INTERNATIONAL STANDARD ISO/IEC 14496-3:2009
TECHNICAL CORRIGENDUM 4

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Information technology — Coding of audio-visual objects —

Part 3:
Audio

TECHNICAL CORRIGENDUM 4

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

RECTIFICATIF TECHNIQUE 4

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In 4.5.2.6.2.2.9 Decoding of stereo_info, noise_flag or ms_used, replace:

And then if the both noise flags of two channel are 1, noise substitution mode is arithmetic decoded. The perceptual noise is substituted or out_of_phase intensity stereo processing is done according to the substitution mode. Otherwise, the perceptual noise is substituted only if noise flag is 1.

with:

If noise_flag_l and noise_flag_r are both 1, noise substitution mode is arithmetic decoded and the perceptual noise is substituted according to the substitution mode. If noise_flag_l and noise_flag_r are both 0, out_of_phase intensity stereo processing is done. Otherwise, the perceptual noise is substituted on the channel where noise flag is 1.

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In 4.6.4.3.2.1 Data elements, replace:

Note : If ms_mask_present is 3, noise_flag_l and noise_flag_r are 0 value, then stereo_info is interpreted as out-of-phase intensity stereo regardless the value of pns_data_present.

with:

Note : If stereo_info is 3, noise_flag_l and noise_flag_r are 0 value, then stereo_info is interpreted as out-of-phase intensity stereo regardless the value of pns_data_present.

In 4.6.4.3.3 Decoding process, replace:

And then if the both noise flags of two channel are 1, noise substitution mode is arithmetic decoded using model given in Table 4.A.55. The perceptual noise is substituted or out_of_phase intensity stereo processing is done according to the substitution mode. Otherwise, the perceptual noise is substituted only if noise flag is 1.

with:

If noise_flag_l and noise_flag_r are both 1, noise substitution mode is arithmetic decoded using the model given in Table 4.A.55 and the perceptual noise is substituted according to the substitution mode. If noise_flag_l and noise_flag_r are both 0, out_of_phase intensity stereo processing is done. Otherwise, the perceptual noise is substituted on the channel where noise flag is 1.