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

**Part 6:
3D audio reference software**

*Technologies de l'information — Codage à haut rendement et
fourniture de supports dans les environnements hétérogènes —*

Partie 6: Logiciel de référence 3D Audio





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Foreword

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This second edition cancels and replaces the first edition (ISO/IEC 23008-6:2018), which has been technically revised.

The main changes compared to the previous edition are as follows:

- integration of Production Metadata module into the 3D Audio framework;
- integration of Earcon Metadata module into the 3D Audio framework;
- integration of MHASPacketType PACTYP_LOUDNESS;
- corrected decoding of streams with numPreRollFrames equal to 0;
- corrected decoding of streams in contribution mode;
- corrected decoding of streams with respect to gVBAP, TNS, IGF;
- corrected encoding of streams with respect to AudioTruncationInfo and bit demand estimation;
- general maintenance and elimination of compiler warnings;
- reformatting of command line help of the encoder module.

A list of all parts in the ISO/IEC 23008 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

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

Part 6: 3D audio reference software

1 Scope

This document contains simulation software for the MPEG-H 3D audio standard as defined in ISO/IEC 23008-3.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 23008-3, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 3: 3D audio*