

Motion-JPEG

Comprehensive A/C Codec Library

Largest video codec libraries on earth, supporting nearly every major format in use today in both consumer and professional markets.



The Motion-JPEG Codec Package allows high-quality, real-time MJPEG encoding and decoding. It also enables you to view Motion-JPEG files created on another computer, even if you do not have specialized hardware involved. It can decode Motion-JPEG (Movie-JPEG, MJPEG, MJPG) AVIs, created with Miro (DC10, DC20 and DC30), FAST, Matrox and similar cards. It can now also encode JPEGs in a Zoran compliant way, meaning that the above mentioned cards can also playback AVIs created by the Codec. It supports interleaved MJPEG both for decoding and encoding. The MJPEG components can handle all major RGB and YUV formats as input and output formats.

MAINCONCEPT MOTION-JPEG SDK PACKAGES

MOTION-JPEG ENCODER SDK

Complete MJPEG Encoder to create Motion JPEG frames.

MOTION-JPEG DECODER SDK

Complete MJPEG Decoder to play back Motion JPEG frames.

FEATURES

Software Solution for Surveillance Systems

Our Motion JPEG codec pack is also perfect for manufacturers developing webcams, surveillance systems and other video devices. The codec offers a complete, software-only solution which eliminates the need for expensive compression chipsets.

Low Cost Alternative for pure Hardware Solutions

The MainConcept Motion-JPEG SDK eliminates the need of expensive hardware, because it is perfectly suited for a wide variety of industrial areas, such as surveillance, security and medicine technology as well as in video conferencing systems.

STREAM TYPES & FORMATS

AVI:

Generic Motion-JPEG frames and streams

COMPONENTS

MOTION-JPEG ENCODER SDK

Motion-JPEG Video Encoder

MOTION-JPEG DECODER SDK

Motion-JPEG Video Decoder

TECH SPECS

- Microsoft® Windows® XP, Vista, Windows 7, Windows 8, Windows 10 (32-bit/64-bit)
- Apple Mac OS X 10.6 or higher (Mac/Intel), (32-bit/64-bit)
- Linux Ubuntu 10.04 LTS (32-bit/64-bit)

For Windows, Mac OS X and Linux, the codec package consists of a Low Level API (in the C programming language). Under Windows, it additionally includes DirectShow® filters for decoding and encoding.

MORE INFORMATION:
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