



Information technology — Coding of audio-visual objects —

Part 21:

MPEG-J Graphics Framework eXtensions (GFX)

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Codage des objets audiovisuels —

Partie 21: Extensions du cadre graphique (GFX) pour MPEG-J

RECTIFICATIF TECHNIQUE 21

Technical Corrigendum 1 to ISO/IEC 14496-21:2006 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

In subclause 5.3.5.1 “VideoRendererControl”, replace:

- **`void setRenderer(Renderer renderer)`** – attaches a Renderer to this Player.
- **`void bindTexture(int name)`** – assigns a name to the video output of this Player. For OpenGL ES Renderer, it is the GL texture name obtained by, for example, **`glGetTextures()`**. For M3G, it could be the `userid` of a Texture2D object (this requires the application to ensure desired texture has correct id).

Pour plus d'infos, merci de nous contacter.

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