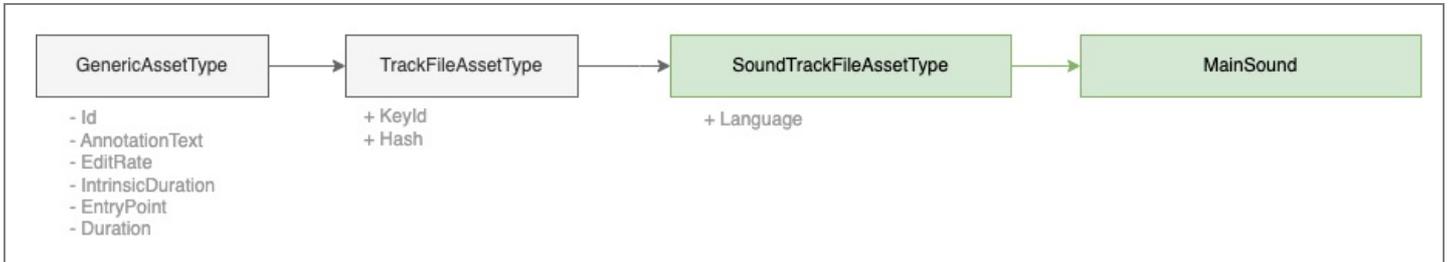


PREFACE

The Asset Type **SoundTrackFile** is used for **MainSound**



REFERENCES SMPTE / DCI

- **SMPTE 429-7** - CPL
- **SMPTE 429-16** - Additional Composition Metadata and Guidelines

DESCRIPTION

```
<MainSound>
  <Id>urn:uuid:3433a00f-4bc8-4c16-b33c-b0b0d65711af</Id>
  <AnnotationText language="en">Sound 1</AnnotationText>
  <EditRate>24 1</EditRate>
  <IntrinsicDuration>24</IntrinsicDuration>
  <EntryPoint>0</EntryPoint>
  <Duration>24</Duration>
  <KeyId>urn:uuid:36205699-4079-4140-a93a-6bd716750348</KeyId>
  <Hash>ACd4Aky39E608RNnVfA0isPICZ4=</Hash>
  <Language>en</Language>
</MainSound>
```

Nothing new here, except for an additional optional 'Language' tag...

The latter will be use for the tag **MainSound**.

Contrary to what one might think, Dolby & DTS sound tracks do not use **MainSound** at all but instead use **AuxData...**

CONCLUSION

SoundTrack - used by **MainSound** - is the second main element in a DCP.

The main asset MXF audio - depending on the audio configuration - may include additional elements such as synchronization data (used by [Immersive Audio Bitstream / Atmos](#)), MotionData (used by [DBOX](#)), and tracks tracks for the deaf and hard of hearing, amonth others..

ADDITIONAL CHAPTER

- [AssetType Generic](#) : The top-level parent
 - [AssetType TrackFile](#) : The parent of Picture, Sound, Subtitle, Caption & Data
 - [AssetType PictureTrackFile](#) : MainPicture & MainStereoscopicPicture
 - [AssetType SoundTrackFile](#) : MainSound ← you are here

- [AssetType SubtitleTrackFile](#) : MainSubtitle & ClosedSubtitle
- [AssetType CaptionTrackFile](#) : MainCaption & ClosedCaption
- [AssetType DataTrackFile](#) : AuxData
- [AssetType Marker](#) : MainMarkers
- [AssetType CompositionMetadata](#) : CompositionMetadaAsset