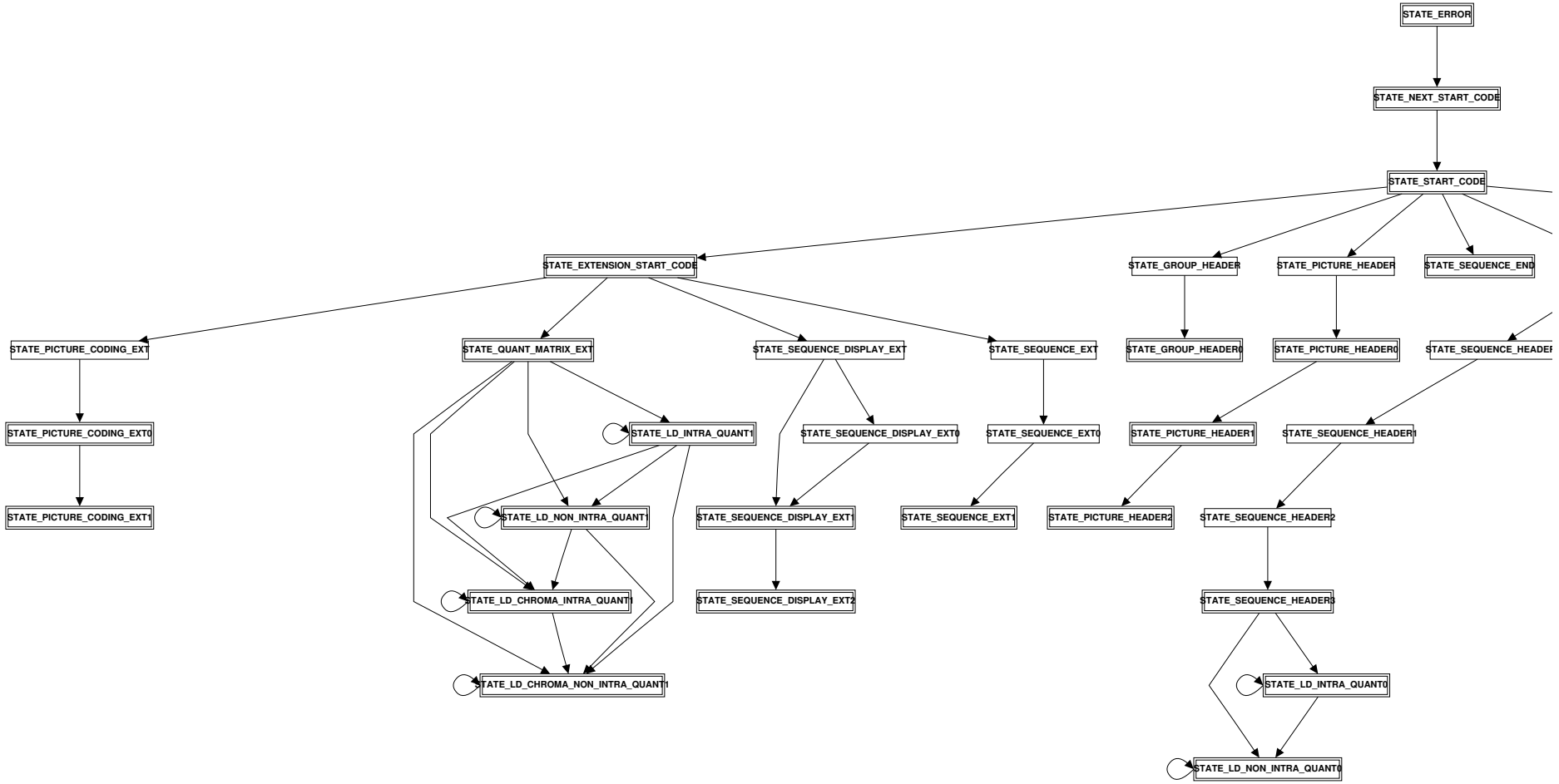
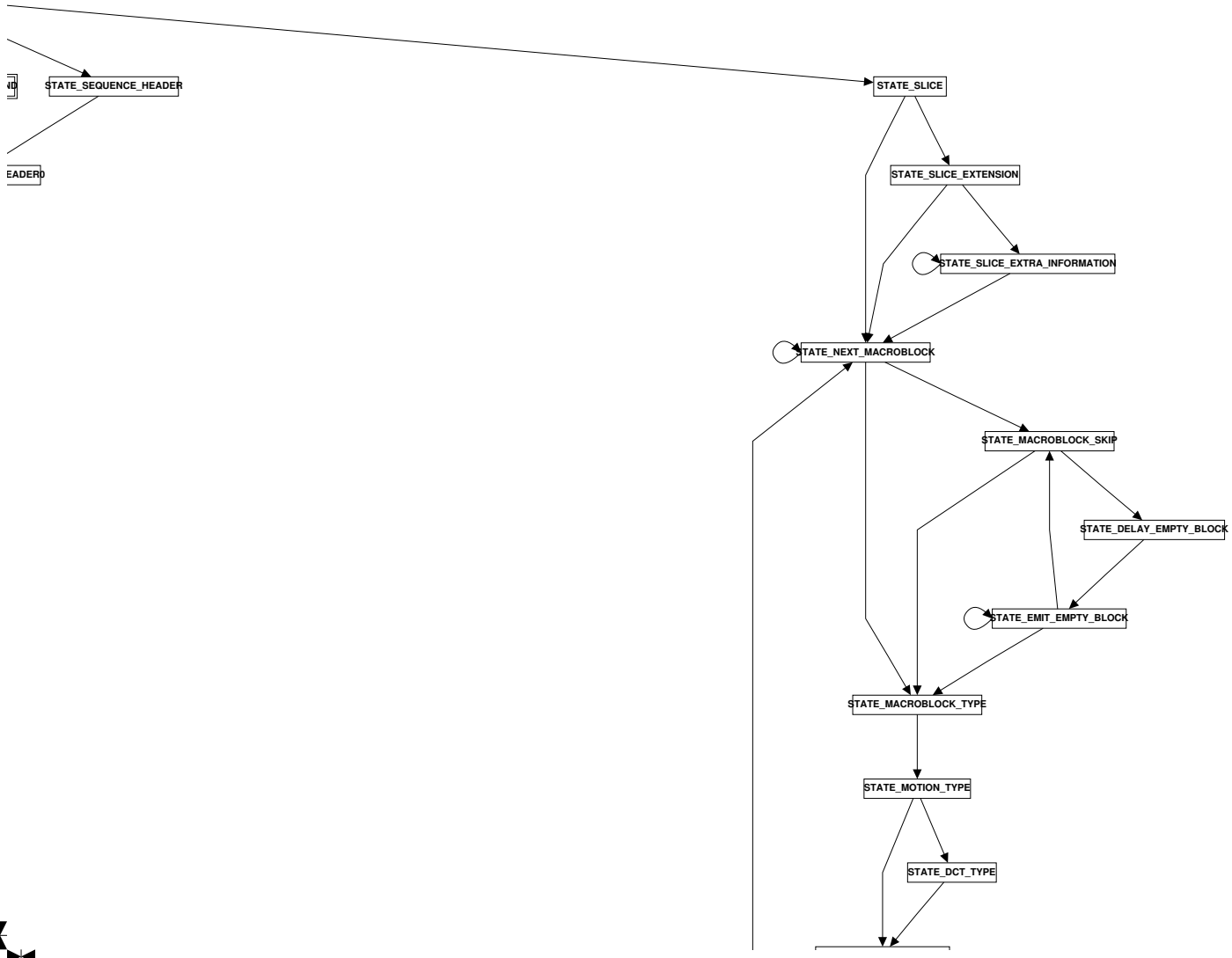
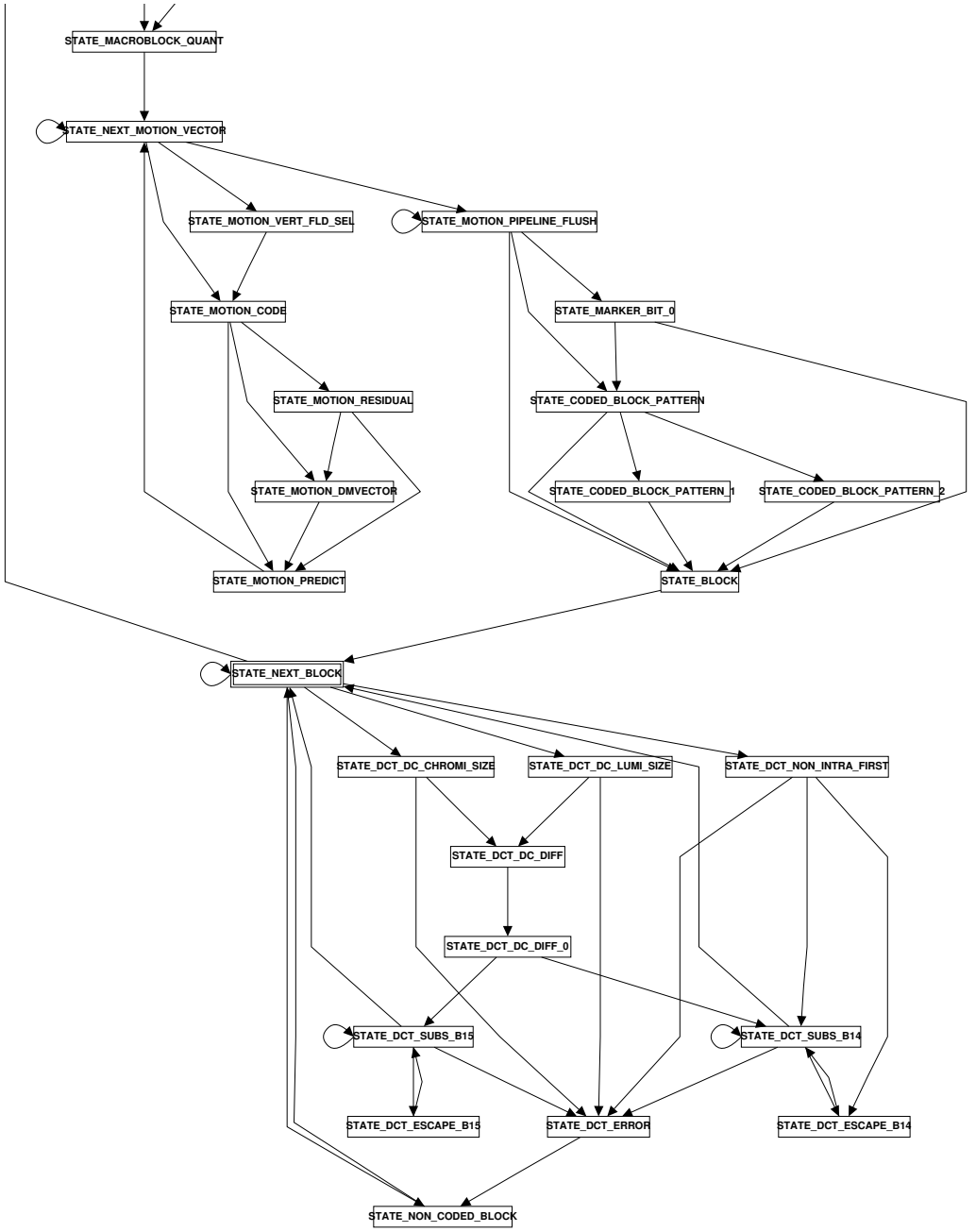
Grid (1 , 1)


STATE_ERROR
STATE_NEXT_START_CODE
STATE_START_CODE
STATE_EXTENSION_START_CODE
STATE_GROUP_HEADER
STATE_PICTURE_HEADER
STATE_SEQUENCE_END
STATE_PICTURE_CODING_EXT
STATE_QUANT_MATRIX_EXT
STATE_SEQUENCE_DISPLAY_EXT
STATE_SEQUENCE_EXT
STATE_GROUP_HEADER0
STATE_PICTURE_HEADER0
STATE_SEQUENCE_HEADER
STATE_PICTURE_CODING_EXT0
STATE_LD_INTRA_QUANT1
STATE_SEQUENCE_DISPLAY_EXT0
STATE_SEQUENCE_EXT0
STATE_PICTURE_HEADER1
STATE_SEQUENCE_HEADER1
STATE_PICTURE_CODING_EXT1
STATE_LD_NON_INTRA_QUANT1
STATE_SEQUENCE_DISPLAY_EXT1
STATE_SEQUENCE_EXT1
STATE_PICTURE_HEADER2
STATE_SEQUENCE_HEADER2
STATE_LD_CHROMA_INTRA_QUANT1
STATE_SEQUENCE_DISPLAY_EXT2
STATE_SEQUENCE_HEADER3
STATE_LD_CHROMA_NON_INTRA_QUANT1
STATE_LD_INTRA_QUANT0
STATE_LD_NON_INTRA_QUANT0

Grid (2 , 1)


STATE_SEQUENCE_HEADER
STATE_SLICE
STATE_SLICE_EXTENSION
STATE_SLICE_EXTRA_INFORMATION
STATE_NEXT_MACROBLOCK
STATE_MACROBLOCK_SKIP
STATE_DELAY_EMPTY_BLOCK
STATE_EMIT_EMPTY_BLOCK
STATE_MACROBLOCK_TYPE
STATE_MOTION_TYPE
STATE_DCT_TYPE

Grid (2 , 2)


STATE_MACROBLOCK_QUANT
STATE_NEXT_MOTION_VECTOR
STATE_MOTION_VERT_FLD_SEL
STATE_MOTION_PIPELINE_FLUSH
STATE_MOTION_CODE
STATE_MARKER_BIT_0
STATE_MOTION_RESIDUAL
STATE_CODED_BLOCK_PATTERN
STATE_MOTION_DMVECTOR
STATE_CODED_BLOCK_PATTERN_1
STATE_CODED_BLOCK_PATTERN_2
STATE_MOTION_PREDICT
STATE_BLOCK
STATE_NEXT_BLOCK
STATE_DCT_DC_CHROMI_SIZE
STATE_DCT_DC_LUMI_SIZE
STATE_DCT_NON_INTRA_FIRST
STATE_DCT_DC_DIFF
STATE_DCT_DC_DIFF_0
STATE_DCT_SUBS_B15
STATE_DCT_SUBS_B14
STATE_DCT_ESCAPE_B15
STATE_DCT_ERROR
STATE_DCT_ESCAPE_B14
STATE_NON_CODED_BLOCK