
**Information technology — Coding of
audio-visual objects**

Part 5:
Reference software

**AMENDMENT 11: MPEG-J GFX Reference
software**

Technologies de l'information — Codage des objets audiovisuels

Partie 5: Logiciel de référence

AMENDEMENT 11: Logiciel de référence MPEG-J GFX

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Published in Switzerland

Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

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Amendment 11 to ISO/IEC 14496-5:2001 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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AMENDMENT 11: MPEG-J GFX Reference software

Add the following new Clause 6:

6 MPEG-J GFX reference software

6.1 Notes regarding the reference software

Two separate reference software packages are provided as detailed below. One works with IM1 and MPEG-4 Systems, the other is independent of MPEG-4 Systems. The MPEG-4 Systems independent package contains two reference implementations, one for Java 2 Standard Edition (J2SE) and one for Java 2 Mobile Edition (J2ME).

6.2 MPEG-4 Systems Independent MPEG-J GFX Player

You are strongly urged to read the file README_first.txt before unzipping the zip packages contained within this package.

Location	Content
.classpath and .project	Eclipse project files
build.properties and build.xml	ANT makefiles. build.properties contains user-configurable settings.
README_first.txt	Notes about software to install and various settings needed in Visual Studio before compiling the native code.
README_j2se	Notes about additional software to install and various settings needed for compiling the J2SE version of this reference software with Eclipse or ANT. Instructions on how to run the reference software.
README_j2me	Instructions for setting up the J2ME environment for running the J2ME version of the reference software. Instructions for building and running the J2ME emulator and reference software.
conformance/	Conformance test source
conformance/j2me	Conformance tests for J2ME environment
conformance/j2se	Conformance tests for J2SE environment
data/	Audio-visual resources for user interface and samples.
docs/	Documentation and specification

lib/vc7/ and lib/vc8/	Precompiled 3rd party libraries for Visual Studio .NET 2003 and 2005. For each compiler the release/subdirectory contains the native player libraries after being compiled.
src/	Java code
src/org/iso/mpeg/mpegj/	MPEG-J GFX java source
j2se	Implementation for J2 Standard Edition
j2se/native/	Native (C/C++) code
j2se/native/GLRenderer	OpenGL ES renderer wrapping OpenGL. This is a DLL generated in lib/vc7/ or lib/vc8/
j2se/native/RenderEngine	Multimedia engine wrapping DirectShow. This is a DLL generate in lib/vc7/ or lib/vc8/.
j2se/native/Utils	Utility library for GLRenderer and RenderEngine DLLs.
j2se/src/	Java code
j2se/src/com/mindego/player	Player, MPEGlet management.
j2se/src/com/mindego/player/util	Various utilities
j2se/src/javax/microedition/m3g	Placeholder for JSR-184
j2se/src/javax/microedition/media	JSR-135 interfaces
j2se/src/javax/microedition/opengles	JSR-239 interfaces and implementation
j2se/src/javax/microedition/rms	J2ME Record Management System
j2se/src/javax/nio	JSR-239 NIO package (should be java.nio but this would conflict with J2SE 1.4+)
j2se/test/	Java test code, mainly of sample MPEGlets
j2se/test/com/mindego/player	Internal tests
j2se/test/com/mindego/test	Sample MPEGlets
j2me/j2me_cldc	Changes to Sun CLDC 1.1 RI to work with MIDP 2.0 RI & to include M3G.
j2me/midp2.0fcs	Changes to MIDP 2.0 RI to work with CLDC 1.1 and to include M3G. MPEG-J GFX reference software for J2ME
j2me/midp2.0fcs/build	Makefiles
j2me/midp2.0fcs/build/share/makefiles	Makefiles for building platform independent portions of CLDC 1.1, MIDP 2.0, M3G & GFX.
j2me/midp2.0fcs/build/share/config	Config files specifying properties of the MIDP-2 environment.
j2me/midp2.0fcs/build/win32/kvm	Folder for building and running CLDC 1.1/MIDP-2 environment for Windows.
j2me/midp2.0fcs/build/win32/kvm/makefiles	Makefiles for building Windows specific parts of the CLDC 1.1 & MIDP 2.0.
j2me/midp2.0fcs/src/classes	Java source code
j2me/midp2.0fcs/src/classes/com/mascotcapsule/mmedia	MPEG-J player
j2me/midp2.0fcs/src/classes/com/sun/cldc/io	Additional file needed for MIDP 2.0 to work with CLDC 1.1
j2me/midp2.0fcs/src/classes/com/sun/mmedia	Modification to Standard JSR-135 Player implementation to enable use for a video player.
j2me/midp2.0fcs/src/classes/javax/microedition/m3g	M3G Implementation. This is not part of the GFX reference software and is provided only to make an environment in which the reference software can run.

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/IM1/mpegj/java/org/iso/mpeg/mpegj/resource

Modified Files : DynamicCapabilityObserver.java,
ResourceManager.java

Added Files : DynamicCapabilityManager.java,
ResourceManagerBase.java, UserDataListener.java,
MediaManager.java, CapabilityManager.java_solaris

/IM1/mpegj/java/org/iso/mpeg/mpegj/systems

Added Files : DecoderConfigDescriptor.java,
MPEG4Context.java

/IM1/mpegj/java/org/iso/mpeg/mpegjRefImpl

Modified Files : MPEGJClassLoader.java,
MPEGControl.java for JAD and new Control
functionality.

Added Files : UserDataProcessor.java, UserData.java,
DescriptorsProcessor.java for User data functionality.

/IM1/mpegj/java/org/iso/mpeg/mpegjRefImpl/resource

Added Files : StaticCapabilitiesList.java

For static capabilities functionality

/IM1/mpegj/java/

Modified Files : make.bat, cleanup.bat

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