

AMP

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WRITTEN BY		April 14, 2022	

REVISION HISTORY

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Chapter 1

AMP

1.1 AmiDog's Movie Player - The Movie Player for your PPC Amiga!

AmiDog's Movie Player v1.00, 990406

Copyright 1998-99

Mathias "AmiDog" Roslund

Introduction

- What is this?

Requirements

- What does it require?

Features

- What can it do?

Installation

- How to install?

Usage

- How do I use it?

Settings

- What can I set?

Speed

- How fast is it?

Shareware

- What does this mean?

Disclaimer

- Who's responsible?

Development

- How is it done?

Bugs

- Are there any known bugs?

History

- What's new?

Future

- What will be added?

Contact

- How to contact me?

Thanks!

- Which have helped me?

Visit the homepage at <http://www.amidog.com/amp/>

1.2 AmiDog's Movie Player - Introduction

This is a Movie Player for Amigas equiped with a PPC board.

The MPEG1/2 decoder is based on mpeg2decode v1.2 from the MPEG Software ↔
Simulation Group.

I'm planning to add AVI/QT support as well, I've not yet decided if I'm going to ↔
use
the Xanim source or not, that'll be decided as soon as the MPEG plugin is ↔
finished.

Please consider this product as Shareware, which means that you can freely use it
for a period of 30 days, but then you must send the author a small fee. Please ↔
note

that there is no special registered version, you wont even get a keyfile, but you
will probably be able to sleep much better at night!

Now start the player and enjoy the speed of your PPC board!

1.3 AmiDog's Movie Player - Requirements

Hardware:

- * Amiga 1200/3000/4000 with a PowerPC board
- * 4 MB RAM
- * OS 3.0+

Software:

- * CGFX v3 or later for CGFX support

1.4 AmiDog's Movie Player - Features

It currently supports the following multimedia types:

- * MPEG1/2 video with sound (optional).
- * ...

1.5 AmiDog's Movie Player - Installation

Just copy it to any place on your HD.

1.6 AmiDog's Movie Player - Usage

1. Start shell.
2. stack 65536 <ENTER>.
3. AMP GUI or AMP "filename" <ENTER>.

NOTE1: If AMP crashes, try to increase the stack!

NOTE2: From v0.50b you should be able to start AMP by simply doubleclicking the ↔ icon!

NOTE3: To see all error messages you must still start AMP from Shell!

1.7 AmiDog's Movie Player - Settings

General:

- * Screenmode (Default/?/...) - Which screenmode to use.
- * Limit FPS (From Stream/5/10/15/20/25/30/Maximum) - How fast the MPEG should be ↔ played.
- * Sound - Turns sound On/Off.

Output:

- * ColorModes:
 - Gray (4/6/8 bit) - 16/64/256 colors, gray display.
 - Color (8 bit) - 256 colors, ordered dither.
 - HAM (6/8 bit) - HAM6 or HAM8.
- * Gray Depth (4/6/8) - 16/64/256 gray colors, lower depth is faster due to less ↔ CHIP accesses.

- * HAM Depth (6/8) - HAM6 (4096 colors) or HAM8 (262144 colors).
 - * HAM Width (1/2/4) - The amount of HAM pixels per RGB pixel (4 is the same as 12/18 bit).
 - * HAM Quality (Normal/High) - Only affects 1/2-width, biggest difference on 1-width.
 - * HAM S-Lores (On/Off) - If On, AMP will use SuperLores (PAL only) for MPEGs up to 160*128.
- * Size - Screensize, 50%, 100%, 200%, Full screen. (Not working yet!)

MPEG:

- * Interpolation (On/Off) - On gives a slightly better YUV->RGB quality but is way slower.
- * Color Quality (Normal/High) - High gives better quality on 4:2:0 interlaced MPEGs.

Misc:

- * Statistics (Normal/Detailed/Off) - Detailed is mainly for debugging.

NOTE: On gfx boards the minimum depth is 8.

1.8 AmiDog's Movie Player - Speed

CGFX speed: (Measurements using v1.00, CGFX v3 and a BVision and a 240*176 MPEG)

- Color Mode - AMP - IsisPPC -
- * 8bit (Gray) : 41.7 fps. : N/A.
 - * 8bit (Color) : 37.2 fps. : 27.7 fps.
 - * 16bit (Color) : 29.5 fps. : 29.1 fps.
 - * 24bit (Color) : 24.9 fps. : 28.5 fps.

AGA speed : (Measurements using v1.00, AGA in PAL Lores and a 240*176 MPEG)

- Color Mode - AMP - IsisPPC -
- * 4bit (Gray) : 40.2 fps. : N/A.
 - * 6bit (Gray) : 35.0 fps. : N/A.
 - * 8bit (Gray) : 29.1 fps. : N/A.
 - * 8bit (Color) : 27.1 fps. : 12.9 fps.
 - * HAM6 (1 Width): 21.6 fps. : N/A.
 - * HAM8 (1 Width): 20.4 fps. : N/A.
 - * HAM6 (2 Width): 22.1 fps. : N/A.
 - * HAM8 (2 Width): 19.4 fps. : N/A.
 - * HAM6 (4 Width): 20.3 fps. : N/A.
 - * HAM8 (4 Width): 12.2 fps. : N/A.

SuperLores speed: (Measurements using v1.00, AGA in PAL and a 160*120 MPEG)

- Color Mode - On - Off -
- * HAM6 (2 Width): 41.6 fps. : 41.4 fps.
 - * HAM8 (2 Width): 38.7 fps. : 37.1 fps.

* HAM6 (4 Width): 38.1 fps. : 36.4 fps.
* HAM8 (4 Width): 31.7 fps. : 22.8 fps.

NOTE1: For the HAM modes, Interpolation is Off and HAM Quality is Normal.

NOTE2: SuperLores PAL means a 640/320*128 screen, while a normal Lores is ↔
640/320*256.

NOTE3: Of some reason, IsisPPC reports 163 frames the first time the 240*176 MPEG ↔
is played,
but 161 frames all of the following times, strange!

NOTE4: AMP is 2.10 times faster than IsisPPC on AGA using 8bit color and PAL.

The 240*176 MPEG is a Wallace and Gromit MPEG played from RAM.
The 160*120 MPEG is a Tintin MPEG played from RAM.

All tests are performed using an A1200T 603e'200, 040'25, 128MB and OS3.1 from ↔
Workbench.

1.9 AmiDog's Movie Player - ShareWare

After your free trail period of 30 days, if you decide to keep using it,
please send \$15, £10, 20DM, 100SEK or equal amount of any other currency to:

Mathias Roslund
Sveav. 2b, nb
702 14 Orebro
Sweden

Thanks!

NOTE: There is no special registered version, you wont even get a keyfile, but ↔
you
will probably be able to sleep much better at night!

1.10 AmiDog's Movie Player - Disclaimer

Remember! You use this piece of software at your own risk!
I can never be held responsible for any sort of damage caused
to your software or hardware by the use of this product!

Bugreports and suggestions might be sent to one of my addresses.

1.11 AmiDog's Movie Player - Development

This product has been developed totaly by me using EGCS/GCC.

Since I'm a student, I just don't have the time to spend
several hours a day developing this product, especially

when approaching Christmas and summer since I then will have a lot of schoolwork to finish. Therefore please don't write to me and complain about the slow development! Thanks!

AmiDog's Movie Player is developed using:

```
v0.00-0.31  Amiga1200HD -> 040/FPU/MMU'25, 603e'200, 2+32MB, AGA.  
v0.40-0.50  A1300Ti    -> 040/FPU/MMU'25, 603e'200, 2+128MB, AGA.  
v1.00-      A1300Ti    -> 040/FPU/MMU'25, 603e'200, 2+128MB, BVision.
```

1.12 AmiDog's Movie Player - Bugs

* Saving/Loading of the prefs file will not close it! I don't know why yet!

There might be more bugs, so you use it at your own risk!

1.13 AmiDog's Movie Player - Contact

Bugreports, suggestions, comments or anything else you may want to contact me about can preferably be sent by e-mail to:

amidog@amidog.com

You may however also contact me by normal mail:

Mathias Roslund
Sveav. 2b, nb
S-702 14 Orebro
Sweden

1.14 AmiDog's Movie Player - Thanks!

I would like to thank the following persons:

- * Stefan Burström - For answering all my (stupid?) GCC PPC questions.
- * Jesper Svennevid - For giving me the C-only C2P and helping me getting it to work ←
and for writing the sound routines.
- * Mikael Kalms - For helping me getting the 4bit C2P to do only 4bit C2P.

1.15 AmiDog's Movie Player - Future

This is what I currently plan to add, it is NOT in priority order, and it might change without further notice!

- * Frameskip.
 - * Custom playback size.
-

- * Window playback.
- * More speed.
- * Preloading of small MPEGs.
- * AVI/QT/ANIM/FLI/FLC... support.

1.16 AmiDog's Movie Player - History

v1.00 -990219
-Included the MPEG audio code by Jesper Svennevid (it's VERY slow ←
currently).
-990402
-Some changes to the code, prepared for 15bit+ support.
-990405
-The GUI has been changed and the source has been rearranged and compiled.
-Replaced the WPA8 CGFX support with a direct mem copy, the speed (using a ←
160*120 MPEG)
improved from 28fps to 38fps! Using AGA the speed is 30fps. (Using 8bit ←
color).
-AMP will now ALWAYS close the GUI and screen if it quits due to a faulty ←
MPEG or
any other reason there might be!
-Added 15bit+ support and it works great! I've finished the 32bit (ARGB) ←
mem copy
routine which increased the speed from 25.3fps (using CGFX call) to 31.6 ←
fps!
(Using the same 160*120 MPEG as above).
-Minor optimization to the 32bit routine, up from 31.6fps to 31.9fps.
-Finished the 16bit mem copy routine, 36.0fps using the same MPEG as above ←
.