MPEG-Interface

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	TITLE : MPEG-Interface		
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WRITTEN BY		January 6, 2023	

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Contents

Chapter 1

MPEG-Interface

1.1 MPEG Interface

MPEG Interface V1.0

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--== Standard Warranty ==---
I take no responsability for any damage caused by this program. This
product is FREEWARE. Do with it as you want (copyright still remains
with me however:)

Introduction

Requirements

Useage

KingCON problems

Credits

1.2 Introduction

This program is a GUI interface for the MPEG-Play program by Michael van
Elst, available on the Aminet. Basically it allows you to control the
different dither/colour settings which are then sent to the CLI based MPEG
viewer. All options of MPEG-Play V1.03 are supported, including saving the
MPEG as a series of IFF's.

1.3 Requirements

The program requires any Amiga computer with Workbench 2.0 and greater. It
does not require a hard drive or a vast amount of memory (the program
itself is only about 15K) but since you are playing MPEG's then a hard
drive would be beneficial, and the more memory the better (a fast processor
wouldnt go amiss either :)

You will also need the mpeg_play program - this should be available from
the aminet, or elsewhere (?) It is important that the you rename the
mpeg_play program to 'mp', and that it is located somewhere within your
path, C: assigns, or current directory, so that the GUI interace can
locate it.

And finally you will need an MPEG to actually see anything!

NOTE: The mpeg_play program I have requires an 020, with 2mb of memory.
If you use another MPEG viewer then as long as it uses the same command
line options as mpeg_play, and that you rename it to 'mp' then it should
work just the same.

1.4 Useage

                  Useage:

Run the program from Workbench and the select your MPEG file by pressing on
the get file button, or entering it into the string.

When you are ready, press on the Play button to begin viewing.

Options:

Display - Screen/IFF file/No display
          Screen displays the animation on screen.
          IFF file saves the MPEG animation as a series of IFF files which
          can be collected and made into a standard IFF animation (which
          will run much faster). Upon selecting this option, the IFF save
          string will be enabled allowing you to choose the destination for
          the IFF files. The IFF's will be named as specified with the
          frame number appended on the end of each - see the mpeg_play
          instructions for more details.

Ignore B/P frames - Ignore B (bothway interpolated) or P (predicted)
                    frames.

Blue, red, luminance - Specifies the values for the blue, red, and
luminance colours. Some MPEG's may display bad colours using the default
4R, 4B, and 16L. See mpeg_play docs for more info.

Dither modes - Choose a dither mode to suit your needs
               The exact details are not given here and may be found within
               the original mpeg_play documentation.

Loop - Does what it says!

Once an MPEG has been started, the screen will flip to the MPEG animations
screen. Meanwhile, back on the Workbench screen a CLI window will have
opened displaying the frame number. If you wish to pause the MPEG then
press any key in this window - delete the character when you wish to
continue again. To enter a key into the frame window you will have to flip
back to the Workbench screen either by pressing on the invisible
back-to-front gadget in the top right, or using the AMIGA+M combination.
Now select the window and enter the key, or flip back again. As long as
you do not press anywhere within the MPEG animation window the frame window
will remain active allowing you to control it without having to flip back
to the Workbench screen. To quit the animation you will have to enter a
CTRL+C into this window.

When the animation has finished, or if you exit early using CTRL+C a winow
will pop-up displaying the statistics for the animation, the frame rate
etc... Close this, and the frame window when you have finished.

Read

            KingCON
             note for CON: problems.

1.5 Credits

Programmed in C by John Godley

Comments and suggestions to:

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Thanks go to Michael van Elst for converting the MPEG viewer to the Amiga.

1.6 KingCON notes

NOTE for KingCON and other CON: replacement users:

I have experienced problems with using the program with KingCON - you
cannot exit an animation by pressing CTRL+C. Instead you must BREAK the
process from another shell window or the EXECUTE COMMAND menu option. If
you are unsure on how to do this then follow these steps:

  1) Open a new Shell window.
  2) Type in 'status' and press return.
  3) Look for something like "Process x: Loaded as command: mp"
     where x is a number
  4) Type in 'break x' where x is the number found in the status listing

This *should* send a signal to mpeg_play to stop.

I think the problem has something to do with the fact that KingCON doesnt
handle double redirection properly. Since my program uses double

redirection then you it doesnt work properly. If anyone knows of a better
way of communcating with a CLI program then please let me know.