

# **DDP**

# **Specification**

## **Version 2.00**

**(For CD and DVD)**  
**Correction October 8, 2003**



### **DST — Data Stream Type**

**Definition:** DST contains an identification for the type of data described by this map packet. DM (Main) data is placed in the main channel of the CD, while DS (Subcode) data is destined for the subchannel of the CD. TS (Text) data is text data for comments and customer information and is not placed on the CD today. In the future, ITTS format (T3) will be converted to text display commands in the subcode.

**Byte:** 4-5

**Length:** 2

**Usage:** **D0** = DM (Main) — data stream

**D2** = DM (Main) — lead-in data (optional)

**D3** = DM (Main) — lead-out data (optional)

**D4** = DM (Main) — fill data (optional)

**T0** = TS (Text) — volume/track/index text (optional)

**T1** = TS (Text) — commentary text (optional)

**T2** = TS (Text) — customer information (optional)

**T3** = TS (Text) — ITTS format (typically a \*.**dct** file)

**S0** = DS (Subcode) — subcode data (optional)

All others reserved

### **DSP — Data Stream Pointer**

**Definition:** DSP contains the address of a physical sector for the data. It is used only for physically addressed direct access input media such as WORM or CD and direct access sequential tape devices such as U-matic or R-DAT. Sequential access devices, such as 9-track tape, do not make use of DSP. When not in use, DSP is filled with ASCII spaces.

**Byte:** 6-13

**Length:** 8

**Usage:** **nnnnnnnn** = decimal address of physical sector for direct access devices expressed in ASCII form. For disc-based direct access devices, this is the exact sector number. For tape-based direct access devices this number is based upon SMPTE time conventions of 30 per second (for example, a SMPTE time of 00:01:02:03 is 1863 decimal).

### **DSL — Data Stream Length**

**Definition:** DSL contains the amount of data in the stream described by the map packet. In the case of DM (Main) data, DSL contains the number of CD sectors, including any pauses and gaps that have already been included with the input data. In the case of DS (Subcode) data containing PQ Descriptor information, RW sub channel information, or TS (Text) data, DSL contains the exact number of valid bytes in the input data.

**Byte:** 14-21

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**Usage:** **11111111** = the decimal number of sectors for DM (Main) data or the decimal number of bytes for DS and TS (Text) data

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