### cTn (Common Time Node Properties)

This element describes the properties that are common for time nodes.

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| Parent Elements |
| [cBhvr](cBhvr.docx) (§); [cMediaNode](cMediaNode.docx) (§); [excl](excl.docx) (§); [par](par.docx) (§); [seq](seq.docx) (§) |

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| Child Elements | Subclause |
| [childTnLst](childTnLst.docx) (Children Time Node List) | § |
| [endCondLst](endCondLst.docx) (End Conditions List) | § |
| [endSync](endSync.docx) (EndSync) | § |
| [iterate](iterate.docx) (Iterate) | § |
| [stCondLst](stCondLst.docx) (Start Conditions List) | § |
| [subTnLst](subTnLst.docx) (Sub-TimeNodes List) | § |

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| Attributes | Description |
| accel (Acceleration) | This attribute describes the percentage of specified duration over which the element's time will take to accelerate from 0 up to the "run rate."The possible values for this attribute are defined by the ST\_PositiveFixedPercentage simple type (§). |
| afterEffect (After Effect) | This attribute specifies whether there is an after effect applied to the time node.The possible values for this attribute are defined by the XML Schema boolean datatype. |
| autoRev (Auto Reverse) | This attribute describes whether to automatically play the animation in reverse after playing it in the forward direction.The possible values for this attribute are defined by the XML Schema boolean datatype. |
| bldLvl (Build level) | This attribute describes the build level of the animation.The possible values for this attribute are defined by the XML Schema int datatype. |
| decel (Deceleration) | This attribute describes the percentage of specified duration over which the element's time will take to decelerate from the "run rate" down to 0.The possible values for this attribute are defined by the ST\_PositiveFixedPercentage simple type (§). |
| display (Display) | This attribute describes whether the state of the time node is visible or hidden.The possible values for this attribute are defined by the XML Schema boolean datatype. |
| dur (Duration) | This attribute describes the duration of the time node, expressed as unit time.The possible values for this attribute are defined by the [ST\_TLTime](ST_TLTime.docx) simple type (§). |
| evtFilter (Event Filter) | This attribute describes the event filter for this time node.The possible values for this attribute are defined by the XML Schema string datatype. |
| fill (Fill) | This attribute describes the fill type for the time node.The possible values for this attribute are defined by the [ST\_TLTimeNodeFillType](ST_TLTimeNodeFillType.docx) simple type (§). |
| grpId (Group ID) | This attribute describes the Group ID of the time node.The possible values for this attribute are defined by the XML Schema unsignedInt datatype. |
| id (ID) | This attribute specifies the identifier for the timenode.The possible values for this attribute are defined by the [ST\_TLTimeNodeID](ST_TLTimeNodeID.docx) simple type (§). |
| masterRel (Master Relation) | This attribute specifies how the time node plays back relative to its master time node.The possible values for this attribute are defined by the [ST\_TLTimeNodeMasterRelation](ST_TLTimeNodeMasterRelation.docx) simple type (§). |
| nodePh (Node Placeholder) | This attribute describes whether this node is a placeholder.The possible values for this attribute are defined by the XML Schema boolean datatype. |
| nodeType (Node Type) | This attribute specifies the type of time node.The possible values for this attribute are defined by the [ST\_TLTimeNodeType](ST_TLTimeNodeType.docx) simple type (§). |
| presetClass (Preset Types) | This attribute descries the class of effect in which it belongs.The possible values for this attribute are defined by the [ST\_TLTimeNodePresetClassType](ST_TLTimeNodePresetClassType.docx) simple type (§). |
| presetID (Preset ID) | This attribute describes the preset identifier for the time node.The possible values for this attribute are defined by the XML Schema int datatype. |
| presetSubtype (Preset SubType) | This attribute is a bitflag that specifies a direction or some other attribute of the effect. For example it can be set to specify a “From Bottom” for the Fly In effect, or “Bold” for the Change Font Style effect.   The possible values for this attribute are defined by the XML Schema int datatype. |
| repeatCount (Repeat Count) | This attribute describes the number of times the element should repeat, in units of thousandths.The possible values for this attribute are defined by the [ST\_TLTime](ST_TLTime.docx) simple type (§). |
| repeatDur (Repeat Duration) | This attribute describes the amount of time over which the element should repeat. If absent, the attribute is taken to be the same as the specified duration.The possible values for this attribute are defined by the [ST\_TLTime](ST_TLTime.docx) simple type (§). |
| restart (Restart) | This attribute specifies if a node is to restart when it completes its action.The possible values for this attribute are defined by the [ST\_TLTimeNodeRestartType](ST_TLTimeNodeRestartType.docx) simple type (§). |
| spd (Speed) | This attribute specifies the percentage by which to speed up (or slow down) the timing. If negative, the [timing](timing.docx) will be reversed. Example: if speed is 200% and the specified duration is 10 seconds, the actual duration will be 5 seconds.The possible values for this attribute are defined by the ST\_Percentage simple type (§). |
| syncBehavior (Synchronization Behavior) | This attribute specifies how the time node synchronizes to its group. The possible values for this attribute are defined by the [ST\_TLTimeNodeSyncType](ST_TLTimeNodeSyncType.docx) simple type (§). |
| tmFilter (Time Filter) | This attribute specifies the time filter for the time node.The possible values for this attribute are defined by the XML Schema string datatype. |

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

<complexType name="CT\_TLCommonTimeNodeData">

 <sequence>

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

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

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

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

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

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

 </sequence>

 <attribute name="id" type="[ST\_TLTimeNodeID](ST_TLTimeNodeID.docx)" use="optional"/>

 <attribute name="presetID" type="xsd:int" use="optional"/>

 <attribute name="presetClass" type="[ST\_TLTimeNodePresetClassType](ST_TLTimeNodePresetClassType.docx)" use="optional"/>

 <attribute name="presetSubtype" type="xsd:int" use="optional"/>

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

 <attribute name="repeatCount" type="[ST\_TLTime](ST_TLTime.docx)" use="optional" default="1000"/>

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

 <attribute name="spd" type="a:ST\_Percentage" use="optional" default="100000"/>

 <attribute name="accel" type="a:ST\_PositiveFixedPercentage" use="optional" default="0"/>

 <attribute name="decel" type="a:ST\_PositiveFixedPercentage" use="optional" default="0"/>

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

 <attribute name="restart" type="[ST\_TLTimeNodeRestartType](ST_TLTimeNodeRestartType.docx)" use="optional"/>

 <attribute name="fill" type="[ST\_TLTimeNodeFillType](ST_TLTimeNodeFillType.docx)" use="optional"/>

 <attribute name="syncBehavior" type="[ST\_TLTimeNodeSyncType](ST_TLTimeNodeSyncType.docx)" use="optional"/>

 <attribute name="tmFilter" type="xsd:string" use="optional"/>

 <attribute name="evtFilter" type="xsd:string" use="optional"/>

 <attribute name="display" type="xsd:boolean" use="optional"/>

 <attribute name="masterRel" type="[ST\_TLTimeNodeMasterRelation](ST_TLTimeNodeMasterRelation.docx)" use="optional"/>

 <attribute name="bldLvl" type="xsd:int" use="optional"/>

 <attribute name="grpId" type="xsd:unsignedInt" use="optional"/>

 <attribute name="afterEffect" type="xsd:boolean" use="optional"/>

 <attribute name="nodeType" type="[ST\_TLTimeNodeType](ST_TLTimeNodeType.docx)" use="optional"/>

 <attribute name="nodePh" type="xsd:boolean" use="optional"/>

</complexType>