========== Movie Tool ==========

[Movie Tool] < MovConv >

MovConv is a movie data converter for PlayStation.
It accepts movie data input in a variety of formats such as
Video For Windows avi, and converts them to movies for
use with the PlayStation. For a detailed description of this
tool, please see the online help available after bringing up
the MovConv "help" menu.

* Batch Processing Function (From ver.1.95)

A function has been added to sequentially process the examples
described in the script file (batch file).

Refer to the file [your parent directory]\psxgraph\bin\sample.scr
for script description methods and functions used in the current version.

< MovPack >

MovPack is a tool for interleaving streaming data created with
MovConv together with XA-ADPCM data for use in multi-channel
streaming.

[Movie Tool Installation]

"MovConv" can be installed either by the Setup Tool on the
Programmer Tools CD or the Graphic Artist Tools CD. Place the CDROM
in the drive, and double-click on the icon in [cdrom]:\setup\setup.exe.
When Setup provides you a list of components to install, be sure that
the "Executables and compilers" component has a check mark next to it.

Alternatively, you can do the following:

1. Start Windows and open File Manager.
2. Copy gauge.vbx and threed.vbx to the Windows 3.1 system
   directory (c:\windows\system, etc.).
3. Drag the copied movconv.exe and movpack.exe to File
   Manager and drop them in the appropriate group in Program Manager.
   (*.vbx, *.exe and *.hlp are in \psxgraph\bin.)

This completes installation.

[HOW TO USE]
Refer to online help for each tool. However ,
"movconv.hlp" is slightly obsolete; here's an update:

=== New features which are not described in the help file ===

[Script]
MovConv has a batch processing cabability. A script defines the processing
sequence. The script for MovConv is very simple. It is a sequence of

functions which defines each conversion. See \psxgraph\bin\sample.scr to check the syntax of the MovConv script.

[Q matrix]
The "Q matrix" is a quantization matrix which is used in the quantization stage of MDEC compression. The MDEC quantization stage is the same as a JPEG or MPEG quantization stage. (Please refer toother documentation about this for more details). Normally, you don't need to change the Q matrix value.
If you are very familiar with JPEG or MPEG compression, you can change the Q matrix value to optimize compression.

[Leap sector]
A "leap sector" is a sector which is put on output data to syncronize video with audio. To be exact, the NTSC video frame rate is not 60.00 fps but 59.94 fps. If you import video using video capture equipment, the base frame rate of imported video is59.94 fps. But the PlayStation streaming mechanism expects video data to be 60.00fps. So, if you play this video data with PlayStaion, it is played slightly faster than it should be.
Usually, it doesn't matter while you play only video data because the frame rate difference is very small. But if you play audio data with video data, you will recognize that synchronization of video and audio gradually becomes incorrect . You can solve this problem by putting a leap sector on the original 59.94fps video. This makes 59.94 fps video 60.00 fps.

Please refer below to see whether you should or should not put in a leap sector.

Data is imported from video tape (59.94fps)	Leap sector on
Data is created on computer (60.00fps)	Leap sector off

Release History

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movconv.exe - Changes from Version 1.96e to Version 1.98e
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* Capability to change quantization matrices is added.
  Users can change them from MDEC params dialog box.

* Capability to output warning to a log file while script
  execution is added.

* MovConv has been enhanced to run under Windows95.

* MovConv has been enhanced to recognize '_' as a part of
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file name in the script capability.

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movconv.exe - Changes from Version 1.95e to Version 1.96e
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* Added batch capability for WAV to XA conversion.

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movconv.exe - Changes from Version 1.93e to Version 1.95e
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* Batch functionality is added to MovConv.
  MovConv reads script(batch) file and executes functions in it.
  You can specify multiple functions in a script file.

  Sample.scr is a sample script file for the batch
  functionality. Please refer sample.scr for more information.

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movconv.exe - Changes from Version 1.9e to Version 1.93e
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* New frame rate choices are added. Followings are additional
  options.

  10 fps
  12.5 fps
  15 fps
  16.7 fps
  20 fps
  25 fps
  30 fps

  10 fps, 15 fps, 20 fps and 30 fps are suitable for NTSC
  TV system. 10 fps, 12.5 fps, 16.7 fps and 25 fps are
  suitable for PAL TV system. However you can use any of the
  options for each TV mode.

* Normal CD-ROM speed movie is supported.

* Straight 16bit PCM audio can be compressed as XA audio
  format.