

PMT Type Table Section:

The following table maps the Schema types used by PMT to the types used in other contexts within PMT.

The **Schema** column refers to either a XML Schema built-in type, or to a PMT derived data type as specified in PMT's default schema (PmtDefaultDefinitioins.xsd).

The **TT Type** and **TT Translator** columns refer to entries in the default Translation Table (PmtTranslationTbl.h) or a Translation Table you create. (**TT** is an abbreviation for Translation Table.)

The **Exif/TIFF** column: For Exif file formats, it refers to the type taken from bytes 2-3 of the Exif IFD Structure, which is the type of data stored in an Exif file. For TIFF file formats, it refers to the type taken from bytes 2-3 of the TIFF IFD Entry, which is the type of data stored in a TIFF file.

The **C++** column refers to the type used in C++ code.

Notice that there is more than one possible mapping for a particular type. Only an entire row of types is unique. For example, notice that there are three entries for the Schema type **unsignedByte** below. Taking each of the other columns (types) into consideration makes each **unsignedByte** entire row entry unique.

Table 1. Mapping of XML Schema types to Translation Table types, Translation Table translators, Exif/TIFF, and C++ types.

<i>Index</i>	<i>Schema</i>	<i>TT Type</i>	<i>TT Translator</i>	<i>Exif/TIFF</i>	<i>C++</i>
1	unsignedByte	ubyte	builtin2uchar	BYTE	unsigned char
2	unsignedByte	undefined	builtin2undefined	UNDEFINED	unsigned char
3	unsignedByte	ushort	builtin2ushort	SHORT	unsigned char
4	string	ascii	builtin2ascii – for Exif builtin2string – for TIFF	ASCII	string
5	string	ascii	builtin2ascii	UNDEFINED	vector<unsigned char>
6	unsignedShort	ushort	builtin2ushort	SHORT	unsigned short
7	unsignedInt	ulong	builtin2ulong	LONG	unsigned long
8	float	urational	builtin2float	RATIONAL	float
9	int	long	builtin2long	SLONG	long
10	float	rational	builtin2float	SRATIONAL	float
11	pmt_vuint8	undefined	builtin2undefined	UNDEFINED	vector<unsigned char>
12	pmt_vuint8	undefined	builtin2undefined	BYTE (multiple)	vector<unsigned char>
13	pmt_vuint8	ubyte	builtin2uchar	BYTE (multiple)	vector<unsigned char>
14	pmt_vuint16	ushort	builtin2ushort	SHORT (multiple)	vector<unsigned short>
15	pmt_vint16	short	builtin2short	SSHORT (multiple)	vector<short>
16	pmt_vuint32	ulong	builtin2ulong	LONG (multiple)	vector<unsigned long>
17	pmt_vfloat	urational	builtin2float	RATIONAL (multiple)	vector<float>
18	pmt_vint32	long	builtin2long	SLONG (multiple)	vector<long>