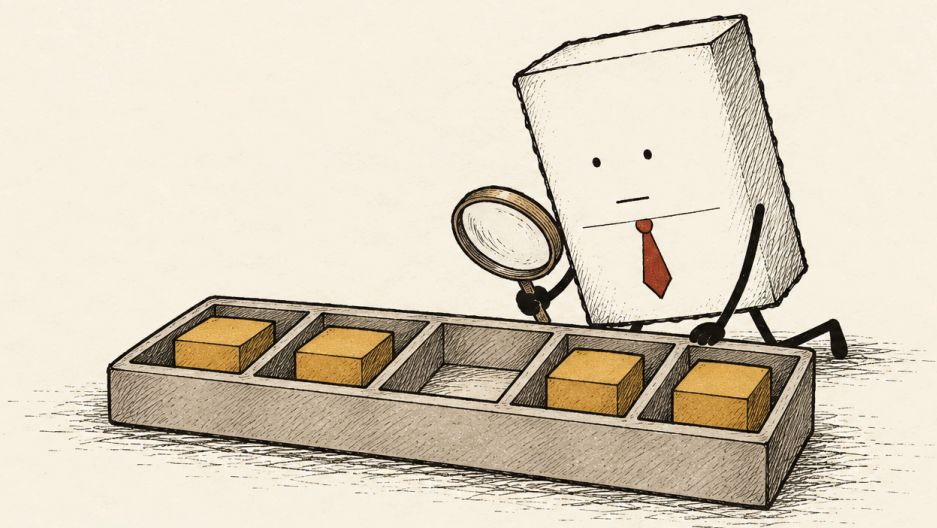


Mind the *missing object.*

Consecutive IDs proposed

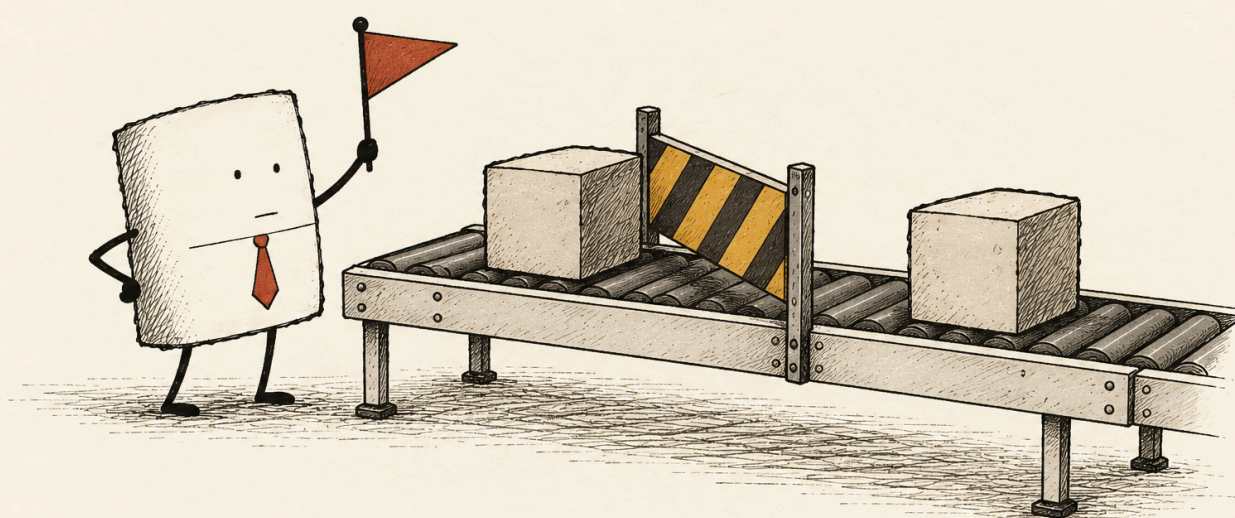


Sent $\neq$ received

Caches must distinguish missing, filtered and deliberately absent data. The working group has not adopted a new numbering rule.

An early *finish flag*

Open issue / 21 OCT

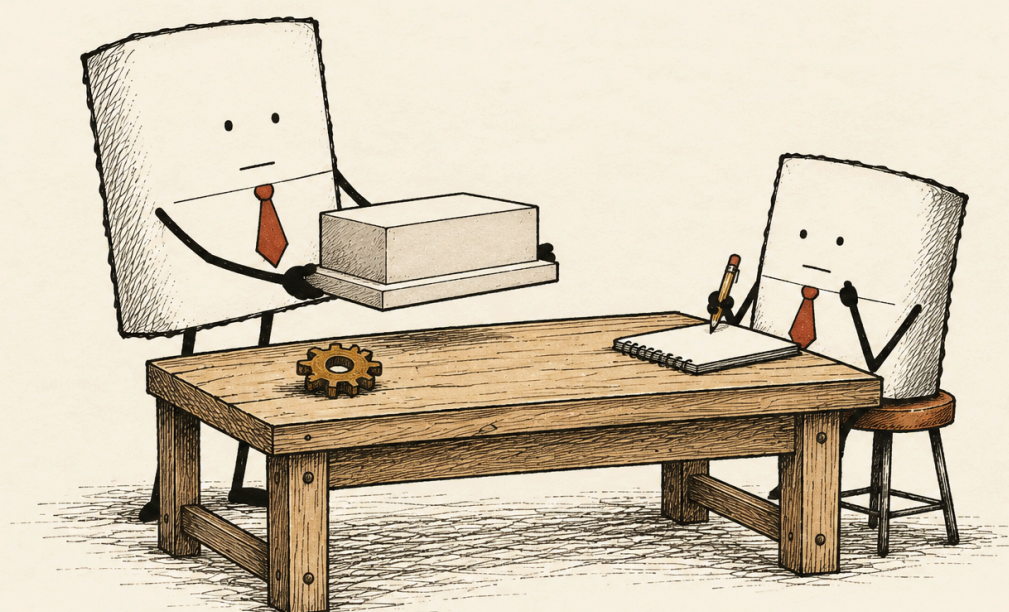


Filter changes mid-stream

An updated filter can exclude the final object. What should closing the stream tell the receiver?

Bring a *worked example.*

Mandatory Track Properties

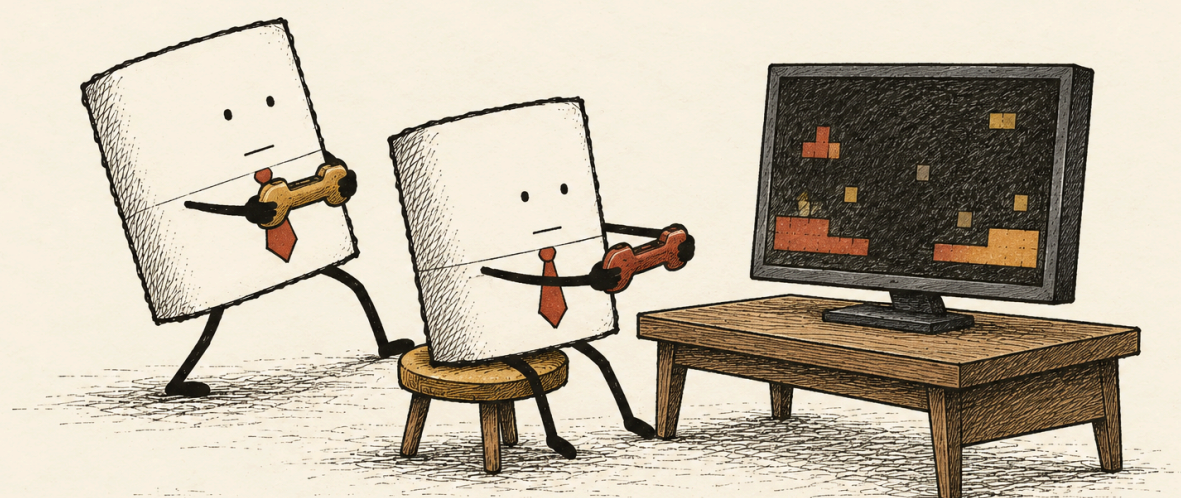


Request / 24 OCT

Editors want an example extension before San Francisco. Removal is a conditional proposal, not a decision.

One game. *Several drivers.*

MoQ Boy / existing demo



moq-lite

Controls and game status travel on JSON tracks. No gameplay benchmark or universal interoperability claim.