# FAQS

#### \*\*\*\*\*

How many image files can I use with AVI Constructor?

The full version of AVI Constructor has been tested with more than 15,000 image files using a computer with only 8Mb of RAM.

(AVI Constructor hasn't been tested with over 15,000 images yet.)

AVI Constructor can also build from any amount of images files you wish, if you build from a file list. (A file list is a text file that has the location of each file on a separate line ).

In addition, there is a program called AVI Video Merger that can be use to build a really big AVI from over 15,000 AVIs.

#### \*\*\*\*\*\*

I try making an AVI and AVI Constructor gives me an error telling me it is unable to create an open the AVI. (Construction Terminated) What's wrong?

> You must save the AVI with the "AVI" extention. For example, you cannot save the file as "C:\TEST" You must type "C:\TEST.AVI".

\*\*\*\*\*

Several users of AVI Constructor have had similar problems.

One user was using compressed RGB bitmaps created by Corel Draw 7. AVI Constructor doesn't support compressed RGB bitmaps unless they are 8 bits per pixel.

Another user was using JPEG files created using a cropping utility that comes with the Snappy product. The JPEG files created using this utility also do not seem to work well with AVI Constructor. You can detect an image problem if you try displaying each image in AVI Constructor's main window by click on each images button. If AVI Constructor stays "Unable to load ..." at the bottom of AVI Constructor display area then you know an image file is the problem.

#### \*\*\*\*\*

> This problem usual occurs in 256 color mode and is usually a problem with the windows Multimedia Player.

(If you play the AVI the colors are not right. If you go to a certain frame the color will appear OK.

Try building a random color AVI. Play it. Now, go to a certain frame. You will now see the correct colors.)

You can detect this problem when creating the AVI, AVI constructor says at the bottom of the building window "New palette insert at #" after each image is inserted in the AVI.

In other words, if you are working with images that aren't using the same palette (colors), the resulting AVI with usually not display well.

The solution to this problem is to make the AVI as a true color or compressed true color AVI. The best compression format for quality as well as (disk) size is MS-Video 1 at %100.

### \*\*\*\*\*

> In general, the better the quality of the AVI, the more space it takes up on disk;

2 Color AVIs will require less disk space than true color AVIs.

There is also another issue:

The better the quality of the AVI (true color), the slower the AVI will be displayed. 2 Color AVIs will display the fastest.

There isn't really a good way to get around these problems.

You can use compression. The best way -in my opinion- is to build the AVI as a true color compressed AVI and selecting the MS Video 1 compressor. This compressor will usually display the quality images at a fast rate.

#### \*\*\*\*\*

> First build it as an true color AVI and then extract the images (use get images from AVI ...) in 256 color mode and rebuild it (as in "Make AVI"). (or use AVI Video Merger in 256 color mode.)

> By default, AVI Constructor extracts images from an AVI in the same format as your current color mode.

\*\*\*\*

## **AVI Compress**

\*\*\*\*\*

\*\*\*\*\*

> Yes. AVI Compress can (AVIcpr16.exe or AVIcpr32.exe) add a WAV file to any AVI.

\*\*\*\*\*

You can synchronize the WAV file with the AVI by doing the following:

 Press the "merge with wave file + compress + save" button.
Once you have selected the WAV file you wish to add, you should see a "compression options window".
If you click on "interleave every." this will tell AVI Compress to synchronize the sound with the AVI every X frames.

Please send question, comments, or suggestions to: caracena@henge.com

Copyright 1997 Michael Caracena All Rights Reserved.