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## Information technology — User interfaces — Universal remote console —

### Part 3: Presentation template

*Technologies de l'information — Interfaces utilisateur — Console à  
distance universelle —*

*Partie 3: Modèle de présentation*

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## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

ISO/IEC 24752-3 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 35, *User interfaces*.

ISO/IEC 24752 consists of the following parts, under the general title *Information technology — User interfaces — Universal remote console*:

- *Part 1: Framework*
- *Part 2: User interface socket description*
- *Part 3: Presentation template*
- *Part 4: Target description*
- *Part 5: Resource description*

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## Introduction

A presentation template (PreT) in the presentation template markup language is a user-oriented representation of a target described in a user interface socket specification. It maps user interface socket elements to interaction (presentation and user input) mechanisms. It provides a structure into which elements of the presentation are embedded. The presentation elements themselves are modality-independent, i.e. capable of adaptation to any delivery context.

The main content of a presentation template is a structured set of abstract interactors. These are user interface elements that describe a choice for the user to make, some input to obtain from the user, or some output to convey to the user. Each interactor is bound to a single socket element.

**NOTE** The PreT markup language is similar to the XForms form controls. However, significant differences exist. Firstly, PreT markup language does not include the specification of natural language atomic resources such as labels and help texts. These atomic resources are defined externally. Secondly, PreT interactors bind to user interface socket elements, and XForms form controls bind to elements in an XForms data model.

As a brief introduction to the presentation template concept, a short example is presented, showing a complete presentation template for a digital thermometer whose user interface socket is included in Annex B.

The thermometer is always on, as it is connected to the mains. It displays the current temperature, maximum and minimum temperatures, and can do this in Fahrenheit or centigrade. It includes a command for resetting the maximum and minimum temperatures. It requires the user to provide confirmation of a reset operation.

### EXAMPLE

```
<?xml version="1.0" encoding="UTF-8"?>

<pret name="http://example.com/thermometer/pret.xml"
  id="pret"
  xmlns="http://myurc.org/ns/pret"
  xmlns:dcterms="http://purl.org/dc/terms/">
  <dcterms:conformsTo>http://myurc.org/iso24752-3/2007</dcterms:conformsTo>
  <group id="readings">
    <output id="temperature" ref="http://example.com/thermometer/socket#temperature"/>
    <output id="maximum" ref="http://example.com/thermometer/socket#maximum"/>
    <output id="minimum" ref="http://example.com/thermometer/socket#minimum"/>
  </group>
  <select1 id="scale" ref="http://example.com/thermometer/socket#scale"/>
  <trigger id="reset" ref="http://example.com/thermometer/socket#reset"/>
  <modalDialog id="checkReset" ref="http://example.com/thermometer/socket#checkReset">
    <trigger id="confirmReset" ref="http://example.com/thermometer/socket#confirmReset"/>
    <trigger id="cancelReset" ref="http://example.com/thermometer/socket#cancelReset"/>
  </modalDialog>
</pret>
```

Each of the constants, variables, commands and notify elements within the socket is represented by an interactor within the presentation template, and a grouping structure is provided, grouping the temperature readings together. The structure also provides a default order for presentation of the elements (the order of appearance within the description) and indicates which elements are relevant when the user is being asked to confirm a 'reset' command (notify state "checkReset" is active).

**NOTE** Resources such as labels, help texts and keywords pertaining to elements of a presentation template are not included within the presentation template itself but provided separately. Resources reference presentation template elements using the presentation template's name (URI) and the element ids. Refer to ISO/IEC 24752-5 for further details.