#### xfrm (2D Transform for Graphic Frame)

This element specifies the transform to be applied to the corresponding graphic frame. This transformation will be applied to the graphic frame just as it would be for a shape or group shape.

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| Parent Elements |
| [graphicFrame](graphicFrame.docx) (§) |

|  |  |
| --- | --- |
| Child Elements | Subclause |
| [ext](ext.docx) (Extents) | § |
| off (Offset) | § |

|  |  |
| --- | --- |
| Attributes | Description |
| flipH (Horizontal Flip)Namespace: .../drawingml/2006/main | Specifies a horizontal flip. When true, this attribute defines that the shape will be flipped horizontally about the center of its bounding box.[Example: The following illustrates the effect of a horizontal flip.end example]The possible values for this attribute are defined by the XML Schema boolean datatype. |
| flipV (Vertical Flip)Namespace: .../drawingml/2006/main | Specifies a vertical flip. When true, this attribute defines that the group will be flipped vertically about the center of its bounding box.[Example: The following illustrates the effect of a vertical flip.end example]The possible values for this attribute are defined by the XML Schema boolean datatype. |
| rot (Rotation)Namespace: .../drawingml/2006/main | Specifies the rotation of the Graphic Frame. The units for which this attribute is specified in reside within the simple type definition referenced below. The possible values for this attribute are defined by the ST\_Angle simple type (§). |

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

<complexType name="CT\_Transform2D">

 <sequence>

 <element name="off" type="CT\_Point2D" minOccurs="0" maxOccurs="1"/>

 <element name="[ext](ext.docx)" type="CT\_PositiveSize2D" minOccurs="0" maxOccurs="1"/>

 </sequence>

 <attribute name="rot" type="ST\_Angle" use="optional" default="0"/>

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

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

</complexType>