

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 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MPEG to ANIM	1
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	4
1.9	how to do it !	5
1.10	legal	6

Chapter 1

MPEG to ANIM

1.1 MPEG2ANIM.GUIDE

MPEG to ANIM Version 1.1

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

Future Versions

1. Conversion of MPEG video/audio streams
2. Faster frame conversion !
3. Optional preview window
4. any other ideas ?

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

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. The MPEG animation cannot contain AUDIO DATA. If anybody knows of a public domain program that can split MPEG audio and video then let me know.
 3. When you have finished the conversion select QUIT, you need to reload the program to convert a new MPEG.
 4. If you try to convert an MPEG and run out of SWAP space then you may need to erase all the frame files, they have the name frame.1 etc.
-

5. 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.

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	

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

PS. Mark the letter MPEG2ANIM version1.1 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 ?

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 as been accepted. If you don't have the CODE then just press START to use the cut-down version.

1. Select an MPEG file (cannot contain audio!)
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 - no dithering
 - Steinburg F - fast dithering
 - Steinburg S - SLOW! dithering
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. Press CONVERT. If its a large anim then go and make a cup of tea! :)

10. If you have done something wrong then press ABORT

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

Back to Main Menu
