

AVI IO

Version 4.1.3

The AVIIO module provides AVI file handling capabilities to the DIVA3D software package. To install the module, the file AVIIO.DLL should be copied to the DIVA3D directory. The module will be loaded automatically by DIVA3D the next time it's started

Dependencies

The aviio module needs the streamio.dll and the player.dll to exist in DIVA3D's working directory in order to work properly.

Usage

After installation, the entry **AVI IO** appears under the **Modules** menu of DIVA3D providing the following two options :

- **Open :** This option brings up a common *Open File* dialog box that allows the user to select the AVI file to open. The module then creates a new video stream buffer and associates the specified file with the video buffer.
- **Save :** Saves a stream's buffer contents in an AVI file. After selecting this menu option, the AVI module brings up the *Select Input Video* dialog box where the user can select the video stream buffer he wants to save. The module then opens a common *Save As* dialog box where the user can specify the filename and path for the output file. Finally, the *Video Compression* dialog box is opened (Figure 1) where the user can :
 - Choose a compressor among those installed on the system through the *Compressor* combo-box.
 - Specify compression options through the *Configure...* button which brings up a compressor specific dialog box for choosing compression options.
 - Specify the compression quality through the *Compression Quality* slider.

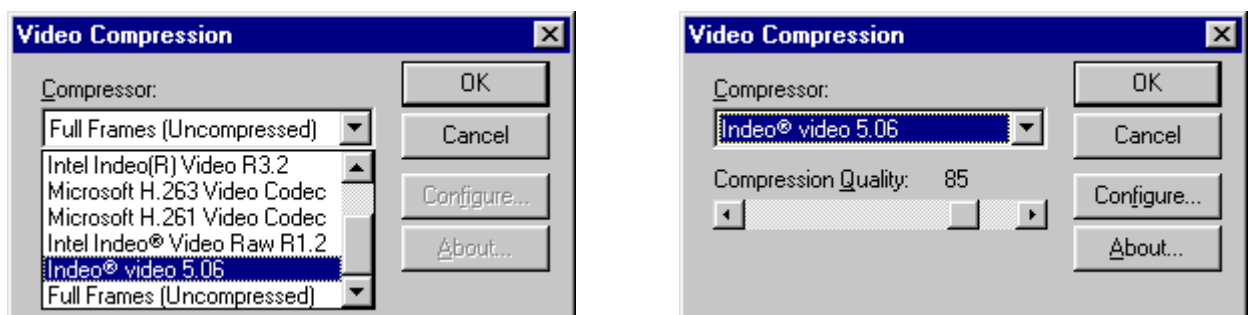
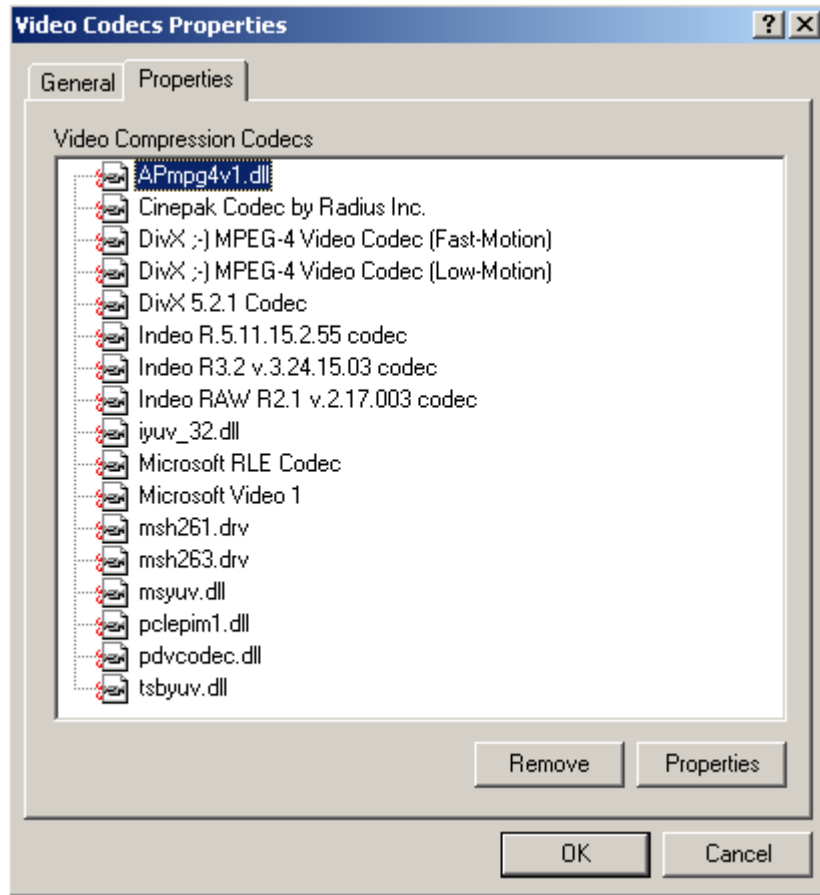


Figure 1 : The *Video Compression* dialog box.

The user can either cancel the operation through the *Cancel* button or complete it through the *OK* button.

Note : The AVIIO module handles all kind of types of avi files as long their codec is registered in the registry. A list of all the registered codecs can be found in the control panel : Control Panel -> Sounds and Multimedia -> Hardware Tab -> Video Codecs -> Properties. A window similar to the following will appear.



If a codec isn't listed there, DIVA3D will not be able to open avi files that need that codec. Don't get confused by the fact that Windows Media Player plays movies even though the required codecs are missing. Windows Media Player has some codecs, e.g. mpg4 codec, embedded in their source code so they don't need to search the registered codecs for one.