



3RD GENERATION
PARTNERSHIP
PROJECT 2
"3GPP2"

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Mr. Dave Singer
3GPP SA4
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Re: 3GPP "Timed Text" (Tdoc S4 (03)0684)

Dear Mr. Singer;

3GPP2 TSG-C WG1.2 is in receipt of the 3GPP liaison TSG-SA WG4#28 Tdoc S4 (03)0684 and thanks 3GPP S4 for sending this. We are in agreement that it is best to refer to a specification rather than copy text from it when incorporating identical functionality in another specification. The current version of 3GPP2 C.P0050 (see attachment) does refer to 3GPP TS 26.234 when specifying Timed Text and does not copy the text. We note the separation of Timed Text from 3GPP TS 26.234 and the establishment of a separate specification for Timed Text (3GPP TS 26.245). This is very helpful and we will update our references.

With regard to our 'text wrap' extension, we think this feature would be very useful for 3GPP users and we encourage the inclusion of this feature in 3GPP TS 26.245. If that is done, then we would remove this language from 3GPP2 C.P0050 and define Timed Text by reference to 3GPP TS 26.245 only. This harmonization would simplify implementation of Timed Text for terminal manufacturers and greatly improve interoperability.

Should you have further questions, please contact me.

Regards,

Byung K. (BK) Yi
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cc: Hideo Okinaka 3GPP2 SC Chair
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Attachment: Text from the current draft of our specification C.P0050.

The following text was copied from the most recent version of C.P0050. Note that C.P0050 will become C.S0050 when it is published. The items labeled “6” and “23” are from the References section. Item “8.5” and subsections are from the main body of the document.

6. 3GPP TS 26.234, “Transparent end-to-end packet switched streaming service (PSS): Protocols and codecs (Release 5)”.

...

23. “Unicode Standard Annex #13: Unicode Newline guidelines”, by Mark Davis. An integral part of “The Unicode Standard, Version 3.1.”

Timed Text Format

For timed text in downloaded files, 3GPP Timed Text shall be used [6]. This is for download use, not for streaming.

Note that operators may deploy terminals specified with rules and restrictions in addition to those in 3GPP timed text. Behavior that is optional for 3GPP Timed Text may be mandatory for particular deployments. In particular, the required character set is almost certainly dependent on the geography of the deployment.

In 3GPP2 Timed Text, a text wrap function is additionally included as an optional feature. Therefore, 3GPP Timed Text is modified as following.

Text wrap

Automatic wrapping of text from line to line is complex, and can require hyphenation rules and other complex, language-specific criteria. For these reasons, text wrap is optional in this specification. Text wrap is specified using TextWrapBox. Terminals supporting this feature shall use TextWrapBox. When text wrap is not used or a string is too long to be drawn within the box, it is clipped. The terminal may choose whether to clip at the pixel boundary, or to render only whole glyphs.

There may be multiple lines of text in a sample (hard wrap). Terminals shall start a new line for the Unicode characters line separator (\u2028), paragraph separator (\u2029) and line feed (\u000A). Terminals should follow Unicode Technical Report 13 [23]. Terminals should treat carriage return (\u000D), next line (\u0085) and CR+LF (\u000D\u000A) as new line.

TextWrapBox

'twrp' - Specifies text wrap: the Box contains one 8-bit integer as a wrap mode flag.

```
class TextWrapBox() extends TextSampleModifierBox ('twrp') {
    unsigned int(8) wrap_flag;
}
```

wrap_flag:

Value	Description
0	No wrap
1	Automatic wrap
2-255	Reserved

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