

## **MPEGIntuition 2.2 documentation**

**COLLABORATORS**

	<i>TITLE :</i> MPEGIntuition 2.2 documentation		
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## Chapter 1

# MPEGIntuition 2.2 documentation

### 1.1 Main side

MPEGIntuition 2.2

by Sauron 1995

for MP(1.03) and AMIPeg(0.4)  
(both are available on Aminet)

1.  
What is MPEGIntuition
2.  
Why I decide to write it
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Agnen doc

### 1.2 What is MPEGIntuition

It's a small (but it takes a lot of memory :) ) GUI for MPEG ↔  
players.

MPEGIntuition is created for MP (Michael Van Elst) and Amipeg (sorry  
I lost doc :[ ) to make more easy playing MPEG anim. You need only

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to click and done. Without cli commands and two lines long arg. line.

Now something that I have to write :

MPEGIntuition is Freeware so you can copy it and do what do you want :)

I DON'T TAKE ANY RESPONSIBILITY OF DAMAGED MADE BY THIS PROGRAM

All bugs report send also on my

E-Mail address

or ... PHONE ?????

(nope better don't do that )

### 1.3 Why I decide to write it

See paragraph 1 and you will understand why :) (I hope)

### 1.4 Requirements

- To start MPEGIntuition you will need an MP (1.03 ver) of course and (or) AMIPeg (0.4 ver) (that is MPEG\_play command) both from AMINET
- kickstart 2.0 or higher (I i guess that with GadTools.library for 1.3 it will work on that system but i can't check it)
- ReqTools library
- A fast computer :)

### 1.5 Installation

How to install MPEGIntuition ??

- You just need to put the MPEGIntuition (and it's icon of course) in one of your HD directories (You can put it on a floppy disk - if you don't have a HD, but you should have a lot of memory and use RAM option).
- Then you MUST change the default path for anims and MP & Amipeg in the icon tooltype.

X\_WIN & Y\_WIN - Top, left corner of the MPEGIntuition window

ex. X\_WIN=100

Y\_WIN=100

MP\_PATH - YOU MUST modify that line. You should type the whole path to MP procedure with it's name. (mp)

ex. MP\_PATH=Tools:MPEG/mp

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AP\_PATH - YOU MUST modify that line. You should type the whole path  
to Amipeg procedure with it's name (MPEG\_Play)  
ex. AP\_PATH=Tool:MPEG/mpeg\_play

MP\_DITHER - start (default) dither type (name only)  
ex. MP\_DITHER=MBORDERED

MP\_RAM , MP\_NOP , MP\_NOB , MP\_LOOP - YES/NO bool expressions  
to initial checkbox (look for more information below)  
ex. MP\_RAM=NO  
MP\_NOP=YES  
MP\_NOB=NO  
MP\_LOOP=YES

MP\_ANIMPATH - Directory where you have your's mpeg anims  
ex. MP\_ANIMPATH=Tools:MPEG

MP\_ANIMNAME - Name of the default anim (that means that if you  
run MPEGIntuition and push Start you will see  
that anim :) )  
ex. MP\_ANIMNAME=mickeymouse.mpeg

TOPAZ=<YES/NO> Should the program use Topaz font or Workbench default  
fonts (this is werry lame method of makeing program  
font sensitive so I recomand only use TOPAZ=NO if  
your system have 8 x 8 points fonts (or similar))

## 1.6 Usage

How to start ??

- Just double-click on MPEGIntuition icon and that's it !!!  
(If there is something wrong, see doc :  
Error report  
)

How to use it ??

- If you used MP before, you won't have any problems to use that  
program (excluding RAM options - that's my innovation )  
If you are using it for the first time, you should read the entire doc! :]

What are the gadgets for ??

- As you can see (I hope) there are four main parts of the window

MPEG Info	Dither Type
Gray8	
000	
X SIZE Y	
000	

```
      |
      Gray
      ||
|      |
      HAM8
      ||
| Time |
      00000.00000
      |
      HAM6
      ||
|      |
      Color
      ||
| Frame/s |
      00.00000
      |
      2x2
      ||
|      |
      Mbordered
      ||
| Frame/b |
      000.0000
      |
      Threshold
      ||
|      |
      Hybrid
      ||
| Compress |
      00:00.0
      |
      Hybrid2
      ||
|      |
      Ordered
      ||
| KB      |
      0000
      Fr.
      0000
      |
      Ordered2
      ||
|-----+-----+|
|
      RAM

      NOP
      About
      |
|
      PLAY
```





Parts of that Guide are from mp103.doc

BTW sorry for gramar errors :) (english is not my nativ language)

## 1.9 My adress

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IRCNick : Sauron (#amigapl , #amiga , #rpg-pl)

## 1.10 Agnen doc

Well... What the hell I should write here ???

OK Agnen is a small program that sends via Signal()

Control Break to MP / Amipeg task.

It's very nasty for now but later (when can it be ???)

I'll put it with main program :))

Why not yet ?????

Because it's not enough safety (can break not right task)  
and I don't know realy how I should integrate it with Intuition.

Ohh yes one more thing , Amipeg will stop playing MPEG  
a few seconds later then MP  
(that because he check signal when he is reading MPEG from disk)

Now how to use it :

Simply run it from Shell or WB and voila !!

There is TERMINATE button to break MP/Amipeg

And also task ID : why it's here - if you run MPEGIntuition  
and look MPEG only you don't need to look  
at it  
but if you start playing MPEG Anim and run  
other task check if the numers doesn't change  
if so DON'T use TERMINATE (it break not right  
task)

How to use it !! When run MPEGIntuition and push PLAY  
click mouse on Agnen window (the number will change  
and it will be remember) if you run another task,  
click once again if number change you know to  
not push TERMINATE :))

### **1.11 X size**

Show the X (horizontal) size of frame

### **1.12 Y size**

Show the Y (vertical) size of frame

### **1.13 Time**

Show the whole time from pressing PLAY button til end  
(including initialization)

### **1.14 Frequency**

Show how many frames can display MP or Amipeg on your machine  
per second

### **1.15 Frame size**

Show how many bytes have a single frame of anim

### **1.16 Compress ratio**

Show the anim commpress ratio (ex. 1:35.43)

### **1.17 Anim size**

Show the length on animation in KB (this is the length of whole file)

### **1.18 Frames**

Show how many frames have the animation

---

## 1.19 Play button

Start to play MPEG animation

If there only for a few seconds gadgets became disabled and nothing happened (no screen with anim) there can be wrong :

- 1) File is not recognized as MPEG Anim (Amipeg can't show a part of anims with different header - try than MP)
- 2) MP or Amipeg cannot allocate memory for buffer or screen
- 3) There is some bug in my program (Ohh Shai-hulud please no !!!)  
then contact with me (  
    Adress  
    )

## 1.20 Text gadget

Here is always visible name of last selected animation by load button

You can also write here the name by keyboard

REMEMBER !!!!!

All operations are made on file specified in that gadget

## 1.21 RAM check

If marked MPEGIntuition after pushing the  
PLAY  
button  
will copy animation to RAM and then play it.

MPEGIntuition doesn't check if animation fits in RAM

Why I made that option : Simply when I play MPEG from HD and it's about 6 (and more) frames per second you can see small stops. (MP and Amipeg read the anim from HD or disk)

## 1.22 LOOP check

If marked MPEGIntuition will ask to write number of cycling the anim (I know that doesn't look too good but I can't use MP loop function because the only way of ending it is send CTRL+D signal to it)  
When the Agnen program will be more friendly I'll try to make both kind of loops.

## 1.23 NOB check

causes the player to ignore and not display B  
(bothway interpolated) frames.

## 1.24 NOP check

causes the player to ignore and not display P (predicted)  
frames.

## 1.25 Save button

Activate SAVE module from MPEGIntuition and MP that produce single  
24 bit ILBM frames from selected anim

After pushing button appear small requester that remember you something  
very important and after it you'll be asked to choose dir where the frames  
of anim be saved and then you have to write patten name of file.  
ex. "MyAnim.%%.iff" in place of %% MP will put number of current frame.  
Frame saved will be named like MyAnim.001.iff MyAnim.002.iff ....

## 1.26 Dither list view

Dither (all dither types used in MP procedure + Amipeg)  
If you want to know something more about every dither type see  
mp103.doc. I can only tell you about speed of that filters.  
And so : (the slowest one is 1 [ds]) - sorry for no gfx card  
results ( i don't have them )

Speed factor	Dither name	ds amount (higher - better)
2	Gray8 (only AGA)	- 6.44 ds
1	Gray	- 7.27 ds <--- Fastest
15	HAM8 (only AGA)	- 2.32 ds
7	HAM6	- 3.87 ds
4	Color	- 4.72 ds
13	2x2	- 2.88 ds

---

```

6
  MBordered
  - 4.00 ds
3
  Threshold
  - 6.44 ds
14
  Hybrid
  - 2.69 ds
16
  Hybrid2
  - 2.06 ds
12
  Ordered
  - 2.90 ds
5
  Ordered2
  - 4.04 ds
17
  FS2
  - 1.32 ds
18
  FS2 Fast
  - 1.27 ds
19
  FS4
  - 1.00 ds <---- Slowest
8
  MONO
  - 3.78 ds
10
  AMP-color      *
  - 3.51 ds
9
  AMP-ham6      *
  - 3.72 ds
11
  AMP-hiresham  *
  - 2.97 ds

```

\* If you use that dither type, MPInt. will use Amipeg program)

All above modes except for none, mono, threshold, gray, gray8, color, ham6 and ham8 are paletted modes. On OCS/ECS machines this will produce an EXTRA\_HALFBRITE display for the maximum number of colors. On AGA machines a 256 color screen is used which produces a much better display. As written above, the gray8 mode is only available on AGA machines. The selection between gray and gray8 is not done automatic because the 16 graylevel mode is somewhat faster and some AGA users might want to trade display quality for speed.

## 1.27 Load gadget

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It's a load gadget !!! It let you to chose (via ReqTools) MPEG anim name to later PLAY or SAVE functions.

## 1.28 Delete gadget

Delete gadget !!! It delete ANIM from disk (before deleting you have to confirm that action)

## 1.29 About gadget

Eeee hard to guess ????

## 1.30 Gray 8

Grayscale dithering with 256 grayscales (AGA only).

## 1.31 Gray

Grayscale dithering. The image is dithered into 16 grayscales. Chrominance information is thrown away.

## 1.32 HAM8

'True' color display using HAM approximation. In HAM8 mode you have a 18bit color palette for a maximum of 256k colors produced by mp. This mode produces finer gradients than ham6 but it is significantly slower.

## 1.33 HAM6

'True' color display using HAM approximation. For each pixel either red, green or blue are set correctly and the other color components are the same as the pixel to the left. As the name implies this uses the 6bit HAM mode and is limited to 4096 possible colors.

## 1.34 Color

'True' color display with 4 bits luminance and 2\*2 bits for chrominance.

---

### 1.35 2x2

A dithering technique using a 2x2 pixel area for each pixel. The image displayed is 4 times larger than the original image encoded. Random error terms are added to each pixel to break up contours and gradients.

### 1.36 MBordered

ordered dithering at the macroblock level.

### 1.37 Threshold

Simple thresholding in black and white.

### 1.38 Hybrid

Hybrid dithering, a combination of ordered dithering for luminance and fs2 dithering for chrominance. Errors are not propagated properly.

### 1.39 Hybrid2

Hybrid dithering with error propagation among pixels.

### 1.40 Ordered

use simple ordered dithering

### 1.41 Ordered2

a faster ordered dither. This is the default.

### 1.42 FS2

Floyd-Steinberg dithering with 2 error values propagated

---



### **1.43 FS2 FAST**

a faster  
fs2

### **1.44 FS4**

Floyd-Steinberg dithering with 4 error values propagated

### **1.45 MONO**

Floyd-Steinberg dithering in black and white.

### **1.46 AMP-color**

### **1.47 AMP-ham6**

### **1.48 AMP-hiresham**

---