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**Information technology — MPEG  
systems technologies —**

Part 8:  
**Coding-independent code points**

**AMENDMENT 1: New audio code points**

*Technologies de l'information — Technologies des systèmes MPEG —  
Partie 8: Points de code indépendants du codage*

*AMENDEMENT 1: .*



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ISO/IEC 23001-8:2013/Amd.1:2015(E)

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## ISO/IEC 23001-8:2013/Amd.1:2015(E)



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## ISO/IEC 23001-8:2013/Amd 1:2015(E)

### Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

Amendment 1 to ISO/IEC 23001-8:2013 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

# Information technology — MPEG systems technologies — Part 8: Coding independent code points, AMENDMENT 1: Additional audio code points

## 1 Scope

This amendment adds new audio related code points to ISO/IEC 23001-8:2013.

## 2 Amendment Text

*In clause 5, amend Table 1 as follow:*

**Table 1 — List of code point definitions**

Name	Description	Subclause
[...]	[...]	[...]
<b>OutputChannelPosition</b>	Audio channel assignment	8.2
<b>ChannelConfiguration</b>	Audio channel configuration	8.3
<b>LoudspeakerGeometry</b>	Audio loudspeaker geometry	8.4
<b>LoudspeakerElevation</b>	Audio loudspeaker elevation	8.4
<b>LoudspeakerAzimuth</b>	Audio loudspeaker azimuth	8.4
<b>ProgramLoudness</b>	Audio program loudness level	8.5
<b>AnchorLoudness</b>	Audio anchor content loudness level	8.6
<b>LoudnessRange</b>	Range of loudness	8.7
<b>LoudnessRangeTop</b>	Top value of loudness range	8.8
<b>MomentaryLoudnessMax</b>	Maximum Loudness (400 ms window)	8.9
<b>ShortTermLoudnessMax</b>	Maximum Loudness (3 s window)	8.10
<b>ShortTermLoudness</b>	Loudness (3s window)	8.11
<b>SamplePeakLevel</b>	Level of sample peak magnitude	8.12
<b>TruePeakLevel</b>	Level of true peak	8.12
<b>DrcCharacteristic</b>	Index of DRC characteristic	8.13

*In clause 8, replace text and Tables as follows:*

### **8.1 Definitions related to audio code points**

#### **Loudspeaker LS**

a physical loudspeaker with a given geometric position relative to the listener and, if applicable, a label or name

NOTE – Even though the loudspeaker names used in this document each describe one discrete loudspeaker position, some loudspeaker signals may in practice be rendered on a loudspeaker array consisting of multiple loudspeakers which are all driven with the same audio signal, for example in a theatrical setting.

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### **Loudspeaker Index OutputChannelPosition**

association of a loudspeaker geometric position to a given index according to 8.2

### **Loudspeaker Layout**

set of loudspeakers with a specific constellation of geometric positions meant for authoring or play-back of audio content

### **Loudspeaker Layout Index ChannelConfiguration**

association of a loudspeaker layout to a given index according to 8.3

### **Channel Ch.**

conceptual representation of an audio signal for coding or transmission as it may be used within the digital signal processing chain of an audio codec

NOTE –A channel may correspond directly to one specific loudspeaker or it may carry an audio signal that is meant to be further processed and played back on more than one loudspeaker by some means not further specified here.

## **8.2 Loudspeaker Index, Output Channel Position**

*Type: Unsigned integer, enumeration*

*Range: 0 – 127*

**OutputChannelPosition** indicates the descriptive loudspeaker position in the 3D environment relative to the listener.

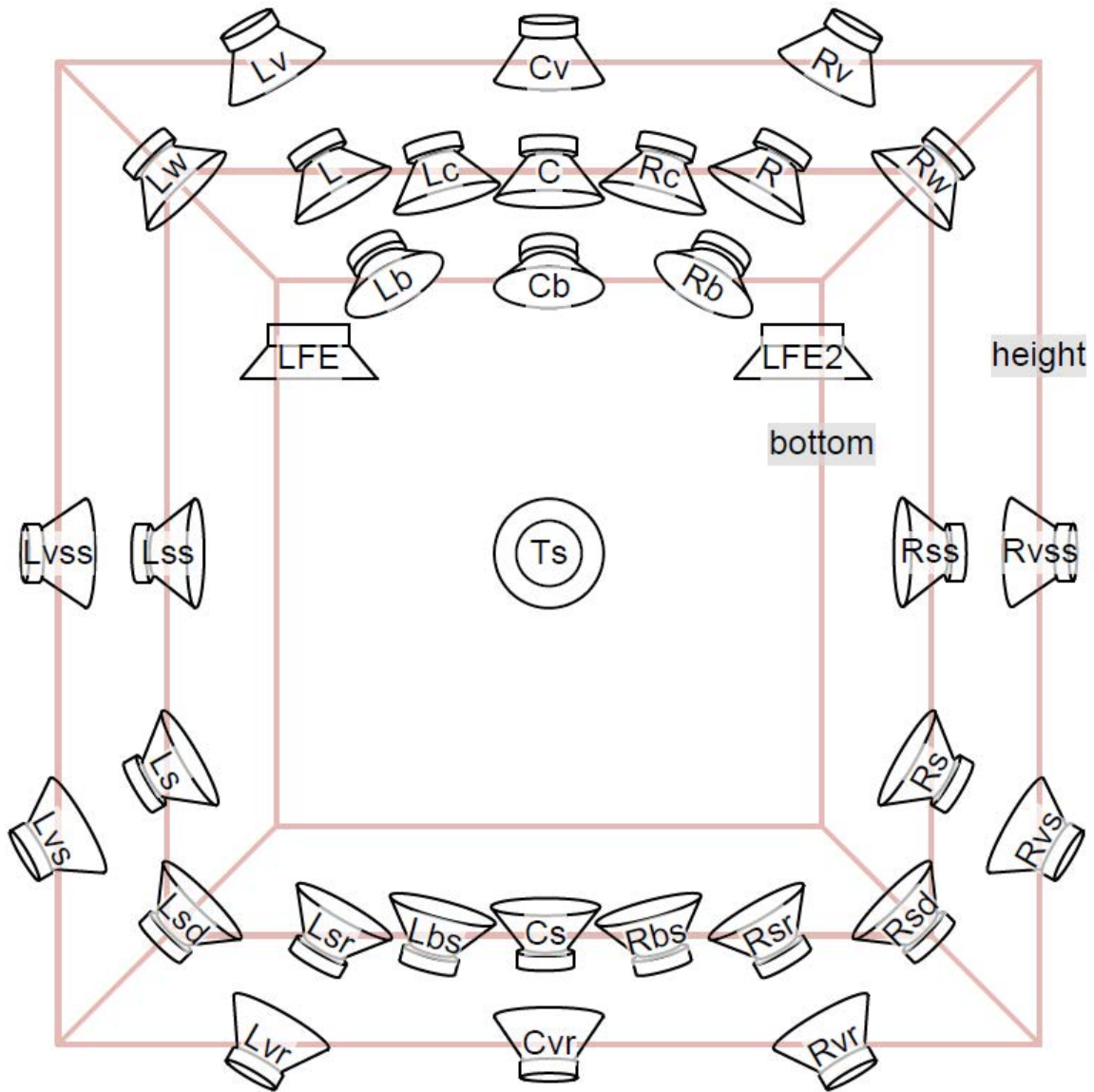
For the purpose of this document the terms “loudspeaker” and “loudspeaker layout” is preferred over the terms “channel” and “channel configuration” because the latter appear to be potentially codec-dependent. Previous editions of this document and certain standards use these terms (channel, channel configuration) and in their respective contexts should be understood synonymously to the terms loudspeaker and loudspeaker layout.

When a speaker is indicated as being at an explicit position, the position is provided by some means outside the scope of this specification. That might include signaling by azimuth, elevation, or distance or by some other suitable means.

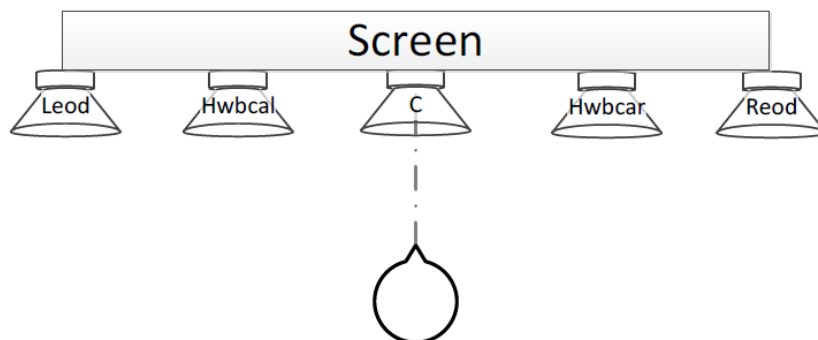
Table 7 — Definition of Loudspeaker Index, OutputChannelPosition

OutputChannelPosition	Loudspeaker position		Loudspeaker position according to IEC 62574 :2011	
	Abbr.	Name	Abbr.	Name
0	L	Left front	FL	Front left
1	R	Right front	FR	Front right
2	C	Centre front	FC	Front centre
3	LFE	Low frequency enhancement	LFE1	Low frequency effects-1
4	Ls	Left surround	LS	Left surround
5	Rs	Right surround	RS	Right surround
6	Lc	Left front centre	FLc	Front left centre
7	Rc	Right front centre	FRc	Front right centre
8	Lsr	Rear surround left	BL	Back left
9	Rsr	Rear surround right	BR	Back right
10	Cs	Rear centre	BC	Back centre
11	Lsd	Left surround direct	LSd	Left surround direct
12	Rsd	Right surround direct	RSd	Right surround direct
13	Lss	Left side surround	SL	Side left
14	Rss	Right side surround	SR	Side right
15	Lw	Left wide front	FLw	Front left wide
16	Rw	Right wide front	FRw	Front right wide
17	Lv	Left front vertical height	TpFL	Top front left
18	Rv	Right front vertical height	TpFR	Top front right
19	Cv	Centre front vertical height	TpFC	Top front centre
20	Lvr	Left surround vertical height rear	TpBL	Top back left
21	Rvr	Right surround vertical height rear	TpBR	Top back right
22	Cvr	Centre vertical height rear	TpBC	Top back centre
23	Lvss	Left vertical height side surround	TpSiL	Top side left
24	Rvss	Right vertical height side surround	TpSiR	Top side right
25	Ts	Top centre surround	TpC	Top centre
26	LFE2	Low frequency enhancement 2	LFE2	Low frequency effects-2
27	Lb	Left front vertical bottom	BtFL	Bottom front left
28	Rb	Right front vertical bottom	BtFR	Bottom front right
29	Cb	Centre front vertical bottom	BtFC	Bottom front centre
30	Lvs	Left vertical height surround	TpLS	Top left surround
31	Rvs	Right vertical height surround	TpRS	Top right surround
32		Reserved		
33		Reserved		
34		Reserved		
35		Reserved		
36	LFE3	Low frequency enhancement 3		
37	Leos	Left edge of screen		
38	Reos	Right edge of screen		
39	Hwbcsl	half-way btw. centre of screen and left edge of screen		
40	Hwbcar	half-way btw. centre of screen and right edge of screen		
41	Lbs	Left back surround		
42	Rbs	Right back surround		
43-125		Reserved		Reserved
126	Expl	Explicit position (see text)		
127		Unknown / undefined		

Figure 1 shows a subset of the loudspeaker positions in the 3D environment relative to the listener, with each labelled with an abbreviation from Table 7. Loudspeakers lying on the innermost box are in the bottom level, those on the middle box are in the middle level and those on the outermost box are in the top level. The circles labelled Ts represent the top centre loudspeaker directly above the listener's position.



a) General loudspeaker positions



b) Positions of screen-related loudspeakers

Figure 1 — Loudspeaker positions.