# RLE Sample Application

# Multimedia Systems Group

If you did not get this from Microsoft Sources, then it may not be the most current version.  This sample code in particular will be updated and include more documentation.

Sources are:

The MM Sys BBS: The phone number is 206 936-4082.

CompuServe: WINSDK forum, MDK section.

Anonymous FTP from: ftp.uu.net vendors\microsoft\multimedia\samples

Version 1.2 Released 02/28/92

This sample ONLY works on the following:

Ø   a 386 or better

Ø   Windows 3.1 (or Windows 3.0 + MME 1.0 + COMMDLG)

| File | Description |
|------|-------------|

df.asm
RLE routines including delta-frame.  Very usefull.
This file is the heart of this sample code.

| df.h | Include file for df.asm |
|------|-------------------------|
| dib.c | General DIB handling routines. |

WARNING: there are many different versions of this file contained in the sample code.

| dib.h | Include file for dib.c |
|-------|------------------------|
| gmem.h | Protect mode global memory optimizations |
| makefile | The infamous makefile |
| mem.asm | General memory routines |
| rle.c | RLE and Delta-frame interfaces and general routines |
| rle.h | Include file for rle.c |

| | |
|---|---|
| rlea.asm | 386 version of some routines in rle.c |
| rleapp.c | The main functions/ where the app lives |
| rleapp.def | Our app's DEF |
| rleapp.dlg | Our app's dialogs |
| rleapp.h | Our app's main include file |
| rleapp.ico | Our app's icon |
| rleapp.rc | Our app's resource file |
| rledlg.c | Dialog handling routines |
| rledlg.h | Include for rledlg.c |
| rlefile.c | Animation file I/O |

## Notes about this sample

This sample app is called rle.exe even though the ZIP file is RLEAPP.ZIP.
The application can be used to load, generate, play and save animations using the
DIB RLE format for delta-frames.

The RLE format is described in the Windows 3.0 SDK docs in the section
on the BITMAPINFOHEADER structure.  It is described in the Multimedia SDK
(MDK) in the Programmer's Reference in the section entitled "Windows 3.0
Bitmap Compression Formats".

This app only handles 8bpp DIBS, even though the same technology applies to
4bpp DIBs (RLE, delta-frame, etc).

Sample animations can be obtained from the MM System's BBS at 206 936-4082
in the VIDEOS library, or look where you obtained this sample.
This sample code includes many optimizations for 386-specific machines. This is
a very usefull way to increase speed because the MPC spec calls for a 386 as a
minimum, so in most cases, the 286 support can be left out.

This program is very dependant on blit speed of the video card and driver. In most
cases, the video driver is very sssllllooowww doing blits. Complain to your card
manufacturer if you think it should be faster.

You should be able to blit 160x120 256 color frames (with the same palette) at at
least 15 frames/second.  Bad drivers/card will be able to do about 1 frame/second.

I am planning on releasing an AutodeskR file converter to RLE and RL0 format
converter soon.  The capability to read these files will be built in to future
versions of this sample code.

If you have any comments/questions/requests about this sample, you
can reach me at the BBS, or by FAX at 206 93MSFAX.

Please let me know if this sample code is usefull to you.

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**End.**