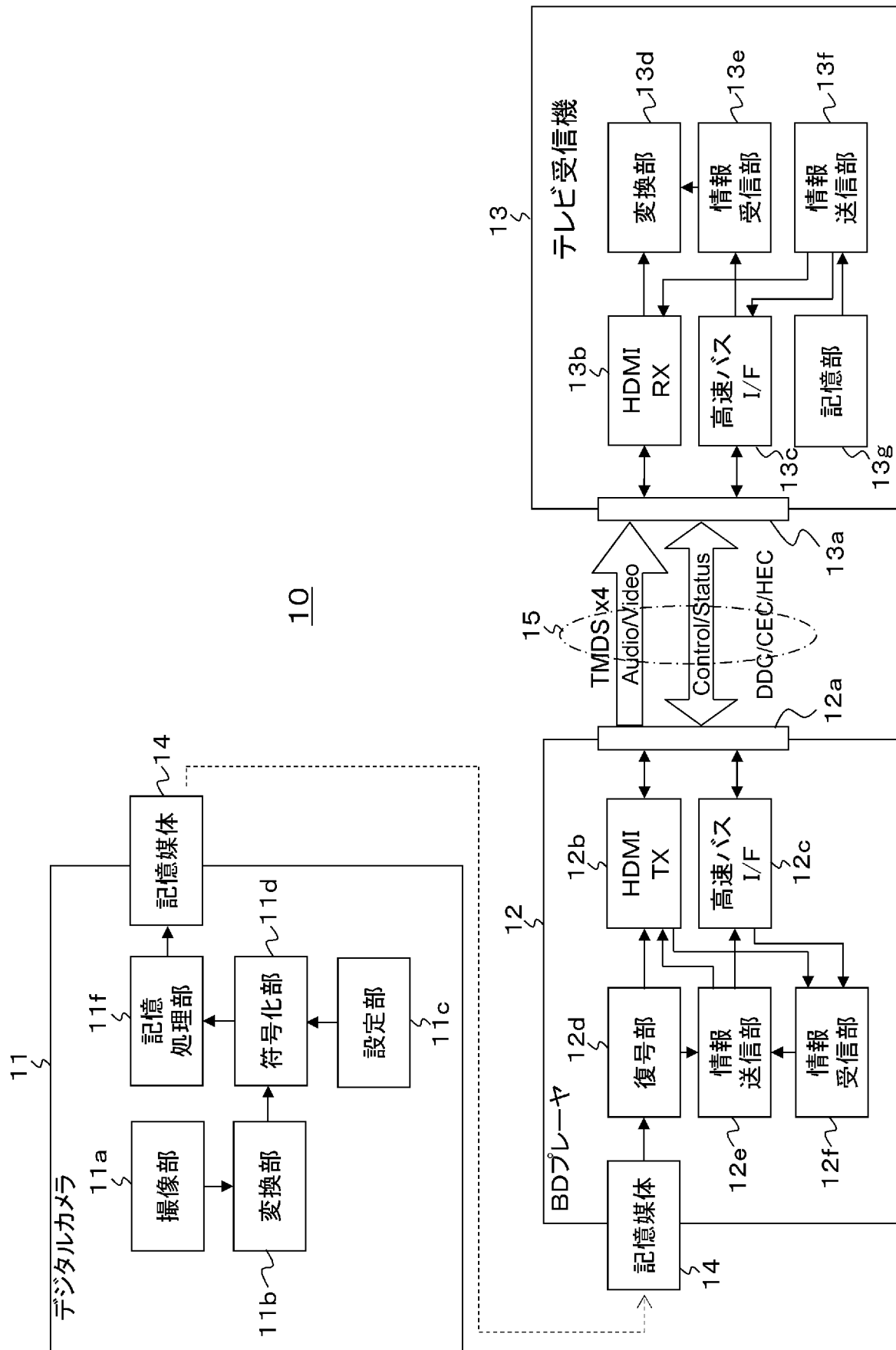


[図1]

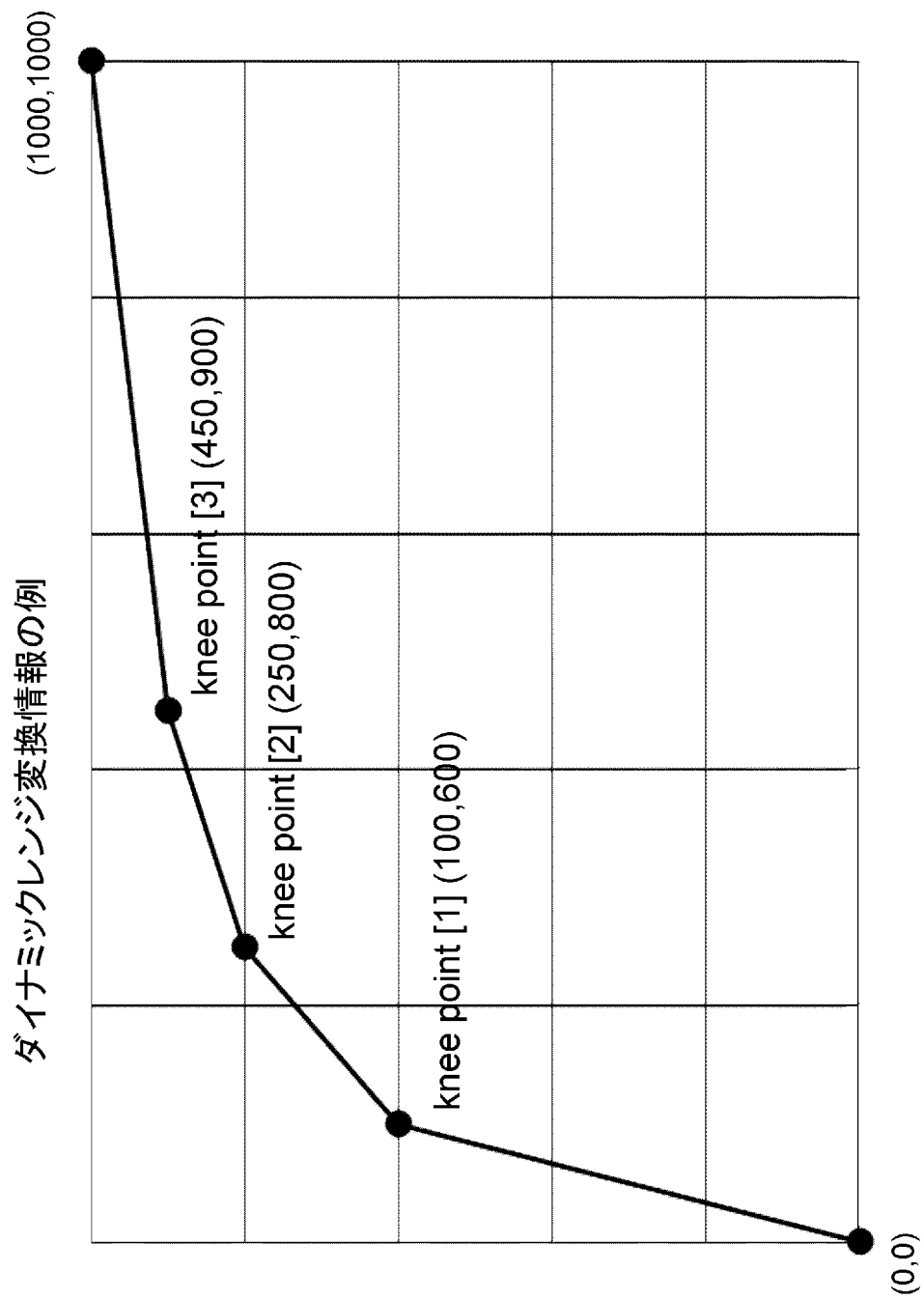


[図2]

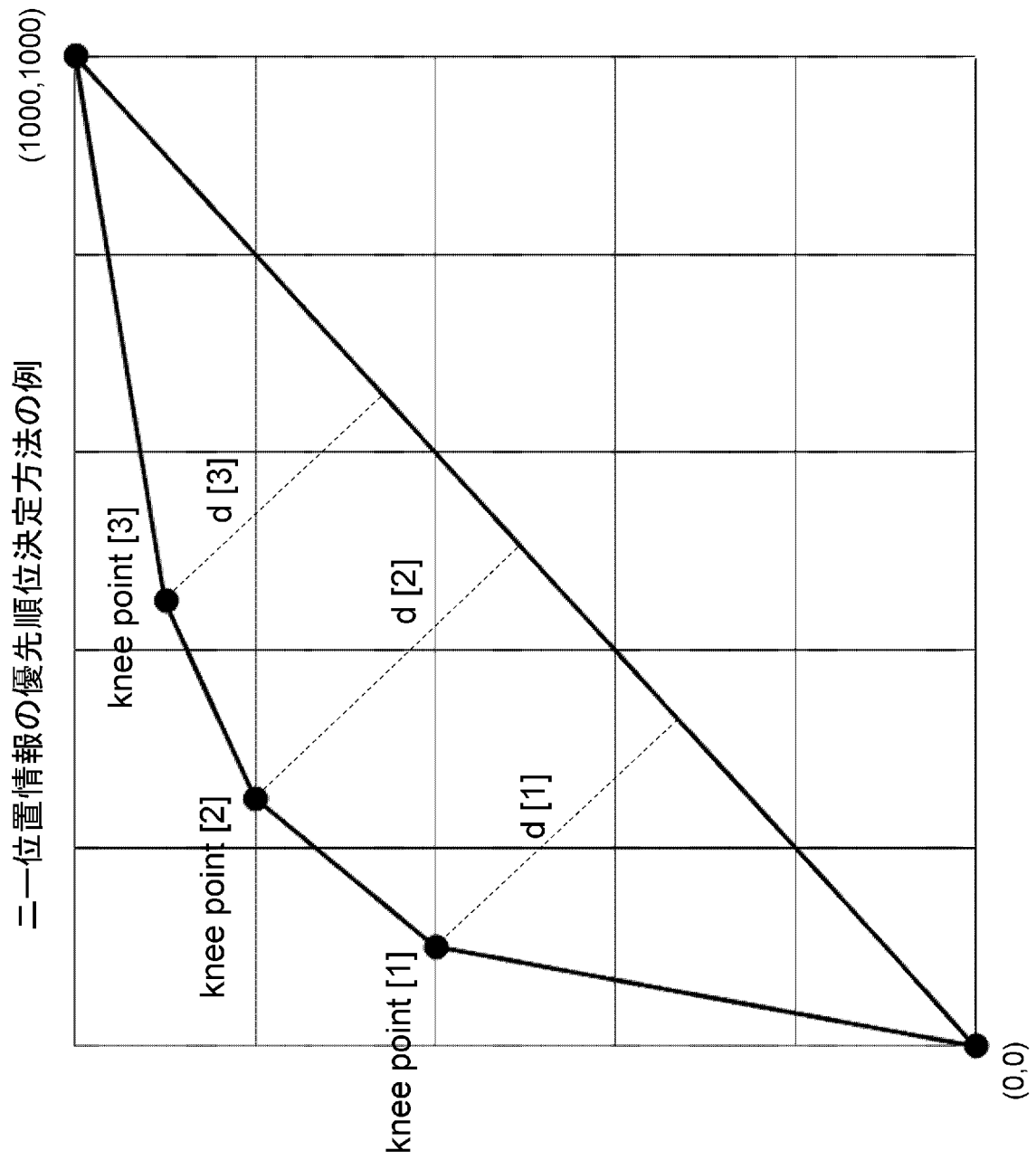
knee_function_info SEI のデータ構造例

knee_function_info (payloadSize) {	Descriptor
knee_function_id	ue(v)
knee_function_cancel_flag	u(1)
if(!knee_function_cancel_flag) {	
knee_function_persistence_flag	u(1)
mapping_flag	u(1)
input_d_range	u(32)
input_disp_luminance	u(32)
output_d_range	u(32)
output_disp_luminance	u(32)
num_knee_points_minus1	ue(v)
for(i = 0; i <= num_knee_points_minus1; i++) {	
input_knee_point[i]	u(10)
output_knee_point[i]	u(10)
}	
}	
}	

[図3]

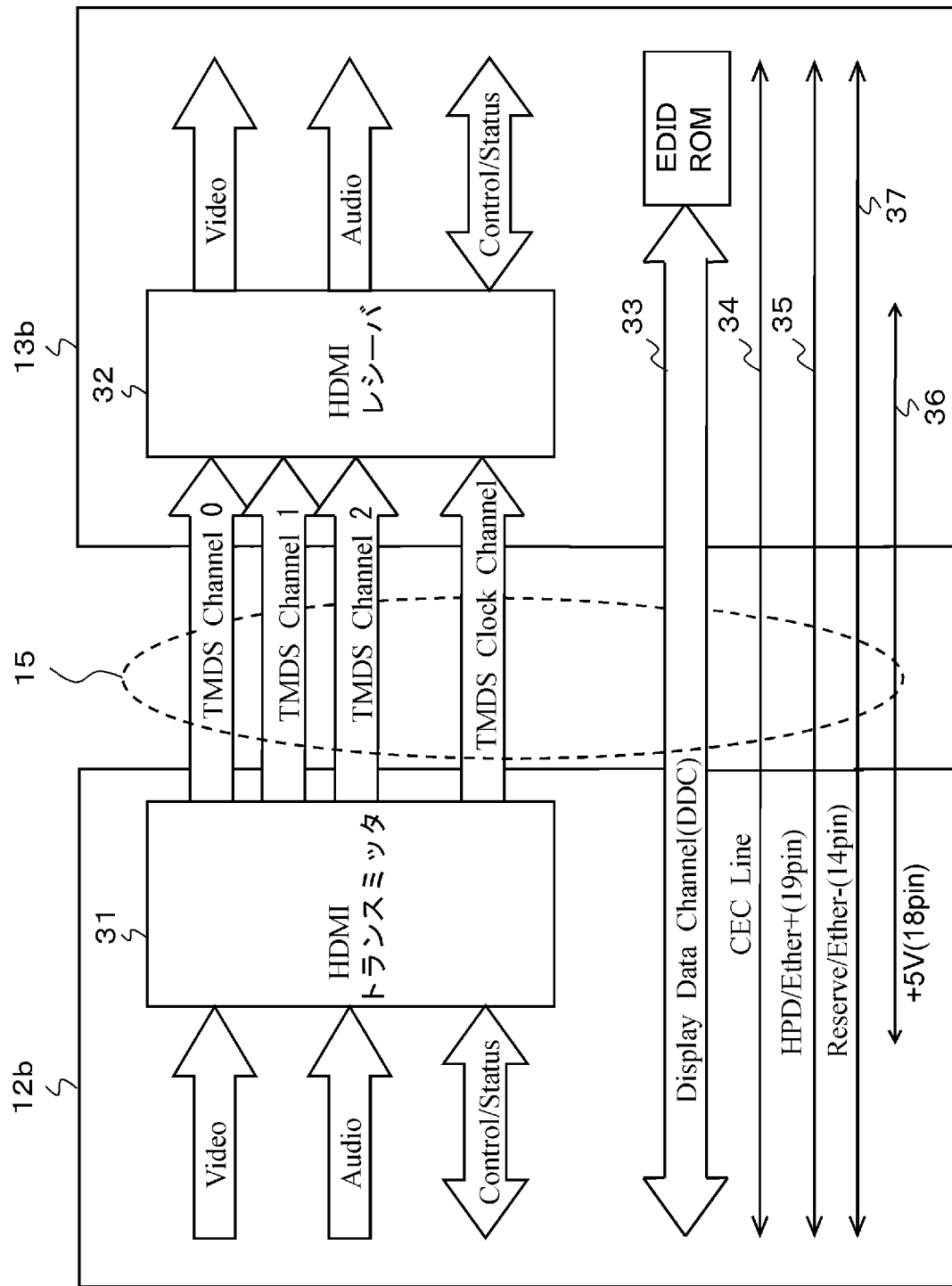


[図4]

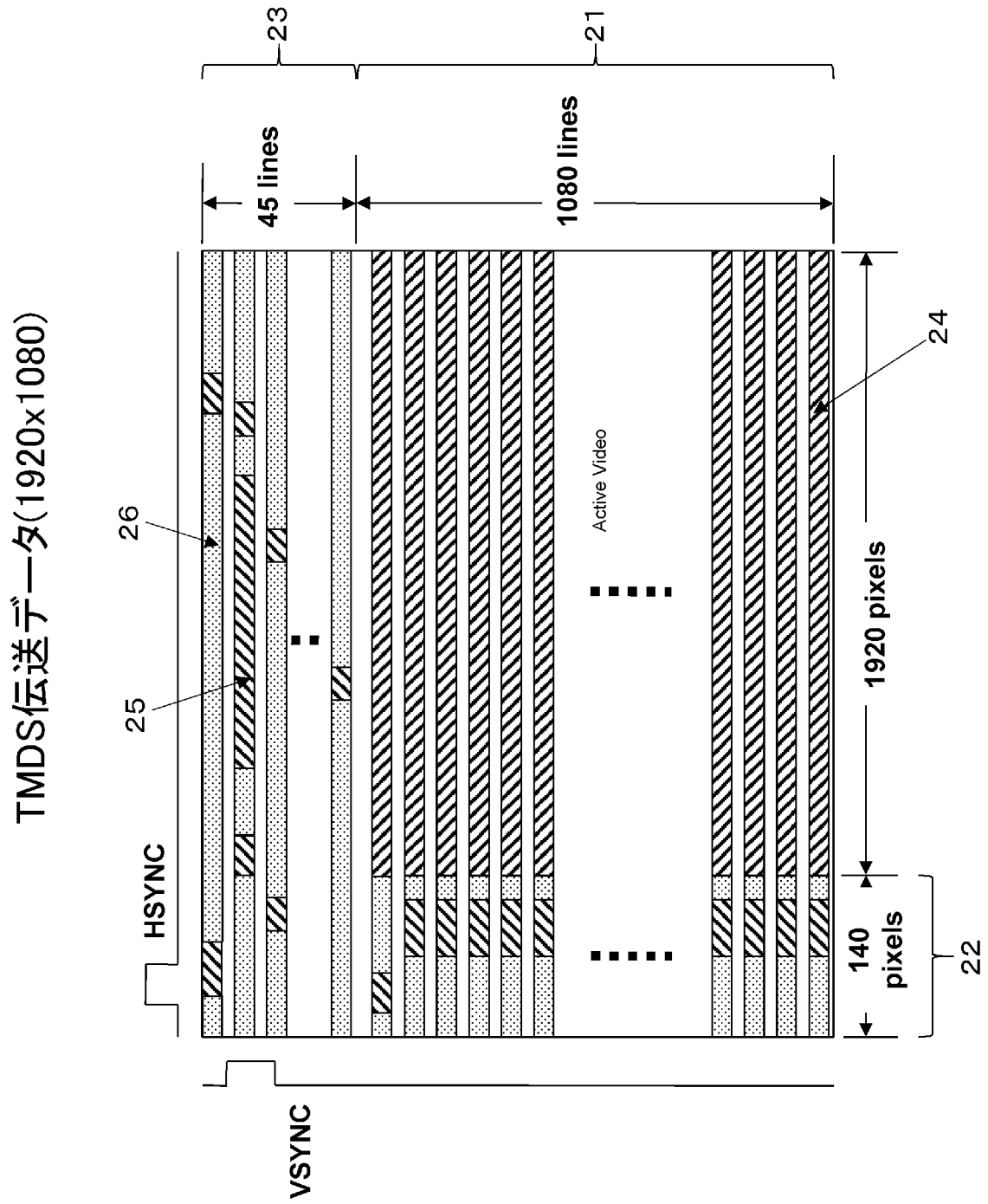


[図5]

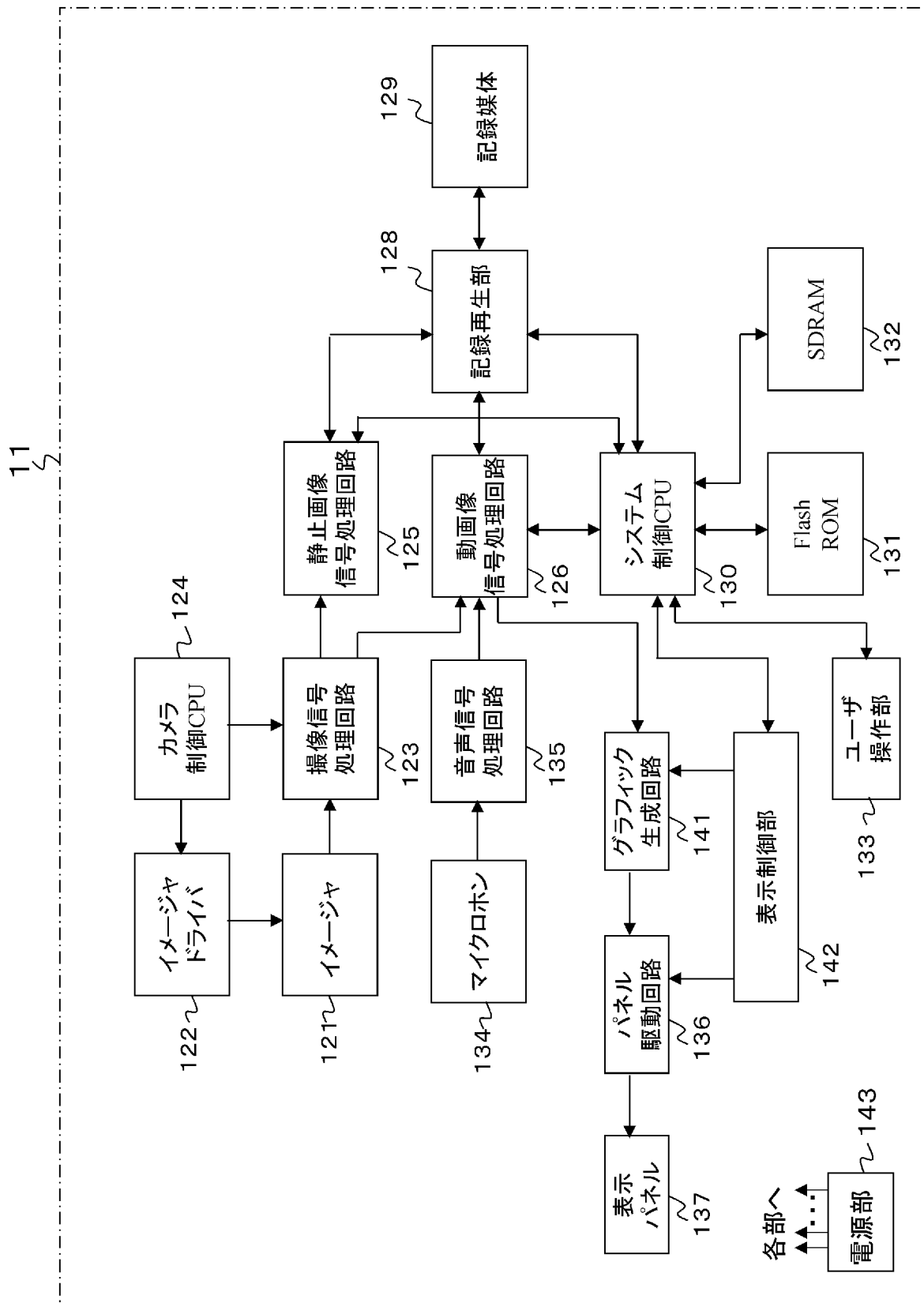
HDMI伝送システムの例



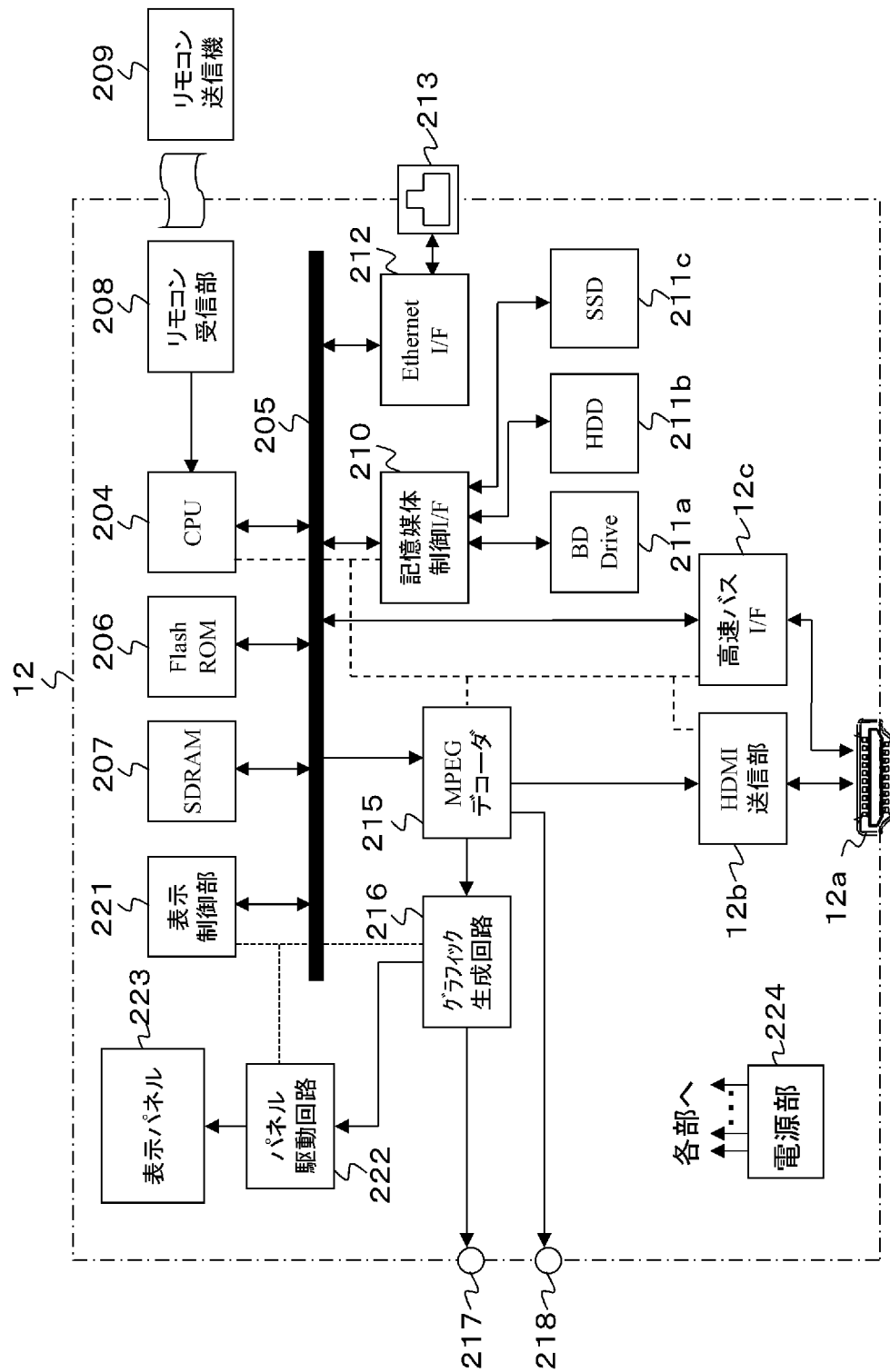
[図6]



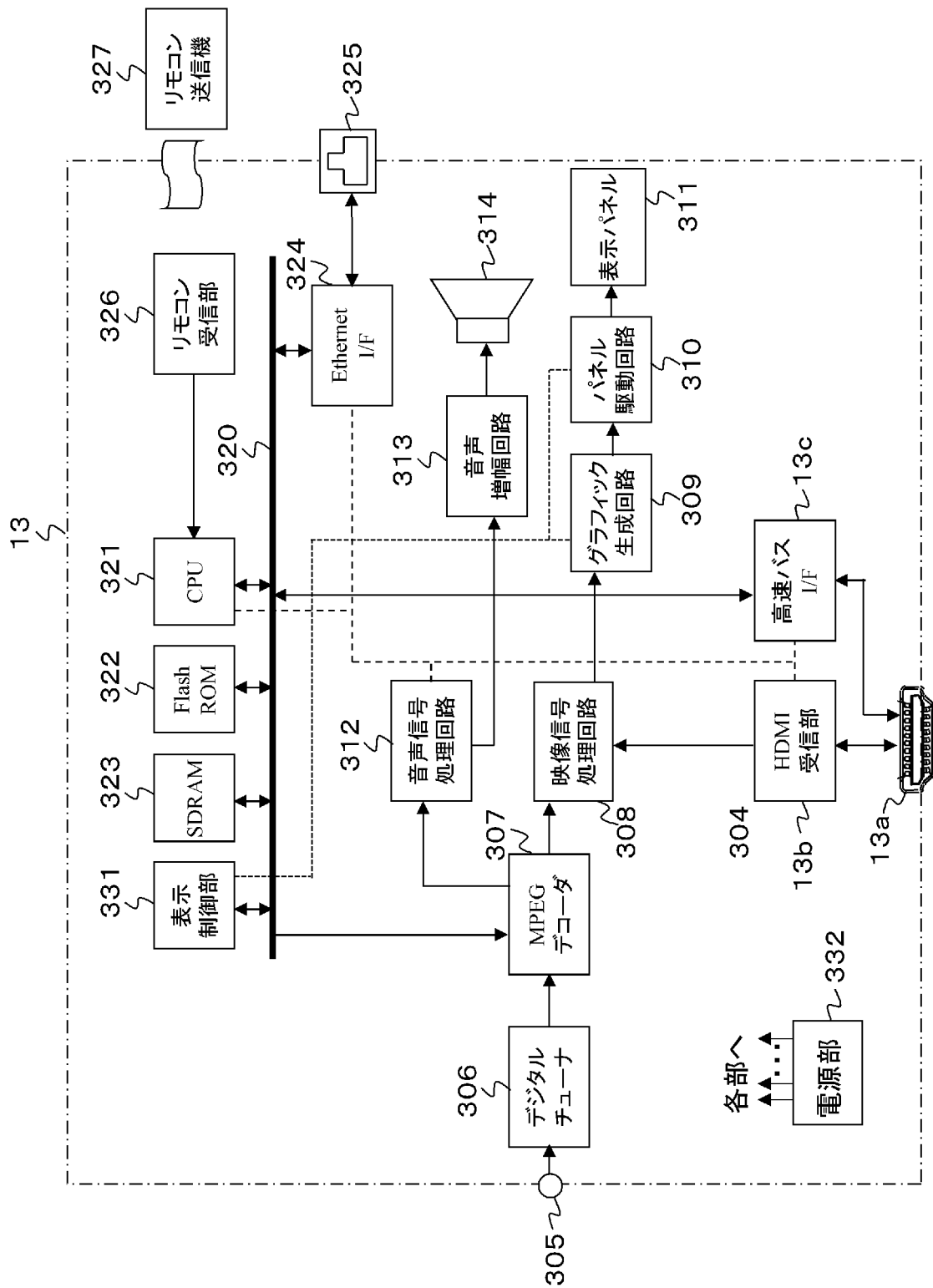
[図7]



[図8]



[図9]



[図10]

E-EDIDのデータ構造例

E-EDID1.3 Basic Structure	00h	}	基本ブロック
Preferred timing			
2nd timing			
Monitor NAME			
Monitor Range Limits	7Fh		
Short Video Descriptor	80h	}	拡張ブロック
Short Audio Descriptor			
Speaker Allocation			
Vender Specific			
3rd timing			
4th timing			
⋮ ⋮	FFh		

Vendor Specific Data Blockのデータ構造例

Byte#	7	6	5	4	3	2	1	0
0	Vendor-specific tag code (=3)			Length (=N)				
1...3	24bit IEEE Registration Identifier (0x000C03) LSB first							
4	A			B				
5	C			D				
6	Supports-AI	DC_48bit	DC_36bit	DC_30bit	DC_Y444	Reserved (0)		DVI_Dual
7	Max_TMDS_Clock							
8	Reserved (0)		knee_Extension		CNC3	CNC2	CNC1	CNC0
9	DRIF	Knee_Point_Number (i)						
10...N	Reserved (0)							

Vendor Specific InfoFrameのデータ構造例(1)

Byte#	7	6	5	4	3	2	1	0
0	Packet Type (0x81)							
1	CB	Version (0x02)						
2	0	0	0	Length (0x17)				
3	Check Sum							
4...6	IEEE Registration Identifier (0x000C03)							
7	Reserved (0)		HDR_flag		Reserved (0)			
8...11	input_d_range							
12...15	input_disp_luminance							
16...19	output_d_range							
20...23	output disp_luminance							

Vendor Specific InfoFrameのデータ構造例(2)

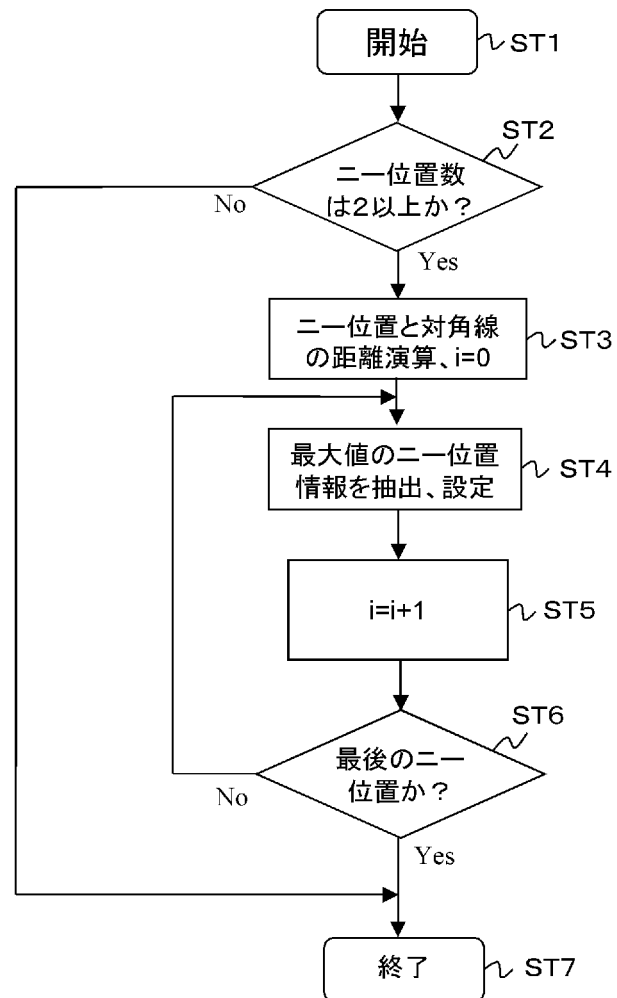
Byte#	7	6	5	4	3	2	1	0
0	Packet Type (0x81)							
1	Version (0x01)							
2	0	0	0	Length (6+3*i)				
3	Check Sum							
4...6	IEEE Registration Identifier (0x000C03)							
7	Reserved (0)		HDR_flag		Reserved (0)			
8	knee_point Number (i)							
9...11	input_knee_point [1], output_knee_point [1]							
12...14	input_knee_point [2], output_knee_point [2]							
6+3*i...9+3*i	input_knee_point [i], output_knee_point [i]							

DR InfoFrameのデータ構造例

Byte#	7	6	5	4	3	2	1	0
0	Packet Type (0x83)							
1	Version (0x01)							
2	Length (18+3*i)							
3	Check Sum							
4	CF	PF	Reserved (0)					
5...8	input_d_range							
9...12	input_display_luminance							
13...16	output_d_range							
17...20	output_disp_luminance							
21	Number of knee_point [i]							
22...24	input_knee_point [1], output_knee_point [1]							
25...27	input_knee_point [2], output_knee_point [2]							
19+3*i...21+3*i	input_knee_point [i], output_knee_point [i]							

[図15]

デジタルカメラのニ一位置優先順位処理例



[図16]

BDプレーヤの変換情報の送信処理例

