

AnimationFAQ

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WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AnimationFAQ

1.1 main

Animation FAQ by Sauron 97.03.03
this is 1.1 version
Mainly about what can play QT,AVI on Amiga

AVId 0.983 AVI player

CyberAVI 1.8 AVI player

TapAVI 1.3 AVI player

QT 1.3 QT player

CyberQT 1.0QT player

XAnim 8 beta QT & AVI player

----- NOT YET -----

MABroadcast 1.3 .. QT & AVI player

QTFix 1.1 QT fix

Table of MOV formats

Table of AVI formats

FAQ history

How to contact with me

1.2 avid

AVId 0.983

1) Where to get:

- Aminet aminet/gfx/show/AVId.lha

2) What it can play:

GFX format: AGA COLOUR and HAM8 mode (register users only)

Video:

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

Audio:

PCM 8 bit Mono

3) Future:

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 ;) YES YES YES !!!!

4) On what machines it works:

hardware requirements:

- Amiga with AGA
- Kickstart 3.0+
- mc68020 ot Faster
- around 1 meg of free memory (FAST recommended)

software requirements:

- reqtools.library v38+

recommended minimum hardware:

- mc68030/50Mhz 0.5 - 1 MB of fast memory
- fast device >= 1 MB (HDD or 4xSpin 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)

5) How to contact with 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...)

1.3 cyberavi

CyberAVI 1.8

1) Where to get:

- Aminet aminet/gfx/show/CyberAVI18.lha

- The most recent version of CyberAVI is always available by filerequest at Blind Guardian BBS. Just request "CyberAVI.lha" at one of the following lines:

Line 1:	38400 - 64000	Elink 310	+49-5742-920340	(2:2432/231.0)
Line 2:	2400 - 28800	Elsa TQV	+49-5742-920341	(2:2432/230.0)
Line 3:	2400 - 19200	ZyXEL EG+	+49-5742-920342	(2:2432/232.0)

2) What it can play:

GFX format: GFX 24, AGA COLOUR, GRAY, HAM8

Video:

Microsoft Video 1	(CRAM)	8/16 bit
Radius CinePak	(CVID)	8/24 bit (8 bit is gray)
Microsoft RGB	(RGB)	4/8/16/24/32 bit

Microsoft RLE8	(RLE8)	8 bit
IBM Ultimotion	(ULTI)	16 bit
Component Video	(YUV2)	24 bit
Intel Raw	(YUV9)	16/24 bit

Audio:

PCM	8 bit	Mono/Stereo
PCM	16 bit	Mono/Stereo
ADPCM	4 bit	Mono

3) Future:

I am still looking for other encodings. Please contact me if you have an animation with one of the following compressions:
(tboeckel@uni-paderborn.de)

- Microsoft RGB with 4 bits
- RLE4 (Microsoft RLE4)
- JPEG (JFIF JPEG)
- MJPG (Motion JPEG)
- XMPG (Editable MPEG)
- IJPG (Intergraph JPEG)
- CYUV (Creative Technology CYUV)
- IV32 (Intel Indeo) - wish him luck (me too)

4) On what machines it works:

hardware requirements:

- Amiga with AmigaOS 3.0 (V39)
- MC68020
- AGA or GFX board like CV64, PicassoII, Retina etc.
- 2MB of fast and 512 of chip memory

software requirements:

- CyberGraphX 2.16 or higher (if you use board)
- asyncio.library 37 (included in archive)

recommended hardware:

- Amiga with AmigaOS 3.1 (V40)
- MC68040/25Mhz or more ;)
- GFX board with CyberGraphX

5) How to contact with author:

Snail mail:

Thore Böckelmann
Entgelhof 11
D-32278 Kirchlengern Tel: +49-5744-1309 and +49-5744-1323
Germany

Thore Böckelmann
Stephanusstraße 82
D-33098 Paderborn Tel: +49-5251-730837
Germany

Electronic mail:

tboeckel@uni-paderborn.de
tboeckel@guardian.fido.de
FidoNet: 2:2432/230.15
AmigaNet: 39:170/410.15

1.4 tapavi

TapAVI 1.3 (i have only this one version)

1) Where to get:
but only last version 1.5 (can't use AGA)
- Aminet aminet/pub/gfx/tapavi15.lha

2) What it can play:

GFX format: AGA COLOUR
Video:

CRAM(8) 8-bit video. A 256-color palette is supplied by the AVI.

CRAM(16) 16-bit video. TAPAVI uses a fixed 256-color palette, and converts each 0rrrrrrgggggbbbbbb word to a rrrggbbb byte.

RGB(8) 8-bit video. A 256-color palette is supplied by the AVI.

Audio:

PCM(8) 8-bit audio. Each byte is an unsigned value.

PCM(16) 16-bit audio. Each word is a signed value.

3) Future:

----- PROJECT CANCELED -----

4) On what machines it works:

hardware requirements:

-Amiga AGA
-mc68020+
-KS2

software requirements:

- reqtools.library v38+

recommended minimum hardware:

-mc68030+
-KS3 (to use LoadRGB32())

5) How to contact with author:

----- PROJECT CANCELED -----

Last time I was talking with author - he sold Amiga with his sources,
so only developing is possible on that Amiga (if somebody still have it ;))

1.5 qt

QT 1.3

1) Where to get:

- Aminet [aminet/gfx/show/qt13.lha](http://aminet.net/gfx/show/qt13.lha)

2) What it can play:

GFX format: AGA COLOUR (8bits), GFX board, HAM8 and Gray mode, DITHER FS mode

Video:

RLE
Cinepak
RoadPizza
JPEG
SMC
RAW

Audio:

RAW
MACE
IMA4

3) Future:

known bug: sometimes hangs when CTR+C or ESC used

Todo:

Mainly a lot of small improvements
More MOV formats
HD reading
Next version will be probably 2.0

4) On what machines it works:

hardware requirements:

- Amiga with AGA or/and CyberGFX
- Kickstart 3.0+
- mc68020 or Faster
- a lot of fast memory (it load whole anim to ram)

recommended minimum hardware:

- depends on compression format but CGFX strongly recommended

5) How to contact with author:

Marcus Comstedt
Alsättersgatan 11A:21
S-584 35 Linköping
SWEDEN

E-mail: marcus@lysator.liu.se
WWW: <http://www.lysator.liu.se/~marcus/>

Feel free to drop a line if you have comments or suggestions. See also the section on Bug reports.

1.6 xanim

1) Where to get:

- Aminet [aminet/gfx/show/xanim8.lha](http://aminet.net/packages/gfx/show/xanim8.lha)

2) What it can play:

GFX format: Play everything on system screen or window what you can set.
Uses different kind of FloydSteinberg dithering or simply colour and gray modes.

Video:

+ Quicktime Animations. The following features are supported:

- > Uncompressed (RAW) depth 4,8,16,24 and 24+
- > Uncompressed (RAW) Gray depth 4 and 8.
- > Apple Graphics (RLE) depth 1,8,16 and 24.
- > Apple Graphics (RLE) GRAY depth 8.
- > Apple Animation (SMC) depth 8 and GRAY 8.
- > Apple Video (RPZA) depth 16.
- > SuperMac Cinepak (CVID) depth 24 and GRAY 8.
- > Component Video (YUV2) depth 24.
- > Photo JPEG (JPEG) depth 8 and 24.
- > Supports multiple video trak's.
- > Supports animations with multiple codecs.
- > Supports merged and separated resource forks.

+ AVI animations. Currently supported are

- >*IBM Ultimotion (ULTI) depth 16.
- > JPEG (JPEG) depth 24.
- > Motion JPEG (MJPEG) depth 24.
- > Intergraph JPEG (IJPGE) depth 24.
- > Microsoft Video 1 (CRAM) depth 8 and 16.
- > SuperMac Cinepak (CVID) depth 24.
- > Uncompressed (RGB) depth 8
- > Uncompressed (RGB) depth 24
- > Run length encoded (RLE8) depth 8.
- > Editable MPEG (XMPG) depth 24.

Also can play a lot of other animations format and pictures streams.

Audio:

AVI 8 and 16 bit RAW(PCM) mono/stereo.

AVI ADPCM is supported(mono only for now).
 Quicktime 8 and 16 bit RAW(PCM) mono/stereo.
 Quicktime 8 and 16 bit TWOS(signed PCM) mono/stereo.
 Quicktime MAC6 is *NOT* supported.

3) Future:

As far as I know Amiga part of that project is CANCELED. But x11.library is still developed and it's main part of program ...

4) On what machines it works:

Any Amiga with 1 MB memory (hmmm I'm not sure but 512KB can be enough !!!) and x11.library (ex. from Aminet)
 I have to write here that XAnim can play lots of animation but it's damly slow and have realy nasty sound support (eats cpu like a fresh cookies)

5) How to contact with author:

If you can think of anything that involves my address:
 Terje Pedersen
 Oterveien 55
 9017 Tromsø
 Norway

Podlipec did allow me to ask for a \$10 contribution for using my libX11 and the efforts needed to port the program, but this doesn't seem to have reached the amiga public..Therefore I didn't plan to release any more ports of xanim. But some guys on irc showed some interest and made me do this one!

Want to know more about xanim? try:
<http://www.portal.com/~podlipec/home.html> "The XAnim Home Page"

And thanks to all who has suggested improvements and ways to prevent possible problems on other configurations! (thanks Olaf!)

TP

!!
 So like you can read above Terje is not such a bad guy and perhaps will develope XAnim if we ask him again - worth to try !
 !!!

1.7 cyberqt

1) Where to get:

- Aminet [aminet/gfx/show/CyberQT.lha](http://aminet.org/gfx/show/CyberQT.lha)

The most recent version of CyberQT is always available by filerequest at Blind Guardian BBS. Just request "CyberQT.lha" at one of the following lines:

Line 1: 38400 - 64000 Elink 310 +49-5742-920340 (2:2432/231.0)
 Line 2: 2400 - 28800 Elsa TQV +49-5742-920341 (2:2432/230.0)

Line 3: 2400 - 19200 ZyXEL EG+ +49-5742-920342 (2:2432/232.0)

2) What it can play:

GFX format: CyberGFX, GRAY, 256 Colour AGA, HAM8

Video:

Radius CinePak	(CVID)	8/24 bit	(8 bit is grayscale-only)
Microsoft Video 1	(MSVC)	8/16 bit	
Apple Animation	(RLE)	1/4/8/16/24/32 bit	
Apple Uncompressed	(RAW)	1/4/8/16/24/32 bit	
Apple Video	(RPZA)	16 bit	
Apple Graphics	(SMC)	8 bit	
Component Video	(YUV2)	24 bit	
Intel Raw	(YUV9)	16/24 bit	

Audio:

PCM	8 bit	Mono/Stereo
TWOS	8 bit	Mono/Stereo
TWOS	16 bit	Mono/Stereo

3) Future:

Very urgent things to to (maybe already finished in the next release):

- better sound support (will this ever be finished?)
- support AHI for sound playback. This package offers much easier access to different types of audio hardware.

To do:

- support for more video and audio encodings
- find more bugs

4) On what machines it works:

minimum hardware requirements:

- Amiga with AmigaOS 3.0 (V39)
- MC68020
- graphic board with CyberGraphX (eg. CyberVision64, Picasso II, Retina, etc) or AGA chipset
- 2MB of FastRAM, 512K of ChipRAM

software requirements

- CyberGraphX 2.16 or higher (if used with a graphic board)
- asyncio.library V38 (included)

recommended hardware requirements:

- Amiga with AmigaOS 3.1 (V40)
- MC68040 at 25MHz minimum
- graphic board with CyberGraphX 2.21 or higher

I recommend a registered version of CyberGraphX since the unregistered version doesn't support 24 bit screenmodes.

5) How to contact with author:

My adresses:

Snail mail:

Thore Böckelmann
 Entgelhof 11
 D-32278 Kirchlengern Tel: +49-5744-1309 and +49-5744-1323
 Germany

Thore Böckelmann
 Stephanusstraße 82
 D-33098 Paderborn Tel: +49-5251-730837
 Germany

Electronic mail:

tboeckel@uni-paderborn.de
 tboeckel@guardian.fido.de
 FidoNet: 2:2432/230.15
 AmigaNet: 39:170/410.15

I prefer guardian.fido.de and my FidoNet account for "just talking" and bugreports. If you want to send any uuencoded stuff (like animations for testing) then PLEASE send them to tboeckel@uni-paderborn.de, because I have (nearly) unlimited mailquota at the university.

1.8 tableavi

GFX	AVID	CAVI	TAVI	XANIM	MAB
Microsoft Video 1					
CRAM 8 bit		+	+	+	
CRAM 16 bit		+	+	+	
Microsoft Video 1					
WHAM 8 bit					
WHAM 16 bit					
Microsoft Video 1					
MSVC 8 bit					
MSCV 16 bit					
Radius CinePak Color	+	+		+	
CVID 24 bit	+	+		+	
Radius CinePak Gray		+			
CVID 8 bit		+			
Microsoft RGB					
RGB 4 bit		+			
RGB 8 bit	+	+	+	+	
RGB 16 bit	+	+			
RGB 24 bit		+		+	
RGB 32 bit		+			
Microsoft RLE					
RLE4 4 bit					
RLE8 8 bit		+		+	
IBM Ultimotion					
ULTI 16 bit		+		+	
Component Video					
YUV2 24 bit		+			

+.....Intel Raw							
		YUV9	16 bit		+		
		YUV9	24 bit		+		
+.....Editable MPEG							
		XMPG	24 bit			+	
+.....JFIF JPEG							
		JPEG	24 bit			+	
+.....Motion JPEG							
		MJPG	24 bit			+	
+.....Intergraph JPEG							
		Intergraph JPEG - IJPG				+	
+.....Intel Indeo							
		IV31	24 bit				
		IV32	24 bit				
		Creative Technology - CYUV					
+-----+-----+-----+-----+-----+							

SFX				AVID	CAVI	TAVI	XANIM	MAB	
+-----+-----+-----+-----+-----+									
		PCM	8 bit	M	MS	M	MS		
		PCM	16 bit		MS	M	MS		
*OLD	DVI/IMA	ADPCM	4 bit		M		M		
*NEW	DVI/IMA	ADPCM	4 bit						
		ULAW	8 bit						
		MS ADCMP	4 bit						
+-----+-----+-----+-----+-----+									

M - mono S - stereo

1.9 tablemov

GFX				QT	MAB	XANIM	CQT	
+-----+-----+-----+-----+								
+.....Uncompressed Color								
		RAW	1 bit				+	
		RAW	4 bit			+	+	
		RAW	8 bit			+	+	
		RAW	16 bit			+	+	
		RAW	24 bit			+	+	
		RAW	32 bit			+	+	
+.....Uncompressed Gray								
		RAW	1 bit					
		RAW	4 bit			+		
		RAW	8 bit			+		
+.....Apple Graphics Color								
		RLE	1 bit	+		+	+	
		RLE	4 bit				+	
		RLE	8 bit	+		+	+	
		RLE	16 bit	+		+	+	
		RLE	24 bit	+		+	+	
		RLE	32 bit					
+.....Apple Graphics Gray								
		RLE	8 bit	+		+		
+.....Apple Animation Color								
		SMC	8 bit	+		+		
+.....Apple Animation Gray								

	SMC	8 bit		+				+		+	
+.....	Apple Video		+-----+-----+-----+-----+								
	RPZA	16 bit		+				+		+	
+.....	SuperMac Cinepak Color		+-----+-----+-----+-----+								
	CVID	24 bit		+				+		+	
+.....	SuperMac Cinepak Gray		+-----+-----+-----+-----+								
	CVID	8 bit		+				+		+	
+.....	Component Video		+-----+-----+-----+-----+								
	YUV2	24 bit						+		+	
+.....	Intel RAW		+-----+-----+-----+-----+								
	YUV9	24 bit								+	
+.....	Photo JPEG		+-----+-----+-----+-----+								
	JPEG	8 bit		+				+			
	JPEG	24 bit		+				+			
+.....	Kodak Photo CD		+-----+-----+-----+-----+								
	KPCD	24 bit									
+.....	Intel Indeo		+-----+-----+-----+-----+								
	IV31	24 bit									
	IV32	24 bit									
+.....	Microsoft Video 1		+-----+-----+-----+-----+								
	CRAM	8 bit									
	CRAM	16 bit									
+.....	Microsoft Video 1		+-----+-----+-----+-----+								
	WHAM	8 bit									
	WHAM	16 bit									
+.....	Microsoft Video 1		+-----+-----+-----+-----+								
	MSVC	8 bit								+	
	MSVC	16 bit								+	
+-----			+-----+-----+-----+-----+								

	SFX			QT		MAB		XANIM		CQT	
+-----			+-----+-----+-----+-----+								
	PCM	RAW	8 bit		X			MS		MS	
	PCM	RAW	16 bit		X			MS			
	Signed PCM	TWOS	8 bit		X			MS		MS	
	Signed PCM	TWOS	16 bit		X			MS		MS	
	IMA ADPCM	IMA4	4 bit		+						
		MAC3			+						
		MAC6			+						
+-----			+-----+-----+-----+-----+								

M - mono S - stereo
X - left and right channel mixed in one
+ - only left channel

	Other stuff		QT		MAB		XANIM		CQT	
+-----		+-----+-----+-----+-----+								
	Multiple video trak's		+				+			
	Animations with multiple codecs		+				+			
	Merged/separated resource forks						+			
+-----		+-----+-----+-----+-----+								

1.10 author

If you can add something to informations in this guide please write to me. Also if you have requested documentations or perhaps

some IntelVideo sources (the biggest problem now) please contact with programers or me (I'll send it to everyone).

you can write to me:

```
sauron@pwr.wroc.pl = sauron@sun1000.ci.pwr.wroc.pl
sauron@sco.zsi.pwr.wroc.pl
agnen@wroc.ids.edu.pl = agnen@iris.wroc.ids.edu.pl
sauron@linux.lol14.wroc.pl
```

or

```
agima@plukwa.lodz.pdi.net
sauron@plukwa.lodz.pdi.net
```

on irc you can find me:

```
#amigapl #rpg-pl on normal IRC servers ;)
#amiga_warez on GALAXY IRC servers
my nick is .... yes you right SAURON ;)
```

If you can't get me there ;) last chance you have on my MUD, but it's POLISH one so you probably don't pass login part but even so try sco.zsi.pwr.wroc.pl ←
7680
and ask ... Sauron. (name of the mud is Agnen)

And last word: I don't like TOLKIEN

1.11 history

- 0.9
 - non public
- 1.0
 - QT 1.2 changed to 1.3
 - MOV and AVI table
- 1.01
 - Fixed ;) some bugs in info about QT
 - CyberAVI 1.7 changed to 1.8
- 1.02
 - first public release
 - add few QT formats to QT Table
- 1.1
 - NEW !! CyberQT add
 - 2 new formats to QT Table

1.12 mabroadcast

I TOLD YOU NOT YET !!!
Are you trying to test me ?

1.13 qtfix

I TOLD YOU NOT YET !!!
Are you trying to test me ?
