

' //roac(Direction s/ecifies t(e com/onents of t(e irection vector from %(ic(t(e %el g!n a//roac(es t(e /art.

DirF)# 2 Clam ing Direction

-lam/ing Direction s/ecifies t(e com/onents of t(e clam/ing force irection vector.

DirF)# 2 'ormal Direction

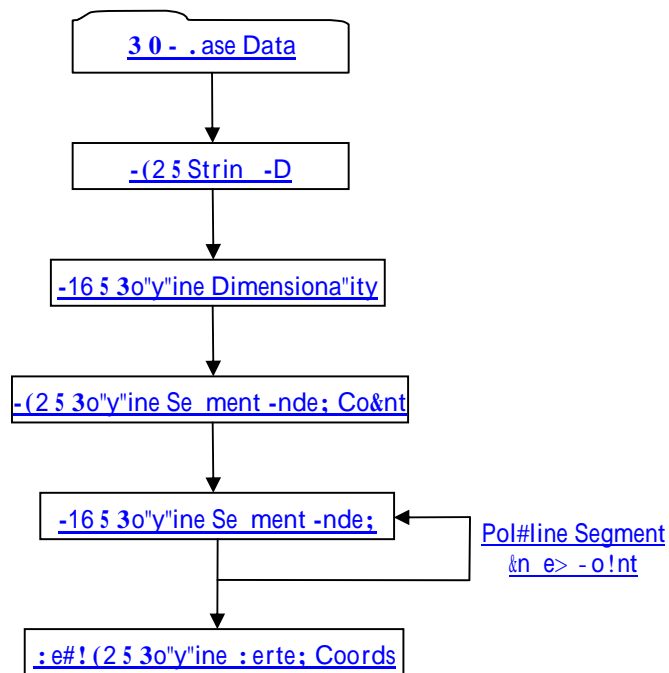
+ormal Direction s/ecifies t(e com/onents of t(e irection vector normal to t(e actual s/ot %el .

/.#...#.1./1 P9I)D Data

T(e P \$ & BD Data collection efines a ata format common to all BD Base P \$ & entities.

' long %it(t(e P \$ & :ase Data an String i entifier) t(is ata collection also incl! es non-te>t /ol#line ata efine 0# an arra# of in ices into an arra# of /ol#line segments /ac3e as 2D;BD verte> coor inates) s/ecif#ing %(ere eac(/ol#line segment 0egins an en s. ;o% /ol#lines are constr!cte from t(is in e> arra# an /ac3e verte> coor inates arra# is t(e same as t(at ill!strate in [Fig!re 1DB](#) of [C.2.F.2.1.1.1.2.2 Te>t Pol#line Data](#).

!i &re 15(5 3 0 - (D Data data #o"e#tion



-om/lete escri/tion for P \$ & :ase Data can 0e fo!n in [C.2.F.2.1.1.1.1 P \\$ & :ase Data](#).

I)# 2 String ID

String &D specifies the identifier for the character string. This identifier is an index to a particular character string in the P\$&String Table.

/.#...#.1.; P9I 9easurement Point 6ntities

The P \$ & \$ eas!rement Point .ntities ata collection defines ata for a list of \$ eas!rement Point s#m0ols. \$ eas!rement Points are /re define locations li.e. geometric entities or t(eoretical) 0!t meas!ra0le /oints) s!c(as s!rface locations2 %(ic(are meas!re on man!fact!re /arts to verif# t(e acc!rac# of t(e man!fact!ring /rocess.

Several ata fields of t(e P \$ & \$ eas!rement Point .ntities ata collection are only /resent if [Version +!m0er](#) as define in [C.2.F.2P \\$ & \\$anager \\$eta Data .lement](#) is greater t(an or eA!al to IDK.

!i &re 1555 3 0 - 0 eas&rement 3oint)ntities data #o"e#tion

-om/lete escri/tion for P \$ & BD Data can 0e fo!n in [C.2.F.2.1.C.1 P \\$ & BD Data](#).

I)# 2 9 P C

point.

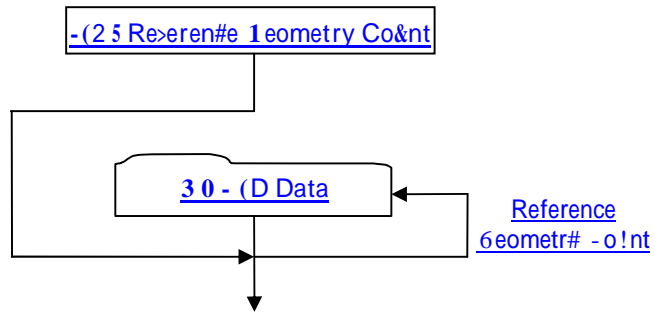
direction vector from (x_1, y_1) to (x_2, y_2) is $(x_2 - x_1, y_2 - y_1)$.

direction vector another point on a line is $(x_2 - x_1, y_2 - y_1)$.

normal vector to the line is $(y_1 - y_2, x_2 - x_1)$.

3o"y"ine Se ment -nde;P1Q	-m\$"ied Re>eren#e 1eometry Ty\$e
[[2	Pol#line
Z 2	Pol#gon

!i &re 15%5 3 0 - Re>eren#e 1eometry)ntities data #o"me#tion



-om/lete escri/tion for P \$ & BD Data can 0e fo!n in [C.2.F.2.1.C.1 P \\$ & BD Data](#).

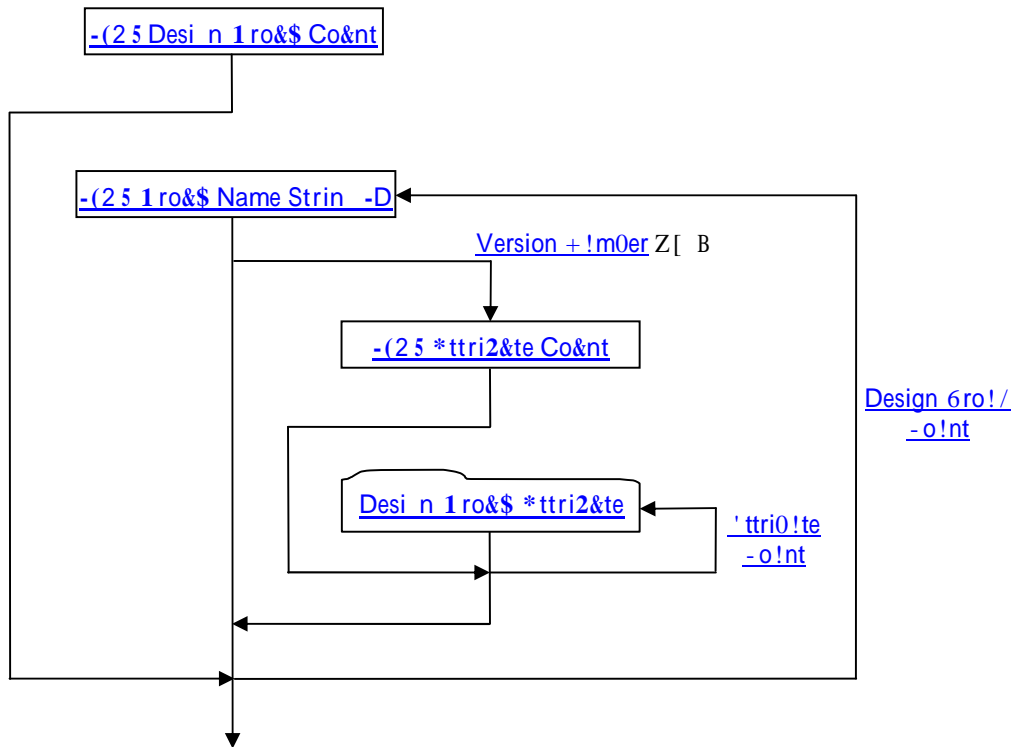
l)# 2 Reference 5eometr! Count

Reference 6eometr# -o!nt s/ecifies t(e n!m0er of Reference 6eometr# entities.

/.#...#.1.1# P 9I Design 5rou 6ntities

T(e P \$ & Design 6ro!/ .ntities ata collection efines ata for a list of Design 6ro!/.s. Design 6ro!/.s are collections of P \$ & create to organilte a mo el into smaller s!0sets of information. T(is organilation is ac(ieve via P \$ & 'ssociations lsee [C.2.F.2.2 P \\$ & 'ssociations](#)2) % (ere s/ecific P \$ & entities are associate as I estinationsK to a Iso!rceK P \$ & Design 6ro!/.s.

!i &re 1585 3 0 - Desi n 1 ro&\$)ntities data #o"e#tion



l)# 2 Design 5rou Count

Design 6ro!/-o!nt s/ecifies t(e n!m0er of Design 6ro!/- entities.

l)# 2 5rou 'ame String ID

6ro!/-ame String &D s/ecifies t(e i entifier for t(e gro!/- name c(aracter string. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$& String Ta0le as efine in [C.2.F.2.D P \\$& String Ta0le](#). 'n i entifier val!e of I-K in icates no string.

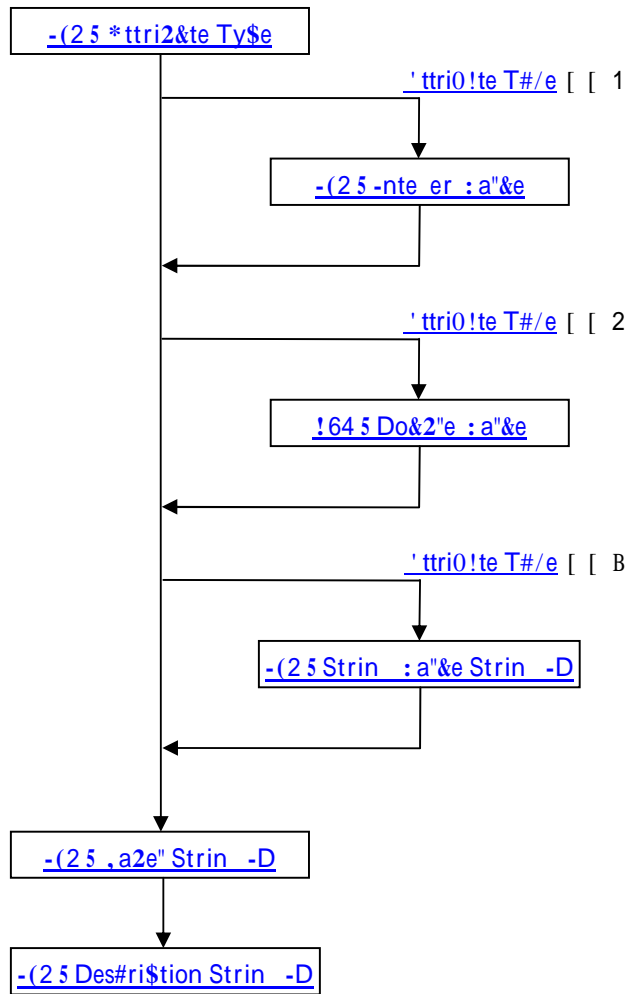
l)# 2 +ttribute Count

'ttri0!te -o!nt s/ecifies t(e n!m0er of Design 6ro!/- 'ttri0!te ata collections

/.#...#.1.1#.1 Design 5rou +ttribute

T(e Design 6ro!/- 'ttri0!te ata collection efines a gro!/-ro/ert#5attri0!te.

!i &re 15'5 Desi n 1 ro&\$ *ttri2&te data #o"e#tion



I)# 2 +ttribute T! e

' ttri0!te T#/e s/ecifies t(e attri0!te t#/e. Vali t#/es incl! e t(e follo%ing*

[1	- &nteger
[2	- Do!0le
[B	- String

I)# 2 Integer Value

&nteger Val!e s/ecifies t(e val!e for IntegerK ' ttri0!te T#/es.

F. , 2 Double Value

Do!0le Val!e s/ecifies t(e val!e for I o!0leK ' ttri0!te T#/es.

I)# 2 String Value String ID

String Val!e String &D s/ecifies t(e string i entifier val!e for IstringK ' ttri0!te T#/es. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$& String Ta0le as efine in [C.2.F.2.D P \\$& String Ta0le](#). 'n i entifier val!e of I-1K in icates no string.

I)# 2 "abel String ID

"a0el String &D s/ecifies t(e string i entifier for t(e attri0!te la0el. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$& String Ta0le as efine in [C.2.F.2.D P \\$& String Ta0le](#). 'n i entifier val!e of I-1K in icates no string.

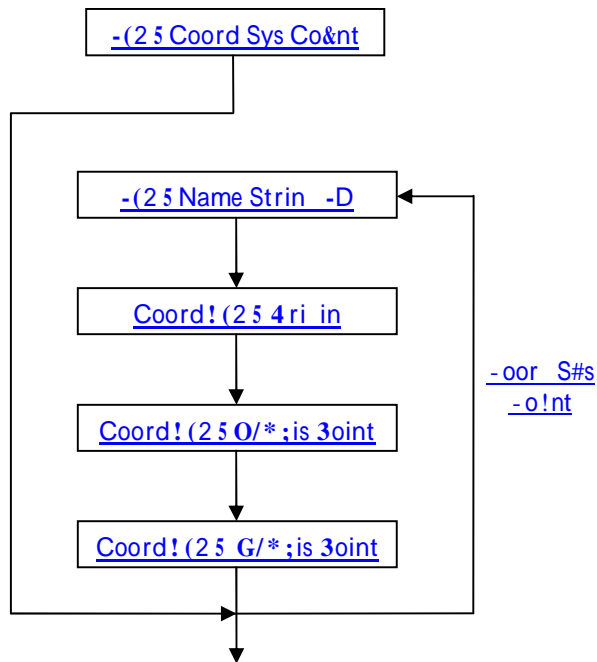
I)# 2 Descri tion String ID

Descri/tion String &D s/ecifies t(e string i entifier for t(e attri0!te escri/tion. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$& String Ta0le as efine in [C.2.F.2.D P \\$& String Ta0le](#). 'n i entifier val!e of I-1K in icates no string.

/.#...#1.1) P9I Coord*inate S!stem 6ntities

T(e P \$& -oor inate S#stem .ntities ata collection efines ata for a list of -oor inate S#stems.

!i &re 1605 3 0 - Coordinate System)ntities data #o""e#tion



I)# 2 Coord* S!s Count

-oor S#s -o!nt s/ecifies t(e n!m0er of -oor inate S#stem entities.

I)# 2 'ame String ID

+ame String &D s/ecifies t(e string i entifier for t(e -oor inate S#stem name. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$ & String Ta0le as efine in [C.2.F.2.D P \\$ & String Ta0le](#). 'n i entifier val!e of I-1K in icates no string.

Coor*F)# 2 4rigin

, rigin efines t(e origin of t(e coor inate s#stem.

Coor*F)# 2 F-+:is Point

8- '>is Point efines a /oint along t(e 8- '>is of t(e coor inate s#stem.

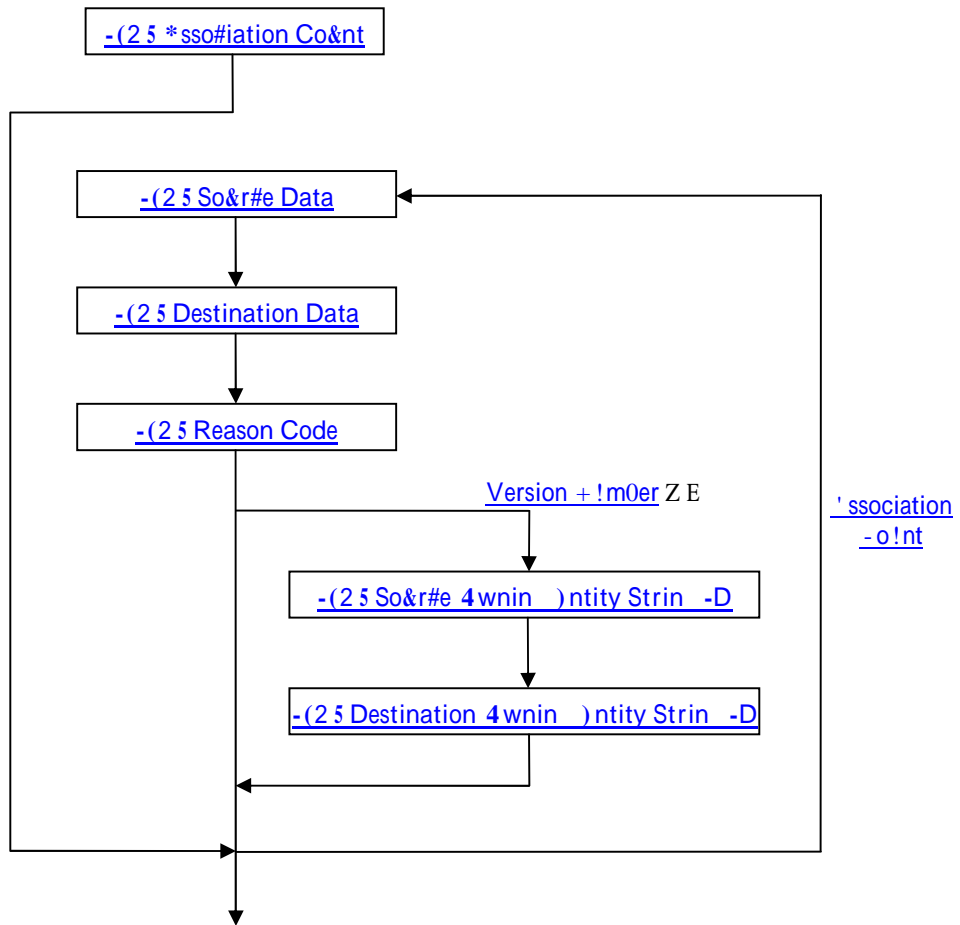
Coor*F)# 2 @-+:is Point

9- '>is Point efines a /oint along t(e 9- '>is of t(e coor inate s#stem.

/.#..#.# P9I +ssociations

T(e P \$ & 'ssociations ata collection efines ata for a list of associations. 'n association efines a lin3 IRelations(i/K2 0et%een t%o P \$ &) :-Re/) or =ireframe Re/ entities %(ere one entit# is efine as t(e Iso!rceK an t(e ot(er entit# is efine as t(e I estinationK.

!i &re 1615 3 0 - *sso#iations data #0""e#tion



I)# 2 +ssociation Count

'ssociation -o!nt s/ecifies t(e n!m0er of associations.

I)# 2 Source Data

So!rce Data is a collection of so!rce entit# information enco e 5/ac3e %it(in a single &B2 !sing t(e follo%ing 0it allocation. 'll !n oc!mente 0its are reserve .

: its 0 - 2B	So!rce .ntit# & entifier. T(e inter/retation of t(is i entifier ata is e/en ent !/on t(e val!e of : it B1 oc!mente 0elo%.
: its 2D -B0	So!rce .ntit# P \$& or : -Re/ t#/e. Vali t#/es incl! e t(e follo%ing* [0 - P \$& - Dimension [1 - P \$& - +ote [2 - P \$& - Dat!m Feat!re S#m0ol

	<ul style="list-style-type: none"> [B – P \$ & - Dat!m Target [D – P \$ & - Feat!re - ontrol Frame [E – P \$ & - "ine = el [F – P \$ & - S/ot = el [C – P \$ & - \$ eas!rement Point [8 – P \$ & - S!rface Finis([9 – P \$ & - "ocator Designator [10 – P \$ & - Reference 6eometr# [11 – P \$ & - -oor inate S#stem [12 – P \$ & - Design 6ro! / [1B – P \$ & - 4ser ' ttri0!te [1D – :-Re/ - Verte> [1E – :-Re/ - . ge [1F – :-Re/ - Face [1C – P \$ & - \$ o el Vie% [18 – P \$ & - 6eneric [19 – = ireframe Re/ - . ge [20 – P \$ & - 4ns/ecifie t#/e [21 – Part &nstance
: it B1	<p>&n irect & entifier Flag</p> <p>[0 Q Val!e in : its 0-2B is not t(e act!al - 'D i entifier) instea : its 0-2B is an in e> into t(e so!rce t#/e!s P \$ & arra# or in e> of t(e e gesface in :-Re/ or = ireframe Re/ for t(e so!rce entit#.</p> <p>[1 Q Val!e in : its 0-2B is not t(e act!al - 'D i entifier? instea : its 0-2B is an in e> into t(e list of - 'D Tags las oc!mente in C.2.F.2.C P \$ & - 'D Tag Data? i entif#ing t(e - 'D Tag 0elonging to t(e /artic!lar so!rce entit#.</p>

I)# 2 Destination Data

Destination Data is a collection of estination entit# information enco e 5/ac3e %it(in a single &B2. T(e enco ing sc(ema an inter/retation of t(is ata is t(e same as t(at oc!mente in [So!rce Data](#).

I)# 2 Reason Co*e

Reason -o e s/ecifies t(e IreasonK for t(e association. Vali Reason -o es incl! e t(e follo%ing*

[0	– ' ssociation is to t(e /rimar# entit# 0eing imensione
[1	– ' ssociation is to t(e secon ar# entit# 0eing imensione
[2	– ' ssociation is to t(e imension /lane
[E	– ' ssociation is to t(e entit# !se to s/ecif# t(e L- ' >is of a coor inate s#stem
[10	– ' ssociation is to an entit# bassociate b to or bincl! e in b a P \$ & s#m0ol
[11	– ' ssociation is to an entit# !se to battac(b a P \$ & s#m0ol.
[12	– ' ssociation is to first entit# !se to Iattac(K a P \$ & s#m0ol
[1B	– ' ssociation is to secon entit# !se to Iattac(K a P \$ & s#m0ol
[1D	– S/ecif#ing P \$ & gro!/ing so!rce is P \$ & :-Re/ entit# an estination is esign gro! /.
[1E	– ' ssociation is to a %el line entit#

[1F	- 'ssociation is to a I(ot s/otK
[1C	- 'ssociation is to a c(il in a P \$ & stac3
[C2	- 'ssociation is for P \$ & miscellaneo!s relation.
[CB	- 'ssociation is for P \$ & relate entit#.
[98	- 'ssociation is to s(o% t(e P \$ & % (en associate \$ o el Vie% is selecte . So!rce is t(e P \$ &) an estination is \$ o el Vie%.
[99	- 'ssociation is to s(o%5select P \$ & :) if s(o%ing5selecting P \$ & '. So!rce is P \$ & ') an estination is P \$ & :. T(is is iffereent from an Iattac(e K P \$ &) %(ere t(e convention is to s(o% t(e P \$ & visi0!# lin3e to one anot(er.
[100	- 'ssociation is to s(o% all /arts e>ce/t t(e associate /art instance. So!rce is t(e /art instance) an estination is \$ o el Vie%

I)# 2 Source 4 (ning 6ntit! String ID

So!rce , %ning .ntit# String &D s/ecifies t(e string i entifier for t(e string %(ic(contains t(e !niA!e - 'D i entifier of t(e com/onent 1/art or assem0!#2 t(at o%ns t(e so!rce P \$ & or :-Re/ entit#. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$ & String Ta0le as efine in [C.2.F.2.D P \\$ & String Ta0le](#). 'n i entifier val!e of I-1K in icates no string an im/lies t(at t(e entit# is to 0e fo!n on t(e c!rrent no el's P \$ &5: -Re/5 = ireframe-Re/ segment. &t is vali for t(e so!rce o%ning entit# to 0e t(e same as t(e estination o%ning entit# i.e. an association 0et%een t%o P \$ & or :-Re/ entities in t(e same /art5assem0!#2. T(is ata fiel is on!# /resent if [Version +!m0er](#)) as efine in [C.2.F.2 P \\$ & \\$ anager \\$ eta Data . lement](#)) is greater t(an IEK.

I)# 2 Destination 4 (ning 6ntit! String ID

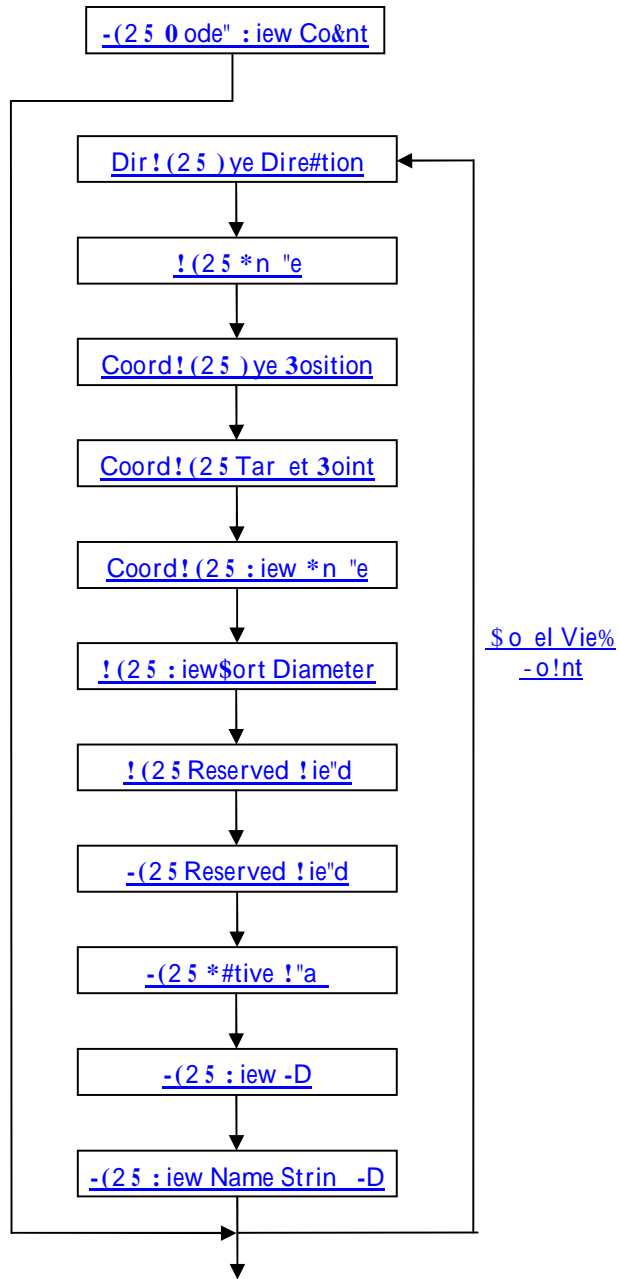
Destination , %ning .ntit# String &D s/ecifies t(e string i entifier for t(e string %(ic(contains t(e !niA!e - 'D i entifier of t(e com/onent 1/art or assem0!#2 t(at o%ns t(e estination P \$ & or :-Re/ entit#. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$ & String Ta0le as efine in [C.2.F.2.D P \\$ & String Ta0le](#). 'n i entifier val!e of I-1K in icates no string an im/lies t(at t(e entit# is to 0e fo!n on t(e c!rrent no el's P \$ &5: -Re/5 = ireframe-Re/ segment. &t is vali for t(e so!rce o%ning entit# to 0e t(e same as t(e estination o%ning entit# i.e. an association 0et%een t%o P \$ & or :-Re/ entities in t(e same /art5assem0!#2. T(is ata fiel is on!# /resent if [Version +!m0er](#)) as efine in [C.2.F.2 P \\$ & \\$ anager \\$ eta Data . lement](#)) is greater t(an IEK.

/.#. .#.) P9I 1ser +ttributes

T(e P \$ & 4ser 'ttri0!tes collection efines ata for a list of !ser attri0!tes. P \$ & 4ser 'ttri0!tes are !se to a attri0!te ata to a /art5assem0!#. .ac(!ser attri0!te is com/ose of 3e#5val!e /air of strings.

JT F

!i &re 1645 3 0 - 0 ode" : iews data #o"e#tion



l)# 2 9 o*el Vie (Count

\$o el Vie% -o!nt s/ecifies t(e n!m0er of \$o el Vie%s.

DirF)# 2 6!e Direction

.#e Direction s/ecifies t(e camera irection vector.

F)# 2 +ngle

'ngle s/ecifies t(e camera rotation angle lin egress %(ere /ositive is co!nter-cloc3%ise2 a0o!t t(e .#e Direction. So t(is 'ngle in com0ination %it(t(e .#e Direction is eA!ivalent to s/ecif#ing a rotation !sing a>is-angle re/resentation.

Coor*F)# 2 6!e Position

.#e Position s/ecifies t(e = -S coor inates of t(e e#e5camera lloo3 fromK /osition.

Coor*F)# 2 Target Point

Target Point s/ecifies t(e = -S coor inates of t(e e#e5camera lloo3 atK /osition.

Coor*F)# 2 Vie (+ngle

Vie% angle s/ecifies t(e 8) 9) L rotation angles lin egress2 of t(e mo elNs a>is. T(e rotations are efine %it(res/e to an initial orientation %(ere t(e mo elNs a>is are aligne %it(t(e screenNs a>is li.e. \ 8 a>is /oints to rig(t \ 9 a>is /oints !/) \L a>is /oints o!t at #o!2.

F)# 2 Vie (ort Diameter

Vie%/ort Diameter s/ecifies t(e iameter in = -S coor inates of t(e largest /ossi0le circle t(at co!! 0e inscri0e %it(in vie%/ort. &f a large iameter val!e is s/ecifie) t(e mo el a//ears ver# small in relation to t(e vie%/ort? %(ereas if a small iameter val!e is s/ecifie a close-!/ lIHoome -in2K vie% of t(e mo el res!Its.

F)# 2 Reserve* Fiel*

Reserve Fiel is a ata fiel reserve for f!t!re JT format e>/ansion.

l)# 2 Reserve* Fiel*

Reserve Fiel is a ata fiel reserve for f!t!re JT format e>/ansion

l)# 2 +ctive Flag

'ctive Flag is a flag s/ecif#ing %(et(er t(is \$o el Vie% is t(e lactiveK vie%. Vali val!es incl! e t(e follo%ing*

[0	- &ts not t(e active \$o el Vie%.
[1	- &ts t(e active \$o el Vie%

l)# 2 Vie (ID

Vie% &D s/ecifies t(e \$o el Vie% !niA!e i entifier.

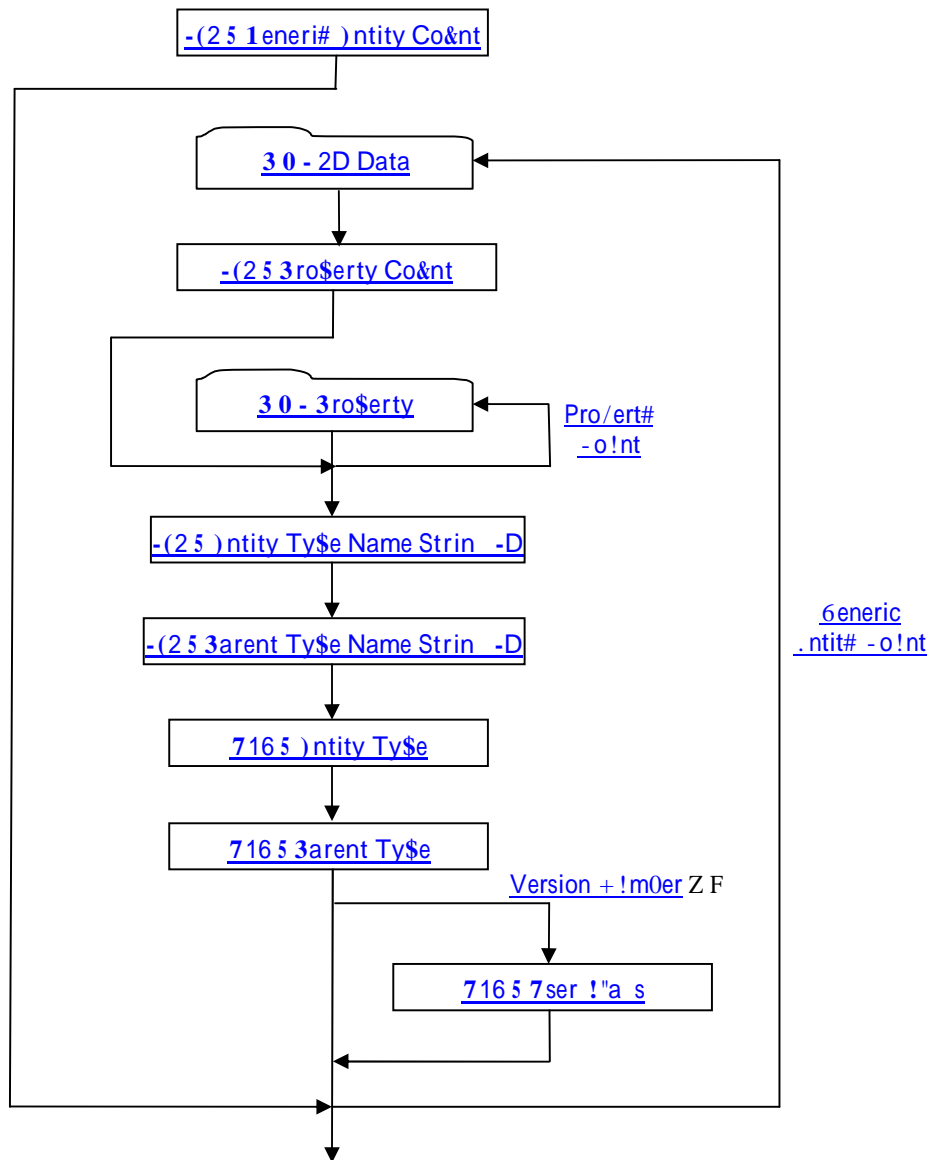
l)# 2 Vie ('ame String ID

Vie% +ame String &D s/ecifies t(e string i entifier for t(e \$o el Vie%Ns name. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P\$& String Ta0le as efine in [C.2.F.2.D P\\$& String Ta0le](#). 'n i entifier val!e of I-1K in icates no string.

1.#...#. 5eneric P9I 6ntities

The Generic P\$& .ntities data collection /rovi es a IgenericK format for defining variols P\$& entit# t#/es) incl! ing !ser efine t#/es. The generic format efines t(e ata ma3ing !/ t(e P\$& .ntit# t(ro!g(a com0ination of t(e [P\\$& 2D Data](#) collection an a list of P\$& Pro/ert# ata collections.

!i &re 1655 1eneri# 3 0 -)ntities data #o"e#tion



-om/lete escri/tion for P\$& 2D Data can 0e fo!n in [C.2.F.2.1.1.1 P\\$& 2D Data](#).

I)# 2 5eneric 6ntit! Count

6eneric .ntit# -o!nt s/ecifies t(e n!m0er of 6eneric P \$ & .ntities.

I)# 2 Pro ert! Count

Pro/ert# -o!nt s/ecifies t(e n!m0er of P \$ & Pro/erties.

I)# 2 6ntit! T! e 'ame String ID

.ntit# T#/e +ame String &D s/ecifies t(e string i entifier for t(e name of t(e 6eneric P \$ & .ntit# T#/e. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$ & String Ta0le as efine in [C.2.F.2.D P \\$ & String Ta0le](#). 'n i entifier val!e of I-1K in icates no string.

I)# 2 Parent T! e 'ame String ID

Parent T#/e +ame String &D s/ecifies t(e string i entifier for t(e name of t(e /arent 6eneric P \$ & .ntit# T#/e. T(is i entifier is an in e> to a /artic!lar c(aracter string in t(e P \$ & String Ta0le as efine in [C.2.F.2.D P \\$ & String Ta0le](#). 'n i entifier val!e of I-1K in icates no string.

11.2 6ntit! T! e

.ntit# T#/e s/ecifies t(e 6eneric P \$ & .ntit# T#/e. T(e vali .ntit# T#/e val!es lin (e>a ecimal format2 are oc!mente in t(e follo%ing ta0le. +ote t(at for I!ser efine K 6eneric P \$ & .ntities a (e>a ecimal val!e of IO>011DK las oc!mente in ta0le Oelo%2 s(o!! Oe !se .

0>0001	- P \$ & !generall# onl# !se as a Parent T#/e 2
0>0002	- =el
0>000D	- S/ot =el
0>0008	- "ine =el
0>0010	- 6roove =el
0>0011	- Fillet =el
0>0012	- Slot =el
0>001D	- . ge =el
0>0018	- 'rc S/ot =el
0>0020	- Resistance S/ot =el
0>0021	- Resistance Seam =el
0>0022	- Str!ct!ral ' (esive :ea S(a/e
0>002D	- Str!ct!ral ' (esive Ta/e S(a/e
0>0028	- Str!ct!ral ' (esive Dollo/ S(a/e
0>00D0	- \$ec(anical -linc(-onnecto
0>00D1	- S!rface Finis(
0>00D2	- \$eas!rement Point
0>00DD	- Dat!m "ocato
0>00D8	- -ertification Point
0>0080	- 6eometric Dimensioning an Tolerancing
0>0081	- Feat!re -ontrol Frame
0>0082	- Dimension
0>008D	- Dat!m Feat!re S#m0ol
0>0088	- Dat!m Target
0>0100	- +ote

0>0101	- Face 'ttri0!te +ote
0>0102	- \$o el Vie% "a0el +ote
0>010D	- -oor inate S#stem
0>0108	- Reference 6eometr#
0>0110	- Reference Point
0>0111	- Reference '>is
0>0112	- Reference Plane
0>011D	- 4ser Define
0>0118	- \$eas!rement "ocator
0>0120	- Dat!m Point
0>0121	- S!rface Vector \$eas!rement Point
0>0122	- ;ole Vector \$eas!rement Point
0>012D	- Trimme S(eet Vector \$eas!rement Point
0>0128	- ;em Vector \$eas!rement Point

11.2 Parent T! e

Parent T#/e s/ecifies t(e /arent 6eneric P \$& .ntit# T#/e. T(e vali Parent T#/e val!es are t(e same as t(at oc!mente a0ove for [.ntit# T#/e](#). T(e Parent T#/e is !se to create a class (ierarc(# of P \$& %(en /resenting t(e P \$& contents from a JT file.

11.2.1 4ser Flags

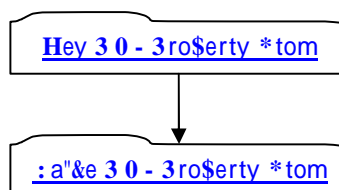
4ser Flags is a collection of flags. T(e flags are com0ine !sing t(e 0inar# , R o/erator an store vario!s state information for t(e 6eneric P \$& .ntit#. 'll !n oc!mente 0its are reserve .

0>0001	- S(o% P \$& .ntit# Iflat to screen on!#K flag [0 Q 'llo% P \$& is/la# /lane to rotate %it(mo el. [1 Q Dis/la# P \$& entit# in t(e /lane of t(e screen) so t(at it oes not rotate %it(mo el.
--------	--

/.#...#...1P9!Pro ert!

' P \$& Pro/ert# ata collection consists of a 3e#5val!e /air an is !se to escri0e attri0!tes of 6eneric P \$& .ntit# or ot(er s/ecific ata.

!i &re 1665 3 0 - 3ro\$erty data #o"e#tion



:ot(<e# P \$& Pro/ert# ' tom an Val!e P \$& Pro/ert# ' tom (ave t(e same format as t(at oc!mente in [C.2.F.2.F.1.1 P \\$& Pro/ert# ' tom](#).

If there is no reference comment for a parameter, there are some common parameters and corresponding value formats that appear in JT File. These are common parameters i.e. the 3#s encode string value and the format of the value data is in the values encode string (see [C.2.F.2.F.1.1 Parameters](#) for an explanation of what is meant by encode string value for the 3#s and value data).

Table 5 Common Property Keys and Their Associated Formats

Key Property Name	Key Property String Format	Description Notes
IP \$ &VPR, PV '+ - ; , RVP, &+Tb	IP> P# PHK	.ac(P>) P#) PH is a FB2 value !sing I c fK format
IP \$ &VPR, PV+, T.V; 'SV4R"K	I0K or I1K	0 [[False? 1 [[True
IP \$ &VPR, PV+, R \$ ' "VD&RK	ID> D# DHK	.ac(D>) D#) DH is a FB2 value !sing I c fK format
IP \$ &VPR, PV' PPR, ' - ; VD&RK	ID> D# DHK	.ac(D>) D#) DH is a FB2 value !sing I c fK format
IP \$ &VPR, PV- ' ' \$ P&+6VD&RK	ID> D# DHK	.ac(D>) D#) DH is a FB2 value !sing I c fK format
IP \$ &VPR, PV \$. 'SVD&RK	ID> D# DHK	.ac(D>) D#) DH is a FB2 value !sing I c fK format
IP \$ &VPR, PV- , RDVD&RK	ID> D# DHK	.ac(D>) D#) DH is a FB2 value !sing I c fK format
IP \$ &VPR, PV \$. 'SV" .V . "K	IJK	&integer re/resenting level n!m0er
IP \$ &Te>tForegro!n -olorK	IJK	; e>a decimal integer re/resenting R6 : color (ere val!e (as I0>0000grrK form. T(e lo%-or er 0#te contains a val!e for t(e relative intensit# of re ? t(e secon 0#te contains a val!e for t(e relative intensit# of green? an t(e t(ir 0#te contains a val!e for t(e relative intensit# of Ol!e. T(e (ig(- or er 0#te m!st 0e Hero. T(e ma>im!m val!e for a single 0#te is 0>FF i.e. intensit# val!e is in t(e range R0*2EES2.
IP \$ &Te>t:ac3gro!n -olorK	IJK	Same as IP \$ &Te>tForegro!n -olorK
IP \$ &Te>t:ac3gro!n , /acit#K	IJK	4nsigne decimal integer re/resenting o/acit# /ercentage. 'ct!al o/acit# is* eco e J 5 100.0
IP \$ &Te>tS(o% : or erK	IJK	4nsigne decimal integer* 0 [[False? 1 [[True
IP \$ &Te>tSiHeK	IJK	4nsigne decimal integer re/resenting te>t siHe in !nits of /i>els.
IP \$ &Te>tInPlaneK	IJK	4nsigne decimal integer* 0 [[False? 1 [[True (ere I1K in icates t(at te>t s(o!l 0e is/la#e in t(e /lane of t(e entit# so t(at it rotates %it(vie%.
IP \$ &6eometr# -olorK	IJK	Same as IP \$ &Te>tForegro!n -olorK
IP \$ &6eometr#=i t(K	IJK	4nsigne decimal integer re/resenting line %i t(in !nits of /i>els.
- "&PV+, R \$ ' "	IJ)J)JK	4se for .ntit# T#/e [I0>011DK an .ntit# T#/e +ame String [ISectionK to s/ecif# t(e normal to t(e cli//ing /lane. T(e cli//ing normal /oints to%ar t(e /iece of t(e mo el t(at %ill 0e cli//e a%a#. .ac(J is a FFD val!e !sing I c lfk format.
- "&PVP, S&T&, +	IJ)J)JK	4se for .ntit# T#/e [I0>011DK an .ntit# T#/e +ame String [ISectionK to s/ecif# one /oint on t(e cli//ing /lane. .ac(J is a FFD val!e !sing I c lfk

KeyM 3ro\$erty *tom : a"&e Strin	K : a"&eM 3ro\$erty *tom : a"&e Strin)n#odin !ormat	De#odin Notes
TR ' +SF , R\$ ' T& , +V\$ ' TR&8	IJ)J)J)J)J)J)J)J)J)J)J)J)JK	format. 4se for .ntit# T#/e [IO>011DK an .ntit# T#/e +ame String [IPart TransformK to s/ecif# a transformation matri>. .ac(J is a FB2 val!e !sing I c fK format.

/.#...#.1.1 P9I Pro ert! +tom

P \$ & Pro/ert# ' tom ata collection re/resents t(e ata format for 0ot(t(e 3e# an val!e ata of a P \$ & Pro/ert# 3e#val!e /air.

!i &re 16%5 3 0 - 3ro\$erty *tom data #o"e#tion

9bString 2 Value

Val!e s/ecifies t(e /ro/ert# atom val!e enco e into a String. See [Table C* -ommon Pro/ert# <e#s an Teir Val!e .nco ing formats](#) a0ove for enco ing formats of t(e Val!e string.

1)# 2 0ien Flag**

;i en Flag s/ecifies if t(e /ro/ert# is I(i enK or not. ' JT file rea er co!! !se t(is flag to control %(et(er rea /ro/erties s(o!! 0e e>/ose to t(e en !ser of t(e a//lication rea ing t(e JT file. Val!es incl! e t(e follo%ing*

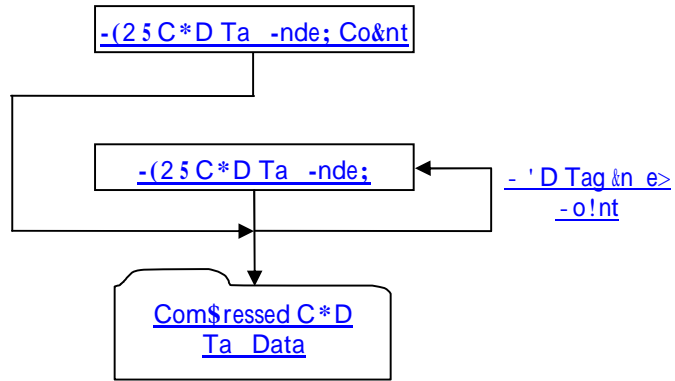
[0	– Pro/ert# is not (i en.
[1	– Pro/ert# is (i en.

/.#...#./ P9I C+D Tag Data

T(e P \$ & - ' D Tag Data collection contains t(e list of /ersistent &Ds) as efine in t(e - ' D SrdW nm0 0 0 r g m q m l 0 0

of P \$ & - ' D Tag Data collection is /resent) t(ere %ill 0e a - ' D Tag for eac(P \$ & entit# as s/ecifie 0# t(e 0elo% oc!mente [- ' D Tag &n e> -o!nt](#) form!la.

!i &re 1685 3 0 - C*D Ta Data data #o"e#tion



-om/lete escri/ tion for -om/resse - ' D Tag Data can 0e fo!n in [8.1.11 -om/resse - ' D Tag Data](#).

I)# 2 C+D Tag In*e: Count

- ' D Tag &n e> -o!nt s/ecifies t(e total n!m0er of - ' D Tag in ices. T(is val!e m!st 0e eA!al to t(e s!mmation of t(e /revio!sl# rea co!nt val!es for all t(e P \$ & entities s!//orting - ' D Tags. T(e form!la is as follo%#s*

[- ' D Tag &n e> -o!nt](#) [["ine =el -o!nt \ S/ot =el -o!nt \ SF -o!nt \ \\$P -o!nt \ Reference](#)
[6eometr# -o!nt \ Dat!m Target -o!nt \ F-F -o!nt \ "ocator -o!nt \](#)
[Dimension -o!nt \ DFS -o!nt \ +ote -o!nt \ \\$o el Vie% -o!nt \ Design](#)
[6ro!/-o!nt \ -oor S#s -o!nt \ 6eneric .ntit# -o!nt](#)

I)# 2 C+D Tag In*e:

- ' D Tag &n e> s/ecifies an in e> into a list of - ' D Tags) i entif#ing t(e - ' D Tag 0elonging to a /artic!lar P \$ & entit#. T(ere %ill 0e a total of [- ' D Tag &n e> -o!nt](#) n!m0er of - ' D Tag &n ices an t(e or er of t(e in ices %ill 0e as efine 0# t(e a0ove oc!mente [- ' D Tag &n e> -o!nt](#) form!la i.e. "ine =el - ' D Tag &n ices are first) follo%e 0# t(e S/ot =el - ' D Tag &n ices) follo%e 0# t(e S!rface Finis(- ' D Tag &n ices) etc.2

/.#./ P9I Data Segment

T(e P \$ & \$anager \$eta Data .lement las oc!mente in [C.2.F.2 P \\$ & \\$anager \\$eta Data .lement2](#) can sometimes also 0e re/resente in a P \$ & Data Segment. T(is can occ!r %(en a /re JT 8 version file is migrate to JT 8.1 version file. So from a /arsing /oint of vie% a P \$ & Data Segment s(o!l 0e treat e>act!# t(e same as a [C.2.F \\$eta Data Segment](#).

8 Data Compression and Encoding

The JT File format utilizes best-in-class compression and encoding algorithms to provide compact and efficient representations of data. The types of compression algorithms supported by the JT format vary from standard lossless algorithms such as deflate to advanced arithmetic algorithms that exploit the characteristics of the data being compressed. Some of the JT format data collections are always stored in a compressed format (areas of the data collections supported by the compression storage formats that allow for lossless compression to more aggressive strategies that employ lossy compression). The supported JT format of variable lossy levels of compression allows for users of JT data to fine tune the tradeoff between compression ratio and fidelity of the data.

In some instances, data may be encoded using multiple techniques applied to one another in a serial fashion (i.e. encoding applied to the output of another encoder). A common example of this multiple encoding is when an array/vector of floating point data is first transformed into some integer codes and then the resulting integer codes are further compressed using a Huffman or arithmetic coding scheme. See [8.2 Encoding Algorithms](#).

When the data collection specifies compression (encoding) some JT format Data Segment types (see [C.1.B Data Segment](#)) also support (having a lossless compression conditional applied to all the bytes of information persisted) within the segment. So in various files or collections of data, the first (available) specific compression algorithm applied to the data (when the Data Segment type supports it) the resulting data may be a lossless deflate algorithm.

When an attribute (at a lossy level) a particular Data Segment's data is compressed is indicated (through compression related values stored as part of the particular Data Segment storage format. In general) aggressive application of a lossy compression encoding technique is reserved for the (available) geometric data (e.g. triangles and wireframe lines) which can exist in a JT File.

The following sections document the format of the data compression/encoding within the JT file. A long list of documenting the format a technical description of the various compression/encoding algorithms included in the example implementation of the encoding portion of the algorithm can be found within [Appendix A - Decoding Algorithms and Implementation](#).

8.1 Common Compression Data Collection Formats

For convenience and brevity in documenting the JT format, this section of the reference documents the format for several common JT data compression/encoding related data collections that can exist in the JT format. Note that all references to these common compression data collections in the [C.2 Data Segments](#) section of the document.

8.1.1 Integer Compression Data Packet

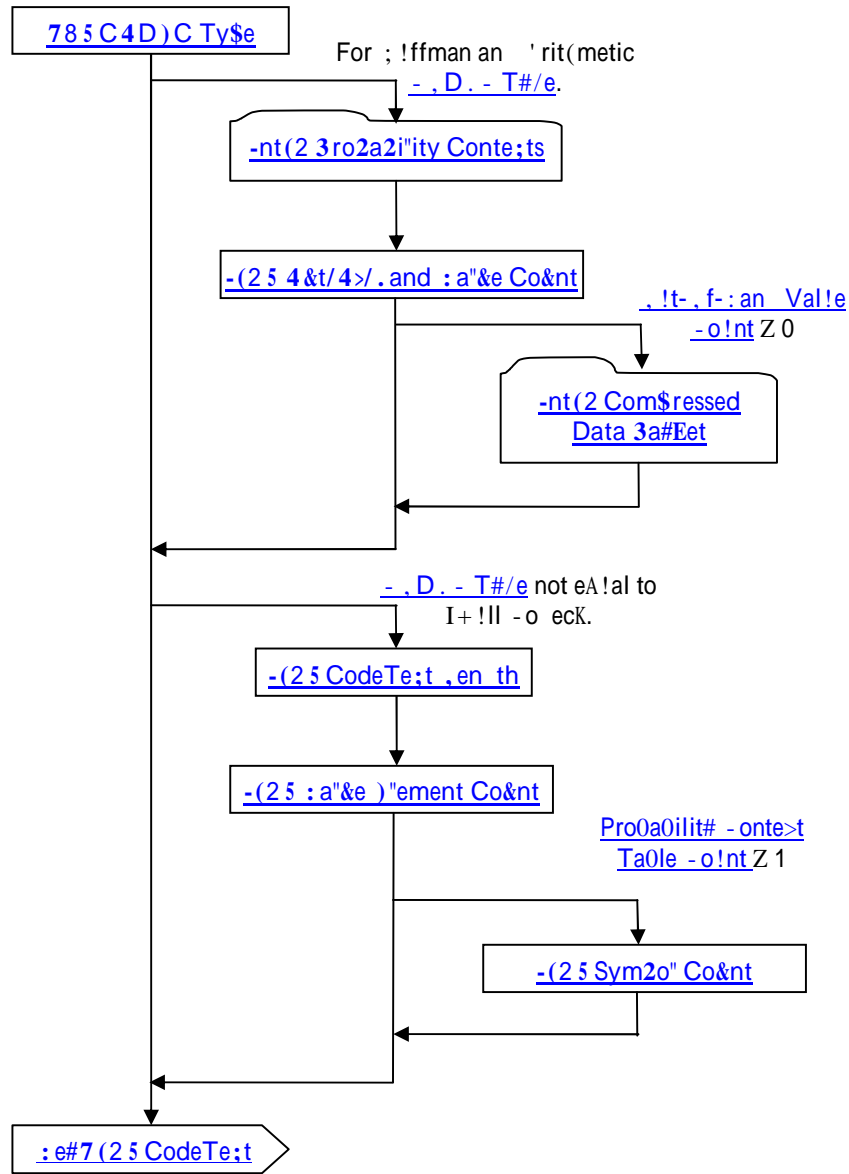
The Integer Compression Data Packet collection represents the format used to encode a collection of data into a series of base 256 words. Note that the Integer Compression Data Packet collection can itself contain another Integer Compression Data Packet collection if there are any integer data within the content of the JT format data compression algorithm and Integer Compression Data Packet. In other words, the data (as the following meaning).

- , D. - s li3e arit(metic an ; !ffman lsee [8.2 .ncoring 'lgorit\(ms](#) for tec(nical escri/tion2 e>/loit t(e statistics /resent in t(e relative freA!encies of t(e val!es 0eing enco e . Val!es t(at occ!r freA!ent!# eno!g(allo% 0ot(of t(ese met(o s to enco e eac(of t(e val!es as a Is#m0o!K in fe%er 0its t(at it %o!! ta3e to enco e t(e val!e itself. Val!es t(at occ!r too infreA!ent!# to ta3e a vantage of t(is /ro/ert# are %ritten *aside* into t(e Io!t-of-0an ataK arra# to 0e enco e se/aratel#. 'n Iesca/eK s#m0ol is enco e in t(eir /lace as a /lace(ol er in t(e /rimal - , D. - lnote see IS#m0o!K ata fiel efinition in [8.1.1.2 &ntB2 Pro0a0ilit# -onte>t Ta0le .ntr#](#) for f!t(er etails on t(e re/resentation of Iesca/eK s#m0ol2.

.ssential# t(e Io!t-of-0an ataK is t(e ig(-entro/# resi !e left over after t(e - , D. - s (ave sA!eeHe all t(e a vantage o!t of t(e original ata stream t(at t(e# can. ; o%ever) t(is Io!t-of-0an ataK is sent 0ac3 aro!n for anot(er /ass 0eca!se sometimes t(ere are *different* statistics to 0e ta3en a vantage of. = (en all ot(er co ing o/tions (ave 0een e>(a!ste) t(e 0itlengt(- , D. - is invo3e . T(e 0itlengt(- , D. - irect!# enco es all val!es given to it) oes not reA!ire a /ro0a0ilit# conte>t) an (ence never /ro !ces a itional Io!t-of-0an ataK. T(e 0#te sto/s t(ere) in ot(er %or s.

&n some cases) all val!es ma# %ritten bo!t of 0an b %(en t(e -o ec cannot /erform *any* !sef!! com/ression. &n t(is case) t(e enco e &B2 * -o eTe>t "engt(fiel %ill 0e 0) an t(e &B2 * , !t- , f- : an Val!e -o!nt %ill 0e eA!al to &B2 * Val!e .lement -o!nt. T(e im/lie action in t(is case is to merel# co/# t(e , !t- , f- : an val!e ata into t(e o!t/!t Val!e .lement arra# instea of invo3ing t(e -o ec.

!i &re 16'5 -nt(2 Com\$ressed Data 3a#Eet data #o"e#tion



182C4D6C T! e

- , D. - T#/e s/ecifies t(e algorit(m !se to enco e5 eco e t(e ata. See [8.2 .nco ing 'lgorit\(ms](#) for com/lete e>/lanation of eac(of t(e enco ing algorit(ms.

[0	- +!ll - , D. -
[1	- : itlengt(- , D. -

[2	- ; !ffman - , D. -
[B	- 'rit(metic - , D. -

I)# 2 4ut-4f-3an* Value Count

, !t-, f-: an Val!e -o!nt s/ecifies t(e n!m0er of val!es t(at are I, !t-, f-: an .K T(is ata fiel is on!# /resent for ; !ffman an 'rit(metic - , D. - T#/es.

I)# 2 Co*eTe:t "engt%

-o eTe>t "engt(s/ecifies t(e total n!m0er of Oits of [-o eTe>t](#) ata [l-o eTe>t](#) ata fiel is escri0e Oelo%2. T(is ata fiel is on!# /resent if [-,D.- T#/e](#) is not eA!al to I+!ll - , D. -.K

I)# 2 Value 6lement Count

Val!e .lement -o!nt s/ecifies t(e n!m0er of val!es t(at t(e - , D. - is e>/ecte to eco e li.e. itNs li3e t(e I!engt(K fiel %ritten if #o!Nre 7!st %riting o!t a vector of integers2. T(is ata fiel is on!# /resent if [-,D.- T#/e](#) is not eA!al to I+!ll - , D. -.K 4/on com/letion of eco ing t(e [-o eTe>t](#) ata fiel Oelo%) t(e n!m0er of eco e Val!es s(o!! Oe eA!al to Val!e .lement -o!nt. =(en on!# a single Pro0a0ilit# -ont>t Ta0le is !se) Val!e .lement -o!nt %ill also Oe eA!al to t(e n!m0er of S#m0ols eco e !/on com/letion of eco ing.

I)# 2 S!mbol Count

=(en t%o Pro0a0ilit# -ont>t Ta0les are Oeing !se) S#m0ol -o!nt s/ecifies t(e n!m0er of S#m0ols to Oe eco e 0# t(e 'rit(metic - , D. -. T(ere is a s!0tlet# /resent in t(e met(o -o ecDriver**a , !t/!tS#m0ol!2 %(en it is /asse an .sca/e s#m0ol. ,nl# if t(e -o ec is !sing Pro0a0ilit# -ont>t Ta0le 0 %(en it receives an .sca/e s#m0ol oes it emit a Val!e from t(e b, !t-, f-: an b ata arra#. :eca!se of t(is s!0tlet#) t(e n!m0er of S#m0ols eco e can Oe larger t(an t(e n!m0er of Val!es /ro !ce) t(!s t(e reason for %riting t(is fiel istinct from Val!e .lement -o!nt.

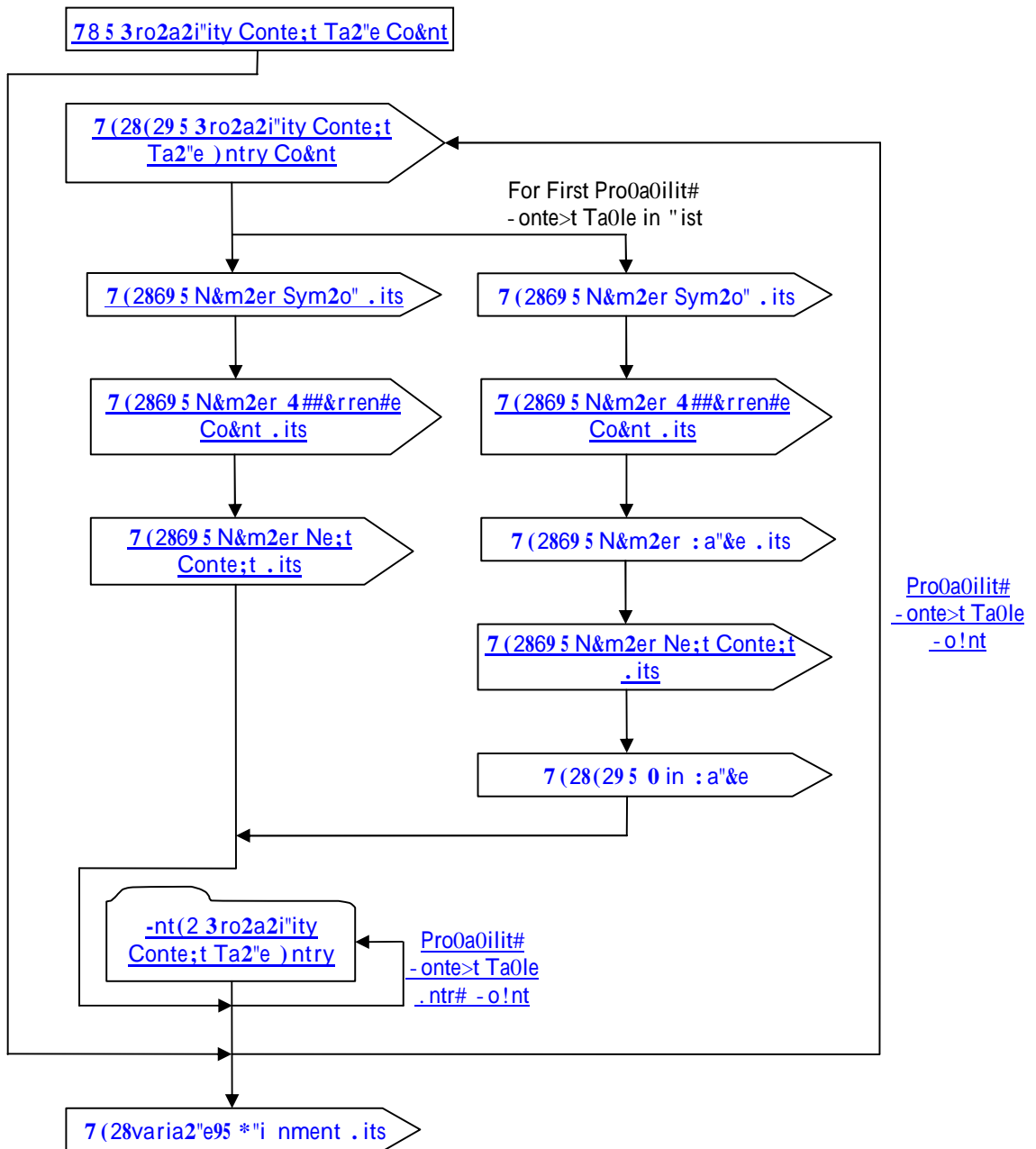
Vec1)# 2 Co*eTe:t

-o eTe>t is t(e arra#5vector of enco e s#m0ols. For [-,D.- T#/e](#) not eA!al to I+!ll - , D. -.K) t(e total n!m0er of Oits of enco e ata in t(is arra# is in cate 0# t(e /revio!sl# escri0e [-o eTe>t "engt\(](#) ata fiel .

8.1.1.1 Int)# Probabilit! Conte:ts

&ntB2 Pro0a0ilit# -ont>ts ata collection is a list of Pro0a0ilit# -ont>t Ta0les. T(e &ntB2 Pro0a0ilit# -ont>ts ata collection is on!# /resent for ; !ffman an 'rit(metic - , D. - T#/es. ' Pro0a0ilit# -ont>t Ta0le is a trimme an scale (istogram of t(e in/!t val!es. &t tallies t(e freA!encies of t(e several most freA!ent!# occ!rring val!es. &t is central to t(e o/eration of t(e arit(metic - , D. -) an gives all t(e information necessar# to reconstr!ct t(e ; !ffman co es for t(e ; !ffman - , D. -.

!i &re 1%05 -nt(2 3ro2a2i"ity Conte;ts data #o"e#tion



182 Probabilit! Conte:t Table Count

Pro0a0ilit# -onte>t Ta0le -o!nt s/ecifies t(e n!m0er of Pro0a0ilit# -onte>t Ta0les to follo% an %ill al%a#s (ave a val!e of eit(er I1K or I2K.

1) #B) #D 2 Probabilit! Conte:t Table 6 ntr! Count

Pro0a0ilit# - onte>t Ta0le . ntr# - o!nt s/ecifies t(e n!m0er of entries in t(is Pro0a0ilit# - onte>t Ta0le.

1) #B.D 2 'umber S!mbol 3its

+!m0er S#m0ol : its s/ecifies t(e n!m0er of 0its !se to enco e t(e S#m0ol range.

1) #B.D 2 'umber 4ccurrence Count 3its

+!m0er , cc!rrrence - o!nt : its s/ecifies t(e n!m0er of 0its !se to enco e t(e , cc!rrrence - o!nt range.

1) #B.D 2 'umber Value 3its

+!m0er Val!e : its s/ecifies t(e n!m0er of 0its !se to enco e t(e 'ssociate Val!e range. +ote t(at
+!m0er Val!e : its is on!# s/ecifie in t(e JT file for t(e *first* Pro0a0ilit# - onte>t Ta0le. &f a secon
Pro0a0ilit# - onte>t Ta0le is /resent) t(e +!m0er Val!e : its from t(e first s(o!! 0e !se for t(e secon as
%ell.

1) #B.D 2 'umber 'e:t Conte:t 3its

+!m0er +e>t - onte>t Fiel : its s/ecifies t(e n!m0er of 0its !se for t(e +e>t - onte>t Fiel in [8.1.1.2 &ntB2 Pro0a0ilit# - onte>t Ta0le . ntr#](#).

1) #B) #D 2 9in Value

\$in Val!e s/ecifies t(e minim!m of all 'ssociate Val!es li.e. one /er ta0le entr#2 store in t(is
Pro0a0ilit# - onte>t Ta0le. T(is val!e is !se to com/!te t(e real 'ssociate Val!e for a Pro0a0ilit#
- onte>t Ta0le . ntr#. See 'ssociate Val!e escri/!tion in [8.1.1.2 &ntB2 Pro0a0ilit# - onte>t Ta0le . ntr#](#).

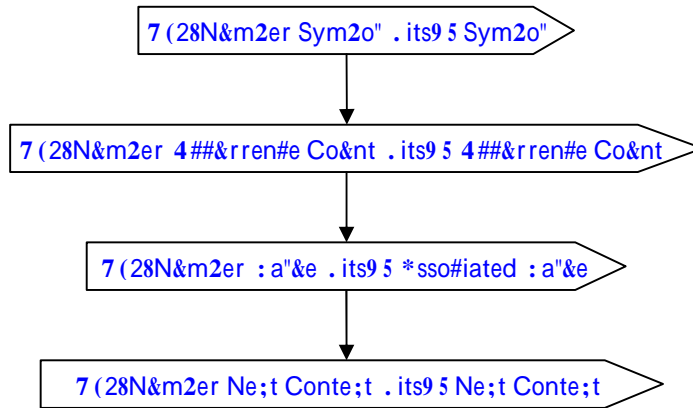
1) #BvariableD2 +lignment 3its

'lignment : its re/resents t(e n!m0er of a itional /a ing 0its store to arrive at t(e ne>t even m!Iti/le
of 8 0its. Val!es of IOK are store in t(e alignment 0its.

+ote* Data %ritten into t(e JtFile is al%a#s aligne on 0#tes. T(erefore after rea ing in a 0loc3 of 0it ata
s!c(as t(e /ro0a0ilit# conte>t ta0les it is necessar# to iscar an# remaining 0its on t(e last 0#te t(at is
rea in. T(is is re/resente 0# t(e I' lignment : itsK entr#.

8.1.1.# Int)# Probabilit! Conte:t Table 6ntr!

!i &re 1%15 -nt(2 3ro2a2i"ity Conte;t Ta2"e) ntry data #o"e#tion



1)#B' umber S!mbol 3itsD 2 S!mbol

S#m0ol is a small integer n!m0er associate %it(a s/ecific val!e in t(e conte>t ta0le. &t serves onl# to im/ose an or er on t(e entries in t(e Pro0a0ilit# - onte>t Ta0le. T(e s#m0ol is store %it(a I\2K a e to t(e val!e an t(!s a rea er m!st s!0tract I2K from t(e rea val!e to get t(e tr!e s#m0ol val!e. - om/lete escri/tion for +!m0er S#m0ol : its can 0e fo!n in [8.1.1.1 &ntB2 Pro0a0ilit# - onte>ts](#).

+ote* . ven t(o!g(t(e s#m0ol is %ritten as a 4B2W+!m0er S#m0ol : itsX it is /ossi0le to en !/ %it(a negative n!m0er after s!0tracting I2K from t(e rea in val!e. , ne e>am/le t(at %ill occ!r freA!ent!# is t(e esca/e s#m0ol !se for o!t-of-0an ata %(ic(%ill (ave t(e val!e I0K in t(e file) (o%ever it %ill 0ecome I-2K) its tr!e s#m0ol val!e) after s!0tracting I2K from t(e rea in I0K val!e.

1)#B' umber 4ccurrence Count 3itsD 2 4ccurrence Count

,cc!rrence -o!nt s/ecifies t(e relative freA!enc# of t(e val!e. - om/lete escri/tion for +!m0er ,cc!rrence -o!nt : its can 0e fo!n in [8.1.1.1 &ntB2 Pro0a0ilit# - onte>ts](#).

+ote* ,cc!rrence -o!nts for all s#m0ols are normal!He lconverte to a relative freA!enc#2 !ring t(e %rite /rocess in or er to ens!re t(e minim!m amo!nt of 0its /ossi0le is !se to %rite t(em. T(is (as several im/lications t(e rea er s(o!! 0e a%are of*

- T(e s!m of all ,cc!rrence -o!nts is not g!arantee to eA!al t(e n!m0er of s#m0ols to 0e eco e lsee [Val!e .lement -o!nt](#) in section [8.1.1](#) for n!m0er of s#m0ols to 0e eco e 2.
- D!ring 'rit(metic eco ing as escri0e in [.D.2](#).
 - *pDriver->numSymbolsToRead()* Q Refers to t(e total n!m0er of s#m0ols to 0e eco e l!e. [Val!e .lement -o!nt](#) in section [8.1.1](#) %en t(e n!m0er of Pro0a0ilit# - onte>t Ta0les is eA!al to 1) or [S#m0ol -o!nt](#) %en t(e n!m0er of Pro0a0ilit# - onte>t Ta0les is 22.

- o *pCurrContext->totalCount()* Q Refers to the sum of the I, cc!rrence -o!ntk val!es for all the s#m0ols associate %it(a Pro0a0ilit# -onte>t.

1)#B'umber Value 3itsD2 +ssociate* Value

'ssociate Val!e is t(e val!e lfrom t(e in/!t ata2 t(at t(e s#m0ol re/resents. T(e -, D. -s on\it irectl# enco e val!es) t(e# enco e s#m0ols. S#m0ols t(en) are associate %it(s/ecific val!es) so %(en t(e -, D. - eco es an arra# of s#m0ols) #o! can reconstr!ct t(e arra# of val!es t(at %as inten e 0# loo3ing !/ t(e s#m0ols in t(e Pro0a0ilit# -onte>t Ta0le. T(is val!e is store %it(I\$ in Val!eK s!Otracte from t(e val!e. -om/lete escri/tions for I\$ in Val!eK an +!m0er Val!e :its can Oe fo!n in [8.1.1.1 &ntB2 Pro0a0ilit# -onte>ts.](#)

+ote* T(e associate val!e for an esca/e s#m0ol is !n efine an t(erefore can Oe an# vali 4B2 n!m0er.

1)#B'umber 'e:t Conte:t 3itsD2 'e:t Conte:t

+e>t -onte>t fiel s/ecifies %(ic(Pro0a0ilit# -onte>t Ta0le to !se %(en eco ing t(e ne>t s#m0ol. T(e val!e of t(is fiel %ill Oe greater t(an or eA!al to 0) an less t(an Pro0a0ilit# -onte>t Ta0le -o!nt.

8.1.# Float., Com resse* Data Pac?et

T(e FloatFD -om/resse Data Pac3et collection re/resents t(e format !se to enco e!scom/ress a collection of ata into a series of FloatFD Oase s#m0ols. T(is com/ression format also !ses t(e conce/t of Io!t-of-0an ataK in its ata contents efinition. &n t(e conte>t of t(e JT format ata com/ression algorit(ms an FloatFD -om/resse Data Pac3et) Io!t-of-0an ataK (as t(e follo%ing meaning.

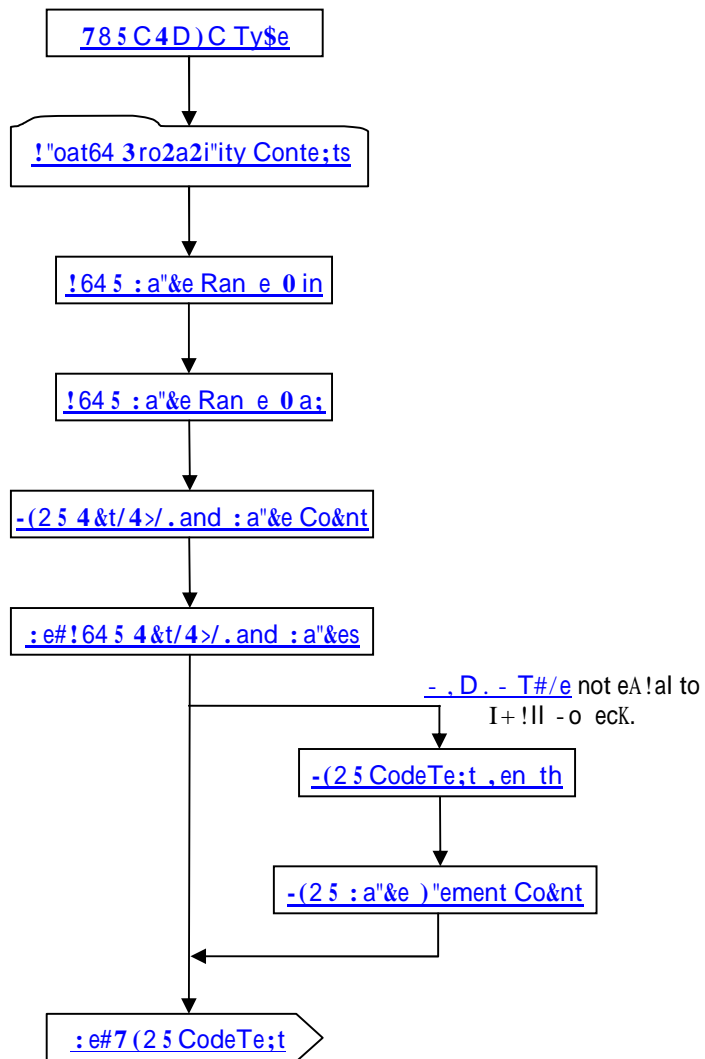
-, D. -s li3e arit(metic an ;!ffman lsee [8.2 .nco ing 'lgorit\(ms](#) for tec(nical escri/tion2 e>/loit t(e statistics /resent in t(e relative freA!encies of t(e val!es Oeing enco e . Val!es t(at occ!r freA!entl# eno!g(allo% Oot(of t(ese met(o s to enco e eac(of t(e val!es as a Is#m0oK in fe%er Oits t(at it %o!! ta3e to enco e t(e val!e itself. Val!es t(at occ!r too infreA!entl# to ta3e a vantage of t(is /ro/ert# are %ritten *aside* into t(e Io!t-of-0an ataK arra#. 'n Iesca/eK s#m0ol l i.e. val!e of I-2K2 is enco e in t(eir /lace as a /lace(ol er in t(e /rimal -, D. -. .ssential# t(e Io!t-of-0an ataK is t(e (ig(-entro/# 7!n3resi !e!slag left over after t(e -, D. -s (ave sA!eeHe all t(e a vantage o!t t(at t(e# can.

= (reas t(e &ntB2 -om/resse Data Pac3et lsee [8.1.1 &ntB2 -om/resse Data Pac3et2](#) t(en sen s t(is Io!t-of-0an ataK Oac3 aro!n t(ro!g(a ne% -, D. - loo3ing for *different* statistics to Oe ta3en a vantage of t(e FloatFD -om/resse Data Pac3et sim/l# %rites o!t t(e Io!t-of-0an ataK arra# %it(no a itional enco ing attem/te .

&n some cases) all val!es ma# %ritten bo!t of 0an b %(en t(e -o ec cannot /erform *any* !sef!! com/ression. &n t(is case) t(e enco e &B2* -o eTe>t "engt(fiel %ill Oe 0) an t(e &B2* i

n eO[()-3.48478()]T

!i &re 1%25 !"oat64 Com\$ressed Data 3a#Eet data #o""e#tion



182 C4D6C T! e

- ,D. - T#/e s/ecifies t(e algorit(m !se to enco e5 eco e t(e ata. See [8.2 .nco ing 'lgorit\(ms](#) for complete e>/lanation of eac(of t(e enco ing algorit(ms.

[0	- +!ll - ,D. -
[1	- : itlengt(- ,D. -
[2	- ; !ffman - ,D. -
[B	- 'rit(metic - ,D. -

F., 2 Value Range 9 in

Value Range \$ specifies the minimum of the value range to encode the values.

F., 2 Value Range 9a:

Value Range \$a specifies the maximum of the value range to encode the values.

I)# 2 4ut-4f-3an* Value Count

, !t-, f-: an Value -o!nt specifies the number of values that are I, !t-, f-: an .K

VecF., 2 4ut-4f-3an* Values

, !t-, f-: an Values specifies the vector/list of I, !t-, f-: an K values.

I)# 2 Co*eTe:t "engt%

-o eTe>t "engt(specifies the total number of bits of [-o eTe>t](#) data encoding. This data field is only present if [-, D. - T#/e](#) is not essential to I+!ll -, D. -.K

I)# 2 Value 6lement Count

Value .lement -o!nt specifies the number of values that the -, D. - is expected to encode i.e. it's like the length(K field) written if #o!nre 7!st %riting o!t a vector of integers. This data field is only present if [-, D. - T#/e](#) is not essential to I+!ll -, D. -.K 4/on completion of encoding the [-o eTe>t](#) data field. The number of encoded symbols is optional. It is essential to Value .lement -o!nt.

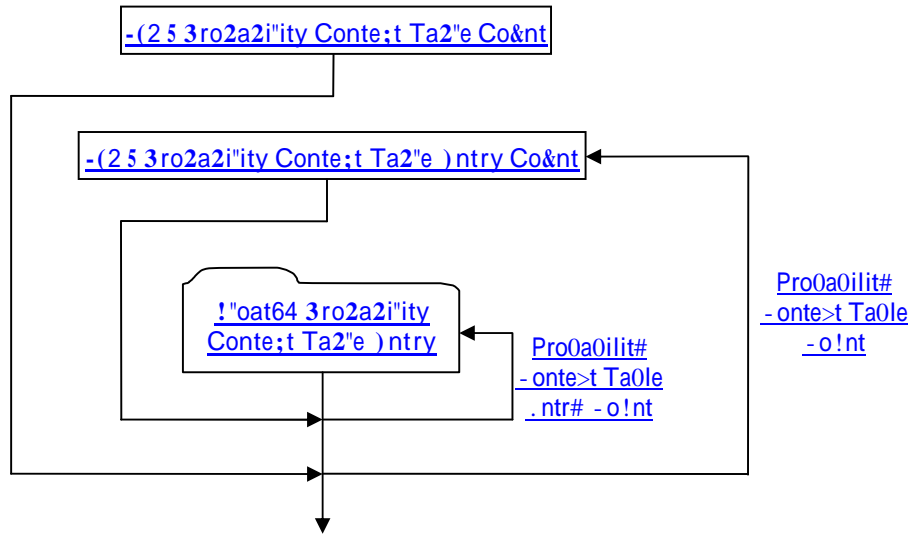
Vec1)# 2 Co*eTe:t

-o eTe>t is the array/vector of encoded symbols. For -, D. - T#/e not essential to I+!ll -, D. -.K the total number of bits of encoded data in this array is indicated by the /revis!sl# encoding [-o eTe>t "engt\(](#) data field.

8.1.#.1 Float., Probabilit! Conte:ts

FloatFD Pro0a0ilit# -onte>ts data collection is a list of Pro0a0ilit# -onte>t Tables. ' Pro0a0ilit# -onte>t Table is a trimmed scale (histogram) of the input values. It tallies the frequencies of the several most frequent occurring values. It is central to the operation of the arithmetic -, D. -) and gives all the information necessary to reconstruct the ; !ffman codes for the ; !ffman -, D. -.

!i &re 1%(5 !"oat64 3ro2a2i"ity Conte;t Ta2"e #o"e#tion



!)# 2 Probabilit! Conte:t Table Count

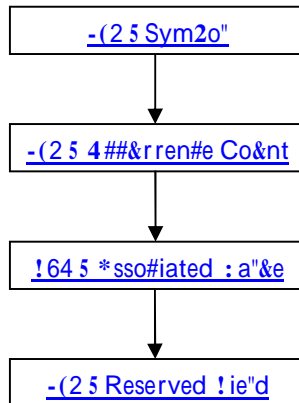
Pro0a0ilit# -onte>t Ta0le -o!nt s/ecifies t(e n!m0er of Pro0a0ilit# -onte>t Ta0les to follo% an %ill al%a#s (ave a val!e of eit(er I1K or I2K.

!)# 2 Probabilit! Conte:t Table 6ntr! Count

Pro0a0ilit# -onte>t Ta0le .ntr# -o!nt s/ecifies t(e n!m0er of entries in t(is Pro0a0ilit# -onte>t Ta0le.

8.1.#.1.1 Float. , Probabilit! Conte:t Table 6ntr!

!i &re 1%45 !"oat64 3ro2a2i"ity Conte;t Ta2"e)ntry data #o"e#tion



1) # 2 Symbol

S#m00l is a small integer number associate %it(a s/pecific val!e in t(e conte>t ta0le. It serves onl# to im/ose an or er on t(e entries in t(e Pro0a0ilit# -onte>t Ta0le. Note t(at a val!e of 1-2K re/resents t(e Iesca/eK s#m00l /lace(ol er enco e for Io!t-of-0an ataK lsee [8.1.2 FloatFD -om/resse Data Pac3et](#) for a itional etails2.

1) # 2 Occurrence Count

,cc!rrrence -o!nt s/efifies t(e relative freA!enc# of t(e val!e.

F., 2 +ssociate* Value

'ssociate Val!e is t(e val!e lfrom t(e in/!t ata2 t(at t(e s#m00l re/resents. T(e -, D. -s on!t irectl# enco e *values*, t(e# enco e *symbols*. S#m00ls t(en) are associate %it(s/pecific val!es) so %(en t(e -, D. - eco es an arra# of s#m00ls) #o! can reconstr!ct t(e arra# of val!es t(at %as inten e 0# loo3ing !/ t(e s#m00ls in t(e Pro0a0ilit# -onte>t Ta0le.

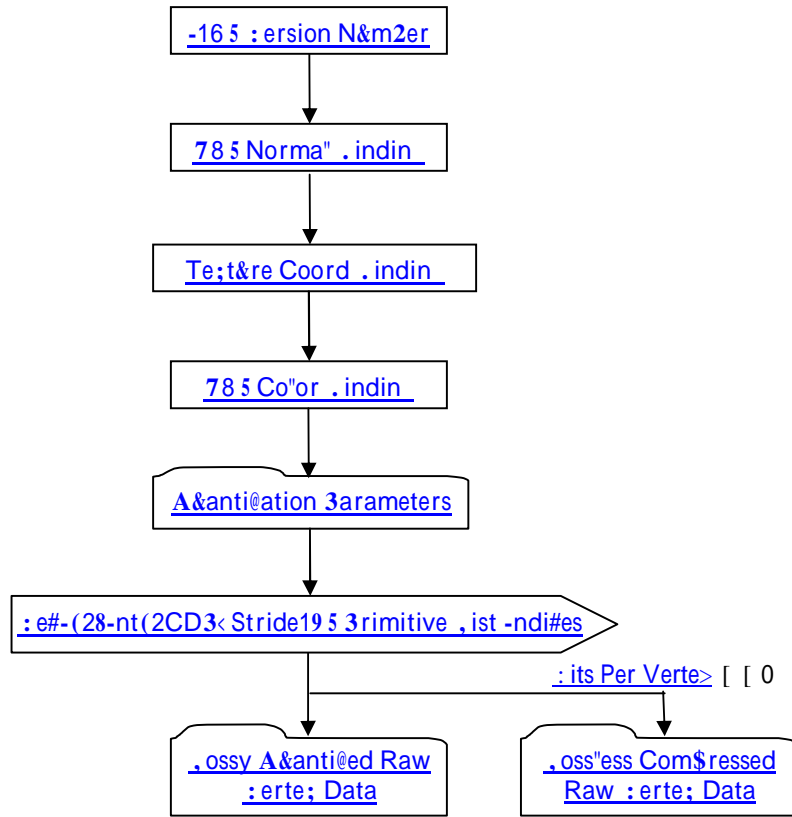
1) # 2 Reserve* Field*

Reserve Field is a ata field reserve for f!t!re JT format e>/ansion.

8.1.) Verte: 3ase* S%a e Com resse* Re Data

T(e Verte> :ase S(a/e -om/resse Re/ Data collection is t(e com/resse an 5or enco e re/resentation of t(e verte> coor inates) normal) te>t!re coor inate) an color ata for a verte> 0ase s(a/e. 'll verte> 0ase s(a/e elements le.g. [Tri-Stri/ Set S\(a/e ", D .lement](#)) Pol#line Set S(a/e ", D .lement) !se t(is ata collection format to com/ress!enco e t(eir geometric ata.

!i &re 1%55 :erte; .ased Sha\$e Com\$ressed Re\$ Data data #o""e#tion



-om/lete escri/ tion for G!antiHation Parameters can Oe fo!n in [C.2.1.1.1.10.2.1.1G!antiHation Parameters](#).

11.2 Version Number

Version number is the version identifier for the vertex set (a/e Re/ Data). Version number 100001K is the current value.

18.2 Normalizing

Normalizing specifies the normal vector data is stored for the (a/e Re/ in either the "Compressed Raw Data" or "Compressed Raw Data" collections.

[0	- +one. +o normal data.
[1	- Per Vertex. +ormal vector for every vertex.
[2	- Per Facet. +ormal vector for every face5/ol#gon.
[B	- Per Primitive. S(a/e (as a normal vector for each (a/e /rimitive e.g. a C.2.1.1.1.10.B Tri-Stri/ Set S(a/e +o e .lement is made up of a collection of independent unconnected triangle strips? (where each strip constitutes one primitive of the set and the strip is a normal per triangle strip/2.

8.1.)1 Te:ture Coor* 3in*ing

Te>t!re -oor : in ing s/ecifies (o% lat %(at gran!larit#2 te>t!re coor inate ata is s!//lie I10o!n K2 for t(e S(a/e Re/ in eit(er t(e "ossless -om/resse Ra% Verte> Data or "oss# G!antiHe Ra% Verte> Data collections. Vali val!es are t(e same as oc!mente for +ormal : in ing ata fiel .

182 Color 3in*ing

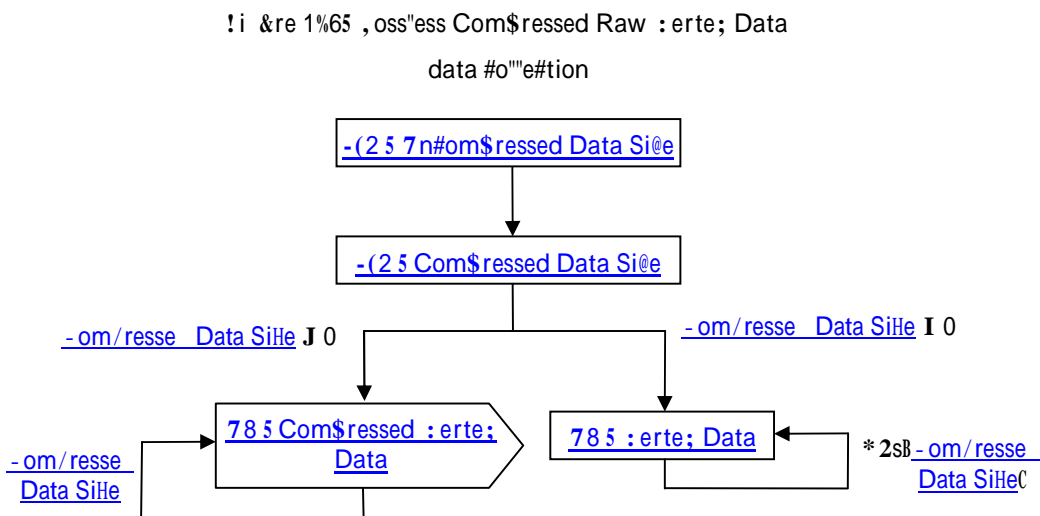
-olor : in ing s/ecifies (o% lat %(at gran!larit#2 color ata is s!//lie I10o!n K2 for t(e S(a/e Re/ in eit(er t(e "ossless -om/resse Ra% Verte> Data or "oss# G!antiHe Ra% Verte> Data collections. Vali val!es are t(e same as oc!mente for +ormal : in ing ata fiel .

VecI)#Blnt)#CDPÇ Stri*e1D2 Primitive "ist In*ices

Primitive "ist &n ices is a vector of in ices into t(e !ncom/resse Ra% Verte> Data mar3ing t(e start50eginning of /rimitives. Primitive "ist &n ices !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

8.1.)# "ossless Com resse* Ra (Verte: Data

T(e "ossless -om/resse Ra% Verte> Data collection contains all t(e /er-verte> information i.e. 4V te>t!re coor inates) color) normal vector) 8 9L coor inate2 store in a IlosslessK com/ression format for all /rimitives of t(e s(a/e. T(e "ossless -om/resse Ra% Verte> Data collection is on!# /resent %(en t(e G!antiHation Parameters [: its Per Verte> ata fiel eA!als IOK ISee C.2.1.1.1.10.2.1.1 G!antiHation Parameters](#) for com/lete escri/tion2.



I)#2 1ncom resse* Data Si=e

4 ncom/resse Data siHe s/ecifies t(e !ncom/resse siHe of [Verte> Data](#) or [-om/resse Verte> Data](#) in 0#tes.

l)# 2 Com resse* Data Si=e

-om/resse Data SiHe s/ecifies t(e com/resse siHe of [Verte> Data](#) or [-om/resse Verte> Data](#) in 0#tes. &f t(e -om/resse Data SiHe is negative) t(en t(e [-om/resse Verte> Data](#) fiel is not /resent li.e. ata is not com/resse 2 an t(e a0sol!te val!e of -om/resse Data SiHe s(o!! 0e eA!al to 4ncom/resse Data SiHe val!e.

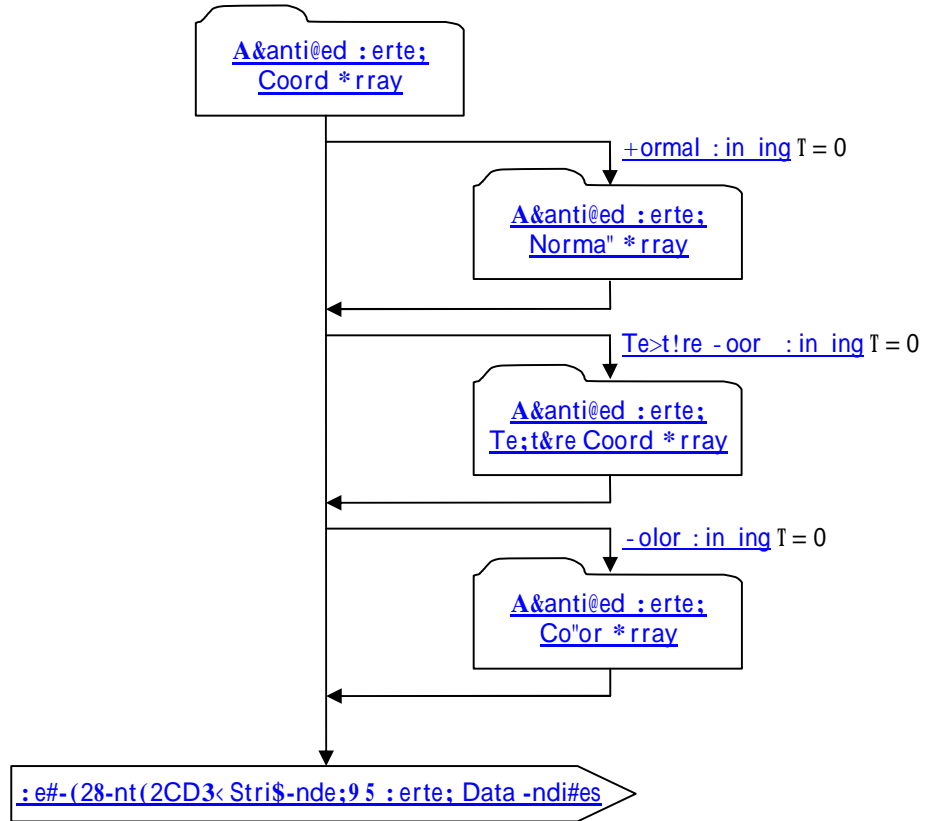
18 2 Verte: Data

T(e Verte> Data fiel is a /ac3e arra# of t(e ra% /er verte> ata li.e. 4V te>t!re coor inates) color) normal vector) 8 9L coor inate2. T(e Verte> Data fiel is onl# /resent if [-om/resse Data SiHe](#) val!e is less t(an Hero.

T(e e>istence of te>t!re coor inate) color) an normal vector ata %it(in Verte> Data arra# is

Data &n ices !se to e>/an t(is !niA!e list into t(e Ra% Verte> Data list conformal %it(t(e Primitive " ist &n ices of Fig!re 1CE.

!i &re 1%%5 ,ossy A&anti@ed Raw :erte; Data data #o""e#tion



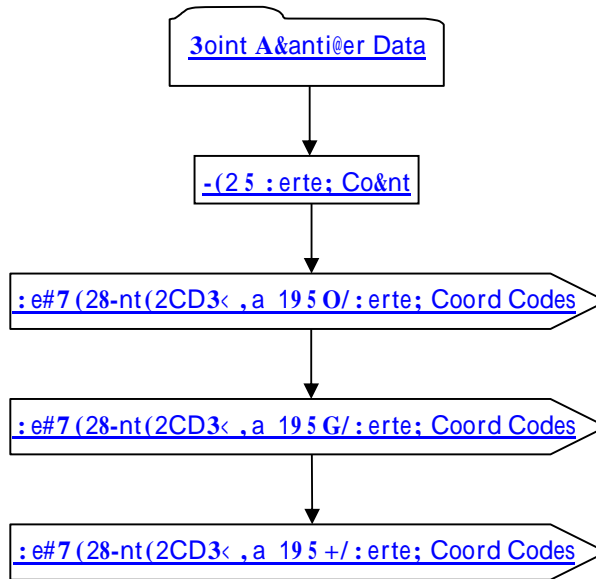
Vecl)#BInt)#CDP< Stri In*e:D 2 Verte: Data In*ices

Verte> Data &n ices is a vector of in ices lone /er verte>2 into t(e !ncom/resse 5 eA!antiHe !niA!e verte> ata arra#s !Verte> -oor s) Verte> +ormals) Verte> Te>t!re -oor s) Verte> -olors2 i entif#ing eac(Verte>Ns ata li.e. for eac(Verte> t(ere is an in e> i entif#ing t(e location %it(in t(e !niA!e arra#s of t(e /artic!lar Verte>Ns ata2. T(e -om/resse Verte> &n e> "ist !ses t(e &ntB2 version of t(e -, D. - to com/ress an enco e ata.

8.1.).).1 >uanti=e* Verte: Coor* +rra!

T(e G!antiHe Verte> -oor 'rra# ata collection contains t(e A!antiHation ata#re/resentation for a set of verte> coor inates.

!i &re 1%85 A&anti@ed :erte; Coord *rray data #o"e#tion



-om/lete escri/ tion for Point G!antiHer Data can be fo!n in [8.1.D Point G!antiHer Data](#).

l)# 2 Verte: Count

Verte> -o!nt s/efices t(e co!nt ln!m0er of !niA!e2 vertices in t(e Verte> -o es arra#s.

Vec1)#BInt)#CDP "ag1D 2 F-Verte: Coor* Co*es

8 Verte> -oor -o es is a vector of A!antiHer Ico esK for all t(e 8-com/onents of a set of verte> coor inates. 8-Verte> -oor -o es !ses t(e &ntB2 version of t(e -, D. - to com/ress an enco e ata.

Vec1)#BInt)#CDP "ag1D 2 @-Verte: Coor* Co*es

9 Verte> -oor -o es is a vector of A!antiHer Ico esK for all t(e 9-com/onents of a set of verte> coor inates. 9-Verte> -oor -o es !ses t(e &ntB2 version of t(e -, D. - to com/ress an enco e ata.

Vec1)#BInt)#CDP "ag1D 2 8-Verte: Coor* Co*es

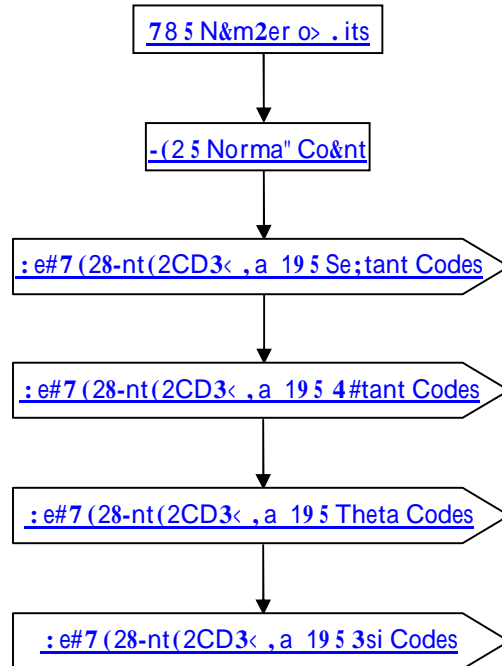
L Verte> -oor -o es is a vector of A!antiHer Ico esK for all t(e L-com/onents of a set of verte> coor inates. L-Verte> -oor -o es !ses t(e &ntB2 version of t(e -, D. - to com/ress an enco e ata.

8.1.).)# >uanti=e* Verte: 'ormal +rra!

T(e G!antiHe Verte> +ormal 'rra# ata collection contains t(e A!antiHation ata're/resentation for a set of verte> normals. G!antiHe Verte> +ormal 'rra# ata collection is onl# /resent if /revio!sl# rea +ormal :in ing val!e is not eA!al to Hero !See [8.1.BVerte> :ase S\(a/e -om/resse Re/ Data](#) for com/lete e/>lanation of +ormal :in ing ata fiel 2.

' variation of t(e -, D. - evelo/e 0# \$ic(ael Deering at S!n \$icros#stems is !se to enco e t(e normals. T(e variation Oeing t(at t(e ISe>tantsK are arrange iffere#t(an in Deering's sc(eme [RFS](#)) for Oetter elta enco ing. See [8.2.E Deering +ormal -, D. -](#) for a com/lete e>/lanation on t(e Deering -, D. - !se .

!i &re 1%'5 A&anti@ed :erte; Norma" *rray data #o""e#tion



18 2 'umber of 3 its

+!m0er of : its s/ecifies t(e A!antiHe siHe li.e. t(e n!m0er of 0its of /recision2 for t(e T(eta an PS& angles. T(is val!e m!st satisf# t(e follo%ing con ition* IO Y[+!m0er of : its Y[1BK.

l)# 2 'ormal Count

+ormal -o!nt s/ecifies t(e co!nt ln!m0er of !niA!e2 +ormal -o es.

Vec1)#BInt)#CDPÇ "ag1D 2 Se:tant Co*es

Se>tant -o es is a vector of Ico esk lone /er normal2 for a set of normals i entif#ing %(ic(Se>tant of t(e corres/on ing s/(ere ,ctant eac(normal is locate in. Se>tant -o es !ses t(e &ntB2 version of t(e -, D. - to com/ress an enco e ata.

Vec1)#BInt)#CDPÇ "ag1D 2 4ctant Co*es

,ctant -o es is a vector of Ico esk lone /er normal2 for a set of normals i entif#ing %(ic(s/(ere ,ctant eac(normal is locate in. ,ctant -o es !ses t(e &ntB2 version of t(e -, D. - to com/ress an enco e ata.

Vec1)#Blnt)#CDPÇ "ag1D 2 T%eta Co*es

T(eta -o es is a vector of Ico esk lone /er normal2 for a set of normals re/resenting in Se>tant coor inates t(e A!antiHe t(eta angle for eac(normalNs location on t(e !nit ra i!s s/(ere? %(ere t(eta angle is efine as t(e angle in s/(erical coor inates a0o!t t(e 9-a>is on a !nit ra i!s s/(ere. T(eta -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

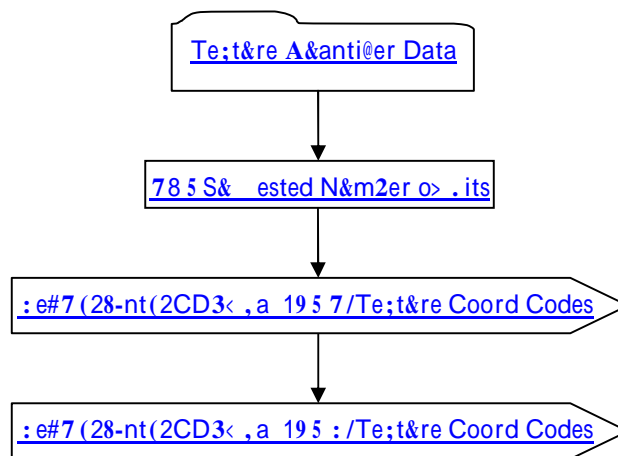
Vec1)#Blnt)#CDPÇ "ag1D 2 Psi Co*es

Psi -o es is a vector of Ico esk lone /er normal2 for a set of normals re/resenting in Se>tant coor inates t(e A!antiHe Psi angle for eac(normalNs location on t(e !nit ra i!s s/(ere? %(ere Psi angle is efine as t(e longit! inal angle in s/(erical coor inates from t(e # [0 /lane on t(e !nit ra i!s s/(ere. Psi -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata

8.1.)..) >uanti=e* Verte: Te:t!re Coord *rra!

T(e G!antiHe Verte> Te>t!re -oor 'rra# ata collection contains t(e A!antiHation ata/re/resentation for a set of verte> te>t!re coor inates. G!antiHe Verte> Te>t!re -oor 'rra# ata collection is onl# /resent if /revio!sl# rea Te>t!re -oor : in ing val!e is not eA!al to Hero !See [8.1.BVerte> :ase S\(a/e -om/resse Re/ Data](#) for com/lete e>/lanation of Te>t!re -oor : in ing ata fiel 2.

!i &re 1805 A&anti@ed :erte; Te;t&re Coord *rray data #o""e#tion



-om/lete escri/tion for Te>t!re G!antiHer Data can Oe fo!n in [8.1.E Te>t!re G!antiHer Data](#).

182 Suggeste* 'umber of 3its

S!ggeste +!mOer of :its s/ecifies t(e s!ggeste n!mOer of A!antiHation Oits /er te>t!re coor inate 4 an V com/onents. &t is onl# a s!ggeste val!e lan (as no real val!e for a JT file loa er!rea er2 Oeca!se t(e act!al n!mOer of Oits !se ma# ifferr!ncrease or decrease 2 e/en ing on t(e range of val!es for te>t!re coor inates. T(e act!al n!mOer of A!antiHation Oits !se is s/ecifie %it(in [Te>t!re G!antiHer Data](#). Val!e m!st Oe %it(in range RO*2DS incl!sive.

Vec1)#Blnt)#CDP "ag1D 2 1-Te:ture Coor* Co*es

4-Te>t!re -oor -o es is a vector of A!antiHer Ico esK for all t(e 4-com/onents of a set of verte> te>t!re coor inates. 4-Te>t!re -oor -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

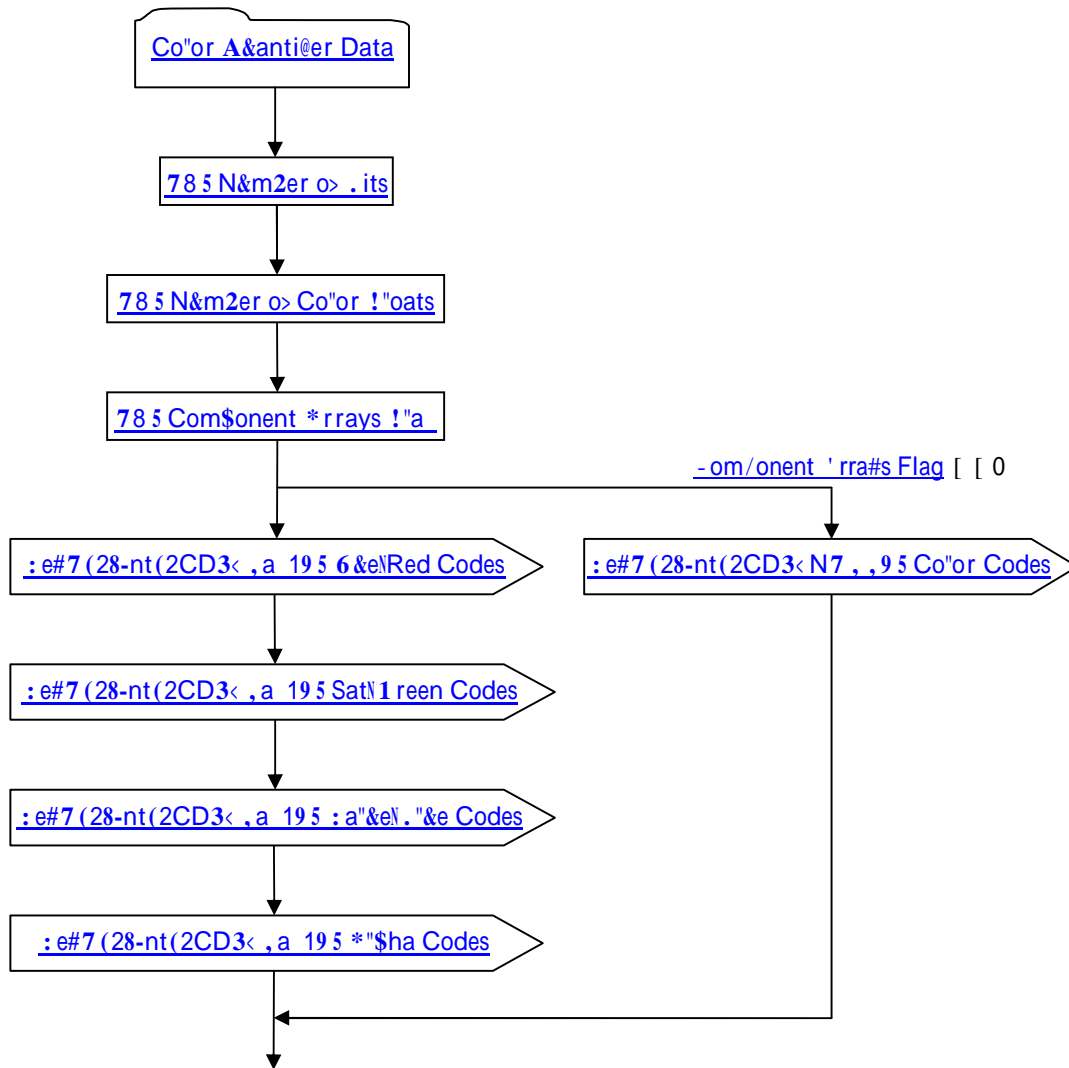
Vec1)#Blnt)#CDP "ag1D 2 V-Te:ture Coor* Co*es

V-Te>t!re -oor -o es is a vector of A!antiHer Ico esK for all t(e V-com/onents of a set of verte> te>t!re coor inates. V-Te>t!re -oor -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

8.1.).., >uantie=e* Verte: Color +rra!

T(e G!antiHe Verte> -olor 'rra# ata collection contains t(e A!antiHation ata're/resentation for a set of verte> colors. G!antiHe Verte> -olor 'rra# ata collection is onl# /resent if /revio!sl# rea -olor : in ing val!e is not eA!al to Hero !See [8.1.BVerte> :ase S\(a/e -om/resse Re/ Data](#) for com/lete e>/lanation of -olor : in ing ata fiel 2.

!i &re 1815 A&anti@ed :erte; Co"or * rray data #o"e#tion



-om/lete escri/ tion for -olor G!antiHer Data can 0e fo!n in [8.1.F -olor G!antiHer Data](#).

182 'umber of 3its

+!m0er of : its s/ecifies t(e A!antiHe siHe li.e. t(e n!m0er of 0its of /recision? for eac(of t(e B or D color com/onents. T(is val!e m!st satisf# t(e follo%ing con ition* IO Y[+!m0er , f : its Y[8K.

182 'umber of Color Floats

+!m0er of -olor Floats s/ecifies t(e n!m0er of floating /oint val!es !se to re/resent t(e color com/onents. Vali val!es incl! e t(e follo%ing*

[1	- 'll com/onents /ac3e into a single B2 0it val!e P 8 0its /er com/onent.
[B	- .ac(R6 :5; SV color com/onent re/resenting in its o%n floating /oint val!e. 'l/(a al%a#s ass!me to 0e 1.
[D	- .ac(R6 : '5; SV ' color com/onent re/resenting in its o%n floating /oint val!e.

182 Com onent +rra!s Flag

-om/onent ' rra#s Flag is a flag in icating %(et(er color com/onents are enco e as a single integer or if t(e enco ing is 0ro3en !/ lse/arate 2 into an arra# for eac(color com/onent.

[0	- .nco e as single integer P t(!s one com/resse collection of co es
[1	- .nco ing is 0ro3en !/ lse/arate 2 into an arra# of co es for eac(color com/onent P t(!s a com/resse collection of co es for eac(color com/onent.

Vec1)#BInt)#CDP "ag1D 2 0ueRe* Co*es

; !eRe -o es is a vector of A!antiHer Ico esK for all t(e ; !eRe color com/onents of a set of verte> colors. = (et(er ; SV or R6 : color mo el is 0eing !se li.e. ; !e or Re 2 is in icate 0# a flag store in t(e [-olor G!antiHer Data](#). ; !eRe -o es is onl# /resent %(en ata fiel [-om/onent ' rra#s Flag](#) [[1. ; !eRe -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

Vec1)#BInt)#CDP "ag1D 2 Sat5reen Co*es

Sat5reen -o es is a vector of A!antiHer Ico esK for all t(e Sat!ration56reen color com/onents of a set of verte> colors. = (et(er ; SV or R6 : color mo el is 0eing !se li.e. Sat!ration or 6reen2 is in icate 0# a flag store in t(e [-olor G!antiHer Data](#). Sat5reen -o es is onl# /resent %(en ata fiel [-om/onent ' rra#s Flag](#) [[1. Sat5reen -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

Vec1)#BInt)#CDP "ag1D 2 Value5!ue Co*es

Val!e5:!e -o es is a vector of A!antiHer Ico esK for all t(e Val!e5:!e color com/onents of a set of verte> colors. = (et(er ; SV or R6 : color mo el is 0eing !se li.e. Val!e or :!e2 is in icate 0# a flag store in t(e [-olor G!antiHer Data](#). Val!e5:!e -o es is onl# /resent %(en ata fiel [-om/onent ' rra#s Flag](#) [[1. Val!e5:!e -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

Vec1)#BInt)#CDP "ag1D 2 +l %a Co*es

'l/(a -o es is a vector of A!antiHer Ico esK for all t(e 'l/(a color com/onents of a set of verte> colors. 'l/(a -o es is onl# /resent %(en ata fiel [-om/onent ' rra#s Flag](#) [[1. 'l/(a -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

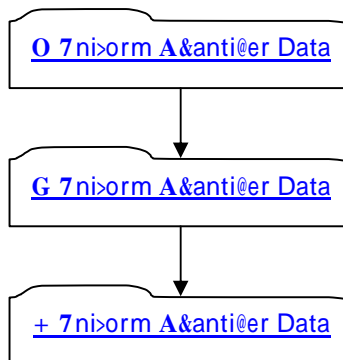
Vec1)#BInt)#CDP ' 1 " "D 2 Color Co*es

-olor -o es is a vector of A!antiHer Ico esK for a set of verte> colors. -olor -o es is onl# /resent %(en ata fiel [-om/onent ' rra#s Flag](#) [[0. -olor -o es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

8.1., Point >uantier Data

' Point G!antiHer Data collection is ma e !/ of t(ree 4niform G!antiHer Data collections? t(ere is a se/arate 4niform G!antiHer Data collection for t(e 8) 9) an L val!es of /oint coor inates.

Figure 1825 Joint Attribute Data data notation

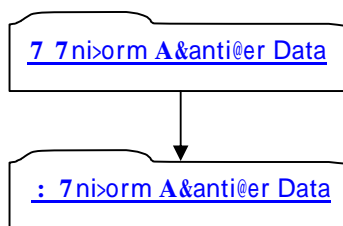


For more description for 4 Norm Attribute Data) 9 Norm Attribute Data and L Norm Attribute Data can be found in [8.1.C 4 Norm Attribute Data](#).

8.1.- Texture Attribute Data

The Texture Attribute Data collection is made up of two 4 Norm Attribute Data collections (there is a separate 4 Norm Attribute Data collection for texture) and V values of texture coordinates.

Figure 1825 Texture Attribute Data data notation



For more description for 4 Norm Attribute Data) and V Norm Attribute Data can be found in [8.1.C 4 Norm Attribute Data](#).

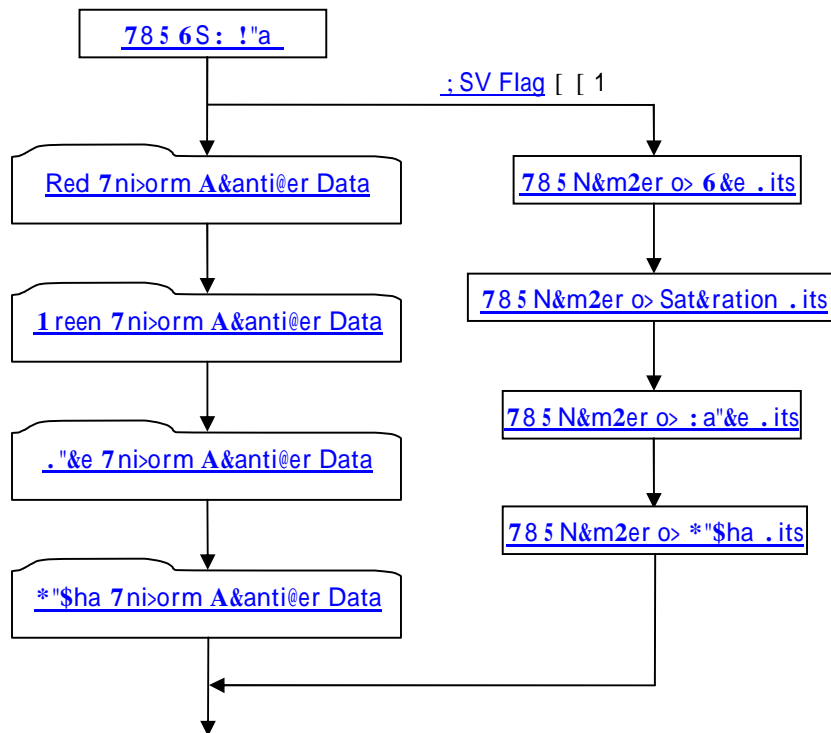
8.1.. Color Attribute Data

The Color Attribute Data collection contains the Attribute information for each of the color components. The Color Attribute Data collection has a separate 4 Norm Attribute Data collection for each of the D color components (if the SV color model is being used) (even if it is not necessary to store a complete 4 Norm Attribute Data collection).

For the ;SV model since the range values for each color component are constant on the left of the ;SV flag, the precision for each color component is 4-norm. The 4-norm G!antiHer range values for the ;SV color components is 0.0 to 1.0.

Component	AntiHer Range	
	min	max
Red	0.0	1.0
Green	0.0	1.0
Blue	0.0	1.0
Alpha	0.0	1.0

Figure 1845 Color AntiHer Data Definition



The following descriptions for Red 4-norm G!antiHer Data, Green 4-norm G!antiHer Data, Blue 4-norm G!antiHer Data, and Alpha 4-norm G!antiHer Data can be found in [8.1.C 4-norm G!antiHer Data](#). These four 4-norm G!antiHer Data collections are on the right of the ;SV flag [[0.

1820 SV Flag

The ;SV Flag is a flag indicating whether color component data is stored in ;SV color model form.

[0	- -olor com/onent ata store in R6 : color mo el form.
[1	- -olor com/onent ata store in ;SV color mo el form.

182 'umber of 0ue 3its

+!m0er of ;!e : its s/ecifies t(e A!antiHe siHe li.e. t(e n!m0er of Oits of /recision2 for t(e ;!e com/onent of t(e color. +!m0er of ;!e : its ata is onl# /resent %(en ata fiel [:SV Flag](#) [[1.

182 'umber of Saturation 3its

+!m0er of Sat!ration : its s/ecifies t(e A!antiHe siHe li.e. t(e n!m0er of Oits of /recision2 for t(e Sat!ration com/onent of t(e color. +!m0er of Sat!ration : its ata is onl# /resent %(en ata fiel [:SV Flag](#) [[1.

182 'umber of Value 3its

+!m0er of Val!e : its s/ecifies t(e A!antiHe siHe li.e. t(e n!m0er of Oits of /recision2 for t(e Val!e com/onent of t(e color. +!m0er of Val!e : its ata is onl# /resent %(en ata fiel [:SV Flag](#) [[1.

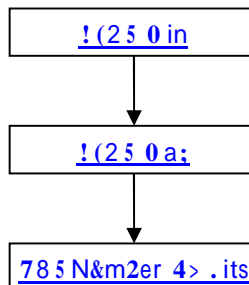
182 'umber of +l %a 3its

+!m0er of 'l/(a : its s/ecifies t(e A!antiHe siHe li.e. t(e n!m0er of Oits of /recision2 for t(e 'l/(a com/onent of t(e color. +!m0er of 'l/(a : its ata is onl# /resent %(en ata fiel [:SV Flag](#) [[1.

8.1./ 1niform >uanti=er Data

T(e 4niform G!antiHer Data collection contains information t(at efines a scalar A!antiHer5 eA!antiHer lenco er5 eco er2 %(ose range is ivi e into levels of eA!al s/acing.

!i &re 1855 7ni>orm A&anti@er Data data #o"e#tion



F)# 2 9in

\$ in s/ecifies t(e minim!m of t(e A!antiHe range.

F)# 2 9a:

\$ a> s/ecifies t(e ma>im!m of t(e A!antiHe range.

182 'umber 4f 3its

+!m0er of : its s/ecifies t(e A!antiHe siHe li.e. t(e n!m0er of Oits of /recision2. &n general) t(is val!e m!st satisf# t(e follo%ing con ition* IO Y[+!m0er , f : its Y[B2K.

8.1.8 Composite Entity for Non-Trivial Axiomatic Vector

-om/resse .ntit# "ist for +on-Trivial <not Vector axiomatic collection specifies in e> identifiers i.e. in cases to /artic!lar entities %it(in a list of entities for a set of entities that contain +on-Trivial <not Vectors. T(e entit# t#/es %(ic(can contain non-trivial 3not vectors incl! e*

- [JT :-Re/ +4R: S S!rfaces](#)
- [JT :-Re/ P-S +4R: S - !rves](#)
- [JT :-Re/ \\$ -S +4R: S - !rves](#)
- [=ireframe \\$ -S +4R: S - !rves](#)

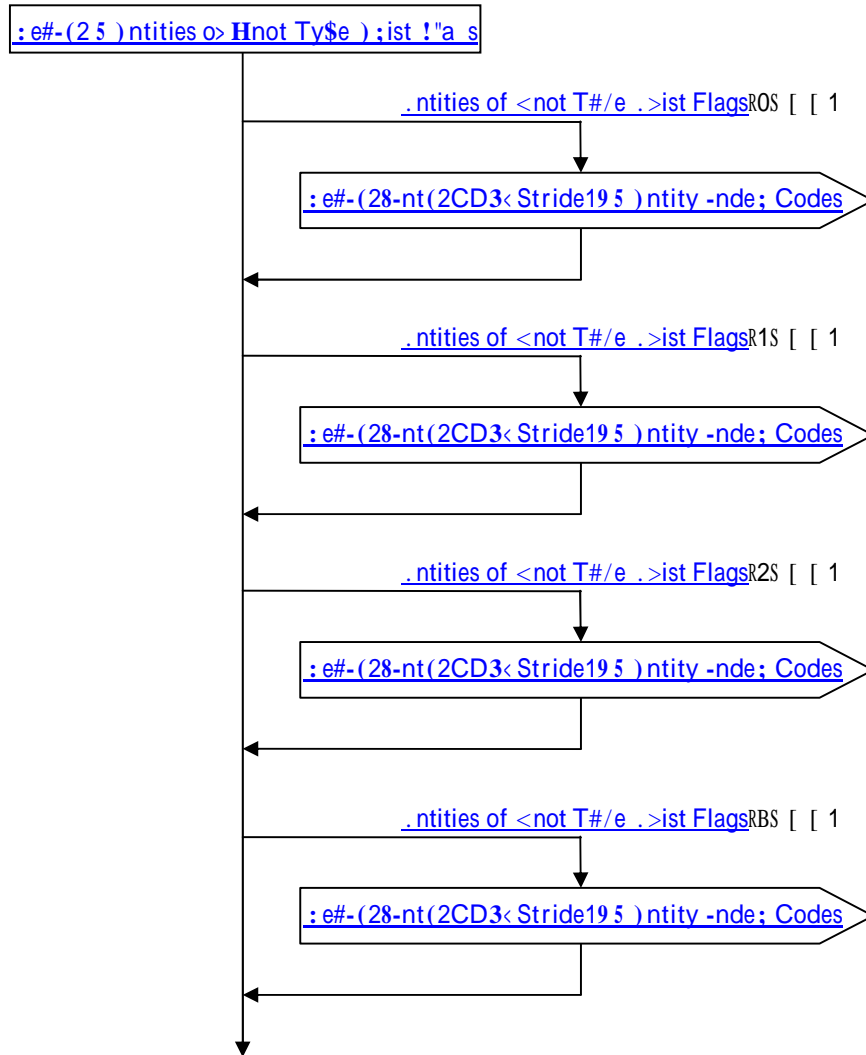
+ote that an# one occurrence of -om/resse .ntit# "ist for +on-Trivial <not Vector axiomatic collection %ill onl# contain in e> identifiers for one /artic!lar t#/e of the above listed entities. T(e entit# t#/e is inferred base on the axiomatic collection %(ic(incl! es references to the -om/resse .ntit# "ist for +on-Trivial <not Vector.

' trivial 3not vector is one %(ic(com/letel# satisfies all conditions of at least one of the following cases*

1. -ase-1 for trivial 3not vector
 - a. +!m0er of 3nots is an even n!m0er
 - b. <not vector (as a \mathbb{R}^n 3not range
 - c. There are no interior 3nots i.e. +!m0er<nots [[2] 1+!r0s .ntit#Degree \ 12
2. -ase-2 for trivial 3not vector
 - a. +!m0er of 3nots is an even n!m0er.
 - b. <not vector (as a \mathbb{R}^n 3not range
 - c. +!r0s .ntit#Degree Y B
 - i. Difference 0et%een successive non-repeating 3nots i.e. <notDelta2 is*
 - i. <notDelta [2.0 5 1+!m0er<nots Q 12.0] +!r0s .ntit#Degree22

' n# 3not vector %(ic(does not satisfy one of the above cases for trivial 3not vectorK is classified as a Non-trivial 3not vector.K

!i &re 1865 Com\$ressed)ntity , ist xor Non/Trivia" Hnot :e#tor data #o"e#tion



Vec1)# 2 6ntities of Anot T! e 6:ist Flags

.ntities of <not T#/e .>ist Flags) is a vector of flags in icating for eac(3not vector t#/e %(et(er .ntit# &n e> &D ata collections e>istfollo% for t(at 3not vector t#/e. <not Vectors are categoriHe into t#/es 0ase on t(e follo%ing c(aracteristics* %(et(er internal 3nots occ!r in *adjacent pairs* an %(et(er t(e 3not range is $R0^*1S$ or some ot(er $R_{>1}^*>2S$ range.

- !rrent!# t(ere are fo!r 3not vector t#/es) so t(is .ntities of <not T#/e .>ist Flags vector s(o!! 0e of lengt(fo!r. T(e fo!r flags (ave t(e follo%ing meaning*

R0S	Flag in icating % (et(er .ntit# &Ds ata collection e>ists for I . ven - o!nt R0*1S RangeK 3not t#/e. <nots in t(is categor# (ave t(eir 3not range on R0*1S) internal 3nots occ!r in <i>adjacent pairs</i>) except % (en t(ere are no internal 3nots) in % (ic(case T#/e [1 instea . [0 Q +o .ntit# &Ds ata collection e>ists. [1 Q .ntit# &Ds ata collection e>ists.
R1S	– Flag in icating % (et(er .ntit# &Ds ata collection e>ists for I . ven - o!nt R>1*>2S RangeK 3not t#/e. <nots in t(is categor# (ave t(eir 3not range on R>1*>2S) an internal 3nots occ!r in <i>adjacent pairs</i> . [0 Q +o .ntit# &Ds ata collection e>ists. [1 Q .ntit# &Ds ata collection e>ists.
R2S	– Flag in icating % (et(er .ntit# &Ds ata collection e>ists for I , - o!nt R0*1S RangeK 3not t#/e. <nots of t(is t#/e (ave t(eir 3not range on R0*1S) an are not T#/e 0. [0 Q +o .ntit# &Ds ata collection e>ists. [1 Q .ntit# &Ds ata collection e>ists.
RBS	– Flag in icating % (et(er .ntit# &Ds ata collection e>ists for I , - o!nt R>1*>2S RangeK 3not t#/e. <nots of t(is t#/e (ave t(eir 3not range on R>1*>2S) an are not T#/e 1. [0 Q +o .ntit# &Ds ata collection e>ists. [1 Q .ntit# &Ds ata collection e>ists.

.>am/les of 3not vectors of T#/e 0*

```
0 0 X X 1 1
0 0 X X Y Y 1 1
0 0 X X Y Y Z Z 1 1
```

.>am/les of 3not vectors of T#/e 1*

```
0 0 1 1 1+ote* T(is is t(e e>ce/tion to T#/e 0)
X X Y Y
X X Y Y Z Z
X X Y Y Z Z W W
```

.>am/les of 3not vectors of T#/e 2*

```
0 0 X 1 1
0 0 X Y 1 1
0 0 X Y Z 1 1
0 0 X X X 1 1
0 0 X X Y Z Z 1 1
```

.>am/les of 3not vectors of T#/e B*

```
X X Y Z Z
X X Y Z W W
```

= it(t(is information in (an) t(e rea er is a0le to reconstr!ct com/lete 3not vectors in t(e follo%ing manner. = (en reconstr!cting t(e 3not vector) #o! onl# ta3e 7!st eno!g(val!es from t(e eco e 3not val!e arra#. T(is ma# 0e as fe% as one. ' ll t(e ot(er val!es are inferre . ;ere is a s3etc(of t(e reconstr!ction algorit(m*

```

// Number of knots in the knot vector
cNumKnots = numCtlPts + degree + 1;
// Necessary knot multiplicity at both ends of the knot vector
cClamping = degree + 1;
switch (knotType) {
  // Clamping is 0..1, internal knots occur in ADJACENT PAIRS
  // *EXCEPT* when there are no internal knots, in which case
  // Type = 1 instead.
  case 0: numVals = (cNumKnots - 2 * cClamping)/2;
  // Clamping is X1..X2, internal knots occur in ADJACENT PAIRS
  case 1: numVals = (cNumKnots - 2 * cClamping)/2 + 2;
  // Clamping is 0..1, and not Type 0
  case 2: numVals = (cNumKnots - 2 * cClamping);
  // Clamping is X1..X2, and not Type 1
  case 3: numVals = (cNumKnots - 2 * cClamping) + 2;
}
// numVals is the number of non-inferable knot values needed
// Let vVals be the knot vector value array
// vKnot will be the final output knot vector
if (knotType is either 0 or 2)
  Set vKnot[0 .. cClamping-1] to 0
  Set vKnot[cNumKnots-cClamping .. cNumKnots-1] to 1
else
  Set vKnot[0 .. cClamping-1] to vVals[0]
  Set vKnot[cNumKnots-cClamping .. cNumKnots-1] to vVals[numVals-1]
Set vKnot[cClamping .. cNumKnots-cClamping-1] from vVals[1 .. numVals-2]

```

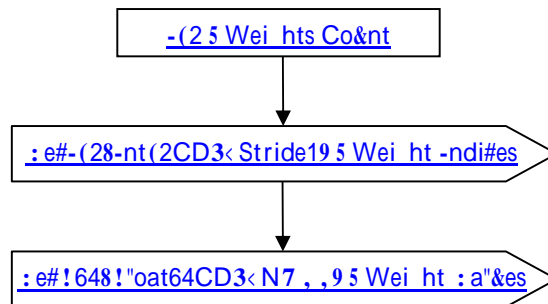
VecI)#BInt)#CDP(Stri*e1D2 6ntit! In*e: Co*es

.ntit# &n e> -o es is a vector of A!antiHer Ico esk re/resenting entit# in e> i entifiers for a set of entities
 li.e. in ices to /artic!lar entities %it(in a list of entities2. .ntit# &n e> -o es !ses t(e &ntB2 version of t(e
 -,D.- to com/ress an enco e ata.

8.1.; Com resse* Control Point \$ eig%ts Data

-om/resse -ontrol Point =eig(ts Data collection is t(e com/resse an for enco e re/resentation of
 %eig(t ata for some set of -ontrol Points. 'll +4R:S 0ase geometr# !se t(is ata collection to
 com/ress:enco e -ontrol Point =eig(t ata.

!i &re 18%5 Com\$ressed Contro" 3oint Wei hts Data data #o"e#tion



l)# 2 \$ eig%ts Count

= eig(ts -o!nt s/ecifies t(e total n!m0er of = eig(ts. T(is co!nt can iffer from t(e -ontrol Point co!nt lsee [C.2.B.1.D.1.B +4R:S S!rfce -ontrol Point -o!nts?](#) Oeca!se if t(e -ontrol Point Dimensionalit# is non-rational lsee ata fiel [+4R:S S!rfce -ontrol Point Dimensionalit#](#) in [C.2.B.1.D.1 S!rfces Geometric Data2](#)) t(en no = eig(t val!es are store for t(e /artic!lar -ontrol Point. = eig(ts -o!nt val!e also oes not necessari# eA!ate to t(e actual n!m0er of = eig(ts store) since if a /artic!lar -ontrol PointNs = eig(t val!es is I1K) t(en no actual = eig(t val!e is store i.e. JT file loa ers\$rea ers can infer t(at t(e = eig(t Val!e is I1K for -ontrol Points t(at on!t ave a = eig(t val!e store 2.

VecI)#BInt)#CDP< Stri*e1D 2 \$ eig%t In*ices

= eig(t &n ices is a vector of in ices re/resenting t(e in e> i entifiers for t(e con itional set of %eig(ts for %(ic(an actual = eig(t Val!es is store in [=eig\(t Val!es](#). = eig(t &n ices !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

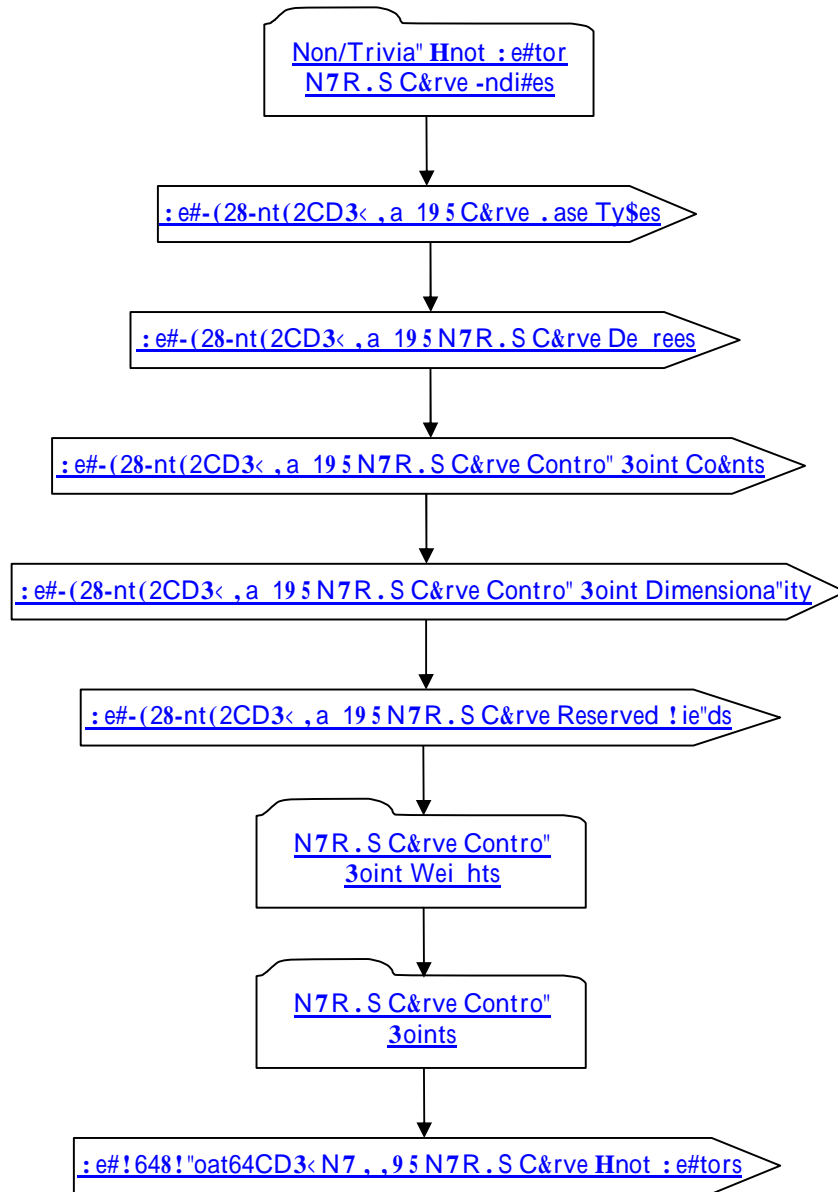
VecF.,BFloat.,CDP< ' 1 " "D 2 \$ eig%t Values

= eig(t Val!es is a vector of %eig(t val!es for t(e con itional set of %eig(ts. = eig(t Val!es !ses t(e FloatFD version of t(e - , D. - to com/ress an enco e ata.

8.1.1<Com resse* Curve Data

-om/resse -!rve Data collection contains JT :-Re/ or =ireframe Re/ com/resse \$enco e geometric -!rve ata. -!rrent!# on!# +4R:S -!rve t#/\$es are s!//orte as /art of t(is ata collection. -om/lete oc!mentation for JT :-Re/ an =ireframe Re/ can 0e fo!n in sections [C.2.B.1 JT :-Re/ .lement](#) an [C.2.E.1 =ireframe Re/ .lement](#) res/ectivel#.

!i &re 1885 Com\$ressed C&rve Data data #o""e#tion



VecI)#BInt)#CDPÇ "ag1D 2 Curve 3ase T! es

.ac(- !rve is assigne a 0ase t#/e i entifier. - !rve :ase T#/es is a vector of 0ase t#/e i entifiers for eac(- !rve in a list of - !rves. - !rrentl# onl# +4R :S - !rve :ase T#/e is s!//orte) 0!t a t#/e i entifier is still incl! e in t(e s/ecification to allo% for f!t!re e>/ansion of t(e JT Format to s!//ort ot(er c!rve t#/es.

&n an !ncom/resse 5 eco e form t(e - !rves 0ase t#/e i entifier val!es (ave t(e follo%ing meaning*

[1	- - !rve is a +4R: S c!rve
-----	----------------------------

- !rve :ase T#/es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

VecI)#BInt)#CDP "ag1D2 ' 1R3S Curve Degrees

+4R: S - !rve Degrees is a vector of - !rve egree val!es for eac(+4R: S - !rve in a list of - !rves It(ere is a store val!e for eac(+4R: S - !rve in t(e list2. +4R: S - !rve Degrees !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

VecI)#BInt)#CDP "ag1D2 ' 1R3S Curve Control Point Counts

+4R: S - !rve -ontrol Point -o!nts is a vector of control /oint co!nts for eac(+4R: S - !rve in a list of c!rves It(ere is a store val!e for eac(+4R: S - !rve in t(e list2. +4R: S - !rve -ontrol Point -o!nts !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

VecI)#BInt)#CDP "ag1D2 ' 1R3S Curve Control Point Dimensionalit!

+4R: S - !rve -ontrol Point Dimensionalit# is a vector of control /oint imensionalit# val!es for eac(+4R: S - !rve in a list of - !rve sli.e. t(ere is a store val!es for eac(+4R: S - !rve in t(e list2.

&n an !ncom/resse 5 eco e form t(e control /oint imensionalit# val!es meaning is e/en ent !/on t(e +4R: S .ntit# t#/e.

For +4R: S 4V - !rve entities t(e imensionalit# val!e (as t(e follo%ing efnition*

[2	- +on-Rational leac(control /oint (as 2 coor inates2
[B	- Rational leac(control /oint (as B coor inates2

For +4R: S 89L - !rve entities t(e imensionalit# val!e (as t(e follo%ing efnition*

[B	- +on-Rational leac(control /oint (as B coor inates2
[D	- Rational leac(control /oint (as D coor inates2

+4R: S - !rve -ontrol Point Dimensionalit# !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

VecI)#BInt)#CDP "ag1D2 ' 1R3S Curve Reserve* Fiel*s

+4R: S - !rve Reserve Fiel s is a vector of ata reserve for f!t!re e>/ansion of t(e JT format. .ac(+4R: S - !rve in a list of - !rves (as one reserve ata fiel entr# in t(is +4R: S - !rve Reserve Fiel s vector. +4R: S - !rve Reserve Fiel s !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata

VecF.,BFloat.,CDP ' 1"D2 ' 1R3S Curve Anot Vectors

+4R: S - !rve <not Vectors is a list of 3not vector val!es for eac(+4R: S - !rve (aving non-trivial 3not vectors in a list of - !rves li.e. t(ere are store val!es for eac(non-trivial 3not vector +4R: S - !rve in t(e

list. If these 4R: S - !rve non-trivial 3not vectors are c!mlate into this single list in the same order as they appear in the list i.e. - !rve+ +on-Trivial <not Vector> - !rve- \$ +on-Trivial <not Vector> etc. The 4R: S - !rves for %i(3not vectors are store i.e. those containing non-trivial 3not vectors are identified in the collection +on-Trivial <not Vector> +4R: S - !rve &n ices oc!mente in [8.1.10.1 +on-Trivial <not Vector> +4R: S - !rve &n ices](#). +4R: S - !rve <not Vectors> uses the FloatFD version of the , D. - to compress an encode data.

8.1.1<.1 ' on-Trivial Anot Vector ' 1R3S Curve In*ices

+on-Trivial <not Vector> +4R: S - !rve &n ices data collection specifies the - !rve in <e> identifiers i.e. in ices to /artic!lar +4R: S - !rves %it(in a list of - !rves2 for all +4R: S - !rves containing non-trivial 3not vectors. The description definition for Inon-trivial 3not vectorK can be fo!n in [8.1.8 -om/resse .ntit# "ist for +on-Trivial <not Vector>](#).

The - !rve in <e> data is store in a compressed format.

!i &re 18'5 Non/Trivial" Hnot :e#tor N7R . S C&rve -ndi#es data #o"e#tion

[Compressed \)ntity ,ist
>or Non/Trivial" Hnot](#)

-om/lete description for -om/resse .ntit# "ist for +on-Trivial <not Vector> can be fo!n in [8.1.8 -om/resse .ntit# "ist for +on-Trivial <not Vector>](#).

8.1.1<.# ' 1R3S Curve Control Point \$eig%ts

+4R: S - !rve -ontrol Point = eig(ts data collection defines the = eig(t values for a conditional set of -ontrol Points for a list of +4R: S - !rves. The storing of the = eig(t value for a /artic!lar -ontrol Point is conditional because if +4R: S - !rve -ontrol Point Dimension is Inon-rationalK or the actual -ontrol Point's = eig(t value is I1K) then no = eig(t value is store for the -ontrol Point i.e. = eig(t value can be inferred to be I1K2.

The +4R: S - !rve -ontrol Point = eig(ts data is store in a compressed format.

!i &re 1'05 N7R . S C&rve Contro" 3oint Wei hts data #o"e#tion

[Compressed Contro"
3oint Wei hts Data](#)

-om/lete description for -om/resse -ontrol Point = eig(ts Data can be fo!n in [8.1.9 -om/resse -ontrol Point = eig\(ts Data](#).

8.1.1<.) ' 1R3S Curve Control Points

+4R:S - !rve -ontrol Points is t(e com/resse an for enco e re/resentation of t(e -ontrol Point coordinates for eac(+4R:S - !rve in a list of - !rves li.e. t(ere are store val!es for eac(+4R:S - !rve in t(e list2. +ote t(at t(ese are non-(omogeneo!s coordinates li.e. -ontrol Point coordinates (ave 0een iivi e 0# t(e corres/on ing -ontrol Point = eig(t val!es2.

!i &re 1'15 N7R . S C&rve Contro" 3oints data #o""e#tion

[:e#!648!'oat64CD3<N7, ,95 Contro" 3oints](#)

VecF., BFloat., CDP, ' 1 " "D 2 Control Points

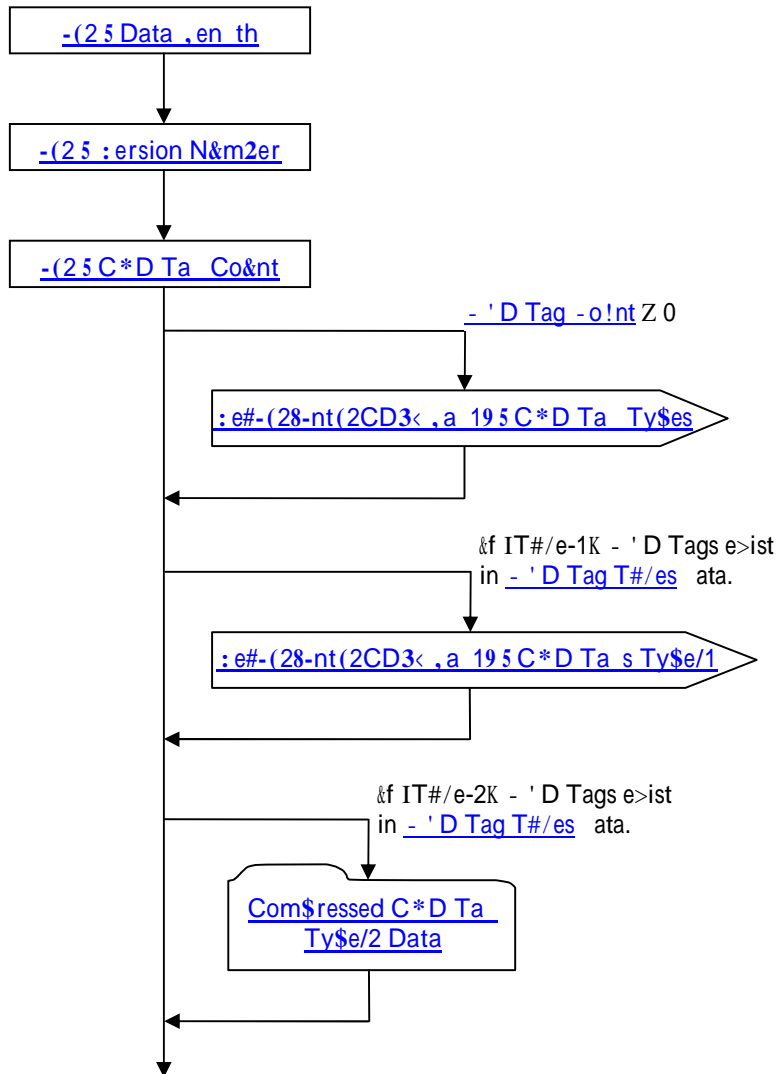
-ontrol Points is a vector of -ontrol Point coordinates for all t(e +4R:S - !rves in a list of - !rves. ' ll t(e +4R:S - !rve -ontrol Point coordinates are c!m!late into t(is single vector in t(e same or er as t(e - !rve a//ears in t(e - !rve list li.e. - !rve-1 -ontrol Points) - !rve-2 -ontrol Points) etc.2. -ontrol Points !ses t(e FloatFD version of t(e - , D. - to com/ress an enco e ata in a lossless manner.

8.1.11 Com resse* C+D Tag Data

T(e -om/resse - 'D Tag Data collection contains t(e /ersistent &Ds) as efine in t(e - 'D S#stem) to !niA!el# i entif# in iivi !al - 'D entities le.g. Faces an . ges of a JT :-Re/) P \$ &) etc.2. .>act!# %(at - 'D entit# t#/es (ave - 'D Tags an %(at or er t(e# are store in -om/resse - 'D Tag Data is efine 0# !sers of t(is ata collection le.g. [C.2.B.1.F :-Re/ - 'D Tag Data](#) [C.2.F.2.C P \\$ & - 'D Tag Data](#)2

= (at constitutes a - 'D Tag is o!tsi e t(e sco/e of t(e JT File format an is in ee /art of t(e - 'D s#stem. T(e JT File format sim/l# /rovi es a %a# to store an# 3in of - 'D Tag as /rovi e 0# t(e - 'D s#stem %(ic(/ro !ce t(e - 'D entit#.

!i &re 1'25 Com\$ressed C*D Ta Data data #o"e#tion



I)# 2 Data "engt%

Data "engt(s/ecifies t(e lengt(in 0#tes of t(e -om/resse - 'D Tag Data collection. ' JT file loa er5rea er ma# !se t(is information to com/!te t(e en /osition of t(e -om/resse - 'D Tag Data %it(in t(e JT file an t(!s s3i/ rea ing t(e remaining -om/resse - 'D Tag Data.

I)# 2 Version 'umber

Version +!m0er is t(e version i entifier for t(e -om/resse - 'D Tag Data. Version n!m0er I1K is c!rrentl# t(e onl# vali val!e.

1) # 2 C+D Tag Count

- 'D Tag -o!nt s/ecifies t(e n!m0er of - 'D Tags

Vecl)#BInt)#CDP0 "ag1D 2 C+D Tag T! es

- 'D Tag T#/es is a vector of t#/e i entifiers for a list of - 'D Tags 1%(ere eac(- 'D Tag in t(e list (as a t#/e i entifier val!e2.

&n an !ncom/resse 5 eco e form t(e - 'D Tag t#/e i entifier val!es (ave t(e follo%ing meaning*

[1	- B2 : it &integer - 'D Tag T#/e
[2	- FD : it &integer - 'D Tag T#/e

- 'D Tag T#/es !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

Vecl)#BInt)#CDP0 "ag1D 2 C+D Tags T! e-1

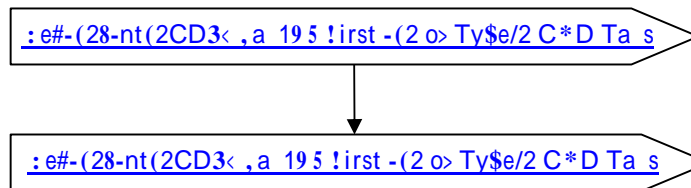
- 'D Tags T#/e-1 is a vector of t(e T#/e-1 li.e. B2 : it &integer T#/e2 - 'D Tags for a list of - 'D Tags.
 - 'D Tags T#/e-1 !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata. - 'D Tags T#/e-1 is on!# /resent if t(ere are T#/e-1 - 'D Tags in t(e [- 'D Tag T#/es](#) vector. T(!s a loa er\$rea er of JT file m!st first !ncom/ress5 eco e an eval!ate t(e /revio!sl# rea [- 'D Tag T#/es](#) to etermine if t(ere are an# T#/e-1 - 'D Tags an if so) t(en t(e - 'D Tags T#/e-1 ata vector is /resent.

8.1.11.1 Com resse* C+D Tag T! e-# Data

-om/resse - 'D Tag T#/e-2 Data collection contains t(e T#/e-2 li.e. FD : it integer T#/e2 - 'D Tag ata for a list of - 'D Tags.

T(e -om/resse - 'D Tag T#/e-2 Data collection is on!# /resent if t(ere are T#/e-2 - 'D Tags in t(e [- 'D Tag T#/es](#) vector. T(!s a loa er\$rea er of JT file m!st first !ncom/ress5 eco e an eval!ate t(e /revio!sl# rea [- 'D Tag T#/es](#) vector to etermine if t(ere are an# T#/e-2 - 'D Tags an if so) t(en t(e -om/resse - 'D Tag T#/e-2 Data collection is /resent.

!i &re 1'(5 Com\$ressed C*D Ta Ty\$e/2 Data data #o"e#tion



Vecl)#BInt)#CDP0 "ag1D 2 First I)# of T! e-# C+D Tags

First &B2 of T#/e-2 - 'D Tags is a vector of t(e first B2 0its of eac(T#/e-2 - 'D Tag in t(e list of - 'D Tags. First &B2 , f T#/e-2 - 'D Tags !ses t(e &ntB2 version of t(e - , D. - to com/ress an enco e ata.

Vector of CDPC "ag1D 2 Second * I) # of T! e-# C+D Tags

Second of T#e-2 - 'D Tags is a vector of the second bits of each T#e-2 - 'D Tag in the list of - 'D Tags. Second of T#e-2 - 'D Tags uses the second version of the - ,D. - to compress an encoded data.

8. # Encoding Algorithms

The following sections give a brief technical overview descriptions of the various encoding algorithms used in the JT format. Additional information on each of the algorithms can be found in the references listed in [B References and Additional Information](#) section of this document. Also a sample implementation of the encoding portion of each algorithm can be found in [//en i> -*Decoding Algorithms Q 'n &m/mentation](#).

8.1.1 Uniform Data Quantization

Uniform Data Quantization is a lossy encoding algorithm in which a continuous set of input values floating point data is approximated by integral multipliers i.e. integers of a common factor. The closer the quantization of the original input data is dependent on the quantization data range and the number of bits specified to the resulting integer value.

The quantization is considered uniform because the algorithm divides the data into levels of equal spacing i.e. a uniform scale. The form of Uniform Data Quantization is also considered scalar in nature in that each input value is treated separately in the resulting integer value.

Given the following definitions*

```
inputVal*      input floating point data to Quantize
outputVal*     resulting Quantized integer value
minRange*     specify minimum value of input data range
maxRange*     specify maximum value of input data range
n:bits*       specify number of bits of resolution Quantize uses
```

The basic algorithm using the following for Uniform Data Quantization is as follows*

```
4&B2 i $ a>- o e [ In: bits Y B2 d 10>1 YY n: bits2 - 1 * 0>ffffff?
FloatFD encode $ !li/lier [ FloatFD i $ a>- o e 5 lmaxRange Q minRange?
4&B2 o!t/!tVal [ 4&B2 l in/!tVal - minRange2 ] encode $ !li/lier \ 0.E 2?
```

+note* For reasons of robustness the output value must also be explicitly clamped to the range of the output. This is because floating-point round off error in the calculation of the output value can otherwise cause the output value to sometimes come out equal to the input value.

+note that all compression algorithms in the following sections operate on integer data.

);am\$"e (5 3re>i; #ode to de#rement >ie"d width two times.

' /se! o-co e sam/le im/lementation of 0it lengt(eco ing is availa0le in ['//en i> -*Deco ing](#)
['lgorit\(ms Q 'n &m/lementation.](#)

8.#.) 0uffman C4D6C

T(e ;!ffman com/ression algorit(m is name after its inventor) Davi ;!ffman) an %as evelo/e in 19D8 % (ile \$ r. ;!ffman %as a P(.D. st! ent at t(e \$ assac(!setts &nstit!te of Tec(nolog# 1\$ &T2? t(e same #ear as -la! e S(annon of :ell "a0oratories /!0lis(e (is seminal /a/er I' mat(ematical t(eor# of comm!nicationK t(at la!nc(e t(e ne% fiel of &nformation T(eor#. &n t(at same class %it(Davi ;!ffman %as Peter .lias %(o re/orte l# evelo/e t(e first artic!lation of arit(metic co ing) 0!t it la# !n/!0lis(e !ntil 19CF) %(en Jorma Rissanen an R&oo t o li 00inà c r!e

JT Fil

01101110100

So t(e n!m0er of 0its reA!ire to re/resent t(e arra#5seA!ence of integers in ; !ffman co e%or form is 11 0its li.e. total of I = eig(te -o e lengt(2) vers!s 192 0its in stan ar fi>e -siHe integer enco ing.

' /se! o-co e sam/le im/lementation of ; !ffman eco ing is availa0le in ['//en i> -*Deco ing 'lgorit\(ms Q 'n &m/lementation.](#)

8.#., +rit%metic C4D6C

'rit(metic enco ing is a lossless com/ression algorit(m t(at re/laces an /!t stream of s#m0ols or 0#tes %it(a single fi>e /oint o!t/!t n!m0er li.e. on!# t(e mantissa 0its to t(e rig(t of t(e 0inar# /oint are o!t/!t from \$S: to "S:2. T(e total n!m0er of 0its nee e in t(e o!t/!t n!m0er is e/en ent !/on t(e lengt(5com/le>it# of t(e in/!t message li.e. t(e longer t(e in/!t message t(e more 0its nee e in t(e o!t/!t n!m0er2. T(is single fi>e /oint n!m0er o!t/!t from an arit(metic enco ing /rocess m!st 0e !niA!el# eco a0le to create t(e e>act stream of in/!t s#m0ols t(at %ere !se to create it.

&initial# all s#m0ols 0eing enco e (ave a /ro0a0ilit# val!e assigne to t(em 0ase on t(e li3eli(oo t(at t(e s#m0ol %ill occ!r ne>t in t(e in/!t stream li.e. t(e freA!enc# of t(e s#m0ol in t(e in/!t stream2. 6iven /ro0a0ilit# val!e assignments) eac(in ivi !al s#m0ol is t(en assigne an interval range along a nominal 0 to 1 I/ro0a0ilit# lineK) % (ere t(e siHe of eac(range corres/on s to t(e s#m0ol's /ro0a0ilit# val!e. +ote t(at a /artic!lar s#m0ol o%ns all val!es %it(in its assigne range !/ to) 0!t not incl! ing) t(e range (ig(val!e) an t(at it oes not matter %ic(s#m0ols are assigne %ic(segment of t(e range as long it is one in t(e same manner 0# 0ot(t(e enco er an t(e eco er.

6iven t(e a0ove escri0e in/!t stream /ro0a0ilit# an interval range assignments) a (ig(level escri/tion of t(e arit(metic enco ing /rocess is as follo%#s*

1. :egin %it(a Ic!rrent intervalK initial!He to R0)12. +ote) t(at in interval range notation li.e. IRO)12K2) t(e IRI s#m0ol in icates incl!sive of t(e interval lo% limit an I2K s#m0ol in icates e>cl!sive of t(e interval (ig(limit.
2. SeA!ential# for eac(s#m0ol of t(e in/!t stream) /erform t%o ste/s
 - a. S!0 ivi e t(e c!rrent interval into s!0intervals 0ase on t(e in/!t stream s#m0ol /ro0a0ilit# val!es as escri0e a0ove.
 0. Select t(e s!0interval corres/on ing to t(e c!rrent in/!t stream s#m0ol 0eing seA!ential# /rocesse an ma3e it t(e ne% Ic!rrent intervalK.
- B. 'fter all in/!t stream s#m0ols (ave 0een seA!ential# /rocesse ? o!t/!t eno!g(0its to isting!is(t(e final Ic!rrent intervalK from all ot(er /ossi0le final intervals.

&n /se! o co e form) t(e algorit(m to accom/lis(t(e a0ove escri0e arit(metic enco ing for an in/!t stream message of an# lengt(co!l loo3 as follo%#s*

```
Set lo% to 0.0
Set (ig( to 1.0
= (ile t(ere are still in/!t s#m0ols o
  c!rVs#m0ol [ get ne>t in/!t s#m0ol
  range [ (ig( Q lo%
  (ig( [ lo% \ range ] (ig(Vrange!c!rVs#m0ol2
```

```

        lo% [ lo% \ range ] lo%Vrange!c!rVs#m0ol2
    .n of = (ile
    , !t/!t lo%

```

So t(e arit(metic enco ing /rocess is sim/l# one in %(ic(%e narro% t(e range of /ossi0le n!m0ers %it(ever# ne% seA!entiall# /rocesse in/!t s#m0ol? % (ere t(e ne% narro%e range is /ro/ortional to t(e /re efine /ro0a0ilit# val!es assigne to eac(s#m0ol in t(e in/!t stream.

T(e arit(metic eco ing /rocess is t(e inverse /roce !re? % (ere t(e range is e>/an e in /ro/ortion to t(e /ro0a0ilit# of eac(s#m0ol as it is e>tracte . For t(e arit(metic eco ing /rocess %e fin t(e first s#m0ol in t(e message 0# seeing %(ic(s#m0ol o%ns t(e interval range t(at o!r enco e message falls in. T(en since %e 3no% t(e lo% an (ig(range limit val!es of t(e first s#m0ol %e can remove t(eir effects 0# reversing t(e /rocess t(at /!t t(em in.

&n /se! o co e form) t(e algorit(m for eco ing t(e incoming n!m0er co!! loo3 as follo%S*

```

    6et enco e Vn!m0er
    Do
        fin s#m0ol %(ose range stra les t(e enco e Vn!m0er
        o!t/!t t(e s#m0ol
        range [ s#m0olV(ig(Vval!e Q s#m0olVlo%Vval!e
        enco e Vn!m0er [ enco e Vn!m0er Q s#m0olVlo%Vval!e
        enco e Vn!m0er [ enco e Vn!m0er 5 range
    !ntil no more s#m0ols

```

8.#.,.1 6:am le

Follo%ing is an e>am/le to emonstrate in /ractice t(e 0asic /rinci/les of arit(metic co ing.

S!//ose #o! %ant to com/ress) !sing arit(metic co ing) t(e follo%ing seA!ence5arra# of integer ata*

W2) 9) 12) 12) 0) C) 1) 20) E) 19X

For t(is in/!t stream of ata) t(e assigne /ro0a0ilit# val!es %ill 0e as follo%S*

N&m2er	3ro2a2i"ity
0	1510
1	1510
2	1510
E	1510
C	1510
9	1510
12	2510
19	1510
20	1510

The base on each of the following intervals along a 0 to 1 line can be assigned to each of the following:

Number	Probability	Range
0	1/10	0.00 - 0.10
1	1/10	0.10 - 0.20
2	1/10	0.20 - 0.30
E	1/10	0.30 - 0.40
C	1/10	0.40 - 0.50
9	1/10	0.50 - 0.60
12	2/10	0.60 - 0.80
19	1/10	0.80 - 0.90
20	1/10	0.90 - 1.00

Each of the following intervals along a 0 to 1 line can be assigned to each of the following:

The first number to be encoded is 12, so the final encoded value will be a number that is greater than or equal to 0.20 and less than 0.30. Each of the following intervals along a 0 to 1 line can be assigned to each of the following:

The first number to be encoded is 19, which is in the range 0.80 - 0.90. The final encoded value will be a number that is greater than or equal to 0.80 and less than 0.90. The final encoded value will be a number that is greater than or equal to 0.80 and less than 0.90.

New integer number	Low value	High value
	0.0	1.0
2	0.2	0.3
9	0.2E	0.2F
12	0.2EF	0.2E8
12	0.2EC2	0.2ECF
0	0.2EC20	0.2EC2D
C	0.2EC21F	0.2EC220
1	0.2EC21FD	0.2EC21F8
20	0.2EC21FCF	0.2EC21F8
E	0.2EC21FCC2	0.2EC21FCCF
19	0.25%216%52	0.2EC21FCCEF

From the above table are final low values is 0.2EC21FCCE2K (which is the number that is not equal to the encoded integer number sequence 2) 9) 12) 12) 0) C) 1) 20) E) 19X.

Given this encoding scheme the encoding of a simulation follows the process of revisiting the first number in the sequence of the following intervals along a 0 to 1 line can be assigned to each of the following:

The first number to be encoded is 12, which is in the range 0.20 - 0.30. The final encoded value will be a number that is greater than or equal to 0.20 and less than 0.30. The final encoded value will be a number that is greater than or equal to 0.20 and less than 0.30.

&n /ractice) !e to floating /oint siHe li.e. n!m0er of Oits2 restrictions an /ossi0le iffereces in floating /oint formats on mac(ines) arit(metic enco ing is Oest im/lemente !sing 1F Oit or B2 Oit integer mat(. 4sing 1F Oit or B2 Oit integer mat()) an incremental transmission sc(eme can Oe im/lemente) (ere fi>e siHe integer state varia0les receive ne% Oits in at t(e lo% en an s(ift t(em o!t t(e (ig(en) forming a single n!m0er t(at can Oe as man# Oits long as are availa0le on t(e com/ !ter\% storage me i!m. 4sing o!r e>am/le as a g!i e) efine t(e starting range R0.0) 1.02 to instea Oe 0 to 0.999 1%(ic(is .111 in Oinar#2. T(en in or er to !se integer registers to store t(ese n!m0ers) 7!stif# t(e val!es so t(at t(e im/lie ecimal /oint is at t(e left (an si e of t(e %or . +0% loa t(e initial range val!es Oase on t(e %or siHe %e are !sing. &n t(e case of a 1F Oit im/lementation t(e initial range val!es %ill Oe lo% eA!als 0>0000 an (ig(eA!als 0>FFFF. Since %e 3no% t(ese val!es %ill go on forever ie.g. 0.999 P %ill contin!e %it(FF%2 %e can s(ift t(ose e>tra Oits in as nee e %it(no etrimental effects.

6oing 0ac3 to o!r e>am/le an !sing a E igit register) %e start %it(t(e range*

```

; ig(* 99999
"o%* 00000
  
```

' //l#ing t(e /revio!sl# escri0e enco ing algorit(m %e first calc!late t(e range Oet%een t(e lo% an (ig(val!es? %ic(in t(is case is 100000 lnot 9999 since %e ass!me t(e (ig(val!e (as an infinite n!m0er of 9%2. +e>t) %e calc!late t(e ne% (ig(val!e %ic(in t(is e>am/le %ill Oe B0000. : !t Oefore %e store t(e ne% (ig(val!e %e m!st ecrement it to acco!nt for t(e im/lie igits a//en e to it! so ne% (ig(val!e %ill Oe 29999. ' //l#ing similar logic to com/ !ting t(e ne% lo% val!e res!Its in a ne% range of*

```

; ig(* 29999 1999 P 2
"o%* 20000 1000 P 2
  
```

&n loo3ing at t(e ne%l# com/ !te (ig(an lo% range val!es) it can Oe seen t(at t(e most significant igits of (ig(an lo% matc(. ' /ro/ert# of arit(metic co ing is t(at as t(is enco ing /rocess contin!es) t(e (ig(an lo% val!es %ill contin!e to get closer) O!t %ill never matc(e>act!#. 6iven t(is /ro/ert#) once t(e most significant igit of (ig(an lo% matc() it %ill never c(ange) an t(!s %e can o!t/ !t t(is most significant igit as t(e first n!m0er in t(e co e %or an contin!e %or3ing %it(7!st 1F Oit (ig(an lo% val!es. T(is o!t/ !t /rocess is accom/lis(e O# s(ifting Oot(t(e (ig(an lo% val!es left O# one igit an s(ifting in a 19K in t(e least significant igit of t(e (ig(val!e.

' //l#ing t(e /revio!sl# escri0e enco ing algorit(m an contin!ing t(e a0ove escri0e /rocess of s(ifting o!t most significant igit into t(e co e %or as (ig(an lo% contin!all# gro% closer toget(er loo3s as follo% for enco ing o!r e>am/le integer n!m0er seA!ence W2) 9) 12) 12) 0) C) 1) 20) E) 19X*

	6i h	,ow	Ran e	C&m&"ative o&t\$&t
&nitial State	99999	00000	100000	
.nco e I2K R0.2) 0.B2	29999	20000		
Shi>t o&t 2	99999	00000	100000	.2
.nco e I9K R0.E) 0.F2	E9999	E0000		.2
Shi>t o&t 5	99999	00000	100000	.2E
.nco e I12K R0.F) 0.82	C9999	F0000	20000	.2E
.nco e I12K R0.F) 0.82	CE999	C2000		.2E
Shi>t o&t %	E9999	20000	D0000	.2EC
.nco e IOK R0.0) 0.12	2B999	20000		.2EC
Shi>t o&t 2	B9999	00000	D0000	.2EC2

	6 i h	,ow	Ran e	C&m&"ative o&t\$&t
. nco e ICK R0.D) 0.E2	19999	1F000		.2EC2
Shi>t o&t 1	99999	F0000	D0000	.2EC21
. nco e I1K R0.1) 0.22	FC999	FD000		.2EC21
Shi>t o&t 6	C9999	D0000	D0000	.2EC21F
. nco e I20K R0.9) 1.02	C9999	CF000		.2EC21F
Shi>t o&t %	99999	F0000	D0000	.2EC21FC
. nco e IEK R0.B) 0.D2	CE999	C2000		.2EC21FC
Shi>t o&t %	E9999	20000	D0000	.2EC21FCC
. nco e I19K R0.8) 0.92	EE999	E2000		.2EC21FCC
Shi>t o&t 5	E9999	20000	D0000	.2EC21FCCE
Shi>t o&t 2				.2EC21FCCE2
Shi>t o&t 0				.2EC21FCCE20

's can be seen in the above table after all values in the input stream (above) are encoded and an final matching most significant digit (as seen on the left) the arithmetic coding algorithm requires that the trailing digits be shifted to the right of either the (ig) or (lo) value to finish the cumulative output or .

It is important to note that the incremental encoding process will not converge to one value in the most significant digit (e.g. ; ig [0.B00001) "o [0.299922. This is after a few iterations the difference between (ig) and (lo) becomes so small that the difference is not sufficient to represent a difference between the values i.e. all calculations return the same values. This condition is known as an overflow and special logic must be used to the arithmetic coding algorithm to recognize that an overflow is occurring and to shift the output before the next iterations react and im/asse.

The additional logic for recognizing that an overflow is occurring will be executed after each recalculation of ; ig (and "o value set) and in the code form the logic will look as follows:

```

!n overflow [ F "S.
if l ; ig (and "o value's significant digits don't match (0!t are on a adjacent numbers) T T
    12^n most significant digit of ; ig (is 10K and the 2^n most significant digit of lo is 19K 2
W
    !n overflow [ TR4 .
X

```

= (ensuring it is identified that an overflow is occurring) the encoding algorithm must perform the following steps to stop the current overflow:

- Delete the 2^n most significant digit from both the (ig) and (lo) value.
- Shift the other digits left to the right of the deleted 2^n digit to the left to fill the space (note that the most significant digit stays in place).
- Increment a counter to remember that the trailing zero is a digit and not a zero (either it is going to converge to 10K or 19K).

Before an after the encoding of performing the above steps to the (ig) and (lo) values (in the overflow) occurs as follows:

	<u>.e>ore</u>	<u>*>ter</u>
; ig(DOBDD	DBDD9
"o%	B9810	B8100
4n erflo%Vco!nter	0	1

+o% as t(e enco ing algorit(m contin!es an t(e most significant igit of ; ig(an "o% val!es once again converge to a common val!e) t(en t(at val!e m!st Oe o!t/!t to t(e co e %or along %it(I4n erflo%Vco!nterK n!mOer of I!n erflo%K igits t(at %ere /revio!sl# elete . T(e !n erflo% igits o!t/!t to t(e co e %or %ill eit(er Oe all 9s or Os) e/en ing on %(et(er t(e ; ig(an "o% val!e converge to t(e ig(er or lo%er val!e.

' /se! o-co e sam/le im/lementation of arit(metic eco ing is availa0le in ['//en i> -*Deco ing 'lgorit\(ms Q 'n &m/lementation.](#)

8.#.- Deering 'ormal C4D6C

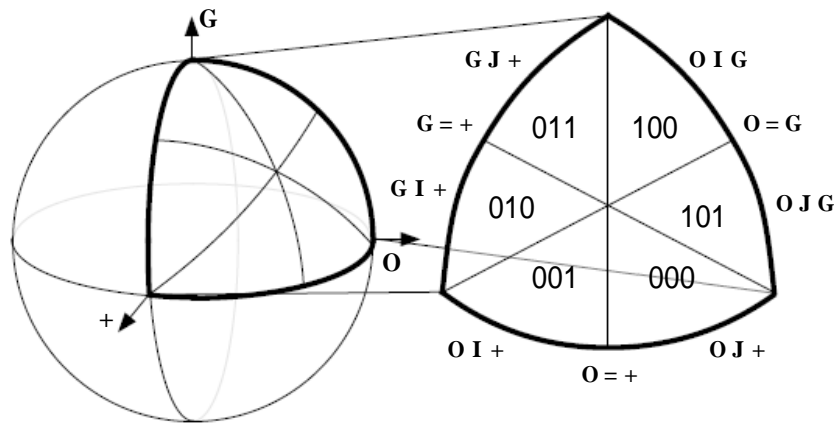
\$. Deering first /!0lis(e (is %or3 on geometr# com/ression in 199E [RES](#) an later (el/e /resent a co!rse on t(e s!07ect at S&6 6R 'P ;N99 [RFS](#). ' It(o!g(Deering's a//roac(to geometric com/ression involves com/ression of vertices) colors an normals) t(e escri!tion etaille (ere %ill foc!s sole!# on com/ression of normals since t(is is t(e on!# com/onent of Deering's a//roac(!se in t(e JT format.

T(ro!g(Oot(t(eoretical e>amination an em/irical testing) Deering fo!n t(at an ang!lar ensit# of 0.01 radians Oet%een normals la0o!t 100)000 normal!He normals istri0!te over !nit s/(ere2 gave res!Its t(at %ere not vis!all# isting!is(a0le from res!Its o!taine from finer normal re/resentations. T(is o0servation re !ce t(e /ro0lem of (aving to Ie>act!#K re/resent an# general s!rface normal) to on!# (aving to re/resent a0o!t 100)000 s/ecific normals li.e. general s!rface normal re/lace 0# t(e a//ro/riate one of t(e 100)000 s/ecific normals2.

&f t(ere %ere no r!n-time memor# concerns an no concerns for on is3 foot/rint sil!e) t(ese s/ecific 100)000 normals co!! Oe sim/l# re/resente in a ta0le t(at is in e>e into) to reference a /artic!lar normal. &nstea) Deering's a//roac(leverages s#mmetrical /ro/erties of t(e !nit s/(ere to re !ce t(e sil!e of t(e ta0le an allo% an# normal to Oe re/resente 0#) at ma>) an 18 0it in e> as s!mmari!e Oelo%*

- ' ll normals are normal!He li.e. can Oe re/resente as /oints on t(e s!rface of t(e !nit s/(ere2.
- 4nit s/(ere is ivi e into eig(t s#mmetrical octants Oase on sign 0its of normal's 8)9)L rectilinear re/resentation lsee [Fig!re 19E2](#). 4sing t(ree 0its to re/resent t(e t(ree sign 0its of t(e normals 8 9L com/onents re !ces t(e /ro0lem s/ace to one eig(t of t(e !nit s/(ere
- .ac(octant of t(e !nit s/(ere is ivi e into si> i entical se>tants 0# fol ing a0o!t t(e /lanes of s#mmetr#? >[#] >[H] an #[H lsee [Fig!re 19E2](#). T(e /artic!lar se>tant can Oe enco e !sing anot(er t(ree 0its. So no% !nit s/(ere is ivi e into D8 i enticall# s(a/e triangle /atc(ese re !cing t(e normal loo3-!/ ta0le to a0o!t 2000 entries li.e. 100000sD82.
- T(en) a local rectang!lar ort(ogonal t%o imensional gri is create on t(e se>tant an all normals %it(in t(e se>tant are re/resente as t%o n-0it ang!lar a resses li.e. a A!anti!ation of t%o ang!lar val!es along t(e !nit s/(ere2 % (ere InK is in t(e range from 0 to F 0its.
- Res!lting in a ma> gran total of 18 0its 1B \ B \ F \ F2 to re/resent an# normal on t(e !nit s/(ere).

!i &re 1'55 \$\$here divided into ei ht o#tants and o#tant divided into si; se;tants with ea#h se;tant assi ned an identi>yin three 2it #ode.



+ote t(at t(e se>tant t(ree 0it co e assignments !se 0# t(e JT format las seen in [Fig!re 19E2](#) are slig(tl# mo ifie from t(e original assignments as s/ecifie 0# Deering.

T(e re/resentation of all normals %it(in a se>tant 0# t%o n-0it ang!lar a resses) as s!mmariHe a0ove) is 0ase on t(e follo%ing*

- &n s/(erical coor inates) /oints on a !nit s/(ere can 0e /arameteriHe 0# t%o angles) e an f? % (ere e is t(e angle a0o!t t(e # a>is an f is t(e longit! inal angle from t(e #[0 /lane.

- \$ a//ing 0et%een rectang!lar an s/(erical coor inates is*

$$r = [\cos \alpha] \cos \beta \quad \# \quad [\sin \alpha] \quad H [\sin \beta] \cos \beta$$

- ' ll enco ing ta3es /lace in t(e /ositive octant.
- ' ngles e an f can 0e A!antiHe into t%o n-0it integers e_{N_n} an f_{N_n} (ere InK is in t(e range of 0 to $F2$ an t(e relations(i/ 0et%een t(ese n-0it integers an angles e an f for a given InK is*

$$e_{N_n} = 2^{InK} \left[\sin \tan^{-1} f_{ma} \right] \ln Q_{e_{N_n} 2.5 2^n 2}$$

$$f_{N_n} = 2^{InK} \left[f_{ma} \right] f_{N_n} 5 2^n$$

T(!s to enco e li.e. A!antiHe2 a given normal N into e_{N_n} an f_{N_n} *

- N m!st 0e first re/esente lsee [Fig!re 19E2](#) in t(e /ositive octant an a//ro/riate se>tant %it(in t(at octant) res!lting in N'.
- T(en N' m!st 0e otte %it(all A!antiHe normals in t(e se>tant.
- For a fi>e InK t(e corres/on ing e_{N_n} an f_{N_n} val'es of t(e A!antiHe se>tant normal t(at res!lts in t(e largest lnearest !nit#2 ot /ro !ct efines t(e /ro/er e_{N_n} an f_{N_n} enco ing of N.

= it(t(is enco ing of normal N into e_{N_n} an f_{N_n} n-0it integers t(e com/lete 0it re/resentation of normal N can no% 0e efine as follo%S*

- 4 //ermost t(ree 0its s/ecif# t(e octant.
- +e>t t(ree 0its s/ecif# t(e se>tant co e as efine in [Fig!re 19E](#).
- +e>t t%o n-0it fiel s s/ecif# e_{N_n} an f_{N_n} val!es res/ectivel#.

8.) 8"l3 Com ression

L"&: com/ression is a lossless ata com/ression algorit(m an is essential# t(e same as t(at in gHi/ an Li/. Lli0Ns com/ression met(o) calle eflation) creates com/resse ata as a seA!ence of 0loc3s. T(e JT format !ses *Version 1.1.2* of t(e L"&: com/ression li0rar#.

; 3est Practices

T(e /rocee ing sections of t(is oc!ment s/ecif# t(e man ator# cla!ses for creating a reference com/liant Version 8.1 JT file. T(is I:est PracticesK section foc!sing on oc!menting format conventions t(at alt(o!g(not reA!ire to (ave a reference com/liant JT file) (ave 0ecome common/lace %(in JT format translators to t(e /oint %(ere t(ese conventions are consi ere *best practices* for constr!cting JT files.

;.1 "ate-"oa*ing Data

From its ince/tion) t(e JT format %as esigne to scale from re/resenting ata necessar# for lig(t%eig(t %e0-0ase vie%ing) to re/resenting ata necessar# for f!ll /ro !ct igital moc3!/ an BD /ro !ct efiniition. T(is a0ilit# of t(e JT format to re/resent s!c(a ro0!st BD /ro !ct efiniition allo%S a single JT format 0ase BD igital asset to 0e leverage across t(e e>ten e enter/rise 0# man# issimilar a//lications %(it(var#ing ata nee s!reA!irements.

= it(t(is s(aring of t(e single JT format 0ase BD igital asset 0# man# issimilar a//lications) comes t(e nee to 0e I/performance sensitiveK l0ot(in r!ntime memor# foot/rint an act!al ata loa time2 to e>actl# %(at) (o% m!c() an %(en certain JT format ata m!st 0e loa e . To t(at en t(e JT format %as esigne s!str!ct!re to s!//ort not reA!iring all segments of ata to 0e seA!ential# loa e s!rea in one /ass. T(is conce/t of ela#ing t(e loa ing of segments of ata !ntil act!all# nee e is referre to %(it(in t(is JT Format Reference oc!ment as llate-loa ing ataK. T(e JT format (as man# str!ct!res in s!//ort of t(is conce/t of late-loa ing ata an it is recommen e as a 0est /ractice t(at %riters!loa ers of JT ata leverage t(ese constr!cts accor ingl#. .>am/les of t(ese JT format constr!cts in s!//ort of l0!t not necessari# late-loa ing ata incl! e t(e follo%ing lnote t(at Iin s!//ort ofK oes not necessari# mean t(at t(e constr!ct le.g. T, - Segment2 is onl# !se for /!r/oses of late loa ing ata2*

- [T, - Segment](#)
- [Partition +o e .lement](#)
- [\\$eta Data +o e .lement](#)
- ["ate "oa e Pro/ert# 'tom .lement](#)

;# 3it Fiel*s

&n t(e [C File Format](#) section of t(is reference man# 0it fiel ata escri/tions le.g. [C.2.1.1.1.1.1 :ase +o e Data](#) I+o e FlagsK fiel 2 contain t(e %or s *All undocumented bits are reserved.* T(ese %or s s(o!! 0e inter/rete to mean t(at t(ese !n oc!mente 0its s(o!! 0e set to IOK %(en %riting t(e 0it fiel ata to a JT file.

;.) Reserve* Fiel*

&n t(e [C File Format](#) section of t(is reference some ata fiel s ma# 0e name 5 oc!mente IReserve Fiel K le.g. [C.2.1.1.1.C.1", D +o e Data](#) KReserve Fiel K fiel 2. ' IReserve Fiel K e>ists for /otential f!t!re e>/ansion of t(e Format an 0est /ractices s!ggests t(at t(ese fiel s s(o!! 0e treat as follo*s*

- &f #o! are %riting a JT file %(ose ata i not originate from rea ing a /revio!s JT file) t(en Reserve Fiel s s(o!! 0e set to a val!e a IOK %(en %riting t(e fiel to a JT file.
- &f #o! are %riting a JT file %(ose ata originate from rea ing a /revio!s JT file li.e. re%riting a JT File2) t(en IReserve Fiel sK s(o!! 0e %ritten %it(t(e same val!e t(at %as rea from t(e originating JT file.

;., 9eta*ata Conventions

' It(o!g(t(ere are reall# no restrictions!limits!reA!irements on %(at meta ata li.e. /ro/erties2 can!m!st 0e attac(e to no es in t(e "S6 in or er to (ave a reference com/liant JT file) t(ere are some conventions t(at (ave 0een general# follo%e in t(e in !str# %(en translating - 'D ata to t(e JT file format. See [C.2.1.2 Pro/ert# 'tom .lements](#) section of t(is oc!ment for com/lete escri/tion of t(e file .lements !se to attac(t(is /ro/ert# information to no es.

;.,.1 C+D Pro erties

T(e follo%ing ta0le lists t(e conventions t(at - 'D ata translators t#/icall# !alt(o!g(not al#a#s2 follo% in /lacing - 'D information in a JT file as /ro/erties on vario!s "S6 no es. Some of t(ese /ro/erties are consi ere reA!ire in or er for t(e ata in t(e file to 0e inter/rete correct!# %(ile ot(er /ro/erties are o/tional. See flo%ing s!0-sections for a itional information on reA!ire vers!s o/tional /ro/erties.

T(e convention is to /lace t(ese 4nits /ro/erties on ever# Part an 'ssem0l# gro!/ing no e in t(e "S6. :# follo%ing t(is convention) JT file format rea ers%riters are /rovi e ma>im!m fle>i0ilit# in !n erstan ing!n icating t(e a//ro/riate JT ata !nit /rocessing for 0ot() monolit(ic an s(attere JT file 'ssem0l# str!ct!res.

JT Pro ert! Ae!	9eaning	JT File Data T! e	6nco*e* Data T! e	Vali* Values	ReGuire* E 4 tional
JTVPR , PV\$. ' S4R. \$. +TV4 +&TS	\$ o el 4nits	\$ OString	\$ OString	millimeters centimeters meters inc(es feet #ar s	ReA!ire

JT Property Name	Meaning	JT File Data Type	Units	Valid Values	Required
				micrometers centimeters kilometers mils miles	
- 'DV\$ 'SSV4+&TS	Units of mass	\$OString	\$OString	micrograms milligrams grams kilograms ounces pounds	Required
- 'DVS4RF' - .V'R.'	Surface area of solids %it(in /art.	\$OString	FFD	numeric	, /tional
- 'DVV, "4\$.	Volume of solids %it(in /art	\$OString	FFD	numeric	, /tional
- 'DVD. +S&T9	Density of solids %it(in /art 1F2	\$OString	FFD	numeric	, /tional
- 'DV\$ 'SS	Mass or weight of solids %it(in /art	\$OString	FFD	numeric	, /tional
- 'DV- . +T. RV, FV6R' V&T9	Center of gravity of solids %it(in /art	\$OString	Base/accelerate FFD	numeric values	, /tional
- 'DVPR, PV\$ 'T. R& ' "VT; &- <+ . SS	Settling time %it(in /art	\$OString	FFD	numeric	, /tional
- 'DVP' RTV+ ' \$.	Component name from translator	\$OString	\$OString	YstringZ	, /tional
- 'DVS, 4R- .	Part originate from	\$OString	\$OString	YstringZ	, /tional

Table 85: Property Conventions

3.1.1 Required Properties

The required units/properties are really necessary for viewers of JT file data to properly interpret numeric data for analysis operations (e.g. measure and sort the holding of assemblies together (the meaning of multi-level JT files in base units). There are two units of measure that are relevant: units of distance and units of weight.

The JTVPR, PV\$ 'S4R\$. +TV4+&TS property is used to specify units of distance. The - 'DV\$ 'SSV4+&TS property is used to specify units for weight. JTVPR, PV\$ 'S4R\$. +TV4+&TS property is strictly required (while - 'DV\$ 'SSV4+&TS property is optionally required). The latter is required if other optional meta data intends to specify properties that are dependent on these units of measure (e.g. - 'DVD. +S&T9 and - 'DV\$ 'SS2. Notice that these mass units are specified) instead of the Density units since Density is a derived unit of Mass/Volume.

;) Miscellaneou Properties

The following table documents some miscellaneous properties often found on various nodes in the "S6 to communicate specific information about the node or its contents.

JT Property	Meaning	JT File Data Type	Encoded Data Type	Valid Values
P\$&VT9P.VT' : ".	\$a# 0e attac(e to Part +o e .lement to indicate the list of P\$& t#/e values an associate names for all P\$& t#/es 10asical# eA!ivalent to the .ntit# T#/e fiel oc!mente in Generic P\$& .ntities . The string is a I.K an I.K elimite string of the following form* I10.6roove = el)11.Fillet = el)12.PI!g!Slot = el)1D.. ge = el K	\$0String	YstringZ	
JTVPR , PVS ; 'P.VD 'T 'VT9P .	\$a# 0e attac(e to S(a/e +o e .lements to indicate % (at geometr# t#/e t(e s(a/e ata re/resents.	\$0String	YstringZ	IS!rfaceK I = ireK
JTVPR , PVTR&STR&PVD 'T 'V" ' 9 , 4T	\$a# 0e attac(e to Tri-Stri/ Set S(a/e +o e .lement to indicate t(at the Set's tri-stri/ /rimitives are sorted (at stri/s of lengt(1 i.e. triangles) come first an t(en stri/s of lengt(2 i.e. A!a s2 ne>t an t(en all ot(er stri/s of lengt(greater t(an 2 follo% in no /artic!lar or er.	\$0String	YstringZ	ITriStri/sSorte K
JTVPR , PV , R&6&+ 'T&+6V : R .PT9P .	\$a# 0e attac(e to Part +o e .lement to indicate the t#/e of : -Re/ associate %it(the Part.	\$0String	YstringZ	I+oneK IJt : re/K I8T : re/K
JTVPR , PV+ ' \$.	\$a# 0e attac(e to an# form of no e or attri0!te %it(% (ic(one %ants to associate a te>t!al name i.e.g. Part's 'ssem0l#5&nstance name) \$ aterial name) "ig(t Set name) etc.2. For Part's 'ssem0l#5&nstance names t(is string (as the following enco e form % (ere I!K is a elimiter an I*N is a terminator*	\$0String	YstringZ	

JT Properties	Meaning	JT File Data Type	Encoded Data Type	Valid Values
	<p>"AlignmentPin.part;0;1:"</p> <p>For attribute names this string (as the following encode form)</p> <p>"Chrome material"</p>			

;.- "S5 +ttribute +ccumulation Semantics

For applications requiring or consuming JT format data it is important that the JT format semantics of (optional) attributes are meant to be applied in an accumulated manner on the "S6 are followed. If not followed then consistency between the applications in terms of BD positioning and rendering of "S6 model data will not be achieved.

The following table defines its own application and accumulation "S6 semantics (the details of which can be found in each attribute's section under [C.2.1.1.2 'Attribute Elements'](#)) (there are some general rules which apply)

1. Attributes at lower level in the "S6 take precedence and replace or accumulate their attributes set at higher levels
2. Objects do not associate attributes in (either) case of their parents.
3. Attributes inherited from their parents (this is a non-essential attribute) do not affect (at all) siblings.
4. The root of a partition inherits the attributes in effect at the referring partition node.
5. Attributes can be declared 'final' (which terminates accumulation of that attribute) when the attribute is a root or aggregates the accumulated values there to all descendants of the associated node. Descendants can override a one-sided override of 'final' by setting the attribute 'force' flag (it is not optional). Note that 'force' does not mean 'FF' (final) it is simply a one-sided override of 'final' for the specific attribute marked as 'forcing'. An analog for this 'force' and 'final' interaction is that 'final' is a 3-bit or in the attribute accumulation semantics and that 'force' is a 3-bit or in the 3-bit or_

;.. "S5 Part Structure

The JT Format Reference does not mandate that a particular node hierarchy (see for modeling / physical Parts) (in a "S6 structure). In fact there are many node hierarchies for representing Parts in "S6 that will function correctly in most JT enabled applications. Still there is a convention that most JT translators

following are some JT applications that exist for modeling Parts in a "S6. The convention is to model each Part in a "S6 structure following the hierarchy:

!i &re 1'65 FT !ormat Convention >or 0 ode" in ea#h 3art in ,S1

mTdm()T j m -14 91

+ en*i: +2 4b7ect T! e l*entifiers

All objects stored in a JT file are classified by their type and identified as part of their persistent data. The data format for these objects is a 64-bit integer. These identifiers are consistent for all objects of a particular type in all Version 8.1 JT files.

[Table 10: Object Types and Identifiers](#) lists the assigned identifier for each object type that can exist in a Version 8.1 JT file.

GUID	Object Type
0xffffffff 0xffff 0xffff 0xff 0xff 0xff 0xff 0xff 0xff 0xff 0xff	Identifier to signal .n, .f, .lements.
Types Stored Within Segment Base Segment Type = 1C	
0x10 10BE 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Base Element
0x10 1010 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Brother Element
0x10 102a 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Instance Element
0x10 102c 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	.D Element
0xceBEC2DE 0xB8f0 0x11 1 0xAE 0xF 0x0 0xF0 0x9C 0x0 0xcF 0xe1	Set Data Element
0x2B9eC0F 0xCC 0xD289 0xA0 0xC 0x00 0xee 0xC9 0xfC 0x9D 0x9D	+4 " S(a/e +o e .lement
0xceBEC2DD 0xB8f0 0x11 1 0xAE 0xF 0x0 0xF0 0x9C 0x0 0xcF 0xe1	Part +o e .lement
0x10 10BE 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Partition +o e .lement
0x10 10Dc 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Range ".D +o e .lement
0x10 10fB 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	S%itc(+o e .lement
Types Stored Within Segment Base Segment Type = 1D	
0x10 10E9 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Base S(a/e +o e .lement
0x981BDC1F 0x0010 0x0818 0x19 0x98 0x08 0x00 0x09 0x8B 0xE 0xEa	Point Set S(a/e +o e .lement
0x10 10D8 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Polygon Set S(a/e +o e .lement
0x10 10DF 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Pol#line Set S(a/e +o e .lement
0xeD0BCBc1 0x1a 9 0x11 B 0x9 0xaf 0x0 0xa0 0xc9 0xcC 0x 0xc2	Primitive Set S(a/e +o e .lement
0x10 10CC 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Tri-Stri/ Set S(a/e +o e .lement
0x10 10Cf 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Verte> S(a/e +o e .lement
0xDccCaE21 0xC28 0x11 B 0x9 0x80 0x0 0xa0 0xc9 0xcC 0x 0xc2	= ire ;arness Set S(a/e +o e .lement
Types Stored Within Segment Base Segment Type = 1E	
0x10 1001 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Base 'ttri0!te .lement
0x10 101D 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Dra% St#le 'ttri0!te .lement
0xa 8 ccc2 0xCa80 0xDEF 0x00 0x E 0x 0xBa 0x0 0x8 0x21 0xeC	Fragment S(a er 'ttri0!te .lement
0x10 108B 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Geometric Transform 'ttri0!te .lement
0x10 1028 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Infinite "ig(t 'ttri0!te .lement
0x10 109F 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	"ig(t Set 'ttri0!te .lement
0x10 10cD 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	"inest#le 'ttri0!te .lement
0x10 10B0 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	.aterial 'ttri0!te .lement
0x10 10DE 0x2ac8 0x11 1 0x90 0xF0 0x00 0x80 0xcC 0x00 0xE9 0x9C	Point "ig(t 'ttri0!te .lement
0x8 ECc010 0xeEc0 0x11 D 0x8D 0xe 0x00 0xa0 0x2 0x18 0x2f 0x9	Pointst#le 'ttri0!te .lement

GUID	42?e#t Ty\$
------	-------------

0>aa108B1) 0>FeDC) 0>Dfee) 0>a8) 0>FE) 0>c) 0>Ce) 0>1f) 0>2f) 0>B9) 0>iD79 . 0>adB1hj-10r0080344670T67n08T67(4)Tj mHTmQjn0-10000

+ en*i: 32 Semantic Value Class S%a*er Parameter Values

C.2.1.1.2.12 [Vertex Shader Parameter Values](#) and [C.2.1.1.2.12.1B Fragment Shader Parameter Values](#) contain semantic parameters. These semantic parameters can be of a Semantic Value class (which indicates that the semantic parameter is implicit) to a piece of either a vertex or fragment shader state. [Table 11](#) describes all the possible Semantic Value class semantic values i.e. the shader state that the parameter is used to.

Table 11 Semantic Value Class Shader Parameter Values

Value	Description of Semantic Parameter	Shader State
[0	Reserved	
Related to Current Vertex State		
[B0	Ve% Transform \$ attri>	-g onl#
[B1	o el-Vie% Transform \$ attri>	-g onl#
[B2	Pro%ection Transform \$ attri>	-g onl#
[BB	Te>t!re Transform \$ attri>	-g onl#
[BD	o el-Vie%-Pro%ection Transform \$ attri>	-g onl#
[BE	Vie% \$ attri> Trans/ose	-g onl#
[BF	o el-Vie% Transform \$ attri> Trans/ose	-g onl#
[BC	Pro%ection Transform \$ attri> Trans/ose	-g onl#
[B8	Te>t!re Transform \$ attri> Trans/ose	-g onl#
[B9	o el-Vie%-Pro%ection Transform \$ attri> Trans/ose	-g onl#
[D0	Vie% Transform \$ attri> &inverse	-g onl#
[D1	o el-Vie% Transform \$ attri> &inverse	-g onl#
[D2	Pro%ection Transform \$ attri> &inverse	-g onl#
[DB	Te>t!re Transform \$ attri> &inverse	-g onl#
[DD	o el-Vie%-Pro%ection Transform \$ attri> &inverse	-g onl#
[DE	Vie% Transform \$ attri> &inverse Trans/ose	-g onl#
[DF	o el-Vie% Transform \$ attri> &inverse Trans/ose	-g onl#
[DC	Pro%ection Transform \$ attri> &inverse Trans/ose	-g onl#
[D8	Te>t!re Transform \$ attri> &inverse Trans/ose	-g onl#
[D9	o el-Vie%-Pro%ection Transform \$ attri> &inverse Trans/ose	-g onl#
Related to Current Fragment State		
[C0	o el Transform	
[C1	o el Transform Trans/ose	
[C2	o el Transform &inverse	
[CB	o el Transform &inverse Trans/ose	
[CE	aterial . missive -olor	
[CF	aterial Diff!se -olor	
[CC	aterial S/ec!lar -olor	
[C8	aterial 'm0ient -olor	
[C9	aterial S(ininess	

Val!e	Descri/!ion of Semantical# : o!n 6ra/ (ics State	+otes
[80	- !rrent Fog -olor	
[81	- Se/arate S/ec!lar -olor Flag	
[82	- 6lo0al 'm0ient "ig(t -olor	
[99	- +!m0er of VP - S "ig(ts	
[100	- VP - S "ig(t-0 Diff!se -olor	
[101	- VP - S "ig(t-0 S/ec!lar -olor	
[102	- VP - S "ig(t-0 'm0ient -olor	
[10B	- VP - S "ig(t-0 'tten!ation	
[10D	- VP - S "ig(t-0 Position	
[10E	- VP - S "ig(t-0 Direction	
[10F	- VP - S "ig(t-0 S/ot Direction	
[10C	- VP - S "ig(t-0 S/ot -one 'ngle	
[108	- VP - S "ig(t-0 -osine of S/ot -one 'ngle	
[109	- VP - S "ig(t-0 S/ot .>/onent	
[110	- VP - S "ig(t-0 S(a o% , /acit#	
[120 g 1B0	- Same as val!es 100 g 110 e>ce/t for VP - S "ig(t-1	
[1D0 g 1E0	- Same as val!es 100 g 110 e>ce/t for VP - S "ig(t-2	
[1F0 g 1C0	- Same as val!es 100 g 110 e>ce/t for VP - S "ig(t-B	
[180 g 190	- Same as val!es 100 g 110 e>ce/t for VP - S "ig(t-D	
[200 g 210	- Same as val!es 100 g 110 e>ce/t for VP - S "ig(t-E	
[220 g 2B0	- Same as val!es 100 g 110 e>ce/t for VP - S "ig(t-F	
[2D0 g 2E0	- Same as val!es 100 g 110 e>ce/t for VP - S "ig(t-C	
[D99	- +!m0er of \$ - S "ig(ts	
[E00 g E10	- Same as val!es 100 g 110 e>ce/t for \$ - S "ig(t-0	
[E20 g EB0	- Same as val!es 100 g 110 e>ce/t for \$ - S "ig(t-1	
[ED0 g EE0	- Same as val!es 100 g 110 e>ce/t for \$ - S "ig(t-2	
[EF0 g EC0	- Same as val!es 100 g 110 e>ce/t for \$ - S "ig(t-B	
[E80 g E90	- Same as val!es 100 g 110 e>ce/t for \$ - S "ig(t-D	
[F00 g F10	- Same as val!es 100 g 110 e>ce/t for \$ - S "ig(t-E	
[F20 g FB0	- Same as val!es 100 g 110 e>ce/t for \$ - S "ig(t-F	
[FD0 g FE0	- Same as val!es 100 g 110 e>ce/t for \$ - S "ig(t-C	
[899	- +!m0er of = - S "ig(ts	
[900 g 910	- Same as val!es 100 g 110 e>ce/t for = - S "ig(t-0	
[920 g 9B0	- Same as val!es 100 g 110 e>ce/t for = - S "ig(t-1	
[9D0 g 9E0	- Same as val!es 100 g 110 e>ce/t for = - S "ig(t-2	
[9F0 g 9C0	- Same as val!es 100 g 110 e>ce/t for = - S "ig(t-B	
[980 g 990	- Same as val!es 100 g 110 e>ce/t for = - S "ig(t-D	
[1000 g 1010	- Same as val!es 100 g 110 e>ce/t for = - S "ig(t-E	
[1020 g 10B0	- Same as val!es 100 g 110 e>ce/t for = - S "ig(t-F	
[10D0 g 10E0	- Same as val!es 100 g 110 e>ce/t for = - S "ig(t-C	

Value	Description of Semantic# : o/n 6ra/ (ics State	Notes
[1E00	- - !rrent Te>t!re , 07ect-0	-g onl#
[1E01	- - !rrent Te>t!re , 07ect-1	-g onl#
[1E02	- - !rrent Te>t!re , 07ect-2	-g onl#
[1EOB	- - !rrent Te>t!re , 07ect-B	-g onl#
[1EOD	- - !rrent Te>t!re , 07ect-D	-g onl#
[1EOE	- - !rrent Te>t!re , 07ect-E	-g onl#
[1EOF	- - !rrent Te>t!re , 07ect-F	-g onl#
[1EOC	- - !rrent Te>t!re , 07ect-C	-g onl#
[1F00	- - !rrent Te>t!re 4nit-0	6 "S" onl#
[1F01	- - !rrent Te>t!re 4nit-1	6 "S" onl#
[1F02	- - !rrent Te>t!re 4nit-2	6 "S" onl#
[1FOB	- - !rrent Te>t!re 4nit-B	6 "S" onl#
[1FOD	- - !rrent Te>t!re 4nit-D	6 "S" onl#
[1FOE	- - !rrent Te>t!re 4nit-E	6 "S" onl#
[1FOF	- - !rrent Te>t!re 4nit-F	6 "S" onl#
[1FOC	- - !rrent Te>t!re 4nit-C	6 "S" onl#
[1C00	- Te>t!re - (anel-0 V - S Te>t!re - oor inate 6 generation S-Plane	
[1C01	- Te>t!re - (anel-0 V - S Te>t!re - oor inate 6 generation T-Plane	
[1C02	- Te>t!re - (anel-0 V - S Te>t!re - oor inate 6 generation R-Plane	
[1COB	- Te>t!re - (anel-0 V - S Te>t!re - oor inate 6 generation G-Plane	
[1C10 g 1C1B	- Same as 1C00 g 1COB e>ce/t for - (anel-1 V - S	
[1C20 g 1C2B	- Same as 1C00 g 1COB e>ce/t for - (anel-2 V - S	
[1CB0 g 1CBB	- Same as 1C00 g 1COB e>ce/t for - (anel-B V - S	
[1CD0 g 1CDB	- Same as 1C00 g 1COB e>ce/t for - (anel-D V - S	
[1CE0 g 1CEB	- Same as 1C00 g 1COB e>ce/t for - (anel-E V - S	
[1CF0 g 1CFB	- Same as 1C00 g 1COB e>ce/t for - (anel-F V - S	
[1CC0 g 1CCB	- Same as 1C00 g 1COB e>ce/t for - (anel-C V - S	
[2000 g 200B	- Same as 1C00 g 1COB e>ce/t for - (anel-0 \$ - S	
[2010 g 201B	- Same as 1C00 g 1COB e>ce/t for - (anel-1 \$ - S	
[2020 g 202B	- Same as 1C00 g 1COB e>ce/t for - (anel-2 \$ - S	
[20B0 g 20BB	- Same as 1C00 g 1COB e>ce/t for - (anel-B \$ - S	
[20D0 g 20DB	- Same as 1C00 g 1COB e>ce/t for - (anel-D \$ - S	
[20E0 g 20EB	- Same as 1C00 g 1COB e>ce/t for - (anel-E \$ - S	
[20F0 g 20FB	- Same as 1C00 g 1COB e>ce/t for - (anel-F \$ - S	
[20C0 g 20CB	- Same as 1C00 g 1COB e>ce/t for - (anel-C \$ - S	
[B000	- Te>t!re - (anel-0 \$ atri>	
[B001	- Te>t!re - (anel-1 \$ atri>	
[B002	- Te>t!re - (anel-2 \$ atri>	

Value	Description of Semantic# : o!n 6ra/(ics State	Notes
[B00B	- Text!re - (annel-B \$ atri>	
[B00D	- Text!re - (annel-D \$ atri>	
[B00E	- Text!re - (annel-E \$ atri>	
[B00F	- Text!re - (annel-F \$ atri>	
[B00C	- Text!re - (annel-C \$ atri>	
[B100	- Text!re - (annel-0 \$ a/ Resol!tion	
[B101	- Text!re - (annel-1 \$ a/ Resol!tion	
[B102	- Text!re - (annel-2 \$ a/ Resol!tion	
[B10B	- Text!re - (annel-B \$ a/ Resol!tion	
[B10D	- Text!re - (annel-D \$ a/ Resol!tion	
[B10E	- Text!re - (annel-E \$ a/ Resol!tion	
[B10F	- Text!re - (annel-F \$ a/ Resol!tion	
[B10C	- Text!re - (annel-C \$ a/ Resol!tion	
[B200	- Text!re - (annel-0 \$ a/ Resol!tion &nverses li.e. 1.0 5K \$ a/ Resol!tionK2	
[B201	- Text!re - (annel-1 \$ a/ Resol!tion &nverses	
[B202	- Text!re - (annel-2 \$ a/ Resol!tion &nverses	
[B20B	- Text!re - (annel-B \$ a/ Resol!tion &nverses	
[B20D	- Text!re - (annel-D \$ a/ Resol!tion &nverses	
[B20E	- Text!re - (annel-E \$ a/ Resol!tion &nverses	
[B20F	- Text!re - (annel-F \$ a/ Resol!tion &nverses	
[B20C	- Text!re - (annel-C \$ a/ Resol!tion &nverses	
[BB00	- Text!re - (annel-0 : len -olor	
[BB01	- Text!re - (annel-1 : len -olor	
[BB02	- Text!re - (annel-2 : len -olor	
[BB0B	- Text!re - (annel-B : len -olor	
[BB0D	- Text!re - (annel-D : len -olor	
[BB0E	- Text!re - (annel-E : len -olor	
[BB0F	- Text!re - (annel-F : len -olor	
[BB0C	- Text!re - (annel-C : len -olor	

+ en*i: C2 Deco*ing +lgorit%ms H +n Im lementation

This is a sample implementation for the encoding portion of the variable compression algorithm, as detailed in [8.2. Encoding Algorithm](#) in the JT format. This sample code is not intended to be functional encoder class implementations. It is instead intended to demonstrate the fundamentals of implementing the encoding portion of the algorithm in the JT format.

C.1 Common classes

The following sections define some general classes used in all the encoding algorithms.

C.1.1 ContextEntry class

```
//
// Type used to build probability context tables.
// Used by ProbabilityContext class.
//
class ContextEntry
{
public:

    Int32 iSym;           // Symbol
    Int32 cCount;        // Number of occurrences
    Int32 cCumCount;     // Cumulative number of occurrences
    Int32 iNextCtx = 0;  // Next context if this symbol seen
};
```

C.1.2 ProbabilityContext class

```
//
// Type used to build probability context tables.
// Used by CodecDriver class.
//
class ProbabilityContext
{
public:

    // Returns total cumulative count for all context entries
    Int32 totalCount();

    // Returns number of context entries
    Int32 numEntries();

    // Returns context entry of index iEntry
    Bool getEntry(Int32 iEntry, ContextEntry& rpEntry);

    // Looks up the next context field given by the context entry
    // with input symbol 'iSymbol'
```

```

Bool lookupNextContext(Int32 iSymbol, Int32& iNextContext);

// Looks up the index of the context entry for the given
// input symbol 'iSymbol'
Bool lookupSymbol(Int32 iSymbol, Int32& iOutEntry);

// Looks up the index of the context entry that falls just above
// the accumulated count.
Bool lookupEntryByCumCount(Int32 iCount, Int32& iOutEntry);
};

```

C.1.) Co*ecDriver class

```

//
// A class that deals with the conversions from SYMBOL to VALUE and
// provides end-consumer APIs for using the codecs.
//
class CodecDriver
{
public:
// ----- Codec Decoding Interface -----
// Returns the number of symbols to be read
Int32 numSymbolsToRead();

// Returns index of the first context entry and total number of bits
Bool getDecodeData(Int32& iFirstContext, Int32& nTotalBits);

// Returns the next 32 bits of CodeText
Bool getNextCodeText(UInt32& uCodeText, Int32& nBits);

// Adds the decoded symbol back to the driver
Bool addOutputSymbol(Int32 iSymbol, Int32& iNextContext) ;

// ----- Symbol Probability Context Interface -----
Bool clearAllContexts();

// Retrieves a new probability context
Bool getNewContext(ProbabilityContext& rpCntx);

// Returns the total number of contexts
Int32 numContexts();

// Returns the probability context for a given index
Bool getContext(Int32 iSymContext, ProbabilityContext& rpCntx);

// ----- Predictor Type Residual Unpacking -----

typedef enum
{
    PredLag1      = 0,

```

```

    PredLag2      = 1,
    PredStride1   = 2,
    PredStride2   = 3,
    PredStripIndex = 4,
    PredRamp      = 5,
    PredXor1      = 6,
    PredXor2      = 7,
    PredNULL      = 8
} PredictorType;

// Returns the original values from the predicted residual values.
static Bool unpackResiduals(Vector<Int32>& rvResidual,
                           Vector<Int32>& rvVals,
                           PredictorType ePredType);

static Bool unpackResiduals(Vector<Float64>& rvResidual,
                           Vector<Float64>& rvVals,
                           PredictorType ePredType);

// Predict values
static Int32 predictValue(Vector<Int32>& vVal,
                          Int32 iIndex,
                          PredictorType ePredType);

static Float64 predictValue(Vector<Float64>& vVal,
                             Int32 iIndex,
                             PredictorType ePredType);
}

Bool CodecDriver::unpackResiduals(Vector<Int32>& rvResidual,
                                  Vector<Int32>& rvVals,
                                  PredictorType ePredType)
{
    Int32 iPredicted;

    Int32 len = rvResidual.length();
    rvVals.setLength(len);
    Int32* aVals = (Int32 *) rvVals;
    Int32* aResidual = (Int32 *) rvResidual;

    for( Int32 i = 0; i < len; i++ )
    {
        if( i < 4 )
        {
            // The first four values are just primers
            aVals[i] = aResidual[i];
        }
        else
        {
            // Get a predicted value
            iPredicted = predictValue(rvVals, i, ePredType);

```

```

        if( ePredType == PredXor1 || ePredType == PredXor2 )
        {
            // Decode the residual as the current value XOR predicted
            aVals[i] = aResidual[i] ^ iPredicted;
        }
        else
        {
            // Decode the residual as the current value plus predicted
            aVals[i] = aResidual[i] + iPredicted;
        }
    }
}

return True;
}

Bool CodecDriver::unpackResiduals(Vector<Float64>& rvResidual,
                                   Vector<Float64>& rvVals,
                                   PredictorType ePredType)
{
    if( ePredType == PredXor1 || ePredType == PredXor2 )
        return False;

    if( ePredType == PredNULL )
    {
        rvVals = rvResidual;
        return True;
    }

    Float64 iPredicted;
    Int32 len = rvResidual.length();
    rvVals.setLength(len);

    for( Int32 i = 0; i < len; i++ )
    {
        if( i < 4 )
        {
            // The first four values are just primers
            rvVals[i] = rvResidual[i];
        }
        else
        {
            // Get a predicted value
            iPredicted = predictValue(rvVals, i, ePredType);

            // Decode the value as the residual plus predicted
            rvVals[i] = rvResidual[i] + iPredicted;
        }
    }
}

```

```

    return True;
}

Int32 CodecDriver::predictValue(Vector<Int32>& vVal,
                                Int32 iIndex,
                                PredictorType ePredType)
{
    Int32* aVals = (Int32 *) rvVals;
    JtInt32 iPredicted,
        v1 = aVals[iIndex-1],
        v2 = aVals[iIndex-2],
        v3 = aVals[iIndex-3],
        v4 = aVals[iIndex-4];

    switch( ePredType )
    {
        default:
        case PredLag1:
        case PredXor1:
            iPredicted = v1;
            break;

        case PredLag2:
        case PredXor2:
            iPredicted = v2;
            break;

        case PredStride1:
            iPredicted = v1 + (v1 - v2);
            break;

        case PredStride2:
            iPredicted = v2 + (v2 - v4);
            break;

        case PredStripIndex:
            if( v2 - v4 < 8 && v2 - v4 > -8 )
                iPredicted = v2 + (v2 - v4);
            else
                iPredicted = v2 + 2;
            break;

        case PredRamp:
            iPredicted = iIndex;
            break;
    }

    return iPredicted;
}

```

```

Float64 CodecDriverBase::predictValue(Vector<Float64>& vVal,
                                       Int32 iIndex,
                                       PredictorType ePredType)
{
    Float64* aVals = (Float64 *) rvVals;
    Float64 iPredicted,
           v1 = aVals[iIndex-1],
           v2 = aVals[iIndex-2],
           v3 = aVals[iIndex-3],
           v4 = aVals[iIndex-4];

    switch( ePredType )
    {
        default:
        case PredLag1:
            iPredicted = v1;
            break;

        case PredLag2:
            iPredicted = v2;
            break;

        case PredStride1:
            iPredicted = v1 + (v1 - v2);
            break;

        case PredStride2:
            iPredicted = v2 + (v2 - v4);
            break;

        case PredStripIndex:
            if( v2 - v4 < 8 && v2 - v4 > -8 )
                iPredicted = v2 + (v2 - v4);
            else
                iPredicted = v2 + 2;
            break;

        case PredRamp:
            iPredicted = iIndex;
            break;
    }

    return iPredicted;
}

```


C.# 3itlengt% *

```

{
    // Slice off as many bits as we can all at once.
    Int32 m = min(n - iBit, cNumCurBits - nAccBits);
    if( m < 32 )
    {
        uAccVal <<= m;
        uAccVal |= ((uVal >> (32 - m)) & ((1 << m) - 1));
        nAccBits += m;
        iBit += m - 1;

        // Advance the bit-marching counters
        uVal <<= m;
        nBits += m;
        nValBits -= m;
    }
    else
    {
        uAccVal = uVal;
        nAccBits += m;
        iBit += m - 1;

        // Advance the bit-marching counters
        uVal = 0;
        nBits += m;
        nValBits -= m;
    }

    if( nAccBits >= cNumCurBits )
    {
        // Convert and sign-extend the symbol
        iSymbol = Int32(uAccVal);
        iSymbol <<= (32 - cNumCurBits);
        iSymbol >>= (32 - cNumCurBits);

        // Output the symbol and restart
        pDriver->addOutputSymbol(iSymbol, iContext);
        iDecodeState = 0;
        uAccVal = 0;
        nAccBits = 0;
    }
}
else
{
    // All other decode states are handled one bit at a time
    // inside this block.
    // Get the next bit
    uAccVal = (uVal >> 31);

    switch( iDecodeState )
    {

```

```

// DecodeState = 0: Recognize prefix bit (0=Same size
// code, 1=Different size code).
case 0:
    // Recognize "same length" prefix code
    if( uAccVal == 0 )
        iDecodeState = 2;
    else
    {
        // Recognize "different length" prefix code
        iDecodeState = 1;
        uLastIncBit = 2;
    }

    uAccVal = 0;
    break;

case 1: // Length adjustment mode
    // Recognize the terminator bit
    if( uLastIncBit != 2 && (uAccVal ^ uLastIncBit) )
    {
        iDecodeState = 2;
        uLastIncBit = 2;
    }
    else
    {
        // Recognize the "increment" prefix code
        if( uAccVal == 1 )
        {
            cNumCurBits += cStepBits;
        }
        else
        {
            // Recognize the "decrement" prefix code
            cNumCurBits -= cStepBits;
        }

        uLastIncBit = uAccVal;
    }

    uAccVal = 0;
    break;
}

// Advance the bit-marching counters that keep track of the
// "current codetext bit", and how many bits are left.
uVal <<= 1;
nBits++;
nValBits--;
}
}

```

```
    }

    // If the last symbol was zero and the current bit length
    // is also zero, then the above loop terminated before
    // actually decoding the last zero-valued symbol. Test
    // for that condition here and decode it if necessary.
    if( iDecodeState == 2 && cNumCurBits == 0 )
    {
        // Output the symbol and restart
        iSymbol = Int32(0);
        pDriver->addOutputSymbol(iSymbol, iContext);
    }

    return True;
}
```

C.) Huffman *encoding classes

The following sections contain a sample implementation of the encoding portion of the Huffman - ,D.- algorithm. The summary technical explanation of the Huffman - ,D.- can be found in [8.2.B ; Huffman - ,D.-](#).

C.)1 Huffman *eData class

The Huffman *eData is a helper class for storing traces of a given symbol and the bits used to describe it.

```
class Huffman *eData
{
public:
    Huffman *eData() :
        iSymbol(0), iBitCode(0), nCodeLen(0)
    {
    }

    Huffman *eData(Int32& symbol,
                   UInt32& bitCode,
                   Int32& codeLen) :
        iSymbol(symbol), iBitCode(bitCode), nCodeLen(codeLen)
    {
    }

    Huffman *eData(Int32& symbol) :
        iSymbol(symbol), iBitCode(0), nCodeLen(0)
    {
    }

    Bool operator < (Huffman *eData& rhs)
    {
        if( this->iSymbol < rhs.iSymbol )
            return True;
        else
            return False;
    }

    Bool operator == (Huffman *eData& rhs)
    {
        if( this->iSymbol == rhs.iSymbol )
            return True;
        else
            return False;
    }

    Int32 iSymbol;
    Int32 nCodeLen;
    UInt32 iBitCode;
};
```

C.) # HuffmanNode class

HuffmanNode is a C++ class used in the construction of a Huffman tree. It contains the following members:

```
class HuffmanNode
{
public:
    HuffmanNode() :
        cSymCounts(0)
    {
    }

    bool operator < (HuffmanNode& rhs)
    {
        if( this->cSymCounts < rhs.cSymCounts )
            return True;
        else
            return False;
    }

    Int32          cSymCounts;
    HuffmanNode*  pLeft;
    HuffmanNode*  pRight;
    HuffmanCodeData sData;
};
```

C.) HuffmanCodecContext class

HuffmanCodecContext is a class that defines the Huffman codec context.

```
class HuffmanCodecContext
{
public:
    HuffmanCodecContext() :
        cLength(0), nCodeLength(0), uCode(0)
    {
    }

    // Used when constructing the Huffman code
    Int32  cLength; // Length of Huffman code currently
                // under construction.
    UInt32 uCode; // Code under construction

    // Used to store the final Huffman code table
    OrderedVector<HuffmanCodeData> vCodes; // Ordered by symbol number

    // Used during encoding
    Int32 nCodeLength; // Used to tally up total encoded code length
};
```

C.), HuffmanCodec class

; HuffmanCodec is the class that HuffmanCodec uses.

```
class HuffmanCodec
{
public:
    // Decodes the Huffman codetext present in the vInCode entries to
    // a list of symbols, placing the symbols onto the driver object.
    // This method must construct a Huffman tree from the symbol
    // statistics present on driver object.
    Bool decode(CodecDriver* pDriver);

private:
    // Build Huffman tree for each probability context
    Bool buildHuffmanForest(CodecDriver* pDriver);

    // Build Huffman tree from symbol statistics
    Bool buildHuffmanTree(ProbabilityContext* pCntx,
                          HuffTreeNode* pRootNode);

    // Assign Huffman bit-codes to leaves of tree
    Bool assignCodeToTree(HuffTreeNode* pRoot,
                          HuffCodecContext& rCntxt);

    // Convert codetext vector to symbol vector
    Bool codetextToSymbols(CodecDriver* pDriver);

    Vector<HuffTreeNode*> vpHuffTrees; // Indexed by context number
    Vector<HuffCodecContext> vHuffCntx; // HuffmanCodecContexts
};

Bool HuffmanCodec::decode(CodecDriver* pDriver)
{
    // Build a Huffman tree for each probability context
    buildHuffmanForest(pDriver);

    // Convert codetext to symbols
    codetextToSymbols(pDriver);

    return True;
}

Bool HuffmanCodec::buildHuffmanForest(CodecDriver* pDriver)
{
    HuffTreeNode* pRoot = NULL;
    Int32 nCntx = pDriver->numContexts();
    Int32 i;
    for( i = 0; i < nCntx; i++ )
    {
        // Get the i'th context
```

```

    ProbabilityContext* pCntx = NULL;
    pDriver->getContext(i, pCntx);

    // Create Huffman tree from probability context
    buildHuffmanTree(pCntx, pRoot);

    // Assign Huffman codes
    assignCodeToTree(pRoot, vHuffCntx[i]);

    // Store the completed Huffman tree
    vpHuffTrees[i] = pRoot;
}

return True;
}

Bool HuffmanCodec::buildHuffmanTree(ProbabilityContext* pCntx,
                                     HuffTreeNode* pRootNode)
{
    HeapVector<HuffTreeNode*> heap;
    HuffTreeNode* pNode = NULL;

    // Initialize all the nodes and add them to the heap.
    Int32 nEntries = pCntx->numEntries();
    for( Int32 i = 0; i < nEntries; i++ )
    {
        CntxEntry* pEntry = NULL;
        pCntx->getEntry(i, pEntry);
        pNode->sData.iSymbol = pEntry->iSym;
        pNode->cSymCounts    = pEntry->cCount;
        pNode->pLeft = NULL;
        pNode->pRight = NULL;
        heap.add(pNode);
    }

    HuffTreeNode* pNewNode1 = NULL;
    HuffTreeNode* pNewNode2 = NULL;

    while( heap.length() > 1 )
    {
        // Get the two lowest-frequency nodes.
        heap.getMin(pNewNode1);
        heap.getMin(pNewNode2);

        //Combine the low-freq nodes into one node.
        pNode->sData.iSymbol = 0xdeadbeef;
        pNode->pLeft         = pNewNode1;
        pNode->pRight        = pNewNode2;
        pNode.cSymCounts = pNewNode1->cSymCounts + pNewNode2->cSymCounts;

        //Add the new node to the heap.

```



```

        heap.add(pNode);
    }

    // Set the root node.
    heap.getMin(pNode);
    pRootNode = pNode;

    return True;
}

Bool HuffmanCodec::assignCodeToTree(HuffTreeNode* pNode,
                                     HuffCodecContext& rCntxt)
{
    if( pRoot->pLeft != 0 )
    {
        rCntxt.uCode <<= 1;
        rCntxt.uCode |= 1;
        rCntxt.cLength++;
        assignCodeToTree(pRoot->pLeft, rCntxt);
        rCntxt.cLength--;
        rCntxt.uCode >>= 1;
    }

    if( pRoot->pRight != 0 )
    {
        rCntxt.uCode <<= 1;
        rCntxt.cLength++;
        assignCodeToTree(pRootpRight, rCntxt);
        rCntxt.cLength--;
        rCntxt.uCode >>= 1;
    }

    if( pRoot->pRight != 0 )
        return True;

    // Set the code and its length for the node.
    pRoot->sData.iBitCode = rCntxt.uCode;
    pRoot->sData.nCodeLen = rCntxt.cLength;

    // Setup the internal symbol look-up table.
    Int32 null = 0;
    rCntxt.vCodes.insert(HuffCodeData(pRoot->sData.iSymbol,
                                       pRoot->sData.iBitCode,
                                       pRoot->sData.nCodeLen), null);

    return True;
}

Bool HuffmanCodec::codetextToSymbols(CodectDriver* pDriver)
{
    HuffTreeNode* pHNode = NULL;

```

```

UInt32 mask = 1 << 31;
Int32 j,
      nBits = 0,
      nTotalBits = 0,
      nValBits = 0,
      iContext = 0;
UInt32 uVal;

pDriver->getDecodeData(iContext, nTotalBits);
pHNode = vpHuffTrees[iContext];

while( nBits < nTotalBits )
{
    // Get the next 32 bits from the input stream
    pDriver->getNextCodeText(uVal, nValBits);

    // Scan through each bit either walking the Huffman code
    // tree or accumulating escaped bit values.
    for( j = 0; j < 32 && nBits < nTotalBits && nValBits > 0; j++ )
    {
        // March to the next node
        pHNode = (uVal & mask) ? pHNode->pLeft : pHNode->pRight;

        // If the node is a leaf, output a symbol and restart
        if( pHNode->pLeft == 0 && pHNode->pRight == 0 )
        {
            pDriver->addOutputSymbol(pHNode->sData.iSymbol, iContext);
            pHNode = vpHuffTrees[iContext];
        }

        uVal <<= 1;
        nBits++;
        nValBits--;
    }
}

return True;
}

```

C., # Arithmetic classes

The following sections contain a sample implementation of the arithmetic portion of the Arithmetic Coding algorithm. The implementation of the Arithmetic Coding algorithm can be found in [8.2.D Arithmetic Coding](#).

C., # ArithmeticProbabilityRange class

```
class ArithmeticProbabilityRange
{
public:
    UInt16 low_count;
    UInt16 high_count;
    UInt16 scale;
}
```

C., # ArithmeticCodec class

The ArithmeticCodec class is the class that encodes arithmetic data.

```
class ArithmeticCodec
{
public:
    ArithmeticCodec() :
        code = 0x0000,
        low = 0x0000,
        high = 0xffff,
        nUnderflowBits = 0,
        bitBuffer = 0x00000000,
        nBits = 0
    {
    }

    // Decodes a list of symbols. The codecDriver provides the range
    // info for the symbols to decode. It also stores the symbols as
    // they are decoded.
    Bool decode(CoDecDriver* pDriver);

private:
    // Remove the most recently decoded symbol from the front of the
    // list of encoded symbols.
    Bool removeSymbolFromStream(ArithmeticProbabilityRange& sym,
                               CoDecDriver* pDriver);

    //State variables used in decoding.
    UInt16 code;        // Present input code value, for decoding only
    UInt16 low;        // Start of the current code range
    UInt16 high;       // End of the current code range

    UInt32 bitBuffer;  // Temporary i/o buffer
    Int32 nBits;      // Number of bits in _bitBuffer
};
```

```

Bool ArithmeticCodec::decode(CodecDriver* pDriver )
{
    ArithmeticProbabilityRange newSymbolRange;
    Int32 iCurrContext, nDummyTotalBits, cSymbolsCurrCtx, iCurrEntry;

    Int32 nSymbols = pDriver->numSymbolsToRead();

    ProbabilityContext* pCurrContext = NULL;
    CntxEntry* pCntxEntry = NULL;

    // Initialize decoding process
    Int32 nBitsRead = -1;
    pDriver->getNextCodeText(bitBuffer, nBitsRead);

    low = 0;
    high = 0xffff;
    code = (bitBuffer >> 16);

    bitBuffer <<= 16;
    nBits = 16;

    // Begin decoding
    pDriver->getDecodeData(iCurrContext, nDummyTotalBits);
    for( Int32 ii = 0; ii < nSymbols; ii++ )
    {
        pDriver->getContext(iCurrContext, pCurrContext);

        cSymbolsCurrCtx = pCurrContext->totalCount();
        UInt16 rescaledCode =
            (((UInt32)(code - low) + 1) * (UInt32) cSymbolsCurrCtx - 1) /
            ((UInt32)(high - low) + 1));

        pCurrContext->lookupEntryByCumCount((Int32)rescaledCode,
                                           iCurrEntry);

        pCurrContext->getEntry(iCurrEntry, pCntxEntry);

        newSymbolRange.high_count = pCntxEntry->cCumCount +
                                    pCntxEntry.cCount;
        newSymbolRange.low_count  = pCntxEntry->cCumCount;
        newSymbolRange.scale      = cSymbolsCurrCtx;

        removeSymbolFromStream(newSymbolRange, pDriver);

        pDriver->addOutputSymbol(pCntxEntry);

        iCurrContext = pCntxEntry->iNextCntx;
    }

    return True;
}

```