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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*

Withhold

Withdrawn



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## 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.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see [www.iso.org/directives](http://www.iso.org/directives)).

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. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see [www.iso.org/patents](http://www.iso.org/patents)) or the IEC list of patent declarations received (see <http://patents.iec.ch>).

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For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see [www.iso.org/iso/foreword.html](http://www.iso.org/iso/foreword.html).

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](http://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*