



**INTERNATIONAL STANDARD ISO/IEC 14496-3:2005
TECHNICAL CORRIGENDUM 3**

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INTERNATIONAL ORGANIZATION FOR STANDARDIZATION • МЕЖДУНАРОДНАЯ ОРГАНИЗАЦИЯ ПО СТАНДАРТИЗАЦИИ • ORGANISATION INTERNATIONALE DE NORMALISATION
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**Information technology — Coding of audio-visual objects —
Part 3:
Audio**

TECHNICAL CORRIGENDUM 3

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

RECTIFICATIF TECHNIQUE 3

Technical Corrigendum 3 to ISO/IEC 14496-3:2005 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

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In subclause 10.5, replace:

Table 10.1 — Syntax of Audio_Frame()

Syntax	Bits	Mnemonics
<pre>DSTSpecificConfig(channelConfiguration) { if (DSD_Coded) { DSD() } if (DST_Coded) { DST() } }</pre>		<p>DSD</p> <p>DST</p>

with:

10.5.1 Decoder Configuration (DSTSpecificConfig())

Table 10.1 — Syntax of DSTSpecificConfig()

Syntax	Bits	Mnemonics
<pre>DSTSpecificConfig (channelConfiguration) { DSDDST_Coded N_Channels reserved }</pre>	<p>1</p> <p>14</p> <p>1</p>	<p>UiMsbf</p> <p>UiMsbf</p> <p>UiMsbf</p>

10.5.2 Bitstream Payload

Table 10.2 — Syntax of Audio_Frame()

Syntax	Bits	Mnemonics
<pre>Audio_Frame() { if (DSDDST_Coded == 0) { DSD() } else { DST() } }</pre>		<p>DSD</p> <p>DST</p>

and renumber following tables as necessary.

In subclause 10.5, replace:

Same_Segmentation	1	
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with:

Same_Segmentation	1	BsMsbf
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In subclause 10.5, replace:

Same_Segm_For_All_Channels	1	
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with:

Same_Segm_For_All_Channels	1	BsMsbf
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In subclause 10.5, replace:

Syntax	Bits	Mnemonics
<pre> Channel_Segmentation() { Nr_Of_Segments = 1 Start[1] = 0 End_Of_Channel_Segm while(End_Of_Channel_Segm == 0) { if (Resolution_Read == false) { Resolution Resolution_Read = true } Scaled_Length[Nr_Of_Segments] Segment_Length[Nr_Of_Segments] = Resolution * Scaled_Length[Nr_Of_Segments] Start[Nr_Of_Segments+1] = Start[Nr_Of_Segments] + Segment_Length[Nr_Of_Segments] Nr_Of_Segments++ End_Of_Channel_Segm } Segment_Length[Nr_Of_Segments] = Frame_Length - Start[Nr_Of_Segments] } </pre>	<p>1</p> <p>13</p> <p>1..13</p> <p>1</p>	<p>UiMsbf</p> <p>UiMsbf</p>

with:

Syntax	Bits	Mnemonics
<pre> Channel_Segmentation() { Nr_Of_Segments = 1 Start[1] = 0 End_Of_Channel_Segm while(End_Of_Channel_Segm == 0) { if (Resolution_Read == false) { Resolution Resolution_Read = true } Scaled_Length[Nr_Of_Segments] Segment_Length[Nr_Of_Segments] = Resolution * Scaled_Length[Nr_Of_Segments] Start[Nr_Of_Segments+1] = Start[Nr_Of_Segments] + Segment_Length[Nr_Of_Segments] Nr_Of_Segments++ End_Of_Channel_Segm } Segment_Length[Nr_Of_Segments] = Frame_Length - Start[Nr_Of_Segments] } </pre>	<p>1</p> <p>13</p> <p>1..13</p> <p>1</p>	<p>UiMsbf</p> <p>UiMsbf</p> <p>UiMsbf</p>

In subclause 10.5, replace:

Same_Mapping	1	
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with:

Same_Mapping	1	UiMsf
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In subclause 10.5, replace:

Same_Maps_For_All_Channels	1	
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with:

Same_Maps_For_All_Channels	1	UiMsf
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At the end of the paragraph in subclause 10.6.1.3, add:

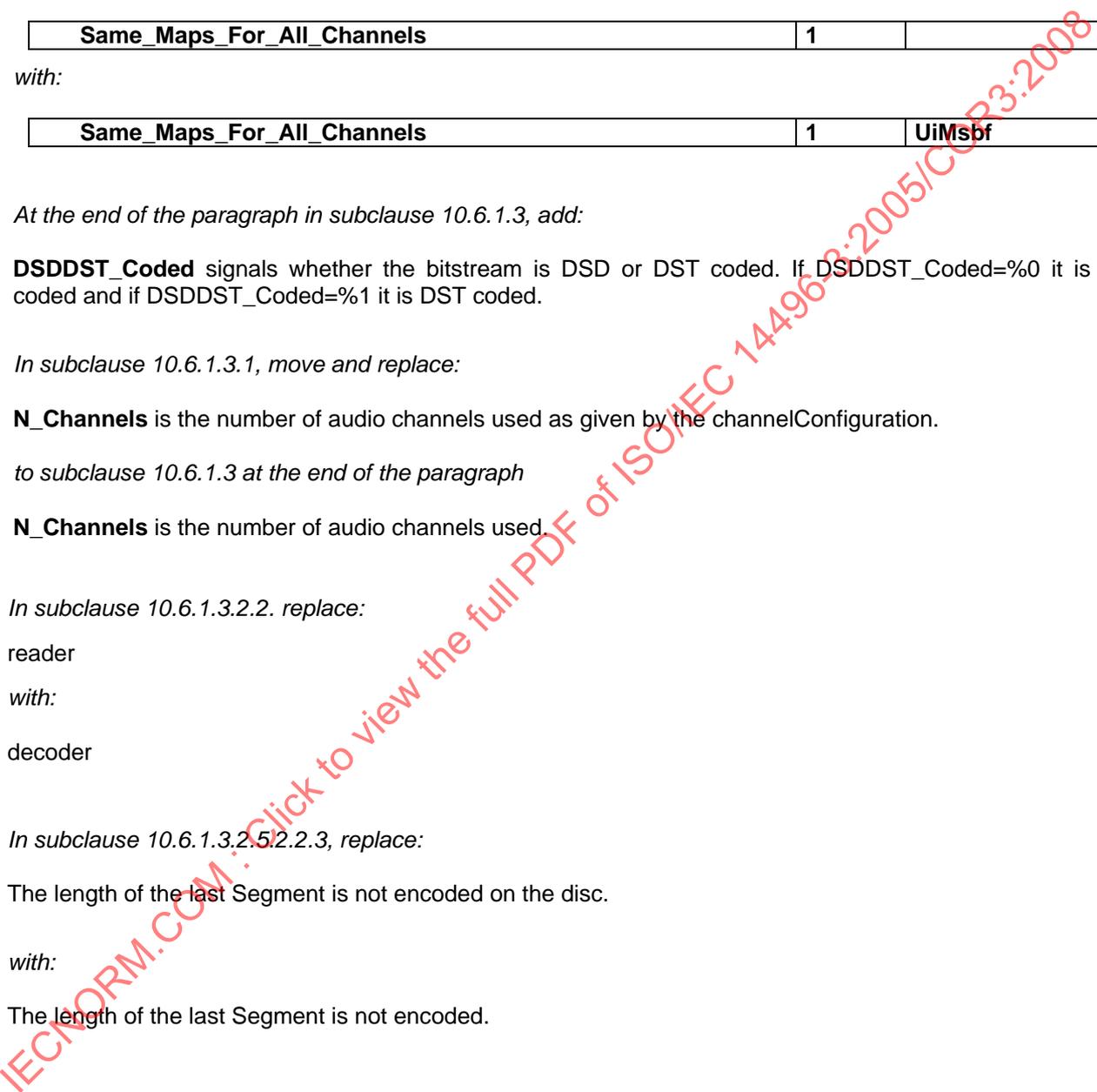
DSDDST_Coded signals whether the bitstream is DSD or DST coded. If DSDDST_Coded=%0 it is DSD coded and if DSDDST_Coded=%1 it is DST coded.

In subclause 10.6.1.3.1, move and replace:

N_Channels is the number of audio channels used as given by the channelConfiguration.

to subclause 10.6.1.3 at the end of the paragraph

N_Channels is the number of audio channels used



In subclause 10.6.1.3.2.2, replace:

reader

with:

decoder

In subclause 10.6.1.3.2.5/2.2.3, replace:

The length of the last Segment is not encoded on the disc.

with:

The length of the last Segment is not encoded.

In subclause 10.6.1.3.2.6.2.2.1, replace:

8..12	4
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with:

8..N_Channels	4
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