



INTERNATIONAL STANDARD ISO/IEC 23090-10:2022
TECHNICAL CORRIGENDUM 1

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Information technology — Coded representation of immersive media — Part 10: Carriage of visual volumetric video-based coding data

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Représentation codée de média immersifs — Partie 10: Transport de données de codage basé sur la vidéo volumétrique

RECTIFICATIF TECHNIQUE 1

Technical Corrigendum 1 to ISO/IEC 23090-10:2022 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

1 v3c_unit and nal_unit types

In the syntax of V3CDecoderConfigurationRecord the v3c_parameter_set is using the v3c_unit type which is defined in ISO/IEC 23090-5 but not in ISO/IEC 23090-10.

```
v3c_unit v3c_parameter_set(v3c_parameter_set_length);
```

Even worse is the fact that while the syntax defines the parameter set to be a v3c_unit, the semantics section only refers to a V3C Unit payload:

v3c_parameter_set is a V3C unit payload for V3C unit of type V3C_VPS, as defined in ISO/IEC 23090-5.

This is clearly a mismatch between semantics and the syntax, because ISO/IEC 23090-5 defines the v3c_unit, as a v3c_unit_header + v3c_unit_payload.

Similarly, nal_unit is also defined in ISO/IEC 23090-5 and should be replaced by generic bit(8) type. It is also proposed to remove unnecessary inline comments.

1.1 Proposed corrigendum

In 7.2.1.2, replace:

```
aligned(8) class V3CDecoderConfigurationRecord {

    // version 0

    unsigned int(3) unit_size_precision_bytes_minus1;

    unsigned int(5) num_of_v3c_parameter_sets;

    for (int i=0; i < num_of_v3c_parameter_sets; i++) {

        unsigned int(16) v3c_parameter_set_length;

        // v3c_unit() as defined in ISO/IEC 23090-5

        v3c_unit v3c_parameter_set(v3c_parameter_set_length);

    }

    unsigned int(8) num_of_setup_unit_arrays;

    for (int j=0; j < num_of_setup_unit_arrays; j++) {

        unsigned int(1) array_completeness;

        bit(1) reserved = 0;

        unsigned int(6) nal_unit_type;

        unsigned int(8) num_nal_units;

        for (int i=0; i < num_nal_units; i++) {

            unsigned int(16) setup_unit_length;

            // nal_unit(size) as defined in ISO/IEC 23090-5
```