

Australian/New Zealand Standard™

**Information technology—Computer
graphics and image processing—
Presentation environment for
multimedia objects**

Part 2: Foundation component



S t a n d a r d s Australia



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Australian/New Zealand Standard™

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Part 2: Foundation component

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PREFACE

This Standard was prepared by the Joint Standards Australia/Standards New Zealand Committee IT/1, Information Systems—Interconnection. This Standard is identical with and has been reproduced from ISO/IEC 14478-2:1998, *Information technology—Computer graphics and image processing—Presentation Environment for Multimedia Objects (PREMO)*, Part 2: *Foundation Component*.

The objective of this Standard is to provide designers of multimedia systems with an initial set of lists of object and non-object types (conforming with AS/NZS 14478.1) useful for the construction of, presentation of, and interaction with multimedia information.

This Standard is Part 2 of AS/NZS 14478, *Information technology—Computer graphics and image processing—Presentation environment for multimedia objects*, which is published in parts as follows:

Part 1: Fundamentals of presentation environment for multimedia objects

Part 2: Foundation component (this Standard)

Part 3: Multimedia systems services

Part 4: Modelling, rendering and interaction component

The terms ‘normative’ and ‘informative’ have been used in this Standard to define the application of the annex to which they apply. A ‘normative’ annex is an integral part of a Standard, whereas an ‘informative’ annex is only for information and guidance.

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- (a) Its number does not appear on each page of text and its identity is shown only on the cover and title page.
- (b) In the source text ‘this part of ISO/IEC 14478’ should read ‘this Australian/New Zealand Standard’.
- (c) A full point should be substituted for a comma when referring to a decimal marker.

References to International Standards should be replaced by references to equivalent Australian or Australian/New Zealand Standards, as follows:

| <i>Reference to International Standard</i> | | <i>Australian/New Zealand Standard</i> | |
|--|---|--|---|
| ISO/IEC | | AS/NZS | |
| 10744 | Information technology—Coding of Moving Pictures and Associated Audio for Digital Storage up to about 1.5 Mbit/s (MPEG) | 4148 | Information technology—Hypermedia/Time-based structuring language (HyTime) |
| 14478 | Information technology—Computer graphics and image processing—Presentation Environment for Multimedia Objects (PREMO) | 14478 | Information technology—Computer graphics and image processing—Presentation environment for multimedia objects |
| 14478-1 | Part 1: Fundamentals of PREMO | 14478.1 | Part 1: Fundamentals of presentation environment for multimedia objects |

CONTENTS

| | <i>Page</i> |
|--|-------------|
| 1 Scope | 1 |
| 2 Normative references | 1 |
| 3 Definitions | 1 |
| 3.1 PREM0 Part 1 definitions | 1 |
| 3.2 Additional definitions | 1 |
| 4 Symbols and abbreviations | 3 |
| 5 Conformance | 3 |
| 6 Foundation non-object types | 3 |
| 7 Foundation object types | 5 |
| 7.1 Introduction | 5 |
| 7.2 PREM0 objects and fundamental object behaviour | 5 |
| 7.2.1 Creation and destruction of objects | 5 |
| 7.2.2 Inquiries on types | 5 |
| 7.3 Simple PREM0 objects | 6 |
| 7.3.1 Structures | 6 |
| 7.4 Callback objects | 6 |
| 7.5 Enhanced PREM0 Objects | 7 |
| 7.5.1 Object properties | 7 |

| | | |
|-----------|--|-----------|
| 7.6 | Controller objects | 8 |
| 7.7 | Event handler objects | 10 |
| 7.7.1 | Basic Event Handler objects | 10 |
| 7.7.2 | Synchronization Points | 11 |
| 7.8 | Time objects | 12 |
| 7.8.1 | Clock object | 12 |
| 7.8.2 | System clock object | 12 |
| 7.8.3 | Timer object | 12 |
| 7.9 | Synchronization | 12 |
| 7.9.1 | Event Synchronizable objects | 12 |
| 7.9.2 | Time synchronizable objects | 16 |
| 7.9.3 | Time slave objects | 17 |
| 7.9.4 | Time line objects | 18 |
| 8 | Enhanced property management and factories | 19 |
| 8.1 | Enhanced Property management | 19 |
| 8.1.1 | Motivation | 19 |
| 8.1.2 | Capabilities and native property values: the <i>PropertyInquiry</i> type | 20 |
| 8.1.3 | Property constraint and selection: the <i>PropertyConstraint</i> type | 21 |
| 8.2 | Creating PREMO objects | 25 |
| 8.2.1 | Generic Factory objects | 25 |
| 9 | Functional specification | 27 |
| 9.1 | Introduction | 27 |
| 9.2 | Common non-object data types | 27 |
| 9.3 | Exceptions | 29 |
| 9.4 | <i>PREMOObject</i> and fundamental object behaviour | 30 |
| 9.5 | Simple PREMO object and structures | 31 |
| 9.5.1 | <i>SimplePREMOObject</i> | 31 |
| 9.5.2 | Event structure | 31 |
| 9.5.3 | Constraint structure | 31 |
| 9.5.4 | Action Element | 32 |
| 9.5.5 | Synchronization Element | 32 |
| 9.6 | Callback objects | 33 |
| 9.7 | Enhanced PREMO object | 34 |
| 9.8 | <i>Controller</i> object | 37 |
| 9.9 | <i>EventHandler</i> objects | 40 |
| 9.9.1 | Basic event handler objects | 40 |
| 9.9.2 | <i>SynchronizationPoint</i> object | 41 |
| 9.9.3 | <i>ANDSynchronizationPoint</i> object | 43 |
| 9.10 | Timing objects | 45 |
| 9.10.1 | <i>Clock</i> object | 45 |
| 9.10.2 | <i>SysClock</i> object | 45 |
| 9.10.3 | <i>Timer</i> object | 46 |
| 9.11 | Synchronization objects | 47 |
| 9.11.1 | <i>Synchronizable</i> object | 47 |
| 9.11.2 | <i>TimeSynchronizable</i> object | 53 |
| 9.11.3 | <i>TimeLine</i> object | 57 |
| 9.11.4 | <i>TimeSlave</i> object | 58 |
| 9.12 | Enhanced Property management | 59 |
| 9.12.1 | <i>PropertyInquiry</i> object | 59 |
| 9.12.2 | <i>PropertyConstraint</i> object | 60 |
| 9.13 | Creating PREMO objects | 63 |
| 9.13.1 | <i>GenericFactory</i> object | 63 |
| 9.13.2 | <i>FactoryFinder</i> object | 64 |
| 10 | Component specification | 65 |
| A | Overview of PREMO Foundation Object Types | 66 |

| | |
|--|-----------|
| B Extensibility for PREMO objects..... | 70 |
| C An example for event-based synchronization..... | 71 |

NOTES

Information technology—Computer graphics and image processing—Presentation environment for multimedia objects

Part 2: Foundation component

1 Scope

This part of ISO/IEC 14478 lists an initial set of object types and non-object types useful for the construction of, presentation of, and interaction with multimedia information. This part is dependent on the PREMO object model defined in clause 8 of ISO/IEC 14478-1. The foundation component does not depend on any other components.

2 Normative references

The following standards contain provisions which, through reference in this text, constitute provisions of this part of ISO/IEC 14478. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this part of this international standard are encouraged to investigate the possibility of applying the most recent editions of the standards indicated below. Members of IEC and ISO maintain registers of currently valid International Standards.

ISO/IEC 14478-1:1998, *Information technology — Computer graphics and image processing — Presentation Environment for Multimedia Objects (PREMO) — Part 1: Fundamentals of PREMO*.

ISO/IEC 10744:1992, *Information technology — Coding of Moving Pictures and Associated Audio for Digital Storage up to about 1.5 Mbit/s (MPEG)*.

3 Definitions

3.1 PREMO Part 1 definitions

This part of ISO/IEC 14478 makes use of all terms defined in ISO/IEC 14478-1 (Fundamentals of PREMO).

3.2 Additional definitions

For the purposes of this part of ISO/IEC 14478, the following definitions apply.

3.2.1 basic data type: Non-object data type which cannot be expressed via other data types. Examples are integers, floating point numbers.

3.2.2 constructed data type: As opposed to basic data type; non-object data type which is constructed with the help of permitted type constructors using basic data types.

3.2.3 time: A non-object data type which is appropriate for the representation of real time in the execution environment. It is typically realized through either float numbers or large (64 bit) integers.