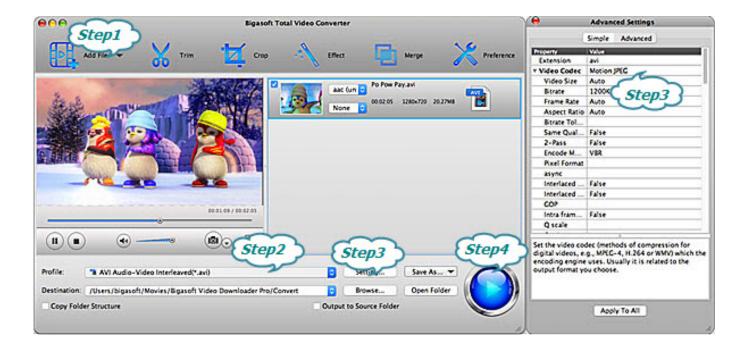
PICVideo MJPEG Codec 3 Full Version



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The codec has been tested to work in a variety of environments including complex 3D content and moderate latency networks. The frame rate and resolution of the output format is also customizable. The resolution and frame rate can be set to a fixed value in terms of number of pixels per second and the display size. This is similar to an effect on a video projector. If the output resolution is set to a high value the size of each image is reduced (compression) and the frame rate is increased (tearing), while if the output resolution is set to a low value then the number of pixels per second is reduced and the frame rate is increased. M-JPEG compression is achieved by using sub-band coding with wavelet-based sub-band decomposition, followed by Huffman entropy coding and the use of a proprietary motion compensation. The video compression can be set from about 15 to 80 [bits per pixel]{}, depending on the original resolution and the type of input video (low to high compression). PICVideo features an integrated QCIF to CIF transcoder. PICVideo is based on the PIC\#+ line-store video codec and is available for a number of platforms including PIC\#+ processor-based platforms, PICmicro processors, RTLinux operating system, ARM9E platformbased servers and Linux workstations. PICVideo codecs can be downloaded at no charge or, for those platforms that support more than one codec, paid to cover the licensing costs. Application programming interfaces (APIs) are available for programmers to access the codec and utilize its features. The PIC\#+ and PICmicro platforms provide an API to the PICVideo codec. The APIs are platform-independent. All other platforms feature their own platform-specific APIs. Programming languages that support these APIs are listed in the online documentation. The PICVideo codec supports bi-directional motion compensation, which can be used to compress video streams that are subject to frequent camera panning or scrolling. With bidirectional motion compensation, the motion between two consecutive images is detected, and the best matching image is used to form the new image that replaces the current image. Using bi-directional motion compensation can also reduce the bitrate required to encode the video streams. PICVideo runs on PIC\#+ processors, PICmicro processors, PIC10, PIC18 and PIC24 microcontrollers, ARM9 520fdb1ae7

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