INTERNATIONAL STANDARD ISO/IEC 14496-21:2006
TECHNICAL CORRIGENDUM 1

Published 2007-09-01

INTERNATIONAL ORGANIZATION FOR STANDARDIZATION • МЕЖДУНАРОДНАЯ ОРГАНИЗАЦИЯ ПО СТАНДАРТИЗАЦИИ • ORGANISATION INTERNATIONALE DE NORMALISATION
INTERNATIONAL ELECTROTECHNICAL COMMISSION • МЕЖДУНАРОДНАЯ ЭЛЕКТРОТЕХНИЧЕСКАЯ КОМИССИЯ • COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

Information technology — Coding of audio-visual objects —

Part 21:
MPEG-J Graphics Framework eXtensions (GFX)

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Codage des objets audiovisuels —

Partie 21: Extensions du cadre graphique (GFX) pour MPEG-J

RECTIFICATIF TECHNIQUE 21

Technical Corrigendum 1 to ISO/IEC 14496-21:2006 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

In subclause 5.3.5.1 "VideoRendererControl", replace:

— ***void setRenderer(Renderer renderer)*** – attaches a Renderer to this Player.

— ***void bindTexture(int name)*** – assigns a name to the video output of this Player. For OpenGL ES Renderer, it is the GL texture name obtained by, for example, ***glGetTextures()***. For M3G, it could be the userId of a Texture2D object (this requires the application to ensure desired texture has correct id).

ICS 35.040 **Ref. No. ISO/IEC 14496-21:2006/Cor.1:2007(E)**

© ISO/IEC 2007 – All rights reserved

Published in Switzerland

Copyright International Organization for Standardization
Provided by IHS under license with ISO
No reproduction or networking permitted without license from IHS

Not for Resale

with:

— ***void setRenderer(Renderer renderer)*** – attaches a Renderer to this Player.

— ***void bindTexture(int name) –*** binds the video output of this Player to a named texture. This method can only be used when the renderer, attached using ***setRenderer(),*** is one which identifies textures by name. For example, for the **GLRENDERER** name is the GL texture name obtained from ***glGenTextures()***. If the renderer does not use texture names, an **IllegalStateException** will be thrown.

— ***void bind(Object target) –*** binds the video output of this Player to a target Object. This method can only be used when the renderer attached using ***setRenderer()*** is one which uses a Java object to hold the image data for a texture. For example, for the **M3GRENDERER** target is an object of type **javax.microedition.m3g.Image2D**. If the renderer does not use a Java object to hold the image data, an **IllegalStateException** will be thrown. If target is not of a suitable object type, an **IllegalArgumentException** will be thrown.

In subclause 5.9.3.2 "Fine-grained playback control", correct the sample code. Replace:

```
Player p;
RenderingControl rc;

try {
    p = resourceManager.createPlayer("http://webserver/movie.mpg");
    p.realize();

    // Grab the video control and set it to the current display.
    rc = (RenderingControl) p.getControl("org.iso.mpeg.mpegj.media.RenderingControl");
    if (rc != null)
        rc.setRenderer(renderer);

    // texture mapping code for the renderer to draw video CB onto surfaces

    p.start();

} catch (IOException ioe) {
} catch (MediaException me) { }
```

with:

```
Player p;
VideoRendererControl rc;

try {
    p = resourceManager.createPlayer("http://webserver/movie.mpg");
    p.realize();

    // Grab the video control and set it to the current display.
    rc = (VideoRendererControl)
         p.getControl("org.iso.mpeg.mpegj.media.Control.VideoRendererControl");
    if (rc != null)
        rc.setRenderer(renderer);

    // texture mapping code for the renderer to draw video CB onto surfaces

    p.start();

} catch (IOException ioe) {
} catch (MediaException me) { }
```


© ISO/IEC 2007 – All rights reserved
Copyright International Organization for Standardization
Provided by IHS under license with ISO
No reproduction or networking permitted without license from IHS
Not for Resale