

0	7 8	15 16	23 24	31	
0	SOC (0xFFA0)				
4	SLfc	SLfc			
7	ROWS				
11	COLUMNS				
15	HEIGHT				
19	WIDTH				
23	NC=3		Ssiz ⁰	Ssiz ¹	
27	Ssiz ²	N_4D=6			
30	BLOCK-SIZE_t		BLOCK-SIZE_s		
34	BLOCK-SIZE_v		BLOCK-SIZE_u		
38	max_bitplane ⁰	max_bitplane ¹	max_bitplane ²	TRNC	

Start of codestream (SOC) and Light field Configuration (LFC) mandatory marker segments (42 bytes)

42	PNT (0xFFA3)	SLpnt=2	
46	Lpnt = 9 + ((Spnt == 0) ? 4×N_4D : 8×N_4D)		
50	Lpnt = 9 + 4 × 6 = 33		
54	Ppnt ⁰ =78		
58	Ppnt ¹ =90		
62	Ppnt ² =99		
66	Ppnt ³ =103		
70	Ppnt ⁴ =114		
74	Ppnt ⁵ =122		

Codestream Pointer Set (PNT)
– Optional marker segment

78	SOB (0xFFA4)	0D00
82	E852 FFA4	
86	0AFC 5E18	
90	SOB (0xFFA4)	0D00
94	1868 F5FF	
98	02	SOB (0xFFA4)
102	01	SOB (0xFFA4)
106	0068 CBA3	
110	2EE3 FFOF	
114	SOB (0xFFA4)	0D00
118	A05B 4FA0	
122	SOB (0xFFA4)	1D00
126	E804	EOC (0xFFD9)

Each 4D block has its own independent bitstream that starts with an **SOB** marker, encoded as 0xFFA4.