### hsl (HSL)

This element specifies an incremental HSL (Hue, Saturation, Lightness) value to add to a color animation.

[Example: Consider a shape with a lightening emphasis animation. The <hsl> element should be used as follows:

<p:[animClr](animClr.docx) clrSpc="hsl">

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

 <p:[cTn](cTn.docx) id="8" dur="500" fill="hold"/>

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

 <p:[spTgt](spTgt.docx) spid="4"/>

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

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

 <p:[attrName](attrName.docx)>stroke.color</p:[attrName](attrName.docx)>

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

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

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

 <p:hsl h="0" s="0" l="0"/>

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

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

End Example]

|  |
| --- |
| Parent Elements |
| by (§) |

|  |  |
| --- | --- |
| Attributes | Description |
| h (Hue) | Specifies hue as an angle. The valid values range from [0, 360] degrees.The possible values for this attribute are defined by the ST\_Angle simple type (§). |
| l (Lightness) | Specifies a lightness as fixed percentage in 1000ths of a percent. The valid values range from [-100%, 100%].The possible values for this attribute are defined by the ST\_FixedPercentage simple type (§). |
| s (Saturation) | Specifies a saturation as a fixed percentage in 1000ths of a percent. The valid values range from [-100%, 100%].The possible values for this attribute are defined by the ST\_FixedPercentage simple type (§). |

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

<complexType name="CT\_TLByHslColorTransform">

 <attribute name="h" type="a:ST\_Angle" use="required"/>

 <attribute name="s" type="a:ST\_FixedPercentage" use="required"/>

 <attribute name="l" type="a:ST\_FixedPercentage" use="required"/>

</complexType>