

**MPEG to ANIM**

**COLLABORATORS**

	<i>TITLE :</i> MPEG to ANIM		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 7, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>MPEG to ANIM</b>	<b>1</b>
1.1	MPEG2ANIM.GUIDE . . . . .	1
1.2	blurrrrb . . . . .	1
1.3	Whats New . . . . .	2
1.4	Installing . . . . .	2
1.5	system needs . . . . .	3
1.6	What is wrong . . . . .	3
1.7	ME . . . . .	4
1.8	Call my BBS . . . . .	5
1.9	how to do it ! . . . . .	5
1.10	legal . . . . .	6

---

## Chapter 1

# MPEG to ANIM

### 1.1 MPEG2ANIM.GUIDE

MPEG to ANIM Version 1.2

---

What does it do ?

Whats new + history

Requirements

Installation

How to use MPEG2ANIM

Bugs/Known Problems

REGISTERING MPEG2ANIM

Why not call my BBS :)

Disclamer/Legal notice

### 1.2 blurrrrb

Why write MPEG2ANIM ?

---

My 030 was having a hard time playing MPEGS, managing on average 4 to 5 frames per second, but it could play ANIM files upto 50 frames per second!

---

Back to Main Menu

## 1.3 Whats New . .

Whats new and release history

-----  
Version 1.0 released 1st October 1998  
-----

This was the first public release of Mpeg2Anim, not much more to say . .

-----  
Version 1.1 released 1st November 1998  
-----

NEW FEATURES

1. Added detection of Mpeg streams with audio
2. Added an ABORT button !
3. Option to dither the output
4. Choice of ANIM modes (ANIM5, ANIM7S and ANIM7L)
5. Frame skipping option (makes ANIM file appear to run faster)
6. Changed the registration method to a code word rather than sending disks in the post

-----  
Version 1.2 released 1st Febuary 1998  
-----

NEW FEATURES

1. Added conversion of MPEGS with audio
2. Added a TURBO mode, twice as fast as NON-TURBO !
3. Optional preview mode
4. Improved Interface (nicer progress bar :))

-----  
Future Versions  
-----

I have lots of functions to add to Version 1.3 but you will have to wait and see what they are, expect it to be released around April time

Back to Main Menu

## 1.4 Installing

-----  
Installing  
-----

---

To install MPEG2ANIM just click on the install icon. This will copy all the files into the correct places.

Then drag the REXXMAST icon (which is located in SYS:SYSTEM) into your WBSTARTUP draw. This is needed to make MPEG2ANIM work !

Then REBOOT your AMIGA and you're ready to go . . . . .

If you want to see what's going to happen when you install Mpeg2Anim please feel free to load 'INSTALL' into a text editor and have a look.

Please note that the installer will uncompress the LHA files into ram: so please ensure you have lha in your path (ie Sys:C/)

Back to Main Menu

## 1.5 system needs

What do you need to run MPEG2ANIM

-----

1. AN AMIGA      Only tested on an A1200 but all Amigas with 2.x should be fine and an 020.
2. REXXMAST      Most of you will have this but WB1.3/1.2 users will have to get a copy.
3. DISK            Lots of free disk space.
4. MPEG FILE      One is included with this archive.
5. ANIM PLAYER    So you can view the ANIM files created, remember that most players will play ANIMs from disk so don't worry if the created ANIM is larger than your RAM:

Back to Main Menu

## 1.6 What is wrong

Known Bugs and Problems

-----

---

There are a few points that you should note:

1. Volume / device names set in the interface cannot have spaces, ie  
use RAM: instead of Ram Disk:
2. If you load the ANIM file into DPAINT you may notice that the last two frames are the same as the first two frames, these are called MASH frames and are used to keep the palette locked when the ANIM is looped. If you use an external ANIM player then you will not see these frames.
3. If your MPEG contains AUDIO data then Mpeg2Anim will try and strip out as much of the AUDIO as possible, if it comes accross an error then it will converts as far as it has got.

Back to Main Menu

## 1.7 ME

### Registering MPEG2ANIM

-----

The un-registered version works fully but the output of the ANIM file is limited to 2,4 or 8 colours, the registered version has the following outputs;

2,4,8,16,32,64 colours and Ham6, Ham8 modes.

The registration fee is £2.00 (that's two UK pounds). Send two £1 coins taped to a piece of card to the following address, and also include a stamped addressed envelope for me to send you back the CODE WORD, if you have an email address then don't bother with the stamped addressed envelope, include your email address and I will email you the CODE.

MPEG2ANIM version1.1	if you are reading this 5 years from
17 COWHEY CLOSE	the release date then this address
WESTMINSTER PARK	will still be okay to use. PS
CHESTER	why are you still using an A1200 ?
CH4 7QT	shouldn't you have a SUPER AMIGA by now :)
ENGLAND	

If you have any questions about registering this program then feel free to email me at;

dave@boing1.freemove.co.uk

The CODE WORD will work with all future versions of mpeg2anim.

PS. Mark the letter MPEG2ANIM version1.2 otherwise you may end up with the KEY to version 1 :(

---

Back to Main Menu

## 1.8 Call my BBS

Why not give my BBS a call ?

Just as a final note, I thought I would give my BBS a plug.

```

-----
|_ _ \//  \ _ _//  | \      _||  _
||_) )  _/  _//  ||\ \ _/      )/_
|_ ( / . \// _  || \ \ \ ! // _
||_/) )|  _  | \  _ ) || | > \ | / / / /)
|_ _/_|_|_|/|_| \  _  || |_| |_|/||_ 98
/ _ _ ) / _ _ ) \  ||      // _ _ )
      -  | /  _ _//  -
56K      . . .  - _ _ _ /  B B (
      .  _ _ _ _ )

```

o | 7 8 8 5 5 | 7 | 9 after 10 pm

Back to Main Menu

## 1.9 how to do it !

How do you use MPEG2ANIM ?

YOU MUST INSTALL IT FIRST !

Double click on the MPEG-ANIM icon, this will bring up the MPEG2ANIM GUI.

The first time you run the program you will be asked for the CODE WORD, if you have registered then type the CODE and press RETURN, then START, you will not be shown this window again once the code has been accepted. If you don't have the CODE then just press START to use the cut-down version.



1. Select an MPEG file
2. Select an output PATH and FILENAME
3. Select the SWAP volume - this is used to store the data during conversion. An MPEG at 320x256 with 1500 frames will use about 350 megs of SWAP !
4. Select the output MODE - Ham, 64, 32, etc . . .
5. Select the output size
6. Set the ANIM mode
7. Set the dithering           none OR  
                                  Steinburg
8. Set the SKIP options    write all - writes every frame  
                              every 1   - skips every other frame  
                              every 2   - skips every other 2 frames  
                              etc . . . . .

          this makes the converted ANIM file 'appear' to run faster :)

9. Switch Turbo ON or OFF - this speeds up the conversion alot but why not use it all the time ?  
The turbo mode 'jumps' to a progress window at every frame so if you are multitasking with another program then you window will toggle between active and non-active.
10. Press CONVERT. If its a large anim then go and make a cup of tea! :)
11. If you have done something wrong then press ABORT

Please note if you are using the TURBO mode then if you 'pull' down the workbench screen you can see a preview of the current frame.

PS. Make sure after you input a value in the GUI you press RETURN. This is a limitation of the Gadtools, sorry :(

Back to Main Menu

## 1.10 legal

Legal Stuff

-----

You use this program at your own risk.

MPEG2ANIM uses a few other PD programs to run, they are;

VAREXX       - the great code that makes GUI's for AREXX programs.

- GFXCON - the part that converts the frames, the full archive of gfxcon is contained in the MISC directory.
- MP - a public domain mpeg player, the distribution archive can be found in the MISC directory.
- BUILDDANIM - the part that compiles the ANIM file, again the full distribution archive is in the MISC directory.
- EXECREXX - PD REXX compiler
- REND24 - Shareware image converter

All of the FULL distribution archives of the above be found in the archive directory. Most are Freeware but a few a email/shareware, please show your support for the authors of these great Amiga programs.

[Back to Main Menu](#)