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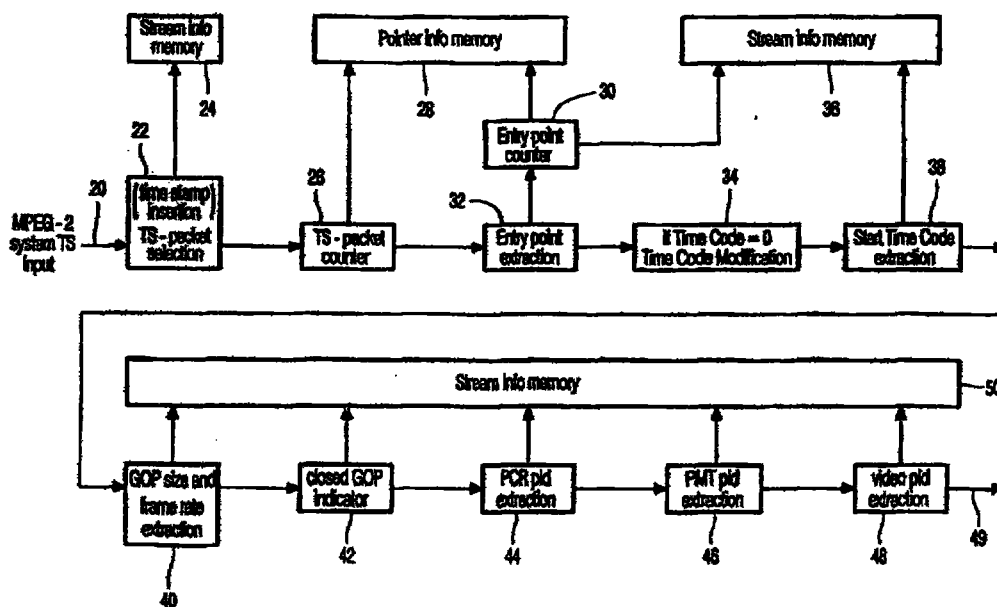
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(71) Applicant: KONINKLIJKE PHILIPS ELECTRONICS N.V. [NL/NL]; Groenewoudseweg 1, NL-5621 BA Eindhoven (NL).			
(71) Applicant (for SE only): PHILIPS AB [SE/SE]; Kottbygatan 7, Kista, S-164 85 Stockholm (SE).			
(72) Inventor: TEUNISSEN, Cornelis; Prof. Holstlaan 6, NL-5656 AA Eindhoven (NL) ✓			
(74) Agent: FAESSEN, Louis, M., H.; Prof. Holstlaan 6, NL-5656 AA Eindhoven (NL).			
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(54) Title: METHOD FOR STORING COMPRESSED DIGITAL AUDIO AND VIDEO ✓



(57) Abstract

Digital audio and/or video programs that have been compressed on the basis of groups of pictures (GOPs) are recorded on a medium that allows immediate jumping between groups through co-storage of Transport Stream packets and pointer information. In particular, coexistently with the storing, successive pointers are derived in realtime from a primary Transport Stream that collectively point to data packets in a reconstructed Transport Stream, which contains entry points. These pointers are stored at predetermined locations on the medium.