



Information technology — Coding of audio-visual objects —

Part 3: Audio

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Codage des objets audiovisuels

Partie 3: Codage audio

RECTIFICATIF TECHNIQUE 1

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Page 68, Tables 1.40 and 1.41

Replace “ByteAlign(,)” with “byte_alignment(,)” (one occurrence in each table).

Page 72, 1.7.3.2.1, immediately before EPAudioMuxElement()

Add the following:

byte_alignment() Up to 7 fill bits to achieve byte alignment with respect to the beginning of the EPMuxElement().