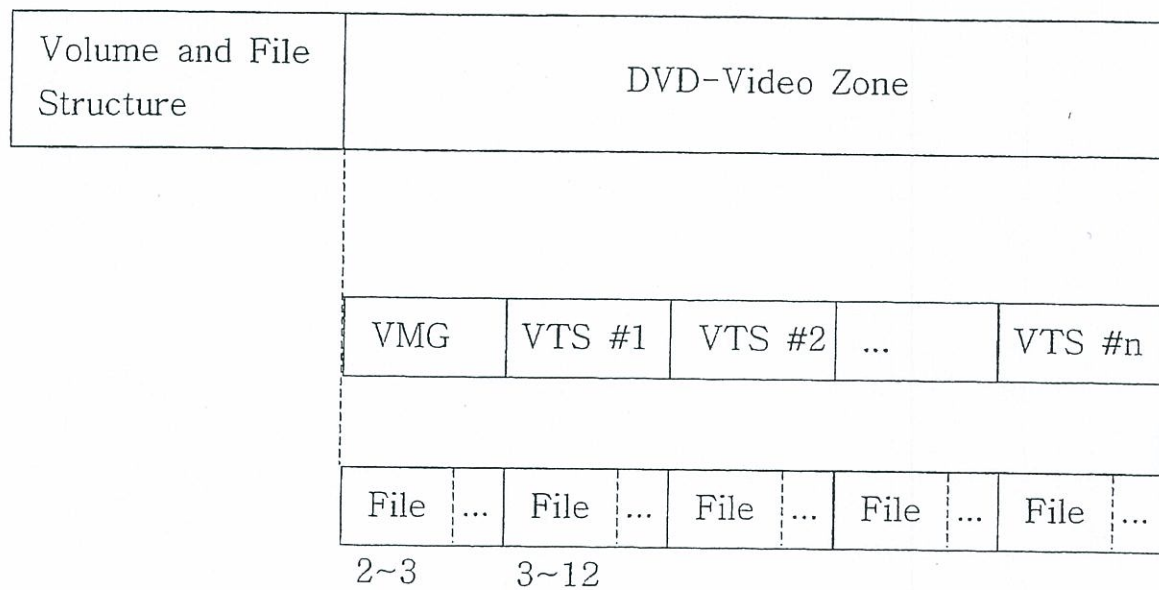
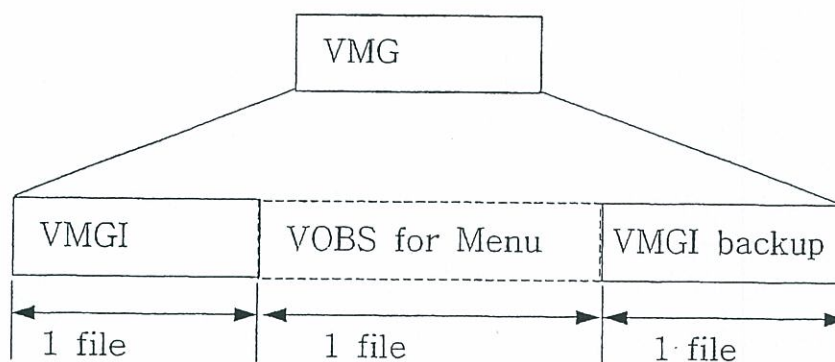


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FIG. 1**FIG. 2**

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FIG. 3

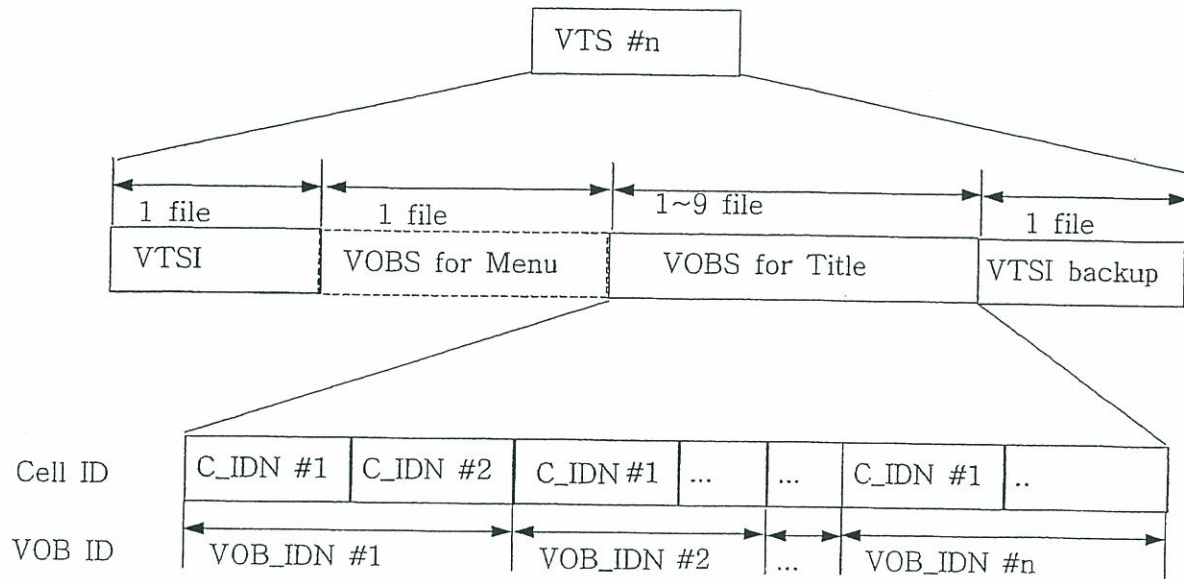


FIG. 4

Entry PGC

FIG. 5

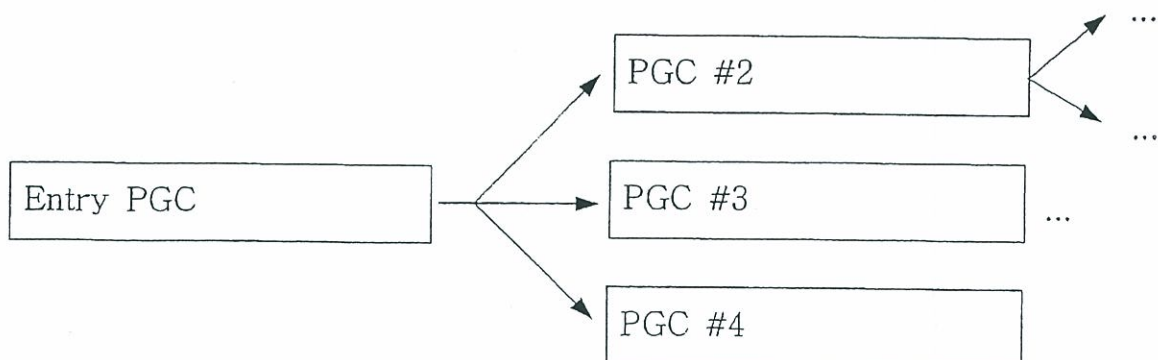


FIG. 6

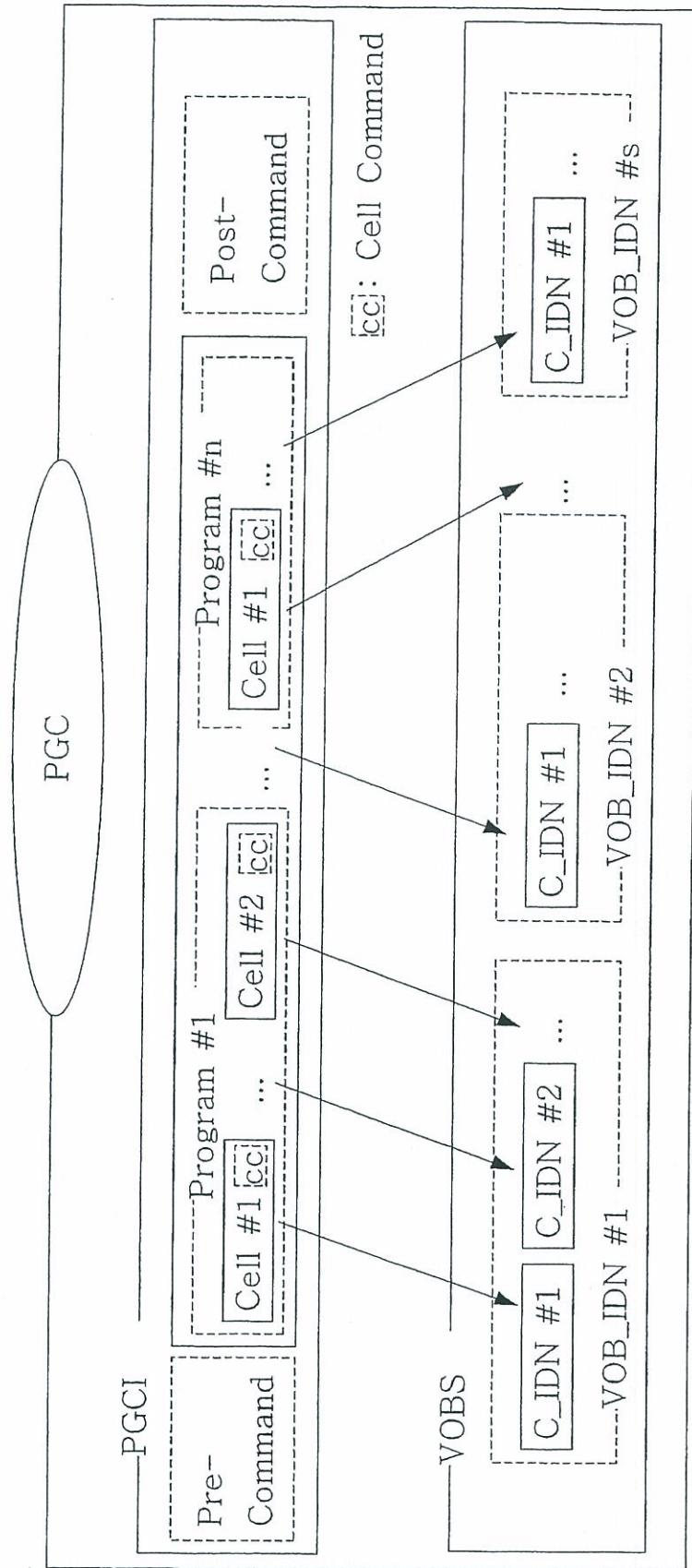
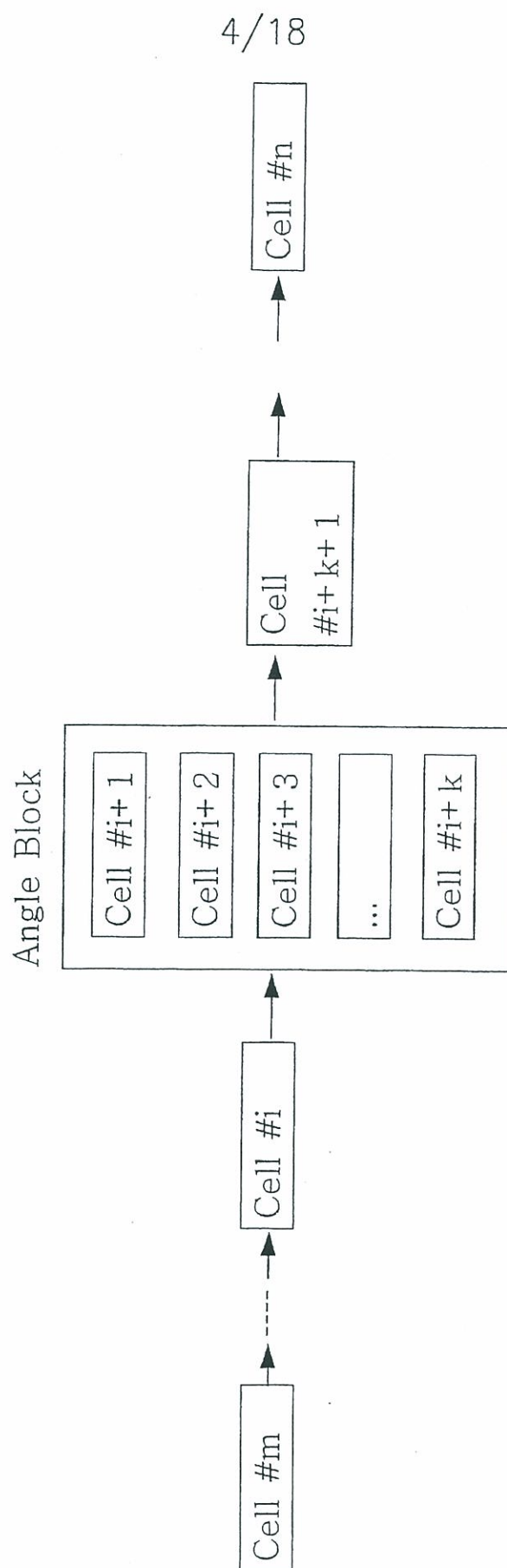


FIG. 7



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FIG. 8

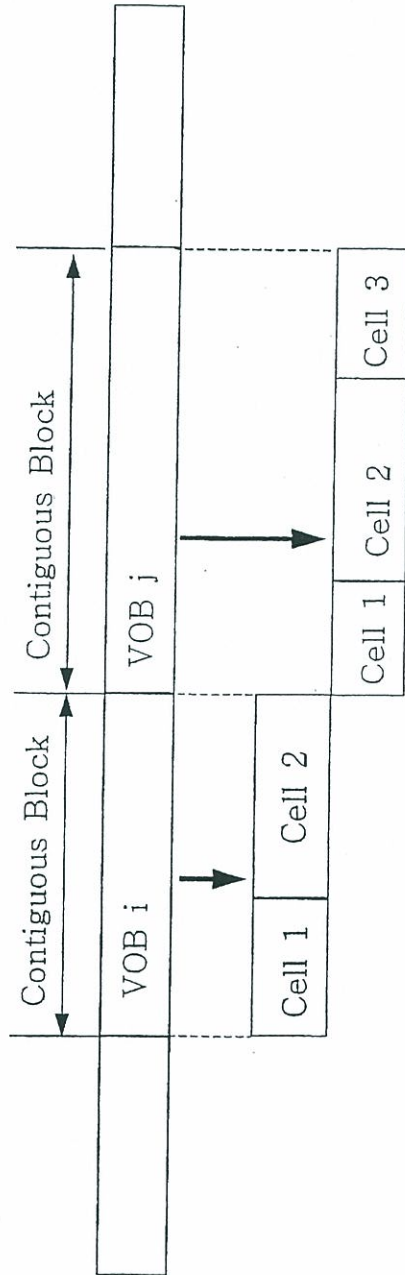


FIG. 9

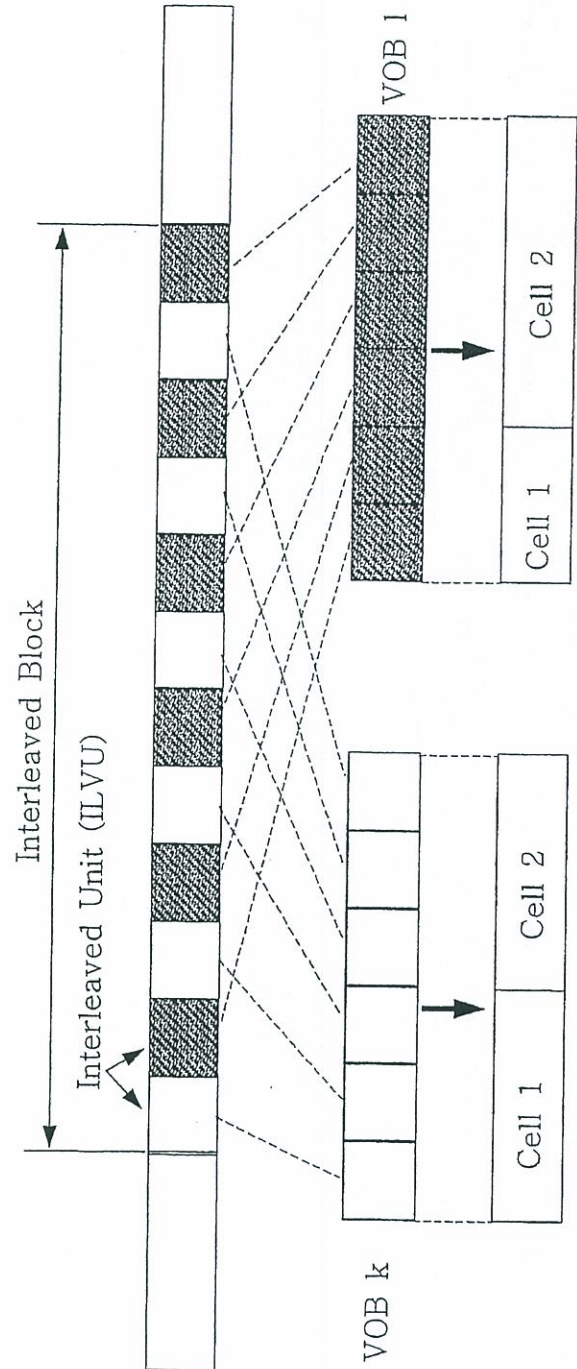


FIG. 10

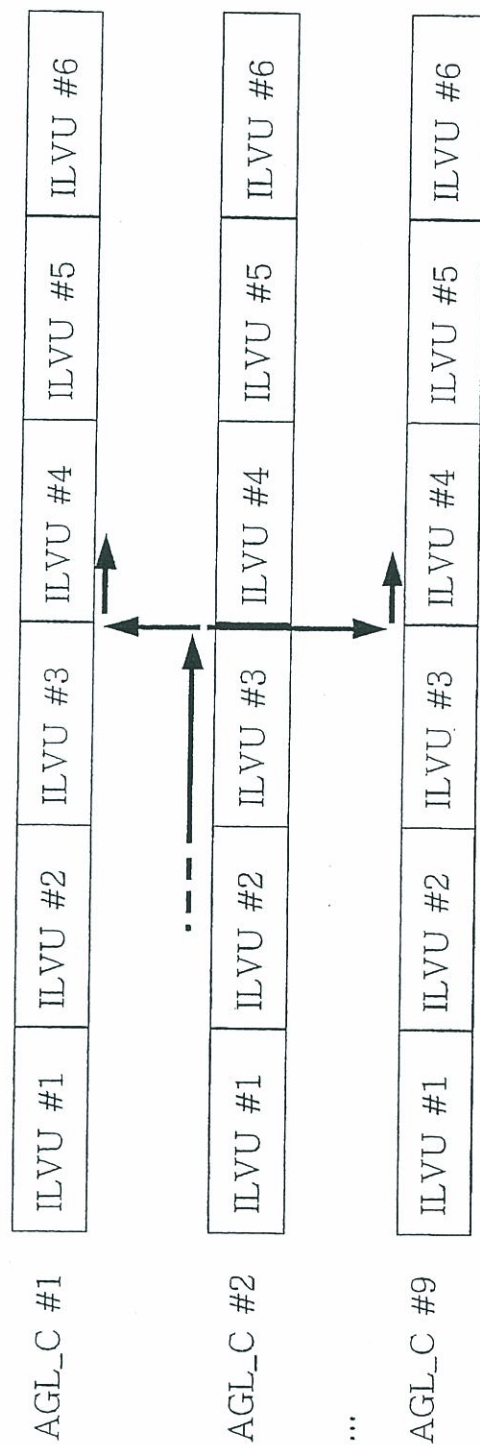


FIG. 11

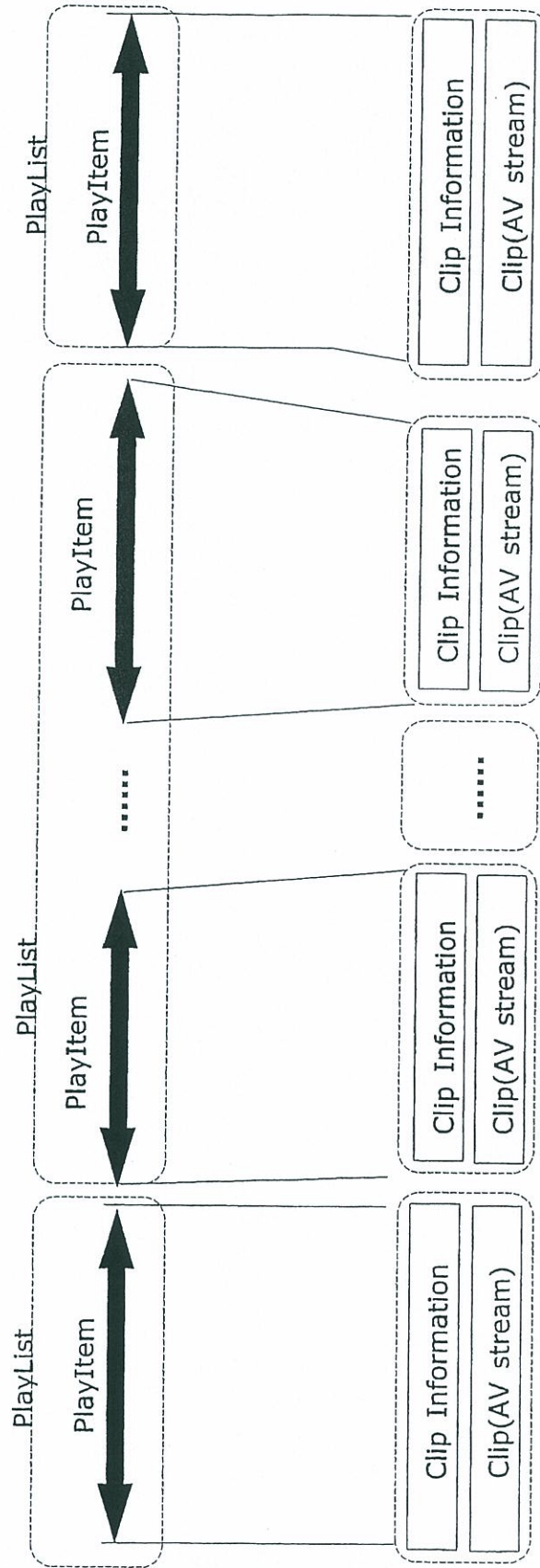
NXT_ILVU_SA (Start address of the next Interleaved Unit)
NXT_ILVU_SZ(Size address of the next Interleaved Unit)

FIG. 12

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)

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FIG. 13



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FIG. 14

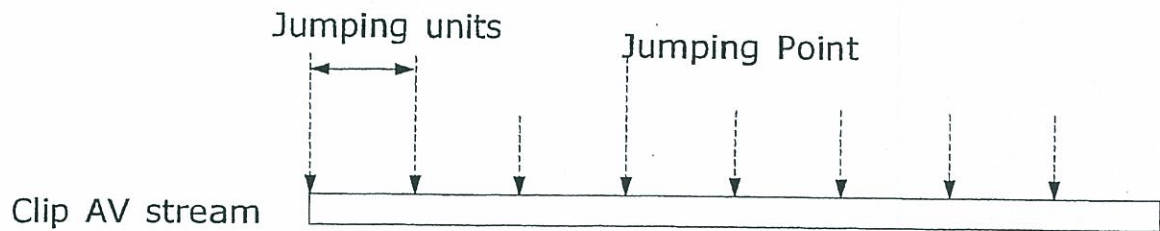
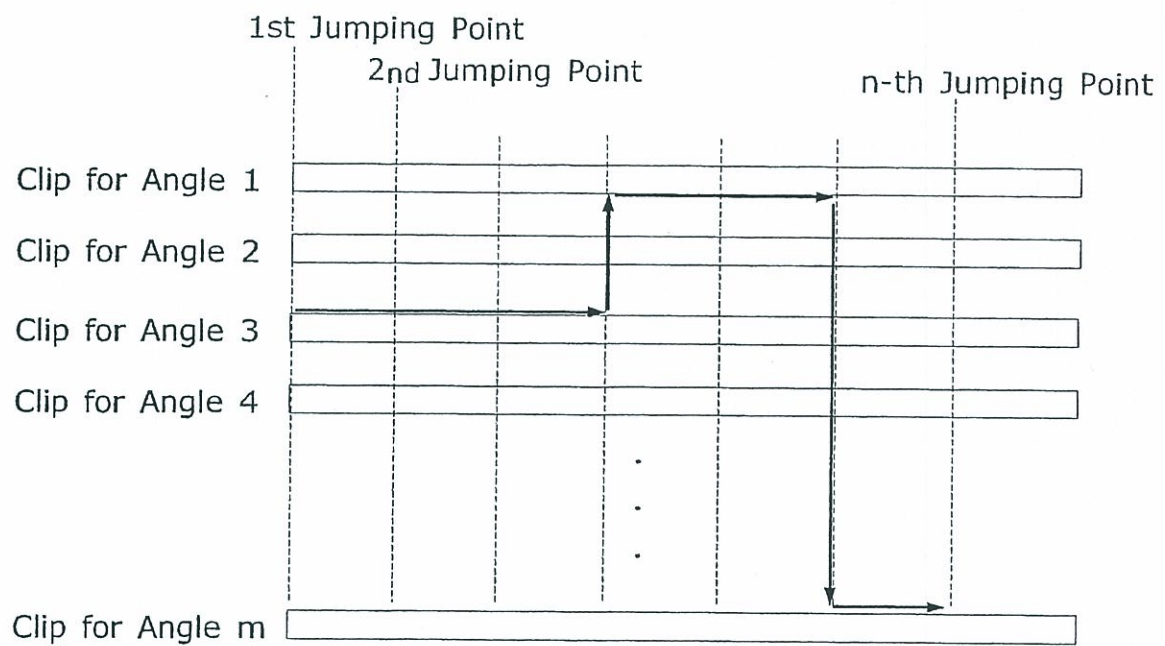


FIG. 15



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FIG. 16

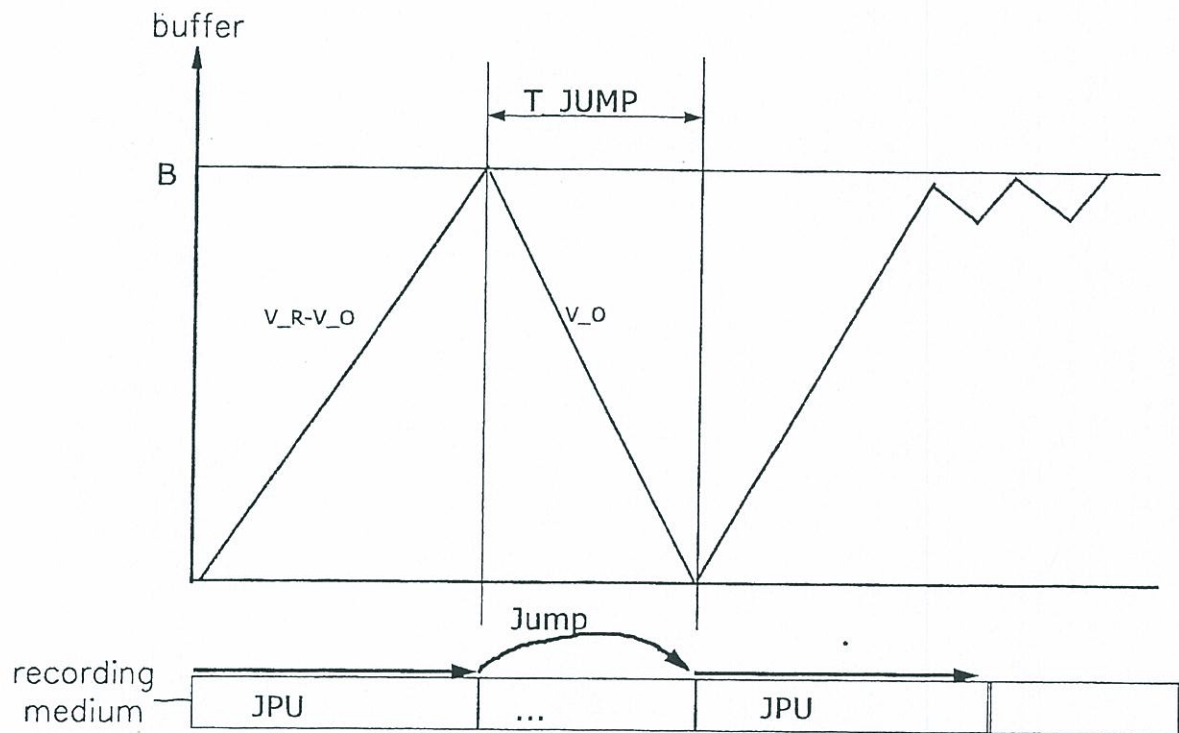
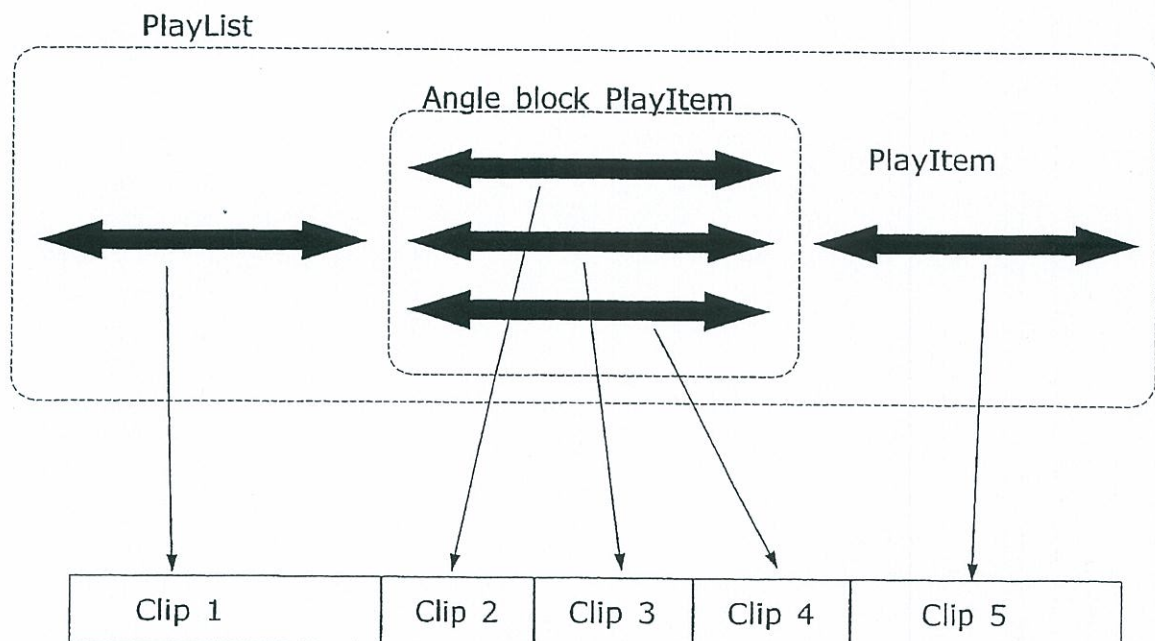
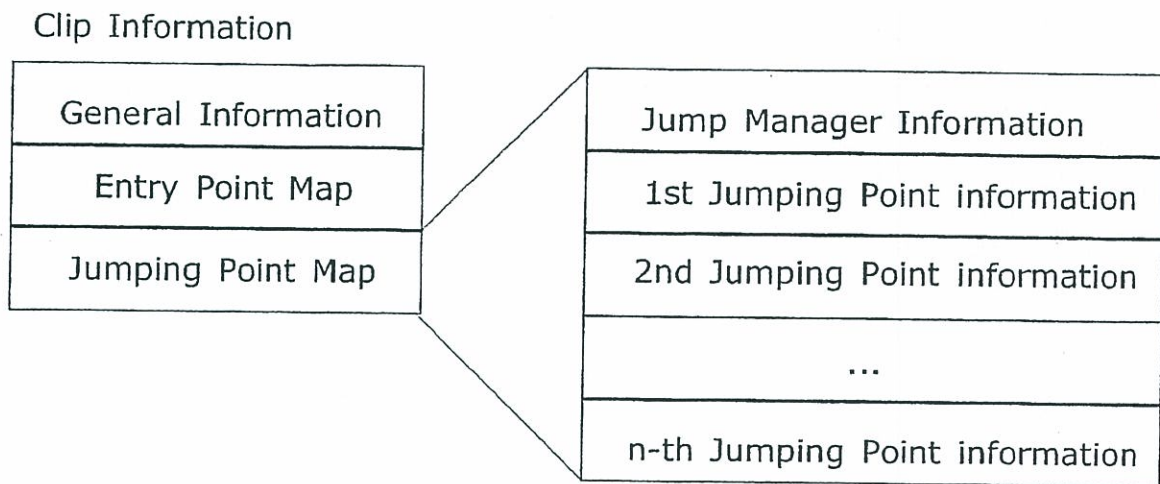
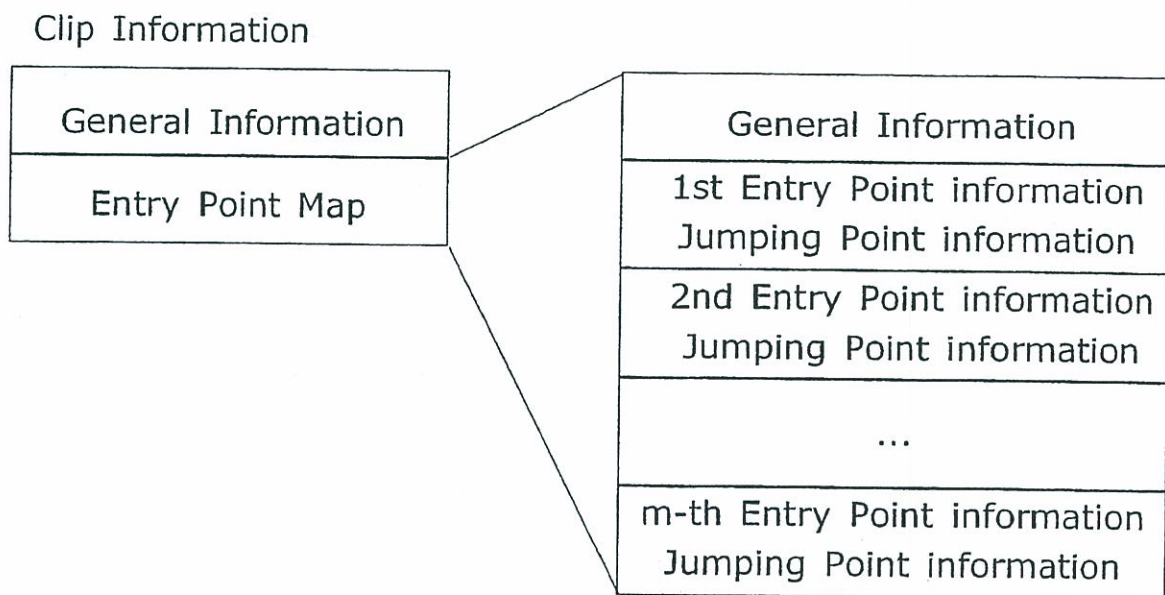


FIG. 17



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FIG. 18**FIG. 19**

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FIG. 20

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	
...	

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FIG. 21

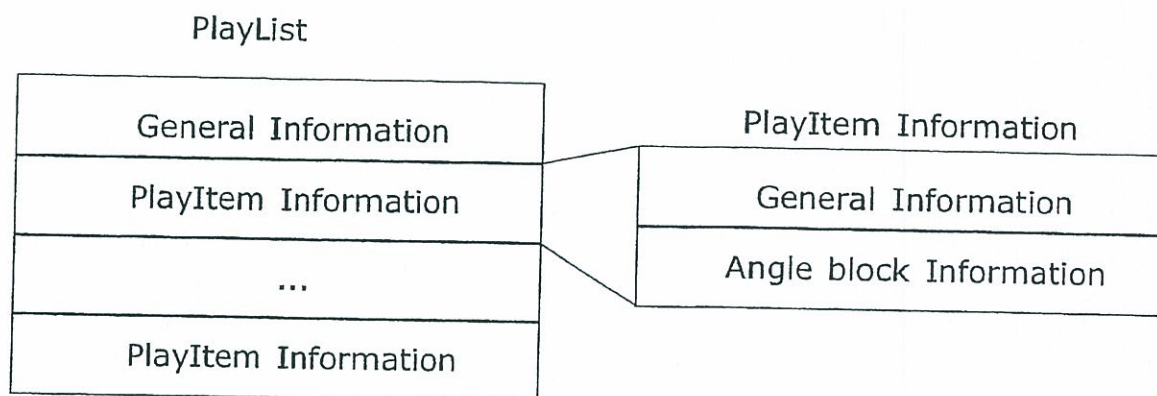


FIG. 22

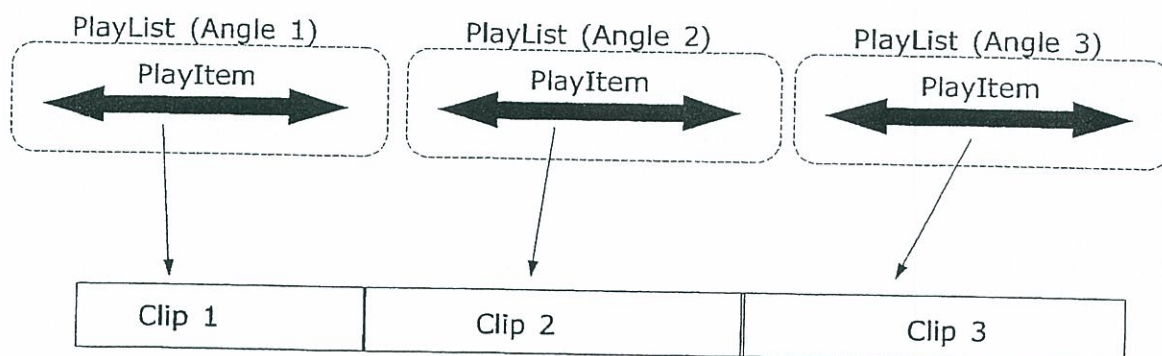
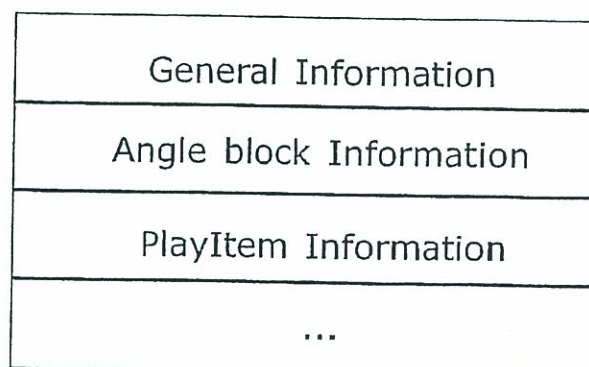


FIG. 23

PlayList

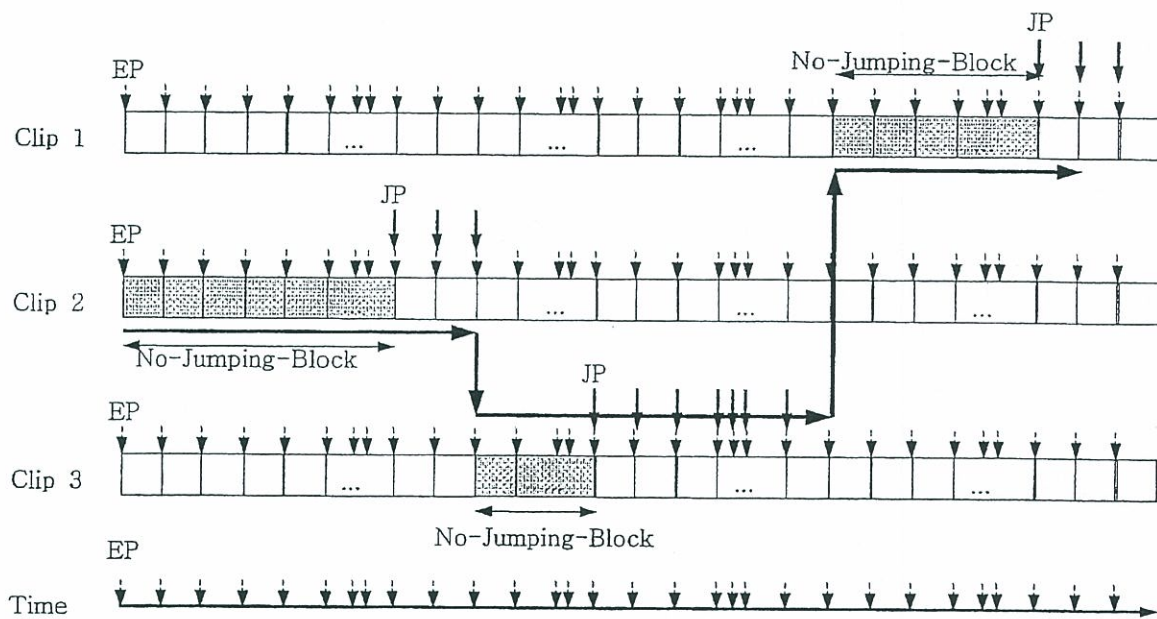


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FIG. 24

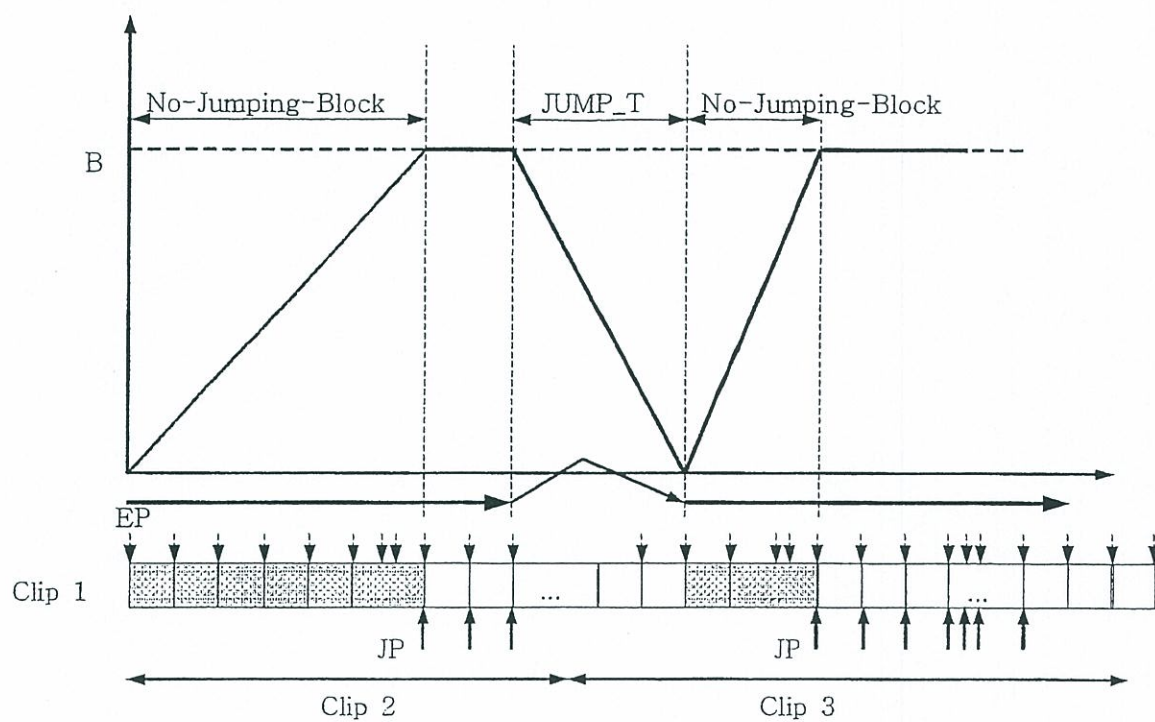
Clip 1 for Angle 1	Clip 2 for Angle 2	Clip 3 for Angle 3
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FIG. 25



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FIG. 26



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FIG. 27

General Concept

- Allocation
 - 1 Clip for 1 angle
 - Contiguous & Separate recording (Non-interleaved)
 - No restriction for number of Angles
- Seamless Change
 - Every EP can be Jumping Point (JP)
 - No-Jumping-Block from start play or after Jump for buffering
 - One Big Jump model
- Navigation
 - Multiple PlayItem makes an Angle Block

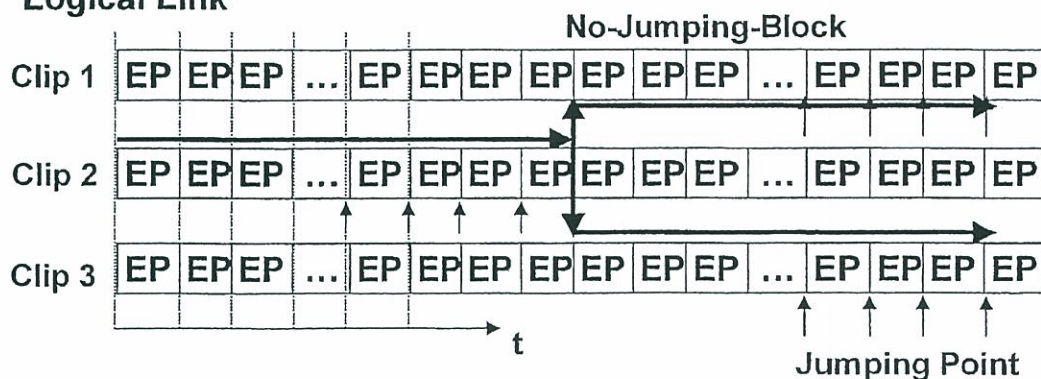
FIG. 28

EP & JP & No-Jumping-Block

Physical Allocation

Clip 1 for Angle 1	Clip 2 for Angle 2	Clip 3 for Angle 3
--------------------	--------------------	--------------------

Logical Link



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FIG. 29

Jumping Model

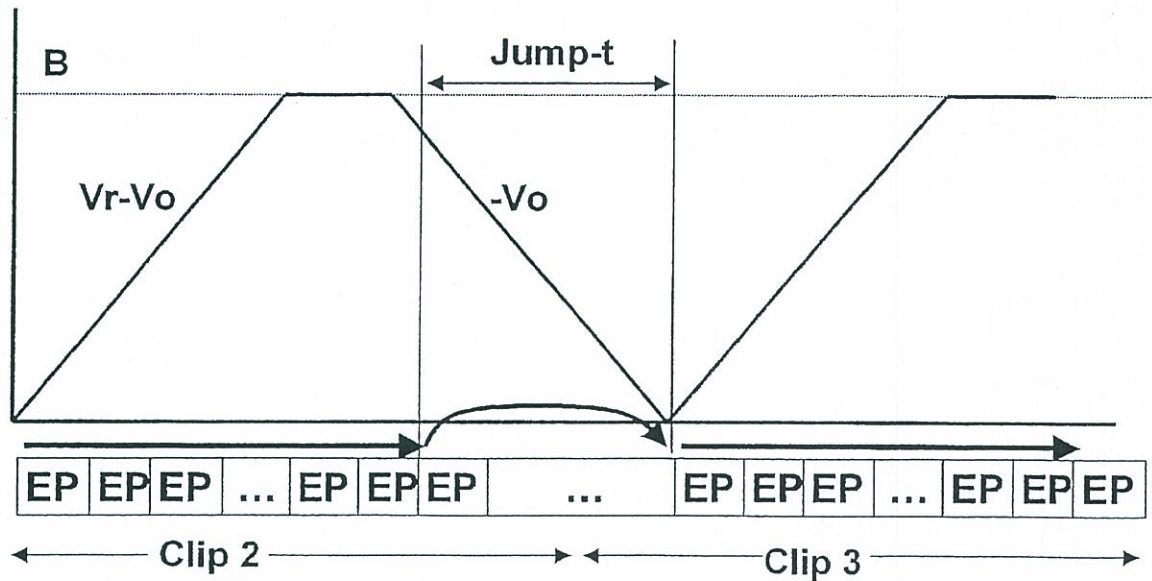


FIG. 30

Cont.

- Size of NJB defined by One Big Jump Performance
- EP start with Closed GOP
- Angle Clips have each EP at Same Playback time points
- No need of additional information for JP

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FIG. 31

Navigation Data

