

FIG. 1

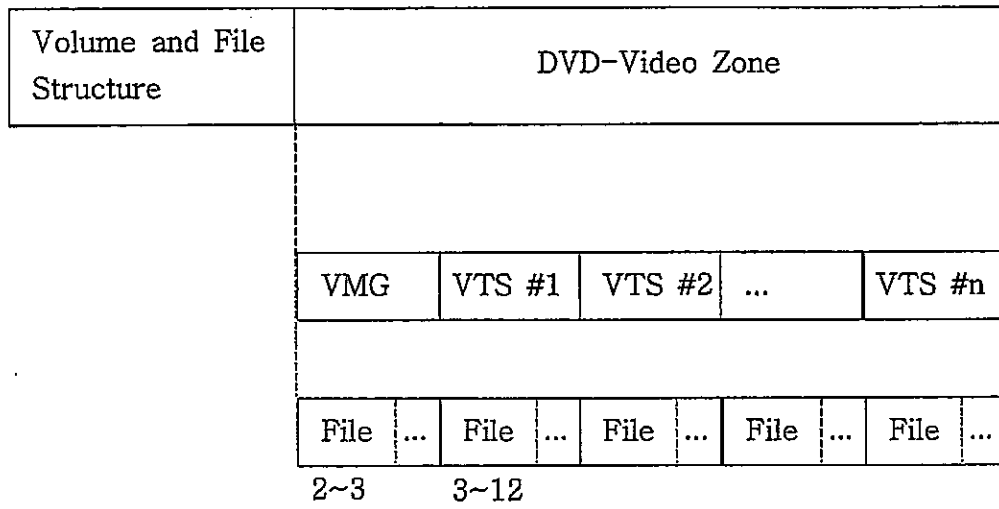


FIG. 2

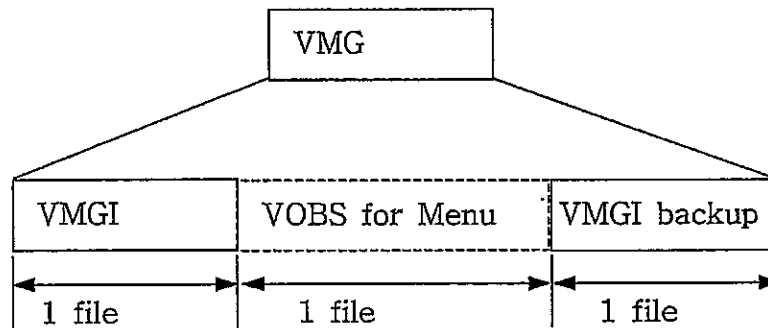


FIG. 3

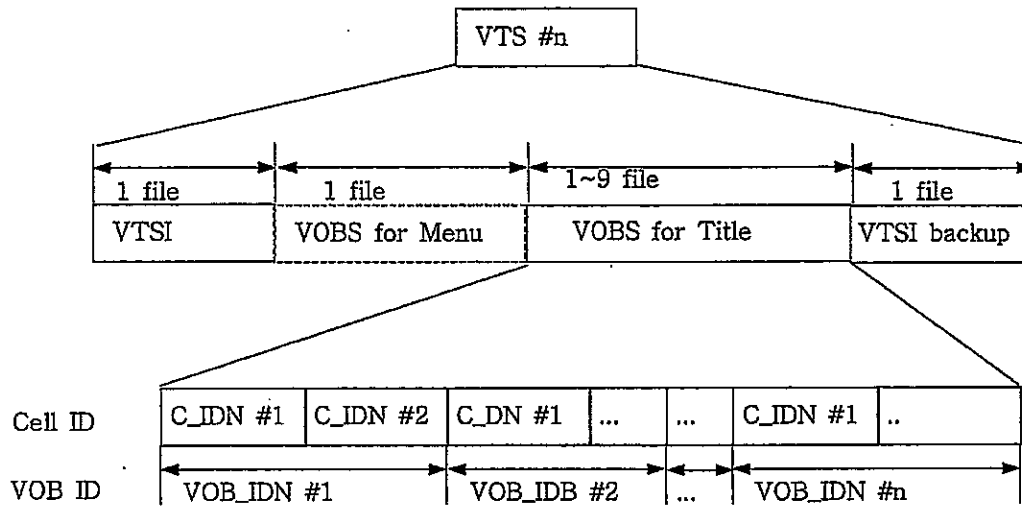


FIG. 4

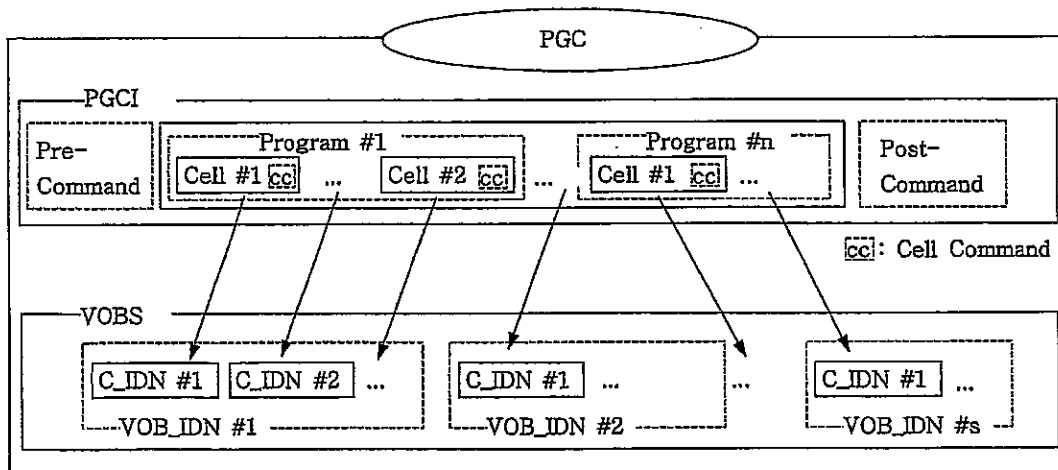


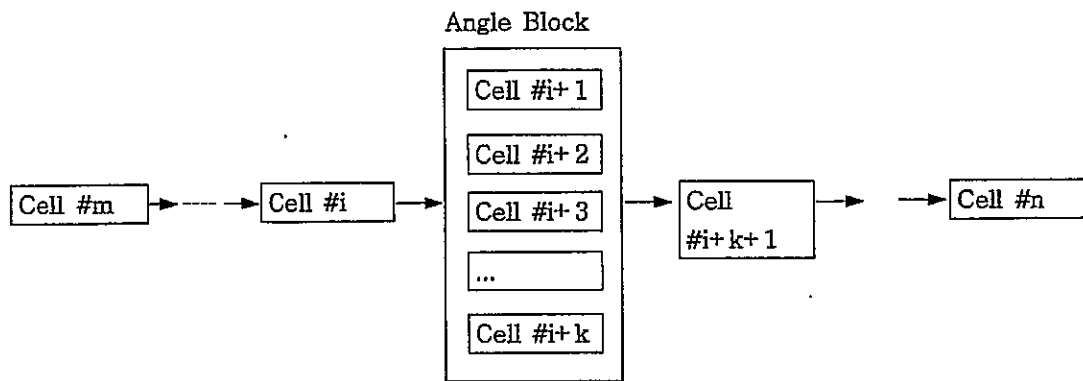
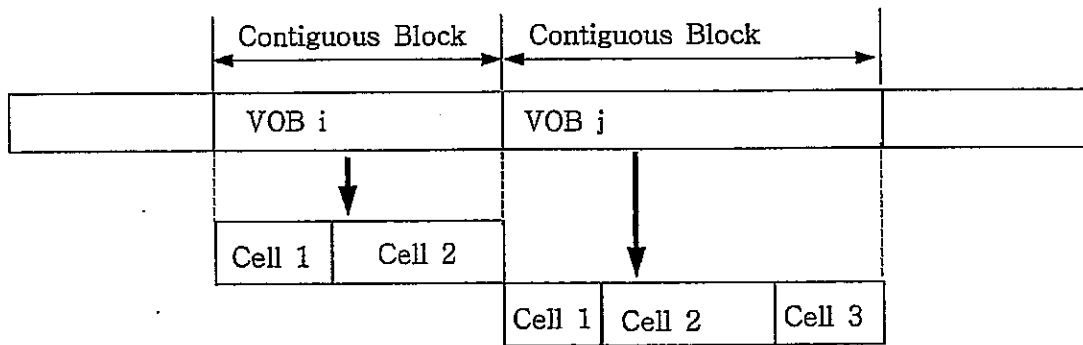
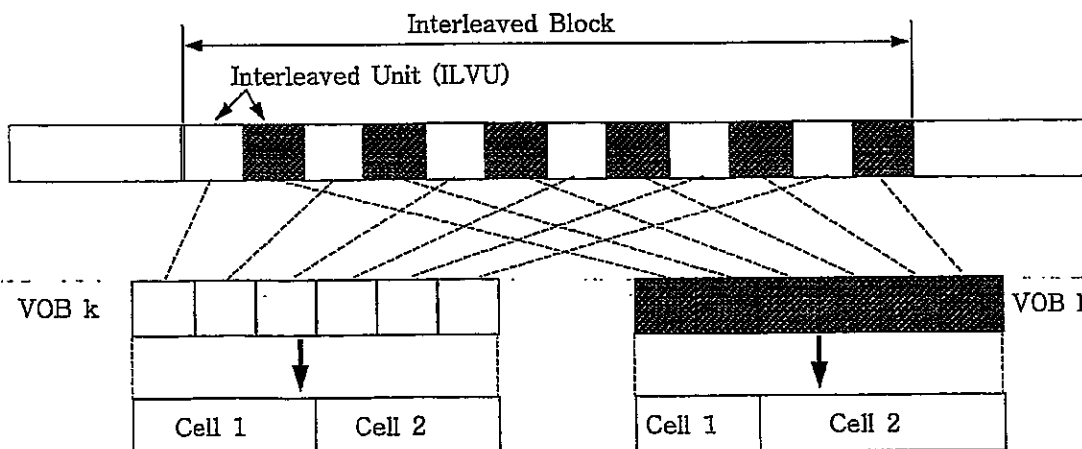
FIG. 5**FIG. 6****FIG. 7**

FIG. 8

VOBS															
VOB (VOB_IDN #1)				VOB (VOB_IDN #2)				...				VOB (VOB_IDN #i)			
Cell (C_IDN #1)				Cell (C_IDN #2)				...				Cell (C_IDN #j)			
VOBU				VOBU				VOBU		VOBU		VOBU			
N	A	V	V	V	S	A	V	...	V	A	S	V	V	N	V
V	-	-	-	-	P	-	-		-	-	P	-	-	V	-
-	P	P	P	P	-	P	P		P	P	-	P	P	-	P
P	C	C	C	C	P	C	C		C	C	C	C	C	C	C
C	K	K	K	K	C	K	K		K	K	K	K	K	C	K
K					K						K				

FIG. 9

SML_AGL_C1_DSTA(Address and size of destination ILVU in AGL_C1)
SML_AGL_C2_DSTA(Address and size of destination ILVU in AGL_C2)
SML_AGL_C3_DSTA(Address and size of destination ILVU in AGL_C3)
SML_AGL_C4_DSTA(Address and size of destination ILVU in AGL_C4)
SML_AGL_C5_DSTA(Address and size of destination ILVU in AGL_C5)
SML_AGL_C6_DSTA(Address and size of destination ILVU in AGL_C6)
SML_AGL_C7_DSTA(Address and size of destination ILVU in AGL_C7)
SML_AGL_C8_DSTA(Address and size of destination ILVU in AGL_C8)
SML_AGL_C9_DSTA(Address and size of destination ILVU in AGL_C9)

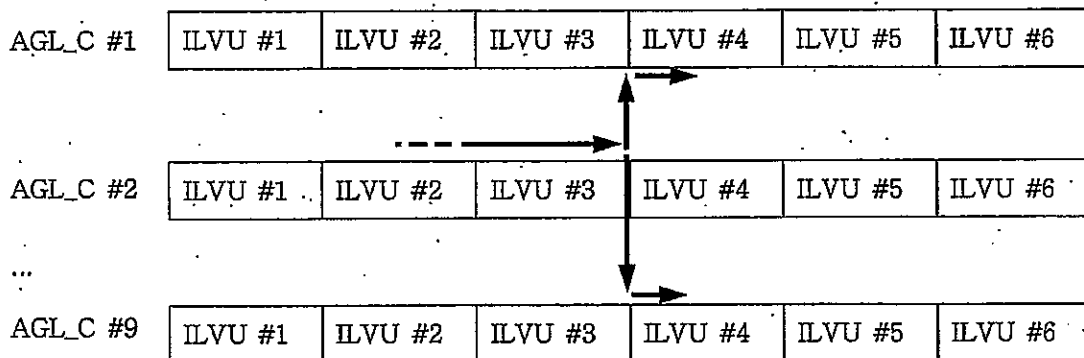
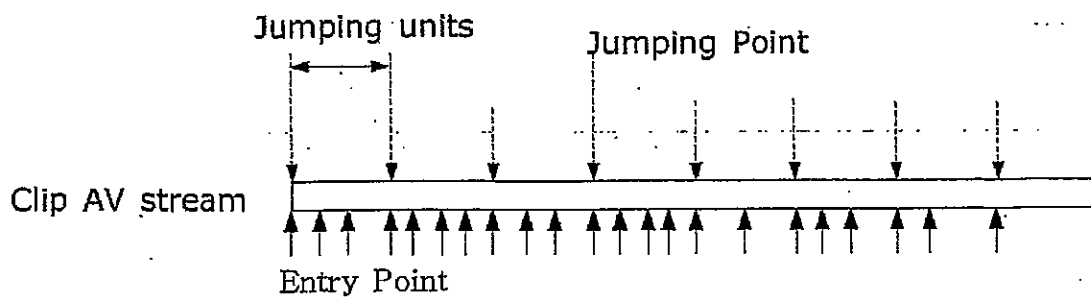
FIG. 10**FIG. 11**

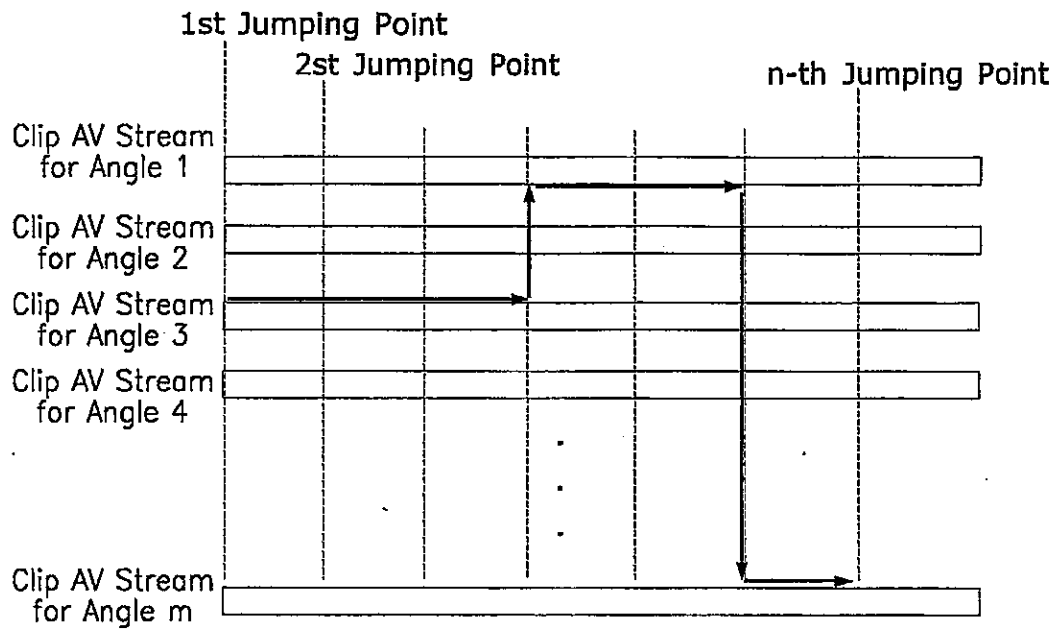
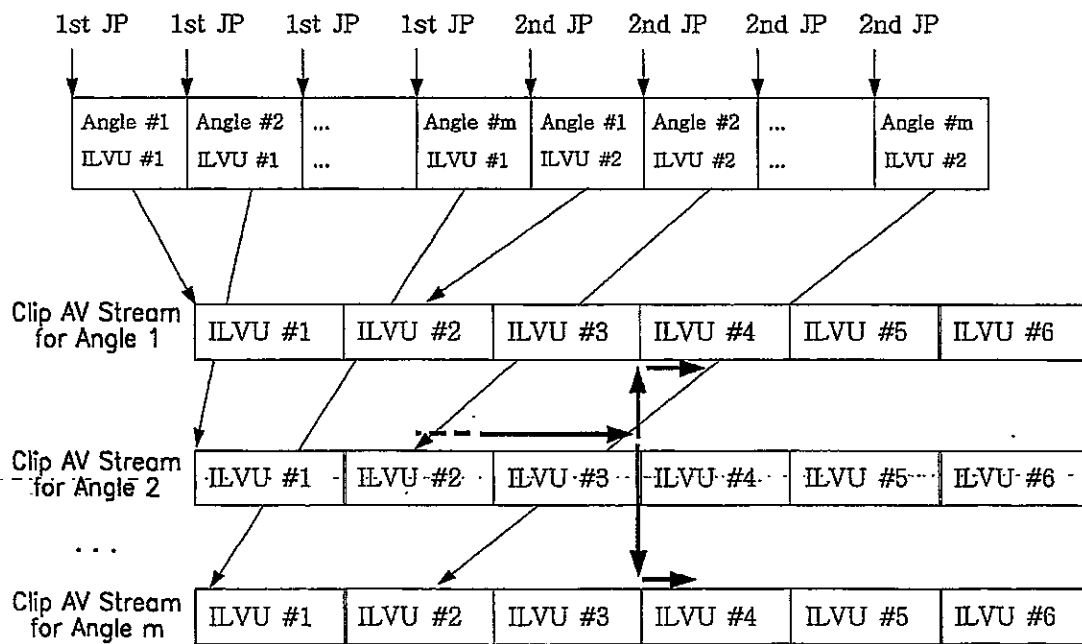
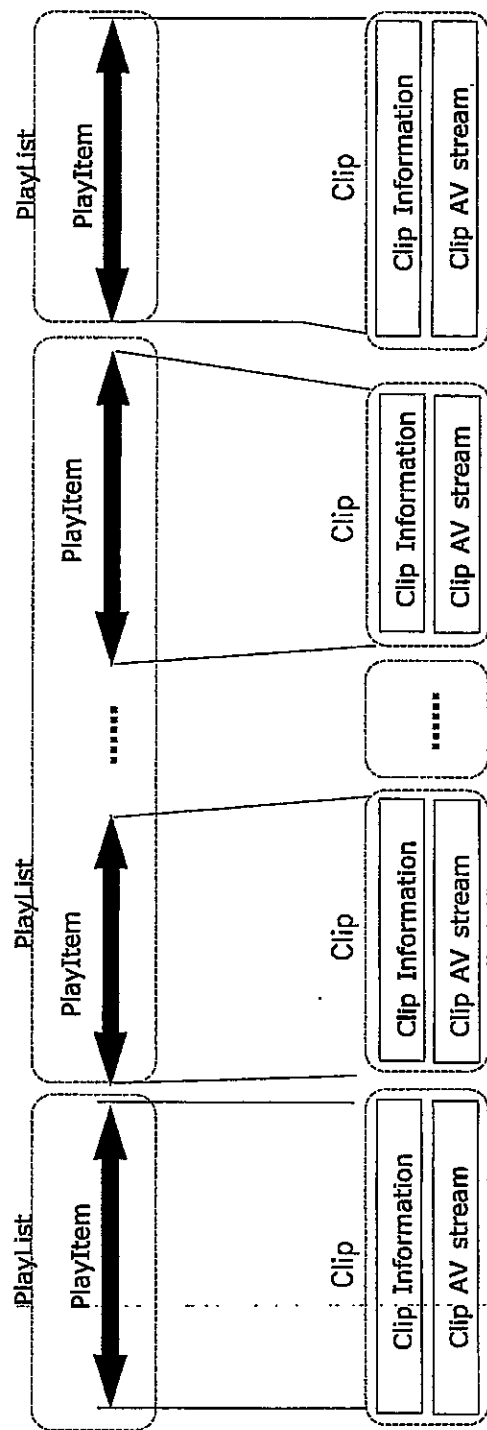
FIG. 12**FIG. 13**

FIG. 14



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FIG. 15

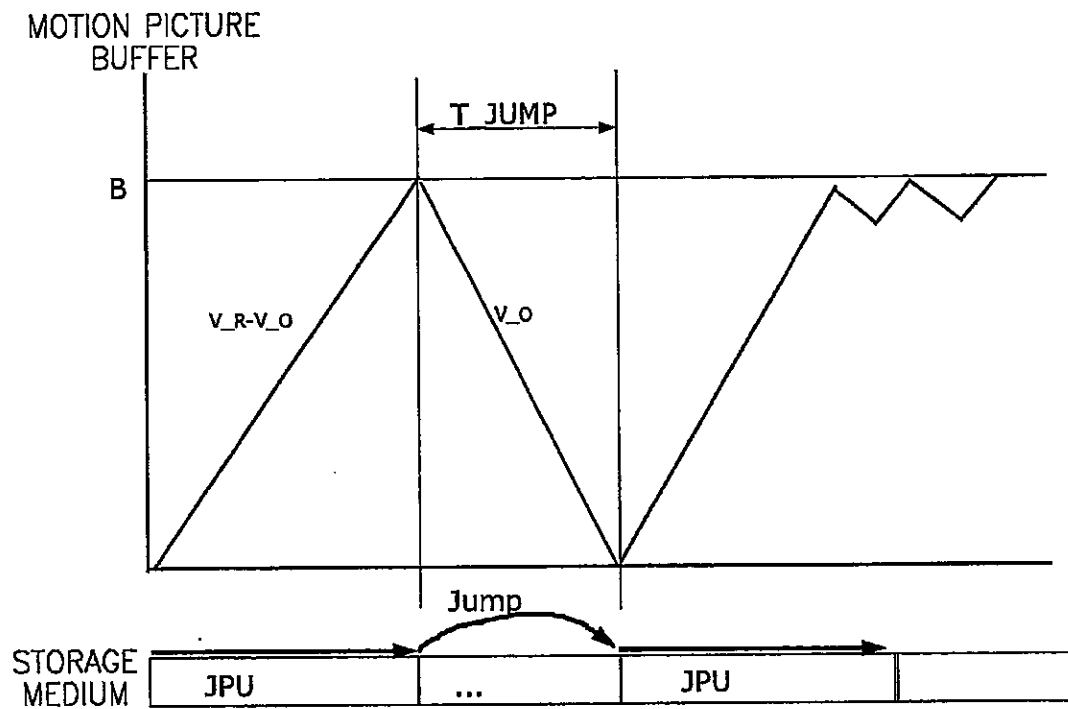


FIG. 16

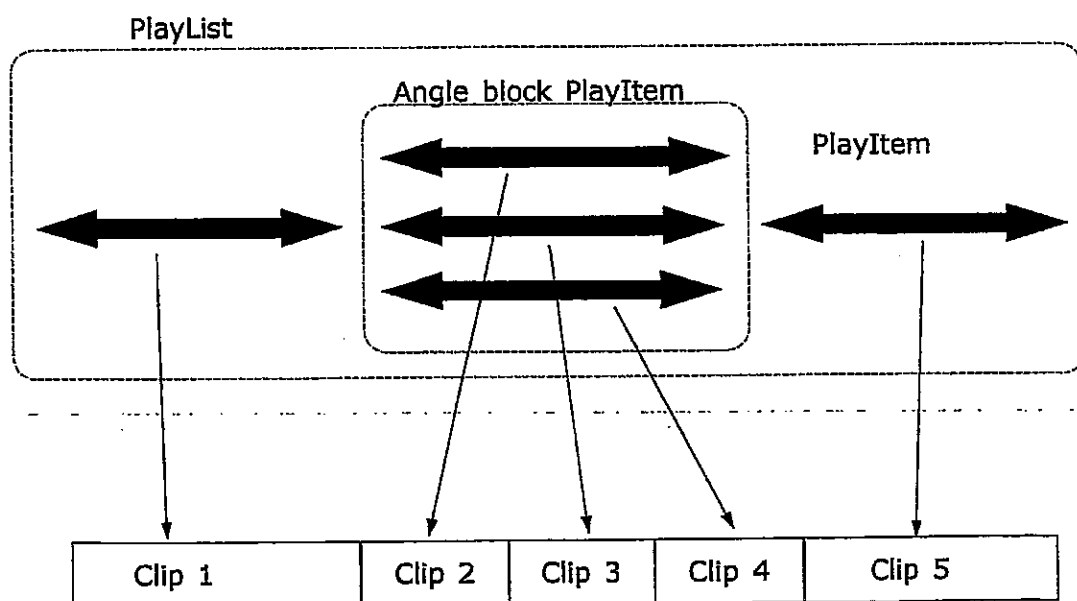


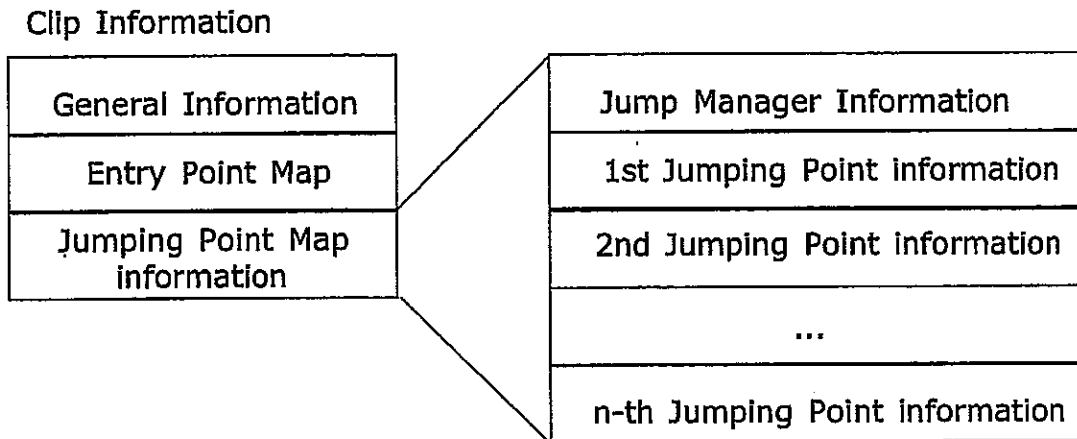
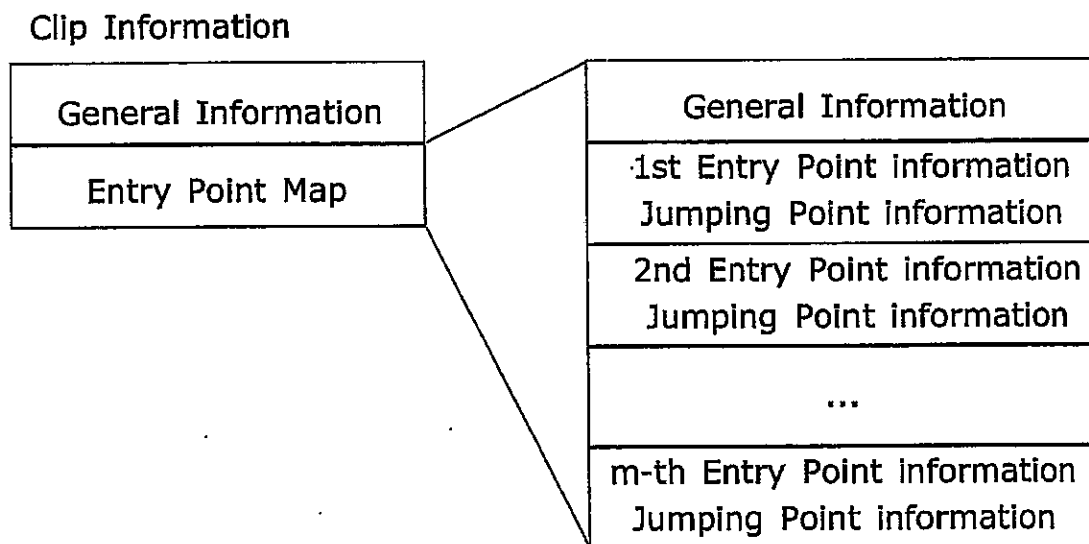
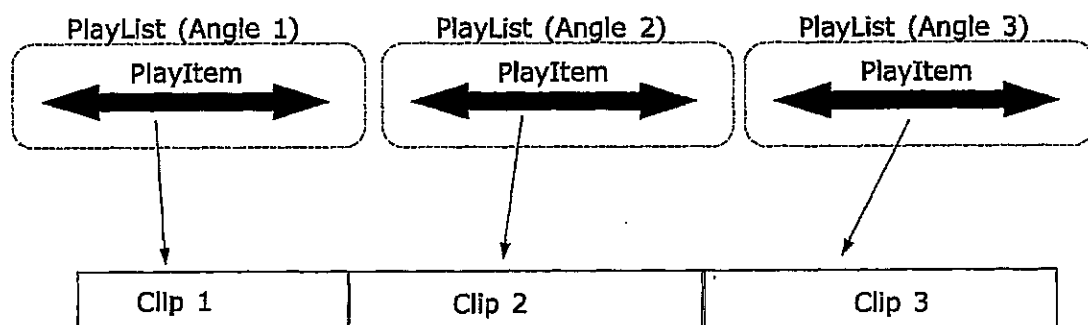
FIG. 17**FIG. 18**

FIG. 19**Jumping Point Map Information**

Jump Manager Information	
1st Jumping Point information of Clip 1	1st JP
1st Jumping Point information of Clip 2	
...	
2nd Jumping Point information of Clip 1	2nd JP
2nd Jumping Point information of Clip 2	
...	
...	n-th JP
n-th Jumping Point information of Clip 1	
n-th Jumping Point information of Clip 2	
...	

FIG. 20**PlayList**

General Information	PlayItem Information	General Information
PlayItem Information		Angle block Information
...		
PlayItem Information		

FIG. 21**FIG. 22**

PlayList

General Information
Angle block Information
PlayItem Information
...