

Frogger

COLLABORATORS

	<i>TITLE :</i> Frogger		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 31, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Frogger	1
1.1	Frogger - Ultimate MPEG Player	1
1.2	Introduction	1
1.3	Requirements	2
1.4	Features	2
1.5	Installation	2
1.6	Usage	3
1.7	Bugs	9
1.8	Authors	9
1.9	Future	10
1.10	History	10
1.11	Overlay	26
1.12	Thanks	26
1.13	Speed	27
1.14	VideoCD	28
1.15	Mailing List	29
1.16	Registration	29
1.17	PSX movies and audio support	30

Chapter 1

Frogger

1.1 Frogger - Ultimate MPEG Player

Frogger - Ultimate MPEG Player
v1.66 (01-09-2001)

Introduction
Requirements
Features

Registration

Installation
Usage
VideoCD
PSX Movies and Audio

Speed

Bugs

History
Future
Authors
Mailing List
Thanks

Frogger home page:
<http://frogger.rules.pl/>

1.2 Introduction

Frogger is the ultimate MPEG video player, with MPEG-2 layer support. Frogger was originally released by Miloslaw Smyk (thorgal@wfmh.org.pl), recently, the development has been taken over by Sebastian Jedruszkiewicz (elf@frogger.rules.pl)

The MPEG1/2 decoder is based on mpeg2decode

created by MPEG Software Simulation Group.

Frogger is now shareware. Please read [Registration](#), to get idea about registering.

1.3 Requirements

Hardware:

- Amiga (68k or PPC)
- Any computer with Linux (PPC or x86)
- a CD-ROM for VideoCD playback
- 4 MB RAM (or was it 8?)

Software:

- ppc.library 46+ (PPC version).
- AHI for sound.
- CGFX v3+ for CGFX display.
- cgxvideo.library for overlay support.
- some mpegs to play ;)
- ppc.library emulation v0.7c, if you are using WOS.
- mpega.library for audio decoding in 68k version.
- SDL library 1.1.3 (Linux version).

1.4 Features

- video layer 1/2 decoding.
- Audio layer I, II and III decoding. Now also with very fast decoder in 68k ← version (through mpega.library).
- built in AC3 decoder.
- Fast video & audio playback.
- Intelligent frame skipping.
- Overlay support.
- Fast C2P for AGA.
- Direct CGFX video memory access routines.
- Asynchronous disk reading.
- Video scaling on both CGFX and AGA.
- Support for reading VideoCD disks.
- Support for PSX movie and audio files.

1.5 Installation

No install script was made - just copy the executable file and guide wherever you want.

Note that there are 4 executables:

for 030,040,060 and PPC processor. Just pick the one that match your configuration. Note that Frogger needs frog.library to run. You can place it in libs: or just keep

it in the directory where frogger is installed.

1.6 Usage

Frogger can be started from both CLI and icon. It requires big stack, I assume 100000 will satisfy. The PPC version is not that stack hungry, I believe 16000 will be enough.

I suggest to use setmemmode program to switch your memory to 60ns, like this:

```
setmemmode 60ns.
```

You could also try set (CYBER | BLIZZ)68KNOPRECHARGE and (CYBER | BLIZZ)PPCNOPRECHARGE, but it may not work with some ram.

You can also switch memory to 60ns using PPC boot menu.

!IMPORTANT!

If you are using WOS, and ppc.lib emulation, it can happen that system will show you that Frogger.PPC is not executable. This is because if ppc.lib is not in memory, system cannot load elf programs. Please install "InstallPPCLib" (refer to InstallPPCLib.readme for instruction). It will load ppc.lib into memory, and will not allow to flush it from memory.

Options:

TEMPLATE:

```
FILE,WINDOW/S,SCREEN/S,MODEID/K,NOAUDIO/S,NOVIDEO/S,DISPLAY=D/K,
ADECODER=AD/K,AOUTPUT=AO/K,FULLSCREEN=FS/S,LOOP/S,FPS/N,VERBOSE/S,NOSKIP/S,
MODEBYNAME=MBN/K,AHIUNIT/N,AHIBOOST/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,VLAYERFILLSCREEN=VFS/S,AUTOEXIT/S,TRACKSELECTION=TS/S,
DOWNSCALE/S:
```

FILE:

File to play. if no file is specified, small window will be opened, and you will be able to select new movie.
If you pass text VIDEOCD as filename, Frogger will read data from videocd disk. Read more here.

WINDOW:

display animation in window. default mode.

SCREEN:

open window on pubscreen. default to open on WB.

MODEID:

specify modeid for SCREEN or FULLSCREEN. this can be either decimal value (ie. 123456) or hexadecimal value (ie. 0x123abc)
Hexadecimal valume can be passed as 0xnumber or \$number.

NOAUDIO:

turn audio off in files that have got audio track. By default Frogger will try to find if there is audio track available, and will decode audio if audio was found.

NOVIDEO:

Do not display any video frames, just decode audio (if there is any audio in selected file).

DISPLAY:

specify display method. by default Frogger will use color dithering (8, hi or true color, depending on depth of selected screen).

Display methods available:

VPLAYER - use cgxvideo.library video overlay feature.

VPLAYERGREY - use cgxvideo.library video overlay feature, grey.

VPLAYER can be used only on gfx card that supports hardware YUV -> RGB conversion. cgxvideo.library supports only CV3D card, but it also works on BVisionPPC/CVisionPPC. Please read chapter Overlay for info about using overlay on such a card.

Note that from version 1.41, vlayer can be also used with `↔`
FULLSCREEN

parameter. Output will be scaled to fit whole screen (aspect will be preserved), But no zoomout/zoomin is possible. If you really `↔`
need

zooming with this option enabled let me know, I will try to do something about it.

VPLAYERPM2 - New, faster method which works only on Permedia2 chips. Some people reported that it sometimes crashes, so use with care.

VPLAYERPM2GREY

- The same as VPLAYERPM2, but in greyscale.

P96 - use the PIP feature of P96 RTG system. It works like VPLAYER option, only instead of using cgxvideo.library p96 system is used.

P96GREY - same like P96, but in grey.

GREY - greyscale output.

FILE - store images in iff files. Asl will pop up, to let you select base file name. Small window will be opened, and you will be informed about actual frame processed. output filename looks like this:
<basename>.xxxxxx, where base name is name you have selected in asl, and x is frame number (in 6 digit format, ie `↔`
000001,000002,
etc).

PPM - works the same way as FILE, but stores images in PPM format.

? - will show you briefly information about available display types.

ADECODER:

Select what type of audio decoder you want to use. available modes:

SW - (default) software mpeg audio decoder. Either built in (PPC) or mpeg.a.lib based (68k)
DELFINA - use delfmpeg.device for audio decoding.
MELODY - use melodympeg.device for audio decoding.
? - small notes on all available decoder modes.

AOUTPUT:

Select output for decoded audio. available modes:

AIFF - but save audio in AIFF format. This option requires sndfile. ↵
library (included).
AHI - Default mode. send decoded audio to ahi.device.
ADEV - audio.device output. currently broken.

FULLSCREEN:

play mpeg in fullscreen mode (instead of window). Works on both CGFX and AGA. AGA display is limited to 256 colors, CGFX display support all pixel formats available in cybergfx.library.

FULLSCREEN can be also used with VPLAYER display type, as long as your hardware supports overlaying.

LOOP:

Loops animation.

FPS:

limit fps. default to use frame rate from stream, any number to limit fps.

VERBOSE:

turn on warning and other messages printing. default off.
Also prints information about video & audio streams, frame per seconds, skipped frames etc. This option merges the old VERBOSE and STATS.

NOSKIP:

By default, Frogger skips some frames (if needed) to achieve frame rate from stream. NOSKIP will force Frogger to display all frames, without skipping. This is not very useful with mpegs that have got audio track (there will be no synchronization). Also Frogger will try to display video at maximum possible frame rate, so you can use this switch for testing purposes.
NOSKIP turns audio decoding off.

MODEBYNAME:

This parameter let you select screenmode by passing its name.
like: MBN="Pal:Low Res"

Note that name must match exactly name that is displayed in asl (you can see what names are available using Sys:prefs/ScreenMode program)

AHIUNIT:

Let you specify AHI unit used for audio playing. Default is 0, you can select one of following numbers: 0 1 2 and 3.

AHIBOOST:

Boost audio volume, if AHI output is used. default 0 (no boost) correct vaules are: 0 (no boost) , 1 (boost 100%) or 2 (boost 200%)

VCDDEVICE:

Specifies device to use for direct reading videocd disk. Default is atapi.device

VCDUNIT:

Unit, on which you got your cd drive connected to Amiga.
Default 1.

OVERSCAN:

Works on AGA only. If used, Frogger will open screen with overscan, if movie resolution is bigger that selected screen resolution. By default output will be scaled to fit screen size. With OVERSCAN opened screen will have the same size as mpeg, and can be scrolled with mouse.

SCALE:

Set output scale in percentage. default is of course 100. Works only in windowed mode so far. This options overrides SIZEX and SIZEY.

SIZEX:

Set output width in pixels. Default is from stream. Works only in windowed mode so far.

SIZEY:

Set output height in pixels. Default is from stream. Works only in windowed mode so far.

VOLUME:

Sets initial volume for audio decoding. should be beetwen 0 and 64. Volume can be also controlled during playback using '[' and ']' keys.

PUBSCREEN:

Specify pubscreen name to open window on. default to open on Workbench. ie. PUBSCREEN DOPUS.1
Do not use with SCREEN option. user either PUBSCREEN or SCREEN (or FULLSCREEN).

PSXCD:

If you want to watch PSX movies directly from PSX cd, you have to use this option. Unfortunately the auto recognition routines that was included in previous release doesn't worked, thats why this option has been added.

STARTFROM:

Lets your specify byte, from which frogger should start decoding mpeg file. May not work with some mpegs files, which contains only one sequence header code at the begining of file. Works fine with all mpeg-2 sequences.
Example: STARTFROM 500000 will force frogger to skip first

500000 bytes of file.

STOPAT:

Stop frogger at certain byte. works with ALL mpegs.

SMREQ:

Frogger now uses bestmodeid function to find out what screen should be opened for you. If you think you can do it better, use SMREQ, and then asl requester will pop up. on AGA Frogger searches for 8bpp screen on cgfx for 16bpp screen. You can force different depth with DEPTH parameter.

COLORKEY:

Enables colorkeying on gfx cards that supports that kind of operations. Using this option let other windows overlap frogger overlaid windows. IT DOES NOT WORK ON BVISIONPPC/CVISIONPPC cards. However, it works great on CV3D or Voodoo3 cards.

DEPTH:

This parameter is used to specify depth for bestmodeid() function. default 16. Possible values: 8 15 16 24 32. DO NOT USE ON AGA!

FREQDIV:

Controls output frequency division. works in both ppc and 68k version. It can be either 1 2 or 4. Please note, that in PPC version, there is no 1:4 frequency division. Still this value can be used, but is changed internally to 2. Higher divisor = faster decoding.

AUDIOQUALITY:

Controls output audio quality. Works with mpeglib (68k) and PPC software decoder. it can be either LOW MEDIUM or HIGH (ie. AUDIOQUALITY=LOW). Default if HIGH. Lower quality = faster decoding.

VLAYERFILLSCREEN:

Movie will fill whole screen, if overlay is used on fullscreen. Aspect is ignored.

AUTOEXIT:

Exit when movie decoding is finished.

TRACKSELECTION:

Shows VIDEOCD track selection window. Default off (first track with mpeg video found will be shown).

SUBTITLE:

Allows to specify name of a file, which contains subtitles. those subtitles will be then shown during movie playback. see subtitles.txt for more info.

Other options does not work at the moment. Or works, but may cause problems. Do not use them. You have been warned. I do not take any responsibility for damages made by improper usage of Frogger. If you do not understand how some options works: just ask.

ToolTypes:

All options available from CLI, are also available as tooltypes. Take a look at Frogger.info, all tooltypes are already there, just choose options you like.

Menu:

Options available from menu, are also available as key shortcuts. See keyboard section for explanation. Note that not all options from menu may work, as it is not finished. If XA audio track is played, there is pulldown menu with available tracks, so you can now select which track you want to listen.

Keyboard:

ESC - Quit.
ESC - Quit.
+ - Zoom movie in.
- - Zoom Movie out.
O - Open new MPEG file.
SPACE - Play/Pause movie.
ENTER - Eject Movie (Open new MPEG file).
[- decrease volume.
] - increase volume.
Left Arrow - Previous movie (if multiple movies were selected).
Right Arrow - Next movie (if multiple movies were selected).

Only in windowed mode:

RAMiga + Q - Quit.
RAMiga + 1 - Set size to 50 %.
RAMiga + 2 - Set size to 100 %.
RAMiga + 3 - Set size to 200 %.
RAMiga + 4 - Set size to screen size.
RAMiga + 0 - Open new MPEG file.

GUI:

GUI is available in both windowed and fullscreen modes now. However, GUI on fullscreen works only on CGFX, AGA support will be added later. To display GUI in fullscreenmode press RMB. RMB again to hide it.

- Slider seeks into movie. Works also with audio enabled.
- Eject gadget (up arrow) - open new movie.
- Play gadget (right arrow) - Play/Pause movie.

Other:

- Window close gadget quits Frogger.
- Frogger window is now an AppWindow. You can drop files that you want to play on it,

Some words about cgfx fullscreen mode:

You can select any mode you want (as long as the pixel format is supported). When selected screen size is smaller than mpeg size, output will be scaled to fit screen size. When mpeg size is smaller than screen size, output is not scaled. In both cases you can scale output with '+' and '-' keys. Aspect ratio is preserved, when scaling is made.

Scaling also works on AGA (only in PPC version)

1.7 Bugs

- AppWindow may work, but may also not. dunno why.
- AGA fullscreen may be buggy. And for sure it crashes when RMB is pressed on fullscreen (RMB should show GUI on fullscreen).
- full screen GUI does not work on AGA machines.
- Audio device support is not finished and buggy.
- still deadlocks after seeking, but it does not crash anymore (hope so)

bug reports should be sent to:

Sebastian Jedruszkiewicz
elf@frogger.rules.pl

1.8 Authors

Frogger was originally created by Miloslaw Smyk

Now it is being developed by:

Sebastian Jedruszkiewicz
(elf@frogger.rules.pl)
main programming.

and

Przemyslaw Gruchala
additional programming,
68k assembler optimized routines.
(sensei@box43.gnet.pl)

and

Rafal Sanda
new VideoCD reading routines.
(rafal@lodz.pdi.net)

Please also look at our new service: Mailing List.

1.9 Future

- GUI (partially done)
- better audio - video synchronization
- support for HTTP:// protocol.
- CDI support.
- and lot more. My TODO list is growing, unfortunately
There is only 24 hours per day in Poland...
- AppIcon.
- Anything you wish. Just ask.

1.10 History

I've lost history file from 1.0 to 1.3.0,
only a quick brief:

- 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 beetween 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 \leftrightarrow
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 gives 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 don't 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 buffer 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 VPLAYERGREY 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. Because of some incompatibility with PLL calculation in original and emulated ppc.library, I also made a quick workaround to make timer routines work under emulation.
- recompiled everything with gcc 2.95.2.
- Reworked asyncio routines. New demultiplication routines.
- There is new program 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 automatically 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 I'll 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 display code.
 - Removed BUFSIZE, FORCEAUDIO and AUTOEXIT parameters.
 - New parameter: 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 reported 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 Mirosław 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 Mirosław 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.
 - Fixen 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 Przemyslaw 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 resurect 030 version.
 - Fixed some problems that appeared on picasso running systems.
 - Rafal 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 carefull 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. Recomplied 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 resctictions are aplied 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 mpeg1.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 beetween 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 tooltype. 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 tooltypes 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 mpeg1.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 not start 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 mpeg1.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 comparison. 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.

1.64 rc 1

- Looping was not working on some mpeg movies. Fixed.
 - Fixed enforcer hit in GUI fullscreen code.
 - Audio was not closed properly in WOS version. Fixed.
 - Fixed bug in psx async reading functions (WOS version).
 - Pause/Play gadget at end of movie causes movie to be played from beginning. This was enabled already in PSX movies, now also works in mpeg movies.
 - Added multiselection in ASL requester. it is now possible to select as many MPEG files as you want. Of course all selected files will be
-

- played. You can select movies with "left arrow" and "right arrow" keys (prev and next). This right now works only for MPEG movies, Ill add that later for mpeg audio, psx audio/video and ac3 files.
- video resizing now works also when movie is in pause state.
 - If you have not found it yet: video glitches after seek are gone. Oh - the same goes for looping animation.
 - small changes in ac3 decoder, should be bit faster now.
 - Fixed slider code, now it shows proper position, and size. Also when switching from FULLSCREEN to WINDOW the slider should look ok.
 - Fixed bug in RGB24 scale routines.
 - And another one bug fixed in FULLSCREEN GUI (this one lead usually to crash).
 - Fixed bug that caused crash when PowerUP version was started under ppc.lib emulation.
 - Added more clever mpeg recognition routines.

1.64 rc 2

- Ok, the scaling was not really working in pause mode. now it will. this also fixes some problems with showing gui in FULLSCREEN mode.
- Some changes in delfina/melody decoder, should fix those strange noises after seek.
- A lot of changes in demultiplication routines. This should fix problems with crashes with some vob files at start, also now frogger plays movie to the end (previous version was skipping last couple of frames).
- Seems like tooltypes in WOS version now works ;)
- FULLSCREEN mode is now 5-10% faster (PPC version). The difference on PPC with 040 will probably be even bigger.
- Fixed some bugs in audio decoder.
- Added subtitles. See subtitles.txt for details.
- Added a lot of small optimizations, mostly in yuv->rgb conversion routines. Difference should be significant, I was able to get 2-3 frames more on 320x240 movie in no skip test. Those changes were only made to 15/16 bpp routines. Ive only tested RGB15/RGB16 routines, there are other (like RGB15PC) which were not tested. if anything does not work as supposed let me know.
- Some bugfixes in SCSI videocd support. 99% of cd-drives should now works fine.
- new frog.library 1.6. Frogger can still works with earlier versions, but it is recomend to use this version.
- FREQDIV now works in PPC version too. Default FREQDIV is now 1 (frequency from stream, no downsample). 68k users should probably use 2, or 4 to get more speed.
- Fixed bug in demultiplexer, which caused ac3 packs being parsed wrong.

1.64 rc 3

- Fixed some bugs in WOS asyncio routines.
- Added MASMpeg hardware decoder support (option AD=MAS)
- Fixed some bugs in subtitle files parser. No more crashes, no more files that can not be parsed. Let me know if you will find such file ;)
- Added some optimizations in MPEG-1 video decoder. about 15% faster video decoding. MPEG-2 decoder is now 5% faster.
- XA decoding was broken. Fixed.
- Fixed small bug in 24/32 bpp yuv->rgb conversion. it was not dangerous, but caused small quality lose.
- Fixed P96 display, to handle SCALE=x parametter properly.

1.64

- Optimized a bit psx movie decoder.
- NOVIDEO was not really working (only audio should be played, but there was silence). Fixed.
- NOVIDEO used together with NOSKIP will now decode video, but wont display decoded movie. usefull for testing bandwitch. audio is disabled in that case.
- Major opimiations in 68k version. up to 15%.
- Optimized 15/16 bpp yuv->rgb conversion routines (7-10%).
- Lot of small optimizations in mpeg-1 decoder. Minor speed increase.
- Synchronized morphos version with latest source tree.
- Optimized grey decoding in both mpeg-1 and mpeg-2 decoder.
- Fixed VLAYERGREY "whole screen black" bug.
- VLAYERGREY now works with FULLSCREEN options.
- New, much clever frame skip routine, plus fixed timer, there was too much frames skipped sometimes.
- Crash if mpeg1.lib could not be opened. Fixed.
- AC3 decoder now included in 68k version too.
- Added optimized idct routine, curtesy of Rafal Grembowski.
- Updated Speed section with newest results.

1.65rc5

- It was not possible to scale down window. fixed.
 - Alternate window position/size now works.
 - VLAYERFILLSCREEN (or simple VFS) option added. If used, aspect ratio is ignored and movie fills whole screen in vlayer mode.
 - Changed a bit fullscreen initialization code, switching to fullscreen from windowed mode should be faster now.
 - Crash if ahi.device could not be opened. fixed.
 - Slider was not working, when P96 display was used. fixed.
 - Some workarounds in WOS version, for proper VCD handling. may still not work as supposed...
 - Initial PTS audio/video synchronization.
 - Fixed lock at exit bug, introduced in previous release.
 - Optimized seeking. a bit.
 - XA audio output bugfixes.
 - new demultiplexer, handles multiple audio streams, and knows much more about mpeg-2 packets.
 - resurrected AUTOEXIT option.
 - added preliminary P-Frames skipping.
 - Added menu items to select audio track. Change is possible during playback.
 - Code cleanup: removed some unused code, removed all not used memory allocations ←
- I am still not sure, if frogger can be started on <8Mb systems...
- movie is paused, if user wants to access pulldown menu.
- This also applies to menu shortcuts (ie. RAmiga+1).

1.65rc6

- changes in timing routines, frogger should not skip as many frames as previous version.
 - demuxer now pays attention for broken files, should not crash anymore on such streams.
 - some optimizations in async reading functions.
 - mpeg loop and pause bugfixes.
 - incrazed volume in ahi output. boost is set to 200% now.
 - added TAB window/fullscreen switching. F1 still does the same.
 - window/fullscreen switching in psx decoder was not working. fixed.
 - Added "Save As" item in pulldown menu. Very usefull for vcd ripping.
-

- Fixed bug in demuxer (mpeg-2 with ac3 audio streams was parsed wrong).

1.65rc7

- added sfd to asl patterns. sfd is a dreamcast movie format, which, accidentally can be played by Frogger.
- added sofdec audio detection (sofdec is audio format used in dreamcast movies). Audio is muted, if such stream is found.
- P frames skipper was broken (it skipped frames even if it was not required). ← fixed.
- Screen is brought to front again, if user tried to select new movie, but ← selected "Cancel" in asl requester.
- optimizations in mpeg audio decoder.
- minor optimizations in video mpeg-1 decoder.
- changed slider knob size.
- added AHIBOOST option, default 0 (no boost) correct values are: 0, 1 (boost 100%) or 2 (boost 200%)
- well... I've removed this damn P frame skipper. Instead, I've added new thing, which will stop video decoder if needed, and skip as many frames as required to sync with audio. This means, that DVD movies can be played without audio breaks, while video tries to catch up. uff. Hard to explain how it works, you have to see it for yourself ;)
- ac3 works again.

1.66 pre 1

- fixed deadlocks after seeking. (damn, seems like this bug is still there)
 - optimized video decoder (up to 10%). on the other hand, there were some changes in demuxer, which causes slowdown. overall result: 0%.
 - added TRACKSELECTION option (shows gui to vcd track selection, default no gui - start playing first track immediately).
 - changed minimal window size. it is now calculated based on system gadget size.
 - fixed bug in vcd code, which caused crash if specified device could not be ← opened.
 - fixed problems with slider (small knob size at beginning, and slider movement).
 - changed mpeg-audio decoder. completely new routines, layerII is as fast as ← before, layerIII is 2x faster. there is no FREQDIV 4 (if specified, 1:2 division is ← used, ie. FREQDIV=2). AUDIOQUALITY works with this decoder (previous versions ← supported AQ only in 68k version). default is HIGH. LOW and MIDDLE are the same. This decoder fixes also some problems with LayerIII decoding.
 - new ac3 decoder. faster, more reliable.
 - fixed problems with multiple tracks vcds (lost of synch when starting new track ←). (the same bug appears on movies joined with join or mpegjoin, seems to be cured also).
 - If user tried to play finished movie from beginning (SPACE key) deadlock ← occurred (if audio was enabled). fixed. Hopefully this also fixed deadlock with LOOP ← when audio is enabled.
 - Slider size/position was wrong, when movie was on VCD/CDI media. fixed.
-

1.11 Overlay

What is overlay? It is a special feature of gfx card, which have got a lot of advantages:

- colorspace conversion is done by the card (more cpu power can be used for audio or video decoding) mpeg video uses YUV color space, and it has to be converted to RGB before displaying. In overlay mode this conversion is done by graphic card.
- scaling is done by graphic card. It means ,that you can (in theory) scale small window to fit whole screen without speed decreasing.
- Also when output is scalled, graphics card uses bilinear filtering to eliminate zoomed pixels.

Frogger supports overlay using cgxvideo.library. This library was designed to work with CV3D board, but it also works with BVISION/CVISION cards!!! Remember that it can be used on BV/CV only on screen with depth >= 15. On other cards (like CV3D) it works in 8bpp mode too.

To use Overlay feature on CV/BV card do the following things:

- install cgxvideo.library (libs: is a good place to hold this file ;)
- in your BVISION/CVISION monitor icon add tooltype:
VLAYER=DESTRUCTIVE
- reboot.

Now you can enjoy the overlay feature. Remember that this is a hack and it may cause problems (if running on other screen than WB, some strange stripes may appears on WB).

1.12 Thanks

I should thanks several people for help, suggestions and bug reports:

- Jacek Cybularczyk, for GUI, and some cool optimizing suggestions. Also for suggestion how to fix slider code, and the new C2P.
 - Stephen Brookes (FBlit author) for suggestions about FBlit support.
 - Luca 'Hexaae' Longone for Frogger icon (the new one).
 - Patrick Beerhorst for the OS3.5 Frogger icon.
 - Pavel Narozny for another 2 OS3.5 icons.
 - Patrick Beerhorst for great Frogger home page.
 - Mirosław Bagrowski, for the Armageddon CDs.
 - Rafał Sanda for great job done on SCSI support for VideoCD.
-

- Dariusz Gawerski, for the CD with MPEG-2 sequences.
- Thillot Lionel, for the French translation of the guide.
- Frank Mariak for the information about new overlay mode.
- Tomasz Siewiera mpeg cds, psx cds, and the idea for PSX movie support.
- Virginio Savani for another Icon.
- Sigbjørn Skjæret for the latest sndfile.library, and dev docs for it.
- Rafał Grembowski for optimized IDCT, and his work on trying to outperform gcc generated state-of-the-art code;)
- Lukasz Samoraj for the updated polish guide.
- and others I dont remember right now... They know ;)

1.13 Speed

Its been long time since I did some speed test. Here goes newest:
 All test were made on a4000 + 128Mb + 604/200 + 060/50 +
 CVisionPPC. Animations were played from RAM:, audio was disabled.
 Here is what I got.

Please note, that all test were made in fullscreen mode
 (AMP and Frogger), only Isis was tested using windowed mode
 (there is no other available ;)

StainXFull.mpg, size 320x240, 798 frames, stream rate 30fps.

	Frogger 1.64 (1.63)	AMP	Isis
8bpp grey:	73.76 (60.70)	48.068	N/A
8bpp color:	58.85 (46.67)	37.282	26.24
15bpp:	50.08 (38.89)	39.660	35.36
16bpp:	50.09 (38.82)	39.638	35.40
24bpp:	36.76 (31.60)	29.621	22.35
Overlay:	35.17 (30.50)	30.099	36.93

canyon.mpg size, 160x120, 450 frames, stream rate 30fps.

	Frogger 1.64 (1.63)	AMP	Isis
8bpp grey:	324.09 (288.22)	225.653	N/A
8bpp color:	256.77 (239.34)	183.077	102.63

15bpp:	214.93 (189.81)	179.316	139.68
16bpp:	214.86 (189.83)	179.072	139.50
24bpp:	154.47 (147.85)	129.239	88.63
Overlay:	120.70 (118.85)	115.758	141.30

Options used:

Frogger: FS NOSKIP VERBOSE (+DISPLAY GREY in grey test, and
DISPLAY VLAYER in overlay test).

Version used was 1.64

AMP: VERBOSE DEBUG NOAUDIO SPEEDTEST=DISP REQUESTER (+GRAY in grey test, and
OVERLAY + WINDOW in overlay test).

Version used was 2.02

Isis: SKIP was set to zero, AUDIO to mute, FRAMERATE to maximum.
FAST was set to on.

Version used was 2.12

1.14 VideoCD

<!!IMPORTANT!!>

Only VideoCD is supported at the moment. Reading CDI disks may not work.

</!!IMPORTANT!!>

VideoCD is a special format of CD, a bit different than normal ISO CD. The main difference is, that on VCD disks, block size is bigger than on normal disks. On ISO cd's it is 2048, on vcd it is 2324 (error corection block is not present, and it is used for storing data, which gives more room for video & audio stream). Unfortunately there is no cd filesystem available for Amiga, that is able to read such a cds. And that was the reason to do a direct support for such a cds.

How you can get Frogger to work with such a cds?

1) instead of providing a file name to read, type VIDEOCD
(Frogger VIDEOCD other_options)

2) if you are using different device than atapi.device for accessing
CD-ROM add option VCDDEVICE your_device.device. Default is atapi.device.

3) if your cd drive is running on other unit than 1, add option
VCDUNIT <your_unit>. Default is 1.

After a while a small window will popup, with cd contents. you will see
all track available. Select the one you want to view, and click OK button.

Note that usually first track is normal ISO track, and the movie is on the second track. You will see sizes (in minutes:seconds format), and you should decide which track is videocd track:

```
Track1, length 00:08
Track2, length 65:21
```

For sure the videocd track is track number 2, because i can not imagine a movie that is only 8 seconds long ;)

(As you can see, there is no track name listed in the window, as soon as I get some information how to read track name, it will be added).

Rafal Sanda has wrote SCSI support for Frogger, so it should now work on every cd-drive. If it does not work - please contact me or Rafal Sanda (rafal@lodz.pdi.net) We will try to find a solution.

1.15 Mailing List

We have just started new mailing list, dedicated to all TotalVision products (Frogger, SoftCinema, VisionFX). To join, send a blank message to

tvision-subscribe@yahoogroups.com

(no subject, or message body needed) then follow the instructions.

You can also go to [egroups.com](http://groups.yahoo.com), to read old articles:

<http://groups.yahoo.com/group/tvision>

1.16 Registration

Thats right - Frogger is now a shareware program. Unregistered version is limited in 3 ways:

a) If movie is really big, you can watch only 6 minutes of the movie. A sort of teaser ;)

b) If movie file size is less than 20Mb, Frogger will play only 30% of it.

c) If movie is really small (less than 756kb) Frogger will play it all.

PLEASE NOTE: If you got CPU <= 68040 (68040, 68030, 68020 68010 or 68000) the shareware restrictions are not applied. I dont think anyone will have fun watching mpegs on such a CPU ;) However, you can send me some money or some cool stuff (like CD with movies) if you like this software...

Registration fee is 30DM (15\$). I accept other currency.

To get you personal key you have to send me the money. You can send me money in envelope, or register online via reg.net: <https://secure.reg.net/product.asp?ID=7012> (Frogger registration)

<https://secure.reg.net/product.asp?ID=7030> (Frogger & SoftCinema multi registration).

Ludki z Polski moga wpłacic pieniadze na konto (numer ponizej) wyslac przekazem, lub listem. Do wyboru 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

Here is my address:

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

To be able to generate a key file for you, I need following things:

Your name,
Your email address,
Country.
CPU type (PPC or 68k)

1.17 PSX movies and audio support

Please Note, that support for psx files is experimental, and may contains a lot of bugs.

Frogger has now new feature: support for psx movies (.str .fmv) and for psx audio files (.xa .ixa). Because that files are stored on cd in a way that is similiar to videocd, it is not possible to copy it to hd. Frogger can read them directly from CD.

There is new menu, with functions related to PSX movies. Right now only CD->HD works, and lets you copy psx file from cd to hd. Frogger can now also play PSX movies from HD.

How to grab files from cd:
Run frogger without any options. From PSX menu select "CD->HD"
Asl will pop up - select the file on psx cd. another asl will

pop up - enter file name to save psx movie. There will be a simple window with progress bar shown, you can abort this operation by clicking "Abort" gadget any time you want.

Frogger can now automagically determine device and unit of cd on which selected file is stored. You do not have to use VCDUNIT and VCDDEVICE options anymore.

Frogger can automagically determine if selected file is movie or audio data (or anything else) so you do not have to worry about it.

Video:

Str files contains usually video sequences with audio. Believe me, some of those movies are just great ;) If you want to play it with Frogger, just select the one you want to view. NOAUDIO and NOVIDEO of course works.

Seeking works (much better than with mpeg ;)

Audio:

XA files may contain up to 15 different audio tracks. There is a menu now available, which can be used to change XA track.

Seeking within XA files of course works.

That's all. If you will find movie or audio file that can not be played (or is played wrong) please let me know. Just tell me the title of the psx game, or send me this cd ;)

there is also new option in menu, for ripping PSX files from cd, and storing them on HD. In case you will find a not working file, just rip it, and send me something about 200kb.
