1722a D7 Questions

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Channel Ordering

ID	#	Name	Category	Page	Subclause	Line	Comment	Proposed Change	Status	Disposition Detail
26	D6-26	Ashley Butterwo	Technical	28	8.2.9	25	Where did these layouts come from? Are they the common usage?	Review that these are the actual common usage for channel layout	Accept	See D6-29. Define what 5.1 and 7.1 means. Add header bit to specify "4 bit Standard Channel Layout" and enforce channel ordering. 0=user specified, 1=SMPTE, 2=Broadcast"
28	D6-28	Ethan Grossma	Technical	28	8.2.9	29	commonly used channel layouts shall be used - problem is too many to choose from.	seems like it would be better to have an enum field (that indexes into a table in the spec of various layouts) and thus could be extensible?	Accept	See D6-29. Define what 5.1 and 7.1 means. Add header bit to specify "4 bit Standard Channel Layout" and enforce channel ordering. 0=user specified, 1=SMPTE, 2=Broadcast, 3=Dolby"
29	D6-29	Ethan Grossma	Technical	28	8.2.9	44	the surround channel ordering being fixed at L,R,LFE,C,Ls,Rs seems to not match any standard.	Looks like it is trying to be SMPTE/ITU - probably should reference SMPTE and use L,R,C,LFE,Ls,Rs per SMPTE spec.	Accept	See D6-28

RP-168

ID	#	Name	Category	Page	Subclause	Line	Comment	Proposed Change	Status	Disposition Detail
53	D6-53	Rob Silfvast	Technical	40	9.3.2.7	21	I agree with changing the usage of M1 to reflect RP-168 switch points	Need to create new text to specify using RP-168, also need to add RP-168 to the bibliography(sorry I don't have time to write this text at the moment...). We should also add a note somewhere that first and second fields of interlaced frames can be determined based on line number and knowing the format_subtype.	Revise	Follow up with Thomas Edwards.
58	D6-58	Dave Olsen	Editorial	40	9.3.2.7		Is the editors note redundant to clause 9.3.2.6?	Remove editors note and do we need to add a reference to SMPTE RP 168-2009 to 9.3.2.6?	Revise	Follow up with Thomas Edwards

8.2 Common AVTP Audio Stream data encapsulation

This encapsulation uses a **subtype** field of AAF (Clause 5.2.1.1).

This encapsulation uses the following common stream fields directly (see 5.2.3 for definitions):

—**sv**: 1 bit
—**version**: 3 bits
—**mr**: 1 bit
—**tv**: 1 bit
—**sequence_num**: 1 octet
—**tu**: 1 bit
—**stream_id**: 8 octets
—**avtp_timestamp**: 3 octets
—**stream_data_length**: 2 octets

This encapsulation uses the **s_s_d**, **subtype_specific_data_1**, **subtype_specific_data_2**, and **subtype_specific_data_3** fields of the common stream header to define the following subtype specific fields:

—**r**: 2 bits
—**reserved**: 7 bits
—**format**: 1 octet
—**reserved**: 12 bits
—**nominal_sample_rate**: 4 bits
—**bit_depth**: 1 octet
—**reserved**: 3 bits
—**sp**: 1 bit
—**evt**: 2 bits
—**channels_per_frame**: 10 bits
—**audio_data_payload**: **stream_data_length** octets

These fields are shown in Figure 8.1 :