PCS Action explanation

**1. Media device action by user’s operation**

* The application does not need continuous playback function by user's operation.
* We will need to review this feature later.

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| --- | --- | --- | --- | --- |
| NO | User’s operation | Media list | Media layer output | Media device status |
| 1 | Application start | empty | black | idle |
| 2 | user press Add media button and select file1 | file1 | black | idle |
| 3 | file1 load (double click) | file1 | file1 first frame or in point frame | 1. cue  2. cue\_done |
| 4 | press play button | file1 | file1 playback | playing |
| 5 | press stop button | file1 | file1 current frame | paused |
| 6 | press delete media button | empty | current frame | paused |
| 7 | press eject button | empty | black | idle |
| 8 | user press add media button and select file2 | file2 | black | idle |
| 8 | file2 load (double click) | file2 | file2 first frame or in point frame | 1. cue  2. cue\_done |
| 9 | press play button | file2 | file2 playback | playing |
| 10 | user press add media button and select file3 | file2, file3 | file2 playback | playing |
| 11 | file2 finished | file2, file3 | file2 last frame or out point frame | paused |
| 12 | press play button | file2, file3 | file2 last frame or out point frame | paused |
| 13 | file3 load (double click) | file2, file3 | file3 first frame or in point frame | 1. idle  2. cue  3. cue\_done |
| 14 | user press add media button and select file4 | file2, file3, file4 | file3 first frame or in point frame | cued\_one |
| 15 | press play button | file2, file3, file4 | file3 playback | playing |
| 16 | file4 load (double click) | file2, file3 | file4 first or in point frame | 1. idle  2. cue  3. cue\_done |

**2. Media device action by communication (Control by SEC**)

* Not add media list, only playback.
* The first status of the media device is idle.
* The first layer of the media device is black.
* case 1 : Single playback

|  |  |  |  |
| --- | --- | --- | --- |
| NO | Command | Media layer output | Media device status |
| 1 | Initial state | black | idle |
| 2 | play\_cue file1 | file1 first or in point frame | 1. idle  2. cue  3. cue\_done |
| 3 | play | file1 playback | playing |
| 4 | pause | file1 current frame | paused |
| 5 | stop | black | idle |

* case 2 : Continuous playback

|  |  |  |  |
| --- | --- | --- | --- |
| NO | Command | Media layer output | Media device status |
| 1 | Initial state | black | idle |
| 2 | play\_cue file1 | file1 first or in point frame | 1. idle  2. cue  3. cue\_done |
| 3 | play | file1 playback | playing |
| 4 | play\_cue file2 | file1 playback | 1. playing & cue  2. playing & cue\_done |
| 5 | file1 finished | file1 last frame or out point frame | Pause & cue\_done |
| 6 | play | file2 playback | Playing |
| 6 | play\_cue file3 | file2 playback | 1. playing & cue  2. playing & cue\_done |
| 7 | play | file3 playback | playing |
| 8 | play\_cue file4 | file3 playback | 1. playing & cue  2. playing & cue\_done |
| 9 | pause | file4 first frame | paused |
| 9 | play | file4 playback | playing |
| 10 | play\_cue file5 | file4 playback | 1. playing & cue  2. playing & cue\_done |
| 11 | play | file5 playback | playing |
| 12 | play\_cue file6 | file5 playback | 1. playing & cue  2. playing & cue\_done |
| 13 | stop | black | idle |
| 14 | play\_cue file7 | file7 first or in point frame | 1. idle  2. cue  3. cue\_done |
| 15 | play | file7 playback | playing |
| 16 | stop | black | idle |
|  |  |  |  |