



Information technology — Coding of audio-visual objects — Part 21: MPEG-J Graphics Framework eXtensions (GFX)

TECHNICAL CORRIGENDUM 1

*Technologies de l'information — Codage des objets audiovisuels —
Partie 21: Extensions du cadre graphique (GFX) pour MPEG-J*

RECTIFICATIF TECHNIQUE 21

Technical Corrigendum 1 to ISO/IEC 14496-21:2006 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

In subclause 5.3.5.1 "VideoRendererControl", replace:

— **void setRenderer(Renderer renderer)** – attaches a Renderer to this Player.

— **void bindTexture(int name)** – assigns a name to the video output of this Player. For OpenGL ES Renderer, it is the GL texture name obtained by, for example, **glGetTextures()**. For M3G, it could be the **userid** of a Texture2D object (this requires the application to ensure desired texture has correct id).