INTERNATIONAL STANDARD ISO/IEC 14496-3:2009
TECHNICAL CORRIGENDUM 5

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Information technology — Coding of audio-visual objects —

Part 3:
Audio

TECHNICAL CORRIGENDUM 5

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

RECTIFICATIF TECHNIQUE 5

Technical Corrigendum 3 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*.

1 Changes to the text of ISO/IEC 14496-3:2009

In 4.5.2.7.5 replace

"#if 1 /* 1024 FRAMING */

static float offset[8] = {0, 4, 8, 12, 16, 20, 24, 28};

#else /* 960 FRAMING */

static float offset[8] = {0, 4, 8, 11, 15, 19, 23, 26};

#endif"

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With

"#if 1 /* 1024 FRAMING */

static float offset[9] = {0, 4, 8, 12, 16, 20, 24, 28, 32};

#else /* 960 FRAMING */

static float offset[9] = {0, 4, 8, 11, 15, 19, 23, 26, 30};

#endif".

And replace

"bottom = (int)(NUM_QMF_SUBSAMPLES/8*(int)(bottom*8/NUM_QMF_SUBSAMPLES));

top = (int)(NUM_QMF_SUBSAMPLES/8*(int)(top*8/NUM_QMF_SUBSAMPLES));"

with

"bottom = (int)(NUM_QMF_SUBSAMPLES/8.0f*(int)(bottom*8/NUM_QMF_SUBSAMPLES));

top = (int)(NUM_QMF_SUBSAMPLES/8.0f*(int)(top*8/NUM_QMF_SUBSAMPLES));".

And replace

"startSample = floor((float)
bottom/(FRAME_SIZE/8.0f))*(NUM_QMF_SUBSAMPLES)/8;"

with
"startSample = offset[(int) floor((float) bottom/(FRAME_SIZE/8.0f))];".

And replace

"stopSample = ceil ((float) top/(FRAME_SIZE/8.0f))*(NUM_QMF_SUBSAMPLES)/8;"

With

"stopSample = offset[(int) ceil((float) top/(FRAME_SIZE/8.0f))];".

And replace

"if(j > startSample && j%4 == 0){"

With

"if(j == offset[(int) floor((float) bottom/(FRAME_SIZE/8.0f)) + 1]){".

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