



DocuOggVideoTools

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Theora Cookbook

Ogg Theora is the best free software video codec for streaming video available. It has been around for a few years now and was developed by the same people that brought you the popular audio codec Ogg Vorbis.

Ogg Theora as yet doesn't have too many tools available for editing or streaming, but with a bit of persistence and some nifty command line tools you can do a lot with it.

Icecast2 supports Ogg Theora and the Cortado applet allows you to embed live or archived Theora video easily in a webpage. There is really alot you can do with it and it matches any modern streaming video codec for streaming. Ogg Theora is an excellent choice for most of your online streaming video needs.

Manipulate Ogg Theora Files

If you are a Linux user you can use the **Ogg Video Tools** (<http://dev.streamnik.de/oggvideotools.html>) to manipulate ogg/theora video files.

Ogg Video Tools is a toolbox for manipulating Ogg video files, which usually consist of a video stream (**Theora**) and an audio stream (**Vorbis**). Included in Ogg Video Tools are a number of handy command line tools for manipulating these video files.

The following tools are available:

oggResize

oggResize reconstructs an Ogg/Theora video by defining a new video frame size, a new datarate and/or a new framerate.

oggThumb

oggThumb creates a series of thumbnails from one Ogg/Theora video file.

oggSlideshow

oggSlideshow creates a video slideshow in Ogg/Theora format by a number of pictures

oggSplit

oggSplit separates the media stream from one Ogg file. This function is often called **demultiplexing**

oggJoin

oggJoin rejoins separated Ogg media streams. This function is often called **multiplexing**

oggDump

oggDump is created mainly for developers to receive packaging information

oggCut

oggCut cuts parts from an ogg file defined by a start and an end time position

oggCat

oggCat concatenates ogg video files to form one new ogg file that can be interpreted by all players, that can play ogg/theora/vorbis files (vlc, mplayer, cortado etc.)

oggLength

oggLength returns the length of an ogg file

oggScroll

oggScroll shows up every video frame in a separate X-Window

What is Ogg, Theora and Vorbis?

Ogg is a **container format**, like e.g. avi, that defines the outline of a multimedia file.

Theora is a patent free **video compression format**.

Vorbis is a patent free **audio compression format**.

Every Ogg video file must consist of at least of one **video stream** and one **audio stream**. Sometimes there are more than one audio stream e.g. for different languages or special streams or for subtitles.

Using Ogg Video Tools

The following shows some basic examples of how to use the tools.

oggResize

Creates a new Ogg/Theora video from an existing one. oggResize can change the video frame size by the -s option:

```
oggResize -s 320x240 myOrigFile.ogg myNewFile.ogg
```

The aspect ratio of the original video frame is always kept untouched, so that black borders appear, if the new frame size does not match the aspect ratio of the original one.

To change the datarate of the stream, use the -d option with the datarate in bit per second:

```
oggResize -d 512000 myOrigFile.ogg myNewFile.ogg
```

If you like to change the framerate, please use the -f option. The parameter is the framerate in pictures per second:

```
oggResize -f 16 myOrigFile myNewFile.ogg
```

If there is an additional Vorbis stream within the Ogg file, it will not be harmed in any way.

oggThumb

Creates thumbnails in JPEG- or PNG-Format from a Ogg/Theora video stream.

To specify the size of the output pictures, you can use the -s option:

```
oggThumb -s 320x240 myfile.ogg
```

If you want to have a picture with a specific height and you want the program to calculate the overall size (e.g. for your webpage) you can specify the other axis to 0. This creates a picture with the right aspect ratio:

```
oggThumb -s 0x240 myfile.ogg
```

For creating a series of files, you can specify every frame by it's time occurency. The following call

```
oggThumb -t 2,3,10 myfile.ogg
```

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would create a thumbnail at 2, 3 and 10 seconds. It is also legal to use floating point values, and the values don't have to be ordered:

```
oggThumb -t 12.5,13,4.5 myfile.ogg
```

The pictures are placed into the actual directory with the ogg filename and an ordered numbering due to their occurrence:

```
$ ls *.jpg
myfile_1.jpg
myfile_2.jpg
```

Another way to create a series of thumbnails is by frame position:

```
oggThumb -f 100,250,450 myfile.ogg
```

This call creates a thumbnail of video frame number 100, 250 and 450.

oggThumb creates JPEG files by default. For creating PNG files, you can call oggThumb with the -o option:

```
oggThumb -o png myfile.ogg
```

If you want to create thumbs from a number of Ogg/Theora files, you can simply add them to the command line:

```
oggThumb -s 320x240 -t 1,5 myfile.ogg myfile2.ogg myfile3.ogg
```

oggSlideshow

Creates a theora video from a number of pictures in JPEG- or PNG-Format with different effects.

To create an Ogg/Theora slideshow with the size of 320x240 pixel, a datarate of 256 kBit per second and a 16 frames per second call:

```
oggSlideshow -s 320x240 -d 256000 -f 16 -o mySlideshow.ogg picture1.jpg\
picture2.jpg picture3.jpg
```

Or, if you have your pics in a specific directory:

```
oggSlideshow -s 320x240 -d 256000 -f 16 -o mySlideshow.ogg mydir/*.jpg
```

This will create the file **mySlideshow.ogg** in the actual directory. The presentation type is set to Ken-Burns-Effect by default (sliding and zooming over the window). However, there are actually three presentation types:

- ◆ **Ken-Burns-Effect** (option: -t kb)
The Ken-Burns-Effect slides through the picture and zooms in or out.
- ◆ **Crossfade-Effect** (option: -t cf)
To have a smooth changeover between two pictures, these pictures are crossfaded.
- ◆ **Plain Slideshow** (option: -t p)

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All pictures are concatenated without any changeover. This function is very datarate efficient.

To specify the presentation duration in seconds for every picture, use the `-l` option:

```
oggSlideshow -s 320x240 -l 12 -o mySlideshow.ogg mydir/*.jpg
```

Here the duration of one picture is 12 seconds.

Sometimes, you may have pictures that do not match the aspect ratio of the output video frame. `oggSlideshow` can handle that, but in combination with the Ken-Burns-Effect it may result in a fast sliding. In this case, it would be good to add some black borders to the actual aspect ratio of the output format. This could be done by reframing the imported picture with the `-e` option:

```
oggSlideshow -s 320x240 -d 256000 -e -o mySlideshow.ogg mydir/*.jpg
```

oggSplit

Demultiplexing an Ogg video file is quite easy, you would use something like this:

```
oggSplit myfile.ogg
```

For example, if the your file was called 'myfile.ogg' and you ran this command then after the `oggSplit` command has executed the files in your directory look somewhat similar to this:

```
myfile.ogg
```

```
theora_6f1634f6.ogg
```

```
vorbis_41bf6b07.ogg
```

The number after `theora_` and `vorbis_` is the **stream ID**. This number is internally used by the Ogg container. The stream ID is necessary in ogg and is set at stream creation time and should be expected to be a "random" number. However sometimes (e.g. when `ffmpeg` creates ogg files), the streams are numbered as an ascending series.

The new files are fully functional ogg files and can be played with **vlc**, **mplayer** etc. The 'theora_*' file contains only the video part of the file and the 'vorbis_*' file contains the audio part.

In some cases, there are streams inserted into the ogg file that can not be interpreted. These files are also extracted and marked as `unkown_<ID>.ogg`.

oggJoin

Multiplexing an Ogg file is as easy as demultiplexing. Referring to the example above you can write

```
oggJoin myNEWfile.ogg theora_6f1634f6.ogg vorbis_41bf6b07.ogg
```

This command will create the file "myNEWfile.ogg" which consists of the `theora_*` stream and the `vorbis_*` stream.

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As oggJoin uses its own timestamp creation method, both streams start exactly at start time '0'. This is always the case even if the original files started at a different time (due to internal timing information). So the video and audio streams are always synchronized.

In case of other stream types (other than theora or vorbis), there is actually (as of version 0.4) no timing interpreter available. So you can not use these streams for multiplexing.

oggDump

This tool is mainly meant for developers who wish to analyse ogg video files. Therefore you need to know a bit more about the Ogg container format and Ogg streams within the container.

In short: Ogg files physically consist of ogg **pages**, which should have a defined length (e.g. 4096 bytes). These pages consist of a header with framing information and a body with the data and belongs to one stream. Every Ogg page carries a timestamp, which should be increasing within a file from page to page.

From the stream point of view, every video or audio stream consists of successive **packets** (e.g. a frame or a block of audio samples). These packets are placed into the physical pages.

To print out the **pages** from an Ogg file you can use the "-g" command line option

```
oggDump -g myFile.ogg
```

To print out the **packets** from an Ogg file, use the "-p" command line option

```
oggDump -p myFile.ogg
```

If you don't want to dump all information about a file, as you are only interested into the ogg page headers, you can use a different page dump level by using the "-l" command line option

```
oggDump -g -l1 myFile.ogg
```

In this case, only the header information are printed out. To increase the information level, just increase the number after the -l option. "-l 5" is a full dump with all available information.

oggCut

oggCut extracts parts of an ogg file. The usage is quite easy:

```
oggCut -i inputFile.ogg -o outputFile.ogg -s 2000 -e 60000
```

This command creates a new ogg file named 'outputFile.ogg'. This file consists of a subpart of the original "inputFile.ogg". The new starts at milisecond 2000 (2 seconds) of the original file and ends at the millisecond 6000 (6 seconds).

As a video stream consists of **I-frames** (which are full pictures) and **P-frames** (which are delta pictures to the leading I-frame), the oggCut algorithm searches for the first I-frame. If a video file starts with a p-frame, the player would not be able to interpret this picture, as the leading I-frame (on where it is based) is not available.

oggCut starts the I-frame search at the given start time given by the '-s' option. So expect a shorter time than the calculated seconds for the new file.

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If you really want to cut a film at a particular frame position, all the pictures at least up to the first I-frame must be recalculated. In that case using a movie cutter like **kino** would be a better choice.

oggCat

Sometimes it would be nice to concatenate (join) two or more video files. For that you can use oggCat, which creates a continuous Ogg video file from the given files.

```
oggCat newFile.ogg firstFile.ogg secondFile.ogg ...
```

However, the video files must correspond in framerate, keyframe gap, framesize etc.

The first file is always taken as the "corresponding" file. The parameters given by this file are checked against the proceeding files. If a file does not match, this file is not used for the concatenation and the next file is tested against the parameter set.

For example, if the framesize does not match, the following information is printed :

```
theora parameter compare: height or width are not matching:360:288 != 640:480  
I could not find enough matching streams for file <secondFile.ogg>
```

The frame position for both, video and audio is completely recalculated for the new file, so that there are no timestamp problems (e.g. with players like cortado).

oggLength

Even if the **Xiph Foundation** (the developers of OGG) has recently created an additional header for ogg media files including new information (e.g. for the file time length), this additional data is not widely used. Therefore oggLength does not rely on this information and calculates the time length of an ogg media file by stream analysis and prints the calculated value

```
oggLength analysisFile.ogg
```

oggScroll

oggScroll displays every video frame of a video stream within an ogg media file and prints out the frame position of the frame that is shown.

```
oggScroll showFile.ogg
```

To show the next frame, just hit any key (e.g. space). For jumping to the next keyframe, hit the "+" key and to exit oggScroll, hit "q".

If the focus is accidentally placed on the video frame, change to the focus to the console oggScroll is running in (otherwise the keypress is lost).

Getting more information

If you are interested in news of the Ogg Video Tools or if you would like to help developing new tools or advance the existing ones, join the streamnik mailinglist (<http://lists.streamnik.de/mailman/listinfo/streamnik-server-dev>) or visit the streamnik webpage (<http://dev.streamnik.de/>).

How to create Thumbnails from an Ogg/Theora file

If you would like to create thumbnails for an Ogg/Theora video file, you can simply use the OggVideoTools at

<http://sourceforge.net/projects/oggvideotools>

There you can find a command line tool called oggThumb, which does the job:

```
oggThumb -t1,2,3,4 -s320x240 myfile.ogm
```

This line creates 4 thumbnails at second 1,2,3 and 4. The created files look like this:

```
myfile_0.jpg  
myfile_1.jpg  
myfile_2.jpg  
myfile_3.jpg
```

Creating a series of Thumbnails

However, if you would like to have a series of pictures and you do not know nothing about the video length, you need a tiny shell script to do this (I call it mkThumb):

```
#!/bin/sh  
length=`oggLength $1`  
timestring="0"  
div=$((($2*1000))  
for((i=1; i<$2; i++)) do  
    value=$(echo "scale=3; $i*$length/$div" | bc -q 2>/dev/null)  
    timestring="$timestring,$value"  
done  
oggThumb $3 -t$timestring $1
```

The usage is:

```
./mkThumb myfile.ogm 15
```

This script calculates the time distance for the overall time length to create 15 pictures from this file. Then it creates all pictures. The are names as mentioned above.

Creating Thumbnails with a fixed height or fixed width

I often ran into the same problem of creating Thumbnails with a fixed height or width, and I don't care about the other axis. In that case, you can leave the axis you do not care about set to 0:

```
oggThumb -s120x0 -t0 myfile
```

This tells oggThumb, to create a Thumbnail with the width of 120 pixel. The height is calculated due to the aspect ratio of the video frame.

Creating an Ogg/Theora Slideshow from a Series of Pictures

The Ogg Video Tools have everything to create a nice slideshow with different effects. This short tutorial gives you an idea of how to add music to a slideshow and how to customize the slideshow to your needs.

First of all, to create a slideshow has been introduced in the Ogg Video Tools chapter, here is a short version, how to create a slideshow:

```
oggSlideshow -s 320x240 -f 24 -o slideshow.ogm -d 512000 somePics/*.jpg
```

If you like to add some music to the slideshow, first of all you need to know the duration of your slideshow, to trim your music to this length. The slideshow duration is printed at the end of the slideshow creation process or it can be evaluated with the following command:

```
oggLength slideshow.ogm
```

This returns the length of the video in milliseconds. With this information we can cut an additional audio stream (5600 milliseconds in this example):

```
oggCut -l 5600 -i myAudioTrack.ogg -o myAudioTrackAdjusted.ogg
```

If your favorite audio file is in mp3 format, you can use **ffmpeg** to convert the file:

```
ffmpeg -i myAudioTrack.mp3 -aq 60 -acodec vorbis myAudioTrack.ogg
```

The support of ffmpeg for vorbis (and theora) is not optimal, so the command line option **-ab** for setting the bitrate does not work, so you need to use the quality option **-aq**.

To multiplex both streams to one media file (*newSlideshow.ogm*), just use oggJoin:

```
oggJoin newSlideshow.ogm myAudioTrackAdjusted.ogg slideshow.ogm
```

That's it, you are done!

Adding a fixed starting picture

Specially the first picture in a slideshow should often be a picture saying something about the slideshow. So you can create a short slideshow for that from a picture:

```
oggSlideshow -s 320x240 -f 24 -tp -o startPicture.ogm -l 10 -d 512000 \ startPicture.jpg
```

Here the slideshow type is set to "plain" (-tp), so the picture is just only displayed as it is. The duration is set to 10 seconds (in difference to 8 seconds, which is the default value).

To concatenate the two slideshows you can use oggCat:

```
oggCat overallSlideshow.ogm startPicture.ogm slideshow.ogm
```

The rest could be done as shown above:

```
oggJoin newSlideshow.ogm myAudioTrackAdjusted.ogg overallSlideshow.ogm
```

How to use the native Firefox support for Ogg/Theora Videos

To include an ogg video into a webpage the new Firefox version 3.5 introduced the video-tag. So it is fairly simple to place a video inside of any html-page which is views with Firefox 3.5.

This is a simple example on what the video-tag could look like:

```
1 <video
2   src="http://my-server.org/video.ogm"
3   width="480"
4   height="320"
5   autoplay="autoplay"
6   controls="controls">
7 Sorry, your browser does not support the video-tag. Try using Firefox
3.5+
8 </video>
```

Line 1 opens the tag. Line 2 defines the source of the video. Line 3 and 4 set width and height of the video viewport. Line 5 sets autoplay for starting the video instantly without hitting a play-button. Line 6 lets the browser show some control-buttons. After this, the opening video tag ends with a right angle bracket.

Line 7 is only displayed if a browser can not interpret the video tag. So you can say sorry to all the people not using a video tag supporting browser.

Finally line 8 closes the video tag.

Thats it. Have fun including your videos into you websites!

About This Manual

This manual was produced in FLOSS Manuals (<http://www.flossmanuals.net>).

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