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 Subject: MPEG Video

THIS TEXT CONTAINS ONLY MPEG VIDEO HEADER INFO - BY WILSON WOO
 It's only what I know. Please feel free to update it.

Below is information got from someone.

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Sequence Header

This contains information related to one or more "group-of-pictures"

Byte#	Data	Details
1-4	Sequence header code	In Hex 000001B3
12 bits	Horizontal size	In pixels
12 bits	Vertical size	In pixels
4 bits	Pel aspect ratio	See below
18 bits	Picture rate	See below
1 bit	Marker bit	Always 1
10 bits	VBV buffer size	Minimum buffer needed to decode this sequence of pictures; in 16KB units
1 bit	Constrained parameter flag	
1 bit	Load intra quantizer matrix	0: false; 1: true (matrix follows)
64 bytes	Intra quantizer matrix	Optional
1 bit	Load nonintra quantizer matrix	0: false; 1: true (matrix follows)
64 bytes	Nonintra quantizer matrix	Optional
-	Sequence extension Data	Optional
-	User data	Optional application-dependent data

Aspect ratios are defined by a code which represents the height and width of the Video image.
 Picture rates are also defined by a code that represents the number of pictures that may be displayed each second.

Each group of pictures has a header that contains one "I picture" and zero or more B and P pictures. The header is concerned with the time synchronisation for the first picture in this group, and the closeness of the previous group to this one.

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- For picture rate:
- 1 = 23.976 frames/sec
 - 2 = 24
 - 3 = 25
 - 4 = 29.97
 - 5 = 30
 - 6 = 50
 - 7 = 59.94
 - 8 = 60

Here gives an example. Below is Hex dump of first 256 bytes of the first Video frame of TEST.MPG from XingMPEG.

```
00 00 01 B3 16 00 F0 C4 02 A3 20 A5 10 12 12 14
14 14 16 16 16 16 18 18 19 18 18 1A 1B 1B 1B 1B
1A 1C 1D 1E 1E 1E 1D 1C 1E 1F 20 21 21 20 1F 1E
21 23 23 24 23 23 21 25 26 27 27 26 25 29 2A 2A
2A 29 2D 2D 2D 2D 30 31 30 34 34 38 16 00 F0 C4
00 00 01 B8 00 08 00 00 00 00 01 00 00 0A 72 00
00 00 01 01 13 F9 50 02 BC B2 B8 BE 68 8B A4 9F
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C5 B5 CA 00 56 76 39 65 F2 30 8B A6 9D 50 69 E7
DA FE 13 CF B7 FF 8F F4 CE 7B FA 0E F0 66 AE 1C
5D E7 00 C8 0A 92 B9 29 3C 21 23 F1 D6 40 13 06
F0 10 10 C6 27 80 A0 34 E1 C8 E4 0F 74 91 DA C4
03 A0 DC 03 12 60 18 49 27 1D D4 BC 67 0E 54 8C
96 FC 5D C0 06 E0 1A 72 11 7C 9A 8D C9 45 89 6D
CD C4 0B 63 DC 90 18 24 00 EC 84 90 18 10 C9 3B
1E A7 60 3C 9D 74 80 76 05 0B 02 81 A9 29 39 68
53 8F 59 F1 BF 93 FB A0 04 01 BC B0 CE 18 E1 25

Sequence header = (Hex) 00 00 01 B3
Horizontal size = 0x160 = 352
Vertical size = 0x0F0 = 240
Pel aspect ratio = [I don't know]
Picture rate = 4 = 29.97 frames/sec
Marker bit = 1