International Telecommunication Union

ITU-T

TELECOMMUNICATION
STANDARDIZATION SECTOR
OF ITU

T.834

(10/2014)

SERIES T: TERMINALS FOR TELEMATIC SERVICES

Still-image compression | JPEG XR

Information technology – JPEG XR image coding system – Conformance testing

Recommendation ITU-T T.834

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Recommendation ITU-T T.834

Information technology – JPEG XR image coding system – Conformance testing

Summary

Recommendation ITU-T T.834 has been developed jointly with ISO/IEC JTC 1 SC 29/WG 1 in a collaborative team that is referred to as the Joint Photographic Experts Group (JPEG). It will be published as a technically-aligned twin text by both organizations (ITU-T and ISO/IEC).

This Recommendation | International Standard specifies tests designed to verify whether codestreams, files, encoders and decoders meet the normative requirements specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 (*Information technology – JPEG XR image coding system – Image coding specification*).

- A codestream (or file) can be claimed to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2 if it meets the normative requirements for such codestreams (or file) specified in Rec. ITU-T T.832 | ISO/IEC 29199-2.
- An encoder can be claimed to have codestream (or file format) conformance to Rec. ITU-T T.832 | ISO/IEC 29199-2 if the codestreams (or files) that it generates are conforming codestreams (or files).
- A decoder can be claimed to conform to a specified subset of Rec. ITU-T T.832 | ISO/IEC 29199-2 capabilities (such as a combination of "profile" and "level" capabilities) if it can properly decode all codestreams (or files) obeying the constraints specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 for the specified subset of capabilities.

The tests specified in this Recommendation | International Standard provide methods for (non-exhaustive) testing of whether encoders and decoders meet these requirements.

This enhancement of Rec. ITU.T T.834 | ISO/IEC 29199-4 extends and enhances the set of test streams for Rec. ITU-T T.832 | ISO/IEC 29199-2 in two ways: First, additional test streams cover features than had either not yet been tested in earlier revisions or did not exist in earlier versions in the standard. Second, extensions made to the JPEG 2000 file format of Rec. ITU-T T.802 | ISO/IEC 15444-2 allow the wrapping of JPEG XR codestreams in the JPEG 2000 file format, for which new reference streams are included.

A set of data for use in such tests is provided as an electronic attachment to this Recommendation | International Standard and is an integral part thereof. This data set is also available for download from the ITU-T Test Signal Database at: http://itu.int/net/ITU-T/sigdb/speimage/Tseries-s.htm#T.834.

History

Edition	Recommendation	Approval	Study Group	Unique ID*
1.0	ITU-T T.834	2010-01-13	16	11.1002/1000/10648
2.0	ITU-T T.834	2014-10-14	16	11.1002/1000/12305

* To access the Recommendation, type the URL http://handle.itu.int/ in the address field of your web browser, followed by the Recommendation's unique ID. For example, http://handle.itu.int/11.1002/1000/11830-en.

FOREWORD

The International Telecommunication Union (ITU) is the United Nations specialized agency in the field of telecommunications, information and communication technologies (ICTs). The ITU Telecommunication Standardization Sector (ITU-T) is a permanent organ of ITU. ITU-T is responsible for studying technical, operating and tariff questions and issuing Recommendations on them with a view to standardizing telecommunications on a worldwide basis.

The World Telecommunication Standardization Assembly (WTSA), which meets every four years, establishes the topics for study by the ITU-T study groups which, in turn, produce Recommendations on these topics.

The approval of ITU-T Recommendations is covered by the procedure laid down in WTSA Resolution 1.

In some areas of information technology which fall within ITU-T's purview, the necessary standards are prepared on a collaborative basis with ISO and IEC.

NOTE

In this Recommendation, the expression "Administration" is used for conciseness to indicate both a telecommunication administration and a recognized operating agency.

Compliance with this Recommendation is voluntary. However, the Recommendation may contain certain mandatory provisions (to ensure, e.g., interoperability or applicability) and compliance with the Recommendation is achieved when all of these mandatory provisions are met. The words "shall" or some other obligatory language such as "must" and the negative equivalents are used to express requirements. The use of such words does not suggest that compliance with the Recommendation is required of any party.

INTELLECTUAL PROPERTY RIGHTS

ITU draws attention to the possibility that the practice or implementation of this Recommendation may involve the use of a claimed Intellectual Property Right. ITU takes no position concerning the evidence, validity or applicability of claimed Intellectual Property Rights, whether asserted by ITU members or others outside of the Recommendation development process.

As of the date of approval of this Recommendation, ITU had received notice of intellectual property, protected by patents, which may be required to implement this Recommendation. However, implementers are cautioned that this may not represent the latest information and are therefore strongly urged to consult the TSB patent database at http://www.itu.int/ITU-T/ipr/.

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Foreword

This Recommendation | International Standard specifies tests designed to verify whether codestreams, files, encoders and decoders meet the normative requirements specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 (*Information technology – JPEG XR image coding system – Image coding specification*).

A set of data for use in such tests is provided as an electronic attachment to this Recommendation | International Standard and is considered an integral part thereof.

Introduction

This Recommendation | International Standard has been developed by ITU-T and ISO/IEC in a collaborative team that is referred to as the Joint Photographic Experts Group (JPEG). It is published as a technically-aligned twin text by both organizations (ITU-T and ISO/IEC).

This Recommendation | International Standard specifies a set of tests designed to verify whether codestreams, files, encoders and decoders meet the normative requirements specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 (*Information technology – JPEG XR image coding system – Image coding specification*).

- A codestream (or file) can be claimed to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2 if it meets the normative requirements for such codestreams (or file) specified in Rec. ITU-T T.832 | ISO/IEC 29199-2.
- An encoder can be claimed to have codestream (or file format) conformance to Rec. ITU-T T.832 | ISO/IEC 29199-2 if the codestreams (or files) that it generates are conforming codestreams (or files).
- A decoder can be claimed to conform to a specified subset of Rec. ITU-T T.832 | ISO/IEC 29199-2 capabilities (such as a combination of "profile" and "level" capabilities) if it can properly decode all codestreams (or files) obeying the constraints specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 for the specified subset of capabilities.

The tests specified in this Recommendation | International Standard provide methods for (non-exhaustive) testing of whether encoders and decoders meet these requirements.

Characteristics of codestreams, files and decoders are specified in Rec. ITU-T T.832 | ISO/IEC 29199-2. The characteristics of a codestream (or file) indicate the subset of that standard that is exploited within the codestream (or file). Examples are the selected values of the image size and number of associated colour components. Decoder characteristics specify the properties and capabilities of the applied decoding process. The capabilities of a decoder specify which codestreams (or files) the decoder can decode by specifying the subset of Rec. ITU-T T.832 | ISO/IEC 29199-2 syntax features and values that may be exploited in the codestreams (or files) that it will decode. A codestream (or file) can be decoded by a conforming decoder if it is a conforming codestream (or file) and the characteristics of the codestream (or file) are within the subset of the standard that is specified by the decoder capabilities.

Procedures are specified in this Recommendation | International Standard for testing the conformance of codestreams (or files) and decoders to the requirements specified in Rec. ITU-T T.832 | ISO/IEC 29199-2. Given the set of characteristics claimed, the requirements that shall be met are fully determined by Rec. ITU-T T.832 | ISO/IEC 29199-2. This Recommendation | International Standard summarizes these requirements, cross references them to characteristics, and specifies how conformance to them can be tested. Particular tests to verify codestream and decoder conformance are specified.

A set of data for use in such tests is provided as an electronic attachment to this Recommendation | International Standard and is considered an integral part thereof. When a decoder under test does not satisfy the requirements of the specified tests when operating on the provided data set, the decoder is indicated not to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2.

The specified testing of codestreams (or files) produced by encoders employs the reference software decoder specified in Rec. ITU-T T.835 | ISO/IEC 29199-5 (with source code available in electronic format). When a codestream (or file) cannot be decoded by the reference software decoder without generating non-conformance warning messages, the codestream (or file) is indicated not to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2. When an encoder produces any such codestreams (or files) that cannot be decoded without warnings by the reference software decoder, the encoder is indicated not to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2.

Recommendation ITU-T T.834

Information technology – JPEG XR image coding system – Conformance testing

1 Scope

This Recommendation | International Standard specifies a set of tests designed to verify whether codestreams, files, encoders and decoders meet the normative requirements specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 (*Information technology – JPEG XR image coding system – Image coding specification*).

2 Normative references

The following Recommendations and International Standards contain provisions which, through reference in this text, constitute provisions of this Recommendation | International Standard. At the time of publication, the editions indicated were valid. All Recommendations and Standards are subject to revision, and parties to agreements based on this Recommendation | International Standard are encouraged to investigate the possibility of applying the most recent edition of the Recommendations and Standards listed below. Members of IEC and ISO maintain registers of currently valid International Standards. The Telecommunication Standardization Bureau of the ITU maintains a list of currently valid ITU-T Recommendations.

2.1 Identical Recommendations | International Standards

– Recommendation ITU-T T.801 (2002) | ISO/IEC 15444-2:2004, *Information technology – JPEG 2000 image coding system: Extensions* and its subsequent amendments and corrigenda, namely: Cor. 3 (2005), Cor. 4 (2006), Amd. 2 (2005), Amd. 4 (2012) and Amd. 3 (2013).

2.2 Paired Recommendations | International Standards equivalent in technical content

– Recommendation ITU-T T.832 (2012) | ISO/IEC 29199-2:2012, *Information technology – JPEG XR image coding system – Image coding specification*.

– Recommendation ITU-T T.835 (2012) | ISO/IEC 29199-5:2010, *Information technology – JPEG XR image coding system – Reference software*.

2.3 Additional references

None.

3 Definitions

For the purposes of this Recommendation | International Standard, the terms, definitions, abbreviations and symbols specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 (particularly in its clause 3) apply. The following terms are further defined or clarified for purposes herein as follows.

3.1 **codestream**: A sequence of bits contained in a sequence of bytes that conforms to the *codestream* requirements specified by Rec. ITU-T T.832 | ISO/IEC 29199-2 or is to be tested to determine whether it conforms to the *codestream* requirements specified by Rec. ITU-T T.832 | ISO/IEC 29199-2.

3.2 **decoder**: An embodiment of the decoding process specified by Rec. ITU-T T.832 | ISO/IEC 29199-2 or a process embodiment that is to be tested to determine whether it conforms to the decoding process specified by Rec. ITU-T T.832 | ISO/IEC 29199-2.

NOTE – The *decoder* does not include the display process, which is outside the scope of this Recommendation | International Standard.

3.3 **encoder**: A process that produces *codestreams* or *files* that conform to Rec. ITU-T T.832 | ISO/IEC 29199-2 or are to be tested to determine whether these *codestreams* or *files* conform to Rec. ITU-T T.832 | ISO/IEC 29199-2.

3.4 **file** (when used in reference to Rec. ITU-T T.832 | ISO/IEC 29199-2 Annex A): A finite-length sequence of bytes produced by an *encoder* that conforms to Rec. ITU-T T.832 | ISO/IEC 29199-2 Annex A or is to be tested to determine whether it conforms to Rec. ITU-T T.832 | ISO/IEC 29199-2 Annex A.

3.5 **reference output**: The output of the *reference software decoder*.

3.6 reference software decoder: The software *decoder* contained in Rec. ITU-T T.835 | ISO/IEC 29199-5.

4 Abbreviations

For the purposes of this Recommendation | International Standard, the relevant abbreviations are specified in clause 4 of Rec. ITU-T T.832 | ISO/IEC 29199-2.

5 Conventions

For the purposes of this Recommendation | International Standard, the relevant conventions are specified in clause 5 of Rec. ITU-T T.832 | ISO/IEC 29199-2.

6 Conformance testing specification

6.1 General

The following clauses specify normative tests designed to verify whether codestreams, files, encoders and decoders meet the normative requirements specified in Rec. ITU-T T.832 | ISO/IEC 29199-2, as follows:

- A codestream (or file) can be claimed to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2 if it meets the normative requirements for such codestreams (or file) specified in Rec. ITU-T T.832 | ISO/IEC 29199-2.
- An encoder can be claimed to have codestream (or file format) conformance to Rec. ITU-T T.832 | ISO/IEC 29199-2 if the codestreams (or files) that it generates are conforming codestreams (or files).
- A decoder can be claimed to conform to a specified subset of Rec. ITU-T T.832 | ISO/IEC 29199-2 capabilities (such as a combination of "profile" and "level" capabilities) if it can properly decode all codestreams (or files) obeying the constraints specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 for the specified subset of capabilities.

The tests specified in this Specification provide methods for (non-exhaustive) testing of whether encoders and decoders meet these requirements.

Characteristics of codestreams, files and decoders are specified in Rec. ITU-T T.832 | ISO/IEC 29199-2. The characteristics of a codestream (or file) indicate the subset of that standard that is exploited within the codestream (or file). Examples are the selected values of the image size and number of associated colour components. Decoder characteristics specify the properties and capabilities of the applied decoding process. The capabilities of a decoder specify which codestreams (or files) the decoder can decode by specifying the subset of Rec. ITU-T T.832 | ISO/IEC 29199-2 syntax features and values that may be exploited in the codestreams (or files) that it will decode. A codestream (or file) can be decoded by a conforming decoder if it is a conforming codestream (or file) and the characteristics of the codestream (or file) are within the subset of the standard that is specified by the decoder capabilities.

Procedures are specified in this Specification for testing the conformance of codestreams (or files) and decoders to the requirements specified in Rec. ITU-T T.832 | ISO/IEC 29199-2. Given the set of characteristics claimed, the requirements that shall be met are fully determined by Rec. ITU-T T.832 | ISO/IEC 29199-2. This Recommendation | International Standard summarizes these requirements, cross references them to codestream (or file) characteristics, and specifies how conformance to the requirements can be tested. Particular tests to verify codestream and decoder conformance are specified.

A set of data for use in such tests is provided as an electronic attachment to this Recommendation | International Standard and is considered an integral part thereof. When a decoder under test does not satisfy the requirements of the specified tests when operating on the provided data set, the decoder is indicated not to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2.

The specified testing of codestreams (or files) produced by encoders employs the reference software decoder specified in Rec. ITU-T T.835 | ISO/IEC 29199-5 (with source code available in electronic format). When a codestream (or file) cannot be decoded by the reference software decoder without generating non-conformance warning messages, the codestream (or file) is indicated not to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2. When an encoder produces any such codestreams (or files) that cannot be decoded without warnings by the reference software decoder, the encoder is indicated not to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2.

6.2 Procedure to test codestreams (or files)

A codestream (or file) that claims conformance with Rec. ITU-T T.832 | ISO/IEC 29199-2 shall pass the following normative test.

The codestream (or file) shall be decoded by processing it with the reference software decoder. When processed by the reference software decoder, the codestream (or file) shall not cause any error or non-conformance messages to be reported by the reference software decoder. The output of the reference software decoder shall be considered the reference output.

NOTE 1 – This test should not be applied to codestreams (or files) that are known to contain errors introduced by transmission, as such errors are highly likely to result in codestreams (or files) that lack conformance to Rec. ITU-T T.832 | ISO/IEC 29199-2.

Successfully passing the reference software decoder test provides only a preliminary indication that the codestream (or file) under test is in conformance to Rec. ITU-T T.832 | ISO/IEC 29199-2, as not all conformance requirements of Rec. ITU-T T.832 | ISO/IEC 29199-2 may be tested by the reference software decoder.

Additional tests may be necessary to more thoroughly check that the codestream (or file) properly meets all the requirements specified in Rec. ITU-T T.832 | ISO/IEC 29199-2. These complementary tests may be performed using other codestream (or file) verifiers that perform more complete tests than those implemented by the reference software decoder.

NOTE 2 – Indications of codestream (or file) non-conformance obtained in such tests should be investigated to verify the exact characteristics of the codestream (or file) that resulted in the indication and the relationship of these characteristics to the requirements expressed in Rec. ITU-T T.832 | ISO/IEC 29199-2 for conformance to that Specification.

To check correctness of a codestream (or file), it is necessary to parse the entire codestream (or file) and to extract all the syntax elements and other values derived from those syntactic elements and used by the decoding process specified in Rec. ITU-T T.832 | ISO/IEC 29199-2.

Some verifiers may not necessarily need to perform all stages of the decoding process specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 in order to verify aspects of codestream (or file) correctness. Many tests can be performed on syntax elements in a state prior to their use in some processing stages.

6.3 Procedure to test encoders

An encoder can be claimed to have codestream (or file format) conformance to Rec. ITU-T T.832 | ISO/IEC 29199-2 if the codestreams (or files) that it generates are conforming codestreams (or files). To test an encoder for conformance to Rec. ITU-T T.832 | ISO/IEC 29199-2, the encoder should be operated in such a manner as to maximally exercise its usage of the syntax features of Rec. ITU-T T.832 | ISO/IEC 29199-2, and sample codestreams (or files) produced from the encoder shall be checked for conformance to Rec. ITU-T T.832 | ISO/IEC 29199-2 as specified in clause 6.2. If the encoder produces codestreams (or files) that do not conform to Rec. ITU-T T.832 | ISO/IEC 29199-2 under such sample testing operation, the encoder is indicated not to conform to Rec. ITU-T T.832 | ISO/IEC 29199-2.

6.4 Procedure to test decoders

A decoder can be claimed to conform to a specified subset of Rec. ITU-T T.832 | ISO/IEC 29199-2 capabilities (such as a combination of "profile" and "level" capabilities) if it can properly decode all codestreams (or files) obeying the constraints specified in Rec. ITU-T T.832 | ISO/IEC 29199-2 for the specified subset of capabilities. To test a decoder for conformance to a specified subset of Rec. ITU-T T.832 | ISO/IEC 29199-2 capabilities, the set of reference encoded files (or, in the case of codestream-level testing, the set of codestreams extracted from those files) specified below in clause 7 that are within the specified subset of Rec. ITU-T T.832 | ISO/IEC 29199-2 capabilities shall be processed by the decoder under test and by the reference software decoder. The decoder under test shall output decoded images, and the output decoded images produced by the decoder under test shall be checked for correspondence with the output of the reference software decoder. The output decoded images produced by the two decoding processes shall match exactly. When upsampling is invoked in the output formatting process specified in clause 9.10 of Rec. ITU-T T.832 | ISO/IEC 29199-2, the upsampling process performed for purposes of conformance testing of the output of the decoder under test shall be the nominal upsampling process specified in clause 9.10.3.1 or 9.10.3.2 of Rec. ITU-T T.832 | ISO/IEC 29199-2, as applicable. However, the actual manner of performing upsampling by a decoder for purposes other than conformance testing is outside the scope of conformance requirements to Rec. ITU-T T.832 | ISO/IEC 29199-2, as noted in clauses 8.4.6 and 8.4.9 of Rec. ITU-T T.832 | ISO/IEC 29199-2.

7 Reference data set

7.1 General

A set of data for use in decoder conformance tests is provided as an electronic attachment to this Recommendation | International Standard and is considered an integral part thereof. This set of data consists of a number of files encoded according to Rec. ITU-T T.832 | ISO/IEC 29199-2 Annex A. For purposes of codestream-only testing, the testing shall be performed by extracting the codestreams embedded within these files and performing the testing using these codestreams.

This set of files and the codestreams they contain are not intended to represent all combinations of syntax elements that are allowed in Rec. ITU-T T.832 | ISO/IEC 29199-2. Rather, the set of files (and the codestreams they contain) was developed with the intention of testing key selected aspects of the parsing and decoding processes that are required by the various syntax elements. Selected characteristics of the files in each category are described in the corresponding clauses of this Recommendation | International Standard.

7.2 Reference file set BasicAndOverlap_1x1Tile

This collection of 18 .jxr files has the following syntax element characteristics:

- The FREQUENCY_MODE_CODESTREAM_FLAG syntax element is set to FALSE (spatial mode) or TRUE (frequency mode).
- The OVERLAP_MODE is varied between the values 0, 1 and 2.
- The INTERNAL_CLR_FMT is set to YUV444 or YONLY.
- The QP (for all colour channels and all bands) is set to 1 or 10.

For all files in the BasicAndOverlap_1x1Tile set, the syntax elements NUM_HOR_TILES_MINUS1 and NUM_VER_TILES_MINUS1 are both set to 0, resulting in each image being structured as a single tile.

The following files are included in the BasicAndOverlap_1x1Tile file set:

- Seattle_Spat_Ov0_1x1_YONLY_QP10.jxr
- Seattle_Spat_Ov0_1x1_YUV444_QP1.jxr
- Seattle_Spat_Ov0_1x1_YUV444_QP10.jxr
- Seattle_Spat_Ov1_1x1_YONLY_QP10.jxr
- Seattle_Spat_Ov1_1x1_YUV444_QP1.jxr
- Seattle_Spat_Ov1_1x1_YUV444_QP10.jxr
- Seattle_Spat_Ov2_1x1_YONLY_QP10.jxr
- Seattle_Spat_Ov2_1x1_YUV444_QP1.jxr
- Seattle_Spat_Ov2_1x1_YUV444_QP10.jxr
- Seattle_Freq_Ov0_1x1_YONLY_QP10.jxr
- Seattle_Freq_Ov0_1x1_YUV444_QP1.jxr
- Seattle_Freq_Ov0_1x1_YUV444_QP10.jxr
- Seattle_Freq_Ov1_1x1_YONLY_QP10.jxr
- Seattle_Freq_Ov1_1x1_YUV444_QP1.jxr
- Seattle_Freq_Ov1_1x1_YUV444_QP10.jxr
- Seattle_Freq_Ov2_1x1_YONLY_QP10.jxr
- Seattle_Freq_Ov2_1x1_YUV444_QP1.jxr
- Seattle_Freq_Ov2_1x1_YUV444_QP10.jxr

These files can be found in the directory BasicAndOverlap_1x1Tile.

7.3 Reference file set BasicAndOverlap_4x4Tile

This collection of 42 .jxr files has the same type of syntax element characteristics as in the BasicAndOverlap_1x1Tile file set (clause 7.2), except that in the files in BasicAndOverlap_4x4Tile, the syntax elements NUM_HOR_TILES_MINUS1 and NUM_VER_TILES_MINUS1 are both set to 3, resulting in each image being structured as a 4×4 grid of tiles. The remaining note syntax characteristics are repeated here:

- The FREQUENCY_MODE_CODESTREAM_FLAG syntax element is set to FALSE (spatial mode) or TRUE (frequency mode).
- The OVERLAP_MODE is varied between the values 0, 1 and 2.
- The INTERNAL_CLR_FMT is set to YUV444, YUV422, YUV420 or YONLY.
- The QP (for all colour channels and all bands) is set to 1 or 10.

The following files are included in the BasicAndOverlap_4x4Tile file set:

- Seattle_Spat_Ov0_4x4_YONLY_QP10.jxr
- Seattle_Spat_Ov0_4x4_YUV420_QP1.jxr
- Seattle_Spat_Ov0_4x4_YUV420_QP10.jxr
- Seattle_Spat_Ov0_4x4_YUV422_QP1.jxr
- Seattle_Spat_Ov0_4x4_YUV422_QP10.jxr
- Seattle_Spat_Ov0_4x4_YUV444_QP1.jxr
- Seattle_Spat_Ov0_4x4_YUV444_QP10.jxr
- Seattle_Spat_Ov1_4x4_YONLY_QP10.jxr
- Seattle_Spat_Ov1_4x4_YUV420_QP1.jxr
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- Seattle_Spat_Ov2_4x4_YUV444_QP10.jxr
- Seattle_Freq_Ov0_4x4_YONLY_QP10.jxr
- Seattle_Freq_Ov0_4x4_YUV420_QP1.jxr
- Seattle_Freq_Ov0_4x4_YUV420_QP10.jxr
- Seattle_Freq_Ov0_4x4_YUV422_QP1.jxr
- Seattle_Freq_Ov0_4x4_YUV422_QP10.jxr
- Seattle_Freq_Ov0_4x4_YUV444_QP1.jxr
- Seattle_Freq_Ov0_4x4_YUV444_QP10.jxr
- Seattle_Freq_Ov1_4x4_YONLY_QP10.jxr
- Seattle_Freq_Ov1_4x4_YUV420_QP1.jxr
- Seattle_Freq_Ov1_4x4_YUV420_QP10.jxr
- Seattle_Freq_Ov1_4x4_YUV422_QP1.jxr
- Seattle_Freq_Ov1_4x4_YUV422_QP10.jxr
- Seattle_Freq_Ov1_4x4_YUV444_QP1.jxr
- Seattle_Freq_Ov1_4x4_YUV444_QP10.jxr
- Seattle_Freq_Ov2_4x4_YONLY_QP10.jxr

– Seattle_Freq_Ov2_4x4_YUV420_QP1.jxr
– Seattle_Freq_Ov2_4x4_YUV420_QP10.jxr
– Seattle_Freq_Ov2_4x4_YUV422_QP1.jxr
– Seattle_Freq_Ov2_4x4_YUV422_QP10.jxr
– Seattle_Freq_Ov2_4x4_YUV444_QP1.jxr
– Seattle_Freq_Ov2_4x4_YUV444_QP10.jxr

These files can be found in the directory BasicAndOverlap_4x4Tile.

7.4 Reference file set BasicAndOverlap_2x2Tile

This collection of five .jxr files has the same type of syntax element characteristics as in the BasicAndOverlap_1x1Tile file set (clause 7.2) and BasicAndOverlap_4x4Tile file set (clause 7.3), except that in the files in BasicAndOverlap_2x2Tile, the syntax elements NUM_HOR_TILES_MINUS1 and NUM_VER_TILES_MINUS1 are both set to 1, resulting in each image being structured as a 2×2 grid of tiles. The remaining note syntax characteristics are repeated here:

– The FREQUENCY_MODE_CODESTREAM_FLAG syntax element is set to TRUE (frequency mode).
– The OVERLAP_MODE is varied between the values 1 and 2.
– The INTERNAL_CLR_FMT is set to YUV422 or YUV420.
– The QP (for all colour channels and all bands) is set to 10.

The following files are included in the BasicAndOverlap_2x2Tile file set:

– Seattle_Freq_Ov1_2x2_YUV422_QP10.jxr
– Seattle_Freq_Ov2_2x2_YUV422_QP10.jxr
– Small_Freq_Ov1_2x2_YUV422_QP10.jxr
– Small_Freq_Ov2_2x2_YUV420_QP10.jxr
– Small_Freq_Ov2_2x2_YUV422_QP10.jxr

These files can be found in the directory BasicAndOverlap_2x2Tile.

7.5 Reference file set BandsPresent_1x1Tile

This collection of 12 .jxr files has the following syntax element characteristics:

– The FREQUENCY_MODE_CODESTREAM_FLAG syntax element is set to FALSE (spatial mode) or TRUE (frequency mode).
– The INTERNAL_CLR_FMT syntax element is set to YUV444 or YONLY.
– The BANDS_PRESENT syntax element is set to the value DCONLY, NOHIGHPASS or NOFLEXBITS.

For all files in the BandsPresent_1x1Tile set, the syntax elements NUM_HOR_TILES_MINUS1 and NUM_VER_TILES_MINUS1 are both set to 0, resulting in each image being structured as a single tile. The OVERLAP_MODE syntax element is set to 0 for all of these files.

The following files are included in the BandsPresent_1x1Tile file set:

– Seattle_Spat_Ov0_1x1_YONLY_SBDC.jxr
– Seattle_Spat_Ov0_1x1_YUV444_SBDC.jxr
– Seattle_Spat_Ov0_1x1_YONLY_SBNOHP.jxr
– Seattle_Spat_Ov0_1x1_YUV444_SBNOHP.jxr
– Seattle_Spat_Ov0_1x1_YONLY_SBNOFlex.jxr
– Seattle_Spat_Ov0_1x1_YUV444_SBNOFlex.jxr
– Seattle_Freq_Ov0_1x1_YONLY_SBDC.jxr
– Seattle_Freq_Ov0_1x1_YUV444_SBDC.jxr
– Seattle_Freq_Ov0_1x1_YONLY_SBNOHP.jxr
– Seattle_Freq_Ov0_1x1_YUV444_SBNOHP.jxr
– Seattle_Freq_Ov0_1x1_YONLY_SBNOFlex.jxr

– Seattle_Freq_Ov0_1x1_YUV444_SBNOFlex.jxr

These files can be found in the directory BandsPresent_1x1Tile.

7.6 Reference file set BandsPresent_4x4Tile

This collection of 12 .jxr files has the same syntax element characteristics as the BandsPresent_1x1Tile file set (clause 7.5), except that in BandsPresent_4x4Tile, the syntax elements NUM_HOR_TILES_MINUS1 and NUM_VER_TILES_MINUS1 are both set to 3, resulting in each image being structured as a 4×4 grid of tiles. The remaining noted syntax characteristics are repeated here:

– The FREQUENCY_MODE_CODESTREAM_FLAG syntax element is set to FALSE (spatial mode) or TRUE (frequency mode).

– The INTERNAL_CLR_FMT syntax element is set to YUV444 or YONLY.

– The BANDS_PRESENT syntax element is set to the value DCONLY, to NOHIGHPASS or to NOFLEXBITS.

As in clause 7.5, the OVERLAP_MODE syntax element is set to 0.

The following codestreams are included in the BandsPresent_4x4Tile file set:

– Seattle_Spat_Ov0_4x4_YONLY_SBDC.jxr

– Seattle_Spat_Ov0_4x4_YUV444_SBDC.jxr

– Seattle_Spat_Ov0_4x4_YONLY_SBNOHP.jxr

– Seattle_Spat_Ov0_4x4_YUV444_SBNOHP.jxr

– Seattle_Spat_Ov0_4x4_YONLY_SBNOFlex.jxr

– Seattle_Spat_Ov0_4x4_YUV444_SBNOFlex.jxr

– Seattle_Freq_Ov0_4x4_YONLY_SBDC.jxr

– Seattle_Freq_Ov0_4x4_YUV444_SBDC.jxr

– Seattle_Freq_Ov0_4x4_YONLY_SBNOHP.jxr

– Seattle_Freq_Ov0_4x4_YUV444_SBNOHP.jxr

– Seattle_Freq_Ov0_4x4_YONLY_SBNOFlex.jxr

– Seattle_Freq_Ov0_4x4_YUV444_SBNOFlex.jxr

These files can be found in the directory BandsPresent_4x4Tile.

7.7 Reference file set Varied_QP

This collection of 12 .jxr files has the following syntax element characteristics:

– The value of CH_MODE (for DC, LP and HP) is set to 0, 1 or 2.

– The quantizers for low pass and high pass are set to be the same as DC or different from DC.

– The QP values are varied.

For all files in the Varied_QP set, the syntax elements NUM_HOR_TILES_MINUS1 and NUM_VER_TILES_MINUS1 are both set to 0, resulting in each image being structured as a single tile. The OVERLAP_MODE syntax element is set to 1 and the FREQUENCY_MODE_CODESTREAM_FLAG syntax element is set to FALSE (spatial mode) and the INTERNAL_CLR_FMT syntax element is set to YUV444.

The following files are included in the Varied_QP file set:

– Seattle_QP_1_BandInd_ChanInd.jxr

– Seattle_QP_1_BandInd_ChanSep.jxr

– Seattle_QP_1_BandInd_ChanUnif.jxr

– Seattle_QP_1_BandUnif_ChanInd.jxr

– Seattle_QP_1_BandUnif_ChanSep.jxr

– Seattle_QP_1_BandUnif_ChanUnif.jxr

– Seattle_QP_5_BandInd_ChanInd.jxr

– Seattle_QP_5_BandInd_ChanSep.jxr

– Seattle_QP_5_BandInd_ChanUnif.jxr
– Seattle_QP_5_BandUnif_ChanInd.jxr
– Seattle_QP_5_BandUnif_ChanSep.jxr
– Seattle_QP_5_BandUnif_ChanUnif.jxr

These files can be found in the directory Varied_QP.

7.8 Reference file set Varied_Internal_Color_Format

This collection of eight .jxr files has the following syntax element characteristics:

– The OVERLAP_MODE syntax element is varied between the values 1 and 2.
– The INTERNAL_CLR_FMT syntax element is set to YUV420 or YUV422.
– The QP values are varied.

For all files in the Varied-Internal-Color-Format set, the syntax elements NUM_HOR_TILES_MINUS1 and NUM_VER_TILES_MINUS1 are both set to 0, resulting in each image being structured as a single tile. The FREQUENCY_MODE_CODESTREAM_FLAG syntax element is set to FALSE (spatial mode).

The following files are included in the Varied_Internal_Color_Format file set:

– Seattle_QP_1_YUV_420_Ov1.jxr
– Seattle_QP_1_YUV_420_Ov2.jxr
– Seattle_QP_1_YUV_422_Ov1.jxr
– Seattle_QP_1_YUV_422_Ov2.jxr
– Seattle_QP_5_YUV_420_Ov1.jxr
– Seattle_QP_5_YUV_420_Ov2.jxr
– Seattle_QP_5_YUV_422_Ov1.jxr
– Seattle_QP_5_YUV_422_Ov2.jxr

These files can be found in the directory Varied_Internal_Color_Format.

7.9 Reference file set Output_Bitdepth_16

This collection of 18 .jxr files has the following syntax element characteristics:

– The FREQUENCY_MODE_CODESTREAM_FLAG syntax element is varied between FALSE (spatial mode) and TRUE (frequency mode).
– The OVERLAP_MODE syntax element is varied between the values 0, 1 and 2.
– The Tile structure is varied between 1×1, 1×6, 6×1 and 6×6.
– The INTERNAL_CLR_FMT syntax element is varied between YUV444 and YONLY.
– The QPs are varied to exercise the corner cases of the QuantMap( ) function.
– The SCALED_FLAG syntax element is varied between 0 and 1.

The OUTPUT_BITDEPTH syntax element is set to BD16.

The following files are included in the Output_Bitdepth_16 file set:

– CarHandle_Spat_Ov0_1x1_YONLY.jxr
– CarHandle_Spat_Ov0_1x1_YUV444.jxr
– CarHandle_Spat_Ov0_6x6_YUV444.jxr
– CarHandle_Spat_Ov0_1x6_YONLY.jxr
– CarHandle_Freq_Ov0_1x1_YUV444.jxr
– CarHandle_Freq_Ov0_6x1_YUV444.jxr
– CarHandle_Freq_Ov0_6x6_YONLY.jxr
– CarHandle_Spat_Ov1_1x1_YUV444.jxr
– CarHandle_Spat_Ov1_1x1_YONLY.jxr
– CarHandle_Spat_Ov1_1x6_YONLY.jxr

– CarHandle_Freq_Ov1_1x1_YUV444.jxr
– CarHandle_Freq_Ov1_6x6_YONLY.jxr
– CarHandle_Freq_Ov1_6x1_YUV444.jxr
– CarHandle_Spat_Ov2_1x1_YUV444.jxr
– CarHandle_Spat_Ov2_6x6_YUV444.jxr
– CarHandle_Spat_Ov2_1x6_YONLY.jxr
– CarHandle_Freq_Ov2_1x1_YONLY.jxr
– CarHandle_Freq_Ov2_6x1_YONLY.jxr

These files can be found in the directory Output_Bitdepth_16.

7.10 Reference file set Special_QP

This collection of 21 .jxr files includes QP variations that test corner cases of the QuantMap( ) function:

– For syntax element SCALED_FLAG = = 0, there are streams that test QP < 32, 32 <= QP < 48 and QP >= 48.
– For syntax element SCALED_FLAG = = 1, there are streams that test QP < 16 and QP >= 16.
– The special case of QP = = 0.

The following files are included in the Special_QP file set:

– Seattle_QPIndex0.jxr
– Seattle_ScaleFlag0_QP31.jxr
– Seattle_ScaleFlag0_QP32.jxr
– Seattle_ScaleFlag0_QP47.jxr
– Seattle_ScaleFlag0_QP48.jxr
– Seattle_ScaleFlag1_QP15.jxr
– Seattle_ScaleFlag1_QP16.jxr
– Seattle_Ov0_QPIndex0.jxr
– Seattle_Ov0_ScaleFlag0_QP31.jxr
– Seattle_Ov0_ScaleFlag0_QP32.jxr
– Seattle_Ov0_ScaleFlag0_QP47.jxr
– Seattle_Ov0_ScaleFlag0_QP48.jxr
– Seattle_Ov0_ScaleFlag1_QP15.jxr
– Seattle_Ov0_ScaleFlag1_QP16.jxr
– Seattle_Ov1_QPIndex0.jxr
– Seattle_Ov1_ScaleFlag0_QP31.jxr
– Seattle_Ov1_ScaleFlag0_QP32.jxr
– Seattle_Ov1_ScaleFlag0_QP47.jxr
– Seattle_Ov1_ScaleFlag0_QP48.jxr
– Seattle_Ov1_ScaleFlag1_QP15.jxr
– Seattle_Ov1_ScaleFlag1_QP16.jxr

These files can be found in the directory Special_QP.

7.11 Reference file set Flags_And_Tiles

This collection of nine .jxr files has the following syntax element characteristics:

– A syntax element INDEX_TABLE_PRESENT_FLAG is set to TRUE, despite having a 1×1 tile pattern and FREQUENCY_MODE_CODESTREAM_FLAG syntax element set to FALSE (spatial mode).
– A syntax element SHORT_HEADER_FLAG is set to FALSE.
– Various combinations of tile patterns: 1×2, 2×1, 1×4, 4×1 and 2×2 are used.

The following files are included in the Flags_And_Tiles file set:

- Seattle_1x1_IndexTable1.jxr
- Seattle_4x4_ShrtHdr0.jxr
- Seattle_QP1_1x2Tiles.jxr
- Seattle_QP1_1x4Tiles.jxr
- Seattle_QP1_2x1Tiles.jxr
- Seattle_QP1_2x2Tiles.jxr
- Seattle_QP1_4x1Tiles.jxr
- Seattle_Ov0_1x1_IndexTable0.jxr
- Seattle_Ov1_1x1_IndexTable0.jxr

These files can be found in the directory Flags_And_Tiles.

7.12 Reference file set Entropy_Table_Coverage

This collection of eight .jxr files exercises table-switching for all of the 20 Adaptive VLC structures employed in the decoder. The files have been designed to test the use of the 20 different adaptive VLC decoding structures:

- DecNumCBP
- DecNumBlkCBP
- AbsLevelIndDCLum
- AbsLevelIndDCChr
- DecFirstIndLPLum
- DecIndLPLum0
- DecIndLPLum1
- DecFirstIndLPChr
- DecIndLPChr0
- DecIndLPChr1
- AbsLevelIndLP0
- AbsLevelIndLP1
- DecFirstIndHPLum
- DecIndHPLum0
- DecIndHPLum1
- DecFirstIndHPChr
- DecIndHPChr0
- DecIndHPChr1
- AbsLevelIndHP0
- AbsLevelIndHP1

Correct decoding of the images in these files thus requires appropriate initialization and updating of the various code tables for each of these different adaptive VLC structures. In addition, YONLY and YUV444 images are included, because the DecNumBlkCBP table sizes are different for these two colour formats.

The following files are included in the Entropy_Table_Coverage file set:

- Boats.jxr
- Boats_YONLY.jxr
- Dog.jxr
- Dog_YONLY.jxr
- Seattle.jxr
- Seattle_YONLY.jxr
- Skyscraper.jxr

– Skyscraper_YONLY.jxr

These files can be found in the directory Entropy_Table_Coverage.

7.13 Reference file set Shift_Bits

This collection of 16 .jxr files includes variation of the value of the syntax element SHIFT_BITS, from 1 to 8, with OUTPUT_BITDEPTH set to BD16 or BD16S.

The following files are included in the Shift_Bits file set:

– CarHandle_Shift1.jxr
– CarHandle_Shift2.jxr
– CarHandle_Shift3.jxr
– CarHandle_Shift4.jxr
– CarHandle_Shift5.jxr
– CarHandle_Shift6.jxr
– CarHandle_Shift7.jxr
– CarHandle_Shift8.jxr
– Maui_Shift1.jxr
– Maui_Shift2.jxr
– Maui_Shift3.jxr
– Maui_Shift4.jxr
– Maui_Shift5.jxr
– Maui_Shift6.jxr
– Maui_Shift7.jxr
– Maui_Shift8.jxr

These files can be found in the directory Shift_Bits.

7.14 Reference file set MBLevel_QP_Coverage

This collection of 20 .jxr files exercises the feature of having DC, Lowpass and Highpass quantization parameters being sent at the tile level (as opposed to the image level). For DC tile-level QPs, there is only one possible QP for a particular tile; for Lowpass and Highpass QPs, there may be up to 16 QPs assigned per tile. The exact number is varied across the files.

Each of the images contain a tile (or multiple tiles) where the Lowpass and Highpass QPs are switched from macroblock to macroblock; the particular QP that is chosen for a given macroblock is selected from the table of available QPs for that band and tile by a QP index that is sent in the codestream.

Additionally, the following syntax elements are varied in these files:

– DC_IMAGE_PLANE_UNIFORM_FLAG
– LP_IMAGE_PLANE_UNIFORM_FLAG
– HP_IMAGE_PLANE_UNIFORM_FLAG
– USE_DC_QP_FLAG
– USE_LP_QP_FLAG

The following files are included in the MBLevel_QP_Coverage file set:

– Boat_MBQP1.jxr
– Boat_MBQP2.jxr
– Boat_MBQP3.jxr
– Boat_MBQP4.jxr
– Boat_MBQP5.jxr
– Boat_MBQP6.jxr
– Boat_MBQP7.jxr

– Bridge_MBQP1.jxr
– Bridge_MBQP2.jxr
– Dog_MBQP1.jxr
– Dog_MBQP2.jxr
– Skyscraper_MBQP1.jxr
– Skyscraper_MBQP2.jxr
– Skyscraper_MBQP3.jxr
– Skyscraper_MBQP4.jxr
– Skyscraper_MBQP5.jxr
– Skyscraper_MBQP6.jxr
– Skyscraper_MBQP7.jxr
– Skyscraper_MBQP8.jxr
– Skyscraper_MBQP9.jxr

These files can be found in the directory MBLevel_QP_Coverage.

7.15 Reference file set Output_Color_Format_Baseline

This collection of 16 .jxr files has the following syntax element characteristics:

– The syntax element OUTPUT_CLR_FMT is varied across supported formats.

NOTE – Each of these colour formats is supported in the Baseline profile of JPEG XR, as defined in Annex B of Rec. ITU-T T.832 | ISO/IEC 29199-2.

The following files are included in the Output_Color_Format_Baseline file set:

– Maui-8bppGray_64x64.jxr
– Maui-16bppBGR555_64x64.jxr
– Maui-16bppBGR565_64x64.jxr
– Maui-16bppGray.jxr
– Maui-16bppGrayFixedPoint_64x64.jxr
– Maui-24bppBGR_64x64.jxr
– Maui-24bppRGB_64x64.jxr
– Maui-32bppBGR.jxr
– Maui-32bppBGR101010_64x64.jxr
– Maui-48bppRGB_64x64.jxr
– Maui-64bppRGBFixedPoint.jxr
– Maui-48bppRGBFixedPoint_64x64.jxr
– Maui-BlackWhite_Black1_64x64.jxr
– Maui-BlackWhite_White1_64x64.jxr
– Maui_Spat_16bppGray.jxr
– Maui_Spat_32bppBGR.jxr

These files can be found in the directory Output_Color_Format_Baseline.

7.16 Reference file set Output_Color_Format_Main

This collection of 79 .jxr files has the following syntax element characteristics:

– The syntax element OUTPUT_CLR_FMT is varied across supported formats.
– Formats with alpha channels are coded in planar format.

NOTE – Each of these colour formats is supported in the Main profile of JPEG XR, as defined in Annex B of Rec. ITU-T T.832 | ISO/IEC 29199-2.

The following files are included in the Output_Color_Format_Main file set:

– 3channel16_noprof_alpha.jxr
– 3channel16_noprof_noalpha.jxr
– 3channel16_prof_alpha.jxr
– 3channel16_prof_noalpha.jxr
– 3channel_noprof_alpha.jxr
– 3channel_noprof_noalpha.jxr
– 3channel_prof_alpha.jxr
– 3channel_prof_noalpha.jxr
– 4channel16_noprof_alpha.jxr
– 4channel16_noprof_noalpha.jxr
– 4channel16_prof_alpha.jxr
– 4channel16_prof_noalpha.jxr
– 4channel_noprof_alpha.jxr
– 4channel_noprof_noalpha.jxr
– 4channel_prof_alpha.jxr
– 4channel_prof_noalpha.jxr
– 5channel16_noprof_alpha.jxr
– 5channel16_noprof_noalpha.jxr
– 5channel16_prof_alpha.jxr
– 5channel16_prof_noalpha.jxr
– 5channel_noprof_alpha.jxr
– 5channel_noprof_noalpha.jxr
– 5channel_prof_alpha.jxr
– 5channel_prof_noalpha.jxr
– 6channel16_noprof_alpha.jxr
– 6channel16_noprof_noalpha.jxr
– 6channel16_prof_alpha.jxr
– 6channel16_prof_noalpha.jxr
– 6channel_noprof_alpha.jxr
– 6channel_noprof_noalpha.jxr
– 6channel_prof_alpha.jxr
– 6channel_prof_noalpha.jxr
– 7channel16_noprof_alpha.jxr
– 7channel16_noprof_noalpha.jxr
– 7channel16_prof_alpha.jxr
– 7channel16_prof_noalpha.jxr
– 7channel_noprof_alpha.jxr
– 7channel_noprof_noalpha.jxr
– 7channel_prof_alpha.jxr
– 7channel_prof_noalpha.jxr
– 8channel16_noprof_alpha.jxr
– 8channel16_noprof_noalpha.jxr
– 8channel16_prof_alpha.jxr
– 8channel16_prof_noalpha.jxr
– 8channel_noprof_alpha.jxr
– 8channel_noprof_noalpha.jxr

- 8channel_prof_alpha.jxr
- 8channel_prof_noalpha.jxr
- Maui-16bppGrayHalf_64x64.jxr
- Maui-32bppBGRA_64x64.jxr
- Maui-32bppCMYK_64x64.jxr
- Maui-32bppGrayFixedPoint_64x64.jxr
- Maui-32bppGrayFloat_2_64x64.jxr
- Maui-32bppGrayFloat_64x64.jxr
- Maui-32bppRGBE.jxr
- Maui-40bppCMYKA_64x64.jxr
- Maui-48bppRGBHalf_64x64.jxr
- Maui-64bppCMYK_64x64.jxr
- Maui-64bppRGBA_64x64.jxr
- Maui-64bppRGBAFixedPoint_64x64.jxr
- Maui-64bppRGBAHalf_64x64.jxr
- Maui-64bppRGBHalf.jxr
- Maui-80bppCMYKA_64x64.jxr
- Maui-96bppRGBFixedPoint_64x64.jxr
- Maui-128bppRGBAFixedPoint_64x64.jxr
- Maui-128bppRGBAFloat_64x64.jxr
- Maui-128bppRGBFixedPoint.jxr
- Maui-128bppRGBFloat_64x64.jxr
- P19d-32bppPBGRA.jxr
- P19d-64bppPRGBA.jxr
- P19d-64bppRGBAFixedPoint.jxr
- P19d-128bppPRGBAFloat.jxr
- 3channel16_noprof_noalpha_Spat.jxr
- 3channel_noprof_noalpha_Spat.jxr
- 4channel16_noprof_noalpha_Spat.jxr
- 4channel_noprof_noalpha_Spat.jxr

These files can be found in the directory Output_Color_Format_Main.

7.17 Reference file set Output_Color_Format_Advanced

This collection of 20 .jxr files has the following syntax element characteristics:

The syntax element OUTPUT_CLR_FMT is varied across supported formats.

NOTE – Each of these colour formats is supported in the Advanced profile of JPEG XR, as defined in Annex B of Rec. ITU-T T.832 | ISO/IEC 29199-2.

The following files are included in the Output_Color_Format_Advanced file set:

- Maui-12bppYCC420.jxr
- Maui-16bppYCC422.jxr
- Maui-20bppYCC420Alpha.jxr
- Maui-20bppYCC422.jxr
- Maui-24bppYCC422Alpha.jxr
- Maui-24bppYCC444.jxr
- Maui-30bppYCC422Alpha.jxr
- Maui-30bppYCC444.jxr

– Maui-32bppCMYKDIRECT.jxr
– Maui-32bppYCC422.jxr
– Maui-32bppYCC444Alpha.jxr
– Maui-40bppCMYKDIRECTAlpha.jxr
– Maui-40bppYCC444Alpha.jxr
– Maui-48bppYCC422Alpha.jxr
– Maui-48bppYCC444.jxr
– Maui-48bppYCC444FixedPoint.jxr
– Maui-64bppCMYKDIRECT.jxr
– Maui-64bppYCC444Alpha.jxr
– Maui-64bppYCC444AlphaFixedPoint.jxr
– Maui-80bppCMYKDIRECTAlpha.jxr

These files can be found in the directory Output_Color_Format_Advanced.

7.18 Reference file set Alpha_Interleaved

This collection of seven .jxr files is to operate in conjunction with Output_Color_Format_Main (clause 7.16). ALPHA_IMAGE_PLANE_FLAG is set to TRUE, indicating that both the alpha image plane and primary image plane are stored within a single CODED_IMAGE( ) syntax structure**.**

The following files are included in the Alpha_Interleaved file set:

– Maui-32bppBGRA_64x64_Interleaved.jxr
– Maui-40bppCMYKA_64x64_Interleaved.jxr
– Maui-64bppRGBA_64x64_Interleaved.jxr
– Maui-64bppRGBAFixedPoint_64x64_Interleaved.jxr
– Maui-64bppRGBAHalf_64x64_Interleaved.jxr
– Maui-80bppCMYKA_64x64_Interleaved.jxr
– Maui-128bppRGBAFloat_64x64_Interleaved.jxr

These files can be found in the directory Alpha_Interleaved.

7.19 Reference file set Hard_Tile_Boundaries

This collection of 58 .jxr files has the same type of syntax element characteristics as in the BasicAndOverlap_4x4Tile file set (clause 7.3), except that in the files in Hard_Tile_Boundaries, the syntax element RESERVED_C is set to 9, resulting in DisableTileOverlapFlag being set to TRUE. The remaining note syntax characteristics are repeated here:

– The FREQUENCY_MODE_CODESTREAM_FLAG syntax element is set to FALSE (spatial mode) or TRUE (frequency mode).
– The OVERLAP_MODE is varied between the values 0, 1 and 2.
– The INTERNAL_CLR_FMT is set to YUV444, YUV422, YUV420 or YONLY.
– The QP (for all colour channels and all bands) is set to 1 or 10.
– NUM_HOR_TILES_MINUS1 and NUM_VER_TILES_MINUS1 are both set to 1 or 3.

The following files are included in the Hard_Tile_Boundaries file set:

– Seattle_Spat_Ov0_2x2_YUV420_HardTiles_QP1.jxr
– Seattle_Spat_Ov0_2x2_YUV420_HardTiles_QP10.jxr
– Seattle_Spat_Ov0_2x2_YUV422_HardTiles_QP1.jxr
– Seattle_Spat_Ov0_2x2_YUV422_HardTiles_QP10.jxr
– Seattle_Spat_Ov0_2x2_YUV444_HardTiles_QP1.jxr
– Seattle_Spat_Ov0_2x2_YUV444_HardTiles_QP10.jxr
– Seattle_Spat_Ov0_4x4_YONLY_HardTiles_QP10.jxr

– Seattle_Spat_Ov0_4x4_YUV444_HardTiles_QP1.jxr
– Seattle_Spat_Ov0_4x4_YUV444_HardTiles_QP10.jxr
– Seattle_Spat_Ov1_2x2_YUV420_HardTiles_QP1.jxr
– Seattle_Spat_Ov1_2x2_YUV420_HardTiles_QP10.jxr
– Seattle_Spat_Ov1_2x2_YUV422_HardTiles_QP1.jxr
– Seattle_Spat_Ov1_2x2_YUV422_HardTiles_QP10.jxr
– Seattle_Spat_Ov1_2x2_YUV444_HardTiles_QP1.jxr
– Seattle_Spat_Ov1_2x2_YUV444_HardTiles_QP10.jxr
– Seattle_Spat_Ov1_4x4_YONLY_HardTiles_QP10.jxr
– Seattle_Spat_Ov1_4x4_YUV420_HardTiles_QP1.jxr
– Seattle_Spat_Ov1_4x4_YUV420_HardTiles_QP10.jxr
– Seattle_Spat_Ov1_4x4_YUV444_HardTiles_QP1.jxr
– Seattle_Spat_Ov1_4x4_YUV444_HardTiles_QP10.jxr
– Seattle_Spat_Ov2_2x2_YUV420_HardTiles_QP1.jxr
– Seattle_Spat_Ov2_2x2_YUV420_HardTiles_QP10.jxr
– Seattle_Spat_Ov2_2x2_YUV422_HardTiles_QP1.jxr
– Seattle_Spat_Ov2_2x2_YUV422_HardTiles_QP10.jxr
– Seattle_Spat_Ov2_2x2_YUV444_HardTiles_QP1.jxr
– Seattle_Spat_Ov2_2x2_YUV444_HardTiles_QP10.jxr
– Seattle_Spat_Ov2_4x4_YONLY_HardTiles_QP10.jxr
– Seattle_Spat_Ov2_4x4_YUV444_HardTiles_QP1.jxr
– Seattle_Spat_Ov2_4x4_YUV444_HardTiles_QP10.jxr
– Seattle_Freq_Ov0_2x2_YUV420_HardTiles_QP1.jxr
– Seattle_Freq_Ov0_2x2_YUV420_HardTiles_QP10.jxr
– Seattle_Freq_Ov0_2x2_YUV422_HardTiles_QP1.jxr
– Seattle_Freq_Ov0_2x2_YUV422_HardTiles_QP10.jxr
– Seattle_Freq_Ov0_2x2_YUV444_HardTiles_QP1.jxr
– Seattle_Freq_Ov0_2x2_YUV444_HardTiles_QP10.jxr
– Seattle_Freq_Ov0_4x4_YONLY_HardTiles_QP10.jxr
– Seattle_Freq_Ov0_4x4_YUV444_HardTiles_QP1.jxr
– Seattle_Freq_Ov0_4x4_YUV444_HardTiles_QP10.jxr
– Seattle_Freq_Ov1_2x2_YUV420_HardTiles_QP1.jxr
– Seattle_Freq_Ov1_2x2_YUV420_HardTiles_QP10.jxr
– Seattle_Freq_Ov1_2x2_YUV422_HardTiles_QP1.jxr
– Seattle_Freq_Ov1_2x2_YUV422_HardTiles_QP10.jxr
– Seattle_Freq_Ov1_2x2_YUV444_HardTiles_QP1.jxr
– Seattle_Freq_Ov1_2x2_YUV444_HardTiles_QP10.jxr
– Seattle_Freq_Ov1_4x4_YONLY_HardTiles_QP10.jxr
– Seattle_Freq_Ov1_4x4_YUV420_HardTiles_QP1.jxr
– Seattle_Freq_Ov1_4x4_YUV420_HardTiles_QP10.jxr
– Seattle_Freq_Ov1_4x4_YUV444_HardTiles_QP1.jxr
– Seattle_Freq_Ov1_4x4_YUV444_HardTiles_QP10.jxr
– Seattle_Freq_Ov2_2x2_YUV420_HardTiles_QP1.jxr
– Seattle_Freq_Ov2_2x2_YUV420_HardTiles_QP10.jxr
– Seattle_Freq_Ov2_2x2_YUV422_HardTiles_QP1.jxr
– Seattle_Freq_Ov2_2x2_YUV422_HardTiles_QP10.jxr

– Seattle_Freq_Ov2_2x2_YUV444_HardTiles_QP1.jxr
– Seattle_Freq_Ov2_2x2_YUV444_HardTiles_QP10.jxr
– Seattle_Freq_Ov2_4x4_YONLY_HardTiles_QP10.jxr
– Seattle_Freq_Ov2_4x4_YUV444_HardTiles_QP1.jxr
– Seattle_Freq_Ov2_4x4_YUV444_HardTiles_QP10.jxr

These files can be found in the directory Hard_Tile_Boundaries.

7.20 Reference file set Index_Table_Use

This collection of six .jxr files includes variations in the ordering of data packets within the file. The order for interpretation is indicated via the Index Table. Changes made include:

– Placing the data packet for the top left tile of the image at the end of the data file.
– Reusing data packets by having multiple entries in the Index Table be equal to each other.

The following files are included in the Index_Table_Use file set:

– Boats_IdxTbl_Ov0.jxr
– Boats_IdxTbl_Ov1.jxr
– Boats_IdxTbl_Ov2.jxr
– NotANaturalImage_SharedTile_Ov0.jxr
– NotANaturalImage_SharedTile_Ov1.jxr
– NotANaturalImage_SharedTile_Ov2.jxr

These files can be found in the directory Index_Table_Use.

7.21 Reference file set Levels

This collection of 38 .jxr files has the following syntax element characteristics:

– The LEVEL_IDC syntax element is set to 8, 16, 32, 64, 128 or 255.

The following files are included in the Levels file set:

– Level4_cols_Freq.jxr
– Level4_cols_Spat.jxr
– Level4_rows_Freq.jxr
– Level4_rows_Spat.jxr
– Level8_cols_Freq.jxr
– Level8_cols_Spat.jxr
– Level8_rows_Freq.jxr
– Level8_rows_Spat.jxr
– Level16_cols_Freq.jxr
– Level16_cols_Spat.jxr
– Level16_rows_Freq.jxr
– Level16_rows_Spat.jxr
– Level32_cols_Freq.jxr
– Level32_cols_Spat.jxr
– Level32_rows_Freq.jxr
– Level32_rows_Spat.jxr
– Level64_cols_Freq.jxr
– Level64_cols_Spat.jxr
– Level64_rows_Freq.jxr
– Level64_rows_Spat.jxr
– Level128_cols_Freq.jxr

– Level128_cols_Spat.jxr
– Level128_rows_Freq.jxr
– Level128_rows_Spat.jxr
– MediumLevel8.jxr
– MediumLevel16.jxr
– MediumLevel32.jxr
– WideLevel64.jxr
– WideLevel128.jxr
– VeryWideLevel255.jxr
– Level255_cols_Spat_1x1.jxr
– Level255_raws_Spat_1x1.jxr
– Level16_cols_Spat_1x1.jxr
– Level16_rows_Spat_1x1.jxr
– Level4_cols_Spat_1x1.jxr
– Level4_rows_Spat_1x1.jxr
– Level8_cols_Spat_1x1.jxr
– Level8_rows_Spat_1x1.jxr

These files can be found in the directory Levels.

7.22 Reference file set Long_Word_Flag

This collection of two .jxr files has the following syntax element characteristics:

– The LONG_WORD_FLAG syntax element is set to FALSE.

The following files are included in the Long_Word_Flag file set:

– Boats_LWF_Ov0.jxr
– Boats_LWF_Ov1.jxr

These files can be found in the directory Long_Word_Flag.

7.23 Reference file set Windowing

This collection of eight .jxr files has the following syntax element characteristics:

– The WINDOWING_FLAG syntax element is set to TRUE.
– The TOP_MARGIN syntax element is set to 1, 5, 8, 14, 15 or 19.
– The LEFT_MARGIN syntax element is set to 0, 1, 2, 8, 14 or 38.
– The BOTTOM_MARGIN syntax element is set to 1, 4, 8 or 15.
– The RIGHT_MARGIN syntax element is set to 1, 7, 8 or 15.

The following files are included in the Windowing file set:

– Windowed1.jxr
– Windowed2.jxr
– Windowed3.jxr
– Windowed4.jxr
– Windowed5.jxr
– Windowed6.jxr
– Windowed7.jxr
– Windowed8.jxr

These files can be found in the directory Windowing.

7.24 Reference file set Chroma_Centering

This collection of 30 .jxr files has the following syntax element characteristics:

- The INTERNAL_CLR_FMT syntax element is set to YUV420 or YUV422.
- The CHROMA_CENTERING_X syntax element is set to 0, 1, 2, 3 or 4.
- The CHROMA_CENTERING_Y syntax element is set to 0, 1, 2, 3 or 4.

The following files are included in the Chroma_Centering file set:

- Seattle_420_CCX_0_CCY_0.jxr
- Seattle_420_CCX_0_CCY_1.jxr
- Seattle_420_CCX_0_CCY_2.jxr
- Seattle_420_CCX_0_CCY_3.jxr
- Seattle_420_CCX_0_CCY_4.jxr
- Seattle_420_CCX_1_CCY_0.jxr
- Seattle_420_CCX_1_CCY_1.jxr
- Seattle_420_CCX_1_CCY_2.jxr
- Seattle_420_CCX_1_CCY_3.jxr
- Seattle_420_CCX_1_CCY_4.jxr
- Seattle_420_CCX_2_CCY_0.jxr
- Seattle_420_CCX_2_CCY_1.jxr
- Seattle_420_CCX_2_CCY_2.jxr
- Seattle_420_CCX_2_CCY_3.jxr
- Seattle_420_CCX_2_CCY_4.jxr
- Seattle_420_CCX_3_CCY_0.jxr
- Seattle_420_CCX_3_CCY_1.jxr
- Seattle_420_CCX_3_CCY_2.jxr
- Seattle_420_CCX_3_CCY_3.jxr
- Seattle_420_CCX_3_CCY_4.jxr
- Seattle_420_CCX_4_CCY_0.jxr
- Seattle_420_CCX_4_CCY_1.jxr
- Seattle_420_CCX_4_CCY_2.jxr
- Seattle_420_CCX_4_CCY_3.jxr
- Seattle_420_CCX_4_CCY_4.jxr
- Seattle_422_CCX_0.jxr
- Seattle_422_CCX_1.jxr
- Seattle_422_CCX_2.jxr
- Seattle_422_CCX_3.jxr
- Seattle_422_CCX_4.jxr

These files can be found in the directory Chroma_Centering.

7.25 Reference file set Tag_Based_Container

This collection of six .jxr files exercises the IFD entries described in Rec. ITU-T T.832 | ISO/IEC 29199-2 Annex A.

The following files are included in the Tag_Based_Container file set:

- Boats1_IFD_Tags.jxr
- Boats2_IFD_Tags.jxr
- Seattle_IFD_Tags.jxr
- Boats1_IFD_Tags_ByteCount0.jxr

– Boats2_IFD_Tags_ByteCount0.jxr
– Seattle_IFD_Tags_ByteCount0.jxr

These files can be found in the directory Tag_Based_Container.

7.26 Reference file set Tile_Sizes

This collection of 28 .jxr files has the following syntax element characteristics:

– The value of NUM_HOR_TILES_MINUS1 is set to 0, 3, 7, 14, 30, 62, 126 or 253.
– The value of NUM_VER_TILES_MINUS1 is set to 0, 2, 4, 9, 20, 41, 83 or 168.

The following files are included in the Tile_Sizes file set:

– P01_u_1_3_Freq.jxr
– P01_u_1_3_Spat.jxr
– P01_u_1_5_Freq.jxr
– P01_u_1_5_Spat.jxr
– P01_u_1_10_Freq.jxr
– P01_u_1_10_Spat.jxr
– P01_u_1_21_Freq.jxr
– P01_u_1_21_Spat.jxr
– P01_u_1_42_Freq.jxr
– P01_u_1_42_Spat.jxr
– P01_u_1_84_Freq.jxr
– P01_u_1_84_Spat.jxr
– P01_u_1_169_Freq.jxr
– P01_u_1_169_Spat.jxr
– P01_u_4_1_Freq.jxr
– P01_u_4_1_Spat.jxr
– P01_u_8_1_Freq.jxr
– P01_u_8_1_Spat.jxr
– P01_u_15_1_Freq.jxr
– P01_u_15_1_Spat.jxr
– P01_u_31_1_Freq.jxr
– P01_u_31_1_Spat.jxr
– P01_u_63_1_Freq.jxr
– P01_u_63_1_Spat.jxr
– P01_u_127_1_Freq.jxr
– P01_u_127_1_Spat.jxr
– P01_u_254_1_Freq.jxr
– P01_u_254_1_Spat.jxr

These files can be found in the directory Tile_Sizes.

7.27 Reference file set Red-Blue-Not-Swapped

This collection of six .jxr files contains images in the BGR555, BGR565 and BGR101010 colour format that make use of the RED_BLUE_SWAPPED_FLAG of the codestream, indicating a component order in which red is in the first and blue in the last channel. The set consists of the files

– Maui_555_RBns_Flg_Off.jxr
– Maui_555_RBns_Flg_On.jxr
– Maui_565_RBns_Flg_Off.jxr

– Maui_565_RBns_Flg_On.jxr
– Maui_101010_RBns_Flg_Off.jxr
– Maui_101010_RBns_Flg_On.jxr

7.28 Reference file set Use-DCLP-QP-Flag

In this collection of seven .jxr files, the variable quantization options of JPEG XR USE_DC/LP_QP_FLAG are tested and the number of quantizer for the three bands (DC,LP,HP) are varied between 1, 4, 8 and 16. The set consists of the files:

– Seattle_L01n_H12u.jxr
– Seattle_L01u_H12n.jxr
– Seattle_L08n_H04u.jxr
– Seattle_L08u_H04n.jxr
– Seattle_L08u_H04u.jxr
– Seattle_L16n_H01u.jxr
– Seattle_L16u_H01n.jxr

7.29 Reference file set Trim-Flexbits

This set of 16 .jxr files tests the TRIM-FLEXBITS option of the decoder by varying the number of flexbits to trim off between zero and 15. It consists of the following files:

– Random_Trim0.jxr
– Random_Trim1.jxr
– Random_Trim2.jxr
– Random_Trim3.jxr
– Random_Trim4.jxr
– Random_Trim5.jxr
– Random_Trim6.jxr
– Random_Trim7.jxr
– Random_Trim8.jxr
– Random_Trim9.jxr
– Random_Trim10.jxr
– Random_Trim11.jxr
– Random_Trim12.jxr
– Random_Trim13.jxr
– Random_Trim14.jxr
– Random_Trim15.jxr

7.30 Reference file set Spatial_XFRM

This set of eight .jxr files varies the spatial transformation in the image header between all eight possible values. It consists of the following files:

– Seattle_Subordinate0.jxr
– Seattle_Subordinate1.jxr
– Seattle_Subordinate2.jxr
– Seattle_Subordinate3.jxr
– Seattle_Subordinate4.jxr
– Seattle_Subordinate5.jxr
– Seattle_Subordinate6.jxr
– Seattle_Subordinate7.jxr

7.31 Reference file set BoxBased-Format

The directory BoxBased-Format contains 159 .jxr files that use the alternative box-based file format representation defined in Rec. ITU-T T.801 | ISO/IEC 15444-2. They are alternative representations of files found in the directories Varied_Internal_Color_Format, Output_Color_Format_Baseline, Output_Color_Format_Main and Output_Color_Format_Advanced:

- 3channel16_noprof_alpha_Interleaved.jpx
- 3channel16_noprof_alpha.jpx
- 3channel16_noprof_noalpha.jpx
- 3channel16_prof_alpha_Interleaved.jpx
- 3channel16_prof_alpha.jpx
- 3channel16_prof_noalpha.jpx
- 3channel_noprof_alpha_Interleaved.jpx
- 3channel_noprof_alpha.jpx
- 3channel_noprof_noalpha.jpx
- 3channel_prof_alpha_Interleaved.jpx
- 3channel_prof_alpha.jpx
- 3channel_prof_noalpha.jpx
- 4channel16_noprof_alpha_Interleaved.jpx
- 4channel16_noprof_alpha.jpx
- 4channel16_noprof_noalpha.jpx
- 4channel16_prof_alpha_Interleaved.jpx
- 4channel16_prof_alpha.jpx
- 4channel16_prof_noalpha.jpx
- 4channel_noprof_alpha_Interleaved.jpx
- 4channel_noprof_alpha.jpx
- 4channel_noprof_noalpha.jpx
- 4channel_prof_alpha_Interleaved.jpx
- 4channel_prof_alpha.jpx
- 4channel_prof_noalpha.jpx
- 5channel16_noprof_alpha_Interleaved.jpx
- 5channel16_noprof_alpha.jpx
- 5channel16_noprof_noalpha.jpx
- 5channel16_prof_alpha_Interleaved.jpx
- 5channel16_prof_alpha.jpx
- 5channel16_prof_noalpha.jpx
- 5channel_noprof_alpha_Interleaved.jpx
- 5channel_noprof_alpha.jpx
- 5channel_noprof_noalpha.jpx
- 5channel_prof_alpha_Interleaved.jpx
- 5channel_prof_alpha.jpx
- 5channel_prof_noalpha.jpx
- 6channel16_noprof_alpha_Interleaved.jpx
- 6channel16_noprof_alpha.jpx
- 6channel16_noprof_noalpha.jpx
- 6channel16_prof_alpha_Interleaved.jpx
- 6channel16_prof_alpha.jpx

– 6channel16_prof_noalpha.jpx
– 6channel_noprof_alpha_Interleaved.jpx
– 6channel_noprof_alpha.jpx
– 6channel_noprof_noalpha.jpx
– 6channel_prof_alpha_Interleaved.jpx
– 6channel_prof_alpha.jpx
– 6channel_prof_noalpha.jpx
– 7channel16_noprof_alpha_Interleaved.jpx
– 7channel16_noprof_alpha.jpx
– 7channel16_noprof_noalpha.jpx
– 7channel16_prof_alpha_Interleaved.jpx
– 7channel16_prof_alpha.jpx
– 7channel16_prof_noalpha.jpx
– 7channel_noprof_alpha_Interleaved.jpx
– 7channel_noprof_alpha.jpx
– 7channel_noprof_noalpha.jpx
– 7channel_prof_alpha_Interleaved.jpx
– 7channel_prof_alpha.jpx
– 7channel_prof_noalpha.jpx
– 8channel16_noprof_alpha_Interleaved.jpx
– 8channel16_noprof_alpha.jpx
– 8channel16_noprof_noalpha.jpx
– 8channel16_prof_alpha_Interleaved.jpx
– 8channel16_prof_alpha.jpx
– 8channel16_prof_noalpha.jpx
– 8channel_noprof_alpha_Interleaved.jpx
– 8channel_noprof_alpha.jpx
– 8channel_noprof_noalpha.jpx
– 8channel_prof_alpha_Interleaved.jpx
– 8channel_prof_alpha.jpx
– 8channel_prof_noalpha.jpx
– Maui-128bppRGBAFixedPoint_64x64_Interleaved.jpx
– Maui-128bppRGBAFixedPoint_64x64.jpx
– Maui-128bppRGBAFloat_64x64_Interleaved.jpx
– Maui-128bppRGBAFloat_64x64.jpx
– Maui-128bppRGBFixedPoint.jpx
– Maui-128bppRGBFloat_64x64.jpx
– Maui-12bppYCC420.jpx
– Maui-16bppBGR555_64x64.jpx
– Maui-16bppBGR565_64x64.jpx
– Maui-16bppGrayFixedPoint_64x64.jpx
– Maui-16bppGrayHalf_64x64.jpx
– Maui-16bppGray.jpx
– Maui-16bppYCC422.jpx
– Maui-20bppYCC420Alpha_Interleaved.jpx
– Maui-20bppYCC420Alpha.jpx

– Maui-20bppYCC422.jpx
– Maui-24bppBGR_64x64.jpx
– Maui-24bppRGB_64x64.jpx
– Maui-24bppYCC422Alpha_Interleaved.jpx
– Maui-24bppYCC422Alpha.jpx
– Maui-24bppYCC444.jpx
– Maui-30bppYCC422Alpha_Interleaved.jpx
– Maui-30bppYCC422Alpha.jpx
– Maui-30bppYCC444.jpx
– Maui-32bppBGR101010_64x64.jpx
– Maui-32bppBGRA_64x64_Interleaved.jpx
– Maui-32bppBGRA_64x64.jpx
– Maui-32bppBGR.jpx
– Maui-32bppCMYK_64x64.jpx
– Maui-32bppCMYKDIRECT.jpx
– Maui-32bppGrayFixedPoint_64x64.jpx
– Maui-32bppGrayFloat_2_64x64.jpx
– Maui-32bppGrayFloat_64x64.jpx
– Maui-32bppYCC422.jpx
– Maui-32bppYCC444Alpha_Interleaved.jpx
– Maui-32bppYCC444Alpha.jpx
– Maui-40bppCMYKA_64x64_Interleaved.jpx
– Maui-40bppCMYKA_64x64.jpx
– Maui-40bppCMYKDIRECTAlpha_Interleaved.jpx
– Maui-40bppCMYKDIRECTAlpha.jpx
– Maui-40bppYCC444Alpha_Interleaved.jpx
– Maui-40bppYCC444Alpha.jpx
– Maui-48bppRGB_64x64.jpx
– Maui-48bppRGBFixedPoint_64x64.jpx
– Maui-48bppRGBHalf_64x64.jpx
– Maui-48bppYCC422Alpha_Interleaved.jpx
– Maui-48bppYCC422Alpha.jpx
– Maui-48bppYCC444FixedPoint.jpx
– Maui-48bppYCC444.jpx
– Maui-64bppCMYK_64x64.jpx
– Maui-64bppCMYKDIRECT.jpx
– Maui-64bppRGBA_64x64_Interleaved.jpx
– Maui-64bppRGBA_64x64.jpx
– Maui-64bppRGBAFixedPoint_64x64_Interleaved.jpx
– Maui-64bppRGBAFixedPoint_64x64.jpx
– Maui-64bppRGBAHalf_64x64_Interleaved.jpx
– Maui-64bppRGBAHalf_64x64.jpx
– Maui-64bppRGBFixedPoint.jpx
– Maui-64bppRGBHalf.jpx
– Maui-64bppYCC444AlphaFixedPoint_Interleaved.jpx
– Maui-64bppYCC444AlphaFixedPoint.jpx

– Maui-64bppYCC444Alpha_Interleaved.jpx
– Maui-64bppYCC444Alpha.jpx
– Maui-80bppCMYKA_64x64_Interleaved.jpx
– Maui-80bppCMYKA_64x64.jpx
– Maui-80bppCMYKDIRECTAlpha_Interleaved.jpx
– Maui-80bppCMYKDIRECTAlpha.jpx
– Maui-8bppGray_64x64.jpx
– Maui-96bppRGBFixedPoint_64x64.jpx
– Maui-BlackWhite_Black1_64x64.jpx
– Maui-BlackWhite_White1_64x64.jpx
– P19d-128bppPRGBAFloat_Interleaved.jpx
– P19d-128bppPRGBAFloat.jpx
– P19d-32bppPBGRA_Interleaved.jpx
– P19d-32bppPBGRA.jpx
– P19d-64bppPRGBA_Interleaved.jpx
– P19d-64bppPRGBA.jpx
– P19d-64bppRGBAFixedPoint_Interleaved.jpx
– P19d-64bppRGBAFixedPoint.jpx
– Seattle_QP_1_YUV_420_Ov1.jpx
– Seattle_QP_1_YUV_420_Ov2.jpx
– Seattle_QP_1_YUV_422_Ov1.jpx
– Seattle_QP_1_YUV_422_Ov2.jpx
– Seattle_QP_5_YUV_420_Ov1.jpx
– Seattle_QP_5_YUV_420_Ov2.jpx
– Seattle_QP_5_YUV_422_Ov1.jpx
– Seattle_QP_5_YUV_422_Ov2.jpx

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Printed in Switzerland
Geneva, 2015