FIG. 1

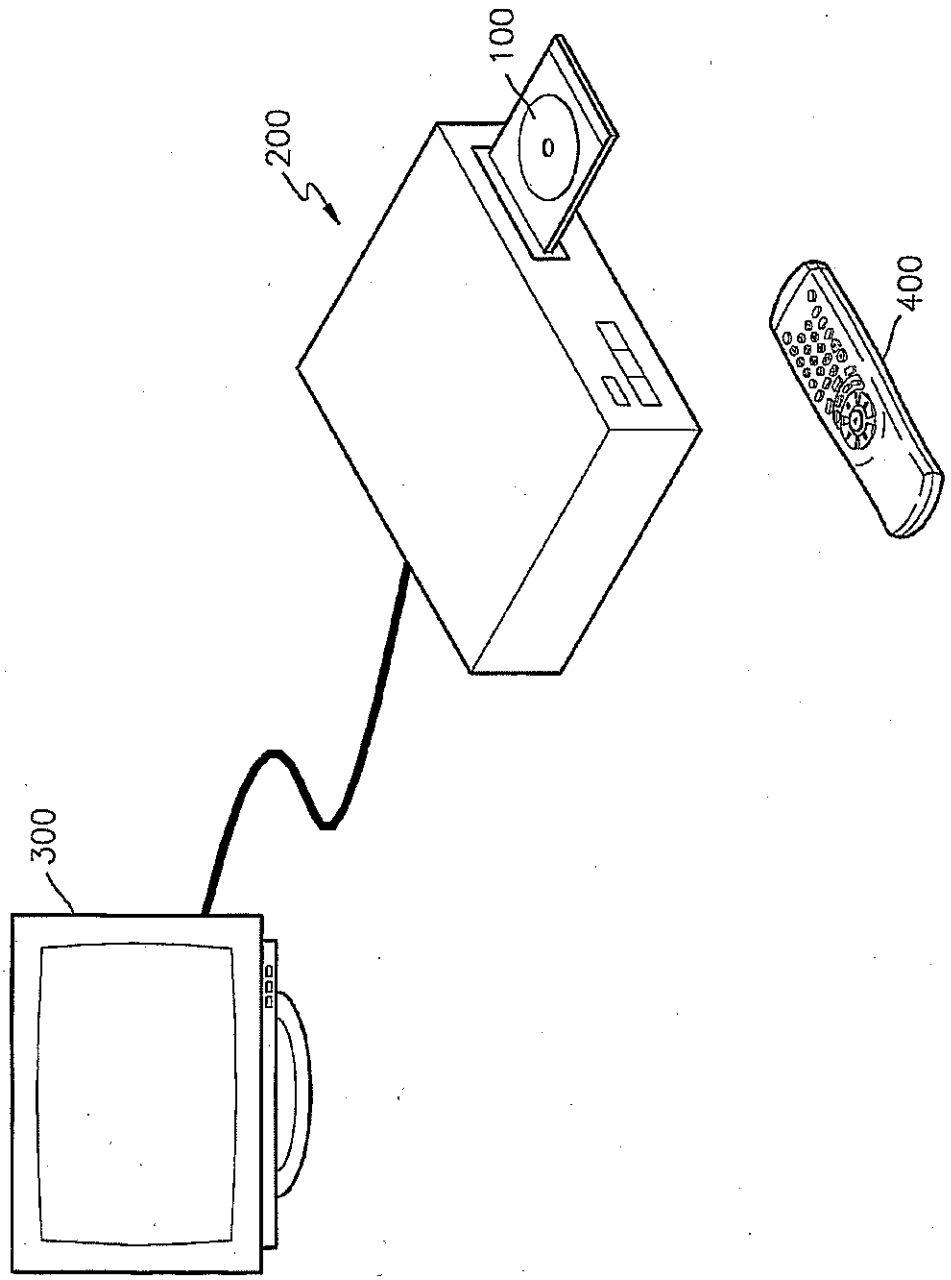


FIG. 2

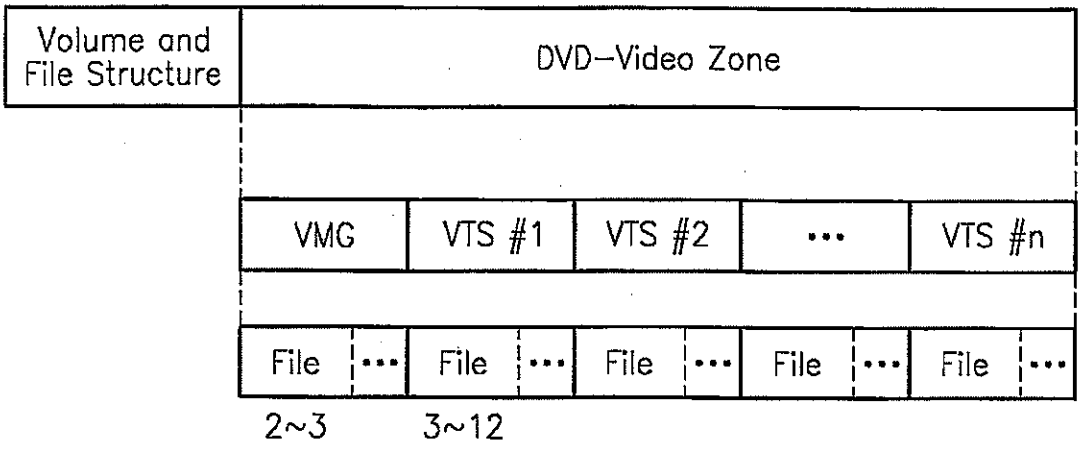

Volume and File Structure
DVD-Video Zone
VMG
VTS #1
VTS #2
...
VTS #n
File
...
File
...
File
...
File
...
File
...
2~3
3~12

FIG. 3

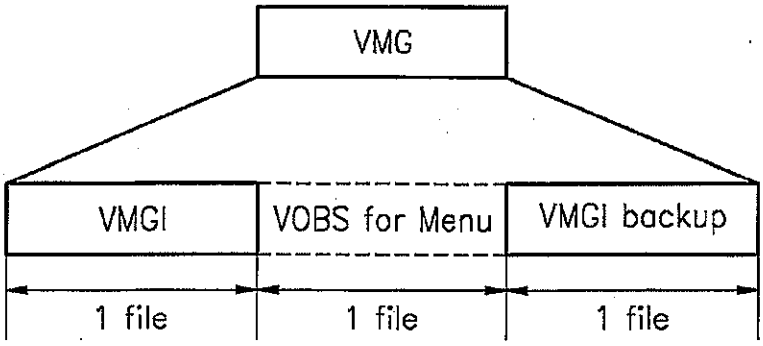

VMG
VMGI
VOBS for Menu
VMGI backup
1 file
1 file
1 file

FIG. 4

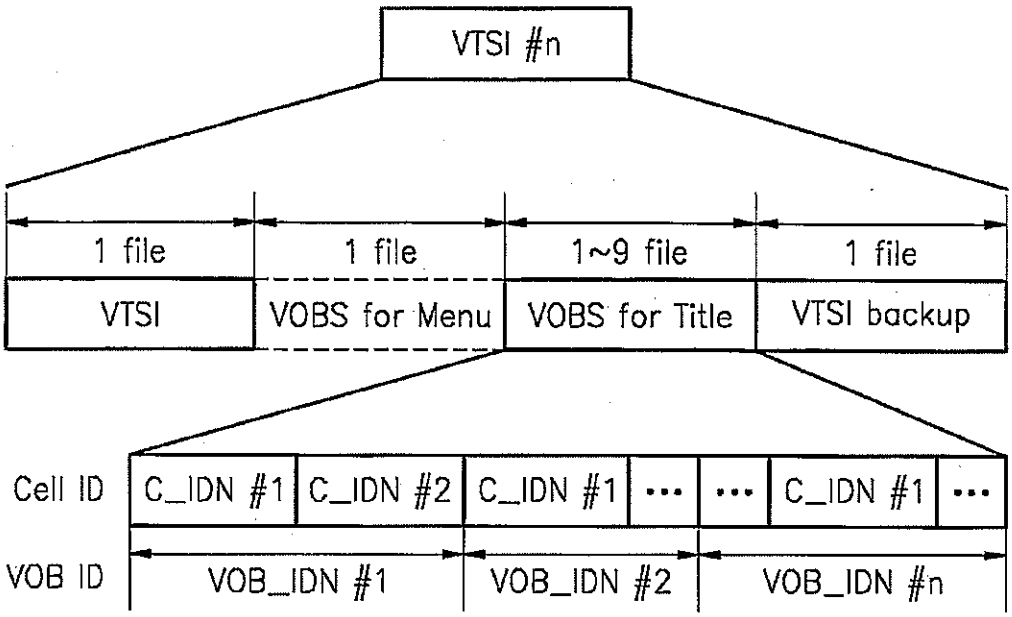


FIG. 5



FIG. 6

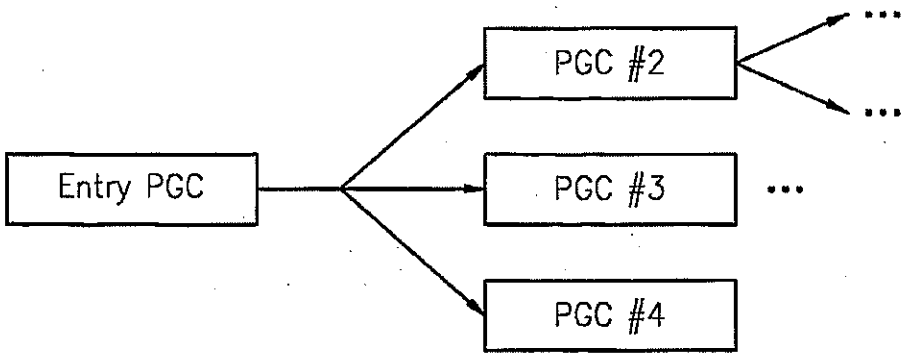


FIG. 7

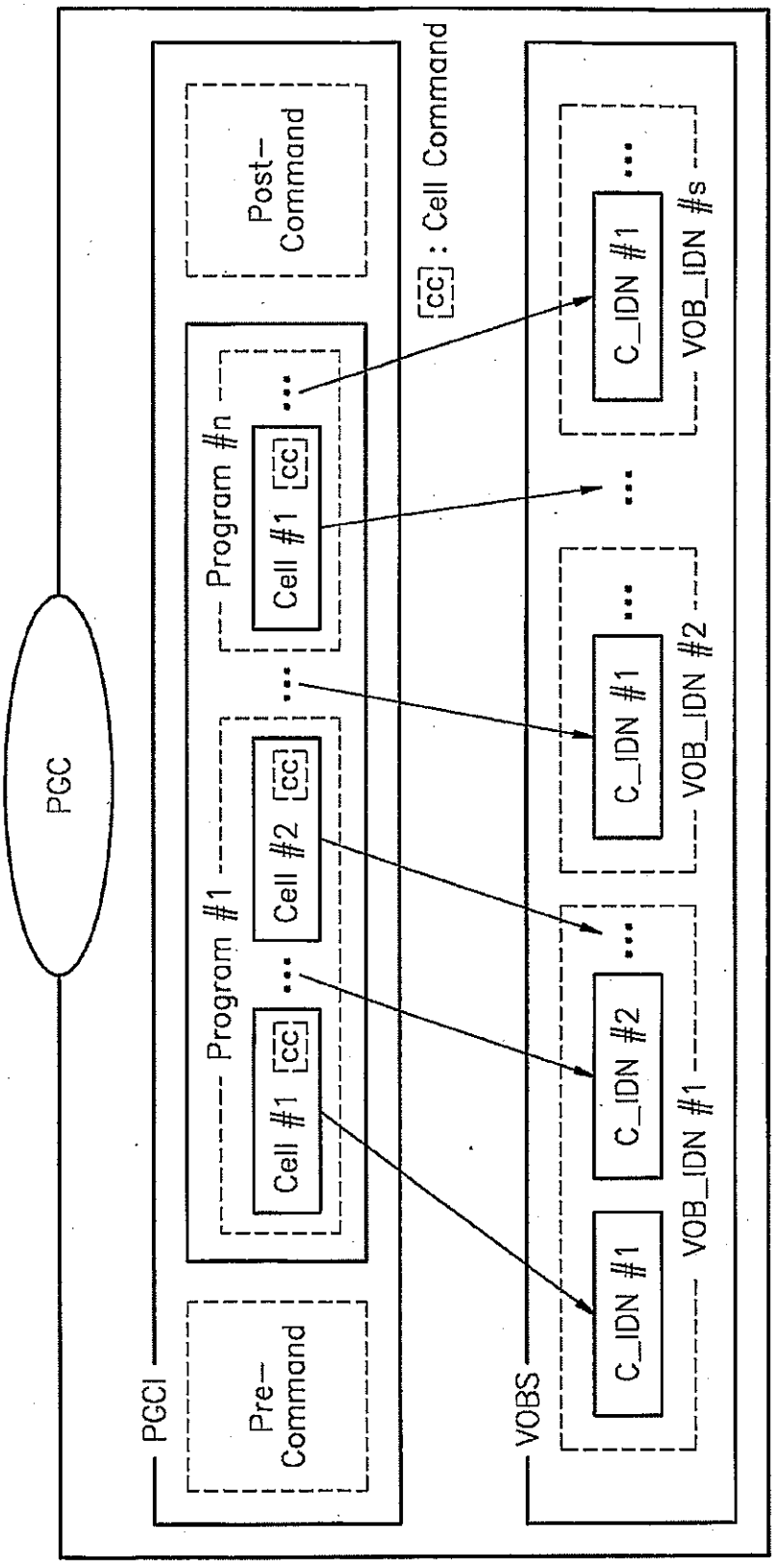

PGC
PGCI
Pre-Command
Program #1
Cell #1 [cc]
Cell #2 [cc]
Program #n
Cell #1 [cc]
Post-Command
[cc] : Cell Command
VOBS
VOB_IDN #1
C_IDN #1
C_IDN #2
VOB_IDN #2
C_IDN #1
VOB_IDN #s
C_IDN #1

FIG. 8

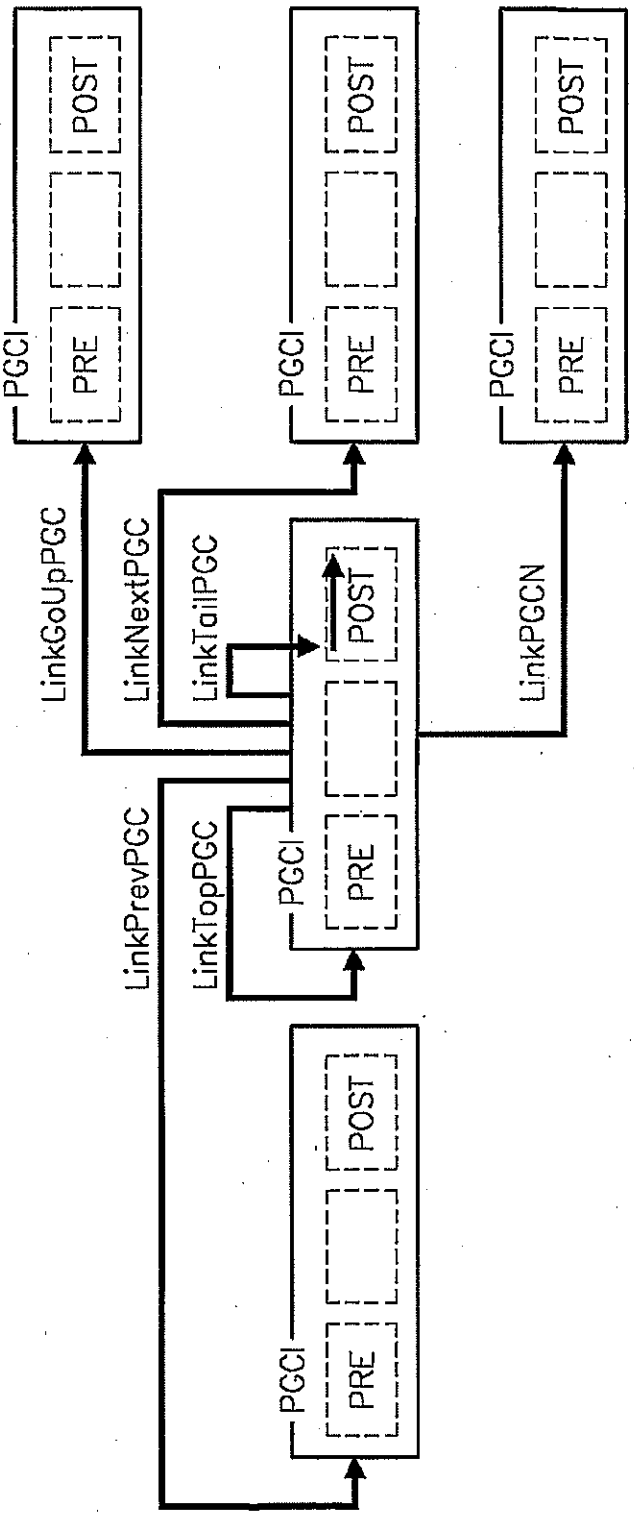

PGCI
PRE
POST
LinkGoUpPGC
LinkNextPGC
LinkTailPGC
LinkPrevPGC
LinkTopPGC
LinkPGCN

FIG. 9

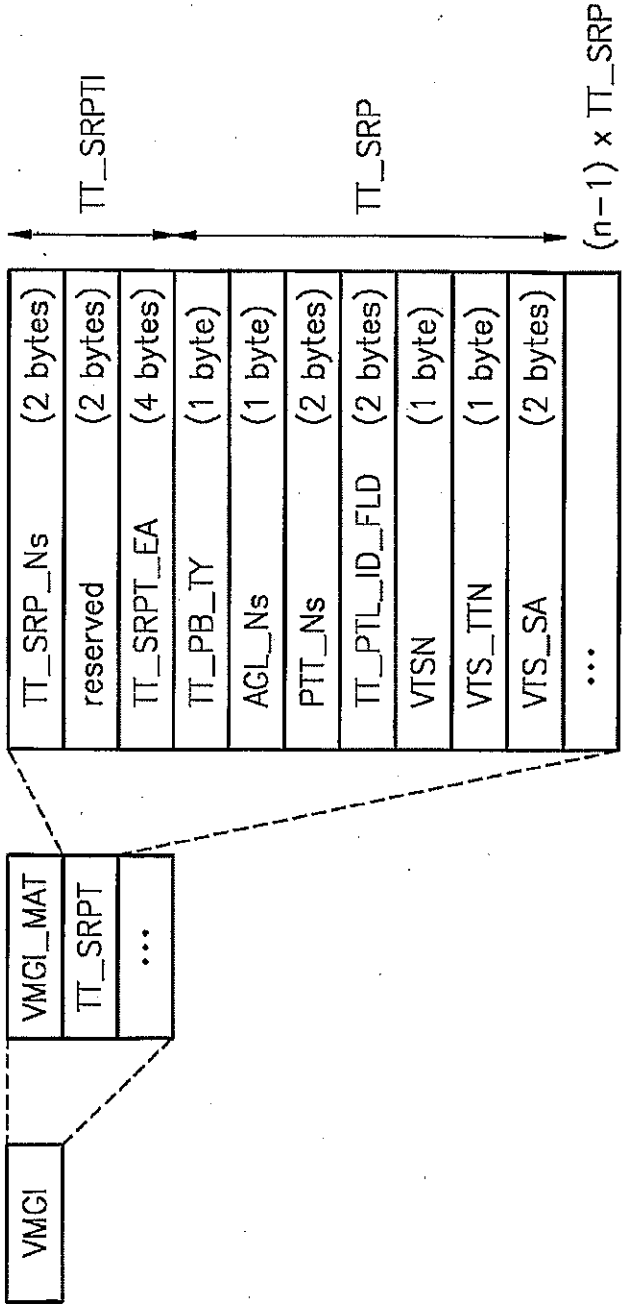

VMGI
VMGI_MAT
TT_SRPT
...
TT_SRPTI
TT_SRP
(n-1) x TT_SRP
TT_SRP_Ns (2 bytes)
reserved (2 bytes)
TT_SRPT_EA (4 bytes)
TT_PB_TY (1 byte)
AGL_Ns (1 byte)
PTT_Ns (2 bytes)
TT_PTL_ID_FLD (2 bytes)
VTSN (1 byte)
VTS_TTN (1 byte)
VTS_SA (2 bytes)
...

FIG. 10

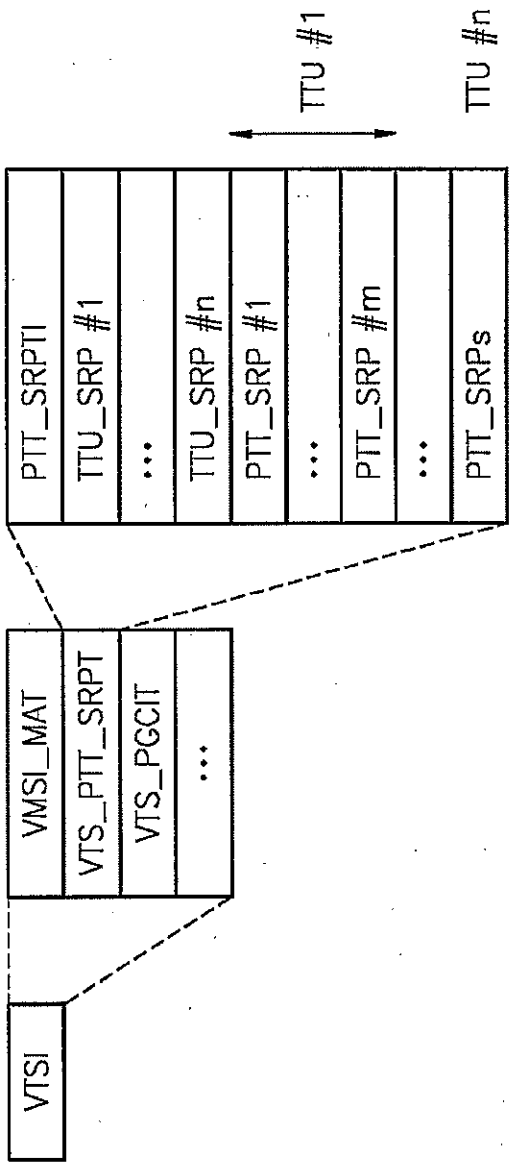

TTU #1
TTU #n
PTT_SRPTI
TTU_SRP #1
TTU_SRP #n
PTT_SRP #1
PTT_SRP #m
PTT_SRPs
VMSI_MAT
VTS_PTT_SRPT
VTS_PGCIT
VTSI

FIG. 11

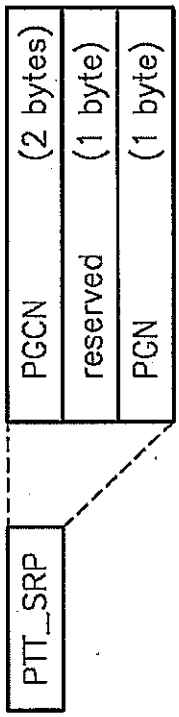

PGCN (2 bytes)
reserved (1 byte)
PGN (1 byte)
PTT_SRP

FIG. 12

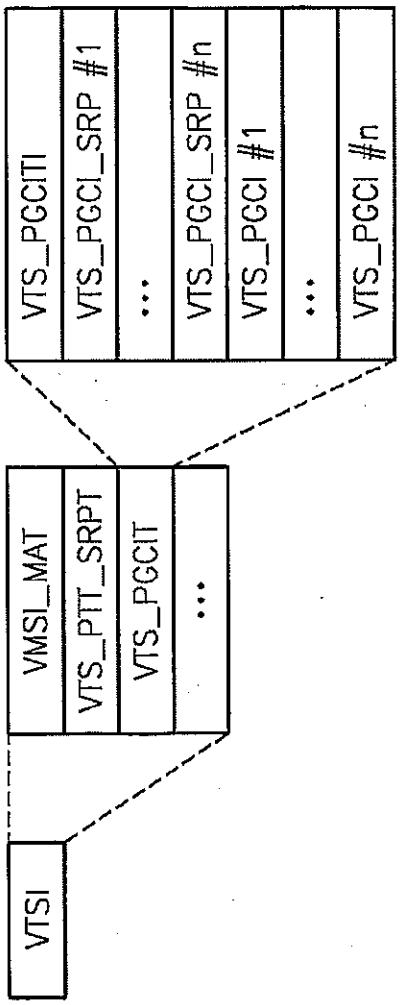

VTSI
VMSI_MAT
VTS_PTT_SRPT
VTS_PGCIT
...
VTS_PGCITI
VTS_PGCI_SRP #1
...
VTS_PGCI_SRP #n
VTS_PGCI #1
...
VTS_PGCI #n

FIG. 13

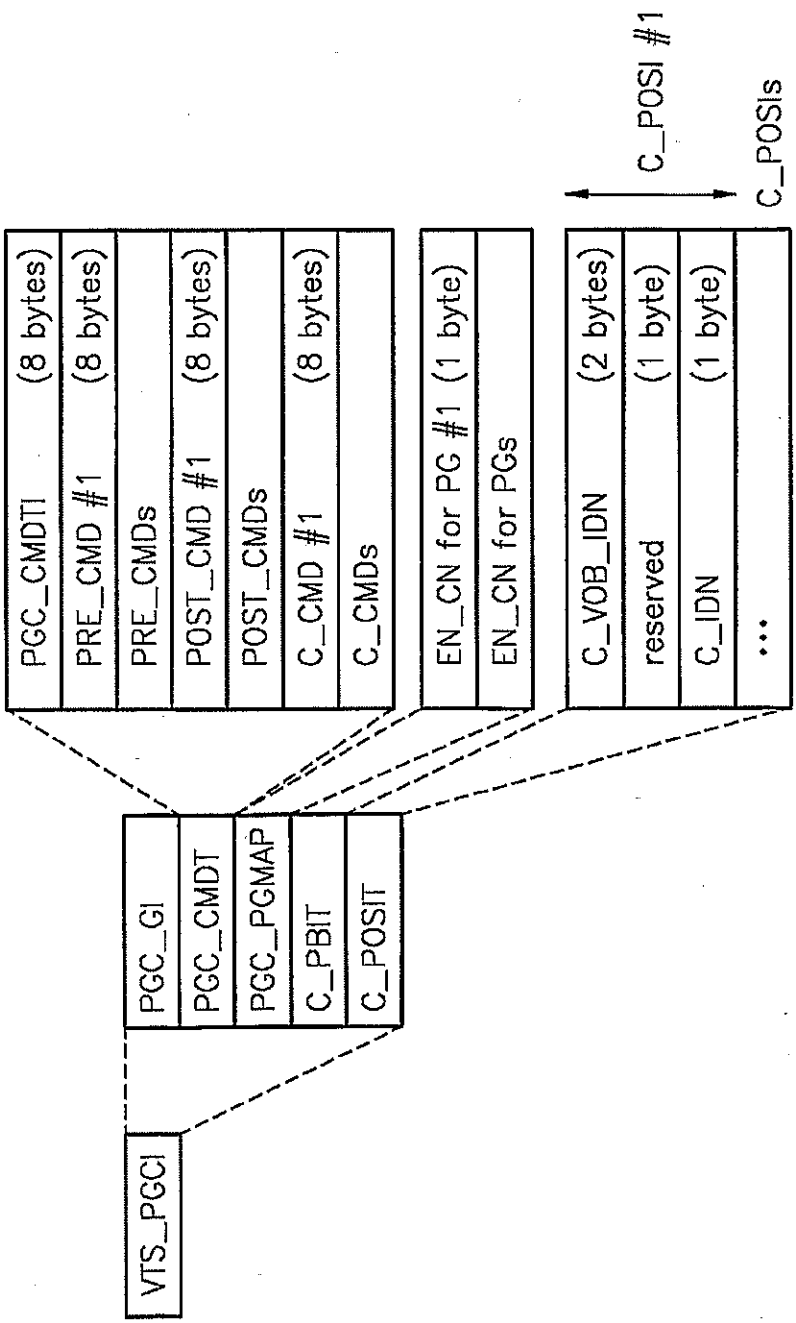

VTS_PGCI
PGC_GI
PGC_CMDT
PGC_PGMAP
C_PBIT
C_POSIT
PGC_CMDTI (8 bytes)
PRE_CMD #1 (8 bytes)
PRE_CMDs
POST_CMD #1 (8 bytes)
POST_CMDs
C_CMD #1 (8 bytes)
C_CMDs
EN_CN for PG #1 (1 byte)
EN_CN for PGs
C_VOB_IDN (2 bytes)
reserved (1 byte)
C_IDN (1 byte)
...
C_POSI #1
C_POSIs

FIG. 14

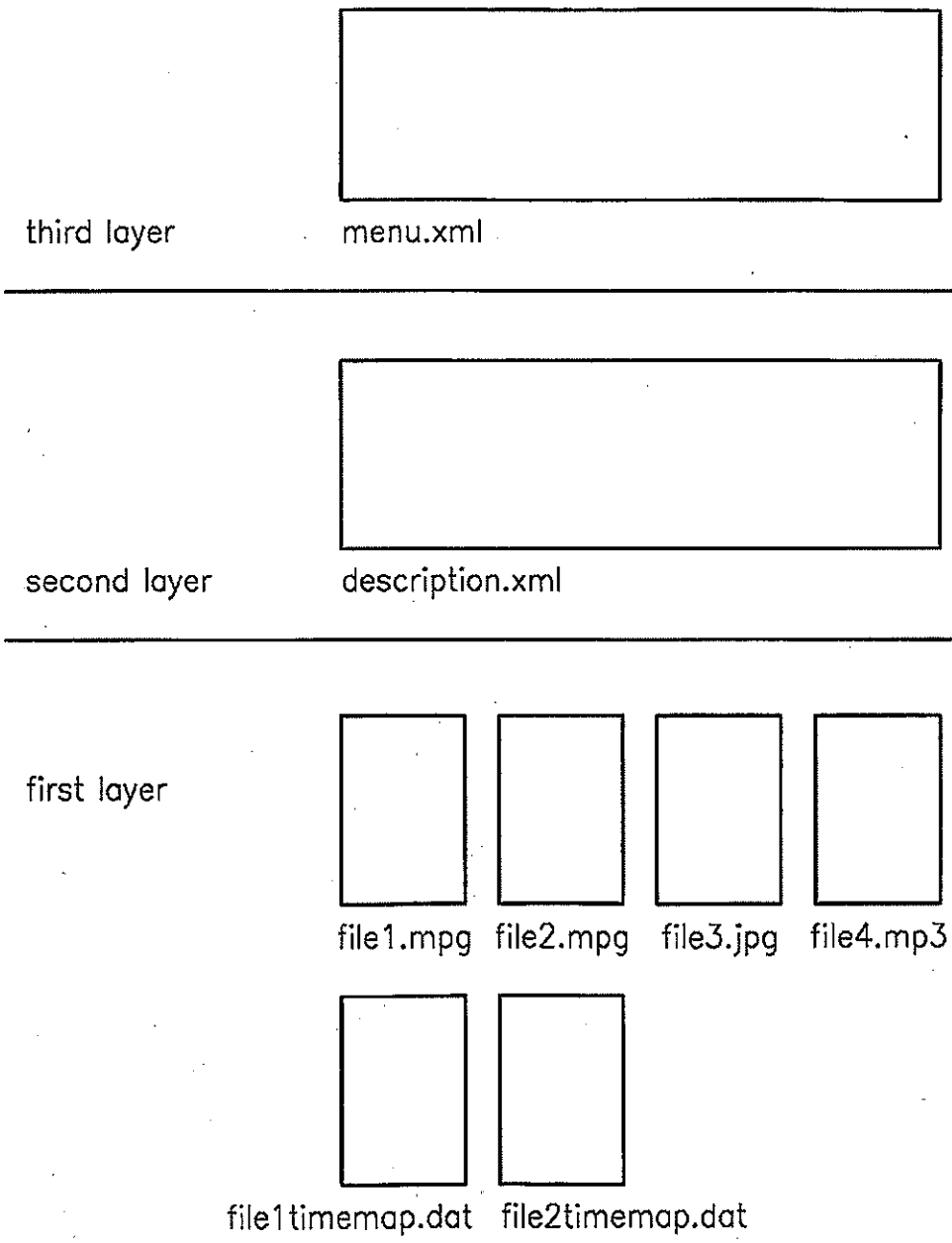

third layer
menu.xml
second layer
description.xml
first layer
file1.mpg
file2.mpg
file3.jpg
file4.mp3
file1timemap.dat
file2timemap.dat

FIG. 15

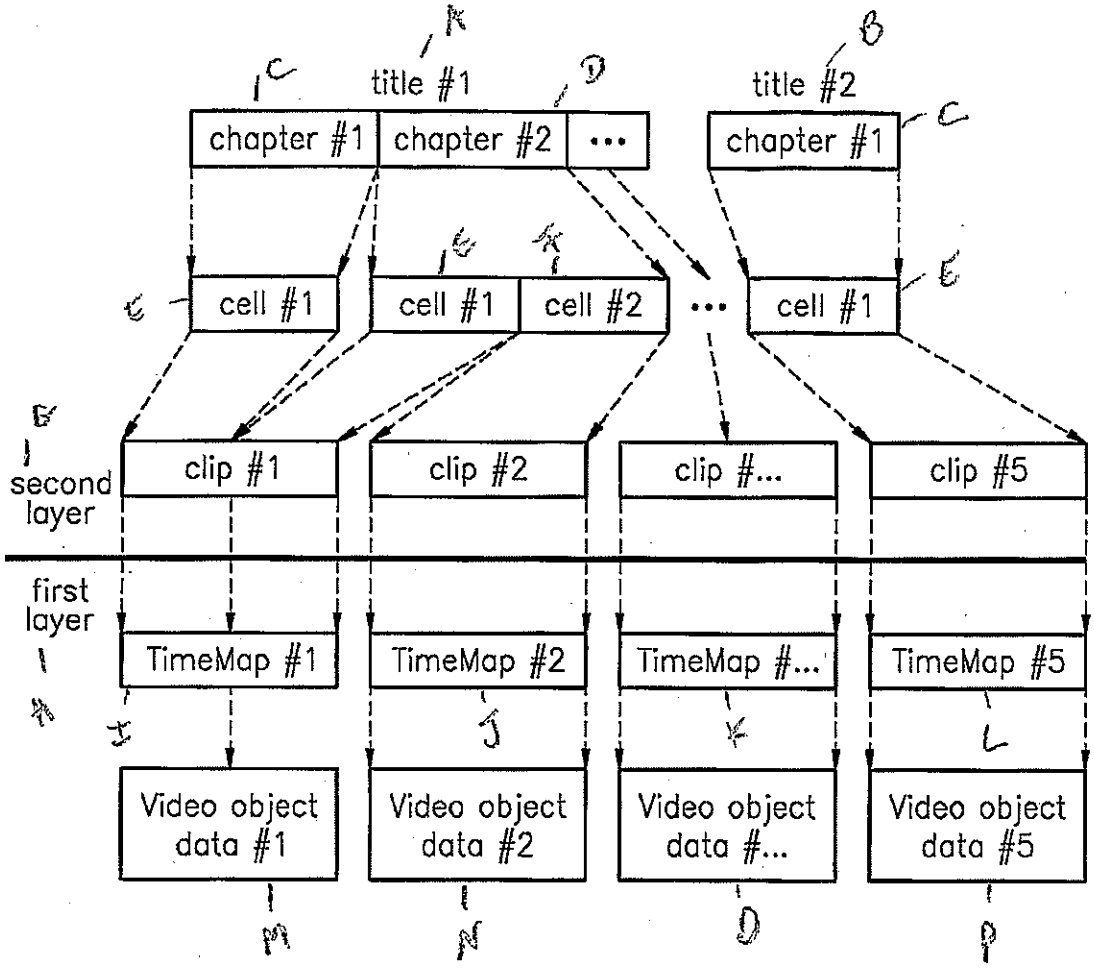

title #1
title #2
chapter #1
chapter #2
...
chapter #1
cell #1
cell #1
cell #2
...
cell #1
second layer
clip #1
clip #2
clip #...
clip #5
first layer
TimeMap #1
TimeMap #2
TimeMap #...
TimeMap #5
Video object data #1
Video object data #2
Video object data #...
Video object data #5

FIG. 16

TimeMap Entry number = m
Time Gap = n sec
Time Gap x 1 data position
Time Gap x 2 data position
Time Gap x 3 data position
Time Gap x 4 data position
Time Gap x 5 data position
...
Time Gap x m data position

FIG. 17

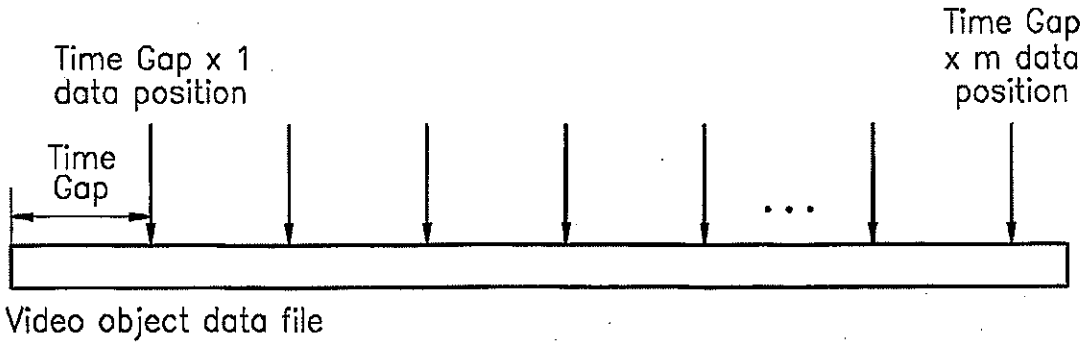


FIG. 18

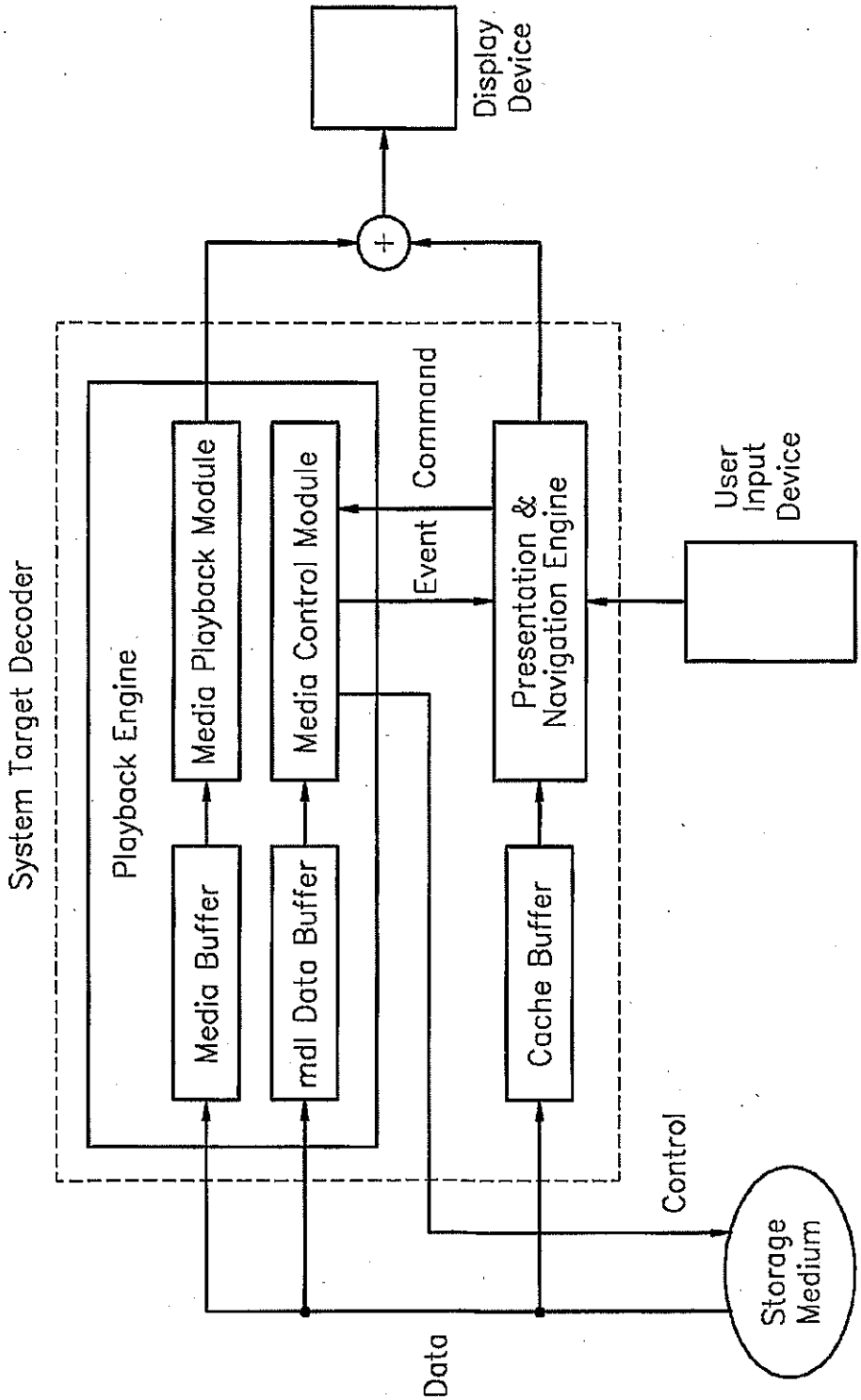

Display Device
System Target Decoder
Playback Engine
Media Playback Module
Media Control Module
Command
Event
Presentation & Navigation Engine
User Input Device
Media Buffer
mdl Data Buffer
Cache Buffer
Control
Storage Medium
Data

FIG. 19

