



**INTERNATIONAL STANDARD ISO/IEC 14496-11:2005  
TECHNICAL CORRIGENDUM 6**

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**Information technology — Coding of audio-visual objects —  
Part 11:  
Scene description and application engine**

TECHNICAL CORRIGENDUM 6

*Technologies de l'information — Codage des objets audiovisuels —  
Partie 11: Description de scène et moteur d'application*

RECTIFICATIF TECHNIQUE 6

Technical Corrigendum 6 to ISO/IEC ISO/IEC 14496-11:2005 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

After 7.2.2.13.3.10: *PROTO audioStereoBase*, insert the following subclause:

**7.2.2.13.3.11 PROTO audioVirtualStereo**

The audioVirtualStereo contains the following parameter:

Data type	Function	Default value	Range
Float	virtualStereo	0	0..1

The audioVirtualStereo PROTO is used to generate a virtual stereo signal from a mono source signal, whereby virtualStereo=0 disables the effect and virtualStereo=1 enables the effect.

With values between 0 and 1 the strength of the effect, measured as decorrelation between the 2 output channels, can be controlled.

**virtualStereo** shall map to the params[ ] array as follows:  
**virtualStereo** = params [0]

In 7.2.2.23 *BitWrapper*, replace:

The **type** field indicates which node compression scheme must be used, 0 being the default. It is envisioned that future node compression schemes may be developed for the same node. For this specification, AFX object code table of ISO/IEC 14496-1 defines the default schemes.  
 with:

The **type** field is used in the buffer mode of bitwrapper. It makes the distinction between different decoding methods for the same node. The value of the **type** field is specified by each tool using the bitwrapper mechanism.

Insert the following subclause with respect to the alphabetic order of the nodes and renumber subsequent subclauses:

**7.2.2.125 SynthesizedTexture**

**7.2.2.125.1 Node interface**

```

SynthesizedTexture {
    exposedField MFVec3f Translation []
    exposedField MFRotation Rotation []
    exposedField SFInt32 pixelWidth -1
    exposedField SFInt32 pixelHeight -1
    exposedField SFBool Loop FALSE
    exposedField SFFloat Speed 1.0
    exposedField SFTime startTime 0
    exposedField SFTime stopTime 0
    exposedField MFString url []
    eventOut SFTime duration_changed
    eventOut SFBool isActive
}
    
```