



INTERNATIONAL STANDARD ISO/IEC 15444-2:2004
TECHNICAL CORRIGENDUM 3

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Information technology — JPEG 2000 image coding system: Extensions

TECHNICAL CORRIGENDUM 3

Technologies de l'information — Système de codage d'images JPEG 2000: Extensions

RECTIFICATIF TECHNIQUE 3

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INTERNATIONAL STANDARD
ITU-T RECOMMENDATION

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1) Clause M.5.1

Add a new subclause to clause M.5.1 (Mapping codestreams to compositing layers):

M.5.1.3 Establishing a sequence order for codestreams

A sequence order for codestreams is required for the subsequent ordering of compositing layers and in particular for the case where one or more compositing layers comprises more than one codestream.

Codestreams are assigned a sequence order equal to their position in the file, starting with zero. In the case where a Fragment Table box is used, the Fragment Table box is considered equivalent to a Contiguous Codestream box for the purpose of establishing a codestream sequence order for the referenced codestream.

2) Clause M.5.1.1

Amend paragraph 2 of clause M.5.1.1 (Establishing a sequence order for compositing layers) as follows:

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If a Component Registration box is present in any Compositing Layer Header box, then there shall be one ~~Component Registration box~~ Compositing layer header box in for every Compositing Layer Header box in the file, each containing at least one Component Registration box. In this case, the order of compositing layers is given by the sequence order of compositing layer header boxes in the file.

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3) Clause M.5.3.2.1

Amend the text in the second bullet of clause M.5.3.2.1 (Special cases of life and persistence) as follows:

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- When PERSIST is true and LIFE is zero then this instruction should be executed together with the next instruction. In practice this combination may occur for a sequence of more than two instructions and shall place the reader into a frame composition mode. This mode is exited when an instruction with non-zero ~~PERSIST-LIFE~~ is encountered or when the end of the animation is reached. The set of instructions executed whilst in frame composition mode is referred to as a frame composition sequence. In frame composition mode, a virtual compositing layer is created (off-screen) by executing the instructions in the frame definition sequence. The PERSIST and LIFE parameters for the closing instruction of a frame definition are applied to the virtual compositing layer as a whole. ~~This mode permits multi-sprite animation~~ That is, upon close of frame composition mode, all of the compositing layers involved in the frame composition sequence acquire the PERSIST and LIFE values of the closing frame in the sequence.

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