**5. Style Lines, [v4+ Styles] section**

Styles define the appearance and position of subtitles. All styles used by the script are are defined by a Style line in the script.

Any of the the settings in the Style, (except shadow/outline type and depth) can overridden by control codes in the subtitle text.

The fields which appear in each Style definition line are named in a special line with the line type “Format:”. The Format line must appear before any Styles - because it defines how SSA will interpret the Style definition lines. The field names listed in the format line must be correctly spelled! The fields are as follows:

**Name, Fontname, Fontsize, PrimaryColour, SecondaryColour, TertiaryColour, BackColour, Bold, Italic, Underline, StrikeOut, ScaleX, ScaleY, Spacing, Angle, BorderStyle, Outline, Shadow, Alignment, MarginL, MarginR, MarginV, AlphaLevel, Encoding**

The format line allows new fields to be added to the script format in future, and yet allow old versions of the software to read the fields it recognises - even if the field order is changed.

Field 1: **Name**. The name of the Style. Case sensitive. Cannot include commas.

Field 2: **Fontname**. The fontname as used by Windows. Case-sensitive.

Field 3: **Fontsize**.

Field 4: **PrimaryColour.** A long integer BGR (blue-green-red) value. ie. the byte order in the hexadecimal equivelent of this number is BBGGRR

This is the colour that a subtitle will normally appear in.

Field 5: **SecondaryColour.** A long integer BGR (blue-green-red) value. ie. the byte order in the hexadecimal equivelent of this number is BBGGRR

This colour may be used instead of the Primary colour when a subtitle is automatically shifted to prevent an onscreen collsion, to distinguish the different subtitles.

Field 6: **OutlineColor (~~TertiaryColour~~**). A long integer BGR (blue-green-red) value. ie. the byte order in the hexadecimal equivelent of this number is BBGGRR

This colour may be used instead of the Primary or Secondary colour when a subtitle is automatically shifted to prevent an onscreen collsion, to distinguish the different subtitles.

Field 7: **BackColour**. This is the colour of the subtitle outline or shadow, if these are used. A long integer BGR (blue-green-red) value. ie. the byte order in the hexadecimal equivelent of this number is BBGGRR.

**Field 4-7: The color format contains the alpha channel, too. (AABBGGRR)**

Field 8: **Bold**. This defines whether text is bold (true) or not (false). -1 is True, 0 is False. This is independant of the Italic attribute - you can have have text which is both bold and italic.

Field 9: **Italic**. This defines whether text is italic (true) or not (false). -1 is True, 0 is False. This is independant of the bold attribute - you can have have text which is both bold and italic.

**Field 9.1: Underline. [-1 or 0]**

**Field 9.2: Strikeout. [-1 or 0]**

**Field 9.3: ScaleX. Modifies the width of the font. [percent]**

**Field 9.4: ScaleY. Modifies the height of the font. [percent]**

**Field 9.5: Spacing. Extra space between characters. [pixels]**

**Field 9.6: Angle. The origin of the rotation is defined by the alignment. Can be a floating point number. [degrees]**

Field 10: **BorderStyle**. 1=Outline + drop shadow, 3=Opaque box

Field 11: **Outline.** If BorderStyle is 1, then this specifies the width of the outline around the text, in pixels.  
Values may be 0, 1, 2, 3 or 4.

Field 12: **Shadow.** If BorderStyle is 1, then this specifies the depth of the drop shadow behind the text, in pixels. Values may be 0, 1, 2, 3 or 4. Drop shadow is always used in addition to an outline - SSA will force an outline of 1 pixel if no outline width is given.

Field 13: **Alignment**. This sets how text is "justified" within the Left/Right onscreen margins, and also the vertical placing. Values may be 1=Left, 2=Centered, 3=Right. Add 4 to the value for a "Toptitle". Add 8 to the value for a "Midtitle".  
eg. 5 = left-justified toptitle

**Field 13: Alignment, but after the layout of the numpad (1-3 sub, 4-6 mid, 7-9 top).**

Field 14: **MarginL**. This defines the Left Margin in pixels. It is the distance from the left-hand edge of the screen.The three onscreen margins (MarginL, MarginR, MarginV) define areas in which the subtitle text will be displayed.

Field 15: **MarginR**. This defines the Right Margin in pixels. It is the distance from the **right-hand** edge of the screen. The three onscreen margins (MarginL, MarginR, MarginV) define areas in which the subtitle text will be displayed.

Field 16: **MarginV**. This defines the vertical Left Margin in pixels.  
For a **subtitle**, it is the distance from the **bottom** of the screen.  
For a **toptitle**, it is the distance from the **top** of the screen.  
For a **midtitle**, the value is ignored - the text will be vertically centred

Field 17: **AlphaLevel.** This defines the transparency of the text. SSA does not use this yet.

**Field 17: Not present in ASS.**

Field 18: **Encoding.** This specifies the font character set or encoding and on multi-lingual Windows installations it provides access to characters used in multiple than one languages. It is usually 0 (zero) for English (Western, ANSI) Windows.

**When the file is Unicode, this field is useful during file format conversions.**