### subTnLst (Sub-TimeNodes List)

This element describes time nodes that have a start time which is not based on the containing timenode. It is instead based on their master relationship (masterRel).  At runtime, they are inserted dynamically into the [timing](timing.docx) tree as child timenodes for playback, based on the logic defined by the master relationship. These elements are used for animations such as "dim after" and "play sound effects"

[Example: Consider an animation with a "Fly In" effect on paragraphs so that each paragraph flies in on a separate click. Then the "Dim After" effect for paragraph 1 doe not happen until paragraph 2 flies in. The <subTnLst> element should be used as follows:

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

 <p:[cTn](cTn.docx) id="5" grpId="0" nodeType="clickEffect">

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

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

 <p:subTnLst>

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

 <p:[cBhvr](cBhvr.docx) override="childStyle">

 <p:[cTn](cTn.docx) fill="hold" masterRel="nextClick" afterEffect="1"/>

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

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

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

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

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

 </p:subTnLst>

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

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

End Example]

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

|  |  |
| --- | --- |
| Child Elements | Subclause |
| [anim](anim.docx) (Animate) | § |
| [animClr](animClr.docx) (Animate Color Behavior) | § |
| [animEffect](animEffect.docx) (Animate Effect) | § |
| [animMotion](animMotion.docx) (Animate Motion) | § |
| [animRot](animRot.docx) (Animate Rotation) | § |
| [animScale](animScale.docx) (Animate Scale) | § |
| [audio](audio.docx) (Audio) | § |
| [cmd](cmd.docx) (Command) | § |
| [excl](excl.docx) (Exclusive) | § |
| [par](par.docx) (Parallel Time Node) | § |
| [seq](seq.docx) (Sequence Time Node) | § |
| set (Set Time Node Behavior) | § |
| [video](video.docx) (Video) | § |

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

<complexType name="CT\_TimeNodeList">

 <choice minOccurs="1" maxOccurs="unbounded">

 <element name="[par](par.docx)" type="CT\_TLTimeNodeParallel"/>

 <element name="[seq](seq.docx)" type="CT\_TLTimeNodeSequence"/>

 <element name="[excl](excl.docx)" type="CT\_TLTimeNodeExclusive"/>

 <element name="[anim](anim.docx)" type="CT\_TLAnimateBehavior"/>

 <element name="[animClr](animClr.docx)" type="CT\_TLAnimateColorBehavior"/>

 <element name="[animEffect](animEffect.docx)" type="CT\_TLAnimateEffectBehavior"/>

 <element name="[animMotion](animMotion.docx)" type="CT\_TLAnimateMotionBehavior"/>

 <element name="[animRot](animRot.docx)" type="CT\_TLAnimateRotationBehavior"/>

 <element name="[animScale](animScale.docx)" type="CT\_TLAnimateScaleBehavior"/>

 <element name="[cmd](cmd.docx)" type="CT\_TLCommandBehavior"/>

 <element name="[set](set.docx)" type="CT\_TLSetBehavior"/>

 <element name="[audio](audio.docx)" type="CT\_TLMediaNodeAudio"/>

 <element name="[video](video.docx)" type="CT\_TLMediaNodeVideo"/>

 </choice>

</complexType>