

AVId-english

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COLLABORATORS

	<i>TITLE :</i> AVID-english		
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REVISION HISTORY

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Chapter 1

AVId-english

1.1 AVId Main Menu

AVId - FAST AVI player for AGA Amigas

Version 0.983

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Features

Supported encodings & other stuff

Requirements

Required hard & software

Shell parameters

The shell parameters description

Used things

Used hard & software

Author

Who did it?

To do & known bugs

Things to do and known bugs

History

Revision history

Thanks

The author wishes to thank..

Registration

Registration & demo limit

1.2 Required hard&software...

Required hardware:

Kickstart 3.0+

an AGA Amiga

68020 or Faster

around 1 meg of Free memory (Fast recommented)

Required software:

retools.library v38+

AVI files to play ;)

Recommented minimum configuration:

68030/50 Mhz and (around) 0.5-1 megabyte free Fast memory and fast (1Mb/s or ↔
faster)

Device example: HDD or 4xSpin or faster CD-ROM

On 68030/50 MHz able to play almost all of avi files at very enjoyable speed.

(except big 320x240 CVID encoded avis..) ok.. but on the PC need for 320x240 CVID ↔
avis

at least Pentium 90 Mhz or faster.... ;) (on 68040 or 68060 works it very ↔
well

ofcourse)

1.3 Features:

I wrote this avi player because i tested many avi players and i ↔
dont find out any, what

supported every thing what i want...

Because all other AVI players on Amiga are very slow on 060/50 Mhz too.... :(

I coded this program in almost FULL assembly language (except the cvid decruncher) ↔
and

possible to play very fast the avi files.

Features:

FAAAAAAAAAAAAASSSSSSSSSSSSSTTTTTTTTTTTTTT! (reallyy!!!)

Fast and buffered I/O handling (direct playback from CD-ROM or HDD)

FAST Chunky to planar (but dont work on GFX cards... sorry. but im working on it ↔
;)

Fast Timer Based frame skipping method (like on PC's)

FULL AGA support (256 color/gray or ham8)

Synchronized audio playing

Selectable frame rate (up to around 60-300 Frame/Second.. on 060 ;)

(average frame rate on PCs around 15 fps... hehehehe ;)

Intelligent bufsize calculation

Full system friendly ;)

About the supported encoders:

Supported video encoders:

```
Microsoft RGB      (RGB)   8 bit
Microsoft RGB      (RGB)  16 bit
Microsoft Video 1 (CRAM)  8 bit
Microsoft Video 1 (CRAM) 16 bit
Radius Cinepak     (CVID) 24 bit
```

Supported audio encoders:

```
PCM MONO 8 bit
(im working on the 16 bit and stereo audio support)
```

Note: i want to expand the supported audio/video format support, so if you have any docs about other avi en/decoder (example: IV32,ULTI,RLE8 video or DPCM audio) please mail or EMAIL to me

1.4 The shell parameters:

First: at this moment the AVId is working ONLY when you start it from cli... (sorry will be fixed... ;)

FILE the avi file what you want to play, if you no specify the file, a filereqeuster appear, and you able to select the file (at this moment you unable to select multiple files... will be added in the future)

HAM8 turns the ham8 dithering on for 15/24 bit avis (default dithering is 256 color gray)
Note: in the unregistered version the ham8 support is disabled, so if you use you will see only black screen...

MODEID you able to select the displaymodeid (default is pal-loresnolace)
example: modeid 00029000
you must alway use the full 8 digit value, because displaymode 29000 not work... sorry (will be fixed .. ;)
if you want to use a screenmode req then use:
modeid ?
Note:please NOT select GFX-card modes, because the c2p routine writes directly to the bitplanes, and it not work on GFX-Cards (the future version will be contain AKIKO/GFX card support too)

NOSOUND turn off the sound playing (default the soundplay is on)

NOSKIP plays all frames, so no frame skipping
Usable when you see only black or very few frames from the avi. (example on standard A1200) This function disables the frame skipping methode...

(try it if you processor is too slow, when it too fast you wont see any difference, only if use this option with the FPS parameter)

FPS Frames per second: you able to select the framerate
(default is got from avi)

usage: fps decimalnumber (1 to around 120)

example: fps 10 - sets the framerate to 10frames/s

if you specify to high (60 or above), possible to you will get only a black screen, becoz the player skip to much frame and unable to show a frame... in this case i recoment to copy the avi to ram: ... or show

me a device which able to read 4-5 MB/s without big CPU usage.. (oky.. ←
maybe on

SCSI-II ;)

Note: try some avis from ram: at frame rate 50 or faster on your 060 and ←
show it

to your PC friends ;)

LOOP turns on the avi looping (default off)

Note: in the demo version only first 400 frames will be looped

1.5 About the author

If you have any problems, suggestion, bug reports then write to:
(send the registration fee here)

snail mail: László Török (pH03N1x/CDi)
 H-8900 Zalaegerszeg
 Cserfa 31.
 Hungary

phone: +36 92 310 396 (after 18:00 CET)

E-Mail : phoenix@master.fok.hu <- preferred
or: phoenix@fok.hu (i think equal with the previous..)

or: torokl@alpha.dfmk.hu <- work

If you dont get any response after 1-2 weeks please resend you mail, because ←
im too
busy and write 15-30 Emails every day, and maybe i lose your mail....

iRC (not so often..) : pH03N1x@iRC (#magyar, #amiga or #amigahu channels)

U can check my homepage at (a bit old): <http://www.fok.hu/~phoenix>
(maybe dont work, becoz the home volume is fucked up...)

As you can see my english knowledge is very limited... so sorry for my english ←
bugs...

Im working on a so called: "Secret Project" ;) , and it will be at least so ←
good as
the Savage drivers or AVID..... (maybe will finished end of febr. '97)

Ohh... before i forget: the developing will be stopped for some weeks, because i ←
sold
my 1230 board, and waiting for my 1240/40.... (i think a bit hard to ←
develop on
standard A1200... ;)

1.6 Revision history

revision history:

- 0.1b only rgb support (around jun. 96)
 - 0.2b added 8 bit cram support
 - 0.3b async i/o handling added
 - 0.4b rgb 16 bit/16 bit cram support added
 - 0.5b added cvid 24 bit support & timer based stuff
 - 0.6b fixed a bug in the rgb 8 bit routine
 - 0.7b added 16bit->gray support (05.11.96)
 - 0.71b fixed some little bugs (07.11.96)
 - 0.72b fixed the avi examining routines & the reqtools opening stuff (09.11.96)
 - 0.73b fixed the first framez skipping bug (14.11.96)
 - 0.75b the avi stream detection fully rewritten
(now support audio+video, video+audio, only video, only audio) (17.11.96)
 - 0.8b added i/o error handling & 8 bit (mono pcm) audio support (17.11.96)
 - 0.81b added audio.device allocation (system friendly audio allocation)
better audio-error handling (18.11.96)
 - 0.82b fixed mono sample playing bug: now plays mono sample in left+right channels
 - 0.9b finally fixed CVID 24 bit bug... huh... c compiler/d68k bug ;)
size optimization (21.11.96)
 - 0.91b fixed stupid (non dividable width by 8) avi files playing
io bug handling fix (22.11.96)
 - 0.92b fixed random pixels CVID bug... i hope now all CVID bugs fixed
Gray routine optimization (25.11.96)
 - 0.93b added some brightness (a little bug in gray conversion.. ;)
now really fixed the "modulo" like bug (26.11.96)
added 24 bit->ham8 support for cvid24 modes
 - 0.94b optimized the cvid decrunch routine (~300 bytes) (27.11.96)
 - 0.95b Finally added shell argument checking... (07.12.96)
-

- 0.96b Added screenmodeid requester (use modeid ?)
removed 2 harmless enforcer hits (08.12.96)
- 0.97b Mouse button detection rewritten.. no more btst #6,\$bfe001 ;)
and optimization: -400bytez (08.12.96)
- 0.98b I/O handling rewritten: now buffered with intelligent bufsize
calculation (11.12.96)
- 0.981b I/O error detection added for the new buffered i/o routine (12.12.96)
- 0.982b audio bug fixed... thanx for Caveman/CDi ;) (30.12.96)
- 0.983b cvid bug message added and first release for AmiNET (31.12.96)

1.7 To do list/bug list

known bug: bug in the cvid decruncher: unable to play non by 16 dividable width avis ←

Todo:

make faster async i/o (because uses buffering at moment, but only synchronized)
multiple file selection (dont so hard to do... ;)
Workbench icon start (with tooltypes)
adding 16 bit / stereo audio support
make faster/bugfree cvid decruncher (sources are welcome ;)
adding support for ULTI,RLE8,IV32 compressed avis.. docs/sources are welcome!
make p-OS version (when p-OS come out)
PowerPC version (when a PowerPC assembler compiler will be come out)
Akiko/GFXcard support
Floyd-Steinberg dithering for 16/24bit avis (but i need FS dithering docs...)
Better ham8 quality

Maybe to do: (when i get many E-mails ;)
ECS support (EHB or 16 grayscale)
An AVI -> CDXL converter
avi.datatype (avi play with multiview ;)

1.8 Used hard & software

Hardware:

A1200-68030/50 (Blizzard1230-III) 2meg Chip + 16 meg Fast
(i sold my A1230-III board, and im waiting for A1240/40..... so at moment i have
standard A1200 and my 16 meg simm is smiling to me from my bench...)

1084s monitor.... (its important... :)

2x80watt audio.... (its MUCH important... :)

Software:

Asm-one 1.29 .. Around 4 new bugs detected...

HippoPlayer 2.35 need some zax for developing...

D68k 2.0.7 The best resourcer on Amiga (i think better than resource ↔
6.0) (FULL MMU,FPU,68000-68060 support!)

Tapavi 1.2, Xanim, Cyberavi for the speed comparisions...

Other:
Around Half year of developing time.... (i used almost all of my freetimes...)

1.9 The author wishes to thanks:

The author wishes to thanks:

K-P Koljonen for Hippoplayer

psycho@master.fok.hu for the account,and for the free HDD(almost ↔
unusable ;)

Pawel Hernik for the 16bit->ham8 routine

Peter McGavin for the fastest c2p routines on Amiga

To authors of Tapavi, Cyberavi, Xanim

Thanx to my beta tester:

Alessandro Gerelli Yeeaahh! Thanx for the MANY test AVIs!
(a.gerelli@agonet.it)

AND: ALL REGISTERED USERES!

Other greetinx:

Amiga: Dark/CDi, Shamen/CDi, Flex/Frame18, Anorganic/Promise, Pogi/Crimson Jihad
Hanzi/???, Chexum, Gizmo/Frame18, ZAK/The Forcers TEAM, Louise/????,
Goa/CDi/Faculty, EFT/Impulse, Soldier/Impulse, Chris/Power Team,
Magic/Amiga Only

All members of Amiga Only <- The best Hungarian amiga-user mag

PC: Grass/CDi, Basq/Tsi Alive, Trajic/Shock!, Hamster/???, Dada

Last, but not at least: the Developers of the Amiga and AmigaOS (yes this is a ↔
really

OS -okay, have some bugs- , but really fun to develop under it!!)

Fuck to all PC-owners who's think how Amiga is a game-machine...

1.10 Demo limits and other stuff..

The demo version of the full program has the following limitations ←

:

Plays only the first 400 frames (around half minute at 15 FPS)

And no HAM8 Support

***** ←

*Note to the hackers: its really easy to crack it, but i fully removed the 16bit-> ←
ham8*

*and the 24bit->ham8 routine.... (whichs are VERY FAST!) ←

*

***** ←

The registration fee is 15DM or 10\$USD, (or equal in other currency).

If you want to register my Savage videodriver (030 or the 040/60 version) and AVID ←
too,

then the registration fee is 20-25 DM or 15\$USD! (or equal in other curr.)
(instead of 30DM and 20 US\$)

If you want to register please send the registration fee to
my postal address

in !CASH!

(sorry but my lame bank called: "Budapest Bank" is unable to do money ←
transfers

outside Hungary.... ehh... lame....)

And after i got the money i send you the full version in E-mail encoded with ←
uuencode.

(registration is also possible in snail-mail too, but please add an answer ←
envelope to

you mail)

(maybe the postal money transfer is working too, so try it if you like it better ←
;)

The updates are free, when you have E-Mail address!

If you registered please DO NOT spread your version!

Please Support Quality Software and REGISTER!