### pos (Comment Position)

This element specifies the positioning information for the placement of a comment on a slide surface. In LTR versions of the generating application, this position information should refer to the upper left point of the comment shape. In RTL versions of the generating application, this position information should refer to the upper right point of the comment shape.

[Note: The anchoring point on the slide surface is unaffected by a right-to-left or left-to-right layout change. That is the anchoring point remains the same for all language versions. End note]

[Note: Because there is no specified size or formatting for comments, this UI widget used to display a comment can be any size and thus the lower right point of the comment shape is determined by how the viewing application chooses to display comments. End note]

[Example:

<p:pos x="1426" y="660"/>

End example]

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

|  |  |
| --- | --- |
| Attributes | Description |
| x (X-Axis Coordinate)  Namespace: .../drawingml/2006/main | Specifies a coordinate on the x-axis. The [origin](origin.docx) point for this coordinate shall be specified by the parent XML element.  [Example: Consider the following point on a basic wrapping polygon for a DrawingML object:  <wp:… x="0" y="100" />  The x attribute defines an x-coordinate of 0. end example]  The possible values for this attribute are defined by the ST\_Coordinate simple type (§). |
| y (Y-Axis Coordinate)  Namespace: .../drawingml/2006/main | Specifies a coordinate on the x-axis. The [origin](origin.docx) point for this coordinate shall be specified by the parent XML element.  [Example: Consider the following point on a basic wrapping polygon for a DrawingML object:  <wp:… x="0" y="100" />  The y attribute defines a y-coordinate of 100. end example]  The possible values for this attribute are defined by the ST\_Coordinate simple type (§). |

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

<complexType name="CT\_Point2D">

<attribute name="x" type="ST\_Coordinate" use="required"/>

<attribute name="y" type="ST\_Coordinate" use="required"/>

</complexType>