Frogger

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WRITTEN BY		August 24, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Frogger

1.1 Frogger - Amiga Media Player

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                  Frogger 2.04 (15-09-2002)


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                Codecs Info
                Frogger home page:
http://frogger.rules.pl/
```

1.2 Requirements

```
Hardware:

 - Amiga (68k or PPC)
 - a CD-ROM for VideoCD playback
 - 8 MB RAM

Software:
 - ppc.library 46+, powerpc.library or MorphOS.
 - AHI for sound.
 - CGFX v3+ for CGFX display.
 - cgxvideo.library for overlay support.
```

1.3 Features

```
  - Lots of media formats and audio/video codecs supported (see below list).
  - VideoCD playback
  - intelligent frame skipping.
  - AREXX interface.
  - configurable keyboard shortcuts.
  - and more...

Supported Media Types:
  standalone MPEG Audio Layer I/II/II
  standalone AC3 Audio
  XA (PSX Audio)
  STR (PSX Video)
  Windows Media (AVI)
  RealMedia/RealAudio (.rm/.ra)
  MPEG Video (Including VideoCD/CDI playback)
  RoQ (ID Games movie format)
  Advanced Streaming Format (ASF/WMV)
  QuickTime movies (MOV/QT)
   .mp4 movies (extended QuickTime)
  OGG

Supported video codecs:
  AVI/QT/ASF/OGG
    DIVX (M$ Mpeg-4) v1, v2, v3
    Angel Potion MPEG-4
    Radius Cinepak
    OpenDivx/Divx4.x/Divx5.x
    Windows Media Video 7
    ISO MPEG-4
    XVID MPEG-4
    CCITT H.263
    Intel I.263
    Several MPEG 'I Frame only' video codecs.
    Sorenson Video (SVQ1)
    Motion JPEG (MPJA, MJPB, Photo JPEG, Rainbow Runner, and other jpeg based ↩
       codecs)
    3ivx Mpeg-4
    Intel Indeo 3/4/5 (Requires xanim codecs, PPC ONLY!)
    Intel RAW YUV (Requires xanim codecs, PPC ONLY!)
  RM
    RV10
    RV20 (RealVideo G2) (PPC ONLY!)
    RV30 (RealVideo 8)  (PPC ONLY!)
  STR
    PSX Video v2 & v3
  MPEG
    MPEG-1 and MPEG-2
  RoQ
    RoQ Video

Supported audio codecs:
  AVI/QT/ASF/OGG
    MPEG Audio Layer I/II/III
    DVIADPCM
```

```
  MSADPCM
  IMA4
  GSM 6.10
  AC3
  PCM
  TWOS/SOWT
  a-Law
  u-Law
  MSN Audio
  MACE 3:1/6:1
  Vorbis
RM/RA
  RealAudio 1.0
  RealAudio 2.0
  RealAudio 3.0
STR
  XA Audio
MPEG
  AC3 (Dolby Digital)
  MPEG Audio Layer I/II/III
RoQ
  RoQ Audio
```

1.4 Installation

```
No install script was made - just copy everything wherever you want.
Please note, that besides main executable, you need audio/video codecs,
you can download them from http://frogger.rules.pl/downloads.html

All ppc codecs should be placed in same directory as frogger in codecs/ dir.
68k codecs go to codecs_68k/ dir.

Also note, that some codecs are not available there (like Indeo Video codecs ↩
    from xanim)
you have to find them somewhere else (you will find some links on frogger www ↩
    page).
Starting with version 2.03, xanim codecs can be used for Intel Indeo decoding,
you can find links to xanim codecs at frogger home page.

Frogger needs two libraries to run:
frog.library and directaudio.library. You can place them in libs:
or just keep them in the same directory where Frogger is installed.
Both should be included in archive you got this guide from.

To get newest real codecs (like rv20 or rv30) working, you have to download and ↩
    install
on Linux RealPlayer8 for linux ppc. You will find link to realplayer download ↩
    site at
Frogger www page. after instaling it, copy content of /usr/lib/RealPlayer8/ ↩
    Codecs/
to codecs/ directory in the same dir you have Frogger installed.
There was simplier solution posted to tvision list at yahoo, check list archives ↩
    .
```

1.5 Usage

```
 Frogger can be started from both CLI and icon. It requires
 big stack, I assume 100000 will satisfy. The PPC version is not
 that stack hungry, I belive 16000 will be enough.

 I suggest to use setmemmode programm to switch your memory to 60ns,
 like this:
 setmemmode 60ns.
 You could also try set (CYBER | BLIZZ)68KNOPRECHARGE and
 (CYBER | BLIZZ)PPCNOPRECHARGE, but it may not work with some
 ram.
 You can also switch memory to 60ns using PPC boot menu.

!IMPORTANT!
 If you are using WOS, and ppc.lib emulation, it can happen that
 system will show you that Frogger.PPC is not executable. This is
 because if ppc.lib is not in memory, system cannot load elf programs.
 Please install "InstallPPCLib" (refer to InstallPPCLib.readme for
 instruction). It will load ppc.lib into memory, and will not allow
 to flush it from memory.


Options:
--------

TEMPLATE:

  FILE, WINDOW/S, SCREEN/S, MODEID/K, NOAUDIO/S, NOVIDEO/S, DISPLAY=D/K,
  ADECODER=AD/K, AOUTPUT=AO/K, FULLSCREEN=FS/S, LOOP/S, FPS/N, VERBOSE/S,
  NOSKIP/S, AHIUNIT/N, AHIBOOST/N, CDDEVICE=CDD/K, CDUNIT=CDU/N, VOLUME/N,
  PUBSCREEN/K, PSXCD/S, SMREQ/S, COLORKEY/S, DEPTH/N, FREQDIV/N, SUBTITLE=ST/S,
  AUDIOQUALITY=AQ/K, VLAYERFILLSCREEN=VFS/S, AUTOEXIT/S, AUTOSTART/S,  ↩
     TRACKSELECTION=TS/S,
  GRAY=GREY/S, SUBFONTNAME=SFN/K, SUBFONTSIZE=SFS/N, REXXPORTNAME/K

 FILE:
  File to play. if no file is specified, small window will be opened,
  and you will be able to select new movie.
  If you pass text VIDEOCD or VCD as filename, Frogger will read
  data from videocd disk.
  You may select as many files as you want in asl requester, they will be queued,  ↩
     and
  played one by one. You can always switch beetwen them using keyboard (see  ↩
     keyboard
  options) or by sending REXX command to Frogger.
  Passing only dir name as FILE (ie FILE=dh4:moviedirectory/) will tell frogger  ↩
     that
  you want to use this dir when selecting movies in asl requester.


 WINDOW:
  display animation in window. default mode.

 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.

NOAUDIO:
 turn audio off in files that have got audio track. By default
 Frogger will try to find and play audio track.

NOVIDEO:
 Do not display any video frames, just decode audio (if there is
 any audio in selected file).

DISPLAY:
 specify display method. by default Frogger will use color dithering
 (8, hi or true color, depending on depth of selected screen).

 Display methods available:
   VLAYER     - use cgxvideo.library video overlay feature.

   VLAYERPM2  - New, faster method which works only on Permedia2 chips.
                Some people reported that it sometimes crashes, so use
                with care.

   P96        - use the PIP feature of P96 RTG system. It works like
                VLAYER option, only instead of using cgxvideo.library
                p96 system is used.

   ?          - small notes on all available display types.
ADECODER:
 Select what type of audio decoder you want to use. available modes:
   SW         - (default) software mpeg audio decoder.
   DELFINA    - use delfmpeg.device for audio decoding.
   MELODY     - use melodympeg.device for audio decoding.
   ?          - small notes on all available decoder modes.

AOUTPUT:
 Select output for decoded audio. available modes:
   AHI        - Default mode. Send decoded audio samples to ahi.device.
   ADEV       - audio.device output. Currently broken.

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

 FULLSCREEN can be also used with VLAYER display type, as long as your
 hardware supports overlayering.

LOOP:
 Loops animation.

FPS:
 limit fps. default to use frame rate from stream, any number to limit
 fps. Changing fps will disable audio.
```

```
VERBOSE:
 turn on warning and other messages. default off.
 Also prints information about video & audio streams,
 frame per seconds, skipped frames etc.

NOSKIP:
 By default, Frogger skips some frames (if needed) to achieve
 frame rate from stream. NOSKIP will force Frogger to display
 all frames, without skipping. NOSKIP turns audio decoding off.

AHIUNIT:
 Lets you specify AHI unit used for audio playing. Default is 0,
 you can select one of following numbers: 0 1 2 and 3.

AHIBOOST:
  Boost audio volume, if AHI output is used. default 0 (no boost) correct
 vaules are: 0 (no boost), 1 (boost 100%) or 2 (boost 200%)

CDDEVICE:
 Specifies device to use for direct reading videocd disk. Default
 is atapi.device

CDUNIT:
 Unit, on which you got your cd drive connected to Amiga.
 Default 1.

VOLUME:
 Sets initial volume for audio decoding. should be beetwen 0 and 64.
 Volume can be also controlled during playback using keyboard
 (See keyboard section).

PUBSCREEN:
 Specify pubscreen name to open window on, ie. PUBSCREEN DOPUS.1
 Default to open on Workbench  Do not use with SCREEN option.
 Use either PUBSCREEN or SCREEN (or FULLSCREEN).

PSXCD:
 If you want to watch PSX movies directly from PSX cd, you have to use
 this option.

SMREQ:
 Frogger now uses bestmodeid function to find out what screen should
 be opened for you. If you think you can do it better, use SMREQ, and
 then asl requester will pop up. on AGA Frogger searches for 8bpp screen
 on cgfx for 16bpp screen. You can force different depth with DEPTH
 parametter.

COLORKEY:
 Enables colorkeying on gfx cards that supports that kind of operations.
 Using this option let other windows overlap frogger overlayered windows.
 IT DOES NOT WORK ON BVISIONPPC/CVISIONPPC cards. However, it works
 great on CV3D or VooDoo3 cards.

DEPTH:
 This parametter is used to specify depth for bestmodeid() function.
 default 16. Possible values: 8 15 16 24 32. DO NOT USE ON AGA!
```

```
 FREQDIV:
  Controls output frequency division. works in both ppc and 68k version.
  It can be either 1 2 or 4.  Higher divisor = faster decoding.
  Default is 2. I wonder if anyone will realize that. Docs reading test started ;)

 SUBTITLE:
  Allows to specify name of a file, which contains subtitles. those subtitles will
  be then shown during movie playback. see Subtitles section for more info.

 AUDIOQUALITY:
  Controls output audio quality. It can be either LOW MEDIUM or HIGH
  (ie. AUDIOQUALITY=LOW). Default if HIGH. Lower quality = faster decoding.

 VLAYERFILLSCREEN:
  Movie will fill whole screen, if overlay is used on fullscreen. Aspect is ↩
     ignored.

 AUTOEXIT:
  Exit when movie decoding is finished.

 AUTOSTART:
  By default, frogger will display first frame of movie, and then wait for user ↩
     action.
  This option causes immedietly start of playback.

 TRACKSELECTION:
  Shows VIDEOCD track selection window. Default off (first track with mpeg video
  found will be shown). Note, that starting from version 2.0, only valid mpeg
  tracks are shown in track selection requester, the first track (ISO, usually)
  is skipped.

 GREY:
  Turns ON grey display. This may be usefull to get more speed on slower systems.

 SUBFONTNAME:
  Specify name of the font you wanna use for subtitles. If you want to select font ↩
      from
  asl requester, use SUBFONTNAME="". Default font is ArialBold, size 12 (included) ↩
     .

 SUBFONTSIZE:
  Specify font size for subtitles. Default is 12. I suggest using sizes 12-14 for ↩
     320
  pixels width movies. Subtitles are automatically divided into lines thats fit on ↩
      screen,
  but too big fonts may cause some lines to disapear.

 REXXPORTNAME:
  Specify name of rexx port. default is FROGGER_REXX.

 Other options does not work at the moment. Or works, but may cause
 problems. Do not use them. You have been warned. I do not take any
 responsibility for damages made by unproper usage of Frogger ;)
 If you do not understand how some options works: just ask.

ToolTypes:
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```

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

Keyboard:
---------

 ESC          - Quit.
 +            - Zoom Movie in.
 -            - Zoom Movie out.
 O            - Open new Movie file.
 SPACE        - Play/Pause movie.
 ENTER        - Eject Movie (Open new Movie file).
 [            - decrease volume.
 ]            - increase volume.
 Left cursor  - Previous movie (if multiple movies were selected).
 Right cursor - Next movie (if multiple movies were selected).
 TAB or F1    - switch windowed/fullscreen mode.
 V            - start VIDEOCD playback.
 F2           - take snapshot. Saves current frame as IFF image. Images are saved
                in t: directory, under name fr_snapshot.xxxxxx, where xxxxxx
                is frame number.
 f            - If movie is paused, this event causes next frame to be decoded.


So, those are predefined keys, but you may change them for your needs.
.prefs file contains all keyboard definitions. Available actions (with
default values defined):

KEY_OPEN_1 = "o"
KEY_OPEN_2 = "ENTER"
KEY_QUIT_1 = "q"
KEY_QUIT_2 = "ESC"
KEY_PAUSE_1 = " "
KEY_PAUSE_2 = " "
KEY_VOLUMEUP_1 = "["
KEY_VOLUMEUP_2 = "]"
KEY_VOLUMEDOWN_1 = "["
KEY_VOLUMEDOWN_2 = "["
KEY_SWITCHDISPLAY_1 = "TAB"
KEY_SWITCHDISPLAY_2 = "F1"
KEY_PREVMOVIE_1 = "CURSOR_LEFT"
KEY_PREVMOVIE_2 = "CURSOR_LEFT"
KEY_NEXTMOVIE_1 = "CURSOR_RIGHT"
KEY_NEXTMOVIE_2 = "CURSOR_RIGHT"
KEY_SNAPSHOT_1 = "F2"
KEY_SNAPSHOT_2 = "F2"
KEY_ZOOMIN_1 = "+"
KEY_ZOOMIN_2 = "="
KEY_ZOOMOUT_1 = "-"
KEY_ZOOMOUT_2 = "-"
KEY_NEXTFRAME_1 = 'f'
KEY_NEXTFRAME_2 = 'f'

As you can see, you can use two keys for each action, if you dont need two  ↩
    different
```

keys, define both to the same key. All keys definitions should be in "", besides letters/numbers you may use one of predefined values:

ENTER
TAB
F1 to F10
CURSOR_LEFT
CURSOR_RIGHT
CURSOR_UP
CURSOR_DOWN
ESC

If you want to reset keys definition to default, simply delete '.prefs' file, it will be recreated with default values next time you will start frogger.

GUI:

GUI is available in both windowed and fullscreen modes now.
However, GUI on fullscreen works only on CGFX, AGA support will be added later. To display GUI in fullscreenmode press RMB.
RMB again to hide it.

- Slider seeks into movie. It may be not active, for movies that has not seeking implemented yet, or seeking is not possible to implement at all.
- Eject gadget (up arrow) - open new movie.
- Play gadget (right arrow) - Play/Pause movie.

Other:

- Window close gadget quits Frogger.
- Frogger window is now an AppWindow. You can drop files that you want to play on it,

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. Please note, that in such case decoding will be much slower. When mpeg size is smaller than screen size, output is not scalled. In both cases you can scale output with '+' and '-' keys. Aspect ratio is preserved, when scaling is made. Scaling also works on AGA.

Subtitles:
---

12 different subtitle formats supported, if you will find format that is not recognized, please let me know.
Frogger tries first to open file with the same name as movie, but with different extension (for example for movie.avi it will try movie.txt as well as 7 other extensions). If no subtitle file was found, asl will pop up.
Arialbold font size 12 is opened by default, it can be overwritten by SUFONTNAME and SUBFONTSIZE. Font name can be either ful font name (ie Topaz. ↩ font)
or just Topaz, in such case .font will be added by Frogger. If you want to ↩ select font

```
   from asl use SUBFONTNAME="", then asl font requester will pop up. Default font ↩
      size
  is 12, I suggest using sizes 12-14 for 320 pixels width movies. Subtitles are
  automatically divided into lines thats fit on screen, but too big fonts may ↩
     cause
  some lines to disapear.

AREXX:
------

REXX Commands:
  QUIT          - signal Frogger to exit.
  EJECT         - bring asl requester for movie selection
  OPEN <filename> - opens specified file.
  PLAY          - play stopped movie.
  PAUSE         - pause playback.
  PREV          - go to prev movie.
  NEXT          - go to next movie.
  ZOOMIN        - Zoom Movie in.
  ZOOMOUT       - Zoom Movie out.
  VOLUMEDOWN      - decrease volume.
  VOLUMEUP        - increase volume.
  NEXTFRAME     - show next frame (only woks when movie is paused).
```

1.6 Contact

```
  If you want to contact me, you may send an email to:
  elf@frogger.rules.pl

  You may also subscribe to tvision mailing list at yahoo, you can discuss
  any Frogger related problems there. To join, send a blank message to

  tvision-subscribe@yahoogroups.com
  (no subject, or message body needed) then follow the instructions.

  You can also go to egroups.com, to read old articles:
  http://groups.yahoo.com/group/tvision

  If you want to receive informations about updates, subscribe to frogger-announce ↩
     ,
  send an email to:

  frogger-announce-subscribe@yahoogroups.com
  (no subject, or message body needed) then follow the instructions.
```

1.7 Registration

```
  Frogger can use old keyfiles (either from frogger or softcinema). So, if you ↩
     have
  one of those keyfiles, you may skip rest of this paragraph ;)

  Unregistered frogger can play only 30% of movie, than it displays
```

```
  annoying message. To get rid of it, you may consider registering Frogger.
  Registration fee is 15EU (I accept ther currencies).

  To get you personal key you have to send me the money, obviously. You
  can send me money in envelope, or register online via reg.net:
  https://secure.reg.net/product.asp?ID=11289

  Here is my address:
  Sebastian Jedruszkiewicz
  ul. P.Jasienicy 4/7
  70-492 Szczecin
  Poland

  And my bank account number, in case you would like to do wire transfer:
  Bank Pekao SA I O. Szczecin
  Account number: 11001366-505215-1118-111-0
  Account owner: Sebastian Jedruszkiewicz

  Znizki dla uzytkownikow z Polski nadal obowiazuja, stawka ta sama - polowa ceny.
```

1.8 Codec Info

```
- main program written by Sebastian Jedruszkiewicz.
- avi & qt demuxers written by Jacek Cybularczyk.
- roqa and roqv decoders written by Sebastian Jedruszkiewicz, based on docs by Tim ↩
    Ferguson
- cinepak decoder written by Jacek Cybularczyk
- motion jpeg decoder written by Jacek Cybularczyk
- str and xa decoders written by Sebastian Jedruszkiewicz & Jacek Cybularczyk
- mpeg video decoder written by Sebastian Jedruszkiewicz
- alaw, ulaw, ima4 ,pcm, twos, msadpcm and dviadpcm decoders written by Jacek  ↩
   Cybularczyk
- gsm decoder uses gsm6.10 library by Jutta Degener and Carsten Bormann.
- mpga, msmpeg4, wmv7, divx, h263 and rv10 decoders based on LGPL libavcodec from  ↩
   ffmpeg.
  http://ffmpeg.sf.net

- a52 decoder uses liba52 by Aaron Holtzman & Michel Lespinasse. Source code to  ↩
   this plugin
  available at http://frogger.rules.pl/downloads.html
  It uses libdjbfft, available at: http://cr.yp.to/djbfft.html
- svq1 decoder uses decoder from Xine (http://xine.sf.net), it has been modified  ↩
   to use
  parts of libavcodec code, and optimized a bit.
  Source code for this plugin available at http://frogger.rules.pl/downloads.html
```