INTERNATIONAL STANDARD

ISO/IEC 14496-4

Information technology — Coding of audio-visual objects —

Part 4:
Conformance testing

AMENDMENT 40: ExtendedCore2D conformance

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Technologies de l'information — Codage des objets audiovisuels —

ISO/IEC 14496-4:2004/Amd.40:2011
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Partie 4: Essai de conformité

AMENDEMENT 40: Conformité avec l'ExtendedCore2D

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ISO/IEC 14496-4:2004/Amd 40:2011
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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.

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Amendment 40 to ISO/IEC 14496-4:2004 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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At the end of Table 4 in 4.4.3.1, add the following Table, and renumber the first column.

N°	Feature	Reference of Test sequence and associated method
1	CacheTexture	CacheTexture_cache, CacheTexture_nocache
2	EnvironmentTest	EnvironmentTest
3	KeyNavigator	KeyNavigator
4	Storage	Storage
5	ExtendedReplace	xreplace

At the end of Table 6 in 4.4.3.3, add the following Table:

Name	Provider	Content
CacheTexture_nocache	Telecom ParisTech	Embeds a JPEG texture data in the BIFS stream without OD
CacheTexture_cache	Telecom ParisTech	Exercises expirationDate in the CacheTexture node. It shows how a texture can be stored in the player's cache for a given period of time and reused later on using a regular ImageTexture node pointing to the cache identifier
EnvironmentTest	Telecom ParisTech	This sequence shows how to use the *EnvironmentTest* node to monitor or query variable environments such as Width, Height or presence of touch screen
KeyNavigator	Telecom ParisTech	Usage of the *KeyNavigator* node to handle navigation keys (left, right, down, up, ok) and link them with existing sensors in the scene. This example only shows usage of *KeyNavigator* with *TouchSensor*
Storage	Telecom ParisTech	Usage of the *Storage* node to allow persistent storage in BIFS. The test will save the position of an object in the scene to the player cache, and restore this position if the scene is replayed in the next 10 seconds (lifetime of the cache)
XReplace	Telecom ParisTech	This sequence shows how to use the new ExtendedReplace command. Two types of commands are tested: - the first type replaces a field of a child of an MFNode field using an index value taken from another node field - the second type replaces a field value by a field value of another node

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