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TECHNICAL CORRIGENDUM 1

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Information technology — Coding of audio-visual objects —

Part 3:
Audio

AMENDMENT 2: Audio Lossless Coding (ALS), new audio profiles and BSAC extensions

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

AMENDEMENT 2: Codage audio sans perte (ALS), nouveaux profils audio et extensions BSAC

RECTIFICATIF TECHNIQUE 1

Technical Corrigendum 1 to ISO/IEC 14496-3:2005/Amd.2:2006 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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In Part 3: Audio, Subpart 4, in subclause 4.4.2.6 Payloads for the audio object type ER BSAC, replace Table 4.33 bsac_raw_data_block with the following table (The changes are highlighted.):

Table 4.33 – Syntax of bsac_raw_data_block()

Syntax	No. of bits	Mnemonic

bsac_raw_data_block()
{
Bsac_base_element();
Layer=slayer_size;
While(data_available() && layer<(top_layer+slayer_size)) {
Bsac_layer_element(layer);
Layer++;
}
Byte_alignment();
If (data_available()) {
zero_code
sync_word
while(data_available()) {
extension_type
switch(extension_type) {
case EXT_BSAC_CHANNEL :
extended_bsac_raw_data_block();
}
}
}
}
	
	32
	4
	
	4
	
		bslbf
		bslbf
		
		bslbf

In Part 3: Audio, Subpart 4, under Bitstream elements in subclause 4.5.2.6.2.1 Definitions, replace:

syncword a eight bit code that identifies the start of the extended part. The bit string is '1111 1111'.

with:

syncword a four-bit code that identifies the start of the extended part. The bit string is '1111'.

extension_type a four-bit code that identifies the extension type according to Table 4.AMD2COR1.1. The bit string '1111' means channel extension.

Table 4.AMD2COR1.1 — BSAC extension_type

Symbol	Value	Purpose
EXT_BSAC_CHANNEL	'1111'	BSAC channel extension
RESERVED	'0000' ~'1110'	Reserved

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