### bldP (Build Paragraph)

This element specifies how to build paragraph level properties.

[Example: Consider having animation applied only to 1st level paragraphs. The <bldP> element should be used as follows:

<p:[bldLst](bldLst.docx)>

 <p:bldP spid="3" grpId="0" build="p"/>

</p:[bldLst](bldLst.docx)>

End example]

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| --- |
| Parent Elements |
| [bldLst](bldLst.docx) (§) |

|  |  |
| --- | --- |
| Child Elements | Subclause |
| [tmplLst](tmplLst.docx) (Template effects) | § |

|  |  |
| --- | --- |
| Attributes | Description |
| advAuto (Auto Advance Time) | This attribute specifies time after which to automatically advance the build to the next step.The possible values for this attribute are defined by the [ST\_TLTime](ST_TLTime.docx) simple type (§). |
| animBg (Animate Background) | This attribute indicates whether to animate the background of the shape associated with the text.The possible values for this attribute are defined by the XML Schema boolean datatype. |
| autoUpdateAnimBg (Auto Update [Animation](Animation.docx) Background) | This attribute indicates whether to automatically update the "animateBg" setting to true when the shape associated with the text has a fill or line.The possible values for this attribute are defined by the XML Schema boolean datatype. |
| bldLvl (Build Level) | This attribute describes the build level for the paragraph. It is only supported in paragraph type builds i.e the build attribute must also be set to "byParagraph" for this attribute to apply.The possible values for this attribute are defined by the XML Schema unsignedInt datatype. |
| build (Build Types) | This attribute describe the build types.The possible values for this attribute are defined by the [ST\_TLParaBuildType](ST_TLParaBuildType.docx) simple type (§). |
| grpId (Group ID) | This attribute ties effects persisted in the animation to the build information. The attribute is used by the editor when changes to the build information are made. GroupIDs are unique for a given shape. They are not guaranteed to be unique IDs across all shapes on a slide.The possible values for this attribute are defined by the XML Schema unsignedInt datatype. |
| rev (Reverse) | This attribute is only supported in paragraph type builds. This specifies the direction of the build relative to the order of the elements in the container. When this is set to "true", the animations for the paragraphs will be persisted in reverse order to the order of the paragraphs themselves such that the last paragraph animates first. Default value is "false".The possible values for this attribute are defined by the XML Schema boolean datatype. |
| spid (Shape ID) | This attribute describes the shape to which the build applies.The possible values for this attribute are defined by the ST\_ShapeID simple type (§). |
| uiExpand (Expand UI) | This attribute describes the view option indicating if the build should be displayed expanded.The possible values for this attribute are defined by the XML Schema boolean datatype. |

The following XML Schema fragment defines the contents of this element:

<complexType name="CT\_TLBuildParagraph">

 <sequence>

 <element name="[tmplLst](tmplLst.docx)" type="CT\_TLTemplateList" minOccurs="0" maxOccurs="1"/>

 </sequence>

 <attributeGroup ref="AG\_TLBuild"/>

 <attribute name="build" type="[ST\_TLParaBuildType](ST_TLParaBuildType.docx)" use="optional" default="whole"/>

 <attribute name="bldLvl" type="xsd:unsignedInt" use="optional" default="1"/>

 <attribute name="animBg" type="xsd:boolean" use="optional" default="false"/>

 <attribute name="autoUpdateAnimBg" type="xsd:boolean" default="true" use="optional"/>

 <attribute name="rev" type="xsd:boolean" use="optional" default="false"/>

 <attribute name="advAuto" type="[ST\_TLTime](ST_TLTime.docx)" use="optional" default="indefinite"/>

</complexType>