

## ONIX for Books codelists Issue 50

This is the consolidated list of agreed additions and updates for Issue 50 of the ONIX for Books codelists, as circulated to the ONIX national groups for comments and then ratified by the ONIX International Steering Committee.

This issue includes a number of additions and revisions to provide further details of some non-book products – toys, kits and games – that are commonly traded within the book supply chain, and additions for specifying carton and pallet dimensions in the physical supply chain.

These ONIX codes are available in various file formats from the EDITEUR website and via a multilingual interactive browser at <https://ns.editeur.org/onix>.

### Codelists Issue 50 Additions and changes

Within the tables, additions are in red, changes and clarifications in blue and unchanged text is in black.

#### List 16 – Work identifier type

Code	Label	Note
<b>39</b>	ISCC	International Standard Content Code, a ‘similarity hash’ derived algorithmically from the content itself (see <a href="https://iscc.codes">https://iscc.codes</a> ). <IDValue> is a 27-character case-sensitive string (including one hyphen) comprising the Meta-ID and Content-ID components of a full ISCC generated from a digital manifestation of the work. Use only with ONIX 3.0

A similar addition applies list 43, for content items within chapter-level metadata.

#### List 17 – Contributor role

Code	Label	Note
<b>A09</b>	Created by	For example, of editorial concept, of board game, etc

#### List 30 – Audience range qualifier

Code	Label	Note
<b>33</b>	Finnish Upper secondary school course (2021+)	

**List 48 – Measure type**

Code	Label	Note
<b>01</b>	Height	For a book, the overall height when standing on a shelf. For a folded map, the height when folded. For packaged products, the height of the retail packaging, <b>and for trade-only products, the height of the trade packaging.</b> In general, the height of a product in the form in which it is presented or packaged for retail sale
<b>19</b>	Assembled length	For use where product or part of product requires assembly, for example the size of a completed kit, puzzle or assembled display piece. The assembled dimensions may be larger than the product size as supplied. Use only when the unassembled dimensions as supplied (including any retail or trade packaging) are also provided using codes 01, 02 and 03. Use only with ONIX 3.0
<b>20</b>	Assembled width	
<b>21</b>	Assembled height	
<b>23</b>	Carton length	Includes packaging. See <PackQuantity> for number of copies of the product per pack, and used only when dimensions of individual copies (codes 01, 02, 03) AND <PackQuantity> are supplied. Note that neither orders nor deliveries have to be aligned with multiples of the pack quantity, but such orders and deliveries may be more convenient to handle. Use only with ONIX 3.0
<b>24</b>	Carton width	
<b>25</b>	Carton height	
<b>26</b>	Carton weight	Includes the weight of product(s) within the carton. See <PackQuantity> for number of copies per pack, and used only when the weight of individual copies (code 08) AND <PackQuantity> are supplied. Use only with ONIX 3.0
<b>27</b>	Pallet length	Includes pallet and packaging. See <PalletQuantity> for number of copies of the product per pallet, and used only when dimensions of individual copies (codes 01, 02, 03) AND <PalletQuantity> are supplied. Note that neither orders nor deliveries have to be aligned with multiples of the pallet quantity, but such orders and deliveries may be more convenient to handle. Use only with ONIX 3.0
<b>28</b>	Pallet width	
<b>29</b>	Pallet height	Total height of pallet and stacked cartons
<b>30</b>	Pallet weight	Includes the weight of product(s) and cartons stacked on the pallet. See <PalletQuantity> for the number of copies per pallet, and used only when the weight of individual copies (code 08) AND <PalletQuantity> are supplied. Use only with ONIX 3.0

The minor modification to code 01 is also applied to codes 02 and 03.

## List 79 – Product form feature type

Code	Label	Note
<b>03</b>	Text font	The principal font used for body text, when this is a significant aspect of product description, <i>eg</i> for some Bibles, and for large print product. The accompanying <ProductFormFeature-Description> is text specifying the typeface <b>name</b> . <b>The font size may be specified with the font name, but is preferred separately (in points) in &lt;ProductFormFeatureValue&gt;</b>

This resolves a confusion about how typeface and point size should be specified. The preferred form is:

```
<ProductFormFeature>      <!-- for 18pt Tiresias LP in a large print book -->
  <ProductFormFeatureType>03</ProductFormFeatureType>
  <ProductFormFeatureValue>18</ProductFormFeatureValue>
  <ProductFormFeatureDescription>Tiresias LP</ProductFormFeatureDescription>
</ProductFormFeature>
```

## List 139 – ONIX Retail sales outlet ID

Code	Label	Note
<b>SUP</b>	Supla+	For use in ONIX 3.0 only

Supla+ is Sanoma's Finnish subscription service.

## List 145 – Usage type

Code	Label	Note
<b>01</b>	Preview	Preview before purchase. Allows a retail customer, account holder or patron to view <b>or listen to</b> a proportion of the book before purchase. Also applies to borrowers making use of 'acquisition on demand' models in libraries, and to 'subscription' models where the purchase is made on behalf of the reader

## List 150 – Product form

Code	Label	Note
<b>ZX</b>	Other toy/game accessories	Other toy, game and puzzle items not specified by ZB to ZN, generally accessories to other products etc. Further detail is expected in <ProductFormDescription>, as <ProductFormDetail> and <ProductFormFeature> are unlikely to be sufficient

The text from "Further detail is expected..." is also added in AZ, BZ, CZ ... ZZ.

### List 151 – Contributor place relator

Code	Label	Note
<b>00</b>	Associated with	To express unknown relationship types (for use when expressing legacy ONIX 2.1 data in ONIX 3.0)

Note that this new code is recommended only for use with legacy data.

### List 153 – Text type

Code	Label	Note
<b>05</b>	Primary cover copy	Primary descriptive blurb usually taken from the back of the cover or jacket, or occasionally from the cover/jacket flaps. See also code 27
<b>27</b>	Secondary cover copy	Secondary descriptive blurb taken from the cover/jacket flaps, or occasionally from the back cover or jacket, used only when there are two separate texts and the primary text is included using code 05
<b>32</b>	List of contents	Eg for a game, kit. Note: use code 04 for a Table of contents of a book

Changes to codes 05/27 are intended to clarify the primary cover copy almost always comes from the back of the cover or jacket, while retaining the option to include any subsidiary text using code 27.

### List 154 – Content audience

Code	Label	Note
<b>10</b>	Bloggers	(Including vloggers, influencers etc) Used where this content audience is distinct from end customers or the Press

Used for marketing collateral targeted specifically at online commentary / information outlets.

### List 158 – Resource content type

Code	Label	Note
<b>07</b>	Product image / artwork	For example, an isolated image from the front cover (without text), or an image of a completed jigsaw

### List 162 – Resource version feature type

Code	Label	Note
<b>09</b>	ISCC	International Standard Content Code, a 'similarity hash' derived algorithmically from the resource content itself (see <a href="https://iscc.codes">https://iscc.codes</a> ). <IDValue> is the 55-character case-sensitive string (including three hyphens) forming the ISCC of the resource file

**List 175 – Product form detail**

Code	Label	Note
<b>A420</b>	Stereo	Includes 'joint stereo'
<b>B104</b>	A-format paperback	In UK and IE, a category of paperback characterized by page size (normally 178 x 111 mm approx); use with Product Form code BC
<b>B135</b>	Mass market max paperback	In North America, a category of paperback characterized partly by page size (typically 7 <sup>7</sup> / <sub>8</sub> x 4 <sup>3</sup> / <sub>4</sub> inches) and partly by target market and terms of trade. Use with Product Form code BC
<b>E149</b>	Comic Book Archive zip	Format for comic books, consisting primarily of sequentially-named PNG or JPEG images in a zip container (.cbz file extension)
<b>Z101</b>	Wooden	Primary material composition (eg of kit or puzzle pieces, of gameplay tokens or tiles) is wood or has wooden pieces/parts
<b>Z102</b>	Plastic	Plastic or plastic pieces/parts
<b>Z103</b>	Board/card	Card or board pieces/parts
<b>Z121</b>	Extra large pieces	Designed and sized for the very young, or those with visual impairments, limited motor skills, dementia etc

The 'mass market max' size is a newly-common named size being used in the North American book trade, wider and taller than typical mass-market (rack-size) books but not considered Trade paperbacks. As always, use of a named size does not replace the use of the <Measure> composite.

A proposal to add a C-format moniker – occasionally applied in the UK to trade paperbacks sized 216x135mm, the same as a Demy book block – remains pending, until there is greater consensus across the UK trade. However, the minor modification in B104 is also made to B105 and B106.

The Zxxx codes are primarily added for use with toys, kits and games, to indicate the primary material used for kit pieces, gameplay tokens, tiles and other parts (excepting cards or board in a game) .

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