
Subject: Re: AVI reader/writer dll available
Posted by [Rick Towler](#) on Mon, 11 Mar 2002 22:22:50 GMT
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> I got already a mail by Ronn and your informations are helpful too.
> If the AVI dll is using a standard windows dll
> it is not possible to change this code running on linux.
> But as I remember right there is a GPL licenced AVI Player
> and Source in my linux distribution.
> I will have a look on this if I got stuck I will ask you all again.
>
> regards
> Reimar
>

No, you can not just recompile the dlm c code on linux. But if you get a hold of the source, it should be trivial to change the calls to the windows codec (.dll) to ones appropriate for linux.

The AVI player you mentioned may only contain an avi decoder and you'll need the encoder routines. Take a look at <http://avifile.sourceforge.net/> I didn't read any of the details but it looks like an active project implementing different codecs on x86 linux. There are probably many others. Search www.freshmeat.net.

Since AVI is more of a file format than a codec, you'll have to choose what codec you want to use. This isn't clear cut but I recommend the latest intel indeo encoder you can get your hands on. Either v4 or v5 will do. As for visual quality they are about the same but v5 is faster (at least on win32). Steer clear of Cinepack, MSCV (Microsoft Video 1) and motion JPEG if at all possible. They produce lower quality video with lower rates of compression.

Thinking about it, you should really check out the openDivX MPEG4 codec (<http://www.projectmayo.com>). It is open source and there are win32 and linux x86 versions. MPEG4 is an extremely good codec for video and my guess is that it could be tuned well for sci animations. The only downside is that widespread distribution of your DivX encoded video depends on the viewer installing the divX codec (but this is the case with ANY decent codec). I just looked at the source and there is at least adequate documentation of the API.

good luck!

-Rick
