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

**Part 3:
Audio**

**AMENDMENT 3: MPEG-1/2 Audio in
MPEG-4**

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

AMENDEMENT 3: Audio MPEG-1/2 dans MPEG-4



Reference number
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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 3 to ISO/IEC 14496-3:2001 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

Add the following subclauses:

1.5.1.2.26 Layer-1 Audio object type

The Layer-1 object is the counterpart of the audio coding scheme Layer-1 specified in ISO/IEC 11172-3 and ISO/IEC 13818-3.

1.5.1.2.27 Layer-2 Audio object type

The Layer-2 object is the counterpart of the audio coding scheme Layer-2 specified in ISO/IEC 11172-3 and ISO/IEC 13818-3.

1.5.1.2.28 Layer-3 Audio object type

The Layer-3 object is very similar to the audio coding scheme Layer-3 specified in ISO/IEC 11172-3 and ISO/IEC 13818-3. However, the use of Layer 3 encoded data as defined in ISO/IEC 13818-3 is limited to the “Lower Sampling Frequencies” case, i.e. the Layer 3 multi-channel syntax defined in ISO/IEC 13818-3 is not permitted in this scope. Furthermore, additional sampling rates have been specified.

In subclause 1.6.2.1 (AudioSpecificConfig), Table 1.8 (Syntax of AudioSpecificConfig), replace (as often as it appears):

	audioObjectType;	5	bslbf	
--	------------------	---	-------	--

with:

	audioObjectType = GetAudioObjectType();			
--	---	--	--	--

In subclause 1.6.2.1 (AudioSpecificConfig), Table 1.8 (Syntax of AudioSpecificConfig), replace (as often as it appears):

	extensionAudioObjectType;	5	bslbf	
--	---------------------------	---	-------	--

with:

	extensionAudioObjectType = GetAudioObjectType();			
--	--	--	--	--

In subclause 1.6.2.1 (AudioSpecificConfig), add below Table 1.8 (Syntax of AudioSpecificConfig):

Table 1.8a – Syntax of GetAudioObjectType()

Syntax	No. of bits	Mnemonic
GetAudioObjectType()		
{		
audioObjectType;	5	uimsbf
if (audioObjectType == 31) {		
audioObjectType = 32 + audioObjectTypeExt;	6	uimsbf
}		
return audioObjectType;		
}		

In subclause 1.6.2.1 (AudioSpecificConfig), Table 1.8 (Syntax of AudioSpecificConfig), add above of the data element epConfig:

```
if ( audioObjectType == 32 || audioObjectType == 33 ||
    audioObjectType == 34 )
    MPEG_1_2_SpecificConfig();
```

Add the following subclause:

1.6.2.1.10 MPEG_1_2_SpecificConfig

Defined in ISO/IEC 14496-3 subpart 9.

In subclause 1.6.2.2.1 (Overview), add the following lines to Table 1.9:

Layer-1	32	ISO/IEC 14496-3 subpart 9
Layer-2	33	ISO/IEC 14496-3 subpart 9
Layer-3	34	ISO/IEC 14496-3 subpart 9

Add after subclause 1.6.3.1 (AudioObjectType):

1.6.3.1a AudioObjectTypeExt

This data element extends the range of audio object types.