

[Support Package]

ID	TS-00024	Created	Mar. 22, 2005
		Updated	
Category	SDK	Sub Category	C SDK
Product	SED-2100, CAM-5100		
Purpose	How to decode ACTi MPEG-4 stream with XVID?		
Support URL	http://www.acti.com/support		
Tech Support	Customer.service@acti.com		
MSN Messenger ID	Customer.service@acti.com		

[Support Package]

How to decode ACTi MPEG-4 stream with XVID

Steps to use netSetMpeg4RawDataCallBack and decode by XVID

1. Link xvidcore.dll.a as Import Lib
2. Put xvidcore.dll in the same directory
3. Include xvid.h
4. Provide following initialize, create, decord, close xvid code.

```
#include "xvid.h"
DWORD m_vWidth;
char pOutBuf[720*576*3];

xvid_dec_create_t m_xvidDecHandle;
xvid_gbl_init_t xvid_gbl_init;
int xvidret;

//-----
// XVID Decord Init and Create ==>

memset(&xvid_gbl_init, 0, sizeof(xvid_gbl_init));
memset(&m_xvidDecHandle, 0, sizeof(m_xvidDecHandle));
m_xvidDecHandle.version = XVID_VERSION;
m_xvidDecHandle.height = 0;
m_xvidDecHandle.width = 0;
xvid_gbl_init.version = XVID_VERSION;
xvidret = xvid_global(0, XVID_GBL_INIT, &xvid_gbl_init, 0);
xvidret = xvid_decore(NULL, XVID_DEC_CREATE, &m_xvidDecHandle, NULL);

//-----
// XVID Decord ==> Put the code into the netSetMpeg4RawCallBack's CallBack Function

xvidDecFrame.output.csp = XVID_CSP_BGR;
xvidDecFrame.general = XVID_LOWDELAY|XVID_DEBLOCKY|XVID_DEBLOCKUV;
xvidDecFrame.general = XVID_LOWDELAY;
xvidDecFrame.version = XVID_VERSION;
xvidDecFrame.output.plane[0] = pOutBuf; // <<<<<<<

//-----
// Output Buffer for the Decord out put

// <<<<<<< The Video's Width Size => m_vWidth * 3, (a Pixel is 3 Bytes (RGB))
// <<<<<<< The m_vWidth can get from the Mpeg4 Raw Data
// <<<<<<< (In the input buffer that first time the callback be called)
// <<<<<<< Or can assign by yourself if you know what is the video's width
xvidDecFrame.output.stride[0] = m_vWidth * 3;

xvidDecFrame.bitstream = pInBuf; // <<<<<<< The Mpeg4 Raw Data
xvidDecFrame.length = Len; // <<<<<<< Mpeg4 Raw Data's Length

xvidret = xvid_decore(m_xvidDecHandle.handle, XVID_DEC_DECODE,
&xvidDecFrame, 0);
// Todo : pOutBuf -> Display

//-----
// XVID Decord Close ==>

xvidret = xvid_decore(m_xvidDecHandle.handle, XVID_DEC_DESTROY, 0, 0);
```