

MakeAVI Notes

The makeAVI program converts a series of images (a sequence) produced by the image compositing toolkit (ICT2.0) into a Microsoft Video for Windows .avi file.

The makeAVI program operates independently of MFC because of Microsoft documented incompatibilities with the avi libraries and MFC. Consequently makeAVI accepts all its input from the ICT20.ini file that is located in the C:\windows\ directory.

There is a separate heading in the ict20.ini file for makeAVI settings. This is the place where you tell makeAVI where the images are that you want to make into a video, and where the resulting .avi file is to be placed on your system and what the name of the avi file should be. More information on these settings can be found in Appendix B.

MakeAVI Troubleshooting

If you are having problems displaying the .avi files here are some suggestions:

1. Make certain that you have used the correct file names and directories, that is, that the files and directories you have specified in the MAKEAVI section of the ict20.ini file actually exist.
2. Make certain that the ict20.ini file has been placed in your c:\windows\ directory. This should have occurred during the installation process.
3. Make certain you have the latest video driver for your card. For example, if you are still using a 16 bit driver, see if a 32 bit driver is available.
4. Use the latest version of the Video for Windows runtime software. Version 1.1e was the latest version at the time this CD was prepared. This software can be downloaded for free from the Microsoft web site.
5. Make certain the sequence of files you wish the makeAVI program to convert are named in accordance with the expected file naming convention. This naming convention is described in the text and is also repeated here:

Image File Naming Convention.

Consider the following example filename that satisfies the file naming convention:

myVideo0001c.bmp. Every image produced by ICT is named according to this convention.

myVideo The effect name. This portion of the filename may be approximately 30 characters long. ICT will take this name from the name of the effect given in the scene file.

0001 The frame counter. This must always be 4 characters long. In other words, always supply the necessary number of leading zeroes that will make the frame counter 4 characters long.

c The suffix. This is usually 'c' to indicate a 24 bit true color image, or 'g' to indicate the green color channel. A suffix of 'g' is usually synonymous with a black and white image. A suffix of 'b' can imply a frame from a blurred image sequence. A suffix of 'a' implies an alpha image, a suffix of 'r' implies a rotoscoped image or a red color channel.

.bmp The file type indicator. This must always be included since all ICT output images are saved in the Windows bitmap (.bmp) file format.

Log Files

Information about the log files is located in the text in different places. This information is summarized here, in one place. Three log files are created by the software accompanying this book. The location of all of these log files is determined by settings in the ict20.ini file.

1. ICT.log. Created by ict each time the application is started. Old log files are overwritten, so there is only one log file on your disk. A great deal of information is posted to this log.
2. MakeAVI.log. Created each time the MakeAVI program is started. Any messages or errors are written to this log.
3. VRML.log. Created each time a VRML .wrl file is parsed and rendered using the ICT. The file is created by the QVLib parser (a public domain VRML parser that is included with the text).