

MXF : AUXDATA : THE CATCH-ALL CONTAINER

References	SMPTE 429-14 - DCP - Aux Data Track File
KLV Model	Local Sets
Universal Label	060e2b34010201vv0d01030117xx0dyy - Generic Essence AuxData LL-- Data Element Number Id LL-- Data Elements Count 060e2b34010201vv0d01030117010d01 - Generic Essence AuxData - 1 Element Label : 060e2b34010201..0d01030102130201 - Essence Container AuxData - Frame-wrapped Element Label 060e2b34040101050102030400000000 - AuxData Label Essence Coding Label Header Metadata : 060e2b34027f01010d01010101017300 - AuxData Essence Descriptor

PREFACE

You normally won't find any MXF **AuxData** ¹

The [SMPTE 429-14 - AuxData Track File](#) standard is only useful for the CPL AuxData section - nothing more (normally :)

DOLBY ATMOS ?

The Dolby Atmos spatial audio technology uses the [Immersive Audio Bitstream](#) standard, not AuxData.

There is a confusion between **MXF AuxData** and **AuxData in the CPL** because when an Atmos MXF is integrated, a syntax defined in the CPL AuxData standard is used. However, Atmos MXF uses the [Immersive Audio Bitstream \(known as IAB\)](#) standard alongside a standardized [Atmos Bitstream](#) layer, but it will still be defined as **AuxData in the CPL**. (the IAB standard reuses the [CPL AuxData AssetType](#) to avoid creating of a new [AssetType](#))

If you want to know more about the Dolby Atmos and its format, refer to the chapters [Immersive Audio Bitstream](#) and [MXF Dolby Atmos](#).

DTS-X ?

The DTS-X spatial audio technology uses the [Immersive Audio Bitstream](#) standard as well, not AuxData.

If you want to know more, refer to the chapters [Immersive Audio Bitstream](#) and [DTS-X](#).

BARCO AURO ?

The Barco Auro spatial audio technology uses the [Immersive Audio Bitstream](#) standard as well, not AuxData.

If you want to know more, refer to the chapters [Immersive Audio Bitstream](#) and [Barco Auro](#).

NOTES

1. I might miss a real MXF AuxData; if that's the case, please don't hesitate to contact me. [↩](#)