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

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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

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In subclause 10.5, replace:

Table 10.1 — Syntax of Audio_Frame()

Syntax	Bits	Mnemonics

DSTSpecificConfig(channelConfiguration) {
if (DSD_Coded)
{
DSD()
}
if (DST_Coded)
{
DST()
}
}
		
		DSD
		
		DST

with:

10.5.1 Decoder Configuration (DSTSpecificConfig())

Table 10.1 — Syntax of DSTSpecificConfig()

Syntax	Bits	Mnemonics

DSTSpecificConfig (channelConfiguration) {
DSDDST_Coded
N_Channels
reserved
}
	
	1
	14
	1
		
		UiMsbf
		UiMsbf
		UiMsbf

10.5.2 Bitstream Payload

Table 10.2 — Syntax of Audio_Frame()

Syntax	Bits	Mnemonics

Audio_Frame() {
if (DSDDST_Coded == 0)
{
DSD()
}
else
{
DST()
}
}
		
		DSD
		
		DST

and renumber following tables as necessary.

In subclause 10.5, replace:

Same_Segmentation	1	

with:

Same_Segmentation	**1**	**BsMsbf**

In subclause 10.5, replace:

Same_Segm_For_All_Channels	**1**	

with:

Same_Segm_For_All_Channels	**1**	**BsMsbf**

In subclause 10.5, replace:

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

with:

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

In subclause 10.5, replace:

Same_Mapping	**1**	

with:

Same_Mapping	**1**	**UiMsbf**

In subclause 10.5, replace:

Same_Maps_For_All_Channels	**1**	

with:

Same_Maps_For_All_Channels	**1**	**UiMsbf**

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 10.6.1.3.2.2.2.3, 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

with:

8..N_Channels	4