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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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Contents

Page

Foreword ... **iv**

1 Scope ... **1**

2 Normative references ... **1**

3 Terms and definitions ... **1**

4 Reference software structure ... **1**
4.1 General ... 1
4.2 Copyright disclaimer for software modules ... 2

5 Bitstream decoding software ... **2**
5.1 General ... 2
5.2 MPEG-H 3D audio decoding software ... 2

Annex A (informative) **Bitstream encoding software** ... **3**

Annex B (informative) **Additional utility software** ... **4**

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Foreword

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

This fourth edition cancels and replaces the third edition (ISO/IEC 23008-6:2021), which has been technically revised. It also incorporates the Amendment ISO/IEC 23008-6:2021/Amd 1:2024.

The main changes are as follows:

— various software fixes without change of technical scope.

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

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 and www.iec.ch/national-committees.

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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*

3 Terms and definitions

No terms and definitions are listed in this document.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

— ISO Online browsing platform: available at https://www.iso.org/obp

— IEC Electropedia: available at https://www.electropedia.org/

4 Reference software structure

4.1 General

This software has been derived from reference models used in the process of developing ISO/IEC 23008-3.

Reference software is normative in the sense that it correctly implements the MPEG-H 3D audio decoding processes described in ISO/IEC 23008-3. Complying ISO/IEC 23008-3 implementations are not expected to follow the algorithms or the programming techniques used by the reference software. Although the decoding software is considered normative, it cannot add anything to the textual technical description of ISO/IEC 23008-3.

The software contained in this document is divided into several categories:

a) **Bitstream decoding software** is catalogued in Clause 5. The bitstreams shall be encoded in accordance with ISO/IEC 23008-3. The software decodes the streams into the audio signals associated with each bitstream. Attention is drawn to the fact that the implementation techniques used in this software are not considered normative – several different implementations could produce the same result – but the software is considered normative in that it correctly implements the MPEG-H 3D audio decoding processes described in ISO/IEC 23008-3. The decoder software implementation is provided at https://standards.iso.org/iso-iec/23008/-6/ed-4/en.

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