MPEG-H 3D Audio Renderer

Applicability

This description applies to the MPEG-H 3D Audio Renderer module.

Overview

MPEG-H 3D Audio Renderer is a module for rendering MPEG-H 3D Audio content according to its metadata and user input to a selected monitoring or output target.

Processing Principle

The module uses the selected metadata source to render the incoming audio signals. Users can select the presentation, user data and output format either for quality checking the signal or creating channel based downmixes for further processing or distribution.

Parameters

Rendering and Metadata

Parameter - Rendering and Metadata	Description
Metadata Source	Selects the metadata source used by the renderer.
Rendering Target	Selects the target channel layout for the rendering.
DRC Effect	Selects the dynamic range control effect used during rendering.
Loudness Normalization Target	Sets the loudness normalization target used by the renderer.
Preferred Accessibility	Selects the preferred accessibility option.
Preferred Language	Selects the preferred language option.

Interactive Elements

Parameter - Interactivity Elements	Description
OSD Active Preset	Selects the active OSD preset.
OSD Element Azimuth	Sets or displays the azimuth position of an OSD element.

Parameter - Interactivity Elements	Description
OSD Element Elevation	Sets or displays the elevation position of an OSD element.
OSD Element Gain	Adjusts the gain of an OSD element.
OSD Element Muted	Mutes or unmutes an OSD element.
OSD Switch Group Active Element	Selects the active element in an OSD switch group.
Reset Max Execution Time	Resets maximum execution time tracking when triggered or when a preset is loaded.
Reset Metadata Decoding Errors	Resets metadata decoding error counters when triggered or when a preset is loaded.

Related Processors

- MPEG-H 3D Audio Renderer

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