



INTERNATIONAL STANDARD ISO/IEC 14496-3:2009 TECHNICAL CORRIGENDUM 4

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Information technology — Coding of audio-visual objects — Part 3: Audio

TECHNICAL CORRIGENDUM 4

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

RECTIFICATIF TECHNIQUE 4

Technical Corrigendum 4 to ISO/IEC 14496-3:2009 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

In 4.5.2.6.2.2.9 Decoding of stereo_info, noise_flag or ms_used, replace:

And then if the both noise flags of two channel are 1, noise substitution mode is arithmetic decoded. The perceptual noise is substituted or out_of_phase intensity stereo processing is done according to the substitution mode. Otherwise, the perceptual noise is substituted only if noise flag is 1.

with:

If noise_flag_l and noise_flag_r are both 1, noise substitution mode is arithmetic decoded and the perceptual noise is substituted according to the substitution mode. If noise_flag_l and noise_flag_r are both 0, out_of_phase intensity stereo processing is done. Otherwise, the perceptual noise is substituted on the channel where noise flag is 1.

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In 4.6.4.3.2.1 Data elements, replace:

Note : If `ms_mask_present` is 3, `noise_flag_l` and `noise_flag_r` are 0 value, then `stereo_info` is interpreted as out-of-phase intensity stereo regardless the value of `pns_data_present`.

with:

Note : If `stereo_info` is 3, `noise_flag_l` and `noise_flag_r` are 0 value, then `stereo_info` is interpreted as out-of-phase intensity stereo regardless the value of `pns_data_present`.

In 4.6.4.3.3 Decoding process, replace:

And then if the both noise flags of two channel are 1, noise substitution mode is arithmetic decoded using model given in Table 4.A.55. The perceptual noise is substituted or out_of_phase intensity stereo processing is done according to the substitution mode. Otherwise, the perceptual noise is substituted only if noise flag is 1.

with:

If `noise_flag_l` and `noise_flag_r` are both 1, noise substitution mode is arithmetic decoded using the model given in Table 4.A.55 and the perceptual noise is substituted according to the substitution mode. If `noise_flag_l` and `noise_flag_r` are both 0, out_of_phase intensity stereo processing is done. Otherwise, the perceptual noise is substituted on the channel where noise flag is 1.