

IEEE P1722.1

Media Component Maps

v1.0

Media Component Map Properties

An IEEE 1722 time sensitive stream can contain multiple media components. In formats such as iec61883-6's AM824 MIDI, one "slot" may be TDM'd. In formats that contain a transport stream

An AVTP end station may have any number of media sources and media sinks of various formats. Some media sources and sinks may contain multiple media components.

Stream Component Map ID

A stream component "stream-component-map-id" is addressed with a 32 bit value.

The 16 most significant bits are the slot within the stream packet.

The 16 least significant bits may be 0 to specify the media encapsulated in the stream slot, or it may be non-zero to select media sub-components within the stream slot.

Media Source/Sink Map ID

A media source and media sink id "media-map-id" is addressed with a 32 bit value.

The 16 most significant bits are the media source or sink number in the end station.

The 16 least significant bits may be 0 to specify the entire media encapsulated in the media source or sink, or it may be non-zero to select media sub-components within the media source or sink.

The Map

A "map-entry" is a 64 bit value. The most significant 32 bits is the "stream-component-map-id" and the least significant 32 bits is the "media-map-id" that it maps to or from.

Mapping Stream Sinks to Media Sinks ("sink-map") and mapping Media Sources to Stream Sources ("source-map") is accomplished via a list of "map-entry" values.

A map may be sparse. Any stream's media components that are not referenced by a "sink-map" are ignored. Any stream's media components that are not referenced by a "source-map" are null - ie: blank or silent media.