Extensible Binary Meta Language

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Abstract

This document defines the Extensible Binary Meta Language (EBML) format as a generalized file format for any type of data in a hierarchical form. EBML is designed as a binary equivalent to XML and uses a storage-efficient approach to build nested Elements with identifiers, lengths, and values. Similar to how an XML Schema defines the structure and semantics of an XML Document, this document defines how EBML Schemas are created to convey the semantics of an EBML Document.

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1. Introduction

"EBML", short for Extensible Binary Meta Language, specifies a binary and octet (byte) aligned format inspired by the principle of XML (a framework for structuring data).

The goal of this document is to define a generic, binary, space-efficient format that can be used to define more complex formats (such as containers for multimedia content) using an "EBML Schema". The definition of the "EBML" format recognizes the idea behind HTML and XML as a good one: separate structure and semantics allowing the same structural layer to be used with multiple, possibly widely differing semantic layers. Except for the "EBML Header" and a few "Global Elements" this specification does not define particular "EBML" format semantics; however this specification is intended to define how other "EBML"-based formats can be defined.

"EBML" uses a simple approach of building "Elements" upon three pieces of data (tag, length, and value) as this approach is well known, easy to parse, and allows selective data parsing. The "EBML"
structure additionally allows for hierarchical arrangement to support complex structural formats in an efficient manner.

2. Notation and Conventions

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC2119].

This document defines specific terms in order to define the format and application of "EBML". Specific terms are defined below:

"EBML": Extensible Binary Meta Language

"EBML Document Type": A name provided by an "EBML Schema" to designate a particular implementation of "EBML" for a data format (e.g.: matroska and webm).

"EBML Schema": A standardized definition for the structure of an "EBML Document Type".

"EBML Document": A datastream comprised of only two components, an "EBML Header" and an "EBML Body".

"EBML Reader": A data parser that interprets the semantics of an "EBML Document" and creates a way for programs to use "EBML".

"EBML Stream": A file that consists of one or more "EBML Documents" that are concatenated together.

"EBML Header": A declaration that provides processing instructions and identification of the "EBML Body". The "EBML Header" may be considered as analogous to an XML Declaration [W3C.REC-xml-20081126] (see section 2.8 on Prolog and Document Type Declaration).

"EBML Body": All data of an "EBML Document" following the "EBML Header".

"Variable Size Integer": A compact variable-length binary value which defines its own length.

"VINT": Also known as "Variable Size Integer".

"EBML Element": A foundation block of data that contains three parts: an "Element ID", an "Element Data Size", and "Element Data".
"Element ID": The "Element ID" is a binary value, encoded as a "Variable Size Integer", used to uniquely identify a defined "EBML Element" within a specific "EBML Schema".

"EBML Class": A representation of the octet length of an "Element ID".

"Element Data Size": An expression, encoded as a "Variable Size Integer", of the length in octets of "Element Data".

"VINTMAX": The maximum possible value that can be stored as "Element Data Size".

"Unknown-Sized Element": An "Element" with an unknown "Element Data Size".

"Element Data": The value(s) of the "EBML Element" which is identified by its "Element ID" and "Element Data Size". The form of the "Element Data" is defined by this document and the corresponding "EBML Schema" of the Element’s "EBML Document Type".

"Root Level": The starting level in the hierarchy of an "EBML Document".

"Root Element": A mandatory, non-repeating "EBML Element" which occurs at the top level of the path hierarchy within an "EBML Body" and contains all other "EBML Elements" of the "EBML Body", excepting optional "Void Elements".

"Top-Level Element": An "EBML Element" defined to only occur as a "Child Element" of the "Root Element".

"Master Element": The "Master Element" contains zero, one, or many other "EBML Elements".

"Child Element": A "Child Element" is a relative term to describe the "EBML Elements" immediately contained within a "Master Element".

"Parent Element": A relative term to describe the "Master Element" which contains a specified element. For any specified "EBML Element" that is not at "Root Level", the "Parent Element" refers to the "Master Element" in which that "EBML Element" is contained.

"Descendant Element": A relative term to describe any "EBML Elements" contained within a "Master Element", including any of the "Child Elements" of its "Child Elements", and so on.
"Void Element": A "Void Element" is an "Element" used to overwrite damaged data or reserve space within a "Master Element" for later use.

"Element Name": The official human-readable name of the "EBML Element".

"Element Path": The hierarchy of "Parent Element" where the "EBML Element" is expected to be found in the "EBML Body".

"Empty Element": An "EBML Element" that has an "Element Data Size" with all "VINT_DATA" bits set to zero, which indicates that the "Element Data" of the "Element" is zero octets in length.

3. Security Considerations

"EBML" itself does not offer any kind of security and does not provide confidentiality. "EBML" does not provide any kind of authorization. "EBML" only offers marginally useful and effective data integrity options, such as CRC elements.

Even if the semantic layer offers any kind of encryption, "EBML" itself could leak information at both the semantic layer (as declared via the "DocType Element") and within the "EBML" structure (the presence of "EBML Elements" can be derived even with an unknown semantic layer using a heuristic approach; not without errors, of course, but with a certain degree of confidence).

Attacks on an "EBML Reader" could include:

- Invalid "Element IDs" that are longer than the limit stated in the "EBMLMaxIDLength Element" of the "EBML Header".
- Invalid "Element IDs" that are not encoded in the shortest-possible way.
- Invalid "Element IDs" comprised of reserved values.
- Invalid "Element Data Size" values that are longer than the limit stated in the "EBMLMaxSizeLength Element" of the "EBML Header".
- Invalid "Element Data Size" values (e.g. extending the length of the "EBML Element" beyond the scope of the "Parent Element"; possibly triggering access-out-of-bounds issues).
- Very high lengths in order to force out-of-memory situations resulting in a denial of service, access-out-of-bounds issues etc.
Missing "EBML Elements" that are mandatory and have no declared default value.

Usage of "0x00" octets in "EBML Elements" with a string type.

Usage of invalid UTF-8 encoding in "EBML Elements" of UTF-8 type (e.g. in order to trigger access-out-of-bounds or buffer overflow issues).

Usage of invalid data in "EBML Elements" with a date type.

Side channel attacks could exploit:

The semantic equivalence of the same string stored in a "String Element" or "UTF-8 Element" with and without zero-bit padding.

The semantic equivalence of "VINT_DATA" within "Element Data Size" with to different lengths due to left-padding zero bits.

Data contained within a "Master Element" which is not itself part of an "EBML Element".

Extraneous copies of "Identically Recurring Element".

Copies of "Identically Recurring Element" within a "Parent Element" that contain invalid "CRC-32 Elements".

Use of "Void Elements".

4. IANA Considerations

This document has no IANA actions.

5. Structure

"EBML" uses a system of "Elements" to compose an "EBML Document". "EBML Elements" incorporate three parts: an "Element ID", an "Element Data Size", and "Element Data". The "Element Data", which is described by the "Element ID", includes either binary data, one or many other "EBML Elements", or both.

6. Variable Size Integer

The "Element ID" and "Element Data Size" are both encoded as a "Variable Size Integer", developed according to a UTF-8 like system. The "Variable Size Integer" is composed of a "VINT_WIDTH", "VINT_MARKER", and "VINT_DATA", in that order. "Variable Size Integers" MUST left-pad the "VINT_DATA" value with zero bits so that
the whole "Variable Size Integer" is octet-aligned. "Variable Size Integer" will be referred to as "VINT" for shorthand.

6.1.  VINT_WIDTH

Each "Variable Size Integer" begins with a "VINT_WIDTH" which consists of zero or many zero-value bits. The count of consecutive zero-values of the "VINT_WIDTH" plus one equals the length in octets of the "Variable Size Integer". For example, a "Variable Size Integer" that starts with a "VINT_WIDTH" which contains zero consecutive zero-value bits is one octet in length and a "Variable Size Integer" that starts with one consecutive zero-value bit is two octets in length. The "VINT_WIDTH" MUST only contain zero-value bits or be empty.

Within the "EBML Header" the "VINT_WIDTH" MUST NOT exceed three bits in length (meaning that the "Variable Size Integer" MUST NOT exceed four octets in length). Within the "EBML Body", when a "VINT" is used to express an "Element ID", the maximum length allowed for the "VINT_WIDTH" is one less than the value set in the "EBMLMaxIDLength Element". Within the "EBML Body", when a "VINT" is used to express an "Element Data Size", the maximum length allowed for the "VINT_WIDTH" is one less than the value set in the "EBMLMaxSizeLength Element".

6.2.  VINT_MARKER

The "VINT_MARKER" serves as a separator between the "VINT_WIDTH" and "VINT_DATA". Each "Variable Size Integer" MUST contain exactly one "VINT_MARKER". The "VINT_MARKER" MUST be one bit in length and contain a bit with a value of one. The first bit with a value of one within the "Variable Size Integer" is the "VINT_MARKER".

6.3.  VINT_DATA

The "VINT_DATA" portion of the "Variable Size Integer" includes all data that follows (but not including) the "VINT_MARKER" until end of the "Variable Size Integer" whose length is derived from the "VINT_WIDTH". The bits required for the "VINT_WIDTH" and the "VINT_MARKER" combined use one out of eight bits of the total length of the "Variable Size Integer". Thus a "Variable Size Integer" of 1 octet length supplies 7 bits for "VINT_DATA", a 2 octet length supplies 14 bits for "VINT_DATA", and a 3 octet length supplies 21 bits for "VINT_DATA". If the number of bits required for "VINT_DATA" are less than the bit size of "VINT_DATA", then "VINT_DATA" SHOULD be zero-padded to the left to a size that fits. The "VINT_DATA" value MUST be expressed as a big-endian unsigned integer.
6.4. VINT Examples

This table shows examples of "Variable Size Integers" with lengths from 1 to 5 octets. The Size column refers to the size of the "VINT_DATA" in bits. The Representation column depicts a binary expression of "Variable Size Integers" where "VINT_WIDTH" is depicted by '0', the "VINT_MARKER" as '1', and the "VINT_DATA" as 'x'.

<table>
<thead>
<tr>
<th>Octet Length</th>
<th>Size</th>
<th>Representation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>$2^7$</td>
<td>1xxx xxxx</td>
</tr>
<tr>
<td>2</td>
<td>$2^{14}$</td>
<td>01xx xxxx xxxx xxxx</td>
</tr>
<tr>
<td>3</td>
<td>$2^{21}$</td>
<td>001x xxxx xxxx xxxx xxxx xxxx</td>
</tr>
<tr>
<td>4</td>
<td>$2^{28}$</td>
<td>0001 xxxx xxxx xxxx xxxx xxxx xxxx xxxx</td>
</tr>
<tr>
<td>5</td>
<td>$2^{35}$</td>
<td>0000 1xxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxxx</td>
</tr>
</tbody>
</table>

Data encoded as a "Variable Size Integer" MAY be rendered at octet lengths larger than needed to store the data. In this table a binary value of "0b10" is shown encoded as different "Variable Size Integers" with lengths from one octet to four octet. All four encoded examples have identical semantic meaning though the "VINT_WIDTH" and the padding of the "VINT_DATA" vary.

<table>
<thead>
<tr>
<th>Binary Value</th>
<th>Octet Length</th>
<th>As Represented in Variable Size Integer</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>1</td>
<td>1000 0010</td>
</tr>
<tr>
<td>10</td>
<td>2</td>
<td>0100 0000 0000 0010</td>
</tr>
<tr>
<td>10</td>
<td>3</td>
<td>0010 0000 0000 0000 0000 0010</td>
</tr>
<tr>
<td>10</td>
<td>4</td>
<td>0001 0000 0000 0000 0000 0000 0000 0010</td>
</tr>
</tbody>
</table>

7. Element ID

The "Element ID" MUST be encoded as a "Variable Size Integer". By default, "Element IDs" are encoded in lengths from one octet to four octets, although "Element IDs" of greater lengths are used if the octet length of the longest "Element ID" of the "EBML Document" is declared in the "EBMLMaxIDLength Element" of the "EBML Header" (see Section 14.2.4). The "VINT_DATA" component of the "Element ID" MUST NOT be either defined or written as either all zero values or all one values. Any "Element ID" with the "VINT_DATA" component set as all
zero values or all one values MUST be ignored and MUST NOT be considered an error in the "EBML Document". The "VINT_DATA" component of the "Element ID" MUST be encoded at the shortest valid length. For example, an "Element ID" with binary encoding of "1011 1111" is valid, whereas an "Element ID" with binary encoding of "0100 0000 0011 1111" stores a semantically equal "VINT_DATA" but is invalid because a shorter "VINT" encoding is possible. Additionally, an "Element ID" with binary encoding of "1111 1111" is invalid since the "VINT_DATA" section is set to all one values, whereas an "Element ID" with binary encoding of "0100 0000 0111 1111" stores a semantically equal "VINT_DATA" and is the shortest possible "VINT" encoding.

The following table details these specific examples further:

<table>
<thead>
<tr>
<th>VINT_WIDTH</th>
<th>VINT_MARKER</th>
<th>VINT_DATA</th>
<th>Element ID Status</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>0000000</td>
<td>Invalid: &quot;VINT_DATA&quot; MUST NOT be set to all 0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>00000000000000</td>
<td>Invalid: &quot;VINT_DATA&quot; MUST NOT be set to all 0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0000001</td>
<td>Valid</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>000000000000001</td>
<td>Invalid: A shorter &quot;VINT_DATA&quot; encoding is available.</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0111111</td>
<td>Valid</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>00000000111111</td>
<td>Invalid: A shorter &quot;VINT_DATA&quot; encoding is available.</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1111111</td>
<td>Invalid: &quot;VINT_DATA&quot; MUST NOT be set to all 1</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>00000001111111</td>
<td>Valid</td>
</tr>
</tbody>
</table>

The octet length of an "Element ID" determines its "EBML Class".

<table>
<thead>
<tr>
<th>EBML Class</th>
<th>Octet Length</th>
<th>Number of Possible Element IDs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class A</td>
<td>1</td>
<td>(2^7 - 2) = 126</td>
</tr>
<tr>
<td>Class B</td>
<td>2</td>
<td>(2^{14} - 2^7 - 1) = 16,255</td>
</tr>
<tr>
<td>Class C</td>
<td>3</td>
<td>(2^{21} - 2^{14} - 1) = 2,080,767</td>
</tr>
<tr>
<td>Class D</td>
<td>4</td>
<td>(2^{28} - 2^{21} - 1) = 266,338,303</td>
</tr>
</tbody>
</table>

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8. Element Data Size

The "Element Data Size" expresses the length in octets of "Element Data". The "Element Data Size" itself MUST be encoded as a "Variable Size Integer". By default, "Element Data Sizes" can be encoded in lengths from one octet to eight octets, although "Element Data Sizes" of greater lengths MAY be used if the octet length of the longest "Element Data Size" of the "EBML Document" is declared in the "EBMLMaxSizeLength Element" of the "EBML Header" (see Section 14.2.5). Unlike the "VINT_DATA" of the "Element ID", the "VINT_DATA" component of the "Element Data Size" is not mandated to be encoded at the shortest valid length. For example, an "Element Data Size" with binary encoding of "1011 1111" or a binary encoding of "0100 0000 0011 1111" are both valid "Element Data Sizes" and both store a semantically equal value (both "0b00000000111111" and "0b0111111", the "VINT_DATA" sections of the examples, represent the integer 63).

Although an "Element ID" with all "VINT_DATA" bits set to zero is invalid, an "Element Data Size" with all "VINT_DATA" bits set to zero is allowed for "EBML Element Types" which do not mandate a non-zero length (see Section 9). An "Element Data Size" with all "VINT_DATA" bits set to zero indicates that the "Element Data" is zero octets in length. Such an "EBML Element" is referred to as an "Empty Element". If an "Empty Element" has a "default" value declared then the "EBML Reader" MUST interpret the value of the "Empty Element" as the "default" value. If an "Empty Element" has no "default" value declared then the "EBML Reader" MUST interpret the value of the "Empty Element" as defined as part of the definition of the corresponding "EBML Element Type" associated with the "Element ID".

An "Element Data Size" with all "VINT_DATA" bits set to one is reserved as an indicator that the size of the "EBML Element" is unknown. The only reserved value for the "VINT_DATA" of "Element Data Size" is all bits set to one. An "EBML Element" with an unknown "Element Data Size" is referred to as an "Unknown-Sized Element". Only "Master Elements" SHALL be "Unknown-Sized Elements". "Master Elements" MUST NOT use an unknown size unless the "unknownsizeallowed" attribute of their "EBML Schema" is set to true (see Section 14.1.4.10). The use of "Unknown-Sized Elements" allows for an "EBML Element" to be written and read before the size of the "EBML Element" is known. "Unknown-Sized Element" MUST NOT be used or defined unnecessarily; however if the "Element Data Size" is not known before the "Element Data" is written, such as in some cases of data streaming, then "Unknown-Sized Elements" MAY be used. The end of an "Unknown-Sized Element" is determined by whichever comes first: the end of the file or the beginning of the next "EBML Element", defined by this document or the corresponding "EBML Schema", that is
not independently valid as "Descendant Element" of the "Unknown-Sized Element".

For "Element Data Sizes" encoded at octet lengths from one to eight, this table depicts the range of possible values that can be encoded as an "Element Data Size". An "Element Data Size" with an octet length of 8 is able to express a size of $2^{56}-2$ or 72,057,594,037,927,934 octets (or about 72 petabytes). The maximum possible value that can be stored as "Element Data Size" is referred to as "VINTMAX".

<table>
<thead>
<tr>
<th>Octet Length</th>
<th>Possible Value Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0 to $2^7-2$</td>
</tr>
<tr>
<td>2</td>
<td>0 to $2^{14}-2$</td>
</tr>
<tr>
<td>3</td>
<td>0 to $2^{21}-2$</td>
</tr>
<tr>
<td>4</td>
<td>0 to $2^{28}-2$</td>
</tr>
<tr>
<td>5</td>
<td>0 to $2^{35}-2$</td>
</tr>
<tr>
<td>6</td>
<td>0 to $2^{42}-2$</td>
</tr>
<tr>
<td>7</td>
<td>0 to $2^{49}-2$</td>
</tr>
<tr>
<td>8</td>
<td>0 to $2^{56}-2$</td>
</tr>
</tbody>
</table>

If the length of "Element Data" equals $2^{(n*7)}-1$ then the octet length of the "Element Data Size" MUST be at least "n+1". This rule prevents an "Element Data Size" from being expressed as a reserved value. For example, an "EBML Element" with an octet length of 127 MUST NOT be encoded in an "Element Data Size" encoding with a one octet length. The following table clarifies this rule by showing a valid and invalid expression of an "Element Data Size" with a "VINT_DATA" of 127 (which is equal to $2^{(1*7)}-1$).

<table>
<thead>
<tr>
<th>VINT_WIDTH</th>
<th>VINT_MARKER</th>
<th>VINT_DATA</th>
<th>Element Data Size Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>1111111</td>
<td>Reserved (meaning Unknown)</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>00000001111111</td>
<td>Valid (meaning 127 octets)</td>
</tr>
</tbody>
</table>

9. EBML Element Types

"EBML Elements" are defined by an "EBML Schema" which MUST declare one of the following "EBML Element Types" for each "EBML Element". An "EBML Element Type" defines a concept of storing data within an
"EBML Element" that describes such characteristics as length, endianness, and definition.

"EBML Elements" which are defined as a "Signed Integer Element", "Unsigned Integer Element", "Float Element", or "Date Element" use big endian storage.

9.1. Signed Integer Element

A "Signed Integer Element" MUST declare a length from zero to eight octets. If the "EBML Element" is not defined to have a "default" value, then a "Signed Integer Element" with a zero-octet length represents an integer value of zero.

A "Signed Integer Element" stores an integer (meaning that it can be written without a fractional component) which could be negative, positive, or zero. Signed Integers MUST be stored with two’s complement notation with the leftmost bit being the sign bit. Because "EBML" limits Signed Integers to 8 octets in length a "Signed Integer Element" stores a number from \(-9,223,372,036,854,775,808\) to \(+9,223,372,036,854,775,807\).

9.2. Unsigned Integer Element

An "Unsigned Integer Element" MUST declare a length from zero to eight octets. If the "EBML Element" is not defined to have a "default" value, then an "Unsigned Integer Element" with a zero-octet length represents an integer value of zero.

An "Unsigned Integer Element" stores an integer (meaning that it can be written without a fractional component) which could be positive or zero. Because "EBML" limits Unsigned Integers to 8 octets in length an "Unsigned Integer Element" stores a number from 0 to \(18,446,744,073,709,551,615\).

9.3. Float Element

A "Float Element" MUST declare a length of either zero octets (0 bit), four octets (32 bit) or eight octets (64 bit). If the "EBML Element" is not defined to have a "default" value, then a "Float Element" with a zero-octet length represents a numerical value of zero.

A "Float Element" stores a floating-point number as defined in [IEEE.754.1985].
9.4. String Element

A "String Element" MUST declare a length in octets from zero to "VINTMAX". If the "EBML Element" is not defined to have a "default" value, then a "String Element" with a zero-octet length represents an empty string.

A "String Element" MUST either be empty (zero-length) or contain printable ASCII characters [RFC0020] in the range of "0x20" to "0x7E", with an exception made for termination (see Section 10).

9.5. UTF-8 Element

A "UTF-8 Element" MUST declare a length in octets from zero to "VINTMAX". If the "EBML Element" is not defined to have a "default" value, then a "UTF-8 Element" with a zero-octet length represents an empty string.

A "UTF-8 Element" contains only a valid Unicode string as defined in [RFC3629], with an exception made for termination (see Section 10).

9.6. Date Element

A "Date Element" MUST declare a length of either zero octets or eight octets. If the "EBML Element" is not defined to have a "default" value, then a "Date Element" with a zero-octet length represents a timestamp of 2001-01-01T00:00:00.000000000 UTC [RFC3339].

The "Date Element" stores an integer in the same format as the "Signed Integer Element" that expresses a point in time referenced in nanoseconds from the precise beginning of the third millennium of the Gregorian Calendar in Coordinated Universal Time (also known as 2001-01-01T00:00:00.000000000 UTC). This provides a possible expression of time from 1708-09-11T00:12:44.854775808 UTC to 2293-04-11T11:47:16.854775807 UTC.

9.7. Master Element

A "Master Element" MUST declare a length in octets from zero to "VINTMAX". The "Master Element" MAY also use an unknown length. See Section 8 for rules that apply to elements of unknown length.

The "Master Element" contains zero, one, or many other elements. "EBML Elements" contained within a "Master Element" MUST have the "EBMLParentPath" of their "Element Path" equals to the "EBMLReferencePath" of the "Master Element" "Element Path" (see Section 14.1.4.2). "Element Data" stored within "Master Elements" SHOULD only consist of "EBML Elements" and SHOULD NOT contain any
data that is not part of an "EBML Element". When "EBML" is used in transmission or streaming, data that is not part of an "EBML Element" is permitted to be present within a "Master Element" if "unknownsizeallowed" is enabled within the definition for that "Master Element". In this case, the "EBML Reader" should skip data until a valid "Element ID" of the same "EBMLParentPath" or the next upper level "Element Path" of the "Master Element" is found. What "Element IDs" are considered valid within a "Master Element" is identified by the "EBML Schema" for that version of the "EBML Document Type". Any data contained within a "Master Element" that is not part of a "Child Element" MUST be ignored.

9.8. Binary Element

A "Binary Element" MUST declare a length in octets from zero to "VINTMAX".

The contents of a "Binary Element" should not be interpreted by the "EBML Reader".

10. Terminating Elements

"Null Octets", which are octets with all bits set to zero, MAY follow the value of a "String Element" or "UTF-8 Element" to serve as a terminator. An "EBML Writer" MAY terminate a "String Element" or "UTF-8 Element" with "Null Octets" in order to overwrite a stored value with a new value of lesser length while maintaining the same "Element Data Size" (this can prevent the need to rewrite large portions of an "EBML Document"); otherwise the use of "Null Octets" within a "String Element" or "UTF-8 Element" is NOT RECOMMENDED. An "EBML Reader" MUST consider the value of the "String Element" or "UTF-8 Element" to be terminated upon the first read "Null Octet" and MUST ignore any data following the first "Null Octet" within that "Element". A string value and a copy of that string value terminated by one or more "Null Octets" are semantically equal.

The following table shows examples of semantics and validation for the use of "Null Octets". Values to represent "Stored Values" and the "Semantic Meaning" as represented as hexadecimal values.

<table>
<thead>
<tr>
<th>Stored Value</th>
<th>Semantic Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x65 0x62 0x6d 0x6c</td>
<td>0x65 0x62 0x6d 0x6c</td>
</tr>
<tr>
<td>0x65 0x62 0x00 0x6c</td>
<td>0x65 0x62</td>
</tr>
<tr>
<td>0x65 0x62 0x00 0x00</td>
<td>0x65 0x62</td>
</tr>
<tr>
<td>0x65 0x62</td>
<td>0x65 0x62</td>
</tr>
</tbody>
</table>
11. Guidelines for Updating Elements

An EBML Document can be updated without requiring that the entire EBML Document be rewritten. These recommendations describe strategies to change the "Element Data" of a written "EBML Element" with minimal disruption to the rest of the "EBML Document".

11.1. Reducing a Element Data in Size

There are three methods to reduce the size of "Element Data" of a written "EBML Element".

11.1.1. Adding a Void Element

When an "EBML Element" is changed to reduce its total length by more than one octet, an "EBML Writer" SHOULD fill the freed space with a "Void Element".

11.1.2. Extending the Element Data Size

The same value for "Element Data Size" MAY be written in variable lengths, so for minor reductions in octet length the "Element Data Size" MAY be written to a longer octet length to fill the freed space.

For example, the first row of the following table depicts a "String Element" that stores an "Element ID" (3 octets), "Element Data Size" (1 octet), and "Element Data" (4 octets). If the "Element Data" is changed to reduce the length by one octet and if the current length of the "Element Data Size" is less than its maximum permitted length, then the "Element Data Size" of that "Element" MAY be rewritten to increase its length by one octet. Thus before and after the change the "EBML Element" maintains the same length of 8 octets and data around the "Element" does not need to be moved.

<table>
<thead>
<tr>
<th>Status</th>
<th>Element ID</th>
<th>Element Data Size</th>
<th>Element Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Before edit</td>
<td>0x3B4040</td>
<td>0x84</td>
<td>0x65626d6c</td>
</tr>
<tr>
<td>After edit</td>
<td>0x3B4040</td>
<td>0x4003</td>
<td>0x6d6b76</td>
</tr>
</tbody>
</table>

This method is only RECOMMENDED for reducing "Element Data" by a single octet; for reductions by two or more octets it is RECOMMENDED to fill the freed space with a "Void Element".

Note that if the "Element Data" length needs to be rewritten as shortened by one octet and the "Element Data Size" could be rewritten...
as a shorter "VINT" then it is RECOMMENDED to rewrite the "Element Data Size" as one octet shorter, shorten the "Element Data" by one octet, and follow that "Element" with a "Void Element". For example, the following table depicts a "String Element" that stores an "Element ID" (3 octets), "Element Data Size" (2 octets, but could be rewritten in one octet), and "Element Data" (3 octets). If the "Element Data" is to be rewritten to a two octet length, then another octet can be taken from "Element Data Size" so that there is enough space to add a two octet "Void Element".

<table>
<thead>
<tr>
<th>Status</th>
<th>Element ID</th>
<th>Element Data Size</th>
<th>Element Data</th>
<th>Void Element</th>
</tr>
</thead>
<tbody>
<tr>
<td>Before</td>
<td>0x3B4040</td>
<td>0x4003</td>
<td>0x6d6b76</td>
<td></td>
</tr>
<tr>
<td>After</td>
<td>0x3B4040</td>
<td>0x82</td>
<td>0x6869</td>
<td>0xEC80</td>
</tr>
</tbody>
</table>

11.1.3. Terminating Element Data

For "String Elements" and "UTF-8 Elements" the length of "Element Data" MAY be reduced by adding "Null Octets" to terminate the "Element Data" (see Section 10).

In the following table, a four octet long "Element Data" is changed to a three octet long value followed by a "Null Octet"; the "Element Data Size" includes any "Null Octets" used to terminate "Element Data" so remains unchanged.

<table>
<thead>
<tr>
<th>Status</th>
<th>Element ID</th>
<th>Element Data Size</th>
<th>Element Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Before</td>
<td>0x3B4040</td>
<td>0x84</td>
<td>0x65626d6c</td>
</tr>
<tr>
<td>After</td>
<td>0x3B4040</td>
<td>0x84</td>
<td>0x6d6b7600</td>
</tr>
</tbody>
</table>

Note that this method is NOT RECOMMENDED. For reductions of one octet, the method for "Extending the Element Data Size" SHOULD be used. For reduction by more than one octet, the method for "Adding a Void Element" SHOULD be used.

11.2. Considerations when Updating Elements with CRC

If the "Element" to be changed is a "Descendant Element" of any "Master Element" that contains an "CRC-32 Element" then the "CRC-32 Element" MUST be verified before permitting the change. Additionally the "CRC-32 Element" value MUST be subsequently updated to reflect the changed data.
12. EBML Document

An "EBML Document" is comprised of only two components, an "EBML Header" and an "EBML Body". An "EBML Document" MUST start with an "EBML Header" that declares significant characteristics of the entire "EBML Body". An "EBML Document" consists of "EBML Elements" and MUST NOT contain any data that is not part of an "EBML Element".

12.1. EBML Header

The "EBML Header" is a declaration that provides processing instructions and identification of the "EBML Body". The "EBML Header" of an "EBML Document" is analogous to the XML Declaration of an XML Document.

The "EBML Header" documents the "EBML Schema" (also known as the "EBML DocType") that is used to semantically interpret the structure and meaning of the "EBML Document". Additionally the "EBML Header" documents the versions of both "EBML" and the "EBML Schema" that were used to write the "EBML Document" and the versions required to read the "EBML Document".

The "EBML Header" MUST contain a single "Master Element" with an "Element Name" of "EBML" and "Element ID" of "0x1A45DFA3" (see Section 14.2.1) and any number of additional "EBML Elements" within it. The "EBML Header" MUST only contain "EBML Elements" that are defined as part of this document.

All "EBML Elements" within the "EBML Header" MUST NOT use any "Element ID" with a length greater than 4 octets. All "EBML Elements" within the "EBML Header" MUST NOT use any "Element Data Size" with a length greater than 4 octets.

12.2. EBML Body

All data of an "EBML Document" following the "EBML Header" is the "EBML Body". The end of the "EBML Body", as well as the end of the "EBML Document" that contains the "EBML Body", is considered as whichever comes first: the beginning of a new "EBML Header" at the "Root Level" or the end of the file. The "EBML Body" MUST consist only of "EBML Elements" and MUST NOT contain any data that is not part of an "EBML Element". This document defines precisely what "EBML Elements" are to be used within the "EBML Header", but does not name or define what "EBML Elements" are to be used within the "EBML Body". The definition of what "EBML Elements" are to be used within the "EBML Body" is defined by an "EBML Schema".
13. EBML Stream

An "EBML Stream" is a file that consists of one or many "EBML Documents" that are concatenated together. An occurrence of a "EBML Header" at the "Root Level" marks the beginning of an "EBML Document".

14. Elements semantic

14.1. EBML Schema

An "EBML Schema" is an XML Document that defines the properties, arrangement, and usage of "EBML Elements" that compose a specific "EBML Document Type". The relationship of an "EBML Schema" to an "EBML Document" may be considered analogous to the relationship of an XML Schema [W3C.REC-xmlschema-0-20010502] to an XML Document [W3C.REC-xml-20081126]. An "EBML Schema" MUST be clearly associated with one or many "EBML Document Types". An "EBML Schema" must be expressed as well-formed XML. An "EBML Document Type" is identified by a string stored within the "EBML Header" in the "DocType Element"; for example "matroska" or "webm" (see Section 14.2.6). The "DocType" value for an "EBML Document Type" SHOULD be unique and persistent.

An "EBML Schema" MUST declare exactly one "EBML Element" at "Root Level" (referred to as the "Root Element") that MUST occur exactly once within an "EBML Document". The "Void Element" MAY also occur at "Root Level" but is not considered to be "Root Elements" (see Section 14.3.2).

The "EBML Schema" MUST document all Elements of the "EBML Body". The "EBML Schema" does not document "Global Elements" that are defined by this document (namely the "Void Element" and the "CRC-32 Element").

An "EBML Schema" MAY constrain the use of "EBML Header Elements" (see Section 14.4) by adding or constraining that Element’s "range" attribute. For example, an "EBML Schema" MAY constrain the "EBMLMaxSizeLength" to a maximum value of "8" or MAY constrain the "EBMLVersion" to only support a value of "1". If an "EBML Schema" adopts the "EBML Header Element" as-is, then it is not REQUIRED to document that Element within the "EBML Schema". If an "EBML Schema" constrains the range of an "EBML Header Element", then that "Element" MUST be documented within an "<element>" node of the "EBML Schema". This document provides an example of an "EBML Schema", see Section 14.1.11.
14.1.1. Element

As an XML Document, the "EBML Schema" MUST use "<EBMLSchema>" as the top level element. The "<EBMLSchema>" element MAY contain "<element>" sub-elements.

14.1.2. Attributes

Within an "EBML Schema" the "<EBMLSchema>" element uses the following attributes:

14.1.2.1. docType

The "docType" lists the official name of the "EBML Document Type" that is defined by the "EBML Schema"; for example, "<EBMLSchema docType="matroska">".

The "docType" attribute is REQUIRED within the "<EBMLSchema>" Element.

14.1.2.2. version

The "version" lists an incremental non-negative integer that specifies the version of the docType documented by the "EBML Schema". Unlike XML Schemas, an "EBML Schema" documents all versions of a docType’s definition rather than using separate "EBML Schemas" for each version of a "docType". "EBML Elements" may be introduced and deprecated by using the "minver" and "maxver" attributes of "<element>".

The "version" attribute is REQUIRED within the "<EBMLSchema>" Element.

14.1.3. Element

Each "<element>" defines one "EBML Element" through the use of several attributes that are defined in Section 14.1.2. "EBML Schemas" MAY contain additional attributes to extend the semantics but MUST NOT conflict with the definitions of the "<element>" attributes defined within this document.

The "<element>" nodes contain a description of the meaning and use of the "EBML Element" stored within one or many "<documentation>" sub-elements and zero or one "<restriction>" sub-element. All "<element>" nodes MUST be sub-elements of the "<EBMLSchema>".
14.1.4. Attributes

Within an "EBML Schema" the "<element>" uses the following attributes to define an "EBML Element":

14.1.4.1. name

The "name" provides the official human-readable name of the "EBML Element". The value of the name MUST be in the form of characters "A" to "Z", "a" to "z", "0" to "9", "-" and ".".

The "name" attribute is REQUIRED.

14.1.4.2. path

The path defines the allowed storage locations of the "EBML Element" within an "EBML Document". This path MUST be defined with the full hierarchy of "EBML Elements" separated with a "/". The top "EBML Element" in the path hierarchy being the first in the value. The syntax of the "path" attribute is defined using this Augmented Backus-Naur Form (ABNF) [RFC5234] with the case sensitive update [RFC7405] notation:

The "path" attribute is REQUIRED.

```
EBMLFullPath           = EBMLElementOccurrence "(" EBMLReferencePath ")"
EBMLReferencePath        = [EBMLParentPath] EBMLElementPath
EBMLParentPath           = EBMLFixedParent EBMLLastParent
EBMLFixedParent          = *(EBMLPathAtom)
EBMLElementPath          = EBMLPathAtom / EBMLPathAtomRecursive
EBMLPathAtom             = PathDelimiter EBMLAtomName
EBMLPathAtomRecursive    = "(1*(" EBMLPathAtom "))"
EBMLLastParent           = EBMLPathAtom / EBMLVariableParent
EBMLVariableParent       = "(" VariableParentOccurrence ")"
EBMLAtomName             = 1*(EBMLNameChar)
PathDelimiter            = "\"
EBMLElementOccurrence    = [EBMLMinOccurrence] *** [EBMLMaxOccurrence]
EBMLMinOccurrence        = 1*DIGIT
EBMLMaxOccurrence        = 1*DIGIT
VariableParentOccurrence = [PathMinOccurrence] *** [PathMaxOccurrence]
PathMinOccurrence        = 1*DIGIT
PathMaxOccurrence        = 1*DIGIT
```

The "***", "**" and "*" symbols MUST be interpreted as they are defined in the ABNF.
The "EBMLPathAtom" part of the "EBMLElementPath" MUST be equal to the name attribute of the "EBML Schema".

The starting "PathDelimiter" of the path corresponds to the root of the "EBML Document".

The "EBMLElementOccurrence" part is interpreted as an ABNF Variable Repetition. The repetition amounts correspond to how many times the "EBML Element" can be found in its "Parent Element".

The "EBMLMinOccurrence" represents the minimum number of occurrences of this "EBML Element" within its "Parent Element". Each instance of the "Parent Element" MUST contain at least this many instances of this "EBML Element". If the "EBML Element" has an empty "EBMLParentPath" then "EBMLMinOccurrence" refers to constraints on the occurrence of the "EBML Element" within the "EBML Document". If "EBMLMinOccurrence" is not present then that "EBML Element" is considered to have a "EBMLMinOccurrence" value of 0. The semantic meaning of "EBMLMinOccurrence" within an "EBML Schema" is considered analogous to the meaning of "minOccurs" within an "XML Schema". "EBML Elements" with "EBMLMinOccurrence" set to "1" that also have a "default" value (see Section 14.1.4.8) declared are not REQUIRED to be stored but are REQUIRED to be interpreted, see Section 14.1.15. An "EBML Element" defined with a "EBMLMinOccurrence" value greater than zero is called a "Mandatory EBML Element".

The "EBMLMaxOccurrence" represents the maximum number of occurrences of this "EBML Element" within its "Parent Element". Each instance of the "Parent Element" MUST contain at most this many instances of this "EBML Element". If the "EBML Element" has an empty "EBMLParentPath" then "EBMLMaxOccurrence" refers to constraints on the occurrence of the "EBML Element" within the "EBML Document". If "EBMLMaxOccurrence" is not present then that "EBML Element" is considered to have no maximum occurrence. The semantic meaning of "EBMLMaxOccurrence" within an "EBML Schema path" is considered analogous to the meaning of "maxOccurs" within an "XML Schema".

The "VariableParentOccurrence" part is interpreted as an ABNF Variable Repetition. The repetition amounts correspond to the amount of unspecified "Parent Element" levels there can be between the "EBMLFixedParent" and the actual "EBMLElementPath".

If the path contains an "EBMLPathAtomRecursive" part, the "EBML Element" can occur within itself recursively (see the Section 14.1.4.11).
14.1.4.3. id

The "Element ID" encoded as a "Variable Size Integer" expressed in hexadecimal notation prefixed by a "0x" that is read and stored in big-endian order. To reduce the risk of false positives while parsing "EBML Streams", the "Element IDs" of the "Root Element" and "Top-Level Elements" SHOULD be at least 4 octets in length. "Element IDs" defined for use at "Root Level" or directly under the "Root Level" MAY use shorter octet lengths to facilitate padding and optimize edits to "EBML Documents"; for instance, the "Void Element" uses an "Element ID" with a one octet length to allow its usage in more writing and editing scenarios.

The "id" attribute is REQUIRED.

14.1.4.4. minOccurs

An integer expressing the minimum number of occurrences of this "EBML Element" within its "Parent Element". The "minOccurs" value MUST be equal to the "EBMLMinOccurrence" value of the "path".

The "minOccurs" attribute is OPTIONAL. If the "minOccurs" attribute is not present then that "EBML Element" is considered to have a "minOccurs" value of 0.

14.1.4.5. maxOccurs

An integer expressing the maximum number of occurrences of this "EBML Element" within its "Parent Element". The "maxOccurs" value MUST be equal to the "EBMLMaxOccurrence" value of the "path".

The "maxOccurs" attribute is OPTIONAL. If the "maxOccurs" attribute is not present then that "EBML Element" is considered to have no maximum occurrence, similar to "unbounded" in the XML world.

14.1.4.6. range

A numerical range for "EBML Elements" which are of numerical types (Unsigned Integer, Signed Integer, Float, and Date). If specified the value of the "EBML Element" MUST be within the defined range. See Section 14.1.13 for rules applied to expression of range values.

The "range" attribute is OPTIONAL. If the "range" attribute is not present then any value legal for the "type" attribute is valid.
14.1.4.7. size

A value to express the valid length of the "Element Data" as written measured in octets. The "size" provides a constraint in addition to the Length value of the definition of the corresponding "EBML Element Type". This "size" MUST be expressed as either a non-negative integer or a range (see Section 14.1.13) that consists of only non-negative integers and valid operators.

The "size" attribute is OPTIONAL. If the "size" attribute is not present for that "EBML Element" then that "EBML Element" is only limited in size by the definition of the associated "EBML Element Type".

14.1.4.8. default

If an "Element" is mandatory (has a "EBMLMinOccurrence" value greater than zero) but not written within its "Parent Element" or stored as an "Empty Element", then the "EBML Reader" of the "EBML Document" MUST semantically interpret the "EBML Element" as present with this specified default value for the "EBML Element". "EBML Elements" that are "Master Elements" MUST NOT declare a "default" value. "EBML Elements" with a "minOccurs" value greater than 1 MUST NOT declare a "default" value.

The "default" attribute is OPTIONAL.

14.1.4.9. type

The "type" MUST be set to one of the following values: 'integer' (signed integer), 'uinteger' (unsigned integer), 'float', 'string', 'date', 'utf-8', 'master', or 'binary'. The content of each "type" is defined within Section 9.

The "type" attribute is REQUIRED.

14.1.4.10. unknownsizeallowed

A boolean to express if an "EBML Element" MAY be used as an "Unknown-Sized Element" (having all "VINT_DATA" bits of "Element Data Size" set to 1). "EBML Elements" that are not "Master Elements" MUST NOT set "unknownsizeallowed" to true. An "EBML Element" that is defined with an "unknownsizeallowed" attribute set to 1 MUST also have the "unknownsizeallowed" attribute of its "Parent Element" set to 1.

The "unknownsizeallowed" attribute is OPTIONAL. If the "unknownsizeallowed" attribute is not used then that "EBML Element" is not allowed to use an unknown "Element Data Size".
14.1.4.11. recursive

A boolean to express if an "EBML Element" MAY be stored recursively. In this case the "EBML Element" MAY be stored within another "EBML Element" that has the same "Element ID". Which itself can be stored in an "EBML Element" that has the same "Element ID", and so on. "EBML Elements" that are not "Master Elements" MUST NOT set "recursive" to true.

If the "path" contains an "EBMLPathAtomRecursive" part then the "recursive" value MUST be true and false otherwise.

The "recursive" attribute is OPTIONAL. If the "recursive" attribute is not present then the "EBML Element" MUST NOT be used recursively.

14.1.4.12. minver

The "minver" (minimum version) attribute stores a non-negative integer that represents the first version of the "docType" to support the "EBML Element".

The "minver" attribute is OPTIONAL. If the "minver" attribute is not present then the "EBML Element" has a minimum version of "1".

14.1.4.13. maxver

The "maxver" (maximum version) attribute stores a non-negative integer that represents the last or most recent version of the "docType" to support the element. "maxver" MUST be greater than or equal to "minver".

The "maxver" attribute is OPTIONAL. If the "maxver" attribute is not present then the "EBML Element" has a maximum version equal to the value stored in the "version" attribute of "<EBMLSchema>".

14.1.5. Element

The "<documentation>" element provides additional information about the "EBML Element".

14.1.6. Attributes

14.1.6.1. lang

A "lang" attribute which is set to the [RFC5646] value of the language of the element's documentation.

The "lang" attribute is OPTIONAL.
14.1.6.2. type

A "type" attribute distinguishes the meaning of the documentation. Values for the "<documentation>" sub-element’s "type" attribute MUST include one of the following: "definition", "rationale", "usage notes", and "references".

The "type" attribute is OPTIONAL.

14.1.7. Element

The "<restriction>" element provides information about restrictions to the allowable values for the "EBML Element" which are listed in "<enum>" elements.

14.1.8. Element

The "<enum>" element stores a list of values allowed for storage in the "EBML Element". The values MUST match the "type" of the "EBML Element" (for example "<enum value="Yes">" cannot be a valid value for a "EBML Element" that is defined as an unsigned integer). An "<enum>" element MAY also store "<documentation>" elements to further describe the "<enum>".

14.1.9. Attributes

14.1.9.1. label

The "label" provides a concise expression for human consumption that describes what the "value" of the "<enum>" represents.

The "label" attribute is OPTIONAL.

14.1.9.2. value

The "value" represents data that MAY be stored within the "EBML Element".

The "value" attribute is REQUIRED.

14.1.10. XML Schema for EBML Schema

```xml
<?xml version="1.0" encoding="UTF-8"?>
<xsd:schema xmlns="https://ietf.org/cellar/ebml"
    targetNamespace="https://ietf.org/cellar/ebml"
    xmlns:xsd="http://www.w3.org/2001/XMLSchema"
    elementFormDefault="qualified" version="01">
    <xsd:element name="EBMLSchema" type="EBMLSchemaType"/>
```
<xsd:complexType name="EBMLSchemaType">
    <xsd:sequence>
        <xsd:element name="element" type="elementType" minOccurs="0" maxOccurs="unbounded"/>
    </xsd:sequence>
    <xsd:attribute name="docType" use="required"/>
    <xsd:attribute name="version" use="required"/>
</xsd:complexType>
<xsd:complexType name="elementType">
    <xsd:sequence>
        <xsd:element name="documentation" type="documentationType" minOccurs="0" maxOccurs="unbounded"/>
        <xsd:element name="restriction" type="restrictionType" minOccurs="0" maxOccurs="1"/>
    </xsd:sequence>
    <xsd:attribute name="name" use="required"/>
    <xsd:attribute name="path" use="required"/>
    <xsd:attribute name="id" use="required"/>
    <xsd:attribute name="minOccurs" default="0"/>
    <xsd:attribute name="maxOccurs" default="1"/>
    <xsd:attribute name="range"/>
    <xsd:attribute name="size"/>
    <xsd:attribute name="default"/>
    <xsd:attribute name="type" use="required"/>
    <xsd:attribute name="unknownsizeallowed"/>
    <xsd:attribute name="recursive"/>
    <xsd:attribute name="minver" default="1"/>
    <xsd:attribute name="maxver"/>
</xsd:complexType>
<xsd:complexType name="restrictionType">
    <xsd:sequence>
        <xsd:element name="enum" type="enumType" minOccurs="0" maxOccurs="unbounded"/>
    </xsd:sequence>
</xsd:complexType>
<xsd:complexType name="enumType">
    <xsd:sequence>
        <xsd:element name="documentation" type="documentationType" minOccurs="0" maxOccurs="unbounded"/>
    </xsd:sequence>
    <xsd:attribute name="label"/>
    <xsd:attribute name="value" use="required"/>
</xsd:complexType>
<xsd:complexType name="documentationType" mixed="true">
    <xsd:sequence>
        <xsd:any namespace="##any" minOccurs="0" maxOccurs="unbounded"/>
    </xsd:sequence>
    <xsd:attribute name="lang"/>
14.1.11. EBML Schema Example

```xml
<?xml version="1.0" encoding="utf-8"?>
<EBMLSchema xmlns="https://ietf.org/cellar/ebml"
    docType="files-in-ebml-demo" version="1">
  <!-- constraints to the range of two EBML Header Elements -->
  <element name="EBMLReadVersion" path="1*1(\EBML\EBMLReadVersion)"
    id="0x42F7" minOccurs="1" maxOccurs="1" range="1" default="1" type="uinteger"/>
  <element name="EBMLMaxSizeLength" path="1*1(\EBML\EBMLMaxSizeLength)"
    id="0x42F3" minOccurs="1" maxOccurs="1" range="8" default="8" type="uinteger"/>
  <!-- Root Element-->
  <element name="Files" path="*1(\Files)" id="0x1946696C" type="master">
    <documentation lang="en" type="definition">Container of data and attributes representing one or many files.</documentation>
  </element>
  <element name="File" path="1*(\Files\File)" id="0x6146" type="master" minOccurs="1">
    <documentation lang="en" type="definition">An attached file.</documentation>
  </element>
  <element name="FileName" path="1*1(\Files\File\FileName)"
    id="0x614E" type="utf-8" minOccurs="1">
    <documentation lang="en" type="definition">Filename of the attached file.</documentation>
  </element>
  <element name="MimeType" path="1*1(\Files\File\MimeType)"
    id="0x464D" type="string" minOccurs="1">
    <documentation lang="en" type="definition">MIME type of the file.</documentation>
  </element>
  <element name="ModificationTimestamp" path="1*1(\Files\File\ModificationTimestamp)"
    id="0x4654" type="date" minOccurs="1">
    <documentation lang="en" type="definition">Modification timestamp of the file.</documentation>
  </element>
</EBMLSchema>
```
14.1.12. Identically Recurring Elements

An "Identically Recurring Element" is an "EBML Element" that MAY occur within its "Parent Element" more than once but that each recurrence within that "Parent Element" MUST be identical both in storage and semantics. "Identically Recurring Elements" are permitted to be stored multiple times within the same "Parent Element" in order to increase data resilience and optimize the use of "EBML" in transmission. For instance a pertinent "Top-Level Element" could be periodically resent within a data stream so that an "EBML Reader" which starts reading the stream from the middle could better interpret the contents. "Identically Recurring Elements" SHOULD include a "CRC-32 Element" as a "Child Element"; this is especially recommended when "EBML" is used for long-term storage or transmission. If a "Parent Element" contains more than one copy of an "Identically Recurring Element" which includes a "CRC-32 Element" as a "Child Element" then the first instance of the "Identically Recurring Element" with a valid CRC-32 value should be used for interpretation. If a "Parent Element" contains more than one copy of an "Identically Recurring Element" which does not contain a "CRC-32 Element" or if "CRC-32 Elements" are present but none are valid then the first instance of the "Identically Recurring Element" should be used for interpretation.

14.1.13. Expression of range

The "range" attribute MUST only be used with "EBML Elements" that are either "signed integer", "unsigned integer", "float", or "date". The "range" expression may contain whitespace for readability but whitespace within a "range" expression MUST NOT convey meaning. The expression of the "range" MUST adhere to one of the following forms:

- "x-y" where x and y are integers or floats and "y" MUST be greater than "x", meaning that the value MUST be greater than or equal to "x" and less than or equal to "y". "x" MUST be less than "y".
- ">x" where "x" is an integer or float, meaning that the value MUST be greater than "x".
- ">=x" where "x" is an integer or float, meaning that the value MUST be greater than or equal to "x".
- "<x" where "x" is an integer or float, meaning that the value MUST be less than "x".
- "<=x" where "x" is an integer or float, meaning that the value MUST be less than or equal to "x".
- "x" where "x" is an integer or float, meaning that the value MUST be equal "x".

The "range" may use the prefix "not" to indicate that the expressed range is negated. Please also see Section 14.1.14.


When a float value is represented textually in an "EBML Schema", such as within a "default" or "range" value, the float values MUST be expressed as Hexadecimal Floating-Point Constants as defined in the C11 standard [ISO.9899.2011] (see section 6.4.4.2 on Floating Constants). The following table provides examples of expressions of float ranges.

<table>
<thead>
<tr>
<th>as decimal</th>
<th>as Hexadecimal Floating-Point Constants</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.0-1.0</td>
<td>&quot;0x0p+1-0x1p+0&quot;</td>
</tr>
<tr>
<td>1.0-256.0</td>
<td>&quot;0x1p+0-0x1p+8&quot;</td>
</tr>
<tr>
<td>0.857421875</td>
<td>&quot;0x1.b7p-1&quot;</td>
</tr>
<tr>
<td>-1.0--0.857421875</td>
<td>&quot;-0x1p+0--0x1.b7p-1&quot;</td>
</tr>
</tbody>
</table>

Within an expression of a float range, as in an integer range, the "-" (hyphen) character is the separator between the minimal and maximum value permitted by the range. Hexadecimal Floating-Point Constants also use a "-" (hyphen) when indicating a negative binary power. Within a float range, when a "-" (hyphen) is immediately preceded by a letter "p", then the "-" (hyphen) is a part of the Hexadecimal Floating-Point Constant which notes negative binary power. Within a float range, when a "-" (hyphen) is not immediately preceded by a letter "p", then the "-" (hyphen) represents the separator between the minimal and maximum value permitted by the range.
14.1.15. Note on the use of default attributes to define Mandatory EBML Elements

If a "Mandatory EBML Element" has a default value declared by an "EBML Schema" and the value of the "EBML Element" is equal to the declared default value then that "EBML Element" is not required to be present within the "EBML Document" if its "Parent Element" is present. In this case, the default value of the "Mandatory EBML Element" MUST be interpreted by the "EBML Reader" although the "EBML Element" is not present within its "Parent Element".

If a "Mandatory EBML Element" has no default value declared by an "EBML Schema" and its "Parent Element" is present then the "EBML Element" MUST be present as well. If a "Mandatory EBML Element" has a default value declared by an "EBML Schema" and its "Parent Element" is present and the value of the "EBML Element" is NOT equal to the declared default value then the "EBML Element" MUST be present.

This table clarifies if a "Mandatory EBML Element" MUST be written, according to if the "default" value is declared, if the value of the "EBML Element" is equal to the declared "default" value, and if the "Parent Element" is used.

<table>
<thead>
<tr>
<th>Is the default value declared?</th>
<th>Is the value equal to default?</th>
<th>Is the Parent Element present?</th>
<th>Then is storing the EBML Element REQUIRED?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>No</td>
<td>n/a</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>No</td>
<td>n/a</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>

14.2. EBML Header Elements

This document contains definitions of all "EBML Elements" of the "EBML Header".

14.2.1. EBML Element

name: "EBML"

path: "1*1(\EBML)"

id: "0x1A45DFA3"
14.2.2. EBMLVersion Element

name: "EBMLVersion"

path: "1*1(\EBML\EBMLVersion)"

id "0x4286"

minOccurs: 1
maxOccurs: 1
range: not 0
default: 1

type: Unsigned Integer

description: The version of "EBML" specifications used to create the "EBML Document". The version of "EBML" defined in this document is 1, so "EBMLVersion" SHOULD be 1.

14.2.3. EBMLReadVersion Element

name: "EBMLReadVersion"

path: "1*1(\EBML\EBMLReadVersion)"

id: "0x42F7"

minOccurs: 1
maxOccurs: 1
range: 1
default: 1

type: Unsigned Integer
description: The minimum "EBML" version an "EBML Reader" has to support to read this "EBML Document". The "EBMLReadVersion Element" MUST be less than or equal to "EBMLVersion".

14.2.4. EBMLMaxIDLength Element

name: "EBMLMaxIDLength"

path: "1*1(\EBML\EBMLMaxIDLength)"

id "0x42F2"

minOccurs: 1

maxOccurs: 1

range: >=4

default: 4

type: Unsigned Integer

description: The "EBMLMaxIDLength Element" stores the maximum length in octets of the "Element IDs" to be found within the "EBML Body". An "EBMLMaxIDLength Element" value of four is RECOMMENDED, though larger values are allowed.

14.2.5. EBMLMaxSizeLength Element

name: "EBMLMaxSizeLength"

path: "1*1(\EBML\EBMLMaxSizeLength)"

id "0x42F3"

minOccurs: 1

maxOccurs: 1

range: not 0

default: 8

type: Unsigned Integer

description: The "EBMLMaxSizeLength Element" stores the maximum length in octets of the expression of all "Element Data Sizes" to be found within the "EBML Body". To be clear the "EBMLMaxSizeLength
Element" documents the maximum 'length' of all "Element Data Size" expressions within the "EBML Body" and not the maximum 'value' of all "Element Data Size" expressions within the "EBML Body". "EBML Elements" that have an "Element Data Size" expression which is larger in octets than what is expressed by "EBMLMaxSizeLength ELEMENT" SHALL be considered invalid.

14.2.6. DocType Element

name: "DocType"
path: "1*1(EBML\DocType)"
id "0x4282"
minOccurs: 1
maxOccurs: 1
size: >0
type: String
description: A string that describes and identifies the content of the "EBML Body" that follows this "EBML Header".

14.2.7. DocTypeVersion Element

name: "DocTypeVersion"
path: "1*1(EBML\DocTypeVersion)"
id "0x4287"
minOccurs: 1
maxOccurs: 1
range: not 0
default: 1
type: Unsigned Integer
description: The version of "DocType" interpreter used to create the "EBML Document".
14.2.8. DocTypeReadVersion Element

name: DocTypeReadVersion

path: "1*1(\EBML\DocTypeReadVersion)"

id "0x4285"

minOccurs: 1

maxOccurs: 1

range: not 0

default: 1

type: Unsigned Integer

description: The minimum "DocType" version an "EBML Reader" has to support to read this "EBML Document". The value of the "DocTypeReadVersion Element" MUST be less than or equal to the value of the "DocTypeVersion Element".

14.3. Global Elements

EBML defines these "Global Elements" which MAY be stored within any "Master Element" of an "EBML Document" as defined by their "Element Path".

14.3.1. CRC-32 Element

name: CRC-32

path: "*1((1*)\CRC-32)"

id: "0xBF"

minOccurs: 0

maxOccurs: 1

size: 4

type: Binary

description: The "CRC-32 Element" contains a 32-bit Cyclic Redundancy Check value of all the "Element Data" of the "Parent Element" as stored except for the "CRC-32 Element" itself. When the "CRC-32
Element" is present, the "CRC-32 Element" MUST be the first ordered "EBML Element" within its "Parent Element" for easier reading. All "Top-Level Elements" of an "EBML Document" that are "Master Elements" SHOULD include a "CRC-32 Element" as a "Child Element". The CRC in use is the IEEE-CRC-32 algorithm as used in the [ISO.3309.1979] standard and in section 8.1.1.6.2 of [ITU.V42.1994], with initial value of "0xFFFFFFFF". The CRC value MUST be computed on a little endian bitstream and MUST use little endian storage.

14.3.2. Void Element

name: Void

path: " */{(*\)\Void}"

id: "0xEC"

minOccurs: 0

type: Binary

description: Used to void damaged data, to avoid unexpected behaviors when using damaged data. The content is discarded. Also used to reserve space in a sub-element for later use.

15. References

15.1. Normative References


15.2. Informative References

[W3C.REC-xmlschema-0-20010502]
<http://www.w3.org/TR/2001/REC-xmlschema-0-20010502>.
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Abstract

This document defines FFV1, a lossless intra-frame video encoding format. FFV1 is designed to efficiently compress video data in a variety of pixel formats. Compared to uncompressed video, FFV1 offers storage compression, frame fixity, and self-description, which makes FFV1 useful as a preservation or intermediate video format.

Status of This Memo

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1. Introduction

This document describes FFV1, a lossless video encoding format. The design of FFV1 considers the storage of image characteristics, data fixity, and the optimized use of encoding time and storage requirements. FFV1 is designed to support a wide range of lossless video applications such as long-term audiovisual preservation, scientific imaging, screen recording, and other video encoding scenarios that seek to avoid the generational loss of lossy video encodings.

This document defines a version 0, 1, and 3 of FFV1. The distinctions of the versions are provided throughout the document, but in summary:

- Version 0 of FFV1 was the original implementation of FFV1 and has been in non-experimental use since April 14, 2006 [FFV1_V0].
- Version 1 of FFV1 adds support of more video bit depths and has been in use since April 24, 2009 [FFV1_V1].
- Version 2 of FFV1 only existed in experimental form and is not described by this document.
- Version 3 of FFV1 adds several features such as increased description of the characteristics of the encoding images and embedded CRC data to support fixity verification of the encoding. Version 3 has been in non-experimental use since August 17, 2013 [FFV1_V3].

The latest version of this document is available at <https://raw.github.com/FFmpeg/FFV1/master/ffv1.md>

This document assumes familiarity with mathematical and coding concepts such as Range coding [range-coding] and YCbCr color spaces [YCbCr].

2. Notation and Conventions

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC2119].

2.1. Definitions

"Frame": An encoded representation of a complete static image.
"Slice": A spatial sub-section of a "Frame" that is encoded separately from another region of the same frame.

"Container": Format that encapsulates "Frames" and (when required) a "Configuration Record" into a bitstream.

"Sample": The smallest addressable representation of a color component or a luma component in a "Frame". Examples of sample are Luma, Blue Chrominance, Red Chrominance, Alpha, Red, Green, and Blue.

"Pixel": The smallest addressable representation of a color in a "Frame". It is composed of 1 or more samples.

"ESC": An ESCape symbol to indicate that the symbol to be stored is too large for normal storage and that an alternate storage method.

"MSB": Most Significant Bit, the bit that can cause the largest change in magnitude of the symbol.

"RCT": Reversible Color Transform, a near linear, exactly reversible integer transform that converts between RGB and YCbCr representations of a Pixel.

"VLC": Variable Length Code, a code that maps source symbols to a variable number of bits.

"RGB": A reference to the method of storing the value of a Pixel by using three numeric values that represent Red, Green, and Blue.

"YCbCr": A reference to the method of storing the value of a Pixel by using three numeric values that represent the luma of the Pixel (Y) and the chrominance of the Pixel (Cb and Cr). YCbCr word is used for historical reasons and currently references any color space relying on 1 luma sample and 2 chrominance samples e.g. YCbCr, YCgCo or ICTCp. Exact meaning of the three numeric values is unspecified.

"TBA": To Be Announced. Used in reference to the development of future iterations of the FFV1 specification.

2.2. Conventions

2.2.1. Pseudo-code

The FFV1 bitstream is described in this document using pseudo-code. Note that the pseudo-code is used for clarity in order to illustrate the structure of FFV1 and not intended to specify any particular implementation. The pseudo-code used is based upon the C programming
language [ISO.9899.1990] and uses its "if/else", "while" and "for"
funsions as well as functions defined within this document.

2.2.2. Arithmetic Operators

Note: the operators and the order of precedence are the same as used
in the C programming language [ISO.9899.1990].

"a + b" means a plus b.
"a - b" means a minus b.
"-a" means negation of a.
"a * b" means a multiplied by b.
"a / b" means a divided by b.
"a & b" means bit-wise "and" of a and b.
"a | b" means bit-wise "or" of a and b.
"a >> b" means arithmetic right shift of two’s complement integer
representation of a by b binary digits.
"a << b" means arithmetic left shift of two’s complement integer
representation of a by b binary digits.

2.2.3. Assignment Operators

"a = b" means a is assigned b.
"a++" is equivalent to a is assigned a + 1.
"a--" is equivalent to a is assigned a - 1.
"a += b" is equivalent to a is assigned a + b.
"a -= b" is equivalent to a is assigned a - b.
"a *= b" is equivalent to a is assigned a * b.

2.2.4. Comparison Operators

"a > b" means a is greater than b.
"a >= b" means a is greater than or equal to b.
"a < b" means a is less than b.
"a <= b" means a is less than or equal b.
"a == b" means a is equal to b.
"a != b" means a is not equal to b.
"a && b" means Boolean logical "and" of a and b.
"a || b" means Boolean logical "or" of a and b.
"!a" means Boolean logical "not" of a.
"a ? b : c" if a is true, then b, otherwise c.

2.2.5. Mathematical Functions

floor(a) the largest integer less than or equal to a
ceil(a) the smallest integer greater than or equal to a
sign(a) extracts the sign of a number, i.e. if a < 0 then -1, else if a > 0 then 1, else 0
abs(a) the absolute value of a, i.e. abs(a) = sign(a)*a
log2(a) the base-two logarithm of a
min(a,b) the smallest of two values a and b
max(a,b) the largest of two values a and b
median(a,b,c) the numerical middle value in a data set of a, b, and c, i.e. a+b+c-min(a,b,c)-max(a,b,c)
a_{b} the b-th value of a sequence of a
a_{b,c} the 'b,c'-th value of a sequence of a

2.2.6. Order of Operation Precedence

When order of precedence is not indicated explicitly by use of parentheses, operations are evaluated in the following order (from top to bottom, operations of same precedence being evaluated from left to right). This order of operations is based on the order of operations used in Standard C.
2.2.7. Range

"a...b" means any value starting from a to b, inclusive.

2.2.8. NumBytes

"NumBytes" is a non-negative integer that expresses the size in 8-bit octets of particular FFV1 "Configuration Record" or "Frame". FFV1 relies on its "Container" to store the "NumBytes" values, see Section 4.2.3.

2.2.9. Bitstream Functions

2.2.9.1. remaining_bits_in_bitstream

"remaining_bits_in_bitstream( )" means the count of remaining bits after the pointer in that "Configuration Record" or "Frame". It is computed from the "NumBytes" value multiplied by 8 minus the count of bits of that "Configuration Record" or "Frame" already read by the bitstream parser.

2.2.9.2. byte_aligned

"byte_aligned( )" is true if "remaining_bits_in_bitstream( NumBytes )" is a multiple of 8, otherwise false.

2.2.9.3. get_bits

"get_bits( i )" is the action to read the next "i" bits in the bitstream, from most significant bit to least significant bit, and to return the corresponding value. The pointer is increased by "i".
3. General Description

Samples within a plane are coded in raster scan order (left->right, top->bottom). Each sample is predicted by the median predictor from samples in the same plane and the difference is stored see Section 3.8.

3.1. Border

A border is assumed for each coded slice for the purpose of the predictor and context according to the following rules:

- one column of samples to the left of the coded slice is assumed identical to the samples of the leftmost column of the coded slice shifted down by one row. The value of the topmost sample of the column of samples to the left of the coded slice is assumed to be "0"
- one column of samples to the right of the coded slice is assumed as identical to the samples of the rightmost column of the coded slice
- an additional column of samples to the left of the coded slice and two rows of samples above the coded slice are assumed to be "0"

The following table depicts a slice of samples "a,b,c,d,e,f,g,h,i" along with its assumed border.

<p>| | | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>c</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>a</td>
<td>d</td>
<td>e</td>
<td>f</td>
<td>f</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>d</td>
<td>g</td>
<td>h</td>
<td>i</td>
<td>i</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

3.2. Samples

Positions used for context and median predictor are:
"X" is the current processed Sample. The identifiers are made of the first letters of the words Top, Left and Right.

3.3. Median Predictor

The prediction for any sample value at position "X" may be computed based upon the relative neighboring values of "l", "t", and "tl" via this equation:

\[ \text{median}(l, t, l + t - tl) \].

Note, this prediction template is also used in [ISO.14495-1.1999] and [HuffYUV].

Exception for the media predictor: if "colorspace_type == 0 && bits_per_raw_sample == 16 && ( coder_type == 1 || coder_type == 2 )", the following media predictor MUST be used:

\[ \text{median}(\text{left16s}, \text{top16s}, \text{left16s} + \text{top16s} - \text{diag16s}) \]

where:

\[
\begin{align*}
\text{left16s} &= l \geq 32768 \ ? \ (l - 65536) : l \\
\text{top16s} &= t \geq 32768 \ ? \ (t - 65536) : t \\
\text{diag16s} &= tl \geq 32768 \ ? \ (tl - 65536) : tl 
\end{align*}
\]

Background: a two’s complement signed 16-bit signed integer was used for storing sample values in all known implementations of FFV1 bitstream. So in some circumstances, the most significant bit was wrongly interpreted (used as a sign bit instead of the 16th bit of an unsigned integer). Note that when the issue is discovered, the only configuration of all known implementations being impacted is 16-bit YCbCr with no Pixel transformation with Range Coder coder, as other potentially impacted configurations (e.g. 15/16-bit JPEG2000-RCT with Range Coder coder, or 16-bit content with Golomb Rice coder) were implemented nowhere [ISO.15444-1.2016]. In the meanwhile, 16-bit JPEG2000-RCT with Range Coder coder was implemented without this issue in one implementation and validated by one conformance checker. It is expected (to be confirmed) to remove this exception for the media predictor in the next version of the FFV1 bitstream.
3.4. Context

Relative to any sample "X", the Quantized Sample Differences "L-l", "l-tl", "tl-t", "T-t", and "t-tr" are used as context:

\[
\text{context} = Q_{0}[l - tl] + \\
Q_{1}[tl - t] + \\
Q_{2}[t - tr] + \\
Q_{3}[L - l] + \\
Q_{4}[T - t]
\]

If "context >= 0" then "context" is used and the difference between the sample and its predicted value is encoded as is, else "-context" is used and the difference between the sample and its predicted value is encoded with a flipped sign.

3.5. Quantization Table Sets

The FFV1 bitstream contains 1 or more Quantization Table Sets. Each Quantization Table Set contains exactly 5 Quantization Tables, each Quantization Table corresponding to 1 of the 5 Quantized Sample Differences. For each Quantization Table, both the number of quantization steps and their distribution are stored in the FFV1 bitstream; each Quantization Table has exactly 256 entries, and the 8 least significant bits of the Quantized Sample Difference are used as index:

\[
Q_{i}[j][k] = \text{quant_tables}[i][j][k\&255]
\]

In this formula, "i" is the Quantization Table Set index, "j" is the Quantized Table index, "k" the Quantized Sample Difference.

3.6. Quantization Table Set Indexes

For each plane of each slice, a Quantization Table Set is selected from an index:

- For Y plane, "quant_table_set_index [ 0 ]" index is used
- For Cb and Cr planes, "quant_table_set_index [ 1 ]" index is used
- For Alpha plane, "quant_table_set_index [ (version <= 3 || chroma_planes) ? 2 : 1 ]" index is used

Background: in first implementations of FFV1 bitstream, the index for Cb and Cr planes was stored even if it is not used (chroma_planes set to 0), this index is kept for version <= 3 in order to keep compatibility with FFV1 bitstreams in the wild.
3.7. Color spaces

FFV1 supports two color spaces: YCbCr and RGB. Both color spaces allow an optional Alpha plane that can be used to code transparency data.

3.7.1. YCbCr

In YCbCr color space, the Cb and Cr planes are optional, but if used then MUST be used together. Omitting the Cb and Cr planes codes the frames in grayscale without color data. An FFV1 "Frame" using YCbCr MUST use one of the following arrangements:

- Y
- Y, Alpha
- Y, Cb, Cr
- Y, Cb, Cr, Alpha

The Y plane MUST be coded first. If the Cb and Cr planes are used then they MUST be coded after the Y plane. If an Alpha (transparency) plane is used, then it MUST be coded last.

3.7.2. RGB

JPEG2000-RCT is a Reversible Color Transform that codes RGB (red, green, blue) planes losslessly in a modified YCbCr color space [ISO.15444-1.2016]. Reversible Pixel transformations between YCbCr and RGB use the following formulae.

\[
\begin{align*}
Cb &= b - g \\
Cr &= r - g \\
Y &= g + (Cb + Cr) >> 2 \\
g &= Y - (Cb + Cr) >> 2 \\
r &= Cr + g \\
b &= Cb + g
\end{align*}
\]

Exception for the JPEG2000-RCT conversion: if bits_per_raw_sample is between 9 and 15 inclusive and alpha_plane is 0, the following formulae for reversible conversions between YCbCr and RGB MUST be used instead of the ones above:
Cb = g - b
Cr = r - b
Y = b + (Cb + Cr) >> 2
b = Y - (Cb + Cr) >> 2
r = Cr + b
g = Cr + b

Background: At the time of this writing, in all known implementations of FFV1 bitstream, when bits_per_raw_sample was between 9 and 15 inclusive and alpha_plane is 0, GBR planes were used as BGR planes during both encoding and decoding. In the meanwhile, 16-bit JPEG2000-RCT was implemented without this issue in one implementation and validated by one conformance checker. Methods to address this exception for the transform are under consideration for the next version of the FFV1 bitstream.

When FFV1 uses the JPEG2000-RCT, the horizontal lines are interleaved to improve caching efficiency since it is most likely that the RCT will immediately be converted to RGB during decoding. The interleaved coding order is also Y, then Cb, then Cr, and then if used Alpha.

As an example, a "Frame" that is two pixels wide and two pixels high, could be comprised of the following structure:

```
+------------------------+------------------------+
| Pixel[1,1]             | Pixel[2,1]             |
+------------------------+------------------------+
| Pixel[1,2]             | Pixel[2,2]             |
+------------------------+------------------------+
```

In JPEG2000-RCT, the coding order would be left to right and then top to bottom, with values interleaved by lines and stored in this order:

3.8. Coding of the Sample Difference

Instead of coding the n+1 bits of the Sample Difference with Huffman or Range coding (or n+2 bits, in the case of RCT), only the n (or n+1) least significant bits are used, since this is sufficient to recover the original sample. In the equation below, the term "bits" represents bits_per_raw_sample+1 for RCT or bits_per_raw_sample otherwise:

\[ \text{coder_input} = \left( \frac{\text{sample_difference} + 2^{(\text{bits}-1)}}{2^{\text{bits}} - 1} \right) - 2^{(\text{bits}-1)} \]

3.8.1. Range Coding Mode

Early experimental versions of FFV1 used the CABAC Arithmetic coder from H.264 as defined in [ISO.14496-10.2014] but due to the uncertain patent/royalty situation, as well as its slightly worse performance, CABAC was replaced by a Range coder based on an algorithm defined by G. Nigel and N. Martin in 1979 [range-coding].

3.8.1.1. Range Binary Values

To encode binary digits efficiently a Range coder is used. "C_(i)" is the i-th Context. "B_(i)" is the i-th byte of the bytestream. "b_(i)" is the i-th Range coded binary value, "S_(0,i)" is the i-th initial state, which is 128. The length of the bytestream encoding n binary symbols is "j_(n)" bytes.

\[ r_{i} = \text{floor}( \frac{R_{i} \times S_{i,C_{i}}}{2^8} ) \]

\[ S_{i+1,C_{i}} = \text{zero_state}_{S_{i,C_{i}}} \text{ XOR } l_{i} = L_{i} \text{ XOR } \]

\[ t_{i} = R_{i} - r_{i} \]

\[ b_{i} = 0 \quad \text{if} \quad L_{i} < R_{i} - r_{i} \]

\[ S_{i+1,C_{i}} = \text{one_state}_{S_{i,C_{i}}} \text{ XOR } l_{i} = L_{i} - R_{i} + r_{i} \]

\[ t_{i} = r_{i} \]

\[ b_{i} = 1 \quad \text{if} \quad L_{i} \geq R_{i} - r_{i} \]

\[ S_{i+1,k} = S_{i,k} \quad \text{if} \quad C_{i} \neq k \]

\[ R_{i+1} = 2^8 \times t_{i} \]

\[ L_{i+1} = 2^8 \times l_{i} + B_{j_{i}} \]

\[ j_{i+1} = j_{i} \]

\[ t_{i} < 2^8 \]
\[ R_{i+1} = t_i \quad \text{XOR} \]
\[ L_{i+1} = l_i \quad \text{XOR} \]
\[ j_{i+1} = j_i \quad \text{<==} \]
\[ t_i \geq 2^8 \]
\[ R_0 = 65280 \]
\[ L_0 = 2^8 \times B_0 + B_1 \]
\[ j_0 = 2 \]

### 3.8.1.2. Range Non Binary Values

To encode scalar integers, it would be possible to encode each bit separately and use the past bits as context. However that would mean 255 contexts per 8-bit symbol that is not only a waste of memory but also requires more past data to reach a reasonably good estimate of the probabilities. Alternatively assuming a Laplacian distribution and only dealing with its variance and mean (as in Huffman coding) would also be possible, however, for maximum flexibility and simplicity, the chosen method uses a single symbol to encode if a number is 0 and if not encodes the number using its exponent, mantissa and sign. The exact contexts used are best described by the following code, followed by some comments.

```pseudo-code
void put_symbol(RangeCoder *c, uint8_t *state, int v, int is_signed) {
    int i;
    put_rac(c, state+0, !v);
    if (v) {
        int a= abs(v);
        int e= log2(a);
        for (i=0; i<e; i++)
            put_rac(c, state+1+min(i,9), 1);  //1..10
        put_rac(c, state+1+min(i,9), 0);
        for (i=e-1; i>=0; i--)
            put_rac(c, state+22+min(i,9), (a>>i)&1); //22..31
        if (is_signed)
            put_rac(c, state+11 + min(e, 10), v < 0); //11..21
    }
}
```

3.8.1.3. Initial Values for the Context Model

At keyframes all Range coder state variables are set to their initial state.

3.8.1.4. State Transition Table

\[
\text{one}_\text{state}_i = \text{default}_\text{state}_\text{transition}_i + \text{state}_\text{transition}_\text{delta}_i
\]
\[
\text{zero}_\text{state}_i = 256 - \text{one}_\text{state}_{256-i}
\]

3.8.1.5. default_state_transition

\[
0, 0, 0, 0, 0, 0, 0, 0, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 209, 210, 211, 212, 213, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 229, 229, 230, 231, 232, 234, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 248, 0, 0, 0, 0, 0, 0, 0,
The alternative state transition table has been built using iterative
minimization of frame sizes and generally performs better than the
default. To use it, the coder_type MUST be set to 2 and the
difference to the default MUST be stored in the parameters. The
reference implementation of FFV1 in FFmpeg uses this table by default
at the time of this writing when Range coding is used.

```
0, 10, 10, 10, 10, 16, 16, 16, 28, 16, 16, 29, 42, 49, 20, 49,
59, 25, 26, 26, 27, 31, 33, 33, 34, 34, 37, 67, 38, 39, 39,
40, 40, 41, 79, 43, 44, 45, 45, 48, 48, 64, 50, 51, 52, 88, 52,
53, 74, 55, 57, 58, 58, 74, 60, 101, 61, 62, 84, 66, 66, 68, 69,
87, 82, 71, 97, 73, 73, 82, 75, 111, 77, 94, 78, 87, 81, 83, 97,
85, 83, 94, 86, 99, 89, 90, 99, 111, 92, 93, 134, 95, 98, 105, 98,
105, 110, 102, 102, 118, 103, 106, 106, 113, 109, 112, 114, 112, 116, 125,
115, 116, 117, 117, 126, 119, 125, 121, 121, 123, 145, 124, 126, 131, 127, 129,
165, 130, 132, 138, 133, 135, 145, 136, 137, 139, 146, 141, 143, 142, 144, 148,
147, 155, 151, 149, 151, 150, 152, 157, 153, 154, 156, 168, 158, 162, 161, 160,
172, 163, 169, 164, 166, 184, 167, 170, 177, 174, 171, 173, 182, 176, 180, 178,
175, 189, 179, 181, 186, 183, 192, 185, 200, 187, 191, 188, 190, 197, 193, 196,
197, 194, 195, 196, 198, 202, 199, 201, 210, 203, 207, 204, 205, 206, 208, 214,
209, 211, 221, 212, 213, 215, 224, 216, 217, 218, 219, 220, 222, 228, 223, 225,
226, 224, 227, 229, 240, 230, 231, 232, 233, 234, 235, 236, 238, 239, 237, 242,
241, 243, 242, 244, 245, 246, 247, 248, 249, 250, 251, 252, 252, 253, 254, 255,
```

3.8.2. Golomb Rice Mode

This coding mode uses Golomb Rice codes. The VLC is split into 2
parts, the prefix stores the most significant bits and the suffix
stores the k least significant bits or stores the whole number in the
ESC case. The end of the bitstream of the "Frame" is filled with
0-bits until that the bitstream contains a multiple of 8 bits.
3.8.2.1. Prefix

<table>
<thead>
<tr>
<th>bits</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>01</td>
<td>1</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>0000 0000 0001</td>
<td>11</td>
</tr>
<tr>
<td>0000 0000 0000</td>
<td>ESC</td>
</tr>
</tbody>
</table>

3.8.2.2. Suffix

<table>
<thead>
<tr>
<th>non ESC</th>
<th>the k least significant bits MSB first</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESC</td>
<td>the value - 11, in MSB first order, ESC may only be used if the value cannot be coded as non ESC</td>
</tr>
</tbody>
</table>

3.8.2.3. Examples

<table>
<thead>
<tr>
<th>k</th>
<th>bits</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>&quot;1&quot;</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>&quot;001&quot;</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>&quot;1 00&quot;</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>&quot;1 10&quot;</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>&quot;01 01&quot;</td>
<td>5</td>
</tr>
<tr>
<td>any</td>
<td>&quot;000000000000000000000000&quot;</td>
<td>139</td>
</tr>
</tbody>
</table>

3.8.2.4. Run Mode

Run mode is entered when the context is 0 and left as soon as a non-0 difference is found. The level is identical to the predicted one. The run and the first different level are coded.

3.8.2.5. Run Length Coding

The run value is encoded in 2 parts, the prefix part stores the more significant part of the run as well as adjusting the run_index that determines the number of bits in the less significant part of the run. The 2nd part of the value stores the less significant part of the run as it is. The run_index is reset for each plane and slice to 0.
pseudo-code

<table>
<thead>
<tr>
<th>log2_run[41]=</th>
<th>type</th>
</tr>
</thead>
<tbody>
<tr>
<td>0, 0, 0, 0, 1, 1, 1, 1, 2, 2, 2, 2, 3, 3, 3, 3, 4, 4, 5, 5, 6, 6, 7, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24</td>
<td></td>
</tr>
</tbody>
</table>

if (run_count == 0 && run_mode == 1) {
  if (get_bits(1)) {
    run_count = 1 << log2_run[run_index];
    if (x + run_count <= w) 
      run_index++;  
  } else {
    if (log2_run[run_index])
      run_count = get_bits(log2_run[run_index]);
    else
      run_count = 0;
    if (run_index)
      run_index--;  
    run_mode = 2;
  }
}

The log2_run function is also used within [ISO.14495-1.1999].

3.8.2.6. Level Coding

Level coding is identical to the normal difference coding with the exception that the 0 value is removed as it cannot occur:

if (diff>0) diff--;
encode(diff);

Note, this is different from JPEG-LS, which doesn’t use prediction in run mode and uses a different encoding and context model for the last difference On a small set of test samples the use of prediction slightly improved the compression rate.

4. Bitstream
The same context that is initialized to 128 is used for all fields in the header.

The following MUST be provided by external means during initialization of the decoder:

"frame_pixel_width" is defined as "Frame" width in pixels.

"frame_pixel_height" is defined as "Frame" height in pixels.

Default values at the decoder initialization phase:

"ConfigurationRecordIsPresent" is set to 0.

4.1. Parameters
Parameters() {
  version
  if (version >= 3)
    micro_version
  coder_type
  if (coder_type > 1)
    for (i = 1; i < 256; i++)
      state_transition_delta[i]
  colorspace_type
  if (version >= 1)
    bits_per_raw_sample
  chroma_planes
  log2_h_chroma_subsample
  log2_v_chroma_subsample
  alpha_plane
  if (version >= 3) {
    num_h_slices - 1
    num_v_slices - 1
    quant_table_set_count
  }
  for( i = 0; i < quant_table_set_count; i++)
    QuantizationTableSet( i )
  if (version >= 3) {
    for( i = 0; i < quant_table_set_count; i++) {
      states_coded
      if (states_coded)
        for( j = 0; j < context_count[i]; j++)
          for( k = 0; k < CONTEXT_SIZE; k++)
            initial_state_delta[i][j][k]
    }
    ec
    intra
  }
}

4.1.1. version

"version" specifies the version of the FFV1 bitstream. Each version is incompatible with others versions: decoders SHOULD reject a file due to unknown version. Decoders SHOULD reject a file with version <= 1 && ConfigurationRecordIsPresent == 1. Decoders SHOULD reject a file with version >= 3 && ConfigurationRecordIsPresent == 0.
4.1.2. micro_version

"micro_version" specifies the micro-version of the FFV1 bitstream. After a version is considered stable (a micro-version value is assigned to be the first stable variant of a specific version), each new micro-version after this first stable variant is compatible with the previous micro-version: decoders SHOULD NOT reject a file due to an unknown micro-version equal or above the micro-version considered as stable.

Meaning of micro_version for version 3:

+-------+-------------------------+
| value | micro_version           |
+-------+-------------------------+
| 0...3 | reserved*               |
| 4     | first stable variant    |
| Other | reserved for future use |
+-------+-------------------------+

* development versions may be incompatible with the stable variants.

4.1.3. coder_type

"coder_type" specifies the coder used.

+-------+-------------------------------------------------+
| value | coder used                                      |
+-------+-------------------------------------------------+
| 0     | Golomb Rice                                     |
| 1     | Range Coder with default state transition table |
| 2     | Range Coder with custom state transition table  |
| Other | reserved for future use                         |
+-------+-------------------------------------------------+
4.1.4. state_transition_delta

"state_transition_delta" specifies the Range coder custom state transition table.
If state_transition_delta is not present in the FFV1 bitstream, all Range coder custom state transition table elements are assumed to be 0.

4.1.5. colorspace_type

"colorspace_type" specifies color space losslessly encoded, Pixel transformation used by the encoder, as well as interleave method.

<table>
<thead>
<tr>
<th>value</th>
<th>color space losslessly encoded</th>
<th>transformation</th>
<th>interleave method</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>YCbCr</td>
<td>No Pixel</td>
<td>plane then line</td>
</tr>
<tr>
<td>1</td>
<td>RGB</td>
<td>JPEG2000-RCT</td>
<td>line then plane</td>
</tr>
<tr>
<td>Other</td>
<td>reserved for future use</td>
<td>reserved</td>
<td>reserved for</td>
</tr>
<tr>
<td></td>
<td></td>
<td>for future use</td>
<td>future use</td>
</tr>
</tbody>
</table>

Restrictions:
If "colorspace_type" is 1, then "chroma_planes" MUST be 1, "log2_h_chroma_subsample" MUST be 0, and "log2_v_chroma_subsample" MUST be 0.

4.1.6. chroma_planes

"chroma_planes" indicates if chroma (color) planes are present.

<table>
<thead>
<tr>
<th>value</th>
<th>presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>chroma planes are not present</td>
</tr>
<tr>
<td>1</td>
<td>chroma planes are present</td>
</tr>
</tbody>
</table>

4.1.7. bits_per_raw_sample

"bits_per_raw_sample" indicates the number of bits for each sample. Inferred to be 8 if not present.
<table>
<thead>
<tr>
<th>value</th>
<th>bits for each sample</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>reserved*</td>
</tr>
<tr>
<td>Other</td>
<td>the actual bits for each sample</td>
</tr>
</tbody>
</table>

* Encoders MUST NOT store `bits_per_raw_sample = 0` Decoders SHOULD accept and interpret `bits_per_raw_sample = 0` as 8.

### 4.1.8. log2\_h\_chroma\_subsample

"log2\_h\_chroma\_subsample" indicates the subsample factor, stored in powers to which the number 2 must be raised, between luma and chroma width ("chroma\_width = 2^{(-log2\_h\_chroma\_subsample) * luma\_width}"").

### 4.1.9. log2\_v\_chroma\_subsample

"log2\_v\_chroma\_subsample" indicates the subsample factor, stored in powers to which the number 2 must be raised, between luma and chroma height ("chroma\_height=2^{(-log2\_v\_chroma\_subsample) * luma\_height}"").

### 4.1.10. alpha\_plane

"alpha\_plane" indicates if a transparency plane is present.

<table>
<thead>
<tr>
<th>value</th>
<th>presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>transparency plane is not present</td>
</tr>
<tr>
<td>1</td>
<td>transparency plane is present</td>
</tr>
</tbody>
</table>

### 4.1.11. num\_h\_slices

"num\_h\_slices" indicates the number of horizontal elements of the slice raster. Inferred to be 1 if not present.

### 4.1.12. num\_v\_slices

"num\_v\_slices" indicates the number of vertical elements of the slice raster. Inferred to be 1 if not present.
4.1.13. quant_table_set_count

"quant_table_set_count" indicates the number of Quantization Table Sets. Inferred to be 1 if not present. MUST NOT be 0.

4.1.14. states_coded

"states_coded" indicates if the respective Quantization Table Set has the initial states coded. Inferred to be 0 if not present.

<table>
<thead>
<tr>
<th>value</th>
<th>initial states</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>initial states are not present and are assumed to be all 128</td>
</tr>
<tr>
<td>1</td>
<td>initial states are present</td>
</tr>
</tbody>
</table>

4.1.15. initial_state_delta

"initial_state_delta[ i ][ j ][ k ]" indicates the initial Range coder state, it is encoded using "k" as context index and

\[
\text{pred} = j ? \text{initial states}[ i ][ j - 1][ k ] : 128
\]

\[
\text{initial_state}[ i ][ j ][ k ] = ( \text{pred} + \text{initial_state_delta}[ i ][ j ][ k ] ) \& 255
\]

4.1.16. ec

"ec" indicates the error detection/correction type.

<table>
<thead>
<tr>
<th>value</th>
<th>error detection/correction type</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>32-bit CRC on the global header</td>
</tr>
<tr>
<td>1</td>
<td>32-bit CRC per slice and the global header</td>
</tr>
<tr>
<td>Other</td>
<td>reserved for future use</td>
</tr>
</tbody>
</table>

4.1.17. intra

"intra" indicates the relationship between the instances of "Frame". Inferred to be 0 if not present.
<table>
<thead>
<tr>
<th>value</th>
<th>relationship</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Frames are independent or dependent (keyframes and non keyframes)</td>
</tr>
<tr>
<td>1</td>
<td>Frames are independent (keyframes only)</td>
</tr>
<tr>
<td>Other</td>
<td>reserved for future use</td>
</tr>
</tbody>
</table>

4.2. Configuration Record

In the case of a FFV1 bitstream with "version >= 3", a "Configuration Record" is stored in the underlying "Container", at the track header level. It contains the parameters used for all instances of "Frame". The size of the "Configuration Record", "NumBytes", is supplied by the underlying "Container".

```pseudo-code
ConfigurationRecord( NumBytes ) {
    ConfigurationRecordIsPresent = 1
    Parameters( )
    while( remaining_bits_in_bitstream( NumBytes ) > 32 )
        reserved_for_future_use
        configuration_record_crc_parity
    }
```

4.2.1. reserved_for_future_use

"reserved_for_future_use" has semantics that are reserved for future use.
Encoders conforming to this version of this specification SHALL NOT write this value.
Decoders conforming to this version of this specification SHALL ignore its value.

4.2.2. configuration_record_crc_parity

"configuration_record_crc_parity" 32 bits that are chosen so that the "Configuration Record" as a whole has a crc remainder of 0.
This is equivalent to storing the crc remainder in the 32-bit parity. The CRC generator polynomial used is the standard IEEE CRC polynomial (0x104C11DB7) with initial value 0.
4.2.3. Mapping FFV1 into Containers

This "Configuration Record" can be placed in any file format supporting "Configuration Records", fitting as much as possible with how the file format uses to store "Configuration Records". The "Configuration Record" storage place and "NumBytes" are currently defined and supported by this version of this specification for the following formats:

4.2.3.1. AVI File Format

The "Configuration Record" extends the stream format chunk ("AVI ", "hdlr", "strl", "strf") with the ConfigurationRecord bitstream. See [AVI] for more information about chunks.

"NumBytes" is defined as the size, in bytes, of the strf chunk indicated in the chunk header minus the size of the stream format structure.

4.2.3.2. ISO Base Media File Format

The "Configuration Record" extends the sample description box ("moov", "trak", "mdia", "minf", "stbl", "stsd") with a "glbl" box that contains the ConfigurationRecord bitstream. See [ISO.14496-12.2015] for more information about boxes.

"NumBytes" is defined as the size, in bytes, of the "glbl" box indicated in the box header minus the size of the box header.

4.2.3.3. NUT File Format

The codec_specific_data element (in "stream_header" packet) contains the ConfigurationRecord bitstream. See [NUT] for more information about elements.

"NumBytes" is defined as the size, in bytes, of the codec_specific_data element as indicated in the "length" field of codec_specific_data

4.2.3.4. Matroska File Format

FFV1 SHOULD use "V_FFV1" as the Matroska "Codec ID". For FFV1 versions 2 or less, the Matroska "CodecPrivate" Element SHOULDN'T be used. For FFV1 versions 3 or greater, the Matroska "CodecPrivate" Element MUST contain the FFV1 "Configuration Record" structure and no other data. See [Matroska] for more information about elements.
"NumBytes" is defined as the "Element Data Size" of the "CodecPrivate" Element.

4.3. Frame

A "Frame" consists of the keyframe field, parameters (if version \(\leq 1\)), and a sequence of independent slices.

pseudo-code

```plaintext
Frame( NumBytes ) {  
  keyframe  
    if (keyframe && !ConfigurationRecordIsPresent)  
      Parameters( )  
    while (remaining_bits_in_bitstream( NumBytes ) )  
      Slice( )  
}
```

Architecture overview of slices in a "Frame":

```
+---------------------------------+  +---------------------------------+  +---------------------------------+  +---------------------------------+
| first slice header             |  | first slice content             |  | first slice footer              |  |
| first slice content            |  | second slice header             |  | second slice content            |  |
| first slice footer             |  | second slice footer             |  | second slice footer             |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
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|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
|                                |  |                                |  |                                |  |
+---------------------------------+  +---------------------------------+  +---------------------------------+  +---------------------------------+
```

4.4. Slice
pseudo-code
------------------- type
Slice( ) {
    if (version >= 3)
        SliceHeader( )
    SliceContent( )
    if (coder_type == 0)
        while (!byteAligned())
            padding
    if (version <= 1) {
        while (remaining_bits_in_bitstream( NumBytes ) != 0 )
            reserved
    }
    if (version >= 3)
        SliceFooter( )
}

"padding" specifies a bit without any significance and used only for
byte alignment. MUST be 0.

"reserved" specifies a bit without any significance in this revision
of the specification and may have a significance in a later revision
of this specification. Encoders SHOULD NOT fill these bits.
Decoders SHOULD ignore these bits.
Note in case these bits are used in a later revision of this
specification: any revision of this specification SHOULD care about
avoiding to add 40 bits of content after "SliceContent" for version 0
and 1 of the bitstream. Background: due to some non conforming
encoders, some bitstreams where found with 40 extra bits
corresponding to "error_status" and "slice_crc_parity", a decoder
conforming to the revised specification could not do the difference
between a revised bitstream and a buggy bitstream.

4.5. Slice Header
4.5.1. slice_x

"slice_x" indicates the x position on the slice raster formed by num_h_slices.
Inferred to be 0 if not present.

4.5.2. slice_y

"slice_y" indicates the y position on the slice raster formed by num_v_slices.
Inferred to be 0 if not present.

4.5.3. slice_width

"slice_width" indicates the width on the slice raster formed by num_h_slices.
Inferred to be 1 if not present.

4.5.4. slice_height

"slice_height" indicates the height on the slice raster formed by num_v_slices.
Inferred to be 1 if not present.

4.5.5. quant_table_set_index_count

"quant_table_set_index_count" is defined as "1 + ( ( chroma_planes ||
version <= 3 ) ? 1 : 0 ) + ( alpha_plane ? 1 : 0 )".

4.5.6. quant_table_set_index

"quant_table_set_index" indicates the Quantization Table Set index to select the Quantization Table Set and the initial states for the slice.
Inferred to be 0 if not present.

4.5.7. picture_structure

"picture_structure" specifies the temporal and spatial relationship of each line of the "Frame". Inferred to be 0 if not present.

```
+--------+-------------------------+
| value  | picture structure used   |
+--------+-------------------------+
|   0    | unknown                 |
|   1    | top field first         |
|   2    | bottom field first      |
|   3    | progressive             |
| Other  | reserved for future use|
+--------+-------------------------+
```

4.5.8. sar_num

"sar_num" specifies the sample aspect ratio numerator. Inferred to be 0 if not present. MUST be 0 if sample aspect ratio is unknown.

4.5.9. sar_den

"sar_den" specifies the sample aspect ratio denominator. Inferred to be 0 if not present. MUST be 0 if sample aspect ratio is unknown.

4.6. Slice Content

```pseudo-code
SliceContent( ) { 
    if (colorspace_type == 0) { 
        for( p = 0; p < primary_color_count; p++ ) 
            for( y = 0; y < plane_pixel_height[ p ]; y++ ) 
                Line( p, y )
    } else if (colorspace_type == 1) { 
        for( y = 0; y < slice_pixel_height; y++ )
            for( p = 0; p < primary_color_count; p++ )
                Line( p, y )
    }
}
```
4.6.1.  primary_color_count

"primary_color_count" is defined as "1 + ( chroma_planes ? 2 : 0 ) + ( alpha_plane ? 1 : 0 )".

4.6.2.  plane_pixel_height

"plane_pixel_height[p]" is the height in pixels of plane p of the slice.
"plane_pixel_height[0]" and "plane_pixel_height[1 + ( chroma_planes ? 2 : 0 )]" value is "slice_pixel_height". If "chroma_planes" is set to 1, "plane_pixel_height[1]" and "plane_pixel_height[2]" value is "ceil(slice_pixel_height / log2_v_chroma_subsample)".

4.6.3.  slice_pixel_height

"slice_pixel_height" is the height in pixels of the slice. Its value is "floor(( slice_y + slice_height ) * slice_pixel_height / num_v_slices) - slice_pixel_y".

4.6.4.  slice_pixel_y

"slice_pixel_y" is the slice vertical position in pixels. Its value is "floor(slice_y * frame_pixel_height / num_v_slices)".

4.7.  Line

pseudo-code

<table>
<thead>
<tr>
<th>type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-----------------------------</td>
</tr>
<tr>
<td>Line( p, y ) {</td>
</tr>
<tr>
<td>if (colorspace_type == 0) {</td>
</tr>
<tr>
<td>for( x = 0; x &lt; plane_pixel_width[p]; x++ )</td>
</tr>
<tr>
<td>sample_difference[p][y][x]</td>
</tr>
<tr>
<td>} else if (colorspace_type == 1) {</td>
</tr>
<tr>
<td>for( x = 0; x &lt; slice_pixel_width; x++ )</td>
</tr>
<tr>
<td>sample_difference[p][y][x]</td>
</tr>
<tr>
<td>}</td>
</tr>
</tbody>
</table>

4.7.1.  plane_pixel_width

"plane_pixel_width[p]" is the width in pixels of plane p of the slice.
"plane_pixel_width[0]" and "plane_pixel_width[1 + ( chroma_planes ? 2 : 0 )]" value is "slice_pixel_width".

If "chroma_planes" is set to 1, "plane_pixel_width[ 1 ]" and "plane_pixel_width[ 2 ]" value is "ceil(slice_pixel_width / (1 << log2_h_chroma_subsample))".

4.7.2. slice_pixel_width

"slice_pixel_width" is the width in pixels of the slice. Its value is "floor(( slice_x + slice_width ) * slice_pixel_width / num_h_slices) - slice_pixel_x".

4.7.3. slice_pixel_x

"slice_pixel_x" is the slice horizontal position in pixels. Its value is "floor(slice_x * frame_pixel_width / num_h_slices)".

4.7.4. sample_difference

"sample_difference[ p ][ y ][ x ]" is the sample difference for sample at plane "p", y position "y", and x position "x". The sample value is computed based on prediction and context described in Section 3.2.

4.8. Slice Footer

Note: slice footer is always byte aligned.

pseudo-code

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>SliceFooter( ) {</td>
<td></td>
</tr>
<tr>
<td>slice_size</td>
<td>u(24)</td>
</tr>
<tr>
<td>if (ec) {</td>
<td></td>
</tr>
<tr>
<td>error_status</td>
<td>u(8)</td>
</tr>
<tr>
<td>slice_crc_parity</td>
<td>u(32)</td>
</tr>
<tr>
<td>}</td>
<td></td>
</tr>
</tbody>
</table>

4.8.1. slice_size

"slice_size" indicates the size of the slice in bytes. Note: this allows finding the start of slices before previous slices have been fully decoded, and allows parallel decoding as well as error resilience.

4.8.2. error_status

"error_status" specifies the error status.
<table>
<thead>
<tr>
<th>value</th>
<th>error status</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>no error</td>
</tr>
<tr>
<td>1</td>
<td>slice contains a correctable error</td>
</tr>
<tr>
<td>2</td>
<td>slice contains a uncorrectable error</td>
</tr>
<tr>
<td>Other</td>
<td>reserved for future use</td>
</tr>
</tbody>
</table>

4.8.3. slice_crc_parity

"slice_crc_parity" 32 bits that are chosen so that the slice as a whole has a crc remainder of 0. This is equivalent to storing the crc remainder in the 32-bit parity. The CRC generator polynomial used is the standard IEEE CRC polynomial (0x104C11DB7) with initial value 0.

4.9. Quantization Table Set

The Quantization Table Sets are stored by storing the number of equal entries -1 of the first half of the table (represented as "len - 1" in the pseudo-code below) using the method described in Section 3.8.1.2. The second half doesn’t need to be stored as it is identical to the first with flipped sign. "scale" and "len_count[i][j]" are temporary values used for the computing of "context_count[i]" and are not used outside Quantization Table Set pseudo-code.

example:

Table: 0 0 1 1 1 1 2 2 -2 -2 -2 -1 -1 -1 -1 0

Stored values: 1, 3, 1

pseudo-code

```plaintext
QuantizationTableSet( i ) {
    scale = 1
    for( j = 0; j < MAX_CONTEXT_INPUTS; j++ ) {
        QuantizationTable( i, j, scale )
        scale *= 2 * len_count[i][j] - 1
    }
    context_count[i] = ceil( scale / 2 )
}
```

MAX_CONTEXT_INPUTS is 5.
pseudo-code

QuantizationTable(i, j, scale) {
  v = 0
  for( k = 0; k < 128; ) {
    len - 1
    for( a = 0; a < len; a++ ) {
      quant_tables[ i ][ j ][ k ] = scale* v
      k++
    }
    v++
  }
  for( k = 1; k < 128; k++ ) {
    quant_tables[ i ][ j ][ 256 - k ] = -quant_tables[ i ][ j ][ k ]
    quant_tables[ i ][ j ][ 128 ] = -quant_tables[ i ][ j ][ 127 ]
    len_count[ i ][ j ] = v
  }
}

4.9.1. quant_tables

"quant_tables[ i ][ j ][ k ]" indicates the quantification table
value of the Quantized Sample Difference "k" of the Quantization
Table "j" of the Set Quantization Table Set "i".

4.9.2. context_count

"context_count[ i ]" indicates the count of contexts for Quantization
Table Set "i".

5. Restrictions

To ensure that fast multithreaded decoding is possible, starting
version 3 and if frame_pixel_width * frame_pixel_height is more than
101376, slice_width * slice_height MUST be less or equal to
num_h_slices * num_v_slices / 4. Note: 101376 is the frame size in
pixels of a 352x288 frame also known as CIF ("Common Intermediate
Format") frame size format.

For each "Frame", each position in the slice raster MUST be filled by
one and only one slice of the "Frame" (no missing slice position, no
slice overlapping).

For each "Frame" with keyframe value of 0, each slice MUST have the
same value of slice_x, slice_y, slice_width, slice_height as a slice
in the previous "Frame".
6. Security Considerations

Like any other codec, (such as [RFC6716]), FFV1 should not be used with insecure ciphers or cipher-modes that are vulnerable to known plaintext attacks. Some of the header bits as well as the padding are easily predictable.

Implementations of the FFV1 codec need to take appropriate security considerations into account, as outlined in [RFC4732]. It is extremely important for the decoder to be robust against malicious payloads. Malicious payloads must not cause the decoder to overrun its allocated memory or to take an excessive amount of resources to decode. Although problems in encoders are typically rarer, the same applies to the encoder. Malicious video streams must not cause the encoder to misbehave because this would allow an attacker to attack transcoding gateways. A frequent security problem in image and video codecs is also to not check for integer overflows in Pixel count computations, that is to allocate width * height without considering that the multiplication result may have overflowed the arithmetic types range.

The reference implementation [REFIMPL] contains no known buffer overflow or cases where a specially crafted packet or video segment could cause a significant increase in CPU load.

The reference implementation [REFIMPL] was validated in the following conditions:

- Sending the decoder valid packets generated by the reference encoder and verifying that the decoder’s output matches the encoder’s input.
- Sending the decoder packets generated by the reference encoder and then subjected to random corruption.
- Sending the decoder random packets that are not FFV1.

In all of the conditions above, the decoder and encoder was run inside the [VALGRIND] memory debugger as well as clangs address sanitizer [Address-Sanitizer], which track reads and writes to invalid memory regions as well as the use of uninitialized memory. There were no errors reported on any of the tested conditions.

7. Media Type Definition

This registration is done using the template defined in [RFC6838] and following [RFC4855].
Type name: video
Subtype name: FFV1
Required parameters: None.
Optional parameters:

This parameter is used to signal the capabilities of a receiver implementation. This parameter MUST NOT be used for any other purpose.

version: The version of the FFV1 encoding as defined by Section 4.1.1.

micro_version: The micro_version of the FFV1 encoding as defined by Section 4.1.2.
coder_type: The coder_type of the FFV1 encoding as defined by Section 4.1.3.
colorspace_type: The colorspace_type of the FFV1 encoding as defined by Section 4.1.5.
bits_per_raw_sample: The version of the FFV1 encoding as defined by Section 4.1.7.
max-slices: The value of max-slices is an integer indicating the maximum count of slices with a frames of the FFV1 encoding.

Encoding considerations:

This media type is defined for encapsulation in several audiovisual container formats and contains binary data; see Section 4.2.3. This media type is framed binary data Section 4.8 of [RFC4288].

Security considerations:

See Section 6 of this document.

Interoperability considerations: None.

Published specification:

[I-D.ietf-cellar-ffv1] and RFC XXXX.

[RFC Editor: Upon publication as an RFC, please replace "XXXX" with the number assigned to this document and remove this note.]
Applications which use this media type:

Any application that requires the transport of lossless video can use this media type. Some examples are, but not limited to screen recording, scientific imaging, and digital video preservation.

Fragment identifier considerations: N/A.

Additional information: None.

Person & email address to contact for further information: Michael Niedermayer <mailto:michael@niedermayer.cc>

Intended usage: COMMON

Restrictions on usage: None.

Author: Dave Rice <mailto:dave@dericed.com>

Change controller: IETF cellar working group delegated from the IESG.

8. IANA Considerations

The IANA is requested to register the following values:

- Media type registration as described in Section 7.

9. Appendixes

9.1. Decoder implementation suggestions

9.1.1. Multi-threading Support and Independence of Slices

The FFV1 bitstream is parsable in two ways: in sequential order as described in this document or with the pre-analysis of the footer of each slice. Each slice footer contains a slice_size field so the boundary of each slice is computable without having to parse the slice content. That allows multi-threading as well as independence of slice content (a bitstream error in a slice header or slice content has no impact on the decoding of the other slices).

After having checked keyframe field, a decoder SHOULD parse slice_size fields, from slice_size of the last slice at the end of the "Frame" up to slice_size of the first slice at the beginning of the "Frame", before parsing slices, in order to have slices boundaries. A decoder MAY fallback on sequential order e.g. in case of a corrupted "Frame" (frame size unknown, slice_size of slices not coherent...) or if there is no possibility of seek into the stream.
10. Changelog

See <https://github.com/FFmpeg/FFV1/commits/master>

11. References

11.1. Normative References

[I-D.ietf-cellar-ffv1]
Niedermayer, M., Rice, D., and J. Martinez, "FFV1 Video Coding Format Version 0, 1, and 3", draft-ietf-cellar-ffv1-03 (work in progress), June 2018.

[ISO.15444-1.2016]

[ISO.9899.1990]


11.2. Informative References

[Address-Sanitizer]


[FFV1_V0] Niedermayer, M., "Commit to mark FFV1 version 0 as non-experimental", April 2006, <https://git.videolan.org/?p=ffmpeg.git;a=commit;h=b548f2b91b701e1235608ac882ea6df915167c7e>.

[FFV1_V1] Niedermayer, M., "Commit to release FFV1 version 1", April 2009, <https://git.videolan.org/?p=ffmpeg.git;a=commit;h=68f8d33becbd73b4d0aa277f472a6e8e72ea6849>.

[FFV1_V3] Niedermayer, M., "Commit to mark FFV1 version 3 as non-experimental", August 2013, <https://git.videolan.org/?p=ffmpeg.git;a=commit;h=abe76b851c05eaa8743f6c899cbe5f7409b0f301>.


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Matroska Specifications
draft-lhomme-cellar-matroska-04

Abstract

This document defines the Matroska audiovisual container, including definitions of its structural elements, as well as its terminology, vocabulary, and application.

Status of This Memo

This Internet-Draft is submitted in full conformance with the provisions of BCP 78 and BCP 79.

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1. Introduction

Matroska aims to become THE standard of multimedia container formats. It was derived from a project called MCF [1], but differentiates from it significantly because it is based on EBML [2] (Extensible Binary Meta Language), a binary derivative of XML. EBML enables significant advantages in terms of future format extensibility, without breaking file support in old parsers.

First, it is essential to clarify exactly "What an Audio/Video container is", to avoid any misunderstandings:

- It is NOT a video or audio compression format (codec)
- It is an envelope for which there can be many audio, video and subtitles streams, allowing the user to store a complete movie or CD in a single file.

Matroska is designed with the future in mind. It incorporates features like:

- Fast seeking in the file
- Chapter entries
- Full metadata (tags) support
- Selectable subtitle/audio/video streams
- Modularly expandable
- Error resilience (can recover playback even when the stream is damaged)
- Streamable over the internet and local networks (HTTP, CIFS, FTP, etc)
- Menus (like DVDs have)

Matroska is an open standards project. This means for personal use it is absolutely free to use and that the technical specifications describing the bitstream are open to everybody, even to companies that would like to support it in their products.
2. Status of this document

This document is a work-in-progress specification defining the Matroska file format as part of the IETF Cellar working group [3]. But since it’s quite complete it is used as a reference for the development of libmatroska. Legacy versions of the specification can be found here [4] (PDF doc by Alexander Noe -- outdated).

For a simplified diagram of the layout of a Matroska file, see the Diagram page [5].

A more refined and detailed version of the EBML specifications is being worked on here [6].

The table found below is now generated from the "source" of the Matroska specification. This XML file [7] is also used to generate the semantic data used in libmatroska and libmatroska2. We encourage anyone to use and monitor its changes so your code is spec-proof and always up to date.

Note that versions 1, 2 and 3 have been finalized. Version 4 is currently work in progress. There MAY be further additions to v4.

3. Security Considerations

Matroska inherits security considerations from EBML.

Attacks on a "Matroska Reader" could include:

- Storage of a arbitrary and potentially executable data within an "Attachment Element". "Matroska Readers" that extract or use data from Matroska Attachments SHOULD check that the data adheres to expectations.

- A "Matroska Attachment" with an inaccurate mime-type.

4. IANA Considerations

To be determined.

5. Notation and Conventions

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [8].

This document defines specific terms in order to define the format and application of "Matroska". Specific terms are defined below:
"Matroska": a multimedia container format based on EBML (Extensible Binary Meta Language)

"Matroska Reader": A "Matroska Reader" is a data parser that interprets the semantics of a Matroska document and creates a way for programs to use "Matroska".

"Matroska Player": A "Matroska Player" is a "Matroska Reader" with a primary purpose of playing audiovisual files, including "Matroska" documents.

6. Basis in EBML

Matroska is a Document Type of EBML (Extensible Binary Meta Language). This specification is dependent on the EBML Specification [9]. For an understanding of Matroska's EBML Schema, see in particular the sections of the EBML Specification covering EBML Element Types [10], EBML Schema [11], and EBML Structure [12].

6.1. Added Constraints on EBML

As an EBML Document Type, Matroska adds the following constraints to the EBML specification.

- The "docType" of the "EBML Header" MUST be 'matroska'.
- The "EBMLMaxIDLength" of the "EBML Header" MUST be "4".
- The "EBMLMaxSizeLength" of the "EBML Header" MUST be between "1" and "8" inclusive.

6.2. Matroska Design

All top-levels elements (Segment and direct sub-elements) are coded on 4 octets, i.e. class D elements.

6.2.1. Language Codes

Matroska from version 1 through 3 uses language codes that can be either the 3 letters bibliographic ISO-639-2 [13] form (like "fre" for french), or such a language code followed by a dash and a country code for specialities in languages (like "fre-ca" for Canadian French). The "ISO 639-2 Language Elements" are "Language Element", "TagLanguage Element", and "ChapLanguage Element".

Starting in Matroska version 4, either "ISO 639-2" or BCP 47 [14] MAY be used, although "BCP 47" is RECOMMENDED. The "BCP 47 Language Elements" are "LanguageIETF Element", "TagLanguageIETF Element", and
"ChapLanguageIETF Element". If a "BCP 47 Language Element" and an "ISO 639-2 Language Element" are used within the same "Parent Element", then the "ISO 639-2 Language Element" MUST be ignored and precedence given to the "BCP 47 Language Element".

Country codes are the same as used for internet domains [15].

6.2.2. Physical Types

Each level can have different meanings for audio and video. The ORIGINAL_MEDIUM tag can be used to specify a string for ChapterPhysicalEquiv = 60. Here is the list of possible levels for both audio and video:

<table>
<thead>
<tr>
<th>ChapterPhysicalEquiv</th>
<th>Audio</th>
<th>Video</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>70</td>
<td>SET / PACKAGE</td>
<td>SET / PACKAGE</td>
<td>the collection of different media</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>CD / 12&quot; /</td>
<td>DVD / VHS</td>
<td>the physical medium like a CD or a DVD</td>
</tr>
<tr>
<td></td>
<td>10&quot; / 7&quot; /</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>TAPE /</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>MINIDISC /</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>DAT</td>
<td>LASERDISC</td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>SIDE</td>
<td>SIDE</td>
<td>when the original medium (LP/DVD) has different sides another physical level on DVDs and DVDs as found on CDs and DVDs as found on audio CDs</td>
</tr>
<tr>
<td>40</td>
<td>-</td>
<td>LAYER</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>SESSION</td>
<td>SESSION</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>TRACK</td>
<td>-</td>
<td>the first logical level of the side/medium</td>
</tr>
<tr>
<td>10</td>
<td>INDEX</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

6.2.3. Block Structure

Size = 1 + (1-8) + 4 + (4 + (4)) octets. So from 6 to 21 octets.

Bit 0 is the most significant bit.
Frames using references SHOULD be stored in "coding order". That means the references first and then the frames referencing them. A consequence is that timecodes MAY NOT be consecutive. But a frame with a past timecode MUST reference a frame already known, otherwise it’s considered bad/void.

There can be many Blocks in a BlockGroup provided they all have the same timecode. It is used with different parts of a frame with different priorities.

6.2.3.1. Block Header

<table>
<thead>
<tr>
<th>Offset</th>
<th>Player</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00+</td>
<td>MUST</td>
<td>Track Number (Track Entry). It is coded in EBML like form (1 octet if the value is &lt; 0x80, 2 if &lt; 0x4000, etc) (most significant bits set to increase the range).</td>
</tr>
<tr>
<td>0x01+</td>
<td>MUST</td>
<td>Timecode (relative to Cluster timecode, signed int16)</td>
</tr>
</tbody>
</table>

6.2.3.2. Block Header Flags

<table>
<thead>
<tr>
<th>Offset</th>
<th>Bit</th>
<th>Player</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x03+</td>
<td>0-3</td>
<td>-</td>
<td>Reserved, set to 0</td>
</tr>
<tr>
<td>0x03+</td>
<td>4</td>
<td>-</td>
<td>Invisible, the codec SHOULD decode this frame but not display it</td>
</tr>
<tr>
<td>0x03+</td>
<td>5-6</td>
<td>MUST</td>
<td>Lacing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>* 00 : no lacing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>* 01 : Xiph lacing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>* 11 : EBML lacing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>* 10 : fixed-size lacing</td>
</tr>
<tr>
<td>0x03+</td>
<td>7</td>
<td>-</td>
<td>not used</td>
</tr>
</tbody>
</table>

6.2.3.3. Laced Data

When lacing bit is set.
### 6.2.4. Lacing

Lacing is a mechanism to save space when storing data. It is typically used for small blocks of data (referred to as frames in Matroska). There are 3 types of lacing:

1. **Xiph**, inspired by what is found in the Ogg container
2. **EBML**, which is the same with sizes coded differently
3. **fixed-size**, where the size is not coded

For example, a user wants to store 3 frames of the same track. The first frame is 800 octets long, the second is 500 octets long and the third is 1000 octets long. As these data are small, they can be stored in a lace to save space. They will then be stored in the same block as follows:

#### 6.2.4.1. Xiph lacing

- **Block head** (with lacing bits set to 01)
- **Lacing head**: Number of frames in the lace -1, i.e. 2 (the 800 and 500 octets one)
- **Lacing sizes**: only the 2 first ones will be coded, 800 gives 255;255;255;35, 500 gives 255;245. The size of the last frame is deduced from the total size of the Block.
A frame with a size multiple of 255 is coded with a 0 at the end of the size, for example 765 is coded 255;255;255;0.

6.2.4.2. EBML lacing

In this case, the size is not coded as blocks of 255 bytes, but as a difference with the previous size and this size is coded as in EBML. The first size in the lace is unsigned as in EBML. The others use a range shifting to get a sign on each value:

<table>
<thead>
<tr>
<th>Bit Representation</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1xxx xxxx</td>
<td>value -(2^6-1) to 2^6-1 (ie 0 to 2^7-2 minus 2^6-1, half of the range)</td>
</tr>
<tr>
<td>01xx xxxx xxxx xxxx</td>
<td>value -(2^13-1) to 2^13-1</td>
</tr>
<tr>
<td>001x xxxx xxxx xxxx</td>
<td>value -(2^20-1) to 2^20-1</td>
</tr>
<tr>
<td>0001 xxxx xxxx xxxx</td>
<td>value -(2^27-1) to 2^27-1</td>
</tr>
<tr>
<td>xxxx xxxx</td>
<td>value -(2^34-1) to 2^34-1</td>
</tr>
<tr>
<td>0000 1xxx xxxx xxxx</td>
<td>value -(2^41-1) to 2^41-1</td>
</tr>
<tr>
<td>xxxx xxxx</td>
<td>value -(2^48-1) to 2^48-1</td>
</tr>
</tbody>
</table>

Block head (with lacing bits set to 11)

Lacing head: Number of frames in the lace -1, i.e. 2 (the 800 and 400 octets one)

Lacing sizes: only the 2 first ones will be coded, 800 gives 0x320 0x4000 = 0x4320, 500 is coded as -300 : -0x12C + 0x1FFF + 0x4000 = 0x5ED3. The size of the last frame is deduced from the total size of the Block.

Data in frame 1

Data in frame 2
6.2.4.3. Fixed-size lacing

In this case, only the number of frames in the lace is saved, the size of each frame is deduced from the total size of the Block. For example, for 3 frames of 800 octets each:

- Block head (with lacing bits set to 10)
- Lacing head: Number of frames in the lace -1, i.e. 2
- Data in frame 1
- Data in frame 2
- Data in frame 3

6.2.4.4. SimpleBlock Structure

The "SimpleBlock" is inspired by the Section 6.2.3. The main differences are the added Keyframe flag and Discardable flag. Otherwise everything is the same.

Size = 1 + (1-8) + 4 + (4 + (4)) octets. So from 6 to 21 octets.

Bit 0 is the most significant bit.

Frames using references SHOULD be stored in "coding order". That means the references first and then the frames referencing them. A consequence is that timecodes MAY NOT be consecutive. But a frame with a past timecode MUST reference a frame already known, otherwise it’s considered bad/void.

There can be many "Block Elements" in a "BlockGroup" provided they all have the same timecode. It is used with different parts of a frame with different priorities.

6.2.4.4.1. SimpleBlock Header
<table>
<thead>
<tr>
<th>Offset</th>
<th>Player</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00+</td>
<td>MUST</td>
<td>Track Number (Track Entry). It is coded in EBML like form (1 octet if the value is &lt; 0x80, 2 if &lt; 0x4000, etc) (most significant bits set to increase the range).</td>
</tr>
<tr>
<td>0x01+</td>
<td>MUST</td>
<td>Timecode (relative to Cluster timecode, signed int16)</td>
</tr>
</tbody>
</table>

6.2.4.4.2. SimpleBlock Header Flags

<table>
<thead>
<tr>
<th>Offset</th>
<th>Bit</th>
<th>Player</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x03+</td>
<td>0</td>
<td>-</td>
<td>Keyframe, set when the Block contains only keyframes</td>
</tr>
<tr>
<td>0x03+</td>
<td>1-3</td>
<td>-</td>
<td>Reserved, set to 0</td>
</tr>
<tr>
<td>0x03+</td>
<td>4</td>
<td>-</td>
<td>Invisible, the codec SHOULD decode this frame but not display it</td>
</tr>
<tr>
<td>0x03+</td>
<td>5-6</td>
<td>MUST</td>
<td>Lacing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>* 00 : no lacing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>* 01 : Xiph lacing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>* 11 : EBML lacing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>* 10 : fixed-size lacing</td>
</tr>
<tr>
<td>0x03+</td>
<td>7</td>
<td>-</td>
<td>Discardable, the frames of the Block can be discarded during playing if needed</td>
</tr>
</tbody>
</table>

6.2.4.5. Laced Data

When lacing bit is set.

<table>
<thead>
<tr>
<th>Offset</th>
<th>Player</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>MUST</td>
<td>Number of frames in the lace-l (uint8)</td>
</tr>
<tr>
<td>0x01 /</td>
<td>MUST*</td>
<td>Lace-coded size of each frame of the lace, except for the last one (multiple uint8). *This is not used with Fixed-size lacing as it is calculated automatically from (total size of lace) / (number of frames in lace).</td>
</tr>
</tbody>
</table>

For (possibly) Laced Data
7. Matroska Structure

A Matroska file MUST be composed of at least one "EBML Document" using the "Matroska Document Type". Each "EBML Document" MUST start with an "EBML Header" and MUST be followed by the "EBML Root Element", defined as "Segment" in Matroska. Matroska defines several "Top Level Elements" which MAY occur within the "Segment".

As an example, a simple Matroska file consisting of a single "EBML Document" could be represented like this:

- "EBML Header"
- "Segment"

A more complex Matroska file consisting of an "EBML Stream" (consisting of two "EBML Documents") could be represented like this:

- "EBML Header"
- "Segment"
- "EBML Header"
- "Segment"

The following diagram represents a simple Matroska file, comprised of an "EBML Document" with an "EBML Header", a "Segment Element" (the "Root Element"), and all eight Matroska "Top Level Elements". In the following diagrams of this section, horizontal spacing expresses a parent-child relationship between Matroska Elements (e.g. the "Info Element" is contained within the "Segment Element") whereas vertical alignment represents the storage order within the file.

The "SeekHead Element" (also known as "MetaSeek") contains an index of "Top Level Elements" locations within the "Segment". Use of the "SeekHead Element" is RECOMMENDED. Without a "SeekHead Element", a Matroska parser would have to search the entire file to find all of the other "Top Level Elements". This is due to Matroska’s flexible ordering requirements; for instance, it is acceptable for the "Chapters Element" to be stored after the "Cluster Elements".

<table>
<thead>
<tr>
<th>SeekHead</th>
<th>Seek</th>
<th>SeekID</th>
<th>SeekPosition</th>
</tr>
</thead>
</table>

Representation of a SeekHead Element.

The "Info Element" contains vital information for identifying the whole "Segment". This includes the title for the "Segment", a randomly generated unique identifier, and the unique identifier(s) of any linked "Segment Elements".
### Representation of an Info Element and its Child Elements.

The "Tracks Element" defines the technical details for each track and can store the name, number, unique identifier, language and type (audio, video, subtitles, etc.) of each track. For example, the "Tracks Element" MAY store information about the resolution of a video track or sample rate of an audio track.

The "Tracks Element" MUST identify all the data needed by the codec to decode the data of the specified track. However, the data required is contingent on the codec used for the track. For example, a "Track Element" for uncompressed audio only requires the audio bit rate to be present. A codec such as AC-3 would require that the "CodecID Element" be present for all tracks, as it is the primary way to identify which codec to use to decode the track.
## Tracks Element and a selection of its Descendant Elements

<table>
<thead>
<tr>
<th>Tracks</th>
<th>TrackEntry</th>
<th>TrackNumber</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>------------</td>
</tr>
<tr>
<td></td>
<td></td>
<td>TrackUID</td>
</tr>
<tr>
<td></td>
<td></td>
<td>TrackType</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Name</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Language</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CodecID</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CodecPrivate</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CodecName</td>
</tr>
</tbody>
</table>

- **Video**
  - FlagInterlaced
  - FieldOrder
  - StereoMode
  - AlphaMode
  - PixelWidth
  - PixelHeight
  - DisplayWidth
  - DisplayHeight
  - AspectRatioType
  - Color

- **Audio**
  - SamplingFrequency
  - Channels
  - BitDepth
The "Chapters Element" lists all of the chapters. Chapters are a way to set predefined points to jump to in video or audio.

<table>
<thead>
<tr>
<th>Chapters Entry</th>
<th>EditionUID</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>EditionFlagHidden</td>
</tr>
<tr>
<td></td>
<td>EditionFlagDefault</td>
</tr>
<tr>
<td></td>
<td>EditionFlagOrdered</td>
</tr>
<tr>
<td>ChapterAtom</td>
<td>ChapterUID</td>
</tr>
<tr>
<td></td>
<td>ChapterStringUID</td>
</tr>
<tr>
<td></td>
<td>ChapterTimeStart</td>
</tr>
<tr>
<td></td>
<td>ChapterTimeEnd</td>
</tr>
<tr>
<td></td>
<td>ChapterFlagHidden</td>
</tr>
<tr>
<td>ChapterDisplay</td>
<td>ChapString</td>
</tr>
<tr>
<td></td>
<td>ChapLanguage</td>
</tr>
</tbody>
</table>

Representation of the Chapters Element and a selection of its Descendant Elements.

"Cluster Elements" contain the content for each track, e.g. video frames. A Matroska file SHOULD contain at least one "Cluster Element". The "Cluster Element" helps to break up "SimpleBlock" or "BlockGroup Elements" and helps with seeking and error protection. It is RECOMMENDED that the size of each individual "Cluster Element" be limited to store no more than 5 seconds or 5 megabytes. Every "Cluster Element" MUST contain a "Timecode Element". This SHOULD be the "Timecode Element" used to play the first "Block" in the "Cluster Element". There SHOULD be one or more "BlockGroup" or "SimpleBlock Element" in each "Cluster Element". A "BlockGroup Element" MAY contain a "Block" of data and any information relating directly to that "Block".
Each "Cluster" MUST contain exactly one "Timecode Element". The "Timecode Element" value MUST be stored once per "Cluster". The "Timecode Element" in the "Cluster" is relative to the entire "Segment". The "Timecode Element" SHOULD be the first "Element" in the "Cluster".

Additionally, the "Block" contains an offset that, when added to the "Cluster"’s "Timecode Element" value, yields the "Block"’s effective timecode. Therefore, timecode in the "Block" itself is relative to the "Timecode Element" in the "Cluster". For example, if the...
"Timecode Element" in the "Cluster" is set to 10 seconds and a "Block" in that "Cluster" is supposed to be played 12 seconds into the clip, the timecode in the "Block" would be set to 2 seconds.

The "ReferenceBlock" in the "BlockGroup" is used instead of the basic "P-frame"/"B-frame" description. Instead of simply saying that this "Block" depends on the "Block" directly before, or directly afterwards, the "Timecode" of the necessary "Block" is used. Because there can be as many "ReferenceBlock Elements" as necessary for a "Block", it allows for some extremely complex referencing.

The "Cues Element" is used to seek when playing back a file by providing a temporal index for some of the "Tracks". It is similar to the "SeekHead Element", but used for seeking to a specific time when playing back the file. It is possible to seek without this element, but it is much more difficult because a "Matroska Reader" would have to 'hunt and peck' through the file looking for the correct timecode.

The "Cues Element" SHOULD contain at least one "CuePoint Element". Each "CuePoint Element" stores the position of the "Cluster" that contains the "BlockGroup" or "SimpleBlock Element". The timecode is stored in the "CueTime Element" and location is stored in the "CueTrackPositions Element".

The "Cues Element" is flexible. For instance, "Cues Element" can be used to index every single timecode of every "Block" or they can be indexed selectively. For video files, it is RECOMMENDED to index at least the keyframes of the video track.

```
+-------------------------------------+
| Cues | CueTime          |
|      | CueTrackPositions|
+-------------------------------------+
| CuePoint | CueTime          |
|          | CueTrackPositions|
+-------------------------------------+
```

Representation of a Cues Element and two levels of its Descendant Elements.

The "Attachments Element" is for attaching files to a Matroska file such as pictures, webpages, programs, or even the codec needed to play back the file.
The "Tags Element" contains metadata that describes the "Segment" and potentially its "Tracks", "Chapters", and "Attachments". Each "Track" or "Chapter" that those tags applies to has its UID listed in the "Tags". The "Tags" contain all extra information about the file: scriptwriter, singer, actors, directors, titles, edition, price, dates, genre, comments, etc. Tags can contain their values in multiple languages. For example, a movie’s "title" "Tag" might contain both the original English title as well as the title it was released as in Germany.
### 8. Matroska Schema

This specification includes an "EBML Schema" which defines the Elements and structure of Matroska as an EBML Document Type. The EBML Schema defines every valid Matroska element in a manner defined by the EBML specification.

#### 8.1. Matroska Additions to Schema Element Attributes

In addition to the EBML Schema definition provided by the EBML Specification, Matroska adds the following additional attributes:

<table>
<thead>
<tr>
<th>Tags</th>
<th>Tag</th>
<th>Targets</th>
<th>TargetTypeValue</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>TargetType</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>TagTrackUID</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>TagEditionUID</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>TagChapterUID</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>TagAttachmentUID</td>
</tr>
</tbody>
</table>

```
SimpleTag | TagName
-----------|----------
TagLanguage|
TagDefault |
TagString  |
TagBinary  |
SimpleTag  |
```

Representation of a Tags Element and three levels of its Children Elements.
<table>
<thead>
<tr>
<th>attribute name</th>
<th>required</th>
<th>definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>webm</td>
<td>No</td>
<td>A boolean to express if the Matroska Element is also supported within version 2 of the &quot;webm&quot; specification. Please consider the webm specification [16] as the authoritative on &quot;webm&quot;.</td>
</tr>
</tbody>
</table>

8.2. Matroska Schema

Here the definition of each Matroska Element is provided.

% concatenate with Matroska EBML Schema converted to markdown %

8.2.1. EBMLMaxIDLength Element

name: "EBMLMaxIDLength"
path: "1*1(\EBML\EBMLMaxIDLength)"
id: "0x42F2"
minOccurs: "1"
maxOccurs: "1"
range: "4"
default: "4"
type: "uinteger"

8.2.2. EBMLMaxSizeLength Element

name: "EBMLMaxSizeLength"
path: "1*1(\EBML\EBMLMaxSizeLength)"
id: "0x42F3"
minOccurs: "1"
maxOccurs: "1"
range: "1-8"
default: "8"

type: "uinteger"

8.2.3. Segment Element

name: "Segment"

path: "1*1(\Segment)"

id: "0x18538067"

minOccurs: "1"

maxOccurs: "1"

type: "master"

unknownsizeallowed: "1"

minver: "1"

documentation: The Root Element that contains all other Top-Level Elements (Elements defined only at Level 1). A Matroska file is composed of 1 Segment.

8.2.4. SeekHead Element

name: "SeekHead"

path: "0*2(\Segment\SeekHead)"

id: "0x114D9B74"

maxOccurs: "2"

type: "master"

minver: "1"

documentation: Contains the Segment Position of other Top-Level Elements.

8.2.5. Seek Element

name: "Seek"

path: "1*(\Segment\SeekHead\Seek)"
id: "0x4DBB"
mminOccurs: "1"
type: "master"
mnminor: "1"
documentation: Contains a single seek entry to an EBML Element.

8.2.6. SeekID Element

name: "SeekID"

path: "1*1(\Segment\SeekHead\Seek\SeekID)"
id: "0x53AB"
mminOccurs: "1"
mmaxOccurs: "1"
type: "binary"
mnminor: "1"
documentation: The binary ID corresponding to the Element name.

8.2.7. SeekPosition Element

name: "SeekPosition"

path: "1*1(\Segment\SeekHead\Seek\SeekPosition)"
id: "0x53AC"
mminOccurs: "1"
mmaxOccurs: "1"
type: "uinteger"
mnminor: "1"
documentation: The Segment Position of the Element.
8.2.8. Info Element

name: "Info"
path: "1*(\Segment\Info)"
id: "0x1549A966"
minOccurs: "1"
type: "master"
minver: "1"
definition: Contains general information about the Segment.

8.2.9. SegmentUID Element

name: "SegmentUID"
path: "0*1(\Segment\Info\SegmentUID)"
id: "0x73A4"
maxOccurs: "1"
range: "not 0"
size: "16"
type: "binary"
minver: "1"
definition: A randomly generated unique ID to identify the Segment amongst many others (128 bits).
usage notes: If the Segment is a part of a Linked Segment then this Element is REQUIRED.

8.2.10. SegmentFilename Element

name: "SegmentFilename"
path: "0*1(\Segment\Info\SegmentFilename)"
id: "0x7384"
maxOccurs: "1"
type: "utf-8"
minver: "1"
definition: A filename corresponding to this Segment.

8.2.11.  PrevUID Element

name: "PrevUID"
path: "0*1(\Segment\Info\PrevUID)"
id: "0x3CB923"
maxOccurs: "1"
size: "16"
type: "binary"
minver: "1"
definition: A unique ID to identify the previous Segment of a Linked Segment (128 bits).

usage notes: If the Segment is a part of a Linked Segment that uses Hard Linking then either the PrevUID or the NextUID Element is REQUIRED. If a Segment contains a PrevUID but not a NextUID then it MAY be considered as the last Segment of the Linked Segment. The PrevUID MUST NOT be equal to the SegmentUID.

8.2.12.  PrevFilename Element

name: "PrevFilename"
path: "0*1(\Segment\Info\PrevFilename)"
id: "0x3C83AB"
maxOccurs: "1"
type: "utf-8"
minver: "1"
definition: A filename corresponding to the file of the previous Linked Segment.

usage notes: Provision of the previous filename is for display convenience, but PrevUID SHOULD be considered authoritative for identifying the previous Segment in a Linked Segment.

8.2.13.  NextUID Element

    name: "NextUID"
    path: "0*1(\Segment\Info\NextUID)"
    id: "0x3EB923"
    maxOccurs: "1"
    size: "16"
    type: "binary"
    minver: "1"

    definition: A unique ID to identify the next Segment of a Linked Segment (128 bits).

    usage notes: If the Segment is a part of a Linked Segment that uses Hard Linking then either the PrevUID or the NextUID Element is REQUIRED. If a Segment contains a NextUID but not a PrevUID then it MAY be considered as the first Segment of the Linked Segment. The NextUID MUST NOT be equal to the SegmentUID.

8.2.14.  NextFilename Element

    name: "NextFilename"
    path: "0*1(\Segment\Info\NextFilename)"
    id: "0x3E83BB"
    maxOccurs: "1"
    type: "utf-8"
    minver: "1"

    definition: A filename corresponding to the file of the next Linked Segment.
usage notes: Provision of the next filename is for display convenience, but NextUID SHOULD be considered authoritative for identifying the Next Segment.

8.2.15. SegmentFamily Element

name: "SegmentFamily"
path: "0*(\Segment\Info\SegmentFamily)"
id: "0x4444"
size: "16"
type: "binary"
minver: "1"
definition: A randomly generated unique ID that all Segments of a Linked Segment MUST share (128 bits).

usage notes: If the Segment is a part of a Linked Segment that uses Soft Linking then this Element is REQUIRED.

8.2.16. ChapterTranslate Element

name: "ChapterTranslate"
path: "0*(\Segment\Info\ChapterTranslate)"
id: "0x6924"
type: "master"
minver: "1"
documentation: A tuple of corresponding ID used by chapter codecs to represent this Segment.

8.2.17. ChapterTranslateEditionUID Element

name: "ChapterTranslateEditionUID"
path: "0*(\Segment\Info\ChapterTranslate\ChapterTranslateEditionUID)"
bd: "0x69FC"
type: "uinteger"
minver: "1"

documentation: Specify an edition UID on which this correspondance applies. When not specified, it means for all editions found in the Segment.

8.2.18. ChapterTranslateCodec Element

name: "ChapterTranslateCodec"

path: "1*1(Segment\Info\ChapterTranslate\ChapterTranslateCodec)"

id: "0x69BF"

minOccurs: "1"

maxOccurs: "1"

type: "uinteger"

minver: "1"

documentation: The chapter codec

8.2.19. ChapterTranslateID Element

name: "ChapterTranslateID"

path: "1*1(Segment\Info\ChapterTranslate\ChapterTranslateID)"

id: "0x69A5"

minOccurs: "1"

maxOccurs: "1"

type: "binary"

minver: "1"

documentation: The binary value used to represent this Segment in the chapter codec data. The format depends on the ChapProcessCodecID used.
8.2.20. TimecodeScale Element

name: "TimecodeScale"
path: "1*1(Segment\Info\TimecodeScale)"
id: "0x2AD7B1"
minOccurs: "1"
maxOccurs: "1"
range: "not 0"
default: "1000000"
type: "uinteger"
minver: "1"
documentation: Timestamp scale in nanoseconds (1.000.000 means all timestamps in the Segment are expressed in milliseconds).

8.2.21. Duration Element

name: "Duration"
path: "0*1(Segment\Info\Duration)"
id: "0x4489"
maxOccurs: "1"
range: "> 0x0p+0"
type: "float"
minver: "1"
definition: Duration of the Segment in nanoseconds based on TimecodeScale.

8.2.22. DateUTC Element

name: "DateUTC"
path: "0*1(Segment\Info\DateUTC)"
8.2.23. Title Element

- name: "Title"
- path: "0*1(Segment\Info\Title)"
- id: "0x7BA9"
- maxOccurs: "1"
- type: "utf-8"
- minver: "1"

  documentation: General name of the Segment.

8.2.24. MuxingApp Element

- name: "MuxingApp"
- path: "1*1(Segment\Info\MuxingApp)"
- id: "0x4D80"
- minOccurs: "1"
- maxOccurs: "1"
- type: "utf-8"
- minver: "1"

  definition: Muxing application or library (example: "libmatroska-0.4.3").

  usage notes: Include the full name of the application or library followed by the version number.
8.2.25. WritingApp Element

- name: "WritingApp"
- path: "1*1(\Segment\Info\WritingApp)"
- id: "0x5741"
- minOccurs: "1"
- maxOccurs: "1"
- type: "utf-8"
- minver: "1"
- definition: Writing application (example: "mkvmerge-0.3.3").
- usage notes: Include the full name of the application followed by the version number.

8.2.26. Cluster Element

- name: "Cluster"
- path: "0*(\Segment\Cluster)"
- id: "0x1F43B675"
- type: "master"
- unknownsizeallowed: "1"
- minver: "1"
- documentation: The Top-Level Element containing the (monolithic) Block structure.

8.2.27. Timecode Element

- name: "Timecode"
- path: "1*1(\Segment\Cluster\Timecode)"
- id: "0xE7"
- minOccurs: "1"
maxOccurs: "1"
type: "uinteger"
minver: "1"
documentation: Absolute timestamp of the cluster (based on TimecodeScale).

8.2.28. SilentTracks Element

name: "SilentTracks"
path: "0*1(\Segment\Cluster\SilentTracks)"
id: "0x5854"
maxOccurs: "1"
type: "master"
minver: "1"
documentation: The list of tracks that are not used in that part of the stream. It is useful when using overlay tracks on seeking or to decide what track to use.

8.2.29. SilentTrackNumber Element

name: "SilentTrackNumber"
path: "0*(\Segment\Cluster\SilentTracks\SilentTrackNumber)"
id: "0x58D7"
type: "uinteger"
minver: "1"
documentation: One of the track number that are not used from now on in the stream. It could change later if not specified as silent in a further Cluster.

8.2.30. Position Element

name: "Position"
path: "0*1(\Segment\Cluster\Position)"
id: "0xA7"
maxOccurs: "1"
type: "uinteger"
minver: "1"
documentation: The Segment Position of the Cluster in the Segment (0 in live broadcast streams). It might help to resynchronise offset on damaged streams.

8.2.31. PrevSize Element

name: "PrevSize"
path: "0*1(\Segment\Cluster\PrevSize)"
id: "0xAB"
maxOccurs: "1"
type: "uinteger"
minver: "1"
documentation: Size of the previous Cluster, in octets. Can be useful for backward playing.

8.2.32. SimpleBlock Element

name: "SimpleBlock"
path: "0*(\Segment\Cluster\SimpleBlock)"
id: "0xA3"
type: "binary"
minver: "2"
documentation: Similar to Block but without all the extra information, mostly used to reduced overhead when no extra feature is needed. (see SimpleBlock Structure)
8.2.33. BlockGroup Element

name: "BlockGroup"

path: "0*(\Segment\Cluster\BlockGroup)"

id: "0xA0"

type: "master"

minver: "1"

documentation: Basic container of information containing a single Block and information specific to that Block.

8.2.34. Block Element

name: "Block"

path: "1*1(\Segment\Cluster\BlockGroup\Block)"

id: "0xA1"

minOccurs: "1"

maxOccurs: "1"

type: "binary"

minver: "1"

documentation: Block containing the actual data to be rendered and a timestamp relative to the Cluster Timecode. (see Block Structure)

8.2.35. BlockVirtual Element

name: "BlockVirtual"

path: "0*1(\Segment\Cluster\BlockGroup\BlockVirtual)"

id: "0xA2"

maxOccurs: "1"

type: "binary"

minver: "0"
maxver: "0"

documentation: A Block with no data. It MUST be stored in the stream at the place the real Block would be in display order. (see Block Virtual)

8.2.36. BlockAdditions Element

name: "BlockAdditions"

path: "0*1(\Segment\Cluster\BlockGroup\BlockAdditions)"

id: "0x75A1"

maxOccurs: "1"

type: "master"

minver: "1"

documentation: Contain additional blocks to complete the main one. An EBML parser that has no knowledge of the Block structure could still see and use/skip these data.

8.2.37. BlockMore Element

name: "BlockMore"

path: "1*(\Segment\Cluster\BlockGroup\BlockAdditions\BlockMore)"

id: "0xA6"

minOccurs: "1"

type: "master"

minver: "1"

documentation: Contain the BlockAdditional and some parameters.

8.2.38. BlockAddID Element

name: "BlockAddID"

path: "1*1(\Segment\Cluster\BlockGroup\BlockAdditions\BlockMore\BlockAddID)"

id: "0xEE"
8.2.39. BlockAdditional Element

name: "BlockAdditional"

path: "1*1(Segment\Cluster\BlockGroup\BlockAdditions\BlockMore\Block Additional)"

id: "0xA5"

minOccurs: "1"

maxOccurs: "1"

type: "binary"

minver: "1"

documentation: Interpreted by the codec as it wishes (using the BlockAddID).

8.2.40. BlockDuration Element

name: "BlockDuration"

path: "0*1(Segment\Cluster\BlockGroup\BlockDuration)"

id: "0x9B"

maxOccurs: "1"

default: "DefaultDuration"

type: "uinteger"
minver: "1"

documentation: The duration of the Block (based on TimecodeScale). This Element is mandatory when DefaultDuration is set for the track (but can be omitted as other default values). When not written and with no DefaultDuration, the value is assumed to be the difference between the timestamp of this Block and the timestamp of the next Block in "display" order (not coding order). This Element can be useful at the end of a Track (as there is not other Block available), or when there is a break in a track like for subtitle tracks.

8.2.41. ReferencePriority Element

name: "ReferencePriority"

path: "1*1(\Segment\Cluster\BlockGroup\ReferencePriority)"

id: "0xFA"

minOccurs: "1"

maxOccurs: "1"

default: "0"

type: "uinteger"

minver: "1"

documentation: This frame is referenced and has the specified cache priority. In cache only a frame of the same or higher priority can replace this frame. A value of 0 means the frame is not referenced.

8.2.42. ReferenceBlock Element

name: "ReferenceBlock"

path: "0*(\Segment\Cluster\BlockGroup\ReferenceBlock)"

id: "0xFB"

type: "integer"

minver: "1"

documentation: Timestamp of another frame used as a reference (ie: B or P frame). The timestamp is relative to the block it’s attached to.
8.2.43. ReferenceVirtual Element

name: "ReferenceVirtual"
path: "0*1(\Segment\Cluster\BlockGroup\ReferenceVirtual)"
id: "0xFD"
maxOccurs: "1"
type: "integer"
minver: "0"
maxver: "0"

documentation: The Segment Position of the data that would otherwise be in position of the virtual block.

8.2.44. CodecState Element

name: "CodecState"
path: "0*1(\Segment\Cluster\BlockGroup\CodecState)"
id: "0xA4"
maxOccurs: "1"
type: "binary"
minver: "2"

documentation: The new codec state to use. Data interpretation is private to the codec. This information SHOULD always be referenced by a seek entry.

8.2.45. DiscardPadding Element

name: "DiscardPadding"
path: "0*1(\Segment\Cluster\BlockGroup\DiscardPadding)"
id: "0x75A2"
maxOccurs: "1"
type: "integer"
8.2.46. Slices Element

name: "Slices"
path: "0*1(\Segment\Cluster\BlockGroup\Slices)"
id: "0x8E"
maxOccurs: "1"
type: "master"
minver: "1"
documentation: Contains slices description.

8.2.47. TimeSlice Element

name: "TimeSlice"
path: "0*(\Segment\Cluster\BlockGroup\Slices\TimeSlice)"
id: "0xE8"
type: "master"
minver: "1"
maxver: "1"
documentation: Contains extra time information about the data contained in the Block. Being able to interpret this Element is not REQUIRED for playback.

8.2.48. LaceNumber Element

name: "LaceNumber"
path: "0*1(\Segment\Cluster\BlockGroup\Slices\TimeSlice\LaceNumber)"
id: "0xCC"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"
maxver: "1"

documentation: The reverse number of the frame in the lace (0 is the last frame, 1 is the next to last, etc). Being able to interpret this Element is not REQUIRED for playback.

8.2.49. FrameNumber Element

name: "FrameNumber"
path: "0*1(\Segment\Cluster\BlockGroup\Slices\TimeSlice\FrameNumber)"
id: "0xCD"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "0"
maxver: "0"

documentation: The number of the frame to generate from this lace with this delay (allow you to generate many frames from the same Block/Frame).

8.2.50. BlockAdditionID Element

name: "BlockAdditionID"
path:
"0*1(\Segment\Cluster\BlockGroup\Slices\TimeSlice\BlockAdditionID)"
id: "0xCB"
maxOccurs: "1"
8.2.51. Delay Element

    name:  "Delay"
    path:  "0*1(Segment\Cluster\BlockGroup\Slices\TimeSlice\Delay)"
    id:    "0xCE"
    maxOccurs:  "1"
    default:  "0"
    type:  "uinteger"
    minver:  "0"
    maxver:  "0"

documentation: The (scaled) delay to apply to the Element.

8.2.52. SliceDuration Element

    name:  "SliceDuration"
    path:  "0*1(Segment\Cluster\BlockGroup\Slices\TimeSlice\SliceDuration)"
    id:    "0xCF"
    maxOccurs:  "1"
    default:  "0"
    type:  "uinteger"
    minver:  "0"
8.2.53.  ReferenceFrame Element

name: "ReferenceFrame"
path: "0*1(\Segment\Cluster\BlockGroup\ReferenceFrame)"
id: "0xC8"
maxOccurs: "1"
type: "master"
minver: "0"
maxver: "0"
documentation: DivX trick track extensions

8.2.54.  ReferenceOffset Element

name: "ReferenceOffset"
path: "1*1(\Segment\Cluster\BlockGroup\ReferenceFrame\ReferenceOffset)"
id: "0xC9"
minOccurs: "1"
maxOccurs: "1"
type: "uinteger"
minver: "0"
maxver: "0"
documentation: DivX trick track extensions

8.2.55.  ReferenceTimeCode Element

name: "ReferenceTimeCode"
path: "1*1\Segment\Cluster\BlockGroup\ReferenceFrame\ReferenceTimeCode"

id: "0xCA"

minOccurs: "1"

maxOccurs: "1"

type: "uinteger"

minver: "0"

maxver: "0"

documentation: DivX trick track extensions

8.2.56. EncryptedBlock Element

name: "EncryptedBlock"

path: "0*(\Segment\Cluster\EncryptedBlock)"

id: "0xAF"

type: "binary"

minver: "0"

maxver: "0"

documentation: Similar to SimpleBlock but the data inside the Block are Transformed (encrypt and/or signed). (see EncryptedBlock Structure)

8.2.57. Tracks Element

name: "Tracks"

path: "0*(\Segment\Tracks)"

id: "0x1654AE6B"

type: "master"

minver: "1"
documentation: A Top-Level Element of information with many tracks described.

8.2.58. TrackEntry Element

name: "TrackEntry"
path: "1*(\Segment\Tracks\TrackEntry)"
id: "0xAE"
minOccurs: "1"
type: "master"
minver: "1"
documentation: Describes a track with all Elements.

8.2.59. TrackNumber Element

name: "TrackNumber"
path: "1*1(\Segment\Tracks\TrackEntry\TrackNumber)"
id: "0xD7"
minOccurs: "1"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"
documentation: The track number as used in the Block Header (using more than 127 tracks is not encouraged, though the design allows an unlimited number).

8.2.60. TrackUID Element

name: "TrackUID"
path: "1*1(\Segment\Tracks\TrackEntry\TrackUID)"
id: "0x73C5"
minOccurs: "1"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"

documentation: A unique ID to identify the Track. This SHOULD be kept the same when making a direct stream copy of the Track to another file.

8.2.61. TrackType Element

name: "TrackType"
path: "1*1(\Segment\Tracks\TrackEntry\TrackType)"
id: "0x83"
minOccurs: "1"
maxOccurs: "1"
range: "1-254"
type: "uinteger"
minver: "1"

documentation: A set of track types coded on 8 bits.

8.2.62. FlagEnabled Element

name: "FlagEnabled"
path: "1*1(\Segment\Tracks\TrackEntry\FlagEnabled)"
id: "0xB9"
minOccurs: "1"
maxOccurs: "1"
range: "0-1"
8.2.63. FlagDefault Element

name: "FlagDefault"
path: "1*1(\Segment\Tracks\TrackEntry\FlagDefault)"
id: "0x88"
minOccurs: "1"
maxOccurs: "1"
range: "0-1"
default: "1"
type: "uinteger"
minver: "2"
documentation: Set if the track is usable. (1 bit)

8.2.64. FlagForced Element

name: "FlagForced"
path: "1*1(\Segment\Tracks\TrackEntry\FlagForced)"
id: "0x55AA"
minOccurs: "1"
maxOccurs: "1"
range: "0-1"
default: "0"
type: "uinteger"
minver: "1"
documentation: Set if that track (audio, video or subs) SHOULD be active if no language found matches the user preference. (1 bit)
minver: "1"

documentation: Set if that track MUST be active during playback. There can be many forced track for a kind (audio, video or subs), the player SHOULD select the one which language matches the user preference or the default + forced track. Overlay MAY happen between a forced and non-forced track of the same kind. (1 bit)

8.2.65. FlagLacing Element

name: "FlagLacing"

path: "1*1(\Segment\Tracks\TrackEntry\FlagLacing)"

id: "0x9C"

minOccurs: "1"

maxOccurs: "1"

range: "0-1"

default: "1"

type: "uinteger"

minver: "1"

documentation: Set if the track MAY contain blocks using lacing. (1 bit)

8.2.66. MinCache Element

name: "MinCache"

path: "1*1(\Segment\Tracks\TrackEntry\MinCache)"

id: "0x6DE7"

minOccurs: "1"

maxOccurs: "1"

default: "0"

type: "uinteger"

minver: "1"
8.2.67. MaxCache Element

documentation: The minimum number of frames a player SHOULD be able to cache during playback. If set to 0, the reference pseudo-cache system is not used.

name: "MaxCache"
path: "0*1(\Segment\Tracks\TrackEntry\MaxCache)"
id: "0x6DF8"
maxOccurs: "1"
type: "uinteger"
minver: "1"
documentation: The maximum cache size necessary to store referenced frames in and the current frame. 0 means no cache is needed.

8.2.68. DefaultDuration Element

documentation: Number of nanoseconds (not scaled via TimecodeScale) per frame ('frame' in the Matroska sense -- one Element put into a (Simple)Block).

name: "DefaultDuration"
path: "0*1(\Segment\Tracks\TrackEntry\DefaultDuration)"
id: "0x23E383"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"

8.2.69. DefaultDecodedFieldDuration Element

name: "DefaultDecodedFieldDuration"
path: "0*1(\Segment\Tracks\TrackEntry\DefaultDecodedFieldDuration)"
id: "0x234E7A"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "4"
documentation: The period in nanoseconds (not scaled by TimecodeScale) between two successive fields at the output of the decoding process (see the notes)

8.2.70. TrackTimecodeScale Element
name: "TrackTimecodeScale"
path: "1*1(\Segment\Tracks\TrackEntry\TrackTimecodeScale)"
id: "0x23314F"
minOccurs: "1"
maxOccurs: "1"
range: "> 0x0p+0"
default: "0x1p+0"
type: "float"
minver: "1"
maxver: "3"
documentation: DEPRECATED, DO NOT USE. The scale to apply on this track to work at normal speed in relation with other tracks (mostly used to adjust video speed when the audio length differs).

8.2.71. TrackOffset Element
name: "TrackOffset"
path: "0*1(\Segment\Tracks\TrackEntry\TrackOffset)"

id: "0x537F"
maxOccurs: "1"
default: "0"
type: "integer"
minver: "0"
maxver: "0"
documentation: A value to add to the Block’s Timestamp. This can be used to adjust the playback offset of a track.

8.2.72. MaxBlockAdditionID Element

name: "MaxBlockAdditionID"
path: "1*1(\Segment\Tracks\TrackEntry\MaxBlockAdditionID)"
id: "0x55EE"
minOccurs: "1"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"
documentation: The maximum value of BlockAddID. A value 0 means there is no BlockAdditions for this track.

8.2.73. Name Element

name: "Name"
path: "0*1(\Segment\Tracks\TrackEntry\Name)"
id: "0x536E"
maxOccurs: "1"
type: "utf-8"
minver: "1"
documentation: A human-readable track name.
8.2.74. Language Element
   name: "Language"
   path: "0*1\(Segment\Tracks\TrackEntry\Language)"
   id: "0x22B59C"
   maxOccurs: "1"
   default: "eng"
   type: "string"
   minver: "1"
   documentation: Specifies the language of the track in the Matroska languages form. This Element MUST be ignored if the LanguageIETF Element is used in the same TrackEntry.

8.2.75. LanguageIETF Element
   name: "LanguageIETF"
   path: "0*1\(Segment\Tracks\TrackEntry\LanguageIETF)"
   id: "0x22B59D"
   maxOccurs: "1"
   type: "string"
   minver: "4"
   documentation: Specifies the language of the track according to BCP 47 and using the IANA Language Subtag Registry. If this Element is used, then any Language Elements used in the same TrackEntry MUST be ignored.

8.2.76. CodecID Element
   name: "CodecID"
   path: "1*1\(Segment\Tracks\TrackEntry\CodecID)"
   id: "0x86"
   minOccurs: "1"
8.2.77. CodecPrivate Element

name: "CodecPrivate"
path: "0*1(\Segment\Tracks\TrackEntry\CodecPrivate)"
id: "0x63A2"
maxOccurs: "1"
type: "binary"
minver: "1"
documentation: Private data only known to the codec.

8.2.78. CodecName Element

name: "CodecName"
path: "0*1(\Segment\Tracks\TrackEntry\CodecName)"
id: "0x258688"
maxOccurs: "1"
type: "utf-8"
minver: "1"
documentation: A human-readable string specifying the codec.

8.2.79. AttachmentLink Element

name: "AttachmentLink"
path: "0*1(\Segment\Tracks\TrackEntry\AttachmentLink)"
id: "0x7446"
maxOccurs: "1"
range: "not 0"
type: "integer"
minver: "1"
maxver: "3"
documentation: The UID of an attachment that is used by this codec.

8.2.80. CodecSettings Element

ame: "CodecSettings"
path: "0*1(\Segment\Tracks\TrackEntry\CodecSettings)"
id: "0x3A9697"
maxOccurs: "1"
type: "utf-8"
minver: "0"
maxver: "0"
documentation: A string describing the encoding setting used.

8.2.81. CodecInfoURL Element

name: "CodecInfoURL"
path: "0*(\Segment\Tracks\TrackEntry\CodecInfoURL)"
id: "0x3B4040"
type: "string"
minver: "0"
maxver: "0"
documentation: A URL to find information about the codec used.
8.2.82. CodecDownloadURL Element

name: "CodecDownloadURL"
path: "0*(\Segment\Tracks\TrackEntry\CodecDownloadURL)"
id: "0x26B240"
type: "string"
minver: "0"
maxver: "0"
documentation: A URL to download about the codec used.

8.2.83. CodecDecodeAll Element

name: "CodecDecodeAll"
path: "1*1(\Segment\Tracks\TrackEntry\CodecDecodeAll)"
id: "0xAA"
minOccurs: "1"
maxOccurs: "1"
range: "0-1"
default: "1"
type: "uinteger"
minver: "2"
documentation: The codec can decode potentially damaged data (1 bit).

8.2.84. TrackOverlay Element

name: "TrackOverlay"
path: "0*(\Segment\Tracks\TrackEntry\TrackOverlay)"
id: "0x6FAB"
type: "uinteger"
documentation: Specify that this track is an overlay track for the Track specified (in the u-integer). That means when this track has a gap (see SilentTracks) the overlay track SHOULD be used instead. The order of multiple TrackOverlay matters, the first one is the one that SHOULD be used. If not found it SHOULD be the second, etc.

8.2.85. CodecDelay Element

name: "CodecDelay"

path: "0*1(\Segment\Tracks\TrackEntry\CodecDelay)"

id: "0x56AA"

maxOccurs: "1"

default: "0"

type: "uinteger"

minver: "4"

documentation: CodecDelay is the codec-built-in delay in nanoseconds. This value MUST be subtracted from each block timestamp in order to get the actual timestamp. The value SHOULD be small so the muxing of tracks with the same actual timestamp are in the same Cluster.

8.2.86. SeekPreRoll Element

name: "SeekPreRoll"

path: "1*1(\Segment\Tracks\TrackEntry\SeekPreRoll)"

id: "0x56BB"

minOccurs: "1"

maxOccurs: "1"

default: "0"

type: "uinteger"

minver: "4"
documentation: After a discontinuity, SeekPreRoll is the duration in nanoseconds of the data the decoder MUST decode before the decoded data is valid.

8.2.87. TrackTranslate Element

name: "TrackTranslate"
path: "0*(\Segment\Tracks\TrackEntry\TrackTranslate)"
id: "0x6624"
type: "master"
minver: "1"
documentation: The track identification for the given Chapter Codec.

8.2.88. TrackTranslateEditionUID Element

name: "TrackTranslateEditionUID"
path: "0*(\Segment\Tracks\TrackEntry\TrackTranslate\TrackTranslateEditionUID)"
id: "0x66FC"
type: "uinteger"
minver: "1"
documentation: Specify an edition UID on which this translation applies. When not specified, it means for all editions found in the Segment.

8.2.89. TrackTranslateCodec Element

name: "TrackTranslateCodec"
path: "1+1(\Segment\Tracks\TrackEntry\TrackTranslate\TrackTranslateCodec)"
id: "0x66BF"
minOccurs: "1"
maxOccurs: "1"
type: "uinteger"
minver: "1"
documentation: The chapter codec.

8.2.90. TrackTranslateTrackID Element

name: "TrackTranslateTrackID"
path: "1*1(\Segment\Tracks\TrackEntry\TrackTranslate\TrackTranslateTrackID)"
id: "0x66A5"
minOccurs: "1"
maxOccurs: "1"
type: "binary"
minver: "1"
documentation: The binary value used to represent this track in the chapter codec data. The format depends on the ChapProcessCodecID used.

8.2.91. Video Element

name: "Video"
path: "0*1(\Segment\Tracks\TrackEntry\Video)"
id: "0xE0"
maxOccurs: "1"
type: "master"
minver: "1"
documentation: Video settings.

8.2.92. FlagInterlaced Element

name: "FlagInterlaced"
path: "1*1(\Segment\Tracks\TrackEntry\Video\FlagInterlaced)"
id: "0x9A"
minOccurs: "1"
maxOccurs: "1"
range: "0-2"
default: "0"
type: "uinteger"
minver: "2"
documentation: A flag to declare is the video is known to be progressive or interlaced and if applicable to declare details about the interlacement.

8.2.93. FieldOrder Element

name: "FieldOrder"
path: "1*1(\Segment\Tracks\TrackEntry\Video\FieldOrder)"

id: "0x9D"
minOccurs: "1"
maxOccurs: "1"
range: "0-14"
default: "2"
type: "uinteger"
minver: "4"
documentation: Declare the field ordering of the video. If FlagInterlaced is not set to 1, this Element MUST be ignored.

8.2.94. StereoMode Element

name: "StereoMode"

path: "0*1(\Segment\Tracks\TrackEntry\Video\StereoMode)"

id: "0x53B8"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "3"
documentation: Stereo-3D video mode. There are some more details on
3D support in the Specification Notes.

8.2.95. AlphaMode Element

name: "AlphaMode"
path: "0*1(\Segment\Tracks\TrackEntry\Video\AlphaMode)"
id: "0x53C0"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "3"
documentation: Alpha Video Mode. Presence of this Element indicates
that the BlockAdditional Element could contain Alpha data.

8.2.96. OldStereoMode Element

name: "OldStereoMode"
path: "0*1(\Segment\Tracks\TrackEntry\Video\OldStereoMode)"
id: "0x53B9"
maxOccurs: "1"
type: "uinteger"
maxver: "0"
documentation: DEPRECATED, DO NOT USE. Bogus StereoMode value used
in old versions of libmatroska.
8.2.97. PixelWidth Element

name: "PixelWidth"
path: "1*1(\Segment\Tracks\TrackEntry\Video\PixelWidth)"
id: "0xB0"
minOccurs: "1"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"
documentation: Width of the encoded video frames in pixels.

8.2.98. PixelHeight Element

name: "PixelHeight"
path: "1*1(\Segment\Tracks\TrackEntry\Video\PixelHeight)"
id: "0xBA"
minOccurs: "1"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"
documentation: Height of the encoded video frames in pixels.

8.2.99. PixelCropBottom Element

name: "PixelCropBottom"
path: "0*1(\Segment\Tracks\TrackEntry\Video\PixelCropBottom)"
id: "0x54AA"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"

documentation: The number of video pixels to remove at the bottom of the image (for HDTV content).

8.2.100. PixelCropTop Element

name: "PixelCropTop"
path: "0*1(\Segment\Tracks\TrackEntry\Video\PixelCropTop)"
id: "0x54BB"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"

documentation: The number of video pixels to remove at the top of the image.

8.2.101. PixelCropLeft Element

name: "PixelCropLeft"
path: "0*1(\Segment\Tracks\TrackEntry\Video\PixelCropLeft)"
id: "0x54CC"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"

documentation: The number of video pixels to remove on the left of the image.
8.2.102.  PixelCropRight Element

   name: "PixelCropRight"
   path: "0*1(\Segment\Tracks\TrackEntry\Video\PixelCropRight)"
   id: "0x54DD"
   maxOccurs: "1"
   default: "0"
   type: "uinteger"
   minver: "1"

   documentation: The number of video pixels to remove on the right of the image.

8.2.103.  DisplayWidth Element

   name: "DisplayWidth"
   path: "0*1(\Segment\Tracks\TrackEntry\Video\DisplayWidth)"
   id: "0x54B0"
   maxOccurs: "1"
   range: "not 0"
   default: "PixelWidth - PixelCropLeft - PixelCropRight"
   type: "uinteger"
   minver: "1"

   documentation: Width of the video frames to display. Applies to the video frame after cropping (PixelCrop* Elements). The default value is only valid when DisplayUnit is 0.

8.2.104.  DisplayHeight Element

   name: "DisplayHeight"
   path: "0*1(\Segment\Tracks\TrackEntry\Video\DisplayHeight)"
   id: "0x54BA"
maxOccurs: "1"
range: "not 0"
default: "PixelHeight - PixelCropTop - PixelCropBottom"
type: "uinteger"

minver: "1"
documentation: Height of the video frames to display. Applies to the video frame after cropping (PixelCrop* Elements). The default value is only valid when DisplayUnit is 0.

8.2.105. DisplayUnit Element

name: "DisplayUnit"
path: "0*1(\Segment\Tracks\TrackEntry\Video\DisplayUnit)"
id: "0x54B2"
maxOccurs: "1"
default: "0"
type: "uinteger"

minver: "1"
documentation: How DisplayWidth & DisplayHeight are interpreted.

8.2.106. AspectRatioType Element

name: "AspectRatioType"
path: "0*1(\Segment\Tracks\TrackEntry\Video\AspectRatioType)"
id: "0x54B3"
maxOccurs: "1"
default: "0"
type: "uinteger"

minver: "1"
8.2.107. ColourSpace Element

name: "ColourSpace"

path: "0*1(\Segment\Tracks\TrackEntry\Video\ColourSpace)"

id: "0x2EB524"

maxOccurs: "1"

size: "4"

type: "binary"

minver: "1"

documentation: Specify the pixel format used for the Track’s data as a FourCC. This value is similar in scope to the biCompression value of AVI’s BITMAPINFOHEADER. This Element is MANDATORY in TrackEntry when the CodecID Element of the TrackEntry is set to "V_UNCOMPRESSED".

8.2.108. GammaValue Element

name: "GammaValue"

path: "0*1(\Segment\Tracks\TrackEntry\Video\GammaValue)"

id: "0x2FB523"

maxOccurs: "1"

range: "> 0x0p+0"

type: "float"

minver: "0"

maxver: "0"

documentation: Gamma Value.
8.2.109. FrameRate Element

    name: "FrameRate"
    path: "0*1(\Segment\Tracks\TrackEntry\Video\FrameRate)"
    id: "0x2383E3"
    maxOccurs: "1"
    range: "> 0x0p+0"
    type: "float"
    minver: "0"
    maxver: "0"
    documentation: Number of frames per second. Informational only.

8.2.110. Colour Element

    name: "Colour"
    path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour)"
    id: "0x55B0"
    maxOccurs: "1"
    type: "master"
    minver: "4"
    documentation: Settings describing the colour format.

8.2.111. MatrixCoefficients Element

    name: "MatrixCoefficients"
    path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MatrixCoefficients)"
    id: "0x55B1"
    maxOccurs: "1"
    default: "2"
type: "integer"
minver: "4"
documentation: The Matrix Coefficients of the video used to derive luma and chroma values from red, green, and blue color primaries. For clarity, the value and meanings for MatrixCoefficients are adopted from Table 4 of ISO/IEC 23001-8:2013/DCOR1.

8.2.112. BitsPerChannel Element

name: "BitsPerChannel"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\BitsPerChannel)"
id: "0x55B2"
maxOccurs: "1"
default: "0"
type: "integer"
minver: "4"
documentation: Number of decoded bits per channel. A value of 0 indicates that the BitsPerChannel is unspecified.

8.2.113. ChromaSubsamplingHorz Element

name: "ChromaSubsamplingHorz"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\ChromaSubsamplingHorz)"
id: "0x55B3"
maxOccurs: "1"
type: "integer"
minver: "4"
documentation: The amount of pixels to remove in the Cr and Cb channels for every pixel not removed horizontally. Example: For video with 4:2:0 chroma subsampling, the ChromaSubsamplingHorz SHOULD be set to 1.
8.2.114. ChromaSubsamplingVert Element

name: "ChromaSubsamplingVert"
path: "0*1\Segment\Tracks\TrackEntry\Video\Colour\ChromaSubsamplingVert"
id: "0x55B4"
maxOccurs: "1"
type: "uinteger"
minver: "4"
documentation: The amount of pixels to remove in the Cr and Cb channels for every pixel not removed vertically. Example: For video with 4:2:0 chroma subsampling, the ChromaSubsamplingVert SHOULD be set to 1.

8.2.115. CbSubsamplingHorz Element

name: "CbSubsamplingHorz"
path: "0*1\Segment\Tracks\TrackEntry\Video\Colour\CbSubsamplingHorz"
id: "0x55B5"
maxOccurs: "1"
type: "uinteger"
minver: "4"
documentation: The amount of pixels to remove in the Cb channel for every pixel not removed horizontally. This is additive with ChromaSubsamplingHorz. Example: For video with 4:2:1 chroma subsampling, the ChromaSubsamplingHorz SHOULD be set to 1 and CbSubsamplingHorz SHOULD be set to 1.

8.2.116. CbSubsamplingVert Element

name: "CbSubsamplingVert"
path: "0*1\Segment\Tracks\TrackEntry\Video\Colour\CbSubsamplingVert"
id: "0x55B6"
maxOccurs: "1"
type: "uinteger"
minver: "4"
documentation: The amount of pixels to remove in the Cb channel for every pixel not removed vertically. This is additive with ChromaSubsamplingVert.

8.2.117. ChromaSitingHorz Element
name: "ChromaSitingHorz"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\ChromaSitingHorz)"
id: "0x55B7"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "4"
documentation: How chroma is subsampled horizontally.

8.2.118. ChromaSitingVert Element
name: "ChromaSitingVert"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\ChromaSitingVert)"
id: "0x55B8"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "4"
documentation: How chroma is subsampled vertically.
8.2.119. Range Element

name: "Range"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\Range)"
id: "0x55B9"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "4"
documentation: Clipping of the color ranges.

8.2.120. TransferCharacteristics Element

name: "TransferCharacteristics"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\TransferCharacteristics)"
id: "0x55BA"
maxOccurs: "1"
default: "2"
type: "uinteger"
minver: "4"
documentation: The transfer characteristics of the video. For clarity, the value and meanings for TransferCharacteristics 1-15 are adopted from Table 3 of ISO/IEC 23001-8:2013/DCOR1. TransferCharacteristics 16-18 are proposed values.

8.2.121. Primaries Element

name: "Primaries"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\Primaries)"
id: "0x55BB"
maxOccurs: "1"
default: "2"
type: "uinteger"
minver: "4"

documentation: The colour primaries of the video. For clarity, the value and meanings for Primaries are adopted from Table 2 of ISO/IEC 23001-8:2013/DCOR1.

8.2.122. MaxCLL Element

name: "MaxCLL"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MaxCLL)"
id: "0x55BC"
maxOccurs: "1"
type: "uinteger"
minver: "4"

documentation: Maximum brightness of a single pixel (Maximum Content Light Level) in candelas per square meter (cd/m^2).

8.2.123. MaxFALL Element

name: "MaxFALL"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MaxFALL)"

id: "0x55BD"
maxOccurs: "1"
type: "uinteger"
minver: "4"

documentation: Maximum brightness of a single full frame (Maximum Frame-Average Light Level) in candelas per square meter (cd/m^2).
8.2.124. MasteringMetadata Element

name: "MasteringMetadata"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata)"

id: "0x55D0"

maxOccurs: "1"

type: "master"

minver: "4"

documentation: SMPTE 2086 mastering data.

8.2.125. PrimaryRChromaticityX Element

name: "PrimaryRChromaticityX"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\PrimaryRChromaticityX)"

id: "0x55D1"

maxOccurs: "1"

range: "0-1"

type: "float"

minver: "4"

documentation: Red X chromaticity coordinate as defined by CIE 1931.

8.2.126. PrimaryRChromaticityY Element

name: "PrimaryRChromaticityY"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\PrimaryRChromaticityY)"

id: "0x55D2"

maxOccurs: "1"

range: "0-1"
8.2.127. PrimaryGChromaticityX Element

name: "PrimaryGChromaticityX"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\PrimaryGChromaticityX)"

id: "0x55D3"

maxOccurs: "1"

range: "0-1"

type: "float"

minver: "4"

documentation: Red Y chromaticity coordinate as defined by CIE 1931.

8.2.128. PrimaryGChromaticityY Element

name: "PrimaryGChromaticityY"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\PrimaryGChromaticityY)"

id: "0x55D4"

maxOccurs: "1"

range: "0-1"

type: "float"

minver: "4"

documentation: Green X chromaticity coordinate as defined by CIE 1931.

documentation: Green Y chromaticity coordinate as defined by CIE 1931.
8.2.129. PrimaryBChromaticityX Element

name: "PrimaryBChromaticityX"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\PrimaryBChromaticityX)"

id: "0x55D5"

maxOccurs: "1"

range: "0-1"

type: "float"

minver: "4"

documentation: Blue X chromaticity coordinate as defined by CIE 1931.

8.2.130. PrimaryBChromaticityY Element

name: "PrimaryBChromaticityY"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\PrimaryBChromaticityY)"

id: "0x55D6"

maxOccurs: "1"

range: "0-1"

type: "float"

minver: "4"

documentation: Blue Y chromaticity coordinate as defined by CIE 1931.

8.2.131. WhitePointChromaticityX Element

name: "WhitePointChromaticityX"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\WhitePointChromaticityX)"

id: "0x55D7"

maxOccurs: "1"
range: "0-1"
type: "float"
minver: "4"
documentation: White X chromaticity coordinate as defined by CIE 1931.

8.2.132. WhitePointChromaticityY Element

name: "WhitePointChromaticityY"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\WhitePointChromaticityY)"
id: "0x55D8"
maxOccurs: "1"
range: "0-1"
type: "float"
minver: "4"
documentation: White Y chromaticity coordinate as defined by CIE 1931.

8.2.133. LuminanceMax Element

name: "LuminanceMax"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\LuminanceMax)"
id: "0x55D9"
maxOccurs: "1"
range: ">= 0x0p+0"
type: "float"
minver: "4"
documentation: Maximum luminance. Represented in candelas per square meter (cd/m^2).
8.2.134. LuminanceMin Element

name: "LuminanceMin"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Colour\MasteringMetadata\ LuminanceMin)"

id: "0x55DA"

maxOccurs: "1"

range: ">= 0x0p+0"

type: "float"

minver: "4"

documentation: Minimum luminance. Represented in candela per square meter (cd/m^2).

8.2.135. Projection Element

name: "Projection"

path: "0*1(\Segment\Tracks\TrackEntry\Video\Projection)"

id: "0x7670"

maxOccurs: "1"

type: "master"

minver: "4"

documentation: Describes the video projection details. Used to render spherical and VR videos.

8.2.136. ProjectionType Element

name: "ProjectionType"

path: 
"1*1(\Segment\Tracks\TrackEntry\Video\Projection\ProjectionType)"

id: "0x7671"

minOccurs: "1"
maxOccurs: "1"
range: "0-3"
default: "0"
type: "uinteger"
minver: "4"
documentation: Describes the projection used for this video track.

8.2.137. ProjectionPrivate Element

name: "ProjectionPrivate"
path: "0*1(\Segment\Tracks\TrackEntry\Video\Projection\ProjectionPrivate)"
id: "0x7672"
maxOccurs: "1"
type: "binary"
minver: "4"
documentation: Private data that only applies to a specific projection. Semantics
If ProjectionType equals 0 (Rectangular), then this element must not be present. If ProjectionType equals 1 (Equirectangular), then this element must be present and contain the same binary data that would be stored inside an ISOBMFF Equirectangular Projection Box (‘equi’). If ProjectionType equals 2 (Cubemap), then this element must be present and contain the same binary data that would be stored inside an ISOBMFF Cubemap Projection Box (‘cbmp’). If ProjectionType equals 3 (Mesh), then this element must be present and contain the same binary data that would be stored inside an ISOBMFF Mesh Projection Box (‘mshp’). Note: ISOBMFF box size and fourcc fields are not included in the binary data, but the FullBox version and flag fields are. This is to avoid redundant framing information while preserving versioning and semantics between the two container formats.

8.2.138. ProjectionPoseYaw Element

name: "ProjectionPoseYaw"
8.2.138. ProjectionPoseYaw Element

path: "1*1(\Segment\Tracks\TrackEntry\Video\Projection\ProjectionPoseYaw)"

id: "0x7673"

 minOccurs: "1"

 maxOccurs: "1"

default: "0x0p+0"

type: "float"

minver: "4"

documentation: Specifies a yaw rotation to the projection. SemanticsValue represents a clockwise rotation, in degrees, around the up vector. This rotation must be applied before any ProjectionPosePitch or ProjectionPoseRoll rotations. The value of this field should be in the -180 to 180 degree range.

8.2.139. ProjectionPosePitch Element

name: "ProjectionPosePitch"

path: "1*1(\Segment\Tracks\TrackEntry\Video\Projection\ProjectionPosePitch)"

id: "0x7674"

 minOccurs: "1"

 maxOccurs: "1"

default: "0x0p+0"

type: "float"

minver: "4"

documentation: Specifies a pitch rotation to the projection. SemanticsValue represents a counter-clockwise rotation, in degrees, around the right vector. This rotation must be applied after the ProjectionPoseYaw rotation and before the ProjectionPoseRoll rotation. The value of this field should be in the -90 to 90 degree range.
8.2.140. ProjectionPoseRoll Element

name: "ProjectionPoseRoll"

path: "1*1(\Segment\Tracks\TrackEntry\Video\Projection\ProjectionPoseRoll)"

id: "0x7675"

minOccurs: "1"

maxOccurs: "1"

default: "0x0p+0"

type: "float"

minver: "4"

documentation: Specifies a roll rotation to the projection. SemanticsValue represents a counter-clockwise rotation, in degrees, around the forward vector. This rotation must be applied after the ProjectionPoseYaw and ProjectionPosePitch rotations. The value of this field should be in the -180 to 180 degree range.

8.2.141. Audio Element

name: "Audio"

path: "0*1(\Segment\Tracks\TrackEntry\Audio)"

id: "0xE1"

maxOccurs: "1"

type: "master"

minver: "1"

documentation: Audio settings.

8.2.142. SamplingFrequency Element

name: "SamplingFrequency"

path: "1*1(\Segment\Tracks\TrackEntry\Audio\SamplingFrequency)"

id: "0xB5"
minOccurs: "1"
maxOccurs: "1"
range: "> 0x0p+0"
default: "0x1.f4p+12"
type: "float"
minver: "1"
documentation: Sampling frequency in Hz.

8.2.143.  OutputSamplingFrequency Element
name: "OutputSamplingFrequency"
path: "0*1(\Segment\Tracks\TrackEntry\Audio\OutputSamplingFrequency)"
id: "0x78B5"
maxOccurs: "1"
range: "> 0x0p+0"
default: "SamplingFrequency"
type: "float"
minver: "1"
documentation: Real output sampling frequency in Hz (used for SBR techniques).

8.2.144.  Channels Element
name: "Channels"
path: "1*1(\Segment\Tracks\TrackEntry\Audio\Channels)"
id: "0x9F"
minOccurs: "1"
maxOccurs: "1"
range: "not 0"
default: "1"
type: "uinteger"
minver: "1"
documentation: Numbers of channels in the track.

8.2.145. ChannelPositions Element

name: "ChannelPositions"
path: "0*1(\Segment\Tracks\TrackEntry\Audio\ChannelPositions)"
id: "0x7D7B"
maxOccurs: "1"
type: "binary"
minver: "0"
maxver: "0"
documentation: Table of horizontal angles for each successive channel, see appendix.

8.2.146. BitDepth Element

name: "BitDepth"
path: "0*1(\Segment\Tracks\TrackEntry\Audio\BitDepth)"
id: "0x6264"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"
documentation: Bits per sample, mostly used for PCM.
8.2.147. TrackOperation Element

name: "TrackOperation"

path: "0*1(\Segment\Tracks\TrackEntry\TrackOperation)"

id: "0xE2"

maxOccurs: "1"

type: "master"

minver: "3"

documentation: Operation that needs to be applied on tracks to create this virtual track. For more details look at the Specification Notes on the subject.

8.2.148. TrackCombinePlanes Element

name: "TrackCombinePlanes"

path: 
"0*1(\Segment\Tracks\TrackEntry\TrackOperation\TrackCombinePlanes)"

id: "0xE3"

maxOccurs: "1"

type: "master"

minver: "3"

documentation: Contains the list of all video plane tracks that need to be combined to create this 3D track

8.2.149. TrackPlane Element

name: "TrackPlane"

path: 
"1*(\Segment\Tracks\TrackEntry\TrackOperation\TrackCombinePlanes\TrackPlane)"

id: "0xE4"

minOccurs: "1"

type: "master"
8.2.150. TrackPlaneUID Element

name: "TrackPlaneUID"

path: "1*1(\Segment\Tracks\TrackEntry\TrackOperation\TrackCombinePlanes\TrackPlane\TrackPlaneUID)"

id: "0xE5"

minOccurs: "1"

maxOccurs: "1"

range: "not 0"

type: "uinteger"

minver: "3"

documentation: The trackUID number of the track representing the plane.

8.2.151. TrackPlaneType Element

name: "TrackPlaneType"

path: "1*1(\Segment\Tracks\TrackEntry\TrackOperation\TrackCombinePlanes\TrackPlane\TrackPlaneType)"

id: "0xE6"

minOccurs: "1"

maxOccurs: "1"

type: "uinteger"

minver: "3"

documentation: The kind of plane this track corresponds to.
8.2.152. TrackJoinBlocks Element

name: "TrackJoinBlocks"

path: 
"0*1(\Segment\Tracks\TrackEntry\TrackOperation\TrackJoinBlocks)"

id: "0xE9"

maxOccurs: "1"

type: "master"

minver: "3"

documentation: Contains the list of all tracks whose Blocks need to be combined to create this virtual track

8.2.153. TrackJoinUID Element

name: "TrackJoinUID"

path: "1*(\Segment\Tracks\TrackEntry\TrackOperation\TrackJoinBlocks\TrackJoinUID)"

id: "0xED"

minOccurs: "1"

range: "not 0"

type: "uinteger"

minver: "3"

documentation: The trackUID number of a track whose blocks are used to create this virtual track.

8.2.154. TrickTrackUID Element

name: "TrickTrackUID"

path: "0*1(\Segment\Tracks\TrackEntry\TrickTrackUID)"

id: "0xC0"

maxOccurs: "1"
8.2.155. TrickTrackSegmentUID Element

name: "TrickTrackSegmentUID"
path: "0*1(/Segment/Tracks/TrackEntry/TrickTrackSegmentUID)"
id: "0xC1"
maxOccurs: "1"
size: "16"
type: "binary"
minver: "0"
maxver: "0"
documentation: DivX trick track extensions

8.2.156. TrickTrackFlag Element

name: "TrickTrackFlag"
path: "0*1(/Segment/Tracks/TrackEntry/TrickTrackFlag)"
id: "0xC6"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "0"
maxver: "0"
documentation: DivX trick track extensions
8.2.157. TrickMasterTrackUID Element

   name: "TrickMasterTrackUID"
   path: "0*1(\Segment\Tracks\TrackEntry\TrickMasterTrackUID)"
   id: "0xC7"
   maxOccurs: "1"
   type: "integer"
   minver: "0"
   maxver: "0"
   documentation: DivX trick track extensions

8.2.158. TrickMasterTrackSegmentUID Element

   name: "TrickMasterTrackSegmentUID"
   path: "0*1(\Segment\Tracks\TrackEntry\TrickMasterTrackSegmentUID)"
   id: "0xC4"
   maxOccurs: "1"
   size: "16"
   type: "binary"
   minver: "0"
   maxver: "0"
   documentation: DivX trick track extensions

8.2.159. ContentEncodings Element

   name: "ContentEncodings"
   path: "0*1(\Segment\Tracks\TrackEntry\ContentEncodings)"
   id: "0x6D80"
   maxOccurs: "1"
type: "master"
minver: "1"

documentation: Settings for several content encoding mechanisms like compression or encryption.

8.2.160. ContentEncoding Element

name: "ContentEncoding"
path: "1*(\Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding)"
id: "0x6240"
minOccurs: "1"
type: "master"
minver: "1"

documentation: Settings for one content encoding like compression or encryption.

8.2.161. ContentEncodingOrder Element

name: "ContentEncodingOrder"
path: "1*1(\Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentEncodingOrder)"
id: "0x5031"
minOccurs: "1"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"

documentation: Tells when this modification was used during encoding/muxing starting with 0 and counting upwards. The decoder/demuxer has to start with the highest order number it finds and work its way
This value has to be unique over all ContentEncodingOrder Elements in the Segment.

8.2.162. ContentEncodingScope Element

name: "ContentEncodingScope"

path: "1*1(Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentEncodingScope)"

id: "0x5032"

minOccurs: "1"

maxOccurs: "1"

range: "not 0"

default: "1"

type: "uinteger"

minver: "1"

documentation: A bit field that describes which Elements have been modified in this way. Values (big endian) can be OR’ed. Possible values: 1 - all frame contents, 2 - the track’s private data, 4 - the next ContentEncoding (next ContentEncodingOrder. Either the data inside ContentCompression and/or ContentEncryption)

8.2.163. ContentEncodingType Element

name: "ContentEncodingType"

path: "1*1(Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentEncodingType)"

id: "0x5033"

minOccurs: "1"

maxOccurs: "1"

default: "0"

type: "uinteger"

minver: "1"
8.2.164. ContentCompression Element

name: "ContentCompression"
path: "0*1(Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentCompression)"
id: "0x5034"
maxOccurs: "1"
type: "master"
minver: "1"

documentation: Settings describing the compression used. This Element MUST be present if the value of ContentEncodingType is 0 and absent otherwise. Each block MUST be decompressable even if no previous block is available in order not to prevent seeking.

8.2.165. ContentCompAlgo Element

name: "ContentCompAlgo"
path: "1*1(Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentCompression\ContentCompAlgo)"
id: "0x4254"
minOccurs: "1"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"

documentation: The compression algorithm used. Algorithms that have been specified so far are: 0 - zlib, 1 - bzlib, 2 - lzo1x 3 - Header Stripping
8.2.166. ContentCompSettings Element

name: "ContentCompSettings"

path: "0*1(\Segment\Tracks\TrackEntry\ContentEncodings\ContentEncodings\ContentCompression\ContentCompSettings)"

id: "0x4255"

maxOccurs: "1"

type: "binary"

minver: "1"

documentation: Settings that might be needed by the decompressor. For Header Stripping (ContentCompAlgo=3), the bytes that were removed from the beginning of each frames of the track.

8.2.167. ContentEncryption Element

name: "ContentEncryption"

path: "0*1(\Segment\Tracks\TrackEntry\ContentEncodings\ContentEncodings\ContentEncryption)"

id: "0x5035"

maxOccurs: "1"

type: "master"

minver: "1"

documentation: Settings describing the encryption used. This Element MUST be present if the value of ContentEncodingType is 1 and absent otherwise.

8.2.168. ContentEncAlgo Element

name: "ContentEncAlgo"

path: "0*1(\Segment\Tracks\TrackEntry\ContentEncodings\ContentEncodings\ContentEncryption\ContentEncryption\ContentEncAlgo)"

id: "0x47E1"

maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"
documentation: The encryption algorithm used. The value ‘0’ means that the contents have not been encrypted but only signed.
Predefined values: 1 - DES, 2 - 3DES, 3 - Twofish, 4 - Blowfish, 5 - AES

8.2.169. ContentEncKeyID Element

name: "ContentEncKeyID"
path: "0*1(Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentEncryption\ContentEncKeyID)"
id: "0x47E2"
maxOccurs: "1"
type: "binary"
minver: "1"
documentation: For public key algorithms this is the ID of the public key the the data was encrypted with.

8.2.170. ContentSignature Element

name: "ContentSignature"
path: "0*1(Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentEncryption\ContentSignature)"
id: "0x47E3"
maxOccurs: "1"
type: "binary"
minver: "1"
documentation: A cryptographic signature of the contents.
8.2.171.  ContentSigKeyID Element

   name: "ContentSigKeyID"

   path: "0*1(\Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentEncryption\ContentSigKeyID)"

   id: "0x47E4"

   maxOccurs: "1"

   type: "binary"

   minver: "1"

   documentation: This is the ID of the private key the data was signed with.

8.2.172.  ContentSigAlgo Element

   name: "ContentSigAlgo"

   path: "0*1(\Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentEncryption\ContentSigAlgo)"

   id: "0x47E5"

   maxOccurs: "1"

   default: "0"

   type: "uinteger"

   minver: "1"

   documentation: The algorithm used for the signature. A value of '0' means that the contents have not been signed but only encrypted. Predefined values: 1 - RSA

8.2.173.  ContentSigHashAlgo Element

   name: "ContentSigHashAlgo"

   path: "0*1(\Segment\Tracks\TrackEntry\ContentEncodings\ContentEncoding\ContentEncryption\ContentSigHashAlgo)"

   id: "0x47E6"
maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "1"

documentation: The hash algorithm used for the signature. A value of '0' means that the contents have not been signed but only encrypted. Predefined values: 1 - SHA1-160 2 - MD5

8.2.174. Cues Element

name: "Cues"
path: "0*1(\Segment\Cues)"
id: "0x1C53BB6B"
maxOccurs: "1"
type: "master"
minver: "1"

documentation: A Top-Level Element to speed seeking access. All entries are local to the Segment. This Element SHOULD be mandatory for non "live" streams.

8.2.175. CuePoint Element

name: "CuePoint"
path: "1*(\Segment\Cues\CuePoint)"
id: "0xBB"
minOccurs: "1"
type: "master"
minver: "1"

documentation: Contains all information relative to a seek point in the Segment.
8.2.176. CueTime Element

- name: "CueTime"
- path: "1*1(\Segment\Cues\CuePoint\CueTime)"
- id: "0xB3"
- minOccurs: "1"
- maxOccurs: "1"
- type: "uinteger"
- minver: "1"
- documentation: Absolute timestamp according to the Segment time base.

8.2.177. CueTrackPositions Element

- name: "CueTrackPositions"
- path: "1*(\Segment\Cues\CuePoint\CueTrackPositions)"
- id: "0xB7"
- minOccurs: "1"
- type: "master"
- minver: "1"
- documentation: Contain positions for different tracks corresponding to the timestamp.

8.2.178. CueTrack Element

- name: "CueTrack"
- path: "1*1(\Segment\Cues\CuePoint\CueTrackPositions\CueTrack)"
- id: "0xF7"
- minOccurs: "1"
- maxOccurs: "1"
- range: "not 0"
type: "uinteger"
minver: "1"
documentation: The track for which a position is given.

8.2.179.  CueClusterPosition Element

name: "CueClusterPosition"
path:
"1*1(\Segment\Cues\CuePoint\CueTrackPositions\CueClusterPosition)"
id: "0xF1"
minOccurs: "1"
maxOccurs: "1"
type: "uinteger"
minver: "1"
documentation: The Segment Position of the Cluster containing the associated Block.

8.2.180.  CueRelativePosition Element

name: "CueRelativePosition"
path:
"0*1(\Segment\Cues\CuePoint\CueTrackPositions\CueRelativePosition)"
id: "0xF0"
maxOccurs: "1"
type: "uinteger"
minver: "4"
documentation: The relative position of the referenced block inside the cluster with 0 being the first possible position for an Element inside that cluster.
8.2.181. CueDuration Element

name: "CueDuration"

path: "0*1(\Segment\Cues\CuePoint\CueTrackPositions\CueDuration)"

id: "0xB2"

maxOccurs: "1"

type: "uinteger"

minver: "4"

documentation: The duration of the block according to the Segment time base. If missing the track’s DefaultDuration does not apply and no duration information is available in terms of the cues.

8.2.182. CueBlockNumber Element

name: "CueBlockNumber"

path: "0*1(\Segment\Cues\CuePoint\CueTrackPositions\CueBlockNumber)"

id: "0x5378"

maxOccurs: "1"

range: "not 0"

default: "1"

type: "uinteger"

minver: "1"

documentation: Number of the Block in the specified Cluster.

8.2.183. CueCodecState Element

name: "CueCodecState"

path: "0*1(\Segment\Cues\CuePoint\CueTrackPositions\CueCodecState)"

id: "0xEA"

maxOccurs: "1"
default: "0"
type: "uinteger"
minver: "2"
documentation: The Segment Position of the Codec State corresponding to this Cue Element. 0 means that the data is taken from the initial Track Entry.

8.2.184. CueReference Element

name: "CueReference"
path: "0*(\Segment\Cues\CuePoint\CueTrackPositions\CueReference)"
id: "0xDB"
type: "master"
minver: "2"
documentation: The Clusters containing the referenced Blocks.

8.2.185. CueRefTime Element

name: "CueRefTime"
path: "1*1(\Segment\Cues\CuePoint\CueTrackPositions\CueReference\CueRefTime)"
id: "0x96"
minoccurs: "1"
maxoccurs: "1"
type: "uinteger"
minver: "2"
documentation: Timestamp of the referenced Block.

8.2.186. CueRefCluster Element

name: "CueRefCluster"
path: "1*1(\Segment\Cues\CuePoint\CueTrackPositions\CueReference\CueReference\CueRefCluster)"

id: "0x97"

minOccurs: "1"

maxOccurs: "1"

type: "uinteger"

minver: "0"

maxver: "0"

documentation: The Segment Position of the Cluster containing the referenced Block.

8.2.187.  CueRefNumber Element

name: "CueRefNumber"

path: "0*1(\Segment\Cues\CuePoint\CueTrackPositions\CueReference\CueReference\CueRefNumber)"

id: "0x535F"

maxOccurs: "1"

range: "not 0"

default: "1"

type: "uinteger"

minver: "0"

maxver: "0"

documentation: Number of the referenced Block of Track X in the specified Cluster.

8.2.188.  CueRefCodecState Element

name: "CueRefCodecState"

path: "0*1(\Segment\Cues\CuePoint\CueTrackPositions\CueReference\CueReference\CueRefCodecState)"
id: "0xEB"
maxOccurs: "1"
default: "0"
type: "integer"
minver: "0"
maxver: "0"
documentation: The Segment Position of the Codec State corresponding to this referenced Element. 0 means that the data is taken from the initial Track Entry.

8.2.189. Attachments Element

name: "Attachments"
path: "0*1(\Segment\Attachments)"
id: "0x1941A469"
maxOccurs: "1"
type: "master"
minver: "1"
documentation: Contain attached files.

8.2.190. AttachedFile Element

name: "AttachedFile"
path: "1*(\Segment\Attachments\AttachedFile)"
id: "0x61A7"
minOccurs: "1"
type: "master"
minver: "1"
documentation: An attached file.
8.2.191. FileDescription Element

name: "FileDescription"

path: "0*1(\Segment\Attachments\AttachedFile\FileDescription)"

id: "0x467E"

maxOccurs: "1"

type: "utf-8"

minver: "1"

documentation: A human-friendly name for the attached file.

8.2.192. FileName Element

name: "FileName"

path: "1*1(\Segment\Attachments\AttachedFile\FileName)"

id: "0x466E"

minOccurs: "1"

maxOccurs: "1"

type: "utf-8"

minver: "1"

documentation: Filename of the attached file.

8.2.193. FileMimeType Element

name: "FileMimeType"

path: "1*1(\Segment\Attachments\AttachedFile\FileMimeType)"

id: "0x4660"

minOccurs: "1"

maxOccurs: "1"

type: "string"
minver: "1"

documentation: MIME type of the file.

8.2.194. FileData Element

name: "FileData"

path: "1*1(\Segment\Attachments\AttachedFile\FileData)"

id: "0x465C"

minOccurs: "1"

maxOccurs: "1"

type: "binary"

minver: "1"

documentation: The data of the file.

8.2.195. FileUID Element

name: "FileUID"

path: "1*1(\Segment\Attachments\AttachedFile\FileUID)"

id: "0x46AE"

minOccurs: "1"

maxOccurs: "1"

range: "not 0"

type: "uinteger"

minver: "1"

documentation: Unique ID representing the file, as random as possible.

8.2.196. FileReferral Element

name: "FileReferral"

path: "0*1(\Segment\Attachments\AttachedFile\FileReferral)"
id: "0x4675"
maxOccurs: "1"
type: "binary"
minver: "0"
maxver: "0"
documentation: A binary value that a track/codec can refer to when the attachment is needed.

8.2.197. FileUsedStartTime Element

name: "FileUsedStartTime"
path: "0*1(\Segment\Attachments\AttachedFile\FileUsedStartTime)"
id: "0x4661"
maxOccurs: "1"
type: "uinteger"
minver: "0"
maxver: "0"
documentation: DivX font extension

8.2.198. FileUsedEndTime Element

name: "FileUsedEndTime"
path: "0*1(\Segment\Attachments\AttachedFile\FileUsedEndTime)"
id: "0x4662"
maxOccurs: "1"
type: "uinteger"
minver: "0"
maxver: "0"
documentation: DivX font extension
8.2.199. Chapters Element

name: "Chapters"
path: "0*1(\Segment\Chapters)"
id: "0x1043A770"
maxOccurs: "1"
type: "master"
minver: "1"
documentation: A system to define basic menus and partition data. For more detailed information, look at the Chapters Explanation.

8.2.200. EditionEntry Element

name: "EditionEntry"
path: "1*(\Segment\Chapters\EditionEntry)"
id: "0x45B9"
minOccurs: "1"
type: "master"
minver: "1"
documentation: Contains all information about a Segment edition.

8.2.201. EditionUID Element

name: "EditionUID"
path: "0*1(\Segment\Chapters\EditionEntry\EditionUID)"
id: "0x45BC"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"


name: "EditionFlagHidden"
path: "1*1(\Segment\Chapters\EditionEntry\EditionFlagHidden)"
id: "0x45BD"
minOccurs: "1"
maxOccurs: "1"
range: "0-1"
default: "0"
type: "uinteger"
minver: "1"

documentation: If an edition is hidden (1), it SHOULD NOT be available to the user interface (but still to Control Tracks; see flag notes). (1 bit)

8.2.203. EditionFlagDefault Element

name: "EditionFlagDefault"
path: "1*1(\Segment\Chapters\EditionEntry\EditionFlagDefault)"
id: "0x45DB"
minOccurs: "1"
maxOccurs: "1"
range: "0-1"
default: "0"
type: "uinteger"
minver: "1"
documentation: If a flag is set (1) the edition SHOULD be used as the
default one. (1 bit)

8.2.204.  EditionFlagOrdered Element

name: "EditionFlagOrdered"
path: "0*1(\Segment\Chapters\EditionEntry\EditionFlagOrdered)"
id: "0x45DD"
maxOccurs: "1"
range: "0-1"
default: "0"
type: "uinteger"
minver: "1"
documentation: Specify if the chapters can be defined multiple times
and the order to play them is enforced. (1 bit)

8.2.205.  ChapterAtom Element

name: "ChapterAtom"
path: "1*(\Segment\Chapters\EditionEntry(1*(\ChapterAtom)))"
id: "0xB6"
minOccurs: "1"
type: "master"
recursive: "1"
minver: "1"
documentation: Contains the atom information to use as the chapter
atom (apply to all tracks).

8.2.206.  ChapterUID Element

name: "ChapterUID"
path: "1*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterUID)"
id: "0x73C4"
minOccurs: "1"
maxOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"
documentation: A unique ID to identify the Chapter.

8.2.207. ChapterStringUID Element

name: "ChapterStringUID"
path:
"0*1\Segment\Chapters\EditionEntry\ChapterAtom\ChapterStringUID"
id: "0x5654"
maxOccurs: "1"
type: "utf-8"
minver: "3"
documentation: A unique string ID to identify the Chapter. Use for WebVTT cue identifier storage.

8.2.208. ChapterTimeStart Element

name: "ChapterTimeStart"
path:
"1*1\Segment\Chapters\EditionEntry\ChapterAtom\ChapterTimeStart"
id: "0x91"
minOccurs: "1"
maxOccurs: "1"
type: "uinteger"
minver: "1"
8.2.209. ChapterTimeEnd Element

name: "ChapterTimeEnd"

path: 
"0*1(Segment\Chapters\EditionEntry\ChapterAtom\ChapterTimeEnd)"

id: "0x92"

maxOccurs: "1"

type: "uinteger"

minver: "1"

documentation: Timestamp of the end of Chapter (timestamp excluded, not scaled).

8.2.210. ChapterFlagHidden Element

name: "ChapterFlagHidden"

path: 
"1*1(Segment\Chapters\EditionEntry\ChapterAtom\ChapterFlagHidden)"

id: "0x98"

minOccurs: "1"

maxOccurs: "1"

range: "0-1"

default: "0"

type: "uinteger"

minver: "1"

documentation: If a chapter is hidden (1), it SHOULD NOT be available to the user interface (but still to Control Tracks; see flag notes). (1 bit)
8.2.211. ChapterFlagEnabled Element

  name: "ChapterFlagEnabled"
  path: "1*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterFlagEnabled)"
  id: "0x4598"
  minOccurs: "1"
  maxOccurs: "1"
  range: "0-1"
  default: "1"
  type: "uinteger"
  minver: "1"

documentation: Specify whether the chapter is enabled. It can be enabled/disabled by a Control Track. When disabled, the movie SHOULD skip all the content between the TimeStart and TimeEnd of this chapter (see flag notes). (1 bit)

8.2.212. ChapterSegmentUID Element

  name: "ChapterSegmentUID"
  path: "0*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterSegmentUID)"
  id: "0x6E67"
  maxOccurs: "1"
  range: ">0"
  size: "16"
  type: "binary"
  minver: "1"

documentation: The SegmentUID of another Segment to play during this chapter.
usage notes: ChapterSegmentUID is mandatory if ChapterSegmentEditionUID is used.

8.2.213. ChapterSegmentEditionUID Element

name: "ChapterSegmentEditionUID"
path: "0*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterSegmentEditionUID)"

id: "0x6EBC"
maxOccurs: "1"
range: "not 0"
type: "uinteger"

documentation: The EditionUID to play from the Segment linked in ChapterSegmentUID. If ChapterSegmentEditionUID is undeclared then no Edition of the linked Segment is used.

8.2.214. ChapterPhysicalEquiv Element

name: "ChapterPhysicalEquiv"
path: "0*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterPhysicalEquiv)"

id: "0x63C3"
maxOccurs: "1"
type: "uinteger"

minver: "1"

documentation: Specify the physical equivalent of this ChapterAtom like "DVD" (60) or "SIDE" (50), see complete list of values.

8.2.215. ChapterTrack Element

name: "ChapterTrack"

path: "0*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterTrack)"
id: "0x8F"
maxOccurs: "1"
type: "master"
minver: "1"

documentation: List of tracks on which the chapter applies. If this Element is not present, all tracks apply

8.2.216. ChapterTrackNumber Element

name: "ChapterTrackNumber"

path: "1*(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterTrack\ChapterTrackNumber)"

id: "0x89"
minOccurs: "1"
range: "not 0"
type: "uinteger"
minver: "1"

documentation: UID of the Track to apply this chapter too. In the absence of a control track, choosing this chapter will select the listed Tracks and deselect unlisted tracks. Absence of this Element indicates that the Chapter SHOULD be applied to any currently used Tracks.

8.2.217. ChapterDisplay Element

name: "ChapterDisplay"

path: "0*(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterDisplay)"

id: "0x80"
type: "master"
minver: "1"

documentation: Contains all possible strings to use for the chapter display.
8.2.218. ChapString Element

name: "ChapString"

path: "1*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterDisplay\ ChapString)"

id: "0x85"

minOccurs: "1"

maxOccurs: "1"

type: "utf-8"

minver: "1"

documentation: Contains the string to use as the chapter atom.

8.2.219. ChapLanguage Element

name: "ChapLanguage"

path: "1*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterDisplay\ ChapLanguage)"

id: "0x437C"

minOccurs: "1"

default: "eng"

type: "string"

minver: "1"

documentation: The languages corresponding to the string, in the bibliographic ISO-639-2 form. This Element MUST be ignored if the ChapLanguageIETF Element is used within the same ChapterDisplay Element.

8.2.220. ChapLanguageIETF Element

name: "ChapLanguageIETF"

path: "0*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterDisplay\ ChapLanguageIETF)"

id: "0x437D"
maxOccurs: "1"
type: "string"
minver: "4"
documentation: Specifies the language used in the ChapString according to BCP 47 and using the IANA Language Subtag Registry. If this Element is used, then any ChapLanguage Elements used in the same ChapterDisplay MUST be ignored.

8.2.221. ChapCountry Element

name: "ChapCountry"
path: "0*(\Segment\Chapters\EditionEntry\ChapterAtom\ChapterDisplay\ChapCountry)"
id: "0x437E"
type: "string"
minver: "1"
documentation: The countries corresponding to the string, same 2 octets as in Internet domains. This Element MUST be ignored if the ChapLanguageIETF Element is used within the same ChapterDisplay Element.

8.2.222. ChapProcess Element

name: "ChapProcess"
path: "0*(\Segment\Chapters\EditionEntry\ChapterAtom\ChapProcess)"
id: "0x6944"
type: "master"
minver: "1"
documentation: Contains all the commands associated to the Atom.
8.2.223. ChapProcessCodecID Element

name: "ChapProcessCodecID"

path: "1*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapProcess\ChapProcessCodecID)"

id: "0x6955"

minOccurs: "1"

maxOccurs: "1"

default: "0"

type: "uinteger"

minver: "1"

documentation: Contains the type of the codec used for the processing. A value of 0 means native Matroska processing (to be defined), a value of 1 means the DVD command set is used. More codec IDs can be added later.

8.2.224. ChapProcessPrivate Element

name: "ChapProcessPrivate"

path: "0*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapProcess\ChapProcessPrivate)"

id: "0x450D"

maxOccurs: "1"

type: "binary"

minver: "1"

documentation: Some optional data attached to the ChapProcessCodecID information. For ChapProcessCodecID = 1, it is the "DVD level" equivalent.

8.2.225. ChapProcessCommand Element

name: "ChapProcessCommand"
path: "0*(\Segment\Chapters\EditionEntry\ChapterAtom\ChapProcess\ChapProcessCommand)"

id: "0x6911"

type: "master"

minver: "1"

documentation: Contains all the commands associated to the Atom.

8.2.226. ChapProcessTime Element

name: "ChapProcessTime"

path: "1*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapProcess\ChapProcessCommand\ChapProcessTime)"

id: "0x6922"

minOccurs: "1"

maxOccurs: "1"

type: "uinteger"

minver: "1"

documentation: Defines when the process command SHOULD be handled

8.2.227. ChapProcessData Element

name: "ChapProcessData"

path: "1*1(\Segment\Chapters\EditionEntry\ChapterAtom\ChapProcess\ChapProcessCommand\ChapProcessData)"

id: "0x6933"

minOccurs: "1"

maxOccurs: "1"

type: "binary"

minver: "1"
documentation: Contains the command information. The data SHOULD be interpreted depending on the ChapProcessCodecID value. For ChapProcessCodecID = 1, the data correspond to the binary DVD cell pre/post commands.

8.2.228. Tags Element

name: "Tags"

path: "0*(Segment\Tags)"

id: "0x1254C367"

type: "master"

minver: "1"

documentation: Element containing metadata describing Tracks, Editions, Chapters, Attachments, or the Segment as a whole. A list of valid tags can be found here.

8.2.229. Tag Element

name: "Tag"

path: "1*(Segment\Tags\Tag)"

id: "0x7373"

minOccurs: "1"

type: "master"

minver: "1"

documentation: A single metadata descriptor.

8.2.230. Targets Element

name: "Targets"

path: "1*1(Segment\Tags\Tag\Targets)"

id: "0x63C0"

minOccurs: "1"

maxOccurs: "1"
type: "master"
minver: "1"

documentation: Specifies which other elements the metadata represented by the Tag applies to. If empty or not present, then the Tag describes everything in the Segment.

8.2.231. TargetTypeValue Element

name: "TargetTypeValue"
path: "0*1(\Segment\Tags\Tag\Targets\TargetTypeValue)"
id: "0x68CA"
maxOccurs: "1"
default: "50"
type: "uinteger"
minver: "1"
documentation: A number to indicate the logical level of the target.

8.2.232. TargetType Element

name: "TargetType"
path: "0*1(\Segment\Tags\Tag\Targets\TargetType)"
id: "0x63CA"
maxOccurs: "1"
type: "string"
minver: "1"
documentation: An informational string that can be used to display the logical level of the target like "ALBUM", "TRACK", "MOVIE", "CHAPTER", etc (see TargetType).
8.2.233. TagTrackUID Element

name: "TagTrackUID"
path: "0*\Segment\Tags\Tag\Targets\TagTrackUID"
id: "0x63C5"
default: "0"
type: "uinteger"
minver: "1"
documentation: A unique ID to identify the Track(s) the tags belong to. If the value is 0 at this level, the tags apply to all tracks in the Segment.

8.2.234. TagEditionUID Element

name: "TagEditionUID"
path: "0*\Segment\Tags\Tag\Targets\TagEditionUID"
id: "0x63C9"
default: "0"
type: "uinteger"
minver: "1"
documentation: A unique ID to identify the EditionEntry(s) the tags belong to. If the value is 0 at this level, the tags apply to all editions in the Segment.

8.2.235. TagChapterUID Element

name: "TagChapterUID"
path: "0*\Segment\Tags\Tag\Targets\TagChapterUID"
id: "0x63C4"
default: "0"
type: "uinteger"
minver: "1"

documentation: A unique ID to identify the Chapter(s) the tags belong to. If the value is 0 at this level, the tags apply to all chapters in the Segment.

8.2.236. TagAttachmentUID Element

name: "TagAttachmentUID"
path: "0*(\Segment\Tags\Tag\Targets\TagAttachmentUID)"
id: "0x63C6"
default: "0"
type: "uinteger"
minver: "1"

documentation: A unique ID to identify the Attachment(s) the tags belong to. If the value is 0 at this level, the tags apply to all the attachments in the Segment.

8.2.237. SimpleTag Element

name: "SimpleTag"
path: "1*(\Segment\Tags\Tag(1*(\SimpleTag)))"

id: "0x67C8"
minOccurs: "1"
type: "master"
recursive: "1"
minver: "1"

documentation: Contains general information about the target.

8.2.238. TagName Element

name: "TagName"
path: "1*1(\Segment\Tags\Tag\SimpleTag\TagName)"
id: "0x45A3"
minOccurs: "1"
maxOccurs: "1"
type: "utf-8"
minver: "1"
documentation: The name of the Tag that is going to be stored.

8.2.239. TagLanguage Element

name: "TagLanguage"
path: "1*1(\Segment\Tags\Tag\SimpleTag\TagLanguage)"
id: "0x447A"
minOccurs: "1"
maxOccurs: "1"
default: "und"
type: "string"
minver: "1"
documentation: Specifies the language of the tag specified, in the Matroska languages form. This Element MUST be ignored if the TagLanguageIETF Element is used within the same SimpleTag Element.

8.2.240. TagLanguageIETF Element

name: "TagLanguageIETF"
path: "0*1(\Segment\Tags\Tag\SimpleTag\TagLanguageIETF)"
id: "0x447B"
maxOccurs: "1"
type: "string"
minver: "4"
documentation: Specifies the language used in the TagString according to BCP 47 and using the IANA Language Subtag Registry. If this Element is used, then any TagLanguage Elements used in the same SimpleTag MUST be ignored.

8.2.241. TagDefault Element

name: "TagDefault"
path: "1*1(~Segment~\Tags~\Tag~\SimpleTag~\TagDefault)"
id: "0x4484"
minOccurs: "1"
maxOccurs: "1"
range: "0-1"
default: "1"
type: "uinteger"
minver: "1"
documentation: A boolean value to indicate if this is the default/original language to use for the given tag.

8.2.242. TagString Element

name: "TagString"
path: "0*1(~Segment~\Tags~\Tag~\SimpleTag~\TagString)"
id: "0x4487"
maxOccurs: "1"
type: "utf-8"
minver: "1"
documentation: The value of the Tag.
8.2.243. TagBinary Element

name: "TagBinary"

path: "0*1(Segment\Tags\Tag\SimpleTag\TagBinary)"

id: "0x4485"

maxOccurs: "1"

type: "binary"

minver: "1"

documentation: The values of the Tag if it is binary. Note that this cannot be used in the same SimpleTag as TagString.

9. Matroska Element Ordering Guidelines

Except for the "EBML Header" and the "CRC-32 Element", the EBML specification does not require any particular storage order for "Elements". The Matroska specification however defines mandates and recommendations for ordering certain "Elements" in order to facilitate better playback, seeking, and editing efficiency. This section describes and offers rationale for ordering requirements and recommendations for Matroska.

9.1. Top-Level Elements

The "Info Element" is the only REQUIRED "Top-Level Element" in a Matroska file. To be playable, Matroska MUST also contain at least one "Tracks Element" and "Cluster Element". The first "Info Element" and the first "Tracks Element" MUST either be stored before the first "Cluster Element" or both SHALL be referenced by a "SeekHead Element" occurring before the first "Cluster Element".

It is possible to edit a Matroska file after it has been created. For example, chapters, tags or attachments can be added. When new "Top-Level Elements" are added to a Matroska file, the "SeekHead" Element(s) MUST be updated so that the "SeekHead" Element(s) itemize the identity and position of all "Top-Level Elements". Editing, removing, or adding "Elements" to a Matroska file often requires that some existing "Elements" be voided or extended; therefore, it is RECOMMENDED to use "Void Elements" as padding in between "Top-Level Elements".
9.2. CRC-32

As noted by the EBML specification, if a "CRC-32 Element" is used then the "CRC-32 Element" MUST be the first ordered "Element" within its "Parent Element". The Matroska specification recommends that "CRC-32 Elements" SHOULD NOT be used as an immediate "Child Element" of the "Segment Element"; however all "Top-Level Elements" of an "EBML Document" SHOULD include a "CRC-32 Element" as a "Child Element".

9.3. SeekHead

If used, the first "SeekHead Element" SHOULD be the first non-"CRC-32 Child Element" of the "Segment Element". If a second "SeekHead Element" is used, then the first "SeekHead Element" MUST reference the identity and position of the second "SeekHead". Additionally, the second "SeekHead Element" MUST only reference "Cluster" Elements and not any other "Top-Level Element" already contained within the first "SeekHead Element". The second "SeekHead Element" MAY be stored in any order relative to the other "Top-Level Elements." Whether one or two "SeekHead Element(s)" are used, the "SeekHead Element(s)" MUST collectively reference the identity and position of all "Top-Level Elements" except for the first "SeekHead Element".

It is RECOMMENDED that the first "SeekHead Element" be followed by a "Void Element" to allow for the "SeekHead Element" to be expanded to cover new "Top-Level Elements" that could be added to the Matroska file, such as "Tags", "Chapters" and "Attachments Elements".

9.4. Cues (index)

The "Cues Element" is RECOMMENDED to optimize seeking access in Matroska. It is programmatically simpler to add the "Cues Element" after all "Cluster Elements" have been written because this does not require a prediction of how much space to reserve before writing the "Cluster Elements". However, storing the "Cues Element" before the "Cluster Elements" can provide some seeking advantages. If the "Cues Element" is present, then it SHOULD either be stored before the first "Cluster Element" or be referenced by a "SeekHead Element".

9.5. Info

The first "Info Element" SHOULD occur before the first "Tracks Element" and first "Cluster Element" except when referenced by a "SeekHead Element".
9.6.  Chapters

The "Chapters Element" SHOULD be placed before the "Cluster Element (s)". The "Chapters Element" can be used during playback even if the user does not need to seek. It immediately gives the user information about what section is being read and what other sections are available. In the case of Ordered Chapters it RECOMMENDED to evaluate the logical linking even before playing. The "Chapters Element" SHOULD be placed before the first "Tracks Element" and after the first "Info Element".

9.7.  Attachments

The "Attachments Element" is not intended to be used by default when playing the file, but could contain information relevant to the content, such as cover art or fonts. Cover art is useful even before the file is played and fonts could be needed before playback starts for initialization of subtitles. The "Attachments Element" MAY be placed before the first "Cluster Element"; however if the "Attachments Element" is likely to be edited, then it SHOULD be placed after the last "Cluster Element".

9.8.  Tags

The "Tags Element" is most subject to changes after the file was originally created. For easier editing, the "Tags Element" SHOULD be placed at the end of the "Segment Element", even after the "Attachments Element". On the other hand, it is inconvenient to have to seek in the "Segment" for tags, especially for network streams. So it’s better if the "Tags Element" is found early in the stream. When editing the "Tags Element", the original "Tags Element" at the beginning can be overwritten with a "Void Element" and a new "Tags Element" written at the end of the "Segment Element". The file size will only marginally change.

9.9.  Optimum layout from a muxer

- SeekHead
- Info
- Tracks
- Chapters
- Attachments
- Tags
9.10. Optimum layout after editing tags

- SeekHead
- Info
- Tracks
- Chapters
- Attachments
- Void
- Clusters
- Cues
- Tags

9.11. Optimum layout with Cues at the front

- SeekHead
- Info
- Tracks
- Chapters
- Attachments
- Tags
- Cues
- Clusters

9.12. Cluster Timecode

The "Timecode Element" MUST occur as in storage order before any "SimpleBlock", "BlockGroup", or "EncryptedBlock" within the "Cluster Element".
10. Chapters

10.1. Edition and Chapter Flags

10.1.1. Chapter Flags

Two "Chapter Flags" are defined to describe the behavior of the "ChapterAtom Element": "ChapterFlagHidden" and "ChapterFlagEnabled".

If a "ChapterAtom Element" is the "Child Element" of another "ChapterAtom Element" with a "Chapter Flag" set to "true", then the "Child ChapterAtom Element" MUST be interpreted as having its same "Chapter Flag" set to "true". If a "ChapterAtom Element" is the "Child Element" of another "ChapterAtom Element" with a "Chapter Flag" set to "false" or if the "ChapterAtom Element" does not have a "ChapterAtom Element" as its "Parent Element", then it MUST be interpreted according to its own "Chapter Flag".

As an example, consider a "Parent ChapterAtom Element" that has its "ChapterFlagHidden" set to "true" and also contains two child "ChapterAtoms", the first with "ChapterFlagHidden" set to "true" and the second with "ChapterFlagHidden" either set to "false" or not present at all (in which case the default value of the Element applies, which is "false"). Since the parent "ChapterAtom" has its "ChapterFlagHidden" set to "true" then all of its children "ChapterAtoms" MUST also be interpreted as if their "ChapterFlagHidden" is also set to "true". However, if a "Control Track" toggles the parent’s "ChapterFlagHidden" flag to "false", then only the parent "ChapterAtom" and its second child "ChapterAtom" MUST be interpreted as if "ChapterFlagHidden" is set to "false". The first child "ChapterAtom" which has the "ChapterFlagHidden" flag set to "true" retains its value until its value is toggled to "false" by a "Control Track".

10.1.2. Edition Flags


10.1.2.1. EditionFlagHidden

The "EditionFlagHidden Flag" behaves similarly to the "ChapterFlagHidden Flag": if "EditionFlagHidden" is set to "true", its "Child ChapterAtoms Elements" MUST also be interpreted as if their "ChapterFlagHidden" is also set to "true", regardless of their own "ChapterFlagHidden Flags". If "EditionFlagHidden" is toggled by a "Control Track" to "false", the "ChapterFlagHidden Flags" of the
"Child ChapterAtoms Elements" SHALL determine whether the "ChapterAtom" is hidden or not.

10.1.2.2. EditionFlagDefault

It is RECOMMENDED that no more than one "Edition" have an "EditionFlagDefault Flag" set to "true". The first "Edition" with both the "EditionFlagDefault Flag" set to "true" and the "EditionFlagHidden Flag" set to "false" is the "Default Edition". When all "EditionFlagDefault Flags" are set to "false", then the first "Edition" is the "Default Edition".

10.1.2.3. EditionFlagOrdered

The "EditionFlagOrdered Flag" is a significant feature as it enables an "Edition" of "Ordered Chapters" which defines and arranges a virtual timeline rather than simply labeling points within the timeline. For example, with "Editions" of "Ordered Chapters" a single "Matroska file" can present multiple edits of a film without duplicating content. Alternatively if a videotape is digitized in full, one "Ordered Edition" could present the full content (including colorbars, countdown, slate, a feature presentation, and black frames), while another "Edition" of "Ordered Chapters" can use "Chapters" that only mark the intended presentation with the colorbars and other ancillary visual information excluded. If an "Edition" of "Ordered Chapters" is enabled then the "Matroska Player" MUST play those Chapters in their stored order from the timecode marked in the "ChapterTimeStart Element" to the timecode marked in to "ChapterTimeEnd Element".

If the "EditionFlagOrdered Flag" is set to "false", "Simple Chapters" are used and only the "ChapterTimeStart" of a "Chapter" is used as chapter mark to jump to the predefined point in the timeline. With "Simple Chapters", a "Matroska Player" MUST ignore certain "Chapter Elements". All these elements are now informational only.

The following list shows the different usage of "Chapter Elements" between an ordered and non-ordered "Edition".

| Chapter elements / ordered Edition | False | True | ChapterUID | X | X ChapterStringUID | X | X ChapterTimeStart | X | X ChapterTimeEnd | - | X ChapterFlagHidden | X | X ChapterFlagEnabled | X | X ChapterSegmentUID | - | X ChapterSegmentEditionUID | - | X ChapterPhysicalEquiv | X | X ChapterTrack | - | X ChapterDisplay | X | X ChapProcess | - | X

Furthermore there are other EBML "Elements" which could be used if the "EditionFlagOrdered Flag" is set to "true".

These other "Elements" belong to the Matroska DVD menu system and are only used when the "ChapProcessCodecID Element" is set to 1.

10.1.2.3.1. Ordered-Edition and Matroska Segment-Linking

- Hard Linking: "Ordered-Chapters" supersedes the "Hard Linking".
- Soft Linking: In this complex system "Ordered Chapters" are REQUIRED and a "Chapter CODEC" MUST interpret the "ChapProcess" of all chapters.
- Medium Linking: "Ordered Chapters" are used in a normal way and can be combined with the "ChapterSegmentUID" element which establishes a link to another Matroska file/Segment.

See Section 23) for more information about "Hard Linking", "Soft Linking" and "Medium Linking".

10.2. Menu features

The menu features are handled like a _chapter codec_. That means each codec has a type, some private data and some data in the chapters.

The type of the menu system is defined by the "ChapProcessCodecID" parameter. For now only 2 values are supported: 0 matroska script, 1 menu borrowed from the DVD. The private data depend on the type of menu system (stored in ChapProcessPrivate), idem for the data in the chapters (stored in ChapProcessData).

10.2.1. Matroska Script (0)

This is the case when "ChapProcessCodecID" = 0. This is a script language build for Matroska purposes. The inspiration comes from ActionScript, javascript and other similar scripting languages. The commands are stored as text commands, in UTF-8. The syntax is C like, with commands spanned on many lines, each terminating with a ";". You can also include comments at the end of lines with "/" or comment many lines using "/* */". The scripts are stored in ChapProcessData. For the moment ChapProcessPrivate is not used.

The one and only command existing for the moment is "GotoAndPlay( ChapterUID );". As the same suggests, it means that when this command is encountered, the "Matroska Player" SHOULD jump to the "Chapter" specified by the UID and play it.
10.2.2. DVD menu (1)

This is the case when "ChapProcessCodecID" = 1. Each level of a chapter corresponds to a logical level in the DVD system that is stored in the first octet of the ChapProcessPrivate. This DVD hierarchy is as follows:

ChapProcessPrivate | DVD Name | Hierarchy | Commands Possible |
Comment 0x30 | SS | DVD domain | - | First Play, Video Manager, Video
Title 0x2A | LU | Language Unit | - | Contains only PGCs 0x28 | TT |
Title | - | Contains only PGCs 0x20 | PGC | Program Group Chain (PGC) | * | 0x18 | PG | Program 1 / Program 2 / Program 3 | - |
0x10 | PTT | Part Of Title 1 / Part Of Title 2 | - | Equivalent to the chapters on the sleeve. 0x08 | CN | Cell 1 / Cell 2 / Cell 3 / Cell 4 / Cell 5 / Cell 6 |

You can also recover whether a Segment is a Video Manager (VMG), Video Title Set (VTS) or Video Title Set Menu (VTSM) from the ChapterTranslateID element found in the Segment Info. This field uses 2 octets as follows:

1. Domain Type: 0 for VMG, the domain number for VTS and VTSM
2. Domain Value: 0 for VMG and VTSM, 1 for the VTS source.

For instance, the menu part from VTS_01_0.VOB would be coded [1,0] and the content part from VTS_02_3.VOB would be [2,1]. The VMG is always [0,0]

The following octets of ChapProcessPrivate are as follows:

Octet 1 | DVD Name | Following Octets 0x30 | SS | Domain name code (1: 0x00= First play, 0xC0= VMG, 0x40= VTS, 0x80= VTSM) + VTS(M) number (2) 0x2A | LU | Language code (2) + Language extension (1) 
0x28 | TT | global Title number (2) + corresponding TTN of the VTS (1) 0x20 | PGC | PGC number (2) + Playback Type (1) + Disabled User Operations (4) 0x18 | PG | Program number (2) 0x10 | PTT | PTT-chapter number (1) 0x08 | CN | Cell number [VOB ID(2)] [Cell ID(1)] [Angle Num(1)]

If the level specified in ChapProcessPrivate is a PGC (0x20), there is an octet called the Playback Type, specifying the kind of PGC defined:

- 0x00: entry only/basic PGC
- 0x82: Title+Entry Menu (only found in the Video Manager domain)
o 0x83: Root Menu (only found in the VTSM domain)
o 0x84: Subpicture Menu (only found in the VTSM domain)
o 0x85: Audio Menu (only found in the VTSM domain)
o 0x86: Angle Menu (only found in the VTSM domain)
o 0x87: Chapter Menu (only found in the VTSM domain)

The next 4 following octets correspond to the User Operation flags [17] in the standard PGC. When a bit is set, the command SHOULD be disabled.

ChapProcessData contains the pre/post/cell commands in binary format as they are stored on a DVD. There is just an octet preceding these data to specify the number of commands in the element. As follows: [# of commands(1)][command 1 (8)][command 2 (8)][command 3 (8)].

More information on the DVD commands and format on DVD-replica [18], where we got most of the info about it. You can also get information on DVD from the DVDinfo project [19].

10.3. Example 1: basic chaptering

In this example a movie is split in different chapters. It could also just be an audio file (album) on which each track corresponds to a chapter.

o 00000ms - 05000ms: Intro
o 05000ms - 25000ms: Before the crime
o 25000ms - 27500ms: The crime
o 27500ms - 38000ms: The killer arrested
o 38000ms - 43000ms: Credits

This would translate in the following Matroska form:

```xml
<Chapters>
  <EditionEntry>
    <EditionUID>16603393396715046047</EditionUID>
    <ChapterAtom>
      <ChapterUID>1193046</ChapterUID>
      <ChapterTimeStart>0</ChapterTimeStart>
      <ChapterTimeEnd>5000000000</ChapterTimeEnd>
  </ChapterAtom>
</EditionEntry>
</Chapters>
```
<ChapterDisplay>
  <ChapString>Intro</ChapString>
  <ChapLanguage>eng</ChapLanguage>
</ChapterDisplay>

<ChapterDisplay>
  <ChapString>Avant le crime</ChapString>
  <ChapLanguage>fra</ChapLanguage>
</ChapterDisplay>

<ChapterDisplay>
  <ChapString>The crime</ChapString>
  <ChapLanguage>eng</ChapLanguage>
</ChapterDisplay>

<ChapterDisplay>
  <ChapString>Après le crime</ChapString>
  <ChapLanguage>fra</ChapLanguage>
</ChapterDisplay>
10.4. Example 2: nested chapters

In this example an (existing) album is split into different chapters, and one of them contain another splitting.

10.4.1. The Micronauts "Bleep To Bleep"

- 00:00 - 12:28 : Baby Wants To Bleep/Rock
  * 00:00 - 04:38 : Baby wants to bleep (pt.1)
  * 04:38 - 07:12 : Baby wants to rock
  * 07:12 - 10:33 : Baby wants to bleep (pt.2)
  * 10:33 - 12:28 : Baby wants to bleep (pt.3)

- 12:30 - 19:38 : Bleeper_O+2

- 19:40 - 22:20 : Baby wants to bleep (pt.4)

- 22:22 - 25:18 : Bleep to bleep

- 25:20 - 33:35 : Baby wants to bleep (k)
<Chapters>
  <EditionEntry>
    <EditionUID>1281690858003401414</EditionUID>
    <ChapterAtom>
      <ChapterUID>1</ChapterUID>
      <ChapterTimeStart>0</ChapterTimeStart>
      <ChapterTimeEnd>748000000</ChapterTimeEnd>
      <ChapterDisplay>
        <ChapString>Baby wants to Bleep/Rock</ChapString>
        <ChapLanguage>eng</ChapLanguage>
      </ChapterDisplay>
    </ChapterAtom>
    <ChapterAtom>
      <ChapterUID>2</ChapterUID>
      <ChapterTimeStart>0</ChapterTimeStart>
      <ChapterTimeEnd>278000000</ChapterTimeEnd>
      <ChapterDisplay>
        <ChapString>Baby wants to bleep (pt.1)</ChapString>
        <ChapLanguage>eng</ChapLanguage>
      </ChapterDisplay>
    </ChapterAtom>
    <ChapterAtom>
      <ChapterUID>3</ChapterUID>
      <ChapterTimeStart>278000000</ChapterTimeStart>
      <ChapterTimeEnd>432000000</ChapterTimeEnd>
      <ChapterDisplay>
        <ChapString>Baby wants to rock</ChapString>
        <ChapLanguage>eng</ChapLanguage>
      </ChapterDisplay>
    </ChapterAtom>
    <ChapterAtom>
      <ChapterUID>4</ChapterUID>
      <ChapterTimeStart>432000000</ChapterTimeStart>
      <ChapterTimeEnd>633000000</ChapterTimeEnd>
      <ChapterDisplay>
        <ChapString>Baby wants to bleep (pt.2)</ChapString>
        <ChapLanguage>eng</ChapLanguage>
      </ChapterDisplay>
    </ChapterAtom>
    <ChapterAtom>
      <ChapterUID>5</ChapterUID>
    </ChapterAtom>
  </EditionEntry>
</Chapters>
<ChapterTimeStart>633000000</ChapterTimeStart>
<ChapterTimeEnd>748000000</ChapterTimeEnd>
<ChapterDisplay>
  <ChapString>Baby wants to bleep (pt. 3)</ChapString>
  <ChapLanguage>eng</ChapLanguage>
</ChapterDisplay>
<ChapterFlagHidden>0</ChapterFlagHidden>
<ChapterFlagEnabled>1</ChapterFlagEnabled>
</ChapterAtom>
<ChapterAtom>
  <ChapterUID>6</ChapterUID>
  <ChapterTimeStart>750000000</ChapterTimeStart>
  <ChapterTimeEnd>1178500000</ChapterTimeEnd>
  <ChapterDisplay>
    <ChapString>Bleeper_O+2</ChapString>
    <ChapLanguage>eng</ChapLanguage>
  </ChapterDisplay>
  <ChapterFlagHidden>0</ChapterFlagHidden>
  <ChapterFlagEnabled>1</ChapterFlagEnabled>
</ChapterAtom>
<ChapterAtom>
  <ChapterUID>7</ChapterUID>
  <ChapterTimeStart>1180500000</ChapterTimeStart>
  <ChapterTimeEnd>1340000000</ChapterTimeEnd>
  <ChapterDisplay>
    <ChapString>Baby wants to bleep (pt.4)</ChapString>
    <ChapLanguage>eng</ChapLanguage>
  </ChapterDisplay>
  <ChapterFlagHidden>0</ChapterFlagHidden>
  <ChapterFlagEnabled>1</ChapterFlagEnabled>
</ChapterAtom>
<ChapterAtom>
  <ChapterUID>8</ChapterUID>
  <ChapterTimeStart>1342000000</ChapterTimeStart>
  <ChapterTimeEnd>1518000000</ChapterTimeEnd>
  <ChapterDisplay>
    <ChapString>Bleep to bleep</ChapString>
    <ChapLanguage>eng</ChapLanguage>
  </ChapterDisplay>
  <ChapterFlagHidden>0</ChapterFlagHidden>
  <ChapterFlagEnabled>1</ChapterFlagEnabled>
</ChapterAtom>
<ChapterAtom>
  <ChapterUID>9</ChapterUID>
  <ChapterTimeStart>1520000000</ChapterTimeStart>
</ChapterTimeStart>
11. Attachments

11.1. Introduction

Matroska supports storage of related files and data in the "Attachments Element" (a "Top-Level Element"). "Attachment Elements" can be used to store related cover art, font files, transcripts, reports, error recovery files, picture or text-based annotations, copies of specifications, or other ancillary files related to the "Segment".

"Matroska Readers" MUST NOT execute files stored as "Attachment Elements".

11.2. Cover Art

This section defines a set of guidelines for the storage of cover art in Matroska files. A "Matroska Reader" MAY use embedded cover art to display a representational still-image depiction of the multimedia contents of the Matroska file.

Only JPEG and PNG image formats SHOULD be used for cover art pictures.
There can be two different covers for a movie/album: a portrait style (e.g., a DVD case) and a landscape style (e.g., a wide banner ad).

There can be two versions of the same cover, the "normal cover" and the "small cover". The dimension of the "normal cover" SHOULD be 600 pixels on the smallest side (for example, 960x600 for landscape, 600x800 for portrait, or 600x600 for square). The dimension of the "small cover" SHOULD be 120 pixels on the smallest side (for example, 192x120 or 120x160).

Versions of cover art can be differentiated by the filename, which is stored in the "FileName Element". The default filename of the "normal cover" in square or portrait mode is "cover.(jpg|png)". When stored, the "normal cover" SHOULD be the first Attachment in storage order. The "small cover" SHOULD be prefixed with "small_", such as "small_cover.(jpg|png)". The landscape variant SHOULD be suffixed with "_land", such as "cover_land.(jpg|png)". The filenames are case sensitive.

The following table provides examples of file names for cover art in Attachments.

<table>
<thead>
<tr>
<th>FileName</th>
<th>Image Orientation</th>
<th>Pixel Length of Smallest Side</th>
</tr>
</thead>
<tbody>
<tr>
<td>cover.jpg</td>
<td>Portrait or square</td>
<td>600 small_cover.png</td>
</tr>
<tr>
<td>small_cover.png</td>
<td>Portrait or square</td>
<td>120 cover_land.png</td>
</tr>
<tr>
<td>Landscape</td>
<td>600 small_cover_land.jpg</td>
<td></td>
</tr>
</tbody>
</table>

12. Cues

12.1. Introduction

The "Cues Element" provides an index of certain "Cluster Elements" to allow for optimized seeking to absolute timestamps within the "Segment". The "Cues Element" contains one or many "CuePoint Elements" which each MUST reference an absolute timestamp (via the "CueTime Element"), a "Track" (via the "CueTrack Element"), and a "Segment Position" (via the "CueClusterPosition Element").

Additional non-mandated Elements are part of the "CuePoint Element" such as "CueDuration", "CueRelativeToPosition", "CueCodecState" and others which provide any "Matroska Reader" with additional information to use in the optimization of seeking performance.

12.2. Recommendations

The following recommendations are provided to optimize Matroska performance.
Unless Matroska is used as a live stream, it SHOULD contain a "Cues Element".

For each video track, each keyframe SHOULD be referenced by a "CuePoint Element".

It is RECOMMENDED to not reference non-keyframes of video tracks in "Cues" unless it references a "Cluster Element" which contains a "CodecState Element" but no keyframes.

For each subtitle track present, each subtitle frame SHOULD be referenced by a "CuePoint Element" with a "CueDuration Element".

References to audio tracks MAY be skipped in "CuePoint Elements" if a video track is present. When included the "CuePoint Elements" SHOULD reference audio keyframes at most once every 500 milliseconds.

If the referenced frame is not stored within the first "SimpleBlock" or first "BlockGroup" within its "Cluster Element", then the "CueRelativePosition Element" SHOULD be written to reference where in the "Cluster" the reference frame is stored.

If a "CuePoint Element" references a "Cluster Element" that includes a "CodecState Element", then that "CuePoint Element" MUST use a "CueCodecState Element".

"CuePoint Elements" SHOULD be numerically sorted in storage order by the value of the "CueTime Element".

13. Matroska Streaming

In Matroska, there are two kinds of streaming: file access and livestreaming.

13.1. File Access

File access can simply be reading a file located on your computer, but also includes accessing a file from an HTTP (web) server or CIFS (Windows share) server. These protocols are usually safe from reading errors and seeking in the stream is possible. However, when a file is stored far away or on a slow server, seeking can be an expensive operation and SHOULD be avoided. The following guidelines, when followed, help reduce the number of seeking operations for regular playback and also have the playback start quickly without a lot of data needed to read first (like a "Cues Element", "Attachment Element" or "SeekHead Element").
Matroska, having a small overhead, is well suited for storing music/videos on file servers without a big impact on the bandwidth used. Matroska does not require the index to be loaded before playing, which allows playback to start very quickly. The index can be loaded only when seeking is requested the first time.

13.2. Livestreaming

Livestreaming is the equivalent of television broadcasting on the internet. There are 2 families of servers for livestreaming: RTP/RTSP and HTTP. Matroska is not meant to be used over RTP. RTP already has timing and channel mechanisms that would be wasted if doubled in Matroska. Additionally, having the same information at the RTP and Matroska level would be a source of confusion if they do not match. Livestreaming of Matroska over HTTP (or any other plain protocol based on TCP) is possible.

A live Matroska stream is different from a file because it usually has no known end (only ending when the client disconnects). For this, all bits of the "size" portion of the "Segment Element" MUST be set to 1. Another option is to concatenate "Segment Elements" with known sizes, one after the other. This solution allows a change of codec/resolution between each segment. For example, this allows for a switch between 4:3 and 16:9 in a television program.

When "Segment Elements" are continuous, certain "Elements", like "MetaSeek", "Cues", "Chapters", and "Attachments", MUST NOT be used.

It is possible for a "Matroska Player" to detect that a stream is not seekable. If the stream has neither a "MetaSeek" list or a "Cues" list at the beginning of the stream, it SHOULD be considered non-seekable. Even though it is possible to seek blindly forward in the stream, it is NOT RECOMMENDED.

In the context of live radio or web TV, it is possible to "tag" the content while it is playing. The "Tags Element" can be placed between "Clusters" each time it is necessary. In that case, the new "Tags Element" MUST reset the previously encountered "Tags Elements" and use the new values instead.

14. Menu Specifications

14.1. Introduction

This document is a _draft of the Menu system_ that will be the default one in "Matroska". As it will just be composed of a Control Track, it will be seen as a "codec" and could be replaced later by something else if needed.
A menu is like what you see on DVDs, when you have some screens to select the audio format, subtitles or scene selection.

14.2. Requirements

What we’ll try to have is a system that can do almost everything done on a DVD, or more, or better, or drop the unused features if necessary.

As the name suggests, a Control Track is a track that can control the playback of the file and/or all the playback features. To make it as simple as possible for "Matroska Players", the Control Track will just give orders to the "Matroska Player" and get the actions associated with the highlights/hotspots.

14.2.1. Highlights/Hotspots

A highlight is basically a rectangle/key associated with an action UID. When that rectangle/key is activated, the "Matroska Player" send the UID of the action to the Control Track handler (codec). The fact that it can also be a key means that even for audio only files, a keyboard shortcut or button panel could be used for menus. But in that case, the hotspot will have to be associated with a name to display.

This highlight is sent from the Control Track to the "Matroska Player". Then the "Matroska Player" has to handle that highlight until it’s deactivated (see Section 14.2.2).

The highlight contains a UID of the action, a displayable name (UTF-8), an associated key (list of keys to be defined, probably up/down/left/right/select), a screen position/range and an image to display. The image will be displayed either when the user place the mouse over the rectangle (or any other shape), or when an option of the screen is selected (not activated). There could be a second image used when the option is activated. And there could be a third image that can serve as background. This way you could have a still image (like in some DVDs) for the menu and behind that image blank video (small bitrate).

When a highlight is activated by the user, the "Matroska Player" has to send the UID of the action to the Control Track. Then the Control Track codec will handle the action and possibly give new orders to the "Matroska Player".

The format used for storing images SHOULD be extensible. For the moment we’ll use PNG and BMP, both with alpha channel.
14.2.2. Playback features

All the following features will be sent from the Control Track to the "Matroska Player":

- Jump to chapter (UID, prev, next, number)
- Disable all tracks of a kind (audio, video, subtitle)
- Enable track UID (the kind doesn’t matter)
- Define/Disable a highlight
- Enable/Disable jumping
- Enable/Disable track selection of a kind
- Select Edition ID (see chapters)
- Pause playback
- Stop playback
- Enable/Disable a Chapter UID
- Hide/Unhide a Chapter UID

All the actions will be written in a normal Matroska track, with a timecode. A "Menu Frame" SHOULD be able to contain more than one action/highlight for a given timecode. (to be determined, EBML format structure)

14.2.3. Player requirements

Some "Matroska Players" might not support the control track. That means they will play the active/looped parts as part of the data. So I suggest putting the active/looped parts of a movie at the end of a movie. When a Menu-aware "Matroska Player" encounter the default Control Track of a "Matroska" file, the first order SHOULD be to jump at the start of the active/looped part of the movie.

14.3. Working Graph

Matroska Source file -> Control Track <-> Player.
-> other tracks   -> rendered
14.4. Ideas

!!!! KNOW Where the main/audio/subs menu starts wherever we are (use chapters) !!!!

!!!! Keep in mind the state of the selected tracks of each kind (more than 1 for each possible) !!!!
!!!! Order of blending !!!!
!!!! What if a command is not supported by the player ? !!!!
!!!! Track selection issue, only applies when 'quitting' the menu (but still possible to change live too) !!!!
!!!! Allow to hide (not render) some parts of a movie for certain editions !!!!
!!!! Get the parental level of the player (can be changed live) !!!!

14.5. Data Structure

As a Matroska side project, the obvious choice for storing binary data is EBML.

15. Unknown elements

Matroska is based upon the principle that a reading application does not have to support 100% of the specifications in order to be able to play the file. A Matroska file therefore contains version indicators that tell a reading application what to expect.

It is possible and valid to have the version fields indicate that the file contains Matroska "Elements" from a higher specification version number while signaling that a reading application MUST only support a lower version number properly in order to play it back (possibly with a reduced feature set). For example, a reading application supporting at least Matroska version "V" reading a file whose "DocTypeReadVersion" field is equal to or lower than "V" MUST skip Matroska/EBML "Elements" it encounters but does not know about if that unknown element fits into the size constraints set by the current "Parent Element".

16. Default Values

The default value of an "Element" is assumed when not present in the data stream. It is assumed only in the scope of its "Parent Element". For example, the "Language Element" is in the scope of the "Track Element". If the "Parent Element" is not present or assumed, then the "Child Element" cannot be assumed.

17. DefaultDecodedFieldDuration

The "DefaultDecodedFieldDuration Element" can signal to the displaying application how often fields of a video sequence will be available for displaying. It can be used for both interlaced and progressive content. If the video sequence is signaled as
interlaced, then the period between two successive fields at the output of the decoding process equals "DefaultDecodedFieldDuration".

For video sequences signaled as progressive, it is twice the value of "DefaultDecodedFieldDuration".

These values are valid at the end of the decoding process before post-processing (such as deinterlacing or inverse telecine) is applied.

Examples:
- Blu-ray movie: $1000000000ns/(48/1.001) = 20854167ns$
- PAL broadcast/DVD: $1000000000ns/(50/1.000) = 20000000ns$
- N/ATSC broadcast: $1000000000ns/(60/1.001) = 16683333ns$
- hard-telecined DVD: $1000000000ns/(60/1.001) = 16683333ns$ (60 encoded interlaced fields per second)
- soft-telecined DVD: $1000000000ns/(60/1.001) = 16683333ns$ (48 encoded interlaced fields per second, with "repeat_first_field = 1")

18. Encryption

Encryption in Matroska is designed in a very generic style to allow people to implement whatever form of encryption is best for them. It is possible to use the encryption framework in Matroska as a type of DRM (Digital Rights Management).

Because encryption occurs within the "Block Element", it is possible to manipulate encrypted streams without decrypting them. The streams could potentially be copied, deleted, cut, appended, or any number of other possible editing techniques without decryption. The data can be used without having to expose it or go through the decrypting process.

Encryption can also be layered within Matroska. This means that two completely different types of encryption can be used, requiring two separate keys to be able to decrypt a stream.

Encryption information is stored in the "ContentEncodings Element" under the "ContentEncryption Element".
19. Image cropping

The "PixelCrop Elements" ("PixelCropTop", "PixelCropBottom", "PixelCropRight" and "PixelCropLeft") indicate when and by how much encoded videos frames SHOULD be cropped for display. These Elements allow edges of the frame that are not intended for display, such as the sprockets of a full-frame film scan or the VANC area of a digitized analog videotape, to be stored but hidden. "PixelCropTop" and "PixelCropBottom" store an integer of how many rows of pixels SHOULD be cropped from the top and bottom of the image (respectively). "PixelCropLeft" and "PixelCropRight" store an integer of how many columns of pixels SHOULD be cropped from the left and right of the image (respectively). For example, a pillar-boxed video that stores a 1440x1080 visual image within the center of a padded 1920x1080 encoded image MAY set both "PixelCropLeft" and "PixelCropRight" to "240", so that a "Matroska Player" SHOULD crop off 240 columns of pixels from the left and right of the encoded image to present the image with the pillar-boxes hidden.

20. Matroska versioning

The "EBML Header" of each Matroska document informs the reading application on what version of Matroska to expect. The "Elements" within "EBML Header" with jurisdiction over this information are "DocTypeVersion" and "DocTypeReadVersion".

"DocTypeVersion" MUST be equal to or greater than the highest Matroska version number of any "Element" present in the Matroska file. For example, a file using the "SimpleBlock Element" MUST have a "DocTypeVersion" equal to or greater than 2. A file containing "CueRelativePosition" Elements MUST have a "DocTypeVersion" equal to or greater than 4.

The "DocTypeReadVersion" MUST contain the minimum version number that a reading application can minimally support in order to play the file back -- optionally with a reduced feature set. For example, if a file contains only "Elements" of version 2 or lower except for "CueRelativePosition" (which is a version 4 Matroska "Element"), then "DocTypeReadVersion" SHOULD still be set to 2 and not 4 because evaluating "CueRelativePosition" is not necessary for standard playback -- it makes seeking more precise if used.

"DocTypeVersion" MUST always be equal to or greater than "DocTypeReadVersion".

A reading application supporting Matroska version "V" MUST NOT refuse to read an application with "DocReadTypeVersion" equal to or lower
than "V" even if "DocTypeVersion" is greater than "V". See also the note about Section 15.

21. MIME Types

There is no IETF endorsed MIME type for Matroska files. These definitions can be used:

- .mka: Matroska audio "audio/x-matroska"
- .mkv: Matroska video "video/x-matroska"
- .mk3d: Matroska 3D video "video/x-matroska-3d"

22. Segment Position

The "Segment Position" of an "Element" refers to the position of the first octet of the "Element ID" of that "Element", measured in octets, from the beginning of the "Element Data" section of the containing "Segment Element". In other words, the "Segment Position" of an "Element" is the distance in octets from the beginning of its containing "Segment Element" minus the size of the "Element ID" and "Element Data Size" of that "Segment Element". The "Segment Position" of the first "Child Element" of the "Segment Element" is 0. An "Element" which is not stored within a "Segment Element", such as the "Elements" of the "EBML Header", do not have a "Segment Position".

22.1. Segment Position Exception

"Elements" that are defined to store a "Segment Position" MAY define reserved values to indicate a special meaning.

22.2. Example of Segment Position

This table presents an example of "Segment Position" by showing a hexadecimal representation of a very small Matroska file with labels to show the offsets in octets. The file contains a "Segment Element" with an "Element ID" of "0x18538067" and a "MuxingApp Element" with an "Element ID" of "0x4D80".

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1A | 45 | DF | A3 | 8B | 42 | 88 | 6D | 61 | 74 | 72 | 6F | 73 | 6B | 61 | 18 | 53 | 80 | 67 |
| 20 | 93 | 15 | 49 | A9 | 66 | 8E | 4D | 80 | 84 | 69 | 65 | 74 | 66 | 57 | 41 | 84 | 69 | 65 | 74 | 66 |

In the above example, the "Element ID" of the "Segment Element" is stored at offset 16, the "Element Data Size" of the "Segment Element" is stored at offset 20, and the "Element Data" of the "Segment Element" is stored at offset 21.

The "MuxingApp Element" is stored at offset 26. Since the "Segment Position" of an "Element" is calculated by subtracting the position of the "Element Data" of the containing "Segment Element" from the position of that "Element", the "Segment Position" of "MuxingApp Element" in the above example is "26 - 21" or "5".

23. Linked Segments

Matroska provides several methods to link two or many "Segment Elements" together to create a "Linked Segment". A "Linked Segment" is a set of multiple "Segments" related together into a single presentation by using Hard Linking, Medium Linking, or Soft Linking. All "Segments" within a "Linked Segment" MUST utilize the same track numbers and timescale. All "Segments" within a "Linked Segment" MUST be stored within the same directory. All "Segments" within a "Linked Segment" MUST store a "SegmentUID".

23.1. Hard Linking

Hard Linking (also called splitting) is the process of creating a "Linked Segment" by relating multiple "Segment Elements" using the "PrevUID" and "NextUID Elements". Within a "Linked Segment", the timestamps of each "Segment" MUST follow consecutively in linking order. With Hard Linking, the chapters of any "Segment" within the "Linked Segment" MUST only reference the current "Segment". With Hard Linking, the "NextUID" and "PrevUID" MUST reference the respective "SegmentUID" values of the next and previous "Segments". The first "Segment" of a "Linked Segment" MUST have a "NextUID Element" and MUST NOT have a "PrevUID Element". The last "Segment" of a "Linked Segment" MUST have a "PrevUID Element" and MUST NOT have a "NextUID Element". The middle "Segments" of a "Linked Segment" MUST have both a "NextUID Element" and a "PrevUID Element".

As an example, four "Segments" can be Hard Linked as a "Linked Segment" through cross-referencing each other with "SegmentUID", "PrevUID", and "NextUID", as in this table.
<table>
<thead>
<tr>
<th>file name</th>
<th>SegmentUID</th>
<th>PrevUID</th>
<th>NextUID</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;start.mkv&quot;</td>
<td>&quot;71000c23cd31099853fbc94dd984a5ddf&quot;</td>
<td>n/a</td>
<td>&quot;a77b3598941cb803eac0fcdafe44fac9&quot;</td>
</tr>
<tr>
<td>&quot;middle.mkv&quot;</td>
<td>&quot;a77b3598941cb8033eac0fcdafe44fac9&quot;</td>
<td>&quot;71000c23cd31099853fbc94dd984a5dd&quot;</td>
<td>&quot;6c92285fa6d3e827b198d120ea3ac674&quot;</td>
</tr>
<tr>
<td>&quot;end.mkv&quot;</td>
<td>&quot;6c92285fa6d3e827b198d120ea3ac674&quot;</td>
<td>&quot;a77b3598941cb803eac0fcdafe44fac9&quot;</td>
<td>n/a</td>
</tr>
</tbody>
</table>

23.2. Medium Linking

Medium Linking creates relationships between "Segments" using Ordered Chapters and the "ChapterSegmentUID Element". A "Segment Edition" with Ordered Chapters MAY contain "Chapter Elements" that reference timestamp ranges from other "Segments". The "Segment" referenced by the Ordered Chapter via the "ChapterSegmentUID Element" SHOULD be played as part of a Linked Segment. The timestamps of Segment content referenced by Ordered Chapters MUST be adjusted according to the cumulative duration of the the previous Ordered Chapters.

As an example a file named "intro.mkv" could have a "SegmentUID" of "0xb16a58609fc7e60653a60c984fc11ead". Another file called "program.mkv" could use a Chapter Edition that contains two Ordered Chapters. The first chapter references the "Segment" of "intro.mkv" with the use of a "ChapterSegmentEditionUID", "ChapterSegmentUID", "ChapterTimeStart" and optionally a "ChapterTimeEnd" element. The second chapter references content within the "Segment" of "program.mkv". A "Matroska Player" SHOULD recognize the "Linked Segment" created by the use of "ChapterSegmentUID" in an enabled "Edition" and present the reference content of the two "Segments" together.

23.3. Soft Linking

Soft Linking is used by codec chapters. They can reference another "Segment" and jump to that "Segment". The way the "Segments" are described are internal to the chapter codec and unknown to the Matroska level. But there are "Elements" within the "Info Element" (such as "ChapterTranslate") that can translate a value representing a "Segment" in the chapter codec and to the current "SegmentUID". All "Segments" that could be used in a "Linked Segment" in this way SHOULD be marked as members of the same family via the "SegmentFamily"
Element", so that the "Matroska Player" can quickly switch from one to the other.

24. Track Flags

24.1. Default flag

The "default track" flag is a hint for a "Matroska Player" and SHOULD always be changeable by the user. If the user wants to see or hear a track of a certain kind (audio, video, subtitles) and hasn't chosen a specific track, the "Matroska Player" SHOULD use the first track of that kind whose "default track" flag is set to "1". If no such track is found then the first track of this kind SHOULD be chosen.

Only one track of a kind MAY have its "default track" flag set in a segment. If a track entry does not contain the "default track" flag element then its default value "1" is to be used.

24.2. Forced flag

The "forced" flag tells the "Matroska Player" that it MUST display/play this track or another track of the same kind that also has its "forced" flag set. When there are multiple "forced" tracks, the "Matroska Player" SHOULD determine the track based upon the language of the forced flag or use the default flag if no track matches the use languages. Another track of the same kind without the "forced" flag may be use simultaneously with the "forced" track (like DVD subtitles for example).

24.3. Track Operation

"TrackOperation" allows combining multiple tracks to make a virtual one. It uses two separate system to combine tracks. One to create a 3D "composition" (left/right/background planes) and one to simplify join two tracks together to make a single track.

A track created with "TrackOperation" is a proper track with a UID and all its flags. However the codec ID is meaningless because each "sub" track needs to be decoded by its own decoder before the "operation" is applied. The "Cues Elements" corresponding to such a virtual track SHOULD be the sum of the "Cues Elements" for each of the tracks it’s composed of (when the "Cues" are defined per track).

In the case of "TrackJoinBlocks", the "Block Elements" (from "BlockGroup" and "SimpleBlock") of all the tracks SHOULD be used as if they were defined for this new virtual "Track". When two "Block Elements" have overlapping start or end timecodes, it’s up to the underlying system to either drop some of these frames or render them
the way they overlap. This situation SHOULD be avoided when creating such tracks as you can never be sure of the end result on different platforms.

24.4. Overlay Track

Overlay tracks SHOULD be rendered in the same ‘channel’ as the track its linked to. When content is found in such a track, it SHOULD be played on the rendering channel instead of the original track.

24.5. Multi-planar and 3D videos

There are two different ways to compress 3D videos: have each ‘eye’ track in a separate track and have one track have both ‘eyes’ combined inside (which is more efficient, compression-wise). Matroska supports both ways.

For the single track variant, there is the "StereoMode Element" which defines how planes are assembled in the track (mono or left-right combined). Odd values of StereoMode means the left plane comes first for more convenient reading. The pixel count of the track ("PixelWidth"/"PixelHeight") is the raw amount of pixels (for example 3840x1080 for full HD side by side) and the "DisplayWidth"/"DisplayHeight" in pixels is the amount of pixels for one plane (1920x1080 for that full HD stream). Old stereo 3D were displayed using anaglyph (cyan and red colours separated). For compatibility with such movies, there is a value of the StereoMode that corresponds to AnaGlyph.

There is also a "packed" mode (values 13 and 14) which consists of packing two frames together in a "Block" using lacing. The first frame is the left eye and the other frame is the right eye (or vice versa). The frames SHOULD be decoded in that order and are possibly dependent on each other (P and B frames).

For separate tracks, Matroska needs to define exactly which track does what. "TrackOperation" with "TrackCombinePlanes" do that. For more details look at Section 24.3.

The 3D support is still in infancy and may evolve to support more features.

The StereoMode used to be part of Matroska v2 but it didn’t meet the requirement for multiple tracks. There was also a bug in libmatroska prior to 0.9.0 that would save/read it as 0x53B9 instead of 0x53B8. "Matroska Readers" may support these legacy files by checking Matroska v2 or 0x53B9. The older values [20] were 0: mono, 1: right eye, 2: left eye, 3: both eyes.
25. Timecodes

25.1. Timecode Types

- Absolute Timecode = Block+Cluster
- Relative Timecode = Block
- Scaled Timecode = Block+Cluster
- Raw Timecode = (Block+Cluster)*TimecodeScale*TrackTimecodeScale

25.2. Block Timecodes

The "Block Element"’s timecode MUST be a signed integer that represents the "Raw Timecode" relative to the "Cluster"’s "Timecode Element", multiplied by the "TimecodeScale Element". See Section 25.4 for more information.

The "Block Element"’s timecode MUST be represented by a 16bit signed integer (sint16). The "Block"’s timecode has a range of -32768 to +32767 units. When using the default value of the "TimecodeScale Element", each integer represents 1ms. The maximum time span of "Block Elements" in a "Cluster" using the default "TimecodeScale Element" of 1ms is 65536ms.

If a "Cluster"’s "Timecode Element" is set to zero, it is possible to have "Block Elements" with a negative "Raw Timecode". "Block Elements" with a negative "Raw Timecode" are not valid.

25.3. Raw Timecode

The exact time of an object SHOULD be represented in nanoseconds. To find out a "Block"’s "Raw Timecode", you need the "Block"’s "Timecode Element", the "Cluster"’s "Timecode Element", and the "TimecodeScale Element".

25.4. TimecodeScale

The "TimecodeScale Element" is used to calculate the "Raw Timecode" of a "Block". The timecode is obtained by adding the "Block"’s timecode to the "Cluster"’s "Timecode Element", and then multiplying that result by the "TimecodeScale". The result will be the "Block"’s "Raw Timecode" in nanoseconds. The formula for this would look like:
(a + b) * c

a = 'Block''s Timecode
b = 'Cluster''s Timecode
c = 'TimeCodeScale'

For example, assume a "Cluster"''s "Timecode" has a value of 564264, the "Block" has a "Timecode" of 1233, and the "TimecodeScale Element" is the default of 1000000.

\[(1233 + 564264) * 1000000 = 565497000000\]

So, the "Block" in this example has a specific time of 565497000000 in nanoseconds. In milliseconds this would be 565497ms.

25.5. TimecodeScale Rounding

Because the default value of "TimecodeScale" is 1000000, which makes each integer in the "Cluster" and "Block" "Timecode Elements" equal 1ms, this is the most commonly used. When dealing with audio, this causes inaccuracy when seeking. When the audio is combined with video, this is not an issue. For most cases, the the synch of audio to video does not need to be more than 1ms accurate. This becomes obvious when one considers that sound will take 2-3ms to travel a single meter, so distance from your speakers will have a greater effect on audio/visual synch than this.

However, when dealing with audio-only files, seeking accuracy can become critical. For instance, when storing a whole CD in a single track, a user will want to be able to seek to the exact sample that a song begins at. If seeking a few sample ahead or behind, a ‘crack’ or ‘pop’ may result as a few odd samples are rendered. Also, when performing precise editing, it may be very useful to have the audio accuracy down to a single sample.

When storing timecodes for an audio stream, the "TimecodeScale Element" SHOULD have an accuracy of at least that of the audio sample rate, otherwise there are rounding errors that prevent users from knowing the precise location of a sample. Here’s how a program has to round each timecode in order to be able to recreate the sample number accurately.

Let’s assume that the application has an audio track with a sample rate of 44100. As written above the "TimecodeScale" MUST have at least the accuracy of the sample rate itself: 1000000000 / 44100 = 22675.736914512. This value MUST always be truncated. Otherwise the accuracy will not suffice. So in this example the application will use 22675 for the "TimecodeScale". The application could even
use some lower value like 22674 which would allow it to be a little bit imprecise about the original timecodes. But more about that in a minute.

Next the application wants to write sample number 52340 and calculates the timecode. This is easy. In order to calculate the "Raw Timecode" in ns all it has to do is calculate "Raw Timecode = round(1000000000 * sample_number / sample_rate)". Rounding at this stage is very important! The application might skip it if it choses a slightly smaller value for the "TimecodeScale" factor instead of the truncated one like shown above. Otherwise it has to round or the results won’t be reversible. For our example we get "Raw Timecode = round(1000000000 * 52340 / 44100) = round(1186848072.56236) = 1186848073".

The next step is to calculate the "Absolute Timecode" - that is the timecode that will be stored in the Matroska file. Here the application has to divide the "Raw Timecode" from the previous paragraph by the "TimecodeScale" factor and round the result: "Absolute Timecode = round(Raw Timecode / TimecodeScale_factor)" which will result in the following for our example: "Absolute Timecode = round(1186848073 / 22675) = round(52341.7011245866) = 52342". This number is the one the application has to write to the file.

Now our file is complete, and we want to play it back with another application. Its task is to find out which sample the first application wrote into the file. So it starts reading the Matroska file and finds the "TimecodeScale" factor 22675 and the audio sample rate 44100. Later it finds a data block with the "Absolute Timecode" of 52342. But how does it get the sample number from these numbers?

First it has to calculate the "Raw Timecode" of the block it has just read. Here’s no rounding involved, just an integer multiplication: "Raw Timecode = Absolute Timecode * TimecodeScale_factor". In our example: "Raw Timecode = 52342 * 22675 = 1186854850".

The conversion from the "Raw Timecode" to the sample number again requires rounding: "sample_number = round(Raw Timecode * sample_rate / 1000000000)". In our example: "sample_number = round(1186854850 * 44100 / 1000000000) = round(52340.298885) = 52340". This is exactly the sample number that the previous program started with.

Some general notes for a program:

1. Always calculate the timestamps / sample numbers with floating point numbers of at least 64bit precision (called ‘double’ in
most modern programming languages). If you’re calculating with integers then make sure they’re 64bit long, too.

2. Always round if you divide. Always! If you don’t you’ll end up with situations in which you have a timecode in the Matroska file that does not correspond to the sample number that it started with. Using a slightly lower timecode scale factor can help here in that it removes the need for proper rounding in the conversion from sample number to "Raw Timecode".

25.6. TrackTimecodeScale

The "TrackTimecodeScale Element" is used align tracks that would otherwise be played at different speeds. An example of this would be if you have a film that was originally recorded at 24fps video. When playing this back through a PAL broadcasting system, it is standard to speed up the film to 25fps to match the 25fps display speed of the PAL broadcasting standard. However, when broadcasting the video through NTSC, it is typical to leave the film at its original speed. If you wanted to make a single file where there was one video stream, and an audio stream used from the PAL broadcast, as well as an audio stream used from the NTSC broadcast, you would have the problem that the PAL audio stream would be 1/24th faster than the NTSC audio stream, quickly leading to problems. It is possible to stretch out the PAL audio track and re-encode it at a slower speed, however when dealing with lossy audio codecs, this often results in a loss of audio quality and/or larger file sizes.

This is the type of problem that "TrackTimecodeScale" was designed to fix. Using it, the video can be played back at a speed that will synch with either the NTSC or the PAL audio stream, depending on which is being used for playback. To continue the above example:

Track 1: Video
Track 2: NTSC Audio
Track 3: PAL Audio

Because the NTSC track is at the original speed, it will used as the default value of 1.0 for its "TrackTimecodeScale". The video will also be aligned to the NTSC track with the default value of 1.0.

The "TrackTimecodeScale" value to use for the PAL track would be calculated by determining how much faster the PAL track is than the NTSC track. In this case, because we know the video for the NTSC audio is being played back at 24fps and the video for the PAL audio is being played back at 25fps, the calculation would be:

\[
\frac{25}{24} \approx 1.04166666666666666667
\]

When writing a file that uses a non-default "TrackTimecodeScale", the values of the "Block"’s timecode are whatever they would be when normally storing the track with a default value for the "TrackTimecodeScale". However, the data is interleaved a little differently. Data SHOULD be interleaved by its Section 25.3 in the order handed back from the encoder. The "Raw Timecode" of a "Block" from a track using "TrackTimecodeScale" is calculated using:

\[(\text{Block’s Timecode} + \text{Cluster’s Timecode}) \times \text{TimecodeScale} \times \text{TrackTimecodeScale}\]

So, a Block from the PAL track above that had a Section 25.1 of 100 seconds would have a "Raw Timecode" of 104.6666667 seconds, and so would be stored in that part of the file.

When playing back a track using the "TrackTimecodeScale", if the track is being played by itself, there is no need to scale it. From the above example, when playing the Video with the NTSC Audio, neither are scaled. However, when playing back the Video with the PAL Audio, the timecodes from the PAL Audio track are scaled using the "TrackTimecodeScale", resulting in the video playing back in synch with the audio.

It would be possible for a "Matroska Player" to also adjust the audio’s samplerate at the same time as adjusting the timecodes if you wanted to play the two audio streams synchronously. It would also be possible to adjust the video to match the audio’s speed. However, for playback, the selected track(s) timecodes SHOULD be adjusted if they need to be scaled.

While the above example deals specifically with audio tracks, this element can be used to align video, audio, subtitles, or any other type of track contained in a Matroska file.

26. References

26.1. URIs


[5] diagram.md


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Abstract

This document defines FLAC, which stands for Free Lossless Audio Codec, a free, open source codec for lossless audio compression and decompression.

Status of This Memo

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1. Introduction

This is a detailed description of the FLAC format. There is also a companion document that describes FLAC-to-Ogg mapping [1].

For a user-oriented overview, see About the FLAC Format [2].

2. Acknowledgments

FLAC owes much to the many people who have advanced the audio compression field so freely. For instance:
- A. J. Robinson [3] for his work on Shorten [4]; his paper is a good starting point on some of the basic methods used by FLAC. FLAC trivially extends and improves the fixed predictors, LPC coefficient quantization, and Exponential-Golomb coding used in Shorten.
- S. W. Golomb [5] and Robert F. Rice; their universal codes are used by FLAC’s entropy coder.
- N. Levinson and J. Durbin; the reference encoder uses an algorithm developed and refined by them for determining the LPC coefficients from the autocorrelation coefficients.
- And of course, Claude Shannon [6]

3. Scope

It is a known fact that no algorithm can losslessly compress all possible input, so most compressors restrict themselves to a useful domain and try to work as well as possible within that domain.

FLAC’s domain is audio data. Though it can losslessly *code* any input, only certain kinds of input will get smaller. FLAC exploits the fact that audio data typically has a high degree of sample-to-sample correlation.

Within the audio domain, there are many possible subdomains. For example: low bitrate speech, high-bitrate multi-channel music, etc. FLAC itself does not target a specific subdomain but many of the default parameters of the reference encoder are tuned to CD-quality music data (i.e. 44.1 kHz, 2 channel, 16 bits per sample). The
effect of the encoding parameters on different kinds of audio data will be examined later.

4. Architecture

Similar to many audio coders, a FLAC encoder has the following stages:

- "Blocking" (see Section 6). The input is broken up into many contiguous blocks. With FLAC, the blocks may vary in size. The optimal size of the block is usually affected by many factors, including the sample rate, spectral characteristics over time, etc. Though FLAC allows the block size to vary within a stream, the reference encoder uses a fixed block size.

- "Interchannel Decorrelation" (see Section 7). In the case of stereo streams, the encoder will create mid and side signals based on the average and difference (respectively) of the left and right channels. The encoder will then pass the best form of the signal to the next stage.

- "Prediction" (see Section 8). The block is passed through a prediction stage where the encoder tries to find a mathematical description (usually an approximate one) of the signal. This description is typically much smaller than the raw signal itself. Since the methods of prediction are known to both the encoder and decoder, only the parameters of the predictor need be included in the compressed stream. FLAC currently uses four different classes of predictors, but the format has reserved space for additional methods. FLAC allows the class of predictor to change from block to block, or even within the channels of a block.

- "Residual Coding" (See Section 9). If the predictor does not describe the signal exactly, the difference between the original signal and the predicted signal (called the error or residual signal) must be coded losslessly. If the predictor is effective, the residual signal will require fewer bits per sample than the original signal. FLAC currently uses only one method for encoding the residual, but the format has reserved space for additional methods. FLAC allows the residual coding method to change from block to block, or even within the channels of a block.

In addition, FLAC specifies a metadata system, which allows arbitrary information about the stream to be included at the beginning of the stream.
5. Definitions

Many terms like "block" and "frame" are used to mean different things in different encoding schemes. For example, a frame in MP3 corresponds to many samples across several channels, whereas an S/PDIF frame represents just one sample for each channel. The definitions we use for FLAC follow. Note that when we talk about blocks and subblocks we are referring to the raw unencoded audio data that is the input to the encoder, and when we talk about frames and subframes, we are referring to the FLAC-encoded data.

- **Block**: One or more audio samples that span several channels.
- **Subblock**: One or more audio samples within a channel. So a block contains one subblock for each channel, and all subblocks contain the same number of samples.
- **Blocksize**: The number of samples in any of a block’s subblocks. For example, a one second block sampled at 44.1 kHz has a blocksize of 44100, regardless of the number of channels.
- **Frame**: A frame header plus one or more subframes.
- **Subframe**: A subframe header plus one or more encoded samples from a given channel. All subframes within a frame will contain the same number of samples.
- **Exponential-Golomb coding**: One of Robert Rice’s universal coding schemes, FLAC’s residual coder, compresses data by writing the number of bits to be read minus 1, before writing the actual value.
- **LPC**: Linear predictive coding [7].

6. Blocking

The size used for blocking the audio data has a direct effect on the compression ratio. If the block size is too small, the resulting large number of frames mean that excess bits will be wasted on frame headers. If the block size is too large, the characteristics of the signal may vary so much that the encoder will be unable to find a good predictor. In order to simplify encoder/decoder design, FLAC imposes a minimum block size of 16 samples, and a maximum block size of 65535 samples. This range covers the optimal size for all of the audio data FLAC supports.
Currently the reference encoder uses a fixed block size, optimized on the sample rate of the input. Future versions may vary the block size depending on the characteristics of the signal.

 Blocked data is passed to the predictor stage one subblock (channel) at a time. Each subblock is independently coded into a subframe, and the subframes are concatenated into a frame. Because each channel is coded separately, it means that one channel of a stereo frame may be encoded as a constant subframe, and the other as an LPC subframe.

7. Interchannel Decorrelation

In stereo streams, many times there is an exploitable amount of correlation between the left and right channels. FLAC allows the frames of stereo streams to have different channel assignments, and an encoder may choose to use the best representation on a frame-by-frame basis.

- *Independent*. The left and right channels are coded independently.

- *Mid-side*. The left and right channels are transformed into mid and side channels. The mid channel is the midpoint (average) of the left and right signals, and the side is the difference signal (left minus right).

- *Left-side*. The left channel and side channel are coded.

- *Right-side*. The right channel and side channel are coded

Surprisingly, the left-side and right-side forms can be the most efficient in many frames, even though the raw number of bits per sample needed for the original signal is slightly more than that needed for independent or mid-side coding.

8. Prediction

FLAC uses four methods for modeling the input signal:

- *Verbatim*. This is essentially a zero-order predictor of the signal. The predicted signal is zero, meaning the residual is the signal itself, and the compression is zero. This is the baseline against which the other predictors are measured. If you feed random data to the encoder, the verbatim predictor will probably be used for every subblock. Since the raw signal is not actually passed through the residual coding stage (it is added to the stream ‘verbatim’), the encoding results will not be the same as a zero-order linear predictor.
o  *Constant*. This predictor is used whenever the subblock is pure DC ("digital silence"), i.e. a constant value throughout. The signal is run-length encoded and added to the stream.

o  *Fixed linear predictor*. FLAC uses a class of computationally-efficient fixed linear predictors (for a good description, see audiopak [8] and shorten [9]). FLAC adds a fourth-order predictor to the zero-to-third-order predictors used by Shorten. Since the predictors are fixed, the predictor order is the only parameter that needs to be stored in the compressed stream. The error signal is then passed to the residual coder.

o  *FIR Linear prediction*. For more accurate modeling (at a cost of slower encoding), FLAC supports up to 32nd order FIR linear prediction (again, for information on linear prediction, see audiopak [10] and shorten [11]). The reference encoder uses the Levinson-Durbin method for calculating the LPC coefficients from the autocorrelation coefficients, and the coefficients are quantized before computing the residual. Whereas encoders such as Shorten used a fixed quantization for the entire input, FLAC allows the quantized coefficient precision to vary from subframe to subframe. The FLAC reference encoder estimates the optimal precision to use based on the block size and dynamic range of the original signal.

9. Residual Coding

FLAC uses Exponential-Golomb (a variant of Rice) coding as it’s residual encoder. You can learn more about exp-golomb coding on Wikipedia [12].

FLAC currently defines two similar methods for the coding of the error signal from the prediction stage. The error signal is coded using Exponential-Golomb codes in one of two ways:

1. the encoder estimates a single exp-golomb parameter based on the variance of the residual and exp-golomb codes the entire residual using this parameter;

2. the residual is partitioned into several equal-length regions of contiguous samples, and each region is coded with its own exp-golomb parameter based on the region’s mean. (Note that the first method is a special case of the second method with one partition, except the exp-golomb parameter is based on the residual variance instead of the mean.)

The FLAC format has reserved space for other coding methods. Some possibilities for volunteers would be to explore better context-

10. Format

This section specifies the FLAC bitstream format. FLAC has no format version information, but it does contain reserved space in several places. Future versions of the format may use this reserved space safely without breaking the format of older streams. Older decoders may choose to abort decoding or skip data encoded with newer methods. Apart from reserved patterns, in places the format specifies invalid patterns, meaning that the patterns may never appear in any valid bitstream, in any prior, present, or future versions of the format. These invalid patterns are usually used to make the synchronization mechanism more robust.

All numbers used in a FLAC bitstream are integers; there are no floating-point representations. All numbers are big-endian coded. All numbers are unsigned unless otherwise specified.

Before the formal description of the stream, an overview might be helpful.

- A FLAC bitstream consists of the "flac" marker at the beginning of the stream, followed by a mandatory metadata block (called the STREAMINFO block), any number of other metadata blocks, then the audio frames.

- FLAC supports up to 128 kinds of metadata blocks; currently the following are defined:

  * "STREAMINFO": This block has information about the whole stream, like sample rate, number of channels, total number of samples, etc. It must be present as the first metadata block in the stream. Other metadata blocks may follow, and ones that the decoder doesn’t understand, it will skip.

  * "APPLICATION": This block is for use by third-party applications. The only mandatory field is a 32-bit identifier. This ID is granted upon request to an application by the FLAC maintainers. The remainder is of the block is defined by the registered application. Visit the registration page [15] if you would like to register an ID for your application with FLAC.

  * "PADDING": This block allows for an arbitrary amount of padding. The contents of a PADDING block have no meaning. This block is useful when it is known that metadata will be
edited after encoding; the user can instruct the encoder to reserve a PADDING block of sufficient size so that when metadata is added, it will simply overwrite the padding (which is relatively quick) instead of having to insert it into the right place in the existing file (which would normally require rewriting the entire file).

* "SEEKTABLE": This is an optional block for storing seek points. It is possible to seek to any given sample in a FLAC stream without a seek table, but the delay can be unpredictable since the bitrate may vary widely within a stream. By adding seek points to a stream, this delay can be significantly reduced. Each seek point takes 18 bytes, so 1% resolution within a stream adds less than 2K. There can be only one SEEKTABLE in a stream, but the table can have any number of seek points. There is also a special ‘placeholder’ seekpoint which will be ignored by decoders but which can be used to reserve space for future seek point insertion.

* "VORBIS_COMMENT": This block is for storing a list of human-readable name/value pairs. Values are encoded using UTF-8. It is an implementation of the Vorbis comment specification [16] (without the framing bit). This is the only officially supported tagging mechanism in FLAC. There may be only one VORBIS_COMMENT block in a stream. In some external documentation, Vorbis comments are called FLAC tags to lessen confusion.

* "CUESHEET": This block is for storing various information that can be used in a cue sheet. It supports track and index points, compatible with Red Book CD digital audio discs, as well as other CD-DA metadata such as media catalog number and track ISRCs. The CUESHEET block is especially useful for backing up CD-DA discs, but it can be used as a general purpose cueing mechanism for playback.

* "PICTURE": This block is for storing pictures associated with the file, most commonly cover art from CDs. There may be more than one PICTURE block in a file. The picture format is similar to the APIC frame in ID3v2 [17]. The PICTURE block has a type, MIME type, and UTF-8 description like ID3v2, and supports external linking via URL (though this is discouraged). The differences are that there is no uniqueness constraint on the description field, and the MIME type is mandatory. The FLAC PICTURE block also includes the resolution, color depth, and palette size so that the client can search for a suitable picture without having to scan them all.
The audio data is composed of one or more audio frames. Each frame consists of a frame header, which contains a sync code, information about the frame like the block size, sample rate, number of channels, etc., and an 8-bit CRC. The frame header also contains either the sample number of the first sample in the frame (for variable-blocksize streams), or the frame number (for fixed-blocksize streams). This allows for fast, sample-accurate seeking to be performed. Following the frame header are encoded subframes, one for each channel, and finally, the frame is zero-padded to a byte boundary. Each subframe has its own header that specifies how the subframe is encoded.

Since a decoder may start decoding in the middle of a stream, there must be a method to determine the start of a frame. A 14-bit sync code begins each frame. The sync code will not appear anywhere else in the frame header. However, since it may appear in the subframes, the decoder has two other ways of ensuring a correct sync. The first is to check that the rest of the frame header contains no invalid data. Even this is not foolproof since valid header patterns can still occur within the subframes. The decoder's final check is to generate an 8-bit CRC of the frame header and compare this to the CRC stored at the end of the frame header.

Again, since a decoder may start decoding at an arbitrary frame in the stream, each frame header must contain some basic information about the stream because the decoder may not have access to the STREAMINFO metadata block at the start of the stream. This information includes sample rate, bits per sample, number of channels, etc. Since the frame header is pure overhead, it has a direct effect on the compression ratio. To keep the frame header as small as possible, FLAC uses lookup tables for the most commonly used values for frame parameters. For instance, the sample rate part of the frame header is specified using 4 bits. Eight of the bit patterns correspond to the commonly used sample rates of 8/16/22.05/24/32/44.1/48/96 kHz. However, odd sample rates can be specified by using one of the ‘hint’ bit patterns, directing the decoder to find the exact sample rate at the end of the frame header. The same method is used for specifying the block size and bits per sample. In this way, the frame header size stays small for all of the most common forms of audio data.

Individual subframes (one for each channel) are coded separately within a frame, and appear serially in the stream. In other words, the encoded audio data is NOT channel-interleaved. This reduces decoder complexity at the cost of requiring larger decode buffers. Each subframe has its own header specifying the attributes of the subframe, like prediction method and order,
The header is followed by the encoded audio data for that channel.

- "FLAC" specifies a subset of itself as the Subset format. The purpose of this is to ensure that any streams encoded according to the Subset are truly "streamable", meaning that a decoder that cannot seek within the stream can still pick up in the middle of the stream and start decoding. It also makes hardware decoder implementations more practical by limiting the encoding parameters such that decoder buffer sizes and other resource requirements can be easily determined. *flac* generates Subset streams by default unless the "--lax" command-line option is used. The Subset makes the following limitations on what may be used in the stream:

  * The blocksize bits in the "FRAME_HEADER" (see Section 10.19) must be 0001-1110. The blocksize must be <= 16384; if the sample rate is <= 48000 Hz, the blocksize must be <= 4608.
  * The sample rate bits in the "FRAME_HEADER" must be 0001-1110.
  * The bits-per-sample bits in the "FRAME_HEADER" must be 001-111.
  * If the sample rate is <= 48000 Hz, the filter order in "LPC subframes" (see Section 10.25) must be less than or equal to 12, i.e. the subframe type bits in the "SUBFRAME_HEADER" (see Section 10.22) may not be 101100-111111.
  * The Rice partition order in an "exp-golomb coded residual section" (see Section 10.27.2) must be less than or equal to 8.

10.1. Conventions

The following tables constitute a formal description of the FLAC format. Values expressed as "u(n)" represent unsigned big-endian integer using "n" bits. "n" may be expressed as an equation using "*" (multiplication), "/" (division), "+" (addition), or "-" (subtraction). An inclusive range of the number of bits expressed may be represented with an ellipsis, such as "u(m...n)". The name of a value followed by an asterisk "*" indicates zero or more occurrences of the value. The name of a value followed by a plus sign "+" indicates one or more occurrences of the value.

10.2. STREAM

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### Data | Description
---|---
"u(32)" | "fLaC", the FLAC stream marker in ASCII, meaning byte 0 of the stream is 0x66, followed by 0x4C 0x61 0x43
"METADATA_BLOCK_STREAMINFO" | This is the mandatory STREAMINFO metadata block that has the basic properties of the stream.
"METADATA_BLOCK"* | Zero or more metadata blocks
"FRAME"+ | One or more audio frames

#### 10.3. METADATA_BLOCK

### Data | Description
---|---
"METADATA_BLOCK_HEADER" | A block header that specifies the type and size of the metadata block data.
"METADATA_BLOCK_DATA" | 

#### 10.4. METADATA_BLOCK_HEADER

### Data | Description
---|---
"u(1)" | Last-metadata-block flag: '1' if this block is the last metadata block before the audio blocks, '0' otherwise.
"u(7)" | "BLOCK_TYPE"
"u(24)" | Length (in bytes) of metadata to follow (does not include the size of the "METADATA_BLOCK_HEADER")

#### 10.5. BLOCK_TYPE

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<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>STREAMINFO</td>
</tr>
<tr>
<td>1</td>
<td>PADDING</td>
</tr>
<tr>
<td>2</td>
<td>APPLICATION</td>
</tr>
<tr>
<td>3</td>
<td>SEEKTABLE</td>
</tr>
<tr>
<td>4</td>
<td>VORBIS_COMMENT</td>
</tr>
<tr>
<td>5</td>
<td>CUESHEET</td>
</tr>
<tr>
<td>6</td>
<td>PICTURE</td>
</tr>
<tr>
<td>7 - 126</td>
<td>reserved</td>
</tr>
<tr>
<td>127</td>
<td>invalid, to avoid confusion with a frame sync code</td>
</tr>
</tbody>
</table>

### 10.6. METADATA_BLOCK_DATA

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;METADATA_BLOCK_STREAMINFO&quot;</td>
<td>The block data must match the block type in the block header.</td>
</tr>
<tr>
<td>&quot;METADATA_BLOCK_PADDING&quot;</td>
<td></td>
</tr>
<tr>
<td>&quot;METADATA_BLOCK_APPLICATION&quot;</td>
<td></td>
</tr>
<tr>
<td>&quot;METADATA_BLOCK_SEEKTABLE&quot;</td>
<td></td>
</tr>
<tr>
<td>&quot;METADATA_BLOCK_VORBIS_COMMENT&quot;</td>
<td></td>
</tr>
<tr>
<td>&quot;METADATA_BLOCK_CUESHEET&quot;</td>
<td></td>
</tr>
<tr>
<td>&quot;METADATA_BLOCK_PICTURE&quot;</td>
<td></td>
</tr>
</tbody>
</table>

### 10.7. METADATA_BLOCK_STREAMINFO
Data | Description
---|---
"u(16)" | The minimum block size (in samples) used in the stream.
"u(16)" | The maximum block size (in samples) used in the stream. (Minimum blocksize == maximum blocksize) implies a fixed-blocksize stream.
"u(24)" | The minimum frame size (in bytes) used in the stream.
"u(24)" | The maximum frame size (in bytes) used in the stream. May be 0 to imply the value is not known.
"u(20)" | Sample rate in Hz. Though 20 bits are available, the maximum sample rate is limited by the structure of frame headers to 655350 Hz. Also, a value of 0 is invalid.
"u(3)" | (number of channels)-1. FLAC supports from 1 to 8 channels
"u(5)" | (bits per sample)-1. FLAC supports from 4 to 32 bits per sample. Currently the reference encoder and decoders only support up to 24 bits per sample.
"u(36)" | Total samples in stream. ‘Samples’ means inter-channel sample, i.e. one second of 44.1 kHz audio will have 44100 samples regardless of the number of channels. A value of zero here means the number of total samples is unknown.
"u(128)" | MD5 signature of the unencoded audio data. This allows the decoder to determine if an error exists in the audio data even when the error does not result in an invalid bitstream.

NOTE

- FLAC specifies a minimum block size of 16 and a maximum block size of 65535, meaning the bit patterns corresponding to the numbers 0–15 in the minimum blocksize and maximum blocksize fields are invalid.

10.8. METADATA_BLOCK_PADDING

| Data | Description |
---|---|
"u(n)" | n '0' bits (n must be a multiple of 8) |
10.9. METADATA_BLOCK_APPLICATION

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(32)&quot;</td>
<td>Registered application ID. (Visit the registration page [18] to register an ID with FLAC.)</td>
</tr>
<tr>
<td>&quot;u(n)&quot;</td>
<td>Application data (n must be a multiple of 8)</td>
</tr>
</tbody>
</table>

10.10. METADATA_BLOCK_SEEKTABLE

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;SEEKPOINT&quot;+</td>
<td>One or more seek points.</td>
</tr>
</tbody>
</table>

NOTE - The number of seek points is implied by the metadata header 'length' field, i.e. equal to length / 18.

10.11. SEEKPOINT

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(64)&quot;</td>
<td>Sample number of first sample in the target frame, or &quot;0xFFFFFFFFFFFFFFFF&quot; for a placeholder point.</td>
</tr>
<tr>
<td>&quot;u(64)&quot;</td>
<td>Offset (in bytes) from the first byte of the first frame header to the first byte of the target frame’s header.</td>
</tr>
<tr>
<td>&quot;u(16)&quot;</td>
<td>Number of samples in the target frame.</td>
</tr>
</tbody>
</table>

NOTES

- For placeholder points, the second and third field values are undefined.
- Seek points within a table must be sorted in ascending order by sample number.
- Seek points within a table must be unique by sample number, with the exception of placeholder points.
- The previous two notes imply that there may be any number of placeholder points, but they must all occur at the end of the table.
### 10.12. METADATA_BLOCK_VORBIS_COMMENT

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(n)&quot;</td>
<td>Also known as FLAC tags, the contents of a vorbis comment packet as specified here [19] (without the framing bit). Note that the vorbis comment spec allows for on the order of $2^{64}$ bytes of data where as the FLAC metadata block is limited to $2^{24}$ bytes. Given the stated purpose of vorbis comments, i.e. human-readable textual information, this limit is unlikely to be restrictive. Also note that the 32-bit field lengths are little-endian coded according to the vorbis spec, as opposed to the usual big-endian coding of fixed-length integers in the rest of FLAC.</td>
</tr>
</tbody>
</table>

### 10.13. METADATA_BLOCK_CUESHEET
<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(128*8)&quot;</td>
<td>Media catalog number, in ASCII printable characters 0x20-0x7e. In general, the media catalog number may be 0 to 128 bytes long; any unused characters should be right-padded with NUL characters. For CD-DA, this is a thirteen digit number, followed by 115 NUL bytes.</td>
</tr>
<tr>
<td>&quot;u(64)&quot;</td>
<td>The number of lead-in samples. This field has meaning only for CD-DA cuesheets; for other uses it should be 0. For CD-DA, the lead-in is the TRACK 00 area where the table of contents is stored; more precisely, it is the number of samples from the first sample of the media to the first sample of the first index point of the first track. According to the Red Book, the lead-in must be silence and CD grabbing software does not usually store it; additionally, the lead-in must be at least two seconds but may be longer. For these reasons the lead-in length is stored here so that the absolute position of the first track can be computed. Note that the lead-in stored here is the number of samples up to the first index point of the first track, not necessarily to INDEX 01 of the first track; even the first track may have INDEX 00 data.</td>
</tr>
<tr>
<td>&quot;u(1)&quot;</td>
<td>&quot;1&quot; if the CUESHEET corresponds to a Compact Disc, else &quot;0&quot;.</td>
</tr>
<tr>
<td>&quot;u(7+258*8)&quot;</td>
<td>Reserved. All bits must be set to zero.</td>
</tr>
<tr>
<td>&quot;u(8)&quot;</td>
<td>The number of tracks. Must be at least 1 (because of the requisite lead-out track). For CD-DA, this number must be no more than 100 (99 regular tracks and one lead-out track).</td>
</tr>
<tr>
<td>&quot;CUESHEET_TRACK&quot;+</td>
<td>One or more tracks. A CUESHEET block is required to have a lead-out track; it is always the last track in the CUESHEET. For CD-DA, the lead-out track number must be 170 as specified by the Red Book, otherwise is must be 255.</td>
</tr>
</tbody>
</table>
10.14. CUESHEET_TRACK
<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(64)&quot;</td>
<td>Track offset in samples, relative to the beginning of the FLAC audio stream. It is the offset to the first index point of the track. (Note how this differs from CD-DA, where the track’s offset in the TOC is that of the track’s INDEX 01 even if there is an INDEX 00.) For CD-DA, the offset must be evenly divisible by 588 samples (588 samples = 44100 samples/sec * 1/75th of a sec).</td>
</tr>
<tr>
<td>&quot;u(8)&quot;</td>
<td>Track number. A track number of 0 is not allowed to avoid conflicting with the CD-DA spec, which reserves this for the lead-in. For CD-DA the number must be 1-99, or 170 for the lead-out; for non-CD-DA, the track number must for 255 for the lead-out. It is not required but encouraged to start with track 1 and increase sequentially. Track numbers must be unique within a CUESHEET.</td>
</tr>
<tr>
<td>&quot;u(12*8)&quot;</td>
<td>Track ISRC. This is a 12-digit alphanumeric code; see here [20] and here [21]. A value of 12 ASCII NUL characters may be used to denote absence of an ISRC.</td>
</tr>
<tr>
<td>&quot;u(1)&quot;</td>
<td>The track type: 0 for audio, 1 for non-audio. This corresponds to the CD-DA Q-channel control bit 3.</td>
</tr>
<tr>
<td>&quot;u(1)&quot;</td>
<td>The pre-emphasis flag: 0 for no pre-emphasis, 1 for pre-emphasis. This corresponds to the CD-DA Q-channel control bit 5; see here [22].</td>
</tr>
<tr>
<td>&quot;u(6+13*8)&quot;</td>
<td>Reserved. All bits must be set to zero. The number of track index points. There must be at least one index in every track in a CUESHEET except for the lead-out track, which must have zero. For CD-DA, this number may be no more than 100.</td>
</tr>
<tr>
<td>&quot;u(8)&quot;</td>
<td>For all tracks except the lead-out track, one or more track index points.</td>
</tr>
<tr>
<td>&quot;CUESHEET_TRACK_INDEX&quot;+</td>
<td></td>
</tr>
</tbody>
</table>

Coalson Expires December 7, 2017 [Page 19]
### 10.15. CUESHEET_TRACK_INDEX

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(64)&quot;</td>
<td>Offset in samples, relative to the track offset, of the index point. For CD-DA, the offset must be evenly divisible by 588 samples (588 samples = 44100 samples/sec * 1/75 sec). Note that the offset is from the beginning of the track, not the beginning of the audio data.</td>
</tr>
<tr>
<td>&quot;u(8)&quot;</td>
<td>The index point number. For CD-DA, an index number of 0 corresponds to the track pre-gap. The first index in a track must have a number of 0 or 1, and subsequently, index numbers must increase by 1. Index numbers must be unique within a track. Reserved. All bits must be set to zero.</td>
</tr>
<tr>
<td>&quot;u(3*8)&quot;</td>
<td>Reserved. All bits must be set to zero.</td>
</tr>
</tbody>
</table>

### 10.16. METADATA_BLOCK_PICTURE

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(32)&quot;</td>
<td>The PICTURE_TYPE according to the ID3v2 APIC frame:</td>
</tr>
<tr>
<td>&quot;u(32)&quot;</td>
<td>The length of the MIME type string in bytes.</td>
</tr>
<tr>
<td>&quot;u(n*8)&quot;</td>
<td>The MIME type string, in printable ASCII characters 0x20-0x7e. The MIME type may also be &quot;--&gt;&quot; to signify that the data part is a URL of the picture instead of the picture data itself.</td>
</tr>
<tr>
<td>&quot;u(32)&quot;</td>
<td>The length of the description string in bytes.</td>
</tr>
<tr>
<td>&quot;u(n*8)&quot;</td>
<td>The description of the picture, in UTF-8.</td>
</tr>
<tr>
<td>&quot;u(32)&quot;</td>
<td>The width of the picture in pixels.</td>
</tr>
<tr>
<td>&quot;u(32)&quot;</td>
<td>The height of the picture in pixels.</td>
</tr>
<tr>
<td>&quot;u(32)&quot;</td>
<td>The color depth of the picture in bits-per-pixel.</td>
</tr>
<tr>
<td>&quot;u(32)&quot;</td>
<td>For indexed-color pictures (e.g. GIF), the number of colors used, or &quot;0&quot; for non-indexed pictures.</td>
</tr>
<tr>
<td>&quot;u(32)&quot;</td>
<td>The length of the picture data in bytes.</td>
</tr>
<tr>
<td>&quot;u(n*8)&quot;</td>
<td>The binary picture data.</td>
</tr>
</tbody>
</table>

### 10.17. PICTURE_TYPE
<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Other</td>
</tr>
<tr>
<td>1</td>
<td>32x32 pixels ‘file icon’ (PNG only)</td>
</tr>
<tr>
<td>2</td>
<td>Other file icon</td>
</tr>
<tr>
<td>3</td>
<td>Cover (front)</td>
</tr>
<tr>
<td>4</td>
<td>Cover (back)</td>
</tr>
<tr>
<td>5</td>
<td>Leaflet page</td>
</tr>
<tr>
<td>6</td>
<td>Media (e.g. label side of CD)</td>
</tr>
<tr>
<td>7</td>
<td>Lead artist/lead performer/soloist</td>
</tr>
<tr>
<td>8</td>
<td>Artist/performer</td>
</tr>
<tr>
<td>9</td>
<td>Conductor</td>
</tr>
<tr>
<td>10</td>
<td>Band/Orchestra</td>
</tr>
<tr>
<td>11</td>
<td>Composer</td>
</tr>
<tr>
<td>12</td>
<td>Lyricist/text writer</td>
</tr>
<tr>
<td>13</td>
<td>Recording Location</td>
</tr>
<tr>
<td>14</td>
<td>During recording</td>
</tr>
<tr>
<td>15</td>
<td>During performance</td>
</tr>
<tr>
<td>16</td>
<td>Movie/video screen capture</td>
</tr>
<tr>
<td>17</td>
<td>A bright colored fish</td>
</tr>
<tr>
<td>18</td>
<td>Illustration</td>
</tr>
<tr>
<td>19</td>
<td>Band/artist logotype</td>
</tr>
<tr>
<td>20</td>
<td>Publisher/Studio logotype</td>
</tr>
</tbody>
</table>

Other values are reserved and should not be used. There may only be one each of picture type 1 and 2 in a file.

10.18. FRAME

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;FRAME_HEADER&quot;</td>
<td></td>
</tr>
<tr>
<td>&quot;SUBFRAME&quot;+</td>
<td>One SUBFRAME per channel.</td>
</tr>
<tr>
<td>&quot;u(?)&quot;</td>
<td>Zero-padding to byte alignment.</td>
</tr>
<tr>
<td>&quot;FRAME_FOOTER&quot;</td>
<td></td>
</tr>
</tbody>
</table>

10.19. FRAME_HEADER
+---------+----------------------------------+
| Data    | Description                      |
+---------+----------------------------------+
| "u(14)" | Sync code '0b11111111111110'     |
| "u(1)"  | "FRAME HEADER RESERVED"          |
| "u(1)"  | "BLOCKING STRATEGY"              |
| "u(4)"  | "INTERCHANNEL SAMPLE BLOCK SIZE" |
| "u(4)"  | "SAMPLE RATE"                    |
| "u(4)"  | "CHANNEL ASSIGNMENT"             |
| "u(3)"  | "SAMPLE SIZE"                    |
| "u(1)"  | "FRAME HEADER RESERVED2"         |
| "u(?)"  | "CODED NUMBER"                   |
| "u(?)"  | "BLOCK SIZE INT"                 |
| "u(?)"  | "SAMPLE RATE INT"                |
| "u(8)"  | "FRAME CRC"                      |
+---------+----------------------------------+

10.19.1. FRAME HEADER RESERVED

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>mandatory value</td>
</tr>
<tr>
<td>1</td>
<td>reserved for future use</td>
</tr>
</tbody>
</table>

FRAME HEADER RESERVED must remain reserved for "0" in order for a FLAC frame’s initial 15 bits to be distinguishable from the start of an MPEG audio frame (see also [23]).

10.19.2. BLOCKING STRATEGY

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>fixed-blocksize stream; frame header encodes the frame number</td>
</tr>
<tr>
<td>1</td>
<td>variable-blocksize stream; frame header encodes the sample number</td>
</tr>
</tbody>
</table>

The "BLOCKING STRATEGY" bit must be the same throughout the entire stream.

The "BLOCKING STRATEGY" bit determines how to calculate the sample number of the first sample in the frame. If the bit is "0" (fixed-blocksize), the frame header encodes the frame number as above, and the frame’s starting sample number will be the frame number times the
If it is "1" (variable-blocksize), the frame header encodes the frame’s starting sample number itself. (In the case of a fixed-blocksize stream, only the last block may be shorter than the stream blocksize; its starting sample number will be calculated as the frame number times the previous frame’s blocksize, or zero if it is the first frame).

### 10.19.3. INTERCHANNEL SAMPLE BLOCK SIZE

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b0000</td>
<td>reserved</td>
</tr>
<tr>
<td>0b0001</td>
<td>192 samples</td>
</tr>
<tr>
<td>0b0010 – 0b0101</td>
<td>576 * (2^(n-2)) samples, i.e. 576/1152/2304/4608</td>
</tr>
<tr>
<td>0b0110</td>
<td>get 8 bit (blocksize-1) from end of header</td>
</tr>
<tr>
<td>0b0111</td>
<td>get 16 bit (blocksize-1) from end of header</td>
</tr>
<tr>
<td>0b1000 – 0b1111</td>
<td>256 * (2^(n-8)) samples, i.e. 256/512/1024/2048/4096/8192/16384/32768</td>
</tr>
</tbody>
</table>

### 10.19.4. SAMPLE RATE

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b0000</td>
<td>get from STREAMINFO metadata block</td>
</tr>
<tr>
<td>0b0001</td>
<td>88.2 kHz</td>
</tr>
<tr>
<td>0b0010</td>
<td>176.4 kHz</td>
</tr>
<tr>
<td>0b0011</td>
<td>192 kHz</td>
</tr>
<tr>
<td>0b0100</td>
<td>8 kHz</td>
</tr>
<tr>
<td>0b0101</td>
<td>16 kHz</td>
</tr>
<tr>
<td>0b0110</td>
<td>22.05 kHz</td>
</tr>
<tr>
<td>0b0111</td>
<td>24 kHz</td>
</tr>
<tr>
<td>0b1000</td>
<td>32 kHz</td>
</tr>
<tr>
<td>0b1001</td>
<td>44.1 kHz</td>
</tr>
<tr>
<td>0b1010</td>
<td>48 kHz</td>
</tr>
<tr>
<td>0b1011</td>
<td>96 kHz</td>
</tr>
<tr>
<td>0b1100 – 0b1111</td>
<td>get 8 bit sample rate (in kHz) from end of header</td>
</tr>
<tr>
<td>0b1101 – 0b1110</td>
<td>get 16 bit sample rate (in Hz) from end of header</td>
</tr>
<tr>
<td>0b1110 – 0b1111</td>
<td>get 16 bit sample rate (in tens of Hz) from end of header</td>
</tr>
<tr>
<td>0b1111</td>
<td>invalid, to prevent sync-fooling string of 1s</td>
</tr>
</tbody>
</table>
10.19.5. CHANNEL ASSIGNMENT

For values 0000-0111, the value represents the (number of independent channels)-1. Where defined, the channel order follows SMPTE/ITU-R recommendations.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b0000</td>
<td>1 channel: mono</td>
</tr>
<tr>
<td>0b0001</td>
<td>2 channels: left, right</td>
</tr>
<tr>
<td>0b0010</td>
<td>3 channels: left, right, center</td>
</tr>
<tr>
<td>0b0011</td>
<td>4 channels: front left, front right, back left, back right</td>
</tr>
<tr>
<td>0b0100</td>
<td>5 channels: front left, front right, front center, back/surround left, back/surround right</td>
</tr>
<tr>
<td>0b0101</td>
<td>6 channels: front left, front right, front center, LFE, back/surround left, back/surround right</td>
</tr>
<tr>
<td>0b0110</td>
<td>7 channels: front left, front right, front center, LFE, back center, side left, side right</td>
</tr>
<tr>
<td>0b0111</td>
<td>8 channels: front left, front right, front center, LFE, back left, back right, side left, side right</td>
</tr>
<tr>
<td>0b1000</td>
<td>left/side stereo: channel 0 is the left channel, channel 1 is the side(difference) channel</td>
</tr>
<tr>
<td>0b1001</td>
<td>right/side stereo: channel 0 is the side(difference) channel, channel 1 is the right channel</td>
</tr>
<tr>
<td>0b1010</td>
<td>mid/side stereo: channel 0 is the mid(average) channel, channel 1 is the side(difference) channel</td>
</tr>
<tr>
<td>0b1011 -</td>
<td>reserved</td>
</tr>
<tr>
<td>0b1111</td>
<td>reserved</td>
</tr>
</tbody>
</table>

10.19.6. SAMPLE SIZE

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b0000</td>
<td>get from STREAMINFO metadata block</td>
</tr>
<tr>
<td>0b0001</td>
<td>8 bits per sample</td>
</tr>
<tr>
<td>0b010</td>
<td>12 bits per sample</td>
</tr>
<tr>
<td>0b011</td>
<td>reserved</td>
</tr>
<tr>
<td>0b100</td>
<td>16 bits per sample</td>
</tr>
<tr>
<td>0b101</td>
<td>20 bits per sample</td>
</tr>
<tr>
<td>0b110</td>
<td>24 bits per sample</td>
</tr>
<tr>
<td>0b111</td>
<td>reserved</td>
</tr>
</tbody>
</table>
10.19.7. FRAME HEADER RESERVED2

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>mandatory value</td>
</tr>
<tr>
<td>1</td>
<td>reserved for future use</td>
</tr>
</tbody>
</table>

10.19.8. CODED NUMBER

The "UTF-8" coding used for the sample/frame number is the same variable length code used to store compressed UCS-2, extended to handle larger input.

if(variable blocksize)
  'u(8...56)':'UTF-8' coded sample number (decoded number is 36 bits)
else
  'u(8...48)':'UTF-8' coded frame number (decoded number is 31 bits)

10.19.9. BLOCK SIZE INT

if('INTERCHANNEL SAMPLE BLOCK SIZE' == 0b0110)
  8 bit (blocksize-1)
else if('INTERCHANNEL SAMPLE BLOCK SIZE' == 0b0111)
  16 bit (blocksize-1)

10.19.10. SAMPLE RATE INT

if('SAMPLE RATE' == 0b1100)
  8 bit sample rate (in kHz)
else if('SAMPLE RATE' == 0b1101)
  16 bit sample rate (in Hz)
else if('SAMPLE RATE' == 0b1110)
  16 bit sample rate in tens of Hz

10.19.11. FRAME CRC

CRC-8 (polynomial = x^8 + x^2 + x^1 + x^0, initialized with 0) of everything before the CRC, including the sync code

10.20. FRAME_FOOTER
10.21. SUBFRAME

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(16)&quot;</td>
<td>CRC-16 (polynomial = x^16 + x^15 + x^2 + x^0, initialized with 0) of everything before the CRC, back to and including the frame header sync code</td>
</tr>
</tbody>
</table>

10.22. SUBFRAME_HEADER

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(1)&quot;</td>
<td>Zero bit padding, to prevent sync-fooling string of 1s</td>
</tr>
<tr>
<td>&quot;u(6)&quot;</td>
<td>&quot;SUBFRAME TYPE&quot; (see Section 10.22.1)</td>
</tr>
<tr>
<td>&quot;u(1+k)&quot;</td>
<td>&quot;WASTED BITS PER SAMPLE FLAG&quot; (see Section 10.22.2)</td>
</tr>
</tbody>
</table>

10.22.1. SUBFRAME TYPE

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b000000</td>
<td>&quot;SUBFRAME_CONSTANT&quot;</td>
</tr>
<tr>
<td>0b000001</td>
<td>&quot;SUBFRAME_VERBATIM&quot;</td>
</tr>
<tr>
<td>0b00001x</td>
<td>reserved</td>
</tr>
<tr>
<td>0b0001xx</td>
<td>reserved</td>
</tr>
<tr>
<td>0b01xxx</td>
<td>if(xxx &lt;= 4) &quot;SUBFRAME_FIXED&quot;, xxx=order ; else reserved</td>
</tr>
<tr>
<td>0b1xxxx</td>
<td>reserved</td>
</tr>
<tr>
<td>0b1xxxxx</td>
<td>&quot;SUBFRAME_LPC&quot;, xxxxx=order-1</td>
</tr>
</tbody>
</table>

10.22.2. WASTED BITS PER SAMPLE FLAG
<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>no wasted bits-per-sample in source subblock, $k=0$</td>
</tr>
<tr>
<td>1</td>
<td>$k$ wasted bits-per-sample in source subblock, $k-1$ follows, unary coded; e.g. $k=3 \Rightarrow 001$ follows, $k=7 \Rightarrow 0000001$ follows.</td>
</tr>
</tbody>
</table>

10.23. SUBFRAME_CONSTANT

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(n)&quot;</td>
<td>Unencoded constant value of the subblock, $n =$ frame’s bits-per-sample.</td>
</tr>
</tbody>
</table>

10.24. SUBFRAME_FIXED

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(n)&quot;</td>
<td>Unencoded warm-up samples ($n =$ frame’s bits-per-sample $\times$ predictor order).</td>
</tr>
<tr>
<td>&quot;RESIDUAL&quot;</td>
<td>Encoded residual</td>
</tr>
</tbody>
</table>

10.25. SUBFRAME_LPC

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(n)&quot;</td>
<td>Unencoded warm-up samples ($n =$ frame’s bits-per-sample $\times$ lpc order).</td>
</tr>
<tr>
<td>&quot;u(4)&quot;</td>
<td>(Quantized linear predictor coefficients’ precision in bits)-1 (0b1111 = invalid).</td>
</tr>
<tr>
<td>&quot;u(5)&quot;</td>
<td>Quantized linear predictor coefficient shift needed in bits (NOTE: this number is signed two’s-complement).</td>
</tr>
<tr>
<td>&quot;u(n)&quot;</td>
<td>Unencoded predictor coefficients ($n =$ qlp coeff precision $\times$ lpc order) (NOTE: the coefficients are signed two’s-complement).</td>
</tr>
<tr>
<td>&quot;RESIDUAL&quot;</td>
<td>Encoded residual</td>
</tr>
</tbody>
</table>
10.26. SUBFRAME_VERBATIM

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(n*i)&quot;</td>
<td>Unencoded subblock; n = frame’s bits-per-sample, i = frame’s blocksize.</td>
</tr>
</tbody>
</table>

10.27. RESIDUAL

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(2)&quot;</td>
<td>&quot;RESIDUAL_CODING_METHOD&quot;</td>
</tr>
<tr>
<td>&quot;RESIDUAL_CODING_METHOD_PARTITIONED_EXP_GOLOMB&quot;</td>
<td></td>
</tr>
<tr>
<td>&quot;RESIDUAL_CODING_METHOD_PARTITIONED_EXP_GOLOMB2&quot;</td>
<td></td>
</tr>
</tbody>
</table>

10.27.1. RESIDUAL_CODING_METHOD

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b00</td>
<td>partitioned Exp-Golomb coding with 4-bit Exp-Golomb parameter;</td>
</tr>
<tr>
<td></td>
<td>RESIDUAL_CODING_METHOD_PARTITIONED_EXP_GOLOMB follows</td>
</tr>
<tr>
<td>0b01</td>
<td>partitioned Exp-Golomb coding with 5-bit Exp-Golomb parameter;</td>
</tr>
<tr>
<td></td>
<td>RESIDUAL_CODING_METHOD_PARTITIONED_EXP_GOLOMB2 follows</td>
</tr>
<tr>
<td>0b10 -</td>
<td>reserved</td>
</tr>
<tr>
<td>0b11</td>
<td></td>
</tr>
</tbody>
</table>

10.27.2. RESIDUAL_CODING_METHOD_PARTITIONED_EXP_GOLOMB

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(4)&quot; +</td>
<td>Partition order.</td>
</tr>
<tr>
<td>EXP_GOLOMB_PARTITION+</td>
<td>There will be 2^order partitions.</td>
</tr>
</tbody>
</table>
### 10.27.2.1. EXP_GOLOMB_PARTITION

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(4(+5))&quot;</td>
<td>&quot;EXP-GOLOMB PARTITION ENCODING PARAMETER&quot; (see Section 10.27.2.2)</td>
</tr>
<tr>
<td>&quot;u(?)&quot;</td>
<td>&quot;ENCODED RESIDUAL&quot; (see Section 10.27.4)</td>
</tr>
</tbody>
</table>

### 10.27.2.2. EXP-GOLOMB PARTITION ENCODING PARAMETER

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b0000 - 0b1110</td>
<td>Exp-golomb parameter.</td>
</tr>
<tr>
<td>0b1111</td>
<td>Escape code, meaning the partition is in unencoded binary form using n bits per sample; n follows as a 5-bit number.</td>
</tr>
</tbody>
</table>

### 10.27.3. RESIDUAL_CODING_METHOD_PARTITIONED_EXP_GOLOMB2

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(4)&quot;</td>
<td>Partition order.</td>
</tr>
<tr>
<td>&quot;EXP-GOLOMB2_PARTITION&quot;</td>
<td>There will be 2^order partitions.</td>
</tr>
</tbody>
</table>

### 10.27.3.1. EXP_GOLOMB2_PARTITION

<table>
<thead>
<tr>
<th>Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;u(5(+5))&quot;</td>
<td>&quot;EXP-GOLOMB2 PARTITION ENCODING PARAMETER&quot; (see Section 10.27.3.2)</td>
</tr>
<tr>
<td>&quot;u(?)&quot;</td>
<td>&quot;ENCODED RESIDUAL&quot; (see Section 10.27.4)</td>
</tr>
</tbody>
</table>

### 10.27.3.2. EXP-GOLOMB2 PARTITION ENCODING PARAMETER
10.27.4. ENCODED RESIDUAL

The number of samples (n) in the partition is determined as follows:

- if the partition order is zero, n = frame’s blocksize - predictor order
- else if this is not the first partition of the subframe, n =
  (frame’s blocksize / (2^partition order))
- else n = (frame’s blocksize / (2^partition order)) - predictor order

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11. References

11.1. URIs

[1] ogg_mapping.html
[2] documentation_format_overview.html


[17] http://www.id3.org/id3v2.4.0-frames

[18] id.html


Authors’ Addresses

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