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Product specifications are subject to change without notice.

Zentinel Video Codec

Your game's video files are now protected!

What is Zentinel?

Zentinel is the next-gen video codec designed specifically for the gaming industry needs. This means, high video and audio quality, excellent compression rates, fast performance, and on top of all of these features, our new innovation... Security!

Zentinel Codec Specifications:

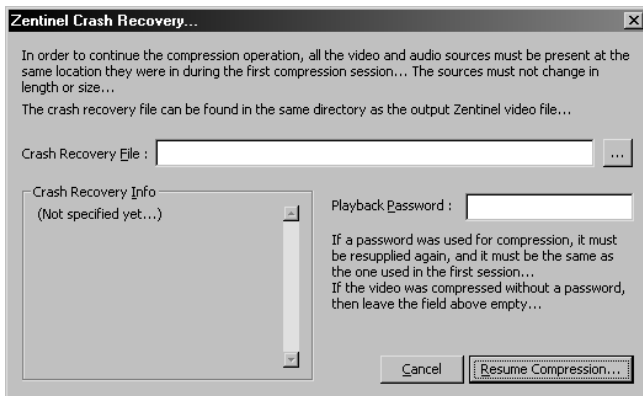
- Superior compression ratios starting from 1:50 for the most-noisy videos, and much much higher for common video data.
- High image quality that preserves even the slightest details.
- Quality audio compression with quality size reduction that outperforms MP3 encoding.
- Mono, Stereo, and 5-channel surround sound support.
- Built-in advanced security model that allows you to protect your movies from being ripped or played without your permission.
- No limitations! Compress frames of any size with any proportions at any frame-rate.
- Uses breakthrough modern compression algorithms, and avoids ineffective old algorithms (e.g. block motion compensation and DCT) with regards to gaming industry needs.
- Adaptive playback quality. Each Zentinel movie file can be played at different qualities to suit the host system's processing capabilities.
- Optimized for fast-motion movies. No jerks or blocky compression artifacts caused by heavy and fast frame discontinuities.
- Low memory and CPU consumption during playback.
- Friendly file access. No sudden read jumps or data-rate peeks. Most suitable for CD-ROM and DVD-ROM devices.

Zentinel SDK Specifications:

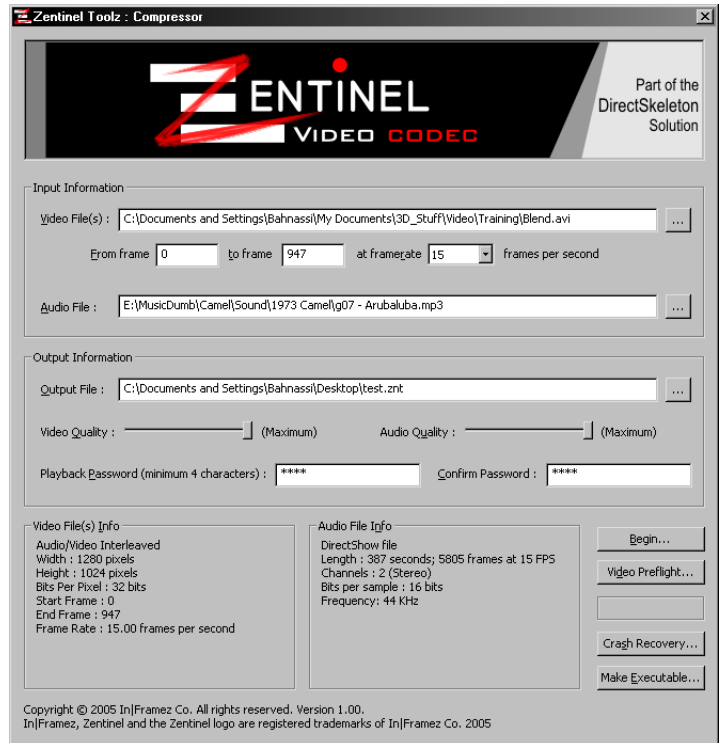
- Very lightweight and simple C++ SDK unified across all platforms, designed in a modern way.
- A very simple programming model for achieving common tasks such as playback and seeking.
- Totally flexible SDK that allows you to play Zentinel files through any technology you like.
- Support for the .NET development platform which allows you to consume Zentinel files in any .NET application (C#, Visual Basic.NET, ...etc).
- Your choice of using Zentinel either as a static library or a dynamically-linked library (where applicable).
- Fully-documented SDK with many samples to show you how to perform all operations with Zentinel.
- Stock implementations for full-screen filtered rendering via hardware accelerated Windows GDI, Microsoft Direct3D and OpenGL APIs, using modern pixel shader and overlay capabilities when it is available.
- Available for Microsoft Windows, Linux, Macintosh, Sony Playstation 2 and 3, Nintendo Gamecube, and Microsoft Xbox platforms!

Zentinel Tools Specifications:

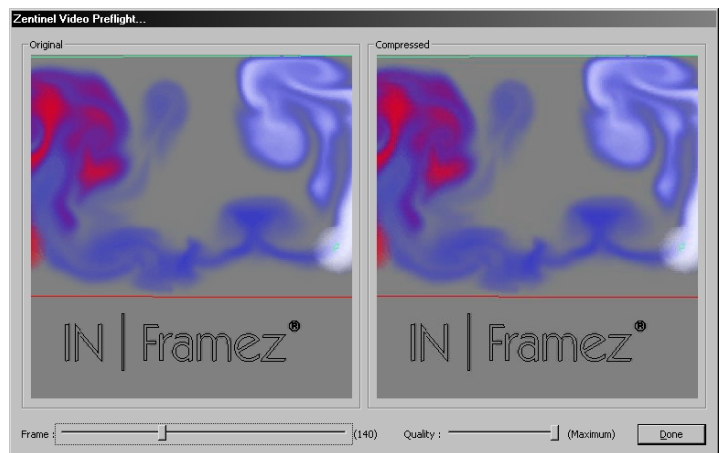
- Flexible encoding utility with many controls to tweak quality/size settings as well as other compression aspects.
- Preview compression quality interactively using the unique Preflight command to intricately control quality/size before even starting to compress your frames.
- Breakthrough crash recovery mechanism! You can break the compression process at anytime and resume it later. Power shortage? Nothing is lost!
- Encode from almost any professional file format out there. Direct support for Softimage PIC files, Maya IFF images, SGI RGB files, as well as all the common file formats (TIFF, TGA, BMP, JPG, AVI, MPG, ...etc).
- Make stand-alone executable movie files to play on any system without requiring them to install the player, with all security capabilities intact.
- Simplified and lightweight independent playback utility that can be used to playback Zentinel files on all supported systems with display size and loop options.



Zentinel's Crash Recovery module can save the day! Now you can stop the compression operation at anytime and resume it later without any problems!



Easy-to-use, yet flexible, compression tools, with the ability to deal with a very wide range of video source formats.



Waste no more time trying to compress your video at different quality settings. Zentinel's Preflight view allows you to interactively check compression/quality settings prior to starting the compression operation.