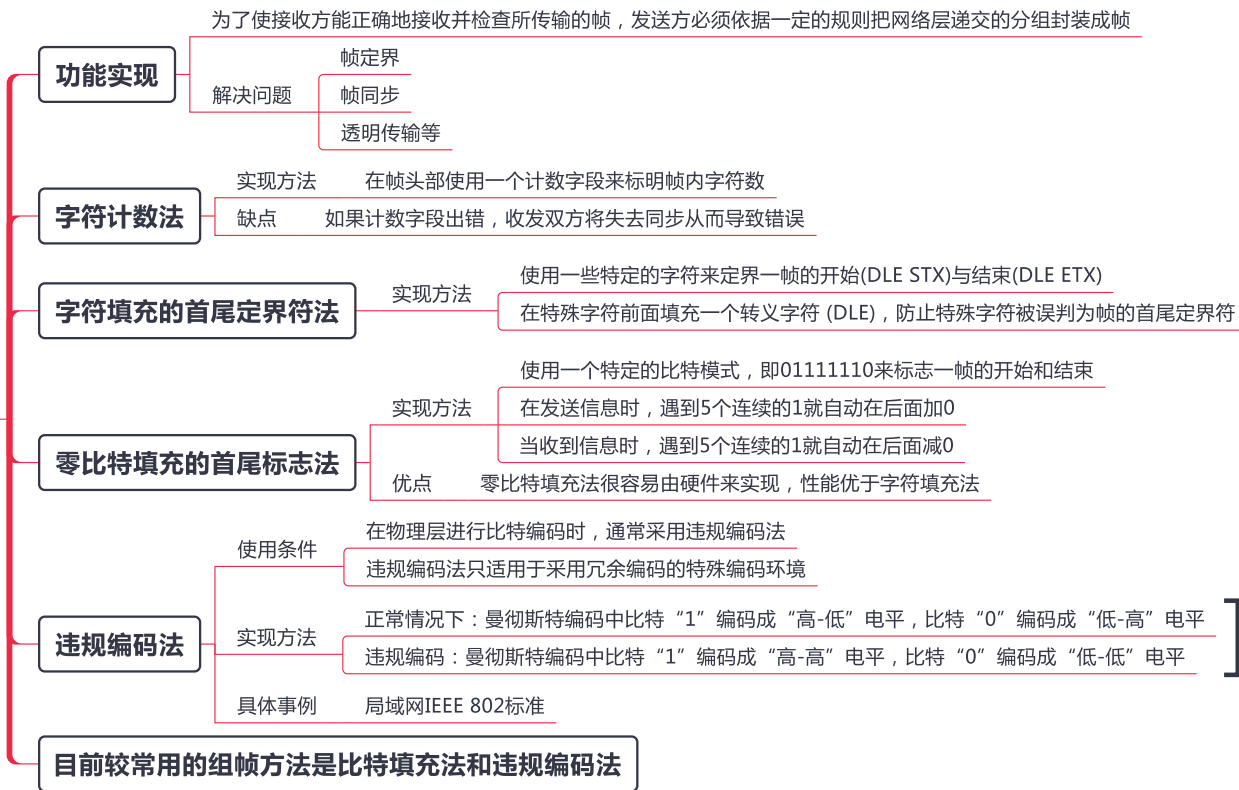


3.2组帧



借用这些违规编码序列来定界帧的起始和终止