# Requirements for the SCF Module STLXML2STL

### **Contents**

Disclaimer	4
	_
Structure of the requirements	5
Requirements for Sub-module STLXML2STL	6
requirement-251: STL XML to EBU STL	
requirement-253: GSI Header - length	
requirement-253: GSI Header - length	
requirement-255: GSI Header - content	
requirement-256: GSI Header - order	
requirement-397: Character Encoding.	
requirement-257: Code Page Number mapping	
requirement-257a: Code Page Number mapping (subset)	
requirement-258: Disk Format Code mapping.	
requirement-259: Display Standard Code mapping	
requirement-260: Character Code Table Number mapping	
requirement-260a: Character Code Table Number mapping (subset)	
requirement-261: Language Code mapping.	
requirement-262: Original Programme Title mapping.	
requirement-263: Original Episode Title mapping.	
requirement-264: Translated Programme Title mapping	
requirement-265: Translated Episode Title mapping.	
requirement-266: Translator's Name mapping	
requirement-267: Translator's Contact Details mapping.	
requirement-268: Subtitle List Reference Code mapping	
requirement-269: Creation Date mapping.	
requirement-270: Revision Date mapping	
requirement-271: Revision Number mapping	
requirement-272: Total Number of Text and Timing Information block mapping	
requirement-273: Total Number of Subtitles mapping	
requirement-274: Total Number of Subtitle Groups mapping	14
requirement-275: Maximum Number of Displayable Characters in any text row mapping	
requirement-276: Maximum Number of Displayable Rows mapping	15
requirement-277: Time Code: Status mapping	15
requirement-278: Time Code: Start-of-Programme mapping	16
requirement-279: Time Code: First In-Cue mapping	16
requirement-280: Total Number of Disks mapping.	16
requirement-281: Disk Sequence Number mapping.	17
requirement-282: Country of Origin mapping	
requirement-283: Publisher mapping	17
requirement-284: Editor's Name mapping	
requirement-285: Editor's Contact Details mapping	
requirement-286: User-Defined Area mapping	
requirement-287: Unused Bytes handling	
requirement-288: TTI Block - mapping	
requirement-289: TTI Block - order	
requirement-290: Subtitle Group Number mapping.	20

requirement-291: Subtitle Number mapping	20
requirement-292: Extension Block Number mapping	
requirement-293: Cumulative Status mapping	
requirement-294: Time Code In mapping.	21
requirement-295: Time Code Out mapping	22
requirement-296: Vertical Position mapping	22
requirement-297: Justification Code mapping	
requirement-298: Comment Flag mapping	
requirement-299: Text Field mapping - content	
requirement-422: Text Field mapping - ignore undesired characters	
requirement-423: Text Field mapping - user data	24
requirement-300: Text Field mapping - Control Codes	24
requirement-398: Text Field mapping - Characters CCT 00	24
requirement-398a: Text Field mapping - Characters CCT 01	
requirement-398b: Text Field mapping - Characters CCT 02	25
requirement-398c: Text Field mapping - Characters CCT 03	26
requirement-398d: Text Field mapping - Characters CCT 04	26
requirement-301: Space element mapping	26
requirement-303: AlphaBlack element mapping	27
requirement-304: AlphaRed element mapping	
requirement-305: AlphaGreen element mapping	27
requirement-306: AlphaYellow element mapping	28
requirement-307: AlphaBlue element mapping	28
requirement-308: AlphaMagenta element mapping	28
requirement-309: AlphaCyan element mapping	
requirement-310: AlphaWhite element mapping	29
requirement-313: EndBox element mapping	29
requirement-314: StartBox element mapping	
requirement-315: NormalHeight element mapping	30
requirement-316: DoubleHeight element mapping	30
requirement-330: BlackBackground element mapping	
requirement-331: NewBackground element mapping	31
requirement-334: Newline element mapping.	31
requirement-335: Text Field mapping - length	32

### **Disclaimer**

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### Structure of the requirements

The structure of the requirements is as follows:

- Title: a short title, prepended with the internal ID of the requirement
- **Description:** the requirement text. The specified text will be used to test the implementation.
- Area: Apart from more general requirements the requirements are categorized by modules (e.g. STLXML2EBU-TT or EBU-TT2EBU-TT-D)
- **Requirement Review Status:** This is the internal review status of the requirement itself (especially of the requirement text).
- **Status Implementation:** This status indicates if the requirement is already met by the implementation. The possible status codes are:
  - *outstanding* the corresponding code has not yet been written, or the requirement has been implemented but there are no test files for it
  - waitingReview the code to implement the requirement has been written but nobody (except the developer) has reviewed the code yet
  - underReview the corresponding code is under review and has not yet been accepted by the first reviewer
  - reviewed the corresponding code has been reviewed and accepted by the first reviewer
  - accepted the corresponding code has been accepted by the developer team and is ready to be published
- Priority according to MoSCoW: the priority that is the base to decide when the feature will be implemented. The
  possible values are:
  - *M* must
  - S should
  - C could
  - W won't

For more information see: https://en.wikipedia.org/wiki/MoSCoW method

### Requirements for Sub-module STLXML2STL

### requirement-251: STL XML to EBU STL

### Description

There is an option to transform an STL XML file in an STL file.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-253: GSI Header - length

### **Description**

The STL file's GSI Header has a length of 1024 Bytes (0 to 1023) according to EBU Tech 3264 (p.5).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-254: TTI Block - length

### Description

A TTI block in the created STL file has a length of 128 Bytes according to EBU Tech 3264 (p.5).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

#### Priority according to MoSCoW

m

### requirement-255: GSI Header - content

### **Description**

The elements' information is mapped to the correct bytes within the GSI header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-256: GSI Header - order

### **Description**

The order of the elements written within the GSI header is the same as depicted in EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

#### Priority according to MoSCoW

m

### requirement-397: Character Encoding

#### **Description**

The characters in the STL XML file's elements' content is encoded according to the Code Page referenced in the CPN element according to EBU Tech 3264 Appendix 1 (p.15-17). Only the content of the TF element is encoded according to the Character Code Table referenced in the CCT element according to EBU Tech 3264 Appendix 2 (p.19-23).

#### Area

STLXML2STL

#### Requirement Review Status

accepted

#### **Status Implementation**

accepted

Priority according to MoSCoW

m

### requirement-257: Code Page Number mapping

### Description

The Code Page number (CPN) element's information is mapped to the Bytes 0 to 2 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). The Bytes' values are thus either 34 33 37, 38 35 30, 38 36 30, 38 36 33 or 38 36 35 hex.

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

outstanding

### Priority according to MoSCoW

c

### requirement-257a: Code Page Number mapping (subset)

#### **Description**

When the codepage is 850 the Code Page number (CPN) element's information is mapped to the Bytes 0 to 2 of the GSI Header according to EBU Tech 3264 Table 1 (p.4) and the Bytes' values are 38 35 30 hex.

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

#### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-258: Disk Format Code mapping

### **Description**

The Disk Format Code (DFC) element's information is mapped to the Bytes 3 to 10 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). The Bytes' values expressed as string are thus either "STL25.01" or "STL30.01".

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-259: Display Standard Code mapping

### **Description**

The Display Standard Code (DSC) element's information is mapped to the Byte 11 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). The Byte's value is thus either 20, 30, 31 or 32 hex.

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

#### **Status Implementation**

accepted

Priority according to MoSCoW

m

### requirement-260: Character Code Table Number mapping

#### **Description**

The Character Code Table Number (CCT) element's information is mapped to the Bytes 12 to 13 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). The Bytes' values thus are either 30 30, 30 31, 30 32, 30 33 or 30 34 hex.

#### Area

STLXML2STL

#### **Requirement Review Status**

accepted

### **Status Implementation**

outstanding

#### Priority according to MoSCoW

c

### requirement-260a: Character Code Table Number mapping (subset)

### **Description**

When the value refers to ISO 6937 the Character Code Table Number (CCT) element's information is mapped to the Bytes 12 to 13 of the GSI Header according to EBU Tech 3264 Table 1 (p.4) (in this case the Bytes' values are 30 30 hex).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-261: Language Code mapping

### Description

The Language Code (LC) element's information is mapped to the Bytes 14 to 15 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). The Bytes' values thus are one of those given in EBU Tech 3264 Appendix 3 (p.25-26).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-262: Original Programme Title mapping

### **Description**

The Original Programme Title (OPT) element's information is mapped to the Bytes 16 to 47 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

S

### requirement-263: Original Episode Title mapping

**Description** 

The Original Episode Title (OET) element's information is mapped to the Bytes 48 to 79 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### requirement-264: Translated Programme Title mapping

### **Description**

The Translated Programme Title (TPT) element's information is mapped to the Bytes 80 to 111 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

Requirement Review Status

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### requirement-265: Translated Episode Title mapping

### **Description**

The Translated Episode Title (TET) element's information is mapped to the Bytes 112 to 143 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### requirement-266: Translator's Name mapping

#### Description

The Translator's Name (TN) element's information is mapped to the Bytes 144 to 175 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

#### Requirement Review Status

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

S

### requirement-267: Translator's Contact Details mapping

#### **Description**

The Translator's Contact Details (TCD) element's information is mapped to the Bytes 176 to 207 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

#### **Requirement Review Status**

accepted

#### **Status Implementation**

accepted

### Priority according to MoSCoW

S

### requirement-268: Subtitle List Reference Code mapping

### **Description**

The Subtitle List Reference Code (SLR) element's information is mapped to the Bytes 208 to 223 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

#### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

### requirement-269: Creation Date mapping

### Description

The Creation Date (CD) element's information is set to the current date according to EBU Tech 3264 Table 1 (p.4) and written in the Bytes 224 to 229. The format is according to ISO Standard 8601 (i.e. YYMMDD) encoded in hex.

#### Area

STLXML2STL

#### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

S

### requirement-270: Revision Date mapping

### **Description**

The Revision Date (RD) element's information is set to the current date according to EBU Tech 3264 Table 1 (p.4) and written in the Bytes 230 to 235. The format is according to ISO Standard 8601 (i.e. YYMMDD) encoded in hex.

#### Area

STLXML2STL

#### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

S

### requirement-271: Revision Number mapping

### **Description**

The Revision Number (RN) element's information is mapped to the Bytes 236 to 237 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

#### **Status Implementation**

accepted

S

# requirement-272: Total Number of Text and Timing Information block mapping

### **Description**

The Total Number of Text and Timing Information (TTI) blocks (TNB) element's information is mapped to the Bytes 238 to 242 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

S

### requirement-273: Total Number of Subtitles mapping

### Description

The Total Number of Subtitles (TNS) element's information is mapped to the Bytes 243 to 247 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

S

### requirement-274: Total Number of Subtitle Groups mapping

### Description

The Total Number of Subtitle Groups (TNG) element's information is mapped to the Bytes 248 to 250 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### Requirement Review Status

accepted

accepted

Priority according to MoSCoW

S

## requirement-275: Maximum Number of Displayable Characters in any text row mapping

### **Description**

The Maximum Number of Displayable Characters in any text row (MNC) element's information is mapped to the Bytes 251 to 252 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

Priority according to MoSCoW

m

### requirement-276: Maximum Number of Displayable Rows mapping

### **Description**

The Maximum Number of Displayable Rows (MNR) element's information is mapped to the Bytes 253 to 254 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-277: Time Code: Status mapping

### Description

The Time Code: Status (TCS) element's information is mapped to the Byte 255 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). They Byte's value thus is either 30 or 31 hex.

### Area

STLXML2STL

### **Requirement Review Status**

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-278: Time Code: Start-of-Programme mapping

### **Description**

The Time Code: Start-of-Programme (TCP) element's information is mapped to the Bytes 256 to 263 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

#### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-279: Time Code: First In-Cue mapping

### Description

The Time Code: First In-Cue (TCF) element's information is mapped to the Bytes 264 to 271 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

#### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-280: Total Number of Disks mapping

### **Description**

The Total Number of Disks (TND) element's information is mapped to the Byte 272 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-281: Disk Sequence Number mapping

### Description

The Disk Sequence Number (DSN) element's information is mapped to the Byte 273 of the GSI Header according to EBU Tech 3264 Table 1 (p.4).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-282: Country of Origin mapping

### **Description**

The Country of Origin (CO) element's information is mapped to the Bytes 274 to 276 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). The resulting code is one of those given in EBU Tech 3264 Appendix 4 (p.27-30).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-283: Publisher mapping

### **Description**

The Publisher (PUB) element's information is mapped to the Bytes 277 to 308 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### requirement-284: Editor's Name mapping

### Description

The Editor's Name (EN) element's information is mapped to the Bytes 309 to 340 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

S

### requirement-285: Editor's Contact Details mapping

### **Description**

The Editor's Contact Details (ECD) element's information is mapped to the Bytes 341 to 372 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

 $\mathbf{S}$ 

### requirement-286: User-Defined Area mapping

### Description

The User-Defined Area (UDA) element's information is mapped to the Bytes 448 to 1023 of the GSI Header according to EBU Tech 3264 Table 1 (p.4). Unused Bytes are set to 20 hex.

#### Area

STLXML2STL

#### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

### requirement-287: Unused Bytes handling

### **Description**

All unused Bytes in the GSI block are set to 20h according to EBU Tech 3264 (p.9).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-288: TTI Block - mapping

### **Description**

The elements' information is mapped to the correct bytes within a TTI block according to EBU Tech 3264 Table 2 (p.10).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

### requirement-289: TTI Block - order

#### Description

The order of the elements written within a TTI block is the same as depicted in EBU Tech 3264 Table 2 (p.10).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-290: Subtitle Group Number mapping

### **Description**

The Subtitle Group Number (SGN) element's information is mapped to the Byte 0 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The Byte's value is thus in the range of 00 to FF hex.

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-291: Subtitle Number mapping

### **Description**

The Subtitle Number (SN) element's information is mapped to the Bytes 1 to 2 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The Bytes' values are thus in the range of 0000 to FFFF hex.

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

### Priority according to MoSCoW

### requirement-292: Extension Block Number mapping

### **Description**

The Extension Block Number (EBN) element's information is mapped to the Byte 3 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The Byte's value is thus in the range off 00 to FF hex.

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-293: Cumulative Status mapping

### **Description**

The Cumulative Status (CS) element's information is mapped to the Byte 4 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The Byte's value is thus either 00, 01, 02 or 03 hex.

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-294: Time Code In mapping

### Description

The Time Code In (TCI) element's information is mapped to the Bytes 5 to 8 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The value of Byte 5 is in the range of 00 to 17h. The value of Byte 6 is in the range of 00 to 3B hex. The value of Byte 7 is in the range of 00 to 3B hex. The value of Byte 8 is in the range of 00 to 18 hex for a DFC of "STL25.01" or 00 to 1D hex for a DFC of "STL30.01".

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

m

### requirement-295: Time Code Out mapping

#### Description

The Time Code Out (TCO) element's information is mapped to the Bytes 9 to 12 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The value of Byte 9 is in the range of 00 to 17h. The value of Byte 10 is in the range of 00 to 3B hex. The value of Byte 11 is in the range of 00 to 3B hex. The value of Byte 12 is in the range of 00 to 18 hex for a DFC of "STL25.01" or 00 to 1D hex for a DFC of "STL30.01".

#### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-296: Vertical Position mapping

### Description

The Vertical Position (VP) element's information is mapped to the Byte 13 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The Byte's value is thus either in the range of 01 to 17 hex for teletext subtitles or in the range of 00 to the value of the MNR field for in-vision subtitles (max. 63 hex).

### Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-297: Justification Code mapping

### **Description**

The Justification Code (JC) element's information is mapped to the Byte 14 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The Byte's value is thus either 00, 01, 02 or 03 hex.

#### Area

STLXML2STL

#### Requirement Review Status

accepted

#### **Status Implementation**

accepted

Priority according to MoSCoW

m

### requirement-298: Comment Flag mapping

### **Description**

The Comment Flag (CF) element's information is mapped to the Byte 15 of the TTI block according to EBU Tech 3264 Table 2 (p.10). The Byte's value is thus either 00 or 01 hex.

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

Priority according to MoSCoW

m

### requirement-299: Text Field mapping - content

#### **Description**

The Text Field (TF) element's information is mapped to the Bytes 16 to 127 of the TTI block according to EBU Tech 3264 Table 2 (p.10). Does not apply to TTI Blocks with User Data (EBN value 0xFE).

#### Area

STLXML2STL

#### **Requirement Review Status**

accepted

#### **Status Implementation**

accepted

### Priority according to MoSCoW

m

### requirement-422: Text Field mapping - ignore undesired characters

### Description

Undesired characters (like line breaks, tabs or spaces) within a TTI block's Text field (TF) which are already represented by regarding XML elements shall not be mapped to STL.

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-423: Text Field mapping - user data

### **Description**

If the TTI block contains user data (EBN = FE hex), the base64 encoded data is decoded back to its binary representation.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-300: Text Field mapping - Control Codes

### **Description**

Control code elements within a TTI block's Text field (TF) are mapped with the appropriate hex values representing these Control Code element.

Area

STLXML2STL

**Requirement Review Status** 

inDiscussion

**Status Implementation** 

waitingReview

Priority according to MoSCoW

c

### requirement-398: Text Field mapping - Characters CCT 00

### Description

When the Character Code Table in the GSI Header is set to '00' characters within a TTI block's Text field (TF) are encoded according to CCT 00 (Latin alphabet) as defined in EBU Tech 3264 Appendix 2 (p.19-23). This does not apply to TTI Blocks with User Data (EBN value 0xFE).

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-398a: Text Field mapping - Characters CCT 01

### Description

When the Character Code Table in the GSI Header is set to '01' characters within a TTI block's Text field (TF) are encoded according to CCT 01 (Latin/Cyrillic alphabet) as defined in EBU Tech 3264 Appendix 2 (p.19-23). This does not apply to TTI Blocks with User Data (EBN value 0xFE).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

outstanding

Priority according to MoSCoW

c

### requirement-398b: Text Field mapping - Characters CCT 02

### Description

When the Character Code Table in the GSI Header is set to '02' characters within a TTI block's Text field (TF) are encoded according to CCT 02 (Latin/Arabic alphabet) as defined in EBU Tech 3264 Appendix 2 (p.19-23). Does not apply to TTI Blocks with User Data (EBN value 0xFE).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

outstanding

Priority according to MoSCoW

c

### requirement-398c: Text Field mapping - Characters CCT 03

#### **Description**

When the Character Code Table in the GSI Header is set to '03' characters within a TTI block's Text field (TF) are encoded according to CCT 03 (Latin/Greek alphabet) as defined in EBU Tech 3264 Appendix 2 (p.19-23). Does not apply to TTI Blocks with User Data (EBN value 0xFE).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

outstanding

### Priority according to MoSCoW

c

### requirement-398d: Text Field mapping - Characters CCT 04

### Description

When the Character Code Table in the GSI Header is set to '04' characters within a TTI block's Text field (TF) are encoded according to CCT 04 (Latin/Hebrew alphabet) as defined in EBU Tech 3264 Appendix 2 (p.19-23). Does not apply to TTI Blocks with User Data (EBN value 0xFE).

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

outstanding

### Priority according to MoSCoW

c

### requirement-301: Space element mapping

### Description

Space elements within a TTI block's Text field (TF) are mapped with Control code 20h.

#### Area

STLXML2STL

### **Requirement Review Status**

accepted

### **Status Implementation**

accepted

m

### requirement-303: AlphaBlack element mapping

### Description

AlphaBlack elements within a TTI block's Text field (TF) are mapped with Control code 00h.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-304: AlphaRed element mapping

### Description

AlphaRed elements within a TTI block's Text field (TF) are mapped with Control code 01h.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-305: AlphaGreen element mapping

### Description

AlphaGreen elements within a TTI block's Text field (TF) are mapped with Control code 02h.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### requirement-306: AlphaYellow element mapping

### Description

AlphaYellow elements within a TTI block's Text field (TF) are mapped with Control code 03h.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-307: AlphaBlue element mapping

### **Description**

AlphaBlue elements within a TTI block's Text field (TF) are mapped with Control code 04h.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-308: AlphaMagenta element mapping

### **Description**

AlphaMagenta elements within a TTI block's Text field (TF) are mapped with Control code 05h.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### **Description**

AlphaCyan elements within a TTI block's Text field (TF) are mapped with Control code 06h.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-310: AlphaWhite element mapping

### **Description**

AlphaWhite elements within a TTI block's Text field (TF) are mapped with Control code 07h.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-313: EndBox element mapping

### Description

EndBox elements within a TTI block's Text field (TF) are mapped with Control code 0Ah.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### requirement-314: StartBox element mapping

### **Description**

StartBox elements within a TTI block's Text field (TF) are mapped with Control code 0Bh.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-315: NormalHeight element mapping

### **Description**

NormalHeight elements within a TTI block's Text field (TF) are mapped with Control code 0Ch.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-316: DoubleHeight element mapping

### **Description**

DoubleHeight elements within a TTI block's Text field (TF) are mapped with Control code 0Dh.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### requirement-330: BlackBackground element mapping

### **Description**

BlackBackground elements within a TTI block's Text field (TF) are mapped with Control code 1Ch.

Area

STLXML2STL

**Requirement Review Status** 

open

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-331: NewBackground element mapping

### **Description**

NewBackground elements within a TTI block's Text field (TF) are mapped with Control code 1Dh.

Area

STLXML2STL

**Requirement Review Status** 

open

**Status Implementation** 

accepted

Priority according to MoSCoW

m

### requirement-334: Newline element mapping

### Description

Newline elements within a TTI block's Text field (TF) are mapped with Control code 8Ah.

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW

### requirement-335: Text Field mapping - length

### Description

A Text Field (TF) has a length of 112 Bytes. All unused bytes are set to hex-value 8Fh according to EBU Tech 3264 (p.13).

Area

STLXML2STL

**Requirement Review Status** 

accepted

**Status Implementation** 

accepted

Priority according to MoSCoW