# INTERNATIONAL STANDARD

IEC 62328-3

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Multimedia home server systems – Interchangeable volume/file structure adaptation for broadcasting receivers –

Part 3: Broadcasting system specific recording structure – ISDB

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#### INTERNATIONAL ELECTROTECHNICAL COMMISSION

### MULTIMEDIA HOME SERVER SYSTEMS – INTERCHANGEABLE VOLUME/FILE STRUCTURE ADAPTATION FOR BROADCASTING RECEIVERS –

#### Part 3: Broadcasting system specific recording structure - ISDB

#### **FOREWORD**

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International Standard IEC 62328-3 has been prepared by IEC technical committee 100: Audio, video and multimedia systems and equipment.

The text of this standard is based on the following documents:

| FDIS         | Report on voting |
|--------------|------------------|
| 100/965/FDIS | 100/989/RVD      |

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

This publication has been drafted in accordance with the ISO/IEC Directives, Part 2.

IEC 62328 consists of the following parts, under the general title *Multimedia home server* systems – Interchangeable volume/file structure adaptation for broadcasting receivers:

Part 1: General description and architecture

Part 2: General recording structure

Part 3: Broadcasting system specific recording structure – ISDB

The committee has decided that the contents of this publication will remain unchanged until the maintenance result date indicated on the IEC web site under "http://webstore.iec.ch" in the data related to the specific publication. At this date, the publication will be

- reconfirmed;
- withdrawn;
- replaced by a revised edition, or
- amended.

A bilingual version of this publication may be issued at a later date.

#### INTRODUCTION

Broadcast data in a transport stream can contain multiple associated objects. When that data is distributed on interchangeable storage media, for example, optical disks, the associated objects should be synchronized. Open distribution of the media requires that the data be adapted to a standardized volume and file structure, which should conform to the existing basic volume and file structure.

## MULTIMEDIA HOME SERVER SYSTEMS – INTERCHANGEABLE VOLUME/FILE STRUCTURE ADAPTATION FOR BROADCASTING RECEIVERS –

#### Part 3: Broadcasting system specific recording structure - ISDB

#### 1 Scope

This part of IEC 62328 defines the volume and file structure required for interchanging multimedia data of a home server/broadcasting receiver, which consists of an AV stream with multiple associated objects.

This part of IEC 62328 specifies the broadcasting system specific recording structure for ISDB.

#### 2 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

IEC 62328-2, Multimedia home server systems – Interchangeable volume/file structure adaptation for broadcasting receivers – Part 2: General recording structure

ISO/IEC 646, Information technology — ISO 7-bit coded character set for information interchange

ISO/IEC 10646-1, Information technology — Universal Multiple-Octet Coded Character Set (UCS) — Part 1: Architecture and Basic Multilingual Plane

ISO/IEC 13818-1:2000, Information technology – Generic coding of moving pictures and associated audio information: Systems

ISO/IEC 13818-2:2000, Information technology – Generic coding of moving pictures and associated audio information: Video

ISO/IEC 13818-6:1998, Information technology – Generic coding of moving pictures and associated audio information – Par t6: Extensions for DSM-CC

ISO/IEC 13818-7:2003, Information technology – Generic coding of moving pictures and associated audio information – Part 7: Advanced Audio Coding (AAC)

ISO/IEC 11172-2:1993, Information technology – Coding of moving pictures and associated audio for digital storage media at up to about 1.5 Mbit/s – Part 2: Video

ISO 8859 (all parts), Information technology – 8-bit single-byte coded graphic character sets