

Data Element	Authority	Sub-element	Notes	Sub-element	Notes	Sub-element	Validation Use	Notes	Notes	REQ	RES NOTE
preservationEvent								A preservation activity performed upon the resource.			
		id	authority					System-generated unique identifier. Mandatory within the element. 'local' is default. In a shared preservation context, the ID may be contextual rather than local.			
		type						Type of the preservation of the resource. Mandatory within the element. Other allows free-text any and all types.			
		date						Specific name for an event in the preservation of the resource. Can represent local terminology.			
		time						Place where the event occurred. Can include building, address, city, state, country.			
		startDate						YYYY-MM-DD or YYYY-MM-DDT00:00:00Z or YYYY-MM-DDT00:00:00-07:00 (see 3.2.2.2)			
		endDate						is mandatory within the element.			
		cause						Primary description of the event.			
		outcome						Successful. Further necessary. No change. Unsuccessful conditions imposed as result of activity.			
		associatedEntity						Mandatory within PreservationEvent element.			
				identifier	type			Mandatory within associatedEntity. Use identifier assigned by the same authority. Otherwise, system assigned.			
				authority				Mandatory within associatedEntity indicates which authority assigned the ID.			
								Correspondence, Data set, Deal of gift, Document, Loans, Other, Permission request, Permission response, Publicity release, Report, Research.			
				type				Mandatory within associatedEntity. Use authoritative source of name, e.g. Agency, Group or Hunter Museum.			
				name				Archivist, Conservator, Curator, Consultant, Digitizer, Digitizing Agency, Inspector, Preservation fee, Registrar, Other.			
				role				Other provides free-text entry; triggers report for IMS.			
				affiliation				Affiliation of the named entity. Affiliation refers to a corporate body with whom an entity is professionally or formally affiliated at the time of the event. The affiliation should either be relevant to the event or used to provide identification or authority to the named entity.			
				reference				URL or other location for information about the entity.			
				description				High-level description of role and association of associatedObject within the event.			
				associatedObject				Multiple associated objects can be assigned to an event.			
				identifier	type			Mandatory within associatedObject. Use identifier assigned by the same authority. Otherwise, system assigned.			
				authority				Mandatory within associatedObject indicates which authority assigned the ID. Default is 'local'.			
				role				Use identifier assigned by the object repository.			
								Correspondence, Data set, Deal of gift, Document, Loans, Other, Permission request, Permission response, Publicity release, Report, Research.			
				type				Mandatory within associatedObject. Use main or authoritative function's ID.			
				name				Mandatory within associatedObject. Use main or authoritative function's ID.			
				reference				URL or other location for information about the entity.			
				description				High-level description of role and association of associatedObject within the event.			

Object Element	Attribute	Sub-Element	Attribute	Sub-Element	Attribute	Sub-Element	Attribute	Sub-Element	Attribute	Unit	Min	Max	RES NOTE
layerDetail	type			layerDetail-type CV									Allows user to specify multiple layers, with characteristics of each, such as thickness of or composition of base
	thickness												Record as a decimal number (rounded) to one of the following units of measure. Mills (thousandths of an inch), Millimeters, Centimeters, Meters, Inches (4:100ths) per inch
	composition			if layerDetail-base THEN use base CV									For film thickness type provide a separate section on the form for objectDetail-composition and type base CV with layerDetail-Film Base. Provide a publisher there with baseCV. Then put other layer's properties layer
	order												The purpose the media layer serves in the overall media object
													Positive integer. Indicates where the described media layer exists within the layered media object hierarchy. Must layered media objects have a well-defined location that shall be defined as being in order of 1. All layers related to the base layer shall have their order increment according to the above within the overall layer structure that they occur
trackBrand				Agfa, Arco, DuPont, Eastman-Kodak, Fuji, Other									Other provides free text entry
shellDimensions													If a W x D. Height is the longest dimension of the object with its longest depth as the third longest (L&E).
													Positively because of the shelving implications. Container which is NOT integral with the media, such as a film cartridge or cassette. If there is more than one non-integral container, describe the individual container (i.e., the cardboard box, plastic case, etc.)
layerContainer	type			layerContainer-type CV									Other provides free text entry
	dimensions												If a W x D. Height is the longest dimension of the object with its longest depth as the third longest (L&E).
	speed	layerContainer-speed											The nominal playback speed for the described object.
		layerContainer-speed											Any required refinement of the nominal playback speed for the described object. Expressed as a percentage of the nominal playback speed, e.g., 20% T.S.
soundIntegration				Composite (sound and pic or physical media), Sound only, Pic only									Sound is Composite
soundQualities	description	type	category	description CV									Sound only THEN do not describe Composite subelements.
	order			order CV									See called Presentation
	description			description CV									If soundIntegration Picture only THEN do not describe soundQualities subelements.
	typeMedium			typeMedium CV									
	channels			Positive Integer									The number of audio channels, e.g., 1, 2, 3, etc.
													Indicates the pan position within the audio sound stage that the stream should normally occupy during audio playback within the left-right axis. The panning within a single left-right axis (such as in the case of stereo channels), the position to describe is a linear requirement to the left or right. Positive values shall indicate a displacement to the right (where +100 is fully right), negative values shall indicate a displacement to the left (where -100 is fully left). A default value of 0.0 shall indicate that the audio is panned to the center. Will be hard-coded for certain formats in Version 2.
				channelNumber									A number assigned to a particular channel in order to map it to its position in the audio sound stage (i.e., pan position within the left-right axis).
													Indicates the pan position within the audio sound stage during audio playback within the front-back axis. Front-to-rear position shall be specified by linear displacement from the front (0.0) to the rear (100.0). A default value of 0.0 shall indicate that the audio is panned to the front. Will be hard-coded for certain formats in Version 2.
				channelNumber									A number assigned to a particular channel in order to map it to its position in the audio sound stage (i.e., pan position within the left-right axis).
				channelNumber									1-16 tracks, 1-8 other
				1-4 (quarter tracks), 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, other									The format of the audio tracks.
				1-4 (quarter tracks), 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, other									The sound space arrangement of the sound
				Other									Indicates
				Dolby A, Dolby SR, DBX, Type I, DBX Type II, Stereo, other									Indicates equalization. Any relevant noise reduction processing that must be applied to the described audio object during playback to properly record the recorded sound
													Indicates equalization. Any relevant equalization curve that must be applied to the described audio object during playback to properly receive the recorded sound. Where possible, this information should be given by its internationally recognized standard name.
				AES, NAB, RIAA, PFBS, PFBS, ECI, CCIR, Other Acoustic, flat (no curve)									

Data Element	Attribute	Sub-element	Address	Sub-element	Address	Sub-element	Address	Sub-element	Address	Unit	Range	Notes	ABIS	AES NOTE
		channel		channelNumber						Positive Integer	The number of audio channels, e.g., 1, 2, 3, etc.	y		
				leftPannerPosition						Decimal Number	Indicates the pan position within the audio sound stage that the streams should normally occupy during audio playback within the left-right axis. For panning within a single left-right axis (such as in the case of stereo streams), the position is specified by a linear displacement to the left or right. Positive values shall indicate a displacement to the right (where +100 is fully right), negative values shall indicate a displacement to the left (where -100 is fully left). A default value of 0.0 shall indicate that the audio is panned to the center. Will be hard-coded for certain formats in Version 2.	y		
				channelNumber						Positive Integer	A number assigned to a particular channel in order to map it to its position in the audio sound stage (i.e., also position within the left-right axis).	y		
				rightPannerPosition						Decimal Number	Indicates the pan position within the audio sound stage that the encoding streams should normally occupy during audio playback within the front-back axis. Front-rear position shall be specified by linear displacement from the front (0.0) to the rear (200.0). A default value of 0.0 shall indicate that the audio is panned to the front. Will be hard-coded for certain formats in Version 2.	y		
				channelNumber						Positive Integer	A number assigned to a particular channel in order to map it to its position in the audio sound stage (i.e., also position within the left-right axis).	y		
		trackFormat								1 (Full track), 2 (Half track), 3 (Quarter track), 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100	The format of the audio tracks.	y		
		audioField								Interlaced, Progressive, S. 1, F. 1, Other	The audio space arrangement of the sound recordings.	y		
		audioFunction								Dolby A, Dolby SR, DDX, Type I, DDX Type II, Ultra Stereo, unknown, other	If analogDigitalFlag=digital THEN do not display. Any inherent noise reduction processing that must be applied to the described audio object during playback to properly recover the recorded sound.	y		
										None	If analogDigitalFlag=digital THEN do not display. Any inherent equalization curve that must be applied to the described audio object during playback to properly recover the recorded sound. Where possible, this information should be given by its internationally recognized standard name.	y		
location		substitution								AES, NAB, RIAA, PF18, PF19, RCI, CCR, CTR, Other (specify in comments)	Substitution	y		
audioIPresentationInfo										Substitution	Flag text code for miscellaneous information.	y		
audioCharacteristics		audioCharacteristics								Substitution	If analogDigitalFlag=digital THEN do not display. Specifies the recorded audio characteristics.	y		
		codeName								codeName CV	Name of the codec (compression algorithm) used to process the video data.	y		
		codeNameVersion								Numeric Identifier	Version of the compression algorithm used to process the video data. Format is X.Y.Z, etc.	y		
		creatingApplication								name	Name of the software program that created the video. For audio and video, the codec creator application (the software application used to apply the format, e.g., encode/decode).	y		
		codeQuality								Numeric Identifier	Indication of whether the codec is lossy or lossless.	y		
		codeRate								codeRate	Number of bits used in a compressed file, e.g., 64, 128, 256, etc., 260 bits rate.	y		
		codeRateMode								codeRateMode	Indication of whether the video data has been processed to achieve a fixed compressed or variable bit rate.	y		
		codeRate								codeRate	Quantized format as represented as bit-rate/framesize ratio.	y		
		codeRate								codeRate	Number of bytes used to represent a single video frame, which generally means to one per camera. Files with a bit depth of 24 will usually be represented as 3 bytes per frame. However, some applications may store 24-bit video in a 4-byte frame.	y		
		codeRate								codeRate	Indication of whether the video data has been processed to achieve a fixed compressed or variable bit rate.	y		
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Data Element	Attribute	Sub-Element	Attribute	Sub-Element	Attribute	Sub-Element	Attribute	Sub-Element	Unit	Value	Min	Max	AES	AES NOTE
Streams		streamNumber							Positive Integer	The number of audio channels, e.g., 1, 2, 3, etc.				
										Indicates the pan position within the audio sound stage that the streams should normally occupy during audio playback within the left-right axis. For panning within a single left-right axis (such as in the case of stereo speakers), the position is specified by a linear displacement to the left or right. Positive values shall indicate a displacement to the right (where +100 is fully right); negative values shall indicate a displacement to the left (where -100 is fully left). A default value of 0 shall indicate that the audio is panned to the center. Will be hard-coded to certain formats in Version 2.				
		leftRightPosition							Decimal Number					
			channelNumber						Positive Integer	A number assigned to a particular channel in order to map it to its position in the audio sound stage (i.e., also position within the left-right axis).				
										Indicates the pan position within the audio sound stage that the recording streams should normally occupy during audio playback within the front-back axis. Front-back position shall be specified by linear displacement from the front (0.0) to the rear (200). A default value of 0.0 shall indicate that the audio is panned to the front. Will be hard-coded to certain formats in Version 2.				
		frontBackPosition							Decimal Number					
			channelNumber						Positive Integer	A number assigned to a particular channel in order to map it to its position in the audio sound stage (i.e., also position within the left-right axis).				
Speed		speedDesignated							16-20 rpm, 23-15 rpm, 45 rpm, 78 rpm, 100 rpm	The nominal playback speed for the described media object.				
		actualPlaybackSpeed								AES-recommended value of the nominal playback speed for the described audio object. Expressed as a percentage of the nominal playback speed. Min. 90, Max. 110.				
grooveCharacteristics		grooveOrientation							lateral, vertical	If speedDesignated is 33 1/3 rpm or 78 rpm, VPIEC, usually lateral.				
		grooveWidth							2.4 millimeters, Other	Expressed in millimeters.				
		grooveCrossSection							about cut, press, modulated	If speedDesignated is 33-15 rpm or 45 rpm or 78 rpm, VPIEC usually cross-sectioned.				
soundField		stereo, stereo, front stereo, headroom, 0, 1, 1, 1, Other								The spatial arrangement of the sound recording.				
noiseReduction		Dolby A, DBX, flat, other, none								Any inherent noise reduction processing that must be applied to the described audio object during playback to properly recover the recorded sound. Playback to properly recover the recorded sound.				
equalization		AES, NAB, RIAA, FRB, PFB, IEC, CCIR, Other (specify, for use only), deviation CV								Any inherent equalization curve that must be applied to the described audio object during playback to properly recover the recorded sound. Where possible, this information should be given by a manufacturer-recognized standard curve, deviation from original.				
physicalProperties										Free text note for miscellaneous information.				
media														
mediaFormat									Cylinder, Integer	See serial in revision 1. Allows for equalizer to readily identify a format by usual nomenclature, with system specifying certain physical description fields based on the definition.				
mediaType									Cylinder recording	The object, immediately after values, e.g., "1" for other recording.				
mediaStructure									19.4mm ISO 550-100, (temporal)					
length	unit								seconds, CV	AES recommends metric system measurements unless practical. Identify standard length(s).	4.4.2.1.2.1.5			AES treats diameter as an element under cylinderDimensionsType
totalThickness	unit								millimeters, centimeters, micrometers	Total thickness of the tape. AES recommends metric system measurements where practical.	4.4.2.1.2.1.1			AES treats length as an element under cylinderDimensionsType
mediaThickness	unit								millimeters, centimeters, micrometers	Total thickness of the tape. AES recommends metric system measurements where practical.	4.4.2.1.2.1.1			AES treats thickness as an element under tapeDimensionsType
mediaMaterial	unit								SubstrateMaterialLayer, MetalLayer, SurfaceLayer		4.4.2.1.1.5.1			AES treats each type as an element under cylinderStructure
mediaIdentification									Label layer, Protective layer, Recording layer, Support layer	Record as a decimal number followed by one of the following units of measure. Mills (thousandths of an inch), Millimeters, Centimeters, Meters, inches (use "Threats" per inch).				
mediaSupport	unit								mm, cm, m	The purpose the media layer serves in the overall media object.				
mediaStructure									Recording CV	Indicates where the described media layer exists within the layered media object structure. Most layered media objects have a well-defined bottom that shall be defined as being in order of 1, 20. Layers added to that base layer shall have their order determined according to the place within the overall media structure. Will only apply if other possible has been used.				

