



INTERNATIONAL STANDARD ISO/IEC 14496-11:2005
TECHNICAL CORRIGENDUM 6

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INTERNATIONAL ORGANIZATION FOR STANDARDIZATION • МЕЖДУНАРОДНАЯ ОРГАНИЗАЦИЯ ПО СТАНДАРТИЗАЦИИ • ORGANISATION INTERNATIONALE DE NORMALISATION
INTERNATIONAL ELECTROTECHNICAL COMMISSION • МЕЖДУНАРОДНАЯ ЭЛЕКТРОТЕХНИЧЕСКАЯ КОМИССИЯ • COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

Information technology — Coding of audio-visual objects —
Part 11:
Scene description and application engine

TECHNICAL CORRIGENDUM 6

Technologies de l'information — Codage des objets audiovisuels —

Partie 11: Description de scène et moteur d'application

RECTIFICATIF TECHNIQUE 6

Technical Corrigendum 6 to ISO/IEC ISO/IEC 14496-11:2005 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

After 7.2.2.13.3.10: *PROTO audioStereoBase*, insert the following subclause:

7.2.2.13.3.11 *PROTO audioVirtualStereo*

The *audioVirtualStereo* contains the following parameter:

Data type	Function	Default value	Range
Float	<i>virtualStereo</i>	0	0..1

The *audioVirtualStereo* PROTO is used to generate a virtual stereo signal from a mono source signal, whereby *virtualStereo*=0 disables the effect and *virtualStereo*=1 enables the effect.

With values between 0 and 1 the strength of the effect, measured as decorrelation between the 2 output channels, can be controlled.

virtualStereo shall map to the *params[]* array as follows:

virtualStereo = *params* [0]

In 7.2.2.23 *BitWrapper*, replace:

The ***type*** field indicates which node compression scheme must be used, 0 being the default. It is envisioned that future node compression schemes may be developed for the same node. For this specification, AFX object code table of ISO/IEC 14496-1 defines the default schemes.

with:

The ***type*** field is used in the buffer mode of bitwrapper. It makes the distinction between different decoding methods for the same node. The value of the ***type*** field is specified by each tool using the bitwrapper mechanism.

Insert the following subclause with respect to the alphabetic order of the nodes and renumber subsequent subclauses:

7.2.2.125 *SynthesizedTexture*

7.2.2.125.1 Node interface

```

SynthesizedTexture {
    exposedField    MFVec3f      Translation          []
    exposedField    MFRotation   Rotation              []
    exposedField    SFInt32      pixelWidth            -1
    exposedField    SFInt32      pixelHeight            -1
    exposedField    SFBool       Loop                  FALSE
    exposedField    SFFloat      Speed                 1.0
    exposedField    SFTime       startTime              0
    exposedField    SFTime       stopTime               0
    exposedField    MFString     url                    []
    eventOut        SFTime       duration_changed
    eventOut        SFBool       isActive
}

```