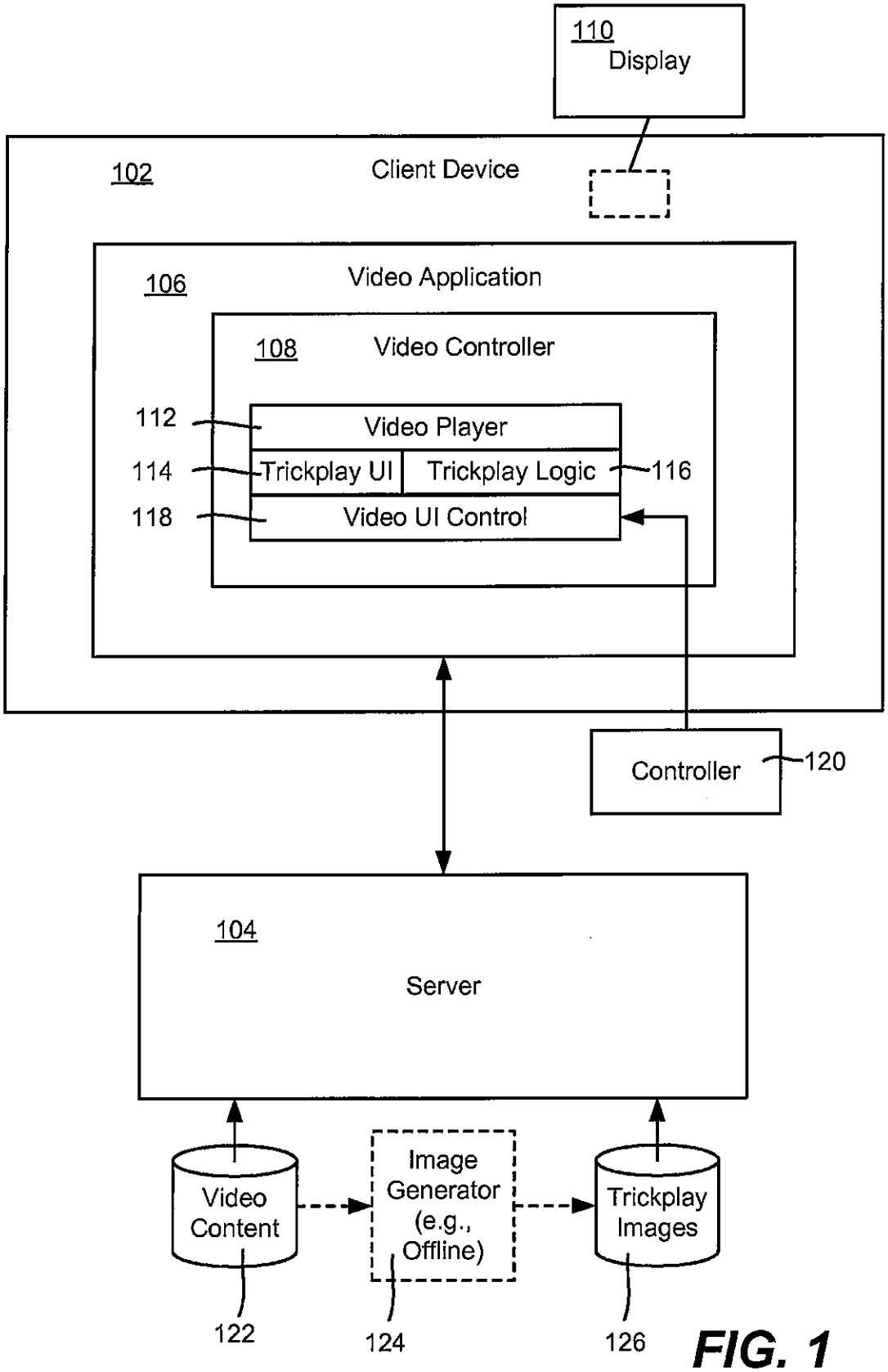
110
Display
102
Client Device
106
Video Application
108
Video Controller
112
Video Player
114
Trickplay UI
Trickplay Logic
116
118
Video UI Control
Controller
120
104
Server
Video Content
Image Generator (e.g., Offline)
Trickplay Images
122
124
126

FIG. 1

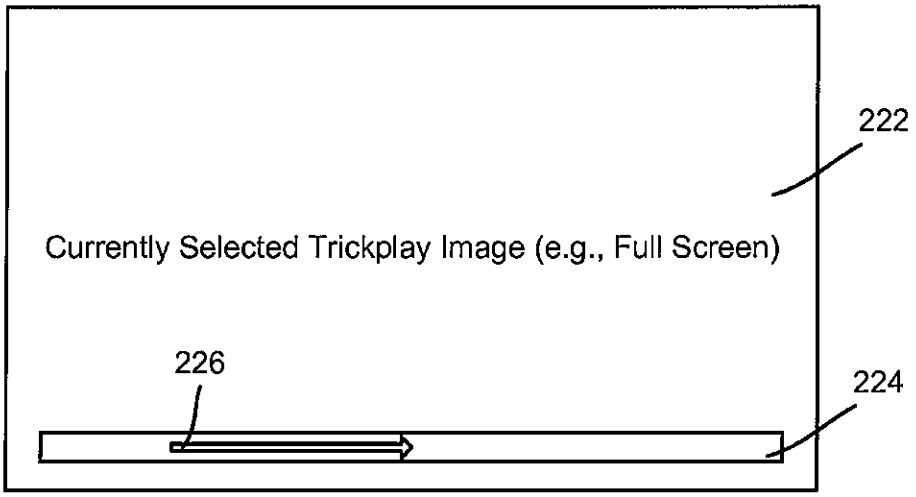
222
Currently Selected Trickplay Image (e.g., Full Screen)
226
224

FIG. 2A

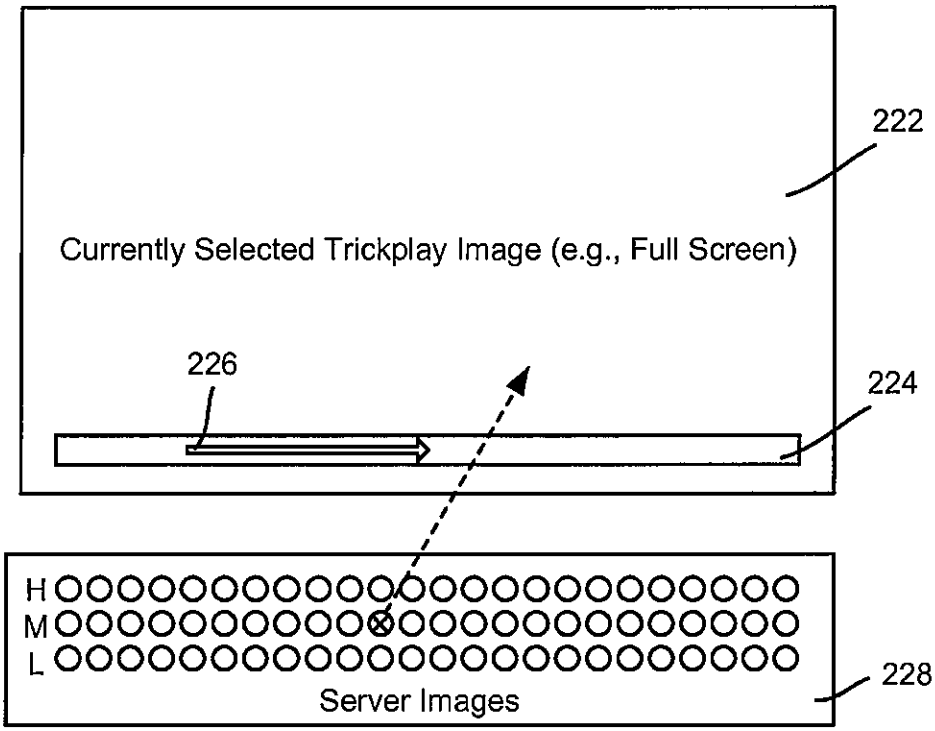
222
Currently Selected Trickplay Image (e.g., Full Screen)
226
224
H
M
L
228
Server Images

FIG. 2B

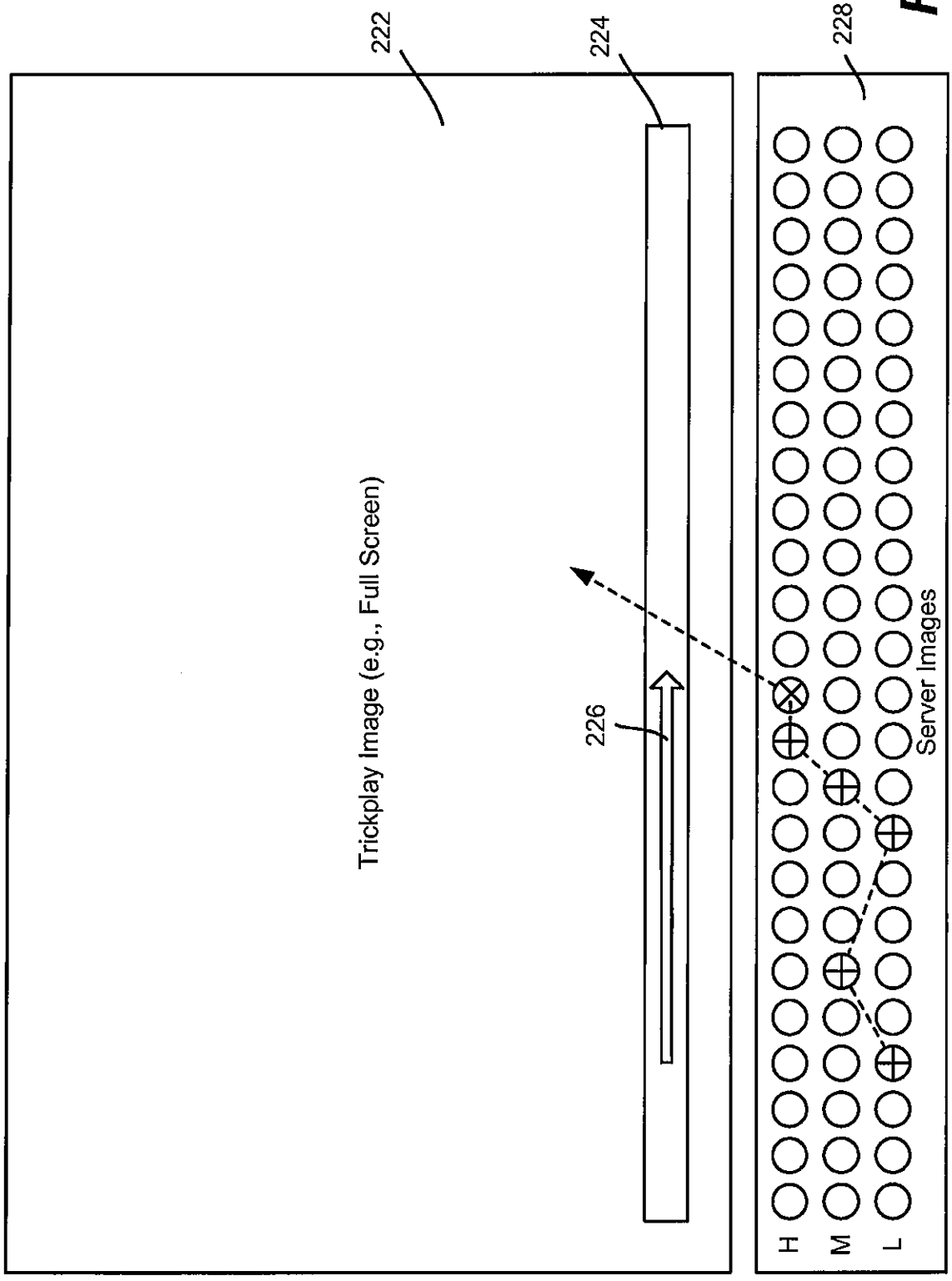
222
224
228
Trickplay Image (e.g., Full Screen)
226
H
M
L
Server Images

FIG. 3

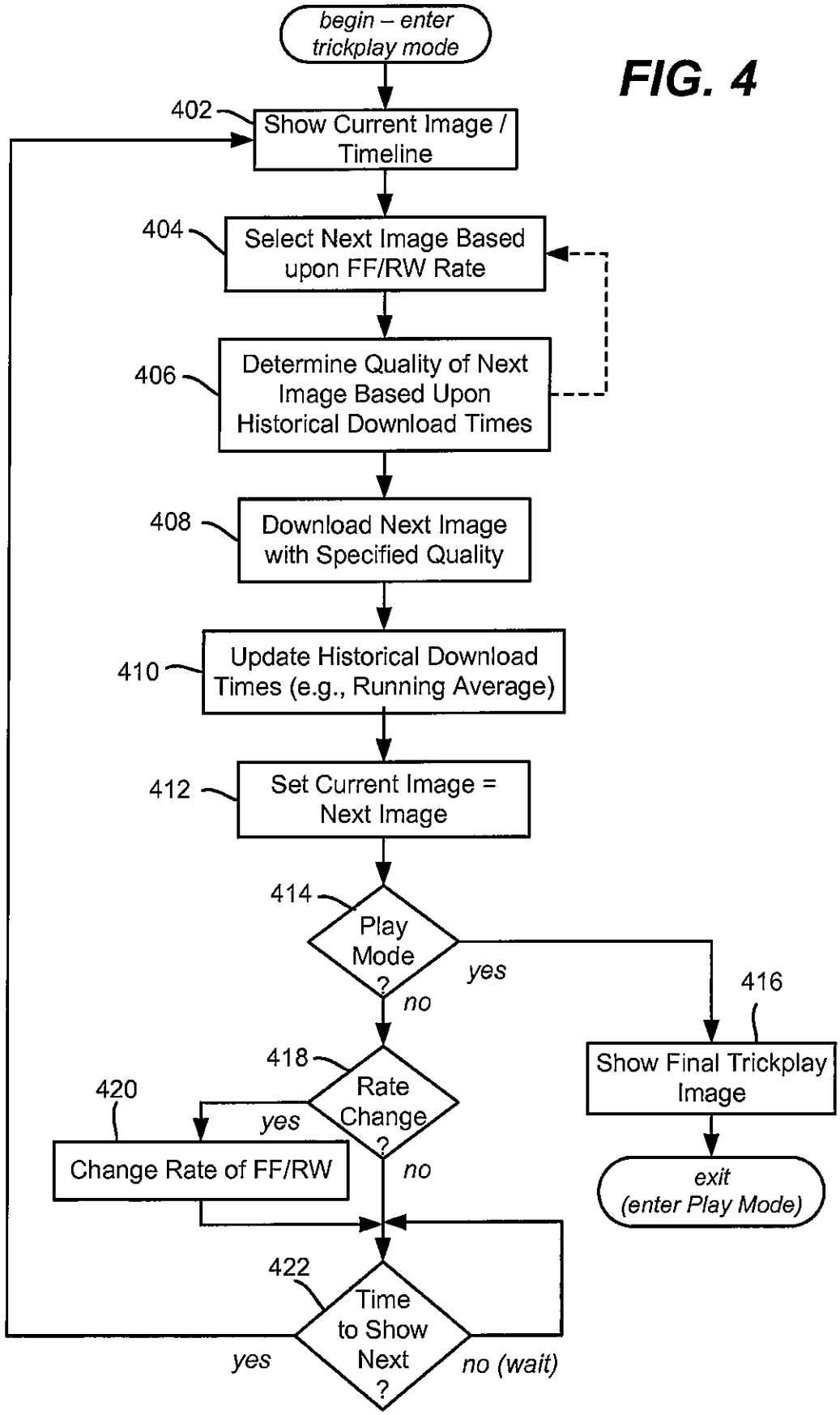
begin – enter trickplay mode
402
Show Current Image / Timeline
404
Select Next Image Based upon FF/RW Rate
406
Determine Quality of Next Image Based Upon Historical Download Times
408
Download Next Image with Specified Quality
410
Update Historical Download Times (e.g., Running Average)
412
Set Current Image = Next Image
414
Play Mode ?
yes
no
416
Show Final Trickplay Image
exit (enter Play Mode)
418
Rate Change ?
yes
no
420
Change Rate of FF/RW
422
Time to Show Next ?
yes
no (wait)

FIG. 4

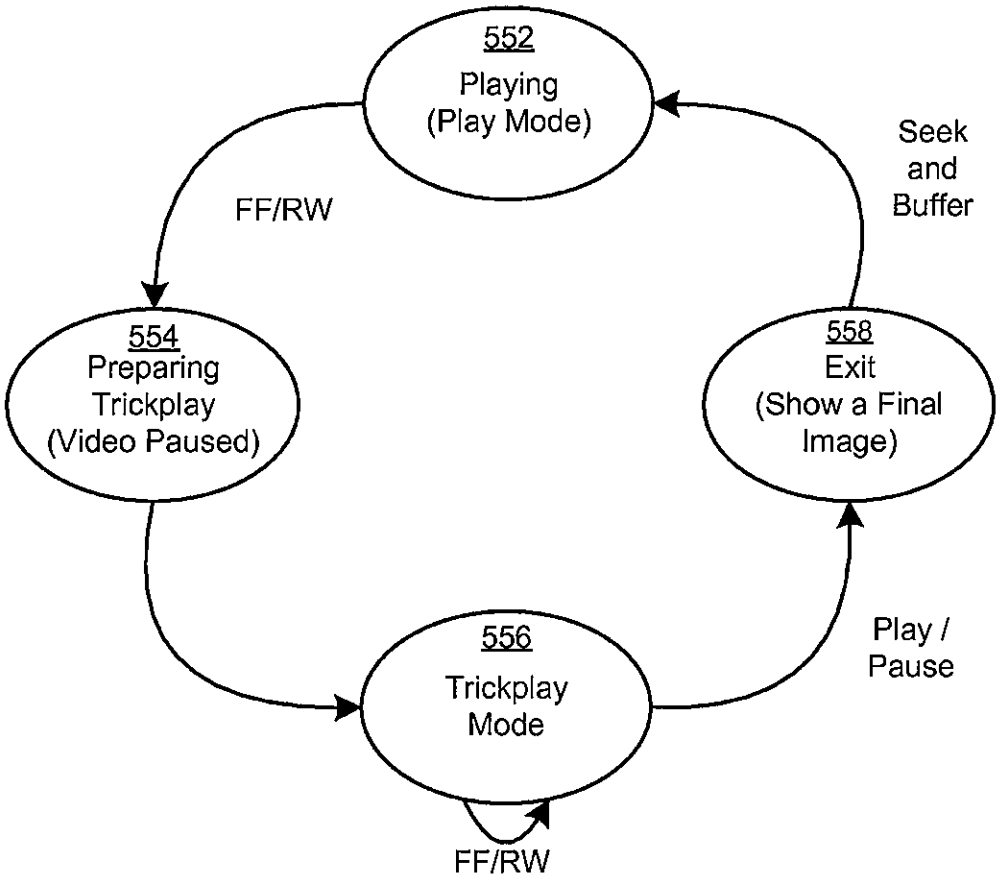
552
Playing
(Play Mode)
FF/RW
554
Preparing
Trickplay
(Video Paused)
556
Trickplay
Mode
FF/RW
558
Exit
(Show a Final
Image)
Seek
and
Buffer
Play /
Pause

FIG. 5

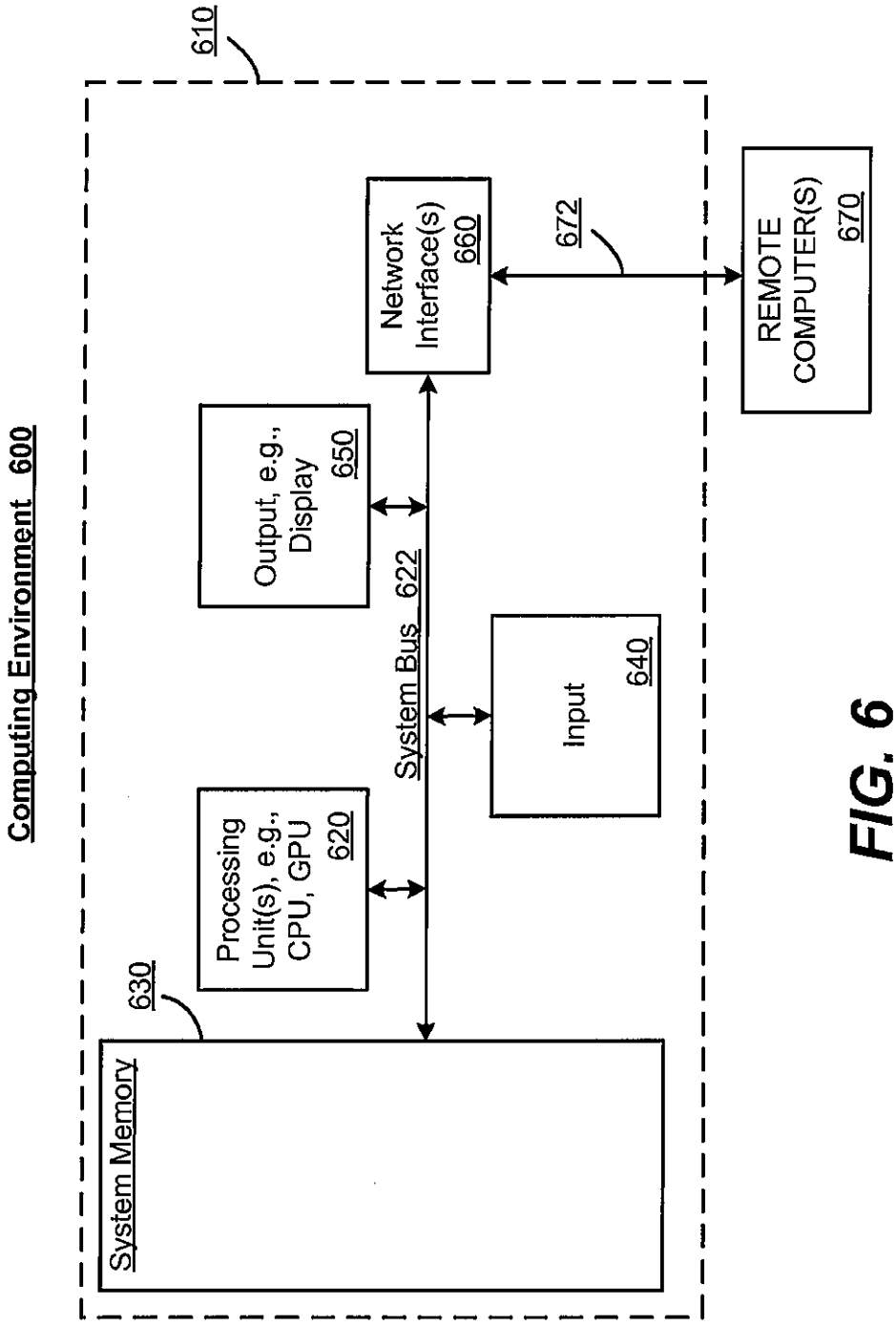
Computing Environment 600
610
System Memory
630
Processing Unit(s), e.g., CPU, GPU
620
System Bus 622
Output, e.g., Display
650
Input
640
Network Interface(s)
660
672
REMOTE COMPUTER(S)
670

FIG. 6