

SMPTE REGISTERED DISCLOSURE DOCUMENT

MDA D-Cinema Application



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1 Scope

This document specifies an application of the MDA Program specification 1.03 and MDA Bitstream specification 1.03 for D-Cinema applications.

2 Normative Reference

The following standard contains provisions which, through reference in this text, constitute provisions of this RDD. At the time of publication, the edition indicated was valid. All standards are subject to revision, and parties to agreements based on this RDD are encouraged to investigate the possibility of applying the most recent edition of the standard indicated below.

SMPTE ST 428-12:2013, D-Cinema Distribution Master Common Audio Channels and Soundfield Groups

3 MDA Program Constraints

3.1 Header.sampleRate

The value of the `Header.sampleRate` property shall be `<48000Sampling>` as specified in MDA Program Specification.

3.2 RenderingException.targetConfiguration

`RenderingException.targetConfiguration` MAY be a Soundfield Group as specified in SMPTE ST 428-12 (see Table 1).

3.3 RenderingException.ChannelGain.channel

`RenderingException.ChannelGain.channel` MAY be an Audio Channel as specified in SMPTE ST 428-12.

`RenderingException.ChannelGain.channel` SHALL NOT be an LFE channel.

3.4 LFEFragment

There SHALL be only one LFE object, i.e. only one entity ID associated with `LFEFragment` instances.

3.5 Group

An MDA Group SHALL only appear at top level (i.e. no recursion).

3.6 Switch

Switch instance(s) SHALL NOT be present.

3.7 Object Fragment Position

If present, `ObjectFragment.position.radius` SHALL be equal to 1.

All other values SHALL be reserved.