



November 2006

Forms for DVD Format Verification of DVD-Audio Player

Form 1J to 15J Version 1.12

Notice:

- *These Forms will be revised on occasion for improvement or Version-up of the related Test Specification.*
- *The latest Forms shall be used to fill up the necessary information for application to Verification Lab, according to the related Test Specification.*
- *You can fill up the shaded space in every Form.*
- *"Adobe® Acrobat®" will be necessary for making your own files.*

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Preliminary Information for DVD Format Verification

Application No. (Lab use) :

Application date (mm. dd, yyyy) :

Lab receipt date (mm. dd, yyyy) :

Lab name :

DVD-Audio Player described below is for DVD Format Verification of the First Production Model.

Product name	Model number	Note (Power supply, etc.)
Remarks:		

DVD-Audio Player described above will be applied for DVD Format Verification by the following applicant.

Name of applicant	
Title of applicant	
Company & Factory name	
Factory address	
Phone number	
Fax number	
E-mail	

Applicant's Signature:

Test Information of DVD Format Verification

DVD Format Verification Lab record (Verification Lab use only)

- Name of Verification Lab :
- Name of inspector :
- Application date :
- Date of test completed :
- Verification number :

Information of applicant

- Applicant's name :
- Company name :
- Company address :
- Phone number :
- Fax number :

DVD-Audio Player details

- Brand / Trade name :
- Type of product : ☐ Table top ☐ Portable ☐ System ☐ Others()
- Type of Player : ☐ Audio Only Player (AOP) ☐ Video Capable Audio Player (VCAP)
- Applicable TV system : ☐ 525/60 ☐ 625/50 ☐ PAL/NTSC ☐ Others()

Test results of Audio Manager Test Disc Vol.1 (DVD-AM400)

No.	A *1	V *2	Test ID	Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
1		○	1 1	Control of Program Unit/ Navi Command NextPGC	1. Press Top Menu button in Stop state. 2. Select button 1 of Top menu. 3. Execute Start in Branch menu. 4. Execute NextPGC Button when PGC#1 PG#1 C#1~C#3 are highlighted.	Highlight moves to PGC#2 PG#1 C#1. (These PGCNs are different from actual PGCNs in this disc.)	Use NextPG or PrevPG Button to move among PGs. Use NextC or PrevC Button to move among Cells.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		○	1 2	Control of Program Unit/ Navi Command NextPG	Execute NextPG Button when PGC#2 PG#1 C#1~C#2 are highlighted.	Highlight moves to PGC#2 PG#2 C#3.	Use NextC Button to move from C#1 to C#2.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		○	1 3		Execute NextPG Button when PGC#2 PG#2 C#3~C#5 are highlighted.	Highlight moves to PGC#2 PG#3 C#6.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		○	1 4	Control of Program Unit/ Navi Command PrevPG	Execute PrevPG Button when PGC#2 PG#3 C#6 is highlighted.	Highlight moves to PGC#2 PG#2 C#3.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5		○	1 5		Execute PrevPG Button when PGC#2 PG#2 C#3~C#5 are highlighted.	Highlight moves to PGC#2 PG#1 C#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6		○	1 6	Control of Program Unit/ Navi Command NextPGC	Execute NextPGC Button when PGC#2 PG#1 C#1~C#2, PGC#2 PG#2 C#3~C#5, PGC#2 PG#3 C#6 are highlighted.	Highlight moves to PGC#3 PG#1 C#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7		○	1 7	Control of Program Unit/ Navi Command PrevPGC	Execute PrevPGC Button when PGC#3 PG#1 C#1 is highlighted.	Highlight moves to PGC#2 PG#1 C#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		○	1 8		Execute PrevPGC Button when PGC#2 C#1~C#6 are highlighted.	Highlight moves to PGC#1 PG#1 C#1.	Use NextC or NextPG Button to move to C#2~C#6.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9		○	1 9		Execute PrevPGC Button when PGC#1 C#1~C#3 are highlighted.	Returns to Branch Menu.	Use NextC Button to move to C#2 and C#3.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
10		○	1	10	Control of Program Unit/Navi Command NextPGC	1. Execute Start in Branch Menu. 2. Execute NextPGC Button when PGC#3 PG#1 C#1 is highlighted.	Returns to Branch Menu.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11		○	1	11	Control of Program Unit/Navi Command NextC	1. Execute Start in Branch Menu. 2. Execute NextC Button when PGC#1 PG#1 C#1~C#2, PGC#2 PG#1 C#1, PGC#2 PG#2 C#3~C#4 are highlighted.	Highlight moves to next Cell.	Use NextPGC Button to move to PGC#2. Use NextPG or PrevPG Button to move among PGs. Use NextC or PrevC Button to move among Cells.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12		○	1	12	Control of Program Unit/Navi Command PrevC	1. Execute Start in Branch Menu. 2. Execute PrevC Button when PGC#1 PG#1 C#2~C#3, PGC#2 PG#1 C#2, PGC#2 PG#2 C#4~C#5 are highlighted.	Highlight moves to previous Cell.	Use NextPGC Button to move to PGC#2. Use NextPG or PrevPG Button to move among PGs. Use NextC or PrevC Button to move among Cells.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		○	2	1	Control of Cell Unit/Cell_Still	1. Press Top menu button in Stop state. 2. Select button 2 of Top menu. 3. Execute Start in Cell Still menu. 4. Press Still Off button in less than 20 seconds after Cell#1 is displayed.	When Still_Off is executed, Still is canceled and Cell#2 is played back.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14		○	3	1	Simple Branch Title/Navi Command NextPGC	1. Press Top menu button in Stop state. 2. Select button 3 of Top menu. 3. Execute NextPGC when PGC#N (N=1~8) are highlighted.	Highlight moves to PGC#(N+1).	These PGCNs are different from actual PGCNs in this disc.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15		○	3	2	Simple Branch Title/Navi Command NextPGC	Execute NextPGC when PGC#9 is highlighted.	Highlight moves to PGC#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
16		○	3	3	Simple Branch Title/Navi Command GoUpPGC	Execute GoUpPGC when PGC#1 is highlighted.	Moves to menu of “Navigation Basic Function”.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17		○	3	4	Simple Branch Title/Navi Command PrevPGC	Execute PrevPGC when PGC#1 is highlighted.	Moves to menu of “Navigation Basic Function”.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18		○	3	5	Simple Branch Title/Navi Command GoUpPGC	Execute GoUpPGC when PGC#2, PGC#3, PGC#4, PGC#5, PGC#9 are highlighted.	Highlight moves to PGC#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19		○	3	6	Simple Branch Title/Navi Command GoUpPGC	Execute GoUpPGC when PGC#6, PGC#7, PGC#8 are highlighted.	Highlight moves to PGC#5.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

Test results of Audio Manager Test Disc Vol. 2 (DVD-AM450)

No.	A *1	V *2	Test ID	Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
1		○	1-1 1	Calculate GPRMs/ Normal value	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 1 in “Navigation Command Test 1” menu. 4. Select button 1 in “Calculate” menu.	“Normal value was input to GPRM#0” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		○	1-1 2	Calculate GPRMs/ Overflow	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 1 in “Navigation Command Test 1” menu. 4. Select button 2 in “Calculate” menu.	“The value (FFFFh) was input to GPRM#0” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		○	1-1 3	Calculate GPRMs/ Underflow	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 1 in “Navigation Command Test 1” menu. 4. Select button 3 in “Calculate” menu.	“The value (0000h) was input to GPRM#0” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		○	1-2 1	Compare Instruction/ Compare GPRMs	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 2 in “Navigation Command Test 1” menu. 4. Select Start in “Compare” menu. 5. Execute the button of each picture when new picture is displayed (15 times).	15 pictures (Compare GPRM#N GPRM#N+1) are displayed in order, and finally “OK” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5		○	1-3 1	Change the Execution Order of Commands/ GoTo Instruction	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 3 in “Navigation Command Test 1” menu. 4. Select Start in “Change command execution order” menu.	“OK” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
6		○	2-1	1	Link Command (1)/ LinkTopPGC	1. Press Top Menu button in Stop state. 2. Select button 2 in “Test items” Menu. 3. Select button 1 in “Navigation Command Test 2” menu. 4. Execute Start. 5. Execute button in picture (PG#2 C#2), and execute it in picture (PG#2 C#3-1) again. 6. Select (1) LinkTopPGC in “Link in sequential PGC TEST” menu.	“LinkTopPGC is OK” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7		○	2-1	2	Link Command (1) LinkTailPGC	1. Select (2) LinkTailPGC in “Link in sequential PGC TEST” menu.	“LinkTailPGC is OK” is displayed.	Press Select button 3 times after Test No.6.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		○	2-1	3	Link Command (1) LinkTopPG	1. Select (3) LinkTopPG in “Link in sequential PGC TEST” menu.	“This picture is top of PG#2” is displayed.	Press Select button 3 times after Test No.7.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9		○	2-1	4	Link Command (1) LinkTopC	1. Select (4) LinkTopC in “Link in sequential PGC TEST” menu.	The same menu (“Link in sequential PGC TEST”) is displayed.	Press Select button 2 times after Test No.8.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		○	2-1	5	Link Command (1) LinkCN	1. Select (5) LinkCN in “Link in sequential PGC TEST” menu.	“LinkCN is OK” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11		○	2-2	1	Compare Command/EQI error (Equal function test)	1. Press Top Menu button in Stop state. 2. Select button 2 in “Test items” Menu. 3. Select button 2 in “Navigation Command Test 2” menu. 4. Select Start.	“OK” is highlighted.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12		○	3-2	1	Select button/ Forcedly Action of Selected Button.	1. Press Top Menu button in Stop state. 2. Select button 3 in “Test items” Menu. 3. Select button 2 in “Forcedly Action, Key Selection” menu. 4. Select Start in “Selected Button” menu.	Button 5 is highlighted.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
13		○	3-3	1	Button Selection and Action with Selection key or 10 key/Button Select and Action	1. Press Top Menu button in Stop state. 2. Select button 3 in "Test items" Menu. 3. Select button 3 in "Forcedly Action, Key Selection" menu. 4. Select Start in "Selection/Action" menu and then the picture of Button 1-9 is displayed. 5. Move highlight up, down, left and right using Cursor Key	Highlight moves according to the input direction.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14		○	3-3	2	Button Selection and Action with Selection key or 10 key/Border condition	1. Get menu in the same order of Test No.13 and select Start in "Selection/Action" menu. 2. Move highlight up or left when Button 1 is highlighted.	Highlighted does not move.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15		○	3-3	3		1. Get menu in the same order of Test No.13 and select Start in "Selection/Action" menu. 2. Move highlight down or right when Button 9 is highlighted.	Highlighted does not move.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16		○	3-3	4	Button Selection and Action with Selection key or 10 key/UOP Button Select	1. Get menu in the same order of Test No.13 and select Start in "Selection/Action" menu. 2. Input number 1-9 using 10 key.	Highlight moves to the selected Button number, and the selected number of balls is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17		○	3-3	5	Button Selection and Action with Selection key or 10 key/Border condition	1. Get menu in the same order of Test No.13 and select Start in "Selection /Action" menu. 2. Input number 36 using 10 key.	Highlighted does not move.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18		○	3-3	6		1. Get menu in the same order of Test No.13 and select Start in "Selection/Action" menu. 2. Input number 62, 63, 64, 65 using 10 key.	Highlighted does not move.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
19		○	4	1	Resume/Resume to AOTT	1. Press Top Menu button in Stop state. 2. Select button 4 in "Test items" Menu. 3. Select button "1.1 Resume to AOTT" in "Resume, RTN menu". 4. Select Button "1. Start AOTT" in "Test Resume to AOTT" menu. 5. Press Top menu button during the Track2 playback after Track1 is played back for 5 sec. 6. Confirm the playback returns to "Test items" menu. 7. Move to "Test Resume to AOTT" menu again, and then select button "2. Resume to AOTT"	Resume playback starts from Track2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20		○	4	2	Resume/Resume to AVTT	1. Press Top Menu button in Stop state. 2. Select button 4 in "Test items" Menu. 3. Select button "1.2 Resume to AVTT" in "Resume, RTN menu". 4. Select Button "1. Start AVTT" in "Test Resume to AVTT" menu. 5. Press Top menu button during the Track2 playback after Track1 is played back for 5 sec. 6. Confirm the playback returns to "Test items" menu. 7. Move to "Test Resume to AVTT" menu again, and then select button "2. Resume to AVTT"	Resume playback starts from the time code 1:00:30:00 in Track2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
21		○	4	3	Return menu/ RTN menu from AOTT	1. Press Top Menu button in Stop state. 2. Select button 4 in “Test items” Menu. 3. Select button “2.1 RTN menu from AOTT” in “Resume, RTN menu”. 4. Select Button “1. Start AOTT” in “Test RTN menu to AOTT” menu.	Played back for 10 sec., and then returns to “Test items” menu.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
22		○	4	4	Return menu/ RTN menu from AVTT	1. Press Top Menu button in Stop state. 2. Select button 4 in “Test items” Menu. 3. Select button “2.2 RTN menu from AVTT” in “Resume, RTN menu”. 4. Select Button “1. Start AVTT” in “Test RTN menu to AVTT” menu.	Moving picture is played back for 30 sec., and then returns to “Test items” menu.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
23		○	4	5	Dummy PGC	1. Press Top Menu button in Stop state. 2. Select button 4 in “Test items” Menu. 3. Select button “3. Dummy PGC” in “Resume, RTN menu”. 4. Select Button “1. Start” in “Test Dummy PGC” menu	“Presentation of Dummy PGC finished completely.” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

Test results of Audio Title Set Test Disc (ATD_001)

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
1	<input type="radio"/>	<input type="radio"/>	LPCM Audio in AOB for 2ch-speaker system (*3)	Mono CH_GR (C) (48k/16b/1ch) (Non-scalable)	Select 2ch-speaker system. Select Track#1 in Group#1.	Tango music is played back over the left-front and right- front speakers as the phantom center. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="radio"/>	<input type="radio"/>		Stereo CH_GR (L,R) (96k/24b/2ch) (Non-scalable)	Select 2ch-speaker system. Select Track#2 in Group#1.	Tango music is played back over the left-front and right- front speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="radio"/>	<input type="radio"/>		2.1 Multi-ch CH_GR (Lf,Rf – LFE) (96k/24b/2ch – 48k/16b/1ch) (Scalable)	Select 2ch-speaker system. Select Track#3 in Group#1.	Tango music is played back over the left-front and right- front speakers as down- mixed signals. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="radio"/>	<input type="radio"/>		3/1 Multi-ch CH_GR (Lf,Rf,C – S) (48k/16b/3ch – 48k/16b/1ch) (Non-scalable)	Select 2ch-speaker system. Select Track#4 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="radio"/>	<input type="radio"/>		3/1 Multi-ch CH_GR (Lf,Rf,C – S) (48k/24b/3ch – 48k/16b/1ch) (Scalable)	Select 2ch-speaker system. Select Track#5 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="radio"/>	<input type="radio"/>		2/2 Multi-ch CH_GR (Lf,Rf – Ls,Rs) (96k/24b/2ch – 96k/24b/2ch) (Non-scalable)	Select 2ch-speaker system. Select Track#6 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="radio"/>	<input type="radio"/>		2/2 Multi-ch CH_GR (Lf,Rf – Ls,Rs) (96k/24b/2ch – 48k/24b/2ch) (Scalable)	Select 2ch-speaker system. Select Track#7 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*3: This test is to confirm the 2ch (stereo) playback performance (Down-mixing function) of an AOP/VCAP.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
8	<input type="radio"/>	<input type="radio"/>	LPCM Audio in AOB for 2ch-speaker system (*3)	3/2 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs) (96k/16b/3ch – 96k/16b/2ch) (Non-scalable)	Select 2ch-speaker system. Select Track#8 in Group#1.	Tango music is played back over the left-front and right-front speakers as down-mixed signals. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="radio"/>	<input type="radio"/>		3/2 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs) (96k/24b/3ch – 48k/16b/2ch) (Scalable)	Select 2ch-speaker system. Select Track#9 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="radio"/>	<input type="radio"/>		2/2.1 Multi-ch CH_GR (Lf,Rf,Ls,Rs – LFE) (96k/16b/4ch – 48k/16b/1ch) (Scalable)	Select 2ch-speaker system. Select Track#10 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11	<input type="radio"/>	<input type="radio"/>		3/2.1 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs,LFE) (48k/24b/3ch – 48k/24b/3ch) (Non-scalable)	Select 2ch-speaker system. Select Track#11 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="radio"/>	<input type="radio"/>		3/2.1 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs,LFE) (96k/24b/3ch – 48k/16b/3ch) (Scalable)	Select 2ch-speaker system. Select Track#12 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="radio"/>	<input type="radio"/>		Stereo CH_GR (L,R) (192k/24b/2ch) (Non-scalable)	Select 2ch-speaker system. Select Track#2 in Group#4.	Tango music is played back over the left-front and right-front speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*3: This test is to confirm the 2ch (stereo) playback performance (Down-mixing function) of an AOP/VCAP.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
14	<input type="radio"/>	<input type="radio"/>	LPCM Audio in AOB for 2ch-speaker system (*3)	Mono CH_GR (C) (44.1/16b/1ch) (Non-scalable)	Select 2ch-speaker system. Select Track#1 in Group#2.	Tango music is played back over the left-front and right- front speakers as the phantom center. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="radio"/>	<input type="radio"/>		Stereo CH_GR (L,R) (88.2k/24b/2ch) (Non-scalable)	Select 2ch-speaker system. Select Track#2 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="radio"/>	<input type="radio"/>		2.1 Multi-ch CH_GR (Lf,Rf – LFE) (88.2k/24b/2ch – 44.1k/16b/1ch) (Scalable)	Select 2ch-speaker system. Select Track#3 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="radio"/>	<input type="radio"/>		3/1 Multi-ch CH_GR (Lf,Rf,C – S) (44.1k/16b/3ch – 44.1k/16b/1ch) (Non-scalable)	Select 2ch-speaker system. Select Track#4 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="radio"/>	<input type="radio"/>		3/1 Multi-ch CH_GR (Lf,Rf,C – S) (44.1k/24b/3ch – 44.1k/16b/1ch) (Scalable)	Select 2ch-speaker system. Select Track#5 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19	<input type="radio"/>	<input type="radio"/>		2/2 Multi-ch CH_GR (Lf,Rf – Ls,Rs) (88.2k/24b/2ch – 88.2k/24b/2ch) (Non-scalable)	Select 2ch-speaker system. Select Track#6 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20	<input type="radio"/>	<input type="radio"/>		2/2 Multi-ch CH_GR (Lf,Rf – Ls,Rs) (88.2k/24b/2ch – 44.1k/24b/2ch) (Scalable)	Select 2ch-speaker system. Select Track#7 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

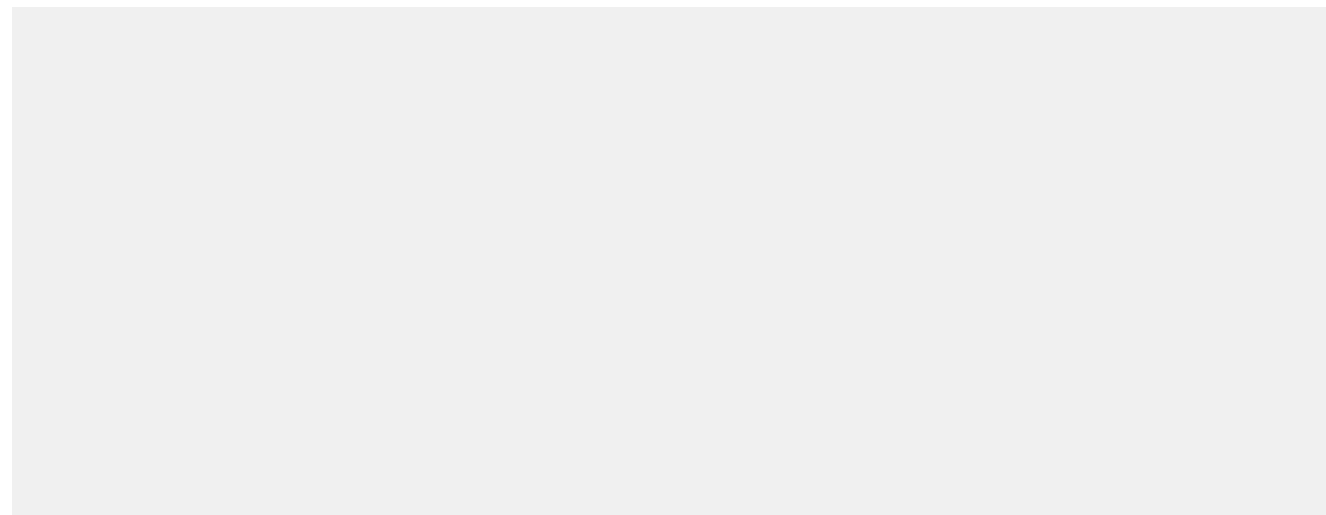
*3: This test is to confirm the 2ch (stereo) playback performance (Down-mixing function) of an AOP/VCAP.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
21	<input type="radio"/>	<input type="radio"/>	LPCM Audio in AOB for 2ch-speaker system (*3)	3/2 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs) (88.2k/16b/3ch – 88.2k/16b/2ch) (Non-scalable)	Select 2ch-speaker system. Select Track#8 in Group#2.	Tango music is played back over the left-front and right-front speakers as down-mixed signals. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
22	<input type="radio"/>	<input type="radio"/>		3/2 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs) (88.2k/24b/3ch – 44.1k/16b/2ch) (Scalable)	Select 2ch-speaker system. Select Track#9 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
23	<input type="radio"/>	<input type="radio"/>		2/2.1 Multi-ch CH_GR (Lf,Rf,Ls,Rs – LFE) (88.2k/16b/4ch – 44.1k/16b/1ch) (Scalable)	Select 2ch-speaker system. Select Track#10 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
24	<input type="radio"/>	<input type="radio"/>		3/2.1 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs,LFE) (44.1k/24b/3ch – 44.1k/24b/3ch) (Non-scalable)	Select 2ch-speaker system. Select Track#11 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25	<input type="radio"/>	<input type="radio"/>		3/2.1 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs,LFE) (88.2k/24b/3ch – 44.1k/16b/3ch) (Scalable)	Select 2ch-speaker system. Select Track#12 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
26	<input type="radio"/>	<input type="radio"/>		Stereo CH_GR (L,R) (176.4k/24b/2ch) (Non-scalable)	Select 2ch-speaker system. Select Track#4 in Group#4.	Tango music is played back over the left-front and right-front speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*3: This test is to confirm the 2ch (stereo) playback performance (Down-mixing function) of an AOP/VCAP.



No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
27	<input type="radio"/>	<input type="radio"/>	LPCM Audio in AOB for Multi-ch-speaker system (*4)	Mono CH_GR (C) (48k/16b/1ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#1 in Group#1..	Tango music is played back over the center speaker or the left-front and right-front speakers as the phantom center. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
28	<input type="radio"/>	<input type="radio"/>		Stereo CH_GR (L,R) (96k/24b/2ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#2 in Group#1.	Tango music is played back over the left-front and right-front speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
29	<input type="radio"/>	<input type="radio"/>		2.1 Multi-ch CH_GR (Lf,Rf – LFE) (96k/24b/2ch – 48k/16b/1ch) (Scalable)	Select Multi-ch-speaker system. Select Track#3 in Group#1.	Tango music is played back over the left-front, right-front and LFE speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
30	<input type="radio"/>	<input type="radio"/>		3/1 Multi-ch CH_GR (Lf,Rf,C – S) (48k/16b/3ch – 48k/16b/1ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#4 in Group#1.	Tango music is played back over the left-front, right-front, center and rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
31	<input type="radio"/>	<input type="radio"/>		3/1 Multi-ch CH_GR (Lf,Rf,C – S) (48k/24b/3ch – 48k/16b/1ch) (Scalable)	Select Multi-ch-speaker system. Select Track#5 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
32	<input type="radio"/>	<input type="radio"/>		2/2 Multi-ch CH_GR (Lf,Rf – Ls,Rs) (96k/24b/2ch – 96k/24b/2ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#6 in Group#1.	Tango music is played back over the left-front, right-front, left-rear, and right-rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
33	<input type="radio"/>	<input type="radio"/>		2/2 Multi-ch CH_GR (Lf,Rf – Ls,Rs) (96k/24b/2ch – 48k/24b/2ch) (Scalable)	Select Multi-ch-speaker system. Select Track#7 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*4: This test is to confirm the Multi-channel playback performance of an AOP/VCAP which is available.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
34	<input type="radio"/>	<input type="radio"/>	LPCM Audio in AOB for Multi-ch-speaker system (*4)	3/2 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs) (96k/16b/3ch – 96k/16b/2ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#8 in Group#1.	Tango music is played back over the left-front, right- front, center, left-rear and right-rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
35	<input type="radio"/>	<input type="radio"/>		3/2 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs) (96k/24b/3ch – 48k/16b/2ch) (Scalable)	Select Multi-ch-speaker system. Select Track#9 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
36	<input type="radio"/>	<input type="radio"/>		2/2.1 Multi-ch CH_GR (Lf,Rf,Ls,Rs – LFE) (96k/16b/4ch – 48k/16b/1ch) (Scalable)	Select Multi-ch-speaker system. Select Track#10 in Group#1.	Tango music is played back over the left-front, right- front, LFE, left-rear and right-rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
37	<input type="radio"/>	<input type="radio"/>		3/2.1 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs,LFE) (48k/24b/3ch – 48k/24b/3ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#11 in Group#1.	Tango music is played back over the left-front, right- front, center, LFE, left-rear and right-rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
38	<input type="radio"/>	<input type="radio"/>		3/2.1 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs,LFE) (96k/24b/3ch – 48k/16b/3ch) (Scalable)	Select Multi-ch-speaker system. Select Track#12 in Group#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
39	<input type="radio"/>	<input type="radio"/>		Stereo CH_GR (L,R) (192k/24b/2ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#2 in Group#4.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*4: This test is to confirm the Multi-channel playback performance of an AOP/VCAP which is available.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
40	<input type="radio"/>	<input type="radio"/>	LPCM Audio in AOB for Multi-ch-speaker system (*4)	Mono CH_GR (C) (44.1k/16b/1ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#1 in Group#2.	Tango music is played back over the center speaker or the left-front and right-front speakers as the phantom center. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
41	<input type="radio"/>	<input type="radio"/>		Stereo CH_GR (L,R) (88.2k/2b/2ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#2 in Group#2.	Tango music is played back over the left-front and right-front speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
42	<input type="radio"/>	<input type="radio"/>		2.1 Multi-ch CH_GR (Lf,Rf – LFE) (88.2k/24b/2ch – 44.1k/16b/1ch) (Scalable)	Select Multi-ch-speaker system. Select Track#3 in Group#2.	Tango music is played back over the left-front, right-front and LFE speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
43	<input type="radio"/>	<input type="radio"/>		3/1 Multi-ch CH_GR (Lf,Rf,C – S) (44.1k/16b/3ch – 44.1k/16b/1ch)	Select Multi-ch-speaker system. Select Track#4 in Group#2.	Tango music is played back over the left-front, right-front, center and rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
44	<input type="radio"/>	<input type="radio"/>		3/1 Multi-ch CH_GR (Lf,Rf,C – S) (44.1k/24b/3ch – 44.1k/16b/1ch) (Scalable)	Select Multi-ch-speaker system. Select Track#5 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
45	<input type="radio"/>	<input type="radio"/>		2/2 Multi-ch CH_GR (Lf,Rf – Ls,Rs) (88.2k/24b/2ch – 88.2k/24b/2ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#6 in Group#2.	Tango music is played back over the left-front, right-front, left-rear and right-rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
46	<input type="radio"/>	<input type="radio"/>		2/2 Multi-ch CH_GR (Lf,Rf – Ls,Rs) (88.2k/24b/2ch – 44.1k/24b/2ch) (Scalable)	Select Multi-ch-speaker system. Select Track#7 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*4: This test is to confirm the Multi-channel playback performance of an AOP/VCAP which is available.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
47	<input type="radio"/>	<input type="radio"/>	LPCM Audio in AOB for Multi-ch-speaker system (*4)	3/2 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs) (88.2k/16b/3ch – 88.2k/16b/2ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#8 in Group#2.	Tango music is played back over the left-front, right- front, center, left-rear and right-rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
48	<input type="radio"/>	<input type="radio"/>		3/2 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs) (88.2k/24b/3ch – 44.1k/16b/2ch) (Scalable)	Select Multi-ch-speaker system. Select Track#9 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
49	<input type="radio"/>	<input type="radio"/>		2/2.1 Multi-ch CH_GR (Lf,Rf,Ls,Rs – LFE) (88.2k/16b/4ch – 44.1k/16b/1ch) (Scalable)	Select Multi-ch-speaker system. Select Track#10 in Group#2.	Tango music is played back over the left-front, right- front, LFE, left-rear and right-rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
50	<input type="radio"/>	<input type="radio"/>		3/2.1 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs,LFE) (44.1k/24b/3ch – 44.1k/24b/3ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#11 in Group#2.	Tango music is played back over the left-front, right- front, center, LFE, left-rear and right-rear speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
51	<input type="radio"/>	<input type="radio"/>		3/2.1 Multi-ch CH_GR (Lf,Rf,C – Ls,Rs,LFE) (88.2k/24b/3ch – 44.1k/16b/3ch) (Scalable)	Select Multi-ch-speaker system. Select Track#12 in Group#2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
52	<input type="radio"/>	<input type="radio"/>		Stereo CH_GR (L,R) (176.4k/24b/2ch) (Non-scalable)	Select Multi-ch-speaker system. Select Track#4 in Group#4.	Tango music is played back over the left-front and right- front speakers. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*4: This test is to confirm the Multi-channel playback performance of an AOP/VCAP which is available.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
53	<input type="radio"/>	<input type="radio"/>	Audio Selection	Audio Selection in AOB	Select Audio Selection #0 and Track#1 in Group#3.	Music of Audio#1 (LPCM: stereo) is played back as defined at Audio Selection #0. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
54	<input type="radio"/>	<input type="radio"/>			Select Audio Selection #1 and Track#1 in Group#3.	Music of Audio#1 (LPCM: stereo) is played back as defined at Audio Selection #0, in case of the player without Multi-channel playback capability. Music of Audio#2 (LPCM: Multi-channel) is played back as defined at Audio Selection #1, in case of the player with Multi-channel playback capability. In case of VCAP, three still pictures are played back for the above two cases, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
55	<input type="radio"/>	<input type="radio"/>			Select Audio Selection #0 and Track#2 in Group#3.	Music of Audio#1 (LPCM: stereo) is played back as defined at Audio Selection #0. In case of VCAP, three still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
56	<input type="radio"/>	<input type="radio"/>			Select Audio Selection #1 and Track#2 in Group#3.	Music of Audio#1 (LPCM: stereo) is played back as defined at Audio Selection #0, in case of the player without Multi-channel playback capability. Music of Audio#2 (LPCM: Multi-channel) is played back as defined at Audio Selection #1, in case of the player with Multi-channel playback capability. In case of VCAP, three still pictures are played back for the above two cases, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
57	<input type="radio"/>		Audio Selection	Audio Selection in VOB (*5)	Select Audio Selection #0 and Track#3 in Group#3.	Music of Audio#1 (LPCM) is played back as defined at Audio Selection #0.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
58	<input type="radio"/>				Select Audio Selection #1 and Track#3 in Group#3.	Music of Audio#1 (LPCM) is played back as defined at Audio Selection #0, in case of the player without AC-3 playback capability. Music of Audio#2 (AC-3) is played back as defined at Audio Selection #1, in case of the player with AC-3 playback capability.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
59		<input type="radio"/>			Select Audio Selection #0 and Track#3 in Group#3.	Music of Audio#1 (LPCM) is played back as defined at Audio Selection #0 and Motion pictures are played back simultaneously.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
60		<input type="radio"/>			Select Audio Selection #1 and Track#3 in Group#3.	Music of Audio#2 (AC-3) is played back as defined at Audio Selection #1 and Motion pictures are played back simultaneously.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
61	<input type="radio"/>	<input type="radio"/>	Group	Continuous playback of the various fs/Qb tracks in the Group.	Select Track#1 in Group#4.	Tango music from Track#1 to Track#4 in Group#4 are played back over the left-front and right-front speakers continuously. In case of VCAP, still pictures are played back, as well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
62	<input type="radio"/>	<input type="radio"/>		Hidden Group (*6)	Transfer to Stop state. Select Group#5, and key in '0805'.	Sin-wave monotones from Track#1 to Track#6 in Group#5 are played back continuously.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
63	<input type="radio"/>	<input type="radio"/>			Transfer to Stop state. Select Group#5, and key in any number except '0805'.	The selection is ignored.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*5: Audio playback time is shorter than Video in this track.

*6: Hidden Group is Player option.

No.	A *1	V *2	Test category	Check item	User operations for the testing	Expected result/Check point	Applicant		Lab	
							OK	NG	OK	NG
64		○	Menu	User Operation function on Menu screen	1. Menu_Call() 2. Right_Button _Select() 3. Left_Button _Select() 4. Lower_Button _Select() 5. Upper_Button _Select() 6. Button _Activate()	1. Group#1,Track#1-#6 menu is displayed. 2. Group#1,Track#7-#12 menu is displayed. 3. Group#1,Track#1-#6 menu is displayed. 4. Track#2 Button is highlighted (Blue). 5. Track#1 Button is highlighted (Blue). 6. Tango music of the track #1 in Group#1 is played backed with three still pictures.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

Test results of Audio Title Set Test Disc for Packed PCM (V-603)

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
1	<input type="radio"/>	<input type="radio"/>	PPCM Basic Playback	192k/24b/2ch Music playback	1	1	Piano music is played back with 192kHz/24bit/2ch.	192k/24b/2ch not L0R0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="radio"/>	<input type="radio"/>		96k/24b/6ch Music playback	1	2	Cymbal crush is played back with 96kHz/24bit/6ch.	96k/24b/6ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="radio"/>	<input type="radio"/>		96k/24b/5ch Music playback	1	3	Orchestra music of Haydn is played back with 96kHz/24bit/5ch.	96k/24b/5ch VBR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="radio"/>	<input type="radio"/>		192k/24b/2ch Sine wave playback	1	4	Sine wave of 997Hz/0db is played back with 192kHz/24bit/2ch.	192k/24b/2ch not L0R0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="radio"/>	<input type="radio"/>		96k/24b/6ch Sine wave playback	1	5	Sine wave of 997Hz/0db is played back with 96kHz/24bit/6ch.	96k/24b/6ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="radio"/>	<input type="radio"/>		48k/24b/6ch Sine wave playback	1	6	Sine wave of 997Hz/0db is played back with 48kHz/24bit/6ch.	48k/24b/6ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="radio"/>	<input type="radio"/>		176.4k/24b/2ch Sine wave playback	1	7	Sine wave of 997Hz/0db is played back with 176.4kHz/24bit/2ch.	176.4k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="radio"/>	<input type="radio"/>		88.2k/24b/6ch Sine wave playback	1	8	Sine wave of 997Hz/0db is played back with 88.2kHz/24bit/6ch.	88.2k/24b/6ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="radio"/>	<input type="radio"/>		44.1k/24b/6ch Sine wave playback	1	9	Sine wave of 997Hz/0db is played back with 44.1kHz/24bit/6ch.	44.1k/24b/6ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="radio"/>	<input type="radio"/>		48k/16b/1ch Sine wave and silence	1	10	Sine wave of 997Hz 0db 10 sec and Digitally 0 data with 10 sec with 48kHz/16bit/1ch.	44.1k/16b/1ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
11	<input type="radio"/>	<input type="radio"/>	Channel Assignment	Center check	2	1	Sine wave of 523.3Hz is played back at the center speaker or the left-front and right-front speakers. (96kHz/24bit,0db)	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="radio"/>	<input type="radio"/>		L,R check	2	2	Sine wave of 659.3Hz and 784.0Hz are played back at L, R.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="radio"/>	<input type="radio"/>		L,R,S check	2	3	Sine wave of 659.3Hz,784.0Hz, 987.8Hz are played back at L,R,S	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="radio"/>	<input type="radio"/>		L,R,Ls,Rs check	2	4	Sine wave of 659.3Hz,784.9Hz, 987.8Hz,1174.7Hz are played back at L,R,Ls,Rs	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="radio"/>	<input type="radio"/>		L,R,Lfe check	2	5	Sine wave of 659.3Hz,784.0Hz, 261.6Hz are played back at L,R,Lfe.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="radio"/>	<input type="radio"/>		L,R,Lfe,S check	2	6	Sine wave of 659.3Hz,784.0Hz, 261.6Hz,987.8Hz are played back at L,R,Lfe,S.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="radio"/>	<input type="radio"/>		L,R,Lfe,Ls,Rs check	2	7	Sine wave of 659.3Hz,784.0Hz, 261.6Hz,987.8Hz,1174.7Hz are played back at L,R,Lfe,Ls,Rs.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="radio"/>	<input type="radio"/>		L,R,C check	2	8	Sine wave of 659.3Hz, 784.0Hz, 523.3Hz are played back at L,R,C.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19	<input type="radio"/>	<input type="radio"/>		L,R,C,S check	2	9	Sine wave of 659.3Hz,784.0Hz, 523.3Hz,987.8Hz are played back at L,R,C,S.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20	<input type="radio"/>	<input type="radio"/>		L,R,C,Ls,Rs check	2	10	Sine wave of 659.3Hz,784.0Hz, 523.3Hz,987.8Hz and 1174.7Hz are played back at L,R,C,Ls,Rs.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
21	<input type="radio"/>	<input type="radio"/>		L,R,C,Lfe check	2	11	Sine wave of 659.3Hz,784.0Hz, 523.3Hz and 261.6Hz are played back at L,R,C,Lfe.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
22	<input type="radio"/>	<input type="radio"/>	Channel Assignment	L,R,C,Lfe,S check	2	12	Sine wave of 659.3Hz,784.0Hz, 523.3Hz,261.6Hz and 987.8Hz are played back at L,R,C,Lfe,S.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
23	<input type="radio"/>	<input type="radio"/>		L,R,C,Lfe,Ls,Rs check	2	13	Sine wave of 659.3Hz,784.0Hz, 523.3Hz,261.6Hz,987.8Hz and 1174.7Hz are played back at L,R,C,Lfe,Ls,Rs.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
24	<input type="radio"/>	<input type="radio"/>		L,R,C,S check	2	14	Sine wave of 659.3Hz,784.0Hz, 523.3Hz,987.8Hz are played back at L,R,C,S.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25	<input type="radio"/>	<input type="radio"/>		L,R,C,Ls,Rs check	2	15	Sine wave of 659.3Hz,784.0Hz, 523.3Hz,987.8Hz and 1174.7Hz are played back at L,R,C,Ls,Rs.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
26	<input type="radio"/>	<input type="radio"/>		L,R,C,Lfe check	2	16	Sine wave of 659.3Hz,784.0Hz, 523.3Hz and 261.6Hz are played back at L,R,C,Lfe.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
27	<input type="radio"/>	<input type="radio"/>		L,R,C,Lfe,S check	2	17	Sine wave of 659.3Hz,784.0Hz, 523.3Hz,261.6Hz and 987.8Hz are played back at L,R,C,Lfe,S.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
28	<input type="radio"/>	<input type="radio"/>		L,R,C,Lfe,Ls,Rs check	2	18	Sine wave of 659.3Hz,784.0Hz, 523.3Hz,261.6Hz,987.8Hz and 1174.7Hz are played back at L,R,C,Lfe,Ls,Rs.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
29	<input type="radio"/>	<input type="radio"/>		L,R,Ls,Rs,Lfe check	2	19	Sine wave of 659.3Hz,784.9Hz, 987.8Hz,1174.7Hz and 261.6Hz played back at L,R,Ls,Rs,Lfe.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
30	<input type="radio"/>	<input type="radio"/>		L,R,Ls,Rs,C check	2	20	Sine wave of 659.3Hz,784.9Hz, 987.8Hz,1174.7Hz and 523.3Hz are played back at L,R,Ls,Rs,C.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
31	<input type="radio"/>	<input type="radio"/>		L,R,Ls,Rs,C,Lfe check	2	21	Sine wave of 659.3Hz,784.9Hz, 987.8Hz,1174.7Hz,523.3 Hz and 261.6Hz are played back at L,R,Ls,Rs,C,Lfe.	96k/24b	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
32	<input type="radio"/>	<input type="radio"/>	Scalable	96k/24b/3ch, 48k/24b/3ch	3	1	Sine wave of 997Hz/0db is played with 96kHz/24bit/3ch and 48kHz/24bit/3ch.	*3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
33	<input type="radio"/>	<input type="radio"/>		96k/24b/3ch 48k/16b/3ch	3	2	Sine wave of 997Hz/0db is played with 96kHz/24bit/3ch and 48kHz/16bit/3ch.	*3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
34	<input type="radio"/>	<input type="radio"/>		88.2k/24b/3ch 44.1k/24b/3ch	3	3	Sine wave of 997Hz/0db is played with 88.2kHz/24bit/3ch and 44.1kHz/24bit/3ch.	*3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
35	<input type="radio"/>	<input type="radio"/>		88.2k/24b/3ch 44.1k/16b/3ch	3	4	Sine wave of 997Hz/0db is played with 88.2kHz/24bit/3ch and 44.1kHz/16bit/3ch.	*3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
36	<input type="radio"/>	<input type="radio"/>	2ch playback	with 2ch playback	4	1	Cymbal crush is played with 6ch, and also played as 2ch. (96k/24b/6ch, 96k/24b/2ch)	*4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
37	<input type="radio"/>	<input type="radio"/>		without 2ch playback	4	2	Cymbal music is played with 6ch. (96k/24b/6ch)	not L0R0 *4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
38	<input type="radio"/>	<input type="radio"/>		with 2ch playback	4	3	Orchestra music is played with 5ch, and also played as 2ch. (96k/24b/5ch, 96k/24b/2ch)	*4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
39	<input type="radio"/>	<input type="radio"/>		without 2ch playback	4	4	Orchestra music is played with 5ch. (96k/24b/5ch)	not L0R0 *4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*3: Check of this item will be done by the proper play of sine wave (997Hz/0dB) on each channel.

*4: About this item, check of 5, 6 ch will be done with multi-ch mode (by set-up of each player),
and also check of 2-ch will be done with 2-ch (stereo) mode (by set-up of each player).

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
40	<input type="radio"/>	<input type="radio"/>	Stress test	CBR	5	1	Piano music is played with 192kHz/24bit/2ch.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
41	<input type="radio"/>	<input type="radio"/>		near-CBR	5	2	Orchestra music is played with 96kHz/24bit/5ch.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
42	<input type="radio"/>	<input type="radio"/>		near-CBR,9.6Mbps	5	3	Cymbal crush is played with 96kHz/24bit/6ch.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
43	<input type="radio"/>	<input type="radio"/>		Large FIFO Latency	5	4	Cymbal crush is played with 96kHz/24bit/6ch. (Max. latency about 62 msec)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
44	<input type="radio"/>	<input type="radio"/>		Large FIFO Latency no L0R0	5	5	Cymbal crush is played with 96kHz/24bit/6ch. (Max. latency about 63 msec)	not L0R0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
45	<input type="radio"/>	<input type="radio"/>		Large FIFO Occupancy	5	6	Cymbal crush is played with 96kHz/24bit/6ch. (Max. occupancy about 74kB)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
46	<input type="radio"/>	<input type="radio"/>		Large FIFO Occupancy no L0R0	5	7	Cymbal crush is played with 96kHz/24bit/6ch. (Max. occupancy about 75kB)	not L0R0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
47	<input type="radio"/>	<input type="radio"/>		Large Access Unit	5	8	Cymbal crush is played with 96kHz/24bit/6ch.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
48	<input type="radio"/>	<input type="radio"/>		Small Access Unit	5	9	Sine wave of 997Hz 0db 10 sec and Digitally 0 data with 10 sec with 48kHz/16bit/1ch.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
49	<input type="radio"/>	<input type="radio"/>	Playability	Min. restart interval of 8 AUS	6	1	Orchestra music is played with 96kHz/24bit/5ch.	Min. restart interval	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
50	<input type="radio"/>	<input type="radio"/>		Max. restart interval of 32 AUS	6	2	Orchestra music is played with 96kHz/24bit/5ch.	Max. restart interval	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
51	<input type="radio"/>	<input type="radio"/>		LPCM with Index 1,2	6	3	Orchestra music is played with LPCM ,96kHz/20bit/5ch. (Index search can be carried out). *3	With DMCT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
52	<input type="radio"/>	<input type="radio"/>		PPCM with Index 1,2	6	4	Orchestra music is played with PPCM, 96kHz/24bit/5ch. (Index search can be carried out). *3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
53	<input type="radio"/>	<input type="radio"/>		Audio Selection with Index 1,2	6	5	Orchestra music is played with 96kHz/20, 24bit/5ch. Same contents are recorded with LPCM and PPCM. VCAP must support Audio Selection.	Audio Selection LPCM=#1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

*3: Index search is player option.

Test results of Audio Still Video Test Disc (V-601)

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
1	<input type="radio"/>	<input type="radio"/>	ASVU Video mode check	Video mode change between ASVUs (720 × 480 MPEG, 4:3)	1/1	2kHz audio signal is played back and City scene is presented with first mode. (720 × 480 MPEG 4:3, Picture1-1)	2kHz, 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (720 × 480 MPEG, 16:9)	1/2	1kHz audio signal is played back and City scene is presented with second mode. (720 × 480 MPEG 16:9, Picture1-2)	1kHz, 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (352 × 480 MPEG, 4:3)	1/3	500Hz audio signal is played back and City scene is presented with third mode. (352 × 480 MPEG 4:3, Picture1-3)	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (352 × 240 MPEG, 4:3)	1/4	250Hz audio signal is played back and City scene is presented with fourth mode. (352 × 240 MPEG 4:3, Picture1-4)	250Hz 192/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (720 × 480 MPEG, 4:3)	1/5	2kHz audio signal is played back and City scene is presented with first mode. (720 × 480 MPEG 4:3, Picture1-1)	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (352 × 480 MPEG, 4:3)	1/6	500Hz audio signal is played back and City scene is presented with third mode. (352 × 480 MPEG 4:3, Picture1-3)	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (720 × 480 MPEG, 16:9)	1/7	1kHz audio signal is played back and City scene is presented with second mode. (720 × 480 MPEG 16:9, Picture1-2)	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
8		○	ASVU Video mode check	Video mode change between ASVUs (352 × 240 MPEG, 4:3)	1/8	250Hz audio signal is played back and City scene is presented with fourth mode. (352 × 240 MPEG 4:3, Picture1-4)	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9		○		Video mode change between ASVUs (352 × 480 MPEG, 4:3)	1/9	500Hz audio signal is played back and City scene is presented with third mode. (352 × 480 MPEG 4:3, Picture1-3)	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		○		Video mode change between ASVUs (720 × 480 MPEG, 4:3)	1/10	2kHz audio signal is played back and City scene is presented with first mode. (720 × 480 MPEG 4:3, Picture1-1)	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11		○		Video mode change between ASVUs (352 × 240 MPEG, 4:3)	1/11	250Hz audio signal is played back and City scene is presented with fourth mode. (352 × 240 MPEG 4:3, Picture1-4)	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12		○		Video mode change between ASVUs (720 × 480 MPEG, 16:9)	1/12	1kHz audio signal is played back and City scene is presented with second mode. (720 × 480 MPEG 16:9, Picture1-2)	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		○		Video mode change between ASVUs (720 × 480 MPEG, 4:3)	1/13	2kHz audio signal is played back and City scene is presented with first mode. (720 × 480 MPEG 4:3, Picture1-1)	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
14	<input type="radio"/>	<input type="radio"/>	ASVU range check	ASVU range check with Sequential Slideshow ASVU range: 1 track	1/14	2kHz audio signal is played back and still picture of 2-1~16, 2-1~8 are displayed in order. Display time: 0.4sec	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="radio"/>	<input type="radio"/>		ASVU range check with Sequential Slideshow ASVU range: 2 track	1/15	During Track15, 16 are played back, still picture of 2-1~5 and 2-6~10 are displayed in order. Display time: 2sec	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="radio"/>	<input type="radio"/>			1/16		500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="radio"/>	<input type="radio"/>		ASVU range check with Sequential Slideshow ASVU range: 4 track	1/17	During Track 17,18,19,20 are played back still picture of 2-1~5, 2-6~10, 2-11~15, 2-16, 2-1~4 are displayed in order.	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="radio"/>	<input type="radio"/>			1/18		2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19	<input type="radio"/>	<input type="radio"/>			1/19		500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20	<input type="radio"/>	<input type="radio"/>			1/20		1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
21	<input type="radio"/>	<input type="radio"/>		ASVU range check with Sequential Slideshow ASVU range: 6 track	1/21	During Track 21,22,23,24,25,26 are played back still picture of 2-1~3, 2-3~5, 2-6~8, 2-8~10, 2-11~13, 2-13~15 are displayed in order. Display time: 4sec	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
22	<input type="radio"/>	<input type="radio"/>			1/22		500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
23	<input type="radio"/>	<input type="radio"/>			1/23		2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
24	<input type="radio"/>	<input type="radio"/>			1/24		250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25	<input type="radio"/>	<input type="radio"/>			1/25		1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
26	<input type="radio"/>	<input type="radio"/>			1/26		2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
27	○	○	ASVU effect check	ASVU effect check Slideshow.	1/27	D_tim/Stt_ef_md/prd/End_ef_md/prd/Pic No. 0(sec) Cut in 0 Fade out 1 3-1 32 Cut in 0 Cut out 0 3-2 64 Fade in 1 Fade out 1 3-3 96 Fade in 1 Cut out 0 3-4 128 Cut in 0 Dissolve 1 3-5 160 Dissolve 1 Wipe top 1 3-6 192 Wipe top 1 Wipe btm 1 3-7 224 Wipe btm 1 Wipe left 1 3-8 256 Wipe left 1 Wipe right 1 3-9 288 Wipe right 1 Wipe dg L 0 3-10 320 Wipe dg L 1 Wipe dg R 1 3-11 350 Wipe dg R 1 Fade out 1 3-12	Haydn Symphony 100, 96k/20b/5ch Note: As for the value of each prd and others, refer to DVD-Audio Specifications (AU7-34~48). (*3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
28		○		Effect check with Slideshow	1/28	D_tim/Stt_ef_md/prd/End_ef_md/prd/Pic. No. 0(sec) Cut in 0 Wipe dg R 8 3-1 32 Wipe dg R 8 Wipe dg L 8 3-2 64 Wipe dg L 8 Wipe right 8 3-3 96 Wipe right 8 Wipe left 8 3-4 128 Wipe left 8 Wipe btm 8 3-5 160 Wipe btm 8 Wipe top 8 3-6 192 Wipe top 8 Dissolve 8 3-7 224 Dissolve 8 Fade out 8 3-8 256 Fade in 8 Cut out 0 3-9 288 Fade in 8 Fade out 8 3-10 320 Cut in 0 Cut out 0 3-11 350 Cut in 0 Fade out 8 3-12	(*4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
29		○			1/29	D_tim/Stt_ef_md/prd/End_ef_md/prd/Pic. No. 0(sec) Cut in 0 Dissolve 15 3-1 32 Dissolve 15 Wipe btm 15 3-2 64 Wipe btm 15 Wipe right 15 3-3 96 Wipe right 15 Wipe dg R 15 3-4 128 Wipe dg R 15 Cut out 0 3-5 160 Fade in 15 Wipe top 15 3-6 192 Wipe top 15 Wipe left 15 3-7 224 Wipe left 15 Wipe dg L 15 3-8 256 Wipe dg L 15 Fade out 15 3-9 288 Fade in 15 Cut out 0 3-10 320 Cut in 0 Fade out 15 3-11 350 Cut in 0 Cut out 0 3-12		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
30	○	○	Max. DLIST check	Sequential Browsable	1/30	According to select picture, the still pictures 4-1~99 are displayed. Effect is all cut in/out.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

*3: Proper expression of abbreviation related to DVD-Audio specification.

D_tim: Display timing

Stt_ef_md/prd: Start effect mode/Start effect period

End_ef_md/prd: End effect mode/End effect period

*4: Visual effect is Player option.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab											
								OK	NG	OK	NG										
31	○	○	ASVU effect check with Sequential Browsable	Effect check with Sequential Browsable	1/31	Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd/Pic.No. 1800 12 Cut in 0 Fade out 1 3-1 1800 12 Fade in 1 Dissolve 1 3-2 1800 12 Dissolve 1 Fade out 1 3-3 1800 12 Cut in 0 Wipe top 1 3-4 1800 12 Wipe top 1 Wipe btm 1 3-5 1800 12 Wipe btm 1 Cut out 0 3-6 1800 12 Fade in 1 Wipe left 1 3-7 1800 12 Wipe left 1 Wipe right 1 3-8 1800 12 Wipe right 1 Cut out 0 3-9 1800 12 Cut in 0 Wipe dg L 1 3-10 1800 12 Wipe dg L 1 Wipe dg R 1 3-11 1800 12 Wipe dg R 1 Fade out 1 3-12	Haydn Symphony 100, 96k/20b/5ch Note: As for the value of each prd and others, refer to DVD-Audio Specifications (AU7-34~48).	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										
32		○			1/32	Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd/Pic.No. 900 900 Cut in 0 Fade out 8 3-1 900 900 Fade in 8 Dissolve 8 3-2 900 900 Dissolve 8 Fade out 8 3-3 900 900 Cut in 0 Wipe top 8 3-4 900 900 Wipe top 8 Wipe btm 8 3-5 900 900 Wipe btm 8 Cut out 0 3-6 900 900 Fade in 15 Wipe left 15 3-7 900 900 Wipe left 15 Wipe right 15 3-8 900 900 Wipe right 15 Cut out 0 3-9 900 900 Cut in 0 Wipe dg L 15 3-10 900 900 Wipe dg L 15 Wipe dg R 15 3-11 900 900 Wipe dg R 15 Fade out 15 3-12	(*3) (*4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										
33	○	○	Effect check with random display in Slideshow	1/33	The still pictures of 4-1~99 will be displayed randomly with interval of 3 or 4 sec. (random effect)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>												
34		○		1/34	The still pictures of 2-1~16 will be displayed randomly with interval of 22 or 23 sec. (Fade in Fade out)					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								
35		○		1/35	The still pictures of 2-1~16 will be displayed randomly with interval of 22 or 23 sec. (Fade in Wipe dgrl R)									<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
36	○	○		1/36	The still picture of 2-1~16 will be displayed with shuffle mode and interval of each pictures are 22 or 23 sec. (Cut in Dissolve)													<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
37		○		1/37	The still picture of 2-1~16 will be displayed with shuffle mode and interval of each picture are 3 or 4 sec.																

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

*3: Proper expression of abbreviation related to DVD-Audio specification.

Max_t: Max. duration time

Min_t: Min. duration time

Stt_ef_md/prd: Start effect mode/Start effect period

End_ef_md/prd: End effect mode/End effect period

*4: Visual effect is Player option.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
38	○	○	ASVU effect check display in Browsable pictures	Effect check with random	1/38	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 0 0 Random 4 Random 4	Haydn Symphony 100, 96k/20b/5ch Note: As for the value of each prd and others, refer to DVD-Audio Specifications (AU7-34~48). (*3) (*4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
39		○		display in Browsable pictures	1/39	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 1800 24 Fade in 1 Fade out 1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
40		○			1/40	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 900 900 Fade in 15 Wipe dg R 15		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
41	○	○		Effect check with shuffle	1/41	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 0 0 Cut in 0 Dissolve 15		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
42		○		display in Browsable pictures	1/42	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 900 900 Cut in 0 Random 8		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

*3: Proper expression of abbreviation related to DVD-Audio specification.

Max_t: Max. duration time

Min_t: Min. duration time

Stt_ef_md/prd: Start effect mode/Start effect period

End_ef_md/prd: End effect mode/End effect period

*4: Visual effect is Player option.

Test results of Audio Still Video Test Disc (V-602)

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point (User Operation)	Note	Applicant		Lab	
									OK	NG	OK	NG
1	○	○	Command with Sequential Browsable mode.	The command operations which were put on Still picture will be checked. And mode of Still picture is Browsable. (*3) (*4)	1	1	Usually the picture 1 is displayed. When the Pre button is selected the picture 3 is displayed. And when the Post button is selected the picture 2 is displayed.	Accordion 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		○			1	2	When the Top button is selected, then jump to track 13. And	Acoustic Piano 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		○			1	3	when Random button is selected, jump to track 1~12 randomly. And when HomeDLIST is	Calliope 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		○			1	4	selected then jump to picture 1. Audio signal of each track is described on "Note".	Dist. Guitar 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	○	○			1	5	Usually the picture 2 is displayed. When the Pre button is selected the picture 1 is displayed. And	Flute 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6		○			1	6	when the Post button is selected the picture 3 is displayed. When the Top button is selected, then jump to track 13. And	Melodic Tom 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7		○			1	7	when Random button is selected, jump to track 1~12 randomly. And when HomeDLIST is	Oboe 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		○			1	8	selected then jump to picture 1. Audio signal of each track is described on "Note".	Synthe 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	○	○			1	9	Usually the picture 3 is displayed. When the Pre button is selected the picture 2 is displayed. And	Steel Drum 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		○			1	10	when the Post button is selected the picture1 is displayed. When the Top button is selected, then jump to track 13. And when	Violin 48k/26b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11		○			1	11	Random button is selected, jump to track 1~12 randomly. And when HomeDLIST is	Choir 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12		○			1	12	selected then jump to picture 1. Audio signal of each track is described on "Note".	Slap Base 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

*3: Selection of Home DLIST is usually done by "Return Button".

*4: About image of each picture, see the booklet attached to V-602 disc.

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point (User Operation)	Note	Applicant		Lab	
									OK	NG	OK	NG
13	<input type="radio"/>	<input type="radio"/>	Command with Slideshow	The command operations which were put on Still picture will be checked. And mode of Still picture is Sequential Slideshow.	1	13 /1	Picture 4 is displayed. When next button is selected, jump to 13/2. Display time of Pic.4 is 0-10s. Audio signal of each track is described on "Note".	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="radio"/>	<input type="radio"/>			1	13 /2	Picture 5 is displayed. When next button is selected, jump to 13/3 and when previous button is selected, jump to 13/1. Display time of Pic.5 is 10-20s. Audio signal of each track is described on "Note".	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="radio"/>	<input type="radio"/>			1	13 /3	Picture 5 is displayed. When next button is selected, jump to 13/4 and when previous button is selected, jump to 13/2. Display time of Pic.5 is 20-30s. Audio signal of each track is described on "Note".	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="radio"/>	<input type="radio"/>			1	13 /4	Picture 6 is displayed. When previous button is selected, jump to 13/3. Display time of Pic.6 is 30-40s. Audio signal of each track is described on "Note".	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="radio"/>	<input type="radio"/>			1	14	Pictures 7,8,9,10 are displayed in order with 5 sec interval. And when button is selected, then jump to the track, namely when "500Hz" is selected then jump to the track of 500Hz (track 15).	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="radio"/>	<input type="radio"/>			1	15	Pictures 11,12,13,14 are displayed in order with 5 sec interval. And when button is selected, then jump to the track, namely when "2kHz" is selected then jump to the track of 2kHz (track 17).	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19	<input type="radio"/>	<input type="radio"/>			1	16	Pictures 15,16,17,18 are displayed in order with 5 sec interval. And when button is selected, then jump to the track, namely when "250Hz" is selected then jump to the track of 250Hz (track 14).	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20	<input type="radio"/>	<input type="radio"/>			1	17	Pictures 19,20,21,22 are displayed in order with 5 sec interval. And when button is selected, then jump to the track, namely when "1kHz" is selected then jump to the track of 1kHz (track 16).	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

Test results of Audio with Video Title Set Test Disc (TSD-10)

No.	A *1	V *2	Test category /Check item	User operations for the testing	Expected result /Check point	GR	TK	Note	Applicant		Lab	
									OK	NG	OK	NG
1		<input type="radio"/>	AMGM_VOB presentation	"AMGM_VOB Playback" is selected & activated.	1.Start to play the AMGM_VOB. 2.Return to Visual menu.	-	-		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		<input type="radio"/>	Title Group of AVTT only	"Go to Group1" is selected & activated.	1.Start to play 'Track#1 & 'Track#2 in Group#1. 2.Return to Visual menu.	1	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		<input type="radio"/>	AOTT followed by AVTT&AOTT	"Go to Group2" is selected & activated.	1.Start to play 'Track#1 & 'Track#2 in Group#2 2.Return to Visual Menu.	2	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		<input type="radio"/>	AVTT&AOTT followed by AOTT	"Go to Group3" is selected & activated.	1.Start to play 'Track#1 & 'Track#2 in Group#3. 2.Return to Visual Menu.	3	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5		<input type="radio"/>	Stop State	"STOP" is selected & activated.	Go to Stop State.	-	-		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6		<input type="radio"/>	Selection of AVTT only (1) at the top of Group	Group#1 Track#1 is selected to play.	1.Continue to play to the end of Group#1. 2.Go to Visual menu.	1	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7		<input type="radio"/>	Selection of AVTT only (2) at the last Track of Group	Group#1 Track#2 is selected to play.	1.Continue to play to the end of Group#1. 2.Go to Visual Menu.	1	2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		<input type="radio"/>	Selection of AVTT&AOTT (1) at the top of Group	Group#2 Track#1 is selected to play.	1.Continue to play to the end of Group#2. 2.Go to Visual Menu.	2	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9		<input type="radio"/>	Selection of AVTT&AOTT (2) at the last Track of Group	Group#3 Track#2 is selected to play.	1.Continue to play to the end of Group#3. 2.Go to Visual Menu.	3	2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		<input type="radio"/>	Selection of AVTT&AOTT (1) at the top of Group	Group#2 Track#1 is selected to play.	1.Continue to play to the end of Group#2. 2.Go to Stop State.	2	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11		<input type="radio"/>	Selection of AVTT&AOTT (2) at the top of Group	Group#3 Track#1 is selected to play.	1.Continue to play to the end of Group#3. 2.Go to Stop State.	3	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12		<input type="radio"/>	Selection of AVTT&AOTT (3) at the last Track of Group	Group#3 Track#2 is selected to play.	1.Continue to play to the end of Group#3. 2.Go to Stop State.	3	2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		<input type="radio"/>	Selection of multi angle	1.Play Group#1 Track#2. 2.Change the angle.	1.Angle changes.	1	2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.

Test results of PAL Audio Manager Test Disc Vol. 1 (DVD-AM500)

No.	A *1	V *2	Test ID	Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
1		○	1	Control of Program Unit/ Navi Command NextPGC	1.Press Top Menu button in Stop state. 2.Select button 1 of Top menu. 3.Execute Start in Branch menu. 4.Execute NextPGC Button when PGC#1 PG#1 C#1~C#3 are highlighted.	Highlight moves to PGC#2 PG#1 C#1. (These PGCNs are different from actual PGCNs in this disc.)	Use NextPG or PrevPG Button to move among PGs. Use NextC or PrevC Button to move among Cells.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		○	1	Control of Program Unit/ Navi Command NextPG	Execute NextPG Button when PGC#2 PG#1 C#1~C#2 are highlighted.	Highlight moves to PGC#2 PG#2 C#3.	Use NextC Button to move from C#1 to C#2.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		○	1		Execute NextPG Button when PGC#2 PG#2 C#3~C#5 are highlighted.	Highlight moves to PGC#2 PG#3 C#6.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		○	1	Control of Program Unit/ Navi Command PrevPG	Execute PrevPG Button when PGC#2 PG#3 C#6 is highlighted.	Highlight moves to PGC#2 PG#2 C#3.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5		○	1		Execute PrevPG Button when PGC#2 PG#2 C#3~C#5 are highlighted.	Highlight moves to PGC#2 PG#1 C#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6		○	1	Control of Program Unit/ Navi Command NextPGC	Execute NextPGC Button when PGC#2 PG#1 C#1~C#2, PGC#2 PG#2 C#3~C#5, PGC#2 PG#3 C#6 are highlighted.	Highlight moves to PGC#3 PG#1 C#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7		○	1	Control of Program Unit/ Navi Command PrevPGC	Execute PrevPGC Button when PGC#3 PG#1 C#1 is highlighted.	Highlight moves to PGC#2 PG#1 C#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		○	1		Execute PrevPGC Button when PGC#2 C#1~C#6 are highlighted.	Highlight moves to PGC#1 PG#1 C#1.	Use NextC or NextPG Button to move to C#2~C#6.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9		○	1		Execute PrevPGC Button when PGC#1 C#1~C#3 are highlighted.	Returns to Branch Menu.	Use NextC Button to move to C#2 and C#3.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		○	1	Control of Program Unit/ Navi Command NextPGC	1. Execute Start in Branch Menu. 2. Execute NextPGC Button when PGC#3 PG#1 C#1 is highlighted.	Returns to Branch Menu.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID	Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
11		○	1 11	Control of Program Unit/Navi Command NextC	1. Execute Start in Branch Menu. 2. Execute NextC Button when PGC#1 PG#1 C#1~C#2, PGC#2 PG#1 C#1, PGC#2 PG#2 C#3~C#4 are highlighted.	Highlight moves to next Cell.	Use NextPGC Button to move to PGC#2. Use NextPG or PrevPG Button to move among PGs. Use NextC or PrevC Button to move among Cells.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12		○	1 12	Control of Program Unit/Navi Command PrevC	1. Execute Start in Branch Menu. 2. Execute PrevC Button when PGC#1 PG#1 C#2~C#3, PGC#2 PG#1 C#2, PGC#2 PG#2 C#4~C#5 are highlighted.	Highlight moves to previous Cell.	Use NextPGC Button to move to PGC#2. Use NextPG or PrevPG Button to move among PGs. Use NextC or PrevC Button to move among Cells.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		○	2 1	Control of Cell Unit/ Cell_Still	1. Press Top menu button in Stop state. 2. Select button 2 of Top menu. 3. Execute Start in Cell Still menu. 4. Press Still Off button in less than 20 seconds after Cell#1 is displayed.	When Still_Off is executed, Still is canceled and Cell#2 is played back.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14		○	3 1	Simple Branch Title/Navi Command NextPGC	1. Press Top menu button in Stop state. 2. Select button 3 of Top menu. 3. Execute NextPGC when PGC#N(N=1~8) are highlighted.	Highlight moves to PGC#(N+1).	These PGCNs are different from actual PGCNs in this disc.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15		○	3 2	Simple Branch Title/Navi Command NextPGC	Execute NextPGC when PGC#9 is highlighted.	Highlight moves to PGC#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16		○	3 3	Simple Branch Title/ Navi Command GoUpPGC	Execute GoUpPGC when PGC#1 is highlighted.	Moves to menu of "Navigation Basic Function".		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
17		○	3	4	Simple Branch Title/Navi Command PrevPGC	Execute PrevPGC when PGC#1 is highlighted.	Moves to menu of “Navigation Basic Function”.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18		○	3	5	Simple Branch Title/Navi Command GoUpPGC	Execute GoUpPGC when PGC#2, PGC#3, PGC#4, PGC#5, PGC#9 are highlighted.	Highlight moves to PGC#1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19		○	3	6	Simple Branch Title/Navi Command GoUpPGC	Execute GoUpPGC when PGC#6, PGC#7, PGC#8 are highlighted.	Highlight moves to PGC#5.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

Test results of PAL Audio Manager Test Disc Vol. 2 (DVD-AM550)

No.	A *1	V *2	Test ID	Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
1		○	1-1 1	Calculate GPRMs/ Normal value	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 1 in “Navigation Command Test 1” menu. 4. Select button 1 in “Calculate” menu.	“Normal value was input to GPRM#0” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		○	1-1 2	Calculate GPRMs/ Overflow	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 1 in “Navigation Command Test 1” menu. 4. Select button 2 in “Calculate” menu.	“The value (FFFFh) was input to GPRM#0” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		○	1-1 3	Calculate GPRMs/ Underflow	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 1 in “Navigation Command Test 1” menu. 4. Select button 3 in “Calculate” menu.	“The value (0000h) was input to GPRM#0” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		○	1-2 1	Compare Instruction/ Compare GPRMs	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 2 in “Navigation Command Test 1” menu. 4. Select Start in “Compare” menu. 5. Execute the button of each picture when new picture is displayed. (15 times)	15 pictures (Compare GPRM#N, GPRM#N+1) are displayed in order, and finally “OK” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID	Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
5		○	1-3 1	Change the Execution Order of Commands/ GoTo Instruction	1. Press Top Menu button in Stop state. 2. Select button 1 in “Test items” Menu. 3. Select button 3 in “Navigation Command Test 1” menu. 4. Select Start in “Change command execution order” menu.	“OK” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6		○	2-1 1	Link Command (1)/ LinkTopPGC	1. Press Top Menu button in Stop state. 2. Select button 2 in “Test items” Menu. 3. Select button 1 in “Navigation Command Test 2” menu. 4. Execute Start. 5. Execute button in picture (PG#2 C#2), and execute it in picture (PG#2 C#3-1) again. 6. Select (1) LinkTopPGC in “Link in sequential PGC TEST” menu.	“LinkTopPGC is OK” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7		○	2-1 2	Link Command (1) LinkTailPGC	1. Select (2) LinkTailPGC in “Link in sequential PGC TEST” menu.	“LinkTailPGC is OK” is displayed.	Press Select button 3 times after Test No.6.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		○	2-1 3	Link Command (1) LinkTopPG	1. Select (3) LinkTopPG in “Link in sequential PGC TEST” menu.	“This picture is top of PG#2” is displayed.	Press Select button 3 times after Test No.7.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9		○	2-1 4	Link Command (1) LinkTopC	1. Select (4) LinkTopC in “Link in sequential PGC TEST” menu.	The same menu (“Link in sequential PGC TEST”) is displayed.	Press Select button 2 times after Test No.8.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		○	2-1 5	Link Command (1) LinkCN	1. Select (5) LinkCN in “Link in sequential PGC TEST” menu.	“LinkCN is OK” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11		○	2-2 1	Compare Command/ EQI error (Equal function test)	1. Press Top Menu button in Stop state. 2. Select button 2 in “Test items” Menu. 3. Select button 2 in “Navigation Command Test 2” menu. 4. Select Start.	“OK” is highlighted.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID	Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
12		○	3-2 1	Select button /Forcedly Action of Selected Button.	1. Press Top Menu button in Stop state. 2. Select button 3 in “Test items” Menu. 3. Select button 2 in “Forcedly Action, Key Selection” menu. 4. Select Start in “Selected Button” menu.	Button 5 is highlighted.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		○	3-3 1	Button Selection and Action with Selection key or 10-key/Button Select and Action	1. Press Top Menu button in Stop state. 2. Select button 3 in “Test items” Menu. 3. Select button 3 in “Forcedly Action, Key Selection” menu. 4. Select Start in “Selection/Action” menu and then the picture of Button 1-9 is displayed. 5. Move highlight up, down, left and right using Cursor Key.	Highlight moves according to the input direction.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14		○	3-3 2	Button Selection and Action with Selection key or 10-key/ Border condition	1. Get menu in the same order of Test No.13 and select Start in “Selection/ Action” menu. 2. Move highlight up or left when Button 1 is highlighted.	Highlighted does not move.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15		○	3-3 3		1. Get menu in the same order of Test No.13 and select Start in “Selection/ Action” menu. 2. Move highlight down or right when Button 9 is highlighted.	Highlighted does not move.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16		○	3-3 4	Button Selection and Action with Selection key or 10-key/UOP Button Select	1. Get menu in the same order of Test No.13 and select Start in “Selection/ Action” menu. 2. Input number 1-9 using 10-key.	Highlight moves to the selected Button number, and the selected number of balls is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17		○	3-3 5	Button Selection and Action with Selection key or 10-key/Border condition	1. Get menu in the same order of Test No.13 and select Start in “Selection/ Action” menu. 2. Input number 36 using 10-key.	Highlighted does not move.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
18		○	3-3	6		1. Get menu in the same order of Test No.13 and select Start in "Selection/Action" menu. 2. Input number 62, 63, 64, 65 using 10-key.	Highlighted does not move.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19		○	4	1	Resume/Resume to AOTT	1. Press Top Menu button in Stop state. 2. Select button 4 in "Test items" Menu. 3. Select button "1.1 Resume to AOTT" in "Resume, RTN menu". 4. Select Button "1. Start AOTT" in "Test Resume to AOTT" menu. 5. Press Top menu button during the Track2 playback after Track1 is played back for 5 sec. 6. Confirm the playback returns to "Test items" menu. 7. Move to "Test Resume to AOTT" menu again, and then select button "2. Resume to AOTT"	Resume playback starts from Track2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20		○	4	2	Resume/Resume to AVTT	1. Press Top Menu button in Stop state. 2. Select button 4 in "Test items" Menu. 3. Select button "1.2 Resume to AVTT" in "Resume, RTN menu". 4. Select Button "1. Start AVTT" in "Test Resume to AVTT" menu. 5. Press Top menu button during the Track2 playback after Track1 is played back for 5 sec. 6. Confirm the playback returns to "Test items" menu. 7. Move to "Test Resume to AVTT" menu again, and then select button "2. Resume to AVTT"	Resume playback starts from the time code 00:05:00 in Track2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test ID		Test category /Check item	User operations for the testing	Expected result /Check point	Note	Applicant		Lab	
									OK	NG	OK	NG
21		○	4	3	Return menu /RTN menu from AOTT	1. Press Top Menu button in Stop state. 2. Select button 4 in “Test items” Menu. 3. Select button “2.1 RTN menu from AOTT” in “Resume, RTN menu”. 4. Select Button “1. Start AOTT” in “Test RTN menu to AOTT” menu.	Played back for 10 sec., and then returns to “Test items” menu.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
22		○	4	4	Return menu /RTN menu from AVTT	1. Press Top Menu button in Stop state. 2. Select button 4 in “Test items” Menu. 3. Select button “2.2 RTN menu from AVTT” in “Resume, RTN menu”. 4. Select Button “1. Start AVTT” in “Test RTN menu to AVTT” menu.	Moving picture is played back for 30 sec., and then returns to “Test items” menu.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
23		○	4	5	Dummy PGC	1. Press Top Menu button in Stop state. 2. Select button 4 in “Test items” Menu. 3. Select button “3. Dummy PGC” in “Resume, RTN menu”. 4. Select Button “1. Start” in “Test Dummy PGC” menu	“Presentation of Dummy PGC finished completely” is displayed.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* 1: Check items for Audio Only Player.

* 2: Check items for Video Capable Audio Player.

Test results of Audio Still Video Test Disc for PAL System (V-604)

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
1	<input type="radio"/>	<input type="radio"/>	ASVU Video mode check	Video mode change between ASVUs (720×576 MPEG,4:3)	1/1	2kHz audio signal is played back and City scene is presented with first mode. (720×576 MPEG 4:3, Picture1-1)	2kHz, 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (720×576 MPEG,16:9)	1/2	1kHz audio signal is played back and City scene is presented with second mode. (720×576 MPEG 16:9, Picture1-2)	1kHz, 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (352×576 MPEG,4:3)	1/3	500Hz audio signal is played back and City scene is presented with third mode. (352×576 MPEG 4:3, Picture1-3)	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (352×288 MPEG,4:3)	1/4	250Hz audio signal is played back and City scene is presented with fourth mode. (352×288 MPEG 4:3, Picture1-4)	250Hz 192/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (720×576 MPEG,4:3)	1/5	2kHz audio signal is played back and City scene is presented with first mode. (720×576 MPEG 4:3, Picture1-1)	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (352×576 MPEG,4:3)	1/6	500Hz audio signal is played back and City scene is presented with third mode. (352×576 MPEG 4:3, Picture1-3)	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="radio"/>	<input type="radio"/>		Video mode change between ASVUs (720×576 MPEG,16:9)	1/7	1kHz audio signal is played back and City scene is presented with second mode. (720×576 MPEG16:9, Picture1-2)	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
8		○	ASVU Video mode check	Video mode change between ASVUs (352×288 MPEG,4:3)	1/8	250Hz audio signal is played back and City scene is presented with fourth mode. (352×288 MPEG 4:3, Picture1-4)	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9		○		Video mode change between ASVUs (352×576 MPEG,4:3)	1/9	500Hz audio signal is played back and City scene is presented with third mode. (352×576 MPEG 4:3, Picture1-3)	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		○		Video mode change between ASVUs (720×576 MPEG,4:3)	1/10	2kHz audio signal is played back and City scene is presented with first mode. (720×576 MPEG 4:3, Picture1-1)	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11		○		Video mode change between ASVUs (352×288 MPEG,4:3)	1/11	250Hz audio signal is played back and City scene is presented with fourth mode. (352×288 MPEG 4:3, Picture1-4)	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12		○		Video mode change between ASVUs (720×576 MPEG,16:9)	1/12	1kHz audio signal is played back and City scene is presented with second mode. (720×576 MPEG 16:9, Picture1-2)	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		○		Video mode change between ASVUs (720×576 MPEG,4:3)	1/13	2kHz audio signal is played back and City scene is presented with first mode. (720×576 MPEG 4:3, Picture1-1)	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
14	<input type="radio"/>	<input type="radio"/>	ASVU range check	ASVU range check with Sequential Slideshow ASVU range: 1 track	1/14	2kHz audio signal is played back and still picture of 2-1~16, 2-1~8 are displayed in order.	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="radio"/>	<input type="radio"/>		ASVU range check with Sequential Slideshow ASVU range: 2 track	1/15	During Track15, 16 are played back, still picture of 2-1~5 and 2-6~10 are displayed in order. Display time: 2sec	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="radio"/>	<input type="radio"/>			1/16		500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="radio"/>	<input type="radio"/>		ASVU range check with Sequential Slideshow ASVU range: 4 track	1/17	During Track 17,18,19,20 are played back still picture of 2-1~5, 2-6~10, 2-11~15, 2-16, 2-1~4 are displayed in order.	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="radio"/>	<input type="radio"/>			1/18		2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19	<input type="radio"/>	<input type="radio"/>			1/19		500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20	<input type="radio"/>	<input type="radio"/>			1/20		1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
21	<input type="radio"/>	<input type="radio"/>		ASVU range check with Sequential Slideshow ASVU range: 6 track	1/21	During Track 21,22,23,24,25,26 are played back still picture of 2-1~3, 2-3~5, 2-6~8, 2-8~10, 2-11~13, 2-13~15 are displayed in order. Display time: 4sec	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
22	<input type="radio"/>	<input type="radio"/>			1/22		500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
23	<input type="radio"/>	<input type="radio"/>			1/23		2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
24	<input type="radio"/>	<input type="radio"/>			1/24		250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25	<input type="radio"/>	<input type="radio"/>			1/25		1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
26	<input type="radio"/>	<input type="radio"/>			1/26		2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
27	○	○	ASVU effect check	ASVU effect check Slideshow.	1/27	D_tim/Stt_ef_md/prd/End_ef_md/prd/Pic No. 0(sec) Cut in 0 Fade out 1 3-1 32 Cut in 0 Cut out 0 3-2 64 Fade in 1 Fade out 1 3-3 96 Fade in 1 Cut out 0 3-4 128 Cut in 0 Dissolve 1 3-5 160 Dissolve 1 Wipe top 1 3-6 192 Wipe top 1 Wipe btm 1 3-7 224 Wipe btm 1 Wipe left 1 3-8 256 Wipe left 1 Wipe right 1 3-9 288 Wipe right 1 Wipe dg L 0 3-10 320 Wipe dg L 1 Wipe dg R 1 3-11 350 Wipe dg R 1 Fade out 1 3-12	Haydn Symphony 100, 96k/20b/5ch Note: As for the value of each prd and others, refer to DVD-Audio Specifications (AU7-34~48). (*3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
28	○	○	Effect check with Slideshow	Effect check with Slideshow	1/28	D_tim/Stt_ef_md/prd/End_ef_md/prd/Pic. No. 0(sec) Cut in 0 Wipe dg R 8 3-1 32 Wipe dg R 8 Wipe dg L 8 3-2 64 Wipe dg L 8 Wipe right 8 3-3 96 Wipe right 8 Wipe left 8 3-4 128 Wipe left 8 Wipe btm 8 3-5 160 Wipe btm 8 Wipe top 8 3-6 192 Wipe top 8 Dissolve 8 3-7 224 Dissolve 8 Fade out 8 3-8 256 Fade in 8 Cut out 0 3-9 288 Fade in 8 Fade out 8 3-10 320 Cut in 0 Cut out 0 3-11 350 Cut in 0 Fade out 8 3-12	(*4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
29	○	○			1/29	D_tim/Stt_ef_md/prd/End_ef_md/prd/Pic. No. 0(sec) Cut in 0 Dissolve 15 3-1 32 Dissolve 15 Wipe btm 15 3-2 64 Wipe btm 15 Wipe right 15 3-3 96 Wipe right 15 Wipe dg R 15 3-4 128 Wipe dg R 15 Cut out 0 3-5 160 Fade in 15 Wipe top 15 3-6 192 Wipe top 15 Wipe left 15 3-7 224 Wipe left 15 Wipe dg L 15 3-8 256 Wipe dg L 15 Fade out 15 3-9 288 Fade in 15 Cut out 0 3-10 320 Cut in 0 Fade out 15 3-11 350 Cut in 0 Cut out 0 3-12		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
30	○	○	Max. DLIST check	Sequential Browsable	1/30	According to select picture, the still pictures 4-1~99 are displayed. Effect is all cut in/out.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

*3: Proper expression of abbreviation related to DVD-Audio specification.

D_tim: Display timing

Stt_ef_md/prd: Start effect mode/Start effect period

End_ef_md/prd: End effect mode/End effect period

*4: Visual effect is Player option.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
31	○	○	ASVU effect check with Sequential Browsable	Effect check with Sequential Browsable	1/31	Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd/Pic.No. 1800 12 Cut in 0 Fade out 1 3-1 1800 12 Fade in 1 Dissolve 1 3-2 1800 12 Dissolve 1 Fade out 1 3-3 1800 12 Cut in 0 Wipe top 1 3-4 1800 12 Wipe top 1 Wipe btm 1 3-5 1800 12 Wipe btm 1 Cut out 0 3-6 1800 12 Fade in 1 Wipe left 1 3-7 1800 12 Wipe left 1 Wipe right 1 3-8 1800 12 Wipe right 1 Cut out 0 3-9 1800 12 Cut in 0 Wipe dg L 1 3-10 1800 12 Wipe dg L 1 Wipe dg R 1 3-11 1800 12 Wipe dg R 1 Fade out 1 3-12	Haydn Symphony 100, 96k/20b/5ch Note: As for the value of each prd and others, refer to DVD-Audio Specifications (AU7-34~48).				
						Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd/Pic.No. 900 900 Cut in 0 Fade out 8 3-1 900 900 Fade in 8 Dissolve 8 3-2 900 900 Dissolve 8 Fade out 8 3-3 900 900 Cut in 0 Wipe top 8 3-4 900 900 Wipe top 8 Wipe btm 8 3-5 900 900 Wipe btm 8 Cut out 0 3-6 900 900 Fade in 15 Wipe left 15 3-7 900 900 Wipe left 15 Wipe right 15 3-8 900 900 Wipe right 15 Cut out 0 3-9 900 900 Cut in 0 Wipe dg L 15 3-10 900 900 Wipe dg L 15 Wipe dg R 15 3-11 900 900 Wipe dg R 15 Fade out 15 3-12					
						The still pictures of 4-1~99 will be displayed randomly with interval of 3 or 4 sec. (random effect)					
						The still pictures of 2-1~16 will be displayed randomly with interval of 22 or 23 sec. (Fade in Fade out)					
						The still pictures of 2-1~16 will be displayed randomly with interval of 22 or 23 sec. (Fade in Wipe dgnl R)					
						The still picture of 2-1~16 will be displayed with shuffle mode and interval of each pictures are 22 or 23 sec. (Cut in Dissolve)					
						The still picture of 2-1~16 will be displayed with shuffle mode and interval of each picture are 3 or 4 sec.					

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

*3: Proper expression of abbreviation related to DVD-Audio specification.

Max_t: Max. duration time

Min_t: Min. duration time

Stt_ef_md/prd: Start effect mode/Start effect period

End_ef_md/prd: End effect mode/End effect period

*4: Visual effect is Player option.

No.	A *1	V *2	Test category	Check item	GR /TK	Expected result/Check point	Note	Applicant		Lab	
								OK	NG	OK	NG
38	○	○	ASVU effect check display in Browsable pictures	Effect check with random	1/38	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 0 0 Random 4 Random 4	Haydn Symphony 100, 96k/20b/5ch Note: As for the value of each prd and others, refer to DVD-Audio Specifications (AU7-34~48). (*3) (*4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
39		○		display in Browsable pictures	1/39	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 1800 24 Fade in 1 Fade out 1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
40		○			1/40	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 900 900 Fade in 15 Wipe dg R 15		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
41	○	○		Effect check with shuffle	1/41	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 0 0 Cut in 0 Dissolve 15		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
42		○		display in Browsable pictures	1/42	By selection, the picture of 2-1~16 will be displayed. Max_t/Min_t/Stt_ef_md/prd/End_ef_md/prd 900 900 Cut in 0 Random 8		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

*3: Proper expression of abbreviation related to DVD-Audio specification.

Max_t: Max. duration time

Min_t: Min. duration time

Stt_ef_md/prd: Start effect mode/Start effect period

End_ef_md/prd: End effect mode/End effect period

*4: Visual effect is Player option.

Test results of Audio Still Video Test Disc for PAL System (V-605)

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point (User Operation)	Note	Applicant		Lab	
									OK	NG	OK	NG
1	<input type="radio"/>	<input type="radio"/>	Command with Sequential Browsable mode.	The command operations which were put on Still picture will be checked. And mode of Still picture is Browsable. (*3) (*4)	1	1	Usually the picture 1 is displayed. When the Pre button is selected the picture 3 is displayed. And when the Post button is selected the picture 2 is displayed.	Accordion 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="radio"/>	<input type="radio"/>			1	2	When the Top button is selected, then jump to track 13. And	Acoustic Piano 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="radio"/>	<input type="radio"/>			1	3	when Random button is selected, jump to track 1~12 randomly. And when HomeDLIST is	Calliope 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="radio"/>	<input type="radio"/>			1	4	selected then jump to picture 1. Audio signal of each track is described on "Note".	Dist. Guitar 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="radio"/>	<input type="radio"/>			1	5	Usually the picture 2 is displayed. When the Pre button is selected the picture 1 is displayed. And	Flute 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="radio"/>	<input type="radio"/>			1	6	when the Post button is selected the picture 3 is displayed. When the Top button is selected, then jump to track 13. And	Melodic Tom 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="radio"/>	<input type="radio"/>			1	7	when Random button is selected, jump to track 1~12 randomly. And when HomeDLIST is	Oboe 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="radio"/>	<input type="radio"/>			1	8	selected then jump to picture 1. Audio signal of each track is described on "Note".	Synthe 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="radio"/>	<input type="radio"/>			1	9	Usually the picture 3 is displayed. When the Pre button is selected the picture 2 is displayed. And	Steel Drum 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="radio"/>	<input type="radio"/>			1	10	when the Post button is selected the picture1 is displayed. When the Top button is selected, then jump to track 13. And when	Violin 48k/26b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11	<input type="radio"/>	<input type="radio"/>			1	11	Random button is selected, jump to track 1~12 randomly. And when HomeDLIST is	Choir 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="radio"/>	<input type="radio"/>			1	12	selected then jump to picture 1. Audio signal of each track is described on "Note".	Slap Base 48k/16b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

*3: Selection of Home DLIST is usually done by "Return Button".

*4: About image of each picture, see the booklet attached to V-605 disc.

No.	A *1	V *2	Test category	Check item	GR	TK	Expected result/Check point (User Operation)	Note	Applicant		Lab	
									OK	NG	OK	NG
13	<input type="radio"/>	<input type="radio"/>	Command with Slideshow	The command operations which were put on Still picture will be checked. And mode of Still picture is Sequential Slideshow.	1	13 /1	Picture 4 is displayed. When next button is selected, jump to 13/2. Display time of Pic.4 is 0-10s. Audio signal of each track is described on "Note".	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="radio"/>	<input type="radio"/>			1	13 /2	Picture 5 is displayed. When next button is selected, jump to 13/3 and when previous button is selected, jump to 13/1. Display time of Pic.5 is 10-20s. Audio signal of each track is described on "Note".	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="radio"/>	<input type="radio"/>			1	13 /3	Picture 5 is displayed. When next button is selected, jump to 13/4 and when previous button is selected, jump to 13/2. Display time of Pic.5 is 20-30s. Audio signal of each track is described on "Note".	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="radio"/>	<input type="radio"/>			1	13 /4	Picture 6 is displayed. When previous button is selected, jump to 13/3. Display time of Pic.6 is 30-40s. Audio signal of each track is described on "Note".	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="radio"/>	<input type="radio"/>			1	14	Pictures 7,8,9,10 are displayed in order with 5 sec interval. And when button is selected, then jump to the track, namely when "500Hz" is selected then jump to the track of 500Hz (track 15).	250Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="radio"/>	<input type="radio"/>			1	15	Pictures 11,12,13,14 are displayed in order with 5 sec interval. And when button is selected, then jump to the track, namely when "2kHz" is selected then jump to the track of 2kHz (track 17).	500Hz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19	<input type="radio"/>	<input type="radio"/>			1	16	Pictures 15,16,17,18 are displayed in order with 5 sec interval. And when button is selected, then jump to the track, namely when "250Hz" is selected then jump to the track of 250Hz (track 14).	1kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20	<input type="radio"/>	<input type="radio"/>			1	17	Pictures 19,20,21,22 are displayed in order with 5 sec interval. And when button is selected, then jump to the track, namely when "1kHz" is selected then jump to the track of 1kHz (track 16).	2kHz 192k/24b/2ch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player (Only Audio signal capability will be checked).

*2: Check items for Video Capable Audio Player.

Test results of Audio with Video Title Set Test Disc for PAL System (TSD-12)

No.	A *1	V *2	Test category /Check item	User operations for the testing	Expected result /Check point	GR	TK	Note	Applicant		Lab	
									OK	NG	OK	NG
1		<input type="radio"/>	Title Group of AVTT only	"Go to Group1" is selected & activated.	1.Start to play 'Track#1 & 'Track#2 in Group#1. 2.Return to Visual menu.	1	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		<input type="radio"/>	AOTT followed by AVTT&AOTT	"Go to Group2" is selected & activated.	1.Start to play 'Track#1 & 'Track#2 in Group#2 2.Return to Visual Menu.	2	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		<input type="radio"/>	AVTT&AOTT followed by AOTT	"Go to Group3" is selected & activated.	1.Start to play 'Track#1 & 'Track#2 in Group#3. 2.Return to Visual Menu.	3	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		<input type="radio"/>	Stop State	"STOP" is selected & activated.	Go to Stop State.	-	-		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5		<input type="radio"/>	Selection of AVTT only (1) at the top of Group	Group#1 Track#1 is selected to play.	1.Continue to play to the end of Group#1. 2.Go to Visual menu.	1	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6		<input type="radio"/>	Selection of AVTT only (2) at the last Track of Group	Group#1 Track#2 is selected to play.	1.Continue to play to the end of Group#1. 2.Go to Visual Menu.	1	2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7		<input type="radio"/>	Selection of AVTT&AOTT (1) at the top of Group	Group#2 Track#1 is selected to play.	1.Continue to play to the end of Group#2. 2.Go to Visual Menu.	2	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		<input type="radio"/>	Selection of AVTT&AOTT (2) at the last Track of Group	Group#3 Track#2 is selected to play.	1.Continue to play to the end of Group#3. 2.Go to Visual Menu.	3	2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="radio"/>		Selection of AVTT&AOTT (1) at the top of Group	Group#2 Track#1 is selected to play.	1.Continue to play to the end of Group#2. 2.Go to Stop State.	2	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="radio"/>		Selection of AVTT&AOTT (2) at the top of Group	Group#3 Track#1 is selected to play.	1.Continue to play to the end of Group#3. 2.Go to Stop State.	3	1,2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11	<input type="radio"/>		Selection of AVTT&AOTT (3) at the last Track of Group	Group#3 Track#2 is selected to play.	1.Continue to play to the end of Group#3. 2.Go to Stop State.	3	2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12		<input type="radio"/>	Selection of multi angle	1.Play Group#1 Track#2. 2.Change the angle.	1.Angle changes.	1	2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*1: Check items for Audio Only Player.

*2: Check items for Video Capable Audio Player.



Confirmation of DVD Format Verification

The following product is confirmed that it is on the strength of DVD Specifications for Read-Only Disc, Part 1 (Version 1.0), Part 2 (Version 1.0) and Part 4 (Version 1.1) by DVD Format Verification Laboratory of the Company:

1. Product name (DVD-Audio Player)	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
2. Model number	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
3. Application number	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
4. Date of application (mm. dd, yyyy)	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
5. Applicant: Name	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
Company name	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
Address	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
Tel	:	<div style="background-color: #cccccc; height: 1.2em;"></div> / Fax: <div style="background-color: #cccccc; height: 1.2em;"></div>
Date of issue (mm. dd, yyyy)	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
Confirmed by: Signature	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
Name	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
Lab name	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
Address	:	<div style="background-color: #cccccc; height: 1.2em;"></div>
Tel	:	<div style="background-color: #cccccc; height: 1.2em;"></div> / Fax: <div style="background-color: #cccccc; height: 1.2em;"></div>

Attachment : 1) Test results: **Form 2J** and ☐ **Form 5J to 9J** (or **5J, 6J and 12J to 14J**)
 or ☐ **Form 3J to 9J** or ☐ **Form 5J, 6J and 10J to 14J**
 2) Others:

Note: (1) The purpose of DVD Format Verification is to promote and enhance compatibility of DVD Product for DVD Industry based upon the minimum common specification requirements.
(2) The "Confirmation of DVD Format Verification", however, shall not be considered to guarantee the quality of product and the compatibility with a specific DVD disc or player/recorder.
(3) Information in this report shall be treated as confidential under the Non Disclosure Agreement executed between the applicant and DVD Format Verification Laboratory dated (mm. dd, yyyy) .