Fig. 8 illustrates a method 800A containing example (sub-)steps S810, S820, and S830 of generating the reconstructed audio signal at step S620. It is understood that steps S810 to S830 relate to a possible implementation of step S620 that may be used either alone or in combination with the possible implementation(s) of **Fig. 7**.

At step S810, it is determined whether at least one frame of the audio signal has been lost. This may be done in line with the above description in section *Prerequisites*.

Then, at step S820, if at least one frame of the audio signal has been lost, estimations of the reconstruction parameters of the at least one lost frame are generated based on one or more reconstruction parameters of an earlier frame. This may be done in accordance with above section *Proposed Processing*, item/step 3.

At step S830, the estimations of the reconstruction parameters of the at least one lost frame are used for generating the reconstructed audio signal of the at least one lost frame. This may be done as discussed above for step S620, for example via upmixing. It is understood that if the actual audio channels have been lost as well, estimates thereof may be used instead. EVS concealment signals are examples of such estimates.

Method 800A may be applied as long as fewer than a predetermined number of frames (e.g., fewer than the first threshold or second threshold) have been lost. Alternatively, method 800A may be applied until the reconstructed audio signal has been fully spatially faded and/or fully faded out. As such, in case of persistent packet loss, method800A may be used for mitigating packet loss before muting/spatial fading takes effect, or until muting/spatial fading is complete. It is however to be noted that the concept of method 800A can also be used for recovery from burst packet losses in the presence of time-differential coding of reconstruction parameters.

An example of such method of processing an audio signal for recovery from burst packet loss, as may be performed at a receiver/decoder for example, will now be described with reference to **Fig. 9**. As before, it is assumed that the audio signal comprises a sequence of frames, each frame containing representations of a plurality of audio channels and reconstruction parameters for upmixing the plurality of audio channels to a predetermined channel format. Further, it is assumed that each reconstruction parameter is explicitly coded once every given number of frames in the sequence of frames and differentially coded between frames for the remaining