Asymetrix Digital Video Producer 3.5

Release Notes

March 14, 1995

This document contains information that became available after we completed the DVP documentation.

1.0. Compression in DVP

1.1 Working with files compressed using Intel Indeo 2.1

DVP can compress and decompress files originally compressed with Intel Indeo 3.0 or later; however, DVP can only decompress files originally compressed with Indeo 2.1. So while you can use files compressed with Indeo 2.1 in your DVP project, you cannot compress the final video using Indeo 2.1. Attempting to do so will result in a Compression Error message.

To support our customers who would like to continue using the Intel ActionMedia II card for the hardware-assisted playback of files compressed with Indeo 2.1, DVP supports limited editing and building of Indeo 2.1-compressed files. You can edit the audio portions of these files, and you can combine the files if you first ensure that all cuts in the source file occur on a key frame. DVP will then write the file without recompressing it.

1.2 Specifying frame sizes when using Intel Indeo compression

If you use Intel Indeo to compress files, the dimensions of the frame size must be divisible by 4. For example, you can compress a file with a frame size of 320 by 232 pixels or 320 by 236 pixels, but not one with a frame size of 320 by 235 pixels. Attempting to compress a file with frame size dimensions not divisible by 4 results in an error.

2.0 Allocating hard disk space in DVP Capture

When using DVP Capture, you should allocate sufficient hard disk space to accommodate the entire size of the captured video. Some software and hardware manufacturers recommend that you capture using a capture file size of 1MB; however, using this small a capture file can result in poor-quality results. For details about allocating disk space for a capture file, refer to “Allocating file space” in Chapter 3, “Capturing video” in the *Asymetrix Digital Video Producer User Manual*.

3.0 DVP file list

DVP includes the following files, stored on the Asymetrix Digital Video Producer CD in the directory structure illustrated below.

\
  SETUP.EXE
  README.WRI (this file)
  .PVL compressed installation file
  Additional file required for installation

\DVP
DVP.EXE
DVPCAP.EXE
DVP.PAL
DVP.HLP
DVP.ASA (Startup Assistant Help file)
EFCTMOD1.DLL
ASYMCTL.DLL
ASYMSUA.DLL

\DVP\ASSIST
  LEOPARD.AVI
  LION.BMP
  GROWL.WAV
  CATSMPLE.AVI

\DVP\SAMPLES
  \DVP\SAMPLES\240x180
    ANIMBAK1.BMP (Black-and-white cloud bitmap)
    ANIMPRJ1.PRJ (Letter animation plus bitmap)
    ANIMVID1.AVI (Final video of animated title)
    NSETOVR1.BMP (Bitmap of inset overlay)
    NSETPRJ1.PRJ (First video scaled to inset size)
    NSETPRJ2.PRJ (Inset video combined with overlay)
    NSETPRJ3.PRJ (Background added to inset video plus overlay)
    NSETVID1.AVI (SKIVID01.AVI scaled to inset size)
    NSETVID2.AVI (SKIVID01.AVI scaled to inset size, plus overlay)
    NSETVID3.AVI (Final inset video)
    OVERPRJ1.PRJ (Animation combined with background video)
    OVERVID1.AVI (Animation of snowman)
    OVERVID2.AVI (Final video of animation overlaid onto video)
    SEMIPRJ1.PRJ (Creation of logo title)
    SEMIPRJ2.PRJ (Title video combined with SKIVID02.AVI)
    SEMIVID1.AVI (Logo title)
    SEMIVID2.AVI (Final video with semi-transparent logo)
    SKIVID01.AVI (Skier entering scene airborne)
    SKIVID02.AVI (Skier doing splits over moguls)
    SKIVID03.AVI (Extreme skier moving quickly down slope)
    SPLTPRJ1.PRJ (Cropping of SKIVID01.AVI)
    SPLTPRJ2.PRJ (Cropping of SKIVID02.AVI)
    SPLTPRJ3.PRJ (SPLTVID1.AVI combined with SPLTVID2.AVI)
    SPLTVID1.AVI (One-half of SKIVID1.AVI)
    SPLTVID2.AVI (One-half of SKIVID2.AVI)
    SPLTVID3.AVI (Final split-screen video)
    TRANOVR1.BMP (Embossed logo bitmap)
    TRANPRJ1.PRJ (Logo combined with SKIVID03.AVI)
    TRANVID1.AVI (Final transparent logo video)

  \DVP\SAMPLES\160X120

ANIMBAK1.BMP (Black-and-white cloud bitmap)
ANIMPRJ1.PRJ (Letter animation plus bitmap)
ANIMVID1.AVI (Final video of animated title)
NSETOVR1.BMP (Bitmap of inset overlay)
NSETPRJ1.PRJ (First video scaled to inset size)
NSETPRJ2.PRJ (Inset video combined with overlay)
NSETPRJ3.PRJ (Background added to inset video plus overlay)
NSETVID1.AVI (SKIVID01.AVI scaled to inset size)
NSETVID2.AVI (SKIVID01.AVI scaled to inset size, plus overlay)
NSETVID3.AVI (Final inset video)
OVERPRJ1.PRJ (Animation combined with background video)
OVERVID1.AVI (Animation of snowman)
OVERVID2.AVI (Final video of animation overlaid onto video)
SEMIPRJ1.PRJ (Creation of logo title)
SEMIPRJ2.PRJ (Title video combined with SKIVID02.AVI)
SEMIVID1.AVI (Logo title)
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SPLTVID1.AVI (One-half of SKIVID1.AVI)
SPLTVID2.AVI (One-half of SKIVID2.AVI)
SPLTVID3.AVI (Final split-screen video)
TRANOVR1.BMP (Embossed logo bitmap)
TRANPRJ1.PRJ (Logo combined with SKIVID03.AVI)
TRANVID1.AVI (Final transparent logo video)

\MEDIA
\FRSTLGHT
\TRIDIGTL
(Clip media files from Firstlight Productions, Inc., and TriDigital Software)

\WINDOWS
\ASYM\APPS
ASYMPAL.EXE
ASYMBIT.EXE
MEDMANA.DLL

WINCOMA.DLL
WRKBNCHA.DLL
ASYMPAL.HLP
ASYMBIT.HLP
\SYSTEM
ASYMAVI.DLL
DSEQFILE.DLL
FLIFILE.DLL
TGAFILE.DLL
WAVEFILE.DLL
MEDBITSA.AMM
MEDIMPA.AMM

\VFW11RT
MSSETUP.EX
MSTEST.EX
ACMCMPRS.DL_
AVICAP.DL_
AVIFILE.DL_
CLEANUP.RE_
COMPOBJ.DL_
CTL3D.DL_
DISPDIB.DL_
DVA.38_
ICCVID.DR_
IMAADPCM.AC_
INIUPD.DL_
IR21.DL_
IR32.DL_
IYVU9.DL_
MAP_WIN.HL_
MCIAVI.DR_
MCIOLE.DL_
MPLAYER.EX_
MPLAYER.HL_
MPLAYER.RE_
MSACM.DL_
MSACM.DR_
MSADPCM.AC_
MSCOMSTF.DL_

MSCPYDIS.DL_
MSCPYDIS.IN_
MSCUISTF.DL_
MSDETECT.IN_
MSDETSTF.DL_
MSINSSTF.DL_
MSRLE.DR_
MSSHLSTF.DL_
MSUILSTF.DL_
MSVIDC.DR_
MSVIDEO.DL_
MSVIDEO.NT_
OLE2.DL_
OLE2.RE_
OLE2CONV.DL_
OLE2DISP.DL_
OLE2NLS.DL_
OLE2PROX.DL_
PROFDISP.EX_
SETUP.EXE
SETUP.INF
SETUP.INI
SETUP.LST
SETUP.MST
SETUPAPI.IN_
STDOLE.TL_
STORAGE.DL_
TYPELIB.DL_