INTERNATIONAL STANDARD ISO/IEC 14496-11:2005
TECHNICAL CORRIGENDUM 6

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INTERNATIONAL ELECTROTECHNICAL COMMISSION • МЕЖДУНАРОДНАЯ ЭЛЕКТРОТЕХНИЧЕСКАЯ КОМИССИЯ • COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

Information technology — Coding of audio-visual objects —

Part 11:
Scene description and application engine

TECHNICAL CORRIGENDUM 6

Technologies de l'information — Codage des objets audiovisuels —

Partie 11: Description de scène et moteur d'application

RECTIFICATIF TECHNIQUE 6

Technical Corrigendum 6 to ISO/IEC ISO/IEC 14496-11:2005 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

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After 7.2.2.13.3.10: PROTO audioStereoBase, insert the following subclause:

7.2.2.13.3.11 PROTO audioVirtualStereo

The audioVirtualStereo contains the following parameter:

Data type	Function	Default value	Range
Float	virtualStereo	0	0..1

The audioVirtualStereo PROTO is used to generate a virtual stereo signal from a mono source signal, whereby virtualStereo=0 disables the effect and virtualStereo=1 enables the effect.

With values between 0 and 1 the strength of the effect, measured as decorrelation between the 2 output channels, can be controlled.

virtualStereo shall map to the params[ ] array as follows:
virtualStereo = params [0]

In 7.2.2.23 BitWrapper, replace:

*The **type** field indicates which node compression scheme must be used, 0 being the default. It is envisioned that future node compression schemes may be developed for the same node. For this specification, AFX object code table of ISO/IEC 14496-1 defines the default schemes.*
with:
*The **type** field is used in the buffer mode of bitwrapper. It makes the distinction between different decoding methods for the same node. The value of the **type** field is specified by each tool using the bitwrapper mechanism.*

Insert the following subclause with respect to the alphabetic order of the nodes and renumber subsequent subclauses:

7.2.2.125 SynthesizedTexture

7.2.2.125.1 Node interface

SynthesizedTexture {

exposedField	MFVec3f	**Translation**	[]
exposedField	MFRotation	**Rotation**	[]
exposedField	SFInt32	**pixelWidth**	-1
exposedField	SFInt32	**pixelHeight**	-1
exposedField	SFBool	**Loop**	FALSE
exposedField	SFFloat	**Speed**	1.0
exposedField	SFTime	**startTime**	0
exposedField	SFTime	**stopTime**	0
exposedField	MFString	**url**	[]
eventOut	SFTime	**duration_changed**	
eventOut	SFBool	**isActive**	

}