

---

---

**Information technology — Coding of  
audio-visual objects —**

**Part 4:  
Conformance testing**

**AMENDMENT 17: Advanced text and 2D  
graphics conformance**

*Technologies de l'information — Codage des objets audiovisuels —*

*Partie 4: Essai de conformité*

*AMENDMENT 17: Conformité de traitement de texte et de graphiques  
en 2D*

**PDF disclaimer**

This PDF file may contain embedded typefaces. In accordance with Adobe's licensing policy, this file may be printed or viewed but shall not be edited unless the typefaces which are embedded are licensed to and installed on the computer performing the editing. In downloading this file, parties accept therein the responsibility of not infringing Adobe's licensing policy. The ISO Central Secretariat accepts no liability in this area.

Adobe is a trademark of Adobe Systems Incorporated.

Details of the software products used to create this PDF file can be found in the General Info relative to the file; the PDF-creation parameters were optimized for printing. Every care has been taken to ensure that the file is suitable for use by ISO member bodies. In the unlikely event that a problem relating to it is found, please inform the Central Secretariat at the address given below.



**COPYRIGHT PROTECTED DOCUMENT**

© ISO/IEC 2007

All rights reserved. Unless otherwise specified, no part of this publication may be reproduced or utilized in any form or by any means, electronic or mechanical, including photocopying and microfilm, without permission in writing from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office  
Case postale 56 • CH-1211 Geneva 20  
Tel. + 41 22 749 01 11  
Fax + 41 22 749 09 47  
E-mail [copyright@iso.org](mailto:copyright@iso.org)  
Web [www.iso.org](http://www.iso.org)

Published in Switzerland

## 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 17 to ISO/IEC 14496-4:2004 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

STANDARDSISO.COM : Click to view the full PDF of ISO/IEC 14496-4:2004/Amd 17:2007

# Information technology — Coding of audio-visual objects —

## Part 4: Conformance testing

### AMENDMENT 17: Advanced text and 2D graphics conformance

Add the following at the end of Table 4 in subclause 4.4.3.1 and renumber the first column:

N°	Feature	Reference of Test sequence and associated method
1	Clipper2D	clipper2d_simple, clipper2d_full
2	ColorTransform	cmx_rgb, cmx_alpha, cmx_bitmap
3	CompositeTexture2D	ct2d-no-repeat, ct2d-repeatS, ct2d-repeatT, ct2d-repeatSandT
4	CompositeTexture3D	ct3d-no-repeat, ct3d-repeatS, ct3d-repeatT, ct3d-repeatSandT
5	Ellipse	ellipse_fill, ellipse_stroke
6	Layout	horizontal-scroll-mode, vertical-scroll-modes, scroll-rate
7	LinearGradient	lg-simple, lg-spread, lg-transparent
8	PathLayout	pathlayout_simple, pathlayout
9	RadialGradient	rg-simple, rg-spread, rg-transparent
10	TransformMatrix2D	mx2d, mx2d_texturetransform
11	Viewport	vp_simple, vp_complete
12	XCurve2D	arc_to, arc_to_closed, quadratic_arc, quadratic_closed
13	XFontStyle	xfs-base, xfs-feature, xfs-kerning, xfs-stretch, xfs-style, xfs-weight
14	XLineProperties	xlp-align-transparent, xlp-cap, xlp-dash, xlp-imagetexture, xlp-join, xlp-scalable

Add the following at the end of Table 6 in subclause 4.4.3.3:

Name	Provider	Content
Clipper2d_simple	ENST	Simple rectangular clipping on circle object
Clipper2d_full	ENST	Combination of circular and rectangular clippers with set operations (XOR, inside/outside)
cmx_rgb	ENST	Color matrix modifying RGB of a synthetic object
cmx_alpha	ENST	Color matrix modifying alpha of a synthetic object
cmx_bitmap	ENST	Color matrix modifying RGB of a bitmap
ct2d-no-repeat	ENST	CompositeTexture2D without texture repeat
ct2d-repeatS	ENST	CompositeTexture2D with texture repeat in horizontal direction
ct2d-repeatT	ENST	CompositeTexture2D with texture repeat in vertical direction
ct2d-repeatSandT	ENST	CompositeTexture2D with texture repeat in both directions

ct3d-no-repeat	ENST	CompositeTexture3D without texture repeat
ct3d-repeatS	ENST	CompositeTexture3D with texture repeat in horizontal direction
ct3d-repeatT	ENST	CompositeTexture3D with texture repeat in vertical direction
ct3d-repeatSandT	ENST	CompositeTexture3D with texture repeat in both directions
ellipse_fill	ENST	Filled ellipse
ellipse_stroke	ENST	Stroke ellipse
horizontal-scroll-modes	ENST	Horizontal scroll rate and scroll mode testing
vertical-scroll-modes	ENST	Vertical scroll rate and scroll mode testing
scroll-rate	ENST	Scroll pause/resume and direction controlled by scroll rate
lg-simple	ENST	Simple linear gradient
lg-spread	ENST	Linear Gradient color spreading test
lg-transparent	ENST	Linear Gradient with transparency
rg-simple	ENST	Simple radial gradient
rg-spread	ENST	Radial Gradient color spreading test
rg-transparent	ENST	Radial Gradient with transparency
pathlayout_simple	ENST	Object layout along cubic Bezier curve
pathlayout	ENST	Object and text layout along cubic Bezier curve with different repeat mode
mx2d	ENST	Simple custom 2D transformation on 2D objects
mx2d_texturetransform	ENST	Simple custom 2D transformation on a texture
vp_simple	ENST	Simple viewport on root scene
vp_complete	ENST	Viewport and alignment modes tested on Layer2D
xc2d-arc_to	ENST	Tests of opened clockwise and counter-clockwise elliptical arcs
xc2d-arc_to_closed	ENST	Tests of closed clockwise and counter-clockwise elliptical arcs
xc2d-quadratic_arc	ENST	Test of opened quadratic Bezier spline
xc2d-quadratic_closed	ENST	Test of closed quadratic Bezier spline
xfs-base	ENST	Simple XFontStyle test
xfs-feature	ENST	Test of XFontStyle feature set
xfs-kerning	ENST	Test of XFontStyle kerning
xfs-stretch	ENST	Test of XFontStyle stretch
xfs-style	ENST	Test of XFontStyle advanced styles
xfs-weight	ENST	Test of XFontStyle weight
xlp-align-transparent	ENST	Test of XLineProperties alignment and transparency
xlp-cap	ENST	Test of XLineProperties line caps
xlp-dash	ENST	Test of XLineProperties custom dashes and dash offset
xlp-imagetexture	ENST	Test of line texturing
xlp-join	ENST	Test of XLineProperties line joins
xlp-scalable	ENST	Test of XLineProperties scalable lines