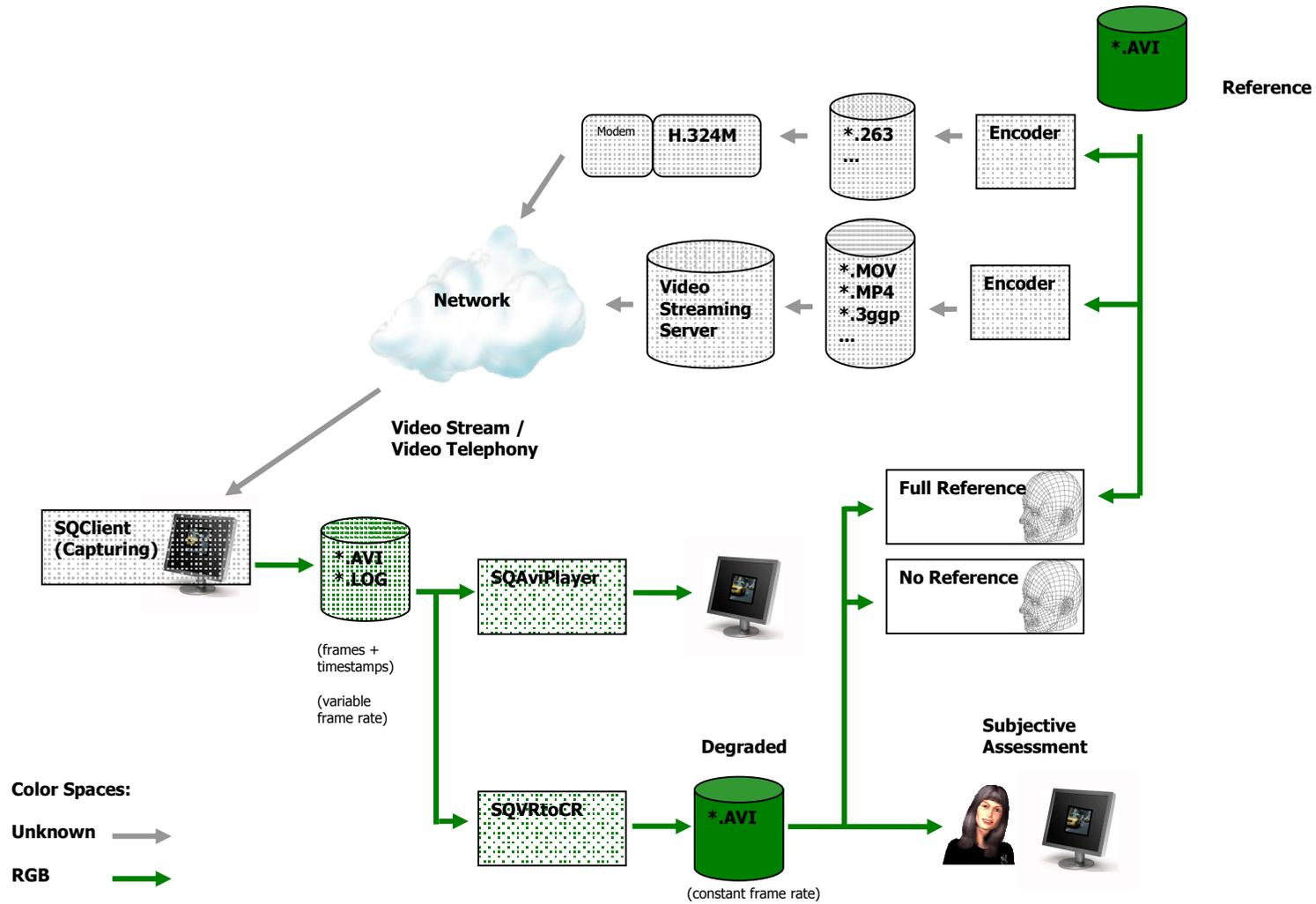


Capturing Video

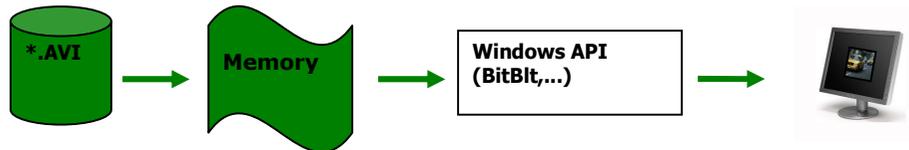
Overview



Displaying the Content of an AVI file

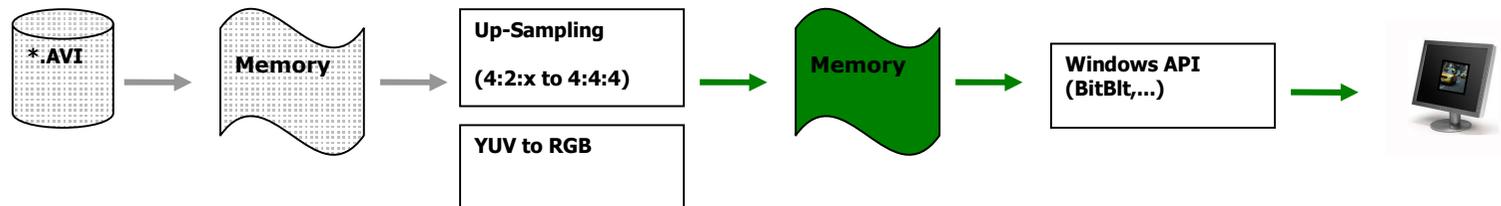
Example for a Windows based Player

RGB 24 Bit



- The pixel data of a frame in the AVI container is saved exactly the same way as used by the Windows API (color space / data ordering) for displaying the frame.
- Only a few instructions are needed to display the data, mainly “read the data into the memory” and “show the memory content on the display”.

YUV



- Before a frame saved in the AVI container can be displayed, several steps have to be performed, e.g. chrominance up-sampling, color space conversation and data ordering.
- There are multiple memory read and write task involved.
- It is more difficult to control the timing used to display the frames in a certain frame rate.