

Frogger

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| | <i>TITLE :</i> Frogger | | |
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| WRITTEN BY | | August 27, 2022 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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Chapter 1

Frogger

1.1 Frogger - Ultimate MPEG Player

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Frogger - Ultimate MPEG Player
v1.3.9 (10-10-99)
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Introduction
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Requirements
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Features
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Installation
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Usage
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Bugs
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History
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Authors
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Frogger home page:
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http://jota.wi.tuniv.szczecin.pl/~bjsebo/Frogger
```

1.2 Introduction

Frogger is the ultimate MPEG video player, with MPEG-2 layer support. Frogger was originally released by Miloslaw Smyk (thorgal@wfmh.org.pl), recently, the development has been taken over by Sebastian Jedruszkiewicz (bjsebo@jota.wi.tuniv.szczecin.pl)

The MPEG1/2 decoder is based on mpeg2decode created by MPEG Software Simulation Group.

1.3 Requirements

Hardware:

- Amiga (68k or PPC)
- FPU (for 68k version)
- 8 MB RAM

Software:

- ppc.library 46+ (PPC version).
- AHI for sound.
- CGFX v3+ for CGFX display.
- cgxvideo.library for overlay support.
- some mpegs to play ;)

Currently PPC version does not work under ppc.lib emulation.

1.4 Features

- video layer 1/2 decoding.
- Fast video & audio playback. (audio decoding is not available in 68k version, will be added soon)
- Intelligent frame skipping.
- Overlay support.
- Asynchronous disk reading.
- video scaling on both CGFX and AGA.

1.5 Installation

No install script was made - just copy the executable file and guide wherever you want.

Note that there are 4 executables:

for 030,040,060 and PPC processor. Just pick the one that match your configuration.

1.6 Usage

Right now Frogger can be run from CLI only.

Options:

TEMPLATE:

FILE, SCREEN/S, MODEID/K, STATS/S, NOAUDIO/S, DITHER/K, FULLSCREEN=FS/S
LOOP/S, FPS/N, ASYNCIO/S, BUFSIZE/N, FORCEMONO/S, AUDIO16/S, VERBOSE/S
FORCEAUDIO/S, ALLFRAMES/S

FILE:

mpeg file to play. if no file is specified, asl will popup.

SCREEN:

open window on pubscreen. default to open on WB.

MODEID:

specify modeid for SCREEN or FULLSCREEN. this can be either decimal value (ie. 123456) or hexadecimal value (ie. 0x123abc) Hexadecimal valume can be passed as 0xnumber or \$number.

STATS:

print some information about played stream (fps, size, audio layer, etc.)

NOAUDIO:

turn audio off in files that have got audio track. By default Frogger will try to find if there is audio track available, and will decode audio if audio was found.

FORCEAUDIO:

Sometimes Frogger fails to find valid audio track inside mpeg file. In this case use FORCEAUDIO to force audio decoding. Remebmer, that using this option on files that does not have audio track, may cause crash.

DITHER:

specify dither method. by default Frogger will use color dithering (8, hi ot true color, depending on depth of selected screen).

Dither methods available:

VLAYER - use cgxvideo.library video overlay feature.

VLAYERGREY - use cgxvideo.library video overlay feature, grey. VLAYER can be used only on gfx card that supports hardware YUV -> RGB conversion. cgxvideo.library supports only CV3D card, but it also works on BVISION/CVISION. Please read chapter Overlay

for info about using overlay on such a card.

GREY - greyscale output.

FULLSCREEN:

play mpeg in fullscreen mode (instead of window). Works on both CGFX and AGA. AGA display is limited to 256 colors, CGFX does support following pixel formats:

ARGB32 (24bpp)

RGB16 (16bpp)

LUT8 (256 colors)

More pixel formats soon.

FPS:

limit fps. default to use frame rate from stream, any number to limit fps, 0 for no limit (max possible).

ASYNCIO:

Use asynchronous disc reading. this speeds playback a lot. 68k version

requires `asyncio.library`, PPC version uses my own PPC AsyncIO routines.

FORCEMONO:

force audio track to be played in mono. this may speed audio decoding of stereo layers. default to play in stereo.

AUDIO16:

by default Frogger plays audio in 8 bits per sample mode. It is simple faster. AUDIO16 will turn 16 bits per sample decoding (better quality, more cpu power required).

VERBOSE:

turn on warning and other messages printing. default off.

BUFSIZE:

set the io buffer size. It may cause problems with PPC `asyncio` routines, so use with care. default 65536.

ALLFRAMES:

By default, Frogger skips some frames (if needed) to achieve frame rate from stream. ALLFRAMES will force Frogger to display all frames, without skipping. This is not very usefull with mpegs that have got audio track (there will be no synchronization).

Other options does not work at the moment.

ToolTypes:

All options available from CLI, are also available as tooltypes. Take a look at `Frogger.info`, all tooltyes are already there, just choose options you like.

Menu:
-----**Keyboard:**
-----**Window Mode:**

ESC - Quit.
RAMiga + Q - Quit.
RAMiga + 1 - Set size to 50 %.
RAMiga + 2 - Set size to 100 %.
RAMiga + 3 - Set size to 200 %.
RAMiga + 4 - Set size to screen size.

FullScreen Mode:

ESC - Quit.
+ - Zoom movie in.
- - Zoom Movie out.

Other:

- Window close gadget quits Frogger.
- CTRL-C combination from CLI that Frogger was started does the same.

Some words about cgfx fullscreen mode:

You can select any mode you want (as long as the pixel format is supported). When selected screen size is smaller than mpeg size, output will be scaled to fit screen size. When mpeg size is smaller than screen size, output is not scaled. In both cases you can scale output with '+' and '-' keys. Aspect ratio is preserved, when scaling is made.

Scaling also works on AGA.

1.7 Bugs

- sometimes audio tracks are not detected correctly.
- fullscreen aga display in 68k version is buggy, and does not supports scalling like ppc version. It should work now in color mode, however.
- grey dithering in 68k version is not correct.
- I have found one mpeg, on which Frogger fails to play audio track. Audio is recognized, but no sound can be heard. Dunno why.
- CTRL-C handling in PPC version does not work. I had to choose beetwen working tooltypes or working CTRL-C handling. I choose tooltypes...
- I have added code to load mpeg from menu (Open). But do no use it - it wil crash. I am working on that.
- Sometimes strange sound strippes appears. dunno if this is audio decoder bug or really low quality mpegs...

bug reports should be sent to:

Sebastian Jedruszkiewicz
bjsebo@jota.wi.tuniv.szczecin.pl

1.8 Authors

Frogger was oryginally created by Miloslaw Smyk
(thorgal@amiga.com.pl)

Now it is beeing developed by:

Sebastian Jedruszkiewicz
(bjsebo@jota.wi.tuniv.szczecin.pl)
main programming, ppc version.

and

Przemyslaw Gruchala
additional programming,
68k assembler optimized routines.

1.9 Future

(higher priority on top)

- GUI
- audio & video seeking
- better audio - video synchronization

1.10 History

I've lost history file from 1.0 to 1.3.0,
only a quick brief:

- added sound, overlay, recompiled with egcs, 68k version compiled with gcc, some optimizations in ppc asm, some optimizations in 68k asm (done by Przemyslaw Gruchala), asynchronous disc reading and more...

v1.3.1

- Sound on/off from menu now works.
- New AsyncIO routines. Does not requires asyncio.library anymore. This is experimental feature, so please be careful with asyncio option. Asynchronous reading is now done completly on PPC side.
- Support for videocd and cdi (experimental). Those files starts with RIFF????CDXA. If you got such a movies please check if it can be displayed using Frogger. Please contact me if it does not work with your files.
- 68k version available again.

v1.3.2:

- Completly new audio routines. much faster, and with some additional features (like forcing to mono, or 8 bits per sample decoding). based on mpg123 player sources.
- fixed bug which caused Frogger to crash when decoding last sequence picture.

(v1.3.3 and 1.3.4 not released)

v1.3.5:

- Audio is now played from 'Frogger Audio' task, which means
-

that audio decoding is independent from video decoding.

This gives almost smooth audio playback, now the only thing missing is synchronization between audio and video decoders.

- New timing routines, and picture skipping routines. Small mpeg (160x120) are now played synchronized with audio track, and almost without picture skipping.
- Added VERBOSE option. Annoying errors will be shown only if this option is ← enabled.
- Fixed bug in audio decoder. Now stereo audio track should be played properly.
- At last removed the sound delay at start!
- 68k version does not work on 030+FPU. I will fix it, in future.
- FULL switch has been renamed to FULLSCREEN=FS. It does work on cgfx but only with pixel format ARGB (24 bpp) RGB16 (16bpp) and LUT8 (256 colors). It also supports grey display. I will add support for more pixel formats soon. BTW: It seems that fullscreen 8bpp color mode is faster than windowed vlayer! Strange...
- Movies with width not 16 dividable were played wrong. Fixed.

v1.3.6:

- AGA Fullscreen support. only 256 colors mode is working right now. HAM modes soon.
- fixed dithering of MPEG-2 interlaced streams (or whatever it is called).
- fixed args reading, so now MODEID can be passed as decimal (ie. 135168) or hexadecimal (ie. 0x21000) number.
- fixed some small bugs in display code.

v1.3.7:

- fixed frame rate calculation, and audio synchronization.
- fixed video overlay support. Output should be now bilinear filtered, when ← window is scaled.
- added AGA fullscreen grey support.
- fixed audio routines. no more strange sounds, or 2x faster audio decoding.
- in fullscreen cgfx mode, movie can now be scaled using keyboard.
- added scalable window output on AGA (Przemyslaw Gruchala).
- added fullscreen support in 68k version (Przemyslaw Gruchala).
- fixed bug in window display code, that caused crash on AGA, when selected screen was smaller than mpeg size (Przemyslaw Gruchala).
- Frogger can now automatically detects audio tracks.
- Fixed bug that caused crash when file name was misspelled.
- Fixed vlayer support. No more strange stripes on WB, when using vlayer on screen.
- added size scaling from menu (and keyboard).
- fixed AGA full screen output.
- added scalable output in AGA fullscreen mode.
- created Frogger.guide.

v1.3.8:

- fixed audio track detection.
- added FORCEAUDIO, in case the autodetection fails.
- fixed writepixelarray() code. mpegs with size not 32 dividable should be displayed correctly.
- fixed AGA window display code (PPC version)
- added tooltypes support (Przemyslaw Gruchala, only 68k version)
- fixed AGA fullscreen display in 68k version (Przemyslaw Gruchala)

v1.3.9:

- fixed enforcer hit in window display code.
- fixed yuv->8bpp conversion in 68k version (Przemyslaw Gruchala)
- fixed enforcer hit, which appears when end of stream has been reached.
- fixed overlay support.
- some functions has been written in ppc assembler, minor speed increase.
- fixed bug in audio decoder (joint-stereo layerII was decoded wrong).
- modeid can now be passed as \$number (MODEID \$21000, or MODEID 0x21000 or MODEID 135168).
- fixed tooltype support in PPC version.
- BUFSIZE parameter now works.
- Added Vlayer clear code. When frogger is started second time in a row, window should be cleared, and will not contains previous movie last frame. Also optimized a bit vlayer conversion routine.
- Added ALLFRAMES switch.
- optimized audio decoding a bit.

1.11 Overlay

What is overlay? It is a special feature of gfx card, which have got a lot of advantages:

- colorspace conversion is done by the card (more cpu power can be used for audio or video decoding) mpeg video uses YUV color space, and it has to be converted to RGB before displaying. In overlay mode this conversion is done by graphic card.
- scaling is done by graphic card. It means ,that you can (in theory) scale small window to fit whole screen without speed decreasing.
- Also when output is scalled, graphics card uses bilinear filtering to eliminate zoomed pixels.

Frogger supports overlay using cgxvideo.library. This library was designed to work with CV3D board, but it also works with BVISION/CVISION cards!!! to use Overlay feature on such a card do the following things:

- install cgxvideo.library (libs: is a good place to hold this file ;)
- in your BVISION/CVISION monitor icon add tooltype:
V LAYER=DESTRUCTIVE
- reboot.

Now you can enjoy the overlay feature. Remember that this is a hack and it may cause problems (if running on other screen than WB, some strange stripes may appears on WB).
