

PIV-MooVId-english

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COLLABORATORS

	<i>TITLE :</i> PIV-MooVId-english		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

PIV-MooVId-english

1.1 PIV-MooVId Main Menu

PIV-MooVId - AVI (Video for Windows) and MOV (QuickTime) player for PicassoIV

Version 0.998

(16.02.99)

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Features Supported codecs & other stuff

Requirements Required hard & software

Shell/WB parameters The shell parameters and tooltypes

GUI & Keyboard usage Some info about the GUI/Keys

Speeeeeeedresults Some speedresults

Good AVI/MOV sites Where can you found AVI/MOV files?

Questions & Answers FAQ

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..

Public version limit What is not in this version?

Copyright Legal mush

Note: if you use your PicassoIV in ZorroII based machine (A2000 or A1200-T) then read fist the "Questions & Answers" part!

1.2 Required hard & software...

Required hardware:

Kickstart 3.0+

PicassoIV Graphic board

68020 or Faster

about 1 meg of Free memory (Fast recommended)

Required software:

Picasso96 graphics system release 1.37 or newer (latest version recommended)

reqtools.library v38 or newer

asyncio.library v39 or newer

AVI/MOV files to play ;)

Recommended minimum configuration:

68030/50 MHz with some fast memory available. Harddisk and/or 4x CD-ROM.

(Will run on 030/25, too ;)

1.3 Features:

I made this AVI/MOV player to demonstrate the hardware PIP (Picture In Picture) of the PicassoIV graphic board...

Features:

AVI/MOV support in one file

Support for INTEL INDEO 3.1 & 3.2 (IV31/IV32)

FAAAAAAAAAAAAAASSSSSSSSSSSTTTTTTTTTTTTTT! (really!!!)

100% assembly code (short & fast)

Video layer optimized decoders (espec. CinePak & Indeo, Accupak...)

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

Fast Timer Based frame skipping method

Synchronized audio playing

Nice GUI with fast frame search and with many features

On-Fly selectable frame rate

Intelligent bufsize calculation

Sorround (fake STEREO) audio for MONO audio

Full system friendly ;)

About the supported codecs:

Video for Windows (.avi)

Supported video codecs:

AccuPak (PalomAVI) (CLJR) 24 bit

Component Video (YUV2) 16 bit

Component Video (YUV2) 24 bit

Intel Indeo 3.1 (IV31) 24 bit *

Intel Indeo 3.2 (IV32) 24 bit *

Intel Raw (YUV9) 16 bit

Intel Raw (YUV9) 24 bit

Microsoft RGB (RGB) 8 bit

Microsoft RGB (RGB) 16 bit

Microsoft Video 1 (CRAM/MSVC) 8 bit

Microsoft Video 1 (CRAM/MSVC) 16 bit

Radius Cinepak (CVID) 16 bit

Radius Cinepak (CVID) 24 bit

Radius Cinepak (CVID) 32 bit

Run Length Encoded (RLE) 8 bit

Supported audio codecs:

PCM MONO/STEREO 8/16 bit

MS-ADPCM MONO/STEREO 4 bit (16 bit)

DVI-ADPCM MONO/STEREO 4 bit (16 bit)

Quicktime (.mov, .qt)

Supported video codecs:

Apple Video (RPZA) 16 bit

Intel Indeo 3.1 (IV31) 24 bit *

Intel Indeo 3.2 (IV32) 24 bit *

Radius Cinepak (CVID) 16 bit

Radius Cinepak (CVID) 24 bit

Radius Cinepak (CVID) 32 bit

Supported audio codecs:

RAW MONO 8/16 bit

TWOS MONO 8/16 bit

IMA-ADPCM 4 bit (16) bit

MACE 6:1 8 bit

MACE 3:1 8 bit

(STEREO coming soon)

(*) there is no INDEO support in the public version, you can "order" the needed library from [me](#) (for 5-10 DM or USD 5-10 - or more ;)

Note: i want to expand the audio/video format support, so if you have any docs

about other avi/mov en/decoder please mail or EMAIL to [me](#)

Note2: Please do not mail new INDEO (IV4x or IV5x) or TrueMotion (DUCK) files!

Note3: other YUV based RAW formats (CYUV, etc.) will be supported soon!

1.4 The shell parameters:

First: PIV-MooVid is startable from WB (too), the supported tooltypes are:

NOSOUND, NOSKIP, FPS, LOOP, NOVIDEO, PUBSCREEN, ZOOM, PIPX, PIPY, PIPWIDTH, PIPHEIGHT, MABFIX, AUDIOSYNC, NOSORROUNDMONO, AuTOPLAY, NOAUTOEXIT

For the tooltype description check the docs below. (there are same parameters for shell/workbench)

The Shell parameters are:

FILE

The avi/mov file that you want to play.

If you don't specify a filename(s), a filerequester will appear, and you will be able to select a file(s) there.

NOSOUND

Turns off the sound. (Default is sound on)

NOSKIP

Disables frameskipping.

(Frame-skipping will happen if your CPU is too slow to decode a frame or if the frame is too huge to be transferred thru the Zorro bus, before the next frame should be displayed.)

If you use the FPS parameter to get very fast playback rates, and want to see all frames you should use NOSKIP, too.

FPS

Frames per second: you able to select the framerate. (Default is read from the AVI/MOV file)

usage: fps decimalnumber (1 to around 120)

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

If you specify high framerate (above 50-100) then i recoment to copy the movie file to RAM:

LOOP

Turns on the animation looping (Default off)

VERBOSE

Gives information from the actual playing AVI/MOV file

(audio/video format, frame rate, played/skipped frames, playback frame rate)

NOVIDEO

Disables the video decoding. (Usefull for testing)

PUBSCREEN or PS

You can specify the pubscreen (Default is frontmost pubscreen)

ZOOM

You can select the startup ZOOM size

Valid zoom range: 100 - 800

Default is 100 (original size)

PIPX & PIPY

You can specify the PIP window coordinates. Default the window i centered.

PIPHEIGHT & PIPWIDTH

The size of the PIP window. Default is same as in the AVI/MOV

MABFIX

Fix to play the buggy AVI output from MainActorBroadCast.

(MAB saves Uncompressed Highcolor AVI's in 15bit (Big Endian) format, instead of the normal 15bit PC (Small Endian))

AUDIOSYNC or AS

With this parameter you can fix some AVI's audio sync.

(PIV-MooVid use default M\$ "standard", but there are several buggy AVI files around, mostly made by MOV->AVI converters)

NOSORROUNDMONO or NSM

Disable the sorround (fake stereo) audio playback of AVI's & MOV's with mono sound. (Default is enabled)

AUTOPLAY or AP

Enables the autoplating. (Default autoplay is disabled)

NOAUTOEXIT or NAE

No exit after the playback is finished (PIV-MooVid will seek to the begin of the file after the end of the animation is reached)

1.5 About the GUI / keys

A shematic "pic" from the GUI:

```
+---+-----+---+---+
| 1 |=====|2|=====| 3 |4|5|
+---+-----+---+---+
|6|7| |=====8| *|=====9| |10|11|
+---+-----+---+---+
```

1. Play/Pause button

2. Animation playing status. You can use mouse to control the playback.

If you play big movie files from your FFS Harddisk and you want to use this button to skip a part to the AVI/MOV then i recommend at least 300-400 buffer for your harddrive. From CD-ROM and from AFS formated harddisks it's no problem (FFS is not ideal for seek in big files).

3. This number show the selected playback rate (It's not always same as the real playback rate, because PIV-MooVid is unable to play animations faster than about 300FPS (Due to Zorro-bus limitations) :)

4. Decrease Framerate (you can use cursor left key for that too)

5. Increase Framerate (same as cursor right key)

6. Prev. AVI/MOV from filelist

7. Next AVI/MOV from filelist

8. Volume control slider

9. Brightness (only for YUV compressed movies like CinePak/AccuPak/Indeo/YUV2/YUV9)

10. Loop on/off gadget (or 'l' key)

11. Frameskip on/off gadget (or 's' key)

Some other keyfunctions:

Window zoom F1-F10 (1x - 10x ZOOM)

(and there are some keyfunctions for the cursor up/down keys (with and without Left Shift / Left ALT)

'c' - Center window

'r' - Reset to original framerate

'ESC' - Exit

'Space' - Toggle Play/Pause

1.6 About PIV-MooVid speed

The "official" internal speed tester arg. is the following:

"PIV-MooVid fps 1000 noskip verbose ap (avi/mov filename)"

On 040/25 (Standard C= A3640 card) i got the following:

320x240 24bit Cinepak (CVID) compressed

AVI playback from 8x speed CD-ROM (Sony-ATAPI): about 20-25FPS

160x120 24bit Cinepak (CVID) compressed

AVI playback from 8x speed CD-ROM (Sony-ATAPI): about 40-70FPS

320x240 16 bit Microsoft Video 1 (CRAM) compressed

AVI playback from Harddisk (IDE): about 15-20FPS

160x120 16 bit Microsoft Video 1 (CRAM) compressed

AVI playback from Harddisk (IDE): about 80-90FPS (!)

160x120 16 bit Microsoft Video 1 (CRAM) compressed

AVI playback from RAM Disk: about 100-110FPS (!)

Some tests on 060/50 (CyberStorm MKII) and PIV Z3 mode:

320x240 24bit Cinepak (CVID) compressed

MOV playback from 8x speed CD-ROM (Sony-ATAPI): about 50-90FPS

160x120 24bit Cinepak (CVID) compressed

MOV playback from 8x speed CD-ROM (Sony-ATAPI): about 90-150FPS

160x120 24bit Cinepak (CVID) compressed

MOV playback from RAM Disk: about 160-270FPS (!)

If you want to send me speedresults then simply copy/save PIV-MooVid text output like this one: (and do not forget to include your config too!)

```
8.@aM_δIzK:> PIV-MooVid AVI:Alien4Trailer.AVI fps 1000 noskip verbose
```

```
PIV-MooVid 0.96 beta (Internal Test) - THE AVI/MOV Player for PicassoIV
```

```
Copyright © 1996-98 László Török (09.08.1998)
```

```
Preload non-interleaved audio... Please wait..
```

```
Video: Microsoft Video 1 (CRAM/MSVC), 160×120 16 bit, 10 fps
```

```
Audio: PCM 8 bit, 11025 Hz Mono
```

```
Player statistic:
```

```
Total frames: 1448
```

```
Frames played (incl. skipped frames): 1448, Frames skipped: 0
```

```
Framerate: 81.634 fps
```

Btw you can try CyberAVI/QT (CyberAVI/QT is an other AVI/QT player for Amiga)

max. speed with the following:

```
"CyberAVI/QT maxfps stats (avi filename)"
```

But CyberAVI/QT is a bit slower.... ;)

1.7 Where can you found good AVI/MOV files?

First you can try pC Magazine cover CD-ROMs, but nowadays almost all AVIs on PCs are compressed with the new INDEO (IV4x/5x) that's not supported by MooVid (at the moment).

Better try the following websites:

<http://www.imdb.com/> - Internet Movie Database Homepage, from there you can found many links, where you can found many filmtrailers.

and an other one:

<http://www.hollywood.com/> - I think its name says it all ;)

If needed I can include some good filmtrailer sites...

(Warner, Sony Pictures, etc.)

1.8 Frequently Asked Questions

Question:

On my PicassoIV what i use in a ZorroII machine (A1200T or A2000) i got recently "unable to open PIP window" message. Why?

Answer:

(According to Flemming Steffensen/Niels Knoop/p96 docs):

There is a tooltype (devs:Monitors/PicassoIV) called "GrantDirectAccess".

Please set this to "no" (default), to allow all combinations of screen and PIP color formats.

Question:

Will be there DUCK (TrueMotion) codec support?

Answer:

No. TrueMotion refused to give licence/docs.

Question:

Will be there SVQ1 (Sorenson - what is new in QT3) codec support?

Answer:

Maybe. I still wait for the reply from S-Vision.

Question:

Will be there "new" Indeo support (IV4x and IV5x)?

Answer:

Maybe.

Question:

Will be there MPEG or MPEG-2 support?

Answer:

Yes. Finally i have MPEG ISO documentation. (just MPEG1, but good for start)

Question:

I heard something about a non-PicassoIV version of PIV-MooVid. Where can i get it from ?

Answer:

From my homepage: <http://www.dfmk.hu/~torokl>

MooVid demo version can download from there.

Question:

Will there be a PPC version of PIV-MooVid?

Answer:

Maybe. But i need a PPC board, because i coded PIV-MooVid in assembly, and i can not make PPC a version without a PPC board.

Question:

Will there be RealVideo support?

Answer:

Maybe. (But they do not want to answer to my mails...)

1.9 About the author

Some foreword:

Im a really Amiga fan... I have 5 Amigas (A500, A1200, CDTV, CD32, A4000 and i like all...) and i collect weird Amiga HW/SWs (Like beta/unfinished Zorro cards, etc...).

I'm looking for an original C= MPEG Module for my CD32, so if you have any then please contact me!

Oky... now the standard text:

If you have any problems, suggestion, bug reports then write to:

(send the 5-10DM / USD5-10 -or a bit more ;) - here for the indeo library)

snail mail: László Török

H-8900 Zalaegerszeg

Cserfa 31.

Hungary

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

EMAIL: torokl@alpha.dfmk.hu

WWW: <http://www.dfmk.hu/~torokl>

(PalomAVI, MooVid, PIV-MooVid, Savage homepage)

iRC (mostly mornings) : [pH03N1x@iRCNET](irc://pH03N1x@iRCNET) (mostly #amigahu channel)

(sometimes on #amigager, but my german is very limited ;)

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

1.10 Revision history

revision history:

0.1b First vesion... based on AVId 0.9987

(31.08.97)

0.2b Fixed CVID modulo like bug... (AVId 0.9988)

Now show 8 bit avis.. (i hope :) but with incorrect colors

(02.09.97)

0.3b Fixed the 8 bit AVI playback.. i hope now works correctly..

Changed the 16 bit PIP/RGB mode

(03.09.97)

0.31b Fixed (?) the 16bit AVI playback...

(10.09.97)

0.4b Added RLE 8 bit decoder support (AVId 0.9990)

(14.09.97)

0.5b Fixed some audio memory allocating problems (only with stereo audio)

Added 32 bit CVID support

Fixed the RLE8 bit decoder i/o buffer calculation

(aahh... what a stupid format... some times the compressed image bigger than the orginal... uhh... mICROsOFT...)

Fixed an aligment problem in the AVI file structure reading

(this caused some i/o errors in the previous versions with some AVIs)

(24.09.97) (AVId 0.9992b)

0.6b Added (?) a workaround to avoid the 8bit PIP palette problems

& some optimization

(01.10.97)

0.61b Added PUBSCREEN option

Changed the FPS arg parameter (to FPS/K/N) t

o reduce the program size ;)

(02.10.97)

0.62b Added ZOOM option (from 100% to 400%)

& ESC keyb checking (ESC = quit)

(03.10.97)

0.63b ZOOM option code changed... now works correctly.. (i hope ;)

(07.10.97)

0.64b Fixed a bug in the 8bit workaround (detected by Splitti..)

(14.10.97)

0.65b Added PIPX/PIPY for PIP position setting, and PIPWIDHT/PIPHEIGHT

for force PIP window width/height

(19.10.97)

0.66b Fixed ESC keyb checking

Added Small GUI (will be changed soon!)

A little faster CVID playback (about 10%)

Now show at least one frame/sec when the machine too slow or the framerate too big - no more black window!

(requested by Flemming Steffensen)

(19.11.97)

0.67b Major speedup during 16bit AVI playback (about 1.5 times!)

- only when avi width dividable with 16

(01.12.97)

0.70b Major GUI update... Thanks to ALAN for the GUI design & code!

(14.12.97)

0.72b GUI Changes: new LOOP Gadget, and the FPS counter now 3 digits

PIP window resize gadget now invisible..

(the PIP win looks even better)

Thanks again to ALAN for the PIP window resize fix, and for
the GUI update

Reworked the zoom parameter for the new p96 release:

now zoom from 100 to 800% (hmmm... really great now ;)

Small optimization in the GUI code... (pc relative code rulez ;)

PIP window depth gadget temporally removed due the PIP
antialias/windepth prob.

No more disabled PIP antialias or black PIP window at startup

(22.12.97)

0.73b Now PIP opens always on the frontmost pubscreen when the ps
not specified (insted of Workbench),

when unable to open PIP on the frontmost or the user specified
screen then falls back to Workbench

screen again

(10.01.98)

0.75b Major Speedup in CVID decoder (about 1.6-2 times faster)

Fixed an FPS roundig problem.. (huh.. what a lame bug ;)

Removed frame skipping during CVID playback

Added filename to window title

(17.01.98)

0.76b Fixed a prob with the CVID playback on ZorroII

(hmmm.. it seems the PIV unable to make Hicolor colorspace
conversion in ZorroII mode)

(22.01.98)

0.80b Fixed problem with the index search..

(if there not was an index then it caused i/o error)

Added MABFIX switch for Hicolor RGB AVIs, because

MainActorBroadcast save RGB15 bit instead of 15RGBpC... ehh...

Added non-interleaved sound support & some small fixes

Added support for Macintosh VFW converter saved AVI files index

(ShapeShifter Rulez ;)

(15.02.98)

0.81b Various audio related fixes (espec. with interleaved audio correct detection)

8 bit Audio sync changed back again to M\$ standard

(but added AUDIOSYNC=AS/S switch)

(22.02.98)

0.82b Reworked release for new p96:

GUI now in the PIP window

Faster CRAM decoder (direct mem access) now no more need

16byte width align

PIP window depth gadget now again back, again standard

(C= like) window resize stuff

Added "Sorround" like (fake stereo) audio support for MONO audio default on (can be switched off with NSM)

GUI frame position slider now again old style

(fast search with picture)

(15.03.98)

0.83b Now GUI is below the PIP... bah.. i was so lame how used a wrong

PIP_TAG (PIP_RelBottom, instead of PIP_RelHeight)

Fixed GUI refresh problems (thanks for the hint Alex!)

(17.03.98)

0.84b Corrected Begin/Endrefresh() during GUI refresh

Added AVI size [width & height] to windowtitle

Audio Freq. now recalculated dinamic with the FPS changes..

(hehe... you can get "Donald Duck" effect when specify high framerate ;)

(22.03.98)

0.85b Fixed a volume settings bug (introduced in 0.82b)

(no more video frame search after volume setting)

No more wait after volume changes (immed. vol setting)

Fixed problem with Mac Video for Win converted stereo non-inter.

audio detection...

(27.03.98)

0.86b Added Lock/UnlockBitMap() stuff for direct addressed PIP bitmap

(30.03.98)

0.87b Fixed 16bit stereo audio playback prob..

(hmm.. i just forgot a debug line in the source code...)

Thanks for the test CD to Phil Rhodes!

Added a size check to the CVID decruncher

(avoid to overwrite some gfx-memory)

(09.04.98)

0.88b Faster CRAM16bit decoder

(about 10% faster on Zorro3 and no speed diff. on Zorro2)

Added Microsoft ADPCM 4 bit audio support (MS-ADPCM)

(mono & stereo too, but stereo is untested)

(13.04.98)

0.89b Fixed problem with non by 4 dividable width RGB avis

(same bug is in all other AVI player on Amiga ;)

(29.04.98)

0.90b Major Update:

Added MOV support (verbose, fps, etc too!)

(only 16/24/32 bit Cinepak video and 8bit mono raw audio)

The GUI controls are usable with MOV files too

(but no skip to keyframe... will be added)

Various problems with the MOV index generator

(possible to crash... better mov index generator will be added)

Ahh... and the most important:

Name changed from PIV-AVId to PIV-MooVid (Moo from MooV and VI from AVI ;)

(07.05.98)

0.91b Fixed playback problem with video only MOVs

Fixed problem with MOV GUI position slider (overseek prob..)

Added RPZA (Apple 16 bit video) support for the QT part

(Finally i can watch my favourite Starship-Troopers MOVs ;)

Various fixes.. (espec. some pre-code for multiple MOV video codecs)

(but the MOV index generator still possible to crash with some MOVs!)

(10.05.98)

0.92b Fixed some problems with mov index generator..

(now able to play the famous Bill Gates vs Cake and Win98 blame MOVs ;)

(11.05.98)

0.93b Major changes...

Better frame skipping with "normal" Cinepak AVI/MOVs

Normal means AVI/MOV with keyframes

(no without keyframe, or all frame is key)

The other codecs still use the old way!

MOV player now always seek to keyfile when GUI slider used

(23.05.98)

0.94b Added UV color for INDEO decoder

Other small fix..

(25.05.98)

0.95b Removed two harmless enforcer hit (introduced in 0.93b)

Fixed some prob. with the bufsize calculation (AVI)

Fixed a bug in the non-interleaved audio preload routine (AVI)

Faster 16bit audio conversion routines (AVI audio)

Added much more safer I/O routine (internal buffer size check)

(the not fully supported MOV files do not crash now.. just I/O req instead)

Switch back to topaz.font when the GUI font not found (no more error msg)

Added support for 8bit MONO TWOS audio (MOV)

More precise GUI position slider calculation (fixed rounding problem)

(26.05.98)

0.96b Some fixes in MOV index generator (still not bugfree!)

Added support for Cirrus's AccuPak (CLJR) codec

(CLJR is PalomAVI video capture format)

Totally recoded CinePak decoder (about 8-25% faster than the old)

(now use YUV PIP window instead of hicolor, so better quality too)

Added brightness control (finally ;) for Accupak (CLJR),

Indeo (IV31/32), CinePak (CVID) AVI/MOVs (because all YUV based)

Frame Skip changed back to old style (but new skip planned)

Max Zoom changed to 65535 (due the new p96)

Added intelligent window position center stuff (default on)

(when PIPX specified center just the y position for example ;)

Added window zoom for key F1-F10 (1x - 10x ZOOM)

Added some new keyfunctions (like zoom window, center window)

(09.08.98)

0.97b Added key 's' for skip, and 'l' for loop

Fixed a bug in the AVI structure parser, what caused crash with some

(espec. INDEO) AVIs

Fixed a bug in the zoom window stuff

Changed all requesters to reqtools requesters

Added a requester, when unable to open PIP on the specified PubScreen

Fixed 16bit PCM stereo audio playback (AVI)

Able to open own pubscreen, when unable to play movie on selected
pubscreen/Workbench

Fixed default centering (the old was not exactly center)

Added WorkBench TOOLTYPE support, the usable TOOLTYPES are:

NOSOUND, NOSKIP, FPS, LOOP, NOVIDEO, PUBSCREEN, ZOOM, PIPX,

PIPY, PIPWIDTH, PIPHEIGHT, MABFIX, AUDIOSYNC, NOSORROUNDMONO

(06.09.98)

0.98b MUCH MORE better Frame Skip (AVI/MOV too!)

Fixed a color bug with some INDEO movie (UV modulo problem)

(15.09.98)

0.99b FIXED a small bug in LockBitmap()

ADDED YUV9 (Intel Raw) video codec support (due PalomAVIconverter)

(08.11.98)

0.990b ADDED YUV2 (Component Video) support (due PalomAVI 0.4)

(22.11.98)

0.991b FIXED YUV2, YUV9, AccuPak playback when PIV operate in ZorroII mode

(26.11.98)

0.992b FIXED some MOV index generator problems (still not bugfree...)

(fixed stsc problems)

ADDED function for 'R' key to reset the FPS to the original FPS

(it will set back the FPS rate from the anim. file)

(29.11.98)

0.993b FIXED MOV frame selector (now always jump to keyframe when GUI used)

ADDED PAUSE function when gui position slider used (AVI/MOV too)

ADDED PAUSE/PLAY button code (work with <SPACE> too)

(09.12.98)

0.995b FIXED many bugs in MOV header parser (bahhh.. lame QT docs...)

ADDED support for a MOV files without mdat/moov header (hmmm)

SPEEDED up non-interleaved audio preload (AVI)

FIXED some non-interleaved audio preload bugs (AVI)

NEW MOV header parser & MOV index generator

(i hope now all MOV related i/o & recognition problem gone)

ADDED support for CinePak 16 bit Video

FIXED audio stuff when pause used

ADDED workaround to fix centering problem when PIP window

opened on hi-bandwidth screen (like 1024x768 hicolor 75Hz/60kHz)

(03.01.99)

0.9951b FIXED a crash-problem with some bad MOV files

(PIV-MooVID now skip the bad part)

(04.01.99)

0.996b ADDED multiple file selection code (both shell/reqtools)

NEXT/PREV animation button is working now (multiple file selection)

FIXED PIPX/PIPY bug, what introduced in 0.9951b

ADDED AUTOPLAY and NOAUTOEXIT options (shell/tooltype)

FIXED some MOV related code again
ADDED some new error requesters ;)
FIXED verbose FPS rounding problem
FIXED CinePak decoder odd-height problem
(14.01.99)
0.997b FIXED a MOV TRAK detection problem
CORRECTED FPS (verbose) calculation
FIXED a multiple file windowopen bug
Fixed problem with AVI/MOV GUI position slider (overseek prob..)
REMOVED custom I/O, PIV-MooVid now use asyncio.library (v39+)
FIXED AVI w/o INDEX playback stuff (first frame seek was wrong)
(03.02.99)
0.998b NEW MOV Index generator (About 130 times (!) faster than the older one)
ADDED support for IMA-ADCPM (IMA4) MOV audio (at the moment mono only)
ADDED support for MACE 3:1 (MAC3) MOV audio (at the moment mono only)
ADDED support for MACE 6:1 (MAC6) MOV audio (at the moment mono only)
ADDED support for DVI-ADPCM AVI audio (mono/stereo, but mono is untested)
SOME Pre-Code for the new AVI/MOV audio stuff
Fixed 16bit TWOS/RAW audio (MOV) loader code (ehh.. i was so lame..)
Now able to play the famous new Starwarstrailer.mov w/o problem ;)
Removed a harmless CyberGuard (Enforcer) hit, what introduced in 0.997b
(16.02.99)

1.11 To do list/bug list

Known bug:

Some small audio bugs, espec with MOV files. (will be fixed soon)

Multiple framerate MOVs not fully supported (yet)

Todo:

Fix the known bugs

Make faster CinePak and Indeo playback on ZorroII systems (worsen quality, but about 1.5 times faster speed)

AHI support

PowerPC version (when a PowerPC assembler will come out & i have a PPC board)

1.12 Used hard & software

Hardware:

UP to 0.61:

A1200-68040/40 (Blizzard1240T-ERC) 2meg Chip + 16 meg Fast

C=1942 multisync monitor.... (its important... :)

Note: as you see I wrote this program first versions WITHOUT any kind of graphics card..

(yeah... it was really fun :), I guess you can imagine.. :)

Till 0.991:

A4000 & A3640 3.2 (040/25) & 2meg Chip + 16 meg Fast

Now:

A4000 (REV D) - with 030/882 on the Motherboard (!)

& CyberStorm MKII (060/50) & 2meg Chip + 16 meg Fast on MB, 128 MB fast on MKII

PicassoIV + Paloma (proto) A/V module + PabloII + Concierto

A2091 SCSI controller (with oldie C= 6.6 ROMS ;)

Buddha&CatWeasel Z2 controller (3x IDE & 2 Drive)

Nexus SCSI board (Z2)

Samsung SyncMaster 15GL (before that i had an 12 year old 12' Eizo..)

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

CDTV as Audio CD Player :)

Software:

Asm-one 1.29 .. I think all found all bugs in it ;)

Groovyplayer & Songplayer Need some zax for developing...

1.13 The author wishes to thanks:

The author wishes to thanks:

First:

The authors of the Picasso96 system (Tobias Abt and Alexander Kneer) - a really great system

Village Tronic (for the great PIV)

K-P Koljonen (for Hippoplayer)

Stephane Tavenard (for SongPlayer)

Alan/United Force (for the system friendly audio playback routine, Idea & for ALOT of p96 help, beta testing, GUI Design and some GUI code (to be correct almost all gui code except GUI Message handling & AVI/MOV related GUI stuff..)

Alexander Wild (for the beta testing and some nice talk on iRC :)

Flemming Steffensen (for docsfixing, cool ideas, beta testing, and for the Amiga service manuals)

Thanx to my beta testers:

(No names here.. but when need i include them :)

Other greetings:

Amiga: Shamen/CDi, Flex/Frame18, Anorganic/Promise, Hanzi, Chexum, Gizmo/Frame18, ZAK/The Forcers TEAM, Louise, Goa/CDi/Faculty, EFT/Impulse, Soldier/Impulse, Chris/Power Team, Magic/Amiga Only, Unreal/Faculty, RatMan/Crimson^Jihad, McPhoton, Enc0re.

All members of Amiga Only & Amiga Világ

pC: Grass/CDi, Psycho and Basq/Tsi Alive, Trajic/???, Hamster/???, Dada, DAB/Promise PC

Last, but not at least: the Developers of the Amiga and AmigaOS (yes this is a really OS -okay, have some bugs- , but it's really fun to develop under it!!)

Fuck to all pC-owners who's think the Amiga is a game-machine... (oopps that was a bit strange... but true :)

1.14 What is not in public version?

There is only one limitation: there is NO Intel INDEO support. All other stuffs working, there is no speed/frame limit or other thing.

If you need Indeo (IV31 & IV32) support then please send 5-10DM / USD 5-10 (or more, if you like ;) to [my postal address](#) in !CASH!

(just put the money in an envelope)

Please support my work! Thanks!

1.15 Copyright

PIV-MooVid and the sources of this program are copyright © 1996-1999 by László Török.

The program is freely distributable as long as all of its files are included in their original form without additions, deletions or modifications of any kind, and only nominal fee is charged for their distribution.

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Unauthorized copying, reproduction, hiring, lending, prohibited. By using the 'PIV-MooVid' software of the program, you accept the entire risk as to the quality and performance of the program.

This program is FREEWARE.

If you are doing an article or a review of PIV-MooVid then please send me a copy of the magazine! (It's not a must, but I would be very happy :)
