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**Information technology — MPEG
systems technologies —**

**Part 8:
Coding-independent code points**

AMENDMENT 1: New audio code points

*Technologies de l'information — Technologies des systèmes MPEG —
Partie 8: Points de code indépendants du codage*

AMENDEMENT 1: .



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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.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

Amendment 1 to ISO/IEC 23001-8:2013 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

Information technology — MPEG systems technologies — Part 8: Coding independent code points, AMENDMENT 1: Additional audio code points

1 Scope

This amendment adds new audio related code points to ISO/IEC 23001-8:2013.

2 Amendment Text

In clause 5, amend Table 1 as follow:

Table 1 — List of code point definitions

Name	Description	Subclause
[...]	[...]	[...]
OutputChannelPosition	Audio channel assignment	8.2
ChannelConfiguration	Audio channel configuration	8.3
LoudspeakerGeometry	Audio loudspeaker geometry	8.4
LoudspeakerElevation	Audio loudspeaker elevation	8.4
LoudspeakerAzimuth	Audio loudspeaker azimuth	8.4
ProgramLoudness	Audio program loudness level	8.5
AnchorLoudness	Audio anchor content loudness level	8.6
LoudnessRange	Range of loudness	8.7
LoudnessRangeTop	Top value of loudness range	8.8
MomentaryLoudnessMax	Maximum Loudness (400 ms window)	8.9
ShortTermLoudnessMax	Maximum Loudness (3 s window)	8.10
ShortTermLoudness	Loudness (3s window)	8.11
SamplePeakLevel	Level of sample peak magnitude	8.12
TruePeakLevel	Level of true peak	8.12
DrcCharacteristic	Index of DRC characteristic	8.13

In clause 8, replace text and Tables as follows:

8.1 Definitions related to audio code points

Loudspeaker **LS**

a physical loudspeaker with a given geometric position relative to the listener and, if applicable, a label or name

NOTE – Even though the loudspeaker names used in this document each describe one discrete loudspeaker position, some loudspeaker signals may in practice be rendered on a loudspeaker array consisting of multiple loudspeakers which are all driven with the same audio signal, for example in a theatrical setting.

**Loudspeaker Index
OutputChannelPosition**

association of a loudspeaker geometric position to a given index according to 8.2

Loudspeaker Layout

set of loudspeakers with a specific constellation of geometric positions meant for authoring or play-back of audio content

**Loudspeaker Layout Index
ChannelConfiguration**

association of a loudspeaker layout to a given index according to 8.3

**Channel
Ch.**

conceptual representation of an audio signal for coding or transmission as it may be used within the digital signal processing chain of an audio codec

NOTE –A channel may correspond directly to one specific loudspeaker or it may carry an audio signal that is meant to be further processed and played back on more than one loudspeaker by some means not further specified here.

8.2 Loudspeaker Index, Output Channel Position

Type: Unsigned integer, enumeration

Range: 0 – 127

OutputChannelPosition indicates the descriptive loudspeaker position in the 3D environment relative to the listener.

For the purpose of this document the terms “loudspeaker” and “loudspeaker layout” is preferred over the terms “channel” and “channel configuration” because the latter appear to be potentially codec-dependent. Previous editions of this document and certain standards use these terms (channel, channel configuration) and in their respective contexts should be understood synonymously to the terms loudspeaker and loudspeaker layout.

When a speaker is indicated as being at an explicit position, the position is provided by some means outside the scope of this specification. That might include signaling by azimuth, elevation, or distance or by some other suitable means.