

Fig.1

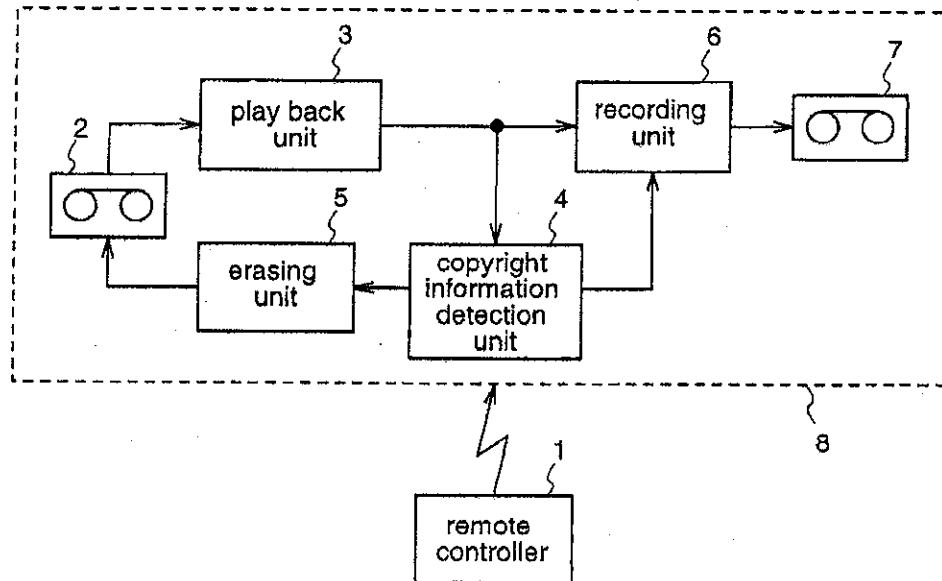


Fig.2

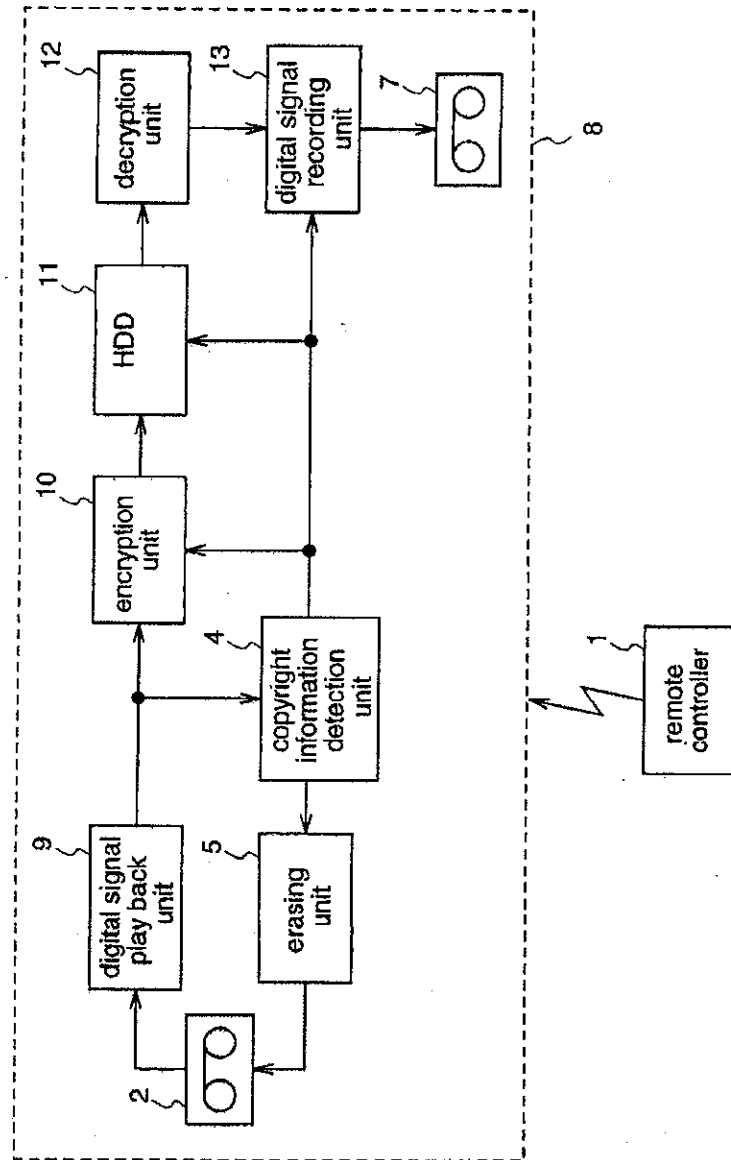


Fig.3

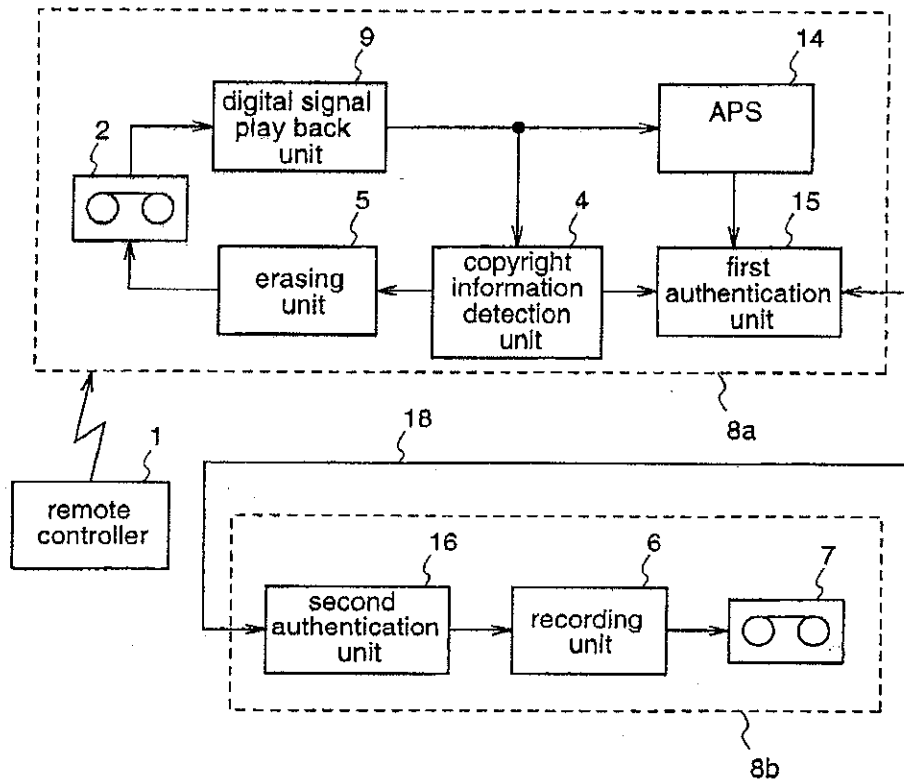


Fig.4

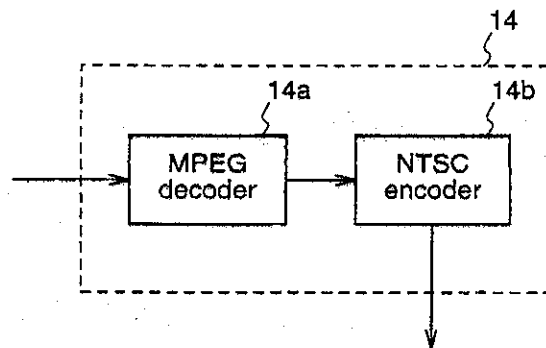


Fig.5(a)

20th line on which CGMS information is superimposed

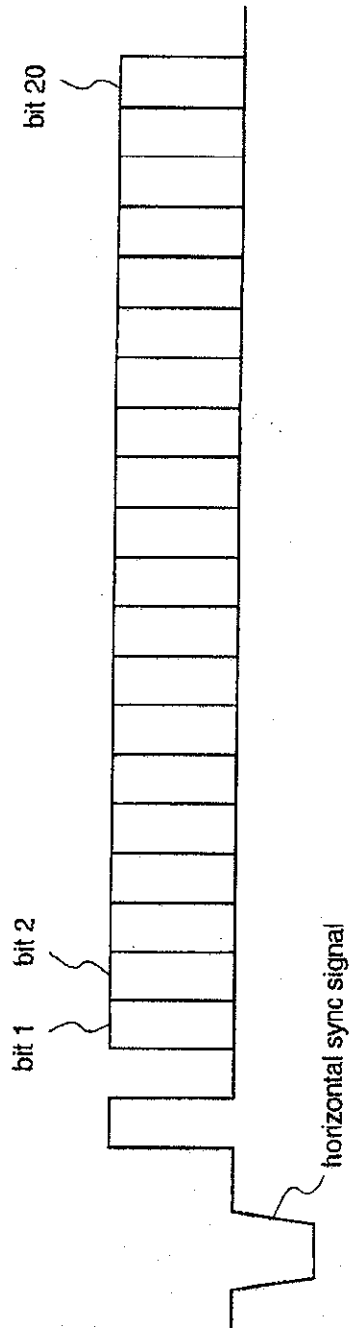


Fig.5(b)

bit 1,2	: aspect ratio of screen and display format	
bit 3~6	: header code	
bit 7,8	: CGMS-A	2 bits for entire format
bit 9,10	: APS	2 bits for 480i macro vision
bit 11	: ASB	1 bit reserve
bit 12	: transfer permission	1 bit 1=transfer permitted, 0=transfer inhibited
bit 13	: transfer information	1 bit 1=during transfer, 0=only play back
bit 14	: reserve	
bit 15~20	: CRCC	1 bit

Fig.6

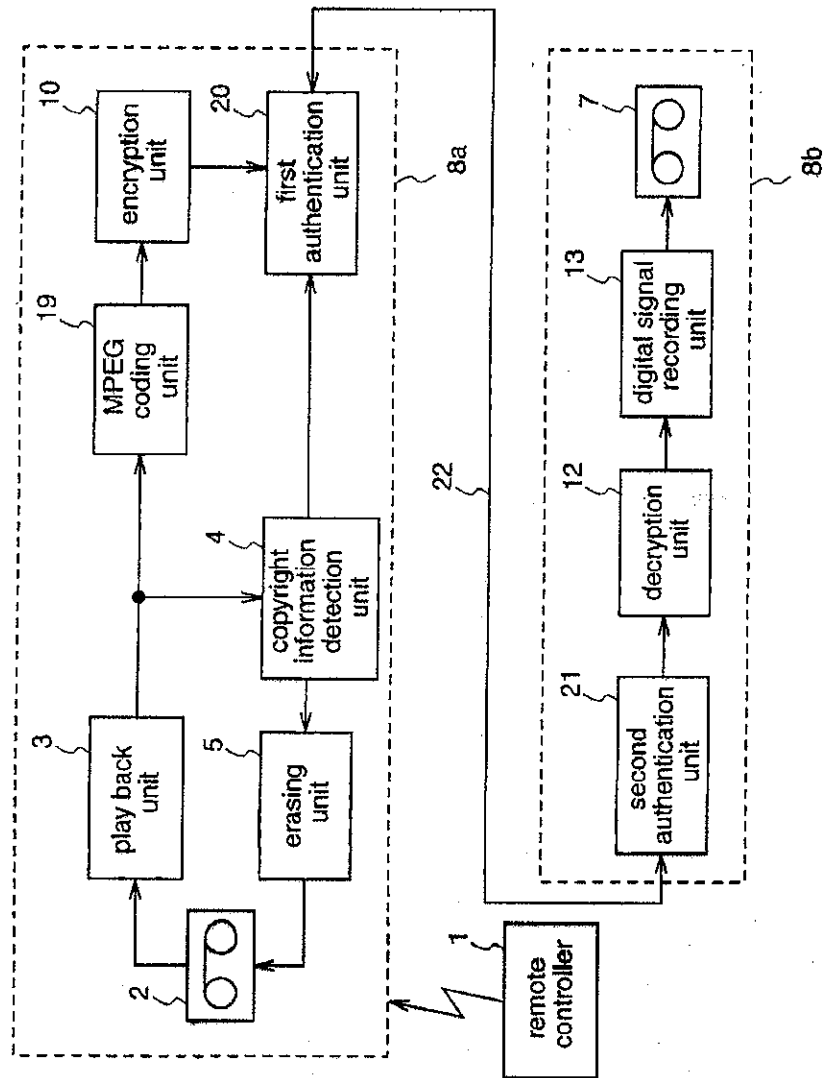


Fig.7

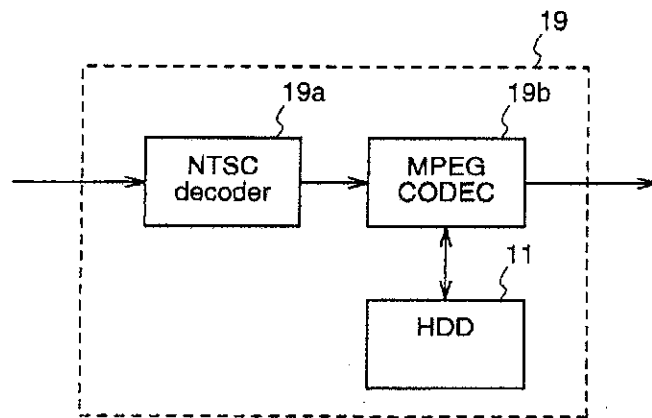


Fig.8

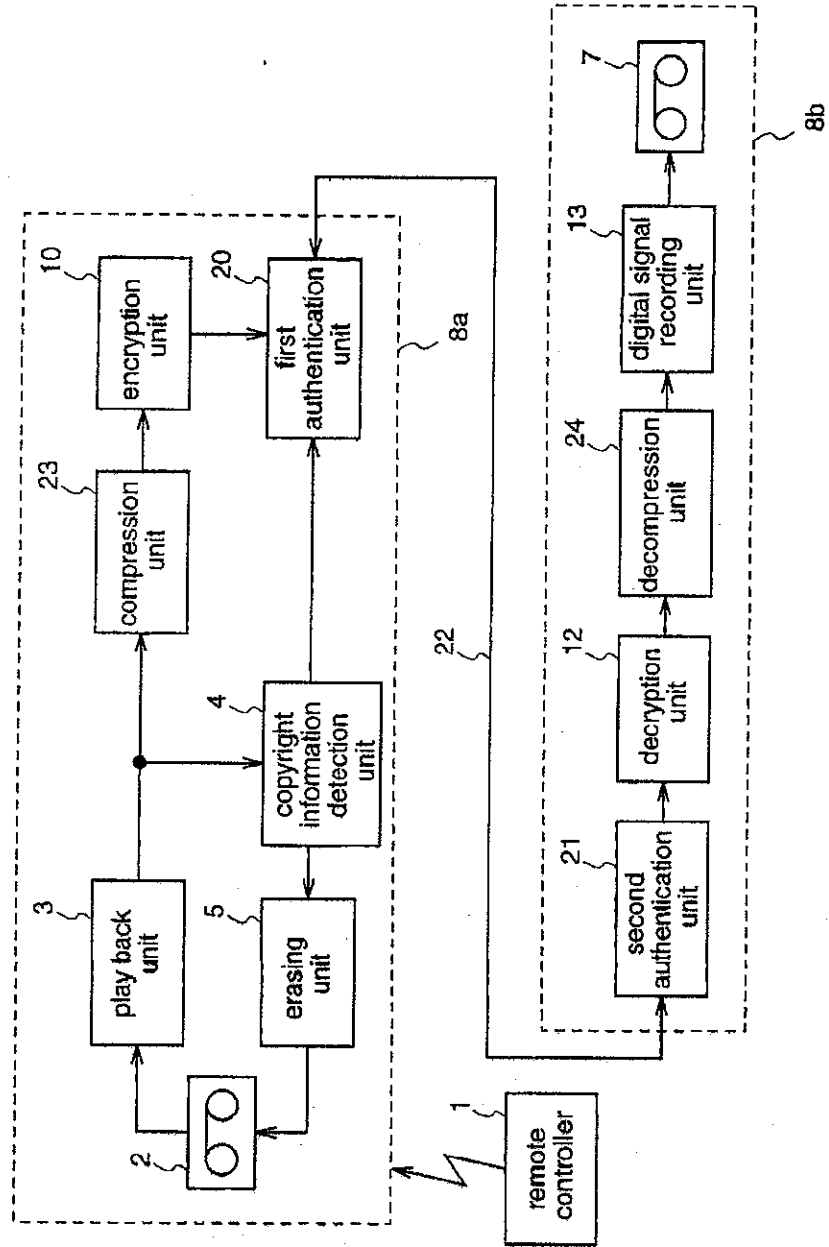


Fig.9(a)

$$\begin{aligned} &\text{generated value G1 of } d1 \sim d5 \\ &= d5 \times 100000000h + d4 \times 1000000h + d3 \times 10000h + d2 \times 100h + d1 \end{aligned}$$

Fig.9(b)

$$\begin{aligned} &\text{total number T1 of unused generated values smaller than generated value G1} \\ &= d5 \times K5 + d4 \times K4 + d3 \times K3 + d2 \times K2 \\ &\text{where, } K2=36 \text{ (28h)} \\ &\quad K3 = K2 \times 220 + K2 \times 256 = 17136 \text{ (42F0h)} \\ &\quad K4 = K3 \times 220 + K2 \times 256 \times 256 = 6129216 \text{ (5D8640h)} \\ &\quad K5 = K4 \times 220 + K2 \times 256 \times 256 \times 256 = 1952407296 \text{ (745F5F00h)} \end{aligned}$$

Fig.9(c)

$$\begin{aligned} &\text{image data (hexadecimal number) G2 after compression} \\ &= G1 - T1 \\ &= d5 \times 100000000h + d4 \times 1000000h + d3 \times 10000h + d2 \times 100h + d1 \\ &\quad - (d5 \times K5 + d4 \times K4 + d3 \times K3 + d2 \times K2) \\ &= d5 \times 8BA0A100h + d4 \times A279C0h + d3 \times BD10h + d2 \times D8h + d1 \end{aligned}$$

Fig.10

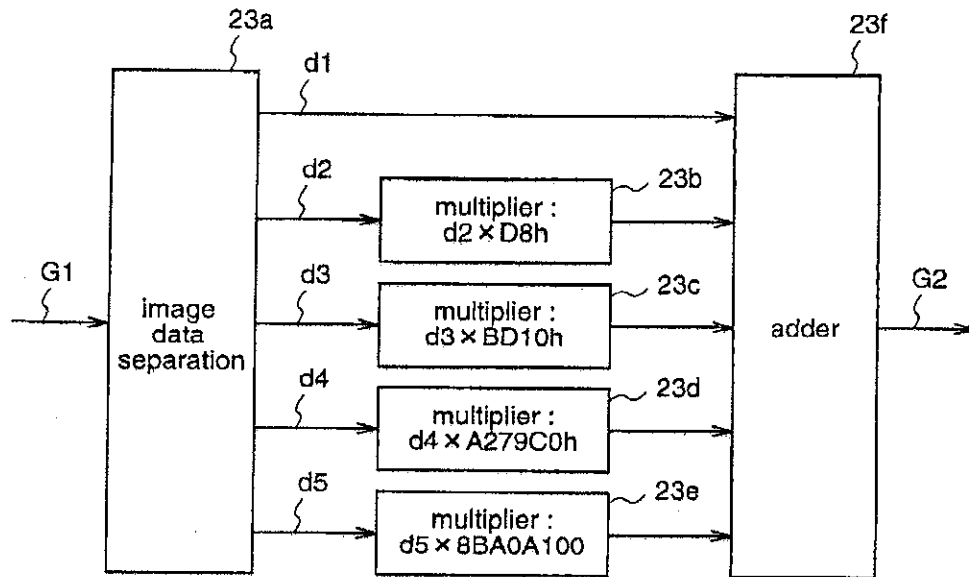


Fig.11(a)

image data after compression=G2

L1 = quotient of $G2 \div 220$

L2 = quotient of $L1 \div 220$

L3 = quotient of $L2 \div 220$

L4 = quotient of $L3 \div 220$
(220=decimal number)

Fig.11(b)

generated value G1 of d1~d5(hex)

= $G2 + L1 \times 36 + L2 \times 36 \times 256 + L3 \times 36 \times 256 \times 256 + L4 \times 36 \times 256 \times 256 \times 256$

= $G2 + L1 \times 24h + L2 \times 2400h + L3 \times 240000h + L3 \times 24000000h$

Fig.12

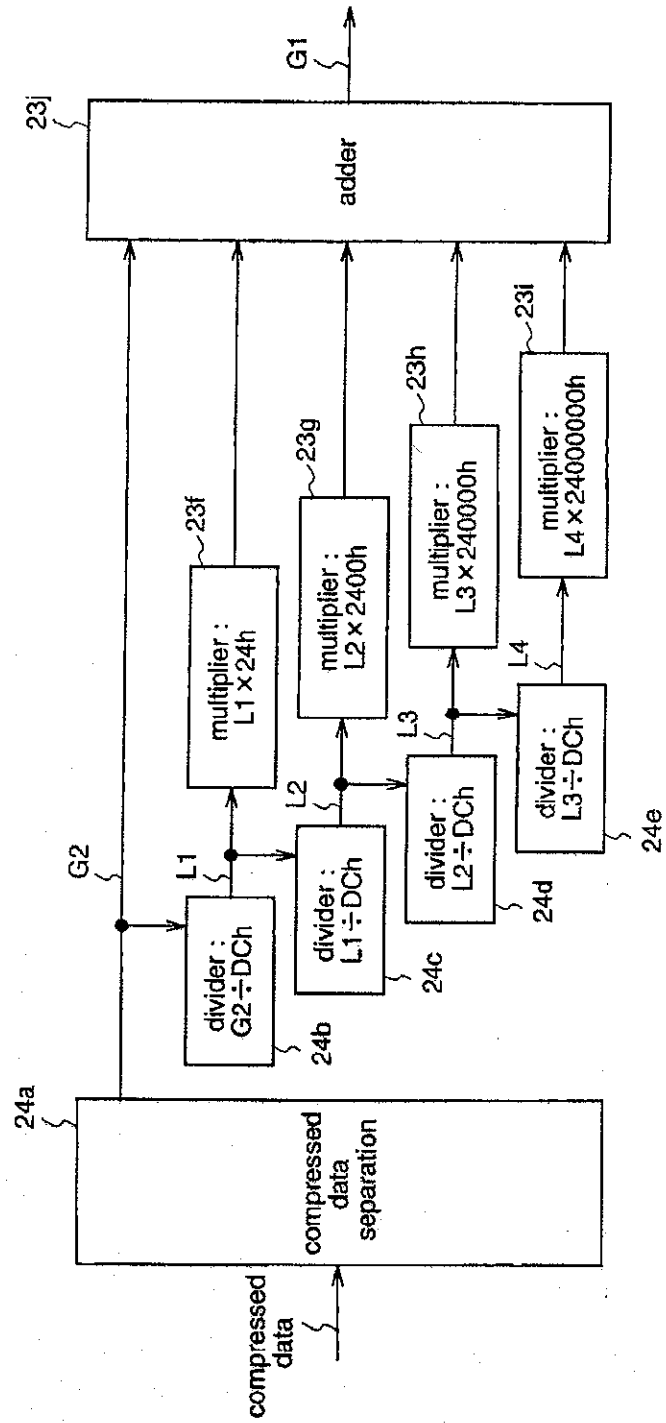


Fig.13

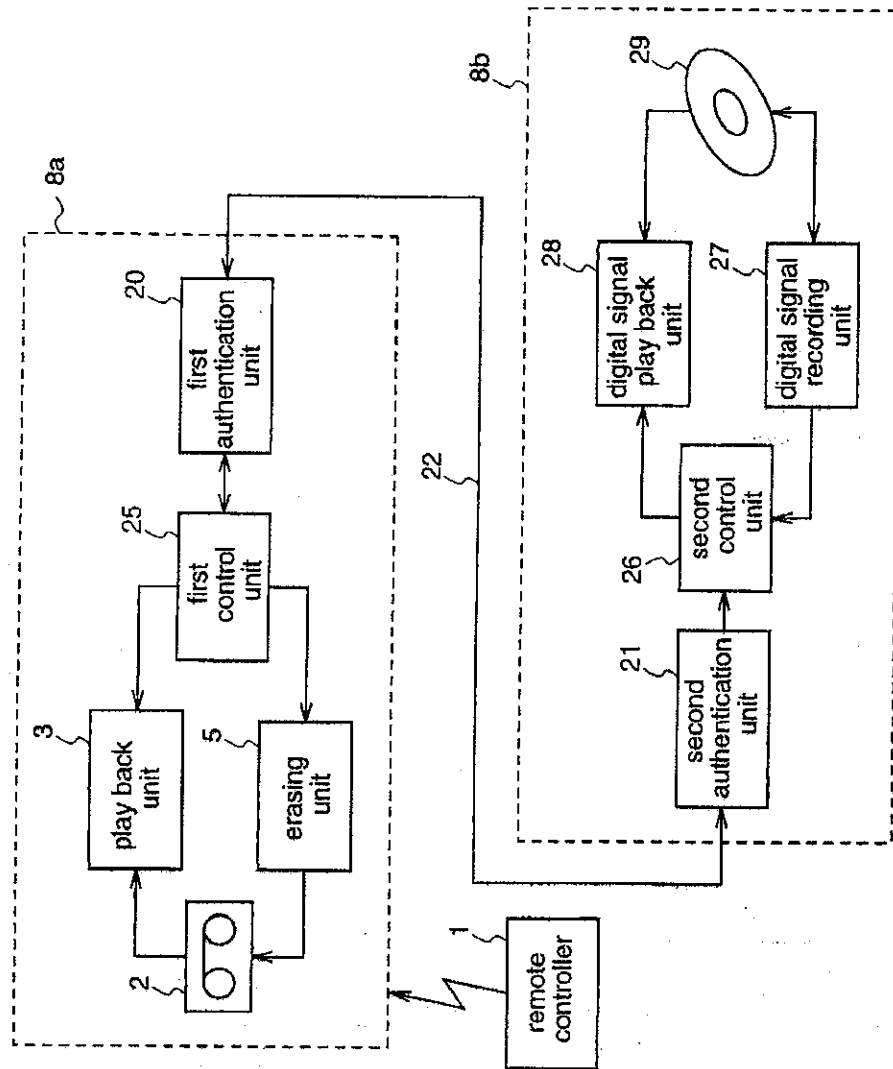


Fig.14

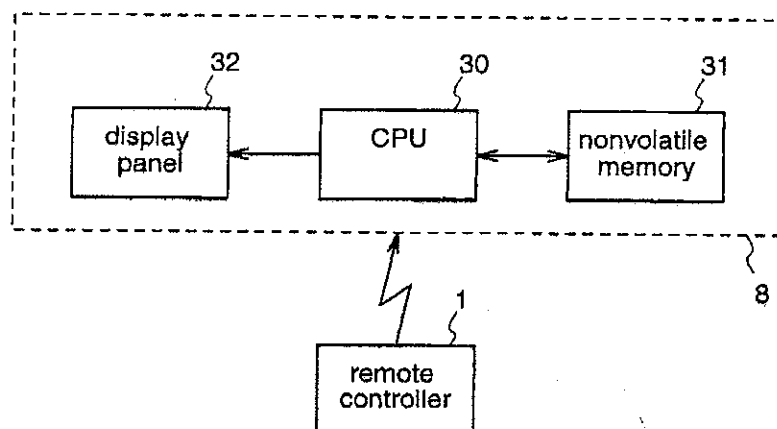


Fig.15

