multimedia video format of Windows® of Microsoft. In this format, audio and digital video frames (bitmaps) are mixed with each other (interleaved) in view of enabling a reduced animation at 15fps at a resolution of 160 x 120 x 8. The audio corresponds to 11,025 Hz and 8 bits per monster.

According to the invention, a video in AVI format or another format is first converted to video in a raw format. The term "raw" format means that the data are in no way processed. Most often it refers to data which are in no way compressed and are also not stored in a particular format, belonging to a given firm. Also no form of encoding (encryption) has occurred. Many digital cameras for example offer the possibility to supply raw data as output, which then corresponds to direct information of the pixels, as recorded by the camera.

This first action of converting video data available in a given format to raw video data is shown in action 30 in figure 2.

When the video data are already present in raw format, of course action 30 can be skipped.

In action 32 the raw data are read from the memory by the processor 1.

The inventor has noticed that the raw data read from the memory 5, 7, 9, 11 cannot be compressed by existing compression programmes when existing operating systems are used. Examples of such existing compression programmes are MPEG, Indeo, Cinepak or Video1. Such compression programmes are also known as "video codec". They convert analogue video data which are offered, for example NTSC, PAL, SECAM, to digital information and back using a specific compression technique. The term "video codec" is also often used for only the compression- and decompression technique, so without the A/D and D/A conversion.

However, it appears to be possible to adapt existing operating systems in such a way that such known compression