EBU Technical Standard N9 Supplement-2000
Modification to Channel Status bits
in the AES/EBU digital audio interface

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1. Introduction

The existing AES/EBU digital audio Interface [1] is widely used for linear digital signals. A number of recent proposals have been made to use similar hardware and signal organisation to carry other signals, notably bit-rate reduced audio signals. These signals have a random data structure, which is quite different from that of a linear signal.

A linear system would interpret non-linear audio, or non-audio data signals as high level, high frequency audio. Therefore there is a very real danger that these signals will cause damage if the are accidentally connected to linear audio equipment.

The EBU has therefore re-defined the specification of the Channel Status data of the interface to enable a clear distinction to be made between linear audio signals and other signals such as non-linear audio or non-audio data.

2. Structure of the Channel Status

The new structure of the Channel Status information will branch depending on the sequence of bits in byte 0 as shown in Fig.1. The Channel Status defined in EBU Tech. 3250 [1] will apply only to linear audio signals for professional use.

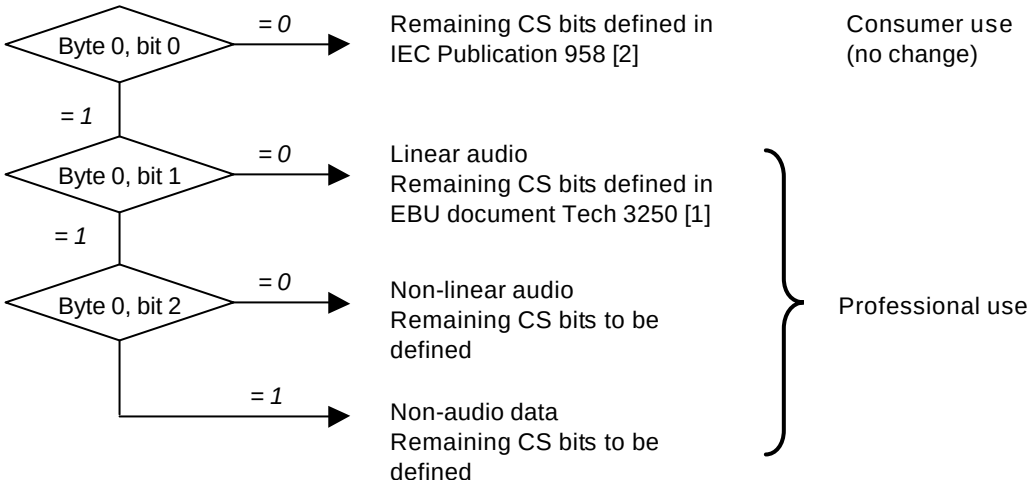

Fig:1 Revised structure of the Channel Status bits, taking account of systems using non-linear audio or non-audio data

Bibliography

[1] EBU document Tech. 3250 (2nd edition, 1992): **Specification of the digital audio interface (AES/EBU Interface)**
[2] IEC Publication 60958 (1989-02): Digital audio interface