

MPEGIntuition 2.2 documentation

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Chapter 1

MPEGIntuition 2.2 documentation

1.1 Main side

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MPEGIntuition 2.2

by Sauron 1995

for MP(1.03) and AMIPeg(0.4)
(both are available on Aminet)

1. What is MPEGIntuition
2. Why I decide to write it
3.     Requirements
4.     Installation
5.     Usage
6.     Error report
7.     Special thanks to
8.     My address
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9.     Agnen doc
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1.2 What is MPEGIntuition

It's a small (but it takes a lot of memory :)) GUI for MPEG players. MPEGIntuition is created for MP (Michael Van Elst) and Amipeg (sorry I lost doc :)) to make more easy playing MPEG anim. You need only to click and done. Without cli commands and two lines long arg. line. Now you can also play sound simultaneously with anim. !!!

Now something that I have to write :

MPEGIntuition is Freeware so you can copy it and do what do you want :)

I DON'T TAKE ANY RESPONSIBILITY OF DAMAGED MADE BY THIS PROGRAM

All bugs report send also on my E-Mail address or ... PHONE ?????
(nope better don't do that)

1.3 Why I decide to write it

See paragraph 1 and you will understand why :) (I hope)

1.4 Requirements

- To start MPEGIntuition you will need an MP (1.03 ver) of course, and (or) AMIPeg (0.4 ver) (that is MPEG_play command) both from AMINET, if you want to play saounds you should also find program to play samples or MPEG audio.
- kickstart 2.0 or higher (I i guess that with GadTools.library for 1.3 it will work on that system but i can't check it)
- ReqTools library , GadTools.library, delay program in C: dir
- About 90 KB memory for MPEGIntuition (50KB for MPEGIntuition rest for ReqTools library) and about 20 KB for Agnen (if you like) also lot of memory for MP or Amipeg (more = better :))
- A fast computer :)

1.5 Installation

How to install MPEGIntuition ??

- You just need to put the MPEGIntuition (and it's icon of course) in one of your HD directories (You can put it on a floppy disk - if you don't have a HD, but you should have a lot of memory and use RAM option).
- You should also copy 'delay' program to your c: dir (thats is some kind of better 'wait' command)
- Then you MUST change the default path for anims and MP & Amipeg in the icon tooltype.

X_WIN & Y_WIN - Top, left corner of the MPEGIntuition window
 ex. X_WIN=100
 Y_WIN=100

MP_PATH - YOU MUST modify that line. You should type the whole path to MP procedure with it's name. (mp)
 ex. MP_PATH=Tools:MPEG/mp

AP_PATH - YOU MUST modify that line. You should type the whole path to Amipeg procedure with it's name (MPEG_Play)
 ex. AP_PATH=Tool:MPEG/mpeg_play

SM_PATH - full path to sample player with name.
 ex. SM_PATH=Tools:MPEG/XPlay

SM_FORM - there I should write example.

If player (SFX) need some arg. on line than:
 SM_FORM should have all that you normally write after
 name of program and instead of the name of sample write {f}.

example: if from cli you write
 10.System> C:xplay VOLUME=64 RATE=43 DH1:Data/sample/yeloo.8svx

so SM_FORM should look like that:
 SM_FORM=VOLUME=64 RATE=43 {f}
 in place of {f} MPEGIntuition will put full name of sample.

MP_DITHER - start (default) dither type (name only)

ex. MP_DITHER=MBORDERED

MP_RAM , MP_NOP , MP_NOB , MP_LOOP - YES/NO bool expressions
 to initial checkbox (look for more information below)

ex. MP_RAM=NO
 MP_NOP=YES
 MP_NOB=NO
 MP_LOOP=YES

SM_SAMPLEPATH - directory wher you have your SFX data :)
 ex. MP_SAMPLEPATH=Tools:Sounds

SM_SAMPLENAME - name of the sound (from SM_SAMPLEPATH dir)
 that is use as default in MPEGIntuition.
 ex. SM_SAMPLENAME=yeloo.8svx

MP_ANIMPATH - Directory where you have your's mpeg anims
 ex. MP_ANIMPATH=Tools:MPEG

MP_ANIMNAME - Name of the default anim (that means that if you
 run MPEGIntuition and push Start you will see
 that anim :))
 ex. MP_ANIMNAME=mickeymouse.mpeg

TOPAZ=<YES/NO> Should the program use Topaz font or Workbench default
 fonts

REMEMBER if your WorkBench have default fonts other
 then 8x8 pixels MPEGIntuition will look nasty !!

1.6 Usage

How to start ??

- Just double-click on MPEGIntuition icon and that's it !!!
 (If there is something wrong, see doc : Error report)

How to use it ??

- If you used MP before, you won't have any problems to use that
 program (excluding RAM options - that's my innovation)
 If you are using it for the first time, you should read the entire doc! :]

What are the gadgets for ??

- As you can see (I hope) there are four main parts of the window

MPEG Info		Dither Type	
		Gray8	
000 X SIZE Y 000		Gray	
		HAM8	
Time 00000.00000		HAM6	
		Color	
Frame/s 00.00000		2x2	
		Mbordered	
Frame/b 000.0000		Threshold	
		Hybrid	
Compress 00:00.0		Hybrid2	
		Ordered	
KB 0000 Fr.0000		Ordered2	
+-----+-----+			
	RAM	NOP	About
PLAY			
	LOOP	NOB	SAVE
+-----+-----+			
	File		
L DH1:mpeg/DuneMovie.mpeg		D	
+-----+-----+			

(I know that that picture looks not too good but there is no other way to paint something like this under AmigaGuide)

1.7 Error report

1. can't find MP program - check path in MPEGIntuition icon (there's something wrong)
2. can't find Amipeg program - see first error. (IF you don't have MP program, MPEGint. won't gone run because it mainly use MP to all options but without Amipeg you won't be able only to use AMP_#? filters)
3. unknown dither type ... - you written something wrong in the icon (check MP_DITHER for correct of dither name !!)
4. Sorry no icon.library - check if you have icon.library in your libs: directory. If no , than copy it from Workbench disk !!
5. You need to run this program under WB - that's mean that you can't run MPEGIntuition from CLI !!

- 6 ... If sometimes you push PLAY and your Amiga won't show you enything (will back to MPEGIntuition) :
- selected file is not MPEG file
(Amipeg sometimes don't recognize some MPEG's)
 - there is no memory to run Amieg/MP
 - selected file doesn't exists on disk
- 7 ... If there is no sound (but you set prefs before)
- like before (there is no file or that file is not recognized by you player)
 - check player prefs in icon :)

1.8 Special thanks

Michael van Elst (for his MP)
AMIPEG creator :)
Dudi , Unknown (he don't know his nick ???) , Fajfer
For their testing (Like always - not enough)

and Amiga E creators @#)

Parts of that Guide are from mp103.doc

1.9 My adress

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IRCnick : Sauron (#amigapl , #amiga , #rpg-pl)

1.10 Agnen doc

Well... What the hell I should write here ???
OK Agnen is a small program that sends via Signal()
Control Break to MP / Amipeg task.
It's very nasty for now but later (when can it be ???)
I'll put it with main program :))
Why not yet ?????
Because it's not enough safety (can break not right task)
and I don't know really how I should integrate it with Intuition.

Ohh yes one more thing , Amipeg will stop playing MPEG

a few seconds later then MP
(that because he check signal when he is reading MPEG from disk)

Now how to use it :

Simply run it from Shell or WB and voila !!

There is TERMINATE button to break MP/Amipeg

And also task ID : why it's here - if you run MPEGIntuition
 and look MPEG only you don't need to look
 at it

 but if you start playing MPEG Anim and run
 other task check if the numbers doesn't change
 if so DON'T use TERMINATE (it break not right
 task)

How to use it !! When run MPEGIntuition and push PLAY
click mouse on Agnen window (the number will change
and it will be remember) if you run another task,
click once again if number change you know to
not push TERMINATE :))

1.11 X size

Show the X (horizontal) size of frame

1.12 Y size

Show the Y (vertical) size of frame

1.13 Time

Show the whole time from pressing PLAY button til end
(including initialization)

1.14 Frequency

Show how many frames can display MP or Amipeg on your machine
per second

1.15 Frame size

Show how many bytes have a single frame of anim

1.16 Compress ratio

Show the anim commpress ratio (ex. 1:35.43)

1.17 Anim size

Show the length on animation in KB (this is the length of whole file)

1.18 Frames

Show how many frames have the animation

1.19 Play button

Start to play MPEG animation

If there only for e few seconds gadgets became disabled and nothing happend (no screen with anim) there can be wrong :

- 1) File is not recognized as MPEG Anim (Amipeg can't show a part of anims with differend header - try than MP)
- 2) MP or Amipeg cannont allocate memory for buffer or screen
- 3) There is some bug in my progam (Ohh Shai-hulud please no !!!)
then contact with me (Adress)

1.20 Text gadget

Here is always visible name of last sellected animation by load button
You can also write here the name by keyboard

REMEMBER !!!!!

All operation are make on file specified in that gadget

1.21 RAM check

If marked MPEGIntuition after pushing the PLAY button
will copy animation to RAM and than play it.

MPEGIntuition doesn't check if animation fit in RAM

Why I made that option : Simply when I play MPEG from HD and it's about 6 (and more) frames per second you can see smal stops. (MP and Amipeg read than anim from HD or disk)

1.22 LOOP check

If marked MPEGIntuition will ask to write number of cycling the anim
 (I know that doesn't look to good but I can't use MP loop function
 because the only way of ending it is send CTRL+D signal to it)
 When the Agnen program will be more friendly i'll try to make both
 kind of loops.

1.23 NOB check

causes the player to ignore and not display B
 (bothway interpolated) frames.

1.24 NOP check

causes the player to ignore and not display P (predicted)
 frames.

1.25 Save button

Activate SAVE module from MPEGIntuition and MP that produce single
 24 bit ILBM frames from selected anim

After pushing button appear small requester that remember you something
 very important and after it you'll be asked to choose dir where the frames
 of anim be saved and then you have to write patter name of file.
 ex. "MyAnim.%%.iff" in place of %% MP will put number of current frame.
 Frame saved will be named like MyAnim.001.iff MyAnim.002.iff

1.26 Dither list view

Dither (all dither types used in MP procedure + Amipeg)

If you want to know something more about every dither type see
 mpl03.doc. I can only tell you about speed of that filters.

And so : (the slowest one is 1 [ds]) - sorry for no gfx card
 results (i don't have them)

Speed factor	Dither name	ds amount (higher - better)
2	Gray8 (only AGA)	- 6.44 ds
1	Gray	- 7.27 ds <--- Fastest
15	HAM8 (only AGA)	- 2.32 ds
7	HAM6	- 3.87 ds
4	Color	- 4.72 ds
13	2x2	- 2.88 ds
6	MBordered	- 4.00 ds
3	Threshold	- 6.44 ds

14	Hybrid	-	2.69	ds	
16	Hybrid2	-	2.06	ds	
12	Ordered	-	2.90	ds	
5	Ordered2	-	4.04	ds	
17	FS2	-	1.32	ds	
18	FS2 Fast	-	1.27	ds	
19	FS4	-	1.00	ds	<--- Slowest
8	MONO	-	3.78	ds	
10	AMP-color	*	3.51	ds	
9	AMP-ham6	*	3.72	ds	
11	AMP-hiresham	*	2.97	ds	

* If you use that dither type, MPInt. will use Amipeg program)

All above modes except for none, mono, threshold, gray, gray8, color, ham6 and ham8 are paletted modes. On OCS/ECS machines this will produce an EXTRA_HALFBRITE display for the maximum number of colors. On AGA machines a 256 color screen is used which produces a much better display. As written above, the gray8 mode is only available on AGA machines. The selection between gray and gray8 is not done automatic because the 16 graylevel mode is somewhat faster and some AGA users might want to trade display quality for speed.

1.27 Load gadget

It's a load gadget !!! It let you to chose (via ReqTools) MPEG anim name to later PLAY or SAVE functions.

1.28 Delete gadget

Delete gadget !!! It delete ANIM from disk (before deleting you have to confirm that action)

1.29 About gadget

Eeee hard to guess ????

1.30 Gray 8

Grayscale dithering with 256 grayscales (AGA only).

1.31 Gray

Grayscale dithering. The image is dithered into 16 grayscales. Chrominance information is thrown away.

1.32 HAM8

'True' color display using HAM approximation. In HAM8 mode you have a 18bit color palette for a maximum of 256k colors produced by mp. This mode produces finer gradients than ham6 but it is significantly slower.

1.33 HAM6

'True' color display using HAM approximation. For each pixel either red, green or blue are set correctly and the other color components are the same as the pixel to the left. As the name implies this uses the 6bit HAM mode and is limited to 4096 possible colors.

1.34 Color

'True' color display with 4 bits luminance and 2*2 bits for chrominance.

1.35 2x2

A dithering technique using a 2x2 pixel area for each pixel. The image displayed is 4 times larger than the original image encoded. Random error terms are added to each pixel to break up contours and gradients.

1.36 MBordered

ordered dithering at the macroblock level.

1.37 Threshold

Simple thresholding in black and white.

1.38 Hybrid

Hybrid dithering, a combination of ordered dithering for luminance and fs2 dithering for chrominance. Errors are not propagated properly.

1.39 Hybrid2

Hybrid dithering with error propagation among pixels.

1.40 Ordered

use simple ordered dithering

1.41 Ordered2

a faster ordered dither. This is the default.

1.42 FS2

Floyd-Steinberg dithering with 2 error values propagated

1.43 FS2 FAST

a faster fs2

1.44 FS4

Floyd-Steinberg dithering with 4 error values propagated

1.45 MONO

Floyd-Steinberg dithering in black and white.

1.46 AMP-color

1.47 AMP-ham6

1.48 AMP-hiresham
