



**Specification Information Note**  
**WAP-213\_102-WAPInterPic –20011128-a**  
Version 28-Nov -2001

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for

Wireless Application Protocol  
WAP-213-WAPInterPic-20010406-a  
WAP Pictogram Specification  
Version 06-April-2001

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# 1. Scope

This document provides changes and corrections to the following document files:

- WAP-213-WAPInterPic -20010406-a

# 2. Notation

In the subsections describing the changes new text is underlined. Removed text has ~~striketrough~~ marks. The presented text is copied from the specification. Text that is not presented is not affected at all. The change descriptions may also include editor's notes similar to the one below. The notes are not part of the actual changes and must not be included in the changed text.

**Editor's note:** Framed notes like these only clarify where and how the changes shall be applied.

## 3. Clarification of Pictogram usage in WAE2 environment

### 3.1 Change Classification

Class 2 – Bug Fix

### 3.2 Change Summary

This version of Pictogram specification relies on the certain WML1.X features, such as WML code pages in WBXML for binary token of pictogram reference names, localsrc attribute in img element for pictogram name representation/identification. However, WAP's mark-up language specification has been migrated to align with WAP-NG architecture and it has no binary encoding set for WML2 and XHTML-MP, nor is there localsrc attribute or equivalent in XHTML-MP. In addition, WAE group has decided there is no further development of WML1.X specification.

Therefore, the Pictogram specification must be corrected so that it can fit into the WAE2 environment. This SCD introduces the new sub-chapter for Pictogram usage in XHTML-MP content as well as WML (no matter what its version is) content, and adds / corrects some normative requirements for user agent behavior.

### 3.3 Change Description

## 2. References

### 2.1 Normative References

[CREQ]	"Specification of WAP Conformance Requirements", WAP-221-CREQ, WAP Forum™. <a href="http://www.wapforum.org/">URL:http://www.wapforum.org/</a>
[RFC2119]	"Key words for use in RFCs to Indicate Requirement Levels". S. Bradner. March 1997. <a href="http://www.ietf.org/rfc/rfc2119.txt">URL:http://www.ietf.org/rfc/rfc2119.txt</a>
[RFC2396]	"Uniform Resource Identifiers (URI): Generic Syntax", T. Berners-Lee, et al., August 1998. <a href="http://www.ietf.org/rfc/rfc2396.txt">URL: http://www.ietf.org/rfc/rfc2396.txt.</a>
[UAProf]	"User Agent Profile Specification", WAP-174-UAProf, WAP Forum™, <a href="http://www.wapforum.org/">URL: http://www.wapforum.org/</a>
<del>[WBXML]</del>	<del>"WAP Binary XML Content Format", WAP-192-WBXML, WAP Forum™, <a href="http://www.wapforum.org/">URL: http://www.wapforum.org/</a></del>
[WML]	"Wireless Markup Language Specification", WAP- <del>194</del> <u>238</u> -WML, WAP Forum™, <a href="http://www.wapforum.org/">URL: http://www.wapforum.org/</a>
<del>[XHTMLMP]</del>	<del>"XHTML Mobile Profile", WAP-277-XHTMLMP, WAP Forum™, URL: <a href="http://www.wapforum.org/">http://www.wapforum.org/</a></del>
<del>[HTML4]</del>	<del>"HTML 4.01 Specification", W3C Recommendation 24 December 1999. URL: <a href="http://www.w3.org/TR/1999/REC-html401-19991224">http://www.w3.org/TR/1999/REC-html401-19991224</a>, D.Raggett et al., December 1999.</del>

### 2.2 Informative References

[WAPARCH]	"WAP Architecture", WAP-100-Arch, WAP Forum™. <a href="http://www.wapforum.org/">URL:http://www.wapforum.org/</a>
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[CSS2]	“Cascading Style Sheets, level 2 CSS2 Specification”, W3C Recommendation 12-May-1998, URL: <a href="http://www.w3.org/TR/REC-CSS2">http://www.w3.org/TR/REC-CSS2</a>
[ISO10646]	"Information Technology - Universal Multiple-Octet Coded Character Set (UCS) - Part 1: Architecture and Basic Multilingual Plane", ISO/IEC 10646-1:1993.
[UNICODE]	"The Unicode Standard: Version 2.0", The Unicode Consortium, Addison-Wesley Developers Press, 1996. URL: <a href="http://www.unicode.org/">http://www.unicode.org/</a>
[SVG]	“Scalable Vector Graphics (SVG) 1.0 Specification”, W3C Working Draft 03 December 1999, URL: <a href="http://www.w3.org/TR/SVG">http://www.w3.org/TR/SVG</a>
[XML]	"Extensible Markup Language (XML) 1.0, W3C Recommendation 10-February-1998, REC-xml-19980210", T. Bray, et al, February 10, 1998. URL: <a href="http://www.w3.org/TR/1998/REC-xml-19980210">http://www.w3.org/TR/1998/REC-xml-19980210</a>
[WMLScript]	"WMLScript Specification", WAP-193-WMLScript, WAP Forum™. URL: <a href="http://www.wapforum.org/">http://www.wapforum.org/</a>

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## 4. Introduction

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This specification provides an extensible mechanism that makes it possible to add a new pictogram to the common pictogram set in the future. ~~Currently, pictogram mechanism is defined to be used only with WML, however, migration to the other markup language such as next version of WML is also considered.~~

....

## 6. Pictogram Presentation on WAE User Agents

### 6.1 Pictogram in WML

This section is normative.

Pictograms MUST be represented using the `img` element and the `localsrc` attribute ~~if it's used~~ in the document that conforms to [WML].

The following examples illustrate how to specify a pictogram in the WML document.

```

```

The `src` attribute has a URI where the alternative image of the pictogram can be downloaded from, and `alt` attribute has alternative text.

Above example should be rendered using a symbolic picture of arrow towards a right direction. Graphical image capable user agents that conforms to this specification MUST have the image of the core pictogram set internally; therefore, pictograms in the core set SHALL be rendered as an image without network transaction. If a user agent does not support graphical images, it MUST present pictogram in the alternative way (e.g., render alternative text as “->”).

```

```

Above example shall be rendered as an image that represents sunny weather. If a graphical image capable user agent does not have an image of the pictogram which is not in the core class, the user agent SHOULD download the image from the URI specified in the `src` attribute. If the user agent does not support graphical images, or unable to render the image by any reason, it SHALL render the text "Sunny" as specified in the `alt` attribute.

(...)

### 6.36.1.1 General Processing Model

This section is normative.

A ~~conformant WAE-WML~~ user agent that conforms to this specification MUST process the pictogram in the following manner.

- ~~1.~~ If the content is encoded in the WBXML format, decode it.
- ~~2.1.~~ If "pict" scheme is identified in the localsrc attribute of the img element, it MUST be treated as a pictogram.
- ~~3.2.~~ If the authority is omitted in the local name, the user agent MUST assume that it is "www.wapforum.org".
- ~~4.3.~~ If the user agent supports graphical image and does not have the image data of the pictogram, it SHOULD download the image data from the URL specified in the src attribute if it's provided.
- ~~5.4.~~ If the user agent does not support graphical image, or unable to download the image by any reason, it MUST render or present the alternative text in the alt attribute in the most appropriate way to its capability.

## 6.2 Pictogram in XHTML

This section is normative.

Pictograms SHOULD be represented using the object element [HTML4] if it's used in the document that conforms to [XHTMLMP].

The following examples illustrate how to specify a pictogram in the XHTML document.

```
<object data="pict:///core/arrow/right" />
```

Above example should be rendered using a symbolic picture of arrow towards a right direction. Graphical image capable user agents that conform this specification MUST have the image of the core pictogram set internally; therefore, pictograms in the core set SHALL be rendered as an image without network transaction.

The next example shows how a content author can specify alternate pictogram renderings.

```
<object data="pict:///time/season/winter">
  <object data="pict:///weather/snow">
    
</object>
```

</object>

In the above example, the author is trying to specify a pictogram icon for winter season. Since “winter” pictogram is optional, the author may want to provide alternatives for the user agent that doesn’t support “winter” pictogram and thus he or she can rely on the rendering rules defined in 13.3.1 in [HTML4] where it mandates to render the content of object element if the user agent cannot render a resource provided in the attributes. In the above example case, the content author provides next two levels of alternative elements. The second level specifies yet another pictogram, “snow” and the third level specifies img element which points the external image resource, “snowman.wbmp”, and finally alternative text “snowman” for non-graphical user agent. By doing this kind of nesting, a content author can specify his or her preference of which image should be chosen and also can provide appropriate ways of rendering pictogram for multiple user agents that have different capabilities.

## 6.2.1 General Processing Model

This section is normative.

An XHTMLMP user agent that conforms to this specification MUST process the pictograms in the following manner.

1. If "pict" scheme is identified, it MUST be treated as a pictogram. If both of classid and data are identified in the same object element, data attribute has precedence.
2. If the authority is omitted in the local name using “pict” URL, the user agent MUST assume that it is "www.wapforum.org".
3. If the user agent cannot render the pictogram for whatever reason, it SHOULD follow the rule to render object element specified in 13.3.1 in [HTML4].

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## **Appendix. A Static Conformance Requirements (Normative)**

### A.1.1 Pictogram in WAE

Item	Function	Reference	Status	Requirement
<u>WPCT-CW-C-001</u>	<u>Pictogram support in WAE user agent</u>	<u>6</u>	<u>M</u>	<u>WPCT-CW-C-002 OR WPCT-CW-C-004</u>
<u>WPCT-CW-001C-002</u>	Pictogram in WML	6.1	<u>MO</u>	<u>WML:MCFW PCT-CW-C-003</u>
<u>WPCT-CW-002C-003</u>	General Processing Model for WML user agent	<u>6.1.12</u>	<u>MO</u>	<u>WML:MCF AND WML-IMAGEMOD-C-001</u>
<u>WPCT-CW-C-004</u>	<u>Pictogram in XHTML</u>	<u>6.2</u>	<u>O</u>	<u>WPCT-CW-C-005</u>
<u>WPCT-CW-C-005</u>	<u>General Proccessing Model for XHTMLMP user agent</u>	<u>6.2.1</u>	<u>O</u>	<u>XHTMLMP: MCF</u>



