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AMENDMENT 1
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**Information technology — High
efficiency coding and media delivery
in heterogeneous environments —**

**Part 3:
3D audio**

**AMENDMENT 1: Audio metadata
enhancements**

*Technologies de l'information — Codage à haute efficacité et livraison
des médias dans des environnements hétérogènes —*

Partie 3: Audio 3D

*AMENDEMENT 1: Améliorations de la prise en charge des
métadonnées audio*



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Information technology — High efficiency coding and media delivery in heterogeneous environments —

Part 3: 3D audio

AMENDMENT 1: Audio metadata enhancements

5.2.2.1 General configuration syntax

In subclause 5.2.2.1 replace Table 14 with:

Table 14 — Syntax of Signals3d()

Syntax	No. of bits	Mnemonic
<pre> Signals3d() { numAudioChannels = 0; numAudioObjects = 0; numSAOCTransportChannels = 0; numHOATransportChannels = 0; bsNumSignalGroups; for (grp = 0; grp < bsNumSignalGroups + 1; grp++) { signal_groupID[grp] = grp; differsFromReferenceLayout[grp] = 0; signalGroupType[grp]; bsNumberOfSignals[grp] = escapedValue(5, 8, 16); if (SignalGroupType[grp] == SignalGroupTypeChannels) { numAudioChannels += bsNumberOfSignals[grp] + 1; differsFromReferenceLayout[grp]; if(differsFromReferenceLayout[grp]) { audioChannelLayout[grp] = SpeakerConfig3d(); } else { audioChannelLayout[grp] = referenceLayout; } } if (SignalGroupType[grp] == SignalGroupTypeObject) { numAudioObjects += bsNumberOfSignals[grp] + 1; } if (SignalGroupType[grp] == SignalGroupTypeSAOC) { numSAOCTransportChannels += bsNumberOfSignals[grp] + 1; } } } </pre>	<p>5</p> <p>3</p> <p>1</p>	<p>uimsbf</p> <p>bslbf</p> <p>bslbf</p>

Table 14 (continued)

Syntax	No. of bits	Mnemonic
<pre> saocDmxLayoutPresent; if (saocDmxLayoutPresent == 1) { saocDmxChannelLayout = SpeakerConfig3d(); } } if (SignalGroupType[grp] == SignalGroupTypeHOA) { numHOATransportChannels += bsNumberOfSignals[grp] + 1; } } } </pre>	1	bslbf

5.2.2.3 Core decoder configuration

In 5.2.2.3 replace Table 23 with:

Table 23 — Syntax of mpeg3daExtElementConfig()

Syntax	No. of bits	Mnemonic
<pre> mpeg3daExtElementConfig() { usacExtElementType = escapedValue(4, 8, 16); usacExtElementConfigLength = escapedValue(4, 8, 16); if (usacExtElementDefaultLengthPresent) { usacExtElementDefaultLength = escapedValue(8, 16, 0) + 1; } else { usacExtElementDefaultLength = 0; } usacExtElementPayloadFrag; switch (usacExtElementType) { case ID_EXT_ELE_FILL: /* No configuration element */ break; case ID_EXT_ELE_MPEGS: SpatialSpecificConfig(); break; case ID_EXT_ELE_SAOC: SAOCSpecificConfig(); break; case ID_EXT_ELE_AUDIOPREROLL: /* No configuration element */ </pre>	1	uimsbf
<p>^a The default entry for the usacExtElementType is used for unknown extElementTypes so that legacy decoders can cope with future extensions.</p>		