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## Information technology - Coding of audio-visual objects -

Part 20:

# Lightweight Application Scene Representation (LASeR) and Simple Aggregation Format (SAF) 

iTeh ST AMENDMENT2: Extensions to support
SVGT1.2

ISO/IEC 14496-20:2006/FDAM 2
https://standards.iteh.ai/catalog/standards/sist/4b3939f3-224d-4103-b48aTechnologies de l'information -2 Codage des objets audiovisuels -
Partie 20: Représentation de scène d'application allégée (LASeR) et format d'agrégation simple (SAF)

AMENDEMENT 2: Extensions pour soutien de SVGT1.2
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## Foreword

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Amendment 2 to ISO/IEC 14496-20:2006 was prepared by Joint Technical Committee ISO/IEC JTC 1, Information technology, Subcômmittee SC29, Coding of audio, picture, multim̈edia and hypermedia information.
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## Information technology - Coding of audio-visual objects -

Part 20:

## Lightweight Application Scene Representation (LASeR) and Simple Aggregation Format (SAF)

## AMENDMENT 2: Extensions to support SVGT1.2

In Clause 2, add the following reference:
W3C SVGT12, Scalable Vector Graphics (SVG) Tiny 1.2 Specification [Recommendation], http://www.w3.org/TR/SVGMobile12/

In all text, substitute references to [2] by references to [W3C SVGT12]


| "screenOrientationLandscape" | (Standard <br> urn:mpeg:mpeg4:laser:2005 <br> ISO/IEC 14496-2 | The screen orientation has changed to typical "landscape" orientation <br> Note - screenOrientationLandscape is sent either With screenOlientation0 or screenOrientation180 | No | No |
| :---: | :---: | :---: | :---: | :---: |
| "screenOrientationPortrait" ${ }^{\text {https/ }}$ | tandards.teh.a/catalog/standar 53de7db 7a572/iso-iec-1 urn:mpeg:mpeg4:laser:2005 | The screen orientation has chánged to typical "portrait"oriéntation-2 <br> Note - screenOrientationPortrait is sent either with screenOrientation90 or screenOrientation270 | No | No |

After 6.5.6.1, add the following subclause:

### 6.5.6.2 ScreenOrientationEvent

```
interface ScreenOrientationEvent : Event
{
    readonly attribute unsigned long screenWidth;
    readonly attribute unsigned long screenHeight;
    readonly attribute unsigned long screenAngle;
}
```

No defined constants.
Attributes:
screenWidth - contains the new screen display or viewport width
screenHeight -contains the new screen display or viewport height
screenAngle - documents the angle from the horizontal positive x axis to the axis of the longest dimension of the screen, measured clockwise.

No defined methods.
The orientation is reported in degrees in screenAngle, to the best of the terminal's capability. This is measured as the angle between the positive X -axis of an un-rotated frame of reference, and the orientation of the longer of the X or Y axis of the screen, as rotated, as shown in Figure AMD2.1.
Specifically, for a screen that is normally portrait and in its normal position, the screenAngle is 90 degrees, since the longest axis is vertical, and the Y-axis is downward in SVG. Similarly, for a terminal that is normally landscape and in its normal position, the screenAngle is 0 degrees, since the longest axis is horizontal, and is the X -axis. This angle therefore would normally be close to 90 or 270 in portrait events, and close to 0 or 180 in landscape events, and 0 or 90 in terminals that are in their normal orientation, and 180 or 270 in terminals that are inverted.

https $\mathrm{f} /$ standards.iteh.ai/catalog/standards/sist/4b3939f3-224d-4103-b48a-
Figure AMD2.1 1 -Zângle measurement procedure

In subclause 6.6.2.2, add at the end:
Note - Data is saved as a set of four values, using the URI, pathComponents and useFullRequestHost from the stream containing the save command:

- the domain-name formed from the URI and useFullRequestHost;
- the path formed from the URI and pathComponents;
- the groupID (known as 'name' in [RFC 2965]);
- the set of \{element-ID, attribute-name, value\} triplets.

When a restore command is executed all saved sets with the same (equal) groupID, and also where the URI of the stream containing the restore command matches the saved domain-name and path, are restored. This matching is defined in section 4.3.4 of [RFC 2965].

The same matching rules are used for the clean command.

In subclause 6.7.1, add at the end of the paragraph on the waiting tree:
Scripts also have access to the waiting tree in the same way as LASeR Commands.

In subclause 6.7.3.1, add at the end:
The Clean command behaves exactly the same as a Save command that saves no state; as is normal for the Save command, any other saved state with the same domain-name, path, and groupID is replaced, in this case, with an empty set of saved data. This is functionally equivalent to deleting that saved state, as nothing would be restored.

In subclause 6.7.6.4, replace document.svgDocument.root with document.documentElement

In subclause 6.7.7.4, replace document.svgDocument.root with document.documentElement

In subclause 6.7.10.1, add at the end:

The Save command saves the values of a set of attributes, each identified by element ID and attribute name. Each save operation uses a groupID. Any other saved state with the same domain-name, path, and groupID is replaced.

## In subclause 6.7.11.2, add to the event bullet: ARD PREVINW

The XML syntax for this attribute with events accesskey, longAccessKey, shortAccessKey and repeatKey includes the reference key name between parentheses, e.g. event="accessKey(FIRE)", regardless of whether the key code is defined in LASeRML ornot. $0: 2006 /$ FDAM 2
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After 6.7.14, add the following subclauses:

### 6.7.15 Immediate Script Execution

### 6.7.15.1 Semantics

The doScript command supplies a script for immediate execution as specified in [3GPP DIMS].
The following example retrieves the rect element with id "myRect" child of the root svg element, removes it from the document tree and append it in another position as a child of a g element with id "myGroup":

```
<doScript type="application/ecmascript">
    var myrect = document.getElementById("myRect");
    document.documentElement.removeChild(myrect);
    document.getElementbyId("myGroup").appendChild(myrect);
</doScript>
```


### 6.7.15.2 Attributes

type - is a string that identifies the scripting language used. It takes a suitable MIME type [19] from the IANA registry, such as "application/ecmascript" (see [14]).

### 6.7.16 Seeking in the scene stream

### 6.7.16.1 Semantics

The command seek results in a seek in the scene media timeline. The effect is the same as if the current scene stream was played inside an animation element, with currentMediaTime being the current media time of the scene stream, and the following actions were performed:

- the animation element is stopped;
- the clipBegin attribute of the animation element is modified to currentMediaTime+seekOffset;
- the animation element is started again.


### 6.7.16.2 Attributes

seekOffset: A clock value from section 16.2.7 of [2].

After subclause 6.8.2, add the following paragraph:
The attribute dims:active, specified in [3GPP DIMS], shall be supported on all elements.

After 6.8.53, add the following surbchauseş TANDARD PREVIIEW

### 6.8.54 SVGT1.2 discard

The SVGT12 discard element is specified in section 5.4 of [W3G SVGT1.2].
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6.8.55 SVGT1.2 handler 53de7db7a572/iso-iec-14496-20-2006-fdam-2

The SVGT12 handler element is specified in section 15.5 of [W3C SVGT1.2].

### 6.8.56 SVGT1.2 prefetch

The SVGT12 prefetch element is specified in section 5.9.3 of [W3C SVGT1.2].

### 6.8.57 SVGT1.2 solidColor

The SVGT12 solidColor element is specified in section 11.13 .4 of [W3C SVGT1.2].

### 6.8.58 SVGT1.2 tBreak

The SVGT12 tBreak element is specified in section 10.11.2 of [W3C SVGT1.2].

### 6.8.59 SVGT1.2 textArea

The SVGT12 textArea element is specified in section 10.11.3 of [W3C SVGT1.2].

## In 6.9, replace the table "Summary of Possible Attributes per Element" by:

| Element nam | Attributes |
| :---: | :---: |
| a | audio-level color color-rendering display display-align externalResourcesRequired fill fillopacity fill-rule nav-right nav-next nav-up nav-up-right nav-up-left nav-prev nav-down nav-down-right nav-down-left nav-left focusable font-family font-size font-style fontvariant font-weight image-rendering line-increment Isr:rotation Isr:scale Isr:translation pointer-events requiredExtensions requiredFeatures requiredFormats shape-rendering solid-color solid-opacity stop-color stop-opacity stroke stroke-dasharray strokedashoffset stroke-linecap stroke-linejoin stroke-miterlimit stroke-opacity stroke-width systemLanguage target text-anchor text-rendering transform vector-effect viewport-fill viewport-fill-opacity visibility xlink:actuate xlink:arcrole xlink:href xlink:role xlink:show xlink:title xlink:type |
| animate | accumulate additive attributeName begin by calcMode class dur enabled end fill from id keySplines keyTimes max min repeatCount repeatDur restart to values xlink:actuate xlink:arcrole xlink:href xlink:role xlink:show xlink:title xlink:type xml:base xml:lang xml:space accumulate additive attributeName begin by calcMode class dur enabled end fill from id |
| animateColor | keySplines keyTimes max min repeatCount repeatDur restart to values xlink:actuate xlink:arcrole xlink:href xlink:role xlink:show xlink:title xlink:type xml:base xml:lang xml:space <br> accumulate additive attributeName begin by calcMode class dur enabled end fill from |
| animateMotion | keyPoints keySplines keyTimes max min path repeatCount repeatDur restart rotate to values xlink:actuate xlink:arcrole xlink:href xlink:role xlink:show xlink:title xlink:type xml:base xml:lang xml:space |
| Isr:animateScroll | xlink: actuate xlink:Show by from to delayAtStart delayAtEnd speed direction begin dur end fill restart repeatGoutht repẻatD'urehail) <br> accumulate additive attributeName begin by calcMode class dur enabled end fill from id |
| animateTransform | keySplines keyTimes max min repeatCount repeatDur restart to type values xlink:actuate xlink:arcrole xlink:href xlink:rote xlink:show xlink:title xlink:type xml:base xml:lang xmp:space <br> id class xmilbase xmillang xml:space requiredFeatures requiredExtensions systemLanguage requiredFormats requiredFonts audio-level display image-rendering pointer-events shape-rendering text-rendering viewport-fill viewport-fill-opacity visibility \|sr:rotation Isr:scale Isr:translation transform xlink:href xlink:title xlink:type xlink:role |
| animation | xlink:arcrole xlink:actuate xlink:show nav-right nav-next nav-up nav-up-right nav-up-left nav-prev nav-down nav-down-right nav-down-left nav-left focusable fill focushiglight width height x y externalResourcesRequired begin end dur min max restart repeatCount repeatDur syncBehavior syncTolerance syncMaster pereserveAspectRatio type Isr:syncReference Isr:clipBegin Isr:clipEnd initialVisibility audio-level begin class dur end externalResourcesRequired id Isr:syncReference |
| audio | repeatCount repeatDur requiredExtensions requiredFeatures requiredFormats syncBehavior syncTolerance systemLanguage type xlink:actuate xlink:arcrole xlink:href xlink:role xlink:show xlink:title xlink:type xml:base xml:lang xml:space type audio-level class color color-rendering cx cy display display-align fill fill-opacity fill-rule nav-right nav-next nav-up nav-up-right nav-up-left nav-prev nav-down nav-down-right nav-down-left nav-left focusable font-family font-size font-style font-weight font-variant id image-rendering line-increment Isr:rotation Isr:scale Isr:translation pointer-events r |
| circle | requiredExtensions requiredFeatures requiredFormats shape-rendering solid-color solidopacity stop-color stop-opacity stroke stroke-dasharray stroke-dashoffset stroke-linecap stroke-linejoin stroke-miterlimit stroke-opacity stroke-width systemLanguage text-anchor text-rendering transform vector-effect viewport-fill viewport-fill-opacity visibility xml:base xml:lang xml:space |




