

**Frogger**

**COLLABORATORS**

	<i>TITLE :</i> Frogger		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

# Frogger

## 1.1 Frogger - MPEG Prehrávač

Frogger - MPEG Prehrávač  
v1.63 (05-12-2000)

Úvod

Používadavky

Možnosti

Registrácia

Inštalácia

Použitie

VideoCD

PSX video a audio

Rýchlosť

Chyby

História

Budúcnosť

Autori

Mailing List

Poďakovanie

Slovenský preklad

Domáca stránka Froggeru:

<http://frogger.rules.pl/>

## 1.2 Úvod

Frogger je MPEG video prehrávač s podporou MPEG-2 layeru. Frogger bol originálne vydaný Miloslawom Smykom (thorgal@wfmh.org.pl), ale vývoj bol prevzatý Sebastianom Jedruszkiewiczom (elf@frogger.rules.pl).

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MPEG1/2 dekóder je na báze programu mpeg2decode vytvoreného MPEG Software Simulation Group.

Frogger je shareware. Prosím čítaj Registráciu pre získanie bližších informácií o zaregistrovaní sa.

### 1.3 Požiadavky

Hardware:

- Amiga (68k alebo PPC)
- Počítač s Linuxom (PPC alebo x86)
- CD-ROM na prehrávanie VideoCD
- 4 MB RAM (alebo ich je 8?)

Software:

- ppc.library 46+ (PPC verzia).
- AHI pre zvuk.
- CGFX v3+ pre CGFX zobrazovanie.
- cgxvideo.library pre podporu overlay.
- pár mpeg súborov na prehrávanie ;)
- ppc.library emuláciu v0.7c, keď používaš WarpOS.
- mpega.library pre audio dekódovanie v 68k verzii.
- SDL library 1.1.3 (Linux verzia).

### 1.4 Možnosti

- Dekódovanie Video layeru 1/2.
- Dekódovanie Audio layeru I, II a III. Teraz aj s rýchlym dekódovaním v 68k verzii (cez mpega.library) ↔
- Zabudovaný AC3 dekóder
- Rýchle video a audio prehrávanie.
- Inteligentné preskakovanie snímokv.
- Podpora overlay.
- Rýchle C2P rutiny pre AGA.
- Rutiny pre priamy prístup do CGFX video pamäte.
- Synchronizované čítanie z disku.
- Video zväčšovanie/zmenšovanie na CGFX a AGA.
- Podpora čítania VideoCD.
- Podpora Playstation video a audio súborov.

### 1.5 Inštalácia

Inštalčný skript nieje – stačí len prekopírovať spúšiací súbor a dokumentáciu kam chceš.

Sú tu 4 spúšiacie súbory: pre 030,040,060 a PPC procesor.

Vyber si jeden podľa svojej konfigurácie. Frogger potrebuje aj frog.library. Môžeš ju umiestniť do libs: , alebo ju nechaj v adresári, kde je nainštalovaný Frogger.

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## 1.6 Použitie

Frogger môže byť spustený z CLI alebo z ikony. Potrebuje veľa zásobník, predpokladám že 100000 bude stačiť. PPC verzia toľko nepoužiera, verím že 16000 bude dosť.

Radím použiť setmemmode program na prepnutie pamäte na rýchlosť 60ns, napr. takto:

```
setmemmode 60ns.
```

Môžeš skúsiť aj (CYBER | BLIZZ)68KNOPRECHARGE a (CYBER | BLIZZ)PPCNOPRECHARGE, ale to nemusí fungovať s niektorými typmi Ram. Pamäť môžeš prepnúť na 60ns aj použitím PPC boot menu.

!Dôležité!

Ak používaš WarpOS a ppc.lib emuláciu, môže sa stať, že Frogger.PPC nebude spustiteľný. Je to preto, lebo ppc.lib nie je v pamäti a systém nevie nahráť .elf programy. Preto si nainštaluj "InstallPPCLib". Tento program nahrá PPC knižnicu do pamäte a nedovolí ju zmazať.

Nastavenia:

-----

PRÍKAZY:

```
FILE, WINDOW/S, SCREEN/S, MODEID/K, NOAUDIO/S, NOVIDEO/S, DISPLAY=D/K,  
ADECODER=AD/K, FULLSCREEN=FS/S, LOOP/S, FPS/N, VERBOSE/S, NOSKIP/S,  
MODEBYNAME=MBN/K, AHIUNIT/N, VCDDEVICE=VD/K, VCDUNIT=VU/N, OVERSCAN/S,  
SCALE/N, SIZEX/N, SIZEY/N, VOLUME/N, PUBSCREEN/K, PSXCD/S, STARTFROM/N,  
STOPAT/N, SMREQ/S, COLORKEY/S, DEPTH/N, FREQDIV/N, SUBTITLE=ST/K, PREFS/K,  
AUDIOQUALITY=AQ/K:
```

FILE:

Názov mpeg súboru na prehrávanie. Ak nie je špecifikovaný úiadny názov, objaví sa asl requester. Ak vložíš príkaz VIDEOCD ako názov súboru, Frogger začne čítať dáta z VideoCD. O VideoCD sa dozvieš viac tu.

WINDOW:

Prehráva animáciu v okne. Základné nastavenie.

SCREEN:

Otvára okno v pubscreene. Základne otvára vo WB.

MODEID:

Špecifikácia modeid pre SCREEN alebo FULLSCREEN. Môže sa zapisovať ako numerické číslo (napr. 123456) alebo číslo v hexadecimálnom tvare (napr. 0x123abc). Hexadecimálne sa môže zapísať ako 0xčíslo, alebo \$číslo.

NOAUDIO:

Vypína zvuk v súboroch, ktoré obsahujú audio stopu. V základnom nastavení sa ju Frogger snaží nájsť a ak je prítomná, tak ju automaticky začne dekódovať.

NOVIDEO:

Zakáže zobrazovať jednotlivé snímky, dekóduje len zvuk (ak sa vo vybranom súbore nejaký zvuk nachádza).

## DISPLAY:

Ľpecifikácia metódy zobrazovania. V základnom nastavení Frogger používa farebný dithering. (8, hi alebo true color, v závislosti od hábky vybranej obrazovky)

Zobrazovacie metódy su nasledovné:

VPLAYER - používa cgxvideo.library video s možnosťou overlay.

VPLAYERGREY- používa cgxvideo.library video s možnosťou overlay-odtieňe íedej.

VPLAYER sa môže používať len na graf. kartách, ktorých hardware podporuje konverziu YUV -> RGB. cgxvideo.library podporuje len karta CV3D, ale pracuje aj s BVisionPPC/CVisionPPC. Prečítaj si časť Overlay pre bližšie informácie o používaní overlay na grafických kartách.

Od verzie 1.41, metóda vlayer sa môže použiť aj s parametrom FULLSCREEN. Výsledok sa prispôsobí obrazovke. Ale zmenšovanie/zväčšovanie nieje možné. Ak ho ale naozaj potrebuješ, daj mi vedieť a ja sa pokúsim niečo s tým spraviť.

VPLAYERPM2 - Nová, rýchlejšia metóda, ktorá pracuje len s čipom Permedia2.

Pár ľudí mi povedalo, že občas padá, tak preto ju používaj s opatrnosťou.

VPLAYERPM2GREY

-To isté ako VPLAYERPM2, ale v odtieňoch íedi.

P96 -Používa PIP na P96 RTG systéme. Pracuje ako príkaz VPLAYER, ale namiesto cgxvideo.library používa p96.

P96GREY -Ako P96, ale v odtieňoch íedi.

GREY -Zobrazovanie v odtieňoch íedi.

FILE -Ukladá snímky ako iff súbory. Otvorí sa Asl requester, v ktorom si môžeš vybrať základný názov súboru. Potom sa otvorí malé okno ktoré ťa bude informovať o aktuálne ukladanom obrázku.

Konečný súbor bude vyzeráť takto:

<základný názov>.xxxxxx, kde x je poradové číslo snímku.

(v 6-cifernom formáte, napr. 000001, 000002, atď).

PPM -Pracuje tak isto ako FILE, ale ukladá obrázky v PPM formáte

? -Ukáže informácie o dostupných typoch zobrazovania

## ADECODER:

Môžeš si vybrať dekódér zvuku, ktorý chceš použiť. Dostupné sú:

SW - (základne) Softwérový mpeg audio dekódér. Zabudovaný v PPC verzii alebo v mpeg.lib (68k)

DELFINA -Na dekódovanie zvuku sa použije delfmpeg.device

MELODY -Na dekódovanie zvuku sa použije melodympeg.device

AIFF -Softwérový dekódér, ktorý ale ukladá zvuk do AIFF súboru.

Táto voľba vyžaduje sndfile.library (priložená)

? -malá nápomoc o dostupných dekódéroch zvuku.

**FULLSCREEN:**

Prehráva filmy v celoobrazovkovom móde. Pracuje na CGFX a AGA. AGA zobrazovanie je limitované na 256 farieb. CGFX zobrazovanie podporuje vietyky pixel formáty dostupné v cybergfx.library.

FULLSCREEN sa môže použiť aj s typom VPLAYER tak dlho ako tvoj hardware podporuje overlayovanie.

**LOOP:**

Po skončení animácie sa animácia spustí znovu od začiatku.

**FPS:**

Určuje počet obrázkov za sekundu-fps.  
Základne sa používa nastavenie fps v animácii.

**VERBOSE:**

Zapína varovania alebo iné správy. Základne vypnuté.  
Vypisuje tiež info o videu a audiu, fps, počet preskočených snímkov atď. Táto voľba nahrádza starú voľbu VERBOSE a STATS.

**NOSKIP:**

Základne, Frogger preskakuje pár snímkov (ak je treba), aby zachoval počet snímkov za sekundu, ktoré su dané v animácii. NOSKIP priká-  
že Froggerovi, aby prehrál vietyky snímky. Toto nieje moc pouziteañé  
pri animáciach, ktoré obsahujú zvuk, lebo nastane zlá synchronizácia  
videa a zvuku (zvuk bude preruovaný). Frogger sa bude tiež snažiť  
prehrať snímky najväčšou možnou rýchlosťou, preto sa môže táto voľba  
používať hlavne na testovanie rýchlosti prehrávania.  
NOSKIP vypne dekódovanie zvuku.

**MODEBYNAME:**

Tento parameter ti umožní vybrať si typ obrazovky pomocou zadania jej  
mena. Napr.: MBN="Pal;Low Res"  
Pozor, meno obr. musí byť presne napísané! Dostupné obrazovky a  
ich názvy si môžeš pozrieť aj v programe Sys:Prefs/Screenmode

**AHIUNIT:**

Ďpecifikácia AHI jednotky pre prehrávanie zvuku. Základne je to 0.  
Môžeš si vybrať z týchto čísiel: 0 1 2 a 3.

**VCDDEVICE:**

Ďpecifikácia zariadenia pre priame čítanie z videocd. Základne  
je to atapi.device

**VCDUNIT:**

Jednotka, cez ktorú je napojená CD Romka k Amige. Základne je to 1.

**OVERSCAN:**

Pracuje len s AGA. Keď je táto voľba použitá a veľkosť rozlíšenia  
filmu je väčšia ako požadovaná obrazovka, Frogger otvorí obrazovku  
s overscan prispôsobenú k rozlíšeniu filmu. Základne je obraz videa  
prispôsobený k obrazovke. S OVERSCAN bude mať teda obrazovka takú  
veľkosť, akú má video a s pomocou myši bude možné obrazovku posúvať.

**SCALE:**

Nastavenie výslednej veľkosti videa v percentách. Základne je to samo-  
zrejme 100. Toto nastavenie nahrádza SIZEX a SIZEY.

**SIZEX:**

Veľkosť íírky v pixeloch. Základne je udaná zo streamu. Pracuje len v móde okna.

**SIZEY:**

Veľkosť výíky v pixeloch. Základne je udaná zo streamu. Pracuje len v móde okna.

**VOLUME:**

Nastavenie hlasitosti zvuku. Môue byí od 0 po 64. Hlasitosí môue byí kontrolovaná aj počas prehrávania pouítím kláves '[' a ']'.  
.

**PUBSCREEN:**

Ípecifikovanie mena pubscreenu na otvorenie okna v ňom. Základne je to Workbench. (napr: PUBSCREEN DOPUS.1) Nepouívaj s príkazom SCREEN.

**PSXCD:**

Ak si chceí pozrieí PSX filmy priamo z PSX cd, musíí pouíi tento príkaz. Kedue predchádzajúce rutiny, ktoré mali automaticky rozoznaí PSX cd nefungovali, bol pridaný tento príkaz.

**STARTFROM:**

Pomocou tohto príkazu môueí ípecifikovaí, od ktorého bytu má začaí Frogger prehrávaí mpeg súbor. Nepracuje s niektorými mpeg súbormi, ktoré obsahujú len jeden sekvenčný kód na začiatku súboru. Pracuje skvele so vîetkými mpeg-2 sekvenciami.

Príklad: STARTFROM 500000 prikáue, aby Frogger preskočil prvých 500000 bytov súboru.

**STOPAT:**

Zastaví Frogger na pouadovanom počte bytov. Pracuje so VÎETKÝMI mpegmi.

**SMREQ:**

Frogger odteraz pouíva bestmodeid funkciu, aby našiel najvyhovujúcejíu obrazovku. Ak si myslíí, ue nájdeí lepíiu, pouíi SMREQ a otvorí sa ASL requester. Na AGA Frogger háadá 8bpp obrazovky a na cgfx 16bpp. Inú hábku si môueí vybraí pomocou parametru DEPTH.

**COLORKEY:**

Zapne colorkey na grafických kartách, ktoré túto voäbu podporujú. NEPRACUJE S KARTAMI BVISIONPPC/CVISIONPPC. Avíak s kartami CV3D a VooDoo3 pracuje perfektne.

**DEPTH:**

Tento parameter sa pouíva na výber hábky pre funkciu bestmodeid(). Základne 16. Moúne hodnoty: 8 15 16 24 32. NEPOUÍVAJ NA AGA!

**AUDIOQUALITY:**

Nastavenie kvality zvuku, keď sa pouíva mpega.lib (68k). Môue byí LOW, MEDIUM alebo HIGH (napr. AUDIOQUALITY=LOW).

Ostatné príkazy momentálne nefungujú. Moúno pracujú, ale môuu spôsobovaí problémy. Nepouívaj ich. Bol si varovaný. Nenesiem úiadnu zodpovednosí za prípadne poíkodenie software alebo hardware pouítím Froggeru. Ak si nepochopil, ako niektoré príkazy pracujú: spýtaj sa.

## ToolTypy:

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Všetky příkazy z CLI sú dostupné aj v ToolTypoch. Pozri sa na Frogger.info, všetky Tooltypy sú už tam. Stačí si len vybrať.

## Menu:

-----

Příkazy z menu sú dostupné aj v klávesových skratkách. Pozri si časť klávesy. Niektoré příkazy v menu nemusia fungovať, lebo nie sú ešte dokončené.

## Klávesy:

-----

ESC - Koniec.  
ESC - Koniec.  
+ - Zväčšiť okno filmu.  
- - Zmenšiť okno filmu.  
O - Otvoriť nový MPEG súbor.  
SPACE - Hraj/Pauza.  
ENTER - Skončiť film (Otvoriť nový MPEG súbor).  
[ - Znížiť hlasitosť.  
] - Zvýžiť hlasitosť.

## Len v oknovom móde:

RAmiga + Q - Koniec.  
RAmiga + 1 - Nastaviť veľkosť na 50 %.  
RAmiga + 2 - Nastaviť veľkosť na 100 %.  
RAmiga + 3 - Nastaviť veľkosť na 200 %.  
RAmiga + 4 - Nastaviť veľkosť na veľkosť obrazovky.  
RAmiga + 0 - Otvoriť nový MPEG súbor.

## GUI:

-----

GUI je dostupné vo viacerých módoch. (okno, fullscreen)  
Uvažujme, GUI vo fullscreen pracuje len na CGFX, AGA podpora bude pridaná neskôr. Na zobrazenie GUI vo fullscreen, stlač RMB (pravé tlačítko myši). Stlačením RMB znovu sa zakryje.

- Ľúpadlom môžeme pretáčať film. Funguje aj so zapnutým zvukom.
- Koniec (šípka hore) - otvorí nový film.
- Hraj (šípka vpravo) - Hraj/Pauza filmu.

## Iné:

-----

- Tlačítko zatvorenia okna vypne Frogger.
- Frogger okno je teraz AppWindow. Môžeme doňho hodiť súbor, ktorý chceme prehrať.

## Pár slov o cgfx celoobrazovkovom móde:

Môžeme si vybrať mód aký chceme. Keď vybraná veľkosť obrazovky je menšia ako veľkosť mpegu, výsledok sa prispôbi veľkosti obrazovky. Keď veľkosť mpegu je menšia ako veľkosť obrazovky, výsledok nie je prispôbený. V mnohých prípadoch si môžeme výsledok prispôbovať

s klávesami '+' a '-'.

Prispôsobovanie pracuje aj na AGA (len v PPC verzii)

## 1.7 Chyby

- CTRL-C v PPC verzii nefunguje. Mal som si vybrať medzi fungujúcimi ToolTypmi, alebo fungujúcim CTRL-C. Vybral som si Tooltypy...
- Na začiatku Frogger zobrazuje nejaké chyby v obraze. Bude to asi novou verziiou demultiplexer-u.
- Tooltypy vo WOS verzii nefungujú. (ani nebudú)
- AppWindow niekedy funguje, niekedy nie. Nechápem prečo.
- Celoobrazovkový mód na AGA čipoch môže byť chybný. Frogger tiež padne, ak sa počas prehrávania stlačí RMB (pravé tlač. myši). RMB by malo zapínať a vypínať GUI.
- Niekedy GUI v oknovom móde neukazuje správne íúpadlo. (Toto sa stáva len v 68k verzii).
- WOS verzia spustená z Workbenchu môže padnúť.
- celoobrazovkové GUI nepracuje na AGA strojoch.

Ak nájdeš ďalšie chyby, napíš na môj e-mail:

Sebastian Jedruszkiewicz  
elf@frogger.rules.pl

## 1.8 Autori

Frogger bol originálne vytvorený Miloslawom Smykom

Teraz na ňom pracujú:

Sebastian Jedruszkiewicz  
(elf@frogger.rules.pl)  
hlavné programovanie.

a

Przemyslaw Gruchala  
dodatocné programovanie,  
68k assembler optimalizované rutiny.  
(sensei@box43.gnet.pl)

a

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Rafal Sanda  
nové VideoCD čítacie rutiny.  
(rafal@lodz.pdi.net)

Pozri si našu novú službu: Mailing List.

## 1.9 Budúcnosť

- GUI (skoro hotové)
- lepšia audio-video synchronizácia
- podpora HTTP:// protokolu.
- CDI podpora.
- a mnoho ďalšieho. Môj zoznam rastie, úiaã tu v Polsku má deň len 24 hodín...
- AppIkona.
- hociço, čo si ùeláí. Len sa spýtaj.

## 1.10 História

Stratil som History súbor od verzie 1.0 do 1.3.0, preto len stručne (a po anglicky):

- added sound, overlay, recompiled with egcs, 68k version compiled with gcc, some optimizations in ppc asm, some optimizations in 68k asm (done by Przemyslaw Gruchala), asynchronous disk reading and more...

v1.3.1

- Sound on/off from menu now works.
- New AsyncIO routines. Does not requires asyncio.library anymore. This is experimental feature, so please be careful with asyncio option. Asynchronous reading is now done completly on PPC side.
- Support for videocd and cdi (experimental). Those files starts with RIFF????CDXA. If you got such a movies please check if it can be displayed using Frogger. Please contact me if it does not work with your files.
- 68k version available again.

v1.3.2:

- Completly new audio routines. much faster, and with some additional features (like forcing to mono, or 8 bits per sample decoding). based on mpg123 player sources.
- fixed bug which caused Frogger to crash when decoding last sequence picture.

(v1.3.3 and 1.3.4 not released)

v1.3.5:

- Audio is now played from 'Frogger Audio' task, which means that audio decoding is independent from video decoding. This gives almost smooth audio playback, now the only thing missing

is synchronization between audio and video decoders.

- New timing routines, and picture skipping routines. Small mpeg (160x120) are now played synchronized with audio track, and almost without picture skipping.
- Added VERBOSE option. Annoying errors will be shown only if this option is ← enabled.
- Fixed bug in audio decoder. Now stereo audio track should be played properly.
- At last removed the sound delay at start!
- 68k version does not work on 030+FPU. I will fix it, in future.
- FULL switch has been renamed to FULLSCREEN=FS. It does work on cgfx but only with pixel format ARGB (24 bpp) RGB16 (16bpp) and LUT8 (256 colors). It also supports grey display. I will add support for more pixel formats soon. BTW: It seems that fullscreen 8bpp color mode is faster than windowed vlayer! Strange...
- Movies with width not 16 dividable were played wrong. Fixed.

#### v1.3.6:

- AGA Fullscreen support. only 256 colors mode is working right now. HAM modes soon.
- fixed dithering of MPEG-2 interlaced streams (or whatever it is called).
- fixed args reading, so now MODEID can be passed as decimal (ie. 135168) or hexadecimal (ie. 0x21000) number.
- fixed some small bugs in display code.

#### v1.3.7:

- fixed frame rate calculation, and audio synchronization.
- fixed video overlay support. Output should be now bilinear filtered, when ← window is scaled.
- added AGA fullscreen grey support.
- fixed audio routines. no more strange sounds, or 2x faster audio decoding.
- in fullscreen cgfx mode, movie can now be scaled using keyboard.
- added scalable window output on AGA (Przemyslaw Gruchala).
- added fullscreen support in 68k version (Przemyslaw Gruchala).
- fixed bug in window display code, that caused crash on AGA, when selected screen was smaller than mpeg size (Przemyslaw Gruchala).
- Frogger can now automatically detects audio tracks.
- Fixed bug that caused crash when file name was misspelled.
- Fixed vlayer support. No more strange stripes on WB, when using vlayer on screen.
- added size scaling from menu (and keyboard).
- fixed AGA full screen output.
- added scalable output in AGA fullscreen mode.
- created Frogger.guide.

#### v1.3.8:

- fixed audio track detection.
- added FORCEAUDIO, in case the autodetection fails.
- fixed writepixelarray() code. mpegs with size not 32 dividable should be displayed correctly.
- fixed AGA window display code (PPC version)
- added tooltypes support (Przemyslaw Gruchala, only 68k version)
- fixed AGA fullscreen display in 68k version (Przemyslaw Gruchala)

#### v1.3.9:

- fixed enforcer hit in window display code.
  - fixed yuv->8bpp conversion in 68k version (Przemyslaw Gruchala)
-

- fixed enforcer hit, which appears when end of stream has been reached.
- fixed overlay support.
- some functions has been written in ppc assembler, minor speed increase.
- fixed bug in audio decoder (joint-stereo layerII was decoded wrong).
- modeid can now be passed as \$number (MODEID \$21000, or MODEID 0x21000 or MODEID 135168).
- fixed tooltype support in PPC version.
- BUFSIZE parameter now works.
- Added Vlayer clear code. When frogger is started second time in a row, window should be cleared, and will not contains previous movie last frame. Also optimized a bit vlayer conversion routine.
- Added ALLFRAMES switch.
- optimized audio decoding a bit.

## v1.4

- Audio is now also readed by asyncio routines, which means that ASYNCIO is forced to true when audio is detected or forced. Also buffer size is set to 256000 when audio decoding is used. User can force it to bigger size, but smaller size will be ignored.
  - Changed FROCEMONO to FORCESTEREO. Mono is used by default, because it is much faster, and gaves smooth playback even on high bitrated mpegs.
  - Added BGR24 pixel format in cgx fullscreen mode.
  - Fixed audio problem: on some mpegs audio was not played, even if there was valid audio track. now it should be ok.
  - Fixed again audio detecting routine, now audio should be detected correct in every mpeg. If not - contact me ASAP.
  - Added BGR16PC and BGR24 pixel formats. Some pixel formats are available only in PPC version, I will make conversion routines for every CPU, and every pixel format one day...
  - Fixed problems with opening new mpeg (menu->Open item).
  - GUI!!! Only in windowed mode, but it is a good start ;)
  - fixed problems with multiple video sequences.
  - some other small changes and bug fixes.
  - removed fps 0 feature.
  - added RGB15 pixel format.
  - fixed frame skipping. Frogger skipped too many frames - ok my fault. Now should be ok.
  - optimized vlayer again. result? dead2intro.mpg (176x112 allframes): 84,5 fps, previous version: 70fps. Not bad, huh?
  - applied the same changes to cgx fullscreen and: 84 vs 78 (in 256 colors mode).
  - optimized grey output in 8bpp fullscreen mode. (107 fps on the above mentioned mpg).
  - next day: even faster grey output. 116 vs 107 (still the same mpg). Added this feature to AGA display as well as cgfx 8bpp display.
  - fixed bug, which caused crash on exit in PPC version.
  - fixed slider functions, It now works ok (you can seek to any position you want) ↔  
.  
but there are other problems I will fix later.
  - Added FBlit support (Przemyslaw Gruchala).
  - Added MODEBYNAME parameter. Can be used for specifying modeid by name. Sometimes fails to work (Przemyslaw Gruchala).
-

- fixed version string as requested by some people. also added version string to Frogger.guide.

## v1.41

- At least fixed the bug that caused Frogger to exit in a middle of StarWars Episode I. Now I can watch the whole film ;)
- fixed bug with 'O' hotkey (open movie in fullscreen mode).
- added custom asyncio routines in 68k version. asyncio.library is not needed anymore.
- Added vlayer support in fullscreen mode!
- fixed MODEBYNAME parameter. (Przemyslaw Gruchala).
- scaling routines rewritten from scratch. Previous version caused a lot of problems. Should be stable now.
- fixed problems with mpegs without valid end of stream code.
- Loop option now works.
- Frogger does not exit at end of the movie now. It waits for user action. So you can select next movie. This can be turned off with AUTOEXIT parameter.
- Enabled overlaying in 8bpp mode again. It does not work on BVision/CVision. on other cards that supports overlaying it should work.
- Added FILE dither type. Instead of displaying frames are saved in iff 24bpp files.
- fixed audio synchronization routines. Introduced new bug in audio decoding: in small mpegs audio is skipped, and the whole synchronization stops working.
- fixed stats. no more '-3 frames skipped'.
- removed ASYNCIO parameter. ASYNCIO is now always used.
- optimized YUV->RGB conversion in 68k version (Przemyslaw Gruchala).
- Added sound decoding in 68k version.

## v1.42

- I made a very stupid bug in 1.41, sorry for that. Asyncio routines should work now without problems.
- Optimized cache clearing in context switching. Replaced several CACHE\_FLUSHALL with CACHE\_FLUSHNO, which speeds PPC version a bit.
- recompiled 68k version. Due to the fact that sound causes a lot of problems it is disabled in 68k version. I know I promised to deliver Frogger with sound support in 68k version, but I just dont have time...

## v1.43

- Optimized asyncio routines, by replacing memcpy routines with two buffers and simple buffer swap operation.
  - fixed and optimized timer routines.
  - AsyncIO task is now properly closed when new mpeg file is opened.
  - Frame rate is now set to 29.970, if there is no valid frame rate information in stream.
  - Asl requester now remember file path.
  - Sound was played only once, when LOOP was used. Fixed.
  - Added BGR16PC pixel format in 68k version.
  - Optimized grey dithering. Only luminance channel is decoded if user requested grey output. This gives about twice faster decoding in grey. 68k users will benefit from that ;)
  - changed default bufer sizes to: 16384 (when there is no audio track) and 32768 when audio track is detected. This gives much smoother
-

playback.

- fixed Amiga+4 hot key, window is resized now to screen\_height - 1.
- New parameter: AHIUNIT, let you specify your preferred AHI unit. default is still 0.
- Optimized video decoding a bit, by using a faster memset replacement.
- changed ALLFRAMES to NOSKIP. This is better name for that switch, I think. Also changed DITHER keyword to DISPLAY.
- Cleaned the code a bit. Removed unused functions, executable size is smaller.
- Optimized VLAYERGREY conversion routine (1-2%).
- BUFSIZE, FPS, and AHIUNIT parameters were wrong converted, when Frogger was started from icon. Fixed.
- New switch: NOVIDEO.
- Optimized IDCT in 68k version.
- Fixed PLL calculation in timer routines.
- Added P96 display.
- I have just discovered, that Frogger fails to find valid audio track in some movies. In that case try to increase BUFSIZE (65536 or even more). It will be fixed in next version. Also I had to disable audio preloading, so it may be not enough data to start audio in the same time as video is started. In this case use AUDIO16 and/or FORCESTEREO, so the audio buffer will be filled faster, and the sound will be less delayed.

v1.44

- fixed an enforcer hit in options parsing routine.
- fixed a bug in block decoding routine. It does not caused "bad things" but it is better to have it working as it should.
- IDCT is performed on blocks that really needs it. average 10 to 30% of blocks in movies does not requires IDCT calculation. Even more in grey mode.
- New Frogger icon, for OS3.5 by Patrick Beerhorst.
- New Frogger drawer icon, by Przemyslaw Gruchala.
- Fixed bug which caused recoverable alert at end of movie. I tried to free memory that was already free.
- Added possibility to query for available display types. Frogger DISPLAY ? will print short info about available types.
- added pattern filtering to asl requester. (mpg|mpeg|dat)
- The files saved when using FILE display type is actually basename\_x.iff not basename.x, as I wrote before. Sorry for that.

v1.45

- Optimized yuv-rgb conversion in hi and true color mode.
  - CGFX fullscreen routines has been reworked. They are much faster now. The speed increase is noticable only in RGB15, RGB16 and ARGB32 pixel formats, other may be slower. New conversion routines for other pixel formats soon.
  - Talking about the speed: there is new section in this guide, with speed tests. Take a look.
  - Fixed bug with too small BUFSIZE. Audio track should be now properly recognized in all streams. A minus: BUFSIZE parameter is not working anymore.
  - Merged STATS and VERBOSE options together.
  - Enabled audio preloading.
  - Asyncio routines has been optimized a bit.
  - Audio decoder has been optimized. AUDIO16 has been changed to AUDIO8 and by default audio is decoded in 16 bits per sample. 16bps decoding
-

is now almost as fast as 8bps.

#### v1.47

- 68k version does not need FPU any more.
- Fixed XING streams frame rate calculation.
- FORCESTEREO tooltype did not worked. Fixed.
- Fixed some enforcer hits.
- Added audio decoding in 68k version. It is slow. Very slow.
- Optimized video decoder. Video is decoded about 1-4% faster.
- Reworked audio routines.
- Frogger now works under wos, thanks to new ppc.library emulation. You will need 0.7a, which is available on Frank Wille home page. The one from aminet (0.7) can cause problems when audio is disabled. Baccuse of some incompabillity with PLL calculation in original and emulated ppc.library, I also made a quick workaround to make timer routines works under emulation.
- recompilled everything with gcc 2.95.2.
- Reworked asyncio routines. New demultiplication routines.
- There is new programm called Splitter. It splits mpeg system stream (system stream is an MPEG with audio and video tracks) into separated files.
- New C2P in PPC version, that supports scaling. Much faster on AGA machines when scaling is enabled. Those C2P was made by Jacek Cybularczyk.
- Frogger now looks for FBlit installed in your system (if you got AGA). FBlit support is enabled automagically if FBlit was found. If you got AGA, please install it, it will speed a lot of things.
- A bit faster direct CGFX routines. But they may cause problems. Please contact me in case of wrong display on CGFX.
- Two new icons (for os3.5) delivered by Pavel Narozny.
- A lot of other small changes in both video and audio decoder.
- Added support for Apple muxed MPEG Media. I found only 2 such a streams on net so far, but If you got such a files, you can now watch them using Frogger.
- Temporary removed MPEG2 support. I will enable it again, when Ill be sure that it works correctly.

#### v1.48

- The new C2P, that can perform image scaling, are now also used in windowed mode on AGA. the difference is HUGE.
- 68k version available.

#### v1.5

- Added direct VideoCD support!!! (only in PPC version).
- There is new mailing list, dedicated to all our programs (including Frogger, VisionFX and SoftCinema). To subscribe send blank message to: tvision-subscribe@egroups.com and then follow the instructions.
- Fixed an ugly bug in P96 dislay code.
- Removed BUFSIZE, FORCEAUDIO and AUTOEXIT parametters.
- New parametter: FASTDIRECTCGFX. It will speed direct video memory access routines, but may be dangerous. I have not got single crash when using this option, but who knows? If there will be no problems with it repoted by users, this option will be enabled by default.
- Fixed (at least I hope so) bug which caused Frogger to lock at end of some movies.
- Reworked main loop, simplified messages received code. Also I have

added some new keyboard commands.

- Fixed slider code. It now 'almost' works, with sound disabled. Also Pause/Play now works.
- +/- keys can now be used also in windowed mode to scale display.
- switched to faster IDCT code in 68k version. Applied the same changes in PPC version. IDCT code is about 10% faster now, But it gives only 2-5% overall speedup.
- Replaced calls to WritePixelFormat with my own fast direct routines. Also scaling is now done by CPU; ScalePixelFormat calls has been removed. Windowed mode is now really fast.
- Added support for every possible pixel format supported by cybergfx. However, I have tested only some of them. in case of problems, please use VERBOSE option, send me output and (if it is possible) make me a screenshot. Almost forgot - there is no conversion for 8bpp cgfx screens. But who needs it? However, 8bpp mode works in grey. Of course 8bpp mode works on AGA machines.
- Updated Speed section.
- Switched back to old pll calculation code. Frogger now needs latest ppc.library emulation (v0.7c) if you working under WOS.
- version string is now y2k compatible ;)
- It was impossible to exit (in some movies), when LOOP was used. Fixed.
- Again I had to fix main loop, to be able to read multiple video sequences movies. It now works ok. Thanks must go to Miroslaw Bagrowski, for sending me CD with such a movie.
- Changed filename format for saving iff images. it now looks like this: basename.x, where x is frame number (6 digits: 000001,000002,etc.).

#### 1.51

- Frogger failed to recognize the RIFF streams (a vcd ripped streams) Fixed.
- Seeking with audio is now possible. May cause deadlocks, so be carefull.
- Frogger crashed when new mpeg was opened. Fixed.
- 'DISPLAY FILE' caused crash. Fixed.
- 68k version available again. 030 version will not be supported anymore. Do not ask for that. Buy better CPU.
- 68k version does not need ixemul.library anymore.
- Audio in 68k version is now decoded using the same decoder as in PPC version. This is slower, but at least it works.
- Scaling routines in grey mode were broken. Fixed.
- The same bug was in color dithering routines (when image was scaled). Fixed.
- On some VideoCDs Frogger failed to decode correct stream resolution (it was always 0x0). Fixed.
- From now on, NOSKIP turns off audio decoding.

#### 1.52

- Ok, I made the 1.51 release too fast. There was a serious bug, which caused frogger to crash at start. I am very sorry. Please forgive me...
- Frogger now shows mpeg resolution in asl requester ("Select Screen Mode (352x288)" for example), as suggested by Miroslaw Bagrowski.

#### 1.53 & 1.54

- Sometimes white stripes were visible on decoded image.
-

- Fixed. The fixed routine is now also a bit faster. (0.02%);
- Fixed several other bugs. stability has been improved.
- Fixed pen allocation handling. Pens were not released.
- New, faster demultiplication routines.
- There were enforcer hits, when frogger was started under WOS.  
Fixed.
- Changed window title to: "Movie: filename (widthxheight)".  
Blame Mirosław Bagrowski for that suggestion ;)
- Added missing YUV->8bpp conversion routine (cgfx). It has been optimized, and is also used in AGA display right now. It seems like the 8bpp mode is fastest again ;) (on cgfx of course).
- New stream recognition routine. The previous one had problems with some streams.
- 68k version crashed when stream could not be recognized. Fixed.
- fixed problems with audio decoding. Also the audio task sometimes failed to exit properly, which should not happen again.
- Applied some bugfixes and patches done by Przemysław Gruchala.
- PPC AGA memory cleanup routine was broken (mis-aligned FreeMem)  
Fixed.
- VideoCD reading is now supported in 68k version.
- A lot of small optimizations in video decoder. As a result video decoding is 5-10% faster (depending on options used).  
Check the Speed section.
- A lot of other bug fixes.
- There is new Splitter, new Argue GUI, and mpegjoin ready to download at Frogger home page.
- Last but not least: status of Frogger has been changed. Now it is shareware. See Registration .
- There will be a lot of new features added, as soon as I will find a day or two free...
- After receiving a couple of request, I decided to resurrect 030 version.
- Fixed some problems that appeared on picasso running systems.
- Rafał Sanda has made a great job with the SCSI support for VideoCD option. God bless him ;)
- Frogger now needs frog.library to run. It is included.

#### 1.55

- Seeking when playing videocd is possible now.
  - Fixed seeking code, now it works almost perfectly. However, you should be careful with seeking, It sometimes causes deadlocks.
  - Fixed display code, to show properly mpegs with visible width different then coded width. It still does not work in fullscreen grey mode and overlay.
  - Changed hi/true color yuv->rgb conversion to faster, and also more accurate one. The image quality is now a bit better.
  - 68k version is available. Recompiled with gcc2.95.2.  
Thanks to the optimizations made in 1.54, it now is 2-3 fps faster. Please note, that if you got 68030 or 68040, Frogger is not restricted. The shareware restrictions are applied only if you got PPC or 060 CPU.
  - Enabled MPEG-2 support.
  - Changed yuv-rgb conversion routines to work with MPEG-2 sequences. It still does not work correctly with interlaced streams, but at least it works, and you can watch mpeg-2 sequences.
  - You can now watch DVD movies (.VOB) but you have to add NOAUDIO
-

switch, because there is no AC3 audio decoder yet. i will add AC3 decoder soon.

- Changed asyncio routines, they shouldn't cause that much slowdown as before, when disc access is made.
- WOS version is available. The features list is the same as PUP version, but I dont know if the tooltypes in WOS version works or not.
- Changed the vlayer display code, should be bit faster now.
- Polish guide is available.
- In case someone would like to have Frogger icon with "The Frog(tm)" in different color, there are additional colorfull "The Frog(tm)" icons in Frogger archive.

#### 1.56

- Fixed AGA display code.
- New option OVERSCAN. Enables overscan support on AGA.
- French translation of this guide is available. It was created by Thillot Lionel.
- Fixed LOOPing in 68k version.
- Fixed bug that was causing crash when videocd device could not be opened.
- Mouse pointer on fullscreen is now hidden.
- Changed stream recognition routines to handle some non-standard mpeg headers.
- It is now possible to register Frogger (& SoftCinema too) online via reg.net service. It is explained on Frogger home page, and somewhere in this guide.
- Added audio volume control. Only from keyboard right now.
- Menu item "Enable Audio" now works, but only if audio was enabled at start. If it was disabled, it can not be switched during playback.
- New options: PUBSCREEN, VOLUME, FORCEMPEG, OVERSCAN. see guide section 'Usage' for more details.
- Added support for PSX movies (str, fmv) and str audio (xa,ixa). see PSX section in guide for more details.
- New frog.library version 1.3. It is required!
- There can be now a couple of Froggers running at the same time. Only one of them can decode audio.
- Optimized a bit seeking feature.

#### 1.57

- Fixed bug in PSX movie decoder, which caused lock when audio was enabled.
  - Optimized both video & audio PSX decoder.
  - Added time synchronization in PSX movie decoder.
  - Fixed frame rate calculation in PSX movie decoder.
  - Fixed a bug in PSX video decoder, which caused lock at end of movie.
  - Fixed another bug which caused crash with some strange video resolution.
  - Added support for PSX movies in version 3.
  - Fixed enforcer hit introduced in 1.56, related to pointer clearing on fullscreen.
  - Added .STX and .MOV to file pattern in ASL requester. Some psx movies have such a extension.
  - Fixed overlay support.
  - Optimized a bit macroblock decoding routines (MPEG).
  - Frogger can now play Playstation movies from hd.
-

- Frogger now shows logo and waits for user action, if no filename was given at start.
- Added new menu with PSX stuff. This include PSX CD->HD copier, CD analyzer, and CD index loader.
- FDC options has been removed, FastDirectCGFX routines are now always used.
- Started to move all errors/warning messages to requesters, instead of CLI output.
- Removed FORCEMPEG option. If you want to watch psx movies from psx cd directly, you have to use PSXCD option.
- Frogger window is now an AppWindow. You can drop file on it, and it will be played. Multiple selection dropping is not supported right now.
- Again I had to change MPEG recognition routines. I hope it now works with any MPEG file...

### 1.58

- Frogger startup picture can now be scaled.
- frogger\_start.iff is now read from PROGDIR: This should fix problems with finding this file. BTW: this image can be changed to anything you want, as long as it is IFF ILBM file... Resolution does not matter.
- Added VOB to file patterns.
- Fixed bug in WOS version, which caused PSX movies to be decoded wrong. It was actually a compiler bug ;)
- Fixed PSX movie decoder, to handle movies with height not 16 divideable (like 200). Now it should be stable.
- Demultiplication routine can now recognize ac3 stream, if such a stream is found, audio is disabled.
- Overlay now uses faster vlayer mode on bvppc/cvppc. Thanks should go to Frank Mariak for the informations. There is new display mode VLAYERPM2. It sometimes crashes, be warned.
- When using DISPLAY FILE with psx movies, all frames were saved as frame 0. Fixed.
- Fixed small bug in PSX file opening code, which caused Frogger to fail when opening file from cd.
- Added more secure audio checking routine, Frogger sometimes tried to play audio even if there was no audio stream...
- Added a lot of small optimizations to mpeg video decoder. I could get something like 1-2 more fps in NOSKIP test.
- Added SCALE, SIZEX, SIZEY parametters. Their meaning is described in guide.
- There is spanish guide available. Created by Dámaso Domínguez Estévez.
- Optimized PSX CD->HD copier.

### 1.6

- Completly new, much faster asyncio functions.
  - Linux (PPC and x86) version available
  - While compiling Linux version, I have found 2 small bugs, caused Frogger to crash (one in video decoder, second in asyncio routines).
  - A lot of small optimizations in mpeg-2 video decoder. Some of them also affects mpeg-1 decoder.
  - GUI on fullscreen available (RMB to show/hide).
  - Changed the way seeking is handled. Now after the slider is released, Frogger starts to play movie (no more need to press play button again). Also seeking has been improved a lot, and is now much faster.
  - P96 display does not worked correctly with PUBSCREEN option. Fixed.
-

- DISPLAY P96 can now be used also with SCREEN option. No FULLSCREEN with P96 available (yet).
- Fixed bug in psx async code (wos version), which could lead to deadlock at exit.
- WOS version now handles properly realtive paths (like /file.mpeg).
- Added .m2v to asl pattern.
- Fixed psx audio decoder, to handle both 8 and 4 bit ADPCM samples. Also fixed bug, which could lead to crash at end of psx movie when audio was enabled.
- Optimized XA (PSX audio decoder), and also changed the way audio is send to AHI. PSX movie playback with audio is now smooth and fast.
- Added 25fps mode to PSX movie decoder. This fixes problems with some movies, where audio was not played continously.
- minor optimizations in psx movie decoder.
- PSX CD->HD copier now asks only for destination directory, file name is the same as on PSX cd. It also now remembers paths.
- a lot of small optimizations in mpeg-1 video decoder. minor speed increase.
- Frogger can now handle mpegs which contains sequences with different resolutions.
- Seeking in XA audio files was broken. Fixed.
- LOOP option now works in psx movies and audio.
- NOVIDEO in mpeg video files now works as supposed - only audio is played.
- Fixed small bug in psx cd->hd copier. This one was causing copier to work slower and slower. now it copies data with the same speed, no metter how many data has been already copied.
- Completly new mpeg audio decoding routines. A bit faster.
- Much improved audio-video synchronization.
- 68k version now decodes mpeg audio via mpega.library. Quality is set to lowest possible values, to gain maximum possible speed. If there will be any interest, I can add switches to control audio quality.
- Added Tomasz Siewiera to the Thanks (tm) list. Happy now? ;)
- 68k version AGA display has been updated. Display is now centered and grey display works. The bad news is, that now 68k uses the same c2p (C implementation), which is probably much slower that previous one.
- new parametters: STARTFROM, STOPAT, SMREQ, DEPTH, USEMOLODY, USEDELFINA.
- removed parametters: AUDIO8, FORCESTEREO.
- Frogger can now use melody card for mpeg audio decoding. Not tested due to lack of hardware.
- Frogger now uses BestModeID() to find what screen should be opened. SMREQ option can be used to get ASL requester, like in previous version.
- Fixed this damn bug in 68k version, which caused Frogger to open CLI output when Frogger was started from icon.

#### 1.61

- fixed mpeg audio decoder in 68k version.
- fixed bug in wos asyncio, which caused Frogger to lock if file could not be opened.
- fixed relative path handling when file was selected from asl req.
- fixed bug in ahi audio cleanup routine, which caused crash at exit.

#### 1.62 rc 1

- fixed mpeg audio decoder in 68k version.
- fixed bug in wos asyncio, which caused Frogger to lock if file could

- not be opened.
- fixed relative path handling when file was selected from asl req.
- fixed bug in ahi audio cleanup routine, which caused crash at exit.
- Added possibility to change display mode between fullscreen and windowed mode. press F1.
- Fixed windowed display on screens with depth <= 8.
- It is now possible to specify only directory name (ie FILE=dh1:movies/) instead of full file name. Specified dir will be used as base dir in ASL requesters.
- added more secure direct gfx mem access routines in 68k version.
- SMREQ did not worked as tootype. Fixed.
- bestmodeid() now is called for every file opened, not only when the first one is beeing loaded.
- small changes in Melody decoder.
- New videocd track selector, should fix problems with creating gadgets on some machines.
- Fixed serious bug, cusing memory trashing.
- added audio statistics.
- Fixed window-full screen switching enforcer hits.
- Fixed problems with slow data reading in MOS version.
- Fixed problems with opening new movie in WOS version.
- Some of memory allocations were not fried. Fixed.
- Menu option "Full Screen" now works.
- Problems with using VERBOSE option should be gone now.

#### 1.62 rc 2

- fixed vlayer fullscreen mode.
- added COLORKEY parameter.
- added 'Open VideoCD' menu option. on Fullscreen use 'V' key.
- fixed PSX CD routines.
- added GUI on fullscreen+vlayer.
- small optimizations in fullscreen grey mode (cgfx) in 68k version.
- fixed problems in psx movie decoder with switching between windowed and fullscreen mode.
- added XA track selection (via intuition menus).
- using FILE=dir option causes frogger to use specified dir as base dir when loading files. Works from tootypes also.
- small optimizations in mpeg audio decoder.
- MODEID option was broken. fixed.
- The same problem was with MODEBYNAME (did not worked with FULLSCREEN option). Now it should.
- ac3 decoder in now embedeed into frogger.
- Frogger does not exits at end of movie anymore. It waits for user action.
- Added FREQDIV and AUDIOQUALITY (or AQ) options. They control audio decoding quality when mpega.lib is used (so it works only in 68k version). AQ maybe one of: LOW MEDIUM HIGH, FREQDIV can be 1 2 or 4.

#### 1.62 rc 3

- VideoCD track selector window is now centered.
  - Fixed small bug in motion compensation code, which made some blocks look blurry.
  - Added optimized IDCT code, it should be now also more precise. 2% of speedup.
  - VideoCD track selector wont popup anymore if there is only one track on CD (like on CDI cds).
-

- fixed problems with DISPLAY=FILE option.
- fixed handling of FILE=DIR/ parameter.
- Another sets of optimizations in video decoder, about 12% of speedup.
- Switched back to audio task decoding method.
- fixed problems with playing AC3 streams with video enabled.
- added delfinampeg.device support (USEDELFINA options works now).

#### 1.62 rc 4

- Fixed crash at exit when audio was enabled.
- Bug in PSX movie decoder fixed.
- Pressing Play gadget (or Space) at end of movie causes movie to be played from beginning.
- Loop option is now ignored if DISPLAY=FILE was used.
- Frogger behaved weird, if there was no file selected in ASL and "View" was pressed. Fixed.
- fixed windowed AGA display. it may be slower now.
- fixed seeking. Still there will be some video 'glitches' when seeking, but it is much faster now. As a side effect, sometimes frogger does noe starts playing video again after seek. play/pause (ie space) helps.
- Ive brought WOS version to life again.
- Fixed bug, which could possibly lead to a crash, if audio decoder could not be initialized.
- switched to more precise timing routines.

#### 1.63

- fixed mpega.lib audio decoder, now it always finds and plays audio (of course if there is any audio stream...)
- fixed FPS calculation at end of movie.
- small changes in melody/delfina decoder. Just some cleanup, and initial volume setup (VOLUME parameter)
- (10 minutes later) Volume can now be changed during playing movie if delfina/melody was used.
- some problems with starting videocds, traced to be upper/lower case string comparision. fixed.
- added an alias to VIDEOCD starting, now both VIDEOCD and VCD will work
- some cleanup in CLI options, also added suggested option shortcuts.
- removed USEDELFINA & USEMELODY. Added ADECODER (or simple AD) option it works like DISPLAY option, current modes are: DELFINA MELODY SW (default) and AIFF. type ADECODER=? to get info on all modes.
- Added AIFF audio output, sndfile.library required (included) Thanks must go to Sigbjørn Skjæret for latest library version and developer docs.
- WINDOW option now works as supposed (forces windowed mode). This was required for the upcoming preferences file storing/reading.
- Opening new movie at "end of movie" now works.
- Added PPM saver for DISPLAY option. (DISPLAY PPM)
- Fixed AC3 decoder, now all streams should be played correctly, and without sound breakups. Plus small speedup in ac3 decoder.
- Frogger can now decode ac3 streams (I mean ac3, not ac3 inside vob, which was available in previous releases). Like ac3 ripped from vob file with Splitter...
- added ac3 to asl pattern.

## 1.11 Overlay

Čo je to overlay? Je to špeciálna funkcia grafických kariet, ktorá umožňuje veľa vylepšení:

- konverziu palety farieb vykonáva karta (viac výkonu procesoru ostane pre dekódovanie zvuku a obrazu). Mpeg videá používajú paletu YUV ktorá sa pred zobrazením konvertuje do palety RGB. V móde overlay túto konverziu vykonáva grafická karta a nie procesor.
- Prispôbovanie obrazu vykonáva tiež grafická karta. Takže teoreticky môžete malé okno zväčšovať bez zníženia rýchlosti prehrávania.
- A keď už je výsledok zväčšený, grafická karta používa Bilineárne filtrovanie na vyhladzovanie zväčšeného obrazu.

Frogger podporuje overlay použitím knižnice `cgxvideo.library`. Táto knižnica bola navrhnutá na prácu s kartami CV3D, ale pracuje aj s kartami BVISION/CVISION !!! Zapamätajte si, že na BV/CV sa môžu používať obrazovky len s hĺbkou  $\geq 15$ . Na ostatných kartách (napr. CV3D) pracuje overlay aj v 8bpp hĺbkach. Pre použitie funkcie Overlay na kartách BV/CV, musíte spraviť pár vecí:

- nainštalovať `cgxvideo.library` (libs: bude asi najlepšie miesto ;)
- do tvojej BVISION/CVISION monitor ikony pridať tooltyp:  
VLAYER=DESTRUCTIVE
- resetnúť Amigu

No a teraz si môžete užívať funkcie overlay. Nezabudni, že toto je len trik a môže spôsobiť problémy (keď beží na inej obrazovke ako na WB, zobrazia sa na obrazovke Workbenchu pruhy).

## 1.12 Poďakovanie

Chcel by som poďakovať nasledujúcim ľuďom za ich pomoc a nápady:

- Jacek Cybularczyk, za GUI a pár dobrých nápadov na optimalizáciu. Tiež za návrh, ako zlepšiť kód úpadla a za novú C2P rutinu.
  - Stephen Brookes (autor FBlit-u) za nápad o podpore programu FBlit.
  - Luca 'Hexaae' Longone, za Frogger ikonu (novú).
  - Patrick Beerhorst, za OS3.5 Frogger ikonu.
  - Pavel Nárovní, za ďalšie dve OS3.5 ikony.
  - Patrick Beerhorst, za perfektnú domácu stránku Froggeru.
  - Mirosław Bagrowski, za CD Armageddon.
  - Rafał Sanda, za perfektnú prácu ohľadne podpory VideoCD pre SCSI.
-

- Dariusz Gawerski, za CD s MPEG-2 sekvenciami.
- Thillot Lionel, za francúzsky preklad príručky.
- Frank Mariak, za informácie o novom overlay móde.
- Tomasz Siewiera, za mpeg cd, psx cd, a za nápad pre podporu PSX filmov.
- Virginio Savani, za ďalšiu ikonu
- Sigbjørn Skjæret, za poslednú verziu sndfile.library a za dokumenty k nej.
- a iným, na ktorých si teraz nespomeniem... Viak oni vedia ;)

## 1.13 Rýchlosi

Spravil som pár testov, porovnávajúcich rýchlosi Froggeru s dvoma ďalšími PPC prehrávačmi. Všetky testy boli spravené na a1200 + 64Mb + 604/200 + 040/25 + BVision. Animácie boli prehrávané z RAM:, zvuk bol vypnutý. Tu je výsledok, ktorý so dosiahol.

Uvedom si, že všetky testy boli spravené vo fullscreen móde (AMP a Frogger), len Isis bol testovaný vo window (okno) móde (lebo iný ajtak nieje dostupný ;)

clip1.mpg, veľkosť 176x112 900 snímok, rýchlosi streamu 30fps.

	Frogger 1.54(1.5)	AMP	Isis
8bpp grey:	161.95 (150.09)	116.86	N/A
8bpp color:	113.39 (82.66)	76.95	49.04
15bpp:	101.06 (93.18)	75.13	62.68
16bpp:	101.32 (93.05)	75.11	62.99
24bpp:	81.63 (74.23)	67.17	46.05
Overlay:	74.65 (67.15)	N/T*	55.12

\* Nepodarilo sa mi rozbehnúť tento program v Overlay móde.

clip2.mpg 352x288 1500 snímok, rýchlosi streamu 25fps.

	Frogger 1.54(1.5)	AMP	Isis
8bpp grey:	31.30 (28.35)	21.79	N/A
8bpp color:	21.73 (15.86)	13.91	10.46
15bpp:	19.45 (18.21)	13.79	16.07
16bpp:	19.47 (18.22)	13.78	16.02

24bpp: 15.78 (14.24) 12.41 10.87

Overlay: 17.34 (14.39) N/T\* 13.21

\* Nepodarilo sa mi rozbehnúť tento program v Overlay móde.

Použitá príkazy:

Frogger: NOAUDIO FS FDC NOSKIP VERBOSE (+DISPLAY GREY v grey teste, a DISPLAY VPLAYER v overlay teste).

Použitá verzia: 1.54

AMP: REQUESTER SPEEDHACK FRAMERATE 1 (+GRAY v grey teste, and OVERLAY v overlay teste).

Použitá verzia: 1.30

Isis: SKIP nastavené na nulu, AUDIO stíšené, FRAMERATE na maximum. FAST bolo zapnuté.

Použitá verzia: 2.12

## 1.14 VideoCD

!!Dôležité!!

Len VideoCDčka sú momentálne podporované. Čítanie CDI diskov nefunguje. Pracujem na tom.

VideoCD je špeciálny formát CD, trochu rozdielny od normálneho ISO CD. Hlavný rozdiel je, že na VCD diskoch je veľkosť blokov väčšia ako na normálnych diskoch. Na ISO CD je to 2048, na VCD 2324 (korekcia chýb nieje prítomná a toto miesto je používané na dáta, čo dáva viac miesta na uschovanie videa a audia). Ďalej, na Amige nieje filesystem, ktorý by takéto CD prečítal. To bola hlavná príčina dať priamu podporu VideoCD.

Čo treba spraviť, aby Frogger pracoval s VideoCD?

- 1) Aby vôbec vedel, že má čítať z VideoCD, napíš príkaz VIDEOCD (Frogger VIDEOCD iné príkazy)
- 2) Keď používaš iný ovládač ako atapi.device pre prístup k CD-ROMke, pridaj príkaz VCDDEVICE tvoj\_ovládač.device. Základne je to atapi.device
- 3) Keď tvoja CD mechanika beží na jednotke inej ako 1, pridaj príkaz VCDUNIT <tvoja\_jednotka>. Základne je to 1.

Po chvíľke sa objaví malé okno s obsahom CD. Uvidíš vŕietky dostupné stopy. Klikni na tú, ktorú chceš prehrať a stlač OK. Prvá stopa je normálna ISO stopa a film je na druhej stope. Uvidíš veľkosť (vo formáte hodina:sekunda) a podľa toho zistíš, na ktorej stope je film.

Stopa1, dĺžka 00:08

Stopa2, dĺžka 65:21

Takže VideoCD stopa je v tomto prípade stopa číslo 2, pretože si neviem predstaviť film, ktorý by trval 8 sekúnd ;)

(Ako vidíš, v okne nie je názov stopy. Keď sa mi podarí získať informácie o tom, ako čítať názov stopy, tak túto možnosť pridám).

Rafal Sanda napísal SCSI podporu pre Frogger, takže teraz funguje so vŕietkymi cd mechanikami. Ak náhodou práve tvoja nefunguje, kontaktuj mňa alebo Rafala Sandu (rafal@lodz.pdi.net). Skúsime nájsť riešenie.

## 1.15 Mailing List

Naštartovali sme nový mailing list, venovaný vŕietkym TotalVision produktom (Frogger, SoftCinema, VisionFX). Ak sa chceš pridať, pošli prázdnu správu na [tvision-subscribe@egroups.com](mailto:tvision-subscribe@egroups.com) (Nie je potrebná žiadna hlavička správy) a potom nasleduj inštrukcie.

Staré príspevky si môžeš prečítať priamo na [egroups.com](http://www.egroups.com):

<http://www.egroups.com/lists/tvision>

## 1.16 Registration

Je to tak - Frogger je odteraz shareware. Neregistrovaná verzia je obmedzená v troch bodoch:

- Keď je animácia veľká, môžeš si pozrieť len prvých 6 minút z nej.
- Keď má animácia menej ako 20MB, Frogger prehrá 30% z nej.
- Keď je animácia malá (menej ako 756kb) Frogger ju prehrá celú.

ALE: Ak používaš CPU <= 68040 (68040, 68030, 68020, 68010 alebo 68000) sharewarové obmedzenia nie sú aplikované. Myslím si, že nikto nemá radosť pozeráť filmy na pomalých CPU ;) Ale aj tak, môžeš mi poslať nejaké peniaze alebo nejaké veci (napr. CD s filmami) ak sa ti páči tento program...

Registračný poplatok je 30DM (15\$). Prijímam aj peniaze v inej mene.

Aby si dostal svoj osobný reg. kľúč, musíš mi poslať peniaze. Môžeš mi ich poslať v obálke, alebo registrovať sa online cez [req.net](http://req.net):

<https://secure.reg.net/product.asp?ID=7012>

(Frogger registrácia)

<https://secure.reg.net/product.asp?ID=7030>

(Frogger & SoftCinema multi registrácia).

Ľudki z Polski môžu vyplácať peniaze na konto (numer ponížej) vyslať prekazem, lub listem. Do výboru do koloru ;)

Tak jak obiecywalismy, obnizona oplata obowiazywala do momentu

---

znalezienia na polskim serwerze cracka. Poniewaz takowy sie pojawil, cena jest teraz taka sama dla wszystkich: 30DM (60pln).

Moj numer konta:

Bank Pekao SA I O. Szczecin  
Nr. konta: 11001366-505215-1118-111-0  
Posiadacz konta: Sebastian Jędruszkiewicz

Tu je moja adresa:

Sebastian Jedruszkiewicz  
ul. P.Jasienicy 4/7  
70-492 Szczecin  
Poland

Aby som mohol vygenerovai reg. kluc pre teba, potrebujem vediei par veci:

Tvoje meno,  
Tvoju e-mail adresu,  
itát.  
Typ procesoru (PPC alebo 68k)

## 1.17 Podpora PSX video a audio súborov

Prosím nezabudni, že podpora PSX súborov je len experimentálna a môže obsahovať plno chýb.

Frogger obsahuje teraz podporu psx filmov (.str .fmv) a psx zvukových súborov (.xa .ixa). Pretože súbory su uložené na CD vo forme, ktorá je podobná VideoCD, nieje ich možné prekopírovať na Harddisk. Frogger ich vie čítať priamo z CD.

Je tu nové menu, s funkciami pre PSX filmy. Teraz funguje iba CD->HD funkcia, ktorá umožňuje prekopírovať súbory z CD na HD. Frogger vie teraz prehrávať PSX filmy aj z HD.

Ako nahrať súbory z CD na HD:

Spusti Froggera bez akýchkoľvek príkazov. Z PSX menu si vyber "CD->HD". Objaví sa ASL requester-vyber si súbor z PSX CD. Ďalší requester : vyber si meno súboru, ktorý sa uloží na HD. Počas ukladania bude zobrazené malé okno, v ktorom budú informácie p priebehu ukladania. Toto ukladanie môžeš prerušiť kliknutím na tlačítko Abort, kedy len chceš.

Frogger teraz automaticky spozná zariadenie a jednotku CD-rom, na ktorej je uložený súbor. Nemusíš viac používať príkazy VCDUNIT a VCDDEVICE.

Frogger automaticky rozpozná, či vybraný súbor je film alebo zvuk, takže o to si nemusíš robiť starosti...

Video:

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Str súbory obsahujú video sekvencie so zvukom. NOAUDIO a NOVIDEO samozrejme fungujú. Keď použiš NOVIDEO, dekóduje sa bude len zvuk. Všetky ostatné príkazy fungujú tak ako s mpeg súborami. Pretáčanie funguje (lepšie ako s mpegmi ;)

Audio:

XA súbory môžu obsahovať až 15 rôznych zvukových stop. Frogger vie teraz prehrať len prvú stopu. V blízkej dobe mám v pláne pridať menu na výber stopy. Pretáčanie samozrejme funguje.

To je vďaka. Keď nájdeš filmy alebo zvuky, ktoré sa nedajú prehrať, alebo sa prehrávajú zle, daj mi vedieť. Jednoducho mi len napíš názov psx hry, alebo mi môžeš poslať aj CD ;)

V menu je príkaz na sťahovanie súborov z CD na Hd, tak nájdi nejaký nefungujúci súbor a pošli mi z neho aspoň okolo 200kb.

## 1.18 Slovenský preklad

Slovenský preklad

Verzia 2

Keďže sa mi zapáčil program Frogger, rozhodol som sa, že uvažujem život ľudom, ktorí nevedia po anglicky, poľsky, francúzsky alebo španielsky, aby mohli tak ako ja využívať tento kvalitný software.

Aj keď moc neverím, že niekto túto slovenskú dokumentáciu čítal, dúfam, že sa niekto taký nájde ;) Ak áno, pošli mi aspoň krátku SMS správu na moje číslo. Dá mi tak najavo, že o slovenské preklady je záujem. Thanx...

Milan "Lioneer" Polóny

Martina Kollára 75

908 43 Čáry

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E-mail: milan\_p\_lsp@hotmail.com

WWW: http://ato.host.sk

Podravujem všetkých Amigáčov z #amigacs  
a ďakujem osobne Falconovi za zapožičanie  
PPC karty.

Popozerajte sa po ďalších slovenských katalógoch a príručkách od ATO-SK !