



INTERNATIONAL STANDARD ISO/IEC 14496-3:2005/Amd.2:2006
TECHNICAL CORRIGENDUM 1

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Information technology — Coding of audio-visual objects —

Part 3:

Audio

AMENDMENT 2: Audio Lossless Coding (ALS), new audio profiles and BSAC extensions

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

AMENDEMENT 2: Codage audio sans perte (ALS), nouveaux profils audio et extensions BSAC

RECTIFICATIF TECHNIQUE 1

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In Part 3: Audio, Subpart 4, in subclause 4.4.2.6 Payloads for the audio object type ER BSAC, replace Table 4.33 *bsac_raw_data_block* with the following table (The changes are highlighted.):

Table 4.33 – Syntax of *bsac_raw_data_block()*

Syntax	No. of bits	Mnemonic
<pre> bsac_raw_data_block() { Bsac_base_element(); Layer=slayer_size; While(data_available() && layer<(top_layer+slayer_size)) { Bsac_layer_element(layer); Layer++; } Byte_alignment(); If (data_available()) { zero_code sync_word while(data_available()) { extension_type switch(extension_type) { case EXT_BSAC_CHANNEL : extended_bsac_raw_data_block(); } } } } </pre>	<p>32</p> <p>4</p> <p>4</p>	<p>bslbf</p> <p>bslbf</p> <p>bslbf</p>

In Part 3: Audio, Subpart 4, under Bitstream elements in subclause 4.5.2.6.2.1 Definitions, replace:

syncword a eight bit code that identifies the start of the extended part. The bit string is '1111 1111'.

with:

syncword a four-bit code that identifies the start of the extended part. The bit string is '1111'.

extension_type a four-bit code that identifies the extension type according to Table 4.AMD2COR1.1. The bit string '1111' means channel extension.

Table 4.AMD2COR1.1 — BSAC extension_type

Symbol	Value	Purpose
EXT_BSAC_CHANNEL	'1111'	BSAC channel extension
RESERVED	'0000' ~'1110'	Reserved