AVld-english

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COLLABORATORS			
	TITLE : AVId-english		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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AVId-english

1.1   AVId Main Menu

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                  AVId - FAST AVI player for AGA/ECS chipset and p96  ←
                      video system

                          Version 0.99998

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           Copyright
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1.2   Required hard&software...

Required hardware:

Without gfxcard:
Kickstart 3.0+ (for AKIKO,SDBL functions requires Kick3.1)

An AGA Amiga (ham8, 256 color, 18BIT, STORM and 16 grayscale)
ECS/OCS (16 grayscale)

68020 or Faster

about 1 meg of Free memory (Fast recommended)

With gfxcard:
Same as above plus:
A graphics card supported by Picasso96
Working p96 system

Required software:
reqtools.library v38+

AVI files to play ;)

Recommended minimum configuration:

68030/50 Mhz and (around) 0.5-1 megabyte free Fast memory and fast (1Mb/s or ←
   faster)
Device example: HDD or 4x Speed or faster CD-ROM drive.

On 68030/50 MHz it is able to play almost all AVI files at very enjoyable speeds.
Now AVId can play 320x240 CVID encoded AVIs on 030/50 very acceptable speed about ←
   12FPS
in gray and about 8-10FPS in color (with STORM dither)

To get a higher framerate I recommend 040/060 (or 030 with gfxcard :)

1.3   Features:

                I wrote this avi player because i tested many avi players and I ←
                   couldn't find any that
could play AVIs decently on AGA/ECS/OCS Amigas. (and on my PicassoIV ;)

Because all other AVI players on Amiga are very slow on 060/50 Mhz too.... :(
I coded this program in almost FULL assembly language (except the cvid decruncher) ←
    and
it can play AVIs very fast indeed.

Features:
FAAAAAAAAAAAAAASSSSSSSSSSSSSSTTTTTTTTTTTTTTT! (reallyy!!!)
Fast and buffered I/O handling (direct playback from CD-ROM or HDD)
FAST Chunky to planar
Fast Timer Based frame skipping method (like on pC's)
FULL AGA support (256 color/gray or ham8)
Bugfree "18bit" gfx on AGA Amigas
Special (fast & very good ham8) STORM dither on AGA Amigas
(with this mode you can play 320x240 CVID avi at 15FPS in perfect(!) color on ←
   060/50
mhz AGA machine)
ECS Support (16 grayscale)
16 grayscale Window playback
Full support of the CD32 akiko chip
Synchronized audio playing
Selectable frame rate (up to around 60-300 Frame/Second.. on 060 ;)
                      (average frame rate on pCs around 15 fps... hehehehe ;)
Intelligent bufsize calculation
Fully system friendly
Fast Window Playback on ANY public screen (32 color pubscreen recommented)
Full p96 support
Optimized CVID decoder for Cirrus and S3 based boards (and for RetinaZ3 too!)
Fast Grayscale playback

About the supported codecs:

Supported video encoders:
Microsoft RGB   (RGB)   8 bit
Microsoft RGB   (RGB)   16 bit
Microsoft Video 1 (CRAM/MSVC)   8 bit
Microsoft Video 1 (CRAM/MSVC)   16 bit
Radius Cinepak   (CVID)   24 bit
Radius Cinepak   (CVID)   32 bit
Run Lenght Encoded (RLE)   8 bit

Supported audio codecs:
PCM MONO 8/16 bit
PCM STEREO 8/16 bit
(I'm working on the ADPCM support)

Note: i want to expand the supported audio/video format support, so if you have ←
   any
docs about other avi en/decoder (example: IV32,ULTI video or ADPCM audio) please
mail or EMAIL to
              me
              Note2: Please do not mail IV31 or IV32 (or IV4x) AVI files! I ←
                  really want to support
INDEO soon!

1.4 The shell parameters:

First: now AVId is startable from wb, but (yet) no tooltype support... sorry will ←
   be
      added ;)

The parameters:

FILE the AVI file that you want to play, if you don't specify a file, a
  file-requester appears, and you will be able to select a file there.
        (at the moment you are unable to select multiple files... this will be ←
          added
        in the future)

DITHER You can select the dither type here (example: dither gray for gray)
        You can get help using dither ?
        Selectable dithers:

        HAM8   - AGA ham8 dithering for 15/24 bit avis (slow and ugly)

        GRAY or GREY - AGA 256 grayscale (fast but only grayscale - recommented on ←
          slow

                       systems - like bare A1200 or A1200 with fastmem)
                       (default dither in the demo version)

        ECS   - 16 grayscale (for ECS/OCS too!)

        18BIT   - bugfree AGA HAM8 (real 18bit quality on AGA)
                       (gives real colors, but slow with bigger AVIs)

        STORM   - fast AGA HAM8 gives almost perfect colors with extremly ←
          fast

                       speed! (for 15/24 bit) Default dither in the registered
                       version.
                       Disabled in the demo!

        Note: in the unregistered version the STORM dither is disabled, so if you
        enable this, you will see only black screen...

                         Speed comparison:
                         160x120 CVID 24bit AVI on 030/50/AGA (Mars.AVI)
                         dither STORM: 20 FPS
                         dither 18bit: 14 FPS
                         dither gray: 30 FPS (using force16 mode too)

                         320x240 CVID 24bit AVI on 060/50/AGA (Aerosmith.AVI)
                         dither STORM: 15 FPS
                         dither 18bit: 5 FPS
                         dither gray: 25 FPS

                         As you can see STORM is more fast with bigger AVIs!

        p96   - Picasso96 8/15/24 bit (default when gfxcard with p96 ←
          detected)

                         Note: For the best performance select: (with modeid ?)

                         15bitRGBPC for 15/16 bit AVIs (CRAM/RGB)
                         24bit Truecolor BGR or 32 bit Truecolor (alpha) RGB for ←
                           24/32

```
                            bit AVIs (CVID)
                            But by default I use p96's bestmodeid() functions that make ←
                                it so!

MODEID  You are able to select the display modeid (default is pal-loresnolace or  ←
   ntsc)
  example: modeid 00029000
  you must alway use the full 8 digit value,
  i.e. displaymode 29000 not work...  sorry (will be fixed .. ;)
  If you want to use a screenmode requester then use:
  modeid ?
        Note:on Gfxcards you can select GFX-card modes of course !


NOSOUND turns off the sound playing (default is sound on)

NOSKIP  plays all frames, so no frame skipping
        Handy when you see only black or very few frames from the avi. (example on
        standard A1200) This function disables the frame skipping method...
        (try it if you processor is too slow, when it's too fast, you won't see  ←
            any
        difference, except if you use this option with the FPS parameter)

FPS Frames per second: you able to select the framerate
  (default is read from the AVI file)
  usage: fps decimalnumber (1 to around 120)
  example: fps 10 - sets the framerate to 10frames/s
  If you set this too high (60 or above), you are likely to get only
  a black screen, because the player skips too many frames and is unable to
  display the frames at the requested rate... in this case It's a good idea
        to copy the avi to ram: ... or onto a device that is able to read 4-5 MB/s
        without much CPU usage.. (oky.. maybe on SCSI-II ;)
        Hint: try some avis from ram: at frame rate 50 or faster on your 060 and
        show it to your pC friends ;)

LOOP  turns on the avi looping (default off)
        Note: in the demo version only first 400 frames will be looped

VERBOSE Gives information from the actual playing AVI file
        (audio/video format, frame rate, played/skipped frames, playback frame  ←
            rate)

NOCENTER No centering of the animation on the screen (useful when you want to play
         small AVIs fullscreen on 200x150 (Super72) or 160x256 (DBLPAL) Screen)

WINDOWPLAY or WINP
        Enable the window playback on the active public screen. The AVI will be
        converted every time to 16 grayscale (so 32 color Workbench or  ←
            publicscreen
        is recommended)
        This option without the AKIKO/GFXCARD parameter works only on native Amiga
        chipset, and uses highly optimised assembly routines.
        (i use 32 bit c2p, so the avi width will be rounded to 32 divisable number ←
            )
        Dont blame me if it runs too slow on 6+ planes, because it's not my  ←
            routines
        that are slow, only the Blitter and the AGA chipset.
```

You can use this feature with the AKIKO switch and in this case it
will work on gfxcards too. (AKIKO is not needed under p96, but it's
recommended)

FORCE16 Force the chunky converter to convert 16 chunkypixels at same time.
        This c2p conversion recommended for 020/030.
        (the default c2p is for 040/060)

AKIKO or WRITECHUNKYPIXELS
        With this option you can use the CD32's Akiko chip to convert the
        chunky data to planar, and with this option can also turn on the
        gfxcard support (for the windowplay, and for 256 color/gray and for
        16 gray)
        This feature requires KickStart3.1 (or any patch what will able to
        use writechunkypixels() feature of the OS3.1)
        I dont recomment to use this option on standard AGA. (standard means
        without AKIKO or GFXCARD)

SDBL or DOUBLEHEIGHT
        With this option you can play AVIs with doubled height.
        With 18BIT this option also doubles also the width too.
        This option requires KickStart3.1, and i think wont work on pre AGA.
        (and works only in LORES NOHAM, and LORES/HIRES HAM)

NOVIDEO Disables the video decoding. (usefull for testing)

MONITOR Parameters: PAL,NTSC,VGA=MULTISCAN,EURO36,EURO72,SUPER72=SUP72,DBLPAL
                    DBLNTSC

        For easiest video-mode selection
        Note: the VGA(Multiscan), SUPER72, EURO72 modes opens smaller screen
        than 320! Use HIRES or HI switch to avoid this problem! (or NOCENTER)

Some more parameters for video mode selection:
        LORES=LO,HIRES=HI,SHIRES=SHI

        (the modeid option will override these options)

GUI   Just a small GUI (will be changed, take a look at AVIdGUI.png and you
        will see the real GUI what will be in AVId soon!)
        Note: the GUI slider control disabled in demo version!
        Note2: the GUI is open always on the pubscreen, so i recommend the GUI ←
           with WINP
        option (the new gui code will open on same screen with the AVI)

PUBSCREEN or PS:
        Use this parameter to set the Windowplay / GUI screen.

WINX and WINY:
        These parameters let you specify the X and Y positions of the window that' ←
           s
        opened in the Windowplay mode.

1.5 About the author

If you have any problems, suggestion, bug reports then write to:
(send the registration fee here)

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                         Hungary

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My old account (phoenix@master.fok.hu) is out of order... so use my new email ←
   address
only!

If you don't get any response after 1-2 weeks please resend you mail, because I ←
   'm too
busy and write 15-30 Emails every day, and maybe i lose your mail....

iRC (not so often..) : pH03N1x@iRC (mostly #amigahu channel)
(sometime on #amigager, but my german is very limited ;)

I'm working on a so called: "Secret Project" ;) , and it will be at least as ←
   good as
the Savage drivers or AVId..... (maybe will finished end of febr. '97)
Sadly my secret project is (temporally) cancelled, but i hope i can continue it ;)

1.6 Revision history

revision history:
0.1b only rgb support

0.2b added 8 bit cram support

0.3b async i/o handling added

0.4b rgb 16 bit/16 bit cram support added

0.5b added cvid 24 bit support & timer based stuff

0.6b fixed a bug in the rgb 8 bit routine

0.7b added 16bit->gray support (05.11.96)

0.71b fixed some little bugs (07.11.96)

0.72b fixed the avi examining routines&the reqtools opening stuff (09.11.96)

0.73b fixed the first framez skipping bug (14.11.96)

0.75b the avi stream detection fully rewritten

```
   (now support audio+video, video+audio, only video, only audio)
   (17.11.96)

0.8b  added i/o error handling & 8 bit (mono pcm) audio support (17.11.96)

0.81b added audio.device allocation (system friendly audio allocation)
   & better audio-error handling (18.11.96)

0.82b fixed mono sample playing bug: now plays mono sample in
   left+right channels

0.9b  finally fixed CVID 24 bit bug... huh... c compiler/d68k bug ;)
   & size optimization (21.11.96)

0.91b fixed stupid (non dividable width by 8) avi files playing &
   io bug handling fix (22.11.96)

0.92b fixed random pixels CVID bug... i hope now all CVID bugs fixed
   + Gray routine optimization (25.11.96)

0.93b added some brightness (a little bug in gray conversion.. ;)+
   now really fixed the "modulo" like bug (26.11.96)
   added 24 bit->ham8 support for cvid24 modes

0.94b optimized the cvid decrunch routine (-~300 bytez) (27.11.96)

0.95b Finally added shell argrument checking... (07.12.96)

0.96b Added screenmodeid requester (use modeid ? ) &
   removed 2 harmless enfocer hits (08.12.96)

0.97b Mouse button detection rewritten.. no more btst #6,$bfe001 ;)
   and optimization: -400bytez (08.12.96)

0.98b I/O handling rewritten: now buffered with
   intelligent bufsize calculation (11.12.96)

0.981b  i/o error detection added for the new buffered i/o routine (12.12.96)

0.982b  audio bug fixed... thanx for Caveman/CDi ;) (30.12.96)

0.983b  cvid bug message added and first release for AmiNET (31.12.96)

0.984b  lame library opening bug fixed (12.01.97)

0.985b  added 18bit (bugfree ham8) support &
   AVId now startable from WB (15.03.97)

0.986b  Faster AUDIO conversion (16.03.97)

0.987b  Verbose option and 16 bit Mono PCM audio support added (16.03.97)

0.988b  Faster 18bit conversion and reduced about 300kb the 18bit mode
   memory usage & fixed a bug in the 18bit screen init routine &
   in 18bit the screen is centered (as in all other modes) (17.03.97)

0.989b  Fixed a nasty bug in the 18bit init routine (could cause random crash)
```

       Needs about 300kb smaller memory when no 18bit mode selected
       MUCH more smoother audio playback & fixed audio sync problem
       (19.03.97)

0.990b Fixed the cvid decompressor height/internal modulo error (20.03.97)
       Fixed all CVID related bug.... huh... finally.. i almost give up.. ;)

0.991b Added support for stereo 16 bit sound (no stereo 8 bit yet, becoz
       i don't have such format avi ;) & fixed fps display bug (01.04.97)

0.992b Fully system friendly audio (no more hw. poking) (may cause little
             audio playback bugs with 16 bit stereo playback) & removed sound
       play when noskip or/and fps parameter used

0.993b Fixed some audio related bugs...
       No more CPU eating loops on fast machines.. (thanx to ALAN for the help!)
       (01.05.97)

0.994b Added 32 bit c2p for 32 dividable width avis
             (around 10-15% faster than the old c2p)
       (10.05.97)

0.994b++ Added NOCENTER option and fixed many audio sync prob. (again...)
       (21.05.97)

0.995b Added WINDOWPLAY option for 16 grayscale workbench window play (kick 3.1 ↩
        req)
       (25.05.97)

0.996b Added FORCE32 (32bit chunky force) and more than 2 times faster
             24bit-> gray conversion
       Sound again no disabled when FPS and/or NOSKIP parameter used
       (01.06.97)

0.9961bFixed the Height problem in window playback mode
       (05.06.97)

0.997b Added AKIKO parameter (for the window playback) and added ultra fast
             window playback for AGA/ECS/OCS (and dont need kick 3.1 anymore for
             win playback if you dont have gfxcard)
       (15.06.97)

0.9971b Fixed a bug in the pubwin opening with windowplay (21.06.97)

0.9972b Optimized the memory allocation
       (no more memory allocated which is really needed) (22.06.97)

0.9973b Fixed a bug in the stereo 16 bit audio playback and added 8 bit stereo
             audio support (29.06.97)

0.9974b Fixed the 18bit modulo like bug (now able to play all 24 bit avis
             in 18 bit)
       (29.06.97)

0.9975b Added double height switch (kick 3.1 req)
       (30.06.97)

0.9976b Added 16 grayscale ECS support
  (01.07.97)

0.9977b Fixed a bug in the 16bit->ecs conversion routines
   No more palette allocation for 18bit (unneded)
  (03.07.97)

0.9978b Added full system friendly c2p for ecs/gray/ham8 routines
  (requires 3.1, akiko,gfxcard recommented, and i think ham8
  wont work on gfx cards)
  (03.07.97)

0.9979b Improved the audio channel allocation: now able to play 2
  stereo (or mono) avis at same time with sound
  (07.07.97)

0.9980b Some optimization in the 24bit->gray8, and in the 24bit->ecs
        routines
  (18.07.97)

0.9981b Improved the audio errorhandling, and some things added for
        async i/o
  (26.07.97)

0.9982b Removed some ham8 bugs from the 24bit->ham8 routine & from the
  16bit->ham8 routine
  (03.08.97)

0.9983b Fixed the RLE compression error requester and removed two
  harmless enforcer hits (04.08.97)

0.9984b Little faster window playback (about 6-10% faster)
  (10.08.97)

0.9985b Major rework in the video decoder/converter selection
  (i can now easily add gfx card support :)
  & faster 8/16bit->ecs and 8/16bit->window playback (about 10%)
  (13.08.97)

0.9986b Added some monitor specific stuffs (PAL,NTSC... and LO/HI/SHIRES
  Switches...) and better decoder/converter selection &
  better audio converter selection
        AVId now promotable (use a monitor switch to disable promotion)
  (20.08.97 - Hungary Rulez :)

0.9987b The audio sync fixed again... i think there are 2-3 different AVI
        encoders and all make different audio sync... now AVId use the most
        recent audio format... (this cause problems on pC too.. :)
  Much more precise frame timing
  Fixed MSVC/CRAM detection bug.. (now able to play MSVC AVIs too)
  (31.08.97)

0.9988b Fixed CVID non by 4 dividable width avis modulo-like bug...
  Huh... that was hard to find ;)
  (02.09.97)

0.9990b Added RLE 8 bit decoder support
  (14.09.97)

0.9991b Fixed some audio memory allocating problems (only with stereo audio)
  Added 32 bit CVID support (i hope work.. i have only 2 test AVIs)
  Fixed problem: no more crash when ECS and WINP used at same
  time (but still not recommented ;)
  (16.09.97)

0.9992b Fixed the RLE8 bit decoder i/o buffer calculation
  (aahh... what a stupid format... some times the compressed
   image bigger than the orginal... uhh... mICROsOFT...)
  Fixed an aligment problem in the AVI file structure reading
  (this caused some i/o errors in the previous versions with some AVIs)
  (21.09.97)

0.9993b Fixed problem with widder than 320 AVIs playback (huh... heavy workaround ↩
   ..)
  (note: in 18bit mode the max width is 320 –
   because of the super–hires 1280 width limit)
  (26.09.97)

0.9994b Removed FORCE32 parameter (now FORCE16 instead of it)
  No more 32 bit width masking with the screen playback
  (only with the default 32bit c2p, with FORCE16 still masks to 16bit)
  Some optimization in the 32bit c2p (no more stack using in the main loop)
  (27.09.97)

0.9995b Added PUBSCREEN switch for the window playback (without PUBSCREEN option ↩
   still
  play on the default pubscreen)
  (02.10.97)

0.9996b Added a SMALL GUI... (hehe :) – recommented with WINP option!
  (05.10.97)

0.9997b Now seek every time to keyframe when the gui slider used
  (except at some buggy index table avi)
  (09.10.97)

0.9998b Optimization in the 24bit->18bit converter.. global speedup: ~10%
  Added 18 bit support for 16bit AVIs
  (and a side note: the source code length is now above 10000 lines...)
  (11.10.97)

0.9999b No more 32 bit width masking with the custom window playback routine
   & no more stack using in the window play c2p main loop
  Faster 16bit->18bit conversion (about 10% faster)
  (12.10.97)

0.99990b (huh.. what a stupid version number ;) Fixed a really big problem,
  what caused GURU on 3.0.. (sorry i tested only it under 3.1 ;)
  (reported by Alessandro Gerelli – thanks man!)
  (16.10.97)

0.99991b (the stupid version number strikes back :)
  So... added BREEZE (special fast & good ham8) dither for 24 bit AVIs

```
        (dither by Stephen Fellner - thanks for it!)
  Frame skipping changed: now AVId show at least one frame/s even on a
        very slow systems
  (06.12.97)


0.99992b Changed dither mode selection... now req. DITHER keyword and dither type
  (use DITHER ? option for help)
  Some pre-code for GFX-Card Support (what will be picasso96)
  (07.12.97)


0.99993b Fixed the BREEZE dither centering prob. and the BREEZE dither prob...
  (09.12.97)


0.99994b Changed BREEZE dither name to STORM (what a big change ;)
  Major speedup during 24/32 bit CVID AVIs playback
  (about 1.5 times faster 256 gray,16 gray ecs, windowplay)
  (01.01.98)


0.99995b Added full p96 support (but opens always a modeid req due a p96 bug..)
  (04.01.98)


0.99996b Added STORM dither for 16bit avis too
  (11.01.98)


0.99997b STORM dither optimization (about 10% speed up)
  Fixed problem with the FPS reading from AVI (lame rounding prob..)
  Fixed STORM problem with widder AVIs than 320
  Now dither p96 default when p96 system deteted
        (and the Workbench is a p96 screen)
  Default dither now STORM (instead of gray)
  When dither is gray and p96 screen selected then akiko option turned
        on (req kick 3.1)
  Optimized CVID decoder for S3 based cards too
        (or similar cards what have ARGB 32bit)
  (18.01.98)


0.99998b Fixed p96 bestmodeid() related stuff.. hu... not p96 was buggy just i
  was lame ;)
  (19.01.98)
```


1.7 To do list/bug list

```
Fixed bugs and added features since the 0.984 version:
All CVID decoder based bugs
AVId startable from WB (but still no tooltype support)
(standardwb/magicwb/newicon icons are welcome)
Added 16bit mono/stereo audio support
Better ham8 quality (18bit real bugfree ham8 mode)
Faster i/o routines
Faster c2p for 32 divisable width avis
Workbench window playback and fast window playback for OCS/ECS/AGA
About 2-3 times faster 24bit->Gray dither (now CVID avis really fly in gray)
Fixed all 18bit conversion bugs (and 18bit now for 16bit AVIs too!)
Added 16 grayscale ECS support
Added STORM dither (for 16/24bit AVIs)
```

```
Added full GFX-Card Support (p96)
Fixed GFX errors with bigger AVIs than 320x256
A special PicassoIV version (with PIP support) called PIV-AVId. (what do not have  ←
   400
Frame limit, but work only on PicassoIV)

Known bug:
Some small audio bugs.. (i think the OS rutines are a bit slow..)

Todo:
Attached GUI (check the GUI on the AVIdGUI.png)
AHI support
Direct CyberGFX support (maybe)
Make i/o handling in a subtask
Multiple file selection (not so hard to do... ;)
Workbench tooltype support
Adding support for ULTI,IV31/IV32 compressed avis..
PowerPC version (when a PowerPC assembler will come out)
Floyd-Steinberg dithering for 16/24bit avis

Maybe to do: (when i get many E-mails ;)
An AVI -> CDXL converter
avi.datatype (avi play with multiview ;)
```

1.8 Used hard & software

```
Hardware:

A1200-68030/50 (Blizzard1230-III) 2meg Chip + 16 meg Fast (to version 0.983)
now:

A1200-68040/40 (Blizzard1240T-ERC) 2meg Chip + 16 meg Fast

C=1942 multisync monitor.... (up till version 0.9993)
Bahh... again a new hardware:

A4000-68ec030/25 + PicassoIV 2 meg chip + 16 meg Fast
and Eizo 7040 12 col color monitor (ideal for PIV ;) and A1084s (need for ASM-ONE  ←
   PAL
screen, because Eizo can accept only 23Khz video signal, that's too low for the  ←
   great
PIV flicker fixer :((( )

And what I didnot change:

2x80watt audio.... (its VERY important... :)

Software:

Asm-one 1.29 ..          I think i found almost all of bugs in it ;)

HippoPlayer 2.41         need some zax for developing...

D68k 2.0.7               The best resourcer on Amiga (i think better than resource  ←
   6.0)
```

                        (FULL MMU,FPU,68000-68060 support!)

Tapavi 1.2, Xanim, CyberAvi for the speed comparisions...

Other:
About 1.5 year of developing time.... (i used almost all of my spare time...)

AVId tested on the folling machines: (just some of them)
First my machines:
Amiga CD32 (with Akiko parameter too)
A4000/030/PicassoIV
A4000/030/PicassoII+
A1200

Beta testers machines:
A1200/030/50
A1200/040/40
A1200/060/50
A1200/060/66
A4000/040/25
A4000/060/PicassoIV
UAE020 (Unix Amiga Emulator) on i486dx4-120Mhz (was verrryyyy slow!)

1.9   The author wishes to thanks:

The author wishes to thank:

K-P Koljonen   for Hippoplayer

Pawel Hernik   for the 16bit->ham8 routine

Peter McGavin   for the fastest c2p routines on Amiga

Alan/United Force   for the system friendly audio playback routine and ←
    for

                                  some idea

Stephen Fellner   For the STORM dither and for criticism...
                                  (franc.. pedig a BREEZE sokkal jobb név lenne.. ←
                                      nembaj
                                  majd a következõ verzioban mégis REDPUSSY lesz a ←
                                      neve ;)

EFT/Impulse and Zak/Forcers   for the 32bit c2p... (what i speeded up around 20% ←
    :)

Tobias Abt & Alexander Kneer   for the great picasso96 system

Village Tronic   for the great PicassoIV

To authors of Tapavi, Cyberavi, Xanim

Thanx to my beta testers:

Dærk/CDi   Uhh... ;)

```
Alessandro Gerelli              Yeeaahh! Thanx for the MANY test AVIs!


Sauron                          Thanx for the AnimationFAQ too!
                                (now its called to Multimedia FAQ or what)
                                (i hope we can make the IV31/IV32 support)

Stefan Werner                   Thanx for the ECS/Retina beta testing &
                                thanx for the German guide!

Flemming Steffensen             thanx for the free CD!


AND: ALL REGISTERED USERES!

Other greetinx:

Amiga:  Shamen/CDi, Flex/Frame18, Anorganic/Promise, Pogi/Crimson Jihad
        Hanzi/???, Chexum, Gizmo/Frame18, ZAK/The Forcers TEAM, Louise/????,
        Goa/CDi/Faculty, EFT/Impulse, Soldier/Impulse, Chris/Power Team,
        Magic/Amiga Only, Unreal/Faculty, RatMan/Crimson^Jihad, McPhoton/???,
        Enc0re/???, Invictus Team (OnEscapee rulez!)

        All members of Amiga Only       <- The best Hungarian amiga-user mag

pC:     Grass/CDi, Psycho and Basq/Tsi Alive, Trajic/Shock!, Hamster/???, Dada,
        DAB/Promise PC

Last, but not at least: the Developers of the Amiga and AmigaOS (yes this is a  ←
    real
OS -okay, have some bugs- , but really fun to develop on!!)

Fuck all pC-owners who's think the Amiga is a game-machine...
```

1.10 Demo limits and other stuff...

```
                The demo version of the full program has the following limitations ←
                :
Plays only the first 400 frames (around half minute at 15 FPS)
No STORM support, and GUI disabled.
(please take a look to the AVIdgui.png)

********************************************************************************
* Note to the hackers: its really easy to crack it, but i fully removed the *
* 24/16bit STORM conversion routine & GUI code...                           *
********************************************************************************
Just a note:
I got a cracked version of AVId that was cracked by aLN!/Royal..
Oky.. if I get any other cracked versions of AVId I'll stop development!
I warned you....

The registration fee is 15DM or 10$USD, (or an equal amount in other currency).
If you want to register both my Savage videodriver (030 or the 040/60 version) and ←
    AVId,
```

```
then the registration fee is 20-25 DM or 15$USD! (or equal in other curr.)
(instead of 30DM and 20 US$)
Note: Savage is a fast external videodriver for Shapeshifter/AGA/MMU, look the  ←
   demos on
the Aminet:misc/emu/Savage*
Note2: i accept your own programs/keyfiles for registration fee!

If you want to register please send the registration fee to
             my postal address
              in !CASH!
(sorry  but  my  lame  bank  called:   "Budapest  Bank" is unable to do money  ←
   transfers
outside of Hungary.... ehh...  lame....)
And after i got the money I'll send you the full version in E-mail as binary
attachment. (if you need uuencoded version please ask!)
(registration is also possible in snail-mail too, but please add an answer  ←
   envelope to
your mail and an errorfree 3.5 DD disk too)

(maybe the postal money transfer is working too, so try it if you like it better  ←
   ;)

The updates are free, when you have E-Mail address!

If you registered please DO NOT spread your version!

Please Support Quality Software and REGISTER!
```

1.11 Copyright

AVId and the sources of this program are copyright © 1996-1998 by László Török. The demo version is freely distributable as long as all of its files are included in their original form without additions, deletions or modifications of any kind, and only a nominal fee is charged for their distribution.

The software is provided »AS IS« without any warranty of any kind, either expressed or implied. Unauthorized copying, reproduction, hiring, lending, prohibited. By using the 'AVId' software of the program, you accept the entire risk as to the quality and performance of the program.

This program is SHAREWARE.

If you are doing an article or a review of AVId then please send me a copy of the magazine! (not must but i would be very happy :)