Frog Format

Normal, streaming Frog videos use a custom format with the extension .vid. For now, if sound is necessary, there will be an accompanying .snd file in the usual Frog streaming sound format. The height and width of videos must be multiples of 16 pixels. The only platforms that currently support video are PC, Mac, and iOS.

Conversion

The system that converts videos into Frog's format is similar to the one for converting FileSystems. Projects should have the source videos in a directory structure that matches the target FileSystem. See Krabby Kats for an example of the associated scripts. (Columns/Data/Tools /PC/ConvertVideos.bat and .lua)

The converter uses FFmpeg to decode the source videos, so most normal source formats should be supported. Although multiple extensions are supported, please use a single extension for all the videos in a given project. The video conversion scripts make this assumption.

If a video is added or changed so you only need to reconvert one of them, you can make temporary, local changes to ConvertVideos.lua or INPUT_PATH_SUBSET in ConvertVideos.bat.

iOS

While iOS can play videos in the usual Frog format, it runs too slowly as of iPad 1 and iPod 4. To compensate for this, Frog's VideoPlayer GameState supports some additional formats in iOS that the device can play more efficiently. Since this relies on Apple's underlying video-playing functionality, there are some extra restrictions. Video files must be outside the resource.dat file, Frog's volume controls will typically have no effect, and you will probably not be able to draw anything over the video.

Here are some notes from Apple's documentation about what is supported.

- Supports .mov, .mp4, .mpv, and .3gp file extensions.
- H.264 Baseline Profile Level 3.0 video, up to 640 x 480 at 30 fps. (The Baseline profile does not support B frames.)
- MPEG-4 Part 2 video (Simple Profile)
- For audio files, this class supports AAC-LC audio at up to 48 kHz, and MP3 (MPEG-1 Audio Layer 3) up to 48 kHz, stereo audio.

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