

IMSC 1 Features to test

Analysis on 2015-03-11 16:14 UTC by Nigel Megitt

Reference	In test suite?	Spec text excerpt	Actions
6.6	No	When mapping a media time expression M to a frame F of a related video object, e.g. for the purpose of rendering a Document Instance onto the related video object, the presentation processor shall map M to the frame F with the presentation time that is the closest to, but not less, than M.	Create test
6.6	No	If <code>ttp:frameRate</code> is specified, then the product of <code>ttp:frameRate</code> and <code>ttp:frameRateMultiplier</code> shall be the frame rate of the related video object.	Create test
6.7.1	Yes	The root container of a Document Instance shall be mapped to the related video object frame according to the following: etc	
6.7.1	No	Integer pixel positions on the related video object frame computed from real percentage length values shall use half-up rounding, i.e. $\text{round}(x) = \text{floor}(x+0.5)$.	Create test
6.7.3	Yes	<code>itts:forcedDisplay</code> semantics	
6.9	Yes	Any sequence of consecutive intermediate synchronic documents shall be reproducible without error by the Hypothetical Render Model specified in Section 9. Hypothetical Render Model .	
6.1	Yes	<code>#aspectRatio</code>	
6.1	Yes	<code>#forcedDisplay</code>	
7.3	Yes	When processing glyphs that match the combinations of computed font family and code point listed in A. Reference Fonts , e.g. during layout, a presentation processor or transformation processor shall use glyph metrics equal to the metrics of the specified reference font, unless the glyph is not defined by the reference font.	
7.4	Yes	<code>#linePadding</code>	Create PNG
7.4	Yes	<code>#multiRowAlign</code>	Create PNG
8.4	Yes	<code>smpte:backgroundImage</code>	