Movian - Feature #1920
Option to turn off "Fade to Black Effect" during seeking
02/05/2014 01:51 AM - Lucian Grey

Status:	Rejected		**Start date:**	02/05/2014
Priority:	Normal		**Due date:**	
Assignee:	Andreas Smas		**% Done:**	0%
Category:	Video playback		**Estimated time:**	0.00 hour
Target version:	5.0			

Description

Whenever seeking (fast forward or rewind) by using L2/R2 or Left/ Right button, the screen will fade to black until it reached the seek point.

It would be nice to have an option to turn this effect off, so when seeking, it could display the seek point immediately. Or if it needs buffer or something, we can probably "freeze" the start point while waiting the seek point to completely load.

/plugin_assets/redmine_wiki_extensions/images/smile.png

History

#1 - 02/09/2014 10:13 PM - rick diskon

I was also going to request this. The fade effect works well on local media (using a PS3), but scanning through remote files is much more frustrating since this was introduced.

#2 - 03/03/2014 03:06 PM - Ema Nymton

I second that!

#3 - 11/19/2014 03:46 PM - Ema Nymton

Hi Andreas can we have that for 4.8? It's a bit unconvenient to seek for a specific moment in a video with that option.

#4 - 11/24/2014 09:50 AM - Ema Nymton

Up! How this feature can make it to 4.8 /plugin_assets/redmine_wiki_extensions/images/smile.png

#5 - 05/27/2015 07:55 AM - Leonid Protasov

- Target version set to 5.0

#6 - 05/28/2015 10:02 PM - Andreas Smas

- Status changed from New to Rejected

Well, It can't show the first frame of the target time (since that's what we're waiting for to load) the only option is to show the last frame where we left off which to me just feels like the software has hanged or something.

I disagree with this.

#7 - 05/29/2015 06:53 PM - rick diskon

Hi Andreas. I see what you're saying, but doesn't the progress bar pop up as soon as you start seeking? What was the behaviour before this feature existed?

I want to say the video frame was blacked out until the new keyframe was loaded? At any rate I'd love a switch to revert to the old method for non-local media. Network latency makes seeking horribly awkward on PS3.

#8 - 05/29/2015 09:09 PM - Andreas Smas

I hear you, but still disagree :-)

#9 - 06/01/2015 10:13 AM - Ema Nymton

I think we need to understand how to optimize the first frame extraction time of the target time over network. It takes a certain amount of time even over cabled Ethernet. Is it because a certain buffer has to be filled first? Realistically, to seek position, only a single GOP needs to be loaded, right?