**ON HAND**

On Mon, May 23, 2016 at 5:34 PM, David Hanson <david.hanson@selu.edu> wrote:

Today I got past Ehrenbreitstein on the "Tour," and I went back and once again looked through earlier files of the "Account" looking for consistency issues (found some missing meter/rhyme declarations etc., "stanza" type and number, even one missing a <div> and <lg>!). I'm confused about handShift, though. On some files we've got handShift corresp="JR1833-34" and some we don't have the "corresp"; some seem to have "new" when there's only one hand anyway. I backed off trying to make consistent, without asking first. Seems TEI intends that "new" be used only if there are more than one hand, and that "corresp" isn't needed in the <div> but only in the headnote. But I'm not sure.

​<handShift> is problematic to say the least—​fairly easily, if inconsistently, implemented in XML, but actually quite difficult to transform into validatable HTML (because of the element's beginning-with-no-end syntax:  XML doesn't care if the element never closes, but HTML certainly does).

Putting transformation aside for a moment, the syntax that we've used for <handShift> is

<handShift new="#..." script="..." medium="..."/>

when marking—and this is important—the appearance of a new hand/hand other than the predominant hand used in a work.

However, if the TEI header includes a description of the predominant hand used in a work (not all of our TEI headers do—which is one of the reasons that you may be seeing the @new and @corresp used inconsistently), the <handShift> is really only needed to capture a change in this predominant hand.

For example, if the predominant hand were Ruskin's, and the TEI header indicated that he were printing in pencil, then he shifted to ink, the handshift might be encoded like this:

<handShift corresp="#JR" medium="ink"/>

signaling that the hand is the same as the one with the XML ID "JR" described in the TEI header, but that its medium has changed.

If the medium reverted to pencil, we could encode the handshift like this:

<handShift corresp="#JR" medium="pencil"/>

If Ruskin began writing in cursive, we could encode this handshift like this:

<handShift corresp="#JR" script="cursive"/>

If another hand intervened—let's say that Margaret Ruskin inked something in cursive—we *might* encode this as a handshift:

<handShift new="#MR" script="cursive" medium="ink"/>

Note the @new.  Technically, this is correct, but implies that Margaret will be sticking around for a while.  If she only added a line or two, we *might* encode this as a handshift—perhaps, preferring the @corresp (which would imply a shorter stay on her part, as well as a pending handshift back to Ruskin):

<handShift corresp="#MR" script="cursive" medium="ink"/>

If her hand were described in the TEI header as cursive ink, we *might* even use the shorthand:

<handShift corresp="#MR"/>

Or we *might* more simply be able to encode the "handshift" this way:

<add hand="#MR">...</add>

This is actually much, much easier to transform into HTML.

​So, to summarize:  @new or @corresp?  It depends.​

​Personally, I'd be curious to know how many "handshifts" could be encoded using elements like the <add>.​

On Fri, May 27, 2016 at 10:11 AM, David Hanson <david.hanson@selu.edu> wrote:

fyi, I'm editing a MS VIII file in Live just now, and it starts with handShift="new" not "corresp" though there's no other hand in the file (St Goar prose, MS VIII version of "Account")

​If the file contains a <handNote> that adequately describes the hand, then the <handShift> shouldn't be necessary.​

On Fri, May 27, 2016 at 8:42 AM, David Hanson <david.hanson@selu.edu> wrote:

So if a file has a handNote in the header that completely describes the hand consistently used throughout the file, strictly there doesn't need to be any handShift markup in the body at all, right? But none of our handNotes specify medium and script, I believe, so in practice there should always be a handShift coded at the start of the text?

​If you were to add a @medium and @script to the <handNote>, then a <handShift> would only be required (for that particular hand) if​ the medium or script changed.

And does that minimal script/medium statement strictly need to start with a corresp, if there's only one hand defined in the header? It may just be good practice, which is fine -- I'm just curious whether the handShift would both validate and transform without it?

​The <handShift> *will* validate without a @new or @corresp, but I'd recommend using the @corresp to reinforce the relationship between a <handNote> in the <teiHeader> and a <handShift> in the <body>.  In practice, I'm thinking that an adequately defined hand in a <handNote> will eliminate the need to encode a <handShift> in many cases.