Sample Program for Sound-Over-Still

The following is an example of commands that can be used to instruct the player to hold a still frame while playing a separate audio segment over it. It is designed to work with the LD-V8000 demonstration videodisc, however, it may be used with any CLV disc or modified to work with a CAV videodisc to show the "Video Memory Mode" and "Sound-Over-Still" capabilities of the LD-V8000.

Program Example for Sound-Over-Still

Argument	Command	Comment
	SA	Start player
	FR	Set Frame Mode (To access time number, frame value on a CLV disc with extended 24-bit code.)
1	RG	Set *Video Memory Mode, Frame Mode* ON
	445600	SE Search to frame number 445600 (CLV)
0	EM	Enable Overwrite
0	DM	Disable overwrite (Store video Frame, Field 1 in Bank 0, Field 2 in Bank 1)
5	AD	
0	AS	Turn on Audio 3/L
21928	SE	Search to location where accompanying audio begins
23618	PL	Play audio segment
445609	SE	Search to to time number frame value
0	EM	Enable overwriting video (Allow video to again pass through Bank 0 and Bank 1.)
0	DM	Disable overwrite (Store video Frame, Field 1 in Bank 0, Field 2 in Bank 1)
24910	SE	Search to beginning of audio segment
25916	PL	Play audio segment
445610SE 0EM 0DM		Search, capture and display frame
30000SE 30800PL		Search and play audio