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**Information technology — Coded representation of immersive media — Part 32: Carriage of haptics data**

DIS stage

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Contents

[Foreword v](#_Toc181555941)

[Introduction vi](#_Toc181555942)

[1 Scope 1](#_Toc181555943)

[2 Normative references 1](#_Toc181555944)

[3 Terms, definitions, and abbreviated terms 1](#_Toc181555945)

[3.1 Terms and definitions 1](#_Toc181555946)

[3.2 Abbreviated terms 2](#_Toc181555947)

[4 Overview 2](#_Toc181555948)

[4.1 Organization of this document 2](#_Toc181555949)

[4.2 Haptic media 3](#_Toc181555950)

[4.2.1 Structure of haptic media 3](#_Toc181555951)

[4.2.2 MIHS streams 3](#_Toc181555952)

[4.2.3 Temporal units and MIHS samples 4](#_Toc181555953)

[4.3 Synchronization with other media 4](#_Toc181555954)

[4.4 Summary of referenceable code points 5](#_Toc181555955)

[4.4.1 Brands 5](#_Toc181555956)

[4.4.2 Sample entry types 5](#_Toc181555957)

[4.4.3 Box types 5](#_Toc181555958)

[4.4.4 Track reference types 6](#_Toc181555959)

[4.4.5 Track grouping types 6](#_Toc181555960)

[4.4.6 Sample grouping types 6](#_Toc181555961)

[5 Carriage of haptic coding data 6](#_Toc181555962)

[5.1 General 6](#_Toc181555963)

[5.2 MIHS streams and tracks 6](#_Toc181555964)

[5.2.1 Referencing MIHS band tracks 7](#_Toc181555965)

[5.2.2 Grouping MIHS band tracks 7](#_Toc181555966)

[5.2.3 MIHS band entity group 7](#_Toc181555967)

[5.2.4 MIHS sample entry 8](#_Toc181555968)

[5.2.5 MIHS band sample entry 8](#_Toc181555969)

[5.2.6 MIHS configuration box 9](#_Toc181555970)

[5.2.7 Haptic experience description box 10](#_Toc181555971)

[5.2.8 Haptic experience description header box 10](#_Toc181555972)

[5.2.9 Haptic avatar description box 11](#_Toc181555973)

[5.2.10 Haptic perception description box 12](#_Toc181555974)

[5.2.11 Haptic perception description header box 12](#_Toc181555975)

[5.2.12 Haptic reference device description box 13](#_Toc181555976)

[5.2.13 Haptic channel description box 15](#_Toc181555977)

[5.2.14 Haptic channel description header box 16](#_Toc181555978)

[5.2.15 Haptic band description box 17](#_Toc181555979)

[5.2.16 Sample format 18](#_Toc181555980)

[5.2.17 Haptics presentation dependency sample group 19](#_Toc181555981)

[6 Haptics support in MPEG-DASH 20](#_Toc181555983)

[6.1 General 20](#_Toc181555984)

[6.2 Haptics Media MPD signalling 20](#_Toc181555985)

[6.3 Basic MIHS track support 20](#_Toc181555986)

[6.3.1 DASH segment and MPD signalling 20](#_Toc181555987)

[6.4 Multiple MIHS tracks support 20](#_Toc181555988)

[6.4.1 Alternative tracks 21](#_Toc181555989)

[6.4.2 Alternative tracks with different bitrates and/or qualities 21](#_Toc181555990)

[6.4.3 DASH segment and MPD signalling for bitrate switching 21](#_Toc181555991)

[6.5 Synchronizing with other media representations 21](#_Toc181555992)

[6.6 Signalling of Multi-track Haptics Experiences 21](#_Toc181555993)

[6.6.1 Initialization and Media Segments 22](#_Toc181555994)

[6.6.2 Bitstream Switching 22](#_Toc181555995)

[6.7 Haptics experience descriptor 22](#_Toc181555996)

[Annex A (normative) File format toolsets and brands 27](#_Toc181555997)

[A.1 General 27](#_Toc181555998)

[A.2 Single track encapsulation of haptics data 27](#_Toc181555999)

[A.2.1 Requirements of files 27](#_Toc181556000)

[A.2.2 Requirements on readers 28](#_Toc181556001)

[A.3 Multi-track encapsulation of haptics data 29](#_Toc181556002)

[A.3.1 Requirements on files 29](#_Toc181556003)

[A.3.2 Requirements on readers 30](#_Toc181556004)

[Annex B (normative) MIME types and sub-parameters 33](#_Toc181556005)

[B.1 MIME types and sub-types 33](#_Toc181556006)

[B.2 Sub-parameters for ‘codecs’ parameter 33](#_Toc181556007)

[B.2.1 General 33](#_Toc181556008)

[B.2.2 Haptic codec family 33](#_Toc181556009)

[Annex C (informative) Multiple MIHS tracks and alternate groups 34](#_Toc181556010)

[C.1 General 34](#_Toc181556011)

[C.2 Criteria for alternate groups of MIHS tracks 34](#_Toc181556012)

[C.3 Criteria for use of track groups 34](#_Toc181556013)

[Annex D (informative) Player handling of MIHS tracks 35](#_Toc181556014)

[D.1 General 35](#_Toc181556015)

[Annex E (informative) DASH MPD Examples 36](#_Toc181556016)

[E.1 Single track example 36](#_Toc181556017)

[Bibliography 38](#_Toc181556018)

Foreword

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

A list of all parts in the ISO/IEC 23090 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user’s national standards body. A complete listing of these bodies can be found at [www.iso.org/members.html](https://www.iso.org/members.html).

Introduction

This document addresses the carriage of haptic media in an ISO base media file. A separate document, ISO/IEC 23090-31, specifies the MIHS stream format for haptic media. This document specifies the process for incorporating MIHS formatted bitstreams into an ISO base media file.

Information technology — Coded representation of immersive media — Part 32: Carriage of haptics data

# Scope

This document specifies carriage of haptic media in ISO base media files.

# Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 14496-12:2020, *Information technology — Coding of audio-visual objects — Part 12: ISO base media file format*

ISO/IEC 23009-1:2022, *Information technology — Dynamic adaptive streaming over HTTP (DASH) — Part 1: Media presentation description and segment formats*

ISO/IEC 23090-31:xxxx, *Information technology — Coded representation of immersive media — Part 31: Haptics Coding*

# Terms, definitions, and abbreviated terms

## Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 23090-5 and the following apply.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

* ISO Online browsing platform: available at <https://www.iso.org/obp>
* IEC Electropedia: available at <https://www.electropedia.org/>

3.1.1

band

haptic band described in ISO/IEC 23090-31 for containing a haptic signal

3.1.2

channel

haptic channel described in ISO/IEC 23090-31 for containing bands to be combined, with the resulting haptics rendered at a specific body location

3.1.3

experience

haptic experience described in ISO/IEC 23090-31 containing perceptions and global information

3.1.4

ISOBMFF track

track defined in ISO/IEC 14496-12

3.1.5

MIHS band track

ISOBMFF track having the 'hapt' handler type and an MIHSBandSampleEntry

3.1.6

MIHS sample

sample belonging to an MIHS track

3.1.7

MIHS stream

MIHS formatted bitstream described in ISO/IEC 23090-31

3.1.8

MIHS track

ISOBMFF track having the 'hapt' handler type and an MIHSSampleEntry

3.1.9

metadata

information about a haptic experience, perception, channel, or band described in ISO/IEC 23090-31

Note 1 to entry: ISO/IEC 14496-12 also uses the term “metadata” but with a different meaning from ISO/IEC 23090-31, hence this clarification.

3.1.10

perception

haptic perception described in ISO/IEC 23090-31 for containing channels of a specific modality such as vibration, force, pressure, etc.

3.1.11

sample

sample defined in ISO/IEC 14496-12

## Abbreviated terms

|  |  |
| --- | --- |
| IEC | International Electrotechnical Commission |
| ISO | International Organization for Standardization |
| ISOBMFF | ISO base media file format (specified in ISO/IEC 14496-12) |
| MIHS | MPEG-I haptic stream |
| MPEG | Moving Pictures Expert Group |
| MPEG-I | MPEG immersive media |

# Overview

## Organization of this document

Subclause 4.2 provides the overall architecture for the storage of MIHS streams in ISOBMFF.

Subclause 4.3 provides information for synchronizing MIHS streams with other media.

Subclause 4.4 provides a summary of the referenceable code points, in tabular format.

Clause 5 specifies extensions to the ISOBMFF for the storage of MIHS streams.

## Haptic media

### Structure of haptic media

ISO/IEC 23090-31 describes haptic experiences composed of perceptions containing channels, which in turn contain bands.



**Figure 1 – Structure of haptic media.**

Experiences, perceptions, channels, and bands also contain metadata, which does not depend on time.

A perception may additionally contain an effect library comprising haptic effect definitions. Bands may reference haptic effects in their containing perception’s effect library.

Bands additionally contain haptic effect definitions or references to effects in the containing perception’s effect library to be presented at specific times, possibly following external events.

### MIHS streams

ISO/IEC 23090-31 describes an MIHS format for streaming haptic media. An MIHS stream is composed of MIHS units. Each MIHS unit is composed of MIHS packets.

There are several types of MIHS units: *initialization*, *temporal*, *spatial*, and *silent*; and several types of MIHS packets: *timing*, *experience metadata*, *perception metadata*, *channel metadata*, *band metadata*, *effect library*, and *data*.

Figure 2 shows the structure of the different types of MIHS units. Boxes with dashed lines denote optional packets.



**Figure 2 – MIHS stream units and packets.**

An MIHS stream begins with an initialization unit. The initialization unit contains a timing packet providing a timestamp and a timescale. The initialization unit may also contain packets with metadata for the haptic experience, perceptions, channels, and bands, and an effect library packet.

One or more temporal or spatial units follow the initialization unit. Each temporal or spatial unit contains one or more data packets. The data packets contain haptic effect data.

Temporal units contain a *sync* flag indicating whether the temporal unit is a sync unit. The data packets in sync units do not depend on data in previous data packets.

Silent units may appear at any time in the MIHS stream to establish periods of haptic silence.

Initialization units may appear from time to time in the MIHS stream to update timing information or provide additional metadata or effect library information.

The metadata and effect library packets in the first initialization unit of an MIHS stream, before any temporal unit, are used as decoder configuration information for the MIHS track.

The initialization, spatial, and silent units are sync units by definition.

### Temporal units and MIHS samples

The haptic data for the bands of a channel are stored in one or more temporal units. The data packets in each temporal unit form an MIHS sample.



**Figure 3 – Temporal units and MIHS samples.**

MIHS samples created from temporal units that are sync units are sync samples. An MIHS sample may also include one or more spatial units.

A silent unit results in an MIHS sample containing a single data packet with a payload size of zero.

## Synchronization with other media

An MIHS track may use a 'sync' track reference to indicate that the MIHS track contains haptic data that are synchronized and should be presented with the media in the referenced tracks. When an MIHS track uses a 'sync' track reference, the MIHS samples in the MIHS track may be grouped by the 'mhpg' sample grouping type as specified in subclause 5.2.17 to indicate the MIHS samples that should be presented with the referenced tracks. If there is no SampleGroupDescriptionBox with grouping\_type 'mhpg', all samples in the MIHS track shall be deemed to be dependent on the referenced tracks.

## Summary of referenceable code points

### Brands

ISO/IEC 14496-12 defines the concept of brands, which may be indicated in the FileTypeBox. Brands are used in this document to indicate conformance to an encapsulation mode and a specific set of tools, as well as requirements on other specifications (e.g., ISO/IEC 14496-12).

The brands specified in this document are listed in Table 1.

Table 1 – Brands specified in this document.

|  |  |  |
| --- | --- | --- |
| Brand | Clause | Informative description |
| mih1 | A.2 | Encapsulation of an MIHS bitstream using one or more MIHS tracks only (no MIHS band tracks) |
| mhb1 | A.3 | Encapsulation of an MIHS bitstream using one or more MIHS tracks referencing MIHS band tracks |

### Sample entry types

The sample entry types specified in this document are listed in Table 2.

Table 2 – Sample entry types specified in this document.

|  |  |  |
| --- | --- | --- |
| Sample entry type | Clause | Informative description |
| mih1 | 5.2.4 | Sample entry for an MIHS track carrying haptics data or referencing one or more MIHS band tracks |
| mhb1 | 5.2.5 | Sample entry for an MIHS band track carrying haptics data |

### Box types

In the table, the box types specified in ISO/IEC 23090-32 are in bold text with links to the corresponding clauses in the specification. Related container boxes specified in ISOBMFF are not bolded. Non-related ISOBMFF boxes are not included in the table. Mandatory boxes are, as in ISOBMFF, marked with an asterisk. Box types without a four-character code are marked with ‘‑‘ in the structure.

The box types specified in this document are listed in Table 3

Table 3 – Box types specified in this document.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Box types, structure and cross-reference (Informative) | | | | | | | | | | | | | |
| moov |  |  |  |  |  |  |  |  |  |  | \* | ISOBMFF | *container for all the metadata* |
|  | trak |  |  |  |  |  |  |  |  |  | \* | ISOBMFF | *container for an individual track or stream* |
|  |  | mdia |  |  |  |  |  |  |  |  | \* | ISOBMFF | *container for the media information in a track* |
|  |  |  | minf |  |  |  |  |  |  |  | \* | ISOBMFF | *sample information container* |
|  |  |  |  | stbl |  |  |  |  |  |  | \* | ISOBMFF | *sample table box, container for the time/space map* |
|  |  |  |  |  | stsd |  |  |  |  |  | \* | ISOBMFF | *sample descriptions (codec types, initialization, etc.)* |
|  |  |  |  |  |  | **-** |  |  |  |  |  | **5.2.4** | *haptic sample entry* |
|  |  |  |  |  |  |  | **mh1C** |  |  |  |  | **5.2.6** | *MIHS configuration box* |
|  |  |  |  |  |  |  | **hexd** |  |  |  |  | **5.2.7** | *haptic experience description box* |
|  |  |  |  |  |  |  |  | **hexh** |  |  |  | **5.2.7** | *haptic experience header box* |
|  |  |  |  |  |  |  |  | **havd** |  |  |  | **5.2.9** | *haptic avatar description box* |
|  |  |  |  |  |  |  |  | **hprd** |  |  |  | **5.2.10** | *haptic perception description box* |
|  |  |  |  |  |  |  |  |  | **hprh** |  |  | **5.2.10** | *haptic perception header box* |
|  |  |  |  |  |  |  |  |  | **hrdd** |  |  | **5.2.12** | *Haptic reference device description box* |
|  |  |  |  |  |  |  |  |  | **hchd** |  |  | **5.2.13** | *haptic channel description box* |
|  |  |  |  |  |  |  |  |  |  | **hchh** |  | **5.2.13** | *haptic channel header box* |
|  |  |  |  |  |  |  |  |  |  | **hbnd** |  | **5.2.15** | *haptic band description box* |

### Track reference types

The track reference types specified in this document are listed in Table 4

Table 4 – Track reference types specified in this document.

|  |  |  |
| --- | --- | --- |
| Sample entry type | Clause | Informative description |
| mhbd | 5.2.1 | Referenced track is an MIHS band track referenced by an MIHS track |

### Track grouping types

The track grouping types specified in this document are listed in Table 5.

Table 5 – Track grouping types specified in this document.

|  |  |  |
| --- | --- | --- |
| Sample entry type | Clause | Informative description |
| mhbd | 5.2.2 | MIHS band track grouping for the same channel and perception |

### Sample grouping types

The sample grouping types specified in this document are listed in Table 6.

Table 6 – Sample grouping types specified in this document.

|  |  |  |
| --- | --- | --- |
| Sample entry type | Clause | Informative description |
| mhpg | 5.2.17 | Haptics presentation dependency sample group |

# Carriage of haptic coding data

## General

This clause defines the storage of haptic media utilizing the existing capabilities of the ISOBMFF and defining extensions, when necessary.

## MIHS streams and tracks

This subclause defines the boxes and data formats for incorporating all of the data from an MIHS stream into an MIHS track. From the data in an MIHS track, it shall be possible to construct a complete MIHS stream and vice-versa.

An ISO base media file may contain more than one MIHS track. Each MIHS track may be completely self-contained, meaning it contains all the MIHS samples for an experience; or, it may reference one or more MIHS band tracks which contain the MIHS samples for the experience. In the latter case, the MIHS track shall not contain any MIHS samples—the MIHS samples shall be contained by the referenced MIHS band tracks.

The sample entries of each referenced MIHS band track shall satisfy the following conditions:

1. It shall contain all the necessary metadata in its configuration box needed for decoding the samples of this band track without relying on the MIHS track.

2. Its configuration box and haptic experience boxes shall not contradict the information in the same boxes of the MIHS track that is referencing this MIHS band track.

3. Its configuration box and haptic experience boxes shall not contain any information about the samples in other referenced MIHS band tracks, since this information is often used by a parser to identify the contents of this referenced MIHS band track.

### Referencing MIHS band tracks

To link an MIHS track with associated MIHS band tracks, the track reference tool of ISO/IEC 14496-12 shall be used. A TrackReferenceTypeBox with the reference type 'mhbd' shall be added to a TrackReferenceBox within the TrackBox of the MIHS track. The TrackReferenceTypeBox shall contain an array of track\_IDs identifying the referenced MIHS band tracks.

### Grouping MIHS band tracks

When multiple MIHS band tracks are used to carry the band data of the various channels of an experience's perceptions, entity grouping according to ISO/IEC 14496-12 shall be used to identify which MIHS band tracks are associated with each channel and perception. This is done using an MIHSBandGroupBox for each group of MIHS band tracks belonging to the same channel and perception.

### MIHS band entity group

#### Definition

Box Type: 'mhbd'  
Container: GroupsListBox in a movie-level MetaBox  
Mandatory: No  
Quantity: Zero or more

When MIHS band tracks are used, MIHSBandGroupBoxes shall be used to group together MIHS band tracks associated with the same channel and perception.

#### Syntax

aligned(8) class MIHSBandGroupBox()  
 extends EntityToGroupBox('mhbd', version=0, flags) {  
 unsigned int(8) perception\_id;  
 unsigned int(8) channel\_id;  
 for (i=0; i<num\_entities\_in\_group; i++) {  
 unsigned int(16) priority;  
 unsigned int(16) band\_count;  
 for(i=0; i<band\_count; i++) {  
 unsigned int(16) band\_id;  
 }  
 }  
}

#### Semantics

perception\_id indicates the ID of the associated perception in the MIHS stream.

channel\_id indicates the ID of the associated channel in the MIHS stream.

priority indicates the priority of the MIHS band track for delivery or decoding, lower number means higher priority. This value is expected to be coherent with the priority values of corresponding channels and bands in the MIHS bitstream.

band\_count indicates the number of bands in this entity.

band\_id indicates the ID of the associated band in the MIHS stream.

Editors’ Note: The group is studying the usefulness of the signalling of the haptic experience in using an optional HapticExperienceDescriptionBox in the MIHSBandGroupBox.

### MIHS sample entry

#### Definition

Sample Entry Type: 'mih1'  
Container: Sample description box('stsd')  
Mandatory: Yes  
Quantity: One

An MIHSSampleEntry shall contain an MIHSConfigurationBox and an a HapticExperienceDescriptionBox for an MIHS track.

#### Syntax

aligned(8) class MIHSSampleEntry() extends HapticSampleEntry('mih1') {  
 MIHSConfigurationBox configuration;  
 HapticExperienceDescriptionBox experience;  
}

### MIHS band sample entry

#### Definition

Sample Entry Type: 'mhb1'  
Container: Sample description box('stsd')  
Mandatory: Yes  
Quantity: Zero or more

An MIHSBandSampleEntry for an MIHS band track may contain one or more HapticBandDescriptionBox instances. The MIHS band track shall contain the samples belonging to the bands described by these boxes.

#### Syntax

aligned(8) class HapticBandConfigurationBox extends FullBox('mibC’, version, 0) {  
 unsigned int(8) perception\_id;  
 unsigned int(8) channel\_id;  
}

aligned(8) class MIHSBandSampleEntry() extends HapticSampleEntry('mi1b') {  
 HapticBandConfigurationBox config;  
 HapticBandDescriptionBox bands[];  
}

#### Semantics

perception\_id indicates the unique ID of a haptic perception.

channel\_id indicates the unique ID of a haptic channel within the haptic perception.

### MIHS configuration box

#### Definition

Box Type: 'mh1C'  
Container: MIHS sample entry ('mih1')  
Mandatory: Yes  
Quantity: One

An MIHSConfigurationBox contains the metadata and effect library MIHS packets necessary to decode the MIHS samples that are in the MIHS track. As such, an MIHSConfigurationBox reflects the contents of one or more initialization units in the MIHS stream and can be used to initialize the decoder. The timing MIHS packets may be omitted as their contents are reflected in standard ISOBMFF boxes such as the MediaHeaderBox (for timescale). If present, the contents of timing MIHS packets shall agree with timing information in the standard ISOBMFF boxes.

The packet type shall have one of the values documented in Table 7.

Table 7 – Configuration packet types.

|  |  |
| --- | --- |
| Value | Type |
| 0 | Timing |
| 1 | Experience |
| 2 | Perception |
| 3 | Channel |
| 4 | Band |
| 6 | Effect library |

#### Syntax

aligned(8) class MIHSConfigurationBox()  
 extends FullBox('mh1C', version = 0, flags= 0) {  
 unsigned int(32) configuration\_packet\_count;  
 for (int i=0; i<configuration\_packet\_count; i++) {  
 unsigned int(6) configuration\_packet\_type;  
 unsigned int(4) configuration\_packet\_layer;  
 unsigned int(5) reserved = 0;  
 unsigned int(17) configuration\_packet\_payload\_size;  
 bit(configuration\_packet\_payload\_size\*8)  
 configuration\_packet\_payload;  
 }  
}

#### Semantics

configuration\_packet\_count indicates the number of packets included in the MIHSConfigurationRecord.

configuration\_packet\_type indicates the packet type as documented in Table 7.

configuration\_packet\_layer indicates the scalability layer of the packet. This value shall be same as the MIHSLayer in the MIHS packet. Zero means the packet shall not be skipped. Larger values than zero mean the packet may be skipped. Note that this field is unused at the container level but is there to maintain the same syntax for the packet header defined in ISO/IEC 23090-31 and can be passed through for decoder initialization.

configuration\_packet\_payload\_size indicates the length in bytes of the packet payload that follows.

configuration\_packet\_payload contains the packet payload formatted according to ISO/IEC 23090-31 for the packet type.

### Haptic experience description box

#### Definition

Box Type: 'hexd'  
Container: MIHS sample entry ('mih1')  
Mandatory: Yes  
Quantity: One

A HapticExperienceDescriptionBox shall contain a HapticExperienceDescriptionHeaderBox and may contain HapticAvatarDescriptionBoxes and HapticPerceptionDescriptionBoxes describing the haptic avatars and perceptions, respectively, that are part of the haptic experience. If present, the contents of the HapticExperienceDescriptionBox shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox.

#### Syntax

aligned(8) class HapticExperienceDescriptionBox()  
 extends Box('hexd')  
 HapticExperienceDescriptionHeaderBox header;  
 HapticAvatarDescriptionBox avatars[];  
 HapticPerceptionDescriptionBox perceptions[];  
}

### Haptic experience description header box

#### Definition

Box Type: 'hexh'  
Container: Haptic experience description box ('hexd')  
Mandatory: Yes  
Quantity: One

A HapticExperienceDescriptionHeaderBox contains descriptive information about the haptic experience associated with the MIHS track. The contents of the HapticExperienceDescriptionHeaderBox shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox.

#### Syntax

aligned(8) class HapticExperienceDescriptionHeaderBox()  
 extends FullBox('hexh', version = 0, flags= 0) {  
 utf8string edition;  
 utf8string profile;  
 unsiged int(8) level;  
 utf8string date;  
 utf8string description;  
}

#### Semantics

edition indicates the year of the edition and amendment of ISO/IEC 23090-31 that this haptic experience conforms to, in the following format: XXXX or XXXX-Y, where XXXX is the year of publication and Y is the amendment number, if any.

profile indicates the name of the profile used to generate the encoded stream according to the profile and level definition in ISO/IEC 23090-31.

level indicates the number of the level used to generate the encoded stream according to the profile and level definition in ISO/IEC 23090-31.

date indicates the human-readable creation date of the haptic experience. The date format shall follow the ISO 8601 standard.

description contains a brief description of the haptic experience.

### Haptic avatar description box

#### Definition

Box Type: 'havd'  
Container: Haptic experience description box ('hexd')  
Mandatory: No  
Quantity: Zero or more

A HapticAvatarDescriptionBox contains descriptive information about a haptic avatar that is part of the haptic experience. If present, the contents of each HapticAvatarDescriptionBox shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox.

The avatar type shall have one of the values documented in Table 8.

Table 8 – Avatar types.

|  |  |
| --- | --- |
| Value | Type |
| 0 | Custom |
| 1 | Vibration |
| 2 | Pressure |
| 3 | Temperature |
| 4–255 | *Reserved* |

#### Syntax

aligned(8) class HapticAvatarDescriptionBox()  
 extends FullBox('havd', version = 0, flags= 0) {  
 unsigned int(8) avatar\_id;  
 unsigned int(8) level\_of\_detail;  
 unsigned int(8) avatar\_type;  
 if (type == 0) {  
 utf8string mesh\_uri;  
 }  
}

#### Semantics

avatar\_id indicates the unique ID of the avatar within the haptic experience.

level\_of\_detail indicates which level of detail should be used for the avatar if the avatar uses a mesh with several levels of detail.

avatar\_type indicates the type of haptic perception represented by the avatar as documented in Table 8.

mesh\_uri indicates the URI to access the associated 3D mesh file. The URI must follow the syntax defined in RFC3986.

### Haptic perception description box

#### Definition

Box Type: 'hprd'  
Container: Haptic experience description box ('hexd')  
Mandatory: No  
Quantity: Zero or more

A HapticPerceptionDescriptionBox shall contain a HapticPerceptionDescriptionHeaderBox and may contain HapticReferenceDeviceDescriptionBoxes and HapticChannelDescriptionBoxes describing the reference devices and haptic channels, respectively, that are part of the haptic perception. If present, the contents of each HapticPerceptionDescriptionBox shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox.

#### Syntax

aligned(8) class HapticPerceptionDescriptionBox()  
 extends Box('hprd')  
 HapticPerceptionDescriptionHeaderBox header;  
 HapticReferenceDeviceDescriptionBox reference\_devices[];  
 HapticChannelDescriptionBox channels[];  
}

### Haptic perception description header box

#### Definition

Box Type: 'hprh'  
Container: Haptic perception description box ('hprd')  
Mandatory: Yes  
Quantity: One

A HapticPerceptionDescriptionHeaderBox contains descriptive information about a haptic perception that is part of the haptic experience. The contents of the HapticPerceptionDescriptionHeaderBox box shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox.

The haptic modality type shall have one of the values documented in .

Table 9 – Haptic modalities.

|  |  |
| --- | --- |
| Value | Modality |
| 0 | Other |
| 1 | Pressure |
| 2 | Acceleration |
| 3 | Velocity |
| 4 | Position |
| 5 | Temperature |
| 6 | Vibrotactile |
| 7 | Water |
| 8 | Wind |
| 9 | Force |
| 10 | Vibrotactile texture |
| 11 | Electrotactile |
| 12 | Stiffness |
| 13 | Friction |
| 14 | Humidity |
| 15 | User-define temporal |
| 16 | User-defined spatial |
| 17–255 | *Reserved* |

#### Syntax

aligned(8) class HapticPerceptionDescriptionHeaderBox()  
 extends FullBox('hprh', version = 0, flags= 0) {  
 unsigned int(8) perception\_id;  
 utf8string description;  
 unsigned int(8) perception\_modality;  
 unsigned int(8) avatar\_id;  
 unsigned int(16) library\_effect\_count;  
 unsigned int(8) unit\_exponent;  
 unsigned int(8) perception\_unit\_exponent;  
}

#### Semantics

perception\_id indicates the unique ID of the haptic perception.

description contains a brief description of the haptic perception.

perception\_modality indicates the type of perception as documented in .

avatar\_id indicates the unique identifier of the associated avatar body model.

libreary\_effect\_count indicates the number of effects in the haptic perception's effect library.

unit\_exponent refers to the power of 10 exponent for the SI unit of the independent variable.

perception\_unit\_exponent refers to the power of 10 exponent for the SI unit of the dependent variable.

### Haptic reference device description box

#### Definition

Box Type: 'hrdd'  
Container: Haptic perception description box ('hprd')  
Mandatory: No  
Quantity: Zero or more

A HapticReferenceDeviceDescriptionsBox contains descriptive information about a reference device that is part of the haptic perception. If present, the contents of each HapticReferenceDeviceDescriptionsBox shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox.

The haptic actuator type shall have one of the values documented in Table 11.

Table 10 – Haptic actuator types.

|  |  |
| --- | --- |
| Value | Actuator type |
| 0 | Unknown |
| 1 | Linear Resonant Actuator (LRA) |
| 2 | Voice Coil Actuator (VCA) |
| 3 | Eccentric Rotating Mass (ERM) |
| 4 | Piezoelectric actuator |
| 5–15 | *Reserved* |

#### Syntax

aligned(8) class HapticReferenceDeviceDescriptionBox()  
 extends FullBox('hrdd', version = 0, flags= 0) {  
 unsigned int(8) device\_id;  
 utf8string name;  
 unsigned int(32) body\_part\_mask;  
 unsigned int(16) optional\_field\_mask;  
 if (optional\_field\_mask & 0x0001) {  
 unsigned int(32) maximum\_frequency;  
 }  
 if (optional\_field\_mask & 0x0002) {  
 unsigned int(32) minimum\_frequency;  
 }  
 if (optional\_field\_mask & 0x0004) {  
 unsigned int(32) resonance\_frequency;  
 }  
 if (optional\_field\_mask & 0x0008) {  
 unsigned int(32) maximum\_amplitude;  
 }  
 if (optional\_field\_mask & 0x0010) {  
 unsigned int(32) impedance;  
 }  
 if (optional\_field\_mask & 0x0020) {  
 unsigned int(32) maximum\_voltage;  
 }  
 if (optional\_field\_mask & 0x0040) {  
 unsigned int(32) maximum\_current;  
 }  
 if (optional\_field\_mask & 0x0080) {  
 unsigned int(32) maximum\_displacement;  
 }  
 if (optional\_field\_mask & 0x0100) {  
 unsigned int(32) weight;  
 }  
 if (optional\_field\_mask & 0x0200) {  
 unsigned int(32) size;  
 }  
 if (optional\_field\_mask & 0x0400) {  
 unsigned int(32) custom;  
 }  
 if (optional\_field\_mask & 0x0800) {  
 unsigned int(32) type;  
 }  
}

#### Semantics

device\_id indicates the unique ID of the device within the haptic perception.

name contains the user-defined name of the device.

body\_part\_mask is a binary mask specifying the location of the device or actuator on the body as defined in ISO/IEC 23090-31.

optional\_field\_mask is a binary mask defining which of the device properties are stored.

maximum\_frequency indicates the maximum frequency of the actuator in Hertz, mapping the full unsigned int(32) range to [0,10000].

minimum\_frequency indicates the minimum frequency of the actuator in Hertz, mapping the full unsigned int(32) range to [0,10000].

resonance\_frequency indicates the resonance frequency of the actuator in Hertz, mapping the full unsigned int(32) range to [0,10000].

maximum\_amplitude indicates the maximum amplitude value of the targeted device according to the perception modality, mapping the full unsigned int(32) range to [0,10000].

impedance indicates the impedance of the actuator in Ohms, mapping the full unsigned int(32) range to [0,10000].

maximum\_voltage indicates the maximum voltage of the actuator in Volts, mapping the full unsigned int(32) range to [0,10000].

maximum\_current indicates the maximum current of the actuator in Amperes, mapping the full unsigned int(32) range to [0,10000].

maximum\_displacement indicates the maximum displacement of the actuator in millimetres, mapping the full unsigned int(32) range to [0,10000].

weight indicates the weight of the device in kilograms, mapping the full unsigned int(32) range to [0,10000].

size indicates the size of the device in millimetres, mapping the full unsigned int(32) range to [0,10000].

custom contains user-defined data.

type indicates the type of actuator as documented in Table 11.

### Haptic channel description box

#### Definition

Box Type: 'hchd'  
Container: Haptic perception description box ('hprd')  
Mandatory: No  
Quantity: Zero or more

A HapticChannelDescriptionBox shall contain a HapticChannelDescriptionHeaderBox and may contain HapticBandDescriptionBoxes describing haptic bands that are part of the haptic channel. If present, the contents of each HapticChannelDescriptionBox shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox.

If the MIHS track references MIHS band tracks, the HapticChannelDescriptionBox shall not contain any HapticBandDescriptionBoxes. In that case, the HapticBandDescriptionBoxes may be contained by MIHSBandSampleEntry boxes.

#### Syntax

aligned(8) class HapticChannelDescriptionBox()  
 extends Box('hchd')  
 HapticChannelDescriptionHeaderBox header;  
 HapticBandDescriptionBox bands[]; // optional  
}

### Haptic channel description header box

#### Definition

Box Type: 'hchh'  
Container: Haptic channel description box ('hchd')  
Mandatory: Yes  
Quantity: One

A HapticChannelDescriptionHeaderBox contains descriptive information about a haptic channel that is part of the haptic perception. The contents of the HapticChannelDescriptionHeaderBox shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox

#### Syntax

aligned(8) class HapticChannelDescriptionHeaderBox()  
 extends FullBox('hchh', version = 0, flags= 0) {  
 unsigned int(8) channel\_id;  
 utf8string description;  
 unsigned int(8) device\_id;  
 unsigned int(32) gain;  
 unsigned int(32) mixing\_weight;  
 unsigned int(8) optional\_metadata\_mask;  
 if (optional\_metadata\_mask & 0x01) {  
 unsigned int(32) body\_part\_mask;  
 }  
 if (optional\_metadata\_mask & 0x02) {  
 signed int(8) track\_resolution\_x;  
 signed int(8) track\_resolution\_y;  
 signed int(8) track\_resolution\_z;  
 unsigned int(8) num\_body\_part\_targets;  
 for (int i=0; i<num\_body\_part\_targets; i++) {  
 unsigned int(8) body\_part\_target[i];  
 }  
 unsigned(8) num\_actuator\_targets;  
 for (i=0; i<num\_actuator\_targets; i++) {  
 actuator\_target\_x[i];  
 actuator\_target\_y[i];  
 actuator\_target\_z[i];  
 }  
 } unsigned int(32) sampling\_frequency;  
 if (sampling\_frequency > 0) {  
 unsigned int(32) sample\_count;  
 }  
 if (optional\_metadata\_mask & 0x04) {  
 unsigned int(8) direction\_x;  
 unsigned int(8) direction\_y;  
 unsigned int(8) direction\_z;  
 }  
 unsigned int(16) vertex\_count;  
 for (int i=0; i<vertex\_count; i++) {  
 unsigned int(32) vertex[i];  
 }  
}

#### Semantics

channel\_id indicates the unique ID of the haptic channel within the haptic perception.

description contains a brief description of the haptic channel.

device\_id indicates the unique ID of the associated reference device.

gain indicates the gain associated with the channel, mapping the full unsigned int(32) range to [−10000,10000].

mixing\_weight indicates the weight of the channel when mixing different channels together, mapping the full unsigned int(32) range to [0,10000].

optional\_metadata\_mask is a binary mask defining which of the channel's optional properties are stored.

body\_part\_mask is a binary mask specifying the location of the channel's effects on the user's body according to ISO/IEC 23090-31.

track\_resolution contains the reference actuator resolution used to design the haptic experience for each spatial coordinate X, Y and Z.

body\_part\_target identifies a body part or group of body parts on the human body according to ISO/IEC 23090-31.

actuator\_target identifies the actuators targeted by the channel according to their X, Y and Z coordinates.

sampling\_frequency indicates the sampling frequency of the original encoded signal in Hertz, mapping the full unsigned int(32) range to [0,10000].

sample\_count indicates the number of samples of the original encoded signal.

direction indicates the ‘right’, 'up' and 'forward' components of the encoded signal as X, Y and Z coordinates, respectively, in the targeted body part's local coordinate system, mapping the full unsigned int(8) range to [−1,1].

vertex\_count is the number of vertices.

vertex is the index of a vertex from the avatar impacted by the channel's effects.

### Haptic band description box

#### Definition

Box Type: 'hbnd'

Container: Haptic channel description box ('hchd') or MIHS band sample entry ('mhb1')

Mandatory: No

Quantity: Zero or more if in a haptic channel description box, zero or one if in an MIHS band sample entry

A HapticBandDescriptionsBox contains descriptive information about a haptic band that is part of the haptic channel. If present, the contents of the HapticBandDescriptionsBox shall agree with the corresponding contents (MIHS packets) of the MIHSConfigurationBox.

The band type shall have one of the values documented in Table 11.

Table 11 – Band types.

|  |  |
| --- | --- |
| Value | Type |
| 0 | Transient |
| 1 | Curve |
| 2 | Vectorial wave |
| 3 | Wavelet wave |
| 4–7 | *Reserved* |

The curve type shall have one of the values documented in Table 12.

Table 12 – Curve types.

|  |  |
| --- | --- |
| Value | Type |
| 0 | Unknown |
| 1 | Cubic |
| 2 | Linear |
| 3 | Akima |
| 4 | Bézier |
| 5 | B-spline |
| 6–15 | *Reserved* |

#### Syntax

aligned(8) class HapticBandDescriptionBox()  
 extends FullBox('hbnd', version = 0, flags= 0) {  
 unsigned int(16) band\_id;  
 unsigned int(3) band\_type;  
 if (band\_type == 1) {  
 unsigned int(4) curve\_type;  
 }  
 if (band\_type == 3) {  
 unsigned int(8) block\_length\_log;  
 }  
 unsigned int(16) lower\_frequency\_limit;  
 unsigned int(16) upper\_frequency\_limit;  
}

#### Semantics

band\_id indicates the unique ID of the haptic band.

band\_type indicates the type of data contained in the band as documented in Table 11.

curve\_type indicates the type of interpolation function that should be used by the synthesizer as documented in Table 12.

block\_length\_log indicates the wavelet wave block length as the samples coded using the logarithmic transformation , where *block\_length* is the number of wavelet wave samples.

lower\_frequency\_limit indicates the lower frequency limit of the band in Hertz, mapping the full unsigned int(32) range to [0,10000].

upper\_frequency\_limit indicates the upper frequency limit of the band in Hertz, mapping the full unsigned int(32) range to [0,10000].

### Sample format

#### Definition

An MIHS sample contains data packets belonging to a temporal unit. See subclause 4.2.3, for further details.

MIHS samples are externally framed and have a size supplied by that external framing; for example, by sample size ('stsz') boxes.

The silent\_flag, temporal\_flag and spatial\_flag are related as follows:

* If silent\_flag is 1, temporal\_flag and spatial\_flag shall both be zero.
* If temporal\_flag or spatial\_flag is 1, silent\_flag shall be zero.
* The temporal\_flag and spatial\_flag may both be 1.

#### Syntax

aligned(8) class MIHSSample {  
 int i = 0;  
 while (i<sample\_size) { // to end of sample  
 unsigned int(1) silent\_flag;  
 unsigned int(1) temporal\_flag;  
 unsigned int(1) spatial\_flag;  
 unsigned int(3) reserved = 0;  
 unsigned int(4) data\_packet\_layer;  
 unsigned int(5) reserved = 0;  
 unsigned int(17) data\_packet\_payload\_size;  
 bit(data\_packet\_payload\_size\*8) data\_packet\_payload;  
 i += 4 + data\_packet\_payload\_size;  
 }  
}

#### Semantics

silent\_flag indicates that the data packet does not contain haptics data, in which case data\_packet\_payload\_size shall be zero.

temporal\_flag indicates that the data packet contains temporal haptics data, in which case data\_packet\_payload\_size shall be non-zero.

spatial\_flag indicates that the data packet contains spatial haptics data, in which case data\_packet\_payload\_size shall be non-zero.

data\_packet\_layer indicates whether the data packet can be skipped for low bitrate applications. Zero means the packet must not be skipped, higher values mean the packet may be skipped.

data\_packet\_payload\_size indicates the length in bytes of the data packet payload that follows.

data\_packet\_payload contains the data packet payload formatted according to ISO/IEC 23090-31.

[**Editors' Note:** The currently defined fields have an overhead of 4-bytes per packet for a sample. In typical MIHS streams it is expected to have substantial number of samples during interaction leading to significant bitrate overhead. Reducing this overhead is to be investigated.]

### Haptics presentation dependency sample group

#### Definition

Group Type: 'mhpg'  
Container: Sample group description box ('sgpd')  
Mandatory: No  
Quantity: Zero or more

The haptics presentation dependency sample group indicates that a group of samples in the MIHS track are intended to be rendered in sync and only along with samples of the corresponding referenced tracks, indicated by a 'sync' track reference box. Samples belonging to this sample group are intended to be presented only when the corresponding referenced tracks are active at the sample presentation time.

NOTE This sample group indicates the content author's intent and is not a renderer requirement.

The grouping\_type\_parameter is not defined for the SampleToGroupBox with grouping type 'mhpg'.

#### Syntax

aligned(8) class HapticsPresentationDepGroupEntry extends HapticSampleGroupEntry('mhpg') {  
}

# Haptics support in MPEG-DASH

## General

This clause the encapsulation and signalling of haptics media for delivery using ISO/IEC 23009-1.

## Haptics Media MPD signalling

The following attributes are present in the **AdaptationSet** or the **Representation** element and set to the following values to signal an MIHS track.

* @codecs='mih1'
* @mimeType='haptic/mp4'

The sub-parameter as described in Annex B can be present in @codecs.

The following attribute can be present in the **Representation** element to signal the bitrate to calculate the bandwidth of all media to be accessed and to select the quality among multiple MIHS tracks, if provided.

* @bandwith

## Basic MIHS track support

This subclause describes single MIHS track support.

### DASH segment and MPD signalling

The haptics media is encapsulated into DASH segments conforming to ISO/IEC 23009-1 subclause 7.3. The first sample of each segment (in the case of the DASH live profile) or subsegment (in the case of the DASH on demand profile) is the sync sample, and the following attributes are present in the **AdaptationSet** or **Representation** elements, and set to the flowing values.

* @startWithSAP=’1’ (for live profile)
* @subsegmentstartWithSAP=’1’ (for on-demand profile)

It is recommended that the haptics media segments/subsegments have approximately the same duration as the audio media and video media segments/subsegments for random access and efficient segment buffering.

## Multiple MIHS tracks support

In addition to the basic MIHS track support, this subclause describes multiple MIHS track support in DASH. See Annex C for further information about multiple MIHS tracks.

### Alternative tracks

Use case: The MIHS tracks belong to the same alternate\_group and should not be rendered together.

* One **Representation** in one **AdaptationSet** element per each MIHS track where the AdaptationSet@group attribute is set to the same value.

### Alternative tracks with different bitrates and/or qualities

Use case: Multiple tracks for bitrate or quality selection (not switching).

* Each haptics track is in a single **Representation** of one **AdaptationSet** element for bitrate/quality selection. The AdaptationSet@group attribute is set to the same value.

### DASH segment and MPD signalling for bitrate switching

Use case: multiple tracks for bitrate switching.

* Two or more haptics Representation elements of one **AdaptationSet** element;
* The presence of the following attribute in the **AdaptationSet** element:
  + @segmentAlignment='true’ (for live profile)
  + @subsegmentAlignment='true’ (for demand profile)
* DASH segments or subsegments conforming to the above @segmentAlignment and @subsegmentAlignment constraints.

## Synchronizing with other media representations

To synchronize a haptics Representation to another media Representation, the following attributes are used in the haptic Representation:

* @associationId is a whitespace-separated list of other media Representation@id attributes that the haptics Representation needs to be synced with. In the case in which a media AdaptationSet has multiple Representations, the @id of all Representations of the AdaptationSet is listed. However, the playback of any Representation in that AdaptationSet is adequate to playback the corresponding samples of the haptics track.
* @associationType is set to ‘sync’.

## Signalling of Multi-track Haptics Experiences

To signal the presence of a multi-track haptics media in the DASH MPD, each track of the media, including the main track, shall be represented by an **AdaptationSet** element in the MPD. The main (haptics experience) track's Adaptation Set is referred to as the Haptics Experience Adaptation Set and the Adaptation Sets for the associated haptics tracks are referred to as Haptic Bands Adaptation Sets.

The Haptics Experience Adaptation Set shall have the @codecs attribute set to 'mih1', while the @codecs attribute is set to 'mhb1' for each of the Haptic Bands Adaptation Sets (or the Representations of these Adaptation Sets if the @codecs attribute is not present in the **AdaptationSet** element).

The @mimeType for all Adaptation Sets of a haptics experience is set to "haptics/mp4", which is the registered MIME type for haptics media.

Representations of the Haptic Bands Adaptation Sets shall have a @dependencyId attribute set to the @id value of a Representation in the corresponding Haptics Experience Adaptation Set.

### Initialization and Media Segments

The Haptics Experience Adaptation Set contains a single Initialization Segment at the adaptation set level. The Initialization Segment shall contain all MIHS units (packets) needed to initialize the haptics decoder. Media Segments for the Representations of a Haptic Bands Adaptation Set shall contain one or more track fragments of the corresponding haptic band track at the file format level. By concatenating the Initialization Segment with Media Segments from one or more Haptics Adaptation Sets, the resulting file contains a bitstream that is decodable by the haptics decoder.

### Bitstream Switching

When a Haptic Bands Adaptation Set contains more than one Representation, the @bitstreamSwitching attribute shall be present in the **AdaptationSet** element of the Haptics Adaptation Set and set to 'true' to indicate to the player that seamless switching between the Representations in the Adaptation Set is supported. Moreover, the duration of the Media Segments in each Representation must be identical.

## Haptics experience descriptor

To signal the different perceptions in a haptics experience and the different bands in an Adaptation Set for a haptics band track, a HapticsExperience descriptor is defined. This descriptor may be signalled in any AdaptationSet corresponding to an MIHS track, or one or more MIHS band tracks. The HapticsExperience descriptor is an EssentialProperty descriptor with the following characteristics:

* The @schemeIdUri attribute shall be set to urn:mpeg:mpegI:haptics:2025.
* The @value attribute of the HapticsExperience descriptor shall not be present.
* The values of the @id attribute for corresponding descriptors of all AdaptationSets that are a part of the same haptics experience are identical.

The HapticsExperience descriptor includes elements and attributes that describe the haptics experience and its perceptions, as described in Table 13.

Table 13 – Elements and attributes of the HapticsExperience descriptor

|  |  |  |  |
| --- | --- | --- | --- |
| **Elements and attributes** | **Use** | **Data type** | **Description** |
| **hapticsExperience** | CM | haptics:HapticsExperienceType | An element whose sub-elements and attributes describe the haptics experience.  This element shall only be present when the descriptor appears in an Adaptation Set where the @codecs attribute is set to ‘mih1’.  The information signalled in this element shall not conflict with that in HapticExperienceDescriptionBox. |
| **hapticsBandsDescription** | CM | haptics:HapticsBandsDescType | An element whose sub-elements and attributes describes the haptics bands carried by the Adaptation Set.  This element shall only be present when the descriptor appears in an Adaptation Set where the @codecs attribute is set to ‘mhb1’.  The information signalled in this element shall not conflict with that in HapticBandConfigurationBox. |
| Key:  For attributes: M=Mandatory, O=Optional, OD=Optional with Default Value, CM=Conditionally Mandatory.  For elements: <minOccurs>..<maxOccurs> (N=unbounded)  Elements are **bold**; attributes are non-bold and preceded with an @. | | | |

#### The hapticsExperience XML element

This XML element consists of the elements and attributes in Table 14.

Table 14 – Elements and attributes of the hatpicsExperience element.

|  |  |  |  |
| --- | --- | --- | --- |
| **Elements and attributes** | **Use** | **Data type** | **Description** |
| @edition | M |  | Edition of the ISO/IEC 23090-31 specification to which this experience conforms to. |
| @profile | M |  | A white-space-separated list of the ISO/IEC 23090-31 profiles to which the experience conforms to. |
| @level | M |  | The profile level to which the experience conforms to. |
| @date | O |  | Date of creation of the haptics experience. |
| @description | O | xs:string | A string describing the haptics experience. |
| **hapticsAvatar** | 0..N | haptics:HapticsAvatarType | An element whose attributes describe an avatar. |
| **hapticsPerception** | 1..N | haptics:HapticsPerceptionType | An element whose attributes specify information for one of the haptics perceptions present in the haptics experience. |
| Key:  For attributes: M=Mandatory, O=Optional, OD=Optional with Default Value, CM=Conditionally Mandatory.  For elements: <minOccurs>..<maxOccurs> (N=unbounded)  Elements are **bold**; attributes are non-bold and preceded with an @. | | | |

#### The hapticsAvatar XML element

This XML element consists of the elements and attributes in Table 15.

Table 15 – Elements and attributes of the hatpicsAvatar element.

|  |  |  |  |
| --- | --- | --- | --- |
| **Elements and attributes** | **Use** | **Data type** | **Description** |
| @avatarId | M | xs:unsignedInt | The id of the avatar. |
| @levelOfDetail | M | xs:unsignedByte | The level of detail of the avatar. |
| @avatarType | M | xs:unsignedByte | The type of the avatar. |
| @meshUri | O | xs:string | The URI for the mesh of the avatar. |
| @description | O | xs:string | A string describing the avatar. |
| Key:  For attributes: M=Mandatory, O=Optional, OD=Optional with Default Value, CM=Conditionally Mandatory.  For elements: <minOccurs>..<maxOccurs> (N=unbounded)  Elements are **bold**; attributes are non-bold and preceded with an @. | | | |

#### The hapticsPerception XML element

This XML element consists of the elements and attributes in Table 16.

Table 16 – Elements and attributes of the hatpicsPerception element.

|  |  |  |  |
| --- | --- | --- | --- |
| **Elements and attributes** | **Use** | **Data type** | **Description** |
| @id | M | xs:unsignedInt | Indicates the identifier for the perception. The value shall match the perception\_id field signalled for the perception in the ISOBMFF container. |
| @type | M | xs:unsignedByte | Indicates the type of the perception. The value shall match the perception\_modality field signalled for the perception in the ISOBMFF container. |
| @description | O | xs:string | A string that describes the haptics perception. |
| @avatarId | O | xs:unsignedInt | An avatar identifier. |
| @libraryEffectCount | O | xs:unsignedInt | The number of effects in the effects library. |
| **ReferenceDevice** | 0..N | haptics:HapticsReferenceDeviceType | Reference devices for this perception. |
| **hapticsChannel** | 1..N | haptics:HapticsChannelType | Channels of this perception. |
| Key:  For attributes: M=Mandatory, O=Optional, OD=Optional with Default Value, CM=Conditionally Mandatory.  For elements: <minOccurs>..<maxOccurs> (N=unbounded)  Elements are **bold**; attributes are non-bold and preceded with an @. | | | |

#### The hapticsChannel XML element

This XML element consists of the elements and attributes in Table 17.

Table 17 – Elements and attributes of the hatpicsChannel element.

|  |  |  |  |
| --- | --- | --- | --- |
| **Elements and attributes** | **Use** | **Data type** | **Description** |
| @id | M | xs:unsignedInt | Indicates the identifier for the channel. The value shall match the channel\_id field signalled for the channel in the ISOBMFF container. |
| @perceptionId | M | xs:unsignedInt | Indicates the identifier for the perception to which the channel belongs. |
| @adaptationSetIds | O | StringVectorType | White spaced list of the adaptation set identifiers for the Adaptation Sets that include the bands belonging to this channel, if some of the bands are included in an adaptation set that is not included in this adaptation set.  This attribute shall not exists if at least one HapticsBandsDescription element exists. |
| **HapticsBand** | 0..N | haptics:HapticsBandType | Describing the band information included in this adaptation set, if any. |
| Key:  For attributes: M=Mandatory, O=Optional, OD=Optional with Default Value, CM=Conditionally Mandatory.  For elements: <minOccurs>..<maxOccurs> (N=unbounded)  Elements are **bold**; attributes are non-bold and preceded with an @. | | | |

#### The hapticsBandsDescription XML element

This XML element consists of the elements and attributes in Table 18.

Table 18 – Elements and attributes of the hatpicsBandsDescription element.

|  |  |  |  |
| --- | --- | --- | --- |
| **Elements and attributes** | **Use** | **Data type** | **Description** |
| @perceptionId | M | xs:string | Indicates the identifier for the perception to which the bands in the enclosing Adaptation Set belong to. |
| @channelId | M | xs:string | Indicates the identifier for the channel to which the bands in the enclosing Adaptation Set belong to. |
| **hapticsBand** | 1..N | haptics:HapticsBandType | An element whose attributes describe the characteristics of one of the bands carried in the enclosing Adaptation Set for the haptics channel with an identifier equal to the value of the @channelId attribute and a haptics channel with identifier equal to the @perceptionId attribute.  If not present, this indicates that the Adaptation Set contains all the bands associated with the channel. |
| Key:  For attributes: M=Mandatory, O=Optional, OD=Optional with Default Value, CM=Conditionally Mandatory.  For elements: <minOccurs>..<maxOccurs> (N=unbounded)  Elements are **bold**; attributes are non-bold and preceded with an @. | | | |

#### The hapticsBand XML element

This XML element consists of the elements and attributes in Table 19.

Table 19 – Elements and attributes of the hatpicsBand element.

|  |  |  |  |
| --- | --- | --- | --- |
| **Elements and attributes** | **Use** | **Data type** | **Description** |
| @id | M | xs:unsignedInt | Indicates the identifier for the band. |
| @bandType | M | xs:unsignedByte | Indicates the band type |
| @curveType | O | xs:unsignedByte | The curve type, if exists |
| @blockLenghtLog | O | xs:unsignedByte | The block length, if exists |
| @lowerFreqLimit | O | xs:unsignedByte | The lower frequency limit, if exists |
| @UpperFreqLimit | O | xs:Integer | The upper frequency limit, if exists |
| Key:  For attributes: M=Mandatory, O=Optional, OD=Optional with Default Value, CM=Conditionally Mandatory.  For elements: <minOccurs>..<maxOccurs> (N=unbounded)  Elements are **bold**; attributes are non-bold and preceded with an @. | | | |

1. (normative)  
     
   File format toolsets and brands
   1. General

This annex defines what constitutes tools, for the purposes of branding files containing haptic content. A specific brand may require some or all of the tools indicated here. A brand should be chosen that indicates the full level of support required, including any requirements on other specifications (e.g., support for aspects of ISO/IEC 14496-12).

* 1. Single track encapsulation of haptics data
     1. Requirements of files

Files containing the brands 'mih1' in the compatible brands array of the FileTypeBox shall conform to the constraints defined in this subclause.

The boxes listed in Table 20 are required in a file under the 'mih1' brand. The Version column in the following table lists the versions of the boxes allowed by this brand. Other versions of the boxes shall not be present.

Table 20 – Required boxes in a file under the 'mih1' brand.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hierarchy of boxes** | | | | | | | | | | **Version** | **Box description** |
| ftyp |  |  |  |  |  |  |  |  |  | - | file type and compatibility |
| moov |  |  |  |  |  |  |  |  |  |  | movie presentation |
|  | trak |  |  |  |  |  |  |  |  |  | track |
|  | mdia |  |  |  |  |  |  |  |  |  | media declaration |
|  |  | hdlr |  |  |  |  |  |  |  |  | handler, declares the handler type for the track |
|  |  | minf |  |  |  |  |  |  |  |  | media information |
|  |  |  | nmhd |  |  |  |  |  |  | 0 | null media header |
|  |  |  | stbl |  |  |  |  |  |  |  | sample table |
|  |  |  |  | stsd |  |  |  |  |  |  | sample description table |
|  |  |  |  |  | - |  |  |  |  |  | sample entry |
|  |  |  |  |  |  | mh1C |  |  |  | 0 | haptic configuration |
|  |  |  |  |  |  | hexd |  |  |  |  | haptic experience description |
|  |  |  |  |  |  |  | hexh |  |  | 0 | haptic experience description header |
|  |  |  |  |  |  |  | hprd |  |  |  | haptic perception description |
|  |  |  |  |  |  |  |  | hprh |  | 0 | haptic perception description header |
|  |  |  |  |  |  |  |  | hchd |  |  | haptic channel description |
|  |  |  |  |  |  |  |  |  | hchh | 0 | haptic channel description header |
|  |  |  |  |  |  |  |  |  | hbnd | 0 | haptic band description |
| NOTE A '-' in the Version column indicates that the box is a container box. | | | | | | | | | | | |

* + 1. Requirements on readers

Support for the boxes listed in Table 21 is required under the 'mih1' brand. The Version column in the following table specifies the versions of the boxes that shall be supported by the readers of the 'mih1' brand.

Table 21 – Boxes to be supported under the 'mih1' brand.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hierarchy of boxes** | | | | | | | | | | **Version** | **Box description** |
| ftyp |  |  |  |  |  |  |  |  |  | - | file type and compatibility |
| mdat |  |  |  |  |  |  |  |  |  | - | media data |
| free |  |  |  |  |  |  |  |  |  | - | free space |
| skip |  |  |  |  |  |  |  |  |  | - |  |
| moov |  |  |  |  |  |  |  |  |  |  | movie presentation |
|  | trak |  |  |  |  |  |  |  |  |  | track |
|  | mdia |  |  |  |  |  |  |  |  |  | media declaration |
|  |  | hdlr |  |  |  |  |  |  |  |  | handler, declares the handler type for the track |
|  |  | minf |  |  |  |  |  |  |  |  | media information |
|  |  |  | nmhd |  |  |  |  |  |  | 0 | null media header |
|  |  |  | stbl |  |  |  |  |  |  |  | sample table |
|  |  |  |  | stsd |  |  |  |  |  |  | sample description table |
|  |  |  |  |  | - |  |  |  |  |  | sample entry |
|  |  |  |  |  |  | mh1C |  |  |  | 0 | haptic configuration |
|  |  |  |  |  |  | hexd |  |  |  |  | haptic experience description |
|  |  |  |  |  |  |  | hexh |  |  | 0 | haptic experience description header |
|  |  |  |  |  |  |  | hprd |  |  |  | haptic perception description |
|  |  |  |  |  |  |  |  | hprh |  | 0 | haptic perception description header |
|  |  |  |  |  |  |  |  | hchd |  |  | haptic channel description |
|  |  |  |  |  |  |  |  |  | hchh | 0 | haptic channel description header |
|  |  |  |  |  |  |  |  |  | hbnd | 0 | haptic band description |
| NOTE A '-' in the Version column indicates that the box is a container box. | | | | | | | | | | | |

In addition to boxes listed in Table 21 support for the boxes listed in Table 22 is required under the 'mih1' brand. The Version column in the table specifies the versions of the boxes that shall be supported by the readers of the 'mih1' brand.

Table 22 – Additional boxes to be supported under the 'mih1' brand.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hierarchy of boxes** | | | | | | | | | | **Version** | **Box description** |
|  |  |  |  |  |  |  | havd |  |  | 0 | haptic avatar description |
|  |  |  |  |  |  |  |  | hrdd |  | 0 | haptic reference device description |

Readers shall recognize the sample entries in Table 23 below under the 'mih1' brand.

Table 23 – Sample entries to be recognized under the 'mih1' brand.

|  |  |
| --- | --- |
| **Four-character code** | **Name of the sample entry** |
| mih1 | haptic experience track in single-track mode (entire haptic experience carried by the same track) |

Readers shall recognize the sample groups in Table 24 below under the 'mih1' brand:

Table 24 – Sample groups to be recognized under the 'mih1' brand.

|  |  |
| --- | --- |
| **Four-character code** | **Name of the sample group type** |
| mhpg | sample group for haptic presentation dependency |

* 1. Multi-track encapsulation of haptics data
     1. Requirements on files

Files containing the brands 'mhb1' in the compatible brands array of the FileTypeBox shall conform to the constraints defined in this subclause.

The boxes listed in Table 25 are required in a file under the 'mhb1' brand. The Version column in the following table lists the versions of the boxes allowed by this brand. Other versions of the boxes shall not be present.

Table 25 – Required boxes in a file under the 'mhb1' brand.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hierarchy of boxes** | | | | | | | | | | **Version** | **Box description** |
| ftyp |  |  |  |  |  |  |  |  |  | - | file type and compatibility |
| moov |  |  |  |  |  |  |  |  |  |  | movie presentation |
|  | trak |  |  |  |  |  |  |  |  |  | track |
|  | mdia |  |  |  |  |  |  |  |  |  | media declaration |
|  |  | hdlr |  |  |  |  |  |  |  |  | handler, declares the handler type for the track |
|  |  | minf |  |  |  |  |  |  |  |  | media information |
|  |  |  | nmhd |  |  |  |  |  |  | 0 | null media header |
|  |  |  | stbl |  |  |  |  |  |  |  | sample table |
|  |  |  |  | stsd |  |  |  |  |  |  | sample description table |
|  |  |  |  |  | - |  |  |  |  |  | sample entry |
|  |  |  |  |  |  | mh1C |  |  |  | 0 | haptic configuration |
|  |  |  |  |  |  | hexd |  |  |  |  | haptic experience description |
|  |  |  |  |  |  |  | hexh |  |  | 0 | haptic experience description header |
|  |  |  |  |  |  |  | hprd |  |  |  | haptic perception description |
|  |  |  |  |  |  |  |  | hprh |  | 0 | haptic perception description header |
|  |  |  |  |  |  |  |  | hchd |  |  | haptic channel description |
|  |  |  |  |  |  |  |  |  | hchh | 0 | haptic channel description header |
|  |  |  |  |  |  | hbnd |  |  |  | 0 | haptic band description |
| NOTE A '-' in the Version column indicates that the box is a container box. | | | | | | | | | | | |

* + 1. Requirements on readers

Support for the boxes listed in Table 26 is required under the 'mhb1' brand. The Version column in the following table specifies the versions of the boxes that shall be supported by the readers of the 'mhb1' brand.

Table 26 – Boxes to be supported under the 'mhb1' brand.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hierarchy of boxes** | | | | | | | | | | **Version** | **Box description** |
| ftyp |  |  |  |  |  |  |  |  |  | - | file type and compatibility |
| mdat |  |  |  |  |  |  |  |  |  | - | media data |
| free |  |  |  |  |  |  |  |  |  | - | free space |
| skip |  |  |  |  |  |  |  |  |  | - |  |
| moov |  |  |  |  |  |  |  |  |  |  | movie presentation |
|  | trak |  |  |  |  |  |  |  |  |  | track |
|  | mdia |  |  |  |  |  |  |  |  |  | media declaration |
|  |  | hdlr |  |  |  |  |  |  |  |  | handler, declares the handler type for the track |
|  |  | minf |  |  |  |  |  |  |  |  | media information |
|  |  |  | nmhd |  |  |  |  |  |  | 0 | null media header |
|  |  |  | stbl |  |  |  |  |  |  |  | sample table |
|  |  |  |  | stsd |  |  |  |  |  |  | sample description table |
|  |  |  |  |  | - |  |  |  |  |  | sample entry |
|  |  |  |  |  |  | mh1C |  |  |  | 0 | haptic configuration |
|  |  |  |  |  |  | hexd |  |  |  |  | haptic experience description |
|  |  |  |  |  |  |  | hexh |  |  | 0 | haptic experience description header |
|  |  |  |  |  |  |  | hprd |  |  |  | haptic perception description |
|  |  |  |  |  |  |  |  | hprh |  | 0 | haptic perception description header |
|  |  |  |  |  |  |  |  | hchd |  |  | haptic channel description |
|  |  |  |  |  |  |  |  |  | hchh | 0 | haptic channel description header |
|  |  |  |  |  |  | hbnd |  |  |  | 0 | haptic band description |
| NOTE A '-' in the Version column indicates that the box is a container box. | | | | | | | | | | | |

In addition to boxes listed in Table 26, support for the boxes listed in Table 27 is required under the 'mhb1' brand. The Version column in the table specifies the versions of the boxes that shall be supported by the readers of the 'mhb1' brand.

Table 27 – Additional boxes to be supported under the 'mhb1' brand.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hierarchy of boxes** | | | | | | | | | | **Version** | **Box description** |
|  |  |  |  |  |  |  | havd |  |  | 0 | haptic avatar description |
|  |  |  |  |  |  |  |  | hrdd |  | 0 | haptic reference device description |

Readers shall recognize the sample entries in Table 28 below under the 'mhb1' brand.

Table 28 – Sample entries to be recognized under the 'mhb1' brand.

|  |  |
| --- | --- |
| **Four-character code** | **Name of the sample entry** |
| mih1 | haptic experience base track in multi-track mode with one or more haptic band track |
| mhb1 | haptic band track in multi-track mode carrying band data for a haptic perception channel |

Readers shall recognize the track groups in Table 29 below under the 'mhb1' brand.

Table 29 – Track groups to be recognized under the 'mhb1' brand.

|  |  |
| --- | --- |
| **Four-character code** | **Name of track group** |
| mhbd | MIHS band track group |

Readers shall recognize the reference types in Table 30 below under the 'mhb1' brand.

Table 30 – Reference types to be recognized under the 'mhb1' brand.

|  |  |
| --- | --- |
| **Four-character code** | **Name of the reference type** |
| mhbd | reference to track carrying haptic band data |

Readers shall recognize the sample groups in Table 31 below under the 'mhb1' brand:

Table 31 – Sample groups to be recognized under the 'mhb1' brand.

|  |  |
| --- | --- |
| **Four-character code** | **Name of the sample group type** |
| mhpg | sample group for haptic presentation dependency |

1. (normative)  
     
   MIME types and sub-parameters
   1. MIME types and sub-types

When MIME type is associated with haptic content as described in this document, the MIME type depends on the other media types that may also be present in the content.

* For content with audio, video, and haptics, the MIME type shall be video/mp4, for backward compatibility with existing mp4 files.
* Similarly, for files with audio and haptics, the MIME type shall be audio/mp4.
* For files with haptics only, the MIME type shall be haptics/mp4[[1]](#footnote-1).
  1. Sub-parameters for ‘codecs’ parameter
     1. General

When the ‘codecs‘ parameter of a MIME type is used, as defined in IETF RFC 6381, the sub-parameters in this annex apply when the MIME type identifies a file format of this family and the ‘codecs‘ parameter starts with a sample-entry code from this document.

* + 1. Haptic codec family

When the first element of a value is a code indicating a codec from ISO/IEC 23090-31, as documented in subclause ‎5.2 ('mih1'), the ‘codecs‘ parameter has the form:

codecs=mih1.oo

where ‘oo‘ is the Object Type Indication value, as defined on the MP4 Registration Authority website’s [Object Types](https://mp4ra.org/#/object_types) page[[2]](#footnote-2).

1. (informative)  
     
   Multiple MIHS tracks and alternate groups
   1. General

A media file may contain more than one MIHS track. Examples where more than one MIHS track is needed include:

* when the tracks are expected to be rendered as alternatives of each other and not together;
* the tracks provide different perceptions, channels or bands of the same experience.
  1. Criteria for alternate groups of MIHS tracks

An MIHS track among tracks with the same non-zero value for the alternate\_group in the TrackHeaderBox may be selected based on criteria such as the following:

* the contents of the (optional) BitRateBox in the track‘s MIHSSampleEntry;
* the contents of the perceptions, channels, or other data contained in the track; for example, perception modality, channel device, or channel body mask that are expected to be rendered as alternative experiences and not together.
  1. Criteria for use of track groups

Two or more MIHS tracks may provide the content of the perception, channels or other data of the same experience and are expected to be rendered with each other to provide the full experience. In this case, the MIHS tacks are described using a track group as described in clause ‎5.2.2.

1. (informative)  
     
   Player handling of MIHS tracks
   1. General

Media players that support MIHS tracks should render as much of the haptic content in the tracks as possible. Depending on the capabilities of the available haptic devices, a player may map or transform haptic content; for example:

* from one body part (specified in a channel) to another;
* from one device type or set of device characteristics (specified in a track) to another.
* from one haptic modality (specified in a perception) to another.

A player may be incapable of performing certain transformations, or may decide that certain mappings are inappropriate, and may render none or some of the MIHS tracks rather than all.

1. (informative)  
     
   DASH MPD Examples
   1. Single track example

In this example, multiple video media tracks, multiple audio media tracks and a single haptic media track are described in the MPD.

<?xml version="1.0" encoding="UTF-8"?>

<MPD

xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

xmlns="urn:mpeg:dash:schema:mpd:2011"

xsi:schemaLocation="urn:mpeg:dash:schema:mpd:2011 DASH-MPD.xsd"

type="static"

mediaPresentationDuration="PT3256S"

minBufferTime="PT1.2S"

profiles="urn:mpeg:dash:profile:isoff-on-demand:2011">

<BaseURL>http://cdn1.example.com/</BaseURL>

<BaseURL>http://cdn2.example.com/</BaseURL>

<Period>

**<!-- haptics -->**

**<AdaptationSet mimeType="haptic/mp4" codecs="mih1" subsegmentStartsWithSAP="1">**

**<Representation id="1" bandwidth="32000">**

**<BaseURL>haptics32.mp4</BaseURL>**

**</Representation>**

**</AdaptationSet>**

<!-- Audio -->

<AdaptationSet mimeType="audio/mp4" codecs="mp4a.40" subsegmentAlignment="true" subsegmentStartsWithSAP="1">

<Representation id="3" bandwidth="128000">

<BaseURL>audio128.mp4</BaseURL>

</Representation>

<Representation id="4" bandwidth="64000">

<BaseURL>audio64.mp4</BaseURL>

</Representation>

</AdaptationSet>

<!-- Video -->

<AdaptationSet mimeType="video/mp4" codecs="avc1.4d0228" subsegmentAlignment="true" subsegmentStartsWithSAP="1">

<Representation id="5" bandwidth="1536000" width="1280" height="720">

<BaseURL>video1536.mp4</BaseURL>

</Representation>

<Representation id="6" bandwidth="2048000" width="1280" height="720">

<BaseURL>video2048.mp4</BaseURL>

</Representation>

</Representation>

<Representation id="7" bandwidth="4096000" width="1920" height="1080">

<BaseURL>video4096.mp4</BaseURL>

</Representation>

</AdaptationSet>

</Period>

</MPD>

Bibliography

[1] ISO #####‑#, *General title — Part #: Title of part*

[2] ISO #####‑##:20##, *General title — Part ##: Title of part*

1. Once ‘haptics’ is approved as a top-level media type by IETF. There is a proposal to that effect pending with the IETF: <https://datatracker.ietf.org/doc/draft-ietf-mediaman-haptics/01/>. It is expected to be approved as a Standards Track RFC in the next few months. [↑](#footnote-ref-1)
2. The registration of the Object Type for haptics has not been initiated yet; expected shortly. [↑](#footnote-ref-2)