attribute fname_change_flag { "yes" }?,
  attribute fontsize { text }?,
  attribute rubysize { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?,
  attribute bold_flag { Yes_No }?,
  [ a:defaultValue = "off" ]
  attribute fsize_autochange_flag { "on" | "off" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?
layout_default_columns =
  element layout_default_columns {
    attlist_layout_default_columns, columns_ruled_line?
  }
attlist_layout_default_columns &=
  attribute line_character_max_count { text }?,
  attribute line_character_min_count { text }?,
  attribute tray_spacing { text }?
columns_ruled_line =
  element columns_ruled_line {
    attlist_columns_ruled_line, permission_info?
  }
attlist_columns_ruled_line &=
```

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```
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute width { text }?,
  attribute h_src { text }?,
  attribute v_src { text }?,
  attribute type { text }?,
  attribute length { text }?,
  attribute align { "top" | "center" | "bottom" }?
start = text_data2 | layout_info_list
```

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Annex C
(normative)

ESP format

C.1 General

This annex describes ESP format. mentioned in Clause 6.

ESP format is a data interchange format for electronic books with the goal of making the long-term reuse of content possible without being constrained to a target terminal while including the functionality of e-book content that has been accumulated.

ESP format is primarily envisioned to function as an intermediate format before e-books are deployed to various terminals and platforms.

In developing the specifications, it was regarded important to separate content and style to enable long-term reuse of e-book data while maintaining sufficient capability to describe the existing e-books.

This standard uses XHTML/CSS notations (names of tags/attributes/properties/values and their usages) where appropriate.

C.2 Overview

C.2.1 Content structure

The data that makes up ESP format is broadly divided into the categories in Table C.1.

The content in ESP format is described in the XML format. To specify how that content is displayed, a file shall be prepared that describes the style data.

For each type of data, the data is stored in a separate file that uses the root element defined in Table C.1. Therefore, a minimum of four files (when the content does not possess style data) or five files (when the content possesses style data) are included in a single item of content.

The file name of the XML file that indicates the table of contents/item data is fixed as package.xml.

In addition to the data listed above, if there is data such as images, audio, or video that is specified from the data, this data shall also be included in the content.

For details on notation for the data, see Clause C.3 and Clause C.4.

Schema files are means for representing the format specifications and do not constitute the specifications (the file names shown in the table below are just examples and it suffices that the schema file names are consistent with those indicated in XML files).

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Table C.1 – ESP format structure

Data type	Schema file name	Extension	Root element name	Notes	Required
Body data	eif.xsd xml.xsd	xml	html	Includes tags related to text, dictionaries, and comics. The body data for the content may be split into multiple files.	✓
Bibliography data	eif.xsd xml.xsd	xml	bibliography	Data related to the bibliography including the title and author.	✓
Global settings data	eif.xsd xml.xsd	xml	global_setting	Configures the contents overall. Primarily configures settings related to the viewer not included in the style.	
Table of contents/item data	eif.xsd xml.xsd	xml	package	File name is fixed as package.xml.	✓
Search table	eif.xsd xml.xsd	xml	search_table	Tags that describe the search table. This file shall be included when describing dictionary content.	
Style data		css		Corresponds to the style sheet. When anticipating multiple configurations, store each of those in a separate file.	

C.2.2 XML files

An example of content XML file is shown in Figure C.1.

```
<?xml version="1.0" encoding="UTF-8" ?>
<html xmlns="http://ebformat.jp" xmlns:ttime="http://www.voyager.co.jp/ttime"
xmlns:xmdf="http://www.sharp.co.jp/xmdf" xmlns:xsi="http://www.w3.org/2001/XMLSchema-
instance" xsi:schemaLocation="http://ebformat.jp eif.xsd">
<head>
  :
</head>
<body>
  :
</body>
</html>
```

IEC 2806/13

Figure C.1 – Content XML file example

C.2.3 The relationship between body data and style data

In ESP format, the display method (style) is not defined as a part of the tag specification. This style is represented by the style data.

To handle body data with style data, code it with the <link> tag, a child element of the <head> tag that is always included in the body data XML. An example is shown in Figure C.2 For details, see Clause C.3.

For the properties used with style data, see C.4.1. For the selectors that can be used for each property, see C.4.3.

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```
  :
<html>
<head>
<link rel=”stylesheet” href=”device_0.css”  type=”text/css”media=”screen:size:(640,480),(1024,768)”/>

</head>
   :
```

IEC 2807/13

Figure C.2 – Style data example

C.2.4 Character codes

Character codes are written according to normal XML notation. However, for characters that cannot be expressed in this manner, a coding method has also been prepared. (See Clause C.3 for details.)

C.2.5 Line break codes

The line break codes shown in Table C.2 are all usable. See C.2.7.

Table C.2 – Usable line break codes

Line break	ASCII code
CR + LF	0x0d + 0x0a (2 bytes)
CR	0x0d
LF	0x0a

C.2.6 Coding precautions

C.2.6.1 Precautions related to the XML specification

Since ESP format is coded in XML, take note of the following items.

– There is a distinction between uppercase characters and lowercase characters in XML tag names, so do not use uppercase characters in tags unless specified by the specification.

– Following the XML specification, the end tag shall not be omitted. For an empty tag with no end tag, always end the tag with "/>". (See Figure C.3).

– Attributes shall have attribute values enclosed in single quotes (0x27) or double quotes (0x22). (See Figure C.3).

– The separation between different attributes is either a half-width space (0x20), a tab (0x09), a CR (0x0d), or a LF (0x0a). The number of separating characters does not affect parsing.

– The order of attributes within the same tag does not affect parsing.

```
<img src=”image0.png”/>
```

IEC 2808/13

Figure C.3 – Tag coding example

C.2.6.2 Precautions related to the CSS specification

– To express length or size, units may be added to numeric values. When a value is not "0", the unit shall be added.

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C.2.6.3 Other precautions

– This standard does not stipulate a folder structure, but for reuse in different environments, individual file names shall be coded as relative paths.

– Use "/" (0x2f), not "\" (0x5c) for the path name separator.

– Excluding the path name separator, the characters that can be used in file names are listed below.

  • Half-width lowercase alphabetic characters and half-width uppercase alphabetic characters (a to z, A to Z). However, do not give file names to different files that will be the same when lowercase characters and uppercase characters are handled as the same characters.

  • Half-width numerals (0 to 9)

  • Half-width symbols shown in Table C.3

– In general, attributes and style sheet properties not listed in C.3 and C.4 cannot be used even if they are allowed in XHTML.

Table C.3 – Half-width symbols for file names

Character	Character code	Notes
Hyphen	0x2d	
Period	0x2e	
Underscore	0x5f	
Tilde	0x7e	
Percent	0x25	Used only in URL encoding of characters that are not allowed to be used.
Plus	0x2b	Used only in URL encoding of characters that are not allowed to be used.

C.2.7 Restrictions

C.2.7.1 General

To prevent development of ESP-format-related tools from becoming complicated the following restrictions are recommended when making the content data. Note that capabilities of the format are not affected by doing so.

C.2.7.2 Line break codes

Only CR+LF or LF are used as the line break code. Specifically, a one-byte CR by itself is not used as a line break code.

C.2.7.3 Specificity and coding order

For style coding, the code with high specificity is put later.

Specificity is computed by class attribute designation * 10 + tag designation count.

Example: a {color:red;} has a specificity of 1
.class {color;red;} has a specificity of 10
a.class {color;red;} has a specificity of 10 + 1 = 11

Therefore, they shall be written in this order.

NOTE If a conflict occurs when the specificity is the same, the latter code is given precedence.

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C.2.7.4 Shorthand codes

C.2.7.4.1 General

For style code, the types of shorthand codes shown below are to be avoided.

C.2.7.4.2 Shorthand notation

(a) Color codes

Not acceptable: color:#fff;

Acceptable: color:#ffffff;

(b) Background color

Not acceptable: background: #a0a0a0;

Acceptable: background-color: #a0a0a0;

C.2.7.4.3 Shorthand designations

Not acceptable: border:5px;

Acceptable: border-top:5px; border-right:5px; border-bottom:5px; border-left:5px;

Remark: This also applies to other properties such as background, margin, padding.

C.2.7.4.4 Grouped designations

Not acceptable: . class1, . class2 {color:red;background-color:silver;}

Acceptable: . class1 {color:red;background-color:silver;}

. class2 {color:red;background-color:silver;}

C.3 Elements and attributes

C.3.1 General

The notations used in this standard are explained in Table C.4.

Table C.4 – Notations

Notation	Meaning	Notes
URI	Indicates file names, file paths, and resources on a network.	
bool	Boolean value (true or false)	
colorvalue	Color designation	
[n]	Integer (an integer of 0 or 1 and higher)	
[i]	Integer (may be negative)	
posnumber	A number that indicates the origin point for the absolute position on the page (see Figure C.4)	For example, when 0, it indicates the origin point is the center of the page.

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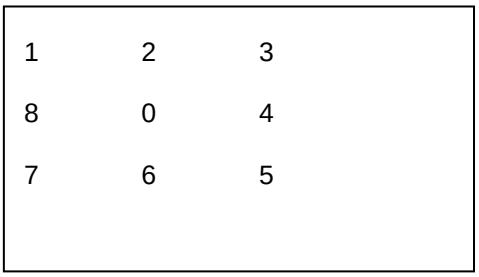

Figure C.4 – Numbers that indicate the origin point for the absolute position on the page

Remarks

– Empty tags that do not have child elements have (empty tag) written after the tag name.

– The following terms are used to described parent-child relationship between elements.

block level elements	div, h1, h2, h3, h4, h5, h6, h7, h8, h9, marquee, table, action, tts, section, page_break, reghead, hr
inline elements	br, em, span, external_char, mlg, sub, sup, phead, ptail, map, ruby, case, nocase, mask, column_break, a, offset
object elements	img, audio, video

– Attributes that cannot be omitted are presented with “[required]”. Those that can be omitted are presented with “ [optional]”.

C.3.2 Common tags

<html>

The document's top level element (root tag).
Possible child elements: head, body
The <html> tag has the following attributes.

[Attributes]

xmlns [optional]

Defines the namespace used in the document.

xml:lang [optional]

Defines the language used in the document.

<head>

Document information. Child element of <html>.
Possible child elements: title, link, pdef, local_setting

<title>

Document title. Child element of <head>.
Possible child elements: text data, external_char, ruby

<body>

Document body. Child element of <html>.
Possible child elements: text data, block-level elements, inline elements, object elements, search_table, comic_cell_type_body, comic_page_type_body, dict_item, ref, split, column, search_page.

The <body> tag has the following attributes.

[Attributes]

type [optional]

Indicates the document type.
The default is "text".
This attribute takes the following value(s).
"text"
Text

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"search"
Search table
"comic"
Comic
"dict"
Dictionary

turning_page_control [optional]
Specifies the behavior when turning the page.
This attribute takes the following value(s).
"on"
Neither the page for the previous flow nor the page for the next flow can be navigated to.
"off"
Both the page for the previous flow and the page for the next flow can be navigated to.
"forward"
The next flow cannot be navigated to. The previous flow can be navigated to.
"back"
The previous flow cannot be navigated to. The next flow can be navigated to.
"lastpage"
Indicates that this page is the last page.
This attribute value need not be added to the last page. This attribute value has been adopted for compatibility.

class [optional]
Gives a grouping to the element. Given in text data.

<section>
Indicates a section. In coding the <section> tag, if the part attribute is "toc" for example, note that this only logically shows that this part is the table of contents. Refer to the usage example for how to use this tag.
Possible child elements: text data, block-level elements, inline elements, object elements
The <section> tag has the following attributes.

[Attributes]

part [optional]
Indicates the purpose of this part.
This attribute takes the following value(s).
"toc"
Table of contents
"cover"
Front cover

The example of the usage of <section> is shown in Figure C.5.

```
<section part = “toc”>
<div level = "1"><a href = ... >Introduction</a></div>
<div level = "1"><a href = ... >Chapter 1</a></div>
<div level = "2"><a href = ... >Section 1</a></div>
   :
</section>
```

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Figure C.5 – <section> tag coding example

Remarks:

- The child elements and <a> need not be included.
- The level attribute for is envisioned as matching the heading level for the destination (if level="2", the destination is <H2>), but as a part of the format specification, when there is an <a> tag in a child element in the <section> tag, the

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destination need not be <Hn>.

<local_setting>
A valid (local) setting in this entire file. Child element of <head>.
Possible child elements: default_ccs, page_progression_direction, window, proprietary

<permission>
Permission information for printing, copying, and other actions. To make the relevant files a subject for permissions, code as a child element of <item> in package.xml. To make the content overall a subject for permissions, code as a child element of <global_setting>.
Possible child elements: text data, block-level elements, inline elements, object elements
The <permission> tag has the following attributes.

[Attributes]

type [required]
Operations which are the subject of permission information
This attribute takes the following value(s).
"print"
Print
"copy"
Copy
"reading"
Reading setting
"export"
Export setting
"download"
Downloadable
"irda"
Permission for IR communication to Palm
"reading_on_ppc"
Permission to read on PocketPC
"conv_to_palm"
Permission to output for Palm via T-Break

value [optional]
The attribute related to copy permission
This attribute takes the following value(s).
"authorized"
Allow for only legitimate users.
"in_device_only"
For legitimate users, allow usage limited to within terminals where the bunko viewer is installed. So that content is not copied off the terminal, copying shall not function for terminals that cannot be managed.
"no"
Do not allow, even for legitimate users.

C.3.3 Text-related tags

<page_break> (empty tag)
Page break
Possible child elements: none
The <page_break> tag has the following attributes.

[Attributes]

method [optional]
Restricts page breaks. Specify collation for the next paginated page with this tag.
This attribute takes the following value(s).
"normal"
Normal
"odd"
Start from odd pages
"even"
Start from even pages
"left"
Start from the left page regardless of the page turning direction

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"right"
Start from the right page regardless of the page turning direction
turning_page_control [optional]
Specifies the behavior when turning the page.
This attribute takes the following value(s).
"on"
Neither the data before this tag nor after this tag can be navigated to.
"off"
Both the data before this tag and after this tag can be navigated to.
"forward"
The data after this tag cannot be navigated to. The data before this tag can be navigated to.
"back"
The data before this tag cannot be navigated to. The data after this tag can be navigated to.
"lastpage"
The last page.

<column_break> (empty tag)
Column break
Possible child elements: none

**
** (empty tag)
Line break
Possible child elements: none
The <br> tag has the following attributes.
[Attributes]
clear [optional]
Specifies clearing text that wraps around images or other elements. Displays the next line underneath.
Remarks: Cannot be used with strict, but the clear attribute was used because the CSS clear property can only be used for block elements.
This attribute takes the following value(s).
"all"
Inserts a blank line up to the location where text can be displayed. For horizontal text, up to the left and right edges of the line. For vertical text, up to the bottom and top edges of the line.
"left"
Inserts a blank line up to the location where text can be displayed from the left edge of the line (for horizontal text. Top edge of the line for vertical text).
"right"
Inserts a blank line up to the location where text can be displayed from the right edge of the line (for horizontal text. Bottom edge of the line for vertical text).
class [optional]
Gives a grouping to the element. Given in text data.

** **
General purpose block level element.
Possible child elements: text data, block-level elements, inline elements, object elements
The tag has the following attributes.
[Attributes]
level [optional]
Block level
This attribute takes the following value(s).
Numeric value
id [optional]
Gives an identifier to the element. Must be unique in the XML file. Given in text data.
class [optional]
Gives a grouping to the element. Given in text data.

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****
Emphasis.
Possible child elements: text data, inline elements, object elements, a, offset
The tag has the following attributes.
class [optional]
Gives a grouping to the element. Given in text data.

<h1>
Heading (level 1)
Possible child elements: text data, inline elements, object elements, div
The <h1> tag has the following attributes.
[Attributes]
caption [optional]
Text to display in the running head
This attribute takes the following value(s).
Text
class [optional]
Gives a grouping to the element. Given in text data.

<h2>
Heading (level 2)
Possible child elements: text data, inline elements, object elements, div
The <h2> tag has the following attributes.
[Attributes]
caption [optional]
Text to display in the running head
This attribute takes the following value(s).
Text
class [optional]
Gives a grouping to the element. Given in text data.

<h3>
Heading (level 3)
Possible child elements: text data, inline elements, object elements, div
The <h3> tag has the following attributes.
[Attributes]
caption [optional]
Text to display in the running head
This attribute takes the following value(s).
Text
class [optional]
Gives a grouping to the element. Given in text data

<h4>
Heading (level 4)
Possible child elements: text data, inline elements, object elements, div
The <h4> tag has the following attributes.
[Attributes]
caption [optional]
Text to display in the running head
This attribute takes the following value(s).
Text
class [optional]
Gives a grouping to the element. Given in text data.

<h5>
Heading (level 5)
Possible child elements: text data, inline elements, object elements, div
The <h5> tag has the following attributes.
[Attributes]
caption [optional]
Text to display in the running head

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This attribute takes the following value(s).
Text

class [optional]
Gives a grouping to the element. Given in text data.

<h6>
Heading (level 6)
Possible child elements: text data, inline elements, object elements, div
The <h6> tag has the following attributes.

[Attributes]

caption [optional]
Text to display in the running head
This attribute takes the following value(s).
Text

class [optional]
Gives a grouping to the element. Given in text data.

<h7>
Heading (level 7)
Possible child elements: text data, inline elements, object elements, div
The <h7> tag has the following attributes.

[Attributes]

caption [optional]
Text to display in the running head
This attribute takes the following value(s).
Text

class [optional]
Gives a grouping to the element. Given in text data.

<h8>
Heading (level 8)
Possible child elements: text data, inline elements, object elements, div
The <h8> tag has the following attributes.

[Attributes]

caption [optional]
Text to display in the running head
This attribute takes the following value(s).
Text

class [optional]
Gives a grouping to the element. Given in text data.

<h9>
Possible child elements: text data, inline elements, object elements, div
Heading (level 9)
The <h9> tag has the following attributes.

[Attributes]

caption [optional]
Text to display in the running head
This attribute takes the following value(s).
Text

class [optional]
Gives a grouping to the element. Given in text data.

****
General purpose inline element.
Possible child elements: text data, inline elements, object elements
Remarks: To write alternate text, it can also be written as a child element of <external_char> (see the remark for the <external_char> tag).
The tag has the following attributes.

[Attributes]

id [optional]

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Gives an identifier to the element. Must be unique in the XML file. Given in text data.

type [optional]
When a reference to a media file is enclosed, specify the media file type in the MIME format.

xml:lang [optional]
Specifies the language.

lang_code [optional]
Specifies the language code.
This attribute takes the following value(s).
Language code

class [optional]
Gives a grouping to the element. Given in text data.

<offset> (empty tag)
Offset of the display position. Use in combination with the style data property text-offset.
Possible child elements: none

class [optional]
Gives a grouping to the element. Given in text data.

<external_char>
Inserts external characters.
Possible child elements: span,img
The <external_char> tag has the following attributes.

[Attributes]

system [optional]
Specifies the presumed code system. Example: "Adobe-Japan-1-6"

code [optional]
The code in the code system specified by system

glyph_data [optional]
Specifies the external character image (file containing the glyph).

priority [optional]
Explicitly expresses whether the code or glyph_data attribute takes priority when conflicts occur. If code takes priority over glyph, then “code,glyph”. And otherwise “glyph,code”, the two words being separated by a comma.”

alt [optional]
Alternate text
Remarks: Alternate text can also be written using the tag or the <img> tag in a child element.

Remarks: To specify alternate text and alternate images, you may use the tag and the <img> tag as shown below in addition to using the alt attribute and the glyph_data attribute.
Example 1: An example using

```
<external_char glyph_data="img/glyph.png">
  <span class=”yoko”>!?</span>
</external_char>
...
span.yoko { text-combine: horizontal; }
```

Example 2: An example using <img>

```
<external_char glyph_data="img/glyph.png">
  <img src=”img/alt_glyph.jpg”/>
</external_char>
```

- Of the attributes specified in <img>, a child element of <external_char>, attributes other than the src attribute shall not be written.

<mlg>

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Insert note
Possible child elements: text data, inline elements, object elements

<a>
Anchor (link). The details of the operation are coded with either the href, target, ref_id/ref_itemid, or cmd attributes.
Possible child elements: text data, inline elements (except <a>), object elements
The <a> tag has the following attributes.

[Attributes]

href [optional]
Specifies a link.

target [optional]
Specifies the target.

id [optional]
Gives an identifier to the element. Must be unique in the XML file. Given in text data.

ref_itemid [optional]
Specifies the id of a referenced file (text or media file). If the reference is a media file, that media file starts playing.

title [optional]
Specifies the text to display in the title bar on rollover.

ref_id [optional]
Specifies the id of the reference.
Remarks: Independently added: source id

shake [optional]
Specifies whether or not to vibrate when clicked.
This attribute takes the following value(s).
bool

background [optional]
Whether or not to execute in the background.
This attribute takes the following value(s).
bool

cmd [optional]
Specifies the protocol to execute.
This attribute takes the following value(s).
"appl:"creator
Creator of the application to open
"exe:"exename
Process name of the application to open
"tel:"telephone number
Places a telephone call.
"mailto:"email address
Starts the mailer.
"nexthead"
To the next chapter
"prevhead"
To the previous chapter
"next"
To the next page
"prev"
To the previous page
"top"
To the top
"bottom"
To the end
"back"
Back
"forward"
Forward (in history)

class [optional]
Gives a grouping to the element. Given in text data.

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Remarks:

1) href
2) ref_id / ref_itemid
3) cmd

For the attributes in 1) through 3) above, they can be combined under the following conditions, and the parsing of the attributes in those situations is written below.

・1 & 3 and 2 & 3 may be written in the same tag, but 1 & 2 shall not be written in the same tag.

If they are written in the same tag, 2 has precedence.

・If 1 & 3 conflict or 2 & 3 conflict, 3 has precedence.

(Conflict example: Jumps to different pages are specified by 2 & 3.)

・The target attribute can only be used with 1 & 2, and it cannot be used with 3.

<hr> (empty tag)
Displays a horizontal line.
Possible child elements: none
The <hr> tag has the following attributes.

class [optional]
Gives a grouping to the element. Given in text data.

<sub>
Displays text as a subscript.
Possible child elements: text data, inline elements, object elements

<sup>
Displays text as a superscript.
Possible child elements: text data, inline elements, object elements

<marquee>
The text enclosed by this tag is displayed in a scrolling ticker (made to look as if it is flowing).
Possible child elements: text data, external_char, ruby, object elements, span

<table>
Creates a table.
Possible child elements: tr

<th>
Adds a heading to the table. Child element of <tr>.
Possible child elements: text data, inline elements, object elements
The <th> tag has the following attributes.

[Attributes]
rowspan [optional]
Specifies the number of cells to span downward.
This attribute takes the following value(s).
[n]
0 or larger integer. Specify 0 to span all the cells downward including the attribute's own cell.

colspan [optional]
Specifies the number of cells to span to the right.
This attribute takes the following value(s).
[n]
0 or larger integer. Specify 0 to span all the cells to the right including the attribute's own cell.

<tr>
Defines a horizontal row. Child element of <table>.
Possible child elements: th, td

<td>
Creates a cell. Child element of <tr>.

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Possible child elements: text data, inline elements, object elements
The <td> tag has the following attributes.

[Attributes]

rowspan [optional]
Specifies the number of cells to span downward.
This attribute takes the following value(s).
[n]
0 or larger integer. Specify 0 to span all the cells downward including the attribute's own cell.

colspan [optional]
Specifies the number of cells to span to the right.
This attribute takes the following value(s).
[n]
0 or larger integer. Specify 0 to span all the cells to the right including the attribute's own cell.

<img> (empty tag)
Specifies an image. Or specifies a fill color.
Possible child elements: none
Remarks: Some IMG attributes are overwritten by CSS, but other than align, it is a bit strange to make them all CSS, so they have been made attributes. Alternate text may be written as a child element of <external_char> (see the remark for the <external_char> tag).
The <img> tag has the following attributes.

[Attributes]

src [required]
Specifies the image URI or to fill.
This attribute takes the following value(s).
URI
Specify the URI when displaying an image.
"paint:"
Specify when filling.

alt [optional]
Specifies alternate text.

longdesc [optional]
Specifies a reference for a long description about the image.

width [optional]
Specifies the width of the image to display
This attribute takes the following value(s).
[n]px, [n]%

height [optional]
Specifies the height of the image to display.
This attribute takes the following value(s).
[n]px, [n]%

usemap [optional]
Specifies the URI of an image-map to associate with the image.

line [optional]
Specifies the image size as text size (integer value 1 or higher).

scale [optional]
Specifies the image size scaled from the original size.
This attribute takes the following value(s).
[n]%

bordercolor [optional]
Border color
This attribute takes the following value(s).
colorvalue

border [optional]
Border width
This attribute takes the following value(s).
[n]

hspace [optional]
Specifies the horizontal margins.

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This attribute takes the following value(s).
[n]
0 or larger integer value.

vspace [optional]
Specifies the vertical margins.
This attribute takes the following value(s).
[n]
0 or larger integer value

dspace [optional]
Specifies the margins for the progression direction as an integer value 0 or higher.
This attribute takes the following value(s).
[n]
0 or larger integer value

snap [optional]
Snap to field frame
This attribute takes the following value(s).
"frame"
Snap to field frame

linemode [optional]
Specifies the inline image wrapping mode.
This attribute takes the following value(s).
bool

targetplane [optional]
Draws the image on the text buffer.
This attribute takes the following value(s).
"text"
Draws the image on the text buffer.

drawing [optional]
Tiling display
This attribute takes the following value(s).
"tile"
Tiling display

color [optional]
Specifies the fill color.
This attribute takes the following value(s).
colorvalue

opacity [optional]
Specifies the fill color opacity.
This attribute takes the following value(s).
[n]
Integer value from 0 to 255.

loop [optional]
Number of times to loop the animation
This attribute takes the following value(s).
[n]
1 or larger integer value.

start [optional]
Specifies the trigger to indicate the start of playback for an animation object when an animation object is specified by the src attribute.
This attribute takes the following value(s).
"auto"
Automatically starts playback from the beginning with each entry into the display region. Even if playback ended without completing the last time the animation object was displayed, playback starts from the beginning.
"event"
Starts playback as instructed by event data.

a [optional]
Sets the origin point when specifying the display position for the image.
This attribute takes the following value(s).
posNumber

x [optional]

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The horizontal offset value from the origin point specified by a.
This attribute takes the following value(s).
[n]

y [optional]
The vertical offset value from the origin point specified by a.
This attribute takes the following value(s).
[n]

o [optional]
Specifies the image wrapping mode.
This attribute takes the following value(s).
bool

mode [optional]
Specifies the button display mode when used in combination with a tool button.
This attribute takes the following value(s).
[n]

shrink [optional]
Specifies the display method when the image size extends out from the page.
This attribute takes the following value(s).
screen
Shrinks the image so it is displayed in its entirety.

startpoint [optional]
Sets the origin point when enlarging a shrunken image.
This attribute takes the following value(s).
posNumber

preview [optional]
Controls the full scale display of the image. Enables full scale display mode.
This attribute takes the following value(s).
bool

id [optional]
Gives an identifier to the element. Must be unique in the XML file. Given in text data.

class [optional]
Gives a grouping to the element. Given in text data.

<pdef> (empty tag)
Illustration insertion tag. Specifies an image or a filling as the fixed visual objects in the page.
Possible child elements: none
Remarks: To be used in <head>...</head>
The <pdef> tag has the following attributes.

[Attributes]

src [required]
Specifies the image to set as the illustration or filling.
This attribute takes the following value(s).
URI
Specifies the URI of the image to set as the illustration.
"paint:"
Specifies filling the illustration.

id [required]
Gives an identifier to the image. Given in text data.

a [optional]
Specifies the origin point when specifying the display position of the image.
This attribute takes the following value(s).
posNumber

alt [optional]
Specifies alternate text.

width [optional]
Specifies the width of the image to display.
This attribute takes the following value(s).
[n]px, [n]%

height [optional]
Specifies the height of the image to display.

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This attribute takes the following value(s).
[n]px, [n]%

usemap [optional]
Specifies the URI of an image-map to associate with the illustration.

bordercolor [optional]
Border color
This attribute takes the following value(s).
colorvalue

border [optional]
Border width
This attribute takes the following value(s).
[n]

hspace [optional]
Specifies the horizontal margins.
This attribute takes the following value(s).
[n]
0 or larger integer value.

vspace [optional]
Specifies the vertical margins.
This attribute takes the following value(s).
[n]
0 or larger integer value.

color [optional]
Specifies the fill color.
This attribute takes the following value(s).
colorvalue

opacity [optional]
Specifies the fill color opacity.
This attribute takes the following value(s).
[n]
Integer value from 0 to 255.

x [optional]
The horizontal offset value from the origin point specified by a.
This attribute takes the following value(s).
[n]

y [optional]
The vertical offset value from the origin point specified by a.
This attribute takes the following value(s).
[n]

o [optional]
Specifies the image wrapping mode.
This attribute takes the following value(s).
bool

mode [optional]
Button display when used in combination with a tool button
This attribute takes the following value(s).
[n]

shrink [optional]
Specifies the display method when the image size extends out from the page.
This attribute takes the following value(s).
screen
Shrinks the image so it is displayed in its entirety.

startpoint [optional]
Sets the origin point when enlarging a shrunken image.
This attribute takes the following value(s).
posNumber

preview [optional]
Controls the full scale display of the image. Enables full scale display mode.
This attribute takes the following value(s).
bool

<phead> (empty tag)

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Begins to display the image specified by <pdef>. The image is shown until <ptail> is encountered in the page.
Possible child elements: none
The <phead> tag has the following attributes.

[Attributes]

ref_id [required]
Refers to one of the <pdef> tags to specify the image by the identifier. Must match the id attribute of one of the <pdef> tags in the content.

delay [optional]
Page offset value from the page with the tag.
This attribute takes the following value(s).
0 or larger integer value
Regarded as 0 if omitted.

<ptail> (empty tag)
Specifies the end point of display of the image specified by <pdef>
Possible child elements: none
The <ptail> tag has the following attributes.

[Attributes]

ref_id [required]
Refers to one of the <pdef> tags to specify the image by the identifier. Must match the id attribute of one of the <pdef> tags in the content.

delay [optional]
Page offset value from the page with the tag.
This attribute takes the following value(s).
0 or larger integer value
Regarded as 0 if omitted.

<area> (empty tag)
Specifies an image-map region.
Possible child elements: none
Remarks: The details of the operation are coded with either href, target, ref_id/ref_itemid, or type. For details, see the note for the <a> tag.
The <area> tag has the following attributes.

[Attributes]

alt [optional]
Text to display as an alternate

shape [optional]
Defines the shape of the region.
The default is "poly".
This attribute takes the following value(s).
"rect"
Rectangle
"circle"
Circle
"poly"
Polygon
"default"
Entire image

coords [optional]
Specifies the coordinates of the region. Specify in x coordinate, y coordinate order. Example: coords:"x,y"

href [optional]
Destination URI

target [optional]
Specifies the target (name of the frame to display in).

title [optional]
Specifies the text to display in the title bar on rollover.

ref_itemid [optional]
Specifies the id of a referenced file (text or media file). If the reference is a media file, that media file starts playing.

ref_id [optional]

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Specifies the id of the reference.
Remarks: Independently added: source id

shake [optional]
Whether or not to vibrate when clicked.
This attribute takes the following value(s).
bool

background [optional]
Whether or not to execute in the background.
Remarks: (exclusive T-Time setting)
This attribute takes the following value(s).
bool

cmd [optional]
Specifies the protocol.
Remarks: Independently added: Place a telephone call, start mailer
This attribute takes the following value(s).
"appl:"creator
Creator of the application to open
"exe:"exename
Process name of the application to open
"tel:"telephone number
Places a telephone call.
"mailto:"email address
Starts the mailer.
"nexthead"
To the next chapter
"prevhead"
To the previous chapter
"next"
To the next page
"prev"
To the previous page
"top"
To the top
"bottom"
To the end
"back"
Back
"forward"
Forward (in history)

<map>
Defines an image map.
Possible child elements: block-level elements, area
The <map> tag has the following attributes.

[Attributes]

name [optional]
Map name
This attribute takes the following value(s).
Text

id [optional]
Gives an identifier to the element (image map). Must be unique in the XML file.
Given in text data.

title [optional]
Map title
This attribute takes the following value(s).
Text

<link> (empty tag)
Defines document associations. Child element of <head>.
Possible child elements: none
The <link> tag has the following attributes.

[Attributes]

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rel [optional]
Describes the relationship with the destination document as seen from this document. Multiple items may be specified.
This attribute takes the following value(s).
"stylesheet"
Denotes the style sheet applied by default.
"alternate stylesheet"
Denotes a style sheet not applied by default.

href [optional]
URI of the associated document (style sheet file name, etc.)

type [optional]
MIME type
Remarks: Only "text/css" may be used

media [optional]
The media envisioned as the output target. For screen, the screen size and number of colors can be specified.

<ruby>
Ruby characters
Possible child elements: The following combination of tags; (rb , rt), (rb, rp, rt, rp), (rbc, rtc) or (rbc, rp, rtc, rp) The order of these tags shall be observed.

<rb>
Text to display with ruby characters
Possible child elements: text data, inline elements, object elements

<rt>
Ruby character text
Possible child elements: text data, inline elements, object elements

<rbc>
Characters to apply ruby characters (encloses rb as a group)
Possible child elements: rb

<rtc>
Reading (encloses rt as a group)
Possible child elements: rt

<rp>
Possible child elements: text data, external_char
Specifies parentheses for alternate characters.
Coding example:
<ruby><rbc><rb> 被</rb><rb>ル
rtc><rt> ひ</rt><rt>る
b> 漢字</rb><rp>(</rp><rt>かんじ</rt><rp>)</rp><ru

```
<ruby><rb>                                  漢字</rb>
<ruby><rb>                                  漢
</rp></ruby>
```

Remarks: The following position was adopted in the development of this standard.

- For single ruby characters, group ruby characters, separate coding methods are unnecessary.
- For ruby characters for idioms, it should be possible to insert separations into the ruby text.
- <rp> was left in as a part of ESP format (when converting to a distribution format, we envision this will normally be converted).
- Parentheses can also be used in the ruby characters without using <rp>.

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<audio> (empty tag)
Plays audio data.
Possible child elements: none
Remarks: HTML5 compliant
The <audio> tag has the following attributes.
[Attributes]
src [optional]
Audio data file name

<video> (empty tag)
Plays video data.
Possible child elements: none
Remarks: HTML5 compliant
The <video> tag has the following attributes.
[Attributes]
src [optional]
Video data file name

<action> (empty tag)
Controls page turning between flows.
Possible child elements: none
The <action> tag has the following attributes.
[Attributes]
onopen [optional]
Specifies the file to execute when the page is opened.
This attribute takes the following value(s).
URI
onclose [optional]
Specifies the file to execute when the page is closed.
This attribute takes the following value(s).
URI
background [optional]
Execute in the background
This attribute takes the following value(s).
bool
cmd [optional]
Specifies the protocol.
Remarks: Independently added: Place a telephone call, start mailer
This attribute takes the following value(s).
"appl:"creator
Creator of the application to open
"exe:"exename
Process name of the application to open
"tel:"telephone number
Places a telephone call.
"mailto:"email address
Starts the mailer.
"nexthead"
To the next chapter
"prevhead"
To the previous chapter
"next"
To the next page
"prev"
To the previous page
"top"
To the top
"bottom"
To the end
"back"
Back

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"forward"
Forward (in history)

<case/nocase>
Environment dependent operation (If a condition holds, the representation specified by <case> is played. When it doesn't, that specified by <nocase> is played.)
Possible child elements: text data, block-level elements, inline elements, object elements
Remarks: Enclose the section you wish to be the subject of selective operation with <case>...</case> or <nocase>...</nocase>.
The <case/nocase> tag has the following attributes.

[Attributes]

dir [optional]
Vertical text/horizontal text
This attribute takes the following value(s).
"vertical"
Vertical text
"horizontal"
Horizontal text

cpu [optional]
CPU
This attribute takes the following value(s).
CPU names such as "ppc", "68k", "x86." as conditions.

os [optional]
Operating system
This attribute takes the following value(s).
Names of Operating systems, such as "mac", "win32", "ios", "android" as conditions

screen [optional]
Window
This attribute takes the following value(s).
"pda"
The short side of the window size is 320 pixels or smaller.
"portrait"
The window proportion is vertically long (also true for squares).
"landscape"
The window proportion is horizontally long.

<mask>
Each time the text enclosed with the <mask> tag is clicked or the specified text is clicked, a mask can be applied or removed.
Possible child elements: text data, inline elements, object elements
The <mask> tag has the following attributes.

[Attributes]

initial_flag [optional]
Sets the initial state.
This attribute takes the following value(s).
"on"
Sets the masked state as the initial state.
"off"
Sets the unmasked state as the initial state.

trigger_id [optional]
Trigger for switching. Multiple triggers may be specified with "," as the separator.

id [optional]
Gives an identifier to the element. Must be unique in the XML file. Given in text data.

mask_type [optional]
Specifies the masking method. Either of the attribute values below may be specified.
This attribute takes the following value(s).
"default"
Masking with the viewer's default method.

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"color"
Sets the text color and background color to the color specified by the color property. If the color property is omitted, the mask color is set to the value applied for text when the color property is omitted.

hold_flag [optional]
Specifies the method for saving the mask on/off state.
This attribute takes the following value(s).
"scope"
Saves the mask state until this text object entity is done being displayed.
"on_power"
Saves the mask state until the book is closed.
"save"
Saves the current mask state when the book is closed. Uses that state as the initial value when the book is next read.

class [optional]
Gives a grouping to the element. Given in text data.

<tts>
Segment information when TTS is reading the text
Possible child elements: text data, block-level elements, inline elements, object elements

Coding example: <tts>The computer is an important research tool</tts>
Remarques: The default language can be specified with <language>, which is a child element of <bibliography>, or with the xml:lang attribute of the <html> tag. Alternatively, place elements in the <tts> element and the language can be expressed with the xml:lang attribute of .
The <tts> tag has the following attributes.
[Attributes]
speaker [optional]
Speaker information
This attribute takes the following value(s).
"male"
Adult, male
"female"
Adult, female
"child"
Child

C.3.4 Dictionary-related tags

<ref>
Indicates a reference. It means "See also ...". Child element of <body>.
Possible child elements: text data, external_char
The <ref> tag has the following attributes.
[Attributes]
id [required]
Reference item ID. Specify an ID defined by the <dict_item> tag.
type [optional]
Reference type

<dict_item>
The tag that compiles the headword
Possible child elements: text data, inline elements, object elements, gender, psp, glabel, pronunciation, inflec, lang, slabel, spellout, variant, etymology
The <dict_item> tag has the following attributes.
[Attributes]
type [optional]
Type
id [required]
ID number
Remarks: This is usually required for editing purposes and doesn't change when content is revised.

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rank [optional]
Information such as an important word
level [optional]
Hierarchy level
page_break [optional]
Select whether or not to break the page at the end of this tag.
This attribute takes the following value(s).
bool
turning_page_control [optional]
If the page_break attribute is specified as "yes", this controls whether or not to prohibit navigating to the forward or back data from this word's page break position during the normal scrolling operation.
This attribute takes the following value(s).
"on"
The forward and back data cannot be navigated to.
"off"
Both the forward and back can be navigated to.
"forward"
The forward data can be navigated to, but the back data cannot be navigated to.
"back"
The back data can be navigated to, but the forward data cannot be navigated to.
revision [optional]
Indicates the revision of the content when adding this word data.
This attribute takes the following value(s).
Numeral
delete [optional]
Specifies whether or not to delete the content of this word data.
This attribute takes the following value(s).
bool

<reghead>
The tag that compiles the search term. This tag has one or more <headword> and zero or more <key> child elements.
Possible child elements: headword, key

<headword>
This tag exists for each search term.
Possible child elements: text data, external char
Remarque: One or more exist in child elements for head.
The <headword> tag has the following attributes.
[Attributes]
type [optional]
Search term type. For pronunciation, "pronunciation".
This attribute takes the following value(s).
"pronunciation"
Pronunciation
table_id [required]
Specifies the search table.
phonetic_notation [optional]
Specify the phonetic notation to display the language sounds as text.
The default is "IPA".
This attribute takes the following value(s).
"IPA"
The phonetic notation is the International Phonetic Alphabet.

<key>
Input text for search. In addition to hiragana and alphabetic characters, code may be entered that contains standard characters.
Possible child elements: text data
The <key> tag has the following attributes.

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[Attributes]
type [optional]
Sets the type of characters permitted in the search table.

<meaning>
Word meaning. (Set for every meaning number.)
Possible child elements: inline elements, object elements
The <meaning> tag has the following attributes.
[Attributes]
type [optional]
Category
subid [optional]
The reference ID that references the position in the definition
level [optional]
Meaning level. Specify as a number 0 to 9.
no [optional]
The number of meanings for that level. Specify as a number 0 to 9.

<example>
Example
Possible child elements: inline elements, object elements
The <example> tag has the following attributes.
[Attributes]
type [optional]
Example type

<subhead>
Subheading start (not required)
Possible child elements: subheadword, meaning, example, key
The <subhead> tag has the following attributes.
[Attributes]
subid [optional]
Relevant subheading reference ID
type [optional]
Subheading type

<subheadword>
Subheadword
Possible child elements: text data, external char
The <subheadword> tag has the following attributes.
[Attributes]
subid [optional]
Relevant subheadword reference ID
type [optional]
Subheadword type

<split>
Splits data into alphabetic or other units, an typical example of which is grouping entries by the first letter.
Possible child elements: inline elements, object elements
The <split> tag has the following attributes.
[Attributes]
level [optional]
Hierarchy level. Specify as a number 0 to 9.

<column>
Creates a boxed column or shaded column.
Possible child elements: inline elements, object elements
The <column> tag has the following attributes.
[Attributes]
subid [required]
Reference ID of the relevant column

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type [optional]
Column type

<gender>
Gender type. Child element of <dict_item>.
Possible child elements: inline elements, object elements

<glabel>
Grammar label. Child element of <dict_item>.
Possible child elements: inline elements, object elements

<pronunciation>
Phonetic symbols. Child element of <dict_item>.
Possible child elements: inline elements, object elements
The <pronunciation> tag has the following attributes.
[Attributes]
phonetic_notation [optional]
Specify the phonetic notation to display the language sounds as text.
The default is "IPA".
This attribute takes the following value(s).
"IPA"
The phonetic notation is the International Phonetic Alphabet.

<psp>
Part of speech. Child element of <dict_item>.
Possible child elements: inline elements, object elements

<inflec>
Inflection. Child element of <dict_item>.
Possible child elements: inline elements, object elements

<lang>
Language type. Child element of <dict_item>.
Possible child elements: inline elements, object elements

<slabel>
Technical terminology label. Child element of <dict_item>.
Possible child elements: inline elements, object elements

<spellout>
Abbreviated portion of the headword. Child element of <dict_item>.
Possible child elements: inline elements, object elements
The <spellout> tag has the following attributes.
[Attributes]
org [optional]
What manner to replace in the display

<variant>
Variant word. Child element of <dict_item>.
Possible child elements: inline elements, object elements

<search_page>
Search page object entity
Possible child elements: search_page_title, key_input_region, search_link_item

<search_page_title>
Search page title and image
Possible child elements: text data, external_char
The <search_page_title> tag has the following attributes.
[Attributes]
src [optional]
Search page image data file name

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<key_input_region>
Headword input region
Possible child elements: key_input_region_prompt, enable_key_type
The <key_input_region> tag has the following attributes.
[Attributes]
table_id [required]
The search table ID to add for handling the headword input region
This attribute takes the following value(s).
Text
search_type [optional]
Specifies the type of search.
This attribute takes the following value(s).
"matches_only"
Refining search. The text entered in the entry word input region is compared from the starting character and only headwords that match that portion are displayed as search results.
"matches_first"
First match search. The text entered in the entry word input region is compared from the starting character and the headword that matches that portion and the headwords registered after that headword are displayed as search results.

<key_input_region_prompt>
Text displayed near the input region. Child element of <key_input_region>
Possible child elements: text data, external_char.

<enable_key_type>
Defines what types of characters are allowed in the keyword input field. Cannot be omitted.The attributes and child elements of this tag are the same as those used when this tag is a child of <search_table_def>. The character types allowed in the tag when it is a child of <key_input_region> shall be a subset of those defined in the associated search table. Note that this means it is allowed for the former to prohibit character types enabled by the latter, whereas the opposite is not allowed.
Possible child elements: char_list

<search_link_item>
Sets information related to the link list.
Possible child elements: search_link_title
The <search_link_item> tag has the following attributes.
[Attributes]
id [required]
Text ID
This attribute takes the following value(s).
Text

<search_link_title>
Title to display on the link list. Child element of <search_link_item>.
Possible child elements: text data, external_char.
The <search_link_title> tag has the following attributes.
[Attributes]
xml:lang [optional]
Default language
lang_code [optional]
Specifies the language code for the title.

<etymology>
Etymology information. Child element of <dict_item>
Possible child elements: inline elements, object elements.

<tts>
Segment information when TTS is reading the text

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Possible child elements: text data, block-level elements, inline elements
Remarks: Coding example: <tts>The computer is an important research tool</tts> The default language can be specified with <language>, which is a child element of <bibliography>, or with the xml:lang attribute of the <html> tag. In addition, if the default language is a child element of <dict_item>, the default language can be specified with the lang attribute of <dict_item>. In other cases, place elements in the <tts> element and the text is expressed with that lang attribute.
The <tts> tag has the following attributes.

[Attributes]

speaker [optional]

Speaker information
This attribute takes the following value(s).
"male"
Adult male
"female"
Adult female
"child"
Child

C.3.5 Search-table related tags

<search_table>

Root element for the search table description. At most only one instance of the tag happens in content.
Possible child elements: search_table_def
The <search_table> tag has the following attributes.

[Attributes]

bookmark [optional]

Specifies if all the search tables included in the content should be eligible for automatic bookmarking on the viewer (i.e. automatically keeping the tally of the headwords searched). The default is “false”.
This attribute takes the following value(s).
bool

wordbook [optional]

Specifies if all the search tables are eligible for the wordbook function on the viewer (i.e. automatically registering headwords in the wordbook and showing the list). The following values are possible. The default is “false”.
This attribute takes the following value(s).
bool

jump_search_root [optional]

Specifies if the content is eligible as a source of multi-content search from text (i.e. can launch multi content search using the keyword selected from the displayed text of the content). The following values are possible. The default is “true”.
This attribute takes the following value(s).
bool

jump_search [optional]

Specifies if all the search tables are eligible for multi-content search from text (i.e. can be searched as one of the contents in multi-content search using the keyword selected from the text) and multi-content search from input with the content being displayed (i.e. can be searched as one of the contents in multi-content search using the input keyword) with the content displayed. The default is “true”.
This attribute takes the following value(s).
bool

all_search [optional]

Specifies if all the search tables are eligible for multi-content search without the content itself being displayed. The default is “true”.
This attribute takes the following value(s).
bool

<search_table_def>

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Specifies information concerning each search table. There shall be at least one instance of this tag as a child element of <search_table>.
Possible child elements: enable_key_type, key_normalization
The <search_table_def> tag has the following attributes.

[Attributes]

id [required]
Defines the ID number of this search table. The ID number shall be unique to each search table within the content.
This attribute takes the following value(s).
Text data

use_default [optional]
Defines whether a search based on this search table is allowed by the viewer, when the search is not initiated from a related search page. The default is “false”.
This attribute takes the following value(s).
bool

sorting_rule [optional]
Defines how to sort the search results. This attribute is to allow for different ordering schemes for different languages. The default is "implicit".
This attribute takes the following value(s).
"implicit"
Ordered as written in the content.
"unicode"
Ordered by Unicode value.
"other"
In the other manner not expressed.

name [optional]
Sets the name for the search table. in standard character string. The name is intended to be used in listing the search results.

short_name [optional]
Sets the shortened version of the name of the table. Names longer than the one specified by the name attribute is not allowed. The name is intended to be used in listing the search results.

wild [optional]
Specifies whether table for wildcard search should be generated. The default is “false”.
This attribute takes the following value(s).
bool

blank [optional]
Specifies whether search table for “blank word” search should be generated. The default is “false”.
This attribute takes the following value(s).
bool

end [optional]
Specifies whether search table for “word-ending” search should be generated. The default is “false”.
This attribute takes the following value(s).
bool

help_item_id [optional]
Sets the shortened version of the name of the table. Names longer than the one specified by the name attribute is not allowed. The name is intended to be used in listing the search results.

<enable_key_type>

Defines the type of characters that can be used to store the lookup key of the entry words in the table. A child element of <search_table_def>.
Possible child elements: char_list
The <enable_key_type> tag has the following attributes.

[Attributes]

numerals [optional]
Defines whether the lookup key may include numerals or not. The default is “false”.
This attribute takes the following value(s).

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bool

basic_alphabet [optional]
Defines whether the lookup key may include alphabet (limited to the non-accentuated characters found in US-ACSII) or not. The default is “false”.
This attribute takes the following value(s).
bool

kana [optional]
Defines whether the lookup key may include Japanese hiragana and katakana. The default is “false”.
This attribute takes the following value(s).
bool

kanji [optional]
Defines whether the lookup key may include kanji. The default is “false”.
This attribute takes the following value(s).
bool

listed [optional]
The characters available for the lookup keys are given by list. The list is given by < char_list> tag when true and the numerals/basic_alphabet/kana/kanji attributes are ignored. The default is “false”.
This attribute takes the following value(s).
bool

<key_normalization> (empty tag)
Defines the normalization methods to be applied on the keys registered in this search table. A child element of <search_table_def>.
Possible child elements: none
The <key_normalization> tag has the following attributes.

[Attributes]

capitalization [optional]
Specifies if all (alphabetical) characters in the table are converted to upper case. The default is “true”.
This attribute takes the following value(s).
bool

cho_on [optional]
Japanese long vowel (cho on) conversion method. Possible values are "delete" (remove the character), "repeat" (repeat the vowel preceding the character) and "no" (do nothing). Defaults to "delete".
This attribute takes the following value(s).
"delete"
Delete cho_on
"repeat"
Repeat the vowel preceding the character
"as_is"
No conversion is done

daku_on [optional]
Specifies if Japanese voiced sound (daku on) conversion is done. The default is “true”.
This attribute takes the following value(s).
bool

handaku_on [optional]
Specifies if Japanese voiced sound (han_daku on) conversion is done. The default is “true”.
This attribute takes the following value(s).
bool

soku_on [optional]
Specifies if Japanese geminate consonant (soku on or "small tsu") conversion is done. The default is “true”.
This attribute takes the following value(s).
bool

yo_on [optional]
Specifies if Japanese palatalization (yo on) conversion is done. The default is “true”.

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This attribute takes the following value(s).
bool

other_small_kana [optional]
Specifies if Japanese small character (hiragana and katakana) conversion is done. The default is “true”.
This attribute takes the following value(s).
bool

<char_list>
Specifies a character list when listed="true" in <enable_key_type>. A child element of <enable_key_type>.
Possible child elements: text data

C.3.6 Comic-related tags

<comic_cell_type_body>
The parent tag for comic body data for displaying cells. Child element of <body>. This tag has one or more <cell> child elements.
Possible child elements: cell
The <comic_cell_type_body> tag has the following attributes.

[Attributes]

bg_color [optional]
The background color in the image display region when displaying cell images in this comic body data for displaying cells

bg_color_space [optional]
Color space for the background color
This attribute takes the following value(s).
"RGB"
The color space is RGB.

<comic_page_type_body>
The parent tag for comic body data used displaying pages. Child element of <body>. This tag has one or more <page> child elements.
Possible child elements: page
The <comic_page_type_body> tag has the following attributes.

[Attributes]

bg_color [optional]
The background color in the image display region when displaying the page images in this comic body data for displaying pages

bg_color_space [optional]
Color space for the background color
This attribute takes the following value(s).
"RGB"
The color space is RGB.

order [optional]
For each page of comic body data for displaying pages, specifies the display order (start position and end position) of frames (equivalent to cell images) on the page.
This attribute takes the following value(s).
"RT-LB"
Top right start – bottom left end. When switching pages and turning to the next page, the page image is displayed by matching the top right edge of the page image to the top right edge of the image display region. When turning to the previous page, the page image is displayed by matching the bottom left edge of the page image to the bottom left edge of the image display region.
"LT-RB"
Top left start – bottom right end. When switching pages and turning to the next page, the page image is displayed by matching the top left edge of the page image to the top left edge of the image display region. When turning to the previous page, the page image is displayed by matching the bottom right edge of the page image to the bottom right edge of the image display region.
"RB-LT"

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Bottom right start – top left end. When switching pages and turning to the next page, the page image is displayed by matching the bottom right edge of the page image to the bottom right edge of the image display region. When turning to the previous page, the page image is displayed by matching the top left edge of the page image to the top left edge of the image display region.

"LB-RT"

Bottom left start – top right end. When switching pages and turning to the next page, the page image is displayed by matching the bottom left edge of the page image to the bottom left edge of the image display region. When turning to the previous page, the page image is displayed by matching the top right edge of the page image to the top right edge of the image display region.

<cell>

Cell data. This tag can be a child element of the a tag and it can specify a map as a child element.

Possible child elements: cell_scene, speech, map

The <cell> tag has the following attributes.

[Attributes]

src [required]

This cell's image

bg_color [optional]

The background color in the image display region

bg_color_space [optional]

Color space for the background color

This attribute takes the following value(s).

"RGB"

The color space is RGB.

fit [optional]

Sets whether or not to permit the fit display (preserves the aspect ratio) of the scene when the terminal's display screen size is smaller than the recommended screen size (equivalent to the scene size) specified by the display_size attribute in the <bvf> tag. The default is "false".

This attribute takes the following value(s).

bool

effect [optional]

Specifies the display effect when displaying this cell image from the previous cell image.

This attribute takes the following value(s).

"fade-in"

After displaying the image display region in the background color, the cell image is gradually displayed.

"dissolve"

The next cell image is gradually displayed on top of the previous cell.

"slide-right"

After displaying the image display region in the background color, the cell image is displayed sliding from left to right.

"slide-left"

After displaying the image display region in the background color, the cell image is displayed sliding from right to left.

"slide-up"

After displaying the image display region in the background color, the cell image is displayed sliding from the bottom upward.

"slide-down"

After displaying the image display region in the background color, the cell image is displayed sliding from the top downward.

"overwrite-right"

The next cell image is displayed on top of the previous cell by overwriting it from left to right.

"overwrite-left"

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The next cell image is displayed on top of the previous cell by overwriting it from right to left.

"overwrite-up"

The next cell image is displayed on top of the previous cell by overwriting it from the bottom upward.

"overwrite-down"

The next cell image is displayed on top of the previous cell by overwriting it from the top downward.

"box-center"

After displaying the image display region in the background color, the cell image is displayed by expanding as a square in four directions from the center.

"box-rightdown"

After displaying the image display region in the background color, the cell image is displayed by expanding as a square from the top left to the bottom right.

"box-leftdown"

After displaying the image display region in the background color, the cell image is displayed by expanding as a square from the top right to the bottom left.

"box-rightup"

After displaying the image display region in the background color, the cell image is displayed by expanding as a square from the bottom left to the top right.

"box-leftup"

After displaying the image display region in the background color, the cell image is displayed by expanding as a square from the bottom right to the top left.

"box-free"

After displaying the image display region in the background color, the cell image is displayed by expanding as a square from the desired cell image position. The start position for the expanding box display is specified with the effect_pos attribute.

"pushout-right"

The next cell image is displayed while pushing out the previous cell image from left to right.

"pushout-left"

The next cell image is displayed while pushing out the previous cell image from right to left.

"pushout-up"

The next cell image is displayed while pushing out the previous cell image from the bottom upward.

"pushout-down"

The next cell image is displayed while pushing out the previous cell image from the top downward.

"wipe-right"

The previous cell image is displayed while changing to the next cell image from left to right.

"wipe-left"

The previous cell image is displayed while changing to the next cell image from right to left.

"wipe-up"

The previous cell image is displayed while changing to the next cell image from the bottom upward.

"wipe-down"

The previous cell image is displayed while changing to the next cell image from the top downward.

"wipe-vertical-in"

The previous cell image is displayed while changing to the next cell image from the top and bottom inward.

"wipe-vertical-out"

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The previous cell image is displayed while changing to the next cell image from the center out to the top and bottom.

"wipe-horizontal-in"
The previous cell image is displayed while changing to the next cell image from the right and left inward.

"wipe-horizontal-out"
The previous cell image is displayed while changing to the next cell image from the center out to the right and left.

"wipe-center-in"
The previous cell image is displayed while changing to the next cell image from the four corners inward.

"wipe-center-out"
The previous cell image is displayed while changing to the next cell image from the center out to the four corners.

"randomblock"
The next cell image is gradually displayed on top of the previous cell randomly in blocks.

effect_time [optional]
Sets the time for the display effect specified by the effect attribute as the relative time in 10 steps from 1 (fast) to 10 (slow).

effect_pos [optional]
Specifies the start position when specifying the box enlarging display from the desired position as the display effect ("box-free" is specified in the effect attribute). This attribute shall not be omitted when "box-free" is specified in the effect attribute. This attribute is ignored when any other value is specified. The range for the start position that can be specified is set to within the scene.

scroll [optional]
Specifies the cell scrolling method.
This attribute takes the following value(s).

"custom"
Sets the scene to the desired coordinate position for the cell image (specified by the position attribute of the <cell_scene/> tag) and scrolls between the set scene.

"up"
Scrolls the cell image from the bottom edge to the top edge.

"down"
Scrolls the cell image from the top edge to the bottom edge.

"left"
Scrolls the cell image from the right edge to the left edge.

"right"
Scrolls the cell image from the left edge to the right edge.

"no"
No scrolling (the center coordinates of the cell image are set and displayed in the center of the scene.).

scroll_time [optional]
Sets the scroll time for this cell as the relative time in 10 steps from 1 (fast) to 10 (slow).

vibration [optional]
Sets whether or not to vibrate the terminal when this cell is displayed.
This attribute takes the following value(s).
bool

display_vibration [optional]
Sets whether or not to vibrate the screen when this cell is displayed.
This attribute takes the following value(s).
bool

vibration_direction [optional]
Sets the screen vibration direction.
This attribute takes the following value(s).

"vertical"
Vertical direction

"horizontal"
Horizontal direction

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vibration_time [optional]
Sets the terminal vibration time and the screen vibration time as the relative time in 5 steps from 1 (short) to 5 (fast).
backlight [optional]
Sets whether or not to flash the backlight when this cell is displayed.
This attribute takes the following value(s).
bool
backlight_time [optional]
Sets the number of times to flash the backlight in 5 steps from 1 to 5.
backlight_cycle [optional]
Sets the backlight flashing cycle as the relative time in 3 steps from 1 (short) to 3 (fast).
sound [optional]
Specifies the sound effect when displaying this cell.
url_jump [optional]
Specifies the URL address for the web site (restricted to html) associated with this cell.
jump_itemid [optional]
Specifies the jump destination page ID when switching from the cell display to the page display.
usemap [optional]
Specifies a client-side image-map.
id [optional]
Gives an identifier to the element. Must be unique in the XML file. Given in text data. Must be given uniquely to each <cell> and <page> tag in the XML file.

<cell_scene>
Cell scene data. Child element of <cell>.
Possible child elements: cell_draw_image
The <cell_scene> tag has the following attributes.
[Attributes]
position [optional]
Specifies the coordinates for the cell image to display in the center of the image display area in this scene.
scroll_time [optional]
Sets the scroll time when navigating from this scene to the next scene as the relative time in 10 steps from 1 (fast) to 10 (slow).
draw_image_time [optional]
Sets the time after displaying the scene and until displaying the overlay image as the relative time in 3 steps from 1 (short) to 3 (fast).
vibration [optional]
Sets whether or not to vibrate the terminal when this scene is displayed.
This attribute takes the following value(s).
bool
display_vibration [optional]
Sets whether or not to vibrate the screen when this scene is displayed.
This attribute takes the following value(s).
bool
vibration_direction [optional]
Sets the screen vibration direction.
This attribute takes the following value(s).
"vertical"
Vertical direction
"horizontal"
Horizontal direction
vibration_time [optional]
Sets the terminal vibration time and the screen vibration time as the relative time in 5 steps from 1 (short) to 5 (fast).
backlight [optional]
Sets whether or not to flash the backlight when this scene is displayed.
This attribute takes the following value(s).
bool

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backlight_time [optional]
Sets the number of times to flash the backlight in 5 steps from 1 to 5.
backlight_cycle [optional]
Sets the backlight flashing cycle as the relative time in 3 steps from 1 (short) to 3 (fast).
sound [optional]
Specifies the sound effect when displaying this scene.
url_jump [optional]
Specifies the URL address for the web site (restricted to html) associated with this scene.

<cell_draw_image> (empty tag)
The image data to paste in the cell. Child element of <cell_scene>.
Possible child elements: none
The <cell_draw_image> tag has the following attributes.
[Attributes]
src [required]
Specifies the overlay image to display on the cell image.
position [required]
The display position (coordinates) on the cell image for the overlay image specified by the src attribute.
speech [optional]
Speech (text).
speaker [optional]
Speaker. The name of the character that speaks the speech.

<page>
Page data. Child element of <comic_page_type_body>.
Possible child elements: page_image, speech
The <page> tag has the following attributes.
[Attributes]
bg_color [optional]
The background color in the image display region when displaying the image for this page (specified by the <page_image/> tag).
bg_color_space [optional]
Color space for the background color
Example: "RGB"
The color space is RGB.
id [required]
Gives an identifier to the element. Must be unique in the XML file. Given in text data. Must be given uniquely to each <cell> and <page> tag in the XML file.
cell_jump_id [required]
Specifies the jump destination cell ID when switching from the page display to the cell display.

<page_image> (empty tag)
Page image data. Child element of <page>.
Possible child elements: none
The <page_image> tag has the following attributes.
[Attributes]
src [required]
Specifies this page's image.

<speech>
Speech. Child element of <cell> and <page>. Write the text in the child element. May be specified multiple times. May be omitted.
Possible child elements: text data
The <speech> tag has the following attributes.
[Attributes]
speaker [optional]
Speaker. The name of the character that speaks the speech.

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C.3.7 Bibliography data tags

<bibliography>

The root element of the bibliography information.
Possible child elements: title, edition, creator, subject, description, publisher, distributor, contributor, date, identifier, source, language, relation, coverage, rights, price, comment, classification, rating, synopsis, image

<title>

Defines the title. Multiple tags may be written. Child element of <bibliography>.
Possible child elements: external_char, ruby, comment
The <title> tag has the following attributes.

[Attributes]

reading [optional]
The reading of the title.

type [optional]
Title type
This attribute takes the following value(s).
"title"
Title name
"series"
Series name
"subtitle"
Subtitle name
"other"
Other

<edition>

Edition. Child element of <bibliography>.
Possible child elements: external_char, ruby, comment
The <edition> tag has the following attributes.

[Attributes]

reading [optional]
Reading

<creator>

Creator. Defines details by having <organization>, <person>, and <comment> for child elements. Child element of <bibliography>.
Possible child elements: organization, person, comment
The <creator> tag has the following attributes.

[Attributes]

role [optional]
Role
This attribute takes the following value(s).
"designer"
Designer
"author"
Author
"editor"
Editor
"translator"
Translator
"supervisor"
Supervisor
"photographer"
Photos
"illustrator"
Illustrations
"binder"
Binder
"planner"
Planner

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"other"
Other

<subject>
Theme. Child element of <bibliography>.
Possible child elements: keyword, comment

<description>
Details. Child element of <bibliography>.
Possible child elements: text data, external_char, ruby, comment

<publisher>
Registers publishing company information. Defines details by having <organization>, <person>, <comment>, and <code> for child elements. Child element of <bibliography>.
Possible child elements: organization, person, comment, code
The <publisher> tag has the following attributes.
[Attributes]
country [optional]
Country of publication. Enter the A3 country code defined by ISO 3166-1 in lowercase. For example, Japan is "jpn".

<code>
The code for the publishing company or other entity. Child element of <publisher> and <distributor>.
Possible child elements: text data, external_char, ruby, comment
The <code> tag has the following attributes.
[Attributes]
type [optional]
Publishing company code type. The content may be freely written.

<distributor>
Registers distributor information. Defines details by having <organization>, <person>, <comment>, and <code> for child elements. Child element of <bibliography>.
Possible child elements: organization, person, comment, code

<contributor>
Registers contributor information. Defines details by having <organization>, <person>, and <comment> for child elements. Child element of <bibliography>.
Possible child elements: organization, person, comment
The <contributor> tag has the following attributes.
[Attributes]
role [optional]
Role

<date>
Date. Holds the date written according to the standard specified by the system attribute. Child element of <bibliography>.
Possible child elements: text data, external-char, ruby, comment
The <date> tag has the following attributes.
[Attributes]
type [optional]
Publication date/sales date/revision date type
This attribute takes the following value(s).
"publication"
Publication date
"sale"
Sales date
"revision"
Revision date
system [optional]
Specifies the standard for writing the date. The default is "ISO 8601".

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<identifier>
Defines the content identifier. Child element of <bibliography>.
Possible child elements: text data, external-char, ruby, comment
The <identifier> tag has the following attributes.
[Attributes]
type [required]
Specifies the type of identifier. Example: "ISBN"

<source>
Reference to the deriving source. Child element of <bibliography>.
Possible child elements: text data, external-char, ruby, comment

<language>
Language. Child element of <bibliography>.
Possible child elements: text data
The <language> tag has the following attributes.
[Attributes]
system [optional]
The standard that defines the language names.

<relation>
Reference to related information. Child element of <bibliography>
Possible child elements: text data, external-char, ruby, comment
.

<coverage>
Range or target. Child element of <bibliography>.
Possible child elements: text data, external-char, ruby, comment

<rights>
Information related to rights. Child element of <bibliography>.
Possible child elements: text data, external-char, ruby, comment

<price>
Price. Child element of <bibliography>.
Possible child elements: text data, comment
The <price> tag has the following attributes.
[Attributes]
currency [required]
Currency
Remarks: Conform to ISO 4217 currency codes. For example, the Japanese yen is JPY.
country [optional]
Target country
Remarks: Enter the A3 country code defined by ISO 3166-1 in lowercase. For example, Japan is "jpn".

<person>
Defines information on individuals as a child element of <publisher>, <distributor>, and <contributor>. Defines names, contact information, and comments by having <name>, <contact>, and <comment> tags as child elements.
Possible child elements: name, contact, comment

<organization>
Organization information. Defines organization information as a child element of <publisher>, <distributor>, and <contributor>. Defines names, contact information, and comments by having <name>, <contact>, and <comment> tags as child elements.
Possible child elements: name, contact, comment

<name>
Name. Child element of <person>, <organization>, and <address>. May be specified multiple times.

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Possible child elements: text data, external-char, ruby, comment
The <name> tag has the following attributes.
[Attributes]
type [optional]
Name type. May be omitted when the direct parent tag of the <name> tag is <organization>. This tag also expresses place names.
This attribute takes the following value(s).
"first"
First name
"middle"
Middle name
"last"
Last name
"place"
Location name (place name)
"other"
Other name
reading [optional]
Reading

<contact>
Information other than the name. Child element of <person> and <organization>.
Possible child elements: address, email, telephone, fax, website, comment

<address>
Address. Child element of <contact>. May be specified multiple times.
Possible child elements: name, postcode, comment
The <address> tag has the following attributes.
[Attributes]
reading [optional]
Address reading.

<comment>
Comment
Possible child elements: text data

<classification>
Classification
Possible child elements: text data,comment
The <classification> tag has the following attributes.
[Attributes]
type [required]
Classification type
Remarks: Japanese_C_CODE

<rating>
Rating. Sets the adult designation and violence designation.
Possible child elements: text data, comment
The <rating> tag has the following attributes.
[Attributes]
type [optional]
Rating type
This attribute takes the following value(s).
"adult"
Subject to an adult designation
"violent"
Subject to a violence designation

<synopsis>
Summary
Possible child elements: text data, external_char, ruby, comment

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<keyword>
Registers a keyword. Child element of <subject>.
Possible child elements: text data, external_char, ruby, comment
The <keyword> tag has the following attributes.
[Attributes]
type [optional]
Keyword category
reading [optional]
Reading

<image>
Specifies an image file name in the child element and defines that type. Child element of <bibliography>.
Possible child elements: text data
The <image> tag has the following attributes.
[Attributes]
type [optional]
Image type
This attribute takes the following value(s).
"spine"
Spine
"front"
Front cover
"thumbnail"
Thumbnail
"other"
Other

<postcode>
Postal code. Child element of <address>. Only one tag may be specified. May be omitted.
Possible child elements: text data, comment

<email>
Email address. Child element of <contact>. May be specified multiple times.
Possible child elements: text data, comment

<telephone>
Telephone number. Child element of <contact>. May be specified multiple times.
Possible child elements: text data, comment

<fax>
Fax number. Child element of <contact>. May be specified multiple times.
Possible child elements: text data, comment

<website>
Website address. Child element of <contact>. May be specified multiple times.
Possible child elements: text data, comment

C.3.8 Global settings data tags

<global_setting>
Root tag
Possible child elements: default_ccs, page_progression_direction, window, proprietary, permission

<default_ccs>
The character group name that indicates the range of standard characters and extended characters used in the content. Write in a child element. Do not enclose them with double quotes. If there are multiple items, connect them with a half-width comma ",". (Example: JIS X 0208:1997, JIS X 0213).

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Possible child elements: text data

<page_progression_direction>
Defines the binding direction (the page progression direction). For right to left, write "rl" or "rtl" in a child element. For left to right, write "lr" or "ltr" in a child element.
Possible child elements: text data

<window> (empty tag)
Sets the window size.
Possible child elements: none
The <window> tag has the following attributes.
[Attributes]
width [optional]
Sets the window size (width).
This attribute takes the following value(s).
Numeric value (number of pixels)

height [optional]
Sets the window size (height).
This attribute takes the following value(s).
Numeric value (number of pixels)

<proprietary>
Enclose vendor-specific representations that need to be stored in the content data but that do not need to be displayed/converted.
Possible child elements: any element, as no checking is done for its child elements and down..
The <proprietary> tag has the following attributes.
[Attributes]
vendor [required]
A vendor-specific string such as the name of the vendor or the rendering system.
Example: ("ttime", "xmdf")

C.3.9 Table of contents/item data tags

<package>
Root element.
Remarks: <manifest>, <spine>, and <special_page_link> (as necessary) shall be defined as child elements in that order.
Possible child elements: manifest, spine, special_page_link
The <package> tag has the following attributes.
[Attributes]
version [optional]
Version

<manifest>
Describes the item list. Child element of <package>.
Remarks: Using <item>, define the item data used in the content in child elements in order.
Possible child elements: item
The <manifest> tag has the following attributes.
[Attributes]
version [optional]
Version

<item>
Indicates item data used in the content. Child element of <manifest>. This tag only has <permission> as a child element.
Possible child elements: permission
The <item> tag has the following attributes.
[Attributes]

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id [required]
Text for identification
This attribute takes the following value(s).
Text
href [required]
File name
media-type [required]
References the "item" (manifest) file id.
Example
"application/xml"
Body data
"application/x-bvf-flip-animation"
Animation
Remarks: Apart from these two cases, it should be set according to the file.

<spine>
Indicates the order of the items. Child element of <package>.
Possible child elements: itemref
The <spine> tag has the following attributes.
[Attributes]
toc [optional]
Indicates which file is the table of contents. Specify an id defined by <item> in <manifest>.
global_setting [optional]
Indicates which file is the global settings file. Specify an id defined by <item> in <manifest>.
search_table [optional]
Indicates which file is the search table file. Specify an id defined by <item> in <manifest>.
bibliography [optional]
Indicates which file is the bibliography data file. Specify an id defined by <item> in <manifest>.

<itemref> (empty tag)
A child element of <spine>. This tag defines the order of each item contained in the content by arranging the tag in order.
Possible child elements: none
The <itemref> tag has the following attributes.
[Attributes]
idref [required]
Specify an id defined by <item> in <manifest>.

<special_page_link>
Using <special_page> in a child element, information such as flow position is registered in advance to make it possible to easily jump to frequently referenced pages and pages important for reading the book (for example, a character correlation chart page in novels or pages with maps in a travel guide). Child element of <package>.
Possible child elements: special_page

<special_page>
Special page information is coded for each position information to register by specifying an id registered in <item> in <manifest> or an object ID in the file for that <item>. Child element of <special_page_link>.
Possible child elements: text data
The <special_page> tag has the following attributes.
[Attributes]
type [optional]
Content type for the position information to register
The default is "other".
This attribute takes the following value(s).
"cover"
Front cover

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"title_page"
Title page
"preface"
Preface
"contents"
Table of contents
"body"
Start of the body
"column"
Column
"note"
Note
"figure"
Figure
"ad"
Advertisement
"afterword"
Afterword
"appendix"
Appendix
"answer"
Answers
"glossary"
Glossary
"bibliography"
Bibliography
"commentary"
Commentary
"index"
Index
"imprint"
Imprint
"author_info"
Author introduction
"other"
Other
"flow_title"
Flow title

title [optional]
The title of the registered position information

C.3.10 Animation data tags

<flip_animation>
Still image sequence animation. To be written in an separate .xml file for each animation. Refer to the animation by specifying the name of the animation XML file in the src attribute of the <img> tag. To add audio to this animation, specify <audio> in a child element. This tag shall have one or more <flip_animation_source> tags in child elements.
Possible child elements: audio, flip_animation_source
The <flip_animation> tag has the following attributes.

[Attributes]
renewal_time [optional]
The interval to switch each still image (seconds or milliseconds). Write as "...s" or "...ms" in a child element.

<flip_animation_source> (empty tag)
Specifies a still image that makes up the animation. Child element of <flip_animation>.
Possible child elements: none
The <flip_animation_source> tag has the following attributes.

[Attributes]
src [required]
Still image file name

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renewal_time [optional]
For the switching interval for each still image, in cases where you wish to specify a value that is different from the switching interval specified by the renewal_time attribute in the parent element <flip_animation> (seconds or milliseconds). Write as "...s" or "...ms" in a child element.

C.4 Style data

C.4.1 General

Style data consists of properties and their values applied to tags. The properties usable in style data are listed in C.4.2 while tag(selector)-property combinations that are allowed are listed in C.4.3.

C.4.2 Properties

Property: **font-family**
Specifies the font family.
This property may take the value(s) below as the property value.
Font name

Property: **font-style**
Specifies the font style.
This property may take the value(s) below as the property value.
"normal"
Specifies the standard font in the font family.
"italic"
Specifies the italic font in the font family (font of the type designed with an exclusive italic typeface).
"oblique"
Specifies oblique in the font family (font of the type designed to give the impression that the characters are simply slanted).

Property: **font-variant**
Displays the font as a small-caps font.
This property may take the value(s) below as the property value.
"normal"
Specifies the standard, not small-caps font.
"small-caps"
Specifies the small-caps font.

Property: **font-size**
Body text size
This property may take the value(s) below as the property value.
[n]px
Specifies the body text size as a numeric value. (unit: px)
[n]%, [n]em
"maximum"
Displays text with the maximum text size.
"big"
Displays text with the large text size.
"medium"
Displays text with the medium text size.
"small"
Displays text with the small text size.
"minimum"
Displays text with the minimum text size.

Property: **font-base**
The base when specifying the text size
This property may take the value(s) below as the property value.
"last"

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Sets the last text as the base.
"default"
Sets the default text as the base.

Property: **color**
Specifies the color.
This property may take the value(s) below as the property value.
colorvalue

Property: **color-space**
Specifies the color space.
This property may take the value(s) below as the property value.
"RGB"
The color space is RGB.
"SRGB"
The color space is SRGB.

Property: **filter**
Adds a display effect to text or images.
This property may take the value(s) below as the property value.
"invert()"
Inverts the colors.

Property: **font-weight**
Font thickness
This property may take the value(s) below as the property value.
"normal"
Same as 400
"bold"
Same as 700
"bolder"
Thicker than the inherited value
"lighter"
Thinner than the inherited value
100
200
300
400
normal
500
600
700
bold
800
900
"inherit"

Property: **text-decoration**
Specifies underlining (when horizontal text) or sidelining (when vertical text).
This property may take the value(s) below as the property value.
"underline".
Displays underlining (when horizontal text) or sidelining (when vertical text).
"none"
Nothing

Property: **text-emphasis-style**
Emphasis (dots, small dots for emphasis)
Remarks: Attribute values have been combined with CSS Text Level 3 (Working Draft). These have been defined by JIS X 4052 except for none, open dot, and filled dot. For compatibility between formats and from trends in past printed materials, filled circle (primarily horizontal text) and filled sesame (primarily vertical text) should be used.

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This property may take the value(s) below as the property value.
"none"
None
"filled sesame"
Sesame dot
"filled double-circle"
Fish eye
"filled dot"
Black dot
"filled circle"
Black circle
"filled triangle"
Black up-pointing triangle
"open sesame"
White sesame dot
"open double-circle"
Bull's eye
"open dot"
White dot
"open circle"
White circle
"open triangle"
White up-pointing triangle
Text
Use the specified text (enclose with double quotes) as emphasis dots.

Property: **text-shadow**
Applies a shadow to the text style.
This property may take the value(s) below as the property value.
[horizontal distance]px [vertical distance]px [feathering distance]px [shadow color]

Property: **text-align**
Specifies text alignment
This property may take the value(s) below as the property value.
"left"
Align to left when written horizontally (Align to top when written vertically)
"center"
Align to center relative to the line progression direction.
"right"
Align to right when written horizontally (Align to bottom when written vertically)
"justify"
Align on both sides

Property: **text-vertical-align**
Specifies the position of objects in <body> relative to block progression direction.
This property may take the value(s) below as the property value.
"top"
Align to top when written horizontally (Align to right when written vertically) Top alignment (right alignment when vertical text)
"middle"
Align to page center
"bottom"
Align to bottom when written horizontally (Align to left when written vertically)

Property: **align**
Horizontal image alignment. Continuing text does not wrap.
This property may take the value(s) below as the property value.
"left"
Left image alignment (top alignment when vertical text)
"center"
Center image alignment
"right"

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Right image alignment (bottom alignment when vertical text)

Property: **vertical-align**
Specifies vertical image alignment relative to the text. This property may take the value(s) below as the property value.
"top"
Top alignment (right alignment when vertical text)
"middle"
Page center alignment
"bottom"
Bottom alignment (left alignment when vertical text)

Property: **linemode**
Specifies text wrapping.
This property may take the value(s) below as the property value.
bool

Property: **float**
Specifies the image's horizontal position and wrapping.
This property may take the value(s) below as the property value.
"left"
Puts the image to the left, continuing text wraps around the right side of the image.
"right"
Puts the image to the right, continuing text wraps around the left side of the image.
“none”:
Neither image alignment nor text wraps.

Property: **letter-spacing**
Specifies the letter spacing.
This property may take the value(s) below as the property value.
[n]px
Specifies the letter spacing as a numeric value. (unit: px)
"maximum"
Displays text with maximum letter spacing.
"big"
Displays text with large letter spacing.
"medium"
Displays text with medium letter spacing.
"small"
Displays text with small letter spacing.
"minimum"
Displays text with minimum letter spacing.

Property: **line-height**
Specifies the line height (vertical spacing).
This property may take the value(s) below as the property value.
[n]px, [n]%
Specifies the line height (vertical spacing) as a numeric value. (unit: px)
"maximum"
Displays text with the maximum line height.
"big"
Displays text with the large line height.
"medium"
Displays text with the medium line height.
"small"
Displays text with the small line height.
"minimum"
Displays text with the minimum line height.

Property: **-ttime-line-height**
Specifies the line spacing.

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This property may take the value(s) below as the property value.
[n]px

Property: **column-count**
Column setting. If 0 is specified, "auto (viewer dependent)".
This property may take the value(s) below as the property value.
[n]
0 or larger integer

Property: **fixed-line-char**
Number of characters for one line (fixed). If 0 is specified, "auto (viewer dependent)".
This property may take the value(s) below as the property value.
[n]
0 or larger integer

Properties: **padding-start**
Text block indentation
This property may take the value(s) below as the property value.
[n]px
[n]%,[n]em

Properties: **padding-end**
Indent from the bottom of the entire text block
This property may take the value(s) below as the property value.
[n]px
[n]%,[n]em

Properties: **padding-before**
Indent for the start direction of the text block
This property may take the value(s) below as the property value.
[n]px
[n]%,[n]em

Properties: **padding-after**
Indent for the progression direction of the text block
This property may take the value(s) below as the property value.
[n]px
[n]%,[n]em

Property: **text-indent**
Indent for the first line of text
This property may take the value(s) below as the property value.
[i]em

Property: **margin-before**
The margin for the page start direction (right when vertical text, top when horizontal text)
This property may take the value(s) below as the property value.
[n]px
Specifies as a numeric value. (unit: px)
[n]%
Specifies as a numeric value. (unit: %)
"big"
Displays text with a large margin.
"medium"
Displays text with a medium margin.
"small"
Displays text with a small margin.

Property: **margin-after**
The margin for the page progression direction (left when vertical text, right when horizontal text)

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This property may take the value(s) below as the property value.
[n]px
Specifies as a numeric value. (unit: px)
[n]%
Specifies as a numeric value. (unit: %)
"big"
Displays text with a large margin.
"medium"
Displays text with a medium margin.
"small"
Displays text with a small margin.

Property: **margin-start**
The margin for the content start direction (top when vertical text, left when horizontal text)
This property may take the value(s) below as the property value.
[n]px
Specifies as a numeric value. (unit: px)
[n]%
Specifies as a numeric value. (unit: %)
"big"
Displays text with a large margin.
"medium"
Displays text with a medium margin.
"small"
Displays text with a small margin.

Property: **margin-end**
The margin for the content progression direction (bottom when vertical text, right when horizontal text)
This property may take the value(s) below as the property value.
[n]px
Specifies as a numeric value. (unit: px)
[n]%
Specifies as a numeric value. (unit: %)
"big"
Displays text with a large margin.
"medium"
Displays text with a medium margin.
"small"
Displays text with a small margin.

Property: **margin-left**
Left margin (absolute)
This property may take the value(s) below as the property value.
[n]px,[n]%
Specifies the top margin as a numeric value. (unit: px or %)
"big"
Displays text with a large margin.
"medium"
Displays text with a medium margin.
"small"
Displays text with a small margin.

Property: **margin-top**
Top margin (absolute)
This property may take the value(s) below as the property value.
[n]px,[n]%
Specifies the top margin as a numeric value. (unit: px or %)
big
Displays text with a large margin.
medium

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Displays text with a medium margin.
small
Displays text with a small margin.

Property: **margin-right**
Right margin (absolute)
This property may take the value(s) below as the property value.
[n]px,[n]%
Specifies the right margin as a numeric value. (unit: px or %)
"big"
Displays text with a large margin.
"medium"
Displays text with a medium margin.
"small"
Displays text with a small margin.

Property: **margin-bottom**
Bottom margin (absolute)
This property may take the value(s) below as the property value.
[n]px,[n]%
Specifies the bottom margin as a numeric value. (unit: px or %)
"big"
Displays text with a large margin.
"medium"
Displays text with a medium margin.
"small"
Displays text with a small margin.

Property: **background-color**
Background color
This property may take the value(s) below as the property value.
colorvalue

Property: **background-color-space**
Specifies the color space for the background color.
This property may take the value(s) below as the property value.
"RGB"
The color space for the background color is RGB.
"SRGB"
The color space for the background color is SRGB.

Property: **background-image**
Specifies a background image.
This property may take the value(s) below as the property value.
url("...")

Property: **background-music**
Specifies background music.
This property may take the value(s) below as the property value.
url("...")

Property: **background-music-loop**
Sets background music looping.
This property may take the value(s) below as the property value.
bool

Properties: **writing-mode**
Direction for writing text
This property may take the value(s) below as the property value.
"vertical-rl"
Specifies vertical text.
"horizontal-tb"

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Specifies horizontal text.

"change"

Changes the text direction to the opposite of the default direction.

"default"

Sets the text direction to the direction specified as the default.

Properties: **force-writing-mode**

Sets whether or not to force the writing-mode setting.

This property may take the value(s) below as the property value.

bool

Property: **text-combine-rule**

Specifies the number of characters for horizontal-in-vertical text.

Remarks: In locations where you wish to intentionally use horizontal-in-vertical text, the text-combine property should be clearly specified regardless of the presence of this property.

This property may take the value(s) below as the property value.

[n]

1 or larger integer

Remarks:

When text-combine-rule is specified, the text below is subject to horizontal-in-vertical composition.

For example, when the value for text-combine-rule is 2:

・If the number of continuous alphanumeric characters is less than the value specified by text-combine-rule.

Example:

12 月 The characters "12" are 2 or lower, so they are subject to horizontal-in-vertical composition.

1984 年 The characters "1984" are greater than 2, so they are not subject to horizontal-in-vertical composition.

・Characters with European accent symbols are not subject to horizontal-in-vertical composition.

・Handling half-width text that includes half-width spaces such as sentences in European languages (whether or not to consider a half-width space as a character) is dependent on the text processing system and is not mentioned in this standard. Therefore, you should use the text-combine property when you wish to use horizontal-in-vertical composition with certainty.

Example:

This is a pen.

・When half-width spaces are a portion of the text: 14 total characters, not subject to horizontal-in-vertical composition.

・When half-width spaces are not a portion of the text: "is" and "a" are subject to horizontal-in-vertical composition.

Property: **text-combine**

Horizontal-in-vertical composition

Remarks: Shall not be specified in em.

This property may take the value(s) below as the property value.

"none"

Nothing

"horizontal"

Performs horizontal-in-vertical composition.

Property: **window-type**

Screen direction to recommend

This property may take the value(s) below as the property value.

"portrait"

Recommends portrait.

"landscape"

Recommends landscape.

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Property: **force-window-type**
Sets whether or not to force window-type.
This property may take the value(s) below as the property value.
bool

Property: **first-letter**
A pseudo element that denotes the first character. Use for specifying dropcaps.
Remarks: The *p tag has been deprecated. Styles that attempt to be written to the p tag are written to the body selector.

Property: **text-offset**
Offset of the display position. The relative offset from the value that is valid at that time.
Remarks: When a / appears that has the text-offset property or a separate exclusive T-Time setting <offset/> tag appears, be aware that the offset becomes the relative value from there without clearing the value.
This property may take the value(s) below as the property value.
[horizontal distance]px [vertical distance]px

Property: **from-page-end**
Displays n lines from the end of the text field.
This property may take the value(s) below as the property value.
[n](number of lines)
The number of lines to display. (unit: lines)

Property: **line-break**
Sets Japanese line breaking rules and the degree of line breaking. Specify the line head wrap characters with top-prohibit-char, specify the line end wrap characters with end-prohibit-char.
This property may take the value(s) below as the property value.
"auto"
Display system dependent line breaking rules
"newspaper"
Relaxed line breaking rules for text with short lines like newspapers
"normal"
Apply normal line breaking rules.
"strict"
Apply strict line breaking rules.
"keep-all"
Do not break lines in words.
"none"
No line breaking rules
"run-down"
Wrap-to-next rules
Remarks: Changed from β of "run_down".

Property: **hanging-punctuation**
Specifies hanging punctuation processing. Hanging characters are specified with hanging-char.
This property may take the value(s) below as the property value.
"first"
Characters hang at the start of the line.
"last"
Characters hang at the end of the line.
"allow-end"
Has hanging punctuation processing.
"force-end"
If the end character is a target character, adjust the character spacing so it hangs even if it fits within the frame.
"none"
No hanging punctuation processing
Remarks: Requires a check to determine if this value is required.

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Properties: **hanging-char**
Registers hanging characters.
This property may take the value(s) below as the property value.
Hanging characters

Property: **top-prohibit-char**
Registers line head wrap characters.
This property may take the value(s) below as the property value.
Line head wrap characters

Property: **end-prohibit-char**
Registers line end wrap characters.
This property may take the value(s) below as the property value.
Line end wrap characters

Property: **ruby-flag**
Sets whether or not to display ruby characters.
This property may take the value(s) below as the property value.
bool

Property: **force-ruby-setting**
Sets whether or not to force the ruby character display setting specified by the ruby-flag property.
This property may take the value(s) below as the property value.
bool

Property: **running-head-visible**
Sets whether or not to display the running head.
This property may take the value(s) below as the property value.
bool

Property: **running-head-auto-hide**
Automatically hides the running head on pages with a heading.
This property may take the value(s) below as the property value.
bool

Property: **running-head-align**
Running head position alignment
This property may take the value(s) below as the property value.
"left"
Displays the running head in the upper left.
"center"
Displays the running head in the center.
"right"
Displays the running head in the upper right.

Property: **running-head-font-family**
Specifies the running head font family. If multiple font names are specified, the first item has precedence.
This property may take the value(s) below as the property value.
Font name

Property: **running-head-font-size**
Running head text size
This property may take the value(s) below as the property value.
[n]px

Property: **running-head-size-lock**
Locks the running head text size
This property may take the value(s) below as the property value.
bool

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Property: **running-head-color**
Running head text color
This property may take the value(s) below as the property value.
colorvalue

Property: **running-head-shadow**
Applies a shadow to the running head display style.
This property may take the value(s) below as the property value.
[horizontal distance]px [vertical distance]px [feathering distance]px [shadow color]

Property: **link-color**
Specifies the book note color.
This property may take the value(s) below as the property value.
colorvalue

Property: **link-color-space**
Specifies the color space for the book note color.
This property may take the value(s) below as the property value.
"RGB"
The color space for the book note color is RGB.
"SRGB"
The color space for the book note color is SRGB.

Property: **visible**
Display heading
This property may take the value(s) below as the property value.
bool

Property: **heading-font-family**
Specifies the heading text font.
This property may take the value(s) below as the property value.
Font name

Properties: **heading-font-size**
Specifies the heading text size.
This property may take the value(s) below as the property value.
[n]px

Properties: **height**
Horizontal line thickness
This property may take the value(s) below as the property value.
[n]px
[n]em

Properties: **width**
Horizontal line width
This property may take the value(s) below as the property value.
[n]px
[n]em, [n]%

Properties: **headspace**
Compresses full-width spaces for the head of line during PDA mode (screen size less than 320x320).
This property may take the value(s) below as the property value.
"compress"
Always automatically compress.
"normal"
Never automatically compress.
"auto"
Automatically compress in PDA mode, do not automatically compress in PC mode.

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Property: **indentspace**

Compresses the head of line indentation/indentation amount during PDA mode.
This property may take the value(s) below as the property value.
"compress"
Always automatically compress.
"normal"
Never automatically compress.
"auto"
Automatically compress in PDA mode, do not automatically compress in PC mode.

Property: **linespacing**

Compresses line spacing during PDA mode.
This property may take the value(s) below as the property value.
"compress"
Always automatically compress.
"normal"
Never automatically compress.
"auto"
Automatically compress in PDA mode, do not automatically compress in PC mode.

Property: **tabspacing**

Compresses head of line tab width during PDA mode.
This property may take the value(s) below as the property value.
"compress"
Always automatically compress.
"normal"
Never automatically compress.
"auto"
Automatically compress in PDA mode, do not automatically compress in PC mode.

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C.4.3 Property-selector combinations

The combinations of the properties and corresponding selectors are given in Table C.5.

Table C.5 – Property-selector correnspondence

		Type	other	block			inline	
		Selector name	body	div	h1,h2…h9	hr	span	em
	Property	Property value						
Font/character embellishments	**font-family**							
		Font name	✓	✓	✓		✓	✓
	font-style							
		"normal"		✓	✓		✓	✓
		"italic"		✓	✓		✓	✓
		"oblique"		✓	✓		✓	✓
	font-variant							
		"normal"		✓	✓		✓	✓
		"small-caps"		✓	✓		✓	✓
	font-size							
		[n]px	✓	✓	✓		✓	✓
		[n]%, [n]em	✓	✓	✓		✓	✓
		"maximum"	✓	✓	✓		✓	✓
		"big"	✓	✓	✓		✓	✓
		"medium"	✓	✓	✓		✓	✓
		"small"	✓	✓	✓		✓	✓
		"minimum"	✓	✓	✓		✓	✓
	font-base							
		"last"		✓			✓	
		"default"		✓			✓	
	color							
		colorvalue	✓	✓	✓		✓	✓
	color-space							
		"RGB"	✓	✓	✓		✓	✓
		"SRGB"	✓	✓	✓		✓	✓
	filter							
		"invert()"		✓			✓	✓

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		Type	other	block			inline	
		Selector name	body	div	h1,h2…h9	hr	span	em
	Property	Property value						
Font/character embellishments	**font-weight**							
		"normal"	✓	✓	✓		✓	✓
		"bold"	✓	✓	✓		✓	✓
		"bolder"	✓	✓	✓		✓	✓
		"lighter"	✓	✓	✓		✓	✓
		100	✓	✓	✓		✓	✓
		200	✓	✓	✓		✓	✓
		300	✓	✓	✓		✓	✓
		400	✓	✓	✓		✓	✓
		500	✓	✓	✓		✓	✓
		600	✓	✓	✓		✓	✓
		700	✓	✓	✓		✓	✓
		800	✓	✓	✓		✓	✓
		900	✓	✓	✓		✓	✓
		"inherit"	✓	✓	✓		✓	✓
	text-decoration							
		"underline"		✓	✓		✓	✓
		"none"		✓	✓		✓	✓
	text-emphasis-style							
		"none"		✓			✓	✓
		"filled sesame"		✓			✓	✓
		"filled double-circle"		✓			✓	✓
		"filled dot"		✓			✓	✓
		"filled circle"		✓			✓	✓
		"filled triangle"		✓			✓	✓
		"open sesame"		✓			✓	✓
		"open double-circle"		✓			✓	✓
		"open dot"		✓			✓	✓
		"open circle"		✓			✓	✓
		"open triangle"		✓			✓	✓
		Text		✓			✓	✓
	text-shadow							
		[horizontal distance]px [vertical distance]px [feathering distance]px [shadow color]	✓				✓	✓

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		Type	other	block			inline	
		Selector name	body	div	h1,h2...h9	hr	span	em
	Property	Property value						
Alignment/wrapping	**text-align**							
		"left"	✓	✓		✓		
		"center"	✓	✓		✓		
		"right"	✓	✓		✓		
		"justify"	✓	✓		✓		
	text-vertical-align							
		"top"	✓					
		"middle"	✓					
		"bottom"	✓					
	align							
		"left"						
		"center"						
		"right"						
	vertical-align							
		"top"						
		"middle"						
		"bottom"						
	linemode							
		bool	✓	✓				
	float							
		"left"						
		"right"						
		"none"						
Character spacing/line spacing/columns/number of characters	**letter-spacing**							
		[n]px	✓	✓	✓		✓	✓
		"maximum"	✓	✓	✓		✓	✓
		"big"	✓	✓	✓		✓	✓
		"medium"	✓	✓	✓		✓	✓
		"small"	✓	✓	✓		✓	✓
		"minimum"	✓	✓	✓		✓	✓
	line-height							
		[n]px, [n]%	✓	✓	✓			
		"maximum"	✓	✓	✓			
		"big"	✓	✓	✓			
		"medium"	✓	✓	✓			
		"small"	✓	✓	✓			
		"minimum"	✓	✓	✓			
	-ttime-line-height							
		[n]px					✓	

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		Type	other	block			inline	
		Selector name	body	div	h1,h2…h9	hr	span	em
	Property	Property value						
columns/ number of characters	**column-count**							
		[n]	✓					
	fixed-line-char							
		[n]	✓					
Indentation	**padding-start**							
		[n]px		✓				
		[n]%,[n]em		✓				
	padding-end							
		[n]px		✓				
		[n]%,[n]em		✓				
	padding-before							
		[n]px		✓				
		[n]%,[n]em		✓				
	padding-after							
		[n]px		✓				
		[n]%,[n]em		✓				
	text-indent							
		[i]em		✓				
Margins	**margin-before**							
		[n]px	✓	✓	✓	✓		
		[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-after							
		[n]px	✓	✓	✓	✓		
		[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-start							
		[n]px	✓	✓	✓	✓		
		[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					

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		Type	other	block			inline	
		Selector name	body	div	h1,h2…h9	hr	span	em
	Property	Property value						
Margins	**margin-end**							
		[n]px	✓	✓	✓	✓		
		[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-left							
		[n]px,[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-top							
		[n]px,[n]%	✓					
		big	✓					
		medium	✓					
		small	✓					
	margin-right							
		[n]px,[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-bottom							
		[n]px,[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
Background	**background-color**							
		colorvalue	✓					
	background-color-space							
		"RGB"	✓					
		"SRGB"	✓					
	background-image							
		url("···")	✓					
	background-music							
		url("···")	✓					
	background-music-loop							
		bool	✓					

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		Type	other	block			inline	
		Selector name	body	div	h1,h2...h9	hr	span	em
	Property	Property value						
Text direction	**writing-mode**							
		"vertical-rl"	✓					
		"horizontal-tb"	✓					
		"change"	✓					
		"default"	✓					
	force-writing-mode							
		bool	✓					
Horizontal-in-vertical	**text-combine-rule**							
		[n]	✓					
	text-combine							
		"none"					✓	
		"horizontal"					✓	
Screen orientation	**window-type**							
		"portrait"	✓					
		"landscape"	✓					
	force-window-type							
		bool	✓					
Other formatting	**first-letter**		✓					
	text-offset							
		[horizontal distance]px [vertical distance]px		✓			✓	
	from-page-end							
		[n] (number of lines)		✓				
Line breaking rules	**line-break**							
		"auto"	✓					
		"newspaper "	✓					
		"normal"	✓					
		"strict"	✓					
		"keep-all"	✓					
		"none"	✓					
		"run-down"	✓					
	hanging-punctuation							
		"first"	✓					
		"last"	✓					
		"allow-end"	✓					
		"force-end"	✓					
		"none"	✓					

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		Type	other	block			inline	
		Selector name	body	div	h1,h2…h9	hr	span	em
	Property	Property value						
Line breaking rules	**hanging-char**							
		Hanging characters	✓					
	top-prohibit-char							
		Line head wrap characters	✓					
	end-prohibit-char							
		Line end wrap characters	✓					
Ruby characters	**ruby-flag**							
		bool	✓					
	force-ruby-setting							
		bool	✓					
Running head	**running-head-visible**							
		bool	✓					
	running-head-auto-hide							
		bool	✓					
	running-head-align							
		"left"	✓					
		"center"	✓					
		"right"	✓					
	running-head-font-family							
		Font name	✓					
	running-head-font-size							
		[n]px	✓					
	running-head-size-lock							
		bool	✓					
	running-head-color							
		colorvalue	✓					
	running-head-shadow							
		[horizontal distance]px [vertical distance]px [feathering distance]px [shadow color]	✓					

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		Type	other	block			inline	
		Selector name	body	div	h1,h2...h9	hr	span	em
	Property	Property value						
Link	**link-color**							
		colorvalue	✓					
	link-color-space							
		"RGB"	✓					
		"SRGB"	✓					
Headings	**visible**							
		bool			✓			
	heading-font-family							
		Font name	✓					
	heading-font-size							
		[n]px	✓					
Size	**height**							
		[n]px				✓		
		[n]em				✓		
	width							
		[n]px				✓		
		[n]em, [n]%				✓		
PDA mode	**headspace**							
		"compress"	✓					
		"normal"	✓					
		"auto"	✓					
	indentspace							
		"compress"	✓					
		"normal"	✓					
		"auto"	✓					
	linespacing							
		"compress"	✓					
		"normal"	✓					
		"auto"	✓					
	tabspacing							
		"compress"	✓					
		"normal"	✓					
		"auto"	✓					

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		Type	inline			Others		Pseudo-classes
		Selector name	a	img	mask	offset	video	a:link, a:hover, a:active, a:visited
	Property	Property value						
Font/character embellishments	**color**							
		colorvalue	✓		✓			✓
	color-space							
		"RGB"	✓		✓			✓
		"SRGB"	✓		✓			✓
	text-decoration							
		"underline"	✓					
		"none"	✓					
Alignment/wrapping	**align**							
		"left"		✓			✓	
		"center"		✓			✓	
		"right"		✓			✓	
	vertical-align							
		"top"		✓			✓	
		"middle"		✓			✓	
		"bottom"		✓			✓	
	linemode							
		bool						
	float							
		"left"		✓			✓	
		"right"		✓			✓	
		"none"		✓			✓	
Other formatting	**text-offset**							
		[horizontal distance]px [vertical distance]px				✓		

C.5 Comments to specifications

C.5.1 Block tag behavior

Tags listed in Table C.6 make the portion enclosed by the start and end tags an independent block.

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Table C.6 – Tags that make independent blocks

Tag	Notes
<h1>	
<h2>	
<h3>	
<h4>	
<h5>	
<h6>	
<h7>	
<h8>	
<h9>	
<hr>	The drawn line is subject
<marquee>	
<tr>	The text included in the child elements <th> and <td> is subject

C.5.2 Style data parsing

Style data parsing when switching between vertical text and horizontal text is defined as listed below.

For border-*, margin-*, padding-*

- top/left/bottom/right: Parsing does not change for vertical text and horizontal text.
- start/before/after/end: Parsing changes for vertical text and horizontal text and becomes as shown in Table C.7.

Table C.7 – Property parsing

Property	Meaning	Parsing during horizontal text	Parsing during vertical text
start	Line start direction	left	top
end	Line progression direction	right	bottom
before	Block start direction	top	right
after	Block progression direction	bottom	left

For "line start direction/progression direction" and "block start direction/progression direction" in Table C.7, refer to Figure C.6.

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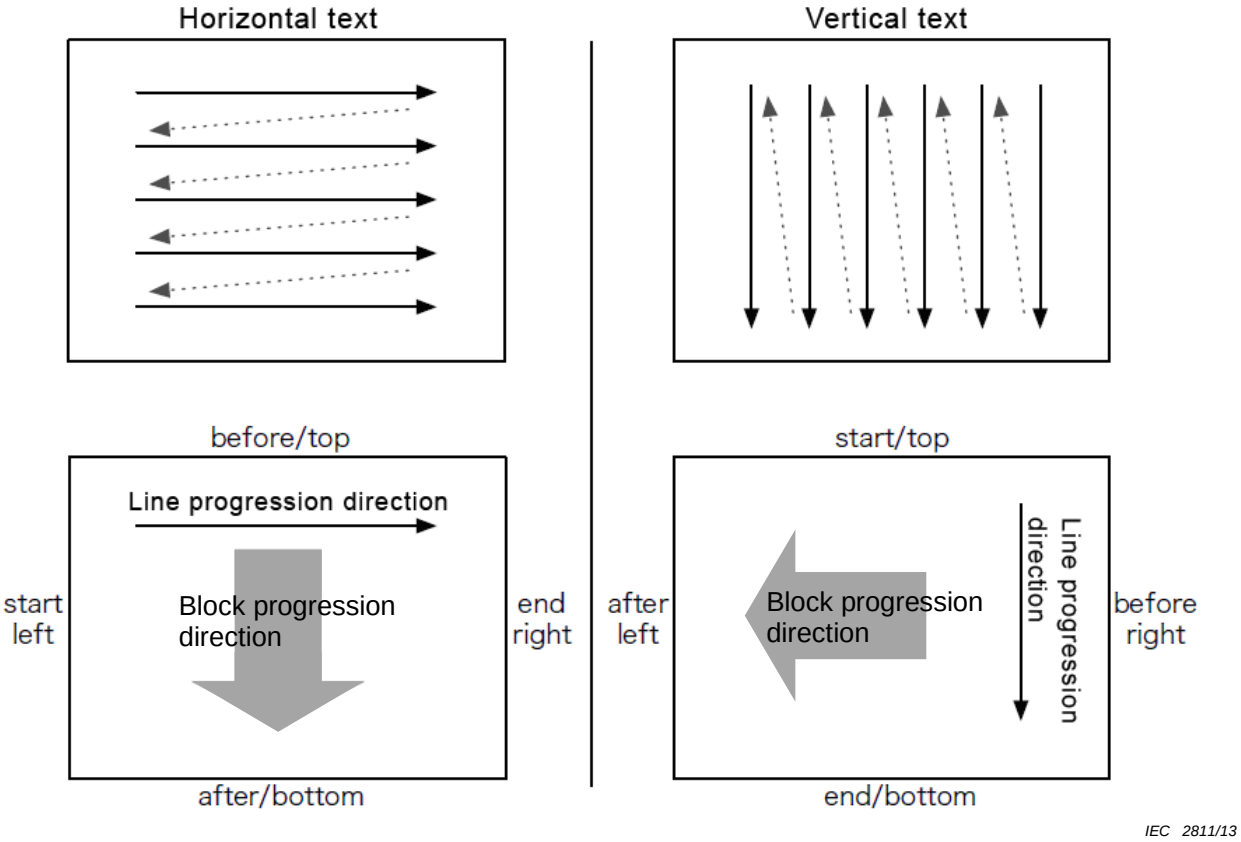

Figure C.6 – Content/page progression directions

C.5.3 Folder structure

The following statements apply to the folder structure.

– The folder (directory) structure in ESP format specification is not specifically defined.

– An example of the folder structure is shown in Figure C.7. (Note that file names other than package.xml are mere examples.)

– You should place the files in an independent folder (directory) for each item of content, and you should not place files that are not structural elements of the content in that folder (directory).

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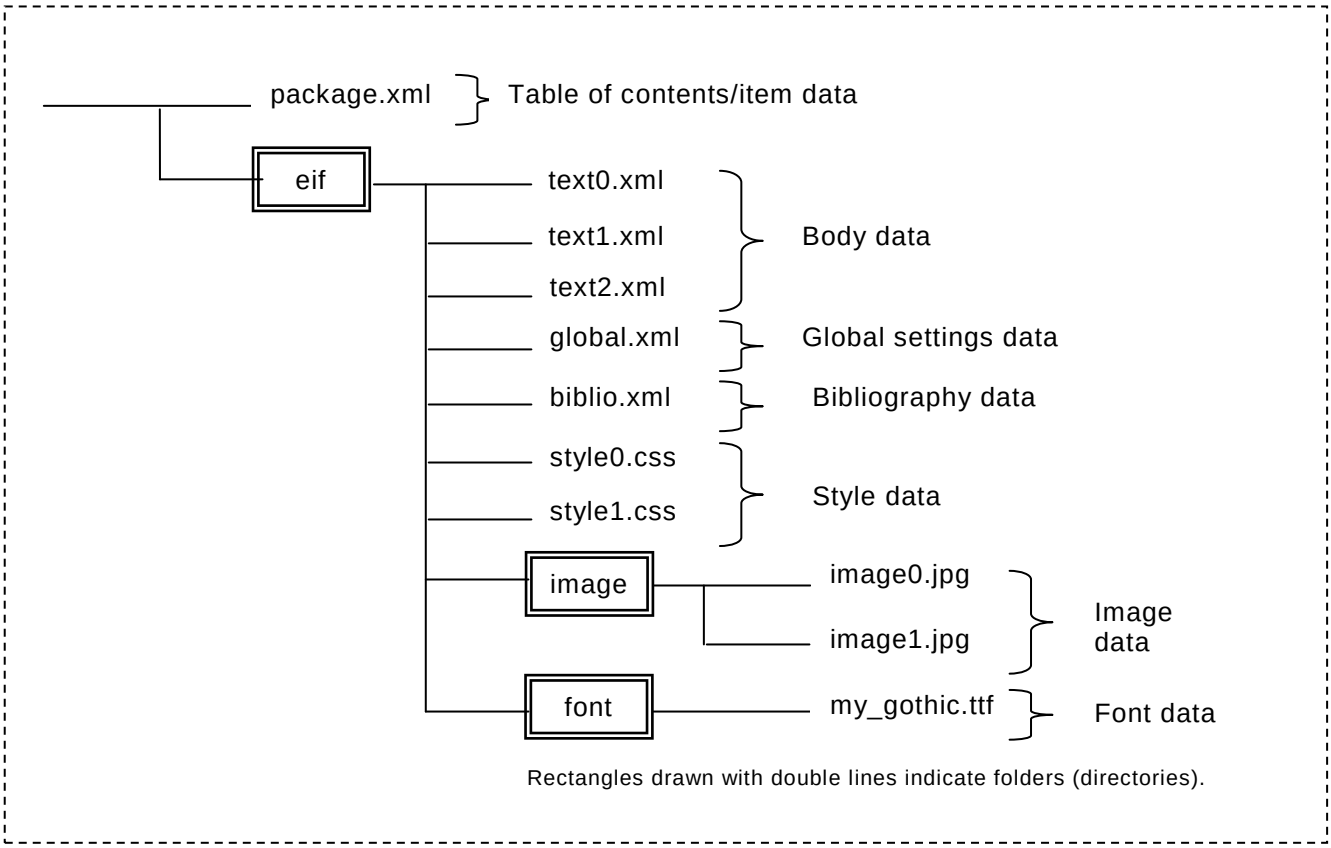

Figure C.7 – Folder (directory) structure example

C.5.4 Indicating vendor-specific information

C.5.4.1 Using < proprietary> tag

Considering the needs to function as a “hub” in converting from one format to another, ESP format provides several methods to record vendor-specific functions, i.e. functions of contents that are not to be reflected in the destination format but should be recorded in the ESP (hub) format.

The <proprietary> tag is one such method available in ESP format. The <proprietary> tag may be written in the global settings data (<global_setting>) or in a child element of <local_setting> in the body data. It has the following attributes.

NOTE However, whether or not the supported processing is performed is dependent on the tool.

Code example:
<proprietary vendor=”ttime”>
<production_rule v3 = “true”/>
</proprietary>

When ESP format has instrinsic methods (tags/attributes/style data) available to represent the functions, it is recommended such instrinsic methods should be used rather than <proprietary> tag.

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C.5.4.2 Using namespaces in <head> tag

ESP format allows using any tags with namespace prefix in <head> tag as long as the namespace prefix is resolvable.

C.5.5 Minimum/small/medium/large/maximum values that indicate text size, text spacing, and line spacing

This type of code in the existing format is viewer dependent and the actual rendering may differ, but it has been left in the style data code for ESP format because converting it to numeric values does not always express the intentions of the creator.

Table C.8 shows an example of converting this code to numeric values.

NOTE This conversion to numeric values is just an example. The creators did not necessarily create their content with these numeric values in mind, so use them as a reference when converting to other formats.

Table C.8 – An example of conversion to numeric values

Text size	Corresponding numeric value
minimum	60%
small	80%
medium	100%
large	120%
maximum	140%

C.5.6 Font size descriptions

The following precautions are required for font size descriptions.

– A font size of 0 or lower shall not be used.

– In the specification related to font size, locations with [n] are interpreted as an integer of 1 or higher for font size.

NOTE In all other locations, [n] is interpreted as an integer of 0 or higher unless specifically noted.

– If the unit is em, decimal values may also be used.

– However, do not write these values in a manner that omits the integer portion, such as ".5".

C.6 Color names

When specifying a color, the color name listed in Table C.9 can be used in addition to the color code. The color names are case-insensitive. When using a color name, check that it matches the color code specified in the "Color code" column.

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Table C.9 – Color names

Color name	Color code (hex triplet)
black	#000000
silver	#C0C0C0
gray	#808080
white	#FFFFFF
maroon	#800000
red	#FF0000
purple	#800080
fuchsia	#FF00FF
green	#008000
lime	#00FF00
olive	#808000
yellow	#FFFF00
navy	#000080
blue	#0000FF
teal	#008080
aqua	#00FFFF

C.7 Specification of ESP format in the RELAX NG compact syntax

```
default namespace a = "http://ebformat.jp"

namespace empty = ""

bool = "true" | "false"

object-tags = img | audio | video

char-or-external-char = text | external_char

char-or-external-char-or-ruby = text | external_char | ruby

block-tags =

  \div

  | h1

  | h2

  | h3

  | h4

  | h5

  | h6
```

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| h7

| h8

| h9

| marquee

| table

| action

| tts

| section

| page_break

| reghead

| hr

inline-tags-core =

br

| em

| span

| external_char

| mlg

| sub

| sup

| phead

| ptail

| map

| ruby

| case

| nocase

| mask

| column_break

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```
inline-tags-no-anchor = inline-tags-core | object-tags | offset

inline-tags = inline-tags-core | object-tags | a | offset

text-tags = block-tags | inline-tags

turning-page-val = "on" | "off" | "forward" | "back"

turning-page-control-val =

  "on" | "off" | "forward" | "back" | "lastpage"

body =

  element body {

    body-attlist,

    (text

     | text-tags

     | search_table

     | comic_cell_type_body

     | comic_page_type_body

     | dict_item

     | ref

     | split

     | column

     | search_page)*

  }

body-attlist &=

  attribute class { text }?,

  [ a:defaultValue = "text" ]

  attribute type { "text" | "search" | "comic" | "dict" }?,

  attribute turning_page_control { turning-page-control-val }?


start |= head
```

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```
head =
  element head {
    head-attlist,
    (title
     | link
     | pdef
     | local_setting
     | anyElement_head
    )*
  }
head-attlist &= empty
html = element html { html-attlist, head, body }
html-attlist &=
           attribute xml:lang { text }?

anyElement_head = element * – (a:*|empty:*) {
           attribute * {text}*,
           (text
         | anyElement_head
        )*
           }*

page_break = element page_break { page_break-attlist, empty }
page_break-attlist &=
  attribute method { "normal" | "odd" | "even" | "left" | "right" }?,
  attribute turning_page_control { turning-page-control-val }?
```

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```
column_break = element column_break { column_break-attlist, empty }

column_break-attlist &= empty

br = element br { br-attlist, empty }

br-attlist &=

  attribute class { text }?,

  attribute clear { "all" | "left" | "right" }?

\div = element div { div-attlist, (text | text-tags)* }

div-attlist &=

  attribute class { text }?,

  attribute id { text }?,

  attribute level { text }?

em = element em { em-attlist, (text | inline-tags)* }

em-attlist &= attribute class { text }?

h1 = element h1 { h1-attlist, (text | inline-tags | \div)* }

h1-attlist &=

  attribute class { text }?,

  attribute caption { text }?

h2 = element h2 { h2-attlist, (text | inline-tags | \div)* }

h2-attlist &=

  attribute class { text }?,

  attribute caption { text }?

h3 = element h3 { h3-attlist, (text | inline-tags | \div)* }

h3-attlist &=

  attribute class { text }?,

  attribute caption { text }?

h4 = element h4 { h4-attlist, (text | inline-tags | \div)* }

h4-attlist &=
```

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```
  attribute class { text }?,
  attribute caption { text }?
h5 = element h5 { h5-attlist, (text | inline-tags | \div)* }
h5-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h6 = element h6 { h6-attlist, (text | inline-tags | \div)* }
h6-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h7 = element h7 { h7-attlist, (text | inline-tags | \div)* }
h7-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h8 = element h8 { h8-attlist, (text | inline-tags | \div)* }
h8-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h9 = element h9 { h9-attlist, (text | inline-tags | \div)* }
h9-attlist &=
  attribute class { text }?,
  attribute caption { text }?
span = element span { span-attlist, (text | inline-tags)* }
span-attlist &=
  attribute class { text }?,
  attribute id { text }?,
  attribute type { text }?,
```

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```
  attribute lang_code { text }?,
  attribute xml:lang { text }?
offset = element offset { offset-attlist, empty }
offset-attlist &= attribute class { text }?
external_char = element external_char { external_char-attlist, (span | img)? }
external_char-attlist &=
  attribute system { text }?,
  attribute code { text }?,
  attribute glyph_data { text }?,
  attribute priority { text }?,
  attribute alt { text }?
mlg = element mlg { mlg-attlist, (text | inline-tags)* }
mlg-attlist &= empty
a = element a { a-attlist, (text | inline-tags-no-anchor)* }
a-attlist &=
  attribute class { text }?,
  attribute id { text }?,
  attribute href { text }?,
  attribute target { text }?,
  attribute ref_itemid { text }?,
  attribute title { text }?,
  attribute ref_id { text }?,
  attribute shake { bool }?,
  attribute background { bool }?,
  attribute cmd { text }?
hr = element hr { hr-attlist, empty }
hr-attlist &= attribute class { text }?
```

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```
sub = element sub { sub-attlist, (text | inline-tags)* }
sub-attlist &= empty
sup = element sup { sup-attlist, (text | inline-tags)* }
sup-attlist &= empty
marquee =
  element marquee {
    marquee-attlist, (text | external_char | ruby | object-tags | span)*
  }
marquee-attlist &= empty
table = element table { table-attlist, tr+ }
table-attlist &= empty
tr = element tr { tr-attlist, (th | td)+ }
tr-attlist &= empty
th = element th { th-attlist, (text | inline-tags)* }
th-attlist &=
        attribute rowspan { text }?,
        attribute colspan { text }?
td = element td { td-attlist, (text | inline-tags)* }
td-attlist &=
        attribute rowspan { text }?,
        attribute colspan { text }?
img = element img { img-attlist, empty }
img-attlist &=
  attribute class { text }?,
  attribute id { text }?,
  attribute src { text },
  attribute alt { text }?,
```

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attribute longdesc { text }?,

attribute width { text }?,

attribute height { text }?,

attribute usemap { text }?,

attribute line { text }?,

attribute scale { text }?,

attribute bordercolor { text }?,

attribute border { text }?,

attribute hspace { text }?,

attribute vspace { text }?,

attribute dspace { text }?,

attribute snap { "frame" }?,

attribute linemode { bool }?,

attribute targetplane { "text" }?,

attribute drawing { "tile" }?,

attribute color { text }?,

attribute opacity { text }?,

attribute loop { text }?,

attribute start { "auto" | "event" }?,

attribute a { text }?,

attribute x { text }?,

attribute y { text }?,

attribute o { bool }?,

attribute mode { text }?,

attribute shrink { "screen" }?,

attribute startpoint { text }?,

attribute preview { bool }?

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```
pdef = element pdef { pdef-attlist, empty }
pdef-attlist &=
  attribute src { text },
  attribute alt { text }?,
  attribute id { text },
  attribute width { text }?,
  attribute height { text }?,
  attribute usemap { text }?,
  attribute bordercolor { text }?,
  attribute border { text }?,
  attribute hspace { text }?,
  attribute vspace { text }?,
  attribute color { text }?,
  attribute opacity { text }?,
  attribute a { text }?,
  attribute x { text }?,
  attribute y { text }?,
  attribute o { bool }?,
  attribute mode { text }?,
  attribute shrink { "screen" }?,
  attribute startpoint { text }?,
  attribute preview { bool }?
phead = element phead { phead-attlist, empty }
phead-attlist &=
  attribute ref_id { text },
  attribute delay { text }?
ptail = element ptail { ptail-attlist, empty }
```

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```
ptail-attlist &=
  attribute ref_id { text },
  attribute delay { text }?
area = element area { area-attlist, empty }
area-attlist &=
  attribute alt { text }?,
  [ a:defaultValue = "poly" ]
  attribute shape { "rect" | "circle" | "poly" | "default" }?,
  attribute coords { text }?,
  attribute href { text }?,
  attribute target { text }?,
  attribute title { text }?,
  attribute ref_itemid { text }?,
  attribute ref_id { text }?,
  attribute shake { bool }?,
  attribute background { bool }?,
  attribute cmd { text }?
map = element map { map-attlist, (block-tags | area)+ }
map-attlist &=
  attribute id { text }?,
  attribute name { text }?,
  attribute title { text }?
link = element link { link-attlist, empty }
link-attlist &=
  attribute rel { "stylesheet" | "alternate_stylesheet" }?,
  attribute href { text }?,
  attribute type { text }?,
```

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```
  attribute media { text }?
ruby =
  element ruby {
    ruby-attlist,
    ((rb, rt) | (rb, rp, rt, rp) | (rbc, rtc) | (rbc, rp, rtc, rp))
  }
ruby-attlist &= empty
rb = element rb { rb-attlist, (text | inline-tags)* }
rb-attlist &= empty
rt = element rt { rt-attlist, (text | inline-tags)* }
rt-attlist &= empty
rbc = element rbc { rbc-attlist, rb+ }
rbc-attlist &= empty
rtc = element rtc { rtc-attlist, rt+ }
rtc-attlist &= empty
rp = element rp { rp-attlist, (text | external_char)* }
rp-attlist &= empty
audio = element audio { audio-attlist, empty }
audio-attlist &= attribute src { text }?
video = element video { video-attlist, empty }
video-attlist &= attribute src { text }?
action = element action { action-attlist, empty }
action-attlist &=
  attribute onopen { text }?,
  attribute onclose { text }?,
  attribute background { bool }?,
  attribute cmd { text }?
```

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```
case = element case { case-attlist, (text | text-tags)* }
case-attlist &=
  attribute dir { "vertical" | "horizontal" }?,
  attribute cpu { text }?,
  attribute os { text }?,
  attribute screen { "pda" | "portrait" | "landscape" }?
nocase = element nocase { nocase-attlist, (text | text-tags)* }
nocase-attlist &=
  attribute dir { "vertical" | "horizontal" }?,
  attribute cpu { text }?,
  attribute os { text }?,
  attribute screen { "pda" | "portrait" | "landscape" }?
mask = element mask { mask-attlist, (text | inline-tags)* }
mask-attlist &=
  attribute class { text }?,
  attribute initial_flag { "on" | "off" }?,
  attribute trigger_id { text }?,
  attribute id { text }?,
  attribute mask_type { "default" | "color" }?,
  attribute hold_flag { "scope" | "on_power" | "save" }?
tts = element tts { tts-attlist, (text | text-tags)* }
tts-attlist &= attribute speaker { "male" | "female" | "child" }?
permission =
  element permission { permission-attlist, (text | text-tags)* }
permission-attlist &=
  attribute type {
    "print"
```

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```
    | "copy"
    | "reading"
    | "export"
    | "download"
    | "irda"
    | "reading_on_ppc"
    | "conv_to_palm"
  },
  attribute value { "authorized" | "no" | "in_device_only" }?
section = element section { section-attlist, (text | text-tags)* }
section-attlist &= attribute part { "toc" | "cover" }?
inline-tags-and-p = inline-tags
dict-tags = inline-tags | reghead | subhead
ref = element ref { ref-attlist, char-or-external-char* }
ref-attlist &=
  attribute id { text },
  attribute type { text }?
dict_item =
  element dict_item {
    dict_item-attlist,
    (text
     | dict-tags
     | gender
     | psp
     | glabel
     | pronunciation
     | inflec
```

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```
    | lang
    | slabel
    | spellout
    | variant
    | etymology)*
  }
dict_item-attlist &=
  attribute type { text }?,
  attribute id { text },
  attribute rank { text }?,
  attribute level { text }?,
  attribute page_break { text }?,
  attribute turning_page_control { turning-page-val }?,
  attribute revision { text }?,
  attribute delete { bool }?
reghead = element reghead { reghead-attlist, headword+, key* }
reghead-attlist &= empty
headword = element headword { headword-attlist, char-or-external-char* }
headword-attlist &=
  attribute type { text }?,
  attribute table_id { text },
  [ a:defaultValue = "IPA" ] attribute phonetic_notation { text }?
key = element key { key-attlist, text }
key-attlist &= attribute type { text }?
meaning = element meaning { meaning-attlist, inline-tags-and-p* }
meaning-attlist &=
  attribute type { text }?,
```

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```
  attribute subid { text }?,
  attribute level { text }?,
  attribute no { text }?
example = element example { example-attlist, inline-tags-and-p* }
example-attlist &= attribute type { text }?
subhead =
  element subhead {
    subhead-attlist, subheadword+, meaning*, example*, key*
  }
subhead-attlist &=
  attribute type { text }?,
  attribute subid { text }?
subheadword =
  element subheadword { subheadword-attlist, char-or-external-char* }
subheadword-attlist &=
  attribute type { text }?,
  attribute subid { text }?
split = element split { split-attlist, inline-tags-and-p* }
split-attlist &= attribute level { text }?
column = element column { column-attlist, inline-tags-and-p* }
column-attlist &=
  attribute type { text }?,
  attribute subid { text }
gender = element gender { gender-attlist, inline-tags* }
gender-attlist &= empty
glabel = element glabel { glabel-attlist, inline-tags* }
glabel-attlist &= empty
```

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```
pronunciation =
  element pronunciation { pronunciation-attlist, inline-tags* }
pronunciation-attlist &=
  [ a:defaultValue = "IPA" ] attribute phonetic_notation { text }?
psp = element psp { psp-attlist, inline-tags* }
psp-attlist &= empty
inflec = element inflec { inflec-attlist, inline-tags* }
inflec-attlist &= empty
lang = element lang { lang-attlist, inline-tags* }
lang-attlist &= empty
slabel = element slabel { slabel-attlist, inline-tags* }
slabel-attlist &= empty
spellout = element spellout { spellout-attlist, inline-tags* }
spellout-attlist &= attribute org { text }?
variant = element variant { variant-attlist, inline-tags* }
variant-attlist &= empty
search_page =
  element search_page {
    search_page-attlist,
    search_page_title?,
    key_input_region,
    key_input_region?,
    search_link_item*
  }
search_page-attlist &= empty
search_page_title =
  element search_page_title {
```

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```
    search_page_title-attlist, char-or-external-char*
  }
search_page_title-attlist &= attribute src { text }?
key_input_region =
  element key_input_region {
    key_input_region-attlist, key_input_region_prompt, enable_key_type
  }
key_input_region-attlist &=
  attribute table_id { text },
  attribute search_type { "matches_only" | "matches_first" }?
key_input_region_prompt =
  element key_input_region_prompt {
    key_input_region_prompt-attlist, char-or-external-char*
  }
key_input_region_prompt-attlist &= empty

search_link_item =
  element search_link_item {
    search_link_item-attlist, search_link_title
  }
search_link_item-attlist &= attribute id { text }
search_link_title =
  element search_link_title {
    search_link_title-attlist, char-or-external-char*
  }
search_link_title-attlist &=
  attribute xml:lang { text }?,
```

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```
  attribute lang_code { text }?
etymology = element etymology { etymology-attlist, inline-tags* }
etymology-attlist &= empty
comic_cell_type_body =
  element comic_cell_type_body { comic_cell_type_body-attlist, cell+ }
comic_cell_type_body-attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_color { text }?
comic_page_type_body =
  element comic_page_type_body { comic_page_type_body-attlist, page+ }
comic_page_type_body-attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_color { text }?,
  attribute order { "RT-LB" | "LT-RB" | "RB-LT" | "LB-RT" }?
cell = element cell { cell-attlist, (cell_scene | speech | map)* }
cell-attlist &=
  attribute src { text },
  attribute id { text }?,
  attribute bg_color { text }?,
  attribute bg_color_space { "RGB" }?,
  [ a:defaultValue = "false" ] attribute fit { bool }?,
  attribute effect {
    "fade-in"
    | "dissolve"
    | "slide-right"
    | "slide-left"
    | "slide-up"
```

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```
    | "slide-down"
    | "overwrite-right"
    | "overwrite-left"
    | "overwrite-up"
    | "overwrite-down"
    | "box-rightdown"
    | "box-leftdown"
    | "box-rightup"
    | "box-leftup"
    | "box-center"
    | "box-free"
    | "pushout-right"
    | "pushout-left"
    | "pushout-up"
    | "pushout-down"
    | "wipe-right"
    | "wipe-left"
    | "wipe-up"
    | "wipe-down"
    | "wipe-vertical-in"
    | "wipe-vertical-out"
    | "wipe-horizontal-in"
    | "wipe-horizontal-out"
    | "wipe-center-in"
    | "wipe-center-out"
    | "randomblock"
  }?,
```

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```
  attribute effect_time { text }?,
  attribute effect_pos { text }?,
  attribute scroll {
    "custom" | "up" | "down" | "left" | "right" | "no"
  }?,
  attribute scroll_time { text }?,
  attribute vibration { bool }?,
  attribute display_vibration { bool }?,
  attribute vibration_direction { "vertical" | "horizontal" }?,
  attribute vibration_time { text }?,
  attribute backlight { bool }?,
  attribute backlight_time { text }?,
  attribute backlight_cycle { text }?,
  attribute sound { text }?,
  attribute url_jump { text }?,
  attribute jump_itemid { text }?,
  attribute usemap { text }?
cell_scene = element cell_scene { cell_scene-attlist, cell_draw_image* }
cell_scene-attlist &=
  attribute position { text }?,
  attribute scroll_time { text }?,
  attribute draw_image_time { text }?,
  attribute vibration { bool }?,
  attribute display_vibration { bool }?,
  attribute vibration_direction { "vertical" | "horizontal" }?,
  attribute vibration_time { text }?,
  attribute backlight { bool }?,
```

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```
  attribute backlight_time { text }?,
  attribute backlight_cycle { text }?,
  attribute sound { text }?,
  attribute url_jump { text }?
cell_draw_image =
  element cell_draw_image { cell_draw_image-attlist, empty }
cell_draw_image-attlist &=
  attribute src { text },
  attribute position { text },
  attribute speech { text }?,
  attribute speaker { text }?
page = element page { page-attlist, (page_image, speech*)+ }
page-attlist &=
  attribute bg_color { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute id { text },
  attribute cell_jump_id { text }
page_image = element page_image { page_image-attlist, empty }
page_image-attlist &= attribute src { text }
speech = element speech { speech-attlist, text }
speech-attlist &= attribute speaker { text }?
local-setting-tags =
  default_ccs | page_progression_direction | window | proprietary
global-setting-tags = local-setting-tags | permission
global_setting =
  element global_setting {
    global_setting-attlist, global-setting-tags*
```

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```
  }
global_setting-attlist &= empty
local_setting =
  element local_setting { local_setting-attlist, local-setting-tags* }
local_setting-attlist &= empty
default_ccs = element default_ccs { default_ccs-attlist, text }
default_ccs-attlist &= empty
page_progression_direction =
  element page_progression_direction {
    page_progression_direction-attlist, text
  }
page_progression_direction-attlist &= empty
window = element window { window-attlist, empty }
window-attlist &=
  attribute width { text }?,
  attribute height { text }?

proprietary =
  element proprietary {
    attribute vendor { text },
    (text
          | anyElement_proprietary
    )*

  }

anyElement_proprietary = element * {
```

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```
                attribute * {text}*,
                (text
              | anyElement_proprietary
                )*
          }*

bibliography =
  element bibliography {
    bibliography-attlist,
    (title
     | edition
     | creator
     | subject
     | description
     | publisher
     | distributor
     | contributor
     | date
     | identifier
     | source
     | language
     | relation
     | coverage
     | rights
     | price
     | comment
     | classification
```

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```
    | rating
    | synopsis
    | image)*
  }
bibliography-attlist &= empty
title =
  element title {
    title-attlist, (char-or-external-char-or-ruby | comment)*
  }
title-attlist &=
  attribute reading { text }?,
  attribute type { "title" | "subtitle" | "series" | "other"}?
edition =
  element edition {
    edition-attlist, (char-or-external-char-or-ruby | comment)*
  }
edition-attlist &= attribute reading { text }?
creator =
  element creator {
    creator-attlist, (organization | person | comment)*
  }
creator-attlist &=
  attribute role {
    "designer"
    | "author"
    | "editor"
    | "translator"
```

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```
    | "supervisor"
    | "photographer"
    | "illustrator"
    | "binder"
    | "planner"
    | "other"
  }?
subject = element subject { subject-attlist, (keyword | comment)* }
subject-attlist &= empty
description =
  element description {
    description-attlist, (char-or-external-char-or-ruby | comment)*
  }
description-attlist &= empty
publisher =
  element publisher {
    publisher-attlist, (organization | person | comment | code)*
  }
publisher-attlist &= attribute country { text }?
code =
  element code {
    code-attlist, (char-or-external-char-or-ruby | comment)*
  }
code-attlist &= attribute type { text }?
distributor =
  element distributor {
    distributor-attlist, (organization | person | comment | code)*
```

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```
  }
distributor-attlist &= empty
contributor =
  element contributor {
    contributor-attlist, (organization | person | comment)*
  }
contributor-attlist &= attribute role { text }?
date =
  element date {
    date-attlist, (char-or-external-char-or-ruby | comment)*
  }
date-attlist &=
  attribute type { "publication" | "sale" | "revision" }?,
  [ a:defaultValue = "ISO8601" ] attribute system { text }?
identifier =
  element identifier {
    identifier-attlist, (char-or-external-char-or-ruby | comment)*
  }
identifier-attlist &= attribute type { text }
source =
  element source {
    source-attlist, (char-or-external-char-or-ruby | comment)*
  }
source-attlist &= empty
language = element language { language-attlist, text }
language-attlist &=
  attribute system { text }?
```

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```
relation =
  element relation {
    relation-attlist, (char-or-external-char-or-ruby | comment)*
  }
relation-attlist &= empty
coverage =
  element coverage {
    coverage-attlist, (char-or-external-char-or-ruby | comment)*
  }
coverage-attlist &= empty
rights =
  element rights {
    rights-attlist, (char-or-external-char-or-ruby | comment)*
  }
rights-attlist &= empty
price = element price { price-attlist, (text | comment)* }
price-attlist &=
  attribute currency { text },
  attribute country { text }?
organization =
  element organization {
    organization-attlist, (name | contact | comment)*
  }
organization-attlist &= empty
person = element person { person-attlist, (name | contact | comment)* }
person-attlist &= empty
classification =
```

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```
  element classification { classification-attlist, (text | comment)* }
classification-attlist &= attribute type { text }
rating = element rating { rating-attlist, (text | comment)* }
rating-attlist &= attribute type { "violent" | "adult" }?
synopsis =
  element synopsis {
    synopsis-attlist, (char-or-external-char-or-ruby | comment)*
  }
synopsis-attlist &= empty
keyword =
  element keyword {
    keyword-attlist, (char-or-external-char-or-ruby | comment)*
  }
keyword-attlist &=
  attribute type { text }?,
  attribute reading { text }?
image = element image { image-attlist, text }
image-attlist &=
  attribute type { "spine" | "front" | "thumbnail" | "other" }?
name =
  element name {
    name-attlist, (char-or-external-char-or-ruby | comment)*
  }
name-attlist &=
  attribute reading { text }?,
  attribute type { "first" | "last" | "middle" | "place" | "other" }?
contact =
```

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```
  element contact {
    contact-attlist,
    (address | email | telephone | fax | website | comment)*
  }
contact-attlist &= empty
address =
  element address { address-attlist, (name | postcode | comment)* }
address-attlist &= attribute reading { text }?
comment = element comment { comment-attlist, text }
comment-attlist &= empty
email = element email { email-attlist, (text | comment)* }
email-attlist &= empty
telephone = element telephone { telephone-attlist, (text | comment)* }
telephone-attlist &= empty
fax = element fax { fax-attlist, (text | comment)* }
fax-attlist &= empty
website = element website { website-attlist, (text | comment)* }
website-attlist &= empty
postcode = element postcode { postcode-attlist, (text | comment)* }
postcode-attlist &= empty
package =
  element package {
    package-attlist, manifest, spine, special_page_link?
  }
package-attlist &= attribute version { text }?
spine = element spine { spine-attlist, itemref* }
spine-attlist &=
```

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```
  attribute toc { text }?,
  attribute global_setting { text }?,
  attribute search_table { text }?,
  attribute bibliography { text }?
itemref = element itemref { itemref-attlist, empty }
itemref-attlist &= attribute idref { text }
manifest = element manifest { manifest-attlist, item* }
manifest-attlist &= attribute version { text }?
item = element item { item-attlist, permission* }
item-attlist &=
  attribute id { text },
  attribute href { text },
  attribute media-type { text }
special_page_link =
  element special_page_link { special_page_link-attlist, special_page+ }
special_page_link-attlist &= empty
special_page = element special_page { special_page-attlist, text }
special_page-attlist &=
  [ a:defaultValue = "other" ]
  attribute type {
    "cover"
    | "title_page"
    | "preface"
    | "contents"
    | "body"
    | "column"
    | "note"
```

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```
    | "figure"
    | "ad"
    | "afterword"
    | "appendix"
    | "answer"
    | "glossary"
    | "bibliography"
    | "commentary"
    | "index"
    | "imprint"
    | "author_info"
    | "other"
    | "flow_title"
  }?,
  attribute title { text }?
search_table =
  element search_table { search_table-attlist, search_table_def+ }
search_table-attlist &=
  [ a:defaultValue = "false" ] attribute bookmark { bool }?,
  [ a:defaultValue = "false" ] attribute wordbook { bool }?,
  [ a:defaultValue = "true" ] attribute jump_search_root { bool }?,
  [ a:defaultValue = "true" ] attribute jump_search { bool }?,
  [ a:defaultValue = "true" ] attribute all_search { bool }?
search_table_def =
  element search_table_def {
    search_table_def-attlist, enable_key_type, key_normalization
  }
```

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```
search_table_def-attlist &=
  attribute id { text },
  [ a:defaultValue = "false" ] attribute use_default { bool }?,
  [ a:defaultValue = "implicit" ]
  attribute sorting_rule { "implicit" | "unicode" | "other" }?,
  attribute name { text }?,
  attribute short_name { text }?,
  [ a:defaultValue = "false" ] attribute wild { bool }?,
  [ a:defaultValue = "false" ] attribute blank { bool }?,
  [ a:defaultValue = "false" ] attribute end { bool }?,
  attribute help_page_id { text }?
enable_key_type =
  element enable_key_type { enable_key_type-attlist, char_list? }
enable_key_type-attlist &=
  [ a:defaultValue = "false" ] attribute numerals { bool }?,
  [ a:defaultValue = "false" ] attribute basic_alphabet { bool }?,
  [ a:defaultValue = "false" ] attribute kana { bool }?,
  [ a:defaultValue = "false" ] attribute kanji { bool }?,
  [ a:defaultValue = "false" ] attribute listed { bool }?
key_normalization =
  element key_normalization { key_normalization-attlist, empty }
key_normalization-attlist &=
  [ a:defaultValue = "true" ] attribute capitalization { bool }?,
  [ a:defaultValue = "delete" ]
  attribute cho_on { "delete" | "repeat" | "as_is" }?,
  [ a:defaultValue = "true" ] attribute daku_on { bool }?,
  [ a:defaultValue = "true" ] attribute handaku_on { bool }?,
```

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```
  [ a:defaultValue = "true" ] attribute soku_on { bool }?,
  [ a:defaultValue = "true" ] attribute yo_on { bool }?,
  [ a:defaultValue = "true" ] attribute other_small_kana { bool }?
char_list = element char_list { char_list-attlist, text }
char_list-attlist &= empty
flip_animation =
  element flip_animation {
    flip_animation-attlist, audio?, flip_animation_source+
  }
flip_animation-attlist &= attribute renewal_time { text }?
flip_animation_source =
  element flip_animation_source { flip_animation_source-attlist, empty }
flip_animation_source-attlist &=
  attribute src { text },
  attribute renewal_time { text }?
start = package | bibliography | global_setting | html | flip_animation
```

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COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

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8) L'attention est attirée sur les références normatives citées dans cette publication. L'utilisation de publications référencées est obligatoire pour une application correcte de la présente publication.

La Norme internationale CEI 62448 a été établie par le domaine technique 10 de la CEI: E-publication multimédia et e-book, du comité d'études 100 de la CEI: Systèmes et équipements audio, vidéo et services de données.

Cette troisième édition annule et remplace la deuxième édition publiée en 2009. Cette édition constitue une révision technique.

Cette édition inclut les modifications techniques majeures suivantes par rapport à l'édition précédente:

- Ajout de l'Annexe C;
- Modifications mineures connexes à l'Article 6;
- Mises à jour de l'Annexe B.

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CDV	Rapport de vote
100/2053/CDV	100/2132/RVC

Le rapport de vote indiqué dans le tableau ci-dessus donne toute information sur le vote ayant abouti à l'approbation de cette norme.

Cette publication a été rédigée selon les Directives ISO/CEI, Partie 2.

Le comité a décidé que le contenu de cette publication ne sera pas modifié avant la date de stabilité indiquée sur le site web de la CEI sous "http://webstore.iec.ch" dans les données relatives à la publication recherchée. A cette date, la publication sera

- reconduite,
- supprimée,
- remplacée par une édition révisée, ou
- amendée.

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INTRODUCTION

Le marché des livres et publications électroniques multimédia nécessite de normaliser les formats d'échange de données électroniques entre les personnes concernées, à savoir les auteurs, les préparateurs de données, les éditeurs et les lecteurs. Les formats sont classés en format de soumission, en format générique et en format de lecture. Il est nécessaire que le format de soumission assure l'interaction entre les auteurs et les préparateurs de données. Le format de lecture dépend des équipements de publication électronique. Il est nécessaire que le format générique offre un format d'échange aux préparateurs de données et aux éditeurs. Par conséquent, il convient qu'il soit indépendant des équipements de publication électronique.

La Commission Electrotechnique Internationale (CEI) attire l'attention sur le fait qu'il est déclaré que la conformité avec les dispositions du présent document peut impliquer l'utilisation d'un brevet.

Sony Corporation a informé la CEI qu'elle a demandé ou octroyé des brevets.

La CEI ne prend pas position quant à la preuve, à la validité et à la portée de ces droits de propriété.

Le détenteur de ces droits de propriété a donné l'assurance à la CEI qu'il consent à négocier des licences avec des demandeurs du monde entier, soit sans frais soit à des termes et conditions raisonnables et non discriminatoires. À ce propos, la déclaration du détenteur des droits de propriété est enregistrée à la CEI. Des informations peuvent être demandées à:

Sony Corporation

1-7-1 Konan, Minato-ku, Tokyo 108-0075, Japan

Sharp Corporation a informé la CEI qu'elle a demandé ou octroyé des brevets.

La CEI ne prend pas position quant à la preuve, à la validité et à la portée de ces droits de propriété.

Le détenteur de ces droits de propriété a donné l'assurance à la CEI qu'il consent à négocier des licences avec des demandeurs du monde entier, à des termes et conditions raisonnables et non discriminatoires. À ce propos, la déclaration du détenteur des droits de propriété est enregistrée à la CEI. Des informations peuvent être demandées à:

Sharp Corporation

2613-1, Ichinomoto-cho, Tenri, Nara 632-8587, Japan

L'attention est d'autre part attirée sur le fait que certains des éléments du présent document peuvent faire l'objet de droits de propriété autres que ceux qui ont été mentionnés ci-dessus. La CEI ne saurait être tenue pour responsable de l'identification de ces droits de propriété en tout ou partie.

L'ISO (www.iso.org/patents) et la CEI (http://patents.iec.ch) maintiennent des bases de données, consultables en ligne, des droits de propriété pertinents à leurs normes. Les utilisateurs sont encouragés à consulter ces bases de données pour obtenir l'information la plus récente concernant les droits de propriété.

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SYSTEMES ET EQUIPEMENTS MULTIMEDIA –

PUBLICATION ET LIVRES ELECTRONIQUES MULTIMEDIA – FORMAT GENERIQUE POUR LA PUBLICATION ELECTRONIQUE

1 Domaine d'application

La présente Norme internationale spécifie un format générique de publication électronique multimédia utilisé pour l'échange des données d'un livre électronique entre les préparateurs de ces données et les éditeurs, satisfaisant un certain nombre d'exigences de ces derniers: une structure logique révisable, extensible et hétérogène.

2 Références normatives

Les documents suivants sont cités en référence de manière normative, en intégralité ou en partie, dans le présent document et sont indispensables pour son application. Pour les références datées, seule l'édition citée s'applique. Pour les références non datées, la dernière édition du document de référence s'applique (y compris les éventuels amendements).

ISO/CEI 19757-2:2008, *Technologies de l'information – Langage de définition de schéma de documents (DSDL) – Partie 2: Validation de grammaire orientée courante – RELAX NG* (disponible en anglais seulement)

ISO 639-1, *Codes pour la représentation des noms de langue – Partie 1: Code alpha-2*

ISO 3166-1, *Codes pour la représentation des noms de pays et de leurs subdivisions – Partie 1: Codes de pays*

3 Termes et définitions

Pour les besoins du présent document, les termes et définitions suivants s'appliquent.

3.1
livre électronique multimédia
contenu multimédia composé de textes, de graphiques, de sons et/ou de vidéos

[SOURCE: IEC 62229:2006, 3.2. Cette source n'existe que dans la langue anglaise.]

3.2
préparateur de données
organisation ou personne qui met un livre électronique en forme

Note 1 à l'article: Un éditeur est un exemple de préparateur.

[SOURCE: IEC 62229:2006, 3.3. Cette source n'existe que dans la langue anglaise.]

3.3
éditeur
organisation ou personne qui publie et distribue un livre électronique

[SOURCE: IEC 62229:2006, 3.4. Cette source n'existe que dans la langue anglaise.]

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3.4
format générique
format du contenu d'un livre électronique multimédia, créé et édité par un préparateur de données, puis transformé par un éditeur dans un format de lecture permettant de distribuer le livre électronique

4 Position et exigences relatives au format générique

4.1 Format générique du modèle de création/distribution de contenu

Le modèle conceptuel de publication électronique multimédia (CEI 62229) définit un modèle de création/distribution de contenu représenté à la Figure 1.

Auteur <--(1)--> **Préparateur de données** <--(2)--> **Editeur** --(3)--> **Lecteur**

IEC 2788/13

Figure 1 – Modèle de création/distribution de contenu

Entre les étapes de traitement adjacent, le préparateur de données et l'éditeur, l'échange de contenu du livre électronique a lieu à l'aide du format générique. En fusionnant les textes, graphiques, sons et/ou vidéos d'origine fournis par les auteurs, le préparateur de données crée et édite les données du livre électronique dans un format générique. Ces données sont enregistrées et transmises aux éditeurs.

Les éditeurs modifient le format générique en format de lecture approprié aux schémas et dispositifs de distribution. Le format générique peut également être utilisé pour la distribution de livre électronique.

4.2 Exigences relatives au format générique

Le format générique peut satisfaire aux exigences suivantes du préparateur de données et de l'éditeur:

a) structure logique:

   le format générique comporte une structure logique qui peut être aisément révisée;

b) spécification de style:

   il convient de présenter les éléments logiques du format générique selon une spécification de style permettant de créer un format de lecture approprié;

c) structures hétérogènes:

   les livres électroniques multimédias peuvent comporter des structures hétérogènes, telles que des éléments mathématiques, chimiques ou de musique, en fonction de la nature du contenu. Il convient d'importer ces structures particulières au format générique;

d) métadonnées:

   il convient que le format générique prenne en charge certaines métadonnées afin de gérer le contenu du livre électronique.

5 Notation

La structure logique d'un format générique est décrite par le schéma RELAX NG de l'ISO/CEI 19757-2:2008.

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6 Structure logique

La structure logique du format générique: ebook-g, offre un format simple et extensible ebook-g-core, ainsi que les formats existants et déjà utilisés – BBeB Xylog, XMDF et ESP. Les structures des formats BBeB Xylog, XMDF et ESP sont présentées à l'Annexe A, à l'Annexe B et à l'Annexe C, respectivement.

```
default namespace="http://tc100.iec.ch/2005/ebook/generic"
start = ebook-g
ebook-g = ebook-g-core
        | external "bbebxylog.rnc"
        | external "xmdf.rnc"
        | external “esp.rnc”
ebook-g-core = meta-g & body-g
meta-g = external "meta-g.rnc"
body-g = element body-g { body }
body =
  title*,
  foreword*,
  introduction*,
  titled-clause+,
  annex*,
  bibliography*
title = element title {
        element main { text },
        element sub { text }?
      }
foreword = element foreword { text }
introduction = element introduction { block+ }
titled-clause = element clause { id, title, clause-content }
clause-content =
  (titled-clause, titled-clause+) | untitled-clause-content
untitled-clause-content = (untitled-clause, untitled-clause+) | block+
untitled-clause = element clause { id, untitled-clause-content }
referenced-document =
  element referenced-document {
    id,
    element abbrev { text },
    element title { text },
```

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```
    element field { text }*,
    element url { xsd:anyURI }
  }
annex =
  element annex {
    id,
    title,
    clause-content
  }
bibliography = element bibliography { referenced-document+ }
block = p | ol | ul | example | note | pre | float
p = element p { inline }
float = table | figure
table = external "table.rnc"
figure = external "figure.rnc"
ol =
  element ol {
    element li { id, block+ }+
  }
ul =
  element ul {
    element li { block+ }+
  }
example = element example { p+ }
note = element note { p+ }
pre = element pre { pre-content }
pre-content =
  (text
   | element var { pre-content })*
inline =
  (text
   | element code | b | i | var { inline }
   | ref
   | strong)*
ref =
    element ref {
      attribute to { xsd:IDREF }
```

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```
    }

id = attribute id { xsd:ID }?

strong = element strong { text }
```

7 Sémantique

Il convient de présenter les éléments de ebook-g-core conformément aux spécifications de style appropriées. Les spécifications de style véritable par langages de style tels que XSL ou DSSSL, ne relèvent pas du domaine d'application de la présente norme.

Les contenus de meta-g.rnc, table.rnc et figure.rnc ne sont pas spécifiés dans une architecture de ebook-g-core.

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Annexe A
(normative)

Format BBeB Xylog

A.1 Généralités

La présente annexe spécifie le format BBeB Xylog mentionné à l'Article 6.

Ce format est spécifié pour deux types d'utilisateur: le producteur du contenu du livre électronique et le développeur d'outil associé. Les personnes qui produisent du contenu peuvent utiliser cette spécification comme format générique de stockage de données reposant sur la norme internationale. Le développeur d'outil associé peut l'utiliser en référence, afin de spécifier les règles de l'équipement vidéo et de définir la règle de conversion entre cette norme et les autres formats de données, tels que tous les types de XML ou HTML.

Cette annexe comporte les éléments suivants:

a) «expression du livre sur papier» concernant deux présentations sur écran et caractères modifiés, etc.

b) «expression numérique», tels que sons, saut de page et action interactive, etc.

Les éléments nécessaires aux expressions susmentionnées et leur bon déroulement sont définis dans la présente norme.

A.2 Description de la structure

```
namespace a = "http://relaxng.org/ns/compatibility/annotations/1.0"

namespace sch = "http://www.ascc.net/xml/schematron"

DrawChar =

  (element.Plot

   | element.CR

   | element.Fill

   | element.CharButton

   | element.Yoko

   | element.Tate

   | element.Nekase

   | element.NoBR

   | element.DrawChar

   | element.Italic

   | element.Bold

   | SimpleChar1)*

SimpleChar1 =

  (element.Rubi

   | element.Box
```

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```
    | element.EmpDots
    | element.EmpLine
    | element.Sub
    | element.Sup
    | element.Space
    | SimpleChar0)*
SimpleChar0 = (text | element.Gaiji | element.AltString)*
SimpleChar2 = (element.Plot | SimpleChar0)*
# BBeB XML Xylog Basic
element.BBeBXylog =
  element BBeBXylog {
    attlist.version,
    element.BookInformation,
    element.Main,
    element.Style,
    element.Objects
  }
attlist.version &=
  attribute version { text }
  >> a:documentation [
       ' Constraint: Current "version" attribute value is "1.0" '
     ]
element.BookInformation =
  element BookInformation { element.Info, element.TOC }
element.Info =
  element Info {
    attlist.version, element.BookInfo, element.DocInfo, element.Keyword*
  }
element.BookInfo =
  element BookInfo {
    element.Title,
    element.Author,
    element.BookID,
    element.Publisher,
    element.Label,
    element.Category*,
    element.Classification,
```

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```
    element.FreeText
  }
element.Title = element Title { attlist.reading, text }
attlist.reading &= attribute reading { text }
element.Author = element Author { attlist.reading, text }
element.BookID = element BookID { text }
element.Publisher = element Publisher { attlist.reading, text }
element.Label = element Label { attlist.reading, text }
element.Category = element Category { text }
element.Classification = element Classification { text }
element.FreeText = element FreeText { text }
element.DocInfo =
element DocInfo {
    element.CThumbnail,
    element.Language,
    element.Creator,
    element.SumPage
  }
element.CThumbnail = element CThumbnail { attlist.CThumbnail }
attlist.CThumbnail &= attribute file { text }
element.Language =
  element Language {
    xsd:string { length = "2" }
    >> a:documentation [
         " Constraint: Set two-letter primary language code which is specified in ISO 639."
       ]
  }
element.Creator = element Creator { text }
element.SumPage = element SumPage { text }
element.Keyword = element Keyword { text }
element.TOC = element TOC { element.TocLabel* }
element.TocLabel = element TocLabel { attlist.jump, text }
element.Main = element Main { element.Page+ }
element.Page =
  element Page {
    attlist.Page,
    element.Common.Page
```

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```
    >> sch:pattern [
        name = "Style Check"
        "\x{a}" ~
        "        "
        sch:rule [
          context = "Page"
          "\x{a}" ~
          "          "
          sch:assert [
            test = "@pagestyle = //Style/PageStyle/@stylelabel"
            "No PageStyle"
          ]
          "\x{a}" ~
          "        "
        ]
        "\x{a}" ~
        "      "
      ]
  }
element.Common.Page =
  (element.Common.Objects
   | element.BlockSpace
   | element.RuledLine
   | element.Wait)*
attlist.id &= attribute objid { xsd:string }
attlist.refid &= attribute refobj { xsd:string }
attlist.refstream &= attribute refstream { xsd:string }
attlist.Page &=
  attlist.id,
  attribute pagestyle { text },
  attlist.Common.Page
element.TextBlock =
  element TextBlock {
    attlist.TextBlock,
    ((element.P | element.CR)*)
    >> sch:pattern [
        name = "Style Check"
```

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```
      "\x{a}" ~
      "      "
      sch:rule [
        context = "TextBlock"
        "\x{a}" ~
        "        "
        sch:assert [
          test = "@blockstyle = //Style/BlockStyle/@stylelabel"
          "No BlockStyle"
        ]
        "\x{a}" ~
        "      "
      ]
      "\x{a}" ~
      "    "
    ]
  >> sch:pattern [
      name = "Style Check"
      "\x{a}" ~
      "      "
      sch:rule [
        context = "TextBlock"
        "\x{a}" ~
        "        "
        sch:assert [
          test = "@textstyle = //Style/TextStyle/@stylelabel"
          "No TextStyle"
        ]
        "\x{a}" ~
        "      "
      ]
      "\x{a}" ~
      "    "
    ]
}
attlist.TextBlock &=
  attlist.id,
```

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```
  attribute textstyle { text },
  attribute blockstyle { text },
  attlist.Common.Text,
  attlist.Common.Block
element.P = element P { attlist.P, DrawChar }
attlist.P &= attribute refesound { xsd:string }?
element.Plot = element Plot { attlist.Plot, text }
attlist.xsize &= attribute xsize { xsd:unsignedShort }
attlist.ysize &= attribute ysize { xsd:unsignedShort }
attlist.Plot &=
  attlist.xsize,
  attlist.ysize,
  attlist.refid,
  [ a:defaultValue = "bottom" ]
  attribute adjustment { "center" | "baseline" | "top" | "bottom" }?
element.CR = element CR { empty }
element.Fill =
  element Fill {
    attribute code { text },
    empty
  }
element.Space = element Space { attlist.xsize, empty }
element.CharButton = element CharButton { attlist.refid, SimpleChar1 }
element.Rubi = element Rubi { (element.Oyamoji, element.Rubimoji)+ }
element.Oyamoji = element Oyamoji { SimpleChar0 }
element.Gaiji = element Gaiji { attlist.Gaiji, text }
attlist.Gaiji &=
  attlist.refid,
  attribute fontfacename { text }?,
  attribute code { text }
element.AltString = element AltString { element.Org, element.Alt }
element.Org = element Org { text }
element.Alt = element Alt { text }
element.Rubimoji = element Rubimoji { SimpleChar0 }
element.Box = element Box { attlist.Box, SimpleChar0 }
attlist.linetype &=
  attribute linetype { "solid" | "dotted" | "dashed" | "double" }
```

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```
attlist.Box &= attlist.linetype?
element.EmpDots = element EmpDots { attlist.EmpDots, SimpleChar0 }
attlist.Empdotsposition &=
  attribute empdotsposition { "before" | "after" }
attlist.EmpdotsChar &=
  attribute empdotscode { text },
  attribute empdotsfontname { text },
  attribute refempdotsfont { text }
attlist.EmpDots &= attlist.Empdotsposition?, attlist.EmpdotsChar?
element.EmpLine = element EmpLine { attlist.EmpLine, SimpleChar0 }
attlist.Emplineposition &=
  attribute emplineposition { "before" | "after" }
attlist.Emplinetype &=
  attribute emplinetype {
    "none" | "solid" | "dotted" | "dashed" | "double"
  }
attlist.EmpLine &= attlist.Emplinetype?, attlist.Emplineposition?
element.Sub = element Sub { SimpleChar0 }
element.Sup = element Sup { SimpleChar0 }
element.Yoko = element Yoko { SimpleChar0 }
element.Tate = element Tate { SimpleChar2 }
element.Nekase = element Nekase { SimpleChar2 }
element.NoBR = element NoBR { SimpleChar1 }
element.DrawChar =
  element DrawChar {
    attribute line { xsd:unsignedShort },
    SimpleChar0
  }
element.Italic = element Italic { DrawChar }
element.Bold = element Bold { DrawChar }
element.ImageBlock =
  element ImageBlock { attlist.ImageBlock, text }
  >> sch:pattern [
       name = "Style Check"
       "\x{a}" ~
       "      "
       sch:rule [
```

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```
        context = "Page"
        "\x{a}" ~
        "       "
   sch:assert [
          test = "@blockstyle = //Style/BlockStyle/@stylelabel"
          "No BlockStyle"
        ]
        "\x{a}" ~
        "     "
      ]
      "\x{a}" ~
      "   "
    ]
attlist.ImageBlock &=
  attlist.id,
  attribute blockstyle { text },
  attlist.Common.Block,
  attlist.Common.Image
element.ButtonBlock =
  element ButtonBlock {
    attlist.ButtonBlock,
    element.BaseButton?,
    element.FocusinButton?,
    element.PushButton?,
    (element.UpButton?)
    >> sch:pattern [
        name = "Style Check"
        "\x{a}" ~
        "       "
        sch:rule [
          context = "ButtonBlock"
          "\x{a}" ~
          "         "
          sch:assert [
            test = "@blockstyle = //Style/BlockStyle/@stylelabel"
            "No BlockStyle"
          ]
```

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```
        "\x{a}" ~
        "       "
      ]
      "\x{a}" ~
      "     "
    ]
  }
attlist.ButtonBlock &=
  attlist.id,
  attribute blockstyle { text },
  attlist.Common.Block
attlist.refimage &= attribute refimage { xsd:string }
element.BaseButton = element BaseButton { attlist.refimage?, empty }
element.FocusinButton =
  element FocusinButton {
    attlist.refimage?,
    (element.JumpTo
     | element.Run
     | element.SoundStop
     | element.CloseWindow)*
  }
element.JumpTo = element JumpTo { attlist.jump, empty }
attlist.jump &=
  attribute refpage { xsd:string },
  attlist.refid
element.Run = element Run { attlist.Run, empty }
attlist.Run &=
  [ a:defaultValue = "normal" ]
  attribute runoption {
    "normal" | "opposite" | "center" | "opposite-center"
  }?,
  attlist.refid
element.SoundStop = element SoundStop { empty }
element.CloseWindow = element CloseWindow { empty }
element.PushButton =
  element PushButton {
    attlist.refimage?,
```

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```
    (element.JumpTo
     | element.Run
     | element.SoundStop
     | element.CloseWindow)*
  }
element.UpButton =
  element UpButton {
    attlist.refimage?,
    (element.JumpTo
     | element.Run
     | element.SoundStop
     | element.CloseWindow)*
  }
element.BlockSpace = element BlockSpace { attlist.BlockSpace, empty }
attlist.BlockSpace &=
  attribute xspace { xsd:short }?,
  attribute yspace { xsd:short }?
element.Canvas =
  element Canvas {
    attlist.Canvas, (element.Common.Canvas | element.Wait)*
  }
element.Common.Canvas =
  element.PutObj
  | element.Moveto
  | element.Lineto
  | element.DrawBox
  | element.DrawEllipse
attlist.Canvas &=
  attribute canvaswidth { xsd:unsignedShort },
  attribute canvasheight { xsd:unsignedShort },
  attribute blockrule { "block-fixed" | "block-adjustable" }?,
  attlist.id,
  attlist.Common.Canvas
attlist.Layout &= attribute layout { "LrTb" | "TbRl" }
attlist.Common.Frame &=
  attribute framewidth { xsd:unsignedShort }?,
  attribute framecolor { text }?,
```

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```
  attribute framemode { "curve" | "square" }?
attlist.Common.Canvas &=
  attribute bgcolor { text }?,
  attlist.Layout?,
  attlist.Common.Frame
element.PutObj = element PutObj { attlist.PutObj, empty }
attlist.x1.unsigned &= attribute x1 { xsd:unsignedShort }
attlist.x1.signed &= attribute x1 { xsd:short }
attlist.y1.unsigned &= attribute y1 { xsd:unsignedShort }
attlist.y1.signed &= attribute y1 { xsd:short }
attlist.PutObj &=
  attlist.x1.unsigned, attlist.y1.unsigned, attlist.refid
element.Wait =
  element Wait {
    attribute time { xsd:short },
    empty
  }
element.Moveto =
  element Moveto { attlist.x1.signed, attlist.y1.signed, empty }
element.Lineto = element Lineto { attlist.Lineto, empty }
attlist.Common.line &=
  attribute linewidth { xsd:unsignedShort }?,
  attribute linecolor { text }?,
  attlist.linetype?
attlist.Lineto &=
  attlist.x1.signed,
  attlist.y1.signed,
  attlist.Common.line,
  attribute arrowtype { text }?
element.DrawBox = element DrawBox { attlist.DrawBox, empty }
attlist.DrawBox &=
  attlist.x1.signed,
  attlist.y1.signed,
  attlist.Common.line,
  attribute fillcolor { text }?
element.DrawEllipse = element DrawEllipse { attlist.DrawEllipse, empty }
attlist.DrawEllipse &=
```

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```
  attlist.x1.signed,
  attlist.y1.signed,
  attlist.Common.line,
  attribute fillcolor { text }?
element.RuledLine = element RuledLine { attlist.RuledLine, empty }
attlist.RuledLine &=
  attlist.linetype,
  attribute linewidth { xsd:unsignedShort },
  attribute linelength { xsd:unsignedShort },
  attribute linecolor { text }?
element.Style =
  element Style {
    element.BookStyle,
    (element.TextStyle | element.BlockStyle | element.PageStyle)*
  }
element.BookStyle =
  element BookStyle {
    attlist.Style,
    element.SetDefault?,
    element.RegistFont*,
    element.BookSetting
  }
attlist.Style &=
  attribute stylelabel { text },
  attlist.id
element.SetDefault = element SetDefault { attlist.SetDefault, empty }
attlist.Rubyoverhang &= attribute rubyoverhang { "auto" | "none" }
attlist.Rubyalign &= attribute rubyalign { "start" | "center" }
attlist.Rubyadjust &= attribute rubyadjust { "line-edge" | "none" }
attlist.Setwaitprop &= attribute setwaitprop { "replay" | "noreplay" }
attlist.SetDefault &=
  attlist.Rubyalign,
  attlist.Rubyoverhang,
  attlist.Empdotsposition,
  attlist.Emplineposition,
  attlist.Emplinetype,
  attlist.EmpdotsChar,
```

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```
  attlist.Rubyadjust,
  attlist.Setwaitprop
element.RegistFont = element RegistFont { attlist.RegistFont, empty }
attlist.FontEncoding &= attribute encoding { "TTF" | "OTF" | "BF" }
attlist.RegistFont &=
  attribute fontfilename { text },
  attribute file { text },
  attribute fontname { text },
  attlist.FontEncoding
element.BookSetting = element BookSetting { attlist.BookSetting, empty }
attlist.BookSetting &=
  attribute bindingdirection { "Lr" | "Rl" },
  attribute dpi { xsd:unsignedShort },
  attribute screenwidth { xsd:unsignedShort },
  attribute screenheight { xsd:unsignedShort },
  [ a:defaultValue = "24" ] attribute colordepth { xsd:unsignedByte }?
element.TextStyle = element TextStyle { attlist.TextStyle, empty }
attlist.TextStyle &= attlist.Style, attlist.Common.Text
attlist.Common.Text &=
  attlist.EmpDots,
  attlist.EmpLine,
  attribute fontsize { xsd:short }?,
  attribute fontwidth { xsd:short }?,
  attribute fontescapement { xsd:short }?,
  attribute fontorientation { xsd:short }?,
  attribute fontfacename { text }?,
  attribute textcolor { text }?,
  attribute textbgcolor { text }?,
  attribute wordspace { xsd:short }?,
  attribute letterspace { xsd:short }?,
  attribute baselineskip { xsd:short }?,
  attribute linespace { xsd:short }?,
  attribute parindent { xsd:short }?,
  attribute parskip { xsd:short }?,
  attlist.Rubyalign?,
  attlist.Rubyoverhang?,
  attribute column { text }?,
```

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```
  attribute columnsep { text }?,
  attribute align { "head" | "center" | "foot" }?,
  attribute linecolor { text }?,
  attribute charspace { xsd:short }?,
  attribute fontweight { xsd:unsignedShort }?,
  attlist.Rubyadjust?,
  attribute textlinewidth { xsd:unsignedShort }?
element.BlockStyle = element BlockStyle { attlist.BlockStyle, empty }
attlist.BlockStyle &= attlist.Style, attlist.Common.Block
attlist.Common.Block &=
  attribute blockwidth { xsd:unsignedShort }?,
  attribute blockheight { xsd:unsignedShort }?,
  attribute blockrule {
    "horz-fixed"
    | "horz-adjustable"
    | "vert-fixed"
    | "vert-adjustable"
    | "block-fixed"
    | "block-adjustable"
  }?,
  attribute bgcolor { text }?,
  attlist.Layout?,
  attlist.Common.Frame,
  attribute topskip { xsd:unsignedShort }?,
  attribute sidemargin { xsd:unsignedShort }?,
attribute footskip { xsd:unsignedShort }?,
  attribute refbgimage { text }?,
  attlist.Bgimagemode?
element.PageStyle = element PageStyle { attlist.PageStyle, empty }
attlist.PageStyle &=
  attlist.Style,
  attlist.Common.Page,
  attribute setemptyview { "show" | "empty" }?,
  attlist.Setwaitprop?
attlist.Bgimagemode &=
  attribute bgimagemode { "fix" | "tile" | "centering" }
attlist.Common.Page &=
```

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```
  (attribute refbgimage { text },
   attlist.Bgimagemode)?,
  attribute evenfooterid { xsd:string }?,
  attribute evenheaderid { xsd:string }?,
  attribute oddfooterid { xsd:string }?,
  attribute oddheaderid { xsd:string }?,
  attribute pageposition { "upper" | "lower" | "any" }?,
  attribute topmargin { xsd:short }?,
  attribute headheight { xsd:short }?,
  attribute headsep { xsd:short }?,
  attribute oddsidemargin { xsd:unsignedShort }?,
  attribute evensidemargin { xsd:unsignedShort }?,
  attribute textheight { xsd:unsignedShort }?,
  attribute textwidth { xsd:unsignedShort }?,
  attribute footheight { xsd:short }?,
  attlist.Layout?,
  attribute footspace { xsd:short }?
element.Common.Objects &=
  element.ImageBlock
  | element.TextBlock
  | element.ButtonBlock
  | element.Canvas
element.Objects =
  element Objects {
    (element.Common.Objects
     | element.Window
     | element.PopUpWin
     | element.Sound
     | element.SoundStream
     | element.ImageStream
     | element.Header
     | element.Footer
     | element.eSound
     | element.Font

    | element.Image
     | element.Button)*
```

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```
  }
element.Window = element Window { attlist.Window, element.Common.Page }
attlist.Window &=
  attribute windowwidth { xsd:unsignedShort }?,
  attribute windowheight { xsd:unsignedShort }?,
  attlist.Layout?,
  attlist.id
element.PopUpWin =
  element PopUpWin {
    attlist.PopUpWin, (element.TextBlock | element.ImageBlock)
  }
attlist.PopUpWin &= attlist.id
element.Sound = element Sound { attlist.Sound, empty }
attlist.Sound &=
  [ a:defaultValue = " 1" ] attribute times { xsd:unsignedShort }?,
  [ a:defaultValue = "sync" ] attribute playmode { "sync" | "async" }?,
  attlist.refstream,
  attlist.id
element.SoundStream = element SoundStream { attlist.SoundStream, empty }
attlist.SoundStream &=
  attribute encoding { "PCM" | "MP3" },
  attribute file { text },
  attlist.id
element.ImageStream = element ImageStream { attlist.ImageStream, text }
attlist.ImageStream &=
  attribute encoding { "JPEG" | "GIF" | "BMP" | "PNG" },
  attribute file { text },
  attlist.id
element.Header =
  element Header {
    attlist.id, attlist.Common.Canvas, (element.Common.Canvas)*
  }
element.Footer =
  element Footer {
    attlist.id, attlist.Common.Canvas, (element.Common.Canvas)*
  }
element.eSound = element eSound { attlist.eSound, empty }
```

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```
attlist.eSound &= attlist.id, attlist.refstream
element.Font = element Font { attlist.Font, empty }
attlist.Font &=
  attribute file { text },
  attribute fontfilename { text },
  attribute fontname { text },
  attlist.id,
  attlist.FontEncoding
element.Image = element Image { attlist.Image, text }
attlist.Image &= attlist.id, attlist.Common.Image
attlist.Common.Image &=
  attribute x0 { xsd:unsignedShort },
  attribute y0 { xsd:unsignedShort },
  attlist.x1.unsigned,
  attlist.y1.unsigned,
  attlist.xsize,
  attlist.ysize,
  attlist.refstream
element.Button =
  element Button {
    attlist.Button,
    element.BaseButton?,
    element.FocusinButton?,
    element.PushButton?,
    element.UpButton?
  }
attlist.Button &= attlist.id
start = element.BBeBXylog
```

A.3 Disposition en bloc

A.3.1 Disposition

Le format «BBeB Book» s'appuie sur le concept de «disposition en bloc». Dans la «disposition en bloc», le contenu à visualiser est affiché dans une zone appelée «bloc». La disposition en elle-même est composée de plusieurs «blocs», chacun d'eux étant placé dans un emplacement relatif. Le format de fichier «BBeB XML Xylog» définit les règles de mise en œuvre reposant sur ce concept de «disposition en bloc», tel que présenté à la Figure A.1.

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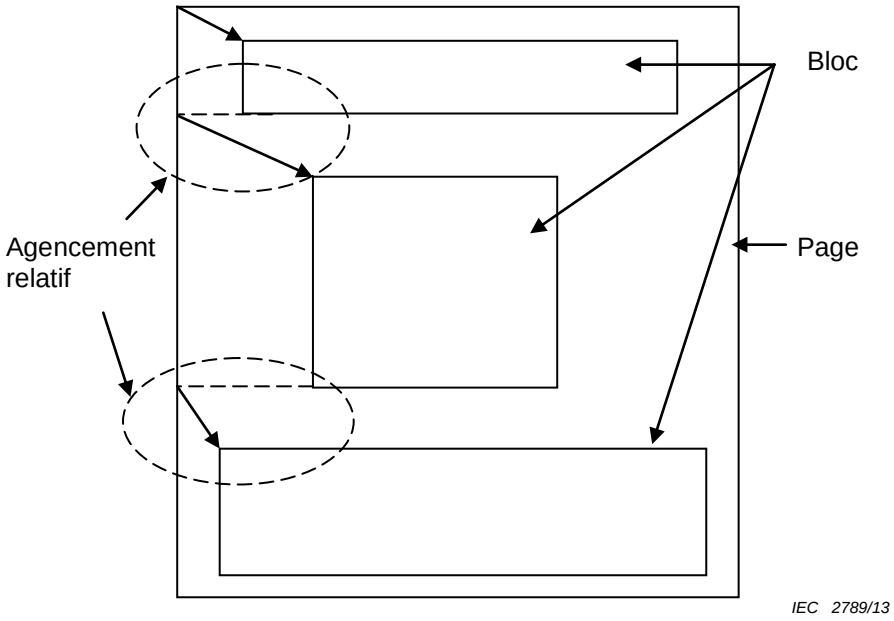

Figure A.1 – Diagramme conceptuel de la «disposition en bloc»

A.3.2 Bloc

La présente norme définit les éléments **TextBlock**, **ImageBlock**, **ButtonBlock** et **Canvas**. Ces éléments sont placés sur une «Page» sous forme de «bloc». Ils sont présentés comme des sous-éléments de l'élément **Page**, l'élément **BlockSpace** indiquant l'agencement relatif.

Il est possible de spécifier l'image d'arrière-plan, la couleur d'arrière-plan et le cadre dans le «bloc».

A.3.3 Système de coordonnées

La présente norme utilise un système de coordonnées à deux dimensions (X,Y) qui dépend de l'orientation verticale ou horizontale (voir Figure A.2).

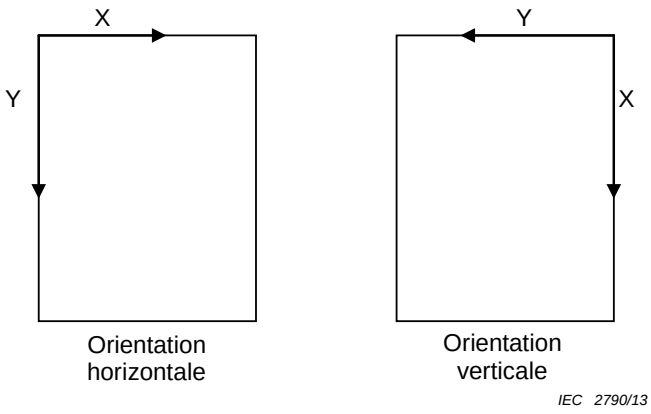

Figure A.2 – Système de coordonnées

A.4 Terminologie

A.4.1 Mise en page

Les termes suivants sont définis pour la zone de mise en page (voir Figure A.3):

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Taille d'écran:

dimension de la page à afficher sur un dispositif d'affichage particulier. Elle est spécifiée par la valeur des attributs **screenwidth** et **screenheight** de l'élément **BookSetting** (voir A.5.71)

marge supérieure:

espace entre le bord supérieur de l'écran et la zone d'en-tête

zone En-tête:

zone dans laquelle est/sont placé(s) le/les en-tête(s)

hauteur d'en-tête:

hauteur de la zone En-tête

séparation d'en-tête:

espace entre la zone En-tête et la zone Texte principal

Zone Texte principal:

zone contenant le texte principal

hauteur de texte:

hauteur de la zone Texte principal

largeur de texte:

largeur de la zone En-tête, de la zone Texte principal et de la zone Bas de page

espace de bas de page:

distance entre le bas de la zone Texte principal et le bord inférieur de la zone Bas de page

hauteur de bas de page:

hauteur de la zone Bas de page

marge latérale impaire:

marge entre le bord gauche de l'écran et le bord gauche de la zone Texte principal de la page impaire

marge latérale paire:

marge entre le bord gauche de l'écran et le bord gauche de la zone Texte principal de la page paire.

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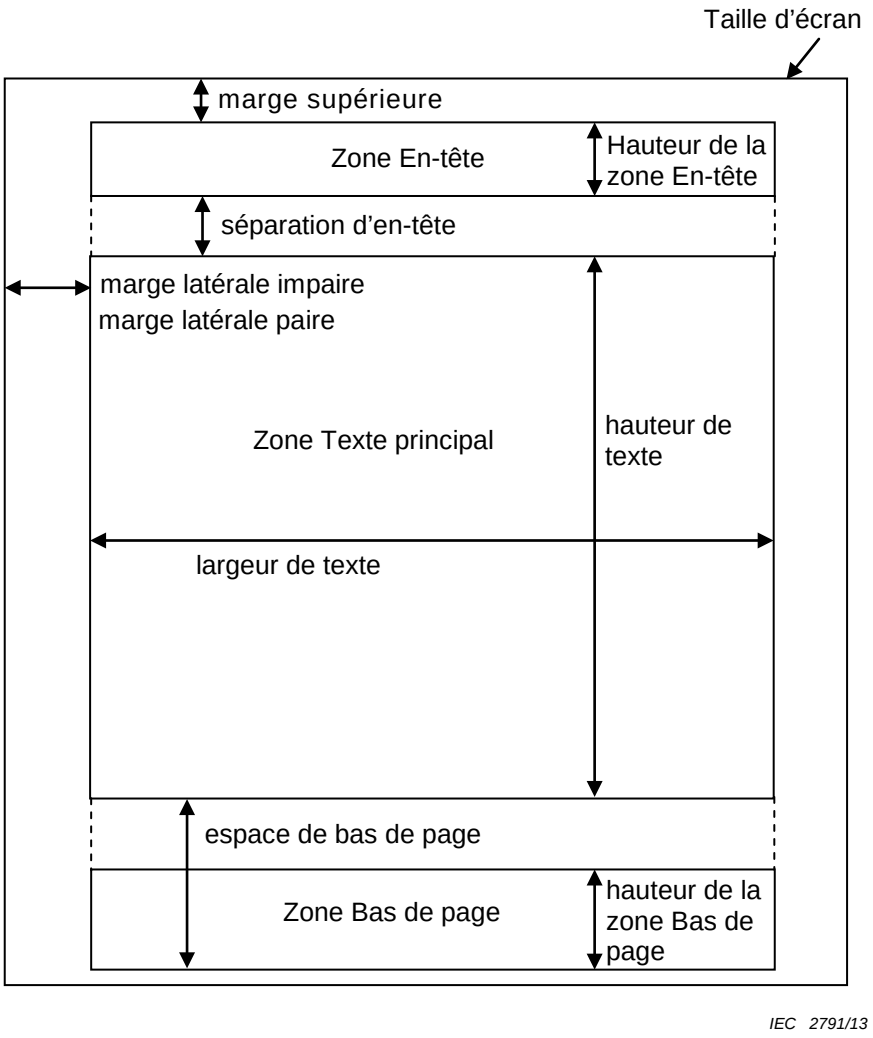

Figure A.3 – Composition de la mise en page

A.4.2 Disposition en bloc

Les termes suivants sont définis pour la zone Disposition en bloc (voir Figure A.4):

zone de restitution:

zone définie dans un bloc et contenant le texte ou l'image

saut supérieur:

marge entre le bord supérieur du bloc et le bord supérieur de la zone de restitution

marge latérale:

marge entre le bord latéral d'un bloc et le bord latéral de la zone de restitution pour les deux côtés

saut de bas de page:

marge entre le bord inférieur du bloc et le bord inférieur de la zone de restitution

hauteur de bloc:

hauteur de la zone «Bloc»

largeur de bloc:

largeur de la zone «Bloc»

indentation de paragraphe:

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retrait de paragraphe, mesuré à partir du bord latéral de la zone de restitution

saut de paragraphe:

distance entre la dernière ligne d'un paragraphe et la première ligne du paragraphe suivant

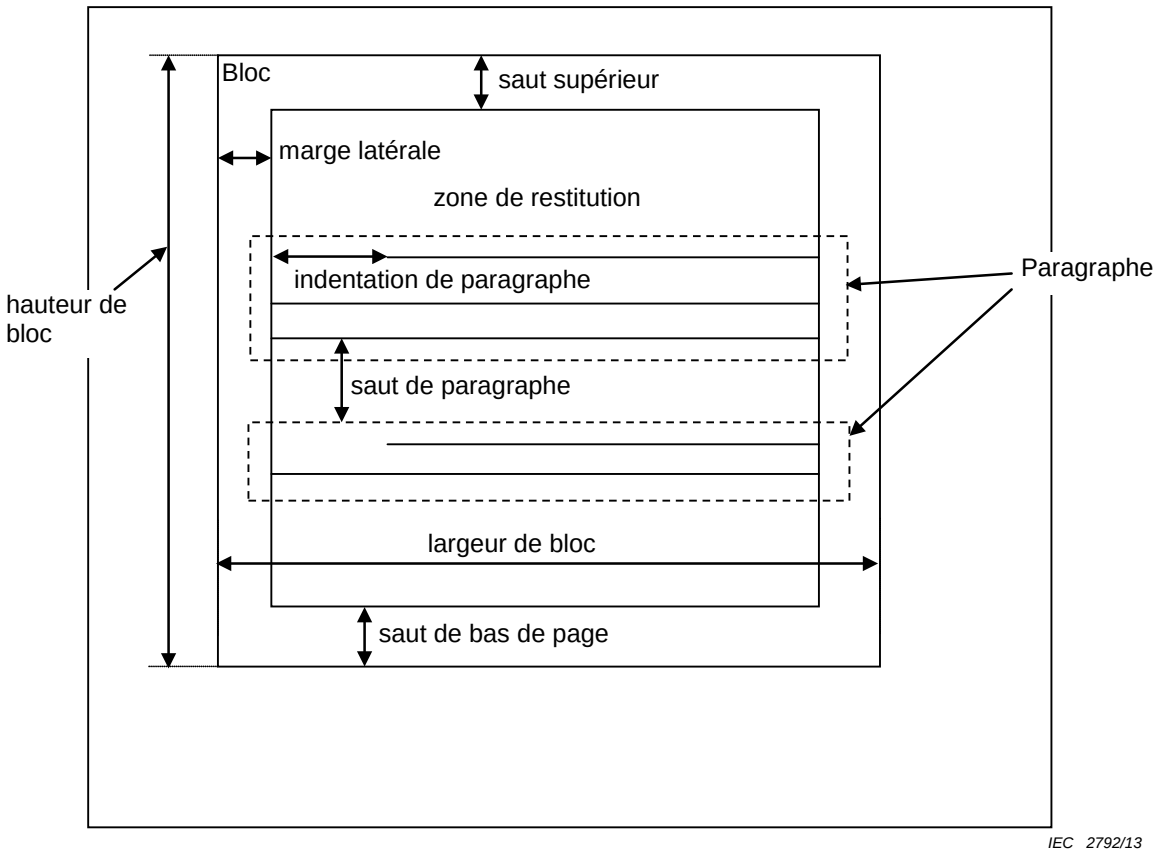

Figure A.4 – Composition de la zone Disposition en bloc

A.4.3 Types de données

Les définitions de type, telles qu'indiquées dans le Tableau A.1, sont définies comme la valeur XML "Attribute" dans la présente norme.

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Tableau A.1 – Types de données

Définition de type	Signification	Exemple
Chaîne	Indique une chaîne de caractères normale	“après“, “ solide“
Chaîne de tri	Permet uniquement d’utiliser la chaîne de caractères définie dans le jeu de caractères pour la spécification de tri.	“Kennedy John F.”
Chemin d’accès au fichier	Indique le chemin permettant d’accéder au fichier	“D:\sample.jpg”, “..\data\white.mp3”
Chaîne décimale	Indique un nombre décimal comme chaîne de caractères	“10”, “20”
Chaîne hexadécimale	Indique un nombre hexadécimal comme chaîne de caractères “0x” est placé au début du nombre pour indiquer qu’il est hexadécimal	“0x12”, “0x3333”
Chaîne de style	Indique une chaîne de caractères utilisée dans les étiquettes de style	“Main Block”, “Cover Page”, “Section Title Text”
Chaîne d’ID objet	Indique une chaîne de caractères utilisée dans les ID objet	“33”, “Object12”
Chaîne COLORREF	Indique une chaîne de caractères hexadécimaux de 32 bits signifiant une couleur. Le format de description est 0xaarrggbb. (aa: canal alpha [spécifié sous la forme “00” ou “ff” dans ces spécifications], “rr”: valeur du rouge, “gg”: valeur du vert, “bb”: valeur du bleu)	“0x00ff0000” (rouge)

A.5 Eléments et attributs

A.5.1 BBeBXylog

BBeBXylog est un élément indiquant la zone de l'ensemble de contenu conformément au «format de fichier BBeB XML Xylog», voir le Tableau A.2.

Tableau A.2 – Attribut de BBeBXylog

Nom de l’attribut	Valeur par défaut	Types de données	Commentaires
version (obligatoire)		Chaîne	Définit comme “1.0”.

L’attribut **version** indique le numéro de version correspondant du format de fichier BBeB XML Xylog. La valeur doit être “1.0” dans la présente norme.

A.5.2 BookInformation

L’élément **BookInformation** précise les informations bibliographiques et le contenu de la table des matières.

A.5.3 Info

L’élément **Info** précise les informations bibliographiques et les informations supplémentaires du contenu, voir le Tableau A.3.

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Tableau A.3 – Attribut de l'élément Info

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
version (obligatoire)		Chaîne	Définit comme "1.0".

L'attribut **version** précise la version du format des informations bibliographiques. La valeur doit être "1.0", conformément à la présente norme.

A.5.4 BookInfo

L'élément **BookInfo** précise les informations bibliographiques du contenu.

A.5.5 Title

L'élément **Title** précise le titre du contenu, voir le Tableau A.4.

Tableau A.4 – Attribut de l'élément Title

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
reading (obligatoire)		Chaîne de tri	

L'attribut **reading** précise la chaîne permettant de trier le contenu par titre. "Japanese syllabary character", etc. peut être utilisé en japonais. "Alphabet", etc. peut être utilisé en anglais. Les caractéristiques des jeux de caractères utilisés dans cet attribut peuvent être spécifiées dans les parties relatives à l'interchangeabilité.

A.5.6 Author

L'élément **Author** précise le nom de l'auteur du contenu. Si l'utilisateur souhaite indiquer plusieurs noms d'auteur, il doit les indiquer en série dans un élément, voir le Tableau A.5.

Tableau A.5 – Attribut de l'élément Author

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
reading (obligatoire)		Chaîne de tri	

L'attribut **reading** précise la chaîne permettant de trier le contenu par auteur. "Japanese syllabary character", etc. peut être utilisé en japonais. "Alphabet", etc. peut être utilisé en anglais. Les caractéristiques des jeux de caractères utilisés dans cet attribut peuvent être spécifiées dans les parties relatives à l'interchangeabilité.

A.5.7 BookID

L'élément **BookID** précise les informations d'ID du contenu. Cet ID permet de différencier le contenu personnel du contenu commercial. L'élément BookID du contenu personnel doit être spécifié par le caractère "FB" suivi de 14 chiffres au maximum (soit 16 chiffres en tout). L'élément BookID du contenu commercial peut être spécifié dans les parties relatives à l'interchangeabilité.

A.5.8 Publisher

L'élément **Publisher** précise le nom de l'éditeur du contenu, voir le Tableau A.6.

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Tableau A.6 – Attribut de Publisher

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
reading (obligatoire)		Chaîne de tri	

L'attribut **reading** précise la chaîne permettant de trier le contenu par éditeur. "Japanese syllabary character", etc. peut être utilisé en japonais. "Alphabet", etc. peut être utilisé en anglais. Les caractéristiques des jeux de caractères utilisés dans cet attribut peuvent être spécifiées dans les parties relatives à l'interchangeabilité.

A.5.9 Label

L'élément **Label** précise le nom de l'étiquette, voir le Tableau A.7.

Tableau A.7 – Attribut de Label

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
reading (obligatoire)		Chaîne de tri	

L'attribut **reading** précise la chaîne permettant de trier le contenu par étiquette. "Japanese syllabary character", etc. peut être utilisé en japonais. "Alphabet", etc. peut être utilisé en anglais. Les caractéristiques des jeux de caractères utilisés dans cet attribut peuvent être spécifiées dans les parties relatives à l'interchangeabilité.

A.5.10 Category

L'élément **Category** précise la nature du contenu. Il ne doit pas y avoir plus de deux éléments de ce type.

A.5.11 Classification

L'élément **Classification** précise les informations relatives au type de données incluses dans le contenu (son, image en couleur, par exemple).

A.5.12 FreeText

L'élément **FreeText** précise une description libre du contenu (récapitulatif du contenu, par exemple).

A.5.13 DocInfo

L'élément **DocInfo** précise les informations de vignette, de langue, etc.

A.5.14 Cthumbnail

L'élément **Cthumbnail** précise le nom de fichier de la vignette relative au contenu, voir le Tableau A.8.

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Tableau A.8 – Attribut de Cthumbnail

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
file (obligatoire)		Chemin d'accès au fichier	Indique le chemin d'accès absolu ou le chemin d'accès relatif accessible à utiliser en tant que vignette

L'attribut **file** indique le nom de fichier et le chemin d'accès dans lequel se trouve le fichier de vignette.

A.5.15 Language

L'élément **Language** indique la langue principale du contenu. Il convient d'utiliser les codes de langue de l'ISO 639. Par exemple, pour le japonais: "ja".

A.5.16 Creator

L'élément **Creator** précise le nom du créateur ou du studio ayant créé le contenu.

A.5.17 SumPage

L'élément **SumPage** indique le nombre de "View" (pages visibles pour les conditions de l'élément **BookSetting**) du contenu.

A.5.18 Keyword

L'élément **Keyword** indique les mots clés nécessaires à la recherche du contenu.

A.5.19 TOC

L'élément **TOC** précise la table des matières.

A.5.20 TocLabel

A.5.20.0 Généralités

L'élément **TocLabel** indique la chaîne de caractères présentée comme la liste de la table des matières, voir le Tableau A.9.

Tableau A.9 – Attribut de TocLabel

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refobj (obligatoire)		Chaîne d'ID objet	Indique le «objid» des éléments **TextBlock**, **ImageBlock**, **ButtonBlock** et **Canvas**.
refpage (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **Page**

A.5.20.1 refobj

L'attribut **refobj** indique le «objid» de l'élément spécifié comme cible «Jump». Il convient de localiser l'élément spécifié comme «objid» dans l'élément **Page** spécifié comme «refpage».

A.5.20.2 refpage

L'attribut **refpage** indique le «objid» de l'élément Page contenant l'élément spécifié comme cible «Jump».

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A.5.21 Main

L'élément **Main** indique le «Contenu principal».

A.5.22 Page

A.5.22.0 Généralités

L'élément **Page** spécifie les éléments composés de "Page" et des informations relatives à sa présentation. Il est recommandé que l'attribut de l'élément **Page** décrive uniquement les informations différentes de celles de l'élément **PageStyle** spécifiées par "pagestyle", voir le Tableau A.10.

Tableau A.10 – Attribut de Page

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
bgimagemode		Chaîne	Indique "fix", "tile" ou "centering"
evenfooterid		Chaîne d'ID objet	Indique le «objid» de l'élément **Footer**
evenheaderid		Chaîne d'ID objet	Indique le «objid» de l'élément **Header**
evensidemargin	(Entier non signé)	Chaîne décimale	[dot]
footheight	(Entier signé)	Chaîne décimale	[dot]
footspace	(Entier signé)	Chaîne décimale	[dot]
headheight	(Entier signé)	Chaîne décimale	[dot]
headsep	(Entier signé)	Chaîne décimale	[dot]
layout		Chaîne	Indique "LrTb" ou "TbRl"
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
oddfooterid		Chaîne d'ID objet	Indique le «objid» de l'élément **Footer**
oddheaderid		Chaîne d'ID objet	Indique le «objid» de l'élément **Header**
oddsidemargin	(Entier non signé)	Chaîne décimale	[dot]
pageposition		Chaîne	Indique "upper", "lower" ou "any"
pagestyle (obligatoire)		Chaîne de style	Il est nécessaire d'associer la chaîne de caractères de style spécifiée à "stylelabel" de l'élément **PageStyle** en référence
refbgimage		Chaîne d'ID objet	Indique le «objid» de l'élément **Image**. En outre, il est nécessaire de préciser en même temps l'attribut **bgimagemode**
textheight	(Entier non signé)	Chaîne décimale	[dot]
textwidth	(Entier non signé)	Chaîne décimale	[dot]
topmargin	(Entier signé)	Chaîne décimale	[dot]

A.5.22.1 pagestyle

L'attribut **pagestyle** spécifie "stylelabel" de l'élément **PageStyle** avec les informations nécessaires pour la présentation de "Page".

A.5.22.2 refbgimage

L'attribut **refgbimage** spécifie le "objid" de l'élément **Image** à afficher en arrière-plan de l'élément **Page**. Si le "objid" n'est pas spécifié, l'image ne s'affiche pas.

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A.5.22.3 pageposition

L'attribut **pageposition** indique si la position de départ est la page de gauche ou de droite de l'affichage à deux écrans.

Upper, lower et any sont respectivement indiqués si l'affichage a lieu en haut, en bas ou après la page précédente.

L'attribut **bindingdirection** "Rl" (contenu la plupart du temps à flux vertical) de l'élément **BookSetting:**

"upper" indique que la page de début est celle de droite.

"lower" indique que la page de début est celle de gauche.

"any" indique un affichage continu à partir de la page précédente.

L'attribut **bindingdirection** "Lr" (contenu la plupart du temps à flux horizontal) de l'élément **BookSetting:**

"upper" indique que la page de début est celle de gauche.

"lower" indique que la page de début est celle de droite.

"any" indique un affichage continu à partir de la page précédente.

A.5.22.4 oddheaderid

L'attribut **oddheaderid** indique le "objid" de l'élément **Header** affiché dans la "Page" impaire (page supérieure) de l'affichage à 2 écrans.

A.5.22.5 evenheaderid

L'attribut **evenheaderid** indique le "objid" de l'élément **Header** affiché dans la "Page" paire (pages inférieures) de l'affichage à 2 écrans.

A.5.22.6 oddfooterid

L'attribut **oddfooterid** indique le "objid" de l'élément **Footer** affiché dans la "Page" impaire (page supérieure) de l'affichage à 2 écrans.

A.5.22.7 evenfooterid

L'attribut **evenfooterid** indique le "objid" de l'élément **Footer** affiché dans la "Page" paire (pages inférieures) de l'affichage à 2 écrans.

A.5.22.8 bgimagemode

L'attribut **bgimagemode** précise la manière dont il convient de placer l'"Image" spécifiée dans l'attribut **refbgimage**.

La valeur est "fix": La position de l'image est à l'origine de la «zone de texte principal».

La valeur est "tile": Les images occupent la «zone de texte principal» à partir de l'origine.

La valeur est "center": La position de l'image est le centre de la «zone de texte principal».

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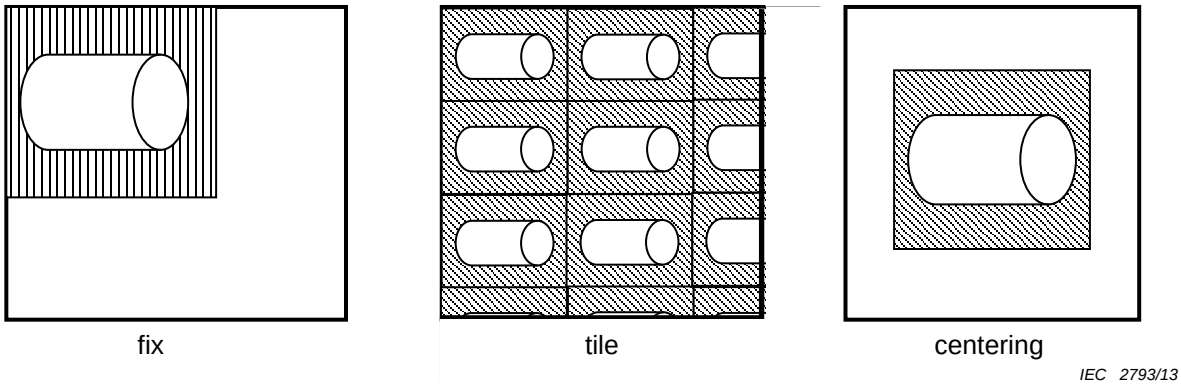

Figure A.5 – Attribut Bgimagemode

A.5.22.9 evensidemargin

L'attribut **evensidemargin** définit la marge de gauche de la «Composition de la mise en page» de l'affichage à 2 écrans: la page de gauche de la présentation horizontale et la page de droite de la présentation verticale.

A.5.22.10 footheight

L'attribut **footheight** définit la «hauteur de bas de page» de la «Composition de la mise en page».

A.5.22.11 footspace

L'attribut **footspace** définit l'«espace de bas de page» de la «Composition de la mise en page».

A.5.22.12 headheight

L'attribut **headheight** définit la «hauteur d'en-tête» de la «Composition de la mise en page».

A.5.22.13 headsep

L'attribut **headsep** définit la «séparation d'en-tête» de la «Composition de la mise en page».

A.5.22.14 layout

L'attribut **layout** spécifie le système de coordonnées de l'élément **Page**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

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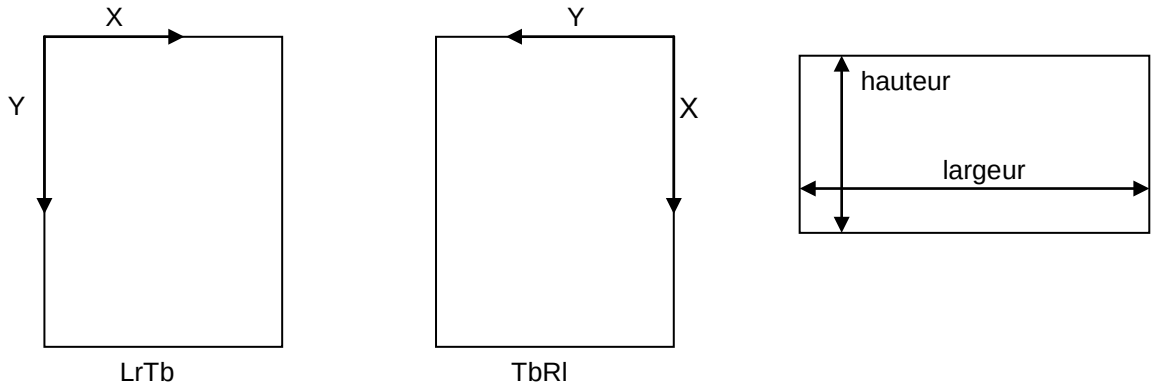

Figure A.6 – Attribut Layout

A.5.22.15 oddsidemargin

L'attribut **oddsidemargin** définit la marge de gauche de la «Composition de la mise en page» de l'affichage à 2 écrans: la page de droite de la présentation horizontale et la page de gauche de la présentation verticale.

Il convient d'utiliser la valeur de l'attribut **oddsidemargin**. Sur l'affichage à 1 écran, la valeur de "Oddsidemargin" issue de "Evensidemargin" est utilisée.

A.5.22.16 textheight

L'attribut **textheight** définit la «hauteur de texte» de la «Composition de la mise en page».

A.5.22.17 textwidth

L'attribut **textwidth** définit la «largeur de texte» de la «Composition de la mise en page».

A.5.22.18 topmargin

L'attribut **topmargin** définit la «marge supérieure» de la «Composition de la mise en page».

A.5.22.19 objid

L'attribut **objid** spécifie une chaîne de caractères unique dans le contenu de chaque élément.

A.5.23 Wait

L'élément **Wait** indique la fonction du temporisateur, voir le Tableau A.11.

Tableau A.11 – Attribut de Wait

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
time (obligatoire)	(Entier signé)	Chaîne décimale	

L'attribut **time** spécifie le temporisateur. Si la valeur "0" est attribuée à «time», le temporisateur attend, même en cas d'opération d'entrée. Si une valeur positive est attribuée à «time», aucune action n'est entreprise pendant le temps déterminé (× 100 ms). Si une valeur

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négative est attribuée à «time», le temporisateur attend l'entrée pendant la valeur absolue du temps déterminé (× 100 ms).

A.5.24 TextBlock

A.5.24.0 Généralités

L'élément **TextBlock** spécifie les informations de configuration de "Block" et "Text" afin d'afficher le Bloc à l'écran. L'attribut de l'élément **TextBlock** est recommandé pour décrire uniquement les informations différentes de celles de l'élément **TextStyle** et **BlockStyle** spécifiées par "textstyle" et "blockstyle", voir le Tableau A.12.

Tableau A.12 – Attribut de TextBlock

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
align		Chaîne	Indique "head", "center" ou "foot"
baselineskip	(Entier signé)	Chaîne décimale	[pt]*10
bgcolor		Chaîne COLORREF	
bgimagemode		Chaîne	Indique "fix", "tile" ou "centering". En outre, il est nécessaire de préciser en même temps l'attribut **refbgimage**
blockheight	(Entier non signé)	Chaîne décimale	[dot]
blockrule		Chaîne	Indique "horz-fixed", "horz-adjustable", "vert-fixed" ou "vert-adjustable" comme attribut **blockrule** de l'élément **TextBlock**
blockstyle (obligatoire)		Chaîne de style	Il est nécessaire d'associer la chaîne de caractères de style spécifiée à "stylelabel" de l'élément **BlockStyle** en référence
blockwidth	(Entier non signé)	Chaîne décimale	[dot]
charspace	(Entier signé)	Chaîne décimale	[pt]*10
column		Chaîne décimale	Indique un entier compris entre 1 et 9
columnsep	(Entier signé)	Chaîne décimale	[pt]*10
empdotscode		Chaîne hexadécimale	Indique le code de caractères utilisé comme point d'emphase. En outre, il est nécessaire de préciser en même temps les attributs **empdotsfontname** et **refempdotsfont**
empdotsposition		Chaîne	Indique "before" ou "after"
emplinetype		Chaîne	Indique "none", "solid", "dotted", "double" ou "dashed"
emplineposition		Chaîne	Indique "before" ou "after"
fontescapement		Chaîne décimale	Indique 0 ou 2 700
fontfacename		Chaîne	Indique la police
fontorientation		Chaîne décimale	Indique 0 ou 2 700
fontsize	(Entier signé)	Chaîne décimale	[pt]*10
fontweight		Chaîne décimale	Indique une valeur comprise entre 1 et 1 000
fontwidth	(Entier signé)	Chaîne décimale	[pt]*10 Indique "−10" s'il ne modifie pas la forme de la police
footskip	(Entier non signé)	Chaîne décimale	[dot]
framecolor		Chaîne COLORREF	
framemode		Chaîne	Indique "curve" ou "square"
framewidth	(Entier non signé)	Chaîne décimale	[dot]

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Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
layout		Chaîne	Indique "LrTb" ou "TbRl"
letterspace	(Entier signé)	Chaîne décimale	[pt]*10
linecolor		Chaîne COLORREF	
linespace	(Entier signé)	Chaîne décimale	[pt]*10
textlinewidth	(Entier non signé)	Chaîne décimale	[pt]*10
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
parindent	(Entier signé)	Chaîne décimale	[pt]*10
parskip	(Entier signé)	Chaîne décimale	[pt]*10
refbgimage		Chaîne d'ID objet	Indique le «objid» de l'élément **Image**. En outre, il est nécessaire de préciser en même temps l'attribut **refimagemode**
rubyalign		Chaîne	Indique "start" ou "center"
rubyadjust		Chaîne	Indique la chaîne de caractères "line-edge" ou "none"
rubyoverhang		Chaîne	Indique la chaîne de caractères "auto" ou "none"
sidemargin	(Entier non signé)	Chaîne décimale	[dot]
textbgcolor		Chaîne COLORREF	
textcolor		Chaîne COLORREF	
textstyle (obligatoire)		Chaîne de style	Il est nécessaire d'associer la chaîne de caractères de style spécifiée à "stylelabel" de l'élément **TextStyle** en référence
toclabel			Indique la chaîne de caractères utilisée dans la liste TOC
topskip	(Entier non signé)	Chaîne décimale	[dot]
wordspace	(Entier signé)	Chaîne décimale	[pt]*10
empdotsfontname		Chaîne	Indique le nom de la police utilisée pour les points d'emphase. En outre, il est nécessaire de préciser en même temps les attributs **empdotscode** et **refempdotsfont**
refempdotsfont		Chaîne d'ID objet	Indique le «objid» de l'élément **Font.** En outre, il est nécessaire de préciser en même temps les attributs **empdotscode** et **empdotsname**

A.5.24.1 fontsize

L'attribut **fontsize** spécifie la taille de la police. Indiqué en multiples de 10 pt.

A.5.24.2 fontwidth

L'attribut **fontwidth** spécifie la largeur de la police. En principe, la largeur optimale est fournie en fonction de la taille de la police, mais elle est utilisée lorsque la largeur est modifiée volontairement. Indiqué en multiples de 10 pt.

A.5.24.3 fontescapement

L'attribut **fontescapement** spécifie le sens de chargement du caractère. Les valeurs 0 et 2 700 sont respectivement spécifiées pour la police horizontale et la police verticale. Les autres spécifications ne sont pas acceptées.

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A.5.24.4 fontorientation

L'attribut **fontorientation** spécifie le sens de rotation du caractère. Les valeurs 0 et 2 700 sont respectivement spécifiées pour la police horizontale et la police verticale. Les autres spécifications ne sont pas acceptées.

A.5.24.5 fontfacename

L'attribut **fontfacename** spécifie le nom de la police à utiliser. La police standard est utilisée si rien n'est spécifié.

A.5.24.6 textcolor

L'attribut **textcolor** spécifie la couleur du texte à utiliser. La couleur noire (0x00000000) est utilisée si rien n'est spécifié.

A.5.24.7 textbgcolor

L'attribut **textbgcolor** spécifie la couleur d'arrière-plan du texte. Un arrière-plan transparent (0xff000000) est en général utilisé si rien n'est spécifié.

A.5.24.8 wordspace

L'attribut **wordspace** spécifie la largeur des espaces entre les mots dans les langues occidentales. Indiqué en multiples de 10 pt.

A.5.24.9 letterspace

L'attribut **letterspace** spécifie la taille des espaces entre les lettres dans les langues occidentales. Indiqué en multiples de 10 pt.

A.5.24.10 charspace

L'attribut **charspace** spécifie la taille des espaces entre les caractères japonais. Indiqué en multiples de 10 pt.

A.5.24.11 baselineskip

L'attribut **baselineskip** spécifie l'espace entre les lignes. Indiqué en multiples de 10 pt.

A.5.24.12 linespace

L'attribut **linespace** spécifie l'espace garanti minimal dans le sens d'évolution des lignes. Indiqué en multiples de 10 pt.

A.5.24.13 parindent

L'attribut **parindent** spécifie la position de départ de la première ligne du paragraphe. Une valeur négative indique un "dépassement". La valeur maximale du "dépassement" est égale à celle spécifiée dans l'attribut **sidemargin**. Indiqué en multiples de 10 pt.

A.5.24.14 parskip

L'attribut **parskip** spécifie la largeur des espaces entre les paragraphes. Indiqué en multiples de 10 pt.

A.5.24.15 rubyalign

L'attribut **rubyalign** spécifie l'alignement du «Ruby Text». Les valeurs d'alignement sont indiquées ci-dessous, voir le Tableau A.13.

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Tableau A.13 – Attribut rubyalign

Valeur d'alignement	
Aligné sur le début	Aligné sur le centre
start	center

A.5.24.16 rubyadjust

L'attribut **rubyadjust** spécifie l'opération du «Ruby Text» au niveau du bord de la ligne. Les valeurs de l'opération sont indiquées ci-dessous. L'opération d'ajustement consiste à ajuster la position de début ou de fin du «Ruby Text» au niveau du bord de la ligne. Le saut de ligne fait référence à la méthode utilisée pour aligner le bord de début et le bord de fin lorsque le «Ruby Text» est plus long que la «Ruby Base» , voir le Tableau A.14.

Tableau A.14 – Attribut rubyadjust

Valeur de l'opération de saut de ligne	
Opération utilisée	Opération non utilisée
line-edge	none

A.5.24.17 rubyoverhang

L'attribut **rubyoverhang** indique si l'opération de dépassement du «Ruby Text» est exécutée ou pas, lorsque le «Ruby Text» est plus long que la «Ruby Base». Les valeurs de l'opération sont indiquées ci-dessous, voir le Tableau A.15.

Tableau A.15 – Attribut rubyoverhang

RubyOverhang	Valeur de dépassement
Dépassement	auto
Pas de dépassement	none

A.5.24.18 empdotsposition

L'attribut **empdotsposition** indique la position des points d'emphase. Les valeurs sont indiquées ci-dessous, voir le Tableau A.16.

Tableau A.16 – Attribut empdotsposition

EmpDotsPosition	Valeur de la position
Avant (présentation verticale: droit, présentation horizontale: haut)	before
Après (présentation verticale: gauche, présentation horizontale: sous)	after

A.5.24.19 empdotscode

L'attribut **empdotscode** spécifie le code de caractère (ou le symbole) utilisé comme point d'emphase.

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A.5.24.20 emplineposition

L'attribut **emplineposition** indique la position de la ligne d'emphase. Les valeurs sont indiquées ci-dessous, voir le Tableau A.17.

Tableau A.17 – Attribut emplineposition

EmpLinePosition	Valeur de la position
Avant (présentation verticale: droit, présentation horizontale: haut)	before
Après (présentation verticale: gauche, présentation horizontale: sous)	after

A.5.24.21 emplinetype

L'attribut **emplinetype** indique le type de ligne d'emphase. Les valeurs sont indiquées ci-dessous, voir le Tableau A.18.

Tableau A.18 – Attribut emplinetype

Type de ligne	Valeur en mode ligne
Aucun	none
Trait plein	solid
Pointillé	dotted
Tiret	dashed
Trait double	double

A.5.24.22 column

L'attribut **column** indique le nombre séquentiel de colonnes.

A.5.24.23 columnsep

L'attribut **columnsep** spécifie l'espace entre les colonnes. Indiqué en multiples de 10 pt.

A.5.24.24 align

L'attribut **align** spécifie le sens d'alignement du texte, voir le Tableau A.19.

Tableau A.19 – Attribut align

Sens	Valeur
Tête	head
Centre	center
Pied	foot

A.5.24.25 textlinewidth

L'attribut **textlinewidth** spécifie la largeur de ligne pour les éléments **Empline** et **Box**. Indiqué en multiples de 10 pt.

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A.5.24.26 linecolor

L'attribut **linecolor** spécifie la couleur de ligne pour les éléments **Empline** et **Box**.

A.5.24.27 textstyle

L'attribut **textstyle** spécifie "stylelabel" de l'élément **TextStyle** qui indique les informations nécessaires au rendu du texte.

A.5.24.28 fontweight

L'attribut **fontweight** spécifie l'épaisseur du texte. La valeur 400 est l'épaisseur normale, et 800 est "Bold" (gras).

A.5.24.29 objid

Voir A.5.22.19.

A.5.24.30 bgcolor

L'attribut **bgcolor** spécifie la couleur d'arrière-plan du bloc.

A.5.24.31 bgimagemode

L'attribut **bgimagemode** précise la manière dont il convient de placer l'"Image" spécifiée dans l'attribut **refbgimage**.

La valeur est "fix": La position de l'image est à l'origine du Bloc.

La valeur est "tile": Les images occupent le «Bloc» à partir de l'origine.

La valeur est "center": La position de l'image est au centre du «Bloc».

A.5.24.32 blockheight

L'attribut **blockheight** spécifie la hauteur du «Bloc».

A.5.24.33 blockrule

L'attribut **blockrule** spécifie la manière de développer la taille du «Bloc» si le client élargit la taille des caractères sur les dispositifs de visualisation. Les valeurs de l'élément **TextBlock** sont spécifiées "horz-fixed", "horz-adjustable", "vert-fixed" et "vert-adjustable", voir le Tableau A.20.

Tableau A.20 – Attribut blockrule

Valeur de la règle	Règle
horz-fixed	Impossible de modifier la largeur du bloc
horz-adjustable	La largeur du bloc peut être modifiée
vert-fixed	Impossible de modifier la hauteur du bloc
vert-adjustable	La hauteur du bloc peut être modifiée
block-fixed	Impossible de modifier la largeur et la hauteur du bloc
block-adjustable	La largeur et la hauteur du bloc peuvent être modifiées proportionnellement

A.5.24.34 blockstyle

L'attribut **blockstyle** spécifie "stylelabel" de l'élément **BlockStyle** qui indique les informations nécessaires au rendu du texte.

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A.5.24.35 blockwidth

L'attribut **blockwidth** spécifie la largeur du «Bloc».

A.5.24.36 footskip

L'attribut **footskip** définit le «saut de bas de page» de la «Composition de la mise en page».

A.5.24.37 framecolor

L'attribut **framecolor** spécifie la couleur du cadre du «Bloc».

A.5.24.38 framemode

L'attribut **framemode** spécifie le type de cadre du «Bloc». Il est possible de spécifier deux types de cadre: "square" indique des angles droits aux quatre coins, et "curve" des coins arrondis.

A.5.24.39 framewidth

L'attribut **framewidth** spécifie la largeur du cadrage du «Bloc». Si la valeur est "0" ou n'est pas indiquée, aucun cadre n'est rendu.

A.5.24.40 layout

L'attribut **layout** spécifie le système de coordonnées de l'élément **TextBlock**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

A.5.24.41 refbgimage

L'attribut **refgbimage** spécifie le "objid" de l'élément **Image** à afficher en arrière-plan de l'élément **TextBlock**. Aucune image ne s'affiche si "objid" n'est pas spécifié.

A.5.24.42 sidemargin

L'attribut **sidemargin** définit la «marge latérale» de la «Composition de la mise en page».

A.5.24.43 toclabel

L'attribut **toclabel** spécifie la chaîne de caractères à afficher en tant que liste TOC sur les dispositifs de visualisation. Si "toclabel" est spécifié, l'Outil de création prend les informations de cette étiquette et définit cette étiquette dans les informations de l'élément **TOC** en mode automatique de création de table des matières.

A.5.24.44 topskip

L'attribut **topskip** spécifie le «saut supérieur» de la «Composition de la mise en page».

A.5.24.45 empdotsfontname

L'attribut **empdotsfontname** spécifie le nom de la police du caractère (ou du symbole) utilisé comme points d'emphase.

A.5.24.46 refempdotsfont

L'attribut **refempdotsfont** spécifie le "objid" de l'élément **Font** utilisé comme points d'emphase. Si la valeur est 0, la police du texte principal est utilisée.

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A.5.25 P

L'élément **P** spécifie l'unité minimale du document. Dans un roman, cela signifie «Paragraphe». Cet élément **P** est traité comme la plus petite unité qui peut être spécifiée en tant qu'expression électronique, voir le Tableau A.21.

Tableau A.21 – Attribut de P

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refesound	0	Chaîne décimale	Indique le «objid» de l'élément **eSound**

L'attribut **refesound** spécifie le "objid" de l'élément **eSound** utilisé comme élément sonore intégré. Si le son intégré est spécifié ici, il est lu au moment de l'affichage de l'élément **P**.

A.5.26 Plot

A.5.26.0 Généralités

L'élément **Plot** spécifie l'image et le bouton insérés, voir le Tableau A.22.

Tableau A.22 – Attribut de Plot

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
adjustment	"bottom"	Chaîne	Indique "center", "baseline", "top" ou "bottom"
refobj (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **Image** ou **Button**
xsize (obligatoire)	(Entier non signé)	Chaîne décimale	[pt]*10
ysize (obligatoire)	(Entier non signé)	Chaîne décimale	[pt]*10

A.5.26.1 xsize

L'attribut **xsize** spécifie la dimension de l'abscisse de l'image ou du bouton inséré. Indiqué en multiples de 10 pt.

A.5.26.2 ysize

L'attribut **ysize** spécifie la dimension de l'ordonnée de l'image ou du bouton inséré. Indiqué en multiples de 10 pt.

A.5.26.3 refobj

L'attribut **refobj** indique le «objid» de l'élément (éléments **Image** ou **Button**) spécifié comme cible «inline».

A.5.26.4 adjustment

L'attribut **adjustment** spécifie la position de l'image insérée ou du bouton inséré sur la ligne de texte.

Dans le cas d'une présentation horizontale, la valeur "top" est tenue de correspondre au bord supérieur de l'image et du bouton insérés, et à la ligne de texte. La valeur "center" est tenue de correspondre à la ligne centrale entre les deux éléments. La valeur "baseline" est censée correspondre à la ligne de base des deux éléments. La valeur "bottom" est censée correspondre au bord inférieur des deux éléments.

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Dans le cas d'une présentation verticale, la valeur "top" est tenue de correspondre au bord droit de l'image et du bouton insérés, et à la ligne de texte. La valeur "center" est tenue de correspondre à la ligne centrale entre les deux éléments. La valeur "baseline" est censée correspondre à la ligne de base des deux éléments. La valeur "bottom" est censée correspondre au bord gauche des deux éléments.

A.5.27 CR

L'élément **CR** indique un saut de ligne obligatoire. S'il est placé immédiatement après l'élément **P**, l'espace de ligne de base est la somme des attributs "baselineskip" et "parskip".

A.5.28 Fill

L'élément **Fill** indique le caractère de début, dont la longueur est variable, voir le Tableau A.23.

Tableau A.23 – Attribut de Fill

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
code (obligatoire)		Chaîne hexadécimale	Peut être spécifié entre "0x0020" et "0xffff"

L'attribut **code** indique le numéro de code de caractère (UTF-16) utilisé dans l'élément **Fill**.

A.5.29 Space

L'élément **Space** indique l'espacement et le crénage entre les caractères, voir le Tableau A.24.

Tableau A.24 – Attribut de Space

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
xsize (obligatoire)	(Entier signé)	Chaîne décimale	[dot]

L'attribut **xsize** indique l'espace dans le sens de l'abscisse. Le crénage est réalisé lorsqu'une valeur négative est indiquée.

A.5.30 CharButton

L'élément **CharButton** indique la plage de la chaîne de caractères permettant de fournir la fonction du bouton, voir le Tableau A.25.

Tableau A.25 – Attribut de CharButton

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refobj (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **Button**

L'attribut **refobj** indique le «objid» de l'élément (**Button**) spécifié comme cible du «Caractère Button».

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A.5.31 Rubi

L'élément **Rubi** indique le «Ruby Text» et la «Ruby Base».

A.5.32 Oyamoji

L'élément **Oyamoji** indique la «Ruby Base».

A.5.33 Gaiji

A.5.33.0 Généralités

L'élément **Gaiji** indique le code (UTF-16) du caractère externe, et la chaîne de caractères alternative si le caractère externe ne peut pas être restitué, voir le Tableau A.26.

Tableau A.26 – Attribut de Gaiji

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
code (obligatoire)		Chaîne hexadécimale	Peut être spécifié entre "0x0020" et "0xffff"
fontfacename (obligatoire)		Chaîne	Indique la police
refobj (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **Font**

A.5.33.1 refobj

L'attribut **refobj** indique le «objid» de l'élément (**Font**) spécifié comme cible du «Caractère Gaiji».

A.5.33.2 fontfacename

Voir A.5.24.5.

A.5.33.3 code

L'attribut **code** indique le code de caractère utilisé comme caractère externe.

A.5.34 AltString

L'élément **AltString** indique la chaîne de caractères alternative. Cette chaîne est utilisée lorsque le dispositif d'affichage ne peut pas restituer la chaîne de caractères d'origine.

A.5.35 Org

L'élément **Org** indique la chaîne de caractères d'origine que le client souhaite utiliser.

A.5.36 Alt

L'élément **Alt** indique la chaîne de caractères alternative à la place de l'élément **Org**.

A.5.37 Rubimoji

L'élément **Rubimoji** indique le "Ruby Text" de la "Ruby Base" indiquée dans l'élément **Oyamoji**.

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A.5.38 Box

L'élément **Box** indique la chaîne de caractères à encadrer d'un trait de boîte, voir le Tableau A.27.

Tableau A.27 – Attribut de Box

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
linetype (obligatoire)		Chaîne	"solid", "dotted", "dashed" ou "double" est sélectionné

L'attribut **linetype** spécifie le type de trait de la boîte. Les valeurs sont indiquées ci-dessous, voir le Tableau A.28.

Tableau A.28 – Attribut linetype

Type de ligne	Valeur en mode ligne
Trait plein	solid
Pointillé	dotted
Tiret	dashed
Trait double	double

A.5.39 EmpDots

A.5.39.0 Généralités

L'élément **EmpDots** indique la chaîne de caractères qui est ajoutée aux points d'emphase, voir le Tableau A.29.

Tableau A.29 – Attribut de EmpDots

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
empdotscode		Chaîne hexadécimale	Indique le code de caractères utilisé comme point d'emphase. En outre, il est nécessaire de préciser en même temps les attributs **empdotsfontname** et **refempdotsfont**
empdotsposition		Chaîne	Indique "before" ou "after"
empdotsfontname		Chaîne	Indique le nom de la police utilisée comme points d'emphase. En outre, il est nécessaire de préciser en même temps les attributs **empdotscode** et **refempdotsfont**
refempdotsfont		Chaîne d'ID objet	Indique le «objid» de l'élément **Font**. En outre, il est nécessaire de préciser en même temps les attributs **empdotscode** et **empdotsname**

A.5.39.1 empdotsposition

Voir A.5.24.18.

A.5.39.2 empdotscode

Voir A.5.24.19.

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A.5.39.3 empdotsfontname

Voir A.5.24.45.

A.5.39.4 refempdotsfont

Voir A.5.24.46.

A.5.40 EmpLine

A.5.40.0 Généralités

L'élément **Empline** indique la chaîne de caractères qui est ajoutée à la ligne d'emphase, voir le Tableau A.30.

Tableau A.30 – Attribut d'Empline

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
emplinetype		Chaîne	Indique "none", "solid", "dotted", "dashed" ou "double"
emplineposition		Chaîne	Indique "before" ou "after"

A.5.40.1 emplineposition

Voir A.5.24.20.

A.5.40.2 emplinetype

Voir A.5.24.21.

A.5.41 Sub

L'élément **Sub** indique une chaîne de caractères en indice.

A.5.42 Sup

L'élément **Sup** indique une chaîne de caractères en exposant.

A.5.43 Yoko

L'élément **Yoko** indique la chaîne de caractères qui a modifié le sens de la ligne de base de l'horizontale à la verticale.

A.5.44 Tate

L'élément **Tate** indique la chaîne de caractères occidentale qui a pivoté de 90° dans le sens anti-horaire dans la présentation verticale.

A.5.45 Nekase

L'élément **Nekase** indique la chaîne de caractères verticale qui a pivoté de 90° dans le sens horaire dans la présentation verticale.

A.5.46 NoBR

L'élément **NoBR** indique la chaîne de caractères dont la division n'est pas autorisée.

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A.5.47 DrawChar

L'élément **DrawChar** indique le caractère de lettrine, voir le Tableau A.31.

Tableau A.31 – Attribut de DrawChar

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
line (obligatoire)	(Entier non signé)	Chaîne décimale	Indique le nombre de lignes.

L'attribut **line** indique le nombre de lignes du caractère spécifié comme lettrine.

A.5.48 Italic

L'élément **Italic** indique la chaîne de caractères en italique.

A.5.49 Bold

L'élément **Bold** indique la chaîne de caractères en gras.

A.5.50 ImageBlock

A.5.50.0 Généralités

L'élément **ImageBlock** spécifie les informations de configuration de "Block" et "Image" afin d'afficher le Bloc à l'écran. Il est recommandé que l'attribut de l'élément **ImageBlock** décrive uniquement les informations différentes de celles de l'élément **BlockStyle** spécifiées par "blockstyle". La chaîne de caractères alternative est spécifiée s'il est impossible d'ouvrir le fichier image, voir le Tableau A.32.

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Tableau A.32 – Attribute d'ImageBlock

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
x0 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
y0 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
x1 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
y1 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
xsize (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
ysize (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
refstream		Chaîne d'ID objet	Indique le «objid» de l'élément **ImageStream**. Seul "refstream" peut être sélectionné dans l'élément **Image**
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
bgcolor		Chaîne COLORREF	
bgimagemode		Chaîne	Indique "fix", "tile" ou "centering". En outre, il est nécessaire de préciser en même temps l'attribut **refbgimage**
blockheight	(Entier non signé)	Chaîne décimale	[dot]
blockrule		Chaîne	"block-fixed" ou "block-adjustable" est spécifié pour l'attribut blockrule de ImageBlock
blockstyle (obligatoire)		Chaîne de style	Il est nécessaire d'associer la chaîne de caractères de style spécifiée à "stylelabel" de l'élément **BlockStyle** en référence
blockwidth	(Entier non signé)	Chaîne décimale	[dot]
footskip	(Entier non signé)	Chaîne décimale	[dot]
framecolor		Chaîne COLORREF	
framemode		Chaîne	Indique "curve" ou "square"
framewidth	(Entier non signé)	Chaîne décimale	[dot]
layout		Chaîne	Indique "LrTb" ou "TbRl"
refbgimage		Chaîne d'ID objet	Indique le «objid» de l'élément **Image**. Toutefois, l'ID propriétaire ne peut pas être spécifié
sidemargin	(Entier non signé)	Chaîne décimale	[dot]
topskip	(Entier non signé)	Chaîne décimale	[dot]

A.5.50.1 x0

L'attribut **x0** indique la coordonnée X du coin supérieur gauche nécessaire à l'extraction de la partie à afficher à partir de l'image source.

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A.5.50.2 y0

L'attribut **y0** indique la coordonnée Y du coin supérieur gauche nécessaire à l'extraction de la partie à afficher à partir de l'image source.

A.5.50.3 x1

L'attribut **x1** indique la coordonnée X du coin inférieur droit nécessaire à l'extraction de la partie à afficher à partir de l'image source.

A.5.50.4 y1

L'attribut **y1** indique la coordonnée Y du coin inférieur droit nécessaire à l'extraction de la partie à afficher à partir de l'image source.

A.5.50.5 xsize

L'attribut **xsize** indique la taille de l'image extraite dans le sens de l'abscisse. Il s'agit d'une expansion le long de l'abscisse si la taille est supérieure à (x1-x0) et d'une contraction le long de l'abscisse si elle est inférieure à (x1-x0).

A.5.50.6 ysize

L'attribut **ysize** indique la taille de l'image extraite dans le sens de l'ordonnée. Il s'agit d'une expansion le long de l'ordonnée si la taille est supérieure à (y1-y0) et d'une contraction le long de l'ordonnée si elle est inférieure à (y1-y0).

A.5.50.7 refstream

L'attribut **refstream** spécifie le "objid" de l'élément **ImageStream** contenant les données de l'image source à afficher.

A.5.50.8 objid

Voir A.5.22.19.

A.5.50.9 bgcolor

Voir A.5.24.30.

A.5.50.10 bgimagemode

Voir A.5.24.31.

A.5.50.11 blockheight

Voir A.5.24.32.

A.5.50.12 blockrule

L'attribut **blockrule** spécifie la manière de développer la taille du «Bloc» si le client augmente la taille des caractères sur les dispositifs de visualisation. Les valeurs de l'élément **ImageBlock** sont "block-fixed" et "block-adjustable".

Concernant la table des valeurs, voir A.5.24.33.

A.5.50.13 blockstyle

Voir A.5.24.34.

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A.5.50.14 blockwidth

Voir A.5.24.35.

A.5.50.15 footskip

Voir A.5.24.36.

A.5.50.16 framecolor

Voir A.5.24.37.

A.5.50.17 framemode

Voir A.5.24.38.

A.5.50.18 framewidth

Voir A.5.24.39.

A.5.50.19 layout

L'attribut **layout** spécifie le système de coordonnées de l'élément **ImageBlock**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

A.5.50.20 refbgimage

L'attribut **refgbimage** spécifie le "objid" de l'élément **Image** à afficher en arrière-plan de l'élément **ImageBlock**. Aucune image ne s'affiche si "objid" n'est pas spécifié.

A.5.50.21 sidemargin

Voir A.5.24.42.

A.5.50.22 topskip

Voir A.5.24.44.

A.5.51 ButtonBlock

A.5.51.0 Généralités

L'élément **ButtonBlock** spécifie les informations de configuration de "Block" et "Text" afin d'afficher le Bloc à l'écran. Il est recommandé que l'attribut de l'élément **ButtonBlock** décrive uniquement les informations différentes de celles de l'élément **BlockStyle** spécifiées par "blockstyle". De même, l'élément **ButtonBlock** spécifie l'action réalisée lors de l'utilisation du bouton.

Le fonctionnement du bouton comporte 4 états: État de base (avant le choix) → Focalisation (choix) → Pression (lors de la pression) → Origine (après le relâchement du bouton). Ces états changent lors du fonctionnement du terminal, voir le Tableau A.33.

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Tableau A.33 – Attribut de ButtonBlock

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
bgcolor		Chaîne COLORREF	
bgimagemode		Chaîne	Indique "fix", "tile" ou "centering". En outre, il est nécessaire de préciser en même temps l'attribut **refbgimage**
blockheight	(Entier non signé)	Chaîne décimale	[dot]
blockrule		Chaîne	"block-fixed" ou "block-adjustable" est spécifié pour l'attribut blockrule de ButtonBlock
blockstyle (obligatoire)		Chaîne de style	Il est nécessaire d'associer la chaîne de caractères de style spécifiée à "stylelabel" de l'élément **BlockStyle** en référence
blockwidth	(Entier non signé)	Chaîne décimale	[dot]
footskip	(Entier non signé)	Chaîne décimale	[dot]
framecolor		Chaîne COLORREF	
framemode		Chaîne	Indique "curve" ou "square"
framewidth	(Entier non signé)	Chaîne décimale	[dot]
layout		Chaîne	Indique "LrTb" ou "TbRl"
refbgimage		Chaîne d'ID objet	Indique le «objid» de l'élément **Image**. En outre, il est nécessaire de préciser en même temps l'attribut **bgimagemode**
sidemargin	(Entier non signé)	Chaîne décimale	[dot]
topskip	(Entier non signé)	Chaîne décimale	[dot]

A.5.51.1 objid

Voir A.5.22.19.

A.5.51.2 bgcolor

Voir A.5.24.30.

A.5.51.3 bgimagemode

Voir A.5.24.31.

A.5.51.4 blockheight

Voir A.5.24.32.

A.5.51.5 blockrule

L'attribut **blockrule** spécifie la manière de développer la taille du «Bloc» si le client augmente la taille des caractères sur les dispositifs de visualisation. Les valeurs de l'élément **ButtonBlock** sont "block-fixed" et "block-adjustable".

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Concernant la table des valeurs, voir A.5.24.33.

A.5.51.6 blockstyle

Voir A.5.24.34.

A.5.51.7 blockwidth

Voir A.5.24.35.

A.5.51.8 footskip

Voir A.5.24.36.

A.5.51.9 framecolor

Voir A.5.24.37.

A.5.51.10 framemode

Voir A.5.24.38.

A.5.51.11 framewidth

Voir A.5.24.39.

A.5.51.12 layout

L'attribut **layout** spécifie le système de coordonnées de l'élément **ButtonBlock**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

A.5.51.13 refbgimage

L'attribut **refgbimage** spécifie le "objid" de l'élément **Image** à afficher en arrière-plan de l'élément **ButtonBlock**. Aucune image ne s'affiche si "objid" n'est pas spécifié.

A.5.51.14 sidemargin

Voir A.5.24.42.

A.5.51.15 topskip

Voir A.5.24.44.

A.5.52 BaseButton

L'élément **BaseButton** indique l'image du bouton à l'état normal, voir le Tableau A.34.

Tableau A.34 – Attribut de BaseButton

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refimage		Chaîne d'ID objet	Indique le «objid» de l'élément **Image**

L'attribut **refimage** spécifie le "objid" de l'élément **Image** qui s'affiche sous forme de bouton. Si le bouton est l'élément CharButton, une image ne s'affiche pas même si elle est spécifiée.

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A.5.53 FocusinButton

L'élément **FocusinButton** spécifie l'image et l'action du bouton à l'état de focalisation. Il est possible de spécifier plusieurs opérations de bouton. Elles sont exécutées dans la séquence spécifiée, voir le Tableau A.35.

Tableau A.35 – Attribut de FocusinButton

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refimage		Chaîne d'ID objet	Indique le «objid» de l'élément **Image**

Voir A.5.52.

A.5.54 JumpTo

A.5.54.0 Généralités

L'élément **JumpTo** spécifie le mouvement du bouton qui permet de sauter vers un certain élément, voir le Tableau A.36.

Tableau A.36 – Attribut de JumpTo

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refobj (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **TextBlock, ButtonBlock, ImageBlock** ou **Canvas**.
refpage (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **Page**

A.5.54.1 refpage

Voir A.5.20.2.

A.5.54.2 refobj

Voir A.5.20.1.

A.5.55 Run

A.5.55.0 Généralités

L'élément **Run** spécifie les actions telles que «Window», «Popup window» et «Sound playback» , voir le Tableau A.37.

Tableau A.37 – Attribut de Run

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
runoption (obligatoire)	"normal"	Chaîne	Indique "normal", "opposite", "center" ou "opposite-center"
refobj (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **PopUpWin, Window** ou **Sound**

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A.5.55.1 runoption

L'attribut **runoption** spécifie la position d'affichage de la Fenêtre et de la Fenêtre en incrustation de l'affichage à 2 écrans. Les valeurs sont indiquées ci-dessous, voir le Tableau A.38.

Tableau A.38 – Attribut runoption

Position	Option de position
Ecran latéral du bouton	normal
Ecran latéral du bouton opposé	opposite
Centre de l'écran latéral du bouton	center
Centre de l'écran latéral du bouton opposé	opposite-center

A.5.55.2 refobj

L'attribut **refobj** indique le «objid» de l'élément (**Window**, **PopUpWin** ou **Sound**) spécifié comme cible de «Run Action».

A.5.56 SoundStop

L'élément **SoundStop** force l'arrêt de la lecture sonore asynchrone.

A.5.57 CloseWindow

L'élément **CloseWindow** force la fermeture de la fenêtre qui s'affiche.

A.5.58 PushButton

L'élément **PushButton** spécifie l'image et l'action du bouton à l'état bouton pressé. Il est possible de spécifier plusieurs opérations de bouton. Elles sont exécutées dans la séquence spécifiée, voir le Tableau A.39.

Tableau A.39 – Attribut de PushButton

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refimage		Chaîne d'ID objet	Indique le «objid» de l'élément **Image**

Voir A.5.52.

A.5.59 UpButton

L'élément **UpButton** spécifie l'image et l'action du bouton à l'état bouton relâché. Il est possible de spécifier plusieurs opérations de bouton. Elles sont exécutées dans la séquence spécifiée. L'élément **PopUpWin** ne peut pas être appelé par l'élément **Run**, voir le Tableau A.40.

Tableau A.40 – Attribut d'UpButton

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refimage		Chaîne d'ID objet	Indique le «objid» de l'élément **Image**

Voir A.5.52.

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A.5.60 Canvas

A.5.60.0 Généralités

L'élément **Canvas** spécifie la zone de coordonnées absolues permettant de créer la présentation complexe, voir le Tableau A.41.

Tableau A.41 – Attribut de Canvas

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
bgcolor	"0xff000000"	Chaîne COLORREF	
blockrule	block-fixed	Chaîne	Spécifie "block-fixed" ou "block-adjustable" comme valeur de l'attribut **blockrule** de l'élément **Canvas**
canvasheight	"0" (Entier non signé)	Chaîne décimale	[dot]
canvaswidth	"0" (Entier non signé)	Chaîne décimale	[dot]
framecolor	"0x00000000"	Chaîne COLORREF	
framewidth	"0" (Entier non signé)	Chaîne décimale	[dot]
layout	"LrTb"	Chaîne	Indique "LrTb" ou "TbRl"
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
toclabel		Chaîne	Indique la chaîne de caractères utilisée dans la liste TOC
framemode	"square"	Chaîne	Indique "curve" ou "square"

A.5.60.1 canvaswidth

L'attribut **canvaswidth** spécifie la largeur de la zone de l'élément **Canvas**.

A.5.60.2 canvasheight

L'attribut **canvasheight** spécifie la hauteur de la zone de l'élément **Canvas**.

A.5.60.3 bgcolor

L'attribut **bgcolor** spécifie la couleur d'arrière-plan de la zone de l'élément Canvas.

A.5.60.4 layout

L'attribut **layout** spécifie le système de coordonnées de l'élément **Canvas**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

A.5.60.5 framewidth

L'attribut **framewidth** spécifie la largeur du cadrage de «Canvas». Si la valeur est "0" ou n'est pas indiquée, aucun cadre n'est rendu.

A.5.60.6 framecolor

L'attribut **framecolor** spécifie la couleur du cadre de «Canvas».

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A.5.60.7 blockrule

L'attribut **blockrule** spécifie la manière de développer la taille du «Bloc» si le client augmente la taille des caractères sur les dispositifs de visualisation. Les valeurs de l'élément **Canvas** sont "block-fixed" et "block-adjustable".

Concernant la table des valeurs, voir A.5.24.33.

A.5.60.8 objid

Voir A.5.22.19.

A.5.60.9 toclabel

Toclabel permet d'attribuer un nom d'élément à "Canvas" pour l'utiliser dans la table des matières. L'attribut **toclabel** spécifie la chaîne de caractères à afficher en tant que liste TOC sur les dispositifs de visualisation. Si "toclabel" est spécifié, l'Outil de création prend les informations de cette étiquette et définit cette étiquette dans les informations de l'élément **TOC** en mode automatique de création de table des matières.

A.5.60.10 framemode

L'attribut **framemode** spécifie le type de cadre de «Canvas». Il est possible de spécifier deux types de cadre: "square" indique des angles droits aux quatre coins, et "curve" des coins arrondis.

A.5.61 PutObj

A.5.61.0 Généralités

L'élément **PutObj** spécifie la position des éléments sur l'élément **Canvas**, voir le Tableau A.42.

Tableau A.42 – Attribut de PutObj

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
refobj (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **PopUpWin, TextBlock, ImageBlock, ButtonBlock** ou **Sound**. De plus, s'il est utilisé dans l'élément **Header** ou **Footer**, **TextBlock** et **ImageBlock** peuvent être spécifiés.
x1 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
y1 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]

A.5.61.1 x1

L'attribut **x1** spécifie les coordonnées d'abscisse permettant de déterminer le point d'origine de l'élément "objid" indiqué avec refobj.

A.5.61.2 y1

L'attribut **y1** spécifie les coordonnées d'ordonnée permettant de déterminer le point d'origine de l'élément "objid" indiqué avec refobj.

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A.5.61.3 refobj

L'attribut **refobj** indique le «objid» de l'élément spécifié comme élément affiché.

A.5.62 Moveto

A.5.62.0 Généralités

L'élément **Moveto** spécifie la position de départ suivante de **Lineto**, **DrawBox** et **DrawEllipse** dans l'élément **Canvas**, voir le Tableau A.43.

Tableau A.43 – Attribut de Moveto

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
x1 (obligatoire)	(Entier signé)	Chaîne décimale	[dot]
y1 (obligatoire)	(Entier signé)	Chaîne décimale	[dot]

A.5.62.1 x1

L'attribut **x1** spécifie l'abscisse du point de départ du tracé.

A.5.62.2 y1

L'attribut **y1** spécifie l'ordonnée du point de départ du tracé.

A.5.63 Lineto

A.5.63.0 Généralités

L'élément **Lineto** spécifie une ligne droite dans l'élément **Canvas**. La ligne droite est tracée entre le point de départ et la position (point final) spécifiée par l'élément **Lineto**. Une fois la ligne tracée, le point final indiqué devient le point de départ du tracé suivant, voir le Tableau A.44.

Tableau A.44 – Attribut de Lineto

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
linecolor		Chaîne COLORREF	
linetype		Chaîne	Indique "solid", "dotted", "dashed", ou "double"
arrowtype		Chaîne	Indique "none", "begin", "end" ou "both"
linewidth	(Entier non signé)	Chaîne décimale	[dot]
x1 (obligatoire)	(Entier signé)	Chaîne décimale	[dot]
y1 (obligatoire)	(Entier signé)	Chaîne décimale	[dot]

A.5.63.1 x1

L'attribut **x1** spécifie l'abscisse du point final du tracé.

A.5.63.2 y1

L'attribut **y1** spécifie l'ordonnée du point final du tracé.

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A.5.63.3 linewidth

L'attribut **linewidth** spécifie la largeur de la droite à tracer.

A.5.63.4 linecolor

L'attribut **linecolor** spécifie la couleur de droite de l'élément **Lineto**.

A.5.63.5 linetype

L'attribut **linetype** spécifie le type de droite à tracer.

Concernant la table des valeurs, voir A.5.38.

A.5.63.6 arrowtype

L'attribut **arrowtype** indique si la droite dessinée dans l'élément **Canvas** est une ligne droite ou une flèche, voir le Tableau A.45.

Tableau A.45 – Attribut arrowtype

Type de flèche	Valeur
Ligne droite	none
Flèche de point de départ	begin
Flèche de point final	end
Flèches à deux extrémités	both

A.5.64 DrawBox

A.5.64.0 Généralités

L'élément **DrawBox** spécifie un tracé rectangulaire dans l'élément **Canvas**. Le quadrilatère est tracé sous la forme d'une diagonale entre le point de départ et le point final spécifiés par l'élément **DrawBox**, voir le Tableau A.46.

Tableau A.46 – Attribut de DrawBox

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
fillcolor		Chaîne COLORREF	
linecolor		Chaîne COLORREF	
linetype		Chaîne	Indique "solid", "dotted", "dashed", ou "double"
linewidth	(Entier non signé)	Chaîne décimale	[dot]
x1 (obligatoire)	(Entier signé)	Chaîne décimale	[dot]
y1 (obligatoire)	(Entier signé)	Chaîne décimale	[dot]

A.5.64.1 x1

Voir A.5.63.1.

A.5.64.2 y1

Voir A.5.63.2.

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A.5.64.3 linewidth

L'attribut **linewidth** spécifie la largeur de la droite du rectangle à tracer.

A.5.64.4 linecolor

L'attribut **linecolor** spécifie la couleur de droite de l'élément **DrawBox**.

A.5.64.5 linetype

L'attribut **linetype** spécifie le type de droite du rectangle à tracer. Les valeurs sont indiquées ci-dessous.

Concernant la table des valeurs, voir A.5.38.

A.5.64.6 fillcolor

L'attribut **fillcolor** détermine la couleur du corps du rectangle à tracer.

A.5.65 DrawEllipse

A.5.65.0 Généralités

L'élément **DrawEllipse** spécifie un tracé elliptique dans l'élément **Canvas**. Le quadrilatère est tracé sous la forme d'une diagonale entre le point de départ et le point final spécifiés par l'élément **DrawEllipse**, voir le Tableau A.47.

Tableau A.47 – Attribut de DrawEllipse

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
fillcolor		Chaîne COLORREF	
linecolor		Chaîne COLORREF	
linetype		chaîne	Indique "solid", "dotted", "dashed" ou "double"
linewidth	(Entier non signé)	Chaîne décimale	[dot]
x1 (obligatoire)	(Entier signé)	Chaîne décimale	[dot]
y1 (obligatoire)	(Entier signé)	Chaîne décimale	[dot]

A.5.65.1 x1

Voir A.5.63.1.

A.5.65.2 y1

Voir A.5.63.2.

A.5.65.3 linewidth

L'attribut **linewidth** spécifie la largeur de la droite de l'ellipse à tracer.

A.5.65.4 linecolor

L'attribut **linecolor** spécifie la couleur de la droite de l'élément **DrawEllipse**.

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A.5.65.5 linetype

L'attribut **linetype** spécifie le type de droite de l'ellipse à tracer. Les valeurs sont indiquées ci-dessous.

Concernant la table des valeurs, voir A.5.38.

A.5.65.6 fillcolor

L'attribut **fillcolor** détermine la couleur du corps de l'ellipse à tracer.

A.5.66 RuledLine

A.5.66.0 Généralités

L'élément **RuledLine** spécifie les lignes cotées, voir le Tableau A.48.

Tableau A.48 – Attribut de RuledLine

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
linelength (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
linetype (obligatoire)		chaîne	Indique "solid", "dotted", "dashed" ou "double"
linewidth (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
linecolor	0x00000000	Chaîne COLORREF	

A.5.66.1 linewidth

L'attribut **linewidth** spécifie la largeur de la ligne cotée.

A.5.66.2 linelength

L'attribut **linelength** spécifie la longueur de la ligne cotée. Si la longueur n'est pas précisée, la ligne cotée est tracée sur toute la longueur de la zone de tracé disponible.

A.5.66.3 linetype

L'attribut **linetype** spécifie le type de ligne cotée. Les valeurs sont indiquées ci-dessous.

Concernant la table des valeurs, voir A.5.38.

A.5.66.4 linecolor

L'attribut **linecolor** spécifie la couleur de la droite de l'élément **RuledLine**.

A.5.67 Style

L'élément **Style** spécifie chaque type d'informations de style.

A.5.68 BookStyle

A.5.68.0 Généralités

L'élément **BookStyle** indique les informations de contenu, voir le Tableau A.49.

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Tableau A.49 – Attribut de BookStyle

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
stylelabel (obligatoire)		Chaîne de style	Indique la chaîne de caractères de style
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier

A.5.68.1 stylelabel

L'attribut **stylelabel** spécifie un nom identifiable de l'élément **Style**.

A.5.68.2 objid

Voir A.5.22.19.

A.5.69 SetDefault

A.5.69.0 Généralités

L'élément **SetDefault** spécifie la valeur par défaut des informations de présentation disponibles dans le contenu. La valeur définie ici sera la valeur par défaut pour l'utilisation de chaque type d'objet, voir le Tableau A.50.

Tableau A.50 – Attribut de SetDefault

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
rubyalign (obligatoire)	"start"	Chaîne	Indique la chaîne de caractères "start" ou "center"
rubyadjust (obligatoire)	"none"	Chaîne	Indique la chaîne de caractères "line-edge" ou "none"
rubyoverhang (obligatoire)	"none"	Chaîne	Indique la chaîne de caractères "auto" ou "none"
empdotsposition (obligatoire)	"before"	Chaîne	Indique "before" ou "after"
emplineposition (obligatoire)	"before"	Chaîne	Indique "before" ou "after"
emplinetype (obligatoire)	"none"	Chaîne hexadécimale	Indique la valeur en mode de ligne "none", "solid", "dotted", "dashed" ou "double"
empdotsfontname (obligatoire)		Chaîne	Indique le nom de la police utilisée pour les points d'emphase. En outre, il est nécessaire de préciser en même temps les attributs **empdotscode** et **refempdotsfont**
refempdotsfont (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **Font.** En outre, il est nécessaire de préciser en même temps les attributs **empdotscode** et **empdotsfontname**
empdotscode (obligatoire)	0x3001	Chaîne hexadécimale	Indique le code de caractères utilisé comme point d'emphase. En outre, il est nécessaire de préciser en même temps les attributs **empdotsfontname** et **refempdotsfont**
setwaitpropt (obligatoire)	"noreplay"	Chaîne	Indique "replay" ou "noreplay"

A.5.69.1 rubyalign

Voir A.5.24.15.

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A.5.69.2 rubyadjust

Voir A.5.24.16.

A.5.69.3 rubyoverhang

Voir A.5.24.17.

A.5.69.4 empdotsposition

Voir A.5.24.18.

A.5.69.5 empdotscode

Voir A.5.24.19.

A.5.69.6 emplineposition

Voir A.5.24.20.

A.5.69.7 emplinetype

Voir A.5.24.21.

A.5.69.8 empdotsfontname

Voir A.5.24.45.

A.5.69.9 refempdotsfont

Voir A.5.24.46.

A.5.69.10 setwaitprop

L'attribut **setwaitprop** spécifie le processus "Wait" dans l'élément **Page**. Le tableau ci-dessous permet de préciser si le processus est relancé, voir le Tableau A.51.

Tableau A.51 – Attribut setwaitprop

Valeur de l'indicateur Wait	Spécification de l'opération
replay	Relance
noreplay	Pas de relance

A.5.70 RegistFont

A.5.70.0 Généralités

L'élément **RegistFont** spécifie la police à ouvrir à l'avance, voir le Tableau A.52.

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Tableau A.52 – Attribut de RegistFont

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
fontfilename (obligatoire)		Chaîne	Indique le nom de fichier après ouverture
file (obligatoire)		Chaîne de chemin d'accès au fichier	Décrit le chemin d'accès absolu ou accessible du fichier
encoding (obligatoire)		Chaîne	Indique "TTF", "OTF" ou "BF"
fontname (obligatoire)		Chaîne	Indique la police

A.5.70.1 fontfilename

L'attribut **fontfilename** spécifie le nom du fichier de police que le logiciel d'affichage est tenu d'utiliser à l'ouverture de la police.

A.5.70.2 file

L'attribut **file** spécifie le chemin d'accès et le nom du fichier de police à intégrer.

A.5.70.3 fontname

L'attribut **fontname** spécifie le nom de la police à intégrer.

A.5.70.4 encoding

L'attribut **encoding** spécifie le format de données du fichier de police. Les chaînes de caractères qui peuvent être décrites sont "TTF", "OTF" et "BF". Toutefois, dans cette version, "OTF" et "BF" sont des mots réservés et ne peuvent pas être réellement définis.

A.5.71 BookSetting

A.5.71.0 Généralités

L'élément **BookSetting** spécifie l'environnement supposé au moment de la création du contenu, voir le Tableau A.53.

Tableau A.53 – Attribut de BookSetting

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
bindingdirection (obligatoire)		Chaîne	Indique "Lr" ou "Rl"
dpi (obligatoire)	(Entier non signé)	Chaîne décimale	[dpi]*10
screeneheight (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
screenwidth (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
colordepth	"24" (Entier non signé)	Chaîne décimale	Indique la profondeur de couleur, en bits

A.5.71.1 bindingdirection

L'attribut **bindingdirection** spécifie le sens de défilement de la page. Si "Lr" est spécifié, la page défile de gauche à droite. Si "Rl" est spécifié, la page défile de droite à gauche.

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A.5.71.2 dpi

L'attribut **dpi** spécifie la valeur dpi supposée lorsque la présentation du contenu a été déterminée.

A.5.71.3 screenwidth

L'attribut **screenwidth** spécifie la largeur supposée de la zone d'affichage lorsque la présentation du contenu a été déterminée.

A.5.71.4 screenheight

L'attribut **screenheight** spécifie la hauteur supposée de la zone d'affichage lorsque la présentation du contenu a été déterminée.

A.5.71.5 colordepth

L'attribut **colordepth** spécifie les bits dont la profondeur de couleur a besoin pour afficher le contenu tel qu'il se présente.

A.5.72 TextStyle

A.5.72.0 Généralités

L'élément **TextStyle** spécifie les informations "Text" disponibles dans le contenu, voir le Tableau A.54.

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Tableau A.54 – Attribut de TextStyle

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
stylelabel (obligatoire)		Chaîne de style	Indique la chaîne de caractères de style
fontsize	"0" (Entier signé)	Chaîne décimale	[pt]*10
fontwidth	"-10" (Entier signé)	Chaîne décimale	[pt]*10 Indique "-10" s'il ne modifie pas la forme de la police
fontescapement	"0"	Chaîne décimale	Indique "0" ou "2700"
fontorientation	"0"	Chaîne décimale	Indique "0" ou "2700"
fontfacename (obligatoire)		Chaîne	Indique la police
textcolor	"0x00000000"	Chaîne COLORREF	
textbgcolor	"0xff000000"	Chaîne COLORREF	
wordspace	"0" (Entier signé)	Chaîne décimale	[pt]*10
letterspace	"0" (Entier signé)	Chaîne décimale	[pt]*10
baselineskip	"0" (Entier signé)	Chaîne décimale	[pt]*10
linespace	"0" (Entier signé)	Chaîne décimale	[pt]*10
parindent	"0" (Entier signé)	Chaîne décimale	[pt]*10
parskip	"0" (Entier signé)	Chaîne décimale	[pt]*10
rubyalign		Chaîne	Indique la chaîne de caractères "start" ou "center"
rubyadjust		Chaîne	Indique la chaîne de caractères "line-edge" ou "none"
rubyoverhang		Chaîne	Indique la chaîne de caractères "auto" ou "none"
empdotsposition		Chaîne	Indique "before" ou "after"
empdotscode		Chaîne	Indique le code de caractères utilisé comme point d'emphase. En outre, il est nécessaire de préciser en même temps les attributs **empdotsfontname** et **refempdotsfont**
emplineposition		Chaîne	Indique "before" ou "after"
emplinetype		Chaîne	Indique la valeur en mode de ligne "none", "solid", "dotted", "dashed" ou "double"
column	"1"	Chaîne décimale	Indique un entier compris entre 1 et 9
columnsep	"0"	Chaîne décimale	[pt]*10
align	"head"	Chaîne	Indique "head", "center" ou "foot"
textlinewidth	"0" (Entier non signé)	Chaîne décimale	[pt]*10
linecolor	"0x00000000"	Chaîne COLORREF	
charspace	"0" (Entier signé)	Chaîne décimale	[pt]*10

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Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
fontweight	"400"	Chaîne décimale	Indique une valeur comprise entre 1 et 1 000
empdotsfontname		Chaîne	Indique le nom de la police utilisée pour les points d'emphase. En outre, il est nécessaire de préciser en même temps les attributs **empdotscode** et **refempdotsfont**
refempdotsfont		Chaîne d'ID objet	Indique le «objid» de l'élément **Font.** En outre, il est nécessaire de préciser en même temps les attributs **empdotscode** et **empdotsfontname**

A.5.72.1 objid

Voir A.5.22.19.

A.5.72.2 stylelabel

L'attribut **stylelabel** spécifie un nom identifiable de l'élément **Style**. Il est nécessaire de le mettre en correspondance avec l'attribut "textstyle" de l'élément **TextBlock** de manière à y faire référence.

A.5.72.3 fontsize

Voir A.5.24.1.

A.5.72.4 fontwidth

Voir A.5.24.2.

A.5.72.5 fontescapement

Voir A.5.24.3.

A.5.72.6 fontorientation

Voir A.5.24.4.

A.5.72.7 fontfacename

Voir A.5.24.5.

A.5.72.8 textcolor

Voir A.5.24.6.

A.5.72.9 textbgcolor

Voir A.5.24.7.

A.5.72.10 wordspace

Voir A.5.24.8.

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A.5.72.11 letterspace

Voir A.5.24.9.

A.5.72.12 baselineskip

Voir A.5.24.11.

A.5.72.13 linespace

Voir A.5.24.12.

A.5.72.14 parindent

Voir A.5.24.13.

A.5.72.15 parskip

Voir A.5.24.14.

A.5.72.16 rubyalign

Voir A.5.24.15.

A.5.72.17 rubyadjust

Voir A.5.24.16.

A.5.72.18 rubyoverhang

Voir A.5.24.17.

A.5.72.19 empdotsposition

Voir A.5.24.18.

A.5.72.20 empdotscode

Voir A.5.24.19.

A.5.72.21 emplineposition

Voir A.5.24.20.

A.5.72.22 emplinetype

Voir A.5.24.21.

A.5.72.23 column

Voir A.5.24.22.

A.5.72.24 columnsep

Voir A.5.24.23.

A.5.72.25 align

Voir A.5.24.24.

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A.5.72.26 textlinewidth

Voir A.5.24.25.

A.5.72.27 linecolor

Voir A.5.24.26.

A.5.72.28 charspace

Voir A.5.24.10.

A.5.72.29 fontweight

Voir A.5.24.28.

A.5.72.30 empdotsfontname

Voir A.5.24.45.

A.5.72.31 refempdotsfont

Voir A.5.24.46.

A.5.73 BlockStyle

A.5.73.0 Généralités

L'élément **BlockStyle** spécifie les informations "Block" disponibles dans le contenu, voir le Tableau A.55.

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Tableau A.55 – Attribut de BlockStyle

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
stylelabel (obligatoire)		Chaîne de style	Indique une chaîne de caractères de style
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
blockwidth	"0" (Entier non signé)	Chaîne décimale	[dot]
blockheight	"0" (Entier non signé)	Chaîne décimale	[dot]
blockrule	"horz-adjustable"	Chaîne	Indique "horz-fixed", "horz-adjustable", "vert-fixed" ou "vert-adjustable" "block-fixed" ou "block-adjustable"
bgcolor	"0xff000000"	Chaîne COLORREF	
layout	"LrTb"	Chaîne	Permet de sélectionner "LrTb" ou "TbRl"
framewidth	"0" (Entier non signé)	Chaîne décimale	[dot]
framecolor	"0x00000000"	Chaîne COLORREF	
framemode	"square"	Chaîne	Indique "curve" ou "square"
topskip	"0" (Entier non signé)	Chaîne décimale	[dot]
sidemargin	"0" (Entier non signé)	Chaîne décimale	[dot]
footskip	"0" (Entier non signé)	Chaîne décimale	[dot]
refbgimage	"0"	Chaîne d'ID objet	Indique le «objid» de l'élément **Image**. En outre, il est nécessaire de préciser en même temps l'attribut **bgimagemode**
bgimagemode	"fix"	Chaîne	Indique "fix", "tile" ou "centering". En outre, il est nécessaire de préciser en même temps l'attribut **refbgimage**

A.5.73.1 stylelabel

L'attribut **stylelabel** spécifie un nom identifiable de l'élément **Style**. Il est nécessaire de le mettre en correspondance avec l'attribut "blockstyle" des éléments **TextBlock, ImageBlock** et **ButtonBlock** de manière à y faire référence.

A.5.73.2 objid

Voir A.5.22.19.

A.5.73.3 blockwidth

Voir A.5.24.35.

A.5.73.4 blockheight

Voir A.5.24.32.

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A.5.73.5 blockrule

L'attribut **blockrule** spécifie la manière de développer la taille du «Bloc» si le client augmente la taille des caractères sur les dispositifs de visualisation. Les valeurs des éléments **TextBlock, ImageBlock** et **ButtonBlock** sont "block-fixed" et "block-adjustable".

Concernant la table des valeurs, voir A.5.24.33.

A.5.73.6 bgcolor

Voir A.5.24.30.

A.5.73.7 layout

L'attribut **layout** spécifie le système de coordonnées des éléments **TextBlock, ImageBlock** et **ButtonBlock**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

A.5.73.8 framewidth

Voir A.5.24.39.

A.5.73.9 framecolor

Voir A.5.24.37.

A.5.73.10 framemode

Voir A.5.24.38.

A.5.73.11 topskip

Voir A.5.24.44.

A.5.73.12 sidemargin

Voir A.5.24.42.

A.5.73.13 footskip

Voir A.5.24.36.

A.5.73.14 refbgimage

L'attribut **refgbimage** spécifie "objid" de l'élément **Image** à afficher en arrière-plan de l'élément **BlockStyle**. Aucune image ne s'affiche si "objid" n'est pas spécifié.

A.5.73.15 bgimagemode

Voir A.5.24.31.

A.5.74 PageStyle

A.5.74.0 Généralités

L'élément **PageStyle** spécifie les informations "Page" disponibles dans le contenu, voir le Tableau A.56.

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Tableau A.56 – Attribut de PageStyle

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
stylelabel (obligatoire)		Chaîne de style	Indique une chaîne de caractères de style
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
refbgimage	"0"	Chaîne d'ID objet	Indique le «objid» de l'élément **Image**. En outre, il est nécessaire de préciser en même temps l'attribut **bgimagemode**
bgimagemode	"fix"	Chaîne	Indique "fix", "tile" ou "centering". En outre, il est nécessaire de préciser en même temps l'attribut **refbgimage**
evenfooterid	"0"	Chaîne d'ID objet	Indique le «objid» de l'élément **Footer**
evenheaderid	"0"	Chaîne d'ID objet	Indique le «objid» de l'élément **Header**
oddfooterid	"0"	Chaîne d'ID objet	Indique le «objid» de l'élément **Footer**
oddheaderid	"0"	Chaîne d'ID objet	Indique le «objid» de l'élément **Header**
pageposition	"any"	Chaîne	Indique "upper", "lower" ou "any"
setemptyview	"show"	Chaîne	Indique "show" ou "empty"
setwaitprop		Chaîne	Indique "replay" ou "noreplay"
topmargin	"0" (Entier signé)	Chaîne décimale	[dot]
headheight	"0" (Entier signé)	Chaîne décimale	[dot]
headsep	"0" (Entier signé)	Chaîne décimale	[dot]
oddsidemargin	"0" (Entier non signé)	Chaîne décimale	[dot]
evensidemargin	"0" (Entier non signé)	Chaîne décimale	[dot]
textheight	"0" (Entier non signé)	Chaîne décimale	[dot]
textwidth	"0" (Entier non signé)	Chaîne décimale	[dot]
footheight	"0" (Entier signé)	Chaîne décimale	[dot]
layout	"LrTb"	Chaîne	Indique "LrTb" ou "TbRl"
footspace	"0" (Entier signé)	Chaîne décimale	[dot]

A.5.74.1 stylelabel

L'attribut **stylelabel** spécifie un nom identifiable de l'élément **Style**. Il est nécessaire de le mettre en correspondance avec l'attribut "pagestyle" de l'élément **Page** de manière à y faire référence.

A.5.74.2 objid

Voir A.5.22.19.

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A.5.74.3 refbgimage

L'attribut **refgbimage** spécifie le "objid" de l'élément **Image** à afficher en arrière-plan de l'élément **PageStyle**. Aucune image ne s'affiche si le "objid" n'est pas spécifié.

A.5.74.4 bgimagemode

Voir A.5.22.8.

A.5.74.5 evenfooterid

Voir A.5.22.7.

A.5.74.6 evenheaderid

Voir A.5.22.5.

A.5.74.7 oddfooterid

Voir A.5.22.6.

A.5.74.8 oddheaderid

Voir A.5.22.4.

A.5.74.9 pageposition

Voir A.5.22.3.

A.5.74.10 setemptyview

L'attribut **setemptyview** indique s'il faut afficher la vue avec l'en-tête et le bas de page ou une vue complètement vide matérialisée par une page blanche à l'écran.

L'en-tête et le bas de page s'affichent lorsque "show" est spécifié. Une vue complètement vierge s'affiche si "empty" est spécifié.

A.5.74.11 setwaitprop

Voir A.5.69.10.

A.5.74.12 topmargin

Voir A.5.22.18.

A.5.74.13 headheight

Voir A.5.22.12.

A.5.74.14 headsep

Voir A.5.22.13.

A.5.74.15 oddsidemargin

Voir A.5.22.15.

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A.5.74.16 evensidemargin

Voir A.5.22.9.

Il convient d'utiliser la valeur de l'attribut **evensidemargin**.

A.5.74.17 textheight

Voir A.5.22.16.

A.5.74.18 textwidth

Voir A.5.22.17.

A.5.74.19 footspace

Voir A.5.22.11.

A.5.74.20 footheight

Voir A.5.22.10.

A.5.74.21 layout

Voir A.22.14.

A.5.75 Objects

L'élément **Objects** spécifie les éléments utilisés de manière répétée et les éléments indépendants du flux de l'élément **Main** (les fenêtres, les sons, etc.). Dans les éléments "Objects", l'ordre de description de chaque élément est libre.

A.5.76 Window

A.5.76.0 Généralités

L'élément **Window** spécifie la zone ("Window") d'une hiérarchie élevée à partir de l'écran sur le dispositif d'affichage principal du texte. Il est possible de composer la présentation du caractère et de l'image dans l'élément **Window**.

L'élément "Window" peut être éliminé en réalisant l'opération "close", abordée dans l'élément "PopUpWindow" décrit ci-après, voir le Tableau A.57.

Tableau A.57 – Attribut de Window

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
windowwidth	"0" (Entier non signé)	Chaîne décimale	[dot]
windowheight	"0" (Entier non signé)	Chaîne décimale	[dot]
layout	"LrTb"	Chaîne	Indique la chaîne de caractères "LrTb" ou "TbRl"
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier

A.5.76.1 windowwidth

L'attribut **windowwidth** spécifie la largeur de l'élément **Window**.

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A.5.76.2 windowheight

L'attribut **windowheight** spécifie la hauteur de l'élément **Window**.

A.5.76.3 layout

L'attribut **layout** spécifie le système de coordonnées de l'élément **Window**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

A.5.76.4 objid

Voir A.5.22.19.

A.5.77 PopUpWin

A.5.77.0 Généralités

L'élément **PopUpWin** spécifie la zone ("PopUpWindow") d'une hiérarchie élevée à partir de l'écran sur le dispositif d'affichage principal du texte. Il est possible de décrire le caractère et l'image dans l'élément **PopUpWin**, voir le Tableau A.58.

Tableau A.58 – Attribut de PopUpWin

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
popupwinlabel (obligatoire)		Chaîne	

A.5.77.1 objid

Voir A.5.22.19.

A.5.78 Sound

A.5.78.0 Généralités

L'élément **Sound** spécifie les informations des sons à reproduire, voir le Tableau A.59.

Tableau A.59 – Attribut de Sound

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
times	"1"	Chaîne décimale	Indique le nombre de fois que les sons sont joués. "0" indique un nombre illimité de fois
playmode	"sync"	Chaîne	Indique "sync" ou "async"
refstream		Chaîne d'ID objet	Indique le «objid» de l'élément **SoundStrem** En outre, il est nécessaire de préciser en même temps l'attribut **refstream**
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier

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A.5.78.1 times

L'attribut **times** Indique le nombre de fois que les sons sont joués.

A.5.78.2 playmode

L'attribut **playmode** indique la méthode de reproduction des sons. Il indique "sync" pour une lecture synchrone ou "async" pour une lecture asynchrone.

A.5.78.3 refstream

L'attribut **refstream** spécifie le "objid" de l'élément **SoundStream** qui spécifie les données de la source sonore à reproduire.

A.5.78.4 objid

Voir A.5.22.19.

A.5.79 SoundStream

A.5.79.0 Généralités

L'élément **SoundStream** spécifie les données source du son, voir le Tableau A.60.

Tableau A.60 – Attribut de SoundStream

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
encoding (obligatoire)		Chaîne	Indique "PCM" ou "MP3"
file (obligatoire)		Chemin d'accès au fichier	Indique le chemin d'accès au fichier et le nom de fichier contenant les données
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier

A.5.79.1 encoding

L'attribut **encoding** spécifie le format de données du fichier de son. Les chaînes de caractères qui peuvent être décrites sont "PCM" et "MP3".

A.5.79.2 file

L'attribut **file** spécifie le chemin d'accès et le nom de fichier des données de son.

A.5.79.3 objid

Voir A.5.22.19.

A.5.80 ImageStream

A.5.80.0 Généralités

L'élément **ImageStream** spécifie les données source de l'image, voir le Tableau A.61.

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Tableau A.61 – Attribut d'ImageStream

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
encoding (obligatoire)		Chaîne	Indique "JPEG", "GIF", "BMP" ou "PNG"
file (obligatoire)		Chemin d'accès au fichier	Indique le chemin d'accès au fichier et le nom de fichier contenant les données
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier

A.5.80.1 encoding

L'attribut **encoding** spécifie le format de données du fichier image. Les chaînes de caractères qui peuvent être décrites sont "JPEG", "GIF", "BMP" et "PNG".

A.5.80.2 file

L'attribut **file** spécifie le chemin d'accès et le nom de fichier des données d'image.

A.5.80.3 objid

Voir A.5.22.19.

A.5.81 Header

A.5.81.0 Généralités

L'élément **Header** spécifie les informations à afficher dans l'en-tête. La zone d'en-tête est déterminée par les attributs "textwidth" et "headheight" de l'élément **Page**, voir le Tableau A.62.

Tableau A.62 – Attribut de Header

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
disposition	"LrTb"	Chaîne	Indique "LrTb" ou "TbRl"
bgcolor	"0xff00000"	Chaîne COLORREF	
framewidth	"0" (Entier signé)	Chaîne décimale	[dot]
framecolor	"0x00000000"	Chaîne COLORREF	
framemode	"square"		Indique "curve" ou "square"
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier

A.5.81.1 layout

L'attribut **layout** spécifie le système de coordonnées de l'élément **Header**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

A.5.81.2 bgcolor

L'attribut **bgcolor** spécifie la couleur d'arrière-plan de l'en-tête.

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A.5.81.3 framewidth

L'attribut **framewidth** spécifie la largeur du cadrage de l'en-tête. Si la valeur est "0" ou n'est pas indiquée, aucun cadre n'est rendu.

A.5.81.4 framecolor

L'attribut **framecolor** spécifie la couleur du cadre de l'en-tête.

A.5.81.5 framemode

L'attribut **framemode** spécifie le type de cadre qui entoure la zone d'en-tête. Il est possible de spécifier deux types de cadre: "square" indique des angles droits aux quatre coins, et "curve" des coins arrondis.

A.5.81.6 objid

Voir A.5.22.19.

A.5.82 Footer

A.5.82.0 Généralités

L'élément **Footer** spécifie les informations à afficher dans le bas de page. La zone de bas de page est déterminée par les attributs "textwidth" et "footheight" de l'élément **Page**, voir le Tableau A.63.

Tableau A.63 – Attribut de Footer

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
layout	"LrTb"	Chaîne	Indique "LrTb" ou "TbRl"
bgcolor	"0xff000000"	Chaîne COLORREF	
framewidth	"0" (Entier signé)	Chaîne décimale	[dot]
framecolor	"0x00000000"	Chaîne COLORREF	
framemode	"square"	Chaîne	Indique "curve" ou "square"
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier

A.5.82.1 layout

L'attribut **layout** spécifie le système de coordonnées de l'élément **Footer**. Si "LrTb" est indiqué, l'origine se trouve en haut à gauche, l'abscisse et l'ordonnée étant respectivement orientées vers la droite et vers le bas. Si "TbRl" est indiqué, l'origine se trouve en haut à droite, l'abscisse et l'ordonnée étant respectivement orientées vers le bas et vers la gauche.

A.5.82.2 bgcolor

L'attribut **bgcolor** spécifie la couleur d'arrière-plan du bas de page.

A.5.82.3 framewidth

L'attribut **framewidth** spécifie la largeur du cadrage du bas de page. Si la valeur est "0" ou n'est pas indiquée, aucun cadre n'est rendu.

A.5.82.4 framecolor

L'attribut **framecolor** spécifie la couleur du cadre du bas de page.

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A.5.82.5 framemode

L'attribut **framemode** spécifie le type de cadre qui entoure la zone de bas de page. Il est possible de spécifier deux types de cadre: "square" indique des angles droits aux quatre coins, et "curve" des coins arrondis.

A.5.82.6 objid

Voir A.5.22.19.

A.5.83 eSound

A.5.83.0 Généralités

L'élément **eSound** spécifie les informations du son intégré, voir le Tableau A.64.

Tableau A.64 – Attribut d'eSound

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
refstream (obligatoire)		Chaîne d'ID objet	Indique le «objid» de l'élément **SoundStream**

A.5.83.1 objid

Voir A.5.22.19.

A.5.83.2 refstream

Voir A.5.78.3.

A.5.84 Font

A.5.84.0 Généralités

L'élément **Font** spécifie les informations de la police, voir le Tableau A.65.

Tableau A.65 – Attribut de Font

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
file (obligatoire)		Chaîne	Indique le chemin d'accès au fichier et le nom de fichier contenant les données
fontfilename (obligatoire)		Chaîne	Indique le nom de fichier à utiliser lorsque le fichier de police est ouvert
fontname (obligatoire)		Chaîne	Indique le nom de police à utiliser
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier
encoding (obligatoire)		Chaîne	Indique "TTF", "OTF" ou "BF"

A.5.84.1 file

Voir A.5.70.2.

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A.5.84.2 fontfilename

Voir A.5.70.1.

A.5.84.3 fontname

Voir A.5.70.3.

A.5.84.4 objid

Voir A.5.22.19.

A.5.84.5 encoding

Voir A.5.70.4.

A.5.85 Image

A.5.85.0 Généralités

L'élément **Image** spécifie les informations de l'image. Les coordonnées de l'attribut utilisé par l'élément **Image** ne dépendent pas des différentes présentations. Elles sont calculées dans le système de coordonnées dans lequel il place les points de départ à gauche.

De plus, s'il convient que l'élément **Image** ne soit pas un fichier image que le dispositif de visualisation ne peut pas afficher, la chaîne de caractères de substitution est spécifiée pour un élément, voir le Tableau A.66.

Tableau A.66 – Attribut d'Image

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
x0 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
y0 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
x1 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
y1 (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
xsize (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
ysize (obligatoire)	(Entier non signé)	Chaîne décimale	[dot]
refstream		Chaîne d'ID objet	Indique le «objid» de l'élément **ImageStream**. Seul "refstream" peut être sélectionné dans l'élément **Image**
objid (obligatoire)		Chaîne	Indique la seule chaîne de caractères dans le fichier

A.5.85.1 x0

Voir A.5.50.1.

A.5.85.2 y0

Voir A.5.50.2.

A.5.85.3 x1

Voir A.5.50.3.

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A.5.85.4 y1

Voir A.5.50.4.

A.5.85.5 xsize

Voir A.5.50.5.

A.5.85.6 ysize

Voir A.5.50.6.

A.5.85.7 refstream

Voir A.5.50.7.

A.5.85.8 objid

Voir A.5.22.19.

A.5.86 Button

L'élément **Button** spécifie l'opération réalisée lors de l'utilisation du bouton.

Le fonctionnement du bouton comporte 4 états: État de base → Focalisation → Pression → Origine. Ces états sont changés tour à tour par un fonctionnement d'utilisateur pour le terminal, voir le Tableau A.67.

Tableau A.67 – Attribut de Button

Nom de l'attribut	Valeur par défaut	Types de données	Commentaires
objid		Chaîne	Indique la seule chaîne de caractères dans le fichier

Concernant l'attribut **objid**, voir A.5.22.19.

A.6 Éléments réservés

A.6.1 Généralités

Les éléments ci-dessous peuvent être utilisés aux fins décrites dans le présent article et nécessitent de faire l'objet d'un consensus entre les parties. Sinon, ils ne doivent pas être utilisés.

A.6.2 ShowOrder

L'élément **ShowOrder** spécifie l'ordre d'affichage de chaque élément disposé dans l'élément **Page**. Le contrôle de son affichage ne modifie pas la présentation.

A.6.3 SetText

L'élément **SetText** spécifie la modification d'attributs du texte.

A.6.4 div

L'élément **div** spécifie la modification d'attributs de plusieurs éléments **P** à la fois.

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A.6.5 SendMessage

L'élément **SendMessage** spécifie un message envoyé à une application.

A.6.6 SimpleTextBlock

L'élément **SimpleTextBlock** spécifie les informations de configuration de "Block" et "Text" afin d'afficher "Block" à l'écran. SimpleTextBlock comporte les limites d'expression de TextBlock à traiter comme une séquence simple.

A.6.7 MoveObj

L'élément **MoveObj** spécifie l'élément déplacé du point de départ vers le point final dans le temps imparti.

A.6.8 ViewPoint

L'élément **ViewPoint** spécifie les coordonnées médianes de la zone à élargir par action de l'utilisateur.

A.6.9 MiniPage

L'élément **MiniPage** spécifie la zone d'expression d'une présentation plus complexe. Dans l'élément **Page**, les éléments "Block" ne peuvent pas se trouver dans le sens de chargement du caractère. A l'inverse, dans l'élément **MiniPage**, les éléments "Block" peuvent se trouver dans le sens de chargement du caractère.

A.6.10 PageDiv

L'élément **PageDiv** spécifie la division de la zone de texte sur l'élément **Page**.

A.6.11 BlockList

L'élément **BlockList** spécifie la liste des éléments "Block" indiquant le sens de défilement des caractères.

A.6.12 Text

L'élément **Text** spécifie les informations de configuration de "Text" afin d'afficher "Block" à l'écran.

A.6.13 SimpleText

L'élément **SimpleText** spécifie les informations de configuration de "Text" afin d'afficher "Block" à l'écran.

A.6.14 Locate

L'élément **Locate** spécifie l'emplacement relatif des éléments "Block" dans l'élément **MiniPage**.

A.6.15 Import

L'élément **Import** spécifie les objets et fichiers externes en référence.

A.6.16 ObjLink

L'élément **ObjLink** spécifie l'objet externe accédé. Le format de l'élément **ObjLink** dépend de l'attribut **accesstype**.

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A.6.17 FileLink

L'élément **FileLink** spécifie les fichiers externes accédés. Le format de l'élément **FileLink** dépend de l'attribut **accesstype**.

A.6.18 Solo

L'élément **Solo** spécifie l'élément "Page" indépendant de l'élément **Main**. L'élément "Page" indépendant peut uniquement être utilisé par l'action "JumpTo", etc. à partir d'un élément de **Main**.

A.6.19 Pages

L'élément **Pages** spécifie le groupe de pages continu. La continuité des pages défilantes est assurée dans les mêmes "Pages", mais il n'existe aucune continuité entre d'autres "Pages".

A.6.20 Template

L'élément **Template** spécifie les informations utilisées comme styles et objets standard lors de la création de contenu.

A.6.21 TemplateSet

L'élément TemplateSet spécifie l'ensemble contenant les éléments **Style** et **Objects**. Un "objid" local est utilisé.

A.6.22 PlotText

L'élément **PlotText** spécifie le texte en ligne.

A.6.23 AutoSpacing

L'élément **AutoSpacing** spécifie la chaîne de caractères permettant d'égaliser l'espace.

A.6.24 Span

L'élément **Span** spécifie la partie du texte dans laquelle les attributs de texte sont à modifier.

A.6.25 Property

L'élément **Property** spécifie les informations demandées par les outils de création, etc. Il s'agit pour l'instant d'un élément réservé.

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Annexe B
(normative)

Format XML XMDF

B.1 Généralités

La présente annexe décrit le format XML XMDF mentionné dans l'Article 6.

Le format XML XMDF est un format générique d'échange de données de livre électronique multimédia, destiné aux préparateurs de données et aux éditeurs plutôt qu'aux lecteurs, l'accent étant mis sur les dispositifs mobiles (une plate-forme cible, par exemple). A l'instar de HTML, ce format ne divise pas le document en pages fixes, mais détermine la présentation en fonction de la taille d'écran du dispositif de visualisation, de la police utilisée, etc. Dans le présent document, ce type de contenu est appelé contenu flottant, par opposition au contenu paginé.

B.2 Présentation de la structure du format

Le contenu flottant est en général composé de plusieurs flux concaténés. La présente norme ne précise aucune exigence particulière quant au moyen qu'il convient d'appliquer pour diviser le contenu flottant en flux individuels. Cette décision revient au préparateur de données, afin de s'adapter aux différents types de contenu. Par exemple, un journal peut comporter un flux par article, un roman par chapitre, et ainsi de suite. Il est également possible de ne pas diviser le contenu et de ne disposer que d'un seul flux. Toutefois, il convient de noter que les flux particulièrement volumineux, ou un très grand nombre de flux, peut avoir un impact sur les performances d'exécution, selon la version spécifique du dispositif de visualisation utilisé, la mémoire disponible, etc.

La structure de l'arborescence XML du format est présentée dans la Figure B.1.

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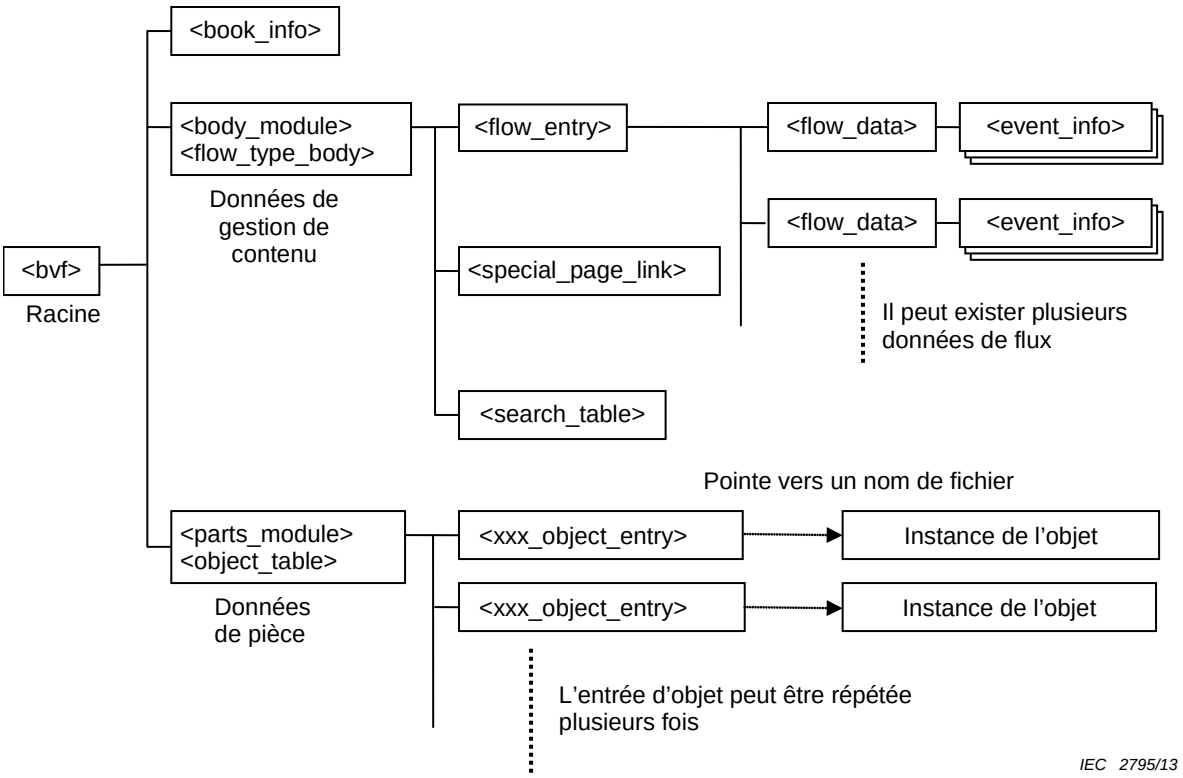

Figure B.1 – Structure de l'arborescence XML

En d'autres termes, le contenu réel de chaque flux que le dispositif de visualisation affiche est enregistré dans l'*instance de l'objet*. L'*instance de l'objet* est enregistrée dans *object_entry* et associée à un ID et à d'autres données auxiliaires permettant d'en faire des données lisibles/affichables. *Flow_data* détermine son contenu en spécifiant ces objets enregistrés. De plus, les informations relatives aux fonctionnalités (un lien de page, par exemple) sont enregistrées dans *event_info*.

La partie principale de la présente norme est générique et peut être utilisée dans tous les pays et toutes les langues. Certaines spécifications propres à la langue sont décrites à l'Article B.6, le texte principal y faisant référence, le cas échéant.

B.3 Éléments et attributs

B.3.1 Généralités

Les différents types de valeurs qui peuvent être utilisés dans les balises ou attributs sont décrits ci-dessous. Les définitions détaillées ci-après sont valides tout au long de ces spécifications et font référence pour d'autres constructions. Dans les explications suivantes, les caractères alphanumériques font référence aux nombres compris entre 0 et 9 et les caractères alphabétiques sont compris entre a et z et A et Z, en demi-largeur.

B.3.2 Page_ID

Numéro d'identification unique pour les données de flux du contenu flottant. Il s'agit d'une chaîne commençant par les caractères "PG" suivis de 4 caractères alphanumériques.

Exemple:

```
<flow_data flow_id="PG0002" ... />
```

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B.3.3 Object_ID

Numéro d'identification unique pour les objets utilisés dans le contenu flottant. Il s'agit d'une chaîne commençant par les caractères "OB" suivis de 4 caractères alphanumériques.

Exemple:

```
<dynamic_text_object_entry id="OB0ue4".../>
```

B.3.4 Char_ID

Numéro d'identification pour les chaînes de caractères à l'intérieur d'objets de texte. Il est unique dans le domaine d'application de l'*instance d'objet de texte* (voir B.4.7.2). Il s'agit d'une chaîne commençant par les caractères "CR" suivis de 4 caractères alphanumériques.

Exemple:

```
<trigger_pointer id="OB29s0/CR0de4"/>
Click<char_id char_id="CR0001">here</char_id>for details.
```

B.3.5 Lecture

Pour les besoins en matière de tri, il peut être utile de spécifier la lecture de chaque mot. Il est possible de faciliter la définition de la méthode de tri en restreignant les caractères admis à cette fin à un ensemble limité. Il convient de déterminer ces caractères par langue. Toutes les langues peuvent utiliser les caractères figurant dans le Tableau B.1 comme base commune, la localisation à l'Article B.6 décrivant les extensions spécifiques à la langue.

Tableau B.1 – Caractères de base pour la lecture

Nom	Caractères correspondants (toutes les valeurs sont au format Unicode)
Alphabet de base	A à Z (0x0041 à 0x005A) A à z (0x0061 à 0x007A)
Nombres	0 à 9 (0x0030 à 0x0039)
Autres	espace (0x0020), ((0x0028),) (0x0029)

Exemple:

```
<title reading="PI">π</title>
```

B.3.6 Nom de fichier

Il convient d'écrire les noms de fichier selon la convention ci-dessous. Un chemin d'accès absolu ou relatif vers le fichier faisant l'objet de cette référence est utilisé. Il convient de ne pas utiliser de chemins d'accès réseau. Pour des raisons de portabilité, il est recommandé de n'utiliser que des caractères ACSII. La barre oblique et la barre oblique inversée sont admises comme séparateurs de répertoire. Il est également recommandé de ne pas utiliser de noms de fichier trop longs. Ils risqueraient de ne pas être pris en charge par le système d'exploitation hôte.

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Exemple:

```
<dynamic text object entry src="sect1.xml" type="text/x-bvf-text" id="OB0ue4"/>
```

B.3.7 Caractère standard

Le jeu de caractères standard du document, tel que défini par l'attribut "default_ccs" de la balise <bvf> (voir B.4.2), est à choisir dans une liste bien définie de manière à faciliter le développement du logiciel de visualisation.

Le Tableau B.2 donne des exemples de jeux de caractères standard.

Tableau B.2 – Exemples de jeux de caractères standard

Nom du jeu de caractères	Description	Remarques
"JIS X 0201,JIS X 0208:1997"	Caractères JIS1/JIS2.	
"ISO 646-IRV"	US-ASCII	
"ISO 8859-1"	ISO 8859-1(Latin-1)	
"ISO 8859-9"	ISO 8859-9(Latin-5)	
"ISO 8859-10"	ISO 8859-10(Latin-6)	
"ISO 8859-15"	ISO 8859-15(Latin-9)	
"JIS X 0201,JIS X 0208:1997"	(Pour le japonais) Caractères JIS1/JIS2	
"JIS X 0201,X-SH-JIS 0213:2004"	(Pour le japonais) Caractères JIS1/2/3/4, à l'exception des caractères JIS3/4 non-kanji	Il est recommandé d'utiliser le codage UTF-8 plutôt que Shift_JIS si ce jeu de caractères est spécifié par l'attribut default_ccs de la balise <bvf>.

B.3.8 Chaîne de caractères standard

Une chaîne composée de *caractères standard* est appelée *chaîne de caractères standard*. Sauf indication contraire, les caractères d'espacement (espace (0x0020), les sauts de ligne (0x000D, 0x000A, 0x0D0A) et les tabulations (0x0009)) sont à traiter comme suit.

L'espace (0x0020) doit être affiché en l'état.

Le saut de ligne (0x000D, 0x000a, 0x0D0A) ne doit pas être affiché, mais simplement ignoré.

La tabulation (0x0009) doit être affichée comme s'il s'agissait d'un espace simple.

En outre, en raison d'une restriction dans le format XML, il convient de remplacer les sauts de ligne (0x000D, 0x000A, 0x0D0A) et les tabulations (0x0009) des valeurs d'attribut par des espaces lors de la conversion au format de distribution.

B.3.9 Caractère étendu

Les caractères contenant des points de code Unicode mais ne faisant pas partie de ceux répertoriés ci-dessous sont appelés *caractères étendus*.

Caractères standard

Plage de paires de substitution (0xD800 à 0xDFFF)

BOM(Byte Order Mark) (0xFFFE,0xFEFF)

NON CHARACTER (0xFFFF)

Les caractères de contrôle (caractères entre 0x0000 et 0x001F, à l'exception de la tabulation (0x0009) et du saut de ligne (0x000A, 0x000D), et DEL (0x007F))

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Si les données d'un livre électronique utilisent un *Caractère étendu*, il convient d'ajouter le nom des jeux de caractères couvrant ces caractères supplémentaires à l'attribut *default_ccs* de la balise <bvf>. Noter que tous les *Caractères étendus* utilisés dans le document n'ont pas besoin d'être couverts par le même jeu de caractères, étant donné qu'il est possible d'en spécifier plusieurs.

B.3.10 Chaîne de caractères étendus

Une chaîne composée de *caractères standard* et de *caractères étendus* est appelée *chaîne de caractères étendus*. Sauf indication contraire, les caractères d'espacement (espace (0x0020), les sauts de ligne (0x000D, 0x000A, 0x0D0A) et les tabulations (0x0009)) sont à traiter de la même manière que les *chaînes de caractères standard.*

B.3.11 Caractère externe

Pour afficher un caractère qui n'est ni un *caractère standard* ni un *caractère étendu*, il est possible d'utiliser la balise <external_char> décrite ci-dessous.

<external_char> permet d'insérer un *caractère externe*. Le dispositif de visualisation peut l'afficher conformément à l'une des méthodes suivantes.

a) Affichage du jeu de caractères par les attributs alt_set et alt_code.

b) Affichage de l'ensemble d'images par les attributs alt_img ou alt_vimg.

c) Affichage de l'ensemble de lettres alternatif par l'attribut alt

Ses attributs sont les suivants.

[Attributs]

alt_set: Avec l'attribut alt_code, permet de désigner le *caractère externe* à utiliser. Cet attribut alt_set indique le nom de la police, alors que l'attribut alt_code indique le point de code de caractère à l'intérieur de la police. L'attribut alt_set est écrit de la manière suivante:

alt_set = "font1,font2, ..."

L'attribut alt_set peut contenir plusieurs noms de police, séparés par "," (0x002C). Dans ce cas, il convient que le dispositif de visualisation utilise la première police disponible de la liste (présente sur la plate-forme ou incluse dans le contenu lui-même) pour afficher le caractère.

alt_code: Permet de sélectionner un point de code de caractère dans la police spécifiée par l'attribut alt_set. Il peut être écrit sous la forme d'un nombre décimal ou hexadécimal, précédé du préfixe "0x". Si plusieurs polices ont été définies dans l'attribut alt_set, le code de caractère doit pointer vers le même caractère de chacun d'eux. Peut être ignoré.

alt_img: Permet de définir un autre dessin de caractère. Écrit sous la forme d'un *nom de fichier*. Avant d'ouvrir le fichier indiqué par cet attribut, il convient de vérifier l'attribut img_type pour connaître les types de fichier autorisés. Noter qu'il peut être utilisé uniquement lorsque <external_char> est utilisé dans une *instance d'objet de texte* (y compris l'instance d'objet de texte 2). Si alt_img et alt_vimg sont utilisés, les types de fichier doivent correspondre. Peut être ignoré. Si une valeur est affectée à cet attribut, il convient que l'affichage soit conforme aux méthodes suivantes:

a) Images monochromes

Les pixels noirs et blancs représentent respectivement la lettre et l'arrière-plan. Les couleurs de police et d'arrière-plan doivent s'afficher conformément à l'attribut de couleur de la balise <font>.

b) Images avec niveaux de gris

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Les pixels noirs et blancs représentent respectivement la lettre et l'arrière-plan. Les couleurs de police et d'arrière-plan doivent s'afficher conformément à l'attribut de couleur de la balise <font>. La couleur des pixels "gris" doit être calculée comme une valeur intermédiaire entre la couleur de police et la couleur d'arrière-plan.

c) Images couleur

Affichées en l'état

alt_vimg: Permet de définir un autre dessin de caractère à utiliser lorsque le texte s'affiche verticalement (comme cela peut être le cas dans certaines langues, comme le japonais, par exemple). Écrit sous la forme d'un *nom de fichier*. S'il est ignoré, il convient d'utiliser l'image définie dans l'attribut alt_img pour la présentation horizontale et verticale. Avant d'ouvrir le fichier indiqué par cet attribut, il convient de vérifier l'attribut img_type pour connaître les types de fichier autorisés. Noter qu'il peut être utilisé uniquement lorsque <external_char> est utilisé dans une *instance d'objet de texte* (y compris l'instance d'objet de texte 2). Si alt_img et alt_vimg sont utilisés, les types de fichier doivent correspondre. Peut être ignoré. Si une valeur est affectée à cet attribut, il convient que l'affichage soit conforme aux mêmes méthodes que alt_img.

img_type: Permet de définir le type mime des fichiers d'images définis dans les attributs alt_img et alt_vimg. Actuellement, seuls PNG et JPEG sont pris en charge, et il convient de les écrire de la manière suivante:

"image/png"

"image/jpeg"

Si une valeur est affectée à alt_img et/ou alt_vimg, cet attribut est obligatoire. Comme ces deux attributs, il peut uniquement être utilisé dans une balise <external_char> à l'intérieur d'une *instance d'objet de texte* (y compris l'instance d'objet de texte 2)

alt: Autre chaîne de caractères. Écrite comme une *chaîne de caractères standard*. Peut être ignoré.

Exemple:

```
<external_char alt_set="oooextchars" alt_code="47268" alt_img="ou.img"
                alt_vimg="ou_v.img" img_type="image/jpeg" alt="鴎"/>
<external_char alt="間"/>
<external_char alt_set="sharp_extchars" alt_code="0x2345" alt="間"/>
```

B.3.12 Chaîne de caractères externes

Une *chaîne de caractères standard* peut également contenir des *caractères externes*. Sauf indication contraire, il convient de traiter les caractères d'espacement (espace (0x0020), les sauts de ligne (0x000D, 0x000A) et les tabulations (0x0009)) de la même manière que dans les *chaînes de caractères standard.*

Exemple:

```
森<external_char alt_img="ou.png" alt_type="image/png" alt="鴎"/>外
内田百〈external_ char alt_ set=″sharp_ extchars″ alt_ code=″0x2345″ alt=″間″/>
```

B.3.13 Chaîne de caractères externes étendus

Une *chaîne de caractères standard* peut également contenir des *caractères étendus* et des *caractères externes*. Sauf indication contraire, il convient de traiter les caractères

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d'espacement (espace (0x0020), les sauts de ligne (0x000D, 0x000A) et les tabulations (0x0009)) de la même manière que dans les *chaînes de caractères standard.*

B.3.14 Coordonnées

Type de données permettant de stocker des coordonnées, les dimensions et d'autres informations analogues composées des valeurs x et y. Elles se présentent sous la forme "(x, y)". Le nom de l'attribut qui utilise ce type de données dépend de la balise.

Le système de coordonnées décrit ci-dessous est utilisé dans la présente norme. L'origine se trouve dans le coin supérieur gauche, l'abscisse étant orientée vers la droite et l'ordonnée vers le bas. Étant donné que le système de coordonnées utilisé par le dispositif de visualisation pour mettre des éléments en correspondance à l'écran dépend de la mise en œuvre, il n'est pas présenté ici.

Système de coordonnées local:

L'origine du système de coordonnées local d'un objet se trouve dans le coin supérieur gauche du rectangle circonscrit, son orientation étant identique à celle du système de coordonnées général. Il convient d'exprimer les positions à l'intérieur d'un objet dans le système de coordonnées local.

Exemple:

```
<vertex position="(100,200)"/>
```

B.3.15 Polygonal_region

Format de données permettant de stocker les sommets d'un polygone ou toute autre séquence ordonnée des sommets. Chaque sommet est stocké dans une balise <vertex>. Lors de la définition de la forme du polygone, il convient de ne pas croiser les arêtes. Si c'est le cas, le comportement du dispositif de visualisation n'est pas spécifié. La balise <vertex> comporte l'attribut ci-dessous.

[Attribut]

position: position du sommet, exprimée par des *coordonnées*. Ne peut pas être ignoré.

Exemple:

```
<vertex position="(100,0)"/>   <!-- in the case of a triangle -->
<vertex position="(0,100)"/>
<vertex position="(200,100)"/>
```

B.3.16 Color

Type de données de définition des couleurs. Les attributs ci-dessous sont définis.

[Attributs]

color_space: Permet de spécifier l'espace de couleur à utiliser. Actuellement, seul RGB est accepté. Si cet attribut est ignoré, il convient que le dispositif de visualisation agisse comme si RGB était défini.

color: Indique le nom de la couleur. Les noms de couleur ou les valeurs numériques peuvent être utilisés. Les noms de couleur admis sont répertoriés dans le Tableau B.6. La valeur par défaut dépend de la balise et du contexte réels. Les valeurs numériques sont à écrire en respectant la

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syntaxe, si la valeur "RGB" et/ou la valeur par défaut est attribuée à color_space.

#RRGGBB. RR, GG, BB étant des nombres hexadécimaux, entre 00 et FF. Les valeurs de pixel d'échelle de gris sont représentées en attribuant la même valeur à RR, GG et BB.

opacity: niveau d'opacité. Compris entre 0 (transparent) et 100 (opaque). Actuellement, la seule valeur admise est 100, et si l'attribut est ignoré, sa valeur par défaut est 100.

Exemple:

```
<font color="#FF0000"/>
                <!-- the color_space is unspecified, and thus defaults to RBG-->
<font color="#FF0000" opacity="100"/>
<font color="black"/>
```

B.3.17 Date

Format permettant de stocker des dates. Il utilise la même représentation que l'ISO 8601. Par exemple, 1994-11-05T08:15:30-05:00 correspond au 5 novembre 1994, 8:15:30, Heure standard de l'Est des Etats-Unis. Les formes abrégées sont également admises. Voir http://www.w3.org/TR/NOTE-datetime pour plus de détails.

Exemple:

```
<publication_date type="publish">1994</publication_date>
```

B.3.18 Time

Format de données permettant de préciser les durées. Écrit sous la forme "XXdXXhXXmXXsXXXms", où X est un chiffre compris entre 0 et 9. Par exemple, "10d5h30m10s015ms" signifie 10 jours, 5 heures, 30 minutes, 10 secondes et 15 millisecondes. Les formes abrégées ("5m30ms" ou "1s", par exemple) sont possibles. Le nombre de jours est illimité.

Exemple:

```
<flip_animation renewal_time="1s" >
```

B.3.19 Country

Format de données permettant de spécifier le nom d'un pays. Écrit conformément à l'ISO 3166-1 alpha 3, en minuscules.

Exemple:

```
<publication_place>jpn</publication_place>
```

B.3.20 Personal_name

Format de données permettant de stocker des noms de personne (l'auteur du document, par exemple). Les noms sont placés dans la balise <personal_name>. Ses éléments enfants permettent de définir les différentes parties du nom: le prénom, le deuxième prénom et le nom de famille. Ces informations doivent être entrées par l'intermédiaire des balises définies ci-dessous. Noter que malgré leur caractère facultatif, l'un d'eux au moins doit être écrit.

[Éléments enfants]

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<first_name> Définit le prénom. Écrit comme une *chaîne de caractères externes*. Peut être ignoré. Accepte l'attribut suivant:

[Attribut]

reading: Prononciation du prénom, écrit comme un attribut *Reading*. Peut être ignoré.

<middle_name> Définit le prénom. Écrit comme une *chaîne de caractères externes*. Peut être ignoré. Accepte l'attribut suivant:

[Attribut]

reading: Prononciation du deuxième prénom, écrit comme un attribut *Reading*. Peut être ignoré.

<last_name> Définit le nom de famille. Écrit comme une *chaîne de caractères externes*. Peut être ignoré. Accepte l'attribut suivant:

[Attribut]

reading: Prononciation du nom de famille, écrit comme un attribut *Reading*. Peut être ignoré.

Exemple:

```
<personal_name>
        <!-- to record John Smith -->
        <last_name>Smith</last_name>
        <first_name>John</first_name>
</personal_name>
```

B.3.21 Organization_name

Format de données permettant de définir le nom de l'entreprise (les éditeurs, par exemple). Il est placé dans la balise <organization_name>. Écrit comme une *chaîne de caractères externes*. L'attribut suivant peut être spécifié.

[Attribut]

reading: Prononciation du nom de l'entreprise, écrit comme un attribut *Reading*. Peut être ignoré.

Exemple:

```
<organization_name >ABCD Corporation</organization_name>
```

B.3.22 Address

Format de données permettant de définir une adresse, un numéro de téléphone, une adresse électronique et d'autres informations. Toutes ces informations sont placées dans les éléments enfants d'une balise <address_info> principale.

[Éléments enfants]

<postal_code>/(autre) <zipcode> Permet de stocker le code postal sous la forme d'une *chaîne de caractères standard*. Peut être ignoré.

<address> Permet de stocker l'adresse sous la forme d'une chaîne de caractères externes. Peut être ignoré.

<telephone> Permet de stocker le numéro de téléphone sous la forme d'une *chaîne de caractères standard*. Peut être ignoré.

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<fax> Permet de stocker le numéro de télécopie sous la forme d'une *chaîne de caractères standard*. Peut être ignoré.

<mail_address> Permet de stocker l'adresse électronique sous la forme d'une *chaîne de caractères standard*. Peut être ignoré.

<website> Permet de stocker l'URI de la page d'accueil sous la forme d'une *chaîne de caractères standard*. Peut être ignoré.

<address_other_info> Permet de stocker des informations supplémentaires que les éléments précédents n'ont pas abordées, sous la forme d'une *chaîne de caractères externes*. Peut être ignoré. Si ces informations sont à afficher, il convient d'afficher les espaces (0x0020) et les sauts de ligne (0x000D, 0x000A, 0x0D0A) en l'état, et les tabulations (0x0009) comme des espaces.

Exemple:

```
<address_info>
        <postal_code>75008</postal_code>
        <address>xxx avenue des champs elysees, Paris, France </address>
        <telephone>01 53 xx xx xx</telephone>
        <mail_address>xxx@XXXXX.fr</mail_address>
        <website>http://www.XXXXX.fr</website>
</address_info>
```

B.3.23 Permission

Permet de définir les droits d'accès (les autorisations d'impression ou de copie, par exemple). Les différents droits d'accès sont stockés dans les éléments enfants de la balise <permission_info>. Si la balise <permission_info> est ignorée, la valeur attribuée lorsque chaque balise de droit d'accès est omise est affectée à tous les droits d'accès. Les explications ci-dessous font référence à une «authentification utilisateur». Dans des circonstances habituelles, tous les dispositifs de visualisation du document sont supposés authentifiés. Toutefois, le format de distribution peut contenir des technologies DRM et des mécanismes d'authentification. Les éléments enfants ci-dessous sont disponibles.

[Éléments enfants]

<print_permission> Indique si l'impression est autorisée ou interdite. S'il est ignoré, la valeur par défaut de l'attribut permission est "no".

[Attribut]

permission: Indique si l'impression est autorisée ou interdite. Les valeurs suivantes sont possibles:

"authorized": les utilisateurs authentifiés peuvent imprimer.

"no": personne ne peut imprimer (valeur par défaut).

<copy_permission> Indique si la copie est autorisée ou interdite. S'il est ignoré, la valeur par défaut de l'attribut permission est no.

[Attribut]

permission: Indique si la copie est autorisée ou interdite. Les valeurs suivantes sont possibles:

"authorized": les utilisateurs authentifiés peuvent copier.

"in_device_only": les utilisateurs authentifiés peuvent copier, mais uniquement dans le dispositif de visualisation. Si le dispositif n'offre pas de mécanismes

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permettant d'empêcher les copies externes, la copie est interdite.

"no": personne ne peut copier (valeur par défaut).

Exemple:

```
<permission_info>
        <print_permission permission="authorized"/>
</permission_info>
```

B.3.24 Keyword

Avec la balise <keyword_list>, il est possible d'associer une liste de mots clés aux données bibliographiques, à un flux de données ou à un objet (dans la présente norme, elle est limitée aux données bibliographiques). Il convient qu'une balise <keyword_list> contienne une ou plusieurs balises <keyword> comme élément enfant, chacune d'elles enregistrant un mot clé. La balise <keyword> comporte les attributs et l'élément enfant suivants.

[Attributs]

category: définit la catégorie du mot clé, écrite sous la forme d'une *chaîne de caractères standard*. Peut être ignoré.

reading: enregistre la prononciation du mot clé, écrite sous la forme d'un attribut *Reading*. Peut être ignoré.

[Élément enfant]

Chaîne de caractères externes: enregistre le mot clé véritable.

Exemple:

```
<keyword_list>
        <keyword category="History" >Renaissance</keyword>
        <keyword>xml</keyword>
</keyword_list>
```

B.3.25 Telephone_number

Format de données permettant d'enregistrer des numéros de téléphone. Il permet de composer un numéro lorsque le dispositif de visualisation est un téléphone. Il est écrit sous la forme d'une combinaison de caractères figurant dans le Tableau B.3. Le nombre de caractères doit être compris entre 1 et 64 inclus.

Si une fonction définie par le numéro de téléphone ne peut pas être exécutée, il convient que le dispositif de visualisation ne compose pas le numéro. A savoir:

Lorsque le numéro de téléphone est trop long pour le dispositif.

Lorsque le numéro de téléphone contient des caractères ne figurant pas dans le Tableau B.3.

Lorsque le numéro de téléphone contient une fonction qui ne peut pas être exécutée.

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Tableau B.3 – Caractères utilisables d'un numéro de téléphone

Caractère	Code ASCII	Signification
0 à 9	0x30 à 0x39	numéro
#	0x23	bouton #
*	0x2A	bouton *
-	0x2D	Ignoré.
,	0x2C	Pause (1 seconde). Si une pause de 1 seconde ne peut être faite, attendre la pression sur la touche à la place.
/	0x2F	Pause (attente de pression sur la touche).
P ou p	0x50 ou 0x70	Pause (attente du signal). S'il n'est pas possible d'attendre le signal, attendre une pression sur la touche à la place.
+	0x2B	Signal d'appel international. Uniquement au début d'un numéro de téléphone (s'il est entré à un autre endroit, ne pas lancer l'appel.)

B.3.26 Mail_address

Format de données permettant de stocker une adresse électronique. Écrit sous la forme local-part@domain. local-part et domain peuvent utiliser les caractères du Tableau B.4. La longueur maximale de local-part@domain est de 256 octets. Dans les caractères ci-dessous, "&" (0x26) doit être écrit comme une entité XML: "&". Ces entités XML comptent comme un octet.

Tableau B.4 – Caractères utilisables des adresses électroniques

Catégorie	Caractères	Code ASCII
nombres	0 à 9	0x30 à 0x39
alphabet	A à Z a à z	0x41 à 0x5A 0x61 à 0x7A
!	!	0x21
$	$	0x24
%	%	0x25
&	&	0x26
*	*	0x2A
+	+	0x2B
-	-	0x2D
.	.	0x2E
/	/	0x2F
=	=	0x3D
?	?	0x3F
^	^	0x5E
_	_	0x5F
~	~	0x7E

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B.4 Détails du format de description

B.4.1 Généralités

Chaque livre se présente sous la forme d'un document XML (voir ci-dessous).

```
<?xml version="1.0" encoding="UTF-8" ?>

<bvf id="1234" id-type="...">

        <book_info>
         ...              <!-- Bibliography comes here -->
        </book_info>

        <body_module>
        ...               <!--  Flow data comes here -->
        </body_module>

        <parts_module>
          ...             <!-- Objects are registered here -->
        </parts_module>
</bvf>
```

Le codage de caractères utilisé dans le document est spécifié en langage XML habituel, avec l'attribut de codage de la balise <xml>. La présente norme recommande d'utiliser UTF-8 ou UTF-16 afin d'éviter les problèmes de conversion, les autres codages n'étant pas déterminés.

B.4.2 Modules d'informations du livre <bvf>

Le module d'information du livre est enregistré dans la balise <bvf>. Il fait office de balise de base pour toutes les données du livre, toutes les informations relatives au document y étant stockées (il peut également arriver que seuls les noms de fichiers externes soient stockés ici).

La balise <bvf> comporte les attributs et éléments enfants suivants.

[Attributs]

id_type: Définit le type de numéro stocké dans l'attribut id. Écrit comme une *chaîne de caractères standard*. Peut être ignoré.

id: Permet d'enregistrer le numéro d'identification de ce livre dans le système spécifié par l'attribut id_type. Écrit comme une *chaîne de caractères standard*. Peut être ignoré.

default_ccs: Permet de définir le nom du jeu de caractères des *caractères standard* et des *caractères étendus* utilisés dans le présent document (voir B.3.11). Si plusieurs jeux de caractères sont spécifiés, ils sont séparés par une virgule ("," – 0x002C). Ne peut pas être ignoré.

display_size: Permet de préciser la taille de l'écran supposée lors de la création du document. Écrite au format de *coordonnées* standard. Peut être ignoré. Si le document comprend des dessins, cette taille représente également la taille de la scène.

[Éléments enfants]

<book_info> Permet d'enregistrer les données bibliographiques. Ne peut pas être ignoré. Voir B.4.3 pour plus de détails.

<body_module> Module de gestion du contenu. Ne peut pas être ignoré. Voir B.4.4 pour plus de détails.

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<parts_module> Modules des données de pièces. Ne peut pas être ignoré. Voir B.4.6 pour plus de détails.

Exemple:

```
<bvf id_type="ISBN" id ="x-xxxx-xxxx-x"  default_ccs="ISO 646-IRV">

        <book_info> ... </book_info>          <!-- Bibliography -->
        <body_module> ... </body_module>  <!-- Content module -->
        <parts_module> ... </parts_module> <!-- Parts data modules -->

</bvf>
```

B.4.3 Données bibliographiques <book_info>

Permet de stocker les données bibliographiques (l'auteur ou le titre, par exemple). Cette balise <book_info> comporte les éléments enfants suivants.

[Éléments enfants]

<title_info> Permet de stocker les informations relatives au titre. Ne peut pas être ignoré. Ses éléments enfants sont les suivants.

[Éléments enfants]

<series_title> Le titre de la série est enregistré sous la forme d'une *chaîne de caractères externes* dans cet élément. En l'absence de titre de série, il peut être ignoré. L'attribut suivant peut être utilisé.

[Attribut]

reading: donne la prononciation du titre de la série sous la forme d'un attribut *Reading*. Peut être ignoré.

<title> Le titre est enregistré sous la forme d'une *chaîne de caractères externes* dans cet élément. Il ne peut pas être ignoré. L'attribut suivant peut être utilisé.

[Attribut]

reading: donne la prononciation du titre sous la forme d'un attribut *Reading*. Peut être ignoré.

<subtitle> Le sous-titre est enregistré sous la forme d'une *chaîne de caractères externes* dans cet élément. En l'absence de sous-titre, il peut être ignoré. L'attribut suivant peut être utilisé.

[Attribut]

reading: donne la prononciation du sous-titre sous la forme d'un attribut *Reading*. Peut être ignoré.

<edition_info> Les informations relatives à l'historique de révision du livre sont enregistrées sous la forme d'une *chaîne de caractères externes* dans cet élément. Peut être ignoré. Si les informations sont à afficher, le caractère d'espace (0x0020) et les caractères de saut de ligne et de retour

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chariot (0x000D, 0x000A, 0x0D0A) sont à afficher en l'état, le caractère de tabulation (0x0009) devant l'être comme s'il s'agissait d'un espace. L'attribut suivant peut être utilisé.

[Attribut]

this_version: Permet de préciser laquelle des versions citées est la présente version. Par exemple: "Troisième révision". Peut être ignoré.

<title_other_info> D'autres informations relatives au titre peuvent être stockées sous la forme d'une *chaîne de caractères externes* dans cet élément. Peut être ignoré. Si les informations sont à afficher, le caractère d'espace (0x0020) et les caractères de saut de ligne et de retour chariot (0x000D, 0x000A, 0x0D0A) sont à afficher en l'état, le caractère de tabulation (0x0009) devant l'être comme s'il s'agissait d'un espace.

<author_info> Permet de stocker les informations relatives à l'auteur. Peut être ignoré. Chaque auteur est enregistré dans un élément enfant <author> distinct.

La balise <author> comporte l'attribut et les éléments enfants suivants.

[Attribut]

role: permet de spécifier le rôle de la personne mentionnée. Les valeurs possibles sont indiquées ci-dessous. S'il est ignoré, sa valeur par défaut est "author".

"author", "editor", "translator", "supervisor", "designer",

"photographer", "illustrator", "binder", "planner", "other"

[Éléments enfants]

<personal_name> / <organization_name>

Permet d'enregistrer le nom de l'auteur dans l'une de ces deux balises, selon qu'il s'agit d'une personne ou d'une organisation. Respectivement écrits en tant que *Personal_name* ou *Organization_name*.

<address_info> Adresse de l'auteur, écrite au format de données *Address*. Peut être ignoré.

<author_other_info> D'autres informations relatives à l'auteur peuvent être stockées sous la forme d'une *chaîne de caractères externes* dans cet élément. Peut être ignoré. Si les informations sont à afficher, le caractère d'espace (0x0020) et les caractères de saut de ligne et de retour chariot (0x000D, 0x000A, 0x0D0D) sont à afficher en l'état, le caractère de tabulation (0x0009) devant l'être comme s'il s'agissait d'un espace.

<publisher_info> Permet de stocker les informations relatives à l'éditeur. Peut être ignoré. La balise <publisher_info> comporte les éléments enfants suivants. Si <publisher_info> est spécifié, l'un au moins de <publisher> ou <publisher_office> doit l'être également.

[Éléments enfants]

<publisher> Permet de stocker des informations relatives à l'éditeur, s'il s'agit d'une personne. Peut être ignoré. Ses éléments enfants sont les suivants.

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[Éléments enfants]

<publisher_name> Le nom de l'éditeur est enregistré sous la forme d'une *chaîne de caractères externes* dans cet élément. Ne peut pas être ignoré. L'attribut suivant peut être utilisé.

[Attribut]

reading: donne la prononciation du nom de l'éditeur sous la forme d'un attribut *Reading*. Peut être ignoré.

<address_info> Permet de stocker l'adresse de l'éditeur, au format *Address* standard. Peut être ignoré.

<publisher_office> Permet de stocker des informations relatives à l'éditeur, s'il s'agit d'une entreprise. Peut être ignoré. Ses éléments enfants et attributs sont les suivants.

[Attribut]

publisher_code: Permet d'enregistrer l'ID de l'éditeur. Peut être ignoré.

[Éléments enfants]

<organization_name> Le nom de l'organisation est enregistré dans l'élément. Ne peut pas être ignoré.

<address_info> L'adresse de l'éditeur est enregistrée dans cet élément, au format *Address* standard. Peut être ignoré.

<publisher_other_info> D'autres informations relatives à l'éditeur peuvent être stockées sous la forme d'une *chaîne de caractères externes* dans cet élément. Peut être ignoré. Si les informations sont à afficher, le caractère d'espace (0x0020) et les caractères de saut de ligne et de retour chariot (0x000D, 0x000A, 0x0D0A) sont à afficher en l'état, le caractère de tabulation (0x0009) devant l'être comme s'il s'agissait d'un espace.

<seller_info> Permet de stocker les informations relatives au vendeur. Peut être ignoré. La balise <seller_info> comporte les éléments enfants suivants. Si <seller_info> est spécifié, l'un au moins de <seller> ou <seller_office> doit l'être également.

[Éléments enfants]

<seller> Permet de stocker des informations relatives au vendeur, s'il s'agit d'une personne. Peut être ignoré. Ses éléments enfants sont les suivants.

[Éléments enfants]

<seller_name> Le nom du vendeur est enregistré sous la forme d'une *chaîne de caractères externes* dans cet élément. Ne peut pas être ignoré. L'attribut suivant peut être utilisé.

[Attribut]

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reading: donne la prononciation du nom du vendeur sous la forme d'un attribut *Reading*. Peut être ignoré.

<address_info> Permet de stocker l'adresse du vendeur, au format *Address* standard. Peut être ignoré.

<seller_office> Permet de stocker des informations relatives au vendeur, s'il s'agit d'une entreprise. Peut être ignoré. Ses éléments enfants et attributs sont les suivants.

[Attribut]

seller_code: Permet d'enregistrer l'ID du vendeur. Peut être ignoré.

[Éléments enfants]

<organization_name> Permet d'enregistrer le nom de l'organisation. Ne peut pas être ignoré.

<address_info> Permet d'enregistrer l'adresse du vendeur, écrite au format *Address* standard. Peut être ignoré.

<seller_other_info> D'autres informations relatives au vendeur peuvent être stockées sous la forme d'une *chaîne de caractères externes* dans cet élément. Peut être ignoré. Si les informations sont à afficher, le caractère d'espace (0x0020) et les caractères de saut de ligne et de retour chariot (0x000D, 0x000A, 0x0D0A) sont à afficher en l'état, le caractère de tabulation (0x0009) devant l'être comme s'il s'agissait d'un espace.

<book_id_info> Permet d'enregistrer le numéro d'identification du livre (le numéro ISBN, par exemple). Peut être ignoré. Son élément enfant est le suivant.

[Élément enfant]

<book_id> Chaque type de numéro d'identification est stocké dans une balise <book_id> sous la forme d'une *chaîne de caractères standard*. Si <book_id_info> n'est pas ignoré, il doit exister au moins un <book_id>. Une valeur doit être affectée à l'attribut suivant.

[Attribut]

type: Permet de spécifier le type de numéro d'identification ("ISBN", par exemple). Écrit comme une *chaîne de caractères standard*. Ne peut pas être ignoré.

<classification_info> Permet de stocker des informations relatives à la classification du livre. Peut être ignoré. Son élément enfant est le suivant.

[Élément enfant]

<classification> Chaque type différent de classification est stocké dans une balise <classification> distincte. Si <classification_info> n'est pas ignoré, il doit exister au moins une <classification>. Il est stocké sous la forme d'une *chaîne de caractères externes*. Une valeur doit être affectée à l'attribut suivant.

[Attribut]

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type: type de classification utilisé. Ne peut pas être ignoré.

<rating> Permet de classer le contenu comme violent ou destiné aux adultes. Peut être ignoré. Les attributs suivants peuvent être utilisés.

[Attributs]

adult: Indique que le contenu est destiné aux adultes. Les valeurs possibles sont "yes" ou "no". La valeur par défaut est no en cas d'omission.

violence: Permet de classer le contenu comme violent. Les valeurs possibles sont "yes" ou "no". La valeur par défaut est no en cas d'omission.

<publication_place> Le pays de publication est enregistré comme un *Country* standard dans cet élément. Peut être ignoré.

<publication_date_info> Permet de stocker des informations relatives à la date de publication du livre. Peut être ignoré. Chaque date est à stocker dans une instance distincte de l'élément enfant suivant.

[Élément enfant]

<publication_date> Permet de stocker une date pertinente de publication (la date de publication elle-même, ainsi que d'autres dates comme la date d'impression ou de début des ventes, etc.). Chaque date est stockée au format *Date* standard. Si <publication_date_info> n'est pas ignoré, il doit exister au moins un <publication_date>. L'attribut suivant peut être utilisé.

[Attribut]

type: Permet de spécifier le type de date dont il s'agit. S'il est ignoré, sa valeur par défaut est "publish".

<net_price_info> Permet de définir le prix du livre. Peut être ignoré, si le prix est libre ou non défini. Plusieurs prix, classés par devise et par pays, peuvent être stockés dans des instances distinctes de l'élément enfant suivant.

[Élément enfant]

<net_price> Permet de stocker un prix spécifique à un pays et une devise, écrit sous la forme d'une *chaîne de caractères standard*. Si <net_price_info> n'est pas ignoré, il doit exister au moins un <net_price>. Les attributs suivants peuvent être utilisés.

[Attributs]

country: permet de définir le pays dans lequel il convient d'appliquer ce prix, au format *Country* standard. S'il est ignoré, le prix s'applique à tous les pays.

unit: permet de définir la devise sous la forme d'une *chaîne de caractères standard*. Ne peut pas être ignoré.

other_info: autres informations, écrites comme une *chaîne de caractères standard*. Peut être ignoré.

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<book_abstract> Un résumé du livre, écrit sous la forme d'une *chaîne de caractères externes*, est enregistré dans cet élément. Peut être ignoré. Si les informations sont à afficher, le caractère d'espace (0x0020) et les caractères de saut de ligne et de retour chariot (0x000D, 0x000A, 0x0D0A) sont à afficher en l'état, le caractère de tabulation (0x0009) devant l'être comme s'il s'agissait d'un espace.

<front_cover_image> Permet de définir l'image à utiliser comme page de couverture, en enregistrant son emplacement sous un *Nom de fichier* standard. Actuellement, les images jpeg et png sont prises en charge. Peut être ignoré. Le type de fichier tel que défini par cet attribut doit être comparé à l'attribut de type avant d'ouvrir le fichier. L'attribut suivant doit être utilisé.

[Attribut]

type: permet de définir le type de l'image, en donnant son type MIME ("image/jpeg", par exemple). Ne peut pas être ignoré.

<spine_cover_image> Définit l'image à utiliser comme image spine. Suit les mêmes règles que <front_cover_image>. Peut être ignoré.

<keyword_list> Permet d'enregistrer une liste des mots clés relatifs aux données du livre, écrite dans la syntaxe *Keyword*. Peut être ignoré.

<other_book_info> D'autres informations relatives au livre peuvent être stockées sous la forme d'une *chaîne de caractères externes* dans cet élément. Peut être ignoré. Si les informations sont à afficher, le caractère d'espace (0x0020) et les caractères de saut de ligne et de retour chariot (0x000D, 0x000A, 0x0D0A) sont à afficher en l'état, le caractère de tabulation (0x0009) devant l'être comme s'il s'agissait d'un espace.

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Exemple:

```
<book_info>
	<title_info>
		<series_title>Dummy books</series_title>
		<title>the dummy book of nonsense</title>
		<edition_info>2000/01/01 first edition,
				2005/01/01 second edition</edition_info>
	</title_info>
	<author_info>
		<author role="author">
			<personal_name>
				<first_name>John</first_name>
				<last_name>Smith</last_name>
			</personal_name>
			<address_info>
				<mail_address>john.smith@abcd.com</mail_address>
				<website>http://www.abcd.com/~jsmith/</website>
			</address_info>
		</author>
	</author_info>
	<publisher_info>
		<publisher_office>
			<organization_name>abcd corporation</organization_name>
			<address_info>
				<postal_code>100-1000</postal_code>
				<address>1 main street, Foobar city, Japan</address>
			</address_info>
		</publisher_office>
	</publisher_info>
	<book_id_info>
		<book_id type="ISBN">4-1234-5678-9</book_id>
		<book_id type="Japaneze_ID_number">454745-7</book_id>
	</book_id_info>
	<classification_info>
		<classification type="Japaneze_C_CODE">2143</classification>
	</classification_info>
	<rating adult="no" violence="no"/>
	<publication_place>jpn</publication_place>
	<publication_date_info>
		<publication_date type="publish">2005</publication_date>
	</publication_date_info>
	<net_price_info>
		<net_price country=”jpn” unit="yen">1200</net_price>
	</net_price_info>
	<book_abstract>This book doesn’t talk about anything special.</book_abstract>
	<front_cover_image type=”image/png”>xxx.png</front_cover_image>
	<spine_cover_image type=”image/png”>yyy.png</spine_cover_image>
	<keyword_list>
		<keyword>dummy</keyword>
		<keyword>nonesense</keyword>
	</keyword_list>
</book_info>
```

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B.4.4 Module de gestion de contenu <body_module>

B.4.4.1 Balise <body_module>

Le module de gestion de contenu (<body_module>) est en charge de la coordination du contenu dans la fabrication du document réel. Son élément enfant est le suivant.

[Attribut]

Aucun

[Élément enfant]

<flow_type_body> Permet de traiter les données du contenu flottant. Voir B.4.4.2 pour plus de détails.

Exemple:

```
<body_module>
        <flow_type_body>
                <flow_entry>
                        <flow_data ...> ... </flow_data>
                        <flow_data ...> ... </flow_data>
                        ...
                </flow_entry>
                <special_page_link>
                        <special_page kind="contents">PG0001</special_page>
                        <special_page kind="body">PG0002</special_page>
                </special_page_link>
                <search_table>
                ...
                </search_table>
        </flow_type_body>
</body_module>
```

B.4.4.2 Données de contenu flottant <flow_type_body>

B.4.4.2.1 Balise <flow_type_body>

La balise <flow_type_body> traite les données du contenu flottant. Ses éléments enfants sont les suivants.

[Attribut]

Aucun

[Éléments enfants]

<flow_entry> Permet d'enregistrer les données de flux à utiliser comme contenu flottant du texte principal. Il ne doit exister qu'une seule instance de cet élément. Ne peut pas être ignoré. Voir B.4.4.2.2 pour plus de détails.

<special_page_link> Données de page spéciale. Permet de spécifier la position du contenu flottant de certaines pages indispensables (l'index ou le début du contenu principal, par exemple), afin de faciliter la référence. Peut être ignoré. Écrit comme indiqué en B.4.4.2.5. L'omission de cet élément signifie qu'il n'existe aucune page spéciale.

<search_table> Permet d'enregistrer les données nécessaires à la création d'une table de recherche. Peut être ignoré. Écrit comme indiqué en B.4.4.2.6. L'omission de cet élément signifie qu'il n'existe aucune table de recherche.

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B.4.4.2.2 Module d'enregistrement des données de flux <flow_entry>

La balise <flow_entry> permet d'enregistrer les données de flux à utiliser comme contenu flottant du texte principal. Ses éléments enfants sont les suivants.

[Éléments enfants]

<flow_default_attribute> Permet de définir les attributs par défaut à utiliser pour afficher les données de flux, telles que définies par l'élément <flow_data> suivant. Peut être ignoré. Voir B.4.4.2.3 pour plus de détails. S'il est ignoré, il convient que le dispositif de visualisation se comporte comme si une valeur par défaut était affectée à l'ensemble de ses attributs et éléments enfants.

<flow_data> Permet d'enregistrer les informations relatives à chaque donnée de flux. Il existe une relation univoque entre le nombre de balises <flow_data> et les données de flux réelles à enregistrer/afficher. Il doit exister une ou plusieurs instances de cette balise. L'ordre d'enregistrement des données de flux détermine l'ordre d'affichage. Voir B.4.4.2.4 pour plus de détails.

B.4.4.2.3 Module de l'attribut par défaut des données de flux <flow_default_attribute>

Permet de définir les valeurs par défaut des attributs à utiliser pour afficher les données de flux (voir B.4.4.2.4) dont est composé le contenu flottant principal. Les valeurs définies dans cette balise font office de valeurs par défaut pour tous les flux comportant un objet de texte, un objet d'écran de recherche, un objet d'illustration ou un objet de données de dictionnaire comme données principales.

Une partie des valeurs qui peuvent être définies dans cette balise peut également être définie en local dans l'*instance d'objet de texte* et l'*instance d'objet de données de dictionnaire* de chaque donnée de contenu. Pour définir la valeur par défaut de données de contenu particulières, il convient d'utiliser l'attribut <text_default_attribute> des *instances d'objet de texte* (voir B.4.7.2), la balise <layout_default_attribute> de l'*instance d'objet de texte 2* et la balise <dict_default_attribute> de l'*instance d'objet de données de dictionnaire* (voir B.4.7.11) désignés par les données de contenu. Si la valeur définie par la balise <flow_default_attribute> de l'ensemble des données de contenu entre en conflit avec la valeur définie dans un attribut <text_default_attribute> de données de contenu individuel et les balises <layout_default_attribute> et <dict_default_attribute>, cette dernière l'emporte. Si aucune valeur n'est attribuée, le comportement n'est pas défini par la présente norme et dépend de la valeur par défaut du dispositif de visualisation ou des préférences de l'utilisateur. De plus, si le dispositif de visualisation ne met pas en œuvre la méthode requise ou s'il souhaite donner la priorité aux paramètres utilisateur, il peut agir sans tenir compte de la valeur définie dans ces balises de valeur par défaut, sauf si les explications ci-après indiquent le contraire.

La balise <flow_default_attribute> comporte les attributs et éléments enfants suivants. Si elle est ignorée, il convient que le dispositif de visualisation se comporte comme si leur propre valeur par défaut était affectée à l'ensemble de ses attributs et éléments enfants.

[Attributs]

baseline: Permet de définir l'orientation de la ligne de base (et donc du texte) de chaque flux. Les valeurs possibles sont indiquées ci-dessous. Peut être ignoré. Si aucune valeur n'est affectée à cet attribut ou à l'option correspondante, c'est-à-dire l'attribut de ligne de base de la balise <text_default_attribute> de l'*instance d'objet de texte* (voir B.4.7.2.2) et l'attribut de ligne de base de la balise <dict_default_attribute> de l'*instance d'objet de données de dictionnaire* (voir B.4.7.11.2), la valeur par défaut dépend du dispositif de visualisation.

"right": Le sens d'écriture est horizontal (de gauche à droite). Toutefois, il peut être modifié par l'utilisateur.

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"right_only": Le sens d'écriture est horizontal (de gauche à droite), et l'utilisateur ne peut pas modifier le paramètre. Toutefois, s'il n'est pas pris en charge par le dispositif de visualisation, ce paramètre n'est pas nécessairement appliqué.

"down": Le sens d'écriture est vertical (de haut en bas). Toutefois, il peut être modifié par l'utilisateur.

"down_only": Le sens d'écriture est vertical (de haut en bas), et l'utilisateur ne peut pas modifier le paramètre. Toutefois, s'il n'est pas pris en charge par le dispositif de visualisation, ce paramètre n'est pas nécessairement appliqué.

view_type: Permet de définir l'orientation par défaut de l'écran pour chaque flux. Les valeurs possibles sont indiquées ci-dessous. Peut être ignoré. Si cette valeur est ignorée, la valeur par défaut dépend du dispositif de visualisation.

"portrait": Permet de choisir le mode portrait (plus grand que large). Toutefois, il peut être défini sur un autre sens selon le choix de l'utilisateur.

"portrait_only": Permet de choisir le mode portrait (plus grand que large), l'utilisateur ne pouvant pas modifier le paramètre. Toutefois, si le dispositif de visualisation ne peut pas traiter cette orientation d'écran, ce paramètre n'est pas nécessairement appliqué.

"landscape": Permet de choisir le mode paysage (plus large que grand). Toutefois, il peut être défini sur un autre sens selon le choix de l'utilisateur.

"landscape_only":Permet de choisir le mode paysage (plus large que grand), l'utilisateur ne pouvant pas modifier le paramètre. Toutefois, si le dispositif de visualisation ne peut pas traiter cette orientation d'écran, ce paramètre n'est pas nécessairement appliqué.

[Éléments enfants]

<flow_default_size> Permet de définir l'interlettrage, la ligne de pente et la dimension de marge de tous les flux des données de contenu. Peut être ignoré. Si c'est le cas, il convient que le dispositif de visualisation se comporte comme si une valeur par défaut était affectée à tous ses attributs. Les attributs de cette balise sont les suivants.

[Attributs]

letter_spacing: Interlettrage par défaut. Les valeurs suivantes sont admises. Peut être ignoré. Si c'est le cas, la dimension n'est pas précisée et dépend du dispositif de visualisation.

"maximum"

"big"

"medium"

"small"

"minimum"

Les dimensions réelles de ces 5 possibilités dépendent du dispositif de visualisation et des capacités du dispositif sous-jacent.

line_pitch: Ligne de pente par défaut. Les valeurs suivantes sont admises. Peut être ignoré. Si c'est le cas, la dimension n'est pas précisée et dépend du dispositif de visualisation.

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"maximum"

"big"

"medium"

"small"

"minimum"

Les dimensions réelles de ces 5 possibilités dépendent du dispositif de visualisation et des capacités du dispositif sous-jacent.

margin: Dimension de marge par défaut. Les valeurs suivantes sont admises. Peut être ignoré. Si c'est le cas, la dimension n'est pas précisée et dépend du dispositif de visualisation.

"big"

"medium"

"small"

Les dimensions réelles de ces 3 possibilités dépendent du dispositif de visualisation et des capacités du dispositif sous-jacent.

<flow_default_font> Permet de définir le nom de la police, la taille et les propriétés de tous les flux des données de contenu. Peut être ignoré. Si un flux individuel de données de contenu le définit également (avec la balise <text_default_font> de l'*instance d'objet de texte* comme indiqué dans la balise <layout_default_font> de l'*instance d'objet de texte 2*, comme indiqué en B.4.7.4.6.5, et la balise <dict_default_font> de l'*instance d'objet de données de dictionnaire*, comme indiqué en B.4.7.11.1), les valeurs individuelles prévalent. Si la police par défaut et la valeur individuelle sont tous deux ignorés, il convient que le comportement corresponde à la valeur par défaut des attributs ci-dessous. Les attributs suivants peuvent être utilisés.

[Attributs]

fontname: Nom de police par défaut. Plusieurs polices peuvent être spécifiées. Dans ce cas, il convient de les séparer par une virgule (0x2c en Unicode). Par exemple:

fontname="Aaa sans serif,Bbb gothic"

Il convient que le dispositif de visualisation utilise la première police répertoriée disponible. Peut être ignoré. Si cet attribut et l'attribut du flux individuel sont ignorés, la valeur par défaut dépend du dispositif de visualisation.

fontsize: Taille de police par défaut. Les valeurs suivantes ou les valeurs en unités de points sont admises. Peut être ignoré. Si c'est le cas, la dimension n'est pas précisée et dépend du dispositif de visualisation.

"maximum"

"big"

"medium"

"small"

"minimum"

Les dimensions réelles de ces 5 possibilités dépendent du dispositif de visualisation et des capacités du dispositif sous-jacent.

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bold_flag: Permet de choisir s'il convient d'afficher les données de contenu en gras ou non. Si cet attribut est ignoré, le comportement dépend du dispositif de visualisation. Les valeurs admises sont:

"yes": afficher en gras

"no": afficher normalement

Si la valeur "yes" est attribuée, tous les caractères doivent s'afficher en gras, sauf, dans une *instance d'objet de texte* ou une *instance d'objet de données de dictionnaire*, ceux de la balise <font> dont la valeur "no" a été affectée à l'attribut "bold" (voir B.4.7.2.3).

color_space, color, opacity:

Permet de définir la couleur de police à utiliser pour les données de contenu. Écrit au format de données *color* standard. Si cet attribut est ignoré, la valeur dépend du dispositif de visualisation.

ruby_flag: Permet de définir si le code ruby des données de contenu est à visualiser ou non. S'il est ignoré, le comportement dépend du dispositif de visualisation. Le texte à afficher lorsque le code ruby est actif (avec les options "yes" ou "yes_only") est celui placé dans la balise <ruby> des *instances d'objet de texte* et des *instances d'objet de données de dictionnaire*. Les valeurs suivantes peuvent être utilisées.

"yes": Il convient d'afficher le code ruby, mais peut être désactivé par l'utilisateur.

"yes_only": Le code ruby doit être affiché et ne peut pas être désactivé par l'utilisateur. Toutefois, cela ne concerne pas les dispositifs de visualisation qui ne sont pas en mesure d'afficher le code ruby.

"no": Il est recommandé de ne pas afficher le code ruby, mais peut toujours être activé par l'utilisateur.

"no_only": Le code ruby ne doit pas être affiché et ne peut pas être activé par l'utilisateur. Toutefois, cela ne s'applique pas si le dispositif de visualisation est incapable de désactiver l'affichage du code ruby.

<flow_default_background> Permet de définir la couleur d'arrière-plan à utiliser pour tous les flux de données de contenu. Si un flux individuel de données de contenu le définit également (avec la balise <text_default_background> de l'*instance d'objet de texte* (l'attribut "color", par exemple) comme indiqué en B.4.7.2.2 ou avec la balise <dict_default_background> de l'*objet de données de dictionnaire*, comme indiqué en B.4.7.11.2), les valeurs individuelles prévalent. S'ils sont absents, il convient que le comportement corresponde à la valeur par défaut des attributs ci-dessous. Les attributs de cette balise sont les suivants.

[Attributs]

color_space, color, opacity:

Permet de définir la couleur d'arrière-plan de l'affichage. Écrit au format de données *color* standard. Si cet attribut est ignoré, la valeur dépend du dispositif de visualisation.

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<flow_default_line_breaking_method>/(autre) <flow_default_kinsoku> Permet de spécifier l'algorithme à utiliser afin de déterminer la manière dont il convient de couper le texte en lignes. Les différentes langues traitent cela de diverses manières. Cet élément permet donc une certaine souplesse. Peut être ignoré. Si cette balise et les balises <line_breaking_method>/<kinsoku> de l'*instance d'objet de texte* (définies en B.4.7.2.1) et de l'*instance d'objet de données de dictionnaire* (définies en B.4.7.11.1) sont spécifiées, ces dernières prévalent. Si elles sont toutes absentes, les valeurs par défaut de cette balise <flow_default_line_breaking_method>/<flow_default_kinsoku> définissent le comportement. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

method: Permet de choisir la méthode de saut de ligne. La valeur par défaut est "none". Les valeurs possibles sont:

"none": aucun traitement particulier. Si une ligne contient des caractères, passer à la suivante.

"run_down": déplace des caractères de la fin d'une ligne au début de la ligne suivante, pour respecter les limitations de position exprimées par les balises <top_prohibit_char> et <end_prohibit_char>.

hanging_punctuation: Permet d'activer ou de désactiver le traitement des caractères en retrait. Les valeurs possibles sont "yes" et "no". La valeur par défaut est "yes" si la valeur "run_down" est affectée à l'attribut method. S'il est activé, il convient que les caractères figurant dans <hanging_char> s'affichent après la fin (c'est-à-dire la marge de droite) de la ligne précédente, au lieu de s'afficher au début d'une ligne. Ne s'applique pas s'il s'agit du premier caractère d'un paragraphe.

[Éléments enfants]

<top_prohibit_char> Répertorie les caractères qui ne doivent pas apparaître au début d'une ligne, sauf en tant que premier caractère du paragraphe. Répertorié comme une *chaîne de caractères étendus*. S'il est ignoré, la valeur par défaut est une liste vide.

<end_prohibit_char> Répertorie les caractères qui ne doivent pas apparaître à la fin d'une ligne, sauf en tant que dernière lettre du paragraphe. Répertorié comme une *chaîne de caractères étendus*. S'il est ignoré, la valeur par défaut est une liste vide.

<hanging_char> Répertorie les caractères à afficher comme ponctuation en retrait. Répertorié comme une *chaîne de caractères étendus*. S'il est ignoré, la valeur par défaut est une liste vide.

B.4.4.2.4 Données de flux <flow_data>

Les données de flux sont définies dans cette balise. L'objet à utiliser comme contenu du flux et d'autres informations (les liens de page et les événements, par exemple) sont enregistrés dans cette balise. Les attributs et éléments enfants de la balise <flow_data> sont les suivants.

[Attributs]

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flow_id: Permet de définir le numéro d'ID des données de flux, écrit sous la forme d'un *Page_ID*. Peut être ignoré. <flow_entry> ne doit contenir aucune autre donnée de flux portant le même ID.

body_id: Spécifie l'objet qui constitue le contenu de ce flux, utilisant l'*Object_ID* d'un objet "texte de contenu flottant", d'un objet "d'illustration", d'un objet "page de recherche" ou d'un objet "données de dictionnaire". Ne peut pas être ignoré.

turning_page_control: Le dispositif de visualisation permet d'avancer ou de reculer dans le contenu. Toutefois, il est possible de limiter les déplacements vers le flux précédent ou suivant en affectant l'une des valeurs ci-dessous à cet attribut. S'il est ignoré, sa valeur par défaut est "off". Toutefois, noter que lorsqu'un id de corps pointe vers un objet de page de recherche, la valeur "on" doit être attribuée à turning_page_control.

"on": Tout déplacement vers les flux précédents et suivants est interdit.

"off": Les déplacements vers les flux précédents et suivants sont autorisés.

"forward": Le déplacement vers le flux suivant est interdit, et vers le flux précédent autorisé.

"back": Le déplacement vers le flux suivant est autorisé, et vers le flux précédent interdit.

Comme expliqué ci-dessus, ce paramètre permet de limiter les déplacements entre les flux, mais pas les déplacements à l'intérieur des flux. Pour limiter les déplacements à l'intérieur d'un objet de texte de contenu flottant, utiliser l'attribut "turning_page_control" de la balise <page_break> (voir B.4.7.2.3). Pour limiter les déplacements à l'intérieur d'un *objet de données de dictionnaire*, utiliser l'attribut "turning_page_control" de la balise <word> (voir B.4.7.11.4).

head_button_control

Certains dispositifs de visualisation sont dotés de touches permettant de se déplacer vers le mot en-tête suivant/précédent (c'est-à-dire le début des définitions, voir B.4.7.2.3 pour plus de détails). Toutefois, il est possible de limiter les déplacements (de la fin des données de flux vers le flux suivant ou du début des données de flux vers le flux précédent) en affectant l'une des valeurs ci-dessous à cet attribut. S'il est ignoré, sa valeur par défaut est "on". Toutefois, noter que si l'ID de corps spécifie un objet de page de recherche, "on" est la seule valeur possible. Le paramètre est ignoré si le dispositif de visualisation n'est doté d'aucune touche permettant ce type de déplacement (ce qui est souvent le cas).

"on": Tout déplacement vers les flux précédents et suivants est interdit.

"off": Les déplacements vers les flux précédents et suivants sont autorisés.

"forward": Le déplacement vers le flux suivant est interdit, et vers le flux précédent autorisé.

"back": Le déplacement vers le flux suivant est autorisé, et vers le flux précédent interdit.

Comme expliqué ci-dessus, ce paramètre permet de limiter les déplacements entre les flux, mais pas les déplacements à l'intérieur des flux. Pour limiter les déplacements à l'intérieur d'un objet de texte de contenu flottant, utiliser l'attribut "head_button_control" de la balise <page_break> (voir B.4.7.2.3). Pour limiter les déplacements à l'intérieur d'un *objet de données de dictionnaire*, utiliser l'attribut "head_button_control" de la balise <word> (voir B.4.7.11.4).

[Élément enfant]

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<event_info> Module d'informations d'événement. Permet de définir les événements (déclencheurs) et les actions associées. Peut être ignoré. Voir B.4.5 pour plus de détails. Si l'*Object_ID* défini dans le champ "body_id" fait référence à un objet d'illustration, cet élément event_info est à ignorer.

B.4.4.2.5 Données de page spéciale <special_page_link>

Permet d'enregistrer la position des pages importantes et fréquemment consultées, afin de faciliter l'accès à ces parties du document. Par exemple, il peut s'avérer utile d'accéder aisément à la carte d'un guide de la route, à la chronologie d'un livre d'histoire ou au glossaire d'un document technique. Cette balise <special_page_link> comporte l'élément enfant suivant.

[Élément enfant]

<special_page> Permet d'enregistrer les informations relatives à une seule page particulière. Ses attributs et éléments enfants sont les suivants.

[Attributs]

kind: Permet de décrire le contenu de la page en référence. Les valeurs possibles sont indiquées ci-dessous. S'il est ignoré, la valeur par défaut est "other".

"cover", "title_page", "preface", "contents" (table des matières), "body" (début du contenu), "column" (élément de texte encadré), "note", "figure", "ad", ":afterward", "appendix", "answer", "glossary", "bibliography", "commentary", "index", "imprint", "author_info", "other", "flow_title"

Parmi les attributs ci-dessus, si "flow_title" est défini, cette balise <special_page> permet de définir une chaîne de caractères à afficher pour le chapeau. Par conséquent, le dispositif de visualisation n'affiche pas les informations de cette balise dans la liste qui apparaît dans le menu de la table des matières. Toutefois, un dispositif de visualisation doté de la fonction d'affichage de chapeau affiche la chaîne de caractères définie pour l'attribut "title" du chapeau.

title: Permet de définir un titre pour la position du document en référence comme une page particulière. Écrit comme une *chaîne de caractères étendus*. Peut être ignoré.

[Élément enfant]

Chaîne de caractères standard: Permet de spécifier la position à considérer comme une page particulière en choisissant une donnée de flux particulière dans l'ensemble du contenu flottant. Ne peut pas être ignoré. Pour des données de flux textuelles ou des données de dictionnaire (c'est-à-dire l'objet spécifié par l'attribut "body_id" de la balise <flow_data>. Voir B.4.4.2.4 pour plus de détails), il est possible de spécifier une position à l'intérieur également. Si "flow_title" est défini pour l'attribut "kind", un flux permettant de définir des chaînes de caractères à afficher pour le chapeau est enregistré selon les conditions décrites dans la section "Spécifier uniquement les données de flux" ci-dessous. De même, si la balise <special_page> permettant de spécifier "flow_title" pour l'attribut "kind" fait l'objet du même flux que l'élément enfant (si de nombreuses chaînes de caractères de chapeau sont définies pour un seul flux), le dispositif de visualisation affiche le premier élément écrit dans la balise

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<special_page> sous la forme d'une chaîne de caractères de chapeau.

– Spécifier uniquement les données de flux

Écrit comme un *Page_ID*. Il permet d'enregistrer l'ID de page des données de flux correspondantes.

Exemple:

```
<special_page ... >PG0001</special_page>
```

– Spécifier les données de flux et la position à l'intérieur

Écrit sous la forme "*Page_ID*/*Object_ID*/*Char_ID*". Page_ID est le numéro d'ID des données de flux. *Object_ID* est le numéro d'ID d'un objet de texte ou d'un objet de données de dictionnaire à l'intérieur de ce flux. *Char_ID* est le numéro d'ID d'une chaîne définie à l'intérieur de cet objet de texte ou objet de données de dictionnaire.

Exemple:

```
<special_page ... >
        PG0001/OB0321/CR0982
</special_page>
```

Exemple:

```
<special_page_link>
        <special_page kind="contents">PG1111 </special_page>
        <special_page kind="other" title="Downtown area map">PG1114/OB0022/CR0001
        </special_page>
        ...
</special_page_link>
```

B.4.4.2.6 Données de la table de recherche <search_table>

Les informations définissant les tables de recherche sont stockées ici (l'ID de la table de recherche ou les paramètres concernant les mots d'entrée enregistrés dans la table de recherche, par exemple). A partir d'ici, le mot d'entrée fait référence à la cible de la recherche. Les mots en-tête sont enregistrés selon les deux formats différents (voir ci-dessous). Ensuite, lors de la conversion en format de distribution, et selon le paramètre stocké dans la balise <search_table_def> définie ci-dessous, la table de recherche réelle est construite, après avoir vérifié les chaînes de mot en-tête. Dans le format de distribution, les mots en-tête sont stockés dans cette table de recherche. La balise <search_table> comporte les éléments enfants suivants.

Définition d'un mot en-tête

- Ancien format: Enregistre dans la balise <key_entry> à l'intérieur de l'entité d'objet de texte. Voir les détails relatifs à la balise <key_entry>.
- Nouveau format: Enregistre dans la balise <key_entry> à l'intérieur de l'entité d'objet de données de dictionnaire. Voir B.4.7.11.4 pour plus de détails.

La balise <search_table> comporte les attributs et éléments enfants suivants.

[Attributs]

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bookmark

Définit s'il convient d'inclure la table de recherche de ce contenu dans la fonction de signet du dispositif de visualisation pour le dictionnaire (une fonction d'historique de recherche qui enregistre automatiquement les mots en-tête à chaque exécution d'une recherche). Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, “no” est défini.

“yes” Inclus.
“no” Non inclus.

wordbook

Définit s'il convient d'inclure la table de recherche de ce contenu dans la fonction de vocabulaire du dispositif de visualisation (mot en-tête enregistrant et affichant la fonction). Accepte les valeurs ci-dessous. Peut être ignoré. S’il est ignoré, “no” est défini.

“yes” Inclus.
“no” Non inclus.

jump_search_root

Définit s'il convient que ce contenu soit une source de recherche de la fonction de recherche du dispositif de visualisation (fonction qui procède à une recherche dans plusieurs contenus à l'aide d'une chaîne de caractères sélectionnée dans le corps du texte sous la forme d'un mot de recherche à partir du statut affiché de la recherche). Accepte les valeurs ci-dessous. Peut être ignoré. S’il est ignoré, “yes” est défini.

“yes” Ce contenu est sélectionné en tant que source de recherche.
“no” Ce contenu n'est pas sélectionné en tant que source de recherche.

jump_search

Définit s'il convient d'inclure la table de recherche de ce contenu dans la fonction de recherche du dispositif de visualisation et la fonction de recherche W (fonction de recherche dans plusieurs contenus utilisant une chaîne de caractères entrée par un utilisateur en tant que mot de recherche depuis le statut affiché du contenu.) Accepte les valeurs ci-dessous. Peut être ignoré. S’il est ignoré, “yes” est défini.

“yes” Inclus.
“no” Non inclus.

all_search

Définit s'il convient d'inclure la table de recherche de ce contenu dans la fonction de recherche groupée du dispositif de visualisation (fonction de recherche dans plusieurs contenus en utilisant une chaîne de caractères entrée par un utilisateur en tant que mot de recherche depuis le statut non affiché du contenu.) Accepte les valeurs ci-dessous. Peut être ignoré. S’il est ignoré, “yes” est défini.

“yes” Inclus.
“no” Non inclus.

[Élément enfant]

<search_table_def> Permet de spécifier les informations relatives à chaque table de recherche. La balise <search_table> doit comporter au moins une balise <search_table_def>. Les attributs et éléments enfants ci-dessous sont disponibles.

[Attributs]

id: Permet de définir le numéro d’ID de cette table de recherche. Le numéro d’ID doit être unique à chaque table de recherche à l’intérieur du contenu. Stocké sous la forme d'une *chaîne de caractères standard*. Ne peut pas être ignoré. Lors de la conversion au format de distribution, la table de recherche est construite en fonction des

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paramètres de cette balise <search_table_def>, puis ajoutée aux contenus. Le numéro d'ID est utilisé pour faire référence à la table de recherche à partir des zones d'entrée de mot en-tête de la page de recherche (voir B.4.7.9 pour plus de détails) ou des informations de mot en-tête stockées dans la balise <key_entry> de l'*instance d'objet de texte* (voir B.4.7.2.3 pour plus de détails).

use_default: Permet de définir si une recherche basée sur cette table de recherche peut être réalisée par le dispositif de visualisation lorsque ladite recherche n'est pas lancée à partir d'une page de recherche connexe. Les valeurs suivantes peuvent être utilisées. S'il est ignoré, la valeur par défaut est "no".

"yes"	Peut être utilisé.
"no"	Ne peut pas être utilisé.

name: Permet de définir le nom de cette table de recherche. Stocké sous la forme d'une *chaîne de caractères standard*. Jusqu'à 8 caractères recommandés (attention lorsque le convertisseur détecte que le nombre de lettres dépasse 8, en considérant une lettre pleine longueur comme une lettre, et une lettre demi-largeur comme la moitié d'une lettre. Si le nombre de lettres est supérieur à 256, une erreur est renvoyée). Ce nom de table est utilisé pour afficher une liste des résultats de la recherche, etc. Ne peut pas être ignoré.

sorting_rule: Permet de définir la manière de trier les résultats de la recherche. Cet attribut consiste à proposer différents schémas de tri pour différentes langues. S'il est ignoré, la valeur par défaut est "other". Les valeurs suivantes peuvent être utilisées.

"implicit"	Ordonné tel qu'écrit dans le contenu.
"unicode":	Ordonné par valeur Unicode.
"other"	De manière spécifique au système, non exprimé

short_name: Permet de définir le nom de la table de tri de cette table de recherche. Stocké sous la forme d'une *chaîne de caractères standard*. Jusqu'à 3 caractères recommandés (attention lorsque le convertisseur détecte que le nombre de lettres dépasse 3, en considérant un caractère à deux octets comme un caractère et un caractère à un seul octet comme la moitié d'un caractère. Si le nombre de lettres est supérieur à 256, une erreur est renvoyée). Ne peut pas définir une chaîne de caractères plus longue que celle définie dans l'attribut "name". Ce nom de table de tri est utilisé pour afficher une liste des résultats de la recherche, etc. Ne peut pas être ignoré.

wild: Définit si le dispositif de visualisation sort une table de recherche dans le cadre d'une recherche à caractère générique. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "no" est défini.

"yes"	Sortie.
"no"	Pas de sortie.

blank: Définit si le dispositif de visualisation sort une table de recherche dans le cadre d'une recherche de mot vide. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "no" est défini.

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"yes" Sortie.

"no" Pas de sortie.

end: Définit si le dispositif de visualisation sort une table de recherche dans le cadre d'une recherche par fin de mot. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "no" est défini.

"yes" Sortie.

"no" Pas de sortie.

Il convient d'attribuer la valeur "yes" ou "no" aux options "wild", "blank" et "end" dans la présente norme.

help_page_id: Permet de définir l'ID de page des données de flux qui permettent d'écrire des explications relatives à cette table de recherche au format *Pag_ID*. Peut être ignoré.

[Éléments enfants]

<enable_key_type> Permet de définir le type des caractères qui peuvent être utilisés pour stocker la clé de recherche des chaînes de caractères de recherche dans la table de recherche. Dans certaines langues comme l'anglais, par exemple, la clé de recherche est simplement le mot lui-même. Toutefois, d'autres langues (le japonais, par exemple) peuvent utiliser la prononciation du mot à la place de sa représentation idéographique. Ne peut pas être ignoré. Ses attributs sont les suivants.

[Attributs]

numerals/(alternatively) number: Permet de définir s'il convient d'utiliser des nombres pour les chaînes de caractères de recherche des mots en-tête. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "no" est défini.

"yes" Autoriser l'utilisation.

"no" Ne pas autoriser l'utilisation.

basic_alphabet/(autre) alphabet: Permet de définir s'il convient d'utiliser des alphabets pour les chaînes de caractères de recherche des mots en-tête. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "no" est défini.

"yes" Autoriser l'utilisation.

"no" Ne pas autoriser l'utilisation.

kana Permet de définir s'il convient d'utiliser des kana pour les chaînes de caractères de recherche des mots en-tête. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "no" est défini.

"yes" Autoriser l'utilisation.

"no" Ne pas autoriser l'utilisation.

kanji Permet de définir s'il convient d'utiliser des kanji pour les chaînes de caractères

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de recherche des mots en-tête. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "no" est défini. Toutefois, il convient que la valeur soit "no" uniquement si un ancien format est utilisé pour les paramètres de mot clé.

"yes" Autoriser l'utilisation.

"no" Ne pas autoriser l'utilisation.

Les jeux de caractères précédents sont définis dans le Tableau B.5.

Tableau B.5 – Caractères utilisables pour la clé de recherche

Nom du jeu de caractères	Caractères correspondants (toutes les valeurs sont au format Unicode)
number	nombres demi-largeur: 0 à 9 (0x0030 à 0x0039) Nombres demi-largeur: 0 à 9 (0xFF10 à 0xFF19)
alphabet	Alphabets US-ACSII standard: A à Z (0x0041 à 0x005A) et a à z (0x0061 à 0x007A) Alphabets pleine largeur: A à Z (0xFF21 à 0xFF3A) a à z (0Xff41 à 0xFF5A)
kana	Katakana demi-largeur ｱｲｳｴｵｶｷｸｹｺｻｼｽｾｿﾀﾁﾂﾃﾄﾅﾆﾇﾈﾉﾊﾋﾌﾍﾎﾏﾐﾑﾒﾓﾔﾕﾖﾗﾘﾙﾚﾛﾜﾝﾞﾟ (0xFF71 à 0xFF9F), ｧｧｨｩｪｫｬｭｮｯ(0xFF66 à 0xFF6F) Katakana pleine largeur ァアィイゥウェエォオカガキギクグケゲコゴサザシジスズセゼソゾタダチヂッツヅテデトドナニヌネノハバパヒビピフブプヘベペホボポマミムメモャヤュユョヨラリルレロヮワヰヱヲンヴヵヶ (0x30A1 à 0x30F6) Hiragana pleine largeur: ぁあぃいぅうぇえぉおかがきぎくぐけげこごさざしじすずせぜそぞただちぢっつづてでとどなにぬねのはばぱひびぴふぶぷへべぺほぼぽまみむめもゃやゅゆょよらりるれろゎわゐゑをん (0x3041 à 0x3093) Voyelle longue japonaise (cho-on): ー(0x30FC: Pleine largeur), ｰ(0xFF70: demi-largeur)
kanji	La plage spécifique des caractères Kanji correspondants est choisie comme indiqué ci-dessous, selon les types de caractères standard spécifiés dans l'attribut "default_ccs" de la balise <bvf> du module d'informations du livre. "JIS X 0201, JIS X 0208:1997": Dai 1 à Dai 2 Suijun Kanji Sets (indiqués par JIS X 0208:1997) "JIS X 0201, X-SH-JIS 0213:2004": Dai 1 à Dai 4 Suijun Kanji Sets (indiqués par JIS X 0213:2004) Les caractères suivants sont inclus en fonction du type de jeux de caractères utilisés. ヽ(0x30FD), ヾ(0x30FE), ゝ(0x309D), ゞ（0x309E） 〃（0x3003）,仝（0x4EDD）,々（0x3005）,〆（0x3006）,〇（0x3007）

<key_normalization> Permet de définir les méthodes de normalisation à appliquer sur les clés enregistrées dans cette table de

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recherche. Ne peut pas être ignoré. L'interprétation de cette balise diffère en fonction des modes de recherche (recherche "correspondance uniquement" et recherche "première correspondance"). Le mode de recherche à utiliser est déterminé par l'attribut "search_type" de la balise <key_input_region> (voir B.4.7.9 pour plus de détails).

a) recherche "correspondance uniquement"

(seules les entrées correspondant à l'élément entré s'affichent, et sont affinées à mesure que l'élément entré devient complet). L'élément entré de l'utilisateur et les clés enregistrées dans la table de recherche sont normalisés selon les règles établies par l'attribut ci-dessous, la mise en correspondance étant réalisée sur la forme normalisée.

b) recherche "première correspondance"

(les entrées s'affichent en commençant par celles correspondant à l'élément entré). Les paramètres sont ignorés, et il convient de procéder à la normalisation en fonction des valeurs par défaut des attributs ci-dessous.

Les attributs ci-dessous sont disponibles.

[Attribut]

capitalization: Met tous les caractères (alphabétiques) en majuscules. Les valeurs possibles sont "yes" et "no". La valeur par défaut est "yes".

diactritic_removal: permet de supprimer tous les diacritiques (accents, trémas et cédille) de la lettre qui les porte. Les valeurs possibles sont "yes" et "no". La valeur par défaut est "no".

cho_on: Permet de définir la méthode de conversion des voyelles longues japonaises (cho-on). Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "delete" est défini.

"delete" Supprime le caractère.

"repeat" Répète la voyelle du caractère précédent.

"no" Pas de conversion.

daku_on: Permet de définir la méthode de conversion du son voisé japonais (daku-on). Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "yes" est défini.

"yes" Convertit un son sans voix (sei-on).

"no" Ne convertit pas un son sans voix (sei-on).

handaku_on: Permet de définir la méthode de conversion du son semi-voisé japonais (handaku-on). Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "yes" est défini.

"yes" Convertit un son sans voix (sei-on).

"no" Ne convertit pas un son sans voix (sei-on).

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soku_on: Permet de définir la méthode de conversion de la consonne géminée japonaise (soku-on ou "petit tsu"). Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "yes" est défini.

"yes" Convertit en caractère majuscule.

"no" Ne convertit pas en caractère majuscule.

yo_on: Permet de définir la méthode de conversion du son palatisé japonais (yo-on). Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "yes" est défini.

"yes" Convertit en caractère majuscule.

"no" Ne convertit pas en caractère majuscule.

other_small_kana: Permet de définir la méthode de conversion des petits caractères hiragana et katakana japonais autres que les caractères soku-on et yo-on. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, "yes" est défini.

"yes" Convertit en caractère majuscule.

"no" Ne convertit pas en caractère majuscule.

Exemple:

```
<search_table bookmark="yes" wordbook="yes" jump_search_root="no" jump_search="yes"
 all_search="no">
  <search_table_def id="ST0001" name="Japanese dictionary" wild="yes" blank="yes"
end="yes" help_page_id="PG9999">
  <enable_key_type number="no" alphabet="no" kana="yes" kanji="yes"/>
  <key_normalization cho_on="delete" daku_on="yes" handaku_on="yes" soku_on="yes"
yo_on="yes"
   other_small_kana="yes">
  </search_table_def>
  <search_table_def id="ST0002"          ・・・
        :
  </search_table_def>
</search_table>
```

B.4.5 Module d'informations d'événement <event_info>

B.4.5.1 Balise <event_info>

Dans la présente norme, la lecture audio pour réagir aux clics, les liens de pages ou autres fonctions activées par l'utilisateur sont appelés événements. Le module d'informations d'événement enregistre les événements des données de flux. Son élément enfant est le suivant.

[Attribut]

display_type Permet de définir l'environnement de lecture. Seules les valeurs suivantes sont valides. "single" utilisé si ignoré.

"single" (désigné pour l'affichage sur une page)

[Élément enfant]

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<event> Données d'événement. Permet d'enregistrer des informations relatives aux événements se produisant après l'affichage de l'objet pointé par l'attribut "body_id" de la balise <flow_data> (les événements lancés par l'utilisateur, par exemple). Par exemple, un clic sur une chaîne peut déclencher un saut vers une autre page. Voir B.4.5.2 pour plus de détails. <event_info> peut contenir plusieurs instances de cette balise <event>. Si aucun événement n'est à spécifier, il convient d'ignorer la balise <event_info> elle-même.

Exemple:

```
<event_info display_type="single">
  <event>
      <trigger>
          <trigger_pointer id="OB0001/CR0001" action_flag="click"/>
      </trigger>
      <action>
          <action_page_jump page_id="PG0002"/>
      </action>
  </event>                                                    Event 1
  <event>
      <trigger>
          <trigger_pointer id=" OB0001/CR0002" action_flag="click"/>
      </trigger>
      <action>
          <action_page_jump page_id="PG0003"/>
      </action>
  </event>                                                    Event2
      …
</event_info>
```

B.4.5.2 Données d'événement <event>

Un événement est composé de deux parties: le déclencheur et l'action. Le déclencheur est la condition qui déclenche l'événement, l'action décrivant ce qui est à faire. Par exemple, des "clics de l'utilisateur dans une zone spécifique" ou une "pression sur un bouton" peuvent être des déclencheurs, l'action pouvant être un "saut vers une page particulière" ou la "lecture d'un fichier audio donné". Cette balise <event> comporte les éléments enfants suivants.

[Éléments enfants]

<trigger> Voir B.4.5.3 pour plus de détails. Il ne doit exister qu'une seule balise <trigger>, ne comportant qu'un seul élément enfant. Ne peut pas être ignoré.

<action> Voir B.4.5.4 pour plus de détails. Il ne doit exister qu'une seule balise <action>, ne comportant qu'un seul élément enfant. Ne peut pas être ignoré.

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Exemple:

```
<event>
  <trigger>
        <trigger_pointer id=" OB0001/CR0002" action_flag="click"/>
  </trigger>                                                    Trigger
  <action>
        <action_page_jump page_id="PG0003"/>
  </action>                                                     Action
</event_info>
```

B.4.5.3 Informations du déclencheur

La balise <trigger> (trigger (pointer) <trigger_pointer>) comporte les éléments enfants suivants.

Permet de définir des déclencheurs (des clics sur une zone, par exemple). <trigger_pointer> comporte les éléments enfants et attributs suivants.

[Attributs]

id: pointe vers la cible du déclencheur. Ne peut pas être ignoré. Ecrit sous la forme *Object_ID*/*Char_ID*.

Exemple:

```
id="OB003k/CR0023"
```

La partie Char_ID de cette chaîne peut uniquement faire référence à ce qui suit (voir B.4.7.2.3 pour plus de détails):

a) Le numéro d'id défini dans l'attribut char_id d'une balise <char_id>.

b) Le numéro d'ID défini dans l'attribut char_ID d'une balise <object>.

Toutefois, si une image hypertexte est définie à l'aide de la balise <pointer_region>, seul le deuxième cas (char_ID d'une balise <object>) peut être utilisé.

Noter que le numéro d'ID défini dans l'attribut déclencheur d'une balise <mask> (voir B.4.7.2.3) ne peut pas être utilisé ici. S'il l'est, l'attribut déclencheur de la balise <mask> est ignoré.

action_flag: le type d'action qui active le déclencheur. Dans la norme actuelle, seul "click" est admis et utilisé par défaut en cas d'omission.

"click": un clic dans la zone cible.

[Élément enfant]

<pointer_region> Si une zone de déclencheur doit être limitée à une seule partie de l'image vers laquelle pointe l'attribut id de la balise <trigger_pointer>, cette balise <pointer_region> permet de décrire une *Polygonal_region* (voir B.3.15). Si l'attribut id de <trigger_pointer> ne pointe pas vers une image, le contenu de cet élément est ignoré. Peut être ignoré.

Si les événements comportent des déclencheurs de chevauchement, le type de dispositif de pointage utilisé peut engendrer une certaine ambiguïté quant à l'événement prioritaire en cas de clic sur les zones de chevauchement. Dans ce cas, la priorité est accordée aux événements dans l'ordre d'apparition à l'intérieur de <event_info>. L'exemple ci-dessous illustre cette situation.

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Exemple:

```
<event_info>
	<event>
		<trigger>
			<trigger_pointer id="OB003k/CR0001" action_flag="click">
				<pointer_region>
					<vertex position="(0,0)"/>
					<vertex position="(100,0)"/>
					<vertex position="(100,100)"/>
					<vertex position="(0,100)"/>
				</pointer_region>
			</trigger_pointer>
		</trigger>
		<action>
			<action_page_jump page_id="PG0043"/>
		</action>
	</event>
	<event>
		<trigger>
			<trigger_pointer id="OB003k/CR0001" action_flag="click">
				<pointer_region>
					<vertex position="(50,50)"/>
					<vertex position="(100,50)"/>
					<vertex position="(100,100)"/>
					<vertex position="(50,100)"/>
				</pointer_region>
			</trigger_pointer>
		</trigger>
		<action>
			<action_page_jump page_id="PG0021"/>
		</action>
	</event>
</event_info>
```

Dans ce cas, les événements sont déclenchés en cliquant sur une sous-zone de OB003k/CR0001. Ces deux zones se chevauchent sur le carré (50,50)-(100,100). Un clic sur cette zone particulière doit déclencher le premier des deux événements, donnant lieu à un saut de page vers PG0043.

Exemple:

```
<trigger_pointer id="OB003k/CR0023" action_flag="click"/>
<trigger_pointer id="OB003k/CR0023"/>
```

B.4.5.4 Informations d'action

B.4.5.4.1 Balise <action>

La balise <action> comporte les éléments enfants suivants. Un seul d'entre eux peut être utilisé par balise <action>.

B.4.5.4.2 Action de lecture son <action_play>

Permet de lancer la lecture d'un son, ainsi qu'une animation ou d'autres éléments lisibles. Ses attributs sont les suivants.

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[Attributs]

object_id: Pointe vers l'objet à lire. Écrit comme indiqué ci-dessous. Ne peut pas être ignoré.

- Si l'objet est enregistré dans la table de gestion des objets (voir B.4.6) (dans la version en cours de cette norme, il s'agit uniquement des objets de son et de film), alors:

Écrit sous la forme *Object_ID*.

Exemple:

```
object  id="OB003k"
```

- Si l'objet est inséré dans l'*instance d'objet de texte* ou dans l'instance d'objet de données de dictionnaire par la balise <object> (dans la présente version de cette norme, possible uniquement pour les animations), alors:

Écrit sous la forme *Object_ID*/*Char_ID*.

Exemple:

```
object  id="OB003k/CR0023"
```

Noter que la partie Char_ID doit être un numéro d'ID enregistré dans l'attribut "char_id" d'une balise <object> (B.4.7.2.3).

action: Permet de définir la méthode de lecture de son. La seule valeur acceptée est "normal", qui est sa valeur par défaut en cas d'omission. Si l'objet à afficher est un élément sonore et que le lecteur se déplace vers un autre flux ou atteint une balise <page_break> ou </word> dans l'*instance d'objet de données de dictionnaire* (et si "yes" est affecté à l'attribut "page_break"), la lecture de son doit être arrêtée. Dans le cas d'une animation, le son s'arrête à la sortie de l'écran.

Exemple:

```
<action_play object_id="OBkj23"/>
<action_play object_id="OB1234/CR0001"/>
<action_play object_id="OB1234/CR0001"  action="normal"/>
```

B.4.5.4.3 Action de saut de page <action_page_jump>

Permet de passer de la page en cours à une autre page ou à un site Web. Ses attributs sont les suivants.

[Attributs]

book: Permet de définir le document cible du saut. S'il s'agit du même document qu'à l'origine, il convient d'omettre cet attribut. Sinon, les 4 types de saut sont indiqués ci-dessous.

a) Saut vers un site Web:

Si la cible est un site Web html, il convient d'écrire l'attribut "book" comme une adresse URL commençant par http:// ou https:// (voir RFC 3986.)

b) Appel téléphonique:

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Il convient d'écrire l'attribut "book" au format "Telephone_number", en commençant par "tel: " suivi du numéro de téléphone.

c) Écrire un message électronique à l'adresse indiquée:

Il convient d'écrire l'attribut "book" au format "Mail_adress", en commençant par "mailto: " suivi d'une seule adresse électronique.

d) Spécifier le traitement particulier d'un dispositif de visualisation:

Il convient que l'attribut "book" spécifie un traitement particulier (placer un "jump://" à une chaîne, par exemple).

book_type: Utilisé pour distinguer les types de contenu stockés dans l'attribut "book". Doit être omis si l'attribut book l'est également. Ne peut pas être omis si l'attribut book ne l'est pas.

a) Si l'attribut "book" spécifie un site Web.

L'attribut doit contenir: "text/html"

b) Si l'attribue "book" spécifie un numéro de téléphone.

L'attribut doit contenir: "application/x-tel"

c) Si l'attribut "book" spécifie une adresse électronique.

L'attribut doit contenir: "application/x-mail"

d) Si l'attribut "book" spécifie un traitement particulier au dispositif de visualisation.

L'attribut doit contenir: "application/x-e-book-viewer"

page_id: Permet de définir les données de flux cible du saut, si la cible et l'origine du saut se trouvent dans le même document. Auquel cas, ne peut pas être omis. Écrit sous la forme *Page_ID*. Si l'attribut "book" est a) un site Web, b) un numéro de téléphone, c) une adresse électronique ou d) un traitement particulier du dispositif de visualisation, cet attribut est ignoré.

center: Permet de préciser la destination du saut. Peut uniquement être utilisé si la cible du saut est un objet de texte ou un objet de données de dictionnaire des données de flux (voir B.4.4.2.4). Dans ce cas, la position à l'intérieur de ce texte dans les *instances d'objet de texte* ou d'*objet de données de dictionnaire* est spécifiée à l'aide du "char_id" de la cible. Peut être ignoré. S'il est omis, la cible du saut est le début de l'ensemble de flux de données défini par l'attribut "page_id". Si l'attribut "book" est a) un site Web, b) un numéro de téléphone, c) une adresse électronique ou d) un traitement particulier du dispositif de visualisation, cet attribut est ignoré.

Exemple:

```
<action_page_jump page_id="PG23k4" />
<action_page_jump page_id="PG23k4" center="CR0001"/>
<action_page_jump book="http://www.sharp.co.jp/" book_type="text/html"/>
```

B.4.6 Module de données de pièce <parts_module>

B.4.6.1 Stockage et gestion

Cette section permet de stocker et de gérer des informations relatives aux pièces utilisées pour constituer les données de flux. L'élément <object_table> permet de définir un numéro d'ID objet et différents attributs pour tous les objets qui font office de contenu (des objets de texte, par exemple).

<parts_module> comporte l'élément enfant suivant.

[Élément enfant]

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<object_table> Module de gestion d'objet. Tous les objets utilisés dans le livre sont enregistrés ici. Chaque objet est enregistré grâce à l'un des éléments décrits dans les sous-sections ci-dessous. Ne peut pas être ignoré.

[Éléments enfants]

<dynamic_text_object_entry>	Permet d'enregistrer des objets de texte servant de base pour le contenu flottant.
<sound_object_entry>	Permet d'enregistrer des objets de son.
<search_page_object_entry>	Permet d'enregistrer des objets de page de recherche.
<movie_object_entry>	Permet d'enregistrer des objets de film.
<comic_object_entry>	Permet d'enregistrer des objets d'illustration.
<dict_data_object_entry>	Permet d'enregistrer des objets de données de dictionnaire.

Exemple:

```
<parts_module>
        <object_table>
                <dynamic_text_object_entry object_id="OBT001" ... >
                        ...
                </dynamic_text_object_entry>
                <dynamic_text_object_entry object_id="OBT002" ... >
                        ...
                </dynamic_text_object_entry>
                <sound_object_entry object_id="OBS001" ...>
                                        ...
        </sound_object_entry>
                <dynamic_text_object_entry object_id="OBT003" ... >
                        ...
                </dynamic_text_object_entry>
                ...
                <search_page_object_entry object_id="OBSP01" ... >
                        ...
                </search_page_object_entry>
                ...
                <movie_object_entry object_id="OBMV01" ... />
                ...
        </object_table>
</parts_module>
```

Les paragraphes B.4.6.2 à B.4.6.7 ci-dessous expliquent comment chaque objet est enregistré.

B.4.6.2 Objet de texte dynamique <dynamic_text_object_entry>

Permet d'enregistrer les objets de texte à utiliser dans le cadre du contenu flottant. Cette balise comporte l'élément enfant et les attributs suivants.

[Attributs]

src:	*Nom de fichier* de l'*instance d'objet de texte*. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".
type:	Permet de stocker le type MIME de l'*instance d'objet de texte*. La seule valeur possible est "text/x-bvf-text". Ne peut pas être ignoré.

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layout_info_src: *Nom de fichier* de la liste de données de modèle de disposition (voir B.4.7.4). Écrit au format *Nom de fichier* standard. Peut uniquement être défini si l'objet spécifié par "object_id" est une "*instance d'objet de texte 2*" (voir B.4.7.3). Peut être ignoré. S'il est ignoré, l'affichage suit l'ancien format.

layout_info_type: Stocke le type MIME de la liste de données de modèle de disposition. La seule option possible est "text/x-bvf-layout". Ne peut pas être ignoré si l'attribut "layout_info_src" est spécifié.

object_id: Permet d'attribuer le numéro d'ID à l'objet. Ce numéro est utilisé à partir des données de flux ou des modules de données d'événement pour faire référence à cet objet. Écrit au format *Object_ID* standard. Ne peut pas être ignoré.

[Élément enfant]

<permission_info> Permet de définir les droits d'accès de l'objet vers lequel pointe l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré.

Exemple:

```
<dynamic_text_object_entry src="sect1.xml" type="text/x-bvf-text" object_id="OB03k2"/>

<dynamic_text_object_entry src="sect1.xml" type="text/x-bvf-text" object_id="OB03k1">
        <permission_info>
                <print_permission permission="authorized"/>
        </permission_info>
</dynamic_text_object_entry>
```

B.4.6.3 Objet de son <sound_object_entry>

Permet d'enregistrer des objets de son. Cette balise comporte les attributs et l'élément enfant suivants.

[Attributs]

type: Permet d'enregistrer le type MIME de l'objet de son. Dans la présente norme, les types suivants sont admis. Ne peut pas être ignoré.

- Format MP3: "audio/mp3"
- Format AAC: "audio/3gpp2"
- Format SMAF: "application/x-smaf"
- Format 3GPP: "audio/3gpp"
- Format MP4: "audio/mp4"

src: *Nom de fichier* de l'objet de son, écrit au format *Filename* standard. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type". Dans la présente norme, les formats compatibles se limitent à MP3 (extension: .mp3), AAC (extension: .3g2), SMAF (extension: .mmf), 3GPP (extension: .3gp) et MP4 (extension: .mp4).

[Élément enfant]

<sound_object_info> Permet d'enregistrer les informations relatives à l'objet de son. L'attribut ci-dessous est disponible.

[Attribut]

object_id: Permet d'attribuer le numéro d'ID à l'objet. Ce numéro est utilisé par le module de données d'événement pour faire

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référence à cet objet. Écrit au format *Object_ID* standard. Ne peut pas être ignoré.

Exemple:

```
<sound_object_entry src="foobar.mp3" type="audio/mp3">
        <sound_object_info object_id="OB143s"/>
</sound_object_entry>
```

B.4.6.4 Objet de page de recherche <search_page_object_entry>

Permet d'enregistrer des objets de page de recherche. Ses attributs et son élément enfant sont les suivants.

[Attributs]

src: *Nom de fichier* de l'objet de page de recherche, écrit au format *Filename* standard. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

type: Permet d'enregistrer le type MIME de l'objet de page de recherche. Dans la présente norme, seul "text/x-bvf-search-page" est admis. Ne peut pas être ignoré.

object_id: Permet d'attribuer le numéro d'ID à l'objet. Ce numéro est utilisé par des données de flux ou des données d'événement pour faire référence à cet objet. Écrit au format *Object_ID* standard. Ne peut pas être ignoré.

[Élément enfant]

<permission_info> Permet de définir les droits d'accès de l'objet vers lequel pointe l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré.

Exemple:

```
<search_page_object_entry
        src="spage1.xml" type="text/x-bvf-search-page" object_id="OBSP01" />

<search_page_object_entry
        src="spage2.xml" type="text/x-bvf-search-page" object_id="OBSP02" >
        <permission_info>
                <print_permission permission="authorized"/>
        </permission_info>
</search_page_object_entry>
```

B.4.6.5 Objet de film <movie_object_entry>

Permet d'enregistrer des objets de film. Ses attributs et son élément enfant sont les suivants.

[Attributs]

src: *Nom de fichier* de l'objet de film, écrit au format *Filename* standard. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type". Dans la présente norme, les formats compatibles se limitent à 3GPP2 (extension: .3g2), 3GPP (extension: .3gp) et MP4 (extension: .mp4).

type: Permet d'enregistrer le type MIME de l'objet de film. Dans la présente norme, le format suivant est admis. Ne peut pas être ignoré.

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Format 3GPP2: “video/3gpp2”

Format 3GPP: “video/3gpp”

Format MP4: “video/mp4”

object_id: Permet d’attribuer le numéro d’ID à l’objet. Ce numéro est utilisé par les données d’événement, etc. pour faire référence à cet objet. Écrit au format *Object_ID* standard. Ne peut pas être ignoré.

Exemple:

```
<movie_object_entry src=”movie1.3g2" type=”video/3gpp2” object_id=”OBmv00”/>
```

B.4.6.6 Objet d’illustration <comic_object_entry>

Permet d’enregistrer des objets d’illustration. Ses attributs et son élément enfant sont les suivants.

[Attributs]

src: Nom de fichier de l’objet d’illustration, écrit au format *Filename* standard. Ne peut pas être ignoré. Avant d’ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l’attribut de type.

type: Permet d’enregistrer le type MIME de l’objet d’illustration. Dans la présente norme, seul "text/x-bvf-comic" est admis. Ne peut pas être ignoré.

object_id: Permet d’attribuer le numéro d’ID à l’objet. Ce numéro est utilisé par le module de données d’événement pour faire référence à cet objet. Écrit au format *object_ID* standard. Ne peut pas être ignoré.

[Élément enfant]

<permission_info> Permet de définir les droits d’accès de l’objet vers lequel pointe l’attribut "src". Écrit au format *Permission* standard. Peut être ignoré.

Exemple:

```
<object_table>
        …
        <comic_object_entry src=”comic1.xml" type="application/x-bvf-comic"
object_id="OB0001">
                <permission_info>
                        <print_permission permission="no"/>
                </permission_info>
        </comic_object_entry>
        …
</object_table>
```

B.4.6.7 Objet de données de dictionnaire <dict_data_object_entry>

Zone d'enregistrement des objets au format de données de dictionnaire. Les attributs et les éléments enfants du module d'enregistrement de l'*instance d'objet de données de dictionnaire* <dict_data_object_entry> sont les suivants.

[Attributs]

src *Nom de fichier* de l'*instance d'objet de données de dictionnaire*. Écrit au format *Filename* standard. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut “type”.

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type — Permet de stocker le type MIME de l'*instance d'objet de données de dictionnaire*. La seule option possible est "text/x-bvf-dict-data". Ne peut pas être ignoré.

object_id: — Numéro d'ID objet à définir pour cet objet. Ce numéro est utilisé à partir des données de flux ou des modules de données d'événement pour faire référence à cet objet. Écrit au format *Object_ID*. Ne peut pas être ignoré.

[Éléments enfants]

<permission_info> — Permet de définir les droits d'accès de l'*instance d'objet* spécifiée par l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré.

Exemple:

```
<parts_module>
   <object_table>
      <dict_data_object_entry src="dict1.xml" type="text/x-bvf-dict-data" object_id="OBD001">
      <permission_info>        </permission_info>
      </dict_data_object_entry>
         :
   </object_table>
</parts_module>
```

B.4.7 Instances d'objet

B.4.7.1 Généralités

Dans la présente norme, le terme *instance d'objet* est utilisé pour faire référence aux objets que le dispositif de visualisation affiche (ou lit, selon le cas). Les types d'*instance d'objet* possibles sont indiqués ci-dessous:

Instance d'objet de texte

Instance d'objet de texte 2

Instance d'objet d'image

Instance d'objet de son

Instance d'objet d'animation

Instance d'objet de page de recherche

Instance d'objet de film

Instance d'objet d'illustration

Instance d'objet de données de dictionnaire

B.4.7.2 Instance d'objet de texte <text_data>

B.4.7.2.1 Généralités

Les *instances d'objet de texte* sont stockées dans leurs propres fichiers XML, l'élément racine étant <text_data> (voir ci-dessous).

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Exemple:

```
<?xml version="1.0" encoding="UTF-8" ?>

<text_data>
        <text_default_attribute>
        ...
        </text_default_attribute>
        <text_body>
        Two households, both alike in dignity, ...
        </text_body>
</text_data>
```

Comme illustré, l'élément <text_data> comporte deux éléments enfants principaux, l'un pour stocker les attributs par défaut du texte (<text_default_attribute>) et l'autre pour stocker le texte lui-même (<text_body>).

Si un passage "exprimé en 'em'" apparaît dans le présent document, une valeur relative de "1" (taille par défaut) est utilisée. Par exemple, "0.5em" indique la moitié de la police par défaut.

B.4.7.2.2 Attributs de texte par défaut <text_default_attribute>

Les attributs de texte par défaut stockent des paramètres à utiliser lors de l'affichage du texte. A noter que ces paramètres peuvent ne pas toujours être respectés si le dispositif de visualisation n'est pas en mesure de traiter les valeurs/comportements établis dans ce module ou s'il est configuré pour donner la priorité aux paramètres utilisateur. En outre, comme cela a été expliqué en B.4.4.2.3, certains paramètres présentés ici peuvent également être définis dans l'ensemble du flux de texte (dans l'élément enfant <flow_default_attribute> de <flow_entry>. Voir B.4.4.2.4). Ils sont utilisés par défaut si aucune valeur n'a été attribuée aux paramètres locaux (ceux définis ici). S'ils sont tous définis, la priorité est accordée aux paramètres locaux.

La balise <text_default_attribute> comporte les attributs et éléments enfants suivants.

[Attributs]

baseline: Permet de définir l'orientation de la ligne de base (et donc du texte) de chaque flux. Les valeurs possibles sont indiquées ci-dessous. S'il est omis, la valeur par défaut est <flow_default_attribute>.

- "right": Le sens d'écriture est horizontal (de gauche à droite). Toutefois, il peut être modifié par l'utilisateur.
- "right_only": Le sens d'écriture est horizontal (de gauche à droite), et l'utilisateur ne peut pas modifier le paramètre. Toutefois, s'il n'est pas pris en charge par le dispositif de visualisation, ce paramètre n'est pas nécessairement appliqué.
- "down": Le sens d'écriture est vertical (de haut en bas). Toutefois, il peut être modifié par l'utilisateur.
- "down_only": Le sens d'écriture est vertical (de haut en bas), et l'utilisateur ne peut pas modifier le paramètre. Toutefois, s'il n'est pas pris en charge par le dispositif de visualisation, ce paramètre n'est pas nécessairement appliqué.

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valign: Permet de déterminer la manière de placer la zone de texte. Ici sont déterminées la position verticale pour le texte rédigé horizontalement ou la position horizontale pour le texte rédigé verticalement. La valeur décrite ci-dessous remplit les conditions requises. Si elle est ignorée, il convient d'afficher la zone de texte à partir du haut de la zone d'affichage.

"middle": Le contenu de la balise <text_body> est centré à l'intérieur de la zone d'affichage (voir ci-dessous). Si le contenu est plus grand que la zone d'affichage, cet attribut est ignoré (voir Figure B.2).

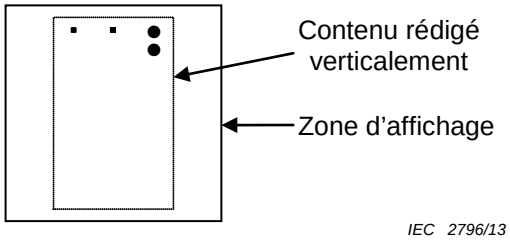

Figure B.2 – Exemple de valign="middle"

[Éléments enfants]

<text_default_font> Permet de définir la police par défaut et sa couleur pour cet objet de texte. S'il est omis, la valeur par défaut est <flow_default_attribute>. Son attribut est le suivant.

[Attribut]

fontname: Nom de police par défaut. Plusieurs polices peuvent être spécifiées. Dans ce cas, il convient de les séparer par une virgule (0x2c en Unicode). Par exemple:

fontname="Aaa sans serif,Bbb gothic"

Il convient que le dispositif de visualisation utilise la première police répertoriée disponible. S'il est omis, la valeur par défaut est <flow_default_attribute>. Son attribut est le suivant.

color_space, color, opacity:

Permet de définir la couleur de police à utiliser pour les données de contenu. Écrit au format de données *color* standard. S'il est omis, la valeur par défaut est <flow_default_attribute>.

ruby_flag: Permet de définir si le code ruby des données de contenu est à visualiser ou non. S'il est omis, la valeur par défaut est <flow_default_attribute>. Le texte à afficher lorsque le code ruby est actif est celui placé dans la balise <ruby> des instances d'objet de texte. Les valeurs suivantes peuvent être utilisées.

"yes": Il convient d'afficher le code ruby, mais peut être désactivé par l'utilisateur.

"yes_only": Le code ruby doit être affiché et ne peut pas être désactivé par l'utilisateur. Toutefois, cela ne concerne pas les dispositifs de visualisation qui ne sont pas en mesure d'afficher le code ruby.

"no": Il est recommandé de ne pas afficher le code ruby, mais il peut toujours être

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activé en fonction des préférences de l'utilisateur.

"no_only": Le code ruby ne doit pas être affiché et ne peut pas être désactivé par l'utilisateur. Toutefois, cela ne s'applique pas si le dispositif de visualisation est incapable de désactiver l'affichage du code ruby.

<text_default_ background> Permet de définir la couleur et l'image d'arrière-plan à utiliser pour cet objet de texte. Si ces deux éléments sont définis, l'image est centrée dans l'écran avec la couleur d'arrière-plan. Enfin, le contenu de la balise <text_body> est rendu en haut. Si l'image d'arrière-plan est trop grande et n'est pas adaptée à l'écran, elle est réduite pour être mise à l'échelle en fonction d'un rapport hauteur/largeur préservé. Il convient que le comportement en cas d'omission de cette balise soit conforme à celui indiqué en cas d'omission de ses attributs. Les attributs et éléments enfants ci-dessous sont disponibles.

[Attribut]

color_space, color, opacity:

Permet de définir la couleur à utiliser en arrière-plan. Écrit au format de données *color* standard. S'il est omis, la valeur par défaut est <flow_default_attribute>.

type: Permet de stocker le type MIME de l'image d'arrière-plan. Peut être ignoré uniquement si l'attribut src l'est également. Les valeurs possibles sont indiquées ci-dessous.

"image/png"

"image/jpeg"

"image/x-ccf"

src: Permet de définir le nom de fichier de l'image à utiliser en arrière-plan, écrit au format *Filename* standard. Peut être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut de type.

[Éléments enfants]

<permission_info>:

Permet de définir les droits d'accès de l'image à laquelle fait référence l'attribut src. Écrit au format *Permission* standard. Peut être ignoré. Si l'attribut src est ignoré, il convient d'ignorer ces informations de droit d'accès.

<text_default_background_music>

Permet de définir la musique d'arrière-plan à jouer lors de l'affichage de cet objet de texte. Si cette balise est ignorée, il convient de ne rien jouer. Les attributs et éléments enfants ci-dessous sont disponibles.

[Attribut]

type: Permet de stocker le type MIME de la musique d'arrière-plan. Ne peut pas être ignoré. Les valeurs possibles sont indiquées ci-dessous.

"audio/mp3"

"audio/3gpp2"

"application/x-smaf"

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"audio/3gpp"

"audio/mp4"

src: Permet de définir le nom de fichier de la musique d'arrière-plan, écrit au format *Filename* standard. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut de type.

loop: Indique s'il convient de jouer la musique d'arrière-plan de manière itérative (c'est-à-dire répétée à chaque fois depuis le début). Les valeurs possibles sont "yes" et "no". En cas d'omission, la valeur par défaut est no.

"yes" Rejoué en boucle.
"no" N'est pas rejoué en boucle.

[Éléments enfants]

<permission_info>:

Permet de définir les droits d'accès du fichier de son auquel fait référence l'attribut src. Écrit au format *Permission* standard. Peut être ignoré.

<line_breaking_method>/(autre) <kinsoku> Permet de spécifier l'algorithme à utiliser afin de déterminer la manière dont il convient de couper le texte en lignes. Les différentes langues traitent cela de diverses manières. Cet élément permet donc une certaine souplesse. S'il est omis, la valeur par défaut est <flow_default_attribute>. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

method: Permet de choisir la méthode de saut de ligne. La valeur par défaut est "none". Les valeurs possibles sont:

"none": aucun traitement particulier. Si une ligne contient des caractères, passer à la suivante.

"run_down": déplace des caractères de la fin d'une ligne au début de la ligne suivante, pour respecter les limitations de position exprimées par les balises <top_prohibit_char> et <end_prohibit_char>.

hanging_punctuation: Permet d'activer ou de désactiver le traitement des caractères en retrait. Les valeurs possibles sont "yes" et "no". La valeur par défaut est "yes" si la valeur "run_down" est affectée à l'attribut method. S'il est activé, il convient que les caractères figurant dans <hanging_char> s'affichent après la fin (c'est-à-dire la marge de droite) de la ligne précédente, au lieu de s'afficher au début d'une ligne. Ne s'applique pas s'il s'agit du premier caractère d'un paragraphe.

[Éléments enfants]

<top_prohibit_char> Répertorie les caractères qui ne doivent pas apparaître au début d'une ligne, sauf en tant que premier caractère du paragraphe. Répertorié comme une *chaîne de caractères étendus*. S'il est ignoré, la valeur par défaut est une liste vide.

<end_prohibit_char> Répertorie les caractères qui ne doivent pas apparaître à la fin d'une ligne, sauf en tant que dernière lettre du paragraphe. Répertorié comme une

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chaîne de caractères étendus. S'il est ignoré, la valeur par défaut est une liste vide.

<hanging_char> Répertorie les caractères à afficher comme ponctuation en retrait. Répertorié comme une *chaîne de caractères étendus*. S'il est ignoré, la valeur par défaut est une liste vide.

Exemple:

```
<text_default_attribute>
        <text_default_font fontname="foobar-serif" color="green"/>
        <text_default_background color="black" src="001.jpg" type="image/jpeg"/>
        <text_default_background_music src="1.mp3" type="application/x-smaf"
loop="yes"/>
        <line_breaking_method ="none">
        </line_breaking_method >
</text  default  attribute>
```

B.4.7.2.3 Corps du texte <text_body>

Cette partie permet d'enregistrer le corps du texte réel de l'objet de texte. Dans cette balise, la *chaîne de caractères étendus*, ainsi que les éléments décrits ci-dessous, peuvent être utilisés.

a) Paragraph

... Permet de créer un paragraphe. En règle générale, un saut de ligne est placé en début de paragraphe (immédiatement avant la balise) et à la fin (immédiatement après la balise). Toutefois, aucun saut de ligne n'est placé dans les cas ci-dessous.

- Si le paragraphe commence au début d'une ligne, même sans insérer de saut de ligne.
- Si ce qui suit le paragraphe commence au début d'une ligne, même sans insérer de saut de ligne.

Il convient également de noter que si la fin du paragraphe se termine dans le texte qui entoure une image (voir l'attribut "align" de la balise <object>), le saut de ligne n'annule pas cet effet. Par conséquent, la ligne suivante entoure toujours l'image. Pour annuler cet effet et commencer la nouvelle ligne après l'image, <br clear="all"/> doit être explicitement utilisé. Les attributs et éléments enfants de sont les suivants.

[Attributs]

top_line_indent: Permet de définir la taille (exprimée en "em") de l'indentation de la première ligne du paragraphe. Les espaces sont insérés avant le premier caractère qui suit la balise et le premier caractère qui suit une balise <br/> dans le paragraphe. L'unité doit être le "em". L'espacement réel est la somme de la valeur définie dans cet attribut et la marge du paragraphe définie par l'attribut "top". S'il est ignoré, le comportement dépend du dispositif de visualisation. Noter qu'une valeur négative peut être affectée à cet attribut ("-2em", par exemple). Dans ce cas, le haut du paragraphe commence au "2em" placé au-delà de la position de haut de ligne spécifiée par l'attribut "top".

top: Permet de définir la taille de la marge de gauche du paragraphe (la marge supérieure si le sens d'écriture est vertical). Elle est exprimée en em ou en pourcentage de la longueur de la ligne (de colonne si le sens d'écriture est

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vertical). Si elle est ignorée, la valeur par défaut est "0em". Les valeurs négatives ne peuvent pas être utilisées. Les paragraphes peuvent être contenus dans un autre paragraphe. Dans ce cas, les marges s'ajoutent. Les pourcentages sont également en rapport avec la zone interne calculée, et non avec la zone d'affichage totale.

bottom: Permet de définir la taille de la marge de droite du paragraphe (la marge inférieure si le sens d'écriture est vertical). Elle est exprimée en em ou en pourcentage de la longueur totale de la ligne (de colonne si le sens d'écriture est vertical). Si elle est ignorée, la valeur par défaut est "0em". Les valeurs négatives ne peuvent pas être utilisées. Les paragraphes peuvent être contenus dans un autre paragraphe. Dans ce cas, les marges s'ajoutent. Les pourcentages sont également en rapport avec la zone interne calculée, et non avec la zone d'affichage totale.

align: Permet de déterminer s'il convient de placer le texte au centre, aligné à gauche ou à droite dans la longueur de ligne définie par les attributs top, bottom et d'indentation positive. Cet attribut accepte les valeurs ci-dessous. S'il est ignoré, le paramètre en cours ne change pas.

- "center": La chaîne placée dans la balise <p> s'affiche au centre.
- "right": La chaîne placée dans la balise <p> est alignée à droite (en bas en cas d'écriture verticale).
- "left": La chaîne placée dans la balise <p> est alignée à gauche (en haut en cas d'écriture verticale).

drop_cap: Permet de remplacer la première lettre du paragraphe par une lettrine. La valeur est un entier représentant le nombre de lignes qu'il convient que la lettrine couvre. La valeur par défaut est "1" (taille normale). Voir la Figure B.3.

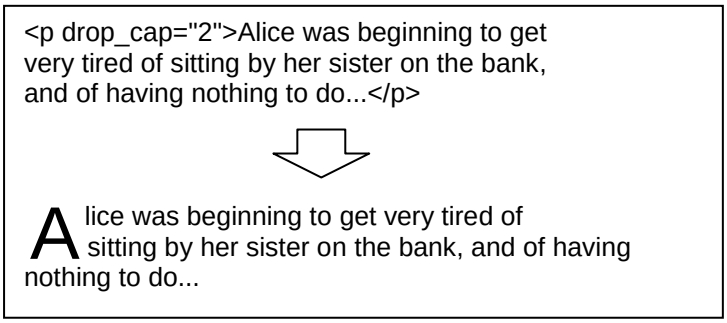

Figure B.3 – Exemple de lettrine

[Élément enfant]

A l'exception de la balise <page_break/>, tous les éléments qui peuvent être placés dans <text_body>, ainsi que les *chaînes de caractères étendus*, peuvent faire office de contenu de la balise <p>.

La Figure B.4 illustre un exemple de paragraphe rédigé horizontalement avec top="25%" et bottom="2em".

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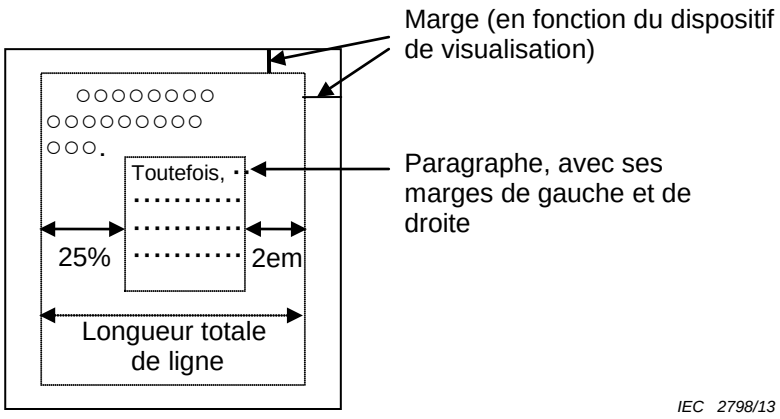

Figure B.4 – Marges de gauche et de droite d'un paragraphe

Exemple:

```
<p>.... </p>
<p align= “center”> ... </p>
<p top=“25%” bottom=“2em”> ... </p>
```

<scrolling_text>/(autre) <telop> Permet de définir une ligne de texte déroulant. Les sauts de ligne sont automatiquement insérés autour de cet élément (immédiatement avant la balise <scrolling_text>/<telop> et après la balise <scrolling_text>/<telop>) pour s'assurer que le texte déroulant est seul sur cette ligne. La hauteur de l'objet de texte déroulant dépend entièrement de son contenu. S'il s'agit d'un texte rédigé horizontalement, le déroulement a lieu de droite à gauche, un texte vertical se déplaçant de bas en haut. Il convient de dérouler le texte tant qu'il ne disparaît pas de la zone d'affichage (limitée par la zone "top" et "bottom" du paragraphe environnant, le cas échéant) et ne redémarre pas. La balise <scrolling_text>/<telop> accepte les éléments enfants suivants.

[Éléments enfants]

La chaîne à afficher comme texte déroulant est écrite comme un élément enfant, sous la forme d'une *chaîne de caractères étendus*. Les balises suivantes peuvent également être utilisées: <external_char>, <font>, <horizontal>/<yoko>, <ruby> et <object>. Toutefois, la balise <object> fait l'objet des limitations supplémentaires suivantes lorsqu'elle est utilisée comme un élément enfant de la balise <scrolling_text>/<telop>:

- seuls les fichiers image peuvent être désignés par l'attribut "src".
- seule la valeur "top", "middle" ou "bottom" peut être affectée à l'attribut "align".
- l'attribut "char_id" ne peut pas être utilisé.

Exemple:

```
<telop>
        This text will be scrolling over and over
</telop>
```

b) Éléments en ligne

 Permet d'insérer un saut de ligne. Cette balise ne peut pas comporter d'élément enfant.

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[Attribut]

clear: Permet d'annuler le texte flottant autour d'un objet intégré (une image, par exemple). La balise <br/> ne procède pas à l'annulation si cet attribut est ignoré. Les valeurs suivantes sont possibles:

"left": Permet d'insérer un blanc après la balise <br/> tant que le texte ne peut pas être inséré au début de la ligne (gauche pour l'écriture horizontale et haut pour l'écriture verticale). En d'autres termes, il déplace le point d'insertion après l'objet, le cas échéant, autour duquel le texte flotte, s'il se trouve sur la gauche.

"right": Permet d'insérer un blanc après la balise <br/> tant que le texte ne peut pas être inséré jusqu'à la fin de la ligne (droite pour l'écriture horizontale, et en bas pour l'écriture verticale). En d'autres termes, il déplace le point d'insertion après l'objet, le cas échéant, autour duquel le texte flotte, s'il se trouve sur la droite.

"all": Permet d'insérer des lignes vierges après la balise <br/> tant que le texte ne peut pas être inséré du début à la fin de la ligne. En d'autres termes, il déplace le point d'insertion après l'objet, le cas échéant, autour duquel le texte flotte, qu'il se trouve sur la gauche ou sur la droite.

Exemple:

```
<br/>
<br clear="all"/>
```

<hr/> Permet de tracer une ligne horizontale (ou verticale si le texte est rédigé verticalement). Étant donné que cette ligne doit toujours être unique dans sa rangée (ou colonne si le texte est vertical), elle est toujours suivie (et également précédée) d'un saut de ligne (équivalent à <br/>), à moins que la ligne ne commence en haut de la sienne. Ses attributs sont les suivants. Ne comporte aucun élément enfant.

[Attributs]

size: Permet de déterminer l'épaisseur de la ligne. Exprimée en "em". Noter qu'il n'est pas utile que cette valeur soit un entier. S'il est ignoré, sa valeur par défaut est "0.1em".

length: Permet de déterminer la longueur de la ligne. Exprimé en "em" ou en pourcentage de l'espace disponible (ligne si le texte est écrit horizontalement, colonne s'il est écrit verticalement), en tenant compte des attributs "top" et "bottom" qui encadrent la balise <p>. S'il est ignoré, sa valeur par défaut est "100%".

align: Permet de définir la position de la ligne si elle est plus courte (à l'aide de l'attribut "length") que la zone disponible. Les valeurs possibles sont "left", "center" et "right". S'il est ignoré, la valeur par défaut est "center".

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Exemple:

```
<hr/>
<hr size="0.5em" length="50%" align="center"/>
```

... Permet de définir les propriétés de police du texte placé entre les balises. Ses attributs et éléments enfants sont les suivants.

[Attributs]

name: Permet de définir la police à utiliser, en indiquant son nom. S'il est ignoré, la police utilisée avant la balise <font> est toujours appliquée. Plusieurs noms de police peuvent être spécifiés. Dans ce cas, il convient de les séparer par une virgule (0x2c en Unicode). Par exemple:

fontname="Aaa sans serif,Bbb gothic"

Il convient que le dispositif de visualisation utilise la première police répertoriée disponible.

size: Permet de définir une taille de police. La taille est définie en pourcentage de celle définie par l'attribut "base". S'il est ignoré, la taille de base n'est pas modifiée.

base: Permet de définir la base de calcul de l'attribut "size". Les valeurs indiquées ci-dessous sont acceptées. S'il est ignoré, la valeur par défaut est "last".

"last": Taille identique à celle du caractère qui précède la balise <font>.

"default": Taille identique à la taille de police par défaut.

color_space, color, opacity: Permet de modifier la couleur du caractère. Écrit au format de données *Color* standard (voir B.3.16 pour plus de détails). S'il est ignoré, la couleur des caractères précédant immédiatement la balise <font> est utilisée.

bold: Permet de définir s'il convient d'afficher en gras la chaîne incluse dans la balise <font>. Les valeurs possibles sont "yes" et "no". S'il est ignoré, l'état en cours est maintenu.

underline: Permet de définir s'il convient de souligner la chaîne incluse dans la balise <font>. Toutefois, il convient de ne pas souligner les objets inclus dans la balise <font>. Les valeurs possibles sont "yes" et "no". S'il est ignoré, l'état en cours est maintenu.

[Éléments enfants]

Toutes les combinaisons de *chaînes de caractères étendus* et tous les éléments en ligne (à l'exception de <key_entry> et de <page_break/>) et <object> peuvent être utilisés.

Exemple:

```
<font name="Aaa sans serif">.....</font>
<font size="200%">......</font>
```

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<horizontal>...</horizontal> /(autre) <yoko>...<yoko> Permet de définir les sous-chaînes qu'il convient d'afficher horizontalement, même si le sens du texte général est vertical. Il est souvent utilisé pour les dates et les nombres en japonais (voir Figure B.5). Si le texte est écrit horizontalement, cette balise n'a aucun effet. L'élément enfant suivant est accepté.

[Élément enfant]

Les *chaînes de caractères externes étendus* peuvent être utilisées ici.

Exemple:

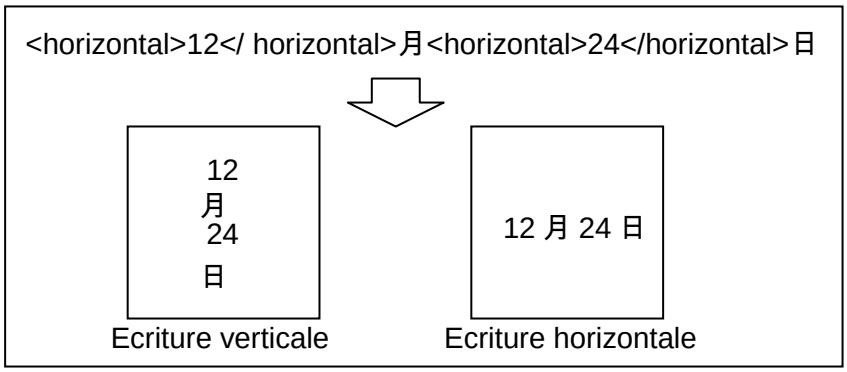

Figure B.5 – Écriture horizontale dans un texte vertical

<ruby>...</ruby> Permet d'afficher le texte ruby. Ruby est une fonction souvent utilisée dans la typographie asiatique, et notamment japonaise. Il s'agit d'un court texte qui s'affiche au-dessus du texte de base, la plupart du temps utilisé comme guide de prononciation des caractères idéographiques. Dans la mesure où les polices disponibles le permettent, le texte ruby s'affiche habituellement en caractères plus petits que le texte de base qu'il annote. Le traitement de l'espacement pour ouvrir suffisamment d'espace pour afficher le texte ruby dépend du dispositif de visualisation. Il convient également de noter qu'étant donné qu'un texte ruby est une aide à la lecture et que certaines personnes peuvent souhaiter s'en dispenser ou ne pas en avoir besoin, certains dispositifs de visualisation peuvent proposer de désactiver complètement l'affichage du texte ruby (voir Figure B.6). La balise <ruby> comporte les éléments enfants suivants.

[Attribut]

Aucun

[Éléments enfants]

<rbase> Chaîne de base qu'il convient d'annoter d'un texte ruby. Ne peut pas être ignoré. Composé d'une *chaîne de caractères étendus externes*.

<rtop> La chaîne ruby qui s'affiche au-dessus de la base (ou à sa droite, si le texte s'affiche verticalement). Ne peut pas être ignoré. Composé d'une *chaîne de caractères étendus externes*.

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Exemple:

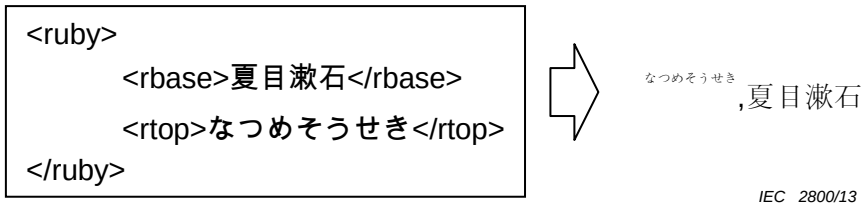

Figure B.6 – Ruby

<external_char> Permet d'insérer un *caractère externe*. La syntaxe détaillée est décrite en B.3.12. Dans l'*instance d'objet de texte*, les attributs alt_img et alt_vimg peuvent être utilisés.

Exemple:

```
<external_char alt_set="oooextchars" alt_code="0x1234"
    alt_img="ou.img" alt_vimg="ou_v.img"
    img_type="image/jpeg" alt="鴎"/>
```

<mask> Permet d'ajouter une capacité de masquage à la chaîne intégrée dans cette balise. En cas de clic sur cette chaîne ou celle désignée par l'attribut char_id, l'élément enfant est couvert, puis découvert. Ses attributs et éléments enfants sont les suivants.

[Attributs]

initial_flag: Permet de déterminer l'état initial du masque. Les valeurs possibles sont indiquées ci-dessous, la valeur par défaut étant "on" en cas d'omission.

"on": Le contenu est masqué.

"off": Le contenu n'est pas masqué.

trigger: Permet de désigner la/les chaîne(s) qui déclenchent le changement d'état du masque. En cas de clic sur une chaîne indiquée par cet attribut, il convient de faire basculer le masque entre on et off. Écrit sous la forme d'un ou de plusieurs *Char_id* séparés, dans ce dernier cas, par une virgule (0x2C en Unicode), comme indiqué ci-dessous.

Exemple:

```
"CR0001,CR0002,CR0003"
```

La chaîne de caractères indiquée doit se trouver dans la même *instance d'objet de texte*. Noter que le char_id utilisé ici ne peut pas être spécifié en même temps qu'un attribut trigger dans le module d'informations d'événement. Si c'est le cas, aucune action n'est déclenchée sur le masque, même en cas de clic sur la chaîne indiquée. S'il est ignoré, la chaîne placée dans le masque lui-même fait office de déclencheur.

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char_id: Permet de définir un ID chaîne pour cet objet <mask>. Écrit au format *Char_ID* standard. Peut être ignoré.

mask_type: Permet de sélectionner le type/style du masque à utiliser. Les valeurs indiquées ci-dessous peuvent être utilisées. S'il est ignoré, la valeur par défaut est "default".

"default": L'apparence du masque dépend du dispositif de visualisation.

"color": Le masque est une zone remplie et colorée. La couleur est définie par les attributs correspondants ou par leur valeur par défaut en cas d'omission.

color_space, color, opacity: Permet de définir la couleur du masque, en utilisant le format *Color* standard (voir B.3.16). Doit être défini uniquement si la valeur "color" est affectée à l'attribut mask_type. S'il est ignoré, la valeur par défaut est "black".

hold_flag: Permet de définir la règle d'enregistrement d'état, permettant de se rappeler si le masque a été activé ou désactivé. Les valeurs ci-dessous peuvent lui être attribuées. S'il est ignoré, la valeur par défaut est "scope".

"scope": Permet de se rappeler de l'état tant que l'*instance d'objet de texte* s'affiche.

"on_power": Permet de se rappeler de l'état tant que le document est ouvert.

"save": Il convient de sauvegarder l'état lors de la fermeture du document et de le restaurer au moment de sa réouverture.

[Éléments enfants]

Le contenu de cet élément peut être une combinaison de *chaînes de caractères externes* et de balises <br>, <font>, <horizontal>, <ruby> et <object>. Toutefois, les restrictions suivantes s'appliquent à la balise <object>:

L'attribut src doit pointer vers un fichier image.

L'attribut char_id ne peut pas être utilisé.

Exemple:

```
The answer is <mask>42 </mask>.
The answer is <mask trigger ="CR0002">42</mask>.
```

<char_id> </char_id> Permet d'associer un numéro d'ID de chaîne à son contenu. Son attribut et ses éléments enfants sont les suivants.

[Attribut]

char_id: Permet de définir le numéro d'ID du contenu de la balise, écrit au format *Char_id* standard. Ne peut pas être ignoré.

[Éléments enfants]

Le contenu de cet élément peut être une combinaison de *chaînes de caractères étendus*, d'éléments en ligne (à l'exception de <page_break>) et de la balise <object>.

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<key_entry>...</key_entry> Permet de définir une liste de mots clés à utiliser pour effectuer des recherches. Il permet d'enregistrer le mot à intégrer dans une table de recherche, mais ne s'affiche pas dans le corps principal du texte. Si l'utilisateur a sélectionné le mot clé parmi les résultats de la recherche, le texte qui suit la balise de fermeture </key_entry> s'affiche. L'élément enfant suivant est disponible.

[Élément enfant]

<key_item> Permet d'enregistrer un seul mot clé. Il doit exister au moins un <key_item> par <key_entry>. Ses attributs et éléments enfants sont les suivants.

[Attributs]

table_id: Spécifie la table de recherche dans laquelle il faut ajouter ce mot clé, à l'aide du numéro d'ID de la table, défini dans <seach_table_def> (voir B.4.4.2.6). Ne peut pas être ignoré.

search_word: Permet de définir le mot clé véritable. Seuls les caractères admis dans la table de recherche correspondante peuvent être utilisés. Voir <enable_key_type> pour plus de détails en B.4.4.2.6. Ne peut pas être ignoré.

[Éléments enfants]

Cette balise contient le texte qu'il convient d'afficher dans les résultats de la recherche lorsque le mot clé correspond. Il s'agit simplement d'une *chaîne de caractères étendus externes*.

Exemple:

```
<key_entry>
        <key_item search_word="color" table_id="ST0001">
                Color
        </key_item>
        <key_item search_word="colour" table_id="ST0002">
                Colour
        </key_item>
</key_entry>
<!-- What follows is what will be displayed
                                as the result of the search -->
A color (English spelling: colour) is ...
```

<meaning_start/> Indique ce qu'il convient d'afficher en cas de pression sur la touche "Parcourir". Si cela se produit, le dispositif de visualisation affiche le texte après cette balise jusqu'à la balise suivante représentant une nouvelle ligne ou jusqu'à la fin de la ligne. Ignoré en l'absence de pression sur la touche Parcourir ou si le dispositif de visualisation ne dispose pas de cette touche

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Exemple: (XML)

```
<meaning_start/> meaning 1)  [Noun] ... Voici des exemples d'expression commune utilisant ce mot.
  <br/>
<p top="1em">
Expression commune  1) ... <br/>
Expression commune  2) ... <br/>
</p>
<meaning_start/> meaning 2)  [Counter suffix] ...
<br/>
```

En cas de pression sur la touche Parcourir: (afficher)

```
Meaning 1) [Noun] ... Exemples d'expression commune      Utilisation de ce mot.
Meaning 2) [Counter suffix]
```

Sinon: (afficher)

```
Meaning 1) [Noun] ... Exemples d'expression commune      Utilisation de ce mot.
  Expression commune  1) ...
  Expression commune  2) ...
Meaning 2) [Counter suffix] ...
```

<page_break/> Permet d'insérer un saut de page. Cette balise comporte les attributs ci-dessous. Elle ne peut pas être utilisée comme élément enfant de l'une des balises pouvant être utilisées à l'intérieur de <text_body>. Noter que si <page_break/> est le dernier élément de <text_body>, une page blanche est insérée.

[Attribut]

turning_page_control: Permet de définir l'interaction entre le déroulement ordinaire et les sauts de page, en autorisant ou interdisant le croisement du saut de page vers l'avant ou l'arrière. Les possibilités sont indiquées ci-dessous.

"on": Le saut de page ne peut pas être croisé par le déroulement.

"off": Le saut de page peut être croisé par le déroulement.

"forward": Le saut de page peut être croisé par le déroulement uniquement vers l'avant.

"back": Le saut de page peut être croisé par le déroulement uniquement vers l'arrière.

S'il est ignoré, il convient que le comportement soit conforme aux paramètres globaux définis pour l'*instance d'objet de texte* (l'attribut turning_page_control de <flow_data>, voir B.4.4.2.4).

head_button_control: Autorise ou interdit le déplacement d'un flux vers le flux suivant/précédent en appuyant sur le bouton de mot en-tête d'un dispositif de visualisation. Les options ci-dessous sont disponibles.

"on": Tout déplacement vers les flux précédents et suivants est interdit.

"off": Les déplacements vers les flux précédents et suivants sont autorisés.

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"forward": Le déplacement vers le flux suivant est interdit, et vers le flux précédent autorisé.

"back": Le déplacement vers le flux suivant est autorisé, et vers le flux précédent interdit.

Si cet attribut est ignoré, il convient que le comportement soit conforme aux paramètres globaux définis pour l'*instance d'objet de texte* (pour l'attribut "head_button_control" de la balise <flow_data>, voir B.4.4.2.4).

Exemple:

```
<page_break/>
<page_break turning_page_control="off"/>
```

c) Objet

<object>...</object> Permet d'insérer un objet externe dans le corps du texte. Ses attributs sont les suivants.

[Attributs]

type: Permet de spécifier le type de l'objet inséré, en donnant le type MIME du fichier. Ne peut pas être ignoré. Dans la version actuelle de la présente norme, les types suivants sont admis:

Image Png: "image/png"

Image Jpeg: "image/jpeg"

Image CCF: "image/x-ccf"

Objet d'animation: "application/x-bvf-flip-animation" (voir B.4.7.7)

src: Permet de définir le nom de fichier de l'objet à insérer, écrit au format *Filename* standard. Ne peut pas être ignoré. Il doit être comparé à l'attribut de type avant de lire le fichier auquel fait référence cet attribut src.

char_id: Permet d'attribuer un numéro d'ID de chaîne à cet objet, écrit comme un *Char_ID*. Peut être ignoré.

align: Permet de définir la manière dont il convient que le texte encadre l'objet inséré. Les valeurs possibles sont indiquées ci-dessous. S'il est ignoré, la valeur par défaut est bottom pour un texte rédigé horizontalement et middle pour un texte rédigé verticalement.

"top": Affichage en ligne. Si le texte est rédigé horizontalement, il convient d'aligner la partie supérieure de la ligne au bord supérieur de l'objet. Si le texte est rédigé verticalement, il convient d'aligner la partie la plus à droite de la colonne au bord droit de l'objet.

ABCDEFG HIJKLMN

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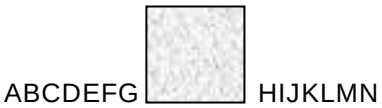
"middle": Affichage en ligne. Si le texte est rédigé horizontalement, il convient de centrer l'objet verticalement sur la ligne de base de la ligne. Si le texte est rédigé verticalement, il convient de centrer l'objet horizontalement sur la ligne de base de la colonne.

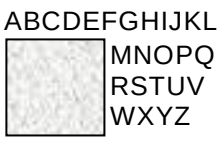
"bottom": Affichage en ligne. Si le texte est rédigé horizontalement, il convient d'aligner la ligne de base de la ligne au bord inférieur de l'objet. Si le texte est rédigé verticalement, il convient d'aligner la ligne de base de la colonne au bord gauche de l'objet.



"left": Encadrement. Si le texte s'affiche horizontalement, l'objet s'affiche à proximité de la marge de gauche, et le texte est rédigé dans l'espace entre l'objet et la marge de droite. Si le texte est rédigé verticalement, l'objet s'affiche en haut, le texte étant placé au-dessous.

Si l'objet est plus large que l'espace pouvant contenir une ligne/colonne, plusieurs lignes/colonnes peuvent être placées à ses côtés. L'attribut align du paragraphe environnant (balise <p>) n'influence pas la position de l'objet. Même si une autre valeur que "left" lui est attribuée, l'objet s'affiche le long de la marge de gauche. Toutefois, les paramètres du paragraphe s'appliquent toujours au texte entourant l'objet. Si la balise <object> apparaît au milieu d'une ligne de texte, elle s'affiche au début de la ligne suivante.

Il convient que l'exemple ci-dessous soit rendu de la même manière, où que soit placée la balise <object> entre la lettre "A" et la lettre "N" du fichier XML.



"right": Encadrement. Si le texte s'affiche horizontalement, l'objet s'affiche à

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proximité de la marge de droite, et le texte est rédigé dans l'espace entre l'objet et la marge de gauche. Si le texte est rédigé verticalement, l'objet s'affiche en bas, le texte étant placé au-dessus. Si l'objet est plus large que l'espace pouvant contenir une ligne/colonne, plusieurs lignes/colonnes peuvent être placées à ses côtés.

L'attribut align du paragraphe environnant (balise <p>) n'influence pas la position de l'objet. Même si une autre valeur que "right" lui est attribuée, l'objet s'affiche le long de la marge de droite. Toutefois, les paramètres du paragraphe s'appliquent toujours au texte entourant l'objet. Si la balise <object> apparaît au milieu d'une ligne de texte, elle s'affiche sur la droite de la ligne suivante.

Il convient que l'exemple ci-dessous soit rendu de la même manière, où que soit placée la balise <object> entre la lettre "A" et la lettre "N" du fichier XML.

ABCDEFGHIJKL
MNOPQ
RSTUV
WXYZ

start: Si l'attribut src pointe vers un objet d'animation, cela permet de définir le démarrage de la lecture du son. Peut uniquement être utilisé avec des objets d'animation. Les valeurs possibles sont indiquées ci-dessous. S'il est ignoré, la valeur par défaut est "auto". De plus, si la valeur auto lui est attribuée, l'animation ne peut pas être utilisée par la balise <action_play> (voir B.4.5.4.2).

"auto": La lecture commence automatiquement, dès que l'objet s'affiche, en exécutant l'animation à partir du début. Si l'animation est masquée et s'affiche encore (à cause du déroulement), il convient de la démarrer de nouveau, où qu'elle ait été arrêtée.

"event": La lecture est gérée en fonction des données d'événement (voir B.4.5.2).

loop: Permet de définir le nombre de fois qu'il convient de lancer une animation. Dans la présente version de ce document, la seule valeur acceptée est "1". S'il est ignoré, l'objet d'animation est lu en boucle infinie, tant qu'il ne sort pas de la zone d'affichage. Toutefois, si la valeur "auto" n'est pas affectée à l'attribut start, la valeur de cet attribut loop est ignorée, et il convient que le comportement soit identique à ce qu'il serait si la valeur "1" était attribuée.

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[Élément enfant]

<permission_info> Permet de définir les droits d'accès de l'objet auquel fait référence l'attribut src. Écrit au format *Permission* standard. Peut être ignoré.

Exemple:

```
<object type="image/png" src="image1.png"/>
<object type="image/jpeg" src="image2.jpg">
        <permission_info>
                <print_permission permission="authorized"/>
        </permission_info>
</object>
<object type="application/x-bvf-flip-animation"
                src="anime.xml" loop="1"/>
```

B.4.7.3 Instance d'objet de texte 2 <text_data2>

B.4.7.3.1 Généralités

Si la disposition de <text_data2> est spécifiée à l'aide de <layout_info>, le paramètre <text_default_attribute> n'est pas admis, et les informations correspondant à <text_default_attribute> sont enregistrées. Si la disposition n'est pas spécifiée, le paramètre <text_default_attribute> est admis dans <text_data2>, comme il l'est dans <text_data>.

B.4.7.3.2 Corps du texte 2 <text_body2>

B.4.7.3.2.1 Généralités

Zone d'enregistrement du contenu de l'instance d'objet de texte 2. Les balises qui peuvent être écrites dans le dossier <text_body2> sont les mêmes que celles écrites dans <text_body>. Noter que des fonctions sont ajoutées aux balises existantes (voir ci-dessous). Voir <text_body> pour connaître les fonctions existantes pour ces balises.

B.4.7.3.2.2 Paragraph

</p>

[Attributs]

align Voici les options d'attribut ajoutées pour <text_body2>.

"justified": Permet d'afficher les chaînes de caractères et objets selon un espacement équivalent.

"justified_center": Permet d'afficher les chaînes de caractères et objets selon un espacement équivalent, au centre.

"justified_right": Permet d'afficher les chaînes de caractères et les objets selon un espacement équivalent, alignés à droite (écriture horizontale) et vers le bas (écriture verticale).

"justified_left": Permet d'afficher les chaînes de caractères et les objets selon un espacement équivalent, alignés à gauche (écriture horizontale) et vers le haut (écriture verticale).

B.4.7.3.2.3 Éléments en ligne

 Voici les options d'attribut ajoutées pour <text_body2>.

[Attributs]

width: Permet de spécifier la largeur de ligne, avec une valeur numérique utilisant l'unité "em". Il est effectif si seule la balise <br/> existe avec la largeur de ligne spécifiée avec cette valeur dans une seule ligne.

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<hr/> De nouvelles spécifications sont ajoutées aux attributs "size", "length" et "align" par extension de leurs fonctions. De nouveaux attributs ("h_src" "v_src" et "type", par exemple) et de nouveaux éléments enfants sont également ajoutés.

[Attributs]

size: Permet de spécifier l'épaisseur d'une ligne, avec une valeur numérique utilisant l'unité "em". S'il est ignoré, le dispositif de visualisation agit comme si "0.1em" était spécifié. Le paramètre de cet attribut est ignoré si une image a été définie par l'attribut "h_src" ou "v_src".

length: Permet de spécifier la longueur d'une ligne, à l'aide d'une valeur numérique utilisant l'unité "em" ou d'un pourcentage largeur de ligne/longueur de ligne (écriture horizontale/verticale) d'une ligne contenant cette balise <hr/>. S'il est ignoré, le dispositif de visualisation agit comme si "100%" était spécifié. La taille d'une ligne (largeur/hauteur) ne correspond pas nécessairement à celle de la zone affichée. La taille d'une ligne (largeur/hauteur) peut être inférieure à la largeur de zone affichée à cause des paramètres de la balise précédente (les attributs top/bottom de <p>, par exemple) enregistrés avant ce paramètre <hr/>. L'image s'affiche de manière répétée pour permettre à la zone de s'adapter à cette zone particulière, même si l'image est spécifiée par l'attribut "h_src" ou "v_src".

align: Permet de spécifier l'emplacement d'une ligne. Il est effectif si la ligne est plus courte que large. Les valeurs possibles sont "left", "center" et "right". S'il est ignoré, le dispositif de visualisation agit comme si "center" était spécifié. L'image s'affiche comme indiqué par l'attribut "align", même si elle est spécifiée par l'attribut "h_src" ou "v_src".

v_src: Permet de définir une image fantaisie de type portrait. Un modèle d'image est spécifié au format *Filename* standard. Ce paramètre d'image désactive les paramètres de l'attribut "size". Le dispositif de visualisation affiche l'image de manière répétée. Le dispositif de visualisation affiche le fichier spécifié de la même manière que le mode d'affichage portrait/paysage sans faire pivoter le fichier. Si aucun paramètre de basculement entre l'affichage portrait et l'affichage paysage n'est requis (dans ○, par exemple), le paramètre de "v_src" ou "h_src" est suffisant. Si une valeur est affectée à l'attribut "baseline" de la balise <layout_info>, un seul fichier image spécifié par un attribut approprié peut être utilisé, même si "v_src" et "h_src" sont spécifiés. Dans la présente norme, les formats de fichier image possibles sont PNG et JPEG. Ne peut pas être ignoré si l'attribut "type" est spécifié. Si les attributs "h_src" et "type" sont ignorés, rien n'est spécifié. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

h_src: Permet de définir une image fantaisie de type paysage. Un modèle d'image est spécifié au format *Filename* standard. Ce paramètre d'image désactive les paramètres de l'attribut "size". Le dispositif de visualisation affiche l'image de manière répétée. Le dispositif de visualisation affiche le fichier spécifié de la même manière que le mode d'affichage portrait/paysage sans faire pivoter le fichier. Si

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aucun paramètre de basculement entre l'affichage portrait et l'affichage paysage n'est requis (dans ○, par exemple), le paramètre de "v_src" ou "h_src" est suffisant. Si une valeur est affectée à l'attribut "baseline" de la balise <layout_info>, un seul fichier image spécifié par un attribut approprié peut être utilisé, même si "v_src" et "h_src" sont spécifiés. Dans la présente norme, les formats de fichier image possibles sont PNG et JPEG. Ne peut pas être ignoré si l'attribut "type" est spécifié. Aucune valeur n'est affectée aux attributs "v_src" et "type" s'ils sont ignorés. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

type: Permet de stocker le type MIME de l'image cotée. Les formats suivants sont disponibles dans la présente norme. Ne peut pas être ignoré si l'attribut "src" est spécifié.

Format PNG: "image/png"
Format JPEG: "image/jpeg"

[Éléments enfants]
<permission_info> Permet de définir les droits d'accès de l'image fantaisie spécifiée par l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré. Si aucune image fantaisie n'est définie pour l'attribut "src", il convient d'ignorer les informations de droits d'accès.

<select> Permet de basculer les chaînes de caractères à afficher en fonction de paramètres tels que le sens de la ligne de base du texte. Les attributs et éléments enfants de cette balise sont les suivants.

[Attributs]
variable Permet de définir le paramètre de basculement de l'affichage. Dans la présente norme, la seule option possible est "baseline". Ne peut pas être ignoré.

[Éléments enfants]
<select_item> Permet de définir les chaînes de caractères à afficher. Les attributs et éléments enfants de cette balise sont les suivants.

[Attributs]
type Permet de définir le modèle de paramètre spécifié par l'attribut "variable". Lorsque le dispositif de visualisation sélectionne cette valeur, le contenu des éléments enfants s'affiche.

"right" Écriture horizontale
"down" Écriture verticale

[Éléments enfants]
Pour les éléments enfants, les balises suivantes peuvent être définies: chaînes de caractères étendus, <external_char>, <font>, <ruby>, <horizontal>/<yoko> et <object>.

B.4.7.3.2.4 Objet

<object> L'attribut "position" vient d'être ajouté.

[Attributs]
position Permet de définir la position d'affichage de l'objet. La seule option possible est "on_edge". Cette balise s'affiche au début/à la fin du paragraphe. Peut être ignoré. S'affiche à la position d'insertion de la balise <object>, de manière conventionnelle s'il est ignoré. Il n'est pas admis d'affecter en même temps une valeur aux attributs "align" et "position".

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“on_edge” Permet d'afficher l'objet au bord d'un paragraphe (début/fin) sous la position d'insertion de la balise <object>. Si la taille d'origine de l'objet ne lui permet pas d'entrer dans un paragraphe, l'objet est redimensionné à cette fin. S'il entre dans le paragraphe, l'objet s'affiche au centre de l'écran sans être redimensionné. Noter que si un contenu dépourvu de paramètre de colonne (c'est-à-dire sans balise <layout_default_columns>) s'affiche sur le dispositif de visualisation avec la fonction de contrôle d'espacement, ce paramètre est ignoré et traité comme si l'attribut "align" était ignoré ("bottom" et "middle" sont respectivement appliqués sur l'affichage en écriture horizontale et verticale).

[Éléments enfants]
<permission_info> Permet de définir les droits d’accès de l'*instance d’objet* spécifiée par l’attribut "src". Écrit au format *Permission* standard. Peut être ignoré.

B.4.7.4 Liste de données de modèle de disposition <layout_info_list>

B.4.7.4.1 Balise <layout_info_list>

Zone d'enregistrement du modèle de disposition et paramètre d'affichage de chaque zone lors de l'affichage de cette *instance d'objet de texte 2*. Permet de spécifier cette liste de modèles de disposition pour chaque *instance d'objet de texte 2* (voir B.4.6.2). Pour que la liste de données de modèle de disposition puisse modifier les modèles de disposition et afficher correctement les paramètres conformément aux spécifications du dispositif ou des paramètres d'affichage en cours, plusieurs données de modèle de disposition peuvent être écrites avec les informations ci-dessous. Le dispositif de visualisation est en mesure de sélectionner les informations à utiliser pour l'affichage selon les conditions d'affichage.

Les données de modèle de disposition peuvent inclure les informations ci-dessous.

Informations relatives au dispositif

Informations relatives au contour

Informations relatives au texte dynamique

Informations relatives à l'objet

De plus, comme cela a été expliqué en B.4.4.2.3, certains paramètres définis ici peuvent également l'être dans l'ensemble du flux de texte (par l'attribut "body_id" de la balise <flow_data>, et les valeurs sont définies dans les attributs de la balise <flow_default_attribute>. Voir B.4.4.2.3 et B.4.4.2.4). Ils sont utilisés par défaut si aucune valeur n'est affectée aux paramètres locaux (ceux définis ici) lorsque l'attribut "body_id" de la balise <flow_data> est défini comme une "*instance d'objet de texte 2*". S’ils sont tous définis, la priorité est accordée aux paramètres locaux.

Les éléments enfants de la liste de données de modèle de disposition <layout_info_list> sont les suivants.

[Éléments enfants]
<layout_info> Zone d'enregistrement d'un modèle de disposition. Voir B.4.7.4.2 pour plus de détails sur le format de cette balise.

B.4.7.4.2 Données de modèle de disposition <layout_info>

Zone d'enregistrement des modèles de disposition. Peut en spécifier plusieurs. Auquel cas, se conformer aux limitations ci-dessous.

- Ne pas écrire plusieurs balises <layout_info> avec le même attribut en même temps.
- Ne pas écrire en même temps deux balises <layout_info> dont l'une contient un attribut "baseline" et l'autre pas.

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Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

display_size Permet de spécifier la taille de l'affichage, écrite au format de coordonnées standard. Ne peut pas être ignoré.

baseline Permet de définir le sens de la ligne de base. Les valeurs suivantes peuvent être utilisées: Peut être ignoré. Il convient que l'utilisateur puisse choisir entre un affichage de texte vertical et un affichage de texte horizontal, s'il est ignoré.

"right" Écriture horizontale
"down" Écriture verticale

[Éléments enfants]

<outline_info> Zone d'enregistrement des informations relatives au contour. Voir B.4.7.4.3 pour plus de détails sur le format de cette balise.

<layout_default_attribute> Zone d'enregistrement d'un attribut par défaut du texte à utiliser dans la zone spécifiée par la balise <dynamic_text_area>. Voir B.4.7.4.6 pour plus de détails sur le format de cette balise.

<object_area> Zone d'enregistrement des informations relatives à l'objet. Voir B.4.7.4.5
pour plus de détails sur le format de cette balise.

<dynamic_text_area> Zone d'enregistrement des informations relatives au texte dynamique. Voir B.4.7.4.4 pour plus de détails sur le format de cette balise.

Noter que si chaque zone est spécifiée par les balises <object_area> et <dynamic_text_area>, les limitations suivantes s'appliquent. Si la limite est dépassée, une erreur de conversion se produit.

A) Définit chaque zone de manière à ce qu'elle s'intègre à l'intérieur du rectangle spécifié par l'attribut "rect" de <outline_info>. Il est admis de placer le cadre de la zone sur la ligne du rectangle.

B) Définit chaque zone de manière à ce qu'elle ne chevauche pas d'autres zones. Les cadres de zone ne peuvent pas être chevauchés.

C) Les limitations suivantes en matière de taille (hauteur/largeur) s'appliquent si plusieurs balises <dynamic_text_area> sont définies. Cela concerne l'affichage des paramètres de colonne.

Si la valeur "down" est affectée à l'attribut "baseline" de <layout_info>, son attribut parent

– Aligner la hauteur de toutes les zones.

Si la valeur "right" est affectée à l'attribut "baseline" de <layout_info>, son attribut parent

– Aligner la largeur de toutes les zones.

Si l'attribut "baseline" de <layout_info>, son attribut parent, est ignoré.

– Aligner la hauteur et la largeur de toutes les zones. Il n’est pas nécessaire que la hauteur et la largeur soient identiques.

D) Il n'est pas admis de définir en même temps plusieurs balises <dynamic_text_area> et la balise <layout_default_columns>.

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B.4.7.4.3 Informations relatives au contour <outline_info>

B.4.7.4.3.1 Balise <outline_info>

Zone d'enregistrement de l'ensemble des informations de la zone affichée par ce modèle de disposition, parmi tous les affichages du dispositif. Peut être ignorée. Cette balise comporte l'attribut et les éléments enfants suivants.

[Attributs]

rect — Permet de définir les coordonnées du rectangle circonscrit contenant toutes les zones incluses dans la balise <layout_info> qui s'affiche, au format "Region". Peut être ignoré. Si c'est le cas, la valeur de coordonnée dont la taille est identique à celle de l'écran spécifiée par l'attribut "display_size" de la balise <layout_info> est stockée dans le contenu au moment de la conversion. La valeur de coordonnée définie ici est celle du système de coordonnées en fonction de la taille d'écran affichée.

[Éléments enfants]

<outline_polygon> — Zone d'enregistrement des coordonnées du sommet du contour. Voir B.4.7.4.3.2 pour plus de détails sur le format de cette balise.

<outline_background> — Zone d'enregistrement de l'image d'arrière-plan du contour. Voir B.4.7.4.3.3 pour plus de détails sur le format de cette balise.

<outline_background_music> — Zone d'enregistrement de la musique d'arrière-plan du contour. Voir B.4.7.4.3.4 pour plus de détails sur le format de cette balise.

B.4.7.4.3.2 Coordonnées du sommet du contour <outline_polygon>

Définit la couleur et l'épaisseur du contour, ainsi que les sommets du polygone. Cette balise comporte les attributs et l'élément enfant suivants. Si les attributs "line_color" et "line_width" sont ignorés, il convient de ne pas afficher la ligne du contour.

[Attributs]

line_color — Permet de spécifier la couleur de la ligne du contour. Peut être ignoré. S'il est ignoré, le comportement dépend du dispositif de visualisation.

line_width — Permet de spécifier l'épaisseur de la ligne du contour. Exprimé sous la forme d'une valeur numérique avec des points. Peut être ignoré. S'il est ignoré, le comportement dépend du dispositif de visualisation.

[Éléments enfants]

<vertex> — Permet de définir les sommets d'un polygone qui compose le contour. Peut être ignoré. Si c'est le cas, la valeur des coordonnées (la même que celle du rectangle circonscrit spécifiée dans l'attribut "rect" de la balise <outline_info>) est enregistrée lors de la conversion. Le polygone diagonal n'est pas admis. Il convient d'écrire la valeur de coordonnée au format de coordonnées standard en fonction de la taille de l'écran. Noter que seul le rectangle est pris en charge dans la spécification actuelle.
Les attributs de cette balise sont les suivants.

[Attributs]

position — Permet de spécifier les sommets d'un polygone qui compose le contour. Écrit au format de coordonnées standard.

B.4.7.4.3.3 Image d'arrière-plan du contour <outline_background>

Permet de définir l'image d'arrière-plan du contour et sa couleur. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

color_space, color, opacity — Permet de définir la couleur d'arrière-plan par défaut du contour, au format *Color* standard. Ce paramètre ne peut pas être

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modifié par l'utilisateur. Peut être ignoré. Non spécifié si l'attribut "Color" est ignoré.

type Permet de stocker le type MIME de l'image d'arrière-plan. Les formats suivants sont disponibles dans cette norme. Ne peut pas être ignoré si l'attribut "src" est spécifié.

Format PNG: "image/png"
Format JPEG: "image/jpeg"
Format CCF: "image/x-ccf"

src *Nom de fichier* de l'image d'arrière-plan. Écrit au format *Filename* standard. Les choix sont limités aux fichiers d'image de format suivants danscette norme: PNG, JPEG et CCF. Ne peut pas être ignoré si l'attribut "type" est spécifié. Aucune valeur n'est définie pour les attributs "src" et "type" s'ils sont ignorés. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

[Éléments enfants]

<permission_info> Permet de définir les droits d'accès de l'image d'arrière-plan spécifiée par l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré. Si l'attribut "src" ne précise pas l'image d'arrière-plan, il convient d'ignorer les informations relatives aux droits d'accès.

B.4.7.4.3.4 Musique d'arrière-plan du contour <outline_background_music>

Permet de définir la balise de musique d'arrière-plan à jouer lors de l'affichage de ce contour. Si cette balise est ignorée, il convient de ne jouer aucune musique d'arrière-plan. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

type Permet de stocker le type MIME de la musique d'arrière-plan. Les formats suivants sont disponibles dans la présente norme. Ne peut pas être ignoré.

Format MP3: "audio/mp3"
Format AAC: “audio/3gpp2”
Format SMAF: "application/x-smaf"
Format 3GPP: "audio/3gpp"
Format MP4: "audio/mp4"

src *Nom de fichier* de la musique d'arrière-plan. Écrit au format *Filename* standard. Les fichiers configurables sont limités aux formats d'image suivants dans cette norme: MP3 (extension ".mp3"), AAC (extension ".3g2"), SMAF (extension ".mmf"), 3GPP (extension".3gp") et MP4 (extension ".mp4"). Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut “type”.

loop Permet de définir si la musique d'arrière-plan spécifiée dans l'attribut "src" est jouée de manière répétée, en sélectionnant l'une des valeurs ci-dessous. Peut être ignoré. La valeur "no" est attribuée s'il est ignoré.

"yes" Rejoué en boucle.
"no" N'est pas rejoué en boucle.

[Éléments enfants]

<permission_info> Permet de définir les droits d'accès de la musique d'arrière-plan spécifiée par l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré.

B.4.7.4.4 Informations relatives au texte dynamique <dynamic_text_area>

Zone d'enregistrement des informations de zone pour afficher les données d'entité de texte 2. Peut être ignorée. Si cette balise est ignorée, l'entité de texte 2 vide doit être spécifiée par la balise <dynamic_text_object_entry> (voir B.4.6.2). Plusieurs éléments peuvent être appliqués. Dans ce cas, il convient de lire les éléments dans l'ordre d'enregistrement.
Les attributs de cette balise sont les suivants.

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[Attributs]
rect Permet de définir la zone dans laquelle l'*instance d'objet de texte* est utilisée, au format "Region". Il convient de définir la valeur de coordonnées en fonction de l'attribut "display_size" de la balise <layout_info>. Ne peut pas être ignoré.
Il convient de définir la valeur de coordonnées en fonction de la taille de l'affichage (écran).

bg_color, bg_color_space, bg_opacity
Permet de définir la couleur d'arrière-plan par défaut, au format *Color* standard. Peut être ignoré. S'il est ignoré, les informations relatives à la couleur d'arrière-plan de la balise <outline_background> sont utilisées.

B.4.7.4.5 Informations relatives à l'objet <object_area>

Permet de définir l'objet affiché en permanence (une image, par exemple) et sa zone d'affichage, au format "Region". Peut spécifier le fichier de format d'image. Affiche l'objet en l'état (sans modifier la taille) au centre de la zone. Si l'objet est plus grand que la zone, il convient de n'afficher que la partie de l'objet qui entre dans la zone. Peut être ignoré. Peut en spécifier plusieurs. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]
rect Permet de définir la zone des objets affichés en permanence, au format "Region". Il convient de définir la valeur de coordonnées en fonction de l'attribut "display_size" de la balise <layout_info>. Ne peut pas être ignoré.

src Nom de fichier de l'objet à afficher dans la zone. Écrit au format *Filename* standard. Ne peut pas être ignoré. Le fichier configurable est une image au format PNG, au format JPEG et au format CCF.

type Permet de stocker le type MIME du fichier d'objet. Les formats ci-dessous sont disponibles dans cette norme. Ne peut pas être ignoré.
Format PNG: "image/png"
Format JPEG: "image/jpeg"
Format CCF: "image/x-ccf"

bg_color, bg_color_space, bg_opacity
Permet de définir la couleur d'arrière-plan par défaut, au format *Color* standard. Si l'attribut "color" est ignoré, les informations relatives à la couleur d'arrière-plan de la balise <outline_background> sont utilisées.

char_id Permet d'attribuer un numéro d'ID de chaîne à cette zone d'objet. Écrit au format *Char_ID* standard. Peut être ignoré si cette balise n'est pas définie. Si ce numéro d'ID de chaîne est attribué à un événement, noter ce qui suit: (1) l'événement ne peut pas être une page de destination d'un saut de page; (2) l'événement ne peut pas être un déclencheur/une action vers la zone de texte dynamique.

[Éléments enfants]
<permission_info>
Permet de définir les droits d'accès des fichiers spécifiés par les attributs "src" et "alt_src". Écrit au format *Permission* standard. Peut être ignoré.

B.4.7.4.6 Paramètres par défaut des informations relatives au texte dynamique <layout_default_attribute>

B.4.7.4.6.1 Balise <layout_default_attribute>

Zone des différents paramètres concernant les données d'entité de texte 2 à utiliser dans la zone spécifiée par la balise <dynamic_text_area>. Peut être ignoré. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]
valign Permet de déterminer la manière de placer la zone de texte. Accepté uniquement s'il existe une balise <dynamic_text_area> et que le contenu affiché est adapté à la zone d'affichage. Sinon, il est ignoré. Les valeurs suivantes sont admises.

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Peut être ignoré. S'il est ignoré, il convient d'afficher le texte à partir du haut de la zone d'affichage.

"middle" Affiché au centre de la zone d'affichage.
"end" Affiché à la fin de la zone d'affichage.

[Éléments enfants]
<layout_line_breaking_method>
Zone d'enregistrement de la spécification de saut de ligne. Voir B.4.7.4.6.2 pour plus de détails sur le format de cette balise.

<layout_default_size>
Zone d'enregistrement de l'espace de lettre, de l'espace de ligne et des marges. Voir B.4.7.4.6.3 pour plus de détails sur le format de cette balise.

<layout_default_paragraph>
Zone d'enregistrement de la spécification de paragraphe. Voir B.4.7.4.6.4 pour plus de détails sur le format de cette balise.

<layout_default_font>
Zone d'enregistrement de la spécification de police. Voir B.4.7.4.6.5 pour plus de détails sur le format de cette balise.

<layout_default_columns>
Zone d'enregistrement de la spécification de colonne. Voir B.4.7.4.6.6 pour plus de détails sur le format de cette balise.

B.4.7.4.6.2 Spécifications de saut de ligne <layout_line_breaking_method>

Permet de définir les spécifications de saut ligne recommandées pour l'affichage des données d'entité de texte 2. Peut être ignorée. Si elle est ignorée, la valeur par défaut est <flow_default_attribute>. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]
method Permet de définir la méthode de traitement des sauts de ligne. Peut être ignoré. Non spécifié si cette balise est ignorée.

"none" Aucun saut de ligne n'est appliqué.
"run_down" Saut de ligne appliqué (les caractères qui ne doivent pas apparaître au début/à la fin d'une ligne sont déplacés vers la ligne précédente/suivante)

hanging_punctuation Permet de définir si le traitement des caractères de retrait est activé si la fin de la ligne contient un caractère cible. Peut être ignoré. Non spécifié si cette balise est ignorée.

"yes" Le traitement des caractères de retrait est activé.
"no" Le traitement des caractères de retrait est désactivé.

[Éléments enfants]
<top_prohibit_char> Enregistre les caractères qui ne doivent pas apparaître au début d'une ligne. Présentés sous la forme d'une chaîne de caractères étendus au format "、。.,". S'il est ignoré, la valeur par défaut est une liste vide.

<end_prohibit_char> Enregistre les caractères qui ne doivent pas apparaître à la fin d'une ligne. Présentés sous la forme d'une chaîne de caractères étendus au format "、。.,". Non spécifié si cette balise est ignorée.

<hanging_char> Enregistre les chaînes de caractères à afficher comme ponctuation en retrait. Présentés sous la forme d'une chaîne de caractères étendus au format "、。.,". Non spécifié si cette balise est ignorée.

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B.4.7.4.6.3 Définition de l'interlettrage, de l'espacement et de la taille de la marge <layout_default_size>

Permet de définir l'interlettrage, l'espacement et la taille de la marge lors de l'affichage des données d'entité de texte 2. Les attributs de cette balise sont les suivants. Peut être ignoré. Si l'un des attributs suivants est ignoré, le comportement dépend du dispositif de visualisation.

[Attributs]

letter_spacing L'interlettrage est spécifié par la valeur de pourcentage en fonction de la taille de la police affichée sur l'écran du dispositif de visualisation. Peut être ignoré. S'il est ignoré, le comportement dépend du dispositif de visualisation.

line_pitch La ligne de pente est spécifiée par la valeur de pourcentage en fonction de la taille de la police affichée sur l'écran du dispositif de visualisation. Peut être ignoré. S'il est ignoré, le comportement dépend du dispositif de visualisation.

margin Spécifie la taille de la marge (haut/bas/gauche/droite) dans la zone d'affichage. La seule option possible est une valeur de point. Peut être ignoré. S'il est ignoré, le comportement dépend du dispositif de visualisation.

B.4.7.4.6.4 Paramètres du paragraphe <layout_default_paragraph>

Permet de définir les paramètres du paragraphe pour afficher les données d'entité de texte 2. Chaque flux est considéré comme un grand paragraphe. Peut être ignoré. S'il est ignoré, sa valeur par défaut est l'un des attributs suivants.

Les attributs de cette balise sont les suivants.

[Attributs]

top_line_indent Permet de définir la taille (exprimée en "em") de l'indentation de la première ligne du paragraphe. Les espaces sont insérés avant le premier caractère qui suit la balise <p> et le premier caractère qui suit une balise <br/> dans le paragraphe. L'unité doit être le "em". L'espacement réel est la somme de l'ensemble des valeurs de cet attribut et la marge du paragraphe défini par l'attribut "top". De plus, une valeur négative peut être affectée à cet attribut ("−2em", par exemple). S'il est ignoré, le comportement dépend du dispositif de visualisation.

top Permet de définir la taille de la marge de gauche du paragraphe (la marge supérieure si le sens d'écriture est vertical). Exprimé en "em" ou en pourcentage de la longueur de la ligne (de colonne si le sens d'écriture est vertical). S'il est ignoré, la valeur par défaut est "0em". Les valeurs négatives ne peuvent pas être utilisées. Les paragraphes peuvent être contenus dans un autre paragraphe. Dans ce cas, les marges s'ajoutent. Les pourcentages sont également en rapport avec la zone interne calculée, et non avec la zone d'affichage totale.

bottom Permet de définir la taille de la marge de droite du paragraphe (la marge inférieure si le sens d'écriture est vertical). Exprimé en "em" ou en pourcentage de la longueur totale de la ligne (de colonne si le sens d'écriture est vertical). S'il est ignoré, la valeur par défaut est "0em". Les valeurs négatives ne peuvent pas être utilisées. Les paragraphes peuvent être contenus dans un autre paragraphe. Dans ce cas, les marges s'ajoutent. Les pourcentages sont également en rapport avec la zone interne calculée, et non avec la zone d'affichage totale.

align Permet de déterminer s'il convient de placer le texte au centre, aligné à gauche ou à droite dans la longueur de ligne définie par les attributs top, bottom et d'indentation positive. Accepte les valeurs ci-dessous. S'il est ignoré, le paramètre en cours ne change pas.

"center" La chaîne placée dans la balise <p> s'affiche au centre.

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"right" La chaîne placée dans la balise <p> est alignée à droite (écriture horizontale) ou en bas (écriture verticale).

"left" La chaîne placée dans la balise <p> est alignée à gauche (écriture horizontale) ou en haut (écriture verticale).

"justified" Les chaînes de caractères ou les objets s'affichent selon un espacement équivalent.

"justified_center" Les chaînes de caractères ou les objets s'affichent selon un espacement équivalent, aligné au centre.

"justified_right" Les chaînes de caractères ou les objets s'affichent selon un espacement équivalent, aligné à droite si le sens d'écriture est horizontal (aligné en bas si le sens d'écriture est vertical).

"justified_left" Les chaînes de caractères ou les objets s'affichent selon un espacement équivalent, aligné à gauche si le sens d'écriture est horizontal (aligné en haut si le sens d'écriture est vertical).

B.4.7.4.6.5 Paramètres de police <layout_default_font>

Permet de définir le nom de la police recommandée, sa taille, etc., lors de l'affichage des données d'entité de texte 2. Peut être ignoré. Les attributs de cette balise sont les suivants.

[Attributs]

fontname Nom de police par défaut. Plusieurs polices peuvent être spécifiées. Dans ce cas, il convient de les séparer par une virgule (0x2c en Unicode). Par exemple, fontname="Aaa sans serif,Bbb gothic". Il convient que le dispositif de visualisation utilise la première police répertoriée disponible. Peut être ignoré. Si l'attribut et les paramètres des données de contenu sont ignorés, le comportement dépend du dispositif de visualisation.

fname_change_flag Permet de définir si l'utilisateur est autorisé à modifier les paramètres. Seule la valeur "yes" (le nom de la police peut être modifié par l'utilisateur) est admise dans cette norme. Peut être ignoré. La valeur "yes" est attribuée s'il est ignoré.

fontsize Permet de définir la taille de police par défaut. Exprimé sous la forme d'une valeur numérique avec des points. Peut être ignoré. Si cet attribut est ignoré, le comportement dépend du dispositif de visualisation.

bold_flag Permet de définir s'il convient d'afficher les données de contenu en gras ou non. Les options ci-dessous sont admises. S'il est ignoré, le comportement dépend du dispositif de visualisation. Si la valeur "yes" est attribuée, tous les caractères doivent s'afficher en gras, à l'exception des caractères dont la valeur "no" a été attribuée à l'attribut "bold" par la balise <font> dans l'*instance d'objet de texte 2*.

"yes" Affiche en gras.

"no" Affiche normalement.

color_space, color, opacity

Permet de définir la couleur de caractère recommandée lors de l'affichage des données du corps. Ce paramètre ne peut pas être modifié par l'utilisateur. Défini au format *Color* standard. Si l'attribut

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"color" est ignoré, le comportement dépend du dispositif de visualisation.

rubysize La taille de ruby est spécifiée par la valeur de pourcentage en fonction de la taille de la police affichée sur l'écran du dispositif de visualisation. Peut être ignoré. S'il est ignoré, le comportement dépend du dispositif de visualisation.

ruby_flag Permet de définir si le code ruby des données de contenu est à visualiser ou non. Les valeurs suivantes peuvent être utilisées: S'il est ignoré, le comportement dépend du dispositif de visualisation. Si la valeur "yes" ou "yes_only" est attribuée, le code ruby s'affiche pour les chaînes de caractères placées par les balises <ruby> dans l'*instance d'objet de texte*.

"yes" Il convient d'afficher le code ruby, mais peut être désactivé par l'utilisateur.

"yes_only" Le code ruby peut être affiché. Cette option ne peut pas être désactivée par l'utilisateur. Toutefois, cela ne concerne pas les dispositifs de visualisation qui ne sont pas en mesure d'afficher le code ruby.

"no" Il est recommandé de ne pas afficher le code ruby, mais peut toujours être activé en fonction des préférences de l'utilisateur.

"no_only" Le code ruby ne doit pas être affiché et ne peut pas être désactivé par l'utilisateur. Toutefois, cela ne s'applique pas si le dispositif de visualisation est incapable de désactiver l'affichage du code ruby.

fsize_autochange_flag Si cette balise est active, il convient de modifier automatiquement la taille de la police selon le même rapport entre la taille de l'écran du dispositif de visualisation et la taille de l'écran définie par l'attribut "display_size" de la balise <layout_info>. Si elle est inactive, s'affiche en l'état. Si elle est ignorée, la valeur par défaut est "off".

"on" Permet de modifier automatiquement la taille de la police selon le même rapport entre la taille de l'écran du dispositif de visualisation et la taille de l'écran définie par l'attribut "display_size" de la balise <layout_info>.

"off" Affiche en l'état.

B.4.7.4.6.6 Spécification de colonne <layout_default_columns>

Si cette balise est appliquée, le dispositif de visualisation décide automatiquement du nombre de colonnes à afficher en fonction de la valeur des attributs suivants. Si cette balise est ignorée, il convient de ne pas afficher la colonne. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

line_character_max_count

Permet de définir le nombre maximal de caractères dans une ligne. Peut être ignoré. Si cet attribut est ignoré, le comportement dépend du dispositif de visualisation.

line_character_min_count

Permet de définir le nombre minimal de caractères dans une ligne. Peut être ignoré. Si cet attribut est ignoré, le comportement dépend du dispositif de visualisation.

tray_spacing

L'espacement est spécifié par la valeur de pourcentage en fonction de la taille de la police affichée sur l'écran du dispositif de visualisation. Peut être ignoré. S'il est ignoré, le comportement dépend du dispositif de visualisation.

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[Éléments enfants]
<columns_ruled_line>
Permet de définir les paramètres de ligne cotée entre les colonnes. Si cette balise est ignorée, il convient de ne pas présenter de ligne cotée. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

width — Permet de déterminer la largeur de la ligne cotée. Exprimé sous la forme d'une valeur numérique avec des points. Peut être ignoré. S'il est ignoré, le comportement dépend du dispositif de visualisation. Ce paramètre est désactivé si une image cotée est définie par l'attribut "src".

color_space, color, opacity — Permet de déterminer la couleur de la ligne cotée. Défini au format *Color* standard. Peut être ignoré. Si cet attribut est ignoré, le comportement dépend du dispositif de visualisation. Ce paramètre est désactivé si une image cotée est définie par l'attribut "src".

align — Permet de définir la position de la ligne cotée. Il est effectif si la ligne de largeur est plus courte que la ligne de longueur. Accepte les valeurs ci-dessous. Peut être ignoré. S'il est ignoré, le dispositif de visualisation agit comme si "center" était spécifié.

- "top" — Aligné à gauche pour le sens d'écriture horizontal, aligné en haut pour le sens d'écriture vertical.
- "center" — Affiché au centre.
- "bottom" — Aligné à droite pour le sens d'écriture horizontal, aligné en bas pour le sens d'écriture vertical.

length — Permet de déterminer la longueur de la ligne cotée. Exprimé en "em" ou en pourcentage de la largeur de la colonne (de la hauteur pour le sens d'écriture horizontal). S'il est ignoré, le dispositif de visualisation agit comme si "100%" était spécifié.

v_src — Permet de définir une image de la ligne cotée pour le sens d'écriture vertical. Un modèle d'image est spécifié au format *Filename* standard. Cet attribut l'emporte sur les attributs "width" et "color_space, color, opacity". Le dispositif de visualisation affiche l'image de manière répétée. Dans ce cas, il affiche le fichier défini en l'état (sans le faire pivoter) en fonction du sens d'écriture, même si la zone de tracé est coupée au milieu d'un modèle. Si le dispositif de visualisation reconnaît automatiquement le sens d'écriture, seul l'attribut "v_src" ou "h_src" est à définir. Noter que la ligne cotée elle-même s'affiche horizontalement (pour le sens d'écriture vertical).

Les fichiers d'image au format PNG et au format JPEG peuvent être sélectionnés dans cette norme. Ne peut pas être ignoré si l'attribut "type" est spécifié. Aucune valeur n'est affectée aux attributs "src" et "type" s'ils sont ignorés. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut “type”.

h_src — Permet de définir une image de la ligne cotée pour le sens d'écriture horizontal. Un modèle d'image est spécifié au format *Filename* standard. Cet attribut l'emporte sur les attributs "width" et "color_space, color, opacity". Le dispositif de visualisation affiche l'image de manière répétée. Dans ce cas, il affiche le fichier défini en l'état (sans le faire pivoter) en fonction du sens d'écriture, même si la zone de tracé est coupée au milieu d'un modèle. Si le dispositif de visualisation reconnaît automatiquement le sens d'écriture, seul l'attribut "v_src" ou "h_src" est à définir. Noter que la ligne cotée elle-même s'affiche verticalement (pour le sens d'écriture horizontal).

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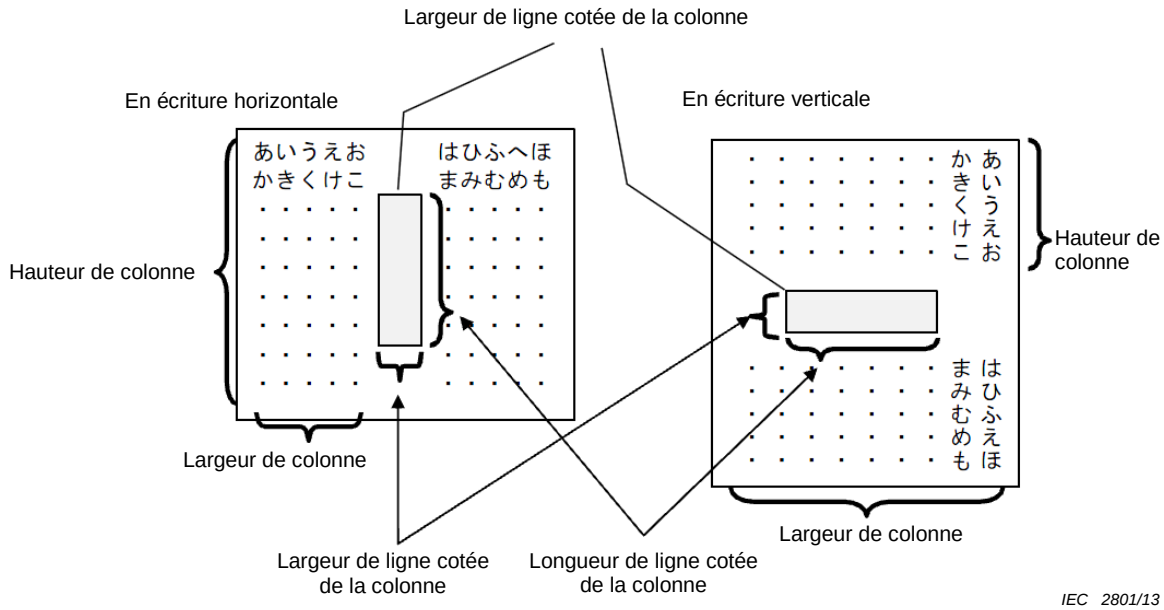
Les fichiers d'image au format PNG et au format JPEG peuvent être sélectionnés dans cette norme. Ne peut pas être ignoré si l'attribut "type" est spécifié. Aucune valeur n'est affectée aux attributs "src" et "type" s'ils sont ignorés. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut “type”.

type Permet de stocker le type MIME de l’image cotée. Les formats suivants sont disponibles dans cette norme. Ne peut pas être ignoré si l'attribut "src" est spécifié.

Format PNG: "image/png"
Format JPEG: "image/jpeg"

[Éléments enfants]
<permission_info>
Permet de définir les droits d’accès de l'image cotée par l’attribut "src". Écrit au format *Permission* standard. Peut être ignoré. Si l'attribut "src" ne spécifie pas l'image cotée, il convient d'ignorer ces informations de droit d'accès.



B.4.7.5 Instance d’objet d’image

Fichier image ordinaire auquel fait référence la balise <object> de l’*instance d’objet de texte* (voir B.4.7.2.3). Dans cette norme, il peut s'agir d'un fichier PNG, JPEG ou CCF.

B.4.7.6 Instance d’objet de son

Fichier de son ordinaire auquel fait référence la balise <sound_object_entry> ou <flip_animation>. Dans cette norme, les formats de fichier compatibles se limitent à MP3, AAC et SMAF, 3GPP et MP4.

B.4.7.7 Instance d’objet d’animation

Les possibilités suivantes pour l’animation <flip_animation> sont disponibles.

Définit une animation en tant que séquence d’images changeant à intervalles fixes. Ecrit comme un fichier XML, comme suit.

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Exemple:

```
<?xml version="1.0" encoding="Shift_JIS" ?>

<flip_animation renewal_time="500ms">
        ...
</flip_animation>
```

La balise <flip_animation> comporte l'attribut et les éléments enfants suivants.

[Attribut]

renewal_time: Permet de définir l'intervalle entre les changements d'image. Écrit au format *Time* standard pour les durées jusqu'à 60 secondes. S'il est ignoré, la valeur par défaut est "1s". Toutefois, certains dispositifs de visualisation peuvent ne pas être en mesure de respecter le délai défini en raison de capacité limitée.

[Éléments enfants]

<flip_animation_sound> Permet de définir un objet de son à afficher en même temps que l'animation. Peut être ignoré. Ses attributs sont les suivants.

[Attributs]

type: Permet d'enregistrer le type MIME du fichier de son. Dans la présente norme, seul "audio/mp3" est admis. Ne peut pas être ignoré.

src: Nom du fichier de son, écrit au format *Filename* standard. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut de type.

<flip_animation_source> Chaque image fixe qui compose l'animation est enregistrée dans des instances séparées de cette balise. Il doit exister au moins une instance de cette balise. Si la définition d'un objet d'animation contient plusieurs balises de ce type, la taille de toutes les images auxquelles fait référence l'attribut src doit être identique. Ses attributs sont les suivants.

[Attributs]

type: Permet de définir le type de fichier image enregistré par l'attribut src en tant que type MIME. Ne peut pas être ignoré. Dans la présente norme, les formats suivants sont acceptés:

"image/png"

"image/jpeg"

"image/x-ccf"

src: Nom du fichier image, écrit au format *Filename* standard. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut de type.

renewal_time: Délai d'attente avant de passer à l'image suivante. Écrit au format *Time* standard (60 secondes au maximum). S'il est ignoré, sa valeur par défaut est celle de l'attribut renewal_time de <flip_animation>.

Si l'objet d'animation s'affiche dans une boucle (une valeur supérieure à "1" étant affectée à l'attribut loop de <object>), le temps de boucle est déterminé comme suit:

Si l'animation contient un fichier de son: l'animation est terminée lorsque toutes les images ont été affichées et que le son associé a été joué intégralement. La

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répétition commence à ce stade. Noter que la séquence d'images doit de nouveau s'afficher à partir de la première image.

Si l'animation ne contient pas de fichier de son: l'animation recommence simplement lorsqu'elle est terminée.

Exemple:

```
<flip_animation renewal_time="500ms" >
        <flip_animation_source src="aaa1.jpg" type="image/jpeg"/>
        <flip_animation_source src="aaa2.jpg" type="image/jpeg"/>
        ...
        <flip_animation_source src="aaan.jpg" type="image/jpeg" renewal_time="1s" />
</flip_animation>
```

B.4.7.8 Instance d'objet de film

Fichier de film ordinaire auquel fait référence la balise <movie_object_entry> (voir B.4.6.5). Dans la présente norme, seuls les formats 3GPP2, 3GPP et MP4 sont valides.

B.4.7.9 Instance d'objet de page de recherche <search_page>

Une *instance d'objet de page de recherche* est écrite comme indiqué dans l'exemple suivant.

Exemple:

```
<?xml version="1.0" encoding="UTF-8" ?>

<search_page>
        <search_page_title type="image/png" src="image1.png">
                Foobar dictionary
        </search_page_title>
        <key_input_region table_id="ST0001" search_type="matches_first">
                ...
        </key_input_region>
        <key_input_region table_id="ST0002" search_type="match_only">
                ...
        </key_input_region>
        <search_link_item char_id="CR0001"> ... </search_link_item>
        <search_link_item char_id="CR0002"> ... </search_link_item>
        ...
</search_page>
```

Un échantillon de rendu est également présenté dans la Figure B.7. Comme illustré, il est divisé en 4 zones (voir ci-dessous). L'organisation visuelle de ces zones dépend du dispositif de visualisation. Certains dispositifs de visualisation peuvent même décider de ne pas toutes les afficher.

Chaîne de titre: Zone affichant le titre de la page de recherche. Définie dans la balise <search_page_title>.

Image du titre: Zone affichant l'image de titre de la page de recherche. Définie dans la balise <search_page_title>.

Zone d'entrée du mot clé: Zone dans laquelle l'utilisateur peut entrer les mots clés sur lesquels il convient que la recherche repose. Elle est composée des zones d'entrée actuelles et d'une chaîne explicative ("Lecture ?" ou "Prononciation ?", par exemple). Chaque ligne est associée à une table de recherche avec laquelle les mots clés sont mis en correspondance afin de produire un résultat. Définie dans la balise <key_input_region>.

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Liste de liens: Permet d'afficher une liste de liens vers d'autres pages de recherche ou des parties spécifiques des documents. Définie dans la balise <search_link_item>.

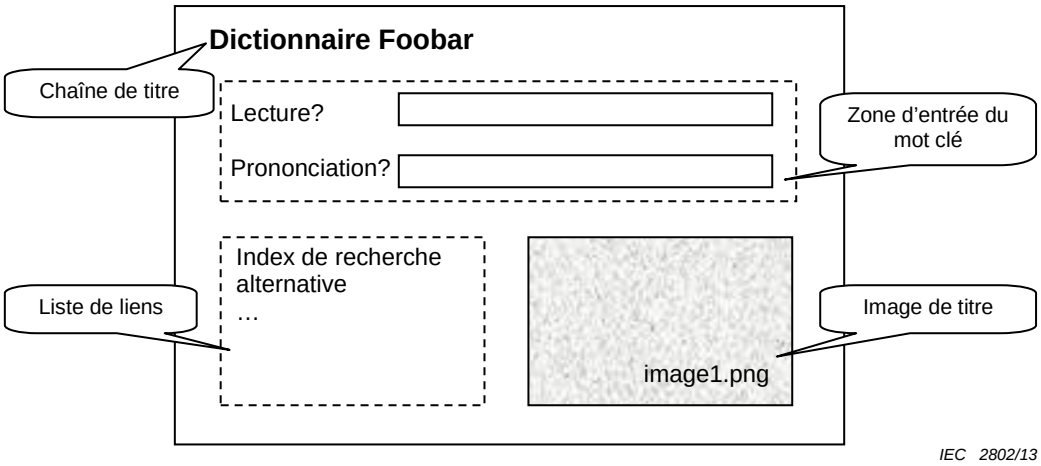

Figure B.7 – Exemple de rendu d'une instance d'objet de page de recherche

La balise <search_page> comporte les éléments enfants suivants.

[Éléments enfants]

<search_page_title> Permet de définir le titre de l'écran de recherche. Peut être ignoré. Ses attributs et éléments enfants sont les suivants.

[Attributs]

type: Permet de stocker le type MIME de l'image à utiliser en tant qu'image de titre. Peut être ignoré uniquement si l'attribut src l'est également. Les valeurs possibles sont indiquées ci-dessous.

"image/png"

"image/jpeg"

src: Permet de définir le nom de fichier de l'image à utiliser en tant qu'image de titre, écrit au format *Filename* standard. Peut être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut de type.

[Élément enfant]

La chaîne à utiliser en tant que titre est écrite à l'intérieur de la balise sous la forme d'une *chaîne de caractères étendus externes*.

Exemple:

```
<search_page_title type="image/jpeg" src="image.jpg">
        Foobar dictionary
</search_page_title>
```

<key_input_region> Permet de définir la zone d'entrée du mot clé. Un seul écran de recherche ne peut contenir qu'une ou deux instances de cet élément. Le dispositif de visualisation utilise ces informations pour afficher la zone d'entrée, puis mène la recherche en fonction de l'entrée de l'utilisateur. Ses attributs et éléments enfants sont les suivants.

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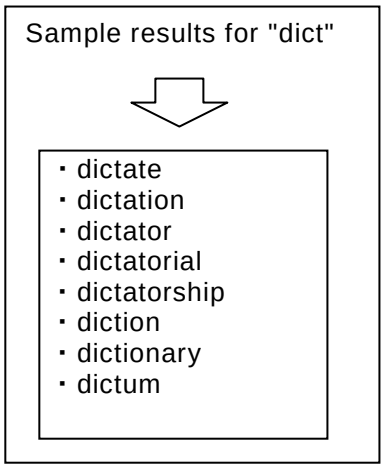
[Attributs]

table_id: Permet d'enregistrer le numéro d'ID de la table de recherche à utiliser comme base de recherche. Il correspond au nombre défini dans <search_table_def> (voir B.4.4.2.6). Ne peut pas être ignoré.

search_type: Permet de définir le type de recherche, à choisir parmi les possibilités ci-dessous. Peur être ignoré, auquel cas la valeur par défaut est matches_only"/"siborikomi".

"matches_only"/(autre)"siborikomi": Mode de recherche à "correspondance uniquement" Les mots en-tête qui ont des parties communes entre les chaînes de caractères en entrée de la zone d'entrée de mot clé et le caractère supérieur figurent dans le résultat de la recherche. Le mot clé normalisé (voir B.4.4.2.6, <key_normalization>) est mis en correspondance avec chaque mot en-tête de la table de recherche désignée par l'attribut "table_id". Le résultat de cette recherche renvoie tous les mots, et uniquement les mots, correspondant à ces critères.



"matches_first"/(autre)"atama-dasi": Mode "Matches_first". Les mots en-tête qui ont des parties communes entre les chaînes de caractères en entrée de la zone d'entrée de mot clé et le caractère supérieur figurent dans le résultat de la recherche. Les mots en-tête qui apparaissent après le mot en-tête ci-dessus sont également répertoriés. La méthode de comparaison est identique à "siborikomi", mais la liste de résultats est un peu différente. Elle contient tous les mots correspondant au mot clé normalisé, ainsi que les entrées suivantes de la table de recherche.

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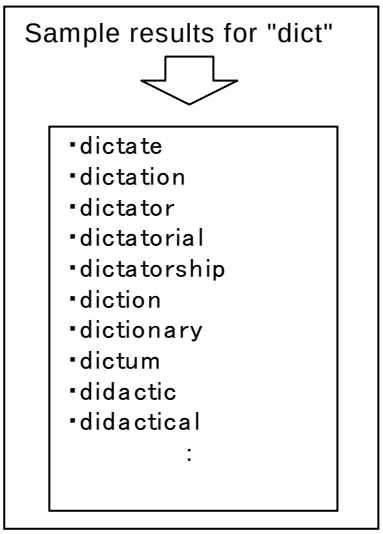

[Éléments enfants]

<key_input_region_prompt> Permet d'enregistrer la chaîne de caractères utilisée comme étiquette pour expliquer la zone d'entrée du mot clé ("Lecture ?" ou "Prononciation ?" de la Figure B.7, par exemple). Ne peut pas être ignoré.

[Élément enfant]

La chaîne de caractères à utiliser comme indiqué ci-dessus.

<enable_key_type> Permet de définir les types de caractère admis dans la zone d'entrée du mot clé. Ne peut pas être ignoré. Les attributs et éléments enfants de cette balise sont identiques à ceux utilisés dans la balise <enable_key_type> des données de table de recherche (voir B.4.4.2.6 pour plus de détails). Les types de caractère admis dans <enable_key_type> de l'objet de page de recherche doivent être un sous-ensemble de ceux définis dans la table de recherche associée. Noter que cela signifie que le premier peut interdire les types de caractères activés par ce dernier, l'inverse n'étant pas admis.

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Exemple:

```
<key_input_region table_id="ST0001" search_type="matches_first">
        <key_input_region_prompt>Reading?</key_input_ region_prompt>
        <enable_key_type number="no" alphabet="yes" kana="yes"/>
</key_input_region>

<key_input_region table_id="ST0002" search_type="match_only">
        <key_input_region_prompt>Spelling?</key_input_ region_prompt>
        <enable_key_type number="no" alphabet="no" kana="yes"/>
</key_input_region>
```

<search_link_item> Permet d'enregistrer les informations définissant la liste de liens. Elles peuvent spécifier d'autres tables de recherche ou une position particulière dans un flux de texte. Les sauts sont traités à l'aide des balises <trigger_pointer> (voir B.4.5.3) et <action_page_jump> (voir B.4.5.4.3). Il convient de les enregistrer dans les données d'événement (voir B.4.5.2) du flux contenant cet objet de page de recherche. Peut être ignoré. Ses attribut et élément enfant sont les suivants.

[Attribut]

char_id: Permet de définir le numéro d'ID de cet élément de lien de recherche, écrit au format *Char_ID* standard. Ne peut pas être ignoré.

[Élément enfant]

<search_link_title> Permet de définir le titre de ce lien, c'est-à-dire le texte qui s'affiche et fait office de lien. Il est écrit sous la forme d'une *chaîne de caractères externes étendus*. Ne peut pas être ignoré.

[Élément enfant]

Combinaison de la chaîne de caractères étendus et de la balise <external_char>.

Exemple:

```
<search_link_item char_id="CR0001">
        <search_link_title>Alternate search</search_link_title>
</search_link_item>

<search_link_item char_id="CR0002">
        <search_link_title>Index</search_link_title>
</search_link_item>
```

B.4.7.10 Instance d'objet d'illustration <comic_data>

B.4.7.10.1 Balise <comic_data>

Permet d'enregistrer une *instance d'objet d'illustration*, dont la structure est présentée dans la Figure B.8 ci-dessous. Comme illustré, l'*instance d'objet d'illustration* est composée de plusieurs cellules et de plusieurs pages, plusieurs scènes étant définies pour chaque cellule. En utilisant une illustration imprimée comme exemple, une "cellule" sur une page papier correspond à la "cellule" de la présente norme.

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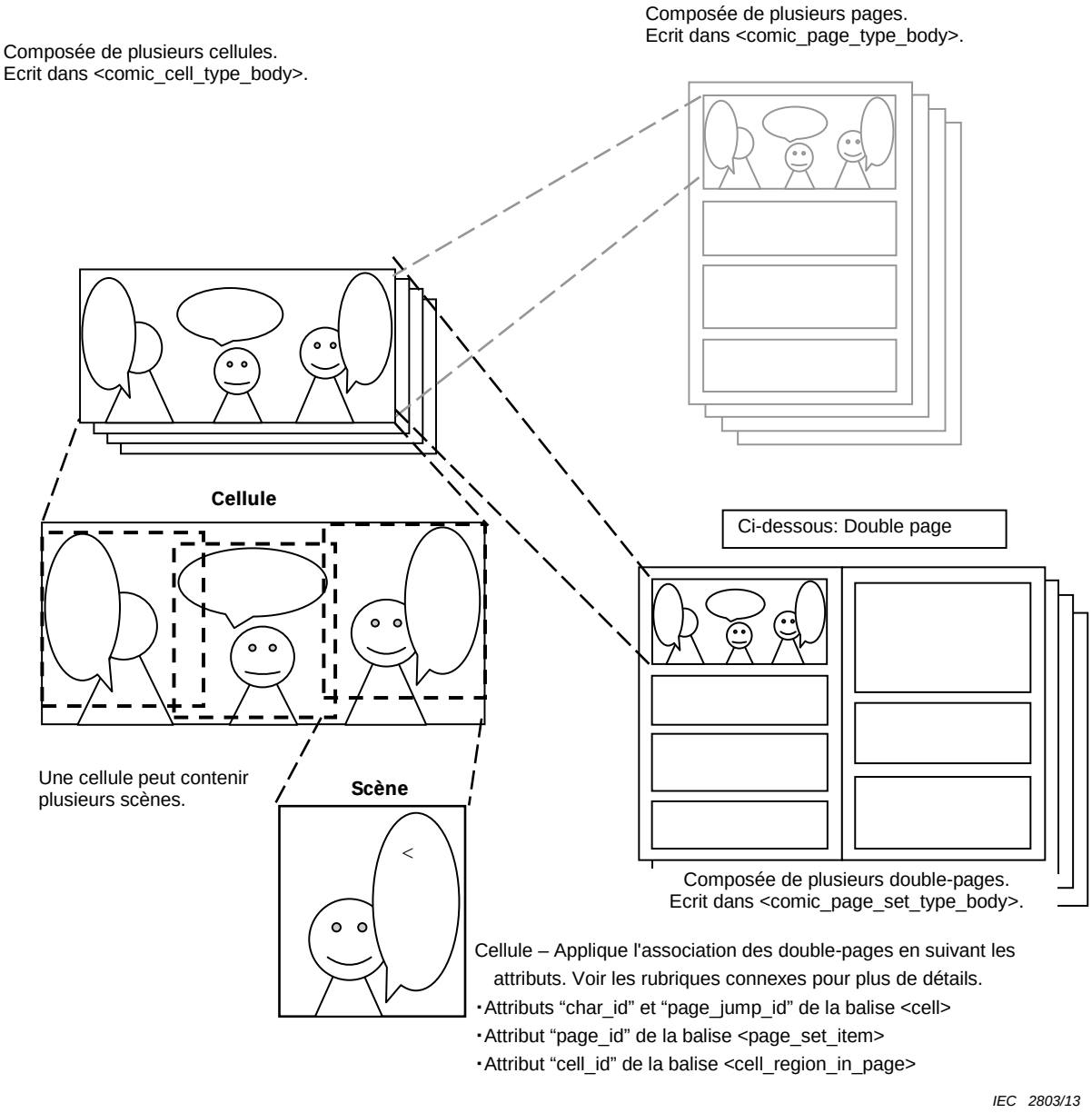

Figure B.8 – Instance d’objet d’illustration

Le dispositif de visualisation est tenu d’afficher l’objet d’illustration de la manière suivante:

a) Affichage de la première cellule, à l’endroit enregistré comme la première scène;
b) Attente d’une pression de l’utilisateur sur la touche de défilement;
c) Défilement vers la deuxième scène de la première cellule;
d) Attente d’une pression de l’utilisateur sur la touche de défilement;

:

e) Affichage de la deuxième cellule, à l’endroit enregistré comme la première scène.

:

Il convient que le dispositif de visualisation affiche la cellule suivante uniquement après l’affichage de toutes les scènes de la cellule en cours, en attendant l’entrée de l’utilisateur entre chacune d’elles. Il est possible de basculer entre les cellules/pages, les pages s'affichant en fonction de la date enregistrée.

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Il incombe au préparateur de données de diviser les données en *instances d'objet d'illustration* (nombre de cellules ou de pages à utiliser, etc.). Par exemple, chaque chapitre ou histoire du livre d'illustration peut être représenté comme une *instance d'objet d'illustration* distincte ou peut être regroupé.

La balise <comic_data> comporte l'élément enfant suivant.

[Éléments enfants]

<comic_body> Permet de stocker les données de contenu de l'*instance d'objet d'illustration*. Ne peut pas être ignoré. La balise <comic_data> ne peut comporter qu'une seule balise <comic_body> Voir B.4.7.10.2 pour plus de détails.

B.4.7.10.2 Données de contenu d'illustration <comic_body>

Cette zone contient les données de contenu d'illustration telles qu'elles s'affichent réellement. Dans la présente norme, les données sont enregistrées dans la structure cellule/scène ou dans la structure d'affichage sur deux pages.

[Attributs] Aucun

[Éléments enfants]

<comic_cell_type_body> Fait office de conteneur principal des données structurées cellule/scène. Ne peut pas être ignoré. Il ne doit exister qu'une seule instance de cette balise. Voir B.4.7.10.3 pour plus de détails.

<comic_page_set_type_body> Fait office de conteneur principal des données structurées d'affichage sur deux pages. Peut être ignoré. Il ne doit exister qu'une seule instance de cette balise. Voir B.4.7.10.7 pour plus de détails.

B.4.7.10.3 Données de contenu structurées cellule/scène <comic_cell_type_body>

Cette zone enregistre les données de contenu d'illustration d'affichage de la cellule. Les attributs et éléments enfants ci-dessous sont disponibles.

[Attributs]

bg_color, bg_color_space, bg_opacity

Permet de définir la couleur d'arrière-plan par défaut de ce contenu structuré cellule/scène, au format *Color* standard. Ce paramètre peut être remplacé, pour une cellule particulière, par les valeurs définies dans les attributs correspondants de la balise <cell> (voir B.4.7.10.4). Peut être ignoré. Si ces attributs et ceux de la balise <cell> sont ignorés, les valeurs définies dans <flow_default_background> sont attribuées par défaut à la couleur d'arrière-plan. Si aucun attribut n'est défini, le comportement dépend du dispositif de visualisation et peut suivre les préférences définies par l'utilisateur.

scroll_free Permet de définir si l'utilisateur est autorisé ou non à faire défiler chaque cellule de ce contenu structuré cellule/scène. S'il est autorisé, il convient que "permit" soit spécifié. S'il est ignoré, le défilement est interdit.

"permit" Défilement autorisé.

Magnify Permet de définir si l'utilisateur est autorisé ou non à agrandir ou réduire les cellules de ce contenu structuré cellule/scène. S'il est autorisé, il convient que "permit" soit spécifié. S'il est ignoré, le redimensionnement est interdit.

"permit" Redimensionnement autorisé.

[Éléments enfants]
<comic_background_music>

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Permet de définir la musique d'arrière-plan à jouer lors de l'affichage des données de contenu d'illustration de cette cellule. Si cette balise est ignorée, aucune musique d'arrière-plan n'est définie. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

type Permet de stocker le type MIME de la musique d'arrière-plan. Les formats suivants sont disponibles dans la présente norme. Ne peut pas être ignoré.

Format MP3: "audio/mp3"
Format AAC: "audio/3gpp2"
Format SMAF: "application/x-smaf"
Format 3GPP: "audio/3gpp"
Format MP4: "audio/mp4"

src *Nom de fichier* de la musique d'arrière-plan. Écrit au format *Filename* standard. Les choix sont limités aux fichiers d'image de format suivants dans les spécifications actuelles: MP3 (extension ".mp3"), AAC (extension ".3g2"), SMAF (extension ".mmf"), 3GPP (extension (".3gp") et MP4 (extension ".mp4"). Ne peut pas être ignoré.
Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

loop Permet de définir si la musique d'arrière-plan spécifiée dans l'attribut "src" est jouée de manière répétée. Sélectionner l'une des valeurs ci-dessous. La valeur "no" est attribuée s'il est ignoré. Si la valeur "yes" est affectée à l'attribut "sync" suivant, la valeur "no" doit l'être à cet attribut.

"yes" Rejoué en boucle.
"no" N'est pas rejoué en boucle.

sync Permet de définir si le processus d'affichage de la cellule est synchronisé ou non avec la musique d'arrière-plan définie par l'attribut "src" de la balise <comic_background_music>. Sélectionner l'une des valeurs ci-dessous. "no" est utilisé si ignoré. Si la valeur "yes" est affectée à l'attribut "loop" (mentionné ci-dessus), la valeur "no" doit l'être à cet attribut.

"yes" L'affichage de la cellule est synchronisé avec la musique d'arrière-plan.
"no" L'affichage de la cellule n'est pas synchronisé avec la musique d'arrière-plan.

Si la valeur "yes" est attribuée, il convient de préciser la vitesse de défilement entre deux scènes avec l'attribut "bgm_sync" de la balise <cell_scene> (voir B.4.7.10.5).

[Éléments enfants]

<permission_info> Permet de définir les droits d'accès de la musique d'arrière-plan spécifiée par l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré.

<cell> Permet de stocker les informations de chaque cellule individuelle. Cette balise est enregistrée pour le nombre de cellules. Il doit exister au moins une instance de cette balise. Voir B.4.7.10.4 pour plus de détails.

B.4.7.10.4 Données de cellule <cell>

Permet d'enregistrer des informations définissant une cellule individuelle. Ses attributs et éléments enfants sont les suivants.

[Attributs]

src: Permet de spécifier l'image de base de cette cellule. Écrit au format de ficher *Filename* standard. Dans la présente norme, seuls les fichiers image au format JPEG et PNG sont admis. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type". Le

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dispositif de visualisation affiche l'image spécifiée par cet attribut en fonction des autres attributs et éléments enfants des balises <cell> ou <cell_scene/> (voir B.4.7.10.4 and B.4.7.10.5).

type: Permet de stocker le type MIME de l'image. Peut être ignoré uniquement si l'attribut "src" l'est également. Les valeurs possibles sont indiquées ci-dessous.

Format PNG: "image/png"

Format JPEG: "image/jpeg"

char_id: Permet de définir le numéro d'ID de cette cellule, écrit au format *Char_ID* standard. Utilisé en tant que cible des sauts à partir du menu du dispositif de visualisation ou des sauts de lien dans les *instances d'objet de texte*, et pour associer cette cellule à une page spécifique des données d'affichage sur deux pages. Ne peut pas être ignoré en présence de données de contenu d'illustration pour l'affichage sur deux pages (balise <comic_page_set_type_body>).

bg_color, bg_color_space, bg_opacity:

Permet de définir la couleur d'arrière-plan par défaut de cette cellule, au format *Color* standard. Ce paramètre remplace tous les paramètres par défaut de la cellule définis dans les attributs correspondants de la balise <comic_cell_type_body> (voir B.4.7.10.3). Peut être ignoré. Si ces attributs et ceux de la balise <comic_cell_type_body> sont ignorés, les valeurs définies dans <flow_default_background> sont attribuées par défaut à la couleur d'arrière-plan. Si aucun attribut n'est défini, le comportement dépend du dispositif de visualisation et peut suivre les préférences définies par l'utilisateur.

fit: Si la taille réelle de l'écran est plus petite que celle spécifiée par l'attribut "display_size" de la balise <bvf> (voir B.4.2), cet attribut indique si le dispositif de visualisation est autorisé à redimensionner l'image (en préservant le rapport hauteur/largeur) pour l'intégrer à l'écran. Les valeurs possibles sont "yes" et "no", la valeur par défaut étant "no" s'il est ignoré. Noter que si la cellule contient une ou plusieurs scènes pour lesquelles l'attribut scroll est défini (une valeur différente de zéro étant affectée à l'attribut "scroll_time"), le défilement prévaut sur le redimensionnement, et cet attribut est traité comme si la valeur "no" lui avait été affectée.

"yes": Autorise l'affichage redimensionné.

"no": N'autorise pas l'affichage redimensionné.

Si le dispositif de visualisation est autorisé à redimensionner l'image, l'ensemble de la cellule n'est pas redimensionné, mais une zone rectangulaire centrée sur la scène de la taille d'affichage définie est redimensionnée pour entrer dans l'écran réel du dispositif de visualisation. Noter que même si les paramètres de redimensionnement sont autorisés par cet attribut, ils peuvent ne pas l'être dans les cas ci-dessous.

- La durée de défilement est définie pour l'une des cellules (sur une échelle de 1 à 10 par l'attribut "scroll_time").
- La taille réelle de l'affichage est plus importante que sa taille définie.
- Le dispositif de visualisation ne gère pas cette fonction de redimensionnement

effect: Permet de définir un effet d'animation à utiliser lors du premier affichage de l'image de cette cellule, immédiatement après l'ouverture du document ou lorsque cette cellule s'affiche immédiatement après une autre. S'il est ignoré, il convient de n'utiliser aucun effet. Les valeurs suivantes peuvent être utilisées:

"fade-in": l'écran est défini sur la couleur d'arrière-plan et l'image de la nouvelle cellule s'affiche progressivement.

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“dissolve”: l’image de la cellule en cours s’affiche progressivement sur celle de la cellule précédente. Effet similaire à l’effet d’apparition progressive, sauf que l’écran n’est pas défini sur la couleur d’arrière-plan avant l’affichage de la nouvelle cellule.

“slide-right”: l’écran est défini sur la couleur d’arrière-plan et l’image de la nouvelle cellule glisse de gauche à droite.

“slide-left”: l’écran est défini sur la couleur d’arrière-plan et l’image de la nouvelle cellule glisse de droite à gauche.

“slide-up”: l’écran est défini sur la couleur d’arrière-plan et l’image de la nouvelle cellule glisse de bas en haut.

“slide-down”: l’écran est défini sur la couleur d’arrière-plan et l’image de la nouvelle cellule glisse de haut en bas.

“overwrite-right”: l’image de la nouvelle cellule glisse de gauche à droite en recouvrant l’image de la cellule précédente.

“overwrite-left”: l’image de la nouvelle cellule glisse de droite à gauche en recouvrant l’image de la cellule précédente.

“overwrite-up”: l’image de la nouvelle cellule glisse de bas en haut en recouvrant l’image de la cellule précédente.

“overwrite-down”: l’image de la nouvelle cellule glisse de haut en bas en recouvrant l’image de la cellule précédente.

“box-center”: l’écran est défini sur la couleur d’arrière-plan, une partie carrée de l’image de la nouvelle cellule s’affichant et s’agrandissant progressivement du centre vers l’extérieur.

“box-rightdown”: l’écran est défini sur la couleur d’arrière-plan, une partie carrée de l’image de la nouvelle cellule s’affichant et s’agrandissant progressivement du coin supérieur gauche vers le coin inférieur droit.

“box-leftdown”: l’écran est défini sur la couleur d’arrière-plan, une partie carrée de l’image de la nouvelle cellule s’affichant et s’agrandissant progressivement du coin supérieur droit vers le coin inférieur gauche.

“box-rightup”: l’écran est défini sur la couleur d’arrière-plan, une partie carrée de l’image de la nouvelle cellule s’affichant et s’agrandissant progressivement du coin inférieur gauche vers le coin supérieur droit.

“box-leftup”: l’écran est défini sur la couleur d’arrière-plan, une partie carrée de l’image de la nouvelle cellule s’affichant et s’agrandissant progressivement du coin inférieur droit vers le coin supérieur gauche.

“box-free”: l’écran est défini sur la couleur d’arrière-plan, une partie carrée de l’image de la nouvelle

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cellule s'affichant et s'agrandissant progressivement vers l'extérieur, à partir de la position spécifiée par l'attribut "effect_pos".

"pushout-right": l'image de la nouvelle cellule glisse de gauche à droite, pendant que l'image de la cellule précédente glisse hors de l'écran dans la même direction.

"pushout-left": l'image de la nouvelle cellule glisse de droite à gauche, pendant que l'image de la cellule précédente glisse hors de l'écran dans la même direction.

"pushout-up": l'image de la nouvelle cellule glisse de bas en haut, pendant que l'image de la cellule précédente glisse hors de l'écran dans la même direction.

"pushout-down": l'image de la nouvelle cellule glisse de haut en bas, pendant que l'image de la cellule précédente glisse hors de l'écran dans la même direction.

"wipe-right": l'image de la nouvelle cellule glisse de gauche à droite en recouvrant l'image de l'ancienne cellule.

"wipe-left": l'image de la nouvelle cellule glisse de droite à gauche en recouvrant l'image de l'ancienne cellule.

"wipe-up": l'image de la nouvelle cellule glisse de bas en haut en recouvrant l'image de l'ancienne cellule.

"wipe-down": l'image de la nouvelle cellule glisse de haut en bas en recouvrant l'image de l'ancienne cellule.

"wipe-vertical-in": l'image de la nouvelle cellule glisse du haut/bas vers le centre, sur l'image de l'ancienne cellule.

"wipe-vertical-out": l'image de la nouvelle cellule glisse du centre vers le haut/bas, sur l'image de l'ancienne cellule.

"wipe-horizontal-in": l'image de la nouvelle cellule glisse de la droite/gauche vers le centre, sur l'image de l'ancienne cellule.

"wipe-horizontal-out": l'image de la nouvelle cellule glisse du centre vers la droite/gauche, sur l'image de l'ancienne cellule.

"wipe-center-in": l'image de la nouvelle cellule glisse des quatre coins vers le centre, sur l'image de l'ancienne cellule.

"wipe-center-out": l'image de la nouvelle cellule glisse du centre vers les quatre coins, sur l'image de l'ancienne cellule.

"randomblock": l'image de la nouvelle cellule s'affiche progressivement et de manière aléatoire en bloc, sur l'image de l'ancienne cellule.

effect_time: détermine la vitesse d'animation de l'effet, sur une échelle de 1 à 10 (1 étant la vitesse la plus rapide et 10 la plus lente). Noter que la vitesse

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réelle dépend du dispositif de visualisation et de l'appareil utilisé. S'il est ignoré, la valeur par défaut est 5.

effect_pos: si l'effet est «box-free», cet attribut définit la position à l'intérieur de la scène à partir de laquelle le carré se développe. Ne peut pas être ignoré si l'effet est défini sur «box-free», mais il est ignoré si une autre valeur ou aucune valeur n'est affectée à l'attribut.

scroll: définit la méthode de défilement de la cellule. S'il est ignoré, la valeur par défaut est "no". Les valeurs suivantes peuvent être utilisées.

- "custom" permet de définir une scène selon un positionnement par coordonnées aléatoire (spécifié par l'attribut "position" de la balise <cell_scene />) et de faire défiler les scènes définies.
- "up" permet d'afficher l'image à partir de son extrémité inférieure et de la faire défiler vers l'extrémité supérieure après l'entrée de l'utilisateur.
- "down" permet d'afficher l'image à partir de son extrémité supérieure et de la faire défiler vers l'extrémité inférieure après l'entrée de l'utilisateur.
- "left" permet d'afficher l'image à partir de son extrémité la plus à droite et de la faire défiler vers l'extrémité la plus à gauche après l'entrée de l'utilisateur.
- "right" permet d'afficher l'image à partir de son extrémité la plus à gauche et de la faire défiler vers l'extrémité la plus à droite après l'entrée de l'utilisateur.
- "no" permet d'afficher l'image centrée, sans la faire défiler.

scroll_time: détermine la vitesse de défilement, sur une échelle de 1 à 10 (1 étant la vitesse la plus rapide et 10 la plus lente). Noter que la vitesse réelle dépend du dispositif de visualisation et de l'appareil utilisé. S'il est ignoré, la valeur par défaut est 5. La valeur par défaut peut également être 0, auquel cas il convient que le dispositif de visualisation passe de la position initiale à la position finale, au lieu d'utiliser une animation de défilement lisse. Si la valeur "custom" est affectée à l'attribut scroll, cet attribut est ignoré. Il convient plutôt d'utiliser l'attribut scroll_time de <cell_scene>.

vibration: indique s'il convient que le dispositif de visualisation fasse vibrer l'appareil lors de l'affichage de la cellule. Les valeurs possibles sont "on" et "off". S'il est ignoré, la valeur par défaut est "off". Il convient que la vibration et l'affichage de l'image commencent en même temps. Si la valeur "custom" est affectée à l'attribut scroll, cet attribut est ignoré. Il convient plutôt d'utiliser l'attribut vibration de <cell_scene>.

display_vibration: Permet de spécifier si l'écran vibre lors de l'affichage de cette scène. Les valeurs possibles sont "on" et "off". S'il est ignoré, la valeur par défaut est "off". Il convient que la vibration et l'affichage de l'image superposée (la scène si l'image superposée n'est pas définie) commencent en même temps. Si le clignotement de rétroéclairage est activé par l'attribut "backlight" (présenté ci-dessous), ce paramètre n'est pas accepté. Il convient plutôt d'utiliser l'attribut display_vibration de <cell_scene>.

"on": Vibration
"off": Pas de vibration

vibration_direction: Permet de définir le sens de vibration de l'écran. Les valeurs possibles sont "vertical" et "horizontal". S'il est ignoré, la valeur par défaut est "vertical". Il convient plutôt d'utiliser l'attribut vibration_direction de <cell_scene>.

"vertical": Sens vertical
"horizontal": Sens horizontal

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vibration_time: si la valeur “on” est affectée à l’attribut vibration, l’attribut vibration_time permet de définir la durée de la vibration sur une échelle de 1 à 5 (1 étant la durée la plus courte, et 5 la durée la plus longue). La durée réelle dépend de l’appareil sur lequel est installé le dispositif de visualisation. S’il est ignoré, la valeur par défaut est 3. Si la valeur “custom” est affectée à l’attribut scroll, cet attribut est ignoré. Il convient plutôt d'utiliser l'attribut vibration_time de <cell_scene>.

backlight: permet de définir si le rétroéclairage clignote lors de l'affichage de cette scène. Les valeurs possibles sont "on" et "off". S’il est ignoré, la valeur par défaut est "off". Il convient que le clignotement du rétroéclairage et l'affichage de l'image superposée (la scène si l'image superposée n'est pas définie) commencent en même temps. Si la valeur "on" est affectée à l'attribut "display_vibration", ce paramètre n'est pas accepté. Il convient plutôt d'utiliser l'attribut backlight de <cell_scene>.

“on”: Le rétroéclairage clignote.
“off”: Pas de clignotement.

backlight_time: permet de définir le nombre de fois que clignote le rétroéclairage sur une échelle de 1 à 5. S’il est ignoré, la valeur par défaut est "3". Il convient que le clignotement du rétroéclairage et la vibration du dispositif commencent en même temps si les deux attributs sont définis. Dans ce cas, les périodes de vibration (définies par l'attribut "vibration_time") sont ignorées. Il convient plutôt d'utiliser l'attribut backlight_time de <cell_scene>.

backlight_cycle: permet de définir le cycle de clignotement sur une échelle de 1 à 3 (1 étant le cycle le plus court et 3 le plus long). Noter que la vitesse réelle dépend du dispositif de visualisation et de l’appareil utilisé. S’il est ignoré, la valeur par défaut est 2. Il convient plutôt d'utiliser l'attribut backlight_cycle de <cell_scene>.

sound: permet de désigner un fichier de son à lire lorsque l’image s’affiche. Écrit au format *filename* standard. Le fichier de son n’est lu qu’une seule fois. Avant d’ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l’attribut sound_type. S’il est ignoré, aucun son n’est lu. Si la valeur "custom" est affectée à l’attribut scroll, cet attribut est ignoré. Il convient plutôt d'utiliser l'attribut sound de <cell_scene>.

sound_type: permet de stocker le type MIME du fichier de son. Ne peut pas être ignoré si l’attribut sound est défini. Les valeurs possibles sont indiquées ci-dessous. Si la valeur "custom" est affectée à l’attribut scroll, cet attribut est ignoré. Il convient plutôt d'utiliser l'attribut sound_type de <cell_scene>.

"audio/mp3"

“audio/3gpp2”

“application/x-smaf”

url_jump: permet d’associer l’URL d’un site Web à la cellule en cours. Seule les URL commençant par http:// et https:// sont admises. Voir RFC 3986 pour plus de détails sur le format à utiliser. S’il est ignoré, aucun site Web n’est associé à la cellule. Si la valeur "custom" est affectée à l’attribut scroll, cet attribut est ignoré. Il convient plutôt d'utiliser l'attribut url_jump de <cell_scene>.

id permet de définir le numéro d’ID de cette cellule. Doit être attribué de manière unique aux données de cellule (balise <cell>) ou de page (balise <page>) d'une seule instance de <comic_body>. Utilisé en tant que cible des sauts entre un affichage reposant sur les pages vers un affichage reposant sur les cellules. Il est recommandé de plutôt utiliser l'attribut char_id. Sinon, ne peut pas être ignoré en présence de données de contenu d'illustration pour l'affichage sur deux pages (balise <comic_page_type_body>).

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page_jump_id: permet de spécifier une page associée à cette cellule selon le numéro d'ID de page défini par l'attribut "page_id" de la balise <page_set_item>. Écrit au format *Char_ID* standard. Ne peut pas être ignoré en présence de données de contenu d'illustration pour l'affichage sur deux pages (balise <comic_page_set_type_body>). Utilisé en tant que cible du saut si l'affichage de la cellule bascule vers l'affichage de la page.

[Élément enfant]

<cell_scene> Zone d'enregistrement des informations de données de scène. Il convient de déterminer le numéro de cette balise <cell_scene> à l'aide de l'attribut "scroll", comme suit.

a) Si scroll=”custom”, il est nécessaire de spécifier autant de balises qu'il y a de scènes.
b) Si scroll=“up”, “down”, “left”, “right”, il est nécessaire de spécifier deux balises <cell_scene> .
c) Si scroll=”no”, il est nécessaire de spécifier une balise <cell_scene> .

Exemple de description: contenu d'illustration structuré cellule/scène uniquement

```
<comic_data>
        <!—- Content area -->
        <comic_body>
                <comic_cell_type_body bg_color=”white”>
                        <!—- The first cell -->
                         <cell      src=”cell001.png”      type=”image/png”      char_id=”CR0001”
bg_color=”blue” effect=”fade-in” scroll=”custom”>
                                <cell_scene ... />
                                <cell_scene  ...  />
                                ...
                        </cell>
                        <!—- The second cell -->
                        <cell      src=”cell002.png”      type=”image/png”      char_id=”CR0002”
scroll=”custom”>
                                <cell_scene  ...  />
                                 <cell_scene  ...  />
                                ...
                        </cell>
                        <!—- The third cell -->
                        <cell src=”cell003.png” type=”image/png” fit=”yes” scroll=”no” >
                                <cell_scene  ...  />
                                </cell>
                        <cell src=”cell004.png” type=”image/png” scroll=”up” />
                                <cell_scene  ...  />
                                <cell_scene  ...  />
                        </cell>
                        <!—- The fourth cell -->
        </comic_cell_type_body>
        </comic_body>
</comic_data>
```

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Le contenu d'illustration structuré cellule/scène et le contenu d'illustration sur deux pages sont inclus.

```
<comic_data>
        <!—- Content area -->
        <comic_body>
                <comic_cell_type_body bg_color=”white”>
                        <!—- The first cell -->
                        <cell       src=”cell01.png”       type=”image/png”       scroll=”custom”
char_id=”CR0001” page_jump_id=”CRpg01”>
                                <cell_scene  ...  />
                                <cell_scene  ...  />
                                ...
                        </cell>
                        <!—- The second cell -->
                        <cell      src=”cell02.png”      type=”image/png”002”      scroll=”custom”
char_id=”CR0002” page_jump_id=”CRpg01”>
                                <cell_scene  ...  />
                                <cell_scene  ...  />
                                ...
                                </cell>
                                ...
                        </comic_cell_type_body>
                <comic_page_set_type_body bg_color=”white” ... >
                        ...
                 </comic_page_set_type_body>
        </comic_body>
</comic_data>
```

B.4.7.10.5 Données cellule/scène <cell_scene >

Permet de stocker les informations de chaque scène individuelle. Ses attributs et éléments enfants sont les suivants.

[Attributs]

position: Permet de spécifier un point de l’image de la cellule à considérer comme le centre de la scène, au format *coordinate* standard. Il convient d’afficher la scène de sorte que ce point se trouve au centre de l’écran. Peut être ignoré. Si la valeur "custom" n'est pas affectée à l'attribut "scroll" de la balise <cell>, cet attribut "position" est ignoré. Si "custom" est affecté et que l'attribut "position" est ignoré, le dispositif de visualisation se comporte comme si le centre de l'image de la cellule était spécifié.

scroll_time: Détermine la vitesse de défilement de cette scène à la suivante, sur une échelle de 1 à 10 (1 étant la vitesse la plus rapide et 10 la plus lente). Noter que la vitesse réelle dépend du dispositif de visualisation et de l’appareil utilisé. S’il est ignoré, la valeur par défaut est 5. Si "0" est spécifié, l'écran de défilement ne s'affiche pas. S'il s'agit de la dernière scène de la cellule (la dernière des cellules définies par la balise <cell_scene/> de la balise <cell>), cet attribut est ignoré.

draw_image_time Permet de déterminer la vitesse d'affichage de l'image superposée sur la scène, sur une échelle de 1 à 3 (1 étant la vitesse la plus rapide et 3 la plus lente). Noter que la vitesse réelle dépend du dispositif de visualisation et de l’appareil utilisé. S'il est ignoré, la scène et l'image superposée s'affichent en même temps. Si la balise <cell_draw_image> n'est pas définie comme un élément enfant de la scène, ce paramètre est ignoré.

vibration: indique s’il convient que le dispositif de visualisation fasse vibrer l’appareil lors de l’affichage de cette scène. Les valeurs possibles sont "on" et "off".

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S'il est ignoré, la valeur par défaut est "off". Il convient que la vibration et l'affichage de l'image superposée (la scène si l'image superposée n'est pas définie) commencent en même temps.

"on": Vibration
"off": Pas de vibration

display_vibration: Permet de spécifier si l'écran vibre lors de l'affichage de cette scène. Les valeurs possibles sont "on" et "off". S'il est ignoré, la valeur par défaut est "off". Il convient que la vibration et l'affichage de l'image superposée (la scène si l'image superposée n'est pas définie) commencent en même temps. Si le clignotement de rétroéclairage est activé par l'attribut "backlight" (présenté ci-dessous), ce paramètre n'est pas accepté.

"on": Vibration
"off": Pas de vibration

vibration_direction: Permet de définir le sens de vibration de l'écran. Les valeurs possibles sont "vertical" et "horizontal". S'il est ignoré, la valeur par défaut est "vertical".

"vertical": Sens vertical
"horizontal": Sens horizontal

vibration_time: Permet de définir les périodes de vibration du dispositif ou de l'écran sur une échelle de 1 à 5 (1 étant la période la plus courte et 5 la plus longue). Noter que la vitesse réelle dépend du dispositif de visualisation et de l'appareil utilisé. S'il est ignoré, la valeur par défaut est 3.

backlight: Permet de définir si le rétroéclairage clignote lors de l'affichage de cette scène. Les valeurs possibles sont "on" et "off". S'il est ignoré, la valeur par défaut est "off". Il convient que le clignotement du rétroéclairage et l'affichage de l'image superposée (la scène si l'image superposée n'est pas définie) commencent en même temps. Si la valeur "on" est affectée à l'attribut "display_vibration", ce paramètre n'est pas accepté.

"on": Le rétroéclairage clignote.
"off": Pas de clignotement.

backlight_time: Permet de définir le nombre de fois que clignote le rétroéclairage sur une échelle de 1 à 5. S'il est ignoré, la valeur par défaut est "3". Il convient que le clignotement du rétroéclairage et la vibration du dispositif commencent en même temps si les deux attributs sont définis. Dans ce cas, les périodes de vibration (définies par l'attribut "vibration_time") sont ignorées.

backlight_cycle: Permet de définir le cycle de clignotement sur une échelle de 1 à 3 (1 étant le cycle le plus court et 3 le plus long). Noter que la vitesse réelle dépend du dispositif de visualisation et de l'appareil utilisé. S'il est ignoré, la valeur par défaut est 2.

sound: Permet de désigner un fichier de son à lire lorsque cette scène s'affiche. Écrit au format *Filename* standard. Les choix sont limités aux fichiers audio de format suivants dans la présente norme: MP3 (extension ".mp3"), AAC (extension ".3g2"), SMAF (extension ".mmf"), 3GPP (extension ".3gp") et MP4 (extension ".mp4"). Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "sound_type". Il convient que la lecture sonore et l'affichage de l'image superposée (la scène si l'image superposée n'est pas définie) commencent en même temps, et de ne pas répéter le son. Si l'attribut "sound_type" est spécifié, cet attribut ne peut pas être ignoré. Si les attributs "sound" et "sound_type" sont ignorés, aucun son ne doit être joué.

sound_type: Permet de stocker le type MIME du fichier de son. Les choix sont limités aux fichiers suivants dans la présente norme: Ne peut pas être ignoré si l'attribut "sound" est spécifié.

Format MP3: "audio/mp3"

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Format AAC: “audio/3gpp2”

Format SMAF: “application/x-smaf”

Format 3GPP: “audio/3gpp”

Format MP4: “audio/mp4”

url_jump: Permet d'associer l'URL d'un site Web (limitée au format html) ou un point associé du contenu à la scène en cours. Les formats ci-dessous sont disponibles. S'il est ignoré, traité comme si aucun élément n'avait été associé à la scène.

(a) Écrit l'URL d'un site Web.

Seule les URL commençant par "http://" et "https://" sont admises. Voir RFC 3986 pour plus de détails sur le format à utiliser.

(b) Écrit un point associé dans le contenu.

Les formats suivants sont possibles selon la position du point (s'il s'agit du début ou du milieu d'un flux).

- Spécifie le début d'un flux.

  Écrit le numéro d'*ID de page* des données de flux au format "local://*Page_ID"* standard (c'est-à-dire url_jump=“local://PG0001”).
- Spécifie le milieu d'un flux.

  Définit la cible du lien écrit sous la forme "url_jump=local://*Page_ID*/*Object_ID*/*Char_ID*" (c'est-à-dire url_jump=“local://PG0001/OB0001/CR0001”).
  Il convient que *Page_ID* soit le numéro d'ID des données de flux cible du lien. Il convient que *Object_ID* soit le numéro d'ID d'objet des données de contenu. Il convient que *Char_ID* soit le numéro d'ID d'une chaîne de texte définie dans l'objet.

bgm_sync: Permet de définir le temps (écoulé depuis le début de la lecture) de passage à la scène suivante avec la musique d'arrière-plan. Écrit au format Time standard. Peut être ignoré. Noter que si la valeur "yes" est affectée à l'attribut "sync" de la balise <comic_background_music> (dans laquelle cette balise <cell_scene> est incluse), cet attribut ne peut pas être ignoré s'il s'agit de la dernière scène du flux. Si la valeur "no" est affectée à l'attribut "sync" ou si cette scène est la dernière du flux même si le paramètre est "yes", cet attribut "bgm_sync" est ignoré.

[Éléments enfants]

<cell_draw_image/>

Zone d'enregistrement des informations relatives à l'image superposée à utiliser sur l'image de la cellule. Plusieurs paramètres sont admis. Peut être ignoré. Si au moins deux images sont définies par cette balise, le dispositif de visualisation les affiche simultanément. Dans ce cas, l'ordre d'affichage est déterminé en fonction de l'ordre d'enregistrement si les images se chevauchent. En d'autres termes, il convient d'afficher les dernières images enregistrées avant celles qui les précèdent. La vitesse de l'effet de chevauchement graphique est déterminée par l'attribut "draw_image_time" de la balise <cell_scene>. Si la scène défile pendant un effet d'animation (défini par l'attribut "effect" de la balise <cell>), le dispositif de visualisation affiche l'image superposée de la manière suivante.

- Si la scène défile avec l'image superposée, les images restent affichées à l'écran pendant le défilement. Dans ce cas, il convient de n'afficher que l'image qui chevauche la scène précédente.
- Lors d'un effet d'animation, le dispositif de visualisation n'affiche pas l'image superposée de la scène de la cellule. L'image s'affiche à l'issue de l'effet d'animation, au moment défini par l'attribut "draw_image_time" de la balise <cell_scene>. Si l'image de la cellule reste affichée pendant l'effet d'animation (c'est-à-dire si une valeur est affectée à

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"overwrite-right" ou "pushout-left" par l'attribut "effect" de la balise <cell>), l'image superposée sur la scène reste également affichée.

B.4.7.10.6 Données d'image superposée <cell_draw_image/>

Zone d'enregistrement des informations relatives à l'image superposée aux images de cellule. Les attributs de cette balise sont les suivants.

[Attributs]

src: Permet de spécifier l'image superposée à afficher sur la cellule. Par exemple, il est utilisé lorsqu'une image agrandie d'une partie d'un ballon chevauche la cellule. Écrit au format *Filename* standard. Les fichiers d'image au format PNG et au format JPEG peuvent être sélectionnés dans la présente norme. Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

type: Permet d'enregistrer le type MIME de l'image à spécifier par l'attribut "src". Les choix sont limités aux fichiers suivants dans la présente norme. Ne peut pas être ignoré.

Format PNG: “image/png”

Format JPEG: "image/jpeg"

position: Permet de spécifier à quel endroit de l'image de la cellule s'affiche l'image superposée (définie par l'attribut "src"), au format de coordonnées standard. Le dispositif de visualisation affiche le sommet supérieur gauche de l'image superposée comme étant le point défini par cet attribut. Ne peut pas être ignoré.

Exemple: Sans paramètre BGM

```
<cell src=”cell001.png” type=”image/png” char_id=”CR0001” bg_color=”blue”>
        <!—- The first scene -->
        <cell_scene position=” ( 30,50 ) ” scroll_time=”1” sound=”sound001.mp3”
sound_type=”audio/mp3”
                    backlight=”on” backlight_time=”5” backlight_cycle=”1”/>
        <!—- The second scene -->
        <cell_scene position=” ( 100,200 ) ” vibration=”on” vibration_time=”4”
url_jump=”http://www.sharp.co.jp/”
                    draw_image_time=”1”>
                <cell_draw_image src=”ballon001.png” type=”image/png” position=”（100,200）”/>
                    . . .
          </cell_scene>
            . . .
        </cell>
```

Avec paramètres BGM

```
<cell src=”cell001.png” type=”image/png” char_id=”CR0001” bg_color=”blue”>
        <!—- The first scene -->
  <cell_scene position=” ( 30,50 ) ” scroll_time=”1” backlight=”on” backlight_time=”5”
backlight_cycle=”1”
                bgm_sync=”5s” />
        <!—- The second scene -->
                <cell_scene position=” ( 100,200 ) ” vibration=”on” vibration_time=”4”
url_jump=”http://www.sharp.co.jp/”
                    draw_image_time=”1” bgm_sync=”10s” >
                <cell_draw_image src=”ballon001.png” type=”image/png” position=”（100,200）”/>
                    . . .
          </cell_scene>
            . . .
        </cell>
```

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B.4.7.10.7 Données de contenu d'illustration pour l'affichage sur deux pages <comic_page_set_type_body>

Zone d'enregistrement des données de contenu d'illustration pour l'affichage sur deux pages. Ses attributs et son élément enfant sont les suivants.

[Attributs]

bg_color, bg_color_space, bg_opacity
: Permet de définir la couleur d'arrière-plan par défaut, au format *Color* standard, de la zone d'affichage de l'image lors de l'affichage de chaque image de page de ces données de contenu d'illustration pour l'affichage sur deux pages. Ce paramètre ne peut pas être modifié par l'utilisateur. Si la couleur d'arrière-plan de la zone d'affichage de l'image pour l'affichage sur deux pages est définie (par les attributs "bg_color", "bg_color_space" et "bg_opacity" de la balise <page_set> (voir B.4.7.10.8)), les paramètres locaux prévalent. Peut être ignoré. Si les balises <comic_page_set_type_body> et <page_set> ne sont pas définies pour la couleur d'arrière-plan, la valeur attribuée par la balise <flow_default_background> (de <flow_default_attribute> ; voir B.4.4.2.3)) est utilisée. Si la balise <flow_default_background> n'est pas définie, le comportement dépend du dispositif de visualisation et peut suivre les préférences définies par l'utilisateur.

binding Permet de définir la méthode de liaison de l'image de page des données de contenu d'illustration pour l'affichage sur deux pages. Cet attribut détermine également l'ordre d'affichage des images de page (défini par la balise <page_set_item>. Voir B.4.7.10.9) à droite ou à gauche. Les valeurs suivantes peuvent être utilisées: La valeur "right" est attribuée s'il est ignoré.

- "right": Liaison à droite. L'image de la première page enregistrée dans les balises <page_set_item> de <page_set> s'affiche à droite, la deuxième à gauche, et ainsi de suite.
- "left": Liaison à gauche. L'image de la première page enregistrée dans les balises <page_set_item> de <page_set> s'affiche à gauche, la deuxième à droite, et ainsi de suite.

page_size Permet de définir la taille par défaut de l'image de page de chaque zone d'affichage de la page de gauche et de droite de ces données de contenu d'illustration pour l'affichage sur deux pages. Spécifié au format de coordonnées standard. Si la taille est définie pour chaque double page (définie par l'attribut "page_size" de la balise <page_set> (voir B.4.7.10.8)), les paramètres locaux prévalent. Ne peut pas être ignoré.

central_margin Permet de définir la largeur, en nombre de pixels, entre les zones d'affichage de la page de gauche et de la page de droite (largeur de la marge intérieure) lors de l'affichage de chaque image de page dans ces données de contenu d'illustration pour l'affichage sur deux pages. Si la taille est définie pour chaque double page (définie par l'attribut "page_size" de la balise <page_set> (voir B.4.7.10.8)), les paramètres locaux prévalent. La valeur "0" est attribuée s'il est ignoré.

[Élément enfant]

<page_set> Zone d'enregistrement des informations relatives aux données de double page. Chaque double page doit être définie par cette balise. Il doit y en avoir au moins une. Le dispositif de visualisation affiche les images de page dans l'ordre enregistré des données de double page.

La relation entre les attributs "page_size" et "central_margin" est présentée ci-dessous.
La zone d'affichage de chaque double page (droite et gauche) et la zone d'affichage comprenant la marge intérieure (rectangle en pointillés ci-dessous) dépendent du dispositif de visualisation.

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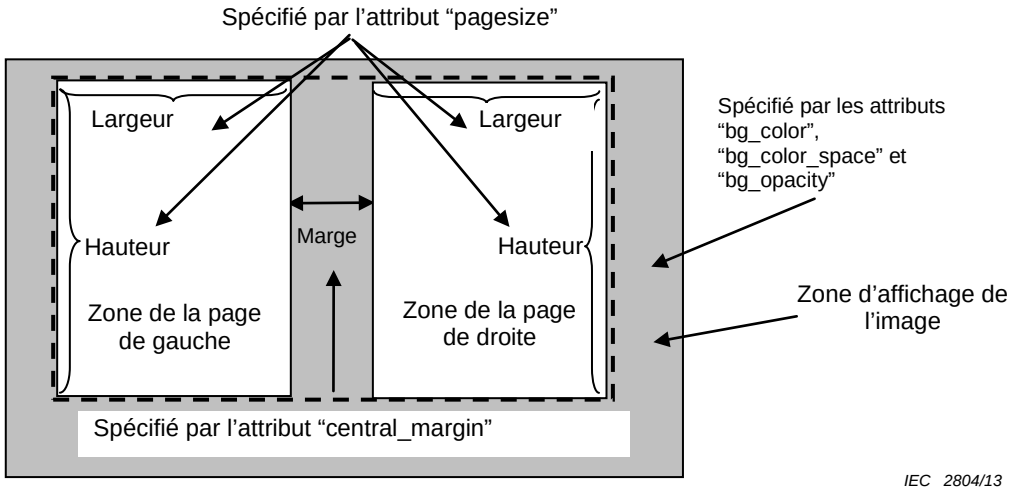

B.4.7.10.8 Données de double page <page_set>

Zone d'enregistrement des données de double page. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]

type Permet de définir le type d'image de cette double page. Les valeurs suivantes peuvent être utilisées: Peut être ignoré. S'il est ignoré, la double page est considérée comme étant composée de deux images de page (droite et gauche). Si la valeur "spread" est affectée à cet attribut, une seule balise <page_set_item> doit être enregistrée dans la balise <page_set>. Si cet attribut "type" est ignoré, cela signifie qu'il existe deux balises <page_set_item> (l'une pour la page de droite, l'autre pour la page de gauche. Voir B.4.7.10.9).

"spread": deux images de page sont combinées en une seule image de double page.

page_size Permet de définir la taille de la zone d'affichage de page de l'image de page de cette double page (définie par la balise <page_set_item>. Voir B.4.7.10.9). Écrit au format de coordonnées standard. Une valeur est affectée à cet attribut uniquement si la taille de cette zone d'affichage en double page est différente de la valeur par défaut. Si la valeur "spread" est affectée à l'attribut "type", dans la balise <page_set>, cet attribut ne peut pas être ignoré. Si la valeur "spread" n'est pas affectée, l'attribut peut être ignoré, et la valeur définie par l'attribut <page_size> de la balise <comic_page_set_type_body> lui est affectée par défaut.

central_margin Permet de définir la largeur de marge intérieure pour afficher l'image de page de cette double page (définie par la balise <page_set_item>. Voir B.4.7.10.9). Écrit en nombre de pixels. Une valeur est affectée à cet attribut uniquement si la largeur de marge intérieure de cette double page est différente de la valeur par défaut. Peut être ignoré. S'il est ignoré, la valeur définie par l'attribut "central_margin" de la balise <comic_page_set_type_body> est affectée par défaut. Si la valeur "spread" est affectée à l'attribut "type" dans la balise <page_set>, cet attribut est ignoré.

bg_color, bg_color_space, bg_opacity

Permet de définir la couleur d'arrière-plan de la zone d'affichage de page de l'image de page de cette double page (définie par la balise <page_set_item>. Voir B.4.7.10.9). Écrit au format *Color* standard. Ce paramètre ne peut pas être modifié par l'utilisateur. Une valeur est affectée à cet attribut uniquement si la couleur d'arrière-plan de cette double page est différente de la valeur par défaut. Peut être ignoré. S'il est ignoré, les valeurs des données de contenu d'illustration pour l'affichage sur deux pages (spécifiées par les attributs

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"bg_color", "bg_color_space" et "bg_opacity" de la balise <comic_page_set_type_body>) sont utilisées.
Si les balises <comic_page_set_type_body> et <page_set> ne sont pas définies pour la couleur d'arrière-plan, la valeur attribuée par la balise <flow_default_background> (de <flow_default_attribute> voir B.4.4.2.3) est utilisée. Si la balise <flow_default_background> n'est pas définie, le comportement dépend du dispositif de visualisation et peut suivre les préférences définies par l'utilisateur.

[Éléments enfants]
<page_set_item> Zone d'enregistrement des informations relatives aux données de page. Si la valeur "spread" est affectée à l'attribut "type"
dans la balise <page_set>, il ne doit y avoir qu'une seule balise <page_set_item>. Si l'attribut "type" est ignoré, il doit y avoir deux balises <page_set_item>. Si la valeur "right" est affectée à l'attribut "binding" dans la balise <comic_page_set_type_body>, il convient que la balise <page_set_item> soit destinée à la page de droite, la deuxième étant destinée à la page de gauche. A l'inverse, si la valeur "left" est affectée à l'attribut "binding", la première balise <page_set_item> est destinée à la page de gauche et la deuxième à la page de droite.

B.4.7.10.9 Données de page unilatérale <page_set_item>

Zone d'enregistrement des données de page composant la double page. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]
src Permet de définir le nom de fichier de l'image de page affichée. Écrit au format *Filename* standard. Les fichiers d'image au format PNG et au format JPEG peuvent être sélectionnés dans la présente norme. Une page vierge est définie s'il est ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

type Permet de définir le type de fichier image à spécifier par l'attribut "src" à l'aide du format MIME. Les choix sont limités aux fichiers suivants dans les spécifications actuelles. Ne peut pas être ignoré si l'attribut "src" est spécifié.
Format PNG: "image/png"
Format JPEG: "image/jpeg"

position Permet de spécifier la position d'affichage de l'image de page dans la zone d'affichage (définie par l'attribut "page_size" de la balise <comic_page_set_type_body> et l'attribut "page_size" de la balise <page_set>). Indique le point où est placé le sommet supérieur gauche de l'image de page (définie par l'attribut "src") au format de coordonnées standard. Peut être ignoré, la valeur par défaut "x=0, y=0" indiquant le coin supérieur gauche de la zone d'affichage.

page_id Permet de définir l'ID de page à définir pour cette page. Écrit au format *Char_ID* standard. Peut être ignoré. Aucun ID défini si ignoré.

[Éléments enfants]
<cell_region_in_page>
Permet d'enregistrer les informations de chaque cellule de cette page par cette balise. Ses attributs et éléments enfants sont les suivants. Ne peut pas être ignoré si les attributs "src" et "type" de la balise <page_set_item> sont définis.

[Attributs]
cell_id Permet de définir le numéro d'ID de la cellule liée à cette zone, au format *Char_ID* standard. Ne peut pas être ignoré. Permet d'enregistrer le numéro d'ID défini par l'attribut "char_id" de la balise <cell>.

La relation entre l'attribut "position" et la zone d'affichage de page (définie par l'attribut "page_size" de la balise <comic_page_set_type_body> ou l'attribut "page_size" de la balise

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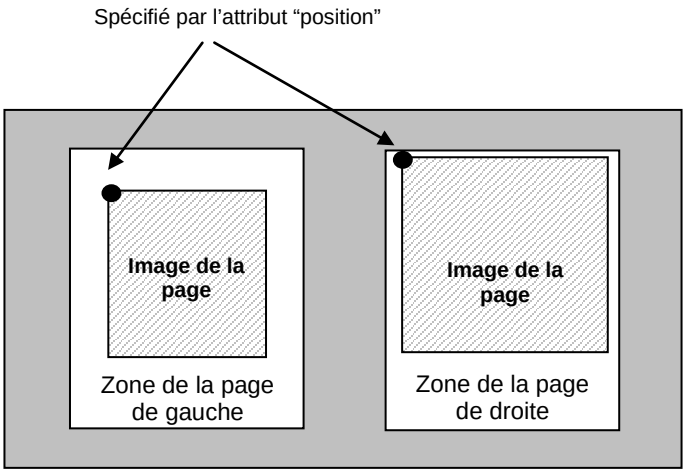
<page_set>) est présentée ci-dessous. Noter que la position de la zone d'affichage de page à l'écran dépend du dispositif de visualisation.



Exemple:

```
<comic_page_set_type_body binding="right" page_size="(600,800)" central_margin="20"
        bg_color="white">
  <page_set>
  <page_set_item/>
  <page_set_item src="page01.png" page_id="CRpg01" bgm_sync= "5s" >
   <cell_region_in_page cell_id="CR0001"/>
   <cell_region_in_page cell_id="CR0002"/>
    ...
  <page_set_item/>
 </page_set>
 <page_set>
  <page_set_item src="page02.png" position="(10,10)" page_id="CRpg02" >
   <cell_region_in_page cell_id="CR0010">
   <cell_region_in_page />
    ...
  <page_set_item src="page03.png" page_id="CRpg03" >
   <cell_region_in_page cell_id="CR0020"/>
    ...
  <page_set_item/>
 </page_set>
 <page_set type="spread" page_size="(1000,800)">
  <page_set_item src="page04.png" page_id="CRpg04" >
        <cell_region_in_page cell_id="CR0030"/>
    ...
  <page_set_item/>
 </page_set>
 <page_set>
  ...
 </page_set>
 ...
</comic_page_set_type_body>
```

B.4.7.11 Instance d'objet de données de dictionnaire <dict_data>

B.4.7.11.1 Balise <dict_data>

Les éléments enfants de l'*instance d'objet de données de dictionnaire* <dict_data> sont les suivants.

[Éléments enfants]

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<dict_default_attribute>
Zone d'attribut par défaut des données de dictionnaire (voir B.4.7.11.2). Ne peut pas être ignoré.

<dict_body>
Zone de contenu des données de dictionnaire (voir B.4.7.11.3). Ne peut pas être ignoré.

B.4.7.11.2 Zone d'attribut par défaut des données de dictionnaire <dict_default_attribute>

Zone d'enregistrement d'un paramètre d'affichage à utiliser lors de l'affichage de cette *instance d'objet de données de dictionnaire*. Les valeurs ou méthodes définies dans cette balise sont utilisées par défaut. Il est possible de ne pas les respecter si le dispositif de visualisation ne met pas en œuvre la méthode requise ou s'il souhaite accorder la priorité aux paramètres de l'utilisateur, sauf si les explications suivantes indiquent le contraire. En outre, certains des paramètres définis ici peuvent également l'être dans l'ensemble du flux de texte. Ils sont utilisés par défaut si aucune valeur n'est attribuée aux paramètres locaux (présentés ici) lorsque l'objet défini dans l'ensemble du flux de texte est l'objet de données de dictionnaire. S'ils sont tous définis, la priorité est accordée aux paramètres locaux.

Les attributs et éléments enfants de la balise <dict_default_attribute> de la zone d'attribut par défaut des données de dictionnaire sont les suivants.

[Attributs]
Baseline Permet de définir le sens de la ligne pour l'affichage de cette *instance d'objet de données de dictionnaire*, dans l'une des options d'attribut ci-dessous. Non spécifié si cette balise est ignorée.

"right" Le sens d'écriture horizontal (de gauche à droite) est recommandé.
Toutefois, il peut être modifié selon les préférences de l'utilisateur.

"right-only" La seule option possible est l'écriture horizontale (de gauche à droite) et l'utilisateur ne peut pas modifier ce paramètre. Toutefois, s'il n'est pas pris en charge par le dispositif de visualisation, ce paramètre n'est pas nécessairement appliqué.

"down" Le sens d'écriture vertical (de haut en bas) est recommandé.
Toutefois, il peut être modifié selon les préférences de l'utilisateur.

"down-only" La seule option possible est l'écriture verticale (de haut en bas) et l'utilisateur ne peut pas modifier ce paramètre. Toutefois, s'il n'est pas pris en charge par le dispositif de visualisation, ce paramètre n'est pas nécessairement appliqué.

valign Permet de déterminer la méthode de décision quant à la position de l'*instance d'objet de données de dictionnaire* en fonction du sens de la ligne (position horizontale pour le sens d'écriture vertical). La valeur suivante remplit les conditions requises. S'il est ignoré, il convient d'afficher l'objet à partir du haut de la zone d'affichage.

"middle" Le contenu de la balise <dict_body> est centré dans la zone d'affichage. Si le contenu est plus grand que la zone d'affichage, cet attribut est ignoré.

[Éléments enfants]
<dict_default_font/>
Permet de définir la police par défaut et sa couleur pour cet objet de texte. Si elle est ignorée, la valeur par défaut est <flow_default_attribute>.

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Les attributs de cette balise sont les suivants.

[Attributs]
fontname Nom de police par défaut. Plusieurs polices peuvent être spécifiées. Auquel cas, il convient de les séparer par une virgule (0x2c en Unicode). Par exemple: fontname="Aaa sans serif,Bbb gothic". Il convient que le dispositif de visualisation utilise la première police répertoriée disponible. S'il est ignoré, la valeur par défaut est <flow_default_attribute>.

color_space,color,opacity Permet de définir la couleur de caractère par défaut,
au format *Color* standard. Non spécifié si l'attribut "color" est ignoré.

ruby_flag Permet de définir si le code ruby des données de contenu est à visualiser ou non.
Les valeurs suivantes peuvent être utilisées: Non spécifié si cette balise est ignorée. Si la valeur "yes" ou "yes_only" est attribuée, le code ruby s'affiche pour les chaînes de caractères placées par les balises <ruby> dans l'*instance d'objet de données de dictionnaire*.

"yes" Il convient d'afficher le code ruby, mais peut être désactivé par l'utilisateur.

"yes_only": Le code ruby peut être affiché. Cette option ne peut pas être désactivée par l'utilisateur. Toutefois, cela ne concerne pas les dispositifs de visualisation qui ne sont pas en mesure d'afficher le code ruby.

"no" Il est recommandé de ne pas afficher le code ruby, mais peut toujours être activé en fonction des préférences de l'utilisateur.

"no_only" Le code ruby ne doit pas être affiché et ne peut pas être désactivé par l'utilisateur. Toutefois, cela ne s'applique pas si le dispositif de visualisation est incapable de désactiver l'affichage du code ruby.

<dict_default_background>
Permet de définir la couleur et l'image d'arrière-plan à utiliser pour cette *instance d'objet*. Si ces deux éléments sont définis, l'image est centrée dans l'écran avec la couleur d'arrière-plan. Enfin, le contenu de la balise <dict_body> est rendu en haut. Il convient que le comportement en cas d'omission de cette balise soit conforme à celui indiqué en cas d'omission de ses attributs.

[Attributs]
color_space,color,opacity Permet de définir la couleur d'arrière-plan par défaut de l'affichage, au format *Color* standard. Si l'attribut "color" est
ignoré, aucun élément n'est spécifié.

type Permet de stocker le type MIME de l'image d'arrière-plan. Les formats suivants sont disponibles dans la présente norme. Ne peut pas être ignoré si l'attribut "src" est spécifié.
Format PNG: "image/png"
Format JPEG: "image/jpeg"
Format CCF: "image/x-ccf"

src *Nom de fichier* de l'image d'arrière-plan. Écrit au format *Filename* standard. Les fichiers image aux formats PNG, JPEG et CCF sont configurables pour cet attribut dans la présente norme. Ne peut pas être

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ignoré si l'attribut "type" est spécifié. Aucune valeur n'est définie pour les attributs "src" et "type" s'ils sont ignorés. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

[Éléments enfants]
<permission_info>
Permet de définir les droits d'accès de l'image d'arrière-plan spécifiée par l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré. Si l'attribut "src" ne précise pas l'image d'arrière-plan, il convient d'ignorer les informations relatives aux droits d'accès.

<dict_default_background_music>
Permet de définir la musique d'arrière-plan à jouer si cette *instance d'objet* s'affiche. Si cette balise est ignorée, aucune musique d'arrière-plan n'est définie. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]
type Permet de stocker le type MIME de la musique d'arrière-plan. Les formats suivants sont disponibles dans la présente norme. Ne peut pas être ignoré.

Format MP3:	"audio/mp3"
Format AAC:	"audio/3gpp2"
Format SMAF:	"application/x-smaf"
Format 3GPP:	"audio/3gpp"
Format MP4:	"audio/mp4"

src *Nom de fichier* de la musique d'arrière-plan. Écrit au format *Filename* standard. Les choix sont limités aux fichiers audio de format suivants dans la présente norme: MP3 (extension ".mp3") AAC (extension ".3g2"), SMAF (extension ".mmf"), 3GPP (extension ".3gp") et MP4 (extension ".mp4"). Ne peut pas être ignoré. Avant d'ouvrir le fichier indiqué dans cet attribut, il doit être comparé à l'attribut "type".

loop Permet de définir s'il convient de jouer la musique d'arrière-plan spécifiée par l'attribut "src" de manière répétée. Spécifié par l'une des options d'attribut suivantes. La valeur "no" est attribuée s'il est ignoré.

"yes"	Rejoué en boucle.
"no"	N'est pas rejoué en boucle.

[Éléments enfants]
<permission_info>
Permet de définir les droits d'accès de la musique d'arrière-plan spécifiée par l'attribut "src". Écrit au format *Permission* standard. Peut être ignoré.

<line_breaking_method>/<kinsoku> Permet de définir la méthode de saut de ligne recommandée lors de l'affichage de cette *instance d'objet*. Peut être ignoré. Cette balise comporte les attributs et éléments enfants suivants.

[Attributs]
method Permet de définir le traitement de saut de ligne. Spécifié par l'une des options d'attribut suivantes. Non spécifié si cette balise est ignorée.

"none"	Aucun saut de ligne n'est appliqué.
"run down"	Saut de ligne appliqué (les caractères qui ne doivent pas apparaître au début/à la fin d'une ligne basculent vers la ligne précédente/suivante)

hanging_punctuation Permet de définir si le traitement des caractères de retrait est activé si la fin de la ligne contient un caractère cible.
Spécifié par l'une des options d'attribut suivantes. Non spécifié si cette balise est ignorée.

"yes"	Le traitement des caractères de retrait est activé.

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“no” Le traitement des caractères de retrait est désactivé.

[Éléments enfants]
<top_prohibit_char>
Enregistre les caractères qui ne doivent pas apparaître au début d'une ligne. Présentés sous la forme d'une chaîne de caractères étendus au format "、。.,". Non spécifié si cette balise est ignorée.

<end_prohibit_char>
Enregistre les caractères qui ne doivent pas apparaître à la fin d'une ligne. Présentés sous la forme d'une chaîne de caractères étendus au format "、。.,". Non spécifié si cette balise est ignorée.

<hanging_char>
Enregistre les caractères à afficher comme ponctuation en retrait.
Présentés sous la forme d'une chaîne de caractères étendus au format "、。.,". Non spécifié si cette balise est ignorée.

B.4.7.11.3 Zone de contenu de données de dictionnaire <dict_body>

Zone d'enregistrement du contenu de données de dictionnaire. Cette balise comporte les éléments enfants suivants.

[Éléments enfants]
<word> Permet d'enregistrer les informations relatives à chaque mot. Il existe une instance de cette balise pour chaque mot. Il doit exister une ou plusieurs instances de cette balise.

B.4.7.11.4 Données de mot <word>

Permet d'enregistrer des informations de dictionnaire (des mots en-tête ou des définitions) pour chaque mot. Ses attributs et éléments enfants sont les suivants.

[Attributs]
page_break Permet de définir si un saut de page est inséré ou non à la fin de cette balise <word>. Accepte les valeurs ci-dessous. La valeur "no" est attribuée s'il est ignoré.
“yes” Permet d’insérer un saut de page.
“no” N'insère pas de saut de page.

turning_page_control Permet de définir dans quelle mesure un défilement ordinaire interagit avec les sauts de page, en autorisant ou interdisant le croisement de saut de page vers l'avant ou l'arrière, si la valeur "yes" est attribuée à l'attribut "page_break". Les options ci-dessous sont disponibles.

“on” Le saut de page ne peut pas être croisé par le déroulement.
“off” Le saut de page peut être croisé par le déroulement.
“forward” Le saut de page peut être croisé par le déroulement uniquement vers l'avant.
“back” Le saut de page peut être croisé par le déroulement uniquement vers l'arrière.

S'il est ignoré, il convient que le comportement soit conforme aux paramètres globaux définis par l'attribut "turning_page_control" de la balise <flow_data>).

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head_button_control Permet de définir les restrictions liées au comportement du dispositif de visualisation en cas de pression sur les touches de déplacement vers le mot en-tête suivant/précédent (c'est-à-dire le début des définitions) si la valeur "yes" est affectée à l'attribut "page_break". Les options ci-dessous sont disponibles.

“on” Tout déplacement vers les données précédentes et suivantes est interdit.

“off” Les déplacements vers les données précédentes et suivantes sont autorisés.

“forward” Le déplacement vers le flux suivant est interdit, mais il est autorisé vers le flux précédent.

“back” Le déplacement vers le flux suivant est autorisé, mais il est interdit vers le flux précédent.

S’il est ignoré, sa valeur par défaut est l'attribut “head_botton_control” de la balise <flow_data> à l'intérieur d'un objet de texte de contenu flottant de cette *instance d'objet*.

revision Permet de spécifier la version de la révision dans laquelle la balise <word> a été ajoutée. Par exemple, la valeur est "1" pour la première révision, "2" pour la deuxième. Peut être ignoré en l'absence de ce type d'informations de révision, ce qui signifie en général que les données de contenu concernent la première version.

delete Permet de définir si le contenu de cette balise <word> est supprimé ou non. Accepte les valeurs ci-dessous. S’il est ignoré, la valeur par défaut est "no". Cette valeur d'attribut est utilisée en cas de révision du contenu. Toutefois, il convient d'accorder une attention particulière si un mot a été supprimé (la valeur "yes" ayant été affectée à cet attribut pour le mot) dans une version révisée et qu'il est de nouveau ajouté dans une autre version. Dans ce cas, la balise <word> est de nouveau à ajouter pour définir l'attribut "revision" au lieu de simplement définir l'attribut "revision" de la balise <word> dans laquelle la valeur "yes" avait été affectée à l'attribut "delete" (dans la version précédente).

“yes” Supprime le contenu.

“no” Ne supprime pas le contenu.

[Éléments enfants]
Les balises suivantes peuvent être utilisées pour la balise <word>. Voir B.4.7.2.3 pour plus de détails sur chaque balise.

<p>, <br/>, <hr/>, <font>, <ruby>, <external_char>, <mask>, <char_id>, <key_entry>, <object>, <scrolling_text>(<telop>), <holizontal>(<yoko>)

Noter qu'il convient de veiller aux instructions suivantes pour la balise <key_entry> (utilisée pour définir les informations de mot en-tête pour les fonctions de recherche) et la balise <key_item>.

- Une balise <key_entry> doit être enregistrée au début de la balise <word>.
- La balise <key_entry> doit comporter au moins une balise <key_item>. En présence d'au moins deux balises <key_item>, les informations de la première enregistrée sont utilisées pour les fonctions de signet ou de vocabulaire du dictionnaire.
- La balise <external_char> ne peut pas être utilisée pour l'élément enfant de la balise <key_item>.

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Exemple:

```
<dict_data>
 <dict_default_attribute>
    :
 </dict_default_attribute>
<dict_body>
  <word page_break=“yes” turning_page_control=“off” head_button_control=“off”>
    <key_entry>
     <key_item table_id=“ST0001” search_word=“Mountain”>Mountain [mountain] </key_item>
     <key_item table_id=“ST0001” search_word=“Mountain”>Mountain [mountain] </key_item>
    </key_entry>
    <!-- What follows is what will be displayed as the result of the search -->
    <font color=”red” size=”150%” bold=”yes”> Mountain [mountain] </font><br/>
   Higher than the flatlands...<br/>
      :
    [1]...
    [2]...
  </word>
  <word ... revision=“2”> ... </word>
  <word ... revision=“1” delete=“yes”> ... </word>
     :
 </dict_body>
</dict_data>
```

B.5 Noms de couleur (normatifs)

Les noms de couleur qui peuvent être utilisés dans les attributs spécifiant les types de couleur sont répertoriés dans le Tableau B.6, avec les valeurs RVB correspondantes.

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Tableau B.6 – Noms de couleur

Nom de couleur	Blanc	Noir	Rouge	Vert	Bleu
Valeur RVB	#FFFFFF	#000000	#FF0000	#008000	#0000FF
Nom de couleur	Jaune	Mauve	Vert d'eau	Marron	Bleu marine
Valeur RVB	#FFFF00	#800080	#00FFFF	#800000	#000080
Nom de couleur	Vert olive	Bleu-vert foncé	Gris	Argent	Bleu ardoise
Valeur RVB	#808000	#008080	#808080	#C0C0C0	#6A5ACD
Nom de couleur	Bleu moyen	Bleu roi	Bleuté	Bleu ciel	Bleu acier
Valeur RVB	#0000CD	#4169E1	#1E90FF	#87CEEB	#4682B4
Nom de couleur	Bleu clair	Turquoise clair	Turquoise	Cyan	Cyan clair
Valeur RVB	#ADD8E6	#AFEEEE	#40E0D0	#00FFFF	#E0FFFF
Nom de couleur	Bleu vert	Vert foncé	Vert marin	Vert clair	Chartreuse
Valeur RVB	#7FFFD4	#006400	#2E8B57	#90EE90	#7FFF00
Nom de couleur	Vert jaune	Citron vert	Jaune vert	Vert olive	Kaki foncé
Valeur RVB	#ADFF2F	#32CD32	#9ACD32	#6B8E23	#BDB76B
Nom de couleur	Jaune paille pâle	Jaune clair	Doré	Jaune paille	Jaune paille sombre
Valeur RVB	#EEE8AA	#FFFFE0	#FFD700	#DAA520	#B8860B
Nom de couleur	Brun rose	Rouge indien	Bois de rose	Terre de sienne	Pérou
Valeur RVB	#BC8F8F	#CD5C5C	#8B4513	#A0522D	#CD853F
Nom de couleur	Bois brut	Beige	Froment	Brun sable	Brun roux
Valeur RVB	#DEB887	#F5F5DC	#F5DEB3	#F4A460	#D2B48C
Nom de couleur	Chocolat	Rouge brique	Brun	Saumon	Orange
Valeur RVB	#D2691E	#B22222	#A52A2A	#FA8072	#FFA500
Nom de couleur	Corail	Rouge tomate	Rose chaud	Rose	Rose soutenu
Valeur RVB	#FF7F50	#FF6347	#FF69B4	#FFC0CB	#FF1493
Nom de couleur	Violet pastel	Magenta	Violet	Prune	Orchidée
Valeur RVB	#DB7093	#FF00FF	EE82EE	#DDA0DD	#DA70D6
Nom de couleur	Violet foncé	Violet bleu	Mauve moyen	Chardon	Mauve lavande
Valeur RVB	#9400D3	#8A2BE2	#9370DB	#D8BFD8	#E6E6FA
Nom de couleur	Rose fané	Ivoire	Mousseline citron	Beige mocassin	
Valeur RVB	#FFE4E1	#FFFFF0	#FFFACD	#FFE4B5	

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B.6 Localisation (informative)

B.6.1 Ajouts possibles

Les propositions données ici pour la localisation sont des exemples d'ajout qu'il convient d'apporter au format avant de les utiliser pour une langue particulière. Cette partie localisation fait l'objet d'une normalisation sur une base spécifique à la langue lorsque la spécification indique d'utiliser cette langue particulière.

B.6.2 Caractères standard

Pour les besoins de la localisation, des exemples de jeux de caractères définis pour les différentes langues figurent au Tableau B.7.

Tableau B.7 – Exemples de jeux de caractères standard pour les différentes langues

Langue cible	Nom	Description
Japonais	"JIS X 0201,JIS X 0208:1997"	Caractères dans la plage de Shift_JIS
Anglais	"ISO 646-IRV"	Caractères ASCII 7 bits
Français	"ISO 8859-15"	Caractères dans la plage de l'ISO 8859-15 (Latin-9)

B.6.3 Caractères utilisables pour la lecture

Des exemples de jeux de caractères spécifiques à la langue pour la lecture figurent au Tableau B.8.

Tableau B.8 – Exemple de caractères supplémentaires utilisables pour la lecture des différentes langues

Langue cible	Nom	Description
Japonais	Katakana pleine largeur	ァアィイゥウェエォオカガキギクグケゲコゴサザシジスズセゼソゾタダチヂッツヅテデトドナニヌネノハバパヒビピフブプヘベペホボポマミムメモャヤュユョヨラリルレロヮワヰヱヲンヴヵヶ (0x30A1 à 0x30F6)
Japonais	Marque de voyelle longue	ー (0x30FC)
Français	Extensions de l'alphabet français	À (0x00C0) Â (0x00C2) Æ (0x00C6) Ç (0x00C7) È (0x00C8) É (0x00C9) Ê (0x00CA) Ë (0x00CB) Î (0x00CE) Ï (0x00CF) Ô (0x00D4) Ö (0x00D6) Ù (0x00D9) Û (0x00DB) Ü (0x00DC) Ÿ (0x00DF) à (0x00E0) â (0x00E2) æ (0x00E6) ç (0x00E7) è (0x00E8) é (0x00E9) ê (0x00EA) ë (0x00EB) î (0x00EE) ï (0x00EF) ô (0x00F4) ù (0x00F9) û (0x00FB) ü (0x00FC) ÿ (0x0FF) Œ(0x0152) œ (0x0153)

B.6.4 Règles de tri pour <search_table_def>

Les méthodes figurant dans le Tableau B.9 sont des exemples de règles de tri supplémentaires pour différentes langues.

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Tableau B.9 – Exemple de règles de tri supplémentaires

Langue cible	Nom Sorting_rule	Description
Japonais	shift_jis	Les caractères sont classés en fonction de leurs points de code dans le codage Shift_JIS. Le classement des caractères non couverts par ce codage n'est pas spécifié.
Anglais	en	Les caractères sont classés en fonction de leurs points de code dans le codage ASCII. Le classement des caractères non couverts par ce codage n'est pas spécifié.
Français	fr	Les caractères sont triés dans l'ordre suivant: A À Â Æ B C Ç E É È Ê Ë F G H I Î Ï J K L M N O Ô Ö ŒP Q R S T U Ù Û Ü V W X Y Ÿ Z Le même ordre est également valide pour les lettres en minuscule. Le classement des autres caractères n'est pas spécifié et peut simplement suivre le codage en cours d'utilisation ou les points de code Unicode.

B.6.5 Attributs supplémentaires pour <enable_key_type>

Des attributs d'extension supplémentaires spécifiques à la langue <enable_key_type> sont présentés dans le Tableau B.10 en plus de ceux décrits en B.4.7.2.3. Le mode d'utilisation supposé est le même que celui indiqué en B.4.7.2.3.

Tableau B.10 – Exemple d'attributs spécifiques à la langue supplémentaires pour <enable_key_type>

Français	French_alphabet_extensions	À (0x00C0)	Â (0x00C2)	Æ (0x00C6)	Ç (0x00C7)
		È (0x00C8)	É (0x00C9)	Ê (0x00CA)	Ë (0x00CB)
		Î (0x00CE)	Ï (0x00CF)	Ô (0x00D4)	Ö (0x00D6)
		Ù (0x00D9)	Û (0x00DB)	Ü (0x00DC)	Ÿ (0x00DF)
		à (0x00E0)	â (0x00E2)	æ (0x00E6)	ç (0x00E7)
		è (0x00E8)	é (0x00E9)	ê (0x00EA)	ë (0x00EB)
		î (0x00EE)	ï (0x00EF)	ô (0x00F4)	ù (0x00F9)
		û (0x00FB)	ü (0x00FC)	ÿ (0x0FF)	Œ(0x0152)
		œ (0x0153)			

B.7 Spécification du format XML XMDF dans la syntaxe compacte RELAX NG

B.7.1 Généralités

La syntaxe du format XML XMDF est officiellement donnée ici sous la forme d'un schéma compact RELAX NG. Noter qu'il ne s'agit pas nécessairement de schémas RELAX NG optimisés.

B.7.2 Balises et attributs des instances d'objet, des données bibliographiques et d'autres données pour la structure de contenu

```
namespace a = "http://relaxng.org/ns/compatibility/annotations/1.0"

Yes_No = "yes" | "no"

Trigger_List = trigger_pointer

Action_List = action_play | action_page_jump

TextWithGaiji = (text | external_char)*
```

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```
FiveSize = "maximum" | "big" | "medium" | "small" | "minimum"
BaseLine = "right" | "right_only" | "down" | "down_only"
ViewType = "portrait" | "portrait_only" | "landscape" | "landscape_only"
HoldFlag = "scope" | "on_power" | "save"
Turn_Page_Val = "on" | "off" | "forward" | "back"
personal_name =
  element personal_name {
    personal_name_attlist,
    ((first_name?, middle_name?, last_name?)
     | (first_name?, last_name?, middle_name?)
     | (last_name?, first_name?, middle_name?)
     | (last_name?, middle_name?, first_name?))
  }
personal_name_attlist &= empty
first_name = element first_name { first_name_attlist, TextWithGaiji }
first_name_attlist &= attribute reading { text }?
middle_name = element middle_name { middle_name_attlist, TextWithGaiji }
middle_name_attlist &= attribute reading { text }?
last_name = element last_name { last_name_attlist, TextWithGaiji }
last_name_attlist &= attribute reading { text }?
organization_name =
  element organization_name { organization_name_attlist, TextWithGaiji }
organization_name_attlist &= attribute reading { text }?
address_info =
  element address_info {
    address_info_attlist,
    ( postal_code? | zipcode? ) ,
    address?,
    telephone?,
    fax?,
    mail_address?,
    website?,
    address_other_info?
  }
address_info_attlist &= empty
postal_code = element postal_code { postal_code_attlist, text }
postal_code_attlist &= empty
```

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```
zipcode = element zipcode { zipcode_attlist, text }
zipcode_attlist &= empty
address = element address { address_attlist, TextWithGaiji }
address_attlist &= empty
telephone = element telephone { telephone_attlist, text }
telephone_attlist &= empty
fax = element fax { fax_attlist, text }
fax_attlist &= empty
mail_address = element mail_address { mail_address_attlist, text }
mail_address_attlist &= empty
website = element website { website_attlist, text }
website_attlist &= empty
address_other_info =
  element address_other_info {
    address_other_info_attlist, TextWithGaiji
  }
address_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
permission_info =
  element permission_info {
    permission_info_attlist, print_permission?, copy_permission?
  }
permission_info_attlist &= empty
print_permission =
  element print_permission { print_permission_attlist, empty }
print_permission_attlist &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "no" }?
copy_permission =
  element copy_permission { copy_permission_attlist, empty }
copy_permission_attlist &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "in_device_only" | "no" }?
keyword_list = element keyword_list { keyword_list_attlist, keyword+ }
keyword_list_attlist &= empty
keyword = element keyword { keyword_attlist, TextWithGaiji }
```

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```
keyword_attlist &=
  attribute category { text }?,
  attribute reading { text }?
vertex = element vertex { vertex_attlist, empty }
vertex_attlist &= attribute position { text }
bvf = element bvf { bvf_attlist, book_info, body_module, parts_module }
bvf_attlist &=
  [ a:defaultValue = "1.00" ] attribute bvf_version { text }?,
  attribute id_type { text }?,
  attribute id { text }?,
  attribute default_ccs { text },
  [ a:defaultValue = "bvf_flow:3.00D" ]
  attribute sub_version { string "bvf_flow:3.00D" }?,
  attribute display_size { text }?
book_info =
  element book_info {
    book_info_attlist,
    title_info,
    author_info?,
    publisher_info?,
    seller_info?,
    book_id_info?,
    classification_info?,
    rating?,
    publication_place?,
    publication_date_info?,
    net_price_info?,
    book_abstract?,
    front_cover_image?,
    spine_cover_image?,
    keyword_list?,
    other_book_info?
  }
book_info_attlist &= empty
title_info =
  element title_info {
    title_info_attlist,
```

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```
    series_title?,
    title,
    subtitle?,
    edition_info?,
    title_other_info?
  }
title_info_attlist &= empty
series_title =
  element series_title { series_title_attlist, TextWithGaiji }
series_title_attlist &= attribute reading { text }?
title = element title { title_attlist, TextWithGaiji }
title_attlist &= attribute reading { text }?
subtitle = element subtitle { subtitle_attlist, TextWithGaiji }
subtitle_attlist &= attribute reading { text }?
edition_info =
  element edition_info { edition_info_attlist, TextWithGaiji }
edition_info_attlist &=
  attribute this_version { text }?,
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
title_other_info =
  element title_other_info { title_other_info_attlist, TextWithGaiji }
title_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
author_info = element author_info { author_info_attlist, author+ }
author_info_attlist &= attribute structured { "no" }?
author =
  element author {
    author_attlist,
    (personal_name | organization_name),
    address_info?,
    author_other_info?
  }
author_attlist &=
  [ a:defaultValue = "author" ]
  attribute role {
```

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```
    "author"
    | "editor"
    | "translator"
    | "supervisor"
    | "designer"
    | "photographer"
    | "illustrator"
    | "binder"
    | "planner"
    | "other"
  }?
author_other_info =
  element author_other_info { author_other_info_attlist, TextWithGaiji }
author_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
publisher_info =
  element publisher_info {
    publisher_info_attlist,
    ((publisher, publisher_office) | publisher | publisher_office),
    publisher_other_info?
  }
publisher_info_attlist &= empty
publisher =
  element publisher { publisher_attlist, publisher_name, address_info? }
publisher_attlist &= empty
publisher_name =
  element publisher_name { publisher_name_attlist, TextWithGaiji }
publisher_name_attlist &= attribute reading { text }?
publisher_office =
  element publisher_office {
    publisher_office_attlist, organization_name, address_info?
  }
publisher_office_attlist &= attribute publisher_code { text }?
publisher_other_info =
  element publisher_other_info {
    publisher_other_info_attlist, TextWithGaiji
```

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```
  }
publisher_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
seller_info =
  element seller_info {
    seller_info_attlist,
    ((seller, seller_office) | seller | seller_office),
    seller_other_info?
  }
seller_info_attlist &= empty
seller = element seller { seller_attlist, seller_name, address_info? }
seller_attlist &= empty
seller_name = element seller_name { seller_name_attlist, TextWithGaiji }
seller_name_attlist &= attribute reading { text }?
seller_office =
  element seller_office {
    seller_office_attlist, organization_name, address_info?
  }
seller_office_attlist &= attribute seller_code { text }?
seller_other_info =
  element seller_other_info { seller_other_info_attlist, TextWithGaiji }
seller_other_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
book_id_info = element book_id_info { book_id_info_attlist, book_id+ }
book_id_info_attlist &= empty
book_id = element book_id { book_id_attlist, text }
book_id_attlist &= attribute type { text }
classification_info =
  element classification_info {
    classification_info_attlist, classification+
  }
classification_info_attlist &= empty
classification =
  element classification { classification_attlist, TextWithGaiji }
classification_attlist &= attribute type { text }
```

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```
rating = element rating { rating_attlist, empty }
rating_attlist &=
  [ a:defaultValue = "no" ] attribute adult { Yes_No }?,
  [ a:defaultValue = "no" ] attribute violence { Yes_No }?
publication_place =
  element publication_place { publication_place_attlist, text }
publication_place_attlist &= empty
publication_date_info =
  element publication_date_info {
    publication_date_info_attlist, publication_date+
  }
publication_date_info_attlist &= empty
publication_date =
  element publication_date { publication_date_attlist, text }
publication_date_attlist &=
  [ a:defaultValue = "publish" ] attribute type { "publish" | "sale" }?
net_price_info =
  element net_price_info { net_price_info_attlist, net_price+ }
net_price_info_attlist &= empty
net_price = element net_price { net_price_attlist, text }
net_price_attlist &=
  attribute country { text }?,
  attribute unit { text },
  attribute other_info { text }?
book_abstract =
  element book_abstract { book_abstract_attlist, TextWithGaiji }
book_abstract_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
front_cover_image =
  element front_cover_image { front_cover_image_attlist, text }
front_cover_image_attlist &= attribute type { text }
spine_cover_image =
  element spine_cover_image { spine_cover_image_attlist, text }
spine_cover_image_attlist &= attribute type { text }
other_book_info =
  element other_book_info { other_book_info_attlist, TextWithGaiji }
```

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```
other_book_info_attlist &=
  [ a:defaultValue = "preserve" ]
  attribute xml:space { "default" | "preserve" }?
body_module =
  element body_module { body_module_attlist, flow_type_body }
body_module_attlist &= empty
flow_type_body =
  element flow_type_body {
    flow_type_body_attlist,
    flow_entry,
    special_page_link?,
    search_table?
  }
flow_type_body_attlist &= empty
flow_entry =
  element flow_entry {
    flow_entry_attlist, flow_default_attribute?, flow_data+
  }
flow_entry_attlist &= empty
flow_default_attribute =
  element flow_default_attribute {
    flow_default_attribute_attlist,
    flow_default_size?,
    flow_default_font?,
    flow_default_background?,
    ( flow_default_line_breaking_method? | flow_default_kinsoku? )
  }
flow_default_attribute_attlist &=
  attribute baseline { BaseLine }?,
  attribute view_type { ViewType }?
flow_default_size =
  element flow_default_size { flow_default_size_attlist, empty }
flow_default_size_attlist &=
  attribute letter_spacing { FiveSize }?,
  attribute line_pitch { FiveSize }?,
  attribute margin { "big" | "medium" | "small" }?
flow_default_font =
```

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```
  element flow_default_font { flow_default_font_attlist, empty }
flow_default_font_attlist &=
  attribute fontname { text }?,
  attribute fontsize { text }?,
  attribute bold_flag { Yes_No }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?
flow_default_background =
  element flow_default_background {
    flow_default_background_attlist, empty
  }
flow_default_background_attlist &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?
flow_default_line_breaking_method =
  element flow_default_line_breaking_method {
    flow_default_kinsoku_attlist,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
flow_default_kinsoku_attlist &=
  [ a:defaultValue = "none" ] attribute method { "none" | "run_down" }?,
  [ a:defaultValue = "yes" ] attribute hanging_punctuation { Yes_No }?
flow_default_kinsoku =
  element flow_default_kinsoku {
    flow_default_kinsoku_attlist,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
top_prohibit_char =
  element top_prohibit_char { top_prohibit_char_attlist, text }
top_prohibit_char_attlist &= empty
```

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```
end_prohibit_char =
  element end_prohibit_char { end_prohibit_char_attlist, text }
end_prohibit_char_attlist &= empty
hanging_char = element hanging_char { hanging_char_attlist, text }
hanging_char_attlist &= empty
flow_data = element flow_data { flow_data_attlist, event_info? }
flow_data_attlist &=
  attribute flow_id { text }?,
  attribute body_id { text },
  [ a:defaultValue = "off" ]
  attribute turning_page_control { Turn_Page_Val }?,
  [ a:defaultValue = "on" ]
  attribute head_button_control { Turn_Page_Val }?
special_page_link =
  element special_page_link { special_page_link_attlist, special_page+ }
special_page_link_attlist &= empty
special_page = element special_page { special_page_attlist, text }
special_page_attlist &=
  [ a:defaultValue = "other" ]
  attribute kind {
    "cover"
    | "title_page"
    | "preface"
    | "contents"
    | "body"
    | "column"
    | "note"
    | "figure"
    | "ad"
    | "afterword"
    | "appendix"
    | "answer"
    | "glossary"
    | "bibliography"
    | "commentary"
    | "index"
    | "imprint"
```

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```
    | "author_info"
    | "other"
    | "flow_title"
  }?,
  attribute title { text }?
search_table =
  element search_table { search_table_attlist, search_table_def+ }
search_table_attlist &=
  [ a:defaultValue = "no" ] attribute bookmark { Yes_No }?,
  [ a:defaultValue = "no" ] attribute wordbook { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute jump_search_root { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute jump_search { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute all_search { Yes_No }?
search_table_def =
  element search_table_def {
    search_table_def_attlist, enable_key_type, key_normalization
  }
search_table_def_attlist &=
  attribute id { text },
  [ a:defaultValue = "no" ] attribute use_default { Yes_No }?,
  attribute name { text }?,
  [ a:defaultValue = "otherunicode" ] attribute sorting_rule { "otherunicode" | "implicit" |
"unicode" | "other"}?,
  attribute short_name { text }?,
  [ a:defaultValue = "no" ] attribute wild { Yes_No }?,
  [ a:defaultValue = "no" ] attribute blank { Yes_No }?,
  [ a:defaultValue = "no" ] attribute end { Yes_No }?,
  attribute help_page_id { text }?
enable_key_type =
  element enable_key_type { enable_key_type_attlist, empty }
enable_key_type_attlist &=
  [ a:defaultValue = "no" ] ( attribute numerals { Yes_No }? | attribute number { Yes_No }? ),
  [ a:defaultValue = "no" ] ( attribute basic_alphabet { Yes_No }? | attribute alphabet
{ Yes_No }? ),
  [ a:defaultValue = "no" ] attribute kana { Yes_No }?,
  [ a:defaultValue = "no" ] attribute kanji { Yes_No }?
key_normalization =
```

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```
  element key_normalization { key_normalization_attlist, empty }
key_normalization_attlist &=
  [ a:defaultValue = "yes"] attribute capitalization {Yes_No}?,
  [ a:defaultValue = "no"]  attribute diactritic_removal {Yes_No}?,
  [ a:defaultValue = "delete" ]
  attribute cho_on { "delete" | "repeat" | "no" }?,
  [ a:defaultValue = "yes" ] attribute daku_on { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute handaku_on { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute soku_on { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute yo_on { Yes_No }?,
  [ a:defaultValue = "yes" ] attribute other_small_kana { Yes_No }?
event_info = element event_info { event_info_attlist, event+ }
event_info_attlist &=
  [ a:defaultValue = "single" ] attribute display_type { "single" }?
event = element event { event_attlist, trigger, action }
event_attlist &= empty
trigger = element trigger { trigger_attlist, Trigger_List }
trigger_attlist &= empty
action = element action { action_attlist, Action_List }
action_attlist &=
  [ a:defaultValue = "sequential" ]
  attribute action_flag { "sequential" }?
trigger_pointer =
  element trigger_pointer { trigger_pointer_attlist, pointer_region? }
trigger_pointer_attlist &=
  attribute id { text },
  [ a:defaultValue = "click" ] attribute action_flag { "click" }?
pointer_region =
  element pointer_region { pointer_region_attlist, vertex+ }
pointer_region_attlist &= empty
action_play = element action_play { action_play_attlist, empty }
action_play_attlist &=
  attribute object_id { text },
  [ a:defaultValue = "normal" ] attribute action { "normal" }?,
  [ a:defaultValue = "no" ] attribute play_flag { "no" }?,
  [ a:defaultValue = "normal" ] attribute effect { "normal" }?
```

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```
action_page_jump =
  element action_page_jump { action_page_jump_attlist, empty }
action_page_jump_attlist &=
  attribute book { text }?,
  attribute book_type { text }?,
  attribute page_id { text }?,
  attribute center { text }?,
  [ a:defaultValue = "normal" ] attribute show { "normal" }?,
  [ a:defaultValue = "default" ] attribute close_effect { "default" }?,
  [ a:defaultValue = "default" ] attribute show_effect { "default" }?
parts_module =
  element parts_module { parts_module_attlist, object_table }
parts_module_attlist &= empty
object_table =
  element object_table {
    object_table_attlist,
    (dynamic_text_object_entry
     | sound_object_entry
     | search_page_object_entry
     | movie_object_entry
     | comic_object_entry
     | dict_data_object_entry
     | csf_object_entry  )+
  }
object_table_attlist &= empty
dynamic_text_object_entry =
  element dynamic_text_object_entry {
    dynamic_text_object_entry_attlist, permission_info?,protection?
  }
dynamic_text_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
```

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```
  attribute layout_info_src { text }?,
  attribute layout_info_type { text }?,
  attribute object_id { text }
sound_object_entry =
  element sound_object_entry {
    sound_object_entry_attlist, protection?, sound_object_info
  }
sound_object_entry_attlist &=
  attribute src { text },
  attribute type { text }
sound_object_info =
  element sound_object_info { sound_object_info_attlist, empty }
sound_object_info_attlist &= attribute object_id { text }
csf_object_entry =
  element csf_object_entry {
    csf_object_entry_attlist, permission_info?, protection?, caption?
  }
csf_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }
caption = element caption { caption_attlist, TextWithGaiji }
caption_attlist &= empty
protection = element protection { protection_attlist, empty }
protection_attlist &= empty
search_page_object_entry =
  element search_page_object_entry {
    search_page_object_entry_attlist, permission_info?
  }
search_page_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
```

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```
  attribute object_id { text }
movie_object_entry =
  element movie_object_entry { movie_object_entry_attlist, empty }
movie_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }
comic_object_entry =
  element comic_object_entry {
    comic_object_entry_attlist, permission_info?
  }
comic_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }
dict_data_object_entry =
  element dict_data_object_entry {
    dict_data_object_entry_attlist, permission_info?
  }
dict_data_object_entry_attlist &=
  attribute src { text },
  attribute type { text },
  attribute object_id { text }
text_data =
  element text_data {
    text_data_attlist, text_default_attribute, text_body
  }
text_data_attlist &= empty
text_default_attribute =
  element text_default_attribute {
    text_default_attribute_attlist,
    text_default_font?,
```

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```
    text_default_background?,
    text_default_background_music?,
    ( line_breaking_method? | kinsoku? )
  }
text_default_attribute_attlist &=
  attribute baseline { BaseLine }?,
  attribute valign { "middle" }?
text_default_font =
  element text_default_font { text_default_font_attlist, empty }
text_default_font_attlist &=
  attribute fontname { text }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?
text_default_background =
  element text_default_background {
    text_default_background_attlist, permission_info?
  }
text_default_background_attlist &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute type { text }?,
  attribute src { text }?
text_default_background_music =
  element text_default_background_music {
    text_default_background_music_attlist, permission_info?
  }
text_default_background_music_attlist &=
  attribute type { text },
  attribute src { text },
```

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```
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?
line_breaking_method_attlist &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
line_breaking_method =
  element line_breaking_method {
    line_breaking_method_attlist,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
kinsoku_attlist &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?,
  attribute alignment { "left" }?
kinsoku =
  element kinsoku {
    kinsoku_attlist,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
Block = p | ( scrolling_text | telop ) | key_entry
Inline =
  br
  | hr
  | font
  | ( yoko | horizontal )
  | ruby
  | external_char
  | mask
  | char_id
```

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```
  | meaning_start
All_tag2 = text | Block | Inline | object
All_tag = All_tag2 | page_break
text_body = element text_body { text_body_attlist, All_tag* }
text_body_attlist &= empty
p = element p { p_attlist, All_tag2* }
p_attlist &=
  attribute top_line_indent { text }?,
  attribute top { text }?,
  attribute bottom { text }?,
  attribute align { "center" | "right" | "left" }?,
  attribute [ a:defaultValue = "1" ] drop_cap { text }?
scrolling_text =
  element scrolling_text {
    scrolling_text_attlist, (text | external_char | font | ( horizontal | yoko ) | ruby | object)*
  }
scrolling_text_attlist &= empty
telop =
  element telop {
    telop_attlist, (text | external_char | font | ( horizontal | yoko ) | ruby | object)*
  }
telop_attlist &= empty
page_break = element page_break { page_break_attlist, empty }
page_break_attlist &=
  attribute turning_page_control { Turn_Page_Val }?,
  attribute head_button_control { Turn_Page_Val }?
br = element br { br_attlist, empty }
br_attlist &= attribute clear { "left" | "right" | "all" }?
hr = element hr { hr_attlist, empty }
hr_attlist &=
  attribute size { text }?,
  attribute length { text }?,
```

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```
  attribute align { "left" | "center" | "right" }?
font = element font { font_attlist, (text | Inline | object)* }
font_attlist &=
  attribute name { text }?,
  attribute size { text }?,
  attribute base { "default" | "last" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute bold { Yes_No }?,
  attribute underline { Yes_No }?
horizontal = element horizontal { horizontal_attlist, TextWithGaiji }
horizontal_attlist &= empty
yoko = element yoko { yoko_attlist, TextWithGaiji }
yoko_attlist &= empty
ruby = element ruby { ruby_attlist, rbase, rtop }
ruby_attlist &= empty
rbase = element rbase { rbase_attlist, TextWithGaiji }
rbase_attlist &= empty
rtop = element rtop { rtop_attlist, TextWithGaiji }
rtop_attlist &= empty
external_char = element external_char { external_char_attlist, text }
external_char_attlist &=
  attribute alt_set { text }?,
  attribute alt_code { text }?,
  attribute alt_img { text }?,
  attribute alt_vimg { text }?,
  attribute img_type { text }?,
  attribute alt { text }?
mask =
  element mask {
    mask_attlist,
```

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```
    (text | br | font | ( horizontal | yoko ) | ruby | external_char | object)*
  }
mask_attlist &=
  [ a:defaultValue = "on" ] attribute initial_flag { "on" | "off" }?,
  attribute trigger { text }?,
  attribute char_id { text }?,
  [ a:defaultValue = "default" ]
  attribute mask_type { "default" | "color" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  [ a:defaultValue = "black" ] attribute color { text }?,
  [ a:defaultValue = "scope" ] attribute hold_flag { HoldFlag }?
char_id = element char_id { char_id_attlist, (text | Inline | object)* }
char_id_attlist &= attribute char_id { text }
object = element object { object_attlist, permission_info?, protection? }
object_attlist &=
  attribute type { text },
  attribute src { text },
  attribute char_id { text }?,
  attribute align { "top" | "middle" | "bottom" | "left" | "right" }?,
  attribute start { "auto" | "event" }?,
  attribute loop { "1" }?
key_entry = element key_entry { key_entry_attlist, key_item+ }
key_entry_attlist &= empty
key_item = element key_item { key_item_attlist, TextWithGaiji }
key_item_attlist &=
  attribute search_word { text },
  attribute table_id { text }
meaning_start = element meaning_start { meaning_start_attlist, empty }
meaning_start_attlist &= empty
flip_animation =
  element flip_animation {
```

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```
    flip_animation_attlist,
    flip_animation_sound?,
    flip_animation_source+
  }
flip_animation_attlist &=
  [ a:defaultValue = "1s" ] attribute renewal_time { text }?
flip_animation_sound =
  element flip_animation_sound { flip_animation_sound_attlist, empty }
flip_animation_sound_attlist &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "0s" ] attribute start { "0s" }?
flip_animation_source =
  element flip_animation_source { flip_animation_source_attlist, empty }
flip_animation_source_attlist &=
  attribute type { text },
  attribute src { text },
  attribute renewal_time { text }?
search_page =
  element search_page {
    search_page_attlist,
    search_page_title?,
    key_input_region,
    key_input_region?,
    search_link_item*
  }
search_page_attlist &= empty
search_page_title =
  element search_page_title { search_page_title_attlist, TextWithGaiji }
search_page_title_attlist &=
  attribute type { text }?,
  attribute src { text }?
```

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```
key_input_region =
  element key_input_region {
    key_input_region_attlist, key_input_region_prompt, enable_key_type
  }
key_input_region_attlist &=
  attribute table_id { text },
  attribute search_type { ( "matches_first" | "atama-dasi" ) | ( "matches_only" | "siborikomi" ) }?
key_input_region_prompt =
  element key_input_region_prompt {
    key_input_region_prompt_attlist, TextWithGaiji
  }
key_input_region_prompt_attlist &= empty
search_link_item =
  element search_link_item {
    search_link_item_attlist, search_link_title
  }
search_link_item_attlist &= attribute char_id { text }
search_link_title =
  element search_link_title { search_link_title_attlist, TextWithGaiji }
search_link_title_attlist &= empty
comic_data = element comic_data { comic_data_attlist, comic_body }
comic_data_attlist &= empty
comic_body =
  element comic_body {
    comic_body_attlist, comic_cell_type_body, comic_page_set_type_body?,
comic_page_type_body?
  }
comic_body_attlist &= empty
comic_cell_type_body =
  element comic_cell_type_body {
    comic_cell_type_body_attlist, comic_background_music?, cell+
  }
```

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```
comic_cell_type_body_attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?,
  attribute scroll_free { "permit" }?,
  attribute magnify { "permit" }?
comic_background_music =
  element comic_background_music {
    comic_background_music_attlist, permission_info?
  }
comic_background_music_attlist &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?,
  [ a:defaultValue = "no" ] attribute sync { Yes_No }?
cell = element cell { cell_attlist, cell_scene* }
cell_attlist &=
  attribute src { text },
  attribute type { text },
  attribute char_id { text }?,
  attribute id{ text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?,
  [ a:defaultValue = "no" ] attribute fit { "yes" | "no" }?,
  attribute effect {
    "fade-in"
    | "dissolve"
    | "slide-right"
    | "slide-left"
    | "slide-up"
    | "slide-down"
```

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```
  | "overwrite-right"
  | "overwrite-left"
  | "overwrite-up"
  | "overwrite-down"
  | "box-rightdown"
  | "box-leftdown"
  | "box-rightup"
  | "box-leftup"
  | "box-center"
  | "box-free"
  | "pushout-right"
  | "pushout-left"
  | "pushout-up"
  | "pushout-down"
  | "wipe-right"
  | "wipe-left"
  | "wipe-up"
  | "wipe-down"
  | "wipe-vertical-in"
  | "wipe-vertical-out"
  | "wipe-horizontal-in"
  | "wipe-horizontal-out"
  | "wipe-center-in"
  | "wipe-center-out"
  | "randomblock"
}?,
attribute effect_time { text }?,
attribute effect_pos { text }?,
attribute scroll {
  "custom" | "up" | "down" | "left" | "right" | "no"
}?,
attribute page_jump_id { text }?,
```

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```
  attribute scroll_time { text }?,
  attribute vibration { "on" | "off" }?,
  attribute display_vibration { "on" | "off" }?,
  attribute vibration_direction { "vertical" | "horizontal" }?,
  attribute vibration_time { text }?,
  attribute sound { text }?,
  attribute sound_type { text }?,
  attribute url_jump { text }?,
  attribute backlight { "on" | "off" }?,
  attribute backlight_time { text }?,
  attribute backlight_cycle { text }?
cell_scene = element cell_scene { cell_scene_attlist, cell_draw_image* }
cell_scene_attlist &=
  attribute position { text }?,
  attribute scroll_time { text }?,
  attribute vibration { "on" | "off" }?,
  attribute display_vibration { "on" | "off" }?,
  attribute vibration_direction { "vertical" | "horizontal" }?,
  attribute vibration_time { text }?,
  attribute sound { text }?,
  attribute sound_type { text }?,
  attribute url_jump { text }?,
  attribute backlight { "on" | "off" }?,
  attribute backlight_time { text }?,
  attribute backlight_cycle { text }?,
  attribute draw_image_time { text }?,
  attribute bgm_sync { text }?
cell_draw_image =
  element cell_draw_image { cell_draw_image_attlist, empty }
cell_draw_image_attlist &=
  attribute src { text },
  attribute type { text },
```

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```
  attribute position { text }
comic_page_set_type_body =
  element comic_page_set_type_body {
    comic_page_set_type_body_attlist, page_set+
  }
comic_page_set_type_body_attlist &=
  [ a:defaultValue = "right" ] attribute binding { "left" | "right" }?,
  attribute page_size { text },
  [ a:defaultValue = "0" ] attribute central_margin { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?
page_set = element page_set { page_set_attlist, page_set_item+ }
page_set_attlist &=
  attribute type { "spread" }?,
  attribute page_size { text }?,
  attribute central_margin { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?
page_set_item =
  element page_set_item { page_set_item_attlist, cell_region_in_page* }
page_set_item_attlist &=
  attribute src { text }?,
  attribute type { text }?,
  [ a:defaultValue = "(0,0)" ] attribute position { text }?,
  attribute page_id { text }?
cell_region_in_page =
  element cell_region_in_page { cell_region_in_page_attlist, empty }
cell_region_in_page_attlist &=
  attribute cell_id { text },
  attribute region { text }?
```

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```
comic_page_type_body =
  element comic_page_type_body { comic_page_type_body_attlist, page+ }
comic_page_type_body_attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?,
  attribute order { "RT-LB" | "LT-RB" }?
page = element page { page_attlist, page_image+ }
page_attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?,
  attribute bg_color { text }?,
  attribute id { text },
  attribute cell_jump_id { text }
page_image = element page_image { page_image_attlist, empty }
page_image_attlist &=
  attribute src { text },
  attribute type { text }
start = flip_animation | bvf | comic_data | text_data | search_page
```

B.7.3 Balises et attributs de l'instance d'objet de données de dictionnaire

```
namespace a = "http://relaxng.org/ns/compatibility/annotations/1.0"
Yes_No = "yes" | "no"
TextWithGaiji = (text | external_char)*
BaseLine = "right" | "right_only" | "down" | "down_only"
HoldFlag = "scope" | "on_power" | "save"
Turn_Page_Val = "on" | "off" | "forward" | "back"
permission_info =
  element permission_info {
    attlist_permission_info, print_permission?, copy_permission?
  }
attlist_permission_info &= empty
print_permission =
```

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```
  element print_permission { attlist_print_permission, empty }
attlist_print_permission &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "no" }?
copy_permission =
  element copy_permission { attlist_copy_permission, empty }
attlist_copy_permission &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "in_device_only" | "no" }?
dict_data =
  element dict_data {
    attlist_dict_data, dict_default_attribute, dict_body
  }
attlist_dict_data &= empty
dict_default_attribute =
  element dict_default_attribute {
    attlist_dict_default_attribute,
    dict_default_font?,
    dict_default_background?,
    dict_default_background_music?,
    ( line_breaking_method? , kinsoku? )
  }
attlist_dict_default_attribute &=
  attribute baseline { BaseLine }?,
  attribute valign { "middle" }?
dict_default_font =
  element dict_default_font { attlist_dict_default_font, empty }
attlist_dict_default_font &=
  attribute fontname { text }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
```

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```
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?
dict_default_background =
  element dict_default_background {
    attlist_dict_default_background, permission_info?
  }
attlist_dict_default_background &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute type { text }?,
  attribute src { text }?
dict_default_background_music =
  element dict_default_background_music {
    attlist_dict_default_background_music, permission_info?
  }
attlist_dict_default_background_music &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?
line_breaking_method =
  element attlist_line_breaking_method {
    attlist_kinsoku,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_line_breaking_method &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
kinsoku =
  element kinsoku {
    attlist_kinsoku,
```

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```
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_kinsoku &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
top_prohibit_char =
  element top_prohibit_char { attlist_top_prohibit_char, text }
attlist_top_prohibit_char &= empty
end_prohibit_char =
  element end_prohibit_char { attlist_end_prohibit_char, text }
attlist_end_prohibit_char &= empty
hanging_char = element hanging_char { attlist_hanging_char, text }
attlist_hanging_char &= empty
Dict_Block = p | ( scrolling_text | telop )
Dict_Inline =
  br | hr | font | ( horizontal | yoko ) | ruby | external_char | mask | char_id
Dict_Tag = text | Dict_Block | Dict_Inline | object
dict_body = element dict_body { attlist_dict_body, word+ }
attlist_dict_body &= empty
word = element word { attlist_word, (Dict_Tag | key_entry)* }
attlist_word &=
  attribute page_break { Yes_No }?,
  attribute turning_page_control { Turn_Page_Val }?,
  attribute head_button_control { Turn_Page_Val }?,
  attribute revision { text }?,
  attribute delete { Yes_No }?
key_entry = element key_entry { attlist_key_entry, key_item+ }
attlist_key_entry &= empty
key_item = element key_item { attlist_key_item, TextWithGaiji }
attlist_key_item &=
```

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```
  attribute search_word { text },
  attribute table_id { text }
p = element p { attlist_p, Dict_Tag* }
attlist_p &=
  attribute top_line_indent { text }?,
  attribute top { text }?,
  attribute bottom { text }?,
  attribute align { "center" | "right" | "left" }?
scrolling_text =
  element scrolling_text {
    attlist_scrolling_text, (text | external_char | font | ( horizontal | yoko ) | ruby | object)*
  }
attlist_scrolling_text &= empty
telop =
  element telop {
    attlist_telop, (text | external_char | font | ( horizontal | yoko ) | ruby | object)*
  }
attlist_telop &= empty
br = element br { attlist_br, empty }
attlist_br &= attribute clear { "left" | "right" | "all" }?
hr = element hr { attlist_hr, empty }
attlist_hr &=
  attribute size { text }?,
  attribute length { text }?,
  attribute align { "left" | "center" | "right" }?
font = element font { attlist_font, (text | Dict_Inline | object)* }
attlist_font &=
  attribute name { text }?,
  attribute size { text }?,
  attribute base { "default" | "last" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
```

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```
  attribute color { text }?,
  attribute bold { Yes_No }?,
  attribute underline { Yes_No }?
horizontal = element horizontal { attlist_horizontal, TextWithGaiji }
attlist_horizontal &= empty
yoko = element yoko { attlist_yoko, TextWithGaiji }
attlist_yoko &= empty
ruby = element ruby { attlist_ruby, rbase, rtop }
attlist_ruby &= empty
rbase = element rbase { attlist_rbase, TextWithGaiji }
attlist_rbase &= empty
rtop = element rtop { attlist_rtop, TextWithGaiji }
attlist_rtop &= empty
external_char = element external_char { attlist_external_char, text }
attlist_external_char &=
  attribute alt_set { text }?,
  attribute alt_code { text }?,
  attribute alt_img { text }?,
  attribute alt_vimg { text }?,
  attribute img_type { text }?,
  attribute alt { text }?
mask =
  element mask {
    attlist_mask,
    (text | br | font | ( horizontal | yoko ) | ruby | external_char | object)*
  }
attlist_mask &=
  [ a:defaultValue = "on" ] attribute initial_flag { "on" | "off" }?,
  attribute trigger { text }?,
  attribute char_id { text }?,
  [ a:defaultValue = "default" ]
  attribute mask_type { "default" | "color" }?,
```

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```
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  [ a:defaultValue = "black" ] attribute color { text }?,
  [ a:defaultValue = "scope" ] attribute hold_flag { HoldFlag }?
char_id =
  element char_id { attlist_char_id, (text | Dict_Inline | object)* }
attlist_char_id &= attribute char_id { text }
object = element object { attlist_object, permission_info? }
attlist_object &=
  attribute type { text },
  attribute src { text },
  attribute char_id { text }?,
  attribute align { "top" | "middle" | "bottom" | "left" | "right" }?,
  attribute start { "auto" | "event" }?,
  attribute loop { "1" }?
start = dict_data
```

B.7.4 Balises et attributs de l'instance d'objet de texte 2

```
namespace a = "http://relaxng.org/ns/compatibility/annotations/1.0"
Yes_No = "yes" | "no"
TextWithGaiji = (text | external_char)*
BaseLine = "right" | "right_only" | "down" | "down_only"
HoldFlag = "scope" | "on_power" | "save"
Turn_Page_Val = "on" | "off" | "forward" | "back"
Paragraph_Align =
  "left"
  | "center"
  | "right"
  | "justified"
  | "justified_left"
  | "justified_center"
  | "justified_right"
permission_info =
```

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```
  element permission_info {
    attlist_permission_info, print_permission?, copy_permission?
  }
attlist_permission_info &= empty
print_permission =
  element print_permission { attlist_print_permission, empty }
attlist_print_permission &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "no" }?
copy_permission =
  element copy_permission { attlist_copy_permission, empty }
attlist_copy_permission &=
  [ a:defaultValue = "no" ]
  attribute permission { "authorized" | "in_device_only" | "no" }?
vertex = element vertex { attlist_vertex, empty }
attlist_vertex &= attribute position { text }
text_data2 =
  element text_data2 {
    attlist_text_data2, text_default_attribute?, text_body2
  }
attlist_text_data2 &= empty
text_default_attribute =
  element text_default_attribute {
    attlist_text_default_attribute,
    text_default_font?,
    text_default_background?,
    text_default_background_music?,
    ( kinsoku? | line_breaking_method? )
  }
attlist_text_default_attribute &=
  attribute baseline { BaseLine }?,
  attribute valign { "middle" }?
```

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```
text_default_font =
  element text_default_font { attlist_text_default_font, empty }
attlist_text_default_font &=
  attribute fontname { text }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?
text_default_background =
  element text_default_background {
    attlist_text_default_background, permission_info?
  }
attlist_text_default_background &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute type { text }?,
  attribute src { text }?
text_default_background_music =
  element text_default_background_music {
    attlist_text_default_background_music, permission_info?
  }
attlist_text_default_background_music &=
  attribute type { text },
  attribute src { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?
line_breaking_method =
  element line_breaking_method {
    attlist_line_breaking_method,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
```

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```
attlist_line_breaking_method &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
kinsoku =
  element kinsoku {
    attlist_kinsoku,
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_kinsoku &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
top_prohibit_char =
  element top_prohibit_char { attlist_top_prohibit_char, text }
attlist_top_prohibit_char &= empty
end_prohibit_char =
  element end_prohibit_char { attlist_end_prohibit_char, text }
attlist_end_prohibit_char &= empty
hanging_char = element hanging_char { attlist_hanging_char, text }
attlist_hanging_char &= empty
Text2_Block = p | ( scrolling_text | telop ) | key_entry
Text2_Inline =
  br
  | hr
  | font
  | ( horizontal | yoko )
  | ruby
  | external_char
  | mask
  | char_id
  | meaning_start
```

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```
  | select
Text2_All_Tag2 = text | Text2_Block | Text2_Inline | object
Text2_All_Tag = Text2_All_Tag2 | page_break
text_body2 = element text_body2 { attlist_text_body2, Text2_All_Tag* }
attlist_text_body2 &= empty
p = element p { attlist_p, Text2_All_Tag2* }
attlist_p &=
  attribute top_line_indent { text }?,
  attribute top { text }?,
  attribute bottom { text }?,
  attribute align { Paragraph_Align }?
scrolling_text =
  element scrolling_text {
    attlist_scrolling_text,
    (text | external_char | font | ( horizontal | yoko ) | ruby | object | select)*
  }
attlist_scrolling_text &= empty
telop =
  element telop {
    attlist_telop,
    (text | external_char | font | ( horizontal | yoko ) | ruby | object | select)*
  }
attlist_telop &= empty
page_break = element page_break { attlist_page_break, empty }
attlist_page_break &=
  attribute turning_page_control { Turn_Page_Val }?,
  attribute head_button_control { Turn_Page_Val }?
br = element br { attlist_br, empty }
attlist_br &=
  attribute clear { "left" | "right" | "all" }?,
  attribute width { text }?
hr = element hr { attlist_hr, permission_info? }
```

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```
attlist_hr &=
  attribute size { text }?,
  attribute length { text }?,
  attribute align { "left" | "center" | "right" }?,
  attribute type { text }?,
  attribute h_src { text }?,
  attribute v_src { text }?

font = element font { attlist_font, (text | Text2_Inline | object)* }
attlist_font &=
  attribute name { text }?,
  attribute size { text }?,
  attribute base { "default" | "last" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute bold { Yes_No }?,
  attribute underline { Yes_No }?
horizontal = element horizontal { attlist_horizontal, TextWithGaiji }
attlist_horizontal &= empty
yoko = element yoko { attlist_yoko, TextWithGaiji }
attlist_yoko &= empty
ruby = element ruby { attlist_ruby, rbase, rtop }
attlist_ruby &= empty
rbase = element rbase { attlist_rbase, TextWithGaiji }
attlist_rbase &= empty
rtop = element rtop { attlist_rtop, TextWithGaiji }
attlist_rtop &= empty
external_char = element external_char { attlist_external_char, text }
attlist_external_char &=
  attribute alt_set { text }?,
  attribute alt_code { text }?,
```

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```
  attribute alt_img { text }?,
  attribute alt_vimg { text }?,
  attribute img_type { text }?,
  attribute alt { text }?
mask =
  element mask {
    attlist_mask,
    (text | br | font | yoko | ruby | external_char | object | select)*
  }
attlist_mask &=
  [ a:defaultValue = "on" ] attribute initial_flag { "on" | "off" }?,
  attribute trigger { text }?,
  attribute char_id { text }?,
  [ a:defaultValue = "default" ]
  attribute mask_type { "default" | "color" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  [ a:defaultValue = "black" ] attribute color { text }?,
  [ a:defaultValue = "scope" ] attribute hold_flag { HoldFlag }?
char_id =
  element char_id { attlist_char_id, (text | Text2_Inline | object)* }
attlist_char_id &= attribute char_id { text }
select = element select { attlist_select, select_item+ }
attlist_select &=
  [ a:defaultValue = "baseline" ] attribute variable { "baseline" }?
select_item =
  element select_item {
    attlist_select_item,
    (text | font | yoko | ruby | external_char | object)*
  }
attlist_select_item &= attribute type { "right" | "down" }
object = element object { attlist_object, permission_info? }
```

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```
attlist_object &=
  attribute type { text },
  attribute src { text },
  attribute char_id { text }?,
  attribute align { "top" | "middle" | "bottom" | "left" | "right" }?,
  attribute start { "auto" | "event" }?,
  attribute loop { "1" }?,
  attribute position { "on_edge" }?

key_entry = element key_entry { attlist_key_entry, key_item+ }
attlist_key_entry &= empty
key_item = element key_item { attlist_key_item, TextWithGaiji }
attlist_key_item &=
  attribute search_word { text },
  attribute table_id { text }
meaning_start = element meaning_start { attlist_meaning_start, empty }
attlist_meaning_start &= empty
Area_Tag = dynamic_text_area | object_area
layout_info_list =
  element layout_info_list { attlist_layout_info_list, layout_info+ }
attlist_layout_info_list &= empty
layout_info =
  element layout_info {
    attlist_layout_info,
    outline_info?,
    layout_default_attribute?,
    Area_Tag*
  }
attlist_layout_info &=
  attribute baseline { "right" | "down" }?,
  attribute display_size { text }
outline_info =
```

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```
  element outline_info {
    attlist_outline_info,
    outline_polygon?,
    outline_background?,
    outline_background_music?
  }
attlist_outline_info &= attribute rect { text }?
outline_polygon =
  element outline_polygon { attlist_outline_polygon, vertex* }
attlist_outline_polygon &=
  attribute line_color { text }?,
  attribute line_width { text }?
outline_background =
  element outline_background {
    attlist_outline_background, permission_info?
  }
attlist_outline_background &=
  attribute src { text }?,
  attribute type { text }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?

outline_background_music =
  element outline_background_music {
    attlist_outline_background_music, permission_info?
  }
attlist_outline_background_music &=
  attribute src { text },
  attribute type { text },
  [ a:defaultValue = "no" ] attribute loop { Yes_No }?
```

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```
dynamic_text_area =
  element dynamic_text_area { attlist_dynamic_text_area, empty }
attlist_dynamic_text_area &=
  attribute rect { text },
  attribute bg_color { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?
object_area =
  element object_area { attlist_object_area, permission_info? }
attlist_object_area &=
  attribute rect { text },
  attribute src { text },
  attribute type { text },
  attribute char_id { text }?,
  attribute bg_color { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute bg_opacity { "100" }?

layout_default_attribute =
  element layout_default_attribute {
    attlist_layout_default_attribute,
    layout_line_breaking_method?,
    layout_default_size?,
    layout_default_paragraph?,
    layout_default_font?,
    layout_default_columns?
  }
attlist_layout_default_attribute &=
  attribute valign { "middle" | "end" }?
layout_line_breaking_method =
  element layout_line_breaking_method {
    attlist_layout_line_breaking_method,
```

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```
    top_prohibit_char?,
    end_prohibit_char?,
    hanging_char?
  }
attlist_layout_line_breaking_method &=
  attribute method { "none" | "run_down" }?,
  attribute hanging_punctuation { Yes_No }?
layout_default_size =
  element layout_default_size { attlist_layout_default_size, empty }
attlist_layout_default_size &=
  attribute letter_spacing { text }?,
  attribute line_pitch { text }?,
  attribute margin { text }?
layout_default_paragraph =
  element layout_default_paragraph {
    attlist_layout_default_paragraph, empty
  }
attlist_layout_default_paragraph &=
  attribute top_line_indent { text }?,
  attribute top { text }?,
  attribute bottom { text }?,
  attribute align { Paragraph_Align }?
layout_default_font =
  element layout_default_font { attlist_layout_default_font, empty }
attlist_layout_default_font &=
  attribute fontname { text }?,
  [ a:defaultValue = "yes" ] attribute fname_change_flag { "yes" }?,
  attribute fontsize { text }?,
  attribute rubysize { text }?,
  attribute ruby_flag { "yes" | "yes_only" | "no" | "no_only" }?,
  attribute bold_flag { Yes_No }?,
  [ a:defaultValue = "off" ]
```

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```
  attribute fsize_autochange_flag { "on" | "off" }?,
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?
layout_default_columns =
  element layout_default_columns {
    attlist_layout_default_columns, columns_ruled_line?
  }
attlist_layout_default_columns &=
  attribute line_character_max_count { text }?,
  attribute line_character_min_count { text }?,
  attribute tray_spacing { text }?
columns_ruled_line =
  element columns_ruled_line {
    attlist_columns_ruled_line, permission_info?
  }
attlist_columns_ruled_line &=
  attribute color_space { "RGB" }?,
  attribute opacity { "100" }?,
  attribute color { text }?,
  attribute width { text }?,
  attribute h_src { text }?,
  attribute v_src { text }?,
  attribute type { text }?,
  attribute length { text }?,
  attribute align { "top" | "center" | "bottom" }?
start = text_data2 | layout_info_list
```

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Annexe C
(normative)

Format ESP

C.1 Généralités

La présente annexe décrit le format ESP mentionné dans l'Article 6.

ESP est un format d'échange de données pour les livres électroniques, ayant pour objet d'assurer la réutilisation à long terme du contenu possible sans les contraintes liées à un terminal cible, tout en incluant les fonctionnalités accumulées du contenu d'un livre électronique.

Le format ESP est prévu pour fonctionner comme un format intermédiaire préalable au déploiement des livres électroniques vers différents terminaux et plates-formes.

Dans le cadre du développement des spécifications, il a été considéré comme important de distinguer le contenu du style, afin d'assurer la réutilisation à long terme des données de livre électronique tout en maintenant une capacité de description suffisante des livres électroniques existants.

La présente norme utilise les notations XHTML/CSS (noms des balises/attributs/propriétés/valeurs et leurs utilisations), le cas échéant.

C.2 Présentation

C.2.1 Structure de contenu

Les données qui composent le format ESP sont largement réparties dans les catégories indiquées dans le Tableau C.1.

Le contenu du format ESP est décrit au format XML. Pour indiquer comment ce contenu est affiché, un fichier décrivant les données de style doit être élaboré.

Pour chaque type de données, les données sont enregistrées dans un fichier distinct qui utilise l'élément racine défini dans le Tableau C.1. Par conséquent, un seul élément de contenu contient au moins quatre fichiers (si le contenu ne possède aucune donnée de style) ou cinq fichiers (si le contenu possède des données de style).

Le nom du fichier XML qui indique la table des matières/les données d'élément est package.xml.

Outre les données ci-dessus, si des données telles que des images, des données audio ou des données vidéo découlent de ces données, elles doivent également être incluses dans le contenu.

Pour plus de détails sur la notation des données, voir les Articles C.3 et C.4.

Les fichiers de schéma sont des moyens de représentation des spécifications de format et ne constituent donc pas les spécifications elles-mêmes (les noms de fichiers présentés dans le tableau ci-dessous ne sont que des exemples, et la cohérence des noms de fichier de schéma avec ceux indiqués dans les fichiers XML est suffisante).

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Tableau C.1 – Structure du format ESP

Types de données	Nom de fichier de schéma	Extension	Nom de l'élément racine	Remarques	Requis
Données de corps	eif.xsd xml.xsd	xml	html	Inclut les balises liées au texte, aux dictionnaires et aux illustrations. Les données de corps du contenu peuvent être réparties entre plusieurs fichiers.	✓
Données bibliographiques	eif.xsd xml.xsd	xml	bibliography	Données relatives à la bibliographie, y compris le titre et l'auteur.	✓
Données de paramètres globaux	eif.xsd xml.xsd	xml	global_setting	Permet de configurer le contenu global. Il s'agit principalement de configurer les paramètres liés au dispositif de visualisation qui ne sont pas inclus dans le style.	
Données de la table des matières/de l'élément	eif.xsd xml.xsd	xml	package	Le nom de fichier est package.xml.	✓
Table de recherche	eif.xsd xml.xsd	xml	search_table	Balises qui décrivent la table de recherche. Ce fichier doit être inclus lors de la description du contenu du dictionnaire.	
Données de style		css		Correspond à la feuille de style. Lors de l'anticipation de plusieurs configurations, enregistrer chacune d'elles dans un fichier séparé.	

C.2.2 Fichiers XML

Un exemple de contenu de fichier XML est présenté à la Figure C.1.

```
<?xml version="1.0" encoding="UTF-8" ?>
<html xmlns="http://ebformat.jp" xmlns:ttime="http://www.voyager.co.jp/ttime"
xmlns:xmdf="http://www.sharp.co.jp/xmdf" xmlns:xsi="http://www.w3.org/2001/XMLSchema-
instance" xsi:schemaLocation="http://ebformat.jp eif.xsd">
<head>
  :
</head>
<body>
  :
</body>
</html>
```

IEC 2806/13

Figure C.1 – Exemple de contenu de fichier XML

C.2.3 Relation entre données de corps et données de style

Dans le format ESP, la méthode d'affichage (style) n'est pas définie dans le cadre de la spécification de balise. Cette façon de coder le style s'appuie sur les données de style.

Pour gérer les données de corps avec les données de style, les coder avec la balise <link>,

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élément enfant de la balise <head> toujours incluse dans le fichier XML des données de corps. Un exemple est présenté à la Figure C.2. Pour plus de détails, voir l'Article C.3.

Pour les propriétés utilisées avec les données de style, voir C.4.1. Pour les sélecteurs qui peuvent être utilisés pour chaque propriété, voir C.4.3.

```
  :
<html>
<head>
<link rel="stylesheet" href="device_0.css"  type="text/css"media="screen:size:(640,480),(1024,768)"/>

</head>
   :
```

IEC 2807/13

Figure C.2 – Exemple de données de style

C.2.4 Codes de caractère

Les codes de caractère sont écrits conformément à la notation XML normale. Toutefois, pour les caractères qui ne peuvent pas être exprimés de cette manière, une méthode de codage a également été élaborée (voir l'Article C.3 pour plus de détails).

C.2.5 Codes de saut de ligne

Les codes de saut de ligne présentés dans le Tableau C.2 sont tous utilisables. Voir C.2.7.

Tableau C.2 – Codes de saut de ligne utilisables

Saut de ligne	Code ASCII
Retour chariot + Saut de ligne	0x0d + 0x0a (2 octets)
CR	0x0d
LF	0x0a

C.2.6 Précautions de codage

C.2.6.1 Précautions liées à la spécification XML

Le format ESP étant codé en XML, noter les éléments suivants.

– Les noms de balise XML sont sensibles aux majuscules et aux minuscules. Par conséquent, ne pas utiliser les caractères en majuscule dans les balises, sauf si la spécification le demande.

– Conformément à la spécification XML, la balise de fin ne doit pas être omise. Dans le cas d'une balise vide sans balise de fin, toujours terminer la balise par "/>" (voir Figure C.3).

– Les valeurs des attributs doivent être placées entre guillemets simples (0x27) ou doubles (0x22) (voir Figure C.3).

– Les différents attributs sont séparés par un espace demi-largeur (0x20), une tabulation (0x09) un retour chariot (0x0d) ou un saut de ligne (0x0a). Le nombre de caractères de séparation n'a aucune influence sur l'analyse syntaxique.

– L'ordre des attributs dans la même balise n'a aucune influence sur l'analyse syntaxique.

```
<img src="image0.png"/>
```

IEC 2808/13

Figure C.3 – Exemple de codage de balise

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C.2.6.2 Précautions liées à la spécification CSS

– Pour exprimer la longueur ou la taille, des unités peuvent être ajoutées aux valeurs numériques. L'unité doit être ajoutée aux valeurs non nulles.

C.2.6.3 Autres précautions

– La présente norme ne stipule pas de structure de dossiers particulière, mais pour pouvoir être réutilisés dans des environnements différents, les noms de fichier individuels doivent être codés sous la forme de chemins d'accès relatifs.

– Utiliser "/" (0x2f), et pas "\" (0x5c), comme séparateur de nom de chemin d'accès.

– Outre le séparateur de nom de chemin d'accès, les caractères qui peuvent être utilisés dans les noms de fichier sont indiqués ci-après.

  - Caractères alphabétiques minuscules et majuscules demi-largeur (a à z, A à Z). Toutefois, ne pas donner de noms à des fichiers qui seront identiques si les caractères minuscules et majuscules sont gérés comme étant des caractères identiques.
  - Nombres demi-largeur (0 à 9)
  - Symboles demi-largeur présentés au Tableau C.3

– En règle générale, les attributs et propriétés de feuille de style qui ne figurent pas en C.3 et en C.4 ne peuvent pas être utilisés même s'ils sont admis en XHTML.

Tableau C.3 – Symboles demi-largeur des noms de fichier

Caractère	Codes de caractère	Remarques
Tiret	0x2d	
Point	0x2e	
Trait de soulignement	0x5f	
Tilde	0x7e	
Pourcentage	0x25	Utilisé uniquement dans le codage URL des caractères dont l'utilisation n'est pas autorisée.
Plus	0x2b	Utilisé uniquement dans le codage URL des caractères dont l'utilisation n'est pas autorisée.

C.2.7 Restrictions

C.2.7.1 Généralités

Pour éviter que le développement des outils compatibles avec le format ESP ne devienne compliqué, les restrictions suivantes sont recommandées lors de la création des données de contenu. Noter que les capacités du format ne sont pas affectées.

C.2.7.2 Codes de saut de ligne

Seuls CR+LF ou LF sont utilisés comme code de saut de ligne. Plus particulièrement, un CR à un octet par lui-même n'est pas utilisé comme code de saut de ligne.

C.2.7.3 Spécificité et ordre de codage

Pour le codage de style, le code présentant la spécificité la plus élevée est placé en dernier.

La spécificité est calculée comme la désignation d'une classe d'attribut * 10 + nombre de désignations de balise.

Exemple: un {color:red;} présente une spécificité de 1

.class {color;red;} présente une spécificité de 10

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a.class {color;red;} présente une spécificité de 10 + 1 = 11

Par conséquent, ils doivent être écrits dans cet ordre.

NOTE Si un conflit apparaît lorsque la spécificité est la même, le dernier code est donné en priorité.

C.2.7.4 Codes de raccourci

C.2.7.4.1 Généralités

Pour le code de style, les types de codes de raccourci présentés ci-dessous sont à éviter.

C.2.7.4.2 Notation de raccourci

(a)Codes de couleur

Inacceptable: color:#fff;

Acceptable: color:#ffffff;

(b)Couleur d'arrière-plan

Inacceptable: background: #a0a0a0;

Acceptable: background-color: #a0a0a0;

C.2.7.4.3 Désignations de raccourci

Inacceptable: border:5px;

Acceptable: border-top:5px; border-right:5px; border-bottom:5px; border-left:5px;

Remarque: De même pour l'arrière-plan, la marge, le remplissage.

C.2.7.4.4 Désignations groupées

Inacceptable: . class1, . class2 {color:red;background-color:silver;}

Acceptable: . class1 {color:red;background-color:silver;}

. class2 {color:red;background-color:silver;}

C.3 Éléments et attributs

C.3.1 Généralités

Les notations utilisées dans la présente norme sont expliquées dans le Tableau C.4.

Tableau C.4 – Notations

Notation	Signification	Remarques
URI	Indique les noms de fichier, les chemins d'accès et les ressources sur un réseau.	
bool	Valeur booléenne (true ou false)	
colorvalue	Désignation de couleur	
[n]	Entier (de 0 ou 1 et supérieur)	
[i]	Entier (peut être négatif)	
posnumber	Nombre indiquant le point d'origine de la position absolue sur la page (voir Figure C.4)	Par exemple, s'il est nul, indique que le point d'origine est le centre de la page.

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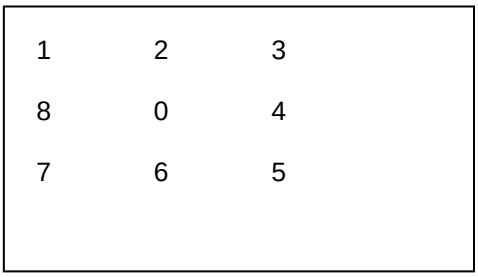

Figure C.4 – Nombres indiquant le point d'origine de la position absolue sur la page

Remarques

– Les balises vides ne contenant pas d'élément enfant comportent une (balise vide) écrite après le nom de balise.

– Les termes suivants sont utilisés pour décrire les relations parent-enfant entre des éléments.

Éléments au niveau du bloc	div, h1, h2, h3, h4, h5, h6, h7, h8, h9, rectangle de sélection, table, action, tts, section, page_break, reghead, hr
Éléments en ligne	br, em, span, external_char, mlg, sub, sup, phead, ptail, map, ruby, case, nocase, mask, column_break, a, offset
Éléments d'objet	img, audio, video

– Les attributs qui ne peuvent pas être ignorés sont accompagnés de la mention “[obligatoire]”. Ceux qui peuvent être ignorés sont accompagnés de la mention “[facultatif]”.

C.3.2 Balises communes

<html>

Elément de niveau supérieur du document (balise racine).

Éléments enfants possibles: head, body

Les attributs de la balise <html> sont les suivants.

[Attributs]

xmlns [facultatif]

Définit l'espace de noms utilisé dans le document.

xml:lang [facultatif]

Définit la langue utilisée dans le document.

<head>

Informations sur le document. Elément enfant de <html>.

Éléments enfants possibles: title, link, pdef, local_setting

<title>

Titre du document. Elément enfant de <head>.

Éléments enfants possibles: text data, external_char, ruby

<body>

Corps du document. Elément enfant de <html>.

Éléments enfants possibles: text data, élément au niveau du bloc, éléments en ligne, élément d'objet, search_table, comic_cell_type_body, comic_page_type_body, dict_item, ref, split, column, search_page.

Les attributs de la balise <body> sont les suivants.

[Attributs]

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type [facultatif]

Indique le type de document.

La valeur par défaut est "text".

Les valeurs de cet attribut sont les suivantes.

"text"

Texte

"search"

Table de recherche

"comic"

Illustration

"dict"

Dictionnaire

turning_page_control [facultatif]

Spécifie le comportement lorsque la page est tournée.

Les valeurs de cet attribut sont les suivantes.

"on"

La page du flux précédent et la page du flux suivant sont inaccessibles.

"off"

La page du flux précédent et la page du flux suivant sont accessibles.

"forward"

Le flux suivant est inaccessible. Le flux précédent est accessible.

"back"

Le flux précédent est inaccessible. Le flux suivant est accessible.

"lastpage"

Indique que cette page est la dernière.

Il n'est pas utile d'ajouter cette valeur d'attribut à la dernière page. Cette valeur d'attribut a été adoptée pour des raisons de compatibilité.

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<section>

Indique une section. Dans le codage de la balise <section>, si l'attribut de partie est "toc" par exemple, noter que cela indique logiquement que cette partie est la table des matières. Se référer à l'exemple d'utilisation pour savoir comment utiliser cette balise.

Éléments enfants possibles: données de texte, éléments au niveau du bloc, éléments en ligne, éléments d'objet.

Les attributs de la balise <section> sont les suivants.

[Attributs]

part [facultatif]

Indique l'objet de cette partie.

Les valeurs de cet attribut sont les suivantes.

"toc"

Table des matières

"cover"

Page de couverture

L'exemple d'usage de <section> est montré en Figure C.5.

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```
<section part = “toc”>
<div level = "1"><a href = ... >Introduction</a></div>
<div level = "1"><a href = ... >Chapter 1</a></div>
<div level = "2"><a href = ... >Section 1</a></div>
   :
</section>
```

IEC 2810/13

Figure C.5 – Exemple de codage de la balise <section>

Remarques:

- Il n'est pas utile d'inclure les éléments enfants et <a>.
- L'attribut level de est censé correspondre au niveau d'en-tête de la destination (si level="2", la destination est <H2>). Mais dans le cadre de la spécification du format, si un élément enfant de la balise <section> contient une balise <a>, il n'est pas utile que la destination soit <Hn>.

<local_setting>

Paramètre (local) valide de ce fichier entier. Elément enfant de <head>.

Éléments enfants possibles: default_ccs, page_progression_direction, window, proprietary

<permission>

Informations de droits d'accès pour l'impression, la copie et d'autres actions. Pour que les fichiers concernés fassent l'objet des droits d'accès, coder en tant qu'élément enfant de <item> dans le fichier package.xml. Pour que l'ensemble du contenu fasse l'objet des droits d'accès, coder en tant qu'élément enfant de <global_setting>.

Éléments enfants possibles: données de texte, éléments au niveau du bloc, éléments en ligne, éléments d'objet.

Les attributs de la balise <permission> sont les suivants.

[Attributs]

type [obligatoire]

Opérations faisant l'objet des informations de droit d'accès

Les valeurs de cet attribut sont les suivantes.

"print"

Imprimer

"copy"

Copier

"reading"

Paramètre de lecture

"export"

Paramètre d'export

"download"

Téléchargeable

"irda"

Droits d'accès pour la communication IR vers Palm

"reading_on_ppc"

Droits d'accès en lecture sur PocketPC

"conv_to_palm"

Droits d'accès en sortie pour Palm via T-Break

value [facultatif]

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Attribut relatif aux droits de copie

Les valeurs de cet attribut sont les suivantes.

"authorized"

Autorisée pour les utilisateurs légitimes uniquement.

"in_device_only"

Pour les utilisateurs légitimes, autorise l'utilisation limitée aux terminaux si le dispositif de visualisation bunko est installé. Pour éviter que le contenu ne sorte du terminal, la copie ne doit pas fonctionner pour les terminaux qui ne peuvent pas être gérés.

"no"

Ne pas autoriser, même pour les utilisateurs légitimes.

C.3.3 Balises relatives au texte

<page_break> (balise vide)

Saut de page

Éléments enfants possibles: aucun

Les attributs de la balise <page_break> sont les suivants.

[Attributs]

method [facultatif]

Limite les sauts de page. Spécifier la collation pour la page paginée suivante avec cette balise.

Les valeurs de cet attribut sont les suivantes.

"normal"

Normal

"odd"

Commencer par les pages impaires

"even"

Commencer par les pages paires

"left"

Commencer par la page de gauche quel que soit le sens de défilement des pages

"right"

Commencer par la page de droite quel que soit le sens de défilement des pages

turning_page_control [facultatif]

Spécifie le comportement lorsque la page est tournée.

Les valeurs de cet attribut sont les suivantes.

"on"

Les données placées avant et après cette balise sont inaccessibles.

"off"

Les données placées avant et après cette balise sont accessibles.

"forward"

Les données placées après cette balise sont inaccessibles. Les données placées avant cette balise sont accessibles.

"back"

Les données placées avant cette balise sont inaccessibles. Les données placées après cette balise sont accessibles.

"lastpage"

Dernière page.

<column_break> (balise vide)

Saut de colonne

Éléments enfants possibles: aucun

**
** (balise vide)

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Saut de ligne

Éléments enfants possibles: aucun

Les attributs de la balise <br> sont les suivants.

[Attributs]

clear [facultatif]

Spécifie la suppression du texte qui enveloppe les images ou d'autres éléments. Affiche la ligne suivante en dessous.

Remarques: ne peut pas être utilisé avec "strict", mais l'attribut clear a été utilisé car la propriété CSS clear peut uniquement l'être pour les éléments de bloc.

Les valeurs de cet attribut sont les suivantes.

"all"

Insère une ligne vierge jusqu'à l'emplacement d'affichage du texte. Pour le texte horizontal, jusqu'aux bords gauche et droit de la ligne. Pour le texte vertical, jusqu'aux bords haut et bas de la ligne.

"left"

Insère une ligne vierge jusqu'à l'emplacement d'affichage du texte à partir du bord gauche de la ligne (pour le texte horizontal. Bord supérieur de la ligne pour le texte vertical).

"right"

Insère une ligne vierge jusqu'à l'emplacement d'affichage du texte à partir du bord droit de la ligne (pour le texte horizontal. Bord inférieur de la ligne pour le texte vertical).

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

** **

Elément au niveau du bloc d'objet général.

Éléments enfants possibles: données de texte, éléments au niveau du bloc, éléments en ligne, éléments d'objet

Les attributs de la balise sont les suivants.

[Attributs]

level [facultatif]

Niveau du bloc

Les valeurs de cet attribut sont les suivantes.

Valeur numérique

id [facultatif]

Donne un identifiant à l'élément. Doit être unique dans le fichier XML. Indiqué dans les données de texte.

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

****

Emphase.

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, a, offset

Les attributs de la balise sont les suivants.

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<h1>

En-tête (niveau 1)

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div

Les attributs de la balise <h1> sont les suivants.

[Attributs]

caption [facultatif]

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Texte à afficher dans le titre courant
Les valeurs de cet attribut sont les suivantes.
Texte

class [facultatif]
Donne un groupe à l'élément. Indiqué dans les données de texte.

<h2>
En-tête (niveau 2)
Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div
Les attributs de la balise <h2> sont les suivants.

[Attributs]

caption [facultatif]
Texte à afficher dans le titre courant
Les valeurs de cet attribut sont les suivantes.
Texte

class [facultatif]
Donne un groupe à l'élément. Indiqué dans les données de texte.

<h3>
En-tête (niveau 3)
Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div
Les attributs de la balise <h3> sont les suivants.

[Attributs]

caption [facultatif]
Texte à afficher dans le titre courant
Les valeurs de cet attribut sont les suivantes.
Texte

class [facultatif]
Donne un groupe à l'élément. Indiqué dans les données de texte

<h4>
En-tête (niveau 4)
Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div
Les attributs de la balise <h4> sont les suivants.

[Attributs]

caption [facultatif]
Texte à afficher dans le titre courant
Les valeurs de cet attribut sont les suivantes.
Texte

class [facultatif]
Donne un groupe à l'élément. Indiqué dans les données de texte.

<h5>
En-tête (niveau 5)
Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div
Les attributs de la balise <h5> sont les suivants.

[Attributs]

caption [facultatif]
Texte à afficher dans le titre courant
Les valeurs de cet attribut sont les suivantes.
Texte

class [facultatif]
Donne un groupe à l'élément. Indiqué dans les données de texte.

<h6>
En-tête (niveau 6)
Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div

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Les attributs de la balise <h6> sont les suivants.

[Attributs]

caption [facultatif]

Texte à afficher dans le titre courant

Les valeurs de cet attribut sont les suivantes.

Texte

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<h7>

En-tête (niveau 7)

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div

Les attributs de la balise <h7> sont les suivants.

[Attributs]

caption [facultatif]

Texte à afficher dans le titre courant

Les valeurs de cet attribut sont les suivantes.

Texte

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<h8>

En-tête (niveau 8)

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div

Les attributs de la balise <h8> sont les suivants.

[Attributs]

caption [facultatif]

Texte à afficher dans le titre courant

Les valeurs de cet attribut sont les suivantes.

Texte

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<h9>

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, div

En-tête (niveau 9)

Les attributs de la balise <h9> sont les suivants.

[Attributs]

caption [facultatif]

Texte à afficher dans le titre courant

Les valeurs de cet attribut sont les suivantes.

Texte

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

****

Élément en ligne d'objet général.

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet

Remarques: Pour écrire un autre texte, cet attribut peut également être écrit comme un élément enfant de <external_char> (voir la remarque concernant la balise <external_char>).

Les attributs de la balise sont les suivants.

[Attributs]

id [facultatif]

Donne un identifiant à l'élément. Doit être unique dans le fichier XML. Indiqué dans les données de texte.

type [facultatif]

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Si une référence à un fichier de contenu multimédia est insérée, spécifier le type de ce fichier au format MIME.

xml:lang [facultatif]

Spécifie la langue.

lang_code [facultatif]

Spécifie le code de langue.

Les valeurs de cet attribut sont les suivantes.

Code de langue

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<offset> (balise vide)

Décalage de la position d'affichage. Combiné au décalage de texte de propriété des données de style.

Éléments enfants possibles: aucun

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<external_char>

Insère des caractères externes.

Éléments enfants possibles: span,img

Les attributs de la balise <external_char> sont les suivants.

[Attributs]

system [facultatif]

Spécifie le système de code supposé. Exemple: "Adobe-Japan-1-6"

code [facultatif]

Code du système de code spécifié par le système

glyph_data [facultatif]

Spécifie l'image du caractère externe (fichier contenant le glyphe).

priority [facultatif]

Indique explicitement si l'attribut code ou glyph_data prévaut en cas de conflit. Si le code prévaut sur le glyphe, indiquer "code,glyph". Sinon, "glyph,code", les deux mots étant séparés par une virgule.

alt [facultatif]

Autre texte

Remarques: Un autre texte peut également être écrit à l'aide de la balise ou <img> dans un élément enfant.

Remarques: Pour spécifier un autre texte ou d'autres images, on peut utiliser les balises et <img> comme indiqué ci-dessous en plus des attributs alt et glyph_data.

Exemple 1: Exemple utilisant

```
<external_char glyph_data="img/glyph.png">
  <span class=”yoko”>!?</span>
</external_char>
...
span.yoko { text-combine: horizontal; }
```

Exemple 2: Exemple utilisant <img>

```
<external_char glyph_data="img/glyph.png">
  <img src=”img/alt_glyph.jpg”/>
</external_char>
```

- Parmi les attributs spécifiés dans <img>, élément enfant de <external_char>, des attributs autres que src ne doivent pas être écrits.

<mlg>

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Insérer une note

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet

<a>

Ancrage (lien). Les détails de l'opération sont codés avec l'attribut href, target, ref_id/ref_itemid ou cmd.

Éléments enfants possibles: données de texte, éléments en ligne (sauf <a>), éléments d'objet

Les attributs de la balise <a> sont les suivants.

[Attributs]

href [facultatif]

Spécifie un lien.

target [facultatif]

Spécifie la cible.

id [facultatif]

Donne un identifiant à l'élément. Doit être unique dans le fichier XML. Indiqué dans les données de texte.

ref_itemid [facultatif]

Spécifie l'id d'un fichier référencé (fichier texte ou de contenu multimédia). Si la référence est un fichier de contenu multimédia, ce fichier commence à jouer.

title [facultatif]

Spécifie le texte à afficher dans la barre de titre lors du passage du curseur.

ref_id [facultatif]

Spécifie l'id de la référence.

Remarques: Ajouté indépendamment: id source

shake [facultatif]

Spécifie si le système doit vibrer ou non en cas de clic.

Les valeurs de cet attribut sont les suivantes.

bool

background [facultatif]

Exécution ou non en arrière-plan.

Les valeurs de cet attribut sont les suivantes.

bool

cmd [facultatif]

Spécifie le protocole à exécuter.

Les valeurs de cet attribut sont les suivantes.

"appl:"creator

Créateur de l'application à ouvrir

"exe:"exename

Nom de processus de l'application à ouvrir

"tel:" numéro de téléphone

Place un numéro de téléphone.

"mailto:"adresse électronique

Démarre la boîte de messagerie électronique.

"nexthead"

Vers le chapitre suivant

"prevhead"

Vers le chapitre précédent

"next"

Vers la page suivante

"prev"

Vers la page précédente

"top"

Vers le haut

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"bottom"
Vers le bas
"back"
Arrière
"forward"
Avant (dans l'historique)

class [facultatif]
Donne un groupe à l'élément. Indiqué dans les données de texte.

Remarques:

1) href
2) ref_id / ref_itemid
3) cmd

Les attributs 1) à 3) ci-dessus peuvent être combinés dans les conditions suivantes, leur analyse syntaxique dans ces situations étant écrite ci-après.

・1 & 3 et 2 & 3 peuvent être écrits dans la même balise, mais 1 & 2 ne doivent pas l'être.

S'ils sont écrits dans la même balise, 2 prévaut.

・ En cas de conflit entre 1 & 3 ou 2 & 3, 3 prévaut.

(Exemple de conflit: des sauts vers différentes pages sont spécifiées par 2 & 3).

・L'attribut cible peut uniquement être utilisé avec 1 & 2, et ne peut pas l'être avec 3.

<**hr**> (balise vide)
Affiche une ligne horizontale.
Éléments enfants possibles: aucun
Les attributs de la balise <hr> sont les suivants.

class [facultatif]
Donne un groupe à l'élément. Indiqué dans les données de texte.

<sub>
Affiche le texte en indice.
Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet

<sup>
Affiche le texte en exposant.
Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet

<marquee>
Le texte encadré par cette balise s'affiche dans un menu déroulant (conçu comme s'il flottait).
Éléments enfants possibles: données de texte, external_char, ruby, éléments d'objet, span

<table>
Permet de créer une table.
Éléments enfants possibles: tr

<th>
Ajoute un en-tête à la table. Élément enfant de <tr>.
Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet
Les attributs de la balise <th> sont les suivants.

[Attributs]

rowspan [facultatif]
Spécifie le nombre de cellules à développer vers le bas.
Les valeurs de cet attribut sont les suivantes.
[n]
0 ou un entier plus important. Spécifier 0 pour développer toutes les cellules vers le bas, y compris la cellule de l'attribut.

colspan [facultatif]
Spécifie le nombre de cellules à développer vers la droite.

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Les valeurs de cet attribut sont les suivantes.

[n]

0 ou un entier plus important. Spécifier 0 pour développer toutes les cellules vers la droite, y compris la cellule de l'attribut.

<tr>

Permet de définir une ligne horizontale. Elément enfant de <table>.

Éléments enfants possibles: th, td

<td>

Permet de créer une cellule. Élément enfant de <tr>.

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet

Les attributs de la balise <td> sont les suivants.

[Attributs]

rowspan [facultatif]

Spécifie le nombre de cellules à développer vers le bas.

Les valeurs de cet attribut sont les suivantes.

[n]

0 ou un entier plus important. Spécifier 0 pour développer toutes les cellules vers le bas, y compris la cellule de l'attribut.

colspan [facultatif]

Spécifie le nombre de cellules à développer vers la droite.

Les valeurs de cet attribut sont les suivantes.

[n]

0 ou un entier plus important. Spécifier 0 pour développer toutes les cellules vers la droite, y compris la cellule de l'attribut.

<img> (balise vide)

Spécifie une image. Ou spécifie une couleur de remplissage.

Éléments enfants possibles: aucun

Remarques: Certains attributs IMG sont écrasés par CSS, mais pour d'autres attributs différents de "align", il est assez étrange d'en faire tous des CSS, ils ont donc été faits des attributs. Un autre texte peut être écrit comme un élément enfant de <external_char> (voir la remarque concernant la balise <external_char>).

Les attributs de la balise <img> sont les suivants.

[Attributs]

src [obligatoire]

Spécifie l'URI de l'image ou à remplir.

Les valeurs de cet attribut sont les suivantes.

URI

Spécifier l'URI lors de l'affichage d'une image.

"paint:"

Spécifier en cas de remplissage.

alt [facultatif]

Spécifie un autre texte.

longdesc [facultatif]

Spécifie une référence de longue description de l'image.

width [facultatif]

Spécifie la largeur de l'image à afficher

Les valeurs de cet attribut sont les suivantes.

[n]px, [n]%

height [facultatif]

Spécifie la hauteur de l'image à afficher.

Les valeurs de cet attribut sont les suivantes.

[n]px, [n]%

usemap [facultatif]

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Spécifie l'URI d'une image cliquable à associer à l'image.

line [facultatif]

Spécifie la taille de l'image en tant que taille de texte (valeur entière d'au moins 1).

scale [facultatif]

Spécifie la taille de l'image mise à l'échelle à partir de la taille d'origine.

Les valeurs de cet attribut sont les suivantes.

[n]%

bordercolor [facultatif]

Couleur du bord

Les valeurs de cet attribut sont les suivantes.

colorvalue

border [facultatif]

Largeur du bord

Les valeurs de cet attribut sont les suivantes.

[n]

hspace [facultatif]

Spécifie les marges horizontales.

Les valeurs de cet attribut sont les suivantes.

[n]

0 ou une valeur entière plus importante.

vspace [facultatif]

Spécifie les marges verticales.

Les valeurs de cet attribut sont les suivantes.

[n]

0 ou une valeur entière plus importante

dspace [facultatif]

Spécifie les marges du sens de progression sous la forme d'une valeur entière d'au moins 0.

Les valeurs de cet attribut sont les suivantes.

[n]

0 ou une valeur entière plus importante

snap [facultatif]

Positionner sur la trame de la zone

Les valeurs de cet attribut sont les suivantes.

"frame"

Positionner sur la trame de la zone

linemode [facultatif]

Spécifie le mode d'enveloppement de l'image en ligne.

Les valeurs de cet attribut sont les suivantes.

bool

targetplane [facultatif]

Dessine l'image sur le tampon de texte.

Les valeurs de cet attribut sont les suivantes.

"text"

Dessine l'image sur le tampon de texte.

drawing [facultatif]

Présenter l'affichage en mosaïque

Les valeurs de cet attribut sont les suivantes.

"tile"

Présenter l'affichage en mosaïque

color [facultatif]

Spécifie la couleur de remplissage.

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Les valeurs de cet attribut sont les suivantes.

colorvalue

opacity [facultatif]

Spécifie l'opacité de la couleur de remplissage.

Les valeurs de cet attribut sont les suivantes.

[n]

Valeur entière comprise entre 0 et 255.

loop [facultatif]

Nombre de boucles de l'animation

Les valeurs de cet attribut sont les suivantes.

[n]

1 ou une valeur entière plus importante.

start [facultatif]

Spécifie le déclencheur indiquant le début de la lecture d'un objet d'animation spécifié par l'attribut src.

Les valeurs de cet attribut sont les suivantes.

"auto"

Lance automatiquement la lecture depuis le début avec chaque entrée dans la zone d'affichage. Même si la lecture s'est terminée avant la fin du dernier affichage de l'objet d'animation, la lecture commence du début.

"event"

Lance la lecture comme indiqué par les données d'événement.

a [facultatif]

Définit le point d'origine lors de la spécification de la position d'affichage de l'image.

Les valeurs de cet attribut sont les suivantes.

posNumber

x [facultatif]

Valeur de décalage horizontal par rapport au point d'origine spécifié par a.

Les valeurs de cet attribut sont les suivantes.

[n]

y [facultatif]

Valeur de décalage vertical par rapport au point d'origine spécifié par a.

Les valeurs de cet attribut sont les suivantes.

[n]

o [facultatif]

Spécifie le mode d'enveloppement de l'image.

Les valeurs de cet attribut sont les suivantes.

bool

mode [facultatif]

Spécifie le mode d'affichage du bouton en cas de combinaison avec un bouton d'outil.

Les valeurs de cet attribut sont les suivantes.

[n]

shrink [facultatif]

Spécifie la méthode d'affichage lorsque la taille de l'image sort de la page.

Les valeurs de cet attribut sont les suivantes.

screen

Rétrécit l'image de manière à l'afficher dans son intégralité.

startpoint [facultatif]

Définit le point d'origine lors de l'agrandissement d'une image rétrécie.

Les valeurs de cet attribut sont les suivantes.

posNumber

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preview [facultatif]

Contrôle l'affichage pleine échelle de l'image. Permet le mode d'affichage pleine échelle.

Les valeurs de cet attribut sont les suivantes.

bool

id [facultatif]

Donne un identifiant à l'élément. Doit être unique dans le fichier XML. Indiqué dans les données de texte.

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<pdef> (balise vide)

Balise d'insertion d'illustration. Spécifie une image ou un remplissage comme objet visuel fixe de la page.

Éléments enfants possibles: aucun

Remarques: A utiliser dans <head>...</head>

Les attributs de la balise <pdef> sont les suivants.

[Attributs]

src [obligatoire]

Spécifie l'image à définir comme étant l'illustration ou le remplissage.

Les valeurs de cet attribut sont les suivantes.

URI

Spécifie l'URI de l'image à définir comme étant l'illustration.

"paint:"

Spécifie le remplissage de l'illustration.

id [obligatoire]

Donne un identifiant à l'image. Indiqué dans les données de texte.

a [facultatif]

Spécifie le point d'origine lors de la spécification de la position d'affichage de l'image.

Les valeurs de cet attribut sont les suivantes.

posNumber

alt [facultatif]

Spécifie un autre texte.

width [facultatif]

Spécifie la largeur de l'image à afficher.

Les valeurs de cet attribut sont les suivantes.

[n]px, [n]%

height [facultatif]

Spécifie la hauteur de l'image à afficher

Les valeurs de cet attribut sont les suivantes.

[n]px, [n]%

usemap [facultatif]

Spécifie l'URI d'une image cliquable à associer à l'illustration.

bordercolor [facultatif]

Couleur du bord

Les valeurs de cet attribut sont les suivantes.

colorvalue

border [facultatif]

Largeur du bord

Les valeurs de cet attribut sont les suivantes.

[n]

hspace [facultatif]

Spécifie les marges horizontales.

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Les valeurs de cet attribut sont les suivantes.

[n]

0 ou une valeur entière plus importante.

vspace [facultatif]

Spécifie les marges verticales.

Les valeurs de cet attribut sont les suivantes.

[n]

0 ou une valeur entière plus importante.

color [facultatif]

Spécifie la couleur de remplissage.

Les valeurs de cet attribut sont les suivantes.

colorvalue

opacity [facultatif]

Spécifie l'opacité de la couleur de remplissage.

Les valeurs de cet attribut sont les suivantes.

[n]

Valeur entière comprise entre 0 et 255.

x [facultatif]

Valeur de décalage horizontal par rapport au point d'origine spécifié par a.

Les valeurs de cet attribut sont les suivantes.

[n]

y [facultatif]

Valeur de décalage vertical par rapport au point d'origine spécifié par a.

Les valeurs de cet attribut sont les suivantes.

[n]

o [facultatif]

Spécifie le mode d'enveloppement de l'image.

Les valeurs de cet attribut sont les suivantes.

bool

mode [facultatif]

Affichage du bouton en cas de combinaison avec un bouton d'outil

Les valeurs de cet attribut sont les suivantes.

[n]

shrink [facultatif]

Spécifie la méthode d'affichage lorsque la taille de l'image sort de la page.

Les valeurs de cet attribut sont les suivantes.

screen

Rétrécit l'image de manière à l'afficher dans son intégralité.

startpoint [facultatif]

Définit le point d'origine lors de l'agrandissement d'une image rétrécie.

Les valeurs de cet attribut sont les suivantes.

posNumber

preview [facultatif]

Contrôle l'affichage pleine échelle de l'image. Permet le mode d'affichage pleine échelle.

Les valeurs de cet attribut sont les suivantes.

bool

<phead> (balise vide)

Commence à afficher l'image spécifiée par <pdef>. L'image est affichée tant que <ptail> n'apparaît pas dans la page.

Éléments enfants possibles: aucun

Les attributs de la balise <phead> sont les suivants.

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[Attributs]

ref_id [obligatoire]

Fait référence à l'une des balises <pdef> pour spécifier l'image par l'identifiant. Doit correspondre à l'attribut id de l'une des balises <pdef> du contenu.

delay [facultatif]

Valeur de décalage de page par rapport à la page contenant la balise.

Les valeurs de cet attribut sont les suivantes.

0 ou une valeur entière plus importante

Considéré comme nul (0) si ignoré.

<ptail> (balise vide)

Spécifie le point final de l'affichage de l'image spécifiée par <pdef>

Éléments enfants possibles: aucun

Les attributs de la balise <ptail> sont les suivants.

[Attributs]

ref_id [obligatoire]

Fait référence à l'une des balises <pdef> pour spécifier l'image par l'identifiant. Doit correspondre à l'attribut id de l'une des balises <pdef> du contenu.

delay [facultatif]

Valeur de décalage de page par rapport à la page contenant la balise.

Les valeurs de cet attribut sont les suivantes.

0 ou une valeur entière plus importante

Considéré comme nul (0) si ignoré.

<area> (balise vide)

Spécifie une zone d'image cliquable.

Éléments enfants possibles: aucun

Remarques: Les détails de l'opération sont codés avec l'attribut href, target, ref_id/ref_itemid ou type. Pour plus de détails, voir la note de la balise <a>.

Les attributs de la balise <area> sont les suivants.

[Attributs]

alt [facultatif]

Texte à afficher comme un autre texte

shape [facultatif]

Définit la forme de la zone.

La valeur par défaut est "poly".

Les valeurs de cet attribut sont les suivantes.

"rect"

Rectangle

"circle"

Cercle

"poly"

Polygone

"default"

Toute l'image

coords [facultatif]

Spécifie les coordonnées de la zone. Spécifier dans la coordonnée x, ordre de coordonnée y. Exemple: coords:"x,y"

href [facultatif]

URI de destination

target [facultatif]

Spécifie la cible (nom de la trame dans laquelle a lieu l'affichage).

title [facultatif]

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Spécifie le texte à afficher dans la barre de titre lors du passage du curseur.

ref_itemid [facultatif]

Spécifie l'ID d'un fichier référencé (fichier texte ou de contenu multimédia). Si la référence est un fichier de contenu multimédia, ce fichier commence à jouer.

ref_id [facultatif]

Spécifie l'ID de la référence.

Remarques: Ajouté indépendamment: ID source

shake [facultatif]

Spécifie si le système doit vibrer ou non en cas de clic.

Les valeurs de cet attribut sont les suivantes.

bool

background [facultatif]

Exécution ou non en arrière-plan.

Remarques: (à l'exclusion du paramètre T-Time)

Les valeurs de cet attribut sont les suivantes.

bool

cmd [facultatif]

Spécifie le protocole.

Remarques: Ajouté indépendamment: Placer un numéro de téléphone, ouvrir la messagerie électronique

Les valeurs de cet attribut sont les suivantes.

"appl:"creator

Créateur de l'application à ouvrir

"exe:"exename

Nom de processus de l'application à ouvrir

"tel:" numéro de téléphone

Place un numéro de téléphone.

"mailto:"adresse électronique

Démarre la boîte de messagerie électronique.

"nexthead"

Vers le chapitre suivant

"prevhead"

Vers le chapitre précédent

"next"

Vers la page suivante

"prev"

Vers la page précédente

"top"

Vers le haut

"bottom"

Vers le bas

"back"

Arrière

"forward"

Avant (dans l'historique)

<map>

Définit une image cliquable.

Éléments enfants possibles: Éléments au niveau du bloc, area

Les attributs de la balise <map> sont les suivants.

[Attributs]

name [facultatif]

Nom de la carte

Les valeurs de cet attribut sont les suivantes.

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Texte

id [facultatif]

Donne un identifiant à l'élément (image cliquable). Doit être unique dans le fichier XML. Indiqué dans les données de texte.

title [facultatif]

Titre de la carte

Les valeurs de cet attribut sont les suivantes.

Texte

<link> (balise vide)

Définit les associations de document. Elément enfant de <head>.

Éléments enfants possibles: aucun

Les attributs de la balise <link> sont les suivants.

[Attributs]

rel [facultatif]

Décrit la relation avec le document de destination telle qu'elle est indiquée dans ce document. Plusieurs éléments peuvent être spécifiés.

Les valeurs de cet attribut sont les suivantes.

"stylesheet"

Indique la feuille de style appliquée par défaut.

"alternate stylesheet"

Indique une feuille de style qui n'est pas appliquée par défaut.

href [facultatif]

URI du document associé (nom de fichier de la feuille de style, etc.)

type [facultatif]

Type MIME

Remarques: Seul "text/css" peut être utilisé

media [facultatif]

Support multimédia considéré comme étant la cible de la sortie. Pour l'écran, la taille de l'écran et le nombre de couleurs peuvent être spécifiés.

<ruby>

Caractères ruby

Éléments enfants possibles: la combinaison de balises suivante: (rb , rt), (rb, rp, rt, rp), (rbc, rtc) or (rbc, rp, rtc, rp). L'ordre de ces balises doit être respecté.

<rb>

Texte à afficher avec les caractères ruby

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet

<rt>

Texte de caractère ruby

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet

<rbc>

Caractères permettant d'appliquer les caractères ruby (regroupe les attributs rb)

Éléments enfants possibles: rb

<rtc>

Lecture (regroupe les attributs rt)

Éléments enfants possibles: rt

<rp>

Éléments enfants possibles: données de texte, external_char

Spécifie les parenthèses pour les autres caractères.

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Exemple de codage: <ruby><rbc><rb>被</rb><rb>ル</rb><rb>ビ</rb><rb>文</rb><rb>字</rb></rbc><rp>（</rp><rtc><rt>ひ</rt><rt>る</rt><rt>び</rt><rt>も</rt><rt>じ</rt></rtc><rp>）</rp></ruby><ruby><rb>漢字</rb><rp>（</rp><rt>かんじ</rt><rp>）</rp></ruby>

Remarques: La position suivante a été adoptée dans le développement de la présente norme.

- Pour les caractères ruby uniques et les caractères ruby groupés, des méthodes de codage séparées ne sont pas nécessaires.
- Pour les caractères ruby destinées aux langues, il convient de pouvoir insérer des séparations dans le texte ruby.
- <rp> a été laissé comme partie intégrante du format ESP (lors de la conversion vers un format de distribution, on considère qu'elle est normalement convertie).
- Des parenthèses peuvent également être utilisées dans les caractères ruby sans utiliser <rp>.

<audio> (balise vide)

Permet de jouer des données audio.

Éléments enfants possibles: aucun

Remarques: conforme HTML5

Les attributs de la balise <audio> sont les suivants.

[Attributs]

src [facultatif]

Nom du fichier de données audio

<video> (balise vide)

Permet de jouer des données vidéo.

Éléments enfants possibles: aucun

Remarques: conforme HTML5

Les attributs de la balise <video> sont les suivants.

[Attributs]

src [facultatif]

Nom du fichier de données vidéo

<action> (balise vide)

Contrôle le défilement des pages entre les flux.

Éléments enfants possibles: aucun

Les attributs de la balise <action> sont les suivants.

[Attributs]

onopen [facultatif]

Spécifie le fichier à exécuter lors de l'ouverture de la page.

Les valeurs de cet attribut sont les suivantes.

URI

onclose [facultatif]

Spécifie le fichier à exécuter lors de la fermeture de la page.

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Les valeurs de cet attribut sont les suivantes.

URI

background [facultatif]

Exécuter en arrière-plan

Les valeurs de cet attribut sont les suivantes.

bool

cmd [facultatif]

Spécifie le protocole.

Remarques: Ajouté indépendamment: Placer un numéro de téléphone, ouvrir la messagerie électronique

Les valeurs de cet attribut sont les suivantes.

"appl:"creator

Créateur de l'application à ouvrir

"exe:"exename

Nom de processus de l'application à ouvrir

"tel:" numéro de téléphone

Place un numéro de téléphone.

"mailto:"adresse électronique

Démarre la boîte de messagerie électronique.

"nexthead"

Vers le chapitre suivant

"prevhead"

Vers le chapitre précédent

"next"

Vers la page suivante

"prev"

Vers la page précédente

"top"

Vers le haut

"bottom"

Vers le bas

"back"

Arrière

"forward"

Avant (dans l'historique)

<case/nocase>

Opération dépendante de l'environnement (si une condition est vérifiée, la représentation spécifiée par <case> est jouée). Si elle n'est pas vérifiée, la représentation spécifiée par <nocase> est jouée.)

Éléments enfants possibles: données de texte, éléments au niveau du bloc, éléments en ligne, éléments d'objet

Remarques: Placer la section faisant l'objet d'une opération sélective entre les balises <case>...</case> ou <nocase>...</nocase>.

Les attributs de la balise <case/nocase> sont les suivants.

[Attributs]

dir [facultatif]

Texte vertical/texte horizontal

Les valeurs de cet attribut sont les suivantes.

"vertical"

Texte vertical

"horizontal"

Texte horizontal

cpu [facultatif]

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CPU

Les valeurs de cet attribut sont les suivantes.

Noms de CPU tels que "ppc", "68k", "x86", en tant que conditions.

os [facultatif]

Système d'exploitation

Les valeurs de cet attribut sont les suivantes.

Noms des systèmes d'exploitation, tels que "mac", "win32", "ios", "android" en tant que conditions

screen [facultatif]

Window

Les valeurs de cet attribut sont les suivantes.

"pda"

Le côté court de la fenêtre est de 320 pixels ou moins.

"portrait"

La fenêtre est allongée dans le sens vertical (également vrai pour les carrés).

"landscape"

La fenêtre est allongée dans le sens horizontal.

<mask>

A chaque fois que le texte encadré par la balise <mask> ou que le texte spécifié est cliqué, un masque peut être appliqué ou retiré.

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet

Les attributs de la balise <mask> sont les suivants.

[Attributs]

initial_flag [facultatif]

Définit l'état initial.

Les valeurs de cet attribut sont les suivantes.

"on"

Définit l'état masqué comme étant l'état initial.

"off"

Définit l'état non masqué comme étant l'état initial.

trigger_id [facultatif]

Déclencheur du basculement. Plusieurs déclencheurs peuvent être spécifiés avec "," comme séparateur.

id [facultatif]

Donne un identifiant à l'élément. Doit être unique dans le fichier XML. Indiqué dans les données de texte.

mask_type [facultatif]

Spécifie la méthode de masquage. L'une des valeurs d'attribut ci-dessous peut être spécifiée.

Les valeurs de cet attribut sont les suivantes.

"default"

Masquage avec la méthode par défaut du dispositif de visualisation.

"color"

Règle la couleur du texte et la couleur de l'arrière-plan spécifiée par la propriété de couleur. Si la propriété de couleur est ignorée, la couleur de masque est réglée à la valeur appliquée pour le texte lorsque la propriété de couleur est ignorée.

hold_flag [facultatif]

Spécifie la méthode de sauvegarde de l'état on/off du masque.

Les valeurs de cet attribut sont les suivantes.

"scope"

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Sauvegarde l'état du masque tant que cette entité d'objet de texte n'est pas affichée.

"on_power"

Sauvegarde l'état du masque tant que le livre n'est pas fermé.

"save"

Sauvegarde l'état du masque en cours lorsque le livre est fermé. Utilise cet état comme valeur initiale à la prochaine lecture du livre.

class [facultatif]

Donne un groupe à l'élément. Indiqué dans les données de texte.

<tts>

Informations de segment lorsque TTS lit le texte

Éléments enfants possibles: données de texte, éléments au niveau du bloc, éléments en ligne, éléments d'objet

Exemple de codage: <tts> L'ordinateur est un important outil de recherche</tts>

Remarques: La langue par défaut peut être spécifiée avec <language>, qui est un élément enfant de <bibliography> ou avec l'attribut xml:lang de la balise <html>. D'autre part, placer des éléments dans l'élément <tts> et la langue peut être exprimée avec l'attribut xml:lang de .

Les attributs de la balise <tts> sont les suivants.

[Attributs]

speaker [facultatif]

Informations sur l'annonceur

Les valeurs de cet attribut sont les suivantes.

"male"

Adulte, homme

"female"

Adulte, femme

"child"

Enfant

C.3.4 Balises relatives au dictionnaire

<ref>

Indique une référence. Signifie "Voir également...". Elément enfant de <body>.

Éléments enfants possibles: données de texte, external_char

Les attributs de la balise <ref> sont les suivants.

[Attributs]

id [obligatoire]

ID de l'élément de référence. Spécifier un ID défini par la balise <dict_item>.

type [facultatif]

Type de référence

<dict_item>

Balise qui compile le mot en-tête

Éléments enfants possibles: données de texte, éléments en ligne, éléments d'objet, genre, psp, glabel, prononciation, inflec, lang, slabel, orthographe, variante, étymologie

Les attributs de la balise <dict_item> sont les suivants.

[Attributs]

type [facultatif]

Type

id [obligatoire]

Numéro d'ID

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Remarques: En général requis pour des raisons d'édition et ne change pas en cas de révision du contenu.

rank [facultatif]

Informations telles qu'un mot important

level [facultatif]

Niveau hiérarchique

page_break [facultatif]

Indiquer la présence ou non d'un saut de page à la fin de cette balise.

Les valeurs de cet attribut sont les suivantes.

bool

turning_page_control [facultatif]

Si la valeur "yes" est affectée à l'attribut page_break, cela permet d'indiquer si l'accès aux données précédentes ou suivantes à partir de la position de saut de page de ce mot est interdit ou non dans le cadre d'une opération de défilement normale.

Les valeurs de cet attribut sont les suivantes.

"on"

Les données précédentes et suivantes sont inaccessibles.

"off"

Les données précédentes et suivantes sont accessibles.

"forward"

Les données suivantes sont accessibles, les données précédentes ne l'étant pas.

"back"

Les données précédentes sont accessibles, les données suivantes ne l'étant pas.

revision [facultatif]

Indique la révision du contenu lors de l'ajout de ces données de mot.

Les valeurs de cet attribut sont les suivantes.

Numeral

delete [facultatif]

Permet de spécifier si le contenu de ces données de mot est supprimé ou non.

Les valeurs de cet attribut sont les suivantes.

bool

<reghead>

Balise qui compile le terme de recherche. Cette balise comporte un ou plusieurs <headword> et aucun ou plusieurs éléments enfants <key>.

Éléments enfants possibles: headword, key

<headword>

Cette balise existe pour chaque terme de recherche.

Éléments enfants possibles: données de texte, caractère externe

Remarque: Il en existe au moins un dans les éléments enfants pour head.

Les attributs de la balise <headword> sont les suivants.

[Attributs]

type [facultatif]

Type de terme de recherche. Pour la prononciation, "pronunciation".

Les valeurs de cet attribut sont les suivantes.

"pronunciation"

Prononciation

table_id [obligatoire]

Spécifie la table de recherche.

phonetic_notation [facultatif]

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Spécifier la notation phonétique pour afficher les sonorités linguistiques sous la forme d'un texte.

La valeur par défaut est "IPA".

Les valeurs de cet attribut sont les suivantes.

"IPA"

La notation phonétique est l'alphabet phonétique international (API).

<key>

Texte d'entrée pour la recherche. Outre les caractères hiragana et les caractères alphabétiques, le code entré peut contenir des caractères standard.

Éléments enfants possibles: données de texte

Les attributs de la balise <key> sont les suivants.

[Attributs]

type [facultatif]

Définit le type de caractère admis dans la table de recherche.

<meaning>

Signification du mot (défini pour chaque numéro de signification).

Éléments enfants possibles: éléments en ligne, éléments d'objet

Les attributs de la balise <meaning> sont les suivants.

[Attributs]

type [facultatif]

Catégorie

subid [facultatif]

ID de référence à la position dans la définition

level [facultatif]

Niveau de signification. Spécifié par un nombre compris entre 0 et 9.

no [facultatif]

Nombre de significations pour ce niveau. Spécifié par un nombre compris entre 0 et 9.

<example>

Exemple

Éléments enfants possibles: éléments en ligne, éléments d'objet

Les attributs de la balise <example> sont les suivants.

[Attributs]

type [facultatif]

Type d'exemple

<subhead>

Début du sous-titre (facultatif)

Éléments enfants possibles: subheadword, meaning, example, key

Les attributs de la balise <subhead> sont les suivants.

[Attributs]

subid [facultatif]

ID de référence du sous-titre pertinent

type [facultatif]

Type de sous-titre

<subheadword>

Mot du sous-titre

Éléments enfants possibles: données de texte, caractère externe

Les attributs de la balise <subheadword> sont les suivants.

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[Attributs]

subid [facultatif]

ID de référence du mot du sous-titre pertinent

type [facultatif]

Type de mot de sous-titre

<split>

Divise les données en unités alphabétiques ou autres, dont un exemple est le regroupement d'entrées en fonction des initiales.

Éléments enfants possibles: éléments en ligne, éléments d'objet

Les attributs de la balise <split> sont les suivants.

[Attributs]

level [facultatif]

Niveau hiérarchique. Spécifié par un nombre compris entre 0 et 9.

<column>

Crée une colonne encadrée ou ombrée.

Éléments enfants possibles: éléments en ligne, éléments d'objet

Les attributs de la balise <column> sont les suivants.

[Attributs]

subid [obligatoire]

ID de référence de la colonne pertinente

type [facultatif]

Type de colonne

<gender>

Type de genre. Élément enfant de <dict_item>.

Éléments enfants possibles: éléments en ligne, éléments d'objet

<glabel>

Étiquette grammaticale. Élément enfant de <dict_item>.

Éléments enfants possibles: éléments en ligne, éléments d'objet

<pronunciation>

Symboles phonétiques. Élément enfant de <dict_item>.

Éléments enfants possibles: éléments en ligne, éléments d'objet

Les attributs de la balise <pronunciation> sont les suivants.

[Attributs]

phonetic_notation [facultatif]

Spécifier la notation phonétique pour afficher les sonorités linguistiques sous la forme d'un texte.

La valeur par défaut est "IPA".

Les valeurs de cet attribut sont les suivantes.

"IPA"

La notation phonétique est l'alphabet phonétique international (API).

<psp>

Partie du discours. Élément enfant de <dict_item>.

Éléments enfants possibles: éléments en ligne, éléments d'objet

<inflec>

Inflexion. Élément enfant de <dict_item>.

Éléments enfants possibles: éléments en ligne, éléments d'objet

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<lang>

Type de langue. Élément enfant de <dict_item>.
Éléments enfants possibles: éléments en ligne, éléments d'objet

<slabel>

Étiquette de terminologie technique. Élément enfant de <dict_item>.
Éléments enfants possibles: éléments en ligne, éléments d'objet

<spellout>

Partie abrégée du mot en-tête. Élément enfant de <dict_item>.
Éléments enfants possibles: éléments en ligne, éléments d'objet
Les attributs de la balise <spellout> sont les suivants.

[Attributs]

org [facultatif]

Manière de remplacer dans l'affichage

<variant>

Variante. Élément enfant de <dict_item>.
Éléments enfants possibles: éléments en ligne, éléments d'objet

<search_page>

Entité d'objet de page de recherche
Éléments enfants possibles: search_page_title, key_input_region, search_link_item

<search_page_title>

Titre et image de page de recherche
Éléments enfants possibles: données de texte, external_char
Les attributs de la balise <search_page_title> sont les suivants.

[Attributs]

src [facultatif]

Nom de fichier des données d'image de page de recherche

<key_input_region>

Zone d'entrée de mot en-tête
Éléments enfants possibles: key_input_region_prompt, enable_key_type
Les attributs de la balise <key_input_region> sont les suivants.

[Attributs]

table_id [obligatoire]

ID de table de recherche à ajouter pour la gestion de la zone d'entrée de mot en-tête
Les valeurs de cet attribut sont les suivantes.
Texte

search_type [facultatif]

Spécifie le type de recherche.
Les valeurs de cet attribut sont les suivantes.
"matches_only"

Affinage de la recherche. Le texte entré dans la zone d'entrée de mot est comparé à partir du premier caractère, et seuls les mots en-tête correspondant à cette partie s'affichent sous la forme de résultats de recherche.

"matches_first"

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Recherche de première correspondance. Le texte entré dans la zone d'entrée de mot est comparé à partir du premier caractère, le mot en-tête correspondant à cette partie et les mots en-tête enregistrés après celui-ci s'affichent sous la forme de résultats de recherche.

<key_input_region_prompt>

Texte affiché en regard de la zone d'entrée. Élément enfant de <key_input_region>

Éléments enfants possibles: données de texte, external_char.

<enable_key_type>

Permet de définir les types de caractère admis dans la zone d'entrée du mot clé. Ne peut pas être ignoré. Les attributs et éléments enfants de cette balise sont identiques à ceux utilisés lorsque cette balise est un enfant de <search_table_def>. Les types de caractère admis dans la balise lorsqu'il s'agit d'un enfant de <key_input_region> doivent être un sous-ensemble de ceux définis dans la table de recherche associée. Noter que cela signifie que le premier peut interdire les types de caractères activés par ce dernier, l'inverse n'étant pas admis.

Éléments enfants possibles: char_list

<search_link_item>

Définit les informations relatives à la liste de liens.

Éléments enfants possibles: search_link_title

Les attributs de la balise <search_link_item> sont les suivants.

[Attributs]

id [obligatoire]

ID de texte

Les valeurs de cet attribut sont les suivantes.

Texte

<search_link_title>

Titre à afficher sur la liste de liens. Élément enfant de <search_link_item>.

Éléments enfants possibles: données de texte, external_char.

Les attributs de la balise <search_link_title> sont les suivants.

[Attributs]

xml:lang [facultatif]

Langue par défaut

lang_code [facultatif]

Spécifie le code de langue du titre.

<etymology>

Informations étymologiques. Élément enfant de <dict_item>

Éléments enfants possibles: éléments en ligne, éléments d'objet.

<tts>

Informations de segment lorsque TTS lit le texte

Éléments enfants possibles: données de texte, éléments au niveau du bloc, éléments en ligne

Remarques: Exemple de codage: <tts> L'ordinateur est un important outil de recherche</tts> La langue par défaut peut être spécifiée avec <language>, qui est un élément enfant de <bibliography> ou avec l'attribut xml:lang de la balise <html>. De plus, si la langue par défaut est un élément enfant de <dict_item>, elle peut être spécifiée avec l'attribut lang de <dict_item>. Dans d'autres cas, placer les éléments dans l'élément <tts> pour exprimer le texte avec cet attribut lang.

Les attributs de la balise <tts> sont les suivants.

[Attributs]

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speaker [facultatif]

Informations sur l'annonceur

Les valeurs de cet attribut sont les suivantes.

"male"

Adulte homme

"female"

Adulte femme

"child"

Enfant

C.3.5 Balises relatives à la table de recherche

<search_table>

Élément racine pour la description de la table de recherche. Le contenu ne comporte qu'une seule instance de la balise au maximum.

Éléments enfants possibles: search_table_def

Les attributs de la balise <search_table> sont les suivants.

[Attributs]

bookmark [facultatif]

Indique s'il convient que toutes les tables de recherche incluses dans le contenu fasse l'objet d'une mise en signet automatique dans le dispositif de visualisation (c'est-à-dire en conservant le pointage des mots clés recherchés). La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

wordbook [facultatif]

Indique si toutes les tables de recherche peuvent être utilisées pour la fonction de vocabulaire dans le dispositif de visualisation (c'est-à-dire en enregistrant automatiquement les mots clés dans le vocabulaire et en affichant la liste). Les valeurs suivantes sont possibles: La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

jump_search_root [facultatif]

Indique si le contenu peut être la source d'une recherche multi-contenu dans un texte (c'est-à-dire une recherche multi-contenu utilisant le mot clé sélectionné dans le texte affiché du contenu). Les valeurs suivantes sont possibles: La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

jump_search [facultatif]

Indique si toutes les tables de recherche peuvent être utilisées pour une recherche multi-contenu dans le texte (c'est-à-dire s'ils elles peuvent faire l'objet d'une recherche comme l'un des contenus d'une recherche multi-contenu utilisant le mot clé sélectionné dans le texte) et pour une recherche multi-contenu à partir d'une entrée dont le contenu s'affiche (c'est-à-dire si elles peuvent faire l'objet d'une recherche comme l'un des contenus d'une recherche multi-contenu utilisant le mot clé en entrée) avec le contenu affiché. La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

all_search [facultatif]

Indique si toutes les tables de recherche peuvent être utilisées pour une recherche multi-contenu sans que le contenu lui-même ne s'affiche. La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

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<search_table_def>

Permet de spécifier les informations relatives à chaque table de recherche. Il doit exister au moins une instance de cette balise en tant qu'élément enfant de <search_table>.

Éléments enfants possibles: enable_key_type, key_normalization

Les attributs de la balise <search_table_def> sont les suivants.

[Attributs]

id [obligatoire]

Permet de définir le numéro d'ID de cette table de recherche. Le numéro d'ID doit être unique à chaque table de recherche à l'intérieur du contenu.

Les valeurs de cet attribut sont les suivantes.

Données de texte

use_default [facultatif]

Permet de définir si le dispositif de visualisation autorise de procéder à une recherche basée sur cette table de recherche lorsque ladite recherche n'est pas lancée à partir d'une page de recherche connexe. La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

sorting_rule [facultatif]

Permet de définir la manière de trier les résultats de la recherche. Cet attribut consiste à proposer différents schémas de tri pour différentes langues. La valeur par défaut est "implicit".

Les valeurs de cet attribut sont les suivantes.

"implicit"

Ordonné tel qu'écrit dans le contenu.

"unicode"

Ordonné par valeur Unicode.

"other"

De l'autre manière non exprimée.

name [facultatif]

Permet de définir le nom de la table de recherche dans la chaîne de caractères standard. Le nom est censé être utilisé dans la liste des résultats de la recherche.

short_name [facultatif]

Permet de définir la version abrégée du nom de la table. Les noms plus longs que celui spécifié par l'attribut name ne sont pas admis. Le nom est censé être utilisé dans la liste des résultats de la recherche.

wild [facultatif]

Permet de spécifier s'il convient de générer la table pour la recherche avec caractère générique. La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

Bool

blank [facultatif]

Permet de spécifier s'il convient de générer une table de recherche pour des recherches par "mot vide". La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

end [facultatif]

Permet de spécifier s'il convient de générer une table de recherche pour des recherches par "fin de mot". La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

help_item_id [facultatif]

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Permet de définir la version abrégée du nom de la table. Les noms plus longs que celui spécifié par l'attribut name ne sont pas admis. Le nom est censé être utilisé dans la liste des résultats de la recherche.

<enable_key_type>

Permet de définir le type des caractères qui peuvent être utilisés pour stocker la clé de recherche des mots d'entrée dans la table. Élément enfant de <search_table_def>.

Éléments enfants possibles: char_list

Les attributs de la balise <enable_key_type> sont les suivants.

[Attributs]

numerals [facultatif]

Permet de définir si la clé de recherche peut contenir des chiffres. La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

basic_alphabet [facultatif]

Permet de définir si la clé de recherche peut contenir l'alphabet (limité aux caractères non accentués de l'US-ACSII). La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

kana [facultatif]

Permet de définir si la clé de recherche peut contenir les caractères japonais hiragana et katakana. La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

kanji [facultatif]

Permet de définir si la clé de recherche peut contenir des caractères kanji. La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

listed [facultatif]

Les caractères disponibles pour les clés de recherche sont donnés par la liste. La liste est donnée par la balise < char_list> si la valeur est "true" et si les attributs numerals/basic_alphabet/kana/kanji sont ignorés. La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

<key_normalization> (balise vide)

Permet de définir les méthodes de normalisation à appliquer sur les clés enregistrées dans cette table de recherche. Élément enfant de <search_table_def>.

Éléments enfants possibles: aucun

Les attributs de la balise <key_normalization> sont les suivants.

[Attributs]

capitalization [facultatif]

Permet de spécifier si tous les caractères (alphabétiques) de la table sont convertis en majuscules. La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

cho_on [facultatif]

Méthode de conversion de voyelle longue japonaise (cho on). Les valeurs possibles sont "delete" (suppression du caractère), "repeat" (répétition de la voyelle qui précède le caractère) et "no" (aucune action). La valeur par défaut est "delete".

Les valeurs de cet attribut sont les suivantes.

"delete"

Supprimer cho_on

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"repeat"

Répéter la voyelle qui précède le caractère

"as_is"

Pas de conversion

daku_on [facultatif]

Permet de spécifier si la conversion du son voisé japonais (daku on) est assurée. La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

handaku_on [facultatif]

Permet de spécifier si la conversion du son voisé japonais (han_daku on) est assurée. La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

soku_on [facultatif]

Permet de spécifier si la conversion de la consonne géminée japonaise (soku on ou "petit tsu") est assurée. La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

yo_on [facultatif]

Permet de spécifier si la conversion de la palatalisation japonaise (yo on) est assurée. La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

other_small_kana [facultatif]

Permet de spécifier si la conversion de petit caractère japonais (hiragana et katakana) est assurée. La valeur par défaut est "true".

Les valeurs de cet attribut sont les suivantes.

bool

<char_list>

Permet de spécifier une liste de caractères si listed="true" dans <enable_key_type>. Élément enfant de <enable_key_type>.

Éléments enfants possibles: données de texte

C.3.6 Balises relatives aux illustrations

<comic_cell_type_body>

Balise parent des données d'affichage de cellules du corps d'illustration. Elément enfant de <body>. Cette balise comporte au moins un élément enfant <cell>.

Éléments enfants possibles: cell

Les attributs de la balise <comic_cell_type_body> sont les suivants.

[Attributs]

bg_color [facultatif]

Couleur d'arrière-plan de la zone d'affichage de l'image lors de l'affichage des images de cellule de ces données d'affichage des cellules du corps d'illustration

bg_color_space [facultatif]

Espace de couleur de la couleur d'arrière-plan

Les valeurs de cet attribut sont les suivantes.

"RGB"

L'espace de couleur est RGB.

<comic_page_type_body>

Balise parent des données de corps d'illustration utilisée pour afficher des pages. Elément enfant de <body>. Cette balise comporte au moins un élément enfant <page>.

Éléments enfants possibles: page

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Les attributs de la balise <comic_page_type_body> sont les suivants.

[Attributs]

bg_color [facultatif]

Couleur d'arrière-plan de la zone d'affichage de l'image lors de l'affichage des images de page de ces données d'affichage de pages du corps d'illustration

bg_color_space [facultatif]

Espace de couleur de la couleur d'arrière-plan

Les valeurs de cet attribut sont les suivantes.

"RGB"

L'espace de couleur est RGB.

order [facultatif]

Pour chaque page des données d'affichage de page du corps d'illustration, spécifie l'ordre d'affichage (positions de début et de fin) des trames (équivalentes aux images de cellule) sur la page.

Les valeurs de cet attribut sont les suivantes.

"RT-LB"

Début en haut à droite – Fin en bas à gauche. En cas de défilement des pages, l'image de page s'affiche en mettant en correspondance son bord supérieur droit avec le bord supérieur droit de la zone d'affichage de l'image. En cas de retour à la précédente, l'image de page s'affiche en mettant en correspondance son bord inférieur gauche avec le bord inférieur gauche de la zone d'affichage de l'image.

"LT-RB"

Début en haut à gauche – Fin en bas à droite. En cas de défilement des pages, l'image de page s'affiche en mettant en correspondance son bord supérieur gauche avec le bord supérieur gauche de la zone d'affichage de l'image. En cas de retour à la précédente, l'image de page s'affiche en mettant en correspondance son bord inférieur droit avec le bord inférieur droit de la zone d'affichage de l'image.

"RB-LT"

Début en bas à droite – Fin en haut à gauche. En cas de défilement des pages, l'image de page s'affiche en mettant en correspondance son bord inférieur droit avec le bord inférieur droit de la zone d'affichage de l'image. En cas de retour à la précédente, l'image de page s'affiche en mettant en correspondance son bord supérieur gauche avec le bord supérieur gauche de la zone d'affichage de l'image.

"LB-RT"

Début en bas à gauche – Fin en haut à droite. En cas de défilement des pages, l'image de page s'affiche en mettant en correspondance son bord inférieur gauche avec le bord inférieur gauche de la zone d'affichage de l'image. En cas de retour à la précédente, l'image de page s'affiche en mettant en correspondance son bord supérieur droit avec le bord supérieur droit de la zone d'affichage de l'image.

<cell>

Données de cellule. Cette balise peut être un élément enfant de la balise a et peut spécifier un élément map comme élément enfant.

Éléments enfants possibles: cell_scene, speech, map

Les attributs de la balise <cell> sont les suivants.

[Attributs]

src [obligatoire]

Image de cette cellule

bg_color [facultatif]

Couleur d'arrière-plan de la zone d'affichage de l'image

bg_color_space [facultatif]

Espace de couleur de la couleur d'arrière-plan

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Les valeurs de cet attribut sont les suivantes.

"RGB"

L'espace de couleur est RGB.

fit [facultatif]

Permet de définir si l'affichage redimensionné de la scène est admis ou non (préserve le rapport hauteur/largeur) si la taille de l'écran du terminal est inférieure à celle de l'écran recommandé (équivalent à la taille de la scène) spécifiée par l'attribut display_size de la balise <bvf>. La valeur par défaut est "false".

Les valeurs de cet attribut sont les suivantes.

bool

effect [facultatif]

Permet de spécifier l'effet d'affichage de cette image de cellule par rapport à l'image de cellule précédente.

Les valeurs de cet attribut sont les suivantes.

"fade-in"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche progressivement.

"dissolve"

L'image de cellule suivante s'affiche progressivement en haut de la cellule précédente.

"slide-right"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en glissant de gauche à droite.

"slide-left"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en glissant de droite à gauche.

"slide-up"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en glissant de bas en haut.

"slide-down"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en glissant de haut en bas.

"overwrite-right"

L'image de cellule suivante s'affiche en haut de la cellule précédente en l'écrasant de gauche à droite.

"overwrite-left"

L'image de cellule suivante s'affiche en haut de la cellule précédente en l'écrasant de droite à gauche.

"overwrite-up"

L'image de cellule suivante s'affiche en haut de la cellule précédente en l'écrasant de bas en haut.

"overwrite-down"

L'image de cellule suivante s'affiche en haut de la cellule précédente en l'écrasant de haut en bas.

"box-center"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en se développant sous la forme d'un carré dans les quatre directions à partir du centre.

"box-rightdown"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en se développant sous la forme d'un carré du coin supérieur gauche vers le coin inférieur droit.

"box-leftdown"

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Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en se développant sous la forme d'un carré du coin supérieur droit vers le coin inférieur gauche.

"box-rightup"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en se développant sous la forme d'un carré du coin inférieur gauche vers le coin supérieur droit.

"box-leftup"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en se développant sous la forme d'un carré du coin inférieur droit vers le coin supérieur gauche.

"box-free"

Après avoir affiché la zone d'affichage de l'image dans la couleur d'arrière-plan, l'image de cellule s'affiche en se développant sous la forme d'un carré à partir de la position souhaitée de l'image de cellule. La position de départ pour l'affichage de la boîte de développement est spécifiée avec l'attribut effect_pos.

"pushout-right"

L'image de cellule suivante s'affiche en poussant l'image de cellule précédente de gauche à droite.

"pushout-left"

L'image de cellule suivante s'affiche en poussant l'image de cellule précédente de droite à gauche.

"pushout-up"

L'image de cellule suivante s'affiche en poussant l'image de cellule précédente de bas en haut.

"pushout-down"

L'image de cellule suivante s'affiche en poussant l'image de cellule précédente de haut en bas.

"wipe-right"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante de la gauche vers la droite.

"wipe-left"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante de la droite vers la gauche.

"wipe-up"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante de bas en haut.

"wipe-down"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante de haut en bas.

"wipe-vertical-in"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante du haut et du bas vers l'intérieur.

"wipe-vertical-out"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante du centre vers le haut et le bas.

"wipe-horizontal-in"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante de la droite et la gauche vers l'intérieur.

"wipe-horizontal-out"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante du centre vers la droite et la gauche.

"wipe-center-in"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante à partir des quatre coins vers l'intérieur.

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"wipe-center-out"

L'image de cellule précédente s'affiche en passant à l'image de cellule suivante du centre vers les quatre coins.

"randomblock"

L'image de cellule suivante s'affiche progressivement en haut de la cellule précédente de manière aléatoire en blocs.

effect_time [facultatif]

Permet de définir la durée de l'effet d'affichage spécifié par l'attribut effect sous la forme d'une durée relative par incréments de 10 entre 1 (rapide) et 10 (lent).

effect_pos [facultatif]

Permet de spécifier la position de départ lorsque la spécification de la boîte agrandit l'affichage à partir de la position souhaitée en tant qu'effet d'affichage ("box-free" est spécifié dans l'attribut effect). Cet attribut ne doit pas être ignoré si "box-free" est spécifié dans l'attribut effect. Cet attribut est ignoré si une autre valeur est spécifiée. La plage de position de départ qui peut être spécifiée est définie dans la scène.

scroll [facultatif]

Permet de spécifier la méthode de défilement de cellule.

Les valeurs de cet attribut sont les suivantes.

“custom”

Permet de définir la scène selon un positionnement par coordonnées souhaité de l'image de cellule (spécifié par l'attribut "position" de la balise <cell_scene />) et de faire défiler la scène définie.

“up”

Permet de faire défiler l'image de cellule du bord inférieur vers le bord supérieur.

"down"

Permet de faire défiler l'image de cellule du bord supérieur vers le bord inférieur.

"left"

Permet de faire défiler l'image de cellule du bord droit vers le bord gauche.

"right"

Permet de faire défiler l'image de cellule du bord gauche vers le bord droit.

"no"

Pas de défilement (les coordonnées du centre de l'image de cellule sont définies et s'affichent au centre de la scène).

scroll_time [facultatif]

Permet de définir la durée de défilement pour cette cellule en tant que durée relative par incréments de 10 entre 1 (rapide) et 10 (lent).

vibration [facultatif]

Permet de définir si le terminal vibre ou non lors de l'affichage de cette cellule.

Les valeurs de cet attribut sont les suivantes.

bool

display_vibration [facultatif]

Permet de définir si l'écran vibre ou non lors de l'affichage de cette cellule.

Les valeurs de cet attribut sont les suivantes.

bool

vibration_direction [facultatif]

Permet de définir le sens de vibration de l'écran.

Les valeurs de cet attribut sont les suivantes.

"vertical"

Sens vertical

"horizontal"

Sens horizontal

vibration_time [facultatif]

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Permet de définir la durée de vibration du terminal et celle de l'écran en tant que durée relative par incréments de 5 entre 1 (court) et 5 (rapide).

backlight [facultatif]

Permet de définir si le rétroéclairage clignote ou non lors de l'affichage de cette cellule.

Les valeurs de cet attribut sont les suivantes.

bool

backlight_time [facultatif]

Permet de définir le nombre de fois que le rétroéclairage clignote par incréments de 5 entre 1 et 5.

backlight_cycle [facultatif]

Permet de définir le cycle de clignotement du rétroéclairage en tant que durée relative par incréments de 3 entre 1 (court) et 3 (rapide).

sound [facultatif]

Permet de spécifier l'effet sonore lors de l'affichage de cette cellule.

url_jump [facultatif]

Permet de spécifier l'adresse URL du site Web (limité à html) associé à cette cellule.

jump_itemid [facultatif]

Permet de spécifier l'ID de page de destination du saut lors du basculement de l'affichage de cellule à l'affichage de page.

usemap [facultatif]

Permet de spécifier l'image cliquable côté client.

id [facultatif]

Donne un identifiant à l'élément. Doit être unique dans le fichier XML. Donné dans les données de texte. Doit être attribué de manière unique à chaque balise <cell> et <page> du fichier XML.

<cell_scene>

Données de scène de la cellule. Elément enfant de <cell>.

Éléments enfants possibles: cell_draw_image

Les attributs de la balise <cell_scene> sont les suivants.

[Attributs]

position [facultatif]

Permet de spécifier les coordonnées de l'image de cellule à afficher au centre de la zone d'affichage de l'image dans cette scène.

scroll_time [facultatif]

Permet de définir la durée de défilement lors du passage de cette scène à la scène suivante en tant que durée relative par incréments de 10 entre 1 (rapide) et 10 (lent).

draw_image_time [facultatif]

Permet de définir la durée après l'affichage de la scène et jusqu'à l'affichage de l'image de recouvrement en tant que durée relative par incréments de 3 entre 1 (court) et 3 (rapide).

vibration [facultatif]

Permet de définir si le terminal vibre ou non lors de l'affichage de cette scène.

Les valeurs de cet attribut sont les suivantes.

bool

display_vibration [facultatif]

Permet de définir si l'écran vibre ou non lors de l'affichage de cette scène.

Les valeurs de cet attribut sont les suivantes.

bool

vibration_direction [facultatif]

Permet de définir le sens de vibration de l'écran.

Les valeurs de cet attribut sont les suivantes.

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"vertical"
Sens vertical
"horizontal"
Sens horizontal

vibration_time [facultatif]
Permet de définir la durée de vibration du terminal et celle de l'écran en tant que durée relative par incréments de 5 entre 1 (court) et 5 (rapide).

backlight [facultatif]
Permet de définir si le rétroéclairage clignote ou non lors de l'affichage de cette scène.
Les valeurs de cet attribut sont les suivantes.
bool

backlight_time [facultatif]
Permet de définir le nombre de fois que le rétroéclairage clignote par incréments de 5 entre 1 et 5.

backlight_cycle [facultatif]
Permet de définir le cycle de clignotement du rétroéclairage en tant que durée relative par incréments de 3 entre 1 (court) et 3 (rapide).

sound [facultatif]
Permet de spécifier l'effet sonore lors de l'affichage de cette scène.

url_jump [facultatif]
Permet de spécifier l'adresse URL du site Web (limité à html) associé à cette scène.

<cell_draw_image> (balise vide)
Données d'image à coller dans la cellule. Élément enfant de <cell_scene>.
Éléments enfants possibles: aucun
Les attributs de la balise <cell_draw_image> sont les suivants.

[Attributs]

src [obligatoire]
Permet de spécifier l'image de recouvrement à afficher sur l'image de cellule.

position [obligatoire]
Position d'affichage (coordonnées) sur l'image de cellule de l'image de recouvrement spécifiée par l'attribut src.

speech [facultatif]
Discours (texte).

speaker [facultatif]
Annonceur. Nom de la personne qui prend la parole.

<page>
Données de page. Élément enfant de <comic_page_type_body>.
Éléments enfants possibles: page_image, speech
Les attributs de la balise <page> sont les suivants.

[Attributs]

bg_color [facultatif]
Couleur d'arrière-plan de la zone d'affichage de l'image lors de l'affichage de l'image correspondant à cette page (spécifiée par la balise <page_image/>).

bg_color_space [facultatif]
Espace de couleur de la couleur d'arrière-plan
Exemple: "RGB"
L'espace de couleur est RGB.

id [obligatoire]

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Donne un identifiant à l'élément. Doit être unique dans le fichier XML. Donné dans les données de texte. Doit être attribué de manière unique à chaque balise <cell> et <page> du fichier XML.

cell_jump_id [obligatoire]

Permet de spécifier l'ID de cellule de destination du saut lors du basculement de l'affichage de page à l'affichage de cellule.

<page_image> (balise vide)

Données d'image de page. Elément enfant de <page>.

Éléments enfants possibles: aucun

Les attributs de la balise <page_image> sont les suivants.

[Attributs]

src [obligatoire]

Spécifie l'image de cette page.

<speech>

Discours. Élément enfant de <cell> et <page>. Écrire le texte dans l'élément enfant. Peut être spécifié plusieurs fois. Peut être ignoré.

Éléments enfants possibles: données de texte

Les attributs de la balise <speech> sont les suivants.

[Attributs]

speaker [facultatif]

Annonceur. Nom de la personne qui prend la parole.

C.3.7 Balises de données bibliographiques

<bibliography>

Elément racine des informations bibliographiques.

Éléments enfants possibles: title, edition, creator, subject, description, publisher, distributor, contributor, date, identifier, source, language, relation, coverage, rights, price, comment, classification, rating, synopsis, image

<title>

Définit le titre. Plusieurs balises peuvent être écrites. Élément enfant de <bibliography>.

Éléments enfants possibles: external_char, ruby, comment

Les attributs de la balise <title> sont les suivants.

[Attributs]

reading [facultatif]

Lecture du titre.

type [facultatif]

Type de titre

Les valeurs de cet attribut sont les suivantes.

"title"

Titre

"series"

Série

"subtitle"

Sous-titre

"other"

Autre

<edition>

Édition. Élément enfant de <bibliography>.

Éléments enfants possibles: external_char, ruby, comment

Les attributs de la balise <edition> sont les suivants.

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[Attributs]

reading [facultatif]

Lecture

<creator>

Créateur. Définit les détails grâce aux balises <organization>, <person> et <comment> des éléments enfants. Élément enfant de <bibliography>.

Éléments enfants possibles: organization, person, comment

Les attributs de la balise <creator> sont les suivants.

[Attributs]

role [facultatif]

Rôle

Les valeurs de cet attribut sont les suivantes.

"designer"
: Concepteur

"author"
: Auteur

"editor"
: Éditeur

"translator"
: Traducteur

"supervisor"
: Superviseur

"photographer"
: Photos

"illustrator"
: Illustrations

"binder"
: Relieur

"planner"
: Planificateur

"other"
: Autre

<subject>

Thème. Élément enfant de <bibliography>.

Éléments enfants possibles: keyword, comment

<description>

Détails. Élément enfant de <bibliography>.

Éléments enfants possibles: données de texte, external_char, ruby, comment

<publisher>

Permet d'enregistrer les informations relatives à la société de publication. Définit les détails grâce aux balises <organization>, <person>, <comment> et <code> des éléments enfants. Élément enfant de <bibliography>.

Éléments enfants possibles: organization, person, comment, code

Les attributs de la balise <publisher> sont les suivants.

[Attributs]

country [facultatif]

Pays de la publication. Entrer le code de pays A3 défini par l'ISO 3166-1 en minuscules. Par exemple, "jpn" pour Japon.

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<code>

Code de la société de publication ou sur une autre entité. Élément enfant de <publisher> et <distributor>.

Éléments enfants possibles: données de texte, external_char, ruby, comment

Les attributs de la balise <code> sont les suivants.

[Attributs]

type [facultatif]

Type de code de la société de publication. Le contenu peut être libre.

<distributor>

Permet d'enregistrer les informations relatives au distributeur. Définit les détails grâce aux balises <organization>, <person>, <comment> et <code> des éléments enfants. Élément enfant de <bibliography>.

Éléments enfants possibles: organization, person, comment, code

<contributor>

Permet d'enregistrer les informations relatives au contributeur. Définit les détails grâce aux balises <organization>, <person> et <comment> des éléments enfants. Élément enfant de <bibliography>.

Éléments enfants possibles: organization, person, comment

Les attributs de la balise <contributor> sont les suivants.

[Attributs]

role [facultatif]

Rôle

<date>

Date. Permet de déterminer la date écrite conformément à la norme spécifiée par l'attribut du système. Élément enfant de <bibliography>.

Éléments enfants possibles: données de texte, external-char, ruby, comment

Les attributs de la balise <date> sont les suivants.

[Attributs]

type [facultatif]

Type de date de publication/de vente/de révision

Les valeurs de cet attribut sont les suivantes.

"publication"

Date de publication

"sale"

Date de vente

"revision"

Date de révision

system [facultatif]

Spécifie la norme relative à l'écriture des dates. La valeur par défaut est "ISO 8601".

<identifier>

Définit l'identifiant de contenu. Élément enfant de <bibliography>.

Éléments enfants possibles: données de texte, external-char, ruby, comment

Les attributs de la balise <identifier> sont les suivants.

[Attributs]

type [obligatoire]

Spécifie le type d'identifiant. Exemple: "ISBN"

<source>

Référence à la source. Élément enfant de <bibliography>.

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Éléments enfants possibles: données de texte, external-char, ruby, comment

<language>

Langue. Élément enfant de <bibliography>.

Éléments enfants possibles: données de texte

Les attributs de la balise <language> sont les suivants.

[Attributs]

system [facultatif]

Norme qui définit les noms de langue.

<relation>

Référence aux informations connexes. Élément enfant de <bibliography>

Éléments enfants possibles: données de texte, external-char, ruby, comment

<coverage>

Plage ou cible. Élément enfant de <bibliography>.

Éléments enfants possibles: données de texte, external-char, ruby, comment

<rights>

Informations relatives aux droits. Élément enfant de <bibliography>.

Éléments enfants possibles: données de texte, external-char, ruby, comment

<price>

Prix. Élément enfant de <bibliography>.

Éléments enfants possibles: données de texte, comment

Les attributs de la balise <price> sont les suivants.

[Attributs]

currency [obligatoire]

Monnaie

Remarques: Conforme aux codes de monnaie de l'ISO 4217. Par exemple: JPY pour le Yen japonais.

country [facultatif]

Pays cible

Remarques: Entrer le code de pays A3 défini par l'ISO 3166-1 en minuscules. Par exemple, "jpn" pour Japon.

<person>

Définit les informations relatives aux individus sous la forme d'un élément enfant de <publisher>, <distributor> et <contributor>. Définit les noms, les informations de contact et les commentaires grâce aux balises <name>, <contact> et <comment> en tant qu'éléments enfants.

Éléments enfants possibles: name, contact, comment

<organization>

Informations relatives à l'organisation. Définit les informations relatives à l'organisation sous la forme d'un élément enfant de <publisher>, <distributor> et <contributor>. Définit les noms, les informations de contact et les commentaires grâce aux balises <name>, <contact> et <comment> en tant qu'éléments enfants.

Éléments enfants possibles: name, contact, comment

<name>

Nom. Élément enfant de <person>, <organization> et <address>. Peut être spécifié plusieurs fois.

Éléments enfants possibles: données de texte, external-char, ruby, comment

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Les attributs de la balise <name> sont les suivants.

[Attributs]

type [facultatif]

Type de nom. Peut être ignoré si la balise parent directe de la balise <name> est <organization>. Cette balise permet également d'exprimer les noms de lieu.

Les valeurs de cet attribut sont les suivantes.

"first"

Prénom

"middle"

Second prénom

"last"

Nom de famille

"place"

Nom de lieu

"other"

Autre nom

reading [facultatif]

Lecture

<contact>

Informations autres que le nom. Élément enfant de <person> et <organization>.

Éléments enfants possibles: address, email, telephone, fax, website, comment

<address>

Adresse. Elément enfant de <contact>. Peut être spécifié plusieurs fois.

Éléments enfants possibles: name, postcode, comment

Les attributs de la balise <address> sont les suivants.

[Attributs]

reading [facultatif]

Lecture de l'adresse.

<comment>

Commentaire

Éléments enfants possibles: données de texte

<classification>

Classification

Éléments enfants possibles: données de texte, comment

Les attributs de la balise <classification> sont les suivants.

[Attributs]

type [obligatoire]

Type de classification

Remarques: Japanese_C_CODE

<rating>

Classement. Définit la désignation "pour adulte" et la désignation "violent".

Éléments enfants possibles: données de texte, comment

Les attributs de la balise <rating> sont les suivants.

[Attributs]

type [facultatif]

Type de classement

Les valeurs de cet attribut sont les suivantes.

"adult"

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Fait l'objet d'une désignation "pour adulte"

"violent"

Fait l'objet d'une désignation "violent"

<synopsis>

Récapitulatif

Éléments enfants possibles: données de texte, external_char, ruby, comment

<keyword>

Permet d'enregistrer un mot clé. Elément enfant de <subject>.

Éléments enfants possibles: données de texte, external_char, ruby, comment

Les attributs de la balise <keyword> sont les suivants.

[Attributs]

type [facultatif]

Catégorie de mot clé

reading [facultatif]

Lecture

<image>

Spécifie un nom de fichier image dans l'élément enfant, et définit ce type. Élément enfant de <bibliography>.

Éléments enfants possibles: données de texte

Les attributs de la balise <image> sont les suivants.

[Attributs]

type [facultatif]

Type d'image

Les valeurs de cet attribut sont les suivantes.

"spine"

Spine

"front"

Page de couverture

"thumbnail"

Vignette

"other"

Autre

<postcode>

Code postal. Elément enfant de <address>. Une seule balise peut être spécifiée. Peut être ignoré.

Éléments enfants possibles: données de texte, comment

<email>

Adresse électronique. Elément enfant de <contact>. Peut être spécifié plusieurs fois.

Éléments enfants possibles: données de texte, comment

<telephone>

Numéro de téléphone. Elément enfant de <contact>. Peut être spécifié plusieurs fois.

Éléments enfants possibles: données de texte, comment

<fax>

Numéro de télécopie. Elément enfant de <contact>. Peut être spécifié plusieurs fois.

Éléments enfants possibles: données de texte, comment

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<website>

Adresse du site Web. Elément enfant de <contact>. Peut être spécifié plusieurs fois.
Éléments enfants possibles: données de texte, comment

C.3.8 Balises des données de paramètres globaux

<global_setting>

Balise racine
Éléments enfants possibles: default_ccs, page_progression_direction, window, proprietary, permission

<default_ccs>

Nom de groupe de caractères indiquant la plage des caractères standard et des caractères étendus utilisés dans le contenu. Écrire dans un élément enfant. Ne pas placer entre guillemets doubles. En présence de plusieurs éléments, les associer avec une virgule demi-largeur ",". (Exemple: JIS X 0208:1997,JIS X 0213).
Éléments enfants possibles: données de texte

<page_progression_direction>

Définit le sens de liaison (sens de progression de page). De droite à gauche, écrire "rl" ou "rtl" dans un élément enfant. De gauche à droite écrire "lr" ou "ltr" dans un élément enfant.
Éléments enfants possibles: données de texte

<window> (balise vide)

Définit la taille de la fenêtre.
Éléments enfants possibles: aucun
Les attributs de la balise <window> sont les suivants.

[Attributs]

width [facultatif]

Définit la taille de la fenêtre (largeur).
Les valeurs de cet attribut sont les suivantes.
Valeur numérique (nombre de pixels)

height [facultatif]

Définit la taille de la fenêtre (hauteur).
Les valeurs de cet attribut sont les suivantes.
Valeur numérique (nombre de pixels)

<proprietary>

Encadrer les représentations spécifiques au fournisseur qui nécessitent d'être stockées dans les données de contenu, mais qui ne nécessitent pas d'être affichées/converties.
Éléments enfants possibles: tous les éléments, aucune vérification n'étant assurée pour ses éléments enfants et éléments inférieurs.
Les attributs de la balise <proprietary> sont les suivants.

[Attributs]

vendor [obligatoire]

Chaîne spécifique au fournisseur (nom du fournisseur ou système de rendu, par exemple). Exemple: ("ttime", "xmdf")

C.3.9 Balises de données de la table des matières/de l'élément

<package>

Élément racine.

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Remarques: <manifest>, <spine> et <special_page_link> (selon le cas) doivent être définis en tant qu'éléments enfants dans cet ordre.

Éléments enfants possibles: manifest, spine, special_page_link

Les attributs de la balise <package> sont les suivants.

[Attributs]

version [facultatif]

Version

<manifest>

Décrit la liste d'éléments. Élément enfant de <package>.

Remarques: A l'aide de <item>, définir les données d'élément utilisées dans le contenu des éléments enfants, dans l'ordre.

Éléments enfants possibles: item

Les attributs de la balise <manifest> sont les suivants.

[Attributs]

version [facultatif]

Version

<item>

Indique les données d'élément utilisées dans le contenu. Élément enfant de <manifest>. Le seul élément enfant de cette balise est <permission>.

Éléments enfants possibles: permission

Les attributs de la balise <item> sont les suivants.

[Attributs]

id [obligatoire]

Texte pour l'identification

Les valeurs de cet attribut sont les suivantes.

Texte

href [obligatoire]

Nom de fichier

media-type [obligatoire]

Fait référence à l'ID de fichier de "item" (manifest).

Exemple

"application/xml"

Données de corps

"application/x-bvf-flip-animation"

Animation

Remarques: Outre ces deux cas, il convient de le définir en fonction du fichier.

<spine>

Indique l'ordre des éléments. Élément enfant de <package>.

Éléments enfants possibles: itemref

Les attributs de la balise <spine> sont les suivants.

[Attributs]

toc [facultatif]

Précise le fichier de table des matières. Spécifier un ID défini par <item> dans <manifest>.

global_setting [facultatif]

Indique quel est le fichier de paramètres globaux. Spécifier un ID défini par <item> dans <manifest>.

search_table [facultatif]

Indique quel est le fichier de la table de recherche. Spécifier un ID défini par <item> dans <manifest>.

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bibliography [facultatif]

Indique quel est le fichier de données bibliographiques. Spécifier un ID défini par <item> dans <manifest>.

<itemref> (balise vide)

Élément enfant de <spine>. Cette balise définit l'ordre de chaque élément du contenu en disposant la balise dans l'ordre.

Éléments enfants possibles: aucun

Les attributs de la balise <itemref> sont les suivants.

[Attributs]

idref [obligatoire]

Spécifier un ID défini par <item> dans <manifest>.

<special_page_link>

Grâce à la balise <special_page> d'un élément enfant, les informations telles que la position de flux sont enregistrées à l'avance de manière à faciliter l'accès aux pages fréquemment référencées et aux pages essentielles à la lecture du livre (une page de diagramme de corrélation de caractères dans les romans ou des pages avec des cartes dans un guide touristique, par exemple). Élément enfant de <package>.

Éléments enfants possibles: special_page

<special_page>

Les informations particulières relatives à la page sont codées pour chaque information de position à enregistrer en spécifiant un ID placé dans la balise <item> de <manifest> ou un ID objet placé dans le fichier pour cette balise <item>. Élément enfant de <special_page_link>.

Éléments enfants possibles: données de texte

Les attributs de la balise <special_page> sont les suivants.

[Attributs]

type [facultatif]

Type de contenu des informations de position à enregistrer

La valeur par défaut est "other".

Les valeurs de cet attribut sont les suivantes.

"cover"
: Page de couverture

"title_page"
: Page de titre

"preface"
: Préface

"contents"
: Table des matières

"body"
: Début du corps

"column"
: Colonne

"note"
: Note

"figure"
: Figure

"ad"
: Publicité

"afterword"
: Postface

"appendix"

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Annexe
"answer"
Réponses
"glossary"
Glossaire
"bibliography"
Bibliographie
"commentary"
Commentaire
"index"
Index
"imprint"
Logo
"author_info"
Présentation de l'auteur
"other"
Autre
"flow_title"
Titre du flux

title [facultatif]

Titre des informations de position enregistrée

C.3.10 Balises de données d'animation

<flip_animation>

Animation de séquence d'images fixes. A écrire dans un fichier .xml séparé pour chaque animation. Faire référence à l'animation en spécifiant le nom du fichier XML d'animation dans l'attribut src de la balise <img>. Pour ajouter un élément audio à cette animation, spécifier <audio> dans un élément enfant. Les éléments enfants de cette balise doivent comporter au moins une balise <flip_animation_source>.

Éléments enfants possibles: audio, flip_animation_source

Les attributs de la balise <flip_animation> sont les suivants.

[Attributs]

renewal_time [facultatif]

Intervalle de basculement entre chaque image fixe (secondes ou millisecondes). Écrire sous la forme "...s" ou "...ms" dans un élément enfant.

<flip_animation_source> (balise vide)

Spécifie une image fixe qui compose l'animation. Élément enfant de <flip_animation>.

Éléments enfants possibles: aucun

Les attributs de la balise <flip_animation_source> sont les suivants.

[Attributs]

src [obligatoire]

Nom de fichier de l'image fixe

renewal_time [facultatif]

Pour l'intervalle de basculement de chaque image fixe, si l'on souhaite spécifier une valeur différente de l'intervalle de basculement spécifié par l'attribut renewal_time de l'élément parent <flip_animation> (secondes our millisecondes). Écrire sous la forme "...s" ou "...ms" dans un élément enfant.

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C.4 Données de style

C.4.1 Généralités

Les données de style sont composées de propriétés et de leurs valeurs appliquées aux balises. Les propriétés utilisables dans les données de style sont présentées en C.4.2, les combinaisons balises (sélecteur)-propriétés admises étant présentées en C.4.3.

C.4.2 Propriétés

Propriété: **font-family**

Indique la famille de police.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

Nom de police

Propriété: **font-style**

Indique le style de police.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"normal"

Spécifie la police standard dans la famille de police.

"italic"

Spécifie la police italique dans la famille de police (police du type conçu avec un type de caractère italique exclusif).

"oblique"

Spécifies l'oblique dans la famille de police (police du type conçu pour donner l'impression que les caractères sont simplement penchés).

Propriété: **font-variant**

Affiche la police en petites capitales.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"normal"

Spécifie la police standard, pas en petites capitales.

"small-caps"

Spécifie la police en petites capitales.

Propriété: **font-size**

Taille du texte du corps

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

Spécifie la taille du texte du corps sous la forme d'une valeur numérique. (unité: px)

[n]%, [n]em

"maximum"

Affiche le texte selon la taille maximale.

"big"

Affiche le texte selon une taille importante.

"medium"

Affiche le texte selon une taille moyenne.

"small"

Affiche le texte selon une petite taille.

"minimum"

Affiche le texte selon la taille minimale.

Propriété: **font-base**

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Base de spécification de la taille de texte

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"last"

Définit le dernier texte comme étant la base.

"default"

Définit le texte par défaut comme étant la base.

Propriété: **color**

Indique la couleur.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

colorvalue

Propriété: **color-space**

Indique l'espace de couleur.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"RGB"

L'espace de couleur est RGB.

"SRGB"

L'espace de couleur est SRGB.

Propriété: **filter**

Permet d'ajouter un effet d'affichage au texte ou aux images.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"invert()"

Inverse les couleurs.

Propriété: **font-weight**

Épaisseur de la police

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"normal"

Identique à 400

"bold"

Identique à 700

"bolder"

Plus épaisse que la valeur héritée

"lighter"

Plus fine que la valeur héritée

100

200

300

400

normal

500

600

700

bold

800

900

"inherit"

Propriété: **text-decoration**

Spécifie le soulignement (dans le cas d'un texte horizontal) ou le soulignement latéral (dans le cas d'un texte vertical).

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La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"underline"

Affiche le soulignement (dans le cas d'un texte horizontal) ou le soulignement latéral (dans le cas d'un texte vertical).

"none"

Rien

Propriété: **text-emphasis-style**

Emphase (points, petits points pour l'emphase)

Remarques: Les valeurs d'attribut ont été combinées au Niveau de texte CSS 3 (Avant projet). Elles ont été définies par JIS X 4052, sauf pour "none", "open dot" et "filled dot". Pour des raisons de compatibilité entre les formats et compte tenu des tendances des précédents matériaux imprimés, il convient d'utiliser "filled circle" (texte horizontal principalement) et "filled sesame" (texte vertical principalement).

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"none"

Aucun

"filled sesame"

Point de sésame

"filled double-circle"

Œil de poisson

"filled dot"

Point noir

"filled circle"

Cercle noir

"filled triangle"

Triangle noir pointant vers le haut

"open sesame"

Point de sésame blanc

"open double-circle"

Œil de bœuf

"open dot"

Point blanc

"open circle"

Cercle blanc

"open triangle"

Triangle blanc pointant vers le haut

Texte

Utiliser le texte spécifié (entre guillemets doubles) en tant que points d'emphase.

Propriété: **text-shadow**

Applique une ombre au style de texte.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[distance horizontale]px [distance verticale]px [distance en biseau]px [couleur de l'ombre]

Propriété: **text-align**

Spécifie l'alignement du texte

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"left"

Aligner à gauche en cas d'écriture horizontale (aligner en haut en cas d'écriture verticale)

"center"

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Aligner au centre par rapport au sens de progression de la ligne.

"right"

Aligner à droite en cas d'écriture horizontale (aligner en bas en cas d'écriture verticale)

"justify"

Aligner sur les deux côtés

Propriété: **text-vertical-align**

Spécifie la position des objets dans la balise <body> par rapport au sens de progression du bloc.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"top"

Aligner en haut en cas d'écriture horizontale (à droite en cas d'écriture verticale) Alignement en haut (à droite en cas d'écriture verticale)

"middle"

Aligner au centre de la page

"bottom"

Aligner en bas en cas d'écriture horizontale (aligner à gauche en cas d'écriture verticale)

Propriété: **align**

Alignement horizontal de l'image. Le texte qui suit ne chevauche pas.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"left"

Alignement à gauche de l'image (alignement en haut en cas de texte vertical)

"center"

Alignement au centre de l'image

"right"

Alignement à droite de l'image (alignement en bas en cas de texte vertical)

Propriété: **vertical-align**

Spécifie l'alignement vertical de l'image par rapport au texte. La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"top"

Alignement en haut (à droite en cas de texte vertical)

"middle"

Alignement au centre de la page

"bottom"

Alignement en bas (à gauche en cas de texte vertical)

Propriété: **linemode**

Spécifie l'enveloppement du texte.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

bool

Propriété: **float**

Spécifie la position horizontale et l'enveloppement de l'image.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"left"

Place l'image à gauche, la suite du texte enveloppant le côté droit de l'image.

"right"

Place l'image à droite, la suite du texte enveloppant le côté gauche de l'image.

“none”:

Pas d'alignement ni d'enveloppement d'image.

Propriété: **letter-spacing**

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Spécifie l'interlettrage.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

Spécifie l'interlettrage sous la forme d'une valeur numérique. (unité: px)

"maximum"

Affiche le texte avec l'interlettrage maximal.

"big"

Affiche le texte avec un interlettrage important.

"medium"

Affiche le texte avec un interlettrage moyen.

"small"

Affiche le texte avec un interlettrage petit.

"minimum"

Affiche le texte avec l'interlettrage minimal.

Propriété: **line-height**

Spécifie la hauteur de ligne (espacement vertical).

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px, [n]%

Spécifie la hauteur de ligne (espacement vertical) sous la forme d'une valeur numérique. (unité: px)

"maximum"

Affiche le texte avec la hauteur de ligne maximale.

"big"

Affiche le texte avec une hauteur de ligne importante.

"medium"

Affiche le texte avec une hauteur de ligne moyenne.

"small"

Affiche le texte avec une hauteur de ligne petite.

"minimum"

Affiche le texte avec la hauteur de ligne minimale.

Propriété: **-ttime-line-height**

Spécifie l'espacement.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

Propriété: **column-count**

Paramètre de colonne. Si 0 est spécifié, "auto (selon le dispositif de visualisation)".

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]

0 ou un entier plus important

Propriété: **fixed-line-char**

Nombre de caractères pour une ligne (fixe). Si 0 est spécifié, "auto (selon le dispositif de visualisation)".

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]

0 ou un entier plus important

Propriétés: **padding-start**

Indentation du bloc de texte

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

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[n]px

[n]%, [n]em

Propriétés: **padding-end**

Indentation à partir du bas de l'ensemble du bloc de texte

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

[n]%, [n]em

Propriétés: **padding-before**

Indentation pour le sens de départ du bloc de texte

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

[n]%, [n]em

Propriétés: **padding-after**

Indentation pour le sens de progression du bloc de texte

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

[n]%, [n]em

Propriété: **text-indent**

Indentation pour la première ligne du texte

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[i]em

Propriété: **margin-before**

Marge pour le sens de départ de la page (droit si le texte est vertical, haut si le texte est horizontal)

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

Spécifie une valeur numérique. (unité: px)

[n]%

Spécifie une valeur numérique. (unité: %)

"big"

Affiche le texte avec une marge importante.

"medium"

Affiche le texte avec une marge moyenne.

"small"

Affiche le texte avec une petite marge.

Propriété: **margin-after**

Marge pour le sens de progression de la page (gauche si le texte est vertical, droit si le texte est horizontal)

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

Spécifie une valeur numérique. (unité: px)

[n]%

Spécifie une valeur numérique. (unité: %)

"big"

Affiche le texte avec une marge importante.

"medium"

Affiche le texte avec une marge moyenne.

"small"

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Affiche le texte avec une petite marge.

Propriété: **margin-start**

Marge pour le sens de départ du contenu (haut si le texte est vertical, gauche si le texte est horizontal)

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

Spécifie une valeur numérique. (unité: px)

[n]%

Spécifie une valeur numérique. (unité: %)

"big"

Affiche le texte avec une marge importante.

"medium"

Affiche le texte avec une marge moyenne.

"small"

Affiche le texte avec une petite marge.

Propriété: **margin-end**

Marge pour le sens de progression du contenu (bas si le texte est vertical, droit si le texte est horizontal)

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

Spécifie une valeur numérique. (unité: px)

[n]%

Spécifie une valeur numérique. (unité: %)

"big"

Affiche le texte avec une marge importante.

"medium"

Affiche le texte avec une marge moyenne.

"small"

Affiche le texte avec une petite marge.

Propriété: **margin-left**

Marge de gauche (absolue)

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px, [n]%

Spécifie la marge supérieure sous la forme d'une valeur numérique. (unité: px ou %)

"big"

Affiche le texte avec une marge importante.

"medium"

Affiche le texte avec une marge moyenne.

"small"

Affiche le texte avec une petite marge.

Propriété: **margin-top**

Marge supérieure (absolue)

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px, [n]%

Spécifie la marge supérieure sous la forme d'une valeur numérique. (unité: px ou %)

big

Affiche le texte avec une marge importante.

medium

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Affiche le texte avec une marge moyenne.

small

Affiche le texte avec une petite marge.

Propriété: **margin-right**

Marge de droite (absolue)

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px, [n]%

Spécifie la marge de droite sous la forme d'une valeur numérique. (unité: px ou %)

"big"

Affiche le texte avec une marge importante.

"medium"

Affiche le texte avec une marge moyenne.

"small"

Affiche le texte avec une petite marge.

Propriété: **margin-bottom**

Marge inférieure (absolue)

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px, [n]%

Spécifie la marge inférieure sous la forme d'une valeur numérique. (unité: px ou %)

"big"

Affiche le texte avec une marge importante.

"medium"

Affiche le texte avec une marge moyenne.

"small"

Affiche le texte avec une petite marge.

Propriété: **background-color**

Couleur d'arrière-plan

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

colorvalue

Propriété: **background-color-space**

Spécifie l'espace de couleur de la couleur d'arrière-plan.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"RGB"

L'espace de couleur de la couleur d'arrière-plan est RGB.

"SRGB"

L'espace de couleur de la couleur d'arrière-plan est SRGB.

Propriété: **background-image**

Spécifie une image d'arrière-plan.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

url("...")

Propriété: **background-music**

Spécifie la musique d'arrière-plan.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

url("...")

Propriété: **background-music-loop**

Définit la mise en boucle de la musique d'arrière-plan.

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La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

bool

Propriétés: **writing-mode**

Sens d'écriture du texte

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"vertical-rl"

Spécifie le texte vertical.

"horizontal-tb"

Spécifie le texte horizontal.

"change"

Change le sens du texte dans le sens opposé au sens par défaut.

"default"

Change le sens du texte dans le sens spécifié comme étant celui par défaut.

Propriétés: **force-writing-mode**

Permet de définir si le paramétrage du mode d'écriture doit être forcé ou non.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

bool

Propriété: **text-combine-rule**

Spécifie le nombre de caractères du texte horizontal en vertical.

Remarques: Dans les emplacements où l'on souhaite utiliser le texte horizontal en vertical, il convient de spécifier clairement la propriété text-combine, qu'elle soit présente ou non.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]

1 ou un entier plus important

Remarques:

Si la propriété text-combine-rule est spécifiée, le texte ci-dessous fait l'objet d'une composition horizontale en verticale.

Par exemple, si la valeur de text-combine-rule est 2:

・Si le nombre de caractères alphanumériques continus est inférieur à la valeur spécifiée par text-combine-rule.

Exemple:

12 月 – "12" contient au moins 2 caractères, ils font donc l'objet d'une composition horizontale en verticale.

1984 年 – "1984" contient plus de 2 caractères, ils ne font donc pas l'objet d'une composition horizontale en verticale.

・Les caractères contenant des symboles d'accent européens ne font pas l'objet d'une composition horizontale en verticale.

・Le traitement du texte demi-largeur contenant des espaces demi-largeur (des phrases, par exemple) dans les langues européennes (si un espace demi-largeur est considéré ou non comme un caractère) dépend du système de traitement du texte et n'est pas précisé dans la présente norme. Par conséquent, il convient d'utiliser la propriété text-combine si l'on souhaite utiliser la composition horizontale en verticale avec certitude.

Exemple:

Ceci est un stylo.

・Si les espaces demi-largeur sont considérés comme une partie du texte: total de 14 caractères, ne faisant pas l'objet d'une composition horizontale en verticale.

・Si les espaces demi-largeur ne sont pas considérés comme une partie du texte: "est" et "un" font l'objet d'une

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composition horizontale en verticale.

Propriété: **text-combine**

Composition horizontale en verticale

Remarques: Ne doit pas être spécifié dans em.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"none"

Rien

"horizontal"

Procède à la composition horizontale en verticale.

Propriété: **window-type**

Sens de l'écran à recommander

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"portrait"

Recommande le portrait.

"landscape"

Recommande le paysage.

Propriété: **force-window-type**

Définit si window-type doit être forcée ou non.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

bool

Propriété: **first-letter**

Pseudo-élément qui indique le premier caractère. Utiliser pour spécifier les lettres initiales.

Remarques: La balise *p est obsolète. Les styles prévus pour être écrits dans la balise p le sont dans le sélecteur de corps.

Propriété: **text-offset**

Décalage de la position d'affichage. Décalage relatif par rapport à la valeur valide à cet instant.

Remarques: Si une balise / apparaît et comporte une propriété text-offset ou une balise <offset/> du paramètre T-Time exclusif séparé, ne pas oublier que le décalage devient la valeur relative sans effacer la valeur.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[distance horizontale]px [distance verticale]px

Propriété: **from-page-end**

Affiche n ligne à partir de la fin de la zone de texte.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n](nombre de lignes)

Nombre de lignes à afficher. (unité: lignes)

Propriété: **line-break**

Définit les règles de saut de ligne en japonais et le degré de saut de ligne. Spécifier les caractères d'enveloppement de début de ligne et les caractères d'enveloppement de fin de ligne avec top-prohibit-char et end-prohibit-char respectivement.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"auto"

Afficher les règles de saut de ligne dépendantes du système

"newspaper"

Règles de saut de ligne assouplies pour le texte contenant de lignes courtes (journalistiques, par exemple)

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"normal"

Appliquer les règles de saut de ligne normales.

"strict"

Appliquer les règles de saut de ligne strictes.

"keep-all"

Ne pas appliquer de saut de ligne dans les mots.

"none"

Aucune règle de saut de ligne.

"run-down"

Règles de passage à la ligne suivante

Remarques: Passé de β de "run_down".

Propriété: **hanging-punctuation**

Spécifie le traitement de la ponctuation en retrait. Les caractères en retrait sont spécifiés avec hanging-char.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"first"

Retrait de caractères au début de la ligne.

"last"

Retrait de caractères à la fin de la ligne.

"allow-end"

Comporte un traitement de la ponctuation en retrait.

"force-end"

Si le caractère de fin est le caractère cible, ajuster l'espacement de caractères de manière à le mettre en retrait même s'il entre dans la trame.

"none"

Pas de traitement de la ponctuation en retrait.

Remarques: Vérifier le caractère obligatoire de cette valeur.

Propriétés: **hanging-char**

Permet d'enregistrer des caractères de retrait.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

Caractères de retrait

Propriété: **top-prohibit-char**

Permet d'enregistrer les caractères d'enveloppement de début de ligne.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

Caractères d'enveloppement de début de ligne

Propriété: **end-prohibit-char**

Permet d'enregistrer les caractères d'enveloppement de fin de ligne.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

Caractères d'enveloppement de fin de ligne

Propriété: **ruby-flag**

Permet de définir si les caractères ruby sont affichés ou non.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

bool

Propriété: **force-ruby-setting**

Permet de définir si les paramètres d'affichage des caractères ruby spécifiés par la propriété ruby-flag sont forcés ou non.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

bool

Propriété: **running-head-visible**

Permet de définir si le titre courant est à afficher ou non.

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La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
bool

Propriété: **running-head-auto-hide**
Masque automatiquement le titre courant sur les pages contenant un en-tête.
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
bool

Propriété: **running-head-align**
Alignement de la position du titre courant
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
"left"
Affiche le titre courant en haut à gauche.
"center"
Affiche le titre courant au centre.
"right"
Affiche le titre courant en haut à droite.

Propriété: **running-head-font-family**
Indique la famille de police du titre courant. Si plusieurs noms de police sont spécifiés, le premier élément prévaut.
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
Nom de police

Propriété: **running-head-font-size**
Taille du texte du titre courant
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
[n]px

Propriété: **running-head-size-lock**
Verrouille la taille du texte du titre courant
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
bool

Propriété: **running-head-color**
Couleur du texte du titre courant
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
colorvalue

Propriété: **running-head-shadow**
Applique une ombre au style d'affichage du titre courant.
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
[distance horizontale]px [distance verticale]px [distance en biseau]px [couleur de l'ombre]

Propriété: **link-color**
Spécifie la couleur de note du livre.
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
colorvalue

Propriété: **link-color-space**
Spécifie l'espace de couleur de la couleur de note du livre.
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.
"RGB"
L'espace de couleur de la couleur de note du livre est RGB.
"SRGB"
L'espace de couleur de la couleur de note du livre est SRGB.

Propriété: **visible**
Affiche l'en-tête
La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

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bool

Propriété: **heading-font-family**

Spécifie la police du texte de l'en-tête.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

Nom de police

Propriétés: **heading-font-size**

Spécifie la taille du texte de l'en-tête.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

Propriétés: **height**

Épaisseur de ligne horizontale

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

[n]em

Propriétés: **width**

Largeur de ligne horizontale

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

[n]px

[n]em, [n]%

Propriétés: **headspace**

Compresse les espaces pleine largeur du début de ligne en mode PDA (taille d'écran inférieure à 320x320).

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"compress"

Toujours compresser automatiquement.

"normal"

Ne jamais compresser automatiquement.

"auto"

Compresser automatiquement en mode PDA, ne pas compresser automatiquement en mode PC.

Propriété: **indentspace**

Compresse l'indentation/la quantité d'indentation de début de ligne en mode PDA.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"compress"

Toujours compresser automatiquement.

"normal"

Ne jamais compresser automatiquement.

"auto"

Compresser automatiquement en mode PDA, ne pas compresser automatiquement en mode PC.

Propriété: **linespacing**

Compresse l'espacement en mode PDA.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"compress"

Toujours compresser automatiquement.

"normal"

Ne jamais compresser automatiquement.

"auto"

Compresser automatiquement en mode PDA, ne pas compresser automatiquement en mode PC.

Propriété: **tabspacing**

Compresse la largeur de tabulation de début de ligne en mode PDA.

La ou les valeur(s) de propriété ci-dessous peu(ven)t être attribuée(s) à cette propriété.

"compress"

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Toujours compresser automatiquement.

"normal"

Ne jamais compresser automatiquement.

"auto"

Compresser automatiquement en mode PDA, ne pas compresser automatiquement en mode PC.

C.4.3 Combinaisons propriété-sélecteur

Les combinaisons des propriétés et des sélecteurs correspondants sont présentées au Tableau C.5.

Tableau C.5 – Correspondance propriété-sélecteur

		Type	autre	bloc			en ligne	
		Nom du sélecteur	corps	div	h1,h2...h9	hr	span	em
	Propriété	Valeur de propriété						
Embellissement de police/caractères	**font-family**							
		Nom de police	✓	✓	✓		✓	✓
	font-style							
		"normal"		✓	✓		✓	✓
		"italic"		✓	✓		✓	✓
		"oblique"		✓	✓		✓	✓
	font-variant							
		"normal"		✓	✓		✓	✓
		"small-caps"		✓	✓		✓	✓
	font-size							
		[n]px	✓	✓	✓		✓	✓
		[n]%, [n]em	✓	✓	✓		✓	✓
		"maximum"	✓	✓	✓		✓	✓
		"big"	✓	✓	✓		✓	✓
		"medium"	✓	✓	✓		✓	✓
		"small"	✓	✓	✓		✓	✓
		"minimum"	✓	✓	✓		✓	✓
	font-base							
		"last"		✓			✓	
		"default"		✓			✓	
	color							
		colorvalue	✓	✓	✓		✓	✓
	color-space							
		"RGB"	✓	✓	✓		✓	✓
		"SRGB"	✓	✓	✓		✓	✓
	filter							
		"invert()"		✓			✓	✓

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		Type	autre	bloc			en ligne	
		Nom du sélecteur	corps	div	h1,h2...h9	hr	span	em
	Propriété	Valeur de propriété						
Embellissement de police/caractères	**font-weight**							
		"normal"	✓	✓	✓		✓	✓
		"bold"	✓	✓	✓		✓	✓
		"bolder"	✓	✓	✓		✓	✓
		"lighter"	✓	✓	✓		✓	✓
		100	✓	✓	✓		✓	✓
		200	✓	✓	✓		✓	✓
		300	✓	✓	✓		✓	✓
		400	✓	✓	✓		✓	✓
		500	✓	✓	✓		✓	✓
		600	✓	✓	✓		✓	✓
		700	✓	✓	✓		✓	✓
		800	✓	✓	✓		✓	✓
		900	✓	✓	✓		✓	✓
		"inherit"	✓	✓	✓		✓	✓
	text-decoration							
		"underline"		✓	✓		✓	✓
		"none"		✓	✓		✓	✓
	text-emphasis-style							
		"none"		✓			✓	✓
		"filled sesame"		✓			✓	✓
		"filled double-circle"		✓			✓	✓
		"filled dot"		✓			✓	✓
		"filled circle"		✓			✓	✓
		"filled triangle"		✓			✓	✓
		"open sesame"		✓			✓	✓
		"open double-circle"		✓			✓	✓
		"open dot"		✓			✓	✓
		"open circle"		✓			✓	✓
		"open triangle"		✓			✓	✓
		Text		✓			✓	✓
	text-shadow							
		[distance horizontale]px [distance verticale]px [distance en biseau]px [couleur de l'ombre]	✓				✓	✓

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		Type	autre	bloc			en ligne	
		Nom du sélecteur	corps	div	h1,h2...h9	hr	span	em
	Propriété	Valeur de propriété						
Alignement/enveloppement	**text-align**							
		"left"	✓	✓		✓		
		"center"	✓	✓		✓		
		"right"	✓	✓		✓		
		"justify"	✓	✓		✓		
	text-vertical-align							
		"top"	✓					
		"middle"	✓					
		"bottom"	✓					
	align							
		"left"						
		"center"						
		"right"						
	vertical-align							
		"top"						
		"middle"						
		"bottom"						
	linemode							
		bool	✓	✓				
	float							
		"left"						
		"right"						
		"none"						
Espacement/interligne/colonnes/nombre de caractères	**letter-spacing**							
		[n]px	✓	✓	✓		✓	✓
		"maximum"	✓	✓	✓		✓	✓
		"big"	✓	✓	✓		✓	✓
		"medium"	✓	✓	✓		✓	✓
		"small"	✓	✓	✓		✓	✓
		"minimum"	✓	✓	✓		✓	✓
	line-height							
		[n]px, [n]%	✓	✓	✓			
		"maximum"	✓	✓	✓			
		"big"	✓	✓	✓			
		"medium"	✓	✓	✓			
		"small"	✓	✓	✓			
		"minimum"	✓	✓	✓			
	-ttime-line-height							
		[n]px					✓	

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		Type	autre	bloc			en ligne	
		Nom du sélecteur	corps	div	h1,h2...h9	hr	span	em
	Propriété	Valeur de propriété						
colonnes/nombre de caractères	**column-count**							
		[n]	✓					
	fixed-line-char							
		[n]	✓					
Indentation	**padding-start**							
		[n]px		✓				
		[n]%,[n]em		✓				
	padding-end							
		[n]px		✓				
		[n]%,[n]em		✓				
	padding-before							
		[n]px		✓				
		[n]%,[n]em		✓				
	padding-after							
		[n]px		✓				
		[n]%,[n]em		✓				
	text-indent							
		[i]em		✓				
Marges	**margin-before**							
		[n]px	✓	✓	✓	✓		
		[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-after							
		[n]px	✓	✓	✓	✓		
		[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-start							
		[n]px	✓	✓	✓	✓		
		[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					

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		Type	autre	bloc			en ligne	
		Nom du sélecteur	corps	div	h1,h2...h9	hr	span	em
	Propriété	Valeur de propriété						
Marges	**margin-end**							
		[n]px	✓	✓	✓	✓		
		[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-left							
		[n]px,[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-top							
		[n]px,[n]%	✓					
		big	✓					
		medium	✓					
		small	✓					
	margin-right							
		[n]px,[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
	margin-bottom							
		[n]px,[n]%	✓					
		"big"	✓					
		"medium"	✓					
		"small"	✓					
Arrière-plan	**background-color**							
		colorvalue	✓					
	background-color-space							
		"RGB"	✓					
		"SRGB"	✓					
	background-image							
		url("···")	✓					
	background-music							
		url("···")	✓					
	background-music-loop							
		bool	✓					

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		Type	autre	bloc			en ligne	
		Nom du sélecteur	corps	div	h1,h2…h9	hr	span	em
	Propriété	Valeur de propriété						
Sens du texte	**writing-mode**							
		"vertical-rl"	✓					
		"horizontal-tb"	✓					
		"change"	✓					
		"default"	✓					
	force-writing-mode							
		bool	✓					
Horizontal en vertical	**text-combine-rule**							
		[n]	✓					
	text-combine							
		"none"					✓	
		"horizontal"					✓	
Orientation de l'écran	**window-type**							
		"portrait"	✓					
		"landscape"	✓					
	force-window-type							
		bool	✓					
Autre formatage	**first-letter**		✓					
	text-offset							
		[distance horizontale]px [distance verticale]px		✓			✓	
	from-page-end							
		[n] (nombre de lignes)		✓				
Règles de saut de ligne	**line-break**							
		"auto"	✓					
		"newspaper "	✓					
		"normal"	✓					
		"strict"	✓					
		"keep-all"	✓					
		"none"	✓					
		"run-down"	✓					
	hanging-punctuation							
		"first"	✓					
		"last"	✓					
		"allow-end"	✓					
		"force-end"	✓					
		"none"	✓					

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		Type	autre	bloc			en ligne	
		Nom du sélecteur	corps	div	h1,h2…h9	hr	span	em
	Propriété	Valeur de propriété						
Règles de saut de ligne	**hanging-char**							
		Caractères de retrait	✓					
	top-prohibit-char							
		Caractères d'enveloppement de début de ligne	✓					
	end-prohibit-char							
		Caractères d'enveloppement de fin de ligne	✓					
Caractères ruby	**ruby-flag**							
		bool	✓					
	force-ruby-setting							
		bool	✓					
Titre courant	**running-head-visible**							
		bool	✓					
	running-head-auto-hide							
		bool	✓					
	running-head-align							
		"left"	✓					
		"center"	✓					
		"right"	✓					
	running-head-font-family							
		Nom de police	✓					
	running-head-font-size							
		[n]px	✓					
	running-head-size-lock							
		bool	✓					
	running-head-color							
		colorvalue	✓					
	running-head-shadow							
		[distance horizontale]px [distance verticale]px [distance en biseau]px [couleur de l'ombre]	✓					

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		Type	autre	bloc			en ligne	
		Nom du sélecteur	body	div	h1,h2…h9	hr	span	em
	Propriété	Valeur de propriété						
lien	**link-color**							
		colorvalue	✓					
	link-color-space							
		"RGB"	✓					
		"SRGB"	✓					
En-têtes	**visible**							
		bool			✓			
	heading-font-family							
		Nom de police	✓					
	heading-font-size							
		[n]px	✓					
Taille	**height**							
		[n]px				✓		
		[n]em				✓		
	width							
		[n]px				✓		
		[n]em, [n]%				✓		
Mode PDA	**headspace**							
		"compress"	✓					
		"normal"	✓					
		"auto"	✓					
	indentspace							
		"compress"	✓					
		"normal"	✓					
		"auto"	✓					
	linespacing							
		"compress"	✓					
		"normal"	✓					
		"auto"	✓					
	tabspacing							
		"compress"	✓					
		"normal"	✓					
		"auto"	✓					

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		Type	en ligne			Autres		Pseudo-classes
		Nom du sélecteur	a	img	masque	décalage	vidéo	a:link, a:hover, a:active, a:visited
	Propriété	Valeur de propriété						
Embellissement de police/caractères	**color**							
		colorvalue	✓		✓			✓
	color-space							
		"RGB"	✓		✓			✓
		"SRGB"	✓		✓			✓
	text-decoration							
		"underline"	✓					
		"none"	✓					
Alignement/enveloppement	**align**							
		"left"		✓			✓	
		"center"		✓			✓	
		"right"		✓			✓	
	vertical-align							
		"top"		✓			✓	
		"middle"		✓			✓	
		"bottom"		✓			✓	
	linemode							
		bool						
	float							
		"left"		✓			✓	
		"right"		✓			✓	
		"none"		✓			✓	
Autre formatage	**text-offset**							
		[distance horizontale]px [distance verticale]px				✓		

C.5 Commentaires sur les spécifications

C.5.1 Comportement de la balise de bloc

Les balises figurant au Tableau C.6 rendent indépendant le bloc placé entre les balises de début et de fin.

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Tableau C.6 – Balises rendant les blocs indépendants

Balise	Remarques
<h1>	
<h2>	
<h3>	
<h4>	
<h5>	
<h6>	
<h7>	
<h8>	
<h9>	
<hr>	La ligne tracée est sujet
<marquee>	
<tr>	Le texte inclus dans les éléments enfants <th> et <td> est sujet

C.5.2 Analyse syntaxique des données de style

L'analyse syntaxique des données de style lors du passage d'un texte vertical à un texte horizontal est définie ci-dessous.

Pour border-*, margin-*, padding-*

- top/left/bottom/right: L'analyse syntaxique ne change pas pour le texte vertical et le texte horizontal.
- start/before/after/end: L'analyse syntaxique change pour le texte vertical et le texte horizontal et devient comme indiqué au Tableau C.7

Tableau C.7 – Analyse syntaxique de propriété

Propriété	Signification	Analyse syntaxique pour le texte horizontal	Analyse syntaxique pour le texte vertical
start	Sens de début de ligne	left (gauche)	top (haut)
end	Sens de progression de la ligne	right (droite)	bottom (bas)
before	Sens de début du bloc	top (haut)	right (droit)
after	Sens de progression du bloc	bottom (bas)	left (gauche)

Pour le "sens de début/de progression de la ligne" et le "sens de début/progression du bloc" du Tableau C.7, voir Figure C.6.

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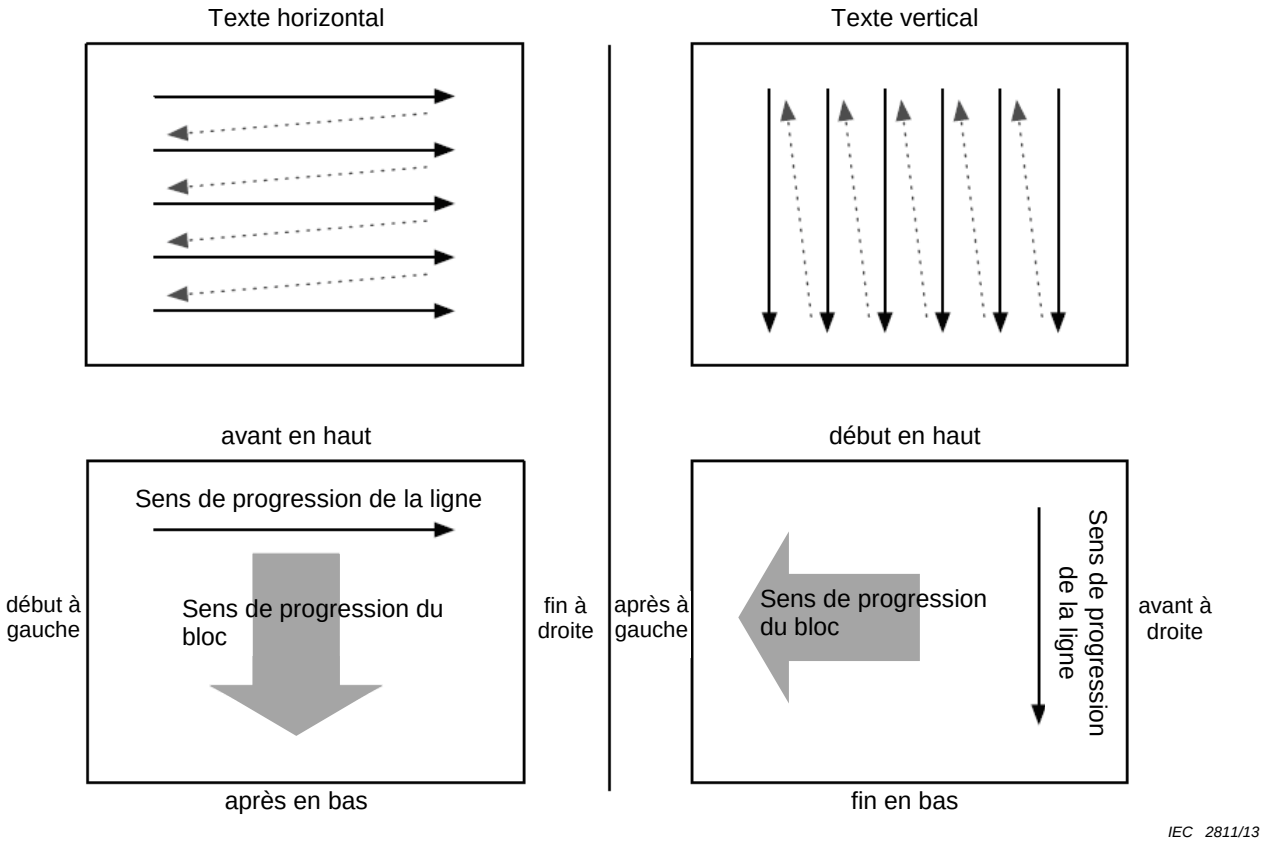

Figure C.6 – Sens de progression du contenu/de la page

C.5.3 Structure de dossier

Les indications suivantes s'appliquent à la structure du dossier.

– La structure de dossier (répertoire) de la spécification de format ESP n'est pas définie de manière spécifique.

– Un exemple de structure de dossier est présenté à la Figure C.7 (noter que les noms de fichier autres que package.xml sont de simples exemples).

– Il convient de placer les fichiers dans un dossier (répertoire) indépendant pour chaque élément de contenu, et de ne pas placer les fichiers qui ne sont pas des éléments structuraux du contenu de ce dossier (répertoire).

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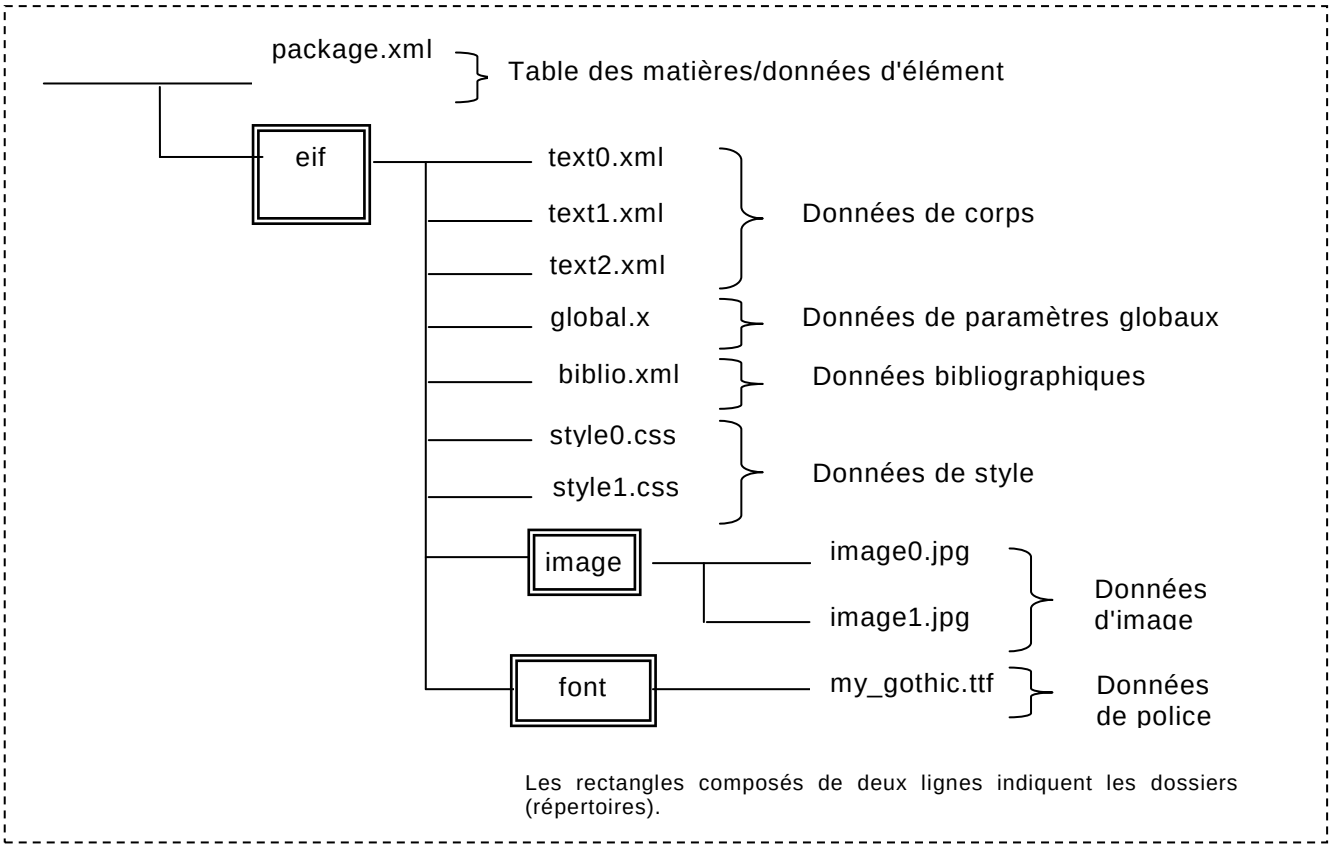

Figure C.7 – Exemple de structure de dossier (répertoire)

C.5.4 Indication des informations relatives au fournisseur

C.5.4.1 Utilisation de la balise <proprietary>

Eu égard aux besoins de fonctionner comme un "hub" en matière de conversion d'un format à un autre, le format ESP offre plusieurs méthodes d'enregistrement des fonctions spécifiques au fournisseur, c'est-à-dire les fonctions de contenu ne devant pas apparaître dans le format de destination, mais qu'il convient d'enregistrer dans le format (hub) ESP.

La balise <proprietary> est l'une des méthodes disponibles dans le format ESP. Elle peut être écrite dans les données de paramètres globaux (<global_setting>) ou dans un élément enfant de <local_setting> des données de corps. Ses attributs sont les suivants.

NOTE Toutefois, le traitement pris en charge dépend de l'outil.

Exemple de code:
<proprietary vendor=”ttime”>
<production_rule v3 = “true”/>
</proprietary>

Lorsque le format ESP propose des méthodes intrinsèques (balises/attributs/données de style) pour représenter les fonctions, il est recommandé de les utiliser à la place de la balise <proprietary>.

C.5.4.2 Utilisation des espaces de nom dans la balise <head>

Le format ESP permet d'utiliser toutes les balises avec un préfixe d'espace de nom dans la balise <head>, tant que ce préfixe peut être résolu.

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C.5.5 Valeurs minimum/small/medium/large/maximum indiquant la taille du texte, l'espacement de texte et l'espacement de ligne

Ce type de code au format existant dépend du dispositif de visualisation, le rendu réel pouvant différer. Il a été laissé dans le code de données style pour le format ESP car sa conversion en valeurs numériques ne reflète pas toujours les intentions du créateur.

Le Tableau C.8 présente un exemple de conversion de ce code en valeurs numériques.

NOTE Il ne s'agit que d'un exemple de conversion en valeurs numériques. Les créateurs n'ont pas nécessairement créé leur contenu avec ces valeurs numériques particulières. Par conséquent, les utiliser en référence en cas de conversion vers d'autres formats.

Tableau C.8 – Exemple de conversion en valeurs numériques

Taille du texte	Valeur numérique correspondante
minimum	60%
small	80%
medium	100%
large	120%
maximum	140%

C.5.6 Descriptions de la taille de police

Les précautions suivantes sont nécessaires pour les descriptions de la taille de police.

– Les tailles de polices 0 ou inférieures ne doivent pas être utilisées.

– Dans la spécification relative à la taille de la police, les emplacements marqués d'un [n] sont interprétés comme étant un entier d'au moins 1 pour la taille de la police.

NOTE Dans tous les autres emplacements, [n] est interprété comme étant un entier d'au moins 0, sauf indication contraire.

– Si l'unité est em, des valeurs décimales peuvent également être utilisées.

– Toutefois, ne pas écrire ces valeurs en ignorant la partie entière (".5", par exemple).

C.6 Noms de couleur

Lors de la spécification d'une couleur, le nom figurant dans le Tableau C.9 peut être utilisé en plus du code de couleur. Les noms de couleur sont insensibles à la casse. En cas d'utilisation d'un nom de couleur, vérifier qu'il correspond au code de couleur spécifié dans la colonne "Code de couleur".

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Tableau C.9 – Noms de couleur

Nom de couleur	Code de couleur (triplet hexadécimal)
noir	#000000
argent	#C0C0C0
gris	#808080
blanc	#FFFFFF
marron	#800000
rouge	#FF0000
violet	#800080
fuchsia	#FF00FF
vert	#008000
vert lime	#00FF00
vert olive	#808000
jaune	#FFFF00
bleu marine	#000080
bleu	#0000FF
bleu-vert foncé	#008080
vert d'eau	#00FFFF

C.7 Spécification du format ESP dans la syntaxe compacte RELAX NG

```
default namespace a = "http://ebformat.jp"

namespace empty = ""

bool = "true" | "false"

object-tags = img | audio | video

char-or-external-char = text | external_char

char-or-external-char-or-ruby = text | external_char | ruby

block-tags =

  \div

  | h1

  | h2

  | h3

  | h4

  | h5

  | h6
```

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| h7

| h8

| h9

| marquee

| table

| action

| tts

| section

| page_break

| reghead

| hr

inline-tags-core =

br

| em

| span

| external_char

| mlg

| sub

| sup

| phead

| ptail

| map

| ruby

| case

| nocase

| mask

| column_break

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```
inline-tags-no-anchor = inline-tags-core | object-tags | offset

inline-tags = inline-tags-core | object-tags | a | offset

text-tags = block-tags | inline-tags

turning-page-val = "on" | "off" | "forward" | "back"

turning-page-control-val =

  "on" | "off" | "forward" | "back" | "lastpage"

body =

  element body {

    body-attlist,

    (text

     | text-tags

     | search_table

     | comic_cell_type_body

     | comic_page_type_body

     | dict_item

     | ref

     | split

     | column

     | search_page)*

  }

body-attlist &=

  attribute class { text }?,

  [ a:defaultValue = "text" ]

  attribute type { "text" | "search" | "comic" | "dict" }?,

  attribute turning_page_control { turning-page-control-val }?


start |= head
```

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```
head =
  element head {
    head-attlist,
    (title
     | link
     | pdef
     | local_setting
     | anyElement_head
    )*
  }
head-attlist &= empty
html = element html { html-attlist, head, body }
html-attlist &=
          attribute xml:lang { text }?

anyElement_head = element * – (a:*|empty:*) {
          attribute * {text}*,
          (text
         | anyElement_head
        )*
          }*



page_break = element page_break { page_break-attlist, empty }
page_break-attlist &=
  attribute method { "normal" | "odd" | "even" | "left" | "right" }?,
  attribute turning_page_control { turning-page-control-val }?
column_break = element column_break { column_break-attlist, empty }
column_break-attlist &= empty
```

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```
br = element br { br-attlist, empty }
br-attlist &=
  attribute class { text }?,
  attribute clear { "all" | "left" | "right" }?
\div = element div { div-attlist, (text | text-tags)* }
div-attlist &=
  attribute class { text }?,
  attribute id { text }?,
  attribute level { text }?
em = element em { em-attlist, (text | inline-tags)* }
em-attlist &= attribute class { text }?
h1 = element h1 { h1-attlist, (text | inline-tags | \div)* }
h1-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h2 = element h2 { h2-attlist, (text | inline-tags | \div)* }
h2-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h3 = element h3 { h3-attlist, (text | inline-tags | \div)* }
h3-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h4 = element h4 { h4-attlist, (text | inline-tags | \div)* }
h4-attlist &=
  attribute class { text }?,
  attribute caption { text }?
```

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```
h5 = element h5 { h5-attlist, (text | inline-tags | \div)* }
h5-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h6 = element h6 { h6-attlist, (text | inline-tags | \div)* }
h6-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h7 = element h7 { h7-attlist, (text | inline-tags | \div)* }
h7-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h8 = element h8 { h8-attlist, (text | inline-tags | \div)* }
h8-attlist &=
  attribute class { text }?,
  attribute caption { text }?
h9 = element h9 { h9-attlist, (text | inline-tags | \div)* }
h9-attlist &=
  attribute class { text }?,
  attribute caption { text }?
span = element span { span-attlist, (text | inline-tags)* }
span-attlist &=
  attribute class { text }?,
  attribute id { text }?,
  attribute type { text }?,
  attribute lang_code { text }?,
  attribute xml:lang { text }?
```

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```
offset = element offset { offset-attlist, empty }

offset-attlist &= attribute class { text }?

external_char = element external_char { external_char-attlist, (span | img)? }

external_char-attlist &=

  attribute system { text }?,

  attribute code { text }?,

  attribute glyph_data { text }?,

  attribute priority { text }?,

  attribute alt { text }?

mlg = element mlg { mlg-attlist, (text | inline-tags)* }

mlg-attlist &= empty

a = element a { a-attlist, (text | inline-tags-no-anchor)* }

a-attlist &=

  attribute class { text }?,

  attribute id { text }?,

  attribute href { text }?,

  attribute target { text }?,

  attribute ref_itemid { text }?,

  attribute title { text }?,

  attribute ref_id { text }?,

  attribute shake { bool }?,

  attribute background { bool }?,

  attribute cmd { text }?

hr = element hr { hr-attlist, empty }

hr-attlist &= attribute class { text }?

sub = element sub { sub-attlist, (text | inline-tags)* }

sub-attlist &= empty
```

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```
sup = element sup { sup-attlist, (text | inline-tags)* }
sup-attlist &= empty
marquee =
  element marquee {
    marquee-attlist, (text | external_char | ruby | object-tags | span)*
  }
marquee-attlist &= empty
table = element table { table-attlist, tr+ }
table-attlist &= empty
tr = element tr { tr-attlist, (th | td)+ }
tr-attlist &= empty
th = element th { th-attlist, (text | inline-tags)* }
th-attlist &=
        attribute rowspan { text }?,
        attribute colspan { text }?
td = element td { td-attlist, (text | inline-tags)* }
td-attlist &=
        attribute rowspan { text }?,
        attribute colspan { text }?
img = element img { img-attlist, empty }
img-attlist &=
  attribute class { text }?,
  attribute id { text }?,
  attribute src { text },
  attribute alt { text }?,
  attribute longdesc { text }?,
  attribute width { text }?,
```

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```
  attribute height { text }?,
  attribute usemap { text }?,
  attribute line { text }?,
  attribute scale { text }?,
  attribute bordercolor { text }?,
  attribute border { text }?,
  attribute hspace { text }?,
  attribute vspace { text }?,
  attribute dspace { text }?,
  attribute snap { "frame" }?,
  attribute linemode { bool }?,
  attribute targetplane { "text" }?,
  attribute drawing { "tile" }?,
  attribute color { text }?,
  attribute opacity { text }?,
  attribute loop { text }?,
  attribute start { "auto" | "event" }?,
  attribute a { text }?,
  attribute x { text }?,
  attribute y { text }?,
  attribute o { bool }?,
  attribute mode { text }?,
  attribute shrink { "screen" }?,
  attribute startpoint { text }?,
  attribute preview { bool }?
pdef = element pdef { pdef-attlist, empty }
pdef-attlist &=
```

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```
  attribute src { text },
  attribute alt { text }?,
  attribute id { text },
  attribute width { text }?,
  attribute height { text }?,
  attribute usemap { text }?,
  attribute bordercolor { text }?,
  attribute border { text }?,
  attribute hspace { text }?,
  attribute vspace { text }?,
  attribute color { text }?,
  attribute opacity { text }?,
  attribute a { text }?,
  attribute x { text }?,
  attribute y { text }?,
  attribute o { bool }?,
  attribute mode { text }?,
  attribute shrink { "screen" }?,
  attribute startpoint { text }?,
  attribute preview { bool }?
phead = element phead { phead-attlist, empty }
phead-attlist &=
  attribute ref_id { text },
  attribute delay { text }?
ptail = element ptail { ptail-attlist, empty }
ptail-attlist &=
  attribute ref_id { text },
```

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```
  attribute delay { text }?
area = element area { area-attlist, empty }
area-attlist &=
  attribute alt { text }?,
  [ a:defaultValue = "poly" ]
  attribute shape { "rect" | "circle" | "poly" | "default" }?,
  attribute coords { text }?,
  attribute href { text }?,
  attribute target { text }?,
  attribute title { text }?,
  attribute ref_itemid { text }?,
  attribute ref_id { text }?,
  attribute shake { bool }?,
  attribute background { bool }?,
  attribute cmd { text }?
map = element map { map-attlist, (block-tags | area)+ }
map-attlist &=
  attribute id { text }?,
  attribute name { text }?,
  attribute title { text }?
link = element link { link-attlist, empty }
link-attlist &=
  attribute rel { "stylesheet" | "alternate_stylesheet" }?,
  attribute href { text }?,
  attribute type { text }?,
  attribute media { text }?
ruby =
```

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```
  element ruby {
    ruby-attlist,
    ((rb, rt) | (rb, rp, rt, rp) | (rbc, rtc) | (rbc, rp, rtc, rp))
  }
ruby-attlist &= empty
rb = element rb { rb-attlist, (text | inline-tags)* }
rb-attlist &= empty
rt = element rt { rt-attlist, (text | inline-tags)* }
rt-attlist &= empty
rbc = element rbc { rbc-attlist, rb+ }
rbc-attlist &= empty
rtc = element rtc { rtc-attlist, rt+ }
rtc-attlist &= empty
rp = element rp { rp-attlist, (text | external_char)* }
rp-attlist &= empty
audio = element audio { audio-attlist, empty }
audio-attlist &= attribute src { text }?
video = element video { video-attlist, empty }
video-attlist &= attribute src { text }?
action = element action { action-attlist, empty }
action-attlist &=
  attribute onopen { text }?,
  attribute onclose { text }?,
  attribute background { bool }?,
  attribute cmd { text }?
case = element case { case-attlist, (text | text-tags)* }
case-attlist &=
```

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```
  attribute dir { "vertical" | "horizontal" }?,
  attribute cpu { text }?,
  attribute os { text }?,
  attribute screen { "pda" | "portrait" | "landscape" }?
nocase = element nocase { nocase-attlist, (text | text-tags)* }
nocase-attlist &=
  attribute dir { "vertical" | "horizontal" }?,
  attribute cpu { text }?,
  attribute os { text }?,
  attribute screen { "pda" | "portrait" | "landscape" }?
mask = element mask { mask-attlist, (text | inline-tags)* }
mask-attlist &=
  attribute class { text }?,
  attribute initial_flag { "on" | "off" }?,
  attribute trigger_id { text }?,
  attribute id { text }?,
  attribute mask_type { "default" | "color" }?,
  attribute hold_flag { "scope" | "on_power" | "save" }?
tts = element tts { tts-attlist, (text | text-tags)* }
tts-attlist &= attribute speaker { "male" | "female" | "child" }?
permission =
  element permission { permission-attlist, (text | text-tags)* }
permission-attlist &=
  attribute type {
    "print"
    | "copy"
    | "reading"
```

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```
    | "export"
    | "download"
    | "irda"
    | "reading_on_ppc"
    | "conv_to_palm"
  },
  attribute value { "authorized" | "no" | "in_device_only" }?
section = element section { section-attlist, (text | text-tags)* }
section-attlist &= attribute part { "toc" | "cover" }?
inline-tags-and-p = inline-tags
dict-tags = inline-tags | reghead | subhead
ref = element ref { ref-attlist, char-or-external-char* }
ref-attlist &=
  attribute id { text },
  attribute type { text }?
dict_item =
  element dict_item {
    dict_item-attlist,
    (text
     | dict-tags
     | gender
     | psp
     | glabel
     | pronunciation
     | inflec
     | lang
     | slabel
```

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```
    | spellout
    | variant
    | etymology)*
  }
dict_item-attlist &=
  attribute type { text }?,
  attribute id { text },
  attribute rank { text }?,
  attribute level { text }?,
  attribute page_break { text }?,
  attribute turning_page_control { turning-page-val }?,
  attribute revision { text }?,
  attribute delete { bool }?
reghead = element reghead { reghead-attlist, headword+, key* }
reghead-attlist &= empty
headword = element headword { headword-attlist, char-or-external-char* }
headword-attlist &=
  attribute type { text }?,
  attribute table_id { text },
  [ a:defaultValue = "IPA" ] attribute phonetic_notation { text }?
key = element key { key-attlist, text }
key-attlist &= attribute type { text }?
meaning = element meaning { meaning-attlist, inline-tags-and-p* }
meaning-attlist &=
  attribute type { text }?,
  attribute subid { text }?,
  attribute level { text }?,
```

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```
  attribute no { text }?
example = element example { example-attlist, inline-tags-and-p* }
example-attlist &= attribute type { text }?
subhead =
  element subhead {
    subhead-attlist, subheadword+, meaning*, example*, key*
  }
subhead-attlist &=
  attribute type { text }?,
  attribute subid { text }?
subheadword =
  element subheadword { subheadword-attlist, char-or-external-char* }
subheadword-attlist &=
  attribute type { text }?,
  attribute subid { text }?
split = element split { split-attlist, inline-tags-and-p* }
split-attlist &= attribute level { text }?
column = element column { column-attlist, inline-tags-and-p* }
column-attlist &=
  attribute type { text }?,
  attribute subid { text }
gender = element gender { gender-attlist, inline-tags* }
gender-attlist &= empty
glabel = element glabel { glabel-attlist, inline-tags* }
glabel-attlist &= empty
pronunciation =
  element pronunciation { pronunciation-attlist, inline-tags* }
```

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```
pronunciation-attlist &=
  [ a:defaultValue = "IPA" ] attribute phonetic_notation { text }?
psp = element psp { psp-attlist, inline-tags* }
psp-attlist &= empty
inflec = element inflec { inflec-attlist, inline-tags* }
inflec-attlist &= empty
lang = element lang { lang-attlist, inline-tags* }
lang-attlist &= empty
slabel = element slabel { slabel-attlist, inline-tags* }
slabel-attlist &= empty
spellout = element spellout { spellout-attlist, inline-tags* }
spellout-attlist &= attribute org { text }?
variant = element variant { variant-attlist, inline-tags* }
variant-attlist &= empty
search_page =
  element search_page {
    search_page-attlist,
    search_page_title?,
    key_input_region,
    key_input_region?,
    search_link_item*
  }
search_page-attlist &= empty
search_page_title =
  element search_page_title {
    search_page_title-attlist, char-or-external-char*
  }
```

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```
search_page_title-attlist &= attribute src { text }?
key_input_region =
  element key_input_region {
    key_input_region-attlist, key_input_region_prompt, enable_key_type
  }
key_input_region-attlist &=
  attribute table_id { text },
  attribute search_type { "matches_only" | "matches_first" }?
key_input_region_prompt =
  element key_input_region_prompt {
    key_input_region_prompt-attlist, char-or-external-char*
  }
key_input_region_prompt-attlist &= empty
search_link_item =
  element search_link_item {
    search_link_item-attlist, search_link_title
  }
search_link_item-attlist &= attribute id { text }
search_link_title =
  element search_link_title {
    search_link_title-attlist, char-or-external-char*
  }
search_link_title-attlist &=
  attribute xml:lang { text }?,
  attribute lang_code { text }?
etymology = element etymology { etymology-attlist, inline-tags* }
etymology-attlist &= empty
```

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```
comic_cell_type_body =
  element comic_cell_type_body { comic_cell_type_body-attlist, cell+ }
comic_cell_type_body-attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_color { text }?
comic_page_type_body =
  element comic_page_type_body { comic_page_type_body-attlist, page+ }
comic_page_type_body-attlist &=
  attribute bg_color_space { "RGB" }?,
  attribute bg_color { text }?,
  attribute order { "RT-LB" | "LT-RB" | "RB-LT" | "LB-RT" }?
cell = element cell { cell-attlist, (cell_scene | speech | map)* }
cell-attlist &=
  attribute src { text },
  attribute id { text }?,
  attribute bg_color { text }?,
  attribute bg_color_space { "RGB" }?,
  [ a:defaultValue = "false" ] attribute fit { bool }?,
  attribute effect {
    "fade-in"
    | "dissolve"
    | "slide-right"
    | "slide-left"
    | "slide-up"
    | "slide-down"
    | "overwrite-right"
    | "overwrite-left"
```

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```
  | "overwrite-up"
  | "overwrite-down"
  | "box-rightdown"
  | "box-leftdown"
  | "box-rightup"
  | "box-leftup"
  | "box-center"
  | "box-free"
  | "pushout-right"
  | "pushout-left"
  | "pushout-up"
  | "pushout-down"
  | "wipe-right"
  | "wipe-left"
  | "wipe-up"
  | "wipe-down"
  | "wipe-vertical-in"
  | "wipe-vertical-out"
  | "wipe-horizontal-in"
  | "wipe-horizontal-out"
  | "wipe-center-in"
  | "wipe-center-out"
  | "randomblock"
}?,
attribute effect_time { text }?,
attribute effect_pos { text }?,
attribute scroll {
```

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```
    "custom" | "up" | "down" | "left" | "right" | "no"
  }?,
  attribute scroll_time { text }?,
  attribute vibration { bool }?,
  attribute display_vibration { bool }?,
  attribute vibration_direction { "vertical" | "horizontal" }?,
  attribute vibration_time { text }?,
  attribute backlight { bool }?,
  attribute backlight_time { text }?,
  attribute backlight_cycle { text }?,
  attribute sound { text }?,
  attribute url_jump { text }?,
  attribute jump_itemid { text }?,
  attribute usemap { text }?
cell_scene = element cell_scene { cell_scene-attlist, cell_draw_image* }
cell_scene-attlist &=
  attribute position { text }?,
  attribute scroll_time { text }?,
  attribute draw_image_time { text }?,
  attribute vibration { bool }?,
  attribute display_vibration { bool }?,
  attribute vibration_direction { "vertical" | "horizontal" }?,
  attribute vibration_time { text }?,
  attribute backlight { bool }?,
  attribute backlight_time { text }?,
  attribute backlight_cycle { text }?,
  attribute sound { text }?,
```

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```
  attribute url_jump { text }?
cell_draw_image =
  element cell_draw_image { cell_draw_image-attlist, empty }
cell_draw_image-attlist &=
  attribute src { text },
  attribute position { text },
  attribute speech { text }?,
  attribute speaker { text }?
page = element page { page-attlist, (page_image, speech*)+ }
page-attlist &=
  attribute bg_color { text }?,
  attribute bg_color_space { "RGB" }?,
  attribute id { text },
  attribute cell_jump_id { text }
page_image = element page_image { page_image-attlist, empty }
page_image-attlist &= attribute src { text }
speech = element speech { speech-attlist, text }
speech-attlist &= attribute speaker { text }?
local-setting-tags =
  default_ccs | page_progression_direction | window | proprietary
global-setting-tags = local-setting-tags | permission
global_setting =
  element global_setting {
    global_setting-attlist, global-setting-tags*
  }
global_setting-attlist &= empty
local_setting =
```

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```
  element local_setting { local_setting-attlist, local-setting-tags* }
local_setting-attlist &= empty
default_ccs = element default_ccs { default_ccs-attlist, text }
default_ccs-attlist &= empty
page_progression_direction =
  element page_progression_direction {
    page_progression_direction-attlist, text
  }
page_progression_direction-attlist &= empty
window = element window { window-attlist, empty }
window-attlist &=
  attribute width { text }?,
  attribute height { text }?

proprietary =
  element proprietary {
    attribute vendor { text },
    (text
          | anyElement_proprietary
    )*

  }

anyElement_proprietary = element * {
                    attribute * {text}*,
                    (text
                | anyElement_proprietary
```

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```
                )*
        }*

bibliography =
  element bibliography {
    bibliography-attlist,
    (title
     | edition
     | creator
     | subject
     | description
     | publisher
     | distributor
     | contributor
     | date
     | identifier
     | source
     | language
     | relation
     | coverage
     | rights
     | price
     | comment
     | classification
     | rating
     | synopsis
     | image)*
```

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```
  }
bibliography-attlist &= empty
title =
  element title {
    title-attlist, (char-or-external-char-or-ruby | comment)*
  }
title-attlist &=
  attribute reading { text }?,
  attribute type { "title" | "subtitle" | "series" | "other"}?
edition =
  element edition {
    edition-attlist, (char-or-external-char-or-ruby | comment)*
  }
edition-attlist &= attribute reading { text }?
creator =
  element creator {
    creator-attlist, (organization | person | comment)*
  }
creator-attlist &=
  attribute role {
    "designer"
    | "author"
    | "editor"
    | "translator"
    | "supervisor"
    | "photographer"
    | "illustrator"
```

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```
    | "binder"
    | "planner"
    | "other"
  }?
subject = element subject { subject-attlist, (keyword | comment)* }
subject-attlist &= empty
description =
  element description {
    description-attlist, (char-or-external-char-or-ruby | comment)*
  }
description-attlist &= empty
publisher =
  element publisher {
    publisher-attlist, (organization | person | comment | code)*
  }
publisher-attlist &= attribute country { text }?
code =
  element code {
    code-attlist, (char-or-external-char-or-ruby | comment)*
  }
code-attlist &= attribute type { text }?
distributor =
  element distributor {
    distributor-attlist, (organization | person | comment | code)*
  }
distributor-attlist &= empty
contributor =
  element contributor {
```

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```
    contributor-attlist, (organization | person | comment)*
  }
contributor-attlist &= attribute role { text }?
date =
  element date {
    date-attlist, (char-or-external-char-or-ruby | comment)*
  }
date-attlist &=
  attribute type { "publication" | "sale" | "revision" }?,
  [ a:defaultValue = "ISO8601" ] attribute system { text }?
identifier =
  element identifier {
    identifier-attlist, (char-or-external-char-or-ruby | comment)*
  }
identifier-attlist &= attribute type { text }
source =
  element source {
    source-attlist, (char-or-external-char-or-ruby | comment)*
  }
source-attlist &= empty
language = element language { language-attlist, text }
language-attlist &=
attribute system { text }?
relation =
  element relation {
    relation-attlist, (char-or-external-char-or-ruby | comment)*
  }
```

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```
relation-attlist &= empty
coverage =
  element coverage {
    coverage-attlist, (char-or-external-char-or-ruby | comment)*
  }
coverage-attlist &= empty
rights =
  element rights {
    rights-attlist, (char-or-external-char-or-ruby | comment)*
  }
rights-attlist &= empty
price = element price { price-attlist, (text | comment)* }
price-attlist &=
  attribute currency { text },
  attribute country { text }?
organization =
  element organization {
    organization-attlist, (name | contact | comment)*
  }
organization-attlist &= empty
person = element person { person-attlist, (name | contact | comment)* }
person-attlist &= empty
classification =
  element classification { classification-attlist, (text | comment)* }
classification-attlist &= attribute type { text }
rating = element rating { rating-attlist, (text | comment)* }
rating-attlist &= attribute type { "violent" | "adult" }?
```

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```
synopsis =
  element synopsis {
    synopsis-attlist, (char-or-external-char-or-ruby | comment)*
  }
synopsis-attlist &= empty
keyword =
  element keyword {
    keyword-attlist, (char-or-external-char-or-ruby | comment)*
  }
keyword-attlist &=
  attribute type { text }?,
  attribute reading { text }?
image = element image { image-attlist, text }
image-attlist &=
  attribute type { "spine" | "front" | "thumbnail" | "other" }?
name =
  element name {
    name-attlist, (char-or-external-char-or-ruby | comment)*
  }
name-attlist &=
  attribute reading { text }?,
  attribute type { "first" | "last" | "middle" | "place" | "other" }?
contact =
  element contact {
    contact-attlist,
    (address | email | telephone | fax | website | comment)*
  }
```

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```
contact-attlist &= empty
address =
  element address { address-attlist, (name | postcode | comment)* }
address-attlist &= attribute reading { text }?
comment = element comment { comment-attlist, text }
comment-attlist &= empty
email = element email { email-attlist, (text | comment)* }
email-attlist &= empty
telephone = element telephone { telephone-attlist, (text | comment)* }
telephone-attlist &= empty
fax = element fax { fax-attlist, (text | comment)* }
fax-attlist &= empty
website = element website { website-attlist, (text | comment)* }
website-attlist &= empty
postcode = element postcode { postcode-attlist, (text | comment)* }
postcode-attlist &= empty
package =
  element package {
    package-attlist, manifest, spine, special_page_link?
  }
package-attlist &= attribute version { text }?
spine = element spine { spine-attlist, itemref* }
spine-attlist &=
  attribute toc { text }?,
  attribute global_setting { text }?,
  attribute search_table { text }?,
  attribute bibliography { text }?
itemref = element itemref { itemref-attlist, empty }
```

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```
itemref-attlist &= attribute idref { text }

manifest = element manifest { manifest-attlist, item* }

manifest-attlist &= attribute version { text }?

item = element item { item-attlist, permission* }

item-attlist &=

  attribute id { text },

  attribute href { text },

  attribute media-type { text }

special_page_link =

  element special_page_link { special_page_link-attlist, special_page+ }

special_page_link-attlist &= empty

special_page = element special_page { special_page-attlist, text }

special_page-attlist &=

  [ a:defaultValue = "other" ]

  attribute type {

    "cover"

    | "title_page"

    | "preface"

    | "contents"

    | "body"

    | "column"

    | "note"

    | "figure"

    | "ad"

    | "afterword"

    | "appendix"

    | "answer"
```

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```
    | "glossary"
    | "bibliography"
    | "commentary"
    | "index"
    | "imprint"
    | "author_info"
    | "other"
    | "flow_title"
  }?,
  attribute title { text }?
search_table =
  element search_table { search_table-attlist, search_table_def+ }
search_table-attlist &=
  [ a:defaultValue = "false" ] attribute bookmark { bool }?,
  [ a:defaultValue = "false" ] attribute wordbook { bool }?,
  [ a:defaultValue = "true" ] attribute jump_search_root { bool }?,
  [ a:defaultValue = "true" ] attribute jump_search { bool }?,
  [ a:defaultValue = "true" ] attribute all_search { bool }?
search_table_def =
  element search_table_def {
    search_table_def-attlist, enable_key_type, key_normalization
  }
search_table_def-attlist &=
  attribute id { text },
  [ a:defaultValue = "false" ] attribute use_default { bool }?,
  [ a:defaultValue = "implicit" ]
  attribute sorting_rule { "implicit" | "unicode" | "other" }?,
```

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```
  attribute name { text }?,
  attribute short_name { text }?,
  [ a:defaultValue = "false" ] attribute wild { bool }?,
  [ a:defaultValue = "false" ] attribute blank { bool }?,
  [ a:defaultValue = "false" ] attribute end { bool }?,
  attribute help_page_id { text }?
enable_key_type =
  element enable_key_type { enable_key_type-attlist, char_list? }
enable_key_type-attlist &=
  [ a:defaultValue = "false" ] attribute numerals { bool }?,
  [ a:defaultValue = "false" ] attribute basic_alphabet { bool }?,
  [ a:defaultValue = "false" ] attribute kana { bool }?,
  [ a:defaultValue = "false" ] attribute kanji { bool }?,
  [ a:defaultValue = "false" ] attribute listed { bool }?
key_normalization =
  element key_normalization { key_normalization-attlist, empty }
key_normalization-attlist &=
  [ a:defaultValue = "true" ] attribute capitalization { bool }?,
  [ a:defaultValue = "delete" ]
  attribute cho_on { "delete" | "repeat" | "as_is" }?,
  [ a:defaultValue = "true" ] attribute daku_on { bool }?,
  [ a:defaultValue = "true" ] attribute handaku_on { bool }?,
  [ a:defaultValue = "true" ] attribute soku_on { bool }?,
  [ a:defaultValue = "true" ] attribute yo_on { bool }?,
  [ a:defaultValue = "true" ] attribute other_small_kana { bool }?
char_list = element char_list { char_list-attlist, text }
char_list-attlist &= empty
```

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```
flip_animation =
  element flip_animation {
    flip_animation-attlist, audio?, flip_animation_source+
  }
flip_animation-attlist &= attribute renewal_time { text }?
flip_animation_source =
  element flip_animation_source { flip_animation_source-attlist, empty }
flip_animation_source-attlist &=
  attribute src { text },
  attribute renewal_time { text }?
start = package | bibliography | global_setting | html | flip_animation
```

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