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DAY ONE: 12 FEB 2017 (~1 hour)

Installed FFmpeg together. Encountered an error related to 'fate.html' during the [make install] step. Because this is probably related to the removal of 'fate.texi' from earlier in the installation, we will

DAY TWO: 14 FEB 2017 (~1 hour)

Decided to install FFmpeg all over again, this time leaving 'fate.texi' alone. Despite the error warned of in the spec, no errors were thrown in the shell. After installation, we tested the [ffplay] command with BMP, GIF, and PNG images.

DAY THREE: 18 FEB 2017 (~3 hours)

Grepped through the entire FFmpeg directory for "gif" and began our search there. We narrowed down our search to the 'ffmpeg/libavcodec' directory because only that directory contained .c files related to all three image formats mentioned in the spec. Skylar located the definition of the [av_log] method and figured out how the different levels of output worked. We then peppered av_log() calls throughout some of the GIF-related files found in libavcodec and narrowed down our search to 'gifdec.c'.

DAY FOUR: 21 FEB 2017 (~2 hours)

Based on advice from Peter in lecture, we defined a flag (a static boolean/integer declared right after the #include statements in gifdec.c) to control the number of times our output appears when opening a GIF file. This worked. We then moved on to search through all BMP-related files in the libavcodec directory and identified bmp.c as the correct file to edit. We got our output to work correctly for BMP files, so we moved on to PNG and quickly finished up.

We sought guidance from a TA regarding the 'multiple files' clause of the project spec. He stated that he didn't remember having to deal with this problem. Any terminal call to [ffmpeg] or involving [sudo] triggered an error that required modifications to root, so we discarded such solutions. From internet research, we also concluded that ffplay does not natively support multiple input files at the command line, so we decided to wait for information from the aforementioned TA.