

## NAME

movimplay – MovIm player

## SYNOPSIS

**movimplay** [input\_options] **-i** *input\_file* [playing\_options]

**movimplay -h | -v**

## DESCRIPTION

**MovIm** is a video codec specifically designed for both conservation and restoration of moving images.

**libmovim** is a C library implementing **MovIm**. Its associated utility **movimplay** is a **MovIm** player.

Depending on the resolution, the number of channels, the bit–depth and the available computing power, the moving images may play very slowly, far below real time. The **–select** and **–ignore** options allow to play only some channels, or even only some bit–planes of channels.

The **openMovIm** package includes the **libmovim** library and its associated **movimenc**, **movimdec** and **movimplay** utilities, as well as the **openmovim** Bash command–line interface.

## OPTIONS

### GENERAL OPTIONS

**-i** *input\_file*, **–input=***input\_file*

The uncompressed or lossless compressed MovIm data can be used directly as a file (.movim).

In addition, the container formats NUT (.nut), MP4 (.mp4), QuickTime (.mov), AVI (.avi) and Matroska (.mkv) have been tested as wrappers for the MovIm video codec.

### INPUT OPTIONS

The following list is not exhaustive.

**–lut=**[*channel=*]*path*

*path* to an 1D LUT or a 3D LUT to apply (default is no LUT)

A LUT can be applied to the whole input file or only to a single *channel*.

This option may be repeated.

For 1D LUT, which transforms e.g. from floating–point scene linear into camera log or a display–referred space, the maximum allowed size is currently 16’777’216, i.e. 24–bit precision.

### PLAYING OPTIONS

The following list is not exhaustive.

**–ignore=***channel*[=*bit\_plane*]

ignore a full *channel*, or even only one single *bit\_plane* of a *channel*

This option may be repeated and the order of the different **–ignore** and **–select** options is relevant.

Each bit–plane of each channel may be abbreviated as *all*, like in **–ignore=all**.

**–select=***channel*[=*bit\_plane*]

select one *channel*, or even only one single *bit\_plane* of a *channel*

This option may be repeated and the order of the different **–ignore** and **–select** options is relevant.

The whole image is played by default, which is equivalent to **–select=all**.

### OTHER OPTIONS

**-h, --help**

display a help message

**-v, --version**

display the running version

**NOTES**

**movimplay** is helpful when **libmovim** is used as a standalone library rather than as an embedded library into an application, such as a film or video restoration suite.

The author is indebted to Fabrice Bellard (and his **bpgview**) and to **mpv** for the inspiration given.

**SEE ALSO**

**movimdec(1)** and **movimenc(1)**; **libmovim(1)** and **movim(1)**; **openmovim(1)**.

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