

Contents

	Foreword
	Introduction
1	Scope
2	Normative references
3	Terms, definitions and abbreviated terms
3.1	Terms and definitions
3.2	Abbreviated terms
3.3	Schema documents
3.4	Use of prefixes
4	Sensory effects description language
4.1	General
4.2	Validation
4.3	Processing
4.4	Basic building blocks
4.4.1	General
4.4.2	Schema wrapper
4.4.3	Mnemonics for binary representations
4.4.4	Common header for binary representations
4.4.5	Base datatypes and elements
4.4.5.1	Syntax
4.4.5.2	Binary representation
4.4.5.3	Semantics
4.4.6	Root element
4.4.6.1	Syntax
4.4.6.2	Binary representation syntax
4.4.6.3	Semantics
4.4.7	Description metadata
4.4.7.1	Syntax
4.4.7.2	Binary representation syntax
4.4.7.3	Semantics
4.4.8	Declarations
4.4.8.1	Syntax
4.4.8.2	Binary representation syntax
4.4.8.3	Semantics
4.4.9	Group of effects
4.4.9.1	Syntax
4.4.9.2	Binary representation syntax
4.4.9.3	Semantics
4.4.10	Effect
4.4.10.1	Syntax
4.4.10.2	Binary representation syntax
4.4.10.3	Semantics
4.4.11	Reference effect
4.4.11.1	Syntax
4.4.11.2	Binary representation syntax
4.4.11.3	Semantics
4.4.12	Parameters
4.4.12.1	Syntax

- 4.4.12.2 Binary representation syntax
- 4.4.12.3 Semantics
- 4.4.12.4 Examples
- 4.4.13 Additional validation rules
- 4.4.14 Examples

5 **Sensory effect vocabulary**

- 5.1 General
- 5.2 Validation
- 5.3 Schema wrapper
- 5.4 Light effect
 - 5.4.1 General
 - 5.4.2 Syntax
 - 5.4.3 Binary representation syntax
 - 5.4.4 Semantics
 - 5.4.5 Additional validation rules
 - 5.4.6 Example
- 5.5 Flash effect
 - 5.5.1 General
 - 5.5.2 Syntax
 - 5.5.3 Binary representation syntax
 - 5.5.4 Semantics
 - 5.5.5 Example
- 5.6 Temperature effect
 - 5.6.1 General
 - 5.6.2 Syntax
 - 5.6.3 Binary representation syntax
 - 5.6.4 Semantics
 - 5.6.5 Additional validation rules
 - 5.6.6 Example
- 5.7 Wind effect
 - 5.7.1 General
 - 5.7.2 Syntax
 - 5.7.3 Binary representation syntax
 - 5.7.4 Semantics
 - 5.7.5 Additional validation rules
 - 5.7.6 Example
- 5.8 Vibration effect
 - 5.8.1 General
 - 5.8.2 Syntax
 - 5.8.3 Binary representation syntax
 - 5.8.4 Semantics
 - 5.8.5 Additional validation rules
 - 5.8.6 Example
- 5.9 Spraying effect
 - 5.9.1 General
 - 5.9.2 Syntax
 - 5.9.3 Binary representation syntax
 - 5.9.4 Semantics
 - 5.9.5 Additional validation rules
 - 5.9.6 Example
- 5.10 Scent effect
 - 5.10.1 General
 - 5.10.2 Syntax
 - 5.10.3 Binary representation syntax
 - 5.10.4 Semantics
 - 5.10.5 Additional validation rules
 - 5.10.6 Example
- 5.11 Fog effect
 - 5.11.1 General
 - 5.11.2 Syntax
 - 5.11.3 Binary representation syntax
 - 5.11.4 Semantics
 - 5.11.5 Additional validation rules

5.11.6	Example
5.12	Color correction effect
5.12.1	General
5.12.2	Syntax
5.12.3	Binary representation syntax
5.12.4	Semantics
5.12.5	Additional validation rules
5.12.6	Example
5.13	Rigid body motion effect
5.13.1	General
5.13.2	Syntax
5.13.3	Binary representation syntax
5.13.4	Semantics
5.13.5	Example
5.14	Passive kinesthetic motion effect
5.14.1	General
5.14.2	Syntax
5.14.3	Binary representation syntax
5.14.4	Semantics
5.14.5	Additional validation rules
5.14.6	Example
5.15	Passive kinesthetic force effect
5.15.1	General
5.15.2	Syntax
5.15.3	Binary representation syntax
5.15.4	Semantics
5.15.5	Additional validation rules
5.15.6	Examples
5.16	Active kinesthetic effect
5.16.1	General
5.16.2	Syntax
5.16.3	Binary representation syntax
5.16.4	Semantics
5.16.5	Examples
5.17	Tactile effect
5.17.1	General
5.17.2	Syntax
5.17.3	Binary representation syntax
5.17.4	Semantics
5.17.5	Example
5.18	Parameterized Tactile effect
5.18.1	General
5.18.2	Syntax
5.18.3	Binary representation syntax
5.18.4	Semantics
5.18.5	Additional validation rules
5.18.6	Examples
5.19	Bubble Effect
5.19.1	General
5.19.2	Syntax
5.19.3	Binary Representation
5.19.4	Semantics
5.19.5	Examples
5.20	Arrayed Light effect
5.20.1	General
5.20.2	Syntax
5.20.3	Binary Representation Syntax
5.20.4	Semantics
5.20.5	Examples

Annex A (informative) Intended usage of sensory information

Annex B (informative) Schema documents

B.1 Sensory effect description language schema

B.2 Sensory effect vocabulary schema

Page count: 87