

Raised by Stuart Clow at PixelPower

In response to MOS Graphic Object Builder proposal:

Would it not make sense to include this information within a new Payload type?

Say <mosPayloadGenericGraphic>

In this way, a graphics vendors ActiveX could (when configured appropriately) create both the <mosPayload> containing the proprietary information and a <mosPayloadGenericGraphic> which contains your proposed format.

When a rundown was then redirected away from the originating graphics MOS id then the target MOS would see that the graphics object contained a mosSchema which it was not capable of interpreting. It would however see that a <mosPayloadGenericGraphic> existed and would therefore be able to create mosPayload for the target graphics device using the <mosPayloadGenericGraphic>. The MOS object would then be updated with this new mosPayload.