

We have now implemented an alternative method of controlling video by using native platform dependent software. Under Windows the MS DirectX library is used, which is also applied by companies generating computer games. Tests have shown that video handling by ELAN on a Windows machine is now much smoother and yields the required precision. This is solved for MPEG1, and we are now looking for good codec for MPEG2. Currently we are busy using native methods on the MAC as well. Results will be presented in the next LAN issue. It should be noted here that the precision for MPEG encoded data is limited to the frame duration. For a higher precision one has to refer to the audio file as the primary media file in ELAN.

## **ELAN Native Media Handling**

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Similar to other projects the ELAN team based its media handling software components on Java Media Framework and Quicktime for Java (QTJ). For some time it has been obvious that the idea of creating a platform independent media framework has failed. There have been severe problems with JMF and QTJ and the utterly complex issue of handling video in a smooth fashion has not been solved. Those who have used ELAN will have recognized the low degree of precision when playing media and may have attributed this to ELAN. We have invested much time in improving the media handling in two steps: (1) We cleaned up the media handling code to get the best performance that can be achieved with JMF. (2)