

MPEG to ANIM

COLLABORATORS

	<i>TITLE :</i> MPEG to ANIM		
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WRITTEN BY		January 19, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MPEG to ANIM

1.1 MPEG2ANIM.GUIDE

MPEG to ANIM Version 1.4e

What does it do ?

Whats new + history

Requirements

Installation

How to use MPEG2ANIM

Bugs/Known Problems

REGISTERING MPEG2ANIM

Disclaimer/Legal notice

1.2 blurrrrb

Why write MPEG2ANIM ?

My 030 was having a hard time playing MPEGS, managing on average 4 to 5 frames per second, but it could play ANIM files upto 50 frames per second!

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1.3 Whats New . .

Whats new and release history

Version 1.0 released 1st October 1998

This was the first public release of Mpeg2Anim, not much more to say . .

Version 1.1 released 1st November 1998

NEW FEATURES

1. Added detection of Mpeg streams with audio
2. Added an ABORT button !
3. Option to dither the output
4. Choice of ANIM modes (ANIM5, ANIM7S and ANIM7L)
5. Frame skipping option (makes ANIM file appear to run faster)
6. Changed the registration method to a code word rather than sending disks in the post

Version 1.2 released 1st February 1999

NEW FEATURES

1. Added conversion of MPEGS with audio
2. Added a TURBO mode, twice as fast as NON-TURBO !
3. Optional preview mode
4. Improved Interface (nicer progress bar :))

Version 1.3 released 1st May 1999

NEW FEATURES

1. Batch mode - converts entire directories of mpegs
2. Audio modes - export mpeg audio files
3. Help file is launched from the GUI
4. Aspect locking - changes the output size to match a 4:3 aspect ratio

Version 1.4 released 1st August 1999

NEW FEATURES

1. Batch Mode - this has been totally rewritten, you can select collections of files to convert and even join a series of mpegs into one big ANIM file
2. Added option to switch on and off looping frames
3. Added CRASH magager. If mpeg2anim crashes (not that it should ;) or something else crashes your Amiga whilst converting an mpeg, next time you start mpeg2anim you can restart from the last converted frame.

Version 1.4b released 16th August 1999

- BUG FIXES
1. Fixed the joining of mpegs that contain Audio
 2. Fixed crash recovery for NON turbo mode

Version 1.4c released 30th November 1999

- BUG FIXES
1. Fixed detection of some problem MPEG streams
- BUGS TO FIX
1. Detection of problem MPEGs when in join mode

Version 1.4d released 6th January 2000

- NEW FEATURES
1. Added a PLAY button in the batch menu, this lets you view an mpeg before you select it for conversion.
 2. Added grayscale conversion. G from the main window lets you toggle the mode on and off.

- BUGS TO FIX
1. Detection of problem MPEGs when in join mode

Version 1.5e released 20th January 2000

- BUG FIXES
1. Xeolink BBS software had a command with the same name that mpeg2anim calls. Fixed by renaming the file.

- BUGS TO FIX
1. Detection of problem MPEGs when in join mode

Future Versions

Please let me know of any new features you would like to see in version 1.5. Email them to;

dave@boing1.freemove.co.uk

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1.4 Installing

Installing

To install MPEG2ANIM just click on the install icon. This will copy all

the files into the correct places.

Then drag the REXXMAST icon (which is located in SYS:SYSTEM) into your WBSTARTUP draw.

Then REBOOT your AMIGA and you're ready to go

If you want to see what's going to happen when you install Mpeg2Anim please feel free to load 'INSTALL' into a text editor and have a look.

Please note that the installer will uncompress the LHA files into ram: so please ensure you have lha in your path (ie Sys:C/)

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1.5 system needs

What do you need to run MPEG2ANIM

1. AN AMIGA Only tested on an A1200 but all Amigas with 2.x should be fine and an 020.
2. REXXMAST Most of you will have this but WB1.3/1.2 users will have to get a copy.
3. DISK Lots of free disk space.
4. MPEG FILE One is included with this archive.
5. ANIM PLAYER So you can view the ANIM files created, remember that most players will play ANIMs from disk so don't worry if the created ANIM is larger than your RAM:

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1.6 What is wrong

Known Bugs and Problems

There are a few points that you should note:

1. Volume / device names set in the interface cannot have spaces, ie
use RAM: instead of Ram Disk:

2. If your MPEG contains AUDIO data then Mpeg2Anim will try and strip out as much of the AUDIO as possible, if it comes accross an error then it will converts as far as it has got.
3. The CRASH feature doesn't work if either the SWAP area is set to RAM: as the frames are lost on a reset or if the skip features is used.
4. The SWAP area must be a VOLUME not a DIRECTORY

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1.7 ME

Registering MPEG2ANIM

The un-registered version works fully but the output of the ANIM file is limited 50 x 37 pixles, the registered version has can generate ANIM files of any size

The registration free is either;

£5.00 UK pounds <----- (CASH or CHEQUE)

or

\$8.00 US dollars <----- (CASH ONLY)

cheques should be made payable to DAVID R MINNS

The address to send your registration fee is;

MPEG2ANIM version1.4d if you are reading this 5 years from
17 COWHEY CLOSE the release date then this address
WESTMINSTER PARK will still be okay to use. PS
CHESTER why are you still using an A1200 ?
CH4 7QT shouldn't you have a SUPER AMIGA by now :)
ENGLAND

Include your E-Mail address for the code word to be sent back to you, if you don't have E-Mail then also include a stamped address envelope. Please write you E-Mail address as neatly as possible !

If you have any questions about registering this program then feel free to email me at;

dave@boing1.freemove.co.uk

The CODE WORD will work with all future versions of mpeg2anim.

PS. Mark the letter MPEG2ANIM version1.4d otherwise you may end up with the KEY to version 1 :(

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1.8 how to do it !

How do you use MPEG2ANIM ?

YOU MUST INSTALL IT FIRST !

Double click on the MPEG-ANIM icon, this will bring up the MPEG2ANIM GUI.

The first time you run the program you will be asked for the CODE WORD, if you have registered then type the CODE and press RETURN, then START, you will not be shown this window again once the code as been accepted. If you don't have the CODE then just press START to use the cut-down version.

OPTION	DESCRIPTION
MPEG IN	selects the mpeg file to convert
ANIM out	selects the name of the ANIM file to save
SWAP	the volume to store all the frames during the conversion. Make sure it has lots of free space ! Must be volume not a directory.
BATCH	opens the batch manager window, from this you can select an entire directory of mpeg files and an output directory. You can also let the program save out any audio files that it may come across during the conversion. Please note the input directory must end with either a '/' or a ':'
	JOIN - joins the selected mpegs together
	MPEG/MPV/MPG - applies filters to the input directory
	MOVE / ALL selects the mpeg files to convert
	UP / DOWN lets you change the order that the meps are converted (handy for the join mode)
	PLAY lets you preview the current MPEG.

	This uses an external MPEG player called RIPLEY. This is not included in this archive. The latest version can be downloaded from AMINET. Select your correct version for your CPU and copy the file into SYS:C and rename it mpegwb.
TURBO	Uses rend 24 to convert the frames rather than gfxcon. It's alot faster but you may find it hard to multi-task with the option on.
MODE	lets you set ANIM5 or ANIM7 as the output mode for the ANIM file
DITHER	switches between none & steinburg dithering for the output anim file. Useful if you a scaling the output ANIM up in size or reducing the number of colours.
SKIP	Writes every Nth frame to the ANIM file. Useful for making the ANIM file seem to play back even faster !
COLOURS	Choose between 2, 4, 8, 16, 32, 64, Ham6 & Ham8 output modes.
SIZE	Sets the output size of the ANIM file in pixels. Please note that you need the registered version to change this setting.
A	Sets the value of Y to match a 4:3 aspect ratio of X.
G	Toggles grayscale mode on and off, note ham8 = 256 colours, ham6 = 128 etc
STATUS	Reports back information on the conversion process
AUDIO OPTIONS	When converting an MPEG, if it contains an audio track a window will pop up to ask what you would like to do with it. You can save the audio and video to seperate mpeg streams.
QUIT	Exits the program !
ABOUT	Displays the current version number. Note that the about window must be closed to continue.
HELP	Launches this GUIDE file

ABORT	Cancels the conversion process. Only works	
	when the frame are being converted and	
	note when the IFF frames are being ripped	
	out of the MPEG.	
-----+-----		
CONVERT	Starts the conversion process	

Please note if you are using the TURBO mode then if you 'pull' down the workbench screen you can see a preview of the current frame.

PS. Make sure after you input a value in the GUI you press RETURN. This is a limitation of the Gadtools, sorry :(

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1.9 legal

Legal Stuff

You use this program at your own risk.

MPEG2ANIM uses a few other PD programs to run, they are;

- VAREXX - the great code that makes GUI's for AREXX programs.
- GFXCON - the part that converts the frames, the full archive of gfxcon is contained in the MISC directory.
- MP - a public domain mpeg player, the distribution archive can be found in the MISC directory.
- BUILDDANIM - the part that compiles the ANIM file, again the full distribution archive is in the MISC directory.
- EXECREXX - PD REXX compiler
- REND24 - Shareware image converter

All of the FULL distribution archives of the above can be found in the archive directory. Most are Freeware but a few are email/shareware, please show your support for the authors of these great Amiga programs.

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