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**Information technology — Coding of  
audio-visual objects —**

**Part 5:  
Reference software**

**AMENDMENT 29: Reference software for  
LAsER presentation and modification of  
structured information (PMSI) tools**

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ISO/IEC 14496-5:2001/Amd.29:2011  
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*Technologies de l'information — Codage des objets audiovisuels —  
Partie 5: Logiciel de référence*

*AMENDEMENT 29: Logiciel de référence pour la présentation LAsER  
et la modification des outils d'information structurée (PMSI)*

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## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

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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 29 to ISO/IEC 14496-5:2001 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This Amendment introduces Reference Software for LASer PMSI Tools. This Amendment deals with the reference software of ISO/IEC 14496-20:2008/Amd.3.

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# Information technology — Coding of audio-visual objects —

## Part 5: Reference software

### AMENDMENT 29: Reference software for LAsER presentation and modification of structured information (PMSI) tools

*At the end of Clause 5, add the following line:*

Systems/LAsER\_RS\_v3/src

LAsER and SAF decoder for Presentation and Modification of Structured Information

*At the end of B.3, add the following line:*

Systems/LAsER\_RS\_v3/M3RP

LAsER and SAF renderer for Presentation and Modification of

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*Change Annex F to Annex G.*

*Change Annex G to Annex H.*

*Add the following new Annex F before Annex G:*

## Annex (informative)

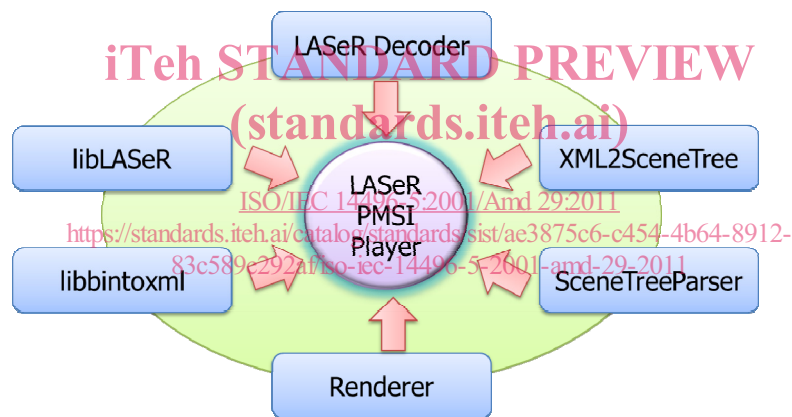
### Guidance of reference software for LAsER presentation and modification of structured information tools

#### F.1 Introduction

This is the description of the reference software for ISO/IEC 14496-20:2009/Amd.3 (LAsER PMSI: Presentation and Modification of Structured Information). The LAsER AMD3 Reference software is attached to this Part of ISO/IEC 14496. The reference software consists of the following tools:

- LAsER decoder, which is to generate LAsER XML files from LAsER binary stream.
- LAsER file parser, which is to manage the scene tree and events from LAsER XML files.
- LAsER renderer, which is to render and play a LAsER scene.

The structure of LAsER PMSI reference software is as follows.



**Figure F.1 — Structure of LAsER PMSI Reference Software**

The LAsER player is linked with two static libraries such as libLASeR and libbintoxml, and the other dynamic ones such as LASeRDecoder, XML2SceneTree, SceneTreeParser and Render as shown in Figure F.1. By using these libraries, the LAsER player produces SceneTree from different file types such as xml, lsr files, and then, converts the SceneTree into a LAsER SceneTree. Finally, the player renders the scene according to the LAsER SceneTree.

#### F.2 Reference Software

The PMSI mechanism provides two distinctive functionalities for Structured Information (SI): presentation and modification. Therefore, the LAsER PMSI Reference Software can access SI from PI (Presentation Information) by two functionalities as follows:

- READ: Accessing SI from PI to reuse what is already defined in SI.
- WRITE: Updating SI from PI to reflect what happens in the scene.

Also, the elements provided by the LAsER PMSI Reference Software are as follows:

- **mpeg-pmsi() scheme:** Pointing scheme using XPath-based addressing.
- **SVG tref element:** Referencing the textual content
- **LAsER externalReference element:** Updating enclosed elements and attributes periodically.
- **LAsER externalUpdate element:** Modifying defined structured information.
- **LAsER xmlUpdate event:** Informing the update of structured information

### F.3 Description of how to compile and run the LAsER PMSI Reference Software

#### F.3.1 How to build the code

This program has been developed using Microsoft's Visual studio 2008 under Windows XP or above OS. To build the program,

- 1) Unzip a LAsER\_RS\_v3.zip file.
- 2) Double-click on a M3R.sin file in the '\build \VC9' folder
- 3) Right button click on the LAsERPlayer in the solution explorer
- 4) Choose the 'Set as Start Up' menu
- 5) Click on the 'solution build' menu (F7)
- 6) Copy the files (libcairo-2.dll, libpng12-0.dll, zlib1.dll) in the 'dll' folder
- 7) Paste the files (libcairo-2.dll, libpng12-0.dll, zlib1.dll) in the '\bin \w32rel' folder
- 8) Copy the files (libDeSAF.dll, libMP4.dll) in the 'dll \VC9' folder

Paste the files (libDeSAF.dll, libMP4.dll) in the '\bin \w32rel' folder

#### F.3.2 How to run the code

To run the program,

- 1) Double-click on the LAsERPlayer.exe
- 2) Choose the 'File' menu
- 3) Click on the xml content (.xml) or the binary stream content (.lsr)

Figure F.2 shows the graphic user interface of LAsER PMSI Reference Software.

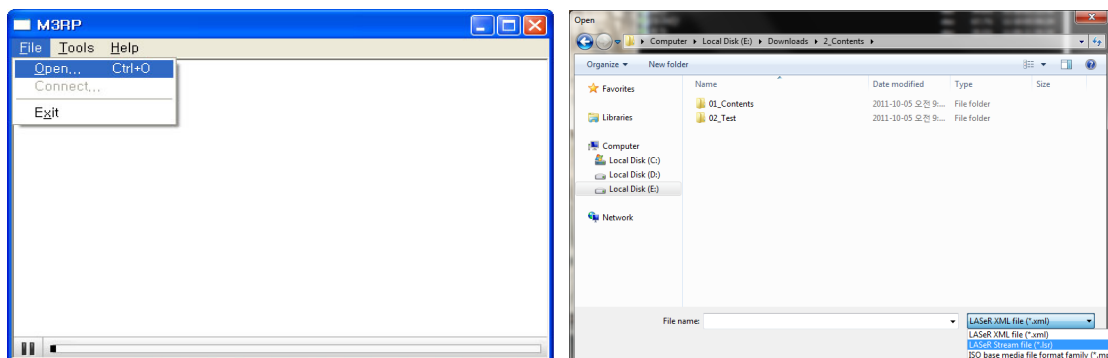


Figure F.2 — GUI of LAsER PMSI Reference Software

## F.4 Demonstration

### F.4.1 externalReference.Isr

Figure F.3 shows an example for referencing mechanism using LAsER externalReference element. It presents the local or remote metadata separately from the scene description in a scene.

```

LASeRML
-
<lsr:externalReference id="2" updateInterval="10">
  <text font-family="Tahoma" font-size="14" fill="rgb(0,0,0)" x="10" y="40">This is a PMSI 'externalReference' example.</text>
- <text id="3" fill-opacity="1" font-family="Tahoma" font-size="20" fill="rgb(255,0,0)" x="10" y="80">
  <trf xlink:href="c:/Resource/test_DI.xml#pmsi(/ /mpeg7:FreeTextAnnotation/text())" />
</text>
</lsr:externalReference>
  
```

```

Metadata – test_DI.xml
<Description xsi:type="CreationDescriptionType">
- <CreationInformation>
  - <Creation>
    <Title type="main" xml:lang="ko">EBS</Title>
    <Title type="secondary" xml:lang="ko">1 subject</Title>
  - <TitleMedia>
    - <TitleImage>
      <MediaUri>c:/Resource/shrek.png</MediaUri>
    </TitleImage>
    </TitleMedia>
  - <Abstract>
    <FreeTextAnnotation xml:lang="en">This is the ISO/IEC 14496-20 AMD3 Ref. software</FreeTextAnnotation>
  </Abstract>
  
```

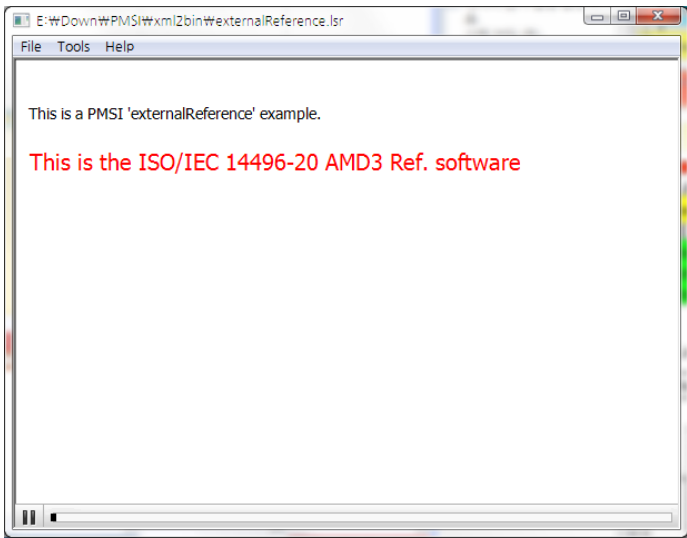


Figure F.3 — An Example of the LAsER externalReference element



## F.4.2 externalUpdate.lsr

Figure F.4 shows the modification of the local or remote metadata using LAsER externalUpdate element.

- If the '1' or '2' keys are pressed, the referenced structured information will be changed to new one assigned to each key press action.
- If the '3' key is pressed, the referenced structured information will be removed.

```

LAsER ML

<lsr:externalUpdate id="3" updateInterval="none" type="replace" attributeName="textContent" value="This is the ISO/IEC
14496-20 AMD3 Ref. software" xlink:href="c:/Resource/test_DI.xml#pmsi(//mpeg7:FreeTextAnnotation/text())" />
<lsr:externalUpdate id="4" updateInterval="none" type="replace" attributeName="textContent" value="This is an english
language education program." xlink:href="c:/Resource/test_DI.xml#pmsi(//mpeg7:FreeTextAnnotation/text())" />
<lsr:externalUpdate id="5" updateInterval="none" type="delete" attributeName="textContent"
xlink:href="c:/Resource/test_DI.xml#pmsi(//mpeg7:FreeTextAnnotation/text())" />
</g>
<ev:listener event="accessKey(1)" handler="#3" enabled="true" />
<ev:listener event="accessKey(2)" handler="#4" enabled="true" />
<ev:listener event="accessKey(3)" handler="#5" enabled="true" />

```

(a) LAsERML

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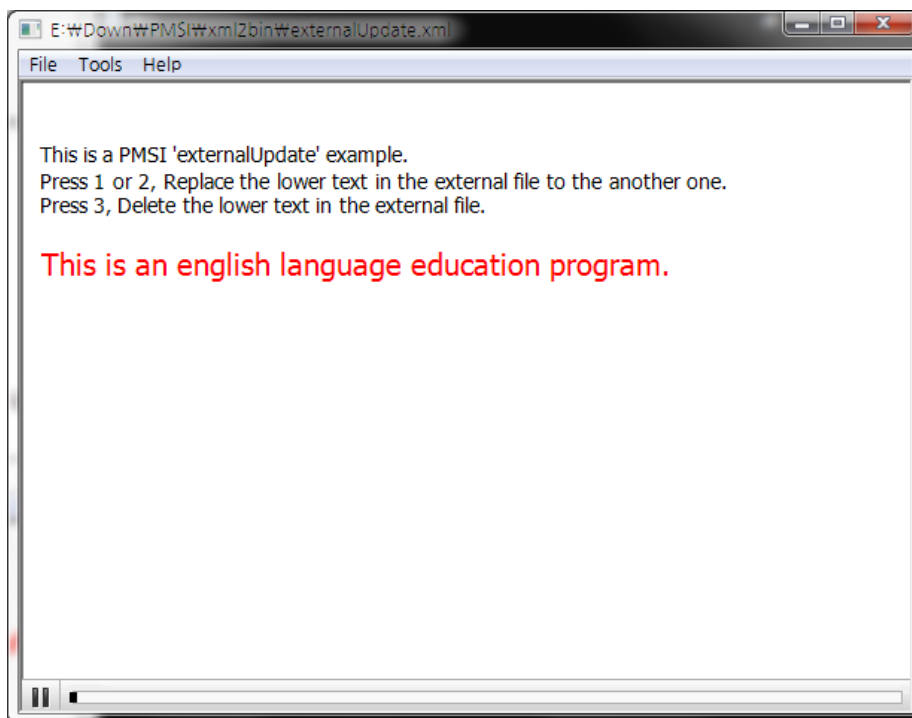
**Metadata** - The '1' key is pressed.

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```

<Description xsi:type="CreationDescriptionType">
- <CreationInformation>
  - <Creation>
    <Title type="main" xml:lang="ko">EBS</Title>
    <Title type="secondary" xml:lang="ko">1-subject</Title>
  - <TitleMedia>
    - <TitleImage>
      <MediaUri>c:/Resource/shrek.png</MediaUri>
    </TitleImage>
  </TitleMedia>
  - <Abstract>
    <FreeTextAnnotation xml:lang="en">This is the ISO/IEC 14496-20 AMD3 Ref. software</FreeTextAnnotation>
  </Abstract>

```



(b) An example when the '1' key is pressed

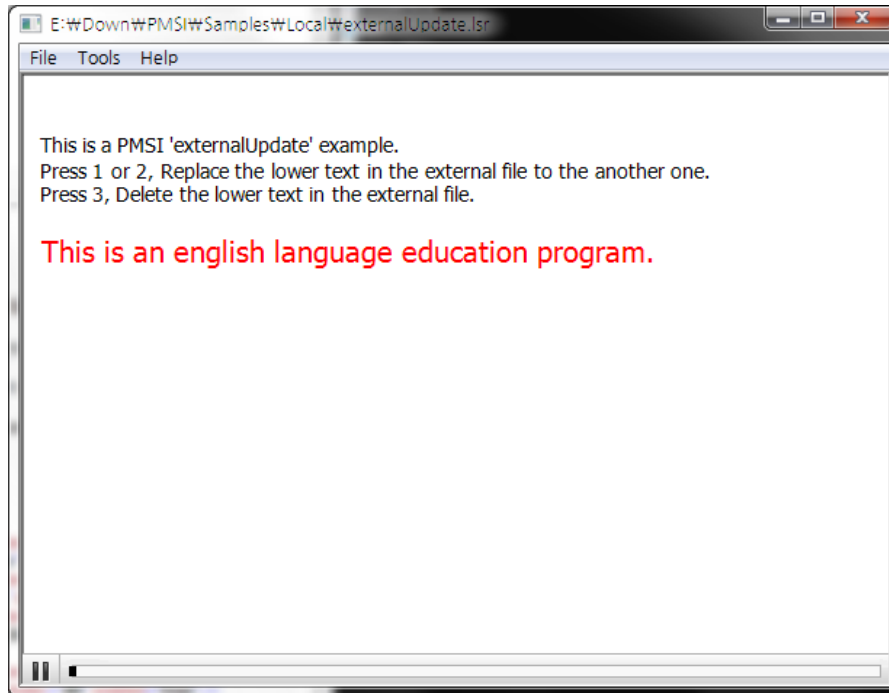
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**Metadata** - The '2' key is pressed.

(standards.itech.ai)

```

<Description xsi:type="CreationDescriptionType">
  - <CreationInformation>
    - <Creation>
      <Title type="main" xml:lang="ko">EBS</Title>
      <Title type="secondary" xml:lang="ko">1-subject</Title>
    - <TitleMedia>
      - <TitleImage>
        <MediaUri>c:/Resource/shrek.png</MediaUri>
      </TitleImage>
    </TitleMedia>
  - <Abstract>
    <FreeTextAnnotation xml:lang="en">&u>This is an english language education program.</FreeTextAnnotation>
  </Abstract>
    
```



(c) An example when the '2' key is pressed

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**Metadata** - The '3' key is pressed.

(standards.itech.ai)

```

<Description xsi:type="CreationDescriptionType">
- <CreationInformation>      ISO/IEC 14496-5:2001/Amd 29:2011
  - <Creation>      https://standards.itech.ai/catalog/standards/sist/ae3875c6-c454-4b64-8912-
    <Title type="main" xml:lang="ko">EBS</Title>
    <Title type="secondary" xml:lang="ko">1-subject</Title>
  - <TitleMedia>
    - <TitleImage>
      <MediaUri>c:/Resource/shrek.png</MediaUri>
    </TitleImage>
  </TitleMedia>
  - <Abstract>
    <FreeTextAnnotation xml:lang="en" />
  </Abstract>

```