**INTERNATIONAL STANDARD ISO/IEC 14496-16:2011**
TECHNICAL CORRIGENDUM 1

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INTERNATIONAL ELECTROTECHNICAL COMMISSION • МЕЖДУНАРОДНАЯ ЭЛЕКТРОТЕХНИЧЕСКАЯ КОМИССИЯ • COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

# Information technology — Coding of audio-visual objects —

## Part 16:
## Animation Framework eXtension (AFX)

TECHNICAL CORRIGENDUM 1

*Technologies de l'information — Codage des objets audiovisuels —*

*Partie 16: Extension du cadre d'animation (AFX)*

*RECTIFICATIF TECHNIQUE 1*

Technical Corrigendum 1 to ISO/IEC 14496-16:2011 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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*Replace section 5.2.5.3.5.1 Syntax*

*"Class IntArrayDecoder (numberOfdata, dim)*
*{*
*….*
*}"*
*with*

```
Class IntArrayDecoder(numberOfdata, dim)
{
  Bit(4) predictionMode;
  Bit(4) binarizationMode;
  If ((binarizationMode == 0) && (predictionMode == 0))          // FL
  {
```

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```
    unsinged int (32) streamSizeFL;
    Bit(8) QP;
    for(i=0;i< numberOfdata *dim;i++)
       bit (QP) nData; // simple QBCR
}
else if (binarizationMode == 1)          // BPC
{
    unsinged int (32) streamSizeBPC;
    If (predictionMode==3)       bit(1-7) predictor;
    bit (5) prefixSize;
    for(i=0;i< numberOfdata *dim;i++)
       {BPDecoder(prefixSize) nDifData;
       If ((predictionMode==1,4,5)&&(nDifData != 0))     bit(1) nSign;
    }
}
else if  (binarizationMode == 2)          // 4C
{
       unsinged int (32) streamSize4C;
       for(i=0;i< numberOfdata *dim;i++)
       {
              If (predictionMode==3)
              {
                 bit(3) predictor;
                    bit (1) terminationBit;
                    while (terminationBit)
                    {
                          bit(3)      threeBitsFL;
                          bit(1)      terminationBit;
                    }
              }
              else
              {
                    Do
                    {
                          bit(3)      threeBitsFL;
                          bit(1)      terminationBit;
                    }
                    while (terminationBit)
              }
         If((predictionMode==1,4,5)&&(difValue!=0))     bit(1) signBit;
         }
}
else if  (binarizationMode == 3)          // AC
{
         unsinged int (32) streamSizeAC;
         for(i=0;i< numberOfdata *dim;i++)
         {
               If (predictionMode==3)       ACDecoder(8) predictor
               ACDecoder(1<<QP) nValue
               ACDecoder(2) hasnext
               If (nValue!= 0)       ACDecoder(1) nSign
         }
}
else if  (binarizationMode == 4)          // AC/EGk
{
         unsinged int (32) streamSizeACEGk;
         unsinged int (8) K
         unsinged int (8) M
         for(i=0;i< numberOfdata *dim;i++)
         {
```



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