
StaxRip Documentation

Revan654

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11 Indices and tables

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1.1 About

StaxRip is a video encoding app for Windows with a unrivaled feature set and usability.

1.2 Features

- Support for countless formats and tools
- Hardware encoding for AMD, Intel and NVIDIA
- Batch Processing
- AviSynth and VapourSynth code editor
- Extendable via PowerShell
- Minimal user interaction required due to rich configuration and automation features
- Copy modes for audio and video for plain remuxing
- Cut/Trim/Edit feature, for MKV output no re-encoding required
- Pixel perfect High DPI scaling

1.3 Requirements

- Windows 7 x64 or Windows 10 x64, StaxRip is x64 only
- [.NET 4.7.2](#)
- [Intel Skylake](#) or newer for HEVC/H.265 hardware encoding
- [NVIDIA Maxwell gen2 card](#) or newer for HEVC/H.265 hardware encoding

- [AMD Polaris card](#) or newer for HEVC/H.265 hardware encoding
- [AviSynth+ x64](#), [Python](#) & [VapourSynth](#) installers are bundled with StaxRip. Only [FrameServer](#) your are going to use is Required to be installed.

1.4 License

Licensed under the [MIT license](#).

1.5 Download

[Stable Releases](#)

Before making a bug report please try the newest [test build](#).

1.6 Setup

StaxRip is for the most part portable, some features require certain apps to be installed, in such case StaxRip provides guidance so the user must not take great care. This is due to VFW Framework.

Whenever StaxRip starts the first time from a new location it will ask for a settings folder location to use for this particular start-up location. You can open the current settings folder from the main menu at Tools > Folders > Settings

It's not recommended to start StaxRip from a location without full write access so 'C:\Program Files' shouldn't be used. StaxRip utilizes dozens of tools and some of this tools might require write access to their start-up directory.

To add StaxRip to the windows start menu right-click the StaxRip.exe and choose *Add to Start*.

2.1 Preprocessing

StaxRip includes demuxing GUIs for MP4Box, mkvextrakt, ffmpeg and eac3to.

The app can automatically demux all streams, show a GUI to select which streams should be demuxed or demuxing can be disabled in which case the streams are demuxed while job processing or are processed without demuxing.

Automatic demuxing with DGMPGDec, DGDecNV and DGDecIM is supported as well.

Custom preprocessing tools for demuxing, re-muxing or indexing can be integrated and configured via command line.

2.2 Video Processing

Video processing is supported via AviSynth+ and VapourSynth with AviSynth+ and VapourSynth being equally well supported.

The script code of AviSynth+ and VapourSynth can be edited directly or easily be generated via menu selection for which a profile system is available to integrate and customize custom filters and plugins.

With the help of a macro system script parameters can be changed with convenient GUI features like a resize slider and menu or a cropping dialog, due to the macro system the parameters can change at any time allowing much greater flexibility compared to a one dimensional and limiting one step after another approach.

Over 60 up to date AviSynth and VapourSynth plugin are included and ready to use.

2.3 Templates

StaxRip uses a template system, technically a template is a empty project file. When StaxRip starts it loads a default template, this default template can be changed at:

Main Menu > Tools > Settings > General > Startup Template

Project options are saved in templates/projects while Tools > Settings are global.

A template can be saved using:

Main Menu > Project > Save As Template

2.4 Command Engine

StaxRip uses a command engine for the following features:

- StaxRip's command line interface
- StaxRip's configurable main menu and various other menus
- StaxRip's Event Command Feature (Main Menu > Tools > Advanced > Event Commands)

The Event Command feature allows to run commands on defined events under defined conditions.

A interesting command is -Perform-ExecuteBatchScript

It executes a batch script with solved macros. Macros are also available as environment variables. Executables started by the batch script inherit the access to these environment variables.

The 'Execute Batch Script' command has a option 'Interpret Output' that can be turned on to interpret each console output line from the batch script or executables started in the batch script as StaxRip command. The documentation of the StaxRip commands is located at: Main Menu > Help > Command Line.

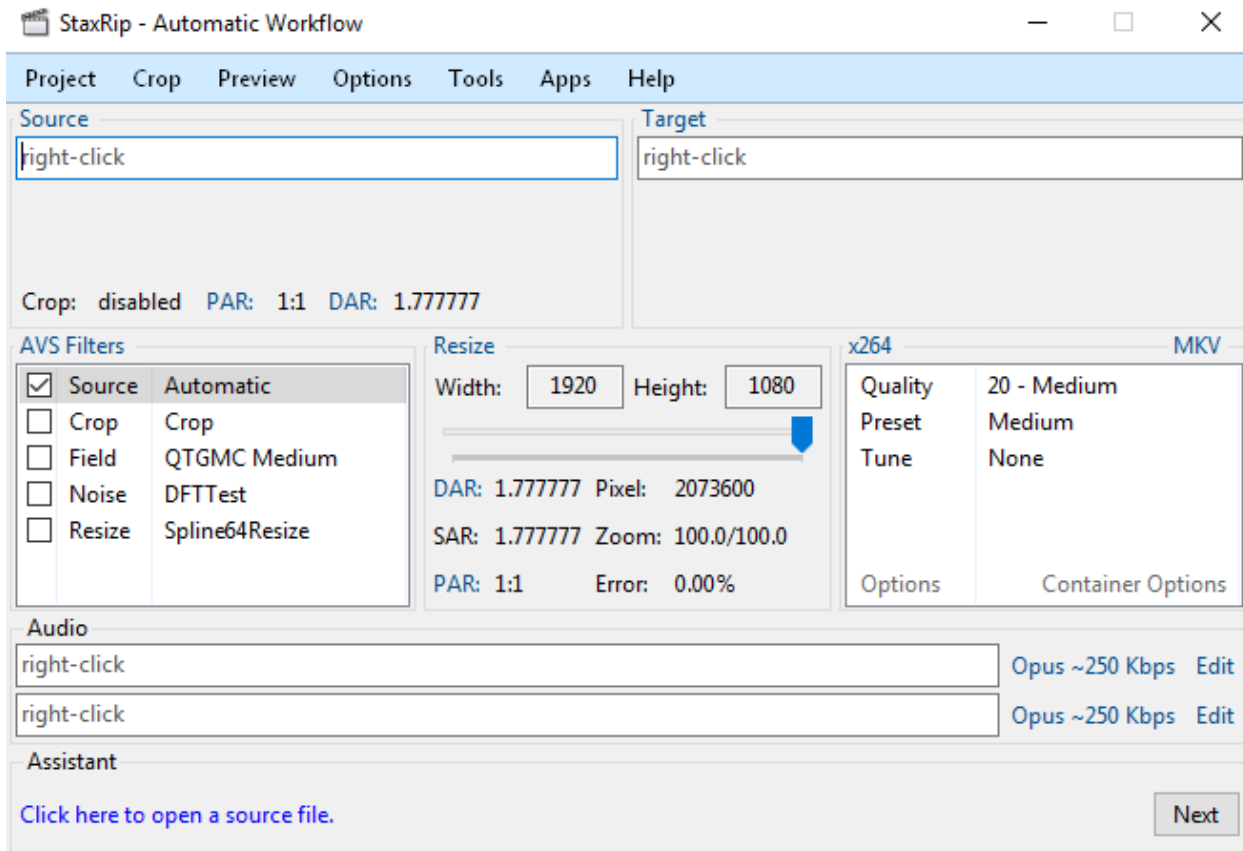
Used executables can be powershell.exe, cscript.exe (VBScript/JScript), python.exe, any other scripting engine or any console app programed in any programming language.

Contents

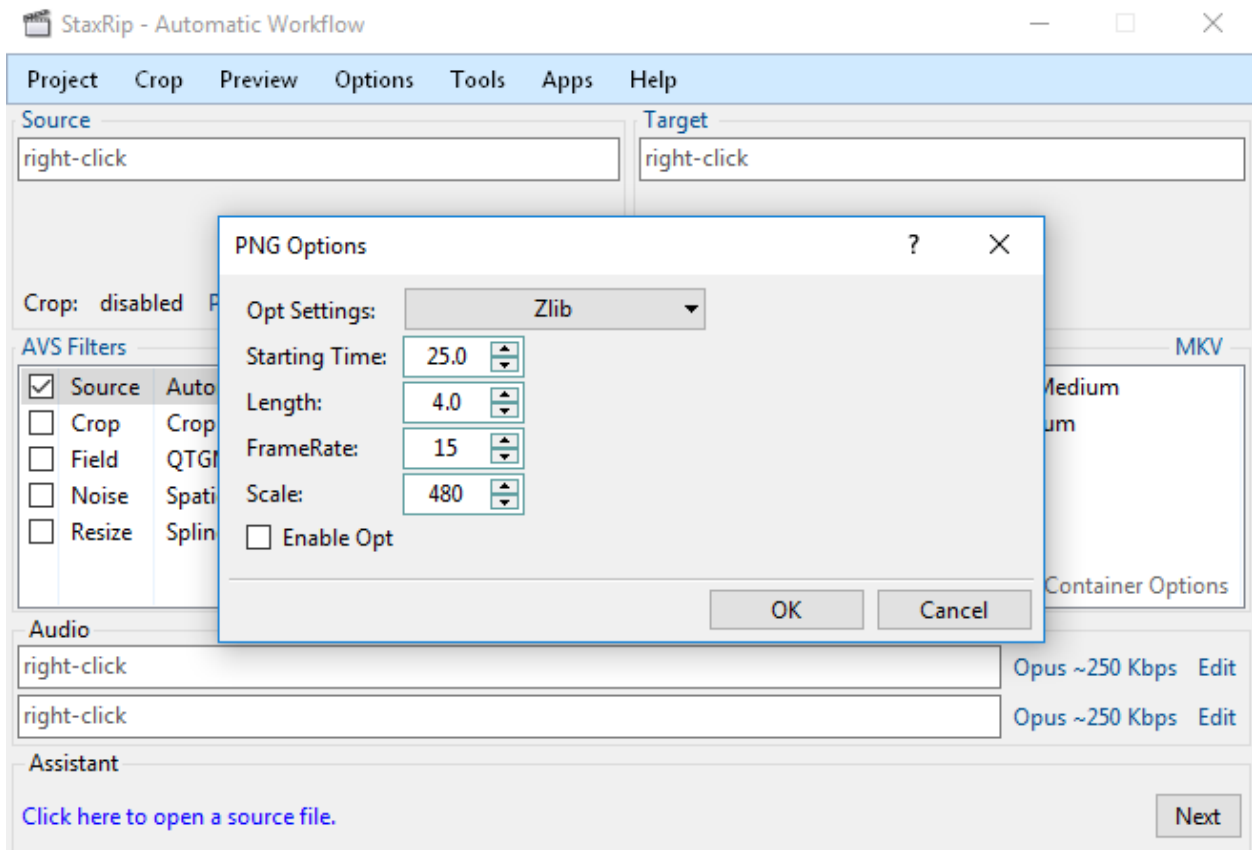
- *Screenshots*
 - *Main*
 - *AnimatedPNG*
 - *AnimationGIF*
 - *AppForm*
 - *AudioMenu*
 - *eac3to*
 - *Event Command Editor*
 - *Job Processing*
 - *Log File Viewer*
 - *Media Info*
 - *Menus*
 - *NVEnc*
 - *Preprocessing*
 - *ThumbnailsFont*
 - *ThumbnailsMTN*
 - *ThumbnailsStaxRip*
 - *Updatemsg*
 - *UpdateScreen*

- x265

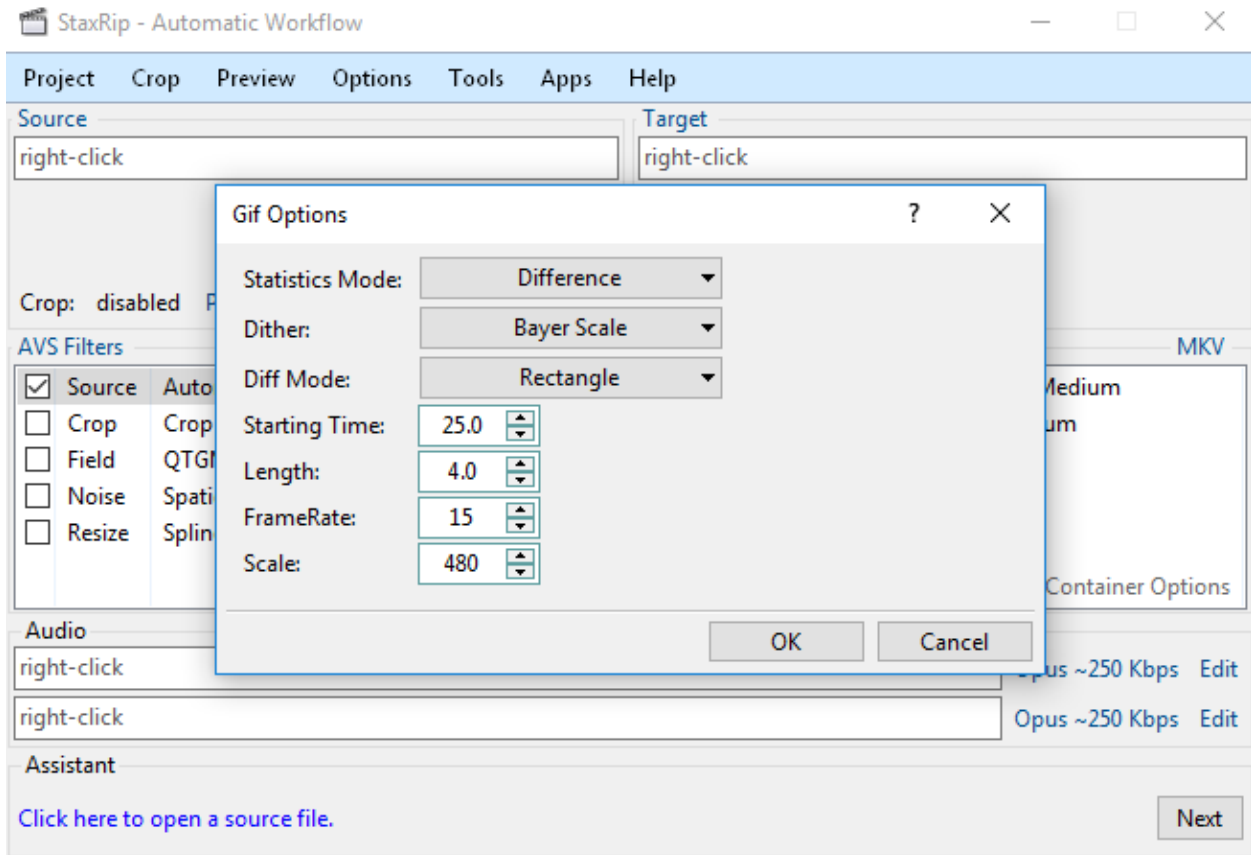
3.1 Main



3.2 AnimatedPNG



3.3 AnimationGIF

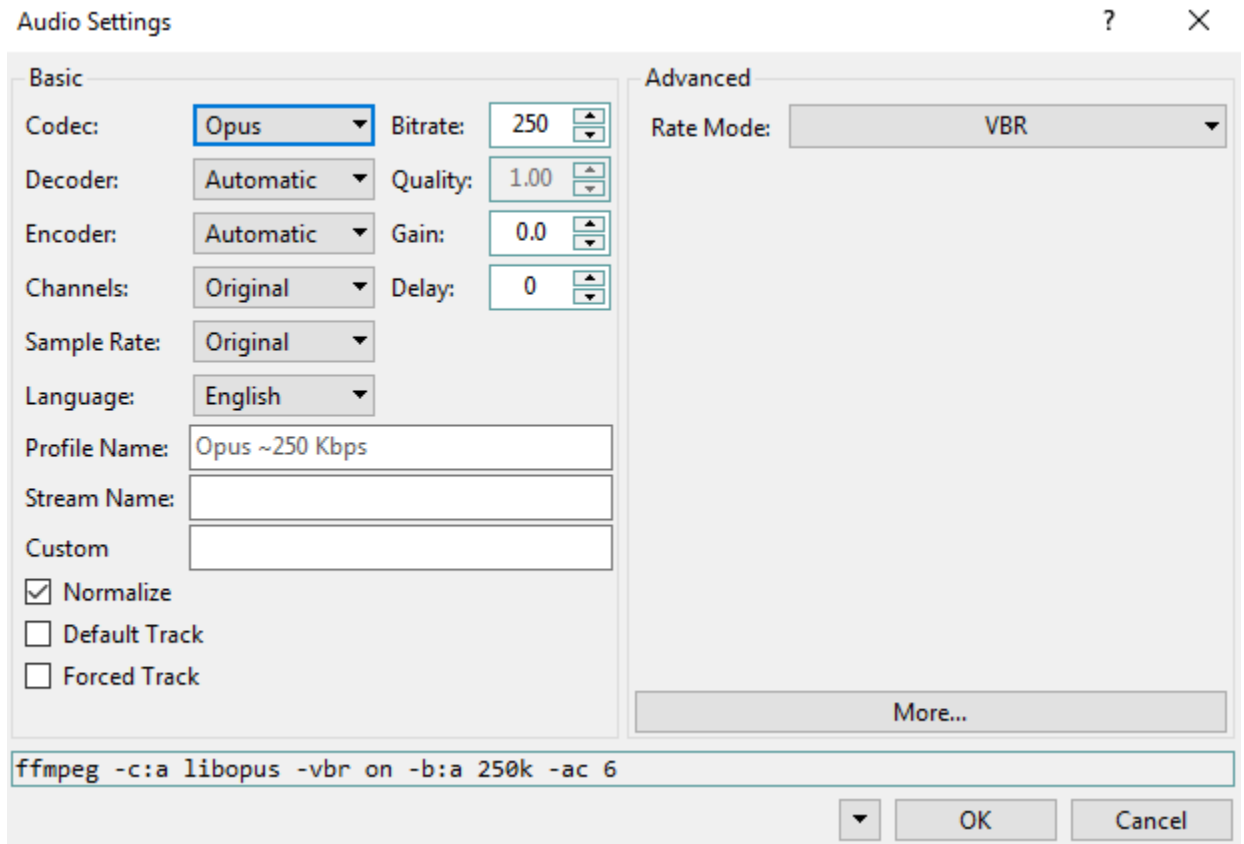


3.4 AppForm

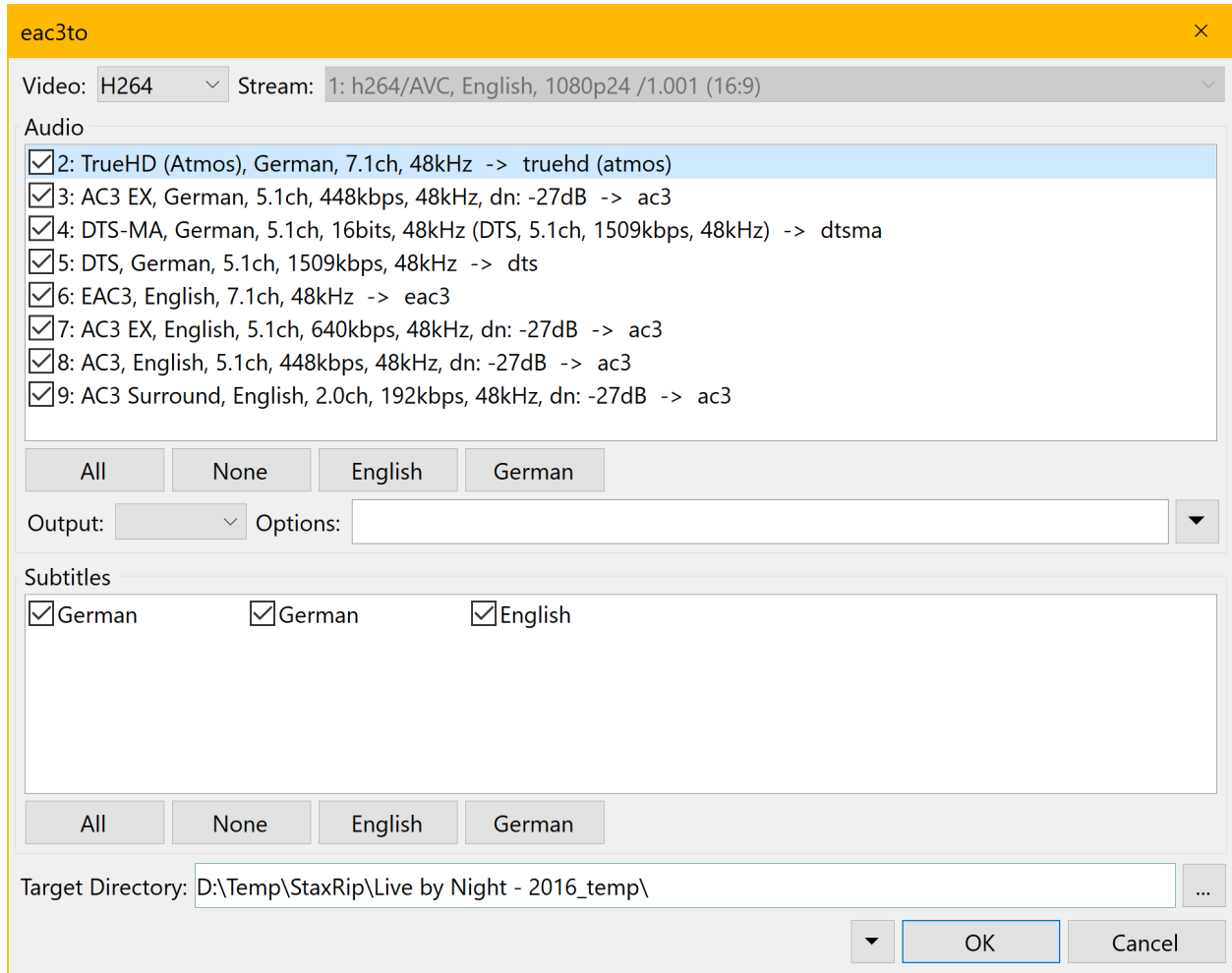
177 tools ×

Search	Launch Explore Web Download Path Version Help
Apps	Visual C++ 2012 Status OK Location C:\WINDOWS\system32\msvcp110.dll Description Visual C++ 2012 Redistributable is required by some tools used by StaxRip.
Avisynth	
Runtimes	
Visual C++ 2012	
Visual C++ 2013	
Visual C++ 2017	
VapourSynth	

3.5 AudioMenu



3.6 eac3to



3.7 Event Command Editor

Event Command Editor

Name: test

Event: After Project Loaded

Criteria

Match All Match Any

Audio File 1	Contains	.ac3	Remove
Target Image Height	Is	1080	Remove

Add

Command: Perform | Execute Batch Script

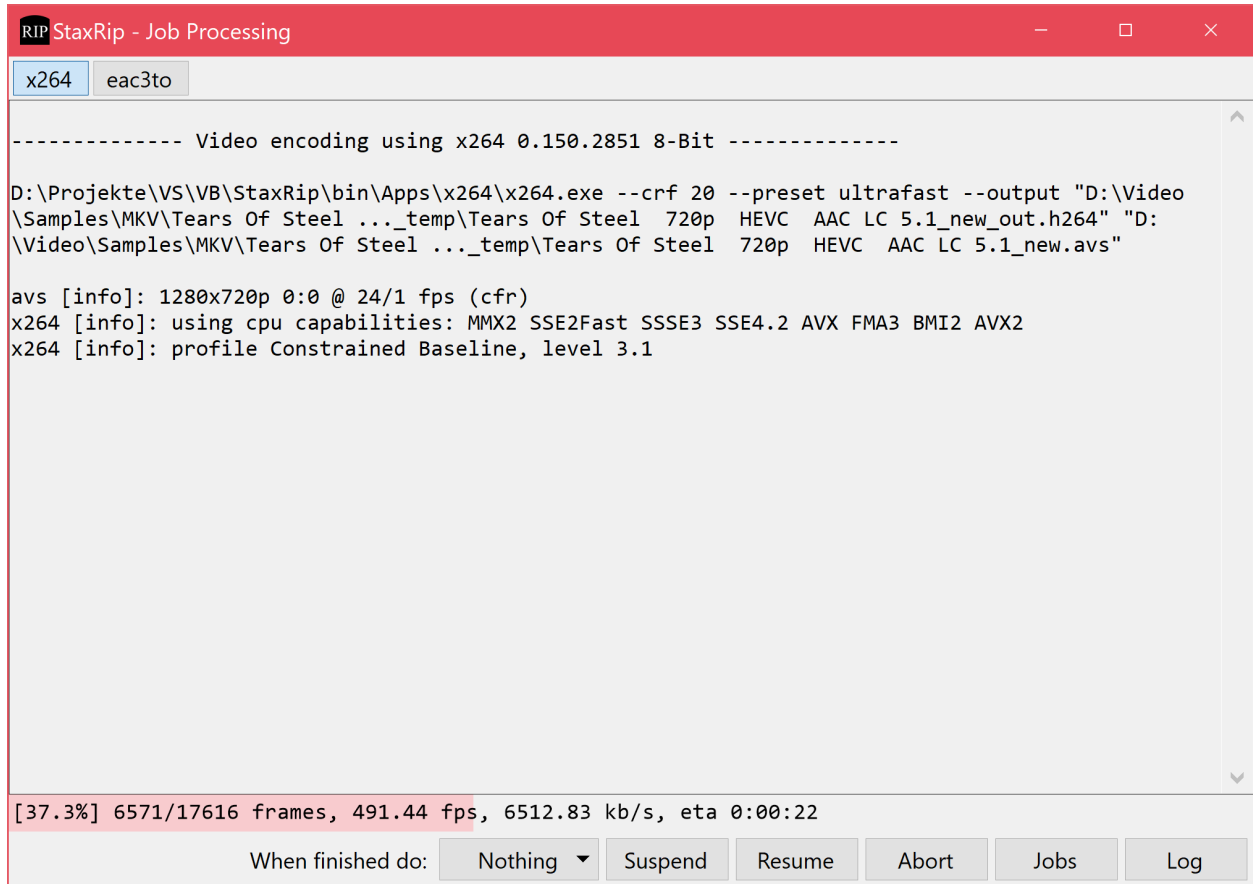
Parameters:

Batch Script	@echo off IF "%script_ext%" == ".avs" (echo -Perform ...
Interpret Output	Yes

Batch Script
Batch script to be executed.

OK Cancel

3.8 Job Processing



3.9 Log File Viewer

The screenshot shows the 'Log File Viewer' window with a red title bar. The window is split into two panes. The left pane shows a list of operations, and the right pane shows the corresponding log output.

Operation	Log Output
System Environment	----- AviSynth Script -----
MediaInfo Source File	LoadPlugin("D:\Projekte\VS\VB\StaxRip\bin\Apps\Plugins\both\ffms2\ffms2.dll") FFVideoSource("D:\Video\Samples\MKV\Tears Of Steel 720p HEVC AAC LC 5.1.mkv", colorspace = "YV12", \ cachefile = "D:\Video\Samples\MKV\Tears Of Steel ..._temp\Tears Of Steel 720p HEVC AAC LC 5.1.ffindex")
Demux MKV using mkvextract	
Mux AAC to M4A using MP4Box	
Indexing using ffmsindex	----- Script Properties -----
AviSynth Script	Source Frame Count : 17616 Source Frame Rate : 24.000000 Source Duration : 00:12:14
Script Properties	Target Frame Count : 17616 Target Frame Rate : 24.000000 Target Duration : 00:12:14
MediaInfo Audio Source 1	
Convert M4A to FLAC 1 using ffmpeg	----- MediaInfo Audio Source 1 -----
Audio encoding 1 using eac3to	General
Video encoding using x264	CompleteName : D:\Video\Samples\MKV\Tears Of Steel ..._temp\Tears Of Steel 720p HEVC AAC LC 5.1 ID1.m4a
Muxing using mkvmerge	Format : MPEG-4 Format_Profile : Apple audio with iTunes info CodecID/String : M4A (isom/M4A /mp42) FileSize/String : 28.1 MiB Duration/String : 12mn 14s OverallBitRate_Mode/String : VBR OverallBitRate/String : 321 Kbps Encoded_Date : UTC 2017-09-07 20:48:01 Tagged_Date : UTC 2017-09-07 20:48:01
Job Complete	
Open with sublime_text	Audio ID/String : 1 Format : AAC Format/Info : Advanced Audio Codec

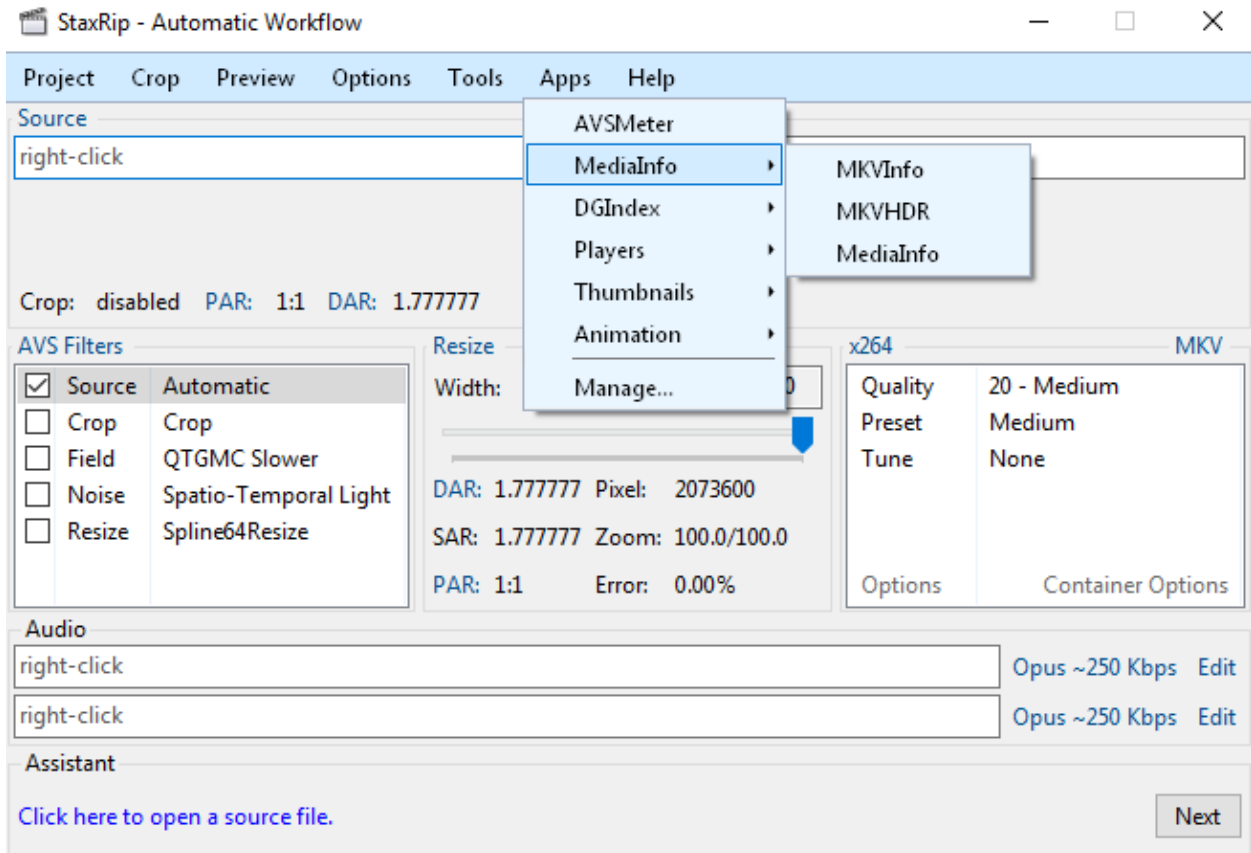
3.10 Media Info

The screenshot shows the MediaInfo application window with the following content:

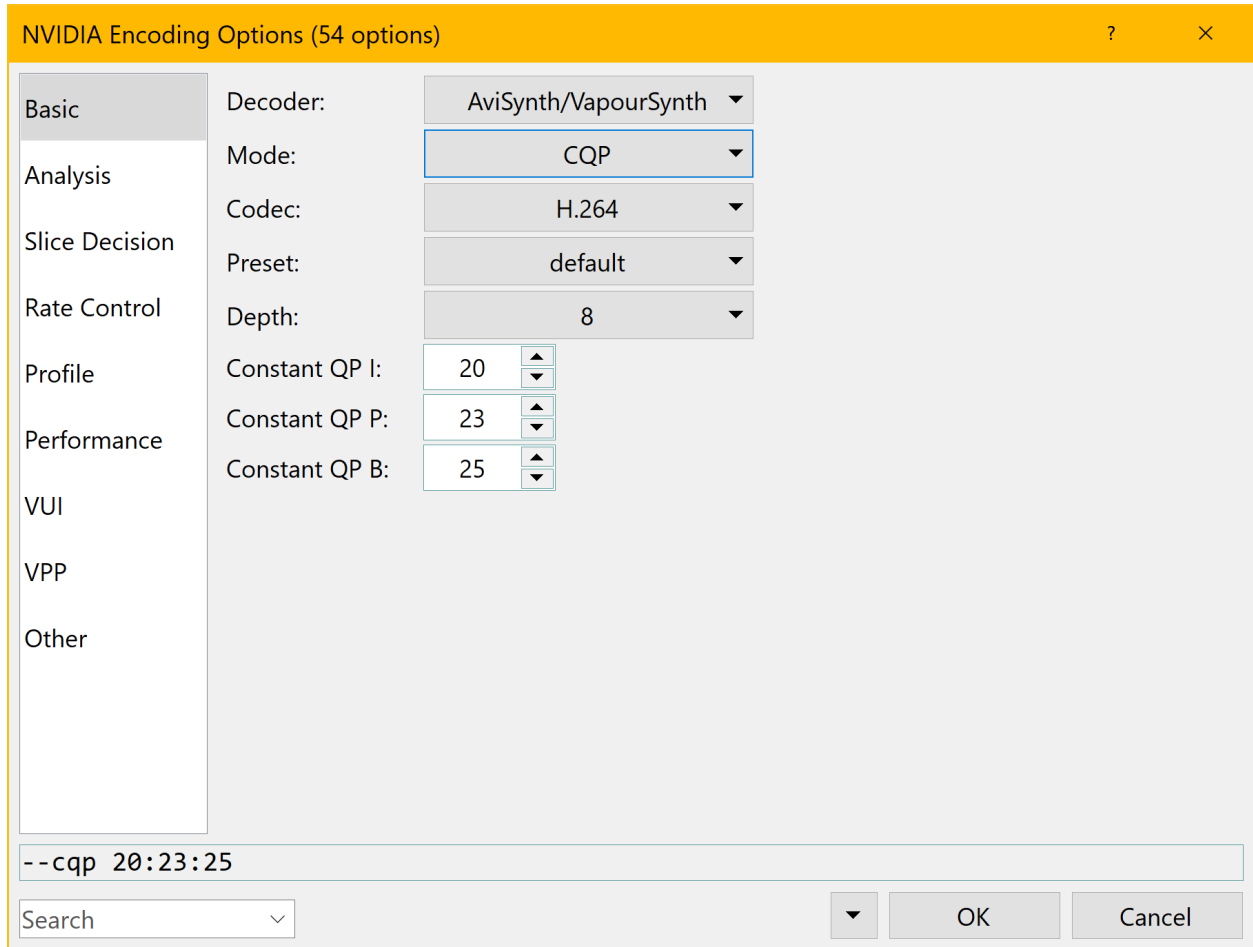
MediaInfo - D:\Temp\StaxRip\Live by Night - 2016.mkv

Search	General
Basic	Complete name : D:\Temp\StaxRip\Live by Night - 2016.mkv
	Format : Matroska
Advanced	Format version : Version 2
	File size : 31.8 GiB (32599 MB)
General	Duration : 2 h 8 min
	Overall bit rate mode : Variable
Video	Overall bit rate : 35.4 Mb/s
	Encoded date : UTC 2017-06-21 21:51:42
Audio #1	Writing application : MakeMKV v1.10.6 win(x64-release)
	Writing library : libmakemkv v1.10.6 (1.3.3/1.4.4) win(x64
Audio #2	Original source medium : Blu-ray
	Cover : Yes
Audio #3	Attachments : cover.jpg
Audio #4	Video
Audio #5	ID : 1
	ID in the original source medium: 4113 (0x1011)
Audio #6	Format : AVC
	Format/Info : Advanced Video Codec
Audio #7	Format profile : High@L4.1
	Format, CABAC : Yes
Audio #8	Format, ReFrames : 4 frames
	Codec ID : V_MPEG4/ISO/AVC
Text #1	Duration : 2 h 8 min
	Bit rate mode : Variable
Text #2	Bit rate : 24.9 Mb/s
	Maximum bit rate : 30.0 Mb/s
Text #3	Width : 1 920 pixels

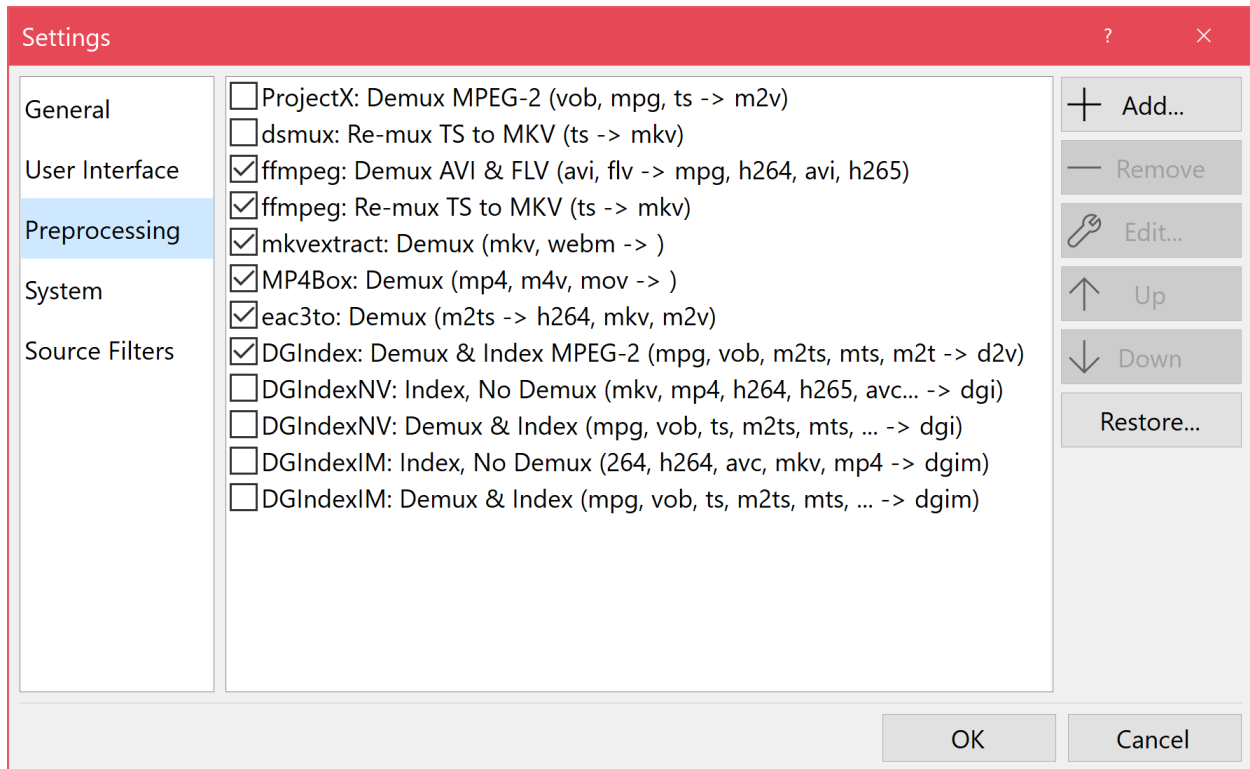
3.11 Menus



3.12 NVEnc



3.13 Preprocessing

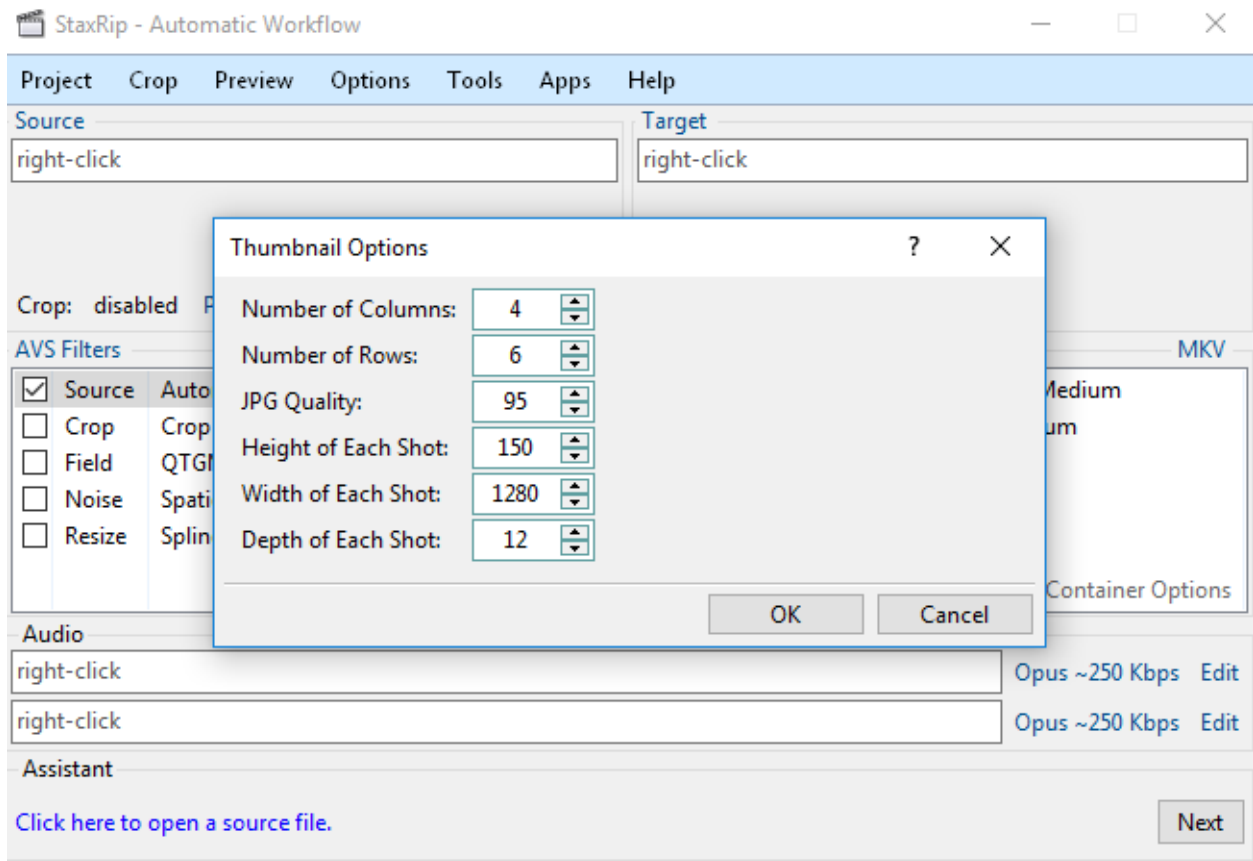


3.14 ThumbnailsFont

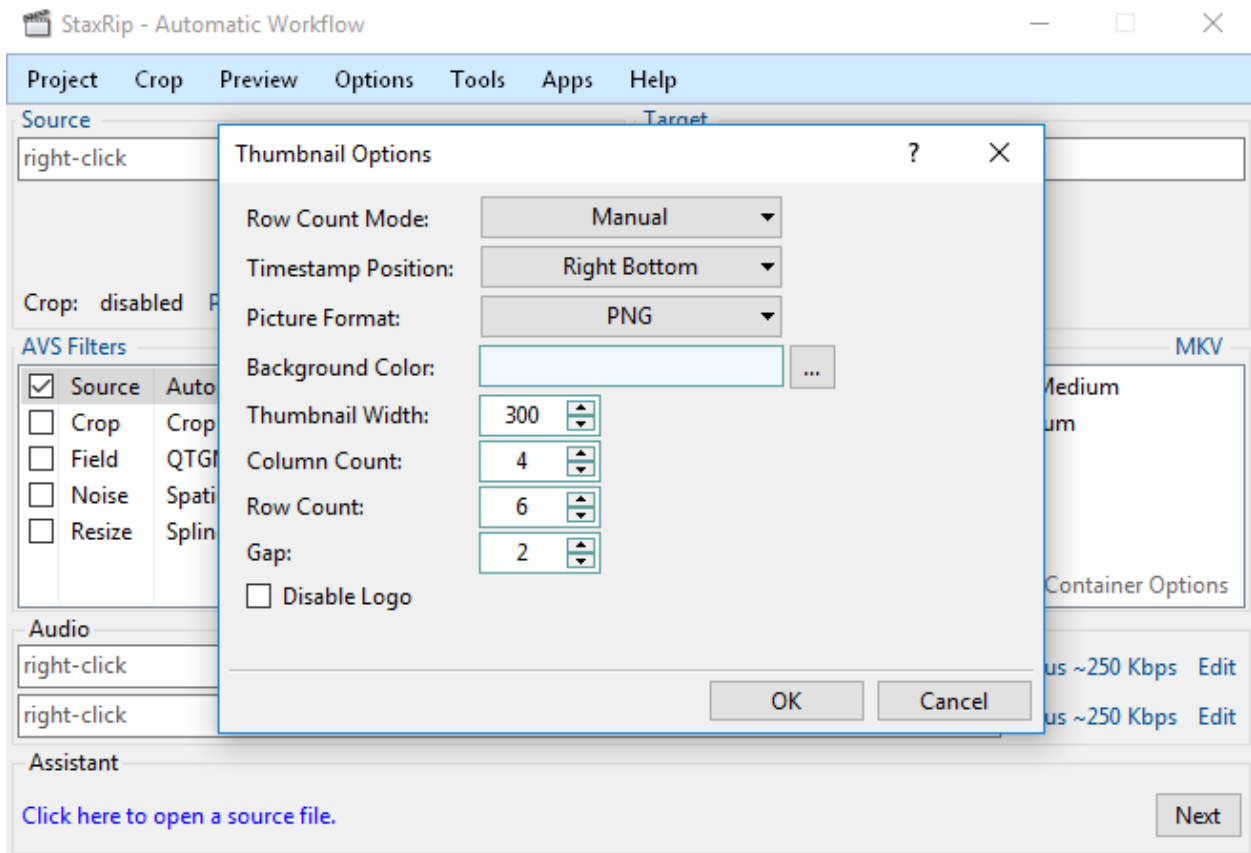
File: trailer_1500.mp4
Size: 8284954 bytes (8 MiB), Duration: 00:42, avg.bitrate: 1 559 kb/s
Audio: AAC LC, 32.0 kHz, Stereo, 48.0 kb/s
Video: AVC(Main), yuv420(tv, bt.601), 852x480, 1 496 kb/s, 29.97fps

StaxRip

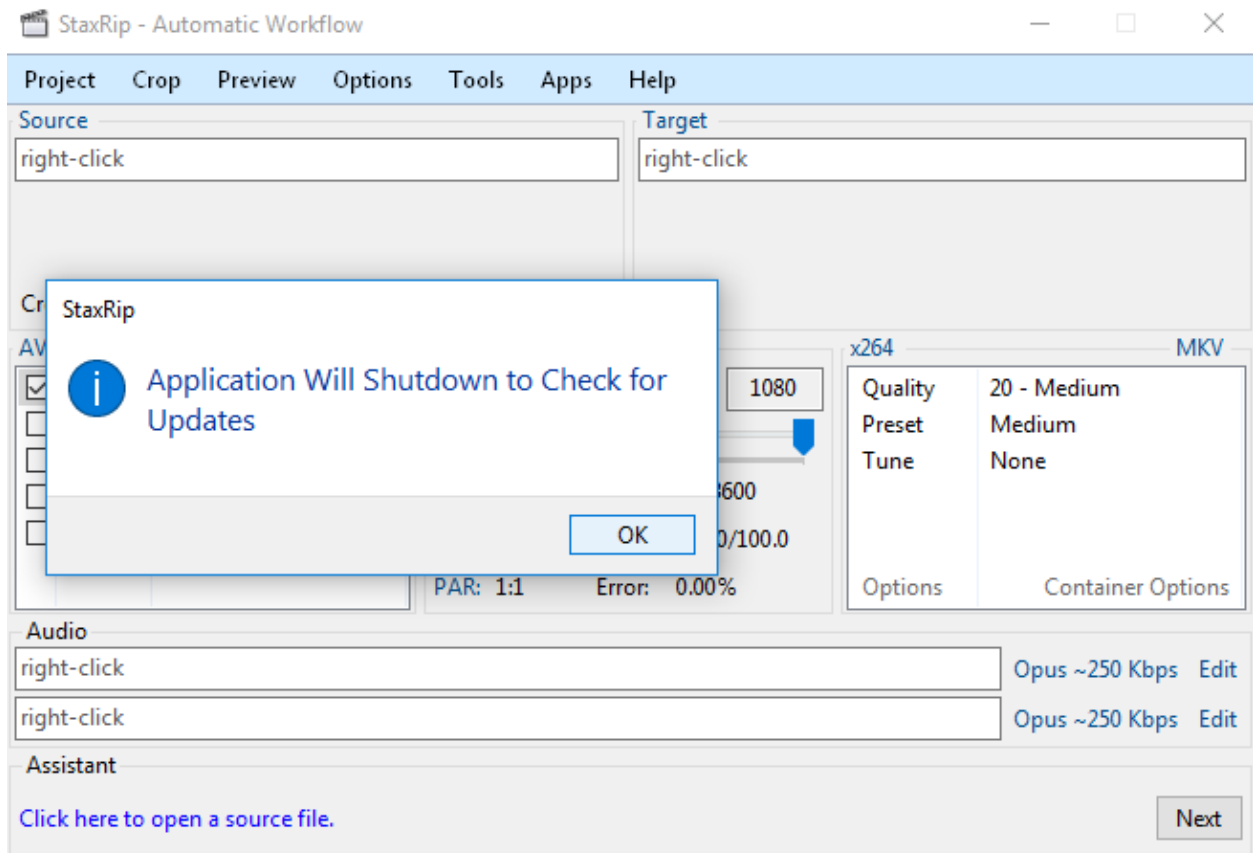
3.15 ThumbnailsMTN



3.16 ThumbnailsStaxRip



3.17 Updatemsg



3.18 UpdateScreen

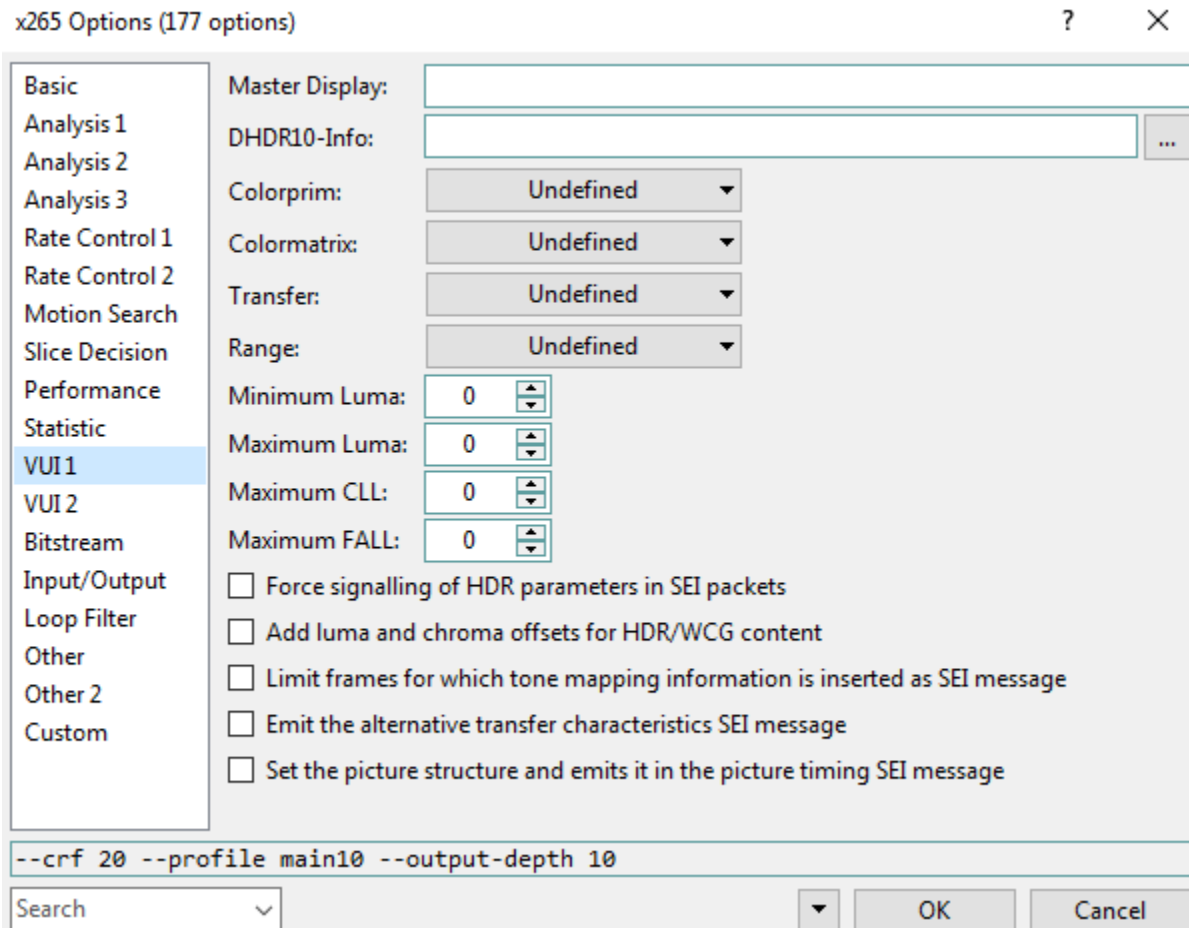
```
C:\WINDOWS\system32\cmd.exe
Running Script Without Administrator Privileges
Checking Windows PowerShell version -- 5

Handles  NPM(K)  PM(K)  WS(K)  CPU(s)  Id  SI ProcessName
-----  -
1254      61    379752  407092  53.67   4412  8  StaxRip

Fetching URL Data for StaxRip Builds
You are Already Using Latest Build.
Current Build: 1.8.2.0
Operation Complete

PS C:\Users\Revan\Desktop\staxrip-1.8.2.0\bin\x64>
```


3.19 x265



Before you contact the support please note that for most issues it's necessary to see a full log file which you can paste for instance at www.pastebin.com, screenshots are also helpful.

Search For Past Issues to Before Opening a New Issue.

4.1 Issue Tracker

For bug reports and feature requests please use the [Issue Tracker](#), English Only.

Before making a bug report please try the newest [Beta Build](#).

4.2 Forum Support

I provide support in the following forum threads:

[doom9](#)

`$browse_file$`

Filepath returned from a file browser.

`$enter_text$`

Text entered in a input box.

`$enter_text:prompt$`

Text entered in a input box.

`$select:param1;param2;param...$`

String selected from dropdown, to show a optional message the first parameter has to start with msg: and to give the items optional captions use caption|value.

Example: `$select:msg:hello;cap1|val1;cap2|val2$`

`%app:name%`

Returns the path of a application.

`%app_dir:name%`

Returns the directory of a application.

`%audio_bitrate%`

Overall audio bitrate.

`%audio_file1%`

File path of the first audio file.

`%audio_file2%`

File path of the second audio file.

`%compressibility%`

Compressibility value.

`%crop_bottom%`

Bottom crop value.

`%crop_height%`

Crop height.

`%crop_left%`

Left crop value.

`%crop_right%`

Right crop value.

`%crop_top%`

Top crop value.

`%crop_width%`

Crop width.

`%delay%`

Audio delay of the first audio track.

`%delay2%`

Audio delay of the second audio track.

`%encoder_ext%`

File extension of the format the encoder of the active project outputs.

`%encoder_out_file%`

Output file of the video encoder.

`%eval:expression%`

Evaluates a math expression which may contain default macros.

`%eval_ps:expression%`

Evaluates a PowerShell expression which may contain default macros.

`%filter:name%`

Returns the script code of a filter of the active project that matches the specified name.

`%media_info_audio:property%`

Returns a MediaInfo audio property for the video source file.

`%media_info_video:property%`

Returns a MediaInfo video property for the source file.

`%muxer_ext%`

Output extension of the active muxer.

`%player%`

Path of the media player.

`%plugin_dir%`

AviSynth/VapourSynth plugin directory.

`%pos_frame%`

Current preview position in frames.

`%pos_ms%`

Current preview position in milliseconds.

`%processing%`

Returns 'True' if a job is currently processing otherwise 'False'.

`%programs_dir%`

Programs system directory.

`%script_dir%`

Users PowerShell scripts directory.

`%script_ext%`

File extension of the AviSynth/VapourSynth script so either avs or vpy.

`%script_file%`

Path of the AviSynth/VapourSynth script.

`%sel_end%`

End position of the first selection in the preview.

`%sel_start%`

Start position of the first selection in the preview.

`%settings_dir%`

Path of the settings directory.

`%source_dir%`

Directory of the source file.

`%source_dir_name%`

Name of the source file directory.

`%source_dir_parent%`

Parent directory of the source file directory.

`%source_ext%`

File extension of the source file.

`%source_file%`

File path of the source video.

`%source_files%`

Source files in quotes separated by a blank.

`%source_files_comma%`

Source files in quotes separated by comma.

`%source_framerate%`

Frame rate returned by the source filter AviSynth section.

`%source_frames%`

Length in frames of the source video.

`%source_height%`

Image height of the source video.

`%source_name%`

The name of the source file without file extension.

`%source_seconds%`

Length in seconds of the source video.

`%source_temp_file%`

File located in the temp directory using the same name as the source file.

`%source_width%`

Image width of the source video.

`%startup_dir%`

Directory of the application.

`%system_dir%`

System directory.

`%target_dir%`

Directory of the target file.

`%target_file%`

File path of the target file.

`%target_framerate%`

Frame rate of the target video.

`%target_frames%`

Length in frames of the target video.

`%target_height%`

Image height of the target video.

`%target_name%`

Name of the target file without file extension.

`%target_sar%`

Target sample aspect ratio (also known as PAR (pixel aspect ratio)).

`%target_seconds%`

Length in seconds of the target video.

`%target_size%`

Size of the target video in kilo bytes.

`%target_temp_file%`

File located in the temp directory using the same name as the target file.

`%target_width%`

Image width of the target video.

`%temp_file%`

File located in the temp directory using the same name as the source file.

`%template_name%`

Name of the template the active project is based on.

`%text_editor%`

Path of the application currently associated with TXT files.

`%version%`

StaxRip version.

`%video_bitrate%`

Video bitrate in Kbps

`%video_encoder%`

Depending on which video encoder is active returns x264, x265, nvenc, qsvenc, vceenc, aomenc, ffmpeg or xvid_encraw.

`%working_dir%`

Directory of the source file or the temp directory if enabled.

`%app:AddGrainC%`

File path to AddGrainC

`%app:adjust%`

File path to adjust

`%app:AnimeIVTC%`

File path to AnimeIVTC

`%app:AutoAdjust%`

File path to AutoAdjust

`%app:Average%`

File path to Average

`%app:AviSynth+%`

File path to AviSynth+

`%app:avs2pipemod%`

File path to avs2pipemod

`%app:AVSMeter%`

File path to AVSMeter

`%app:AvsResize%`

File path to AvsResize

`%app:AVSTP%`

File path to AVSTP

`%app:aWarpSharp2%`

File path to aWarpSharp2

`%app:AWarpSharp2%`

File path to AWarpSharp2

`%app:BDSup2Sub++%`

File path to BDSup2Sub++

`%app:BM3D%`

File path to BM3D

`%app:checkmate%`

File path to checkmate

`%app:CNR2%`

File path to CNR2

`%app:CNR2%`

File path to CNR2

`%app:CTMF%`

File path to CTMF

`%app:d2vsource%`

File path to d2vsource

`%app:DAA3Mod%`

File path to DAA3Mod

`%app:DCTFilter%`

File path to DCTFilter

`%app:DCTFilter%`

File path to DCTFilter

`%app:DCTFilter-f%`

File path to DCTFilter-f

`%app:Deblock%`

File path to Deblock

`%app:Deblock%`

File path to Deblock

`%app:Deblock_QED%`

File path to Deblock_QED

`%app:DeblockPP7%`

File path to DeblockPP7

`%app:Decomb%`

File path to Decomb

`%app:DeGrainMedian%`

File path to DeGrainMedian

`%app:DegrainMedian%`

File path to DegrainMedian

`%app:DehaloAlpha%`

File path to DehaloAlpha

`%app:DeNoise Histogram%`

File path to DeNoise Histogram

`%app:DeNoiseMD%`

File path to DeNoiseMD

`%app:DeNoiseMF%`

File path to DeNoiseMF

`%app:DePan%`

File path to DePan

`%app:DePanEstimate%`

File path to DePanEstimate

`%app:DFTTest%`

File path to DFTTest

`%app:DFTTest%`

File path to DFTTest

`%app:DGDecodeIM%`

File path to DGDecodeIM

`%app:DGDecodeNV%`

File path to DGDecodeNV

`%app:DGIndex%`

File path to DGIndex

`%app:DGIndexIM%`

File path to DGIndexIM

`%app:DGIndexNV%`

File path to DGIndexNV

`%app:DGTonemap%`

File path to DGTonemap

`%app:Dither AVSI%`

File path to Dither AVSI

`%app:Dither DLL%`

File path to Dither DLL

`%app:Dither%`

File path to Dither

`%app:dsmux%`

File path to dsmux

`%app:DSS2mod%`

File path to DSS2mod

`%app:eac3to%`

File path to eac3to

`%app:edi_rpow2 AVSI%`

File path to edi_rpow2 AVSI

`%app:EEDI2%`

File path to EEDI2

`%app:EEDI2%`

File path to EEDI2

`%app:EEDI3%`

File path to EEDI3

`%app:eedi3_resize%`

File path to eedi3_resize

`%app:EEDI3m%`

File path to EEDI3m

`%app:fdkaac%`

File path to fdkaac

`%app:ffmpeg%`

File path to ffmpeg

`%app:ffms2%`

File path to ffms2

`%app:FFT3DFilter%`

File path to FFT3DFilter

`%app:FFT3DFilter%`

File path to FFT3DFilter

`%app:FFT3DGPU%`

File path to FFT3DGPU

`%app:FFTW%`

File path to FFTW

`%app:FineDehalo%`

File path to FineDehalo

%app:FineSharp%

File path to FineSharp

%app:finesharp%

File path to finesharp

%app:FixTelecinedFades%

File path to FixTelecinedFades

%app:flash3kyuu_deband%

File path to flash3kyuu_deband

%app:FluxSmooth%

File path to FluxSmooth

%app:FluxSmooth%

File path to FluxSmooth

%app:fmtconv%

File path to fmtconv

%app:FrameRateConverter AVSI%

File path to FrameRateConverter AVSI

%app:FrameRateConverter DLL%

File path to FrameRateConverter DLL

%app:fvsfunc%

File path to fvsfunc

%app:G41Fun%

File path to G41Fun

%app:GradFun2DB%

File path to GradFun2DB

%app:GradFun2DBmod%

File path to GradFun2DBmod

%app:Haali Splitter%

File path to Haali Splitter

%app:havsfunc%

File path to havsfunc

%app:HQDeringmod%

File path to HQDeringmod

%app:HQDN3D%

File path to HQDN3D

%app:HQDN3D%

File path to HQDN3D

`%app:InterFrame%`

File path to InterFrame

`%app:IT%`

File path to IT

`%app:JincResize%`

File path to JincResize

`%app:JPSPDR%`

File path to JPSPDR

`%app:KNLMeansCL%`

File path to KNLMeansCL

`%app:Lazy Utilities%`

File path to Lazy Utilities

`%app:LSFmod%`

File path to LSFmod

`%app:L-SMASH-Works%`

File path to L-SMASH-Works

`%app:MAA2Mod%`

File path to MAA2Mod

`%app:masktools2%`

File path to masktools2

`%app:mcdegrainsharp%`

File path to mcdegrainsharp

`%app:mClean%`

File path to mClean

`%app:MCTemporalDenoise%`

File path to MCTemporalDenoise

`%app:MediaInfo%`

File path to MediaInfo

`%app:MedianBlur2%`

File path to MedianBlur2

`%app:MiniDeen%`

File path to MiniDeen

`%app:MipSmooth%`

File path to MipSmooth

`%app:mkvextract%`

File path to mkvextract

`%app:mkvinfo%`

File path to mkvinfo

`%app:mkvmerge%`

File path to mkvmerge

`%app:modPlus%`

File path to modPlus

`%app:MP4Box%`

File path to MP4Box

`%app:MPEG2DecPlus%`

File path to MPEG2DecPlus

`%app:mpvnet%`

File path to mpvnet

`%app:MSharpen%`

File path to MSharpen

`%app:msmoosh%`

File path to msmoosh

`%app:MT Expand Multi%`

File path to MT Expand Multi

`%app:mtn%`

File path to mtn

`%app:MultiSharpen%`

File path to MultiSharpen

`%app:muvsvfunc%`

File path to muvsvfunc

`%app:mvmulti%`

File path to mvmulti

`%app:mvsfunc%`

File path to mvsfunc

`%app:mvttools%`

File path to mvttools

`%app:mvttools2%`

File path to mvttools2

`%app:mvttools-sf%`

File path to mvttools-sf

`%app:NicAudio%`

File path to NicAudio

`%app:nmedi3 AVSI%`

File path to nmedi3 AVSI

`%app:nmedi3%`

File path to nmedi3

`%app:nmedi3_rpow2%`

File path to nmedi3_rpow2

`%app:nmedi3cl%`

File path to nmedi3cl

`%app:nmedi3x AVSI%`

File path to nmedi3x AVSI

`%app:NVenc%`

File path to NVenc

`%app:Oyster%`

File path to Oyster

`%app:Plum%`

File path to Plum

`%app:PNGopt%`

File path to PNGopt

`%app:pSharpen%`

File path to pSharpen

`%app:psharpen%`

File path to psharpen

`%app:Python%`

File path to Python

`%app:qaac%`

File path to qaac

`%app:QSVenc%`

File path to QSVenc

`%app:QTGMC%`

File path to QTGMC

`%app:rav1e%`

File path to rav1e

`%app:resamplehq%`

File path to resamplehq

`%app:ResizeX%`

File path to ResizeX

`%app:RgTools%`

File path to RgTools

`%app:Sangnom%`

File path to Sangnom

`%app:SangNom2%`

File path to SangNom2

`%app:scenechange%`

File path to scenechange

`%app:Shader AVSI%`

File path to Shader AVSI

`%app:Shader DLL%`

File path to Shader DLL

`%app:SMDegrain%`

File path to SMDegrain

`%app:SmoothAdjust%`

File path to SmoothAdjust

`%app:SmoothD2%`

File path to SmoothD2

`%app:SmoothD2c%`

File path to SmoothD2c

`%app:SubtitleEdit%`

File path to SubtitleEdit

`%app:SVPFlow 1%`

File path to SVPFlow 1

`%app:SVPFlow 1%`

File path to SVPFlow 1

`%app:SVPFlow 2%`

File path to SVPFlow 2

`%app:SVPFlow 2%`

File path to SVPFlow 2

`%app:taa%`

File path to taa

`%app:TCanny%`

File path to TCanny

`%app:TDeint%`

File path to TDeint

`%app:TDeintMod%`

File path to TDeintMod

`%app:TEMmod%`

File path to TEMmod

`%app:TemporalMedian%`

File path to TemporalMedian

`%app:temporalsoften%`

File path to temporalsoften

`%app:TimeCube%`

File path to TimeCube

`%app:TIVTC%`

File path to TIVTC

`%app:TMM2%`

File path to TMM2

`%app:TNLMeans%`

File path to TNLMeans

`%app:TTempSmooth%`

File path to TTempSmooth

`%app:UnDot%`

File path to UnDot

`%app:VagueDenoiser%`

File path to VagueDenoiser

`%app:VagueDenoiser%`

File path to VagueDenoiser

`%app:VapourSource%`

File path to VapourSource

`%app:VapourSynth%`

File path to VapourSynth

`%app:VCEEnc%`

File path to VCEEnc

`%app:vcfreq%`

File path to vcfreq

`%app:vcmod%`

File path to vcmod

`%app:vcmove%`

File path to vcmove

`%app:Vine%`

File path to Vine

`%app:vinverse%`

File path to vinverse

`%app:Visual C++ 2012%`

File path to Visual C++ 2012

`%app:Visual C++ 2013%`

File path to Visual C++ 2013

`%app:Visual C++ 2017%`

File path to Visual C++ 2017

`%app:vsCube%`

File path to vsCube

`%app:VSFilterMod%`

File path to VSFilterMod

`%app:vslsmashsource%`

File path to vslsmashsource

`%app:vspipe%`

File path to vspipe

`%app:VSRip%`

File path to VSRip

`%app:W3FDIF%`

File path to W3FDIF

`%app:x264%`

File path to x264

`%app:x265%`

File path to x265

`%app:xNLMeans%`

File path to xNLMeans

`%app:xvid_encraw%`

File path to xvid_encraw

`%app:Yadifmod%`

File path to Yadifmod

`%app:yadifmod2%`

File path to yadifmod2

`%app:YFRC%`

File path to YFRC

`%app:znedi3%`

File path to znedi3

`%app_dir:AddGrainC%`

Folder path to AddGrainC

`%app_dir:adjust%`

Folder path to adjust

`%app_dir:AnimeIVTC%`

Folder path to AnimeIVTC

`%app_dir:AutoAdjust%`

Folder path to AutoAdjust

`%app_dir:Average%`

Folder path to Average

`%app_dir:AviSynth+%`

Folder path to AviSynth+

`%app_dir:avs2pipemod%`

Folder path to avs2pipemod

`%app_dir:AVSMeter%`

Folder path to AVSMeter

`%app_dir:AvsResize%`

Folder path to AvsResize

`%app_dir:AVSTP%`

Folder path to AVSTP

`%app_dir:aWarpSharp2%`

Folder path to aWarpSharp2

`%app_dir:AWarpSharp2%`

Folder path to AWarpSharp2

`%app_dir:BDSup2Sub++%`

Folder path to BDSup2Sub++

`%app_dir:BM3D%`

Folder path to BM3D

`%app_dir:checkmate%`

Folder path to checkmate

`%app_dir:CNR2%`

Folder path to CNR2

`%app_dir:CNR2%`

Folder path to CNR2

`%app_dir:CTMF%`

Folder path to CTMF

`%app_dir:d2vsource%`

Folder path to d2vsource

`%app_dir:DAA3Mod%`

Folder path to DAA3Mod

`%app_dir:DCTFilter%`

Folder path to DCTFilter

`%app_dir:DCTFilter%`

Folder path to DCTFilter

`%app_dir:DCTFilter-f%`

Folder path to DCTFilter-f

`%app_dir:Deblock%`

Folder path to Deblock

`%app_dir:Deblock%`

Folder path to Deblock

`%app_dir:Deblock_QED%`

Folder path to Deblock_QED

`%app_dir:DeblockPP7%`

Folder path to DeblockPP7

`%app_dir:Decomb%`

Folder path to Decomb

`%app_dir:DeGrainMedian%`

Folder path to DeGrainMedian

`%app_dir:DegrainMedian%`

Folder path to DegrainMedian

`%app_dir:DehaloAlpha%`

Folder path to DehaloAlpha

`%app_dir:DeNoise Histogram%`

Folder path to DeNoise Histogram

`%app_dir:DeNoiseMD%`

Folder path to DeNoiseMD

`%app_dir:DeNoiseMF%`

Folder path to DeNoiseMF

`%app_dir:DePan%`

Folder path to DePan

`%app_dir:DePanEstimate%`

Folder path to DePanEstimate

`%app_dir:DFTTest%`

Folder path to DFTTest

`%app_dir:DFTTest%`

Folder path to DFTTest

`%app_dir:DGDecodeIM%`

Folder path to DGDecodeIM

`%app_dir:DGDecodeNV%`

Folder path to DGDecodeNV

`%app_dir:DGIndex%`

Folder path to DGIndex

`%app_dir:DGIndexIM%`

Folder path to DGIndexIM

`%app_dir:DGIndexNV%`

Folder path to DGIndexNV

`%app_dir:DGTonemap%`

Folder path to DGTonemap

`%app_dir:Dither AVSI%`

Folder path to Dither AVSI

`%app_dir:Dither DLL%`

Folder path to Dither DLL

`%app_dir:Dither%`

Folder path to Dither

`%app_dir:dsmux%`

Folder path to dsmux

`%app_dir:DSS2mod%`

Folder path to DSS2mod

`%app_dir:eac3to%`

Folder path to eac3to

`%app_dir:edi_rpow2 AVSI%`

Folder path to edi_rpow2 AVSI

`%app_dir:EEDI2%`

Folder path to EEDI2

`%app_dir:EEDI2%`

Folder path to EEDI2

%app_dir:EEDI3%

Folder path to EEDI3

%app_dir:eedi3_resize%

Folder path to eedi3_resize

%app_dir:EEDI3m%

Folder path to EEDI3m

%app_dir:fdkaac%

Folder path to fdkaac

%app_dir:ffmpeg%

Folder path to ffmpeg

%app_dir:ffms2%

Folder path to ffms2

%app_dir:FFT3DFilter%

Folder path to FFT3DFilter

%app_dir:FFT3DFilter%

Folder path to FFT3DFilter

%app_dir:FFT3DGPU%

Folder path to FFT3DGPU

%app_dir:FFTW%

Folder path to FFTW

%app_dir:FineDehalo%

Folder path to FineDehalo

%app_dir:FineSharp%

Folder path to FineSharp

%app_dir:finesharp%

Folder path to finesharp

%app_dir:FixTelecinedFades%

Folder path to FixTelecinedFades

%app_dir:flash3kyuu_deband%

Folder path to flash3kyuu_deband

%app_dir:FluxSmooth%

Folder path to FluxSmooth

%app_dir:FluxSmooth%

Folder path to FluxSmooth

%app_dir:fmtconv%

Folder path to fmtconv

```
%app_dir:FrameRateConverter AVSI%
```

Folder path to FrameRateConverter AVSI

```
%app_dir:FrameRateConverter DLL%
```

Folder path to FrameRateConverter DLL

```
%app_dir:fvsfunc%
```

Folder path to fvsfunc

```
%app_dir:G41Fun%
```

Folder path to G41Fun

```
%app_dir:GradFun2DB%
```

Folder path to GradFun2DB

```
%app_dir:GradFun2DBmod%
```

Folder path to GradFun2DBmod

```
%app_dir:Haali Splitter%
```

Folder path to Haali Splitter

```
%app_dir:havsfunc%
```

Folder path to havsfunc

```
%app_dir:HQDeringmod%
```

Folder path to HQDeringmod

```
%app_dir:HQDN3D%
```

Folder path to HQDN3D

```
%app_dir:HQDN3D%
```

Folder path to HQDN3D

```
%app_dir:InterFrame%
```

Folder path to InterFrame

```
%app_dir:IT%
```

Folder path to IT

```
%app_dir:JincResize%
```

Folder path to JincResize

```
%app_dir:JPSSDR%
```

Folder path to JPSSDR

```
%app_dir:KNLMeansCL%
```

Folder path to KNLMeansCL

```
%app_dir:Lazy Utilities%
```

Folder path to Lazy Utilities

```
%app_dir:LSFmod%
```


Folder path to LSFmod

`%app_dir:L-SMASH-Works%`

Folder path to L-SMASH-Works

`%app_dir:MAA2Mod%`

Folder path to MAA2Mod

`%app_dir:masktools2%`

Folder path to masktools2

`%app_dir:mcdegrainsharp%`

Folder path to mcdegrainsharp

`%app_dir:mClean%`

Folder path to mClean

`%app_dir:MCTemporalDenoise%`

Folder path to MCTemporalDenoise

`%app_dir:MediaInfo%`

Folder path to MediaInfo

`%app_dir:MedianBlur2%`

Folder path to MedianBlur2

`%app_dir:MiniDeen%`

Folder path to MiniDeen

`%app_dir:MipSmooth%`

Folder path to MipSmooth

`%app_dir:mkvextract%`

Folder path to mkvextract

`%app_dir:mkvinfo%`

Folder path to mkvinfo

`%app_dir:mkvmerge%`

Folder path to mkvmerge

`%app_dir:modPlus%`

Folder path to modPlus

`%app_dir:MP4Box%`

Folder path to MP4Box

`%app_dir:MPEG2DecPlus%`

Folder path to MPEG2DecPlus

`%app_dir:mpvnet%`

Folder path to mpvnet

`%app_dir:MSharpen%`

Folder path to MSharpen

`%app_dir:msmoosh%`

Folder path to msmoosh

`%app_dir:MT Expand Multi%`

Folder path to MT Expand Multi

`%app_dir:mtn%`

Folder path to mtn

`%app_dir:MultiSharpen%`

Folder path to MultiSharpen

`%app_dir:muvsfunc%`

Folder path to muvsfunc

`%app_dir:mvmulti%`

Folder path to mvmulti

`%app_dir:mvsfunc%`

Folder path to mvsfunc

`%app_dir:mvtools%`

Folder path to mvtools

`%app_dir:mvtools2%`

Folder path to mvtools2

`%app_dir:mvtools-sf%`

Folder path to mvtools-sf

`%app_dir:NicAudio%`

Folder path to NicAudio

`%app_dir:nnedi3 AVSI%`

Folder path to nnedi3 AVSI

`%app_dir:nnedi3%`

Folder path to nnedi3

`%app_dir:nnedi3_rpow2%`

Folder path to nnedi3_rpow2

`%app_dir:nnedi3cl%`

Folder path to nnedi3cl

`%app_dir:nnedi3x AVSI%`

Folder path to nnedi3x AVSI

`%app_dir:NVEnc%`

Folder path to NVEnc

`%app_dir:Oyster%`

Folder path to Oyster

`%app_dir:Plum%`

Folder path to Plum

`%app_dir:PNGopt%`

Folder path to PNGopt

`%app_dir:pSharpen%`

Folder path to pSharpen

`%app_dir:psharpen%`

Folder path to psharpen

`%app_dir:Python%`

Folder path to Python

`%app_dir:qaac%`

Folder path to qaac

`%app_dir:QSVEnc%`

Folder path to QSVEnc

`%app_dir:QTGMC%`

Folder path to QTGMC

`%app_dir:rav1e%`

Folder path to rav1e

`%app_dir:resamplehq%`

Folder path to resamplehq

`%app_dir:ResizeX%`

Folder path to ResizeX

`%app_dir:RgTools%`

Folder path to RgTools

`%app_dir:Sangnom%`

Folder path to Sangnom

`%app_dir:SangNom2%`

Folder path to SangNom2

`%app_dir:scenechange%`

Folder path to scenechange

`%app_dir:Shader AVSI%`

Folder path to Shader AVSI

`%app_dir:Shader DLL%`

Folder path to Shader DLL

`%app_dir:SMDegrain%`

Folder path to SMDegrain

`%app_dir:SmoothAdjust%`

Folder path to SmoothAdjust

`%app_dir:SmoothD2%`

Folder path to SmoothD2

`%app_dir:SmoothD2c%`

Folder path to SmoothD2c

`%app_dir:SubtitleEdit%`

Folder path to SubtitleEdit

`%app_dir:SVPFlow 1%`

Folder path to SVPFlow 1

`%app_dir:SVPFlow 1%`

Folder path to SVPFlow 1

`%app_dir:SVPFlow 2%`

Folder path to SVPFlow 2

`%app_dir:SVPFlow 2%`

Folder path to SVPFlow 2

`%app_dir:taa%`

Folder path to taa

`%app_dir:TCanny%`

Folder path to TCanny

`%app_dir:TDeint%`

Folder path to TDeint

`%app_dir:TDeintMod%`

Folder path to TDeintMod

`%app_dir:TEMmod%`

Folder path to TEMmod

`%app_dir:TemporalMedian%`

Folder path to TemporalMedian

`%app_dir:temporalsoften%`

Folder path to temporalsoften

`%app_dir:TimeCube%`

Folder path to TimeCube

`%app_dir:TIVTC%`

Folder path to TIVTC

`%app_dir:TMM2%`

Folder path to TMM2

%app_dir:TNLMeans%

Folder path to TNLMeans

%app_dir:TTempSmooth%

Folder path to TTempSmooth

%app_dir:UnDot%

Folder path to UnDot

%app_dir:VagueDenoiser%

Folder path to VagueDenoiser

%app_dir:VagueDenoiser%

Folder path to VagueDenoiser

%app_dir:VapourSource%

Folder path to VapourSource

%app_dir:VapourSynth%

Folder path to VapourSynth

%app_dir:VCEEnc%

Folder path to VCEEnc

%app_dir:vcfreq%

Folder path to vcfreq

%app_dir:vcmod%

Folder path to vcmod

%app_dir:vcmove%

Folder path to vcmove

%app_dir: Vine%

Folder path to Vine

%app_dir:vinverse%

Folder path to vinverse

%app_dir:Visual C++ 2012%

Folder path to Visual C++ 2012

%app_dir:Visual C++ 2013%

Folder path to Visual C++ 2013

%app_dir:Visual C++ 2017%

Folder path to Visual C++ 2017

%app_dir:vsCube%

Folder path to vsCube

%app_dir:VSFilterMod%

Folder path to VSFilterMod

`%app_dir:vs1smashsource%`

Folder path to vs1smashsource

`%app_dir:vspipe%`

Folder path to vspipe

`%app_dir:VSRip%`

Folder path to VSRip

`%app_dir:W3FDIF%`

Folder path to W3FDIF

`%app_dir:x264%`

Folder path to x264

`%app_dir:x265%`

Folder path to x265

`%app_dir:xNLMeans%`

Folder path to xNLMeans

`%app_dir:xvid_encraw%`

Folder path to xvid_encraw

`%app_dir:Yadifmod%`

Folder path to Yadifmod

`%app_dir:yadifmod2%`

Folder path to yadifmod2

`%app_dir:YFRC%`

Folder path to YFRC

`%app_dir:znedi3%`

Folder path to znedi3

Command Line Interface

Switches are processed in the order they appear in the command line.

The command line interface, the customizable main menu and Event Commands features are built with a shared command system.

There is a special mode where only the MediaInfo window is shown using `-mediainfo`, this is useful for Windows File Explorer integration with an app like Open++.

6.1 Examples

```
StaxRip C:\Movie\project.srip
```

```
StaxRip C:\Movie\VTs_01_1.VOB C:\Movie 2\VTs_01_2.VOB
```

```
StaxRip -LoadTemplate:DVB C:\Movie\capture.mpg -StartEncoding -Standby
```

```
StaxRip -ShowMessageBox:"main text..." "text ..." ,info
```

6.2 Switches

6.2.1 -AddFilter:active,name,category,script

Adds a filter at the end of the script.

6.2.2 -AddJob:showConfirmation,templateName

templateName: Name of the template to be loaded after the job was added. Empty to load no template.

Adds a job to the job list.

6.2.3 -ClearJobs

Clears the job list.

6.2.4 -CopyToClipboard:value

value: Copies the text to the clipboard. The text may contain macros.

Copies a string to the clipboard.

6.2.5 -DeleteFiles:dir,filter

dir: Directory in which to delete files.

filter: Example: '.txt .log'

Deletes files in a given directory.

6.2.6 -DynamicMenuItem:id

DynamicMenuItemID: Audio1Profiles, Audio2Profiles, EncoderProfiles, FilterSetupProfiles, MuxerProfiles, Recent-Projects, TemplateProjects, HelpApplications, Scripts

Placeholder for dynamically updated menu items.

6.2.7 -ExecuteBatchScript:batchScript,interpretOutput

batchScript: Batch script code to be executed. Macros are solved as well as passed in as environment variables.

interpretOutput: Interprets each output line as StaxRip command.

Saves a batch script as bat file and executes it. Macros are solved as well as passed in as environment variables.

6.2.8 -ExecuteCommandLine:commandLines,waitForExit,showProcessWindow,asBatch

commandLines: One or more command lines to be executed or if batch mode is used content of the batch file. Macros are solved as well as passed in as environment variables.

waitForExit: This will halt the main thread until the command line returns.

showProcessWindow: Redirects the output of command line apps to the process window.

asBatch: Alternative mode that creates a BAT file to execute.

Executes command lines separated by a line break line by line. Macros are solved as well as passed in as environment variables.

6.2.9 -ExecutePowerShellScript:scriptCode

scriptCode: PowerShell script code to be executed.

Executes PowerShell script code.

6.2.10 -ExecuteScriptFile:filepath

filepath: Filepath to a PowerShell script, the path may contain macros.

Executes a PowerShell script.

6.2.11 -Exit

Exits StaxRip

6.2.12 -ImportVideoEncoderCommandLine:commandLine

Changes the video encoders settings.

6.2.13 -LoadProfile:videoProfile,audioProfile1,audioProfile2

Loads a audio or video profile.

6.2.14 -LoadSourceFile:path

Loads the source file.

6.2.15 -LoadTemplate:name

Loads a template.

6.2.16 -MediainfoMKV

Shows the Metadata Information for MKV file including HDR10 data.

6.2.17 -MediaInfoShowMedia

View the Metadata of any Selected File

6.2.18 -OpenHelpTopic:topic

topic: Name of the help topic to be opened.

Opens a given help topic in the help browser.

6.2.19 -PlaySound:Filepath,Volume

Filepath: Filepath to a mp3, wav or wmv sound file.

Plays a mp3, wav or wmv sound file.

6.2.20 -ResetSettings

Shows a dialog allowing to reset various settings.

6.2.21 -SaveGif

Generates a Short Gif Based on Input data.

6.2.22 -SaveMKVHDR

Adds the Remaining HDR10 Metadata to MKV file.

6.2.23 -SaveMTN

Generate Thumbnails Using MTN Engine

6.2.24 -SavePNG

Creates Very High Quality Animations in the Form of PNG.

6.2.25 -SaveProject

Saves the current project.

6.2.26 -SaveProjectAs

Saves the current project.

6.2.27 -SaveProjectAsTemplate

Saves the current project as template.

6.2.28 -SaveProjectPath:path

path: The path may contain macros.

Saves the current project at the specified path.

6.2.29 -SetBitrate:bitrate

Sets the target video bitrate in Kbps.

6.2.30 -SetFilter:name,category,script

Sets a filter replacing a existing filter of same category.

6.2.31 -SetHideDialogsOption:hide

Sets the project option 'Hide dialogs asking to demux, source filter etc.'

6.2.32 -SetPercent:value

Sets the bitrate according to the compressibility.

6.2.33 -SetSize:targetSize

Sets the target file size in MB.

6.2.34 -SetTargetFile:path

Sets the file path of the target file.

6.2.35 -SetTargetImageSize:width,height

Sets the target image size.

6.2.36 -SetTargetImageSizeByPixel:pixel

Sets the target image size by pixels (width x height).

6.2.37 -ShowAppsDialog

Dialog to manage external applications.

6.2.38 -ShowAudioProfilesDialog:number

Dialog to manage audio profiles.

6.2.39 -ShowBatchGenerateThumbnailsDialog

Shows a dialog to generate thumbnails.

6.2.40 -ShowCommandPrompt

Shows a command prompt with the temp directory of the current project.

6.2.41 -ShowCropDialog

Dialog to crop borders.

6.2.42 -ShowDemuxTool

Allows to use StaxRip's demuxing GUIs independently.

6.2.43 -ShowEncoderProfilesDialog

Dialog to manage encoder profiles.

6.2.44 -ShowEventCommandsDialog

A Event Command allows to define a command to be executed on a defined event. Furthermore criteria can be defined to execute the command only if certain criteria is matched.

6.2.45 -ShowFileBrowserToOpenProject

Shows a file browser to open a project file.

6.2.46 -ShowFilterProfilesDialog

Dialog to configure AviSynth filter profiles.

6.2.47 -ShowFiltersEditor

Dialog to edit filters.

6.2.48 -ShowFilterSetupProfilesDialog

Dialog to configure filter setup profiles.

6.2.49 -ShowHardcodedSubtitleDialog

Shows a dialog to add a hardcoded subtitle.

6.2.50 -ShowHelpURL:url

url: URL or local file to be shown in the internet explorer powered help browser.

Opens a given URL or local file in the help browser.

6.2.51 -ShowJobsDialog

Dialog to manage batch jobs.

6.2.52 -ShowLAVFiltersConfigDialog

Shows LAV Filters video decoder configuration

6.2.53 -ShowLogFile

Shows the log file with the built in log file viewer.

6.2.54 -ShowMainMenuEditor

Dialog to configure the main menu.

6.2.55 -ShowMediaInfo:filepath

filepath: The filepath may contain macros.

Shows media info on a given file.

6.2.56 -ShowMediaInfoFolderViewDialog

Presents MediaInfo of all files in a folder in a list view.

6.2.57 -ShowMessageBox:mainInstruction,content,icon

mainInstruction: Main instruction may contain macros.

content: Content may contain macros.

MsgIcon: None, Error, Question, Warning, Info

Shows a message box.

6.2.58 -ShowMuxerProfilesDialog

Dialog to manage Muxer profiles.

6.2.59 -ShowOpenSourceDialog

Dialog to open source files.

6.2.60 -ShowOptionsDialog

Dialog to configure project options.

6.2.61 -ShowPowerShell

Shows the powershell with aliases for all tools staxrip includes.

6.2.62 -ShowPreview

Dialog to preview or cut the video.

6.2.63 -ShowSettingsDialog

Shows the settings dialog.

6.2.64 -ShowSizeMenuEditor

Menu editor for the size menu.

6.2.65 -ShowVideoComparison

Compare and extract images for video comparisons.

6.2.66 -Shutdown

Shuts PC down.

6.2.67 -Standby

Puts PC in standby mode.

6.2.68 -StartAutoCrop

Crops borders automatically.

6.2.69 -StartCompCheck

Starts the compressibility check.

6.2.70 -StartEncoding

Creates a job and runs the job list.

6.2.71 -StartJobs

Runs all active jobs of the job list.

6.2.72 -StartSmartCrop

Crops borders automatically until the proper aspect ratio is found.

6.2.73 -StartTool:name

name: Tool name as shown in the app manage dialog.

Starts a tool by name as shown in the app manage dialog.

6.2.74 -Test

Test

6.2.75 -WriteLog:header,message

header: Header is optional.

message: Message is optional and may contain macros.

Writes a log message to the process window.

MediaInfo properties can be accessed via macro:

```
%media_info_audio:property%
```

```
%media_info_video:property%
```

7.1 Friendly Name

```
Language_ISO639;en  
Author_Email;Info@MediaArea.net  
Author_Name;Zen  
Author_OldNames;Initial translator  
Language_Name;English  
Config_Text_ColumnSize;40  
Config_Text_Separator  
Config_Text_NumberTag; #  
Config_Text_FloatSeparator;.   
Config_Text_ThousandsSeparator  
audio stream1; audio stream  
audio stream2; audio streams  
audio stream3; audio streams  
bit1; bit  
bit2; bits  
bit3; bits  
bps; b/s  
Bps; B/s  
Byte1; Byte  
Byte2; Bytes
```

Byte3; Bytes
channel1; channel
channel2; channels
channel3; channels
chapter1; chapter
chapter2; chapters
chapter3; chapters
chapters stream1; chapters stream
chapters stream2; chapters streams
chapters stream3; chapters streams
character1; character
character2; characters
character3; characters
day1; day
day2; days
day3; days
dB1; dB
dB2; dB
dB3; dB
file1; file
file2; files
file3; files
fps1; FPS
fps2; FPS
fps3; FPS
frame1; frame
frame2; frames
frame3; frames
GB; GB
Gb; Gb
Gbps; Gb/s
GBps; GB/s
GHz; GHz
GiB; GiB
GibiByte1; GibiBytes
GibiByte2; GibiBytes
GibiByte3; GibiBytes
GiBps; GiB/s
GigaBit1; GigaBit
GigaBit2; GigaBits
GigaBit3; GigaBits
GigaByte1; GigaByte
GigaByte2; GigaBytes
GigaByte3; GigaBytes
hour1; hour
hour2; hours
hour3; hours

Hz; Hz
image stream1; image stream
image stream2; image streams
image stream3; image streams
KB; kB
Kb; kb
KBps; kB/s
Kbps; kb/s
KHz; kHz
KiB; KiB
KibiBit1; KibiBit
KibiBit2; KibiBits
KibiBit3; KibiBits
KibiByte1; KibiByte
KibiByte2; KibiBytes
KibiByte3; KibiBytes
KiBps; KiB/s
KiloBit1; KiloBit
KiloBit2; KiloBits
KiloBit3; KiloBits
KiloByte1; KiloByte
KiloByte2; KiloBytes
KiloByte3; KiloBytes
MB; MB
Mb; Mb
Mbps; Mb/s
MBps; MebiBytes
MebiBit1; MebiBit
MebiBit2; MebiBits
MebiBit3; MebiBits
MebiByte1; MebiByte
MebiByte2; MebiBytes
MebiByte3; MebiBytes
MegaBit1; MegaBit
MegaBit2; MegaBits
MegaBit3; MegaBits
MegaByte1; MegaByte
MegaByte2; MegaBytes
MegaByte3; MegaBytes
MHz; MHz
MiB; MiB
Mib; Mib
MiBps; MiB/s
millisecond1; millisecond
millisecond2; milliseconds
millisecond3; milliseconds
minute1; minute

minute2; minutes
minute3; minutes
month1; month
month2; months
month3; months
pixel1; pixel
pixel2; pixels
pixel3; pixels
second1; second
second2; seconds
second3; seconds
text stream1; text stream
text stream2; text streams
text stream3; text streams
video frames1; video frame
video frames2; video frames
video frames3; video frames
video stream1; video stream
video stream2; video streams
video stream3; video streams
warppoint0;No warppoints
warppoint1; warppoint
warppoint2; warppoints
warppoint3; warppoints
week1; week
week2; weeks
week3; weeks
year1; year
year2; years
year3; years
, ;
: ;
3D;3D
3DType;3D Type
About;About
About_Hint;How to contact me and find last version
Accompaniment;Accompaniment
ActiveFormatDescription;Active Format Description
ActiveFormatDescription_MuxingMode;Active Format Description, Muxing mode
Actor;Actor
Actor_Character;Character played
AdID;Ad-ID identifier
Added_Date;Added date
Address;Address
Advanced;Advanced
Advanced mode;Advanced mode
Album;Album

Album_ReplayGain_Gain;Album replay gain
Album_ReplayGain_Peak;Album replay gain peak
Alignment;Alignment
Alignment_Aligned;Aligned on interleaves
Alignment_Split;Split accross interleaves
All;All
All;All
AlternateGroup;Alternate group
Archival_Location;Archival location
Arranger;Arranger
ArtDirector;ArtDirector
AspectRatio;Aspect ratio
AssistantDirector;AssistantDirector
at;at
At least one file;(You must at least open one file)
Audio;Audio
Audio stream(s);Audio streams
Audio_Codec_List;Audio codecs
Audio_No;No audio
Audio1;First audio stream
Audio2;Second audio stream
AudioComments;Audio Comments
AudioCount;Count of audio streams
AudioDescriptionPresent;Audio Description Present
AudioDescriptionType;Audio Description Type
AudioLoudnessStandard;Audio Loudness Standard
AudioTrackLayout;Audio Track Layout
Author;Author
BarCode;BarCode
Basic;Basic
Basic_Note;Note : for more information about this file, you must select a different view (Sheet, Tree...)
BitDepth;Bit depth
BitDepth_Detected;Detected bit depth
BitDepth_Stored;Stored bit depth
BitRate;Bit rate
BitRate_Encoded;Encoded bit rate
BitRate_Maximum;Maximum bit rate
BitRate_Minimum;Minimum bit rate
BitRate_Mode;Bit rate mode
BitRate_Mode_CBR;Constant
BitRate_Mode_VBR;Variable
BitRate_Nominal;Nominal bit rate
Bits-(Pixel*Frame);Bits/(Pixel*Frame)
BufferSize;Buffer size
Cancel;Cancel
Channel(s);Channel(s)
ChannelPositions;Channel positions

Chapter(s);Chapter(s)
Chapters;Chapters
Chapters stream(s);Chapters stream(s)
Chapters_Codec_List;Chapters Codecs
Chapters_No;No chapters
ChaptersCount;Count of chapter streams
CheckNewVersion;Check for new version
Choose custom;Choose custom
Choose custom sheet;Choose your desired custom sheet
Choose custom text;Choose your desired custom text
Choose export format;Choose your desired export format
Choose file(s);Choose the files to open
Choose filename;Choose your desired filename
Choose language;Choose your desired language
Choreographer;Choreographer
Chroma;Chroma
ChromaSubsampling;Chroma subsampling
Close;Close
Close all before open;Close all before open
ClosedCaptionsLanguage;Closed Captions Language
ClosedCaptionsPresent;Closed Captions Present
ClosedCaptionsType;Closed Captions Type
Codec;Codec
Codec_Description;Codec description
Codec_Info;Details for codec
Codec_Profile;Codec profile
Codec_Settings;Codec settings
Codec_Settings_BVOP;Codec settings, BVOP
Codec_Settings_CABAC;Codec settings, CABAC
Codec_Settings_Endianness;Codec settings, Endianness
Codec_Settings_Firm;Codec settings, Firm
Codec_Settings_Floor;Codec settings, Floor
Codec_Settings_GMC;Codec settings, GMC
Codec_Settings_ITU;Codec settings, ITU
Codec_Settings_Law;Codec settings, Law
Codec_Settings_Matrix;Codec settings, Matrix
Codec_Settings_PacketBitStream;Codec settings, Packet bitstream
Codec_Settings_QPel;Codec settings, QPel
Codec_Settings_Sign;Codec settings, Sign
Codec_Url;Weblink for codec
CodecID;Codec ID
CodecID_Description;Description of the codec
CoDirector;Codirector
Collection;Collection
Colorimetry;Colorimetry
ColorSpace;Color space
colour primaries;Color primaries

colour_range;Color range
Comment;Comment
CommissionedBy;Commissioned by
Compilation;Compilation
CompleteName;Complete name
CompletionDate;Completion Date
Composer;Composer
Compression_Mode;Compression mode
Compression_Mode_Lossless;Lossless
Compression_Mode_Lossy;Lossy
Compression_Ratio;Compression ratio
Conductor;Conductor
ContactEmail;Contact Email
ContactTelephoneNumber;Contact Telephone Number
Container and general information;Container and general information
ContentType;ContentType
CoProducer;Coproducer
Copyright;Copyright
CopyrightYear;Copyright Year
CostumeDesigner;Costume designer
Count;Count
Country;Country
Cover;Cover
Cover_Datas;Cover datas
Cover_Description;Cover description
Cover_Mime;Cover MIME
Cover_Type;Cover type
Cropped;Crop dimensions
Custom;Custom
Customize;Customize
Date;Date
Debug;Debug
Decimal point;Decimal point
Delay;Delay
Delay_Source;Delay, origin
Delay_Source_Container;Container
Delay_Source_Stream;Raw stream
Delete;Delete
Description;Description
Digitized_Date;Digitized date
Dimensions;Dimensions
Director;Director
DirectorOfPhotography;Director of photography
Disabled;Disabled
DisplayAspectRatio;Display aspect ratio
DisplayAspectRatio_CleanAperture;Clean aperture display aspect ratio
DisplayAspectRatio_Original;Original display aspect ratio

DistributedBy;Distributed by
Distributor;Distributor
Donate;Donate
DotsPerInch;Dots per inch
Duration;Duration
Duration_End;End time
Duration_Start;Start time
Edit;Edit
EditedBy;Edited by
ElementCount;Count of elements
EMail;E-Mail
Encoded_Application;Writing application
Encoded_Date;Encoded date
Encoded_Library;Writing library
Encoded_Library_Settings;Encoding settings
Encoded_Original;Original support
EncodedBy;Encoded by
EPG_Positions;EPG positions (internal)
EpisodeTitleNumber;Episode Title Number
Error_File;Error while reading file
ExecutiveProducer;Executive producer
Exit;Exit
Exit_Hint;Quit the program
Export;Export
Export_Hint;Export in a customized format
Extensions;Extensions usually used
Family;Family
Fax;Fax
File;File
File size;File size
File_Append;Append to the existing file (Warning : be careful to have the same parameters)
File_Created_Date;File creation date
File_Created_Date_Local;File creation date (local)
File_Hint;Select a multimedia file to examine
File_Modified_Date;File last modification date
File_Modified_Date_Local;File last modification date (local)
FileExtension;File extension
FileName;File name
FileSize;File size
Folder;Folder
Folder (R);Folder (R)
Folder (R)_Hint;Select a folder to examine (with all folders recursively)
Folder (Recursively);Folder (Recursively)
Folder_Hint;Select a folder to examine
FolderName;Folder name
Format;Format
Format_Commercial;Commercial name

Format_Commercial_IfAny;Commercial name
Format_Description;Format description
Format_Info;Details for format
Format_Profile;Format profile
Format_Level;Format level
Format_Tier;Format tier
Format_Settings;Format settings
Format_Settings_BVOP;Format settings, BVOP
Format_Settings_CABAC;Format settings, CABAC
Format_Settings_Emphasis;Emphasis
Format_Settings_Endianness;Format settings, Endianness
Format_Settings_Firm;Format settings, Firm
Format_Settings_Floor;Format settings, Floor
Format_Settings_FrameMode;Frame mode
Format_Settings_GMC;Format settings, GMC
Format_Settings_GOP;Format settings, GOP
Format_Settings_ITU;Format settings, ITU
Format_Settings_Law;Format settings, Law
Format_Settings_Matrix;Format settings, Matrix
Format_Settings_Matrix_Custom;Custom
Format_Settings_Matrix_Default;Default
Format_Settings_Mode;Mode
Format_Settings_ModeExtension;Mode extension
Format_Settings_PacketBitStream;Format settings, Packet bitstream
Format_Settings_PictureStructure;Format settings, picture structure
Format_Settings_PS;Format settings, PS
Format_Settings_Pulldown;Format settings, Pulldown
Format_Settings_QPel;Format settings, QPel
Format_Settings_RefFrames;Format settings, RefFrames
Format_Settings_SBR;Format settings, SBR
Format_Settings_Sign;Format settings, Sign
Format_Settings_Wrapping;Format settings, wrapping mode
Format_Url;Weblink for format
Format_Version;Format version
FpaManufacturer;FPA Manufacturer
FpaPass;FPA Pass
FpaVersion;FPA Version
FrameCount;Frame count
FrameRate;Frame rate
FrameRate_Maximum;Maximum frame rate
FrameRate_Minimum;Minimum frame rate
FrameRate_Mode;Frame rate mode
FrameRate_Mode_CFR;Constant
FrameRate_Mode_VFR;Variable
FrameRate_Nominal;Nominal frame rate
FrameRate_Original;Original frame rate
General;General

Genre;Genre
Genre_000;Blues
Genre_001;Classic Rock
Genre_002;Country
Genre_003;Dance
Genre_004;Disco
Genre_005;Funk
Genre_006;Grunge
Genre_007;Hip-Hop
Genre_008;Jazz
Genre_009;Metal
Genre_010;New Age
Genre_011;Oldies
Genre_012;Other
Genre_013;Pop
Genre_014;R&B
Genre_015;Rap
Genre_016;Reggae
Genre_017;Rock
Genre_018;Techno
Genre_019;Industrial
Genre_020;Alternative
Genre_021;Ska
Genre_022;Death Metal
Genre_023;Pranks
Genre_024;Soundtrack
Genre_025;Euro-Techno
Genre_026;Ambient
Genre_027;Trip-Hop
Genre_028;Vocal
Genre_029;Jazz+Funk
Genre_030;Fusion
Genre_031;Trance
Genre_032;Classical
Genre_033;Instrumental
Genre_034;Acid
Genre_035;House
Genre_036;Game
Genre_037;Sound Clip
Genre_038;Gospel
Genre_039;Noise
Genre_040;Alt. Rock
Genre_041;Bass
Genre_042;Soul
Genre_043;Punk
Genre_044;Space
Genre_045;Meditative

Genre_046;Instrumental Pop
Genre_047;Instrumental Rock
Genre_048;Ethnic
Genre_049;Gothic
Genre_050;Darkwave
Genre_051;Techno-Industrial
Genre_052;Electronic
Genre_053;Pop-Folk
Genre_054;Eurodance
Genre_055;Dream
Genre_056;Southern Rock
Genre_057;Comedy
Genre_058;Cult
Genre_059;Gangsta Rap
Genre_060;Top 40
Genre_061;Christian Rap
Genre_062;Pop/Funk
Genre_063;Jungle
Genre_064;Native American
Genre_065;Cabaret
Genre_066;New Wave
Genre_067;Psychedelic
Genre_068;Rave
Genre_069;Showtunes
Genre_070;Trailer
Genre_071;Lo-Fi
Genre_072;Tribal
Genre_073;Acid Punk
Genre_074;Acid Jazz
Genre_075;Polka
Genre_076;Retro
Genre_077;Musical
Genre_078;Rock & Roll
Genre_079;Hard Rock
Genre_080;Folk
Genre_081;Folk-Rock
Genre_082;National Folk
Genre_083;Swing
Genre_084;Fast-Fusion
Genre_085;Bebop
Genre_086;Latin
Genre_087;Revival
Genre_088;Celtic
Genre_089;Bluegrass
Genre_090;Avantgarde
Genre_091;Gothic Rock
Genre_092;Progressive Rock

Genre_093;Psychedelic Rock
Genre_094;Symphonic Rock
Genre_095;Slow Rock
Genre_096;Big Band
Genre_097;Chorus
Genre_098;Easy Listening
Genre_099;Acoustic
Genre_100;Humour
Genre_101;Speech
Genre_102;Chanson
Genre_103;Opera
Genre_104;Chamber Music
Genre_105;Sonata
Genre_106;Symphony
Genre_107;Booty Bass
Genre_108;Primus
Genre_109;Porn Groove
Genre_110;Satire
Genre_111;Slow Jam
Genre_112;Club
Genre_113;Tango
Genre_114;Samba
Genre_115;Folklore
Genre_116;Ballad
Genre_117;Power Ballad
Genre_118;Rhythmic Soul
Genre_119;Freestyle
Genre_120;Duet
Genre_121;Punk Rock
Genre_122;Drum Solo
Genre_123;A Cappella
Genre_124;Euro-House
Genre_125;Dance Hall
Genre_126;Goa
Genre_127;Drum & Bass
Genre_128;Club-House
Genre_129;Hardcore
Genre_130;Terror
Genre_131;Indie
Genre_132;BritPop
Genre_133;Afro-Punk
Genre_134;Polsk Punk
Genre_135;Beat
Genre_136;Christian Gangsta Rap
Genre_137;Heavy Metal
Genre_138;Black Metal
Genre_139;Crossover

Genre_140;Contemporary Christian
Genre_141;Christian Rock
Genre_142;Merengue
Genre_143;Salsa
Genre_144;Thrash Metal
Genre_145;Anime
Genre_146;JPop
Genre_147;Synthpop
Genre_148;Abstract
Genre_149;Art Rock
Genre_150;Baroque
Genre_151;Bhangra
Genre_152;Big Beat
Genre_153;Breakbeat
Genre_154;Chillout
Genre_155;Downtempo
Genre_156;Dub
Genre_157;EBM
Genre_158;Eclectic
Genre_159;Electro
Genre_160;Electroclash
Genre_161;Emo
Genre_162;Experimental
Genre_163;Garage
Genre_164;Global
Genre_165;IDM
Genre_166;Illbient
Genre_167;Industro-Goth
Genre_168;Jam Band
Genre_169;Krautrock
Genre_170;Leftfield
Genre_171;Lounge
Genre_172;Math Rock
Genre_173;New Romantic
Genre_174;Nu-Breakz
Genre_175;Post-Punk
Genre_176;Post-Rock
Genre_177;Psytrance
Genre_178;Shoegaze
Genre_179;Space Rock
Genre_180;Trop Rock
Genre_181;World Music
Genre_182;Neoclassical
Genre_183;Audiobook
Genre_184;Audio Theatre
Genre_185;Neue Deutsche Welle
Genre_186;Podcast

Genre_187;Indie Rock
Genre_188;G-Funk
Genre_189;Dubstep
Genre_190;Garage Rock
Genre_191;Psybient
Go to WebSite;Go to website
Gop_OpenClosed;GOP, Open/Closed
Gop_OpenClosed_Open;Open
Gop_OpenClosed_Closed;Closed
Gop_OpenClosed_FirstFrame;GOP, Open/Closed of first frame
Grouping;Grouping
h; h
Header file;Create a header file
Height;Height
Height_CleanAperture;Clean aperture height
Height_Original;Original height
Help;Help
Hint;Hint
How many audio streams?;How many audio streams?
How many chapters streams?;How many chapters streams?
How many text streams?;How many text streams?
How many video streams?;How many video streams?
HTML;HTML
ID;ID
IdentClockStart;Ident Clock Start
Image;Image
Image stream(s);Image streams
Image_Codec_List;Codecs Image
ImageCount;Count of image streams
Info;Info
Instruments;Instruments
Interlaced_BFF;Bottom Field First
Interlaced_Interlaced;Interlaced
Interlaced_PPF;Progressive
Interlaced_Progressive;Progressive
Interlaced_TFF;Top Field First
Interlacement;Interlacement
Interleave_Duration;Interleave, duration
Interleave_Preload;Interleave, preload duration
Interleave_VideoFrames;Interleave, duration
Interleaved;Interleaved
InternetMediaType;Internet media type
IRCA;IRCA
ISBN;ISBN
ISRC;ISRC
Keywords;Keywords
Known codecs;Known codecs

Known formats;Known formats
Known parameters;Known parameters
Label;Label
Language;Language
Language_aa;Afar
Language_ab;Abkhazian
Language_ae;Avestan
Language_af;Afrikaans
Language_ak;Akan
Language_am;Amharic
Language_an;Aragonese
Language_ar;Arabic
Language_as;Assamese
Language_av;Avaric
Language_ay;Aymara
Language_az;Azerbaijani
Language_ba;Bashkir
Language_be;Belarusian
Language_bg;Bulgarian
Language_bh;Bihari
Language_bi;Bislama
Language_bm;Bambara
Language_bn;Bengali
Language_bo;Tibetan
Language_br;Breton
Language_bs;Bosnian
Language_ca;Catalan
Language_ce;Chechen
Language_ch;Chamorro
Language_co;Corsican
Language_cr;Cree
Language_cs;Czech
Language_cu;Slave
Language_cv;Chuvash
Language_cy;Welsh
Language_da;Danish
Language_de;German
Language_dv;Divehi
Language_dz;Dzongkha
Language_ee;Ewe
Language_el;Greek
Language_en;English
Language_en-gb;English (Great Britain)
Language_en-us;English (United States)
Language_eo;Esperanto
Language_es;Spanish
Language_es-419;Spanish (Latin America)

Language_et;Estonian
Language_eu;Basque
Language_fa;Persian
Language_ff;Fulah
Language_fi;Finnish
Language_fj;Fijian
Language_fo;Faroese
Language_fr;French
Language_fy;Frisian
Language_ga;Irish
Language_gd;Gaelic
Language_gl;Galician
Language_gn;Guarani
Language_gu;Gujarati
Language_gv;Manx
Language_ha;Hausa
Language_he;Hebrew
Language_hi;Hindi
Language_ho;Hiri Motu
Language_hr;Croatian
Language_ht;Haitian
Language_hu;Hungarian
Language_hy;Armenian
Language_hz;Herero
Language_ia;Auxiliary Language Association
Language_id;Indonesian
Language_ie;Interlingue
Language_ig;Igbo
Language_ii;Sichuan Yi
Language_ik;Inupiaq
Language_Info;Language info
Language_io;Ido
Language_is;Icelandic
Language_it;Italian
Language_iu;Inuktitut
Language_ja;Japanese
Language_jv;Javanese
Language_ka;Georgian
Language_kg;Kongo
Language_ki;Kikuyu
Language_kj;Kuanyama
Language_kk;Kazakh
Language_kl;Kalaallisut
Language_km;Khmer
Language_kn;Kannada
Language_ko;Korean
Language_kr;Kanuri

Language_ks;Kashmiri
Language_ku;Kurdish
Language_kv;Komi
Language_kw;Cornish
Language_ky;Kirghiz
Language_la;Latin
Language_lb;Luxembourgish
Language_lg;Ganda
Language_li;Limburgish
Language_ln;Lingala
Language_lo;Lao
Language_lt;Lithuanian
Language_lu;Luba-Katanga
Language_lv;Latvian
Language_mg;Malagasy
Language_mh;Marshallese
Language_mi;Maori
Language_mk;Macedonian
Language_ml;Malayalam
Language_mn;Mongolian
Language_mo;Moldavian
Language_More;Language, more info
Language_mr;Marathi
Language_ms;Malay
Language_mt;Maltese
Language_mul;Multiple languages
Language_my;Burmese
Language_na;Nauru
Language_nb;Norwegian Bokmal
Language_nd;Ndebele
Language_ne;Nepali
Language_ng;Ndonga
Language_nl;Dutch
Language_nn;Norwegian Nynorsk
Language_no;Norwegian
Language_nr;Ndebele
Language_nv;Navaho
Language_ny;Nyanja
Language_oc;Occitan
Language_oj;Ojibwa
Language_om;Oromo
Language_or;Oriya
Language_os;Ossetic
Language_pa;Panjabi
Language_pi;Pali
Language_pl;Polish
Language_ps;Pushto

Language_pt;Portuguese
Language_pt-br;Portuguese (Brazil)
Language_qu;Quechua
Language_rm;Raeto-Romance
Language_rn;Rundi
Language_ro;Romanian
Language_ru;Russian
Language_rw;Kinyarwanda
Language_sa;Sanskrit
Language_sc;Sardinian
Language_sd;Sindhi
Language_se;Northern Sami
Language_sg;Sango
Language_si;Sinhala
Language_sk;Slovak
Language_sl;Slovenian
Language_sm;Samoan
Language_sn;Shona
Language_so;Somali
Language_sq;Albanian
Language_sr;Serbian
Language_ss;Swati
Language_st;Sotho
Language_su;Sundanese
Language_sv;Swedish
Language_sw;Swahili
Language_ta;Tamil
Language_te;Telugu
Language_tg;Tajik
Language_th;Thai
Language_ti;Tigrinya
Language_tk;Turkmen
Language_tl;Tagalog
Language_tn;Tswana
Language_to;Tonga
Language_tr;Turkish
Language_ts;Tsonga
Language_tt;Tatar
Language_tw;Twi
Language_ty;Tahitian
Language_ug;Uighur
Language_uk;Ukrainian
Language_ur;Urdu
Language_uz;Uzbek
Language_ve;Venda
Language_vi;Vietnamese
Language_vo;Volapuk

Language_wa;Walloon
Language_wo;Wolof
Language_xh;Xhosa
Language_yi;Yiddish
Language_yo;Yoruba
Language_za;Zhuang
Language_zh;Chinese
Language_zh-cn;Chinese (China)
Language_zh-tw;Chinese (Taiwan)
Language_zu;Zulu
LawRating;Law rating
LCCN;LCCN
Library;Mixing library
Lightness;Lightness
LineUpStart;Line Up Start
List;List
Lyricist;Lyricist
Lyrics;Lyrics
Mastered_Date;Mastered date
MasteredBy;Mastered by
MasteringDisplay_ColorPrimaries;Mastering display color primaries
MasteringDisplay_Luminance;Mastering display luminance
Matrix_Channel(s);Matrix encoding, Channel(s)
Matrix_ChannelPositions;Matrix encoding, channel positions
matrix_coefficients;Matrix coefficients
Matrix_Format;Matrix encoding, format
MaxCLL;Maximum Content Light Level
MaxFALL;Maximum Frame-Average Light Level
MediaInfo_About;MediaInfo provides easy access to technical and tag information about video and audio files.
Except the Mac App Store graphical user interface, it is open-source software, which means that it is free of charge to the end user and developers have freedom to study, to improve and to redistribute the program (BSD license)
Menu;Menu
Menu stream(s);Menu streams
Menu_Codec_List;Menu codecs
Menu_Hint;More possibilities
Menu_No;No menu
MenuCount;Count of menu streams
MenuID;Menu ID
mn; min
Mood;Mood
More;More
Movie;Movie name
ms; ms
MSDI;MSDI
MusicBy;Music by
MixingMode;Mixing mode

MuxingMode_MoreInfo;Muxing mode, more info
MuxingMode_PackedBitstream;Packed bitstream
Name;Name
Nationality;Nationality
NetworkName;Network name
New;New
Newest version;Check for new versions (requires Internet connection)
NewVersion_Menu;A new version is available
NewVersion_Question_Content;A new version (v%Version%) is available, would you like to download it?
NewVersion_Question_Title;A new version was released!
No;No
Not yet;Not yet
NumColors;Number of colors
OK;OK
One output file per input file;One output file per input file
Open;Open
OpenCandy_01;Downloading _____
OpenCandy_02;__% Complete
OpenCandy_03;Internet connection interrupted
OpenCandy_04;_____ download complete
OpenCandy_05;Click to install _____
OpenCandy_06;Are you sure you wish to cancel the install?rnIf you wish to postpone the install until later, select 'No'.rnNote: You may select Exit from the menu to defer installation until after the next time you reboot.
OpenCandy_07;Download of _____ has been paused.rnClick on the tray icon to resume downloading.
OpenCandy_08;A critical error has occurred. Installation of _____ will be aborted.
OpenCandy_09;Pause download
OpenCandy_10;Cancel install
OpenCandy_11;Resume download
OpenCandy_12;Exit Installer
OpenCandy_13;_____ - Recommended by _____
OpenCandy_14;Downloading _____
OpenCandy_15;_____, the software recommended to you by _____, is now downloading at your requestWe will let you know when it is ready to be installed.
OpenCandy_16;_____ is ready for installation
OpenCandy_17;_____ is now fully downloaded. Please click on 'Install' to proceed.
OpenCandy_18;_____ of _____ downloaded
OpenCandy_19;Powered by OpenCandy
OpenCandy_20;Learn more at OpenCandy.com
OpenCandy_21;Install
OpenCandy_22;Installation of _____
OpenCandy_23;This will cancel the installation of _____rnAre you sure you wish to exit?
OpenCandy_24;Pause
OpenCandy_25;Your download has been paused. Click 'Resume' when you are ready to continue.
OpenCandy_26;Resume
OpenCandy_27;Install Now
OpenCandy_28;Pause Download
OpenCandy_29;Resume Download

OpenCandy_30;Cancel Install
OpenCandy_31;Please choose an installation option
OpenCandy_32;Install _____
OpenCandy_33;Don't Install
OpenCandy_34;Please select an install option
OpenCandy_35;_____ recommends this software
OpenCandy_36;Your current installation will not be interrupted
OpenCaptionsLanguage;Open Captions Language
OpenCaptionsPresent;Open Captions Present
OpenCaptionsType;Open Captions Type
Options;Options
Options_Hint;Preferences
Original;Original
OriginalNetworkName;Original network name
OriginalSourceForm;Original source form
OriginalSourceMedium;Original source medium
OriginalSourceMedium_ID;ID in the original source medium
Originator;Originator
Other;Other
OtherIdentifier;Other Identifier
OtherIdentifierType;Other Identifier Type
Output;Output
Output format;Output format
OverallBitRate;Overall bit rate
OverallBitRate_Maximum;Maximum Overall bit rate
OverallBitRate_Minimum;Minimum Overall bit rate
OverallBitRate_Mode;Overall bit rate mode
OverallBitRate_Nominal;Nominal Overall bit rate
PackageName;Package name
Part;Part
Part_Count;Total count
PartNumber;Part Number
PartTotal;Part Total
Performer;Performer
Period;Period
PodcastCategory;Podcast category
Phone;Phone
PictureRatio;Picture Ratio
PixelAspectRatio;Pixel aspect ratio
PixelAspectRatio_CleanAperture;Clean aperture pixel aspect ratio
PixelAspectRatio_Original;Original pixel aspect ratio
PlayCounter;PlayCounter
Played_Count;Times played
Played_First_Date;First played
Played_Last_Date;Last played
PlayTime;PlayTime
Position;Position

Position_Total;Total
Preferences;Preferences
PrimaryAudioLanguage;Primary Audio Language
Producer;Producer
ProductionDesigner;Production designer
ProductionNumber;Production Number
ProductionStudio;Production studio
ProductPlacement;Product Placement
ProgrammeHasText;Programme Has Text
ProgrammeTextLanguage;Programme Text Language
ProgrammeTitle;Programme Title
Publisher;Publisher
Purchased_Date;purchased date
Quote character;Quote character
RadioStation;Radio station
Rating;Rating
Recorded_Date;Recorded date
Recorded_Location;Recorded location
Released_Date;Released date
RemixedBy;Remixed by
ReplayGain_Gain;Replay gain
ReplayGain_Peak;Replay gain peak
Resolution;Resolution
s; s
SamplesPerFrame;Samples per frame
SamplingCount;Samples count
SamplingRate;Sampling rate
Save;Save
ScanOrder;Scan order
ScanOrder_Original;Original scan order
ScanOrder_Stored;Stored scan order
ScanOrder_StoredDisplayedInverted;Scan order, stored/displayed order inverted
ScanOrder_StoreMethod;Scan order, store method
ScanType;Scan type
ScanType_Original;Original scan type
ScanType_StoreMethod;Scan type, store method
ScreenplayBy;Screenplay by
Season;Season
SecondaryAudioLanguage;Secondary Audio Language
see below;see below
Send HeaderFile;Please send me the Header file here : <http://sourceforge.net/projects/mediainfo/> (Bug section)
Separator_Columns;columns separator
Separator_Lines;lines separator
SeriesTitle;Series Title
ServiceChannel;Service channel number
ServiceKind;Service kind
ServiceName;Service name

ServiceProvider;Service provider
ServiceType;Service type
Set;Set
Set_Count;Set count
Setup;Setup
Sharpness;Sharpness
Sheet;Sheet
Sheet (Complete);Sheet (Complete)
Shell extension;Explorer extension (in Windows Explorer, right click on a file, there will be a MediaInfo option)
Shell extension, folder;For folders too
Shell InfoTip;Explorer Tooltip (in Windows Explorer, move the mouse over the file, info will be displayed)
ShimName;Shim Name
ShimVersion;Shim Version
Show menu;Show menu
Show toolbar;Show toolbar
SigningPresent;Signing Present
SignLanguage;Sign Language
Sort;Sorted by
SoundEngineer;Sound engineer
Source;Source
Source_Duration;Source duration
Source_FrameCount;Source frame count
Source_SamplingCount;Source sample count
Source_StreamSize;Source stream size
Source_StreamSize_Encoded;Source encoded stream size
Standard;Standard
StoreMethod_InterleavedFields;Interleaved fields
StoreMethod_SeparatedFields;Separated fields
StoreMethod_SeparatedFields_1;Separated fields (1 field per block)
StoreMethod_SeparatedFields_2;Separated fields (2 fields per block)
Stream;Stream
Stream_MoreInfo;More information about the stream
StreamCount;Count of stream of this kind
StreamID;Stream ID
StreamKind;Kind of stream
StreamKindID;Stream identifier
StreamKindPos;Stream identifier
StreamSize;Stream size
StreamSize_Demuxed;Stream size when demuxed
StreamSize_Encoded;Encoded stream size
StreamSize_Proportion;Proportion of this stream
Subject;Subject
SubTrack;SubTrack
Summary;Summary
Supported formats;Supported formats
Supported?;Supported?
Synopsis;Synopsis

SystemId;Id
Tagged_Application;Tagging application
Tagged_Date;Tagged date
Technician;Technician
TermsOfUse;Terms of use
TertiaryAudioLanguage;Tertiary Audio Language
Text;Text
Text - Custom;Text - Custom
Text (HTML);Text (HTML)
Text stream(s);Text streams
Text streams;Text streams
Text_Codec_List;Text codecs
Text_No;No text
Text1;First text stream
Text2;Second text stream
Text3;Third text stream
TextCount;Count of text streams
TextlessElementsExist;Textless Elements Exist
ThanksTo;Thanks to
Thousands separator;Thousands separator
TimeCode;Time code
TimeCode_FirstFrame;Time code of first frame
TimeCode_Settings;Time code settings
TimeCode_Source;Time code source
TimeCode_Striped;Time code, striped
TimeStamp;Time stamp
TimeZone;Timezone
Title;Title
Title_More;Title, more info
Total;Total
TotalNumberOfParts;Total Number Of Parts
TotalProgrammeDuration;Total Programme Duration
Track;Track name
Track_Count;Track count
transfer_characteristics;Transfer characteristics
Translator;Translator
Tree;Tree
Tree & Text;Tree & Text
Type;Type
UniqueID;Unique ID
Unknown;Unknown
Url;Url
Video;Video
Video stream(s);Video stream(s)
Video_Codec_List;Codecs Video
Video_Delay;Delay relative to video
Video_No;No video

Video0_Delay;Video0 delay
Video1;First video stream
VideoComments;Video Comments
VideoCount;Count of video streams
View;View
View_Hint;Change the means of viewing information
Warning : more streams in the files;Warning : there are more streams in the files
Web;Web
WebSite_Audio;Go to the web site of this audio codec
WebSite_Audio_More;Go to the web site (%Url%) to find this audio codec
WebSite_General;Go to the web site of a player for this file
WebSite_General_More;Go to the web site of a player for this file
WebSite_Text;Go to the web site of this text codec
WebSite_Text_More;Go to the web site (%Url%) to find this text codec
WebSite_Url;http://MediaArea.net/MediaInfo
WebSite_Video;Go to the web site of this video codec
WebSite_Video_More;Go to the web site (%Url%) to find this video codec
Width;Width
Width_CleanAperture;Clean aperture width
Width_Original;Original width
WriteMe;Write mail to author
WriteToTranslator;Write to translator
Written_Date;Written date
Written_Location;Written location
WrittenBy;Written by
Yes;Yes
Your system;Your system

7.2 Generic

Format
Format/Info
Format/Url
Format_Commercial
Format_Commercial_IfAny
Format_Version
Format_Profile
Format_Level
Format_Tier
Format_Compression
Format_Settings
InternetMediaType
CodecID
CodecID/Info
CodecID/Hint
CodecID/Url

CodecID_Description
Codec
Codec/String
Codec/Info
Codec/Url
Codec/CC
Duration
Duration/String
Duration/String1
Duration/String2
Duration/String3
Duration/String4
Duration/String5
Source_Duration
Source_Duration/String
Source_Duration/String1
Source_Duration/String2
Source_Duration/String3
Source_Duration/String4
Source_Duration/String5
BitRate_Mode
BitRate_Mode/String
BitRate
BitRate/String
BitRate_Minimum
BitRate_Minimum/String
BitRate_Nominal
BitRate_Nominal/String
BitRate_Maximum
BitRate_Maximum/String
BitRate_Encoded
BitRate_Encoded/String
FrameRate
FrameRate/String
FrameRate_Num
FrameRate_Den
FrameCount
Source_FrameCount
ColorSpace
ChromaSubsampling
Resolution
Resolution/String
BitDepth
BitDepth/String
Compression_Mode
Compression_Mode/String
Compression_Ratio

Delay
Delay/String
Delay/String1
Delay/String2
Delay/String3
Delay/String4
Delay/String5
Delay_Settings
Delay_DropFrame
Delay_Source
Delay_Source/String
Delay_Original
Delay_Original/String
Delay_Original/String1
Delay_Original/String2
Delay_Original/String3
Delay_Original/String4
Delay_Original/String5
Delay_Original_Settings
Delay_Original_DropFrame
Delay_Original_Source
Video_Delay
Video_Delay/String
Video_Delay/String1
Video_Delay/String2
Video_Delay/String3
Video_Delay/String4
Video_Delay/String5
StreamSize
StreamSize/String
StreamSize/String1
StreamSize/String2
StreamSize/String3
StreamSize/String4
StreamSize/String5
StreamSize_Proportion
Source_StreamSize
Source_StreamSize/String
Source_StreamSize/String1
Source_StreamSize/String2
Source_StreamSize/String3
Source_StreamSize/String4
Source_StreamSize/String5
Source_StreamSize_Proportion
StreamSize_Encoded
StreamSize_Encoded/String
StreamSize_Encoded/String1

StreamSize_Encoded/String2
StreamSize_Encoded/String3
StreamSize_Encoded/String4
StreamSize_Encoded/String5
StreamSize_Encoded_Proportion
Source_StreamSize_Encoded
Source_StreamSize_Encoded/String
Source_StreamSize_Encoded/String1
Source_StreamSize_Encoded/String2
Source_StreamSize_Encoded/String3
Source_StreamSize_Encoded/String4
Source_StreamSize_Encoded/String5
Source_StreamSize_Encoded_Proportion
Language
ServiceName

7.3 General

Count: Count of objects available in this stream
Status: bit field (0=IsAccepted, 1=IsFilled, 2=IsUpdated, 3=IsFinished)
StreamCount: Count of streams of that kind available
StreamKind;General: Stream type name
StreamKind/String: Stream type name
StreamKindID: Number of the stream (base=0)
StreamKindPos: When multiple streams, number of the stream (base=1)
StreamOrder: Stream order in the file, whatever is the kind of stream (base=0)
FirstPacketOrder: Order of the first fully decodable packet met in the file, whatever is the kind of stream (base=0)
Inform: Last **Inform** call
ID: The ID for this stream in this file
ID/String: The ID for this stream in this file
OriginalSourceMedium_ID: The ID for this stream in the original medium of the material
OriginalSourceMedium_ID/String: The ID for this stream in the original medium of the material
UniqueID: The unique ID for this stream, should be copied with stream copy
UniqueID/String: The unique ID for this stream, should be copied with stream copy
MenuID: The menu ID for this stream in this file
MenuID/String: The menu ID for this stream in this file
GeneralCount;1: Number of general streams
VideoCount: Number of video streams
AudioCount: Number of audio streams
TextCount: Number of text streams
OtherCount: Number of other streams
ImageCount: Number of image streams
MenuCount: Number of menu streams
Video_Format_List: Video Codecs in this file, separated by /
Video_Format_WithHint_List: Video Codecs in this file with popular name (hint), separated by /
Video_Codec_List: Deprecated, do not use in new projects

Video_Language_List: Video languages in this file, full names, separated by /

Audio_Format_List: Audio Codecs in this file, separated by /

Audio_Format_WithHint_List: Audio Codecs in this file with popular name (hint), separated by /

Audio_Codec_List: Deprecated, do not use in new projects

Audio_Language_List: Audio languages in this file separated by /

Text_Format_List: Text Codecs in this file, separated by /

Text_Format_WithHint_List: Text Codecs in this file with popular name (hint), separated by /

Text_Codec_List: Deprecated, do not use in new projects

Text_Language_List: Text languages in this file, separated by /

Other_Format_List: Other formats in this file, separated by /

Other_Format_WithHint_List: Other formats in this file with popular name (hint), separated by /

Other_Codec_List: Deprecated, do not use in new projects

Other_Language_List: Chapters languages in this file, separated by /

Image_Format_List: Image Codecs in this file, separated by /

Image_Format_WithHint_List: Image Codecs in this file with popular name (hint), separated by /

Image_Codec_List: Deprecated, do not use in new projects

Image_Language_List: Image languages in this file, separated by /

Menu_Format_List: Menu Codecs in this file, separated by /

Menu_Format_WithHint_List: Menu Codecs in this file with popular name (hint), separated by /

Menu_Codec_List: Deprecated, do not use in new projects

Menu_Language_List: Menu languages in this file, separated by /

CompleteName: Complete name (Folder+Name+Extension)

FolderName: Folder name only

FileName: File name only

FileExtension: File extension only

CompleteName_Last: Complete name (Folder+Name+Extension) of the last file (in the case of a sequence of files)

FolderName_Last: Folder name only of the last file (in the case of a sequence of files)

FileName_Last: File name only of the last file (in the case of a sequence of files)

FileExtension_Last: File extension only of the last file (in the case of a sequence of files)

Format: Format used

Format/String: Deprecated, do not use in new projects

Format/Info: Info about this Format

Format/Url: Link to a description of this format

Format/Extensions: Known extensions of this format

Format_Commercial: Commercial name used by vendor for these settings or Format field if there is no difference

Format_Commercial_IfAny: Commercial name used by vendor for these settings if there is one

Format_Version: Version of this format

Format_Profile: Profile of the Format (old XML: 'Profile@Level' format; MIXML: 'Profile' only)

Format_Level: Level of the Format (only MIXML)

Format_Compression: Compression method used;

Format_Settings: Settings needed for decoder used

InternetMediaType: Internet Media Type (aka MIME Type, Content-Type)

CodecID: Codec ID (found in some containers);

CodecID/String: Codec ID (found in some containers);

CodecID/Info: Info about this codec

CodecID/Hint: A hint/popular name for this codec

CodecID/Url: A link to more details about this codec ID

CodecID_Description: Manual description given by the container
CodecID_Version: Version of the CodecID
CodecID_Compatible: Compatible CodecIDs
Interleaved: If Audio and video are muxed
Codec: Deprecated, do not use in new projects
Codec/String: Deprecated, do not use in new projects
Codec/Info: Deprecated, do not use in new projects
Codec/Url: Deprecated, do not use in new projects
Codec/Extensions: Deprecated, do not use in new projects
Codec_Settings: Deprecated, do not use in new projects
Codec_Settings_Automatic: Deprecated, do not use in new projects
FileSize: File size in bytes
FileSize/String: File size (with measure)
FileSize/String1: File size (with measure, 1 digit mini)
FileSize/String2: File size (with measure, 2 digit mini)
FileSize/String3: File size (with measure, 3 digit mini)
FileSize/String4: File size (with measure, 4 digit mini)
Duration: Play time of the stream in ms
Duration/String: Play time in format : XXx YYy only, YYy omitted if zero
Duration/String1: Play time in format : HHh MMmn SSs MMMms, XX omitted if zero
Duration/String2: Play time in format : XXx YYy only, YYy omitted if zero
Duration/String3: Play time in format : HH:MM:SS.MMM
Duration/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
Duration/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)
Duration_Start
Duration_End
OverallBitRate_Mode: Bit rate mode of all streams (VBR, CBR)
OverallBitRate_Mode/String: Bit rate mode of all streams (Variable, Constant)
OverallBitRate: Bit rate of all streams in bps
OverallBitRate/String: Bit rate of all streams (with measure)
OverallBitRate_Minimum: Minimum Bit rate in bps
OverallBitRate_Minimum/String: Minimum Bit rate (with measurement)
OverallBitRate_Nominal: Nominal Bit rate in bps
OverallBitRate_Nominal/String: Nominal Bit rate (with measurement)
OverallBitRate_Maximum: Maximum Bit rate in bps
OverallBitRate_Maximum/String: Maximum Bit rate (with measurement)
FrameRate: Frames per second
FrameRate/String: Frames per second (with measurement)
FrameRate_Num: Frames per second, numerator
FrameRate_Den: Frames per second, denominator
FrameCount: Frame count (a frame contains a count of samples depends of the format);
Delay: Delay fixed in the stream (relative) IN MS
Delay/String: Delay with measurement
Delay/String1: Delay with measurement
Delay/String2: Delay with measurement
Delay/String3: format : HH:MM:SS.MMM
Delay/String4: Delay in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Delay/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)
 Delay_Settings: Delay settings (in case of timecode for example)
 Delay_DropFrame: Delay drop frame
 Delay_Source: Delay source (Container or Stream or empty)
 Delay_Source/String: Delay source (Container or Stream or empty)
 StreamSize: Stream size in bytes
 StreamSize/String
 StreamSize/String1
 StreamSize/String2
 StreamSize/String3
 StreamSize/String4
 StreamSize/String5: With proportion
 StreamSize_Proportion: Stream size divided by file size
 StreamSize_Demuxed: StreamSize in bytes of hte stream after demux;
 StreamSize_Demuxed/String: StreamSize_Demuxed in with percentage value;
 StreamSize_Demuxed/String1
 StreamSize_Demuxed/String2
 StreamSize_Demuxed/String3
 StreamSize_Demuxed/String4
 StreamSize_Demuxed/String5: StreamSize_Demuxed in with percentage value (note: theoritical value, not for real use);
 HeaderSize
 DataSize
 FooterSize
 IsStreamabl
 Album_ReplayGain_Gain: The gain to apply to reach 89dB SPL on playback
 Album_ReplayGain_Gain/String
 Album_ReplayGain_Peak: The maximum absolute peak value of the item;
 Encryption
 Encryption_Format
 Encryption_Length
 Encryption_Method
 Encryption_Mode
 Encryption_Padding
 Encryption_InitializationVector
 Title: (Generic)Title of file
 Title_More: (Generic)More info about the title of file
 Title/Url: (Generic)Url
 Domain: Univers movies belong to, e.g. Starwars, Stargate, Buffy, Dragonballs
 Collection: Name of the series, e.g. Starwars movies, Stargate SG-1, Stargate Atlantis, Buffy, Angel
 Season: Name of the season, e.g. Strawars first Trilogy, Season 1
 Season_Position: Number of the Season
 Season_Position_Total: Place of the season e.g. 2 of 7
 Movie: Name of the movie. Eg : Starwars, a new hope
 Movie_More: More infos about the movie
 Movie/Country: Country, where the movie was procuded
 Movie/Url: Homepage for the movie

Album: Name of an audio-album. Eg : The joshua tree
Album_More: More infos about the album
Album/Sort: Title
Album/Performer: Album performer/artist of this file
Album/Performer/Sort: Entity
Album/Performer/Url: Homepage of the album performer/artist
Comic: Name of the comic.
Comic_More: Title
Comic/Position_Total: Title
Part: Name of the part. e.g. CD1, CD2
Part/Position: Number of the part
Part/Position_Total: Place of the part e.g. 2 of 3
Track: Name of the track. e.g. track1, track 2
Track_More: More infos about the track
Track/Url: Link to a site about this track
Track/Sort: Title
Track/Position: Number of this track
Track/Position_Total: Place of this track, e.g. 3 of 15
PackageName: Package name i.e. technical flavor of the content
Grouping: iTunes grouping
Chapter: Name of the chapter.
SubTrack: Name of the subtrack.
Original/Album: Original name of album, serie...
Original/Movie: Original name of the movie
Original/Part: Original name of the part in the original support
Original/Track: Original name of the track in the original support
Compilation: iTunes compilation
Compilation/String: iTunes compilation
Performer: Main performer/artist of this file
Performer/Sort: Entity
Performer/Url: Homepage of the performer/artist
Original/Performer: Original artist(s)/performer(s).
Accompaniment: Band/orchestra/accompaniment/musician.
Composer: Name of the original composer.
Composer/Nationality: Nationality of the main composer of the item, mostly for classical music.
Composer/Sort: Entity
Arranger: The person who arranged the piece. e.g. Ravel.
Lyricist: The person who wrote the lyrics for a musical item.
Original/Lyricist: Original lyricist(s)/text writer(s).
Conductor: The artist(s) who performed the work. In classical music this would be the conductor, orchestra, soloists.
Director: Name of the director.
CoDirector: Name of the codirector.
AssistantDirector: Name of the assistant director.
DirectorOfPhotography: The name of the director of photography, also known as cinematographer.
SoundEngineer: The name of the sound engineer or sound recordist.
ArtDirector: The person who oversees the artists and craftspeople who build the sets.
ProductionDesigner: The person responsible for designing the Overall visual appearance of a movie.

Choreographer: The name of the choreographer.

CostumeDesigner: The name of the costume designer.

Actor: Real name of an actor or actress playing a role in the movie.

Actor_Character: Name of the character an actor or actress plays in this movie.

WrittenBy: The author of the story or script.

ScreenplayBy: The author of the screenplay or scenario (used for movies and TV shows).

EditedBy: Editors name

CommissionedBy: name of the person or organization that commissioned the subject of the file

Producer: Name of the producer of the movie.

CoProducer: The name of a co-producer.

ExecutiveProducer: The name of an executive producer.

MusicBy: Main music-artist for a movie

DistributedBy: Company the item is mainly distributed by

OriginalSourceForm/DistributedBy: Name of the person or organization who supplied the original subject

MasteredBy: The engineer who mastered the content for a physical medium or for digital distribution.

EncodedBy: Name of the person or organisation that encoded/ripped the audio file.

RemixedBy: Name of the artist(s), that interpreted, remixed, or otherwise modified the item.

ProductionStudio: Main production studio

ThanksTo: A very general tag for everyone else that wants to be listed.

Publisher: Name of the organization publishing the album (i.e. the 'record label') or movie.

Publisher/URL: Publishers official webpage.

Label: Brand or trademark associated with the marketing of music recordings and music videos.

Genre: The main genre of the audio or video. e.g. classical, ambient-house, synthpop, sci-fi, drama, etc.

PodcastCategory: Podcast category

Mood: Intended to reflect the mood of the item with a few keywords, e.g. Romantic, Sad, Uplifting, etc.

ContentType: The type of the item. e.g. Documentary, Feature Film, Cartoon, Music Video, Music, Sound FX, etc.

Subject: Describes the topic of the file, such as Aerial view of Seattle..

Description: A short description of the contents, such as Two birds flying.

Keywords: Keywords to the item separated by a comma, used for searching.

Summary: A plot outline or a summary of the story.

Synopsis: A description of the story line of the item.

Period: Describes the period that the piece is from or about. e.g. Renaissance.

LawRating: Depending on the country it's the format of the rating of a movie (P, R, X in the USA, an age in other countries or a URI defining a logo).

LawRating_Reason: Reason for the law rating

ICRA: The ICRA rating. (Previously RSACi)

Released_Date: The date/year that the item was released.

Original/Released_Date: The date/year that the item was originally released.

Recorded_Date: The time/date/year that the recording began.

Encoded_Date: The time/date/year that the encoding of this item was completed began.

Tagged_Date: The time/date/year that the tags were done for this item.

Written_Date: The time/date/year that the composition of the music/script began.

Mastered_Date: The time/date/year that the item was tranfered to a digitalmedium.

File_Created_Date: The time that the file was created on the file system

File_Created_Date_Local: The time that the file was created on the file system (Warning: this field depends of local configuration, do not use it in an international database)

File_Modified_Date: The time that the file was modified on the file system

File_Modified_Date_Local: The time that the file was modified on the file system (Warning: this field depends of local configuration, do not use it in an international database)

Recorded_Location: Location where track was recorded. (See COMPOSITION_LOCATION for format)

Written_Location: Location that the item was originally designed/written. Information should be stored in the following format: country code, state/province, city where the country code is the same 2 octets as in Internet domains, or possibly ISO-3166. e.g. US, Texas, Austin or US, , Austin.

Archival_Location: Location, where an item is archived, e.g. Louvre,Paris,France

Encoded_Application: Name of the software package used to create the file, such as Microsoft WaveEdit

Encoded_Application/String: Name of the software package used to create the file, such as Microsoft WaveEdit, trying to have the format 'CompanyName ProductName (OperatingSystem) Version (Date)'

Encoded_Application_CompanyName: Name of the company

Encoded_Application_Name: Name of the product

Encoded_Application_Version: Version of the product

Encoded_Application_Url: Name of the software package used to create the file, such as Microsoft WaveEdit.

Encoded_Library: Software used to create the file

Encoded_Library/String: Software used to create the file, trying to have the format 'CompanyName ProductName (OperatingSystem) Version (Date)'

Encoded_Library_CompanyName: Name of the company

Encoded_Library_Name: Name of the the encoding-software

Encoded_Library_Version: Version of encoding-software

Encoded_Library_Date: Release date of software

Encoded_Library_Settings: Parameters used by the software

Encoded_OperatingSystem: Operating System of encoding-software

Cropped: Describes whether an image has been cropped and, if so, how it was cropped.

Dimensions: Specifies the size of the original subject of the file. eg 8.5 in h, 11 in w

DotsPerInch: Stores dots per inch setting of the digitizer used to produce the file

Lightness: Describes the changes in lightness settings on the digitizer required to produce the file

OriginalSourceMedium: Original medium of the material, e.g. vinyl, Audio-CD, Super8 or BetaMax

OriginalSourceForm: Original form of the material, e.g. slide, paper, map

OriginalSourceForm/NumColors: Number of colors requested when digitizing, e.g. 256 for images or 32 bit RGB for video

OriginalSourceForm/Name: Name of the product the file was originally intended for

OriginalSourceForm/Cropped: Describes whether an image has been cropped and, if so, how it was cropped. e.g. 16:9 to 4:3, top and bottom

OriginalSourceForm/Sharpness: Identifies the changes in sharpness for the digitizer required to produce the file

Tagged_Application: Software used to tag this file

BPM: Average number of beats per minute

ISRC: International Standard Recording Code, excluding the ISRC prefix and including hyphens.

ISBN: International Standard Book Number.

BarCode: EAN-13 (13-digit European Article Numbering) or UPC-A (12-digit Universal Product Code) bar code identifier.

LCCN: Library of Congress Control Number.

CatalogNumber: A label-specific catalogue number used to identify the release. e.g. TIC 01.

LabelCode: A 4-digit or 5-digit number to identify the record label, typically printed as (LC) xxxx or (LC) 0xxxx on CDs medias or covers, with only the number being stored.

Owner: Owner of the file

Copyright: Copyright attribution.

Copyright/Url: Link to a site with copyright/legal information.

Producer_Copyright: The copyright information as per the productioncopyright holder.
 TermsOfUse: License information, e.g., All Rights Reserved,Any Use Permitted.
 ServiceName: Legal
 ServiceChannel: Legal
 Service/Url: Legal
 ServiceProvider: Legal
 ServiceProviderr/Url: Legal
 ServiceType: Legal
 NetworkName: Legal
 OriginalNetworkName: Legal
 Country: Legal
 TimeZone: Legal
 Cover: Is there a cover
 Cover_Description: short descriptio, e.g. Earth in space
 Cover_Type: Info
 Cover_Mime: Info
 Cover_Data: Cover, in binary format encoded BASE64
 Lyrics: Text of a song
 Comment: Any comment related to the content.
 Rating: A numeric value defining how much a person likes the song/movie. The number is between 0 and 5 with decimal values possible (e.g. 2.7), 5(.0) being the highest possible rating.
 Added_Date: Date/year the item was added to the owners collection
 Played_First_Date: The date, the owner first played an item
 Played_Last_Date: The date, the owner last played an item
 Played_Count: Number of times an item was played
 EPG_Positions_Begin
 EPG_Positions_End

7.4 Video

Count: Count of objects available in this stream
 Status: bit field (0=IsAccepted, 1=IsFilled, 2=IsUpdated, 3=IsFinished)
 StreamCount: Count of streams of that kind available
 StreamKind;Video: Stream type name
 StreamKind/String: Stream type name
 StreamKindID: Number of the stream (base=0)
 StreamKindPos: When multiple streams, number of the stream (base=1)
 StreamOrder: Stream order in the file, whatever is the kind of stream (base=0)
 FirstPacketOrder: Order of the first fully decodable packet met in the file, whatever is the kind of stream (base=0)
 Inform: Last **Inform** call
 ID: The ID for this stream in this file
 ID/String: The ID for this stream in this file
 OriginalSourceMedium_ID: The ID for this stream in the original medium of the material
 OriginalSourceMedium_ID/String: The ID for this stream in the original medium of the material
 UniqueID: The unique ID for this stream, should be copied with stream copy
 UniqueID/String: The unique ID for this stream, should be copied with stream copy

MenuID: The menu ID for this stream in this file
MenuID/String: The menu ID for this stream in this file
Format: Format used
Format/Info: Info about Format
Format/Url: Link
Format_Commercial: Commercial name used by vendor for these settings or Format field if there is no difference
Format_Commercial_IfAny: Commercial name used by vendor for these settings if there is one
Format_Version: Version of this format
Format_Profile: Profile of the Format (old XML: 'Profile@Level@Tier' format; MIXML: 'Profile' only)
Format_Level: Level of the Format (only MIXML)
Format_Tier: Tier of the Format (only MIXML)
Format_Compression: Compression method used
MultiView_BaseProfile: Multiview, profile of the base stream
MultiView_Count: Multiview, count of views
MultiView_Layout: Multiview, how views are muxed in the container in case of it is not muxing in the stream
Format_Settings: Settings needed for decoder used, summary
Format_Settings_BVOP: Settings needed for decoder used, detailed
Format_Settings_BVOP/String: Settings needed for decoder used, detailed
Format_Settings_QPel: Settings needed for decoder used, detailed
Format_Settings_QPel/String: Settings needed for decoder used, detailed
Format_Settings_GMC: Settings needed for decoder used, detailed
Format_Settings_GMC/String
Format_Settings_Matrix: Settings needed for decoder used, detailed
Format_Settings_Matrix/String: Settings needed for decoder used, detailed
Format_Settings_Matrix_Data: Matrix, in binary format encoded BASE64. Order = intra, non-intra, gray intra, gray non-intra
Format_Settings_CABAC: Settings needed for decoder used, detailed
Format_Settings_CABAC/String: Settings needed for decoder used, detailed
Format_Settings_RefFrames: Settings needed for decoder used, detailed
Format_Settings_RefFrames/String: Settings needed for decoder used, detailed
Format_Settings_PullDown: Settings needed for decoder used, detailed
Format_Settings_FrameMode: Settings needed for decoder used, detailed
Format_Settings_GOP: Settings needed for decoder used, detailed (M=x N=y)
Format_Settings_PictureStructure: Settings needed for decoder used, detailed (Type of frame, and field/frame info)
Format_Settings_Wrapping: Wrapping mode (Frame wrapped or Clip wrapped)
InternetMediaType: Internet Media Type (aka MIME Type, Content-Type)
MuxingMode: How this file is muxed in the container
CodecID: Codec ID (found in some containers);
CodecID/Strings: Codec ID (found in some containers);
CodecID/Info: Info on the codec
CodecID/Hint: Hint/popular name for this codec
CodecID/Url: Homepage for more details about this codec
CodecID_Description: Manual description given by the container
Codec: Deprecated, do not use in new projects
Codec/String: Deprecated, do not use in new projects
Codec/Family: Deprecated, do not use in new projects
Codec/Info: Deprecated, do not use in new projects

Codec/Url: Deprecated, do not use in new projects

Codec/CC: Deprecated, do not use in new projects

Codec_Profile: Deprecated, do not use in new projects

Codec_Description: Deprecated, do not use in new projects

Codec_Settings: Deprecated, do not use in new projects

Codec_Settings_PacketBitStream: Deprecated, do not use in new projects

Codec_Settings_BVOP: Deprecated, do not use in new projects

Codec_Settings_QPel: Deprecated, do not use in new projects

Codec_Settings_GMC: Deprecated, do not use in new projects

Codec_Settings_GMC/String: Deprecated, do not use in new projects

Codec_Settings_Matrix: Deprecated, do not use in new projects

Codec_Settings_Matrix_Data: Deprecated, do not use in new projects

Codec_Settings_CABAC: Deprecated, do not use in new projects

Codec_Settings_RefFrames: Deprecated, do not use in new projects

Duration: Play time of the stream in ms

Duration/String: Play time in format : XXx YYy only, YYy omitted if zero

Duration/String1: Play time in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration/String2: Play time in format : XXx YYy only, YYy omitted if zero

Duration/String3: Play time in format : HH:MM:SS.MMM

Duration/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Duration_FirstFrame: Duration of the first frame if it is longer than others, in ms

Duration_FirstFrame/String: Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_FirstFrame/String1: Duration of the first frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration_FirstFrame/String2: Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_FirstFrame/String3: Duration of the first frame if it is longer than others, in format : HH:MM:SS.MMM

Duration_FirstFrame/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration_FirstFrame/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Duration_LastFrame: Duration of the last frame if it is longer than others, in ms

Duration_LastFrame/String: Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_LastFrame/String1: Duration of the last frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration_LastFrame/String2: Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_LastFrame/String3: Duration of the last frame if it is longer than others, in format : HH:MM:SS.MMM

Duration_LastFrame/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration_LastFrame/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration: Source Play time of the stream, in ms;

Source_Duration/String: Source Play time in format : XXx YYy only, YYy omitted if zero;

Source_Duration/String1: Source Play time in format : HHh MMmn SSs MMMms, XX omitted if zero;

Source_Duration/String2: Source Play time in format : XXx YYy only, YYy omitted if zero;

Source_Duration/String3: Source Play time in format : HH:MM:SS.MMM;

Source_Duration/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Source_Duration/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration_FirstFrame: Source Duration of the first frame if it is longer than others, in ms

Source_Duration_FirstFrame/String: Source Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_FirstFrame/String1: Source Duration of the first frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Source_Duration_FirstFrame/String2: Source Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_FirstFrame/String3: Source Duration of the first frame if it is longer than others, in format : HH:MM:SS.MMM

Source_Duration_FirstFrame/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Source_Duration_FirstFrame/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration_LastFrame: Source Duration of the last frame if it is longer than others, in ms

Source_Duration_LastFrame/String: Source Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_LastFrame/String1: Source Duration of the last frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Source_Duration_LastFrame/String2: Source Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_LastFrame/String3: Source Duration of the last frame if it is longer than others, in format : HH:MM:SS.MMM

Source_Duration_LastFrame/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Source_Duration_LastFrame/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

BitRate_Mode: Bit rate mode (VBR, CBR)

BitRate_Mode/String: Bit rate mode (Variable, Cconstant)

BitRate: Bit rate in bps

BitRate/String: Bit rate (with measurement)

BitRate_Minimum: Minimum Bit rate in bps

BitRate_Minimum/String: Minimum Bit rate (with measurement)

BitRate_Nominal: Nominal Bit rate in bps

BitRate_Nominal/String: Nominal Bit rate (with measurement)

BitRate_Maximum: Maximum Bit rate in bps

BitRate_Maximum/String: Maximum Bit rate (with measurement)

BitRate_Encoded: Encoded (with forced padding) bit rate in bps, if some container padding is present

BitRate_Encoded/String: Encoded (with forced padding) bit rate (with measurement), if some container padding is present

Width: Width (aperture size if present) in pixel

Width/String: Width (aperture size if present) with measurement (pixel)

Width_Offset: Offset between original width and displayed width in pixel

Width_Offset/String: Offset between original width and displayed width in pixel

Width_Original: Original (in the raw stream) width in pixel

Width_Original/String: Original (in the raw stream) width with measurement (pixel)

Width_CleanAperture: Clean Aperture width in pixel

Width_CleanAperture/String: Clean Aperture width with measurement (pixel)

Height: Height in pixel
Height/String: Height with measurement (pixel)
Height_Offset: Offset between original height and displayed height in pixel
Height_Offset/String: Offset between original height and displayed height in pixel
Height_Original: Original (in the raw stream) height in pixel
Height_Original/String: Original (in the raw stream) height with measurement (pixel)
Height_CleanAperture: Clean Aperture height in pixel
Height_CleanAperture/String: Clean Aperture height with measurement (pixel)
Stored_Width: Stored width
Stored_Height: Stored height
Sampled_Width: Sampled width
Sampled_Height: Sampled height
PixelAspectRatio: Pixel Aspect ratio
PixelAspectRatio/String: Pixel Aspect ratio
PixelAspectRatio_Original: Original (in the raw stream) Pixel Aspect ratio
PixelAspectRatio_Original/String: Original (in the raw stream) Pixel Aspect ratio
PixelAspectRatio_CleanAperture: Clean Aperture Pixel Aspect ratio
PixelAspectRatio_CleanAperture/String: Clean Aperture Pixel Aspect ratio
DisplayAspectRatio: Display Aspect ratio
DisplayAspectRatio/String: Display Aspect ratio
DisplayAspectRatio_Original: Original (in the raw stream) Display Aspect ratio
DisplayAspectRatio_Original/String: Original (in the raw stream) Display Aspect ratio
DisplayAspectRatio_CleanAperture: Clean Aperture Display Aspect ratio
DisplayAspectRatio_CleanAperture/String: Clean Aperture Display Aspect ratio
ActiveFormatDescription: Active Format Description (AFD value)
ActiveFormatDescription/String: Active Format Description (text)
ActiveFormatDescription_MuxingMode: Active Format Description (AFD value) muxing mode (Ancillary or Raw stream)
Rotation: Rotation
Rotation/String: Rotation (if not horizontal)
FrameRate_Mode: Frame rate mode (CFR, VFR)
FrameRate_Mode/String: Frame rate mode (Constant, Variable)
FrameRate_Mode_Original: Original frame rate mode (CFR, VFR)
FrameRate_Mode_Original/String: Original frame rate mode (Constant, Variable)
FrameRate: Frames per second
FrameRate/String: Frames per second (with measurement)
FrameRate_Num: Frames per second, numerator
FrameRate_Den: Frames per second, denominator
FrameRate_Minimum: Minimum Frames per second
FrameRate_Minimum/String: Minimum Frames per second (with measurement)
FrameRate_Nominal: Nominal Frames per second
FrameRate_Nominal/String: Nominal Frames per second (with measurement)
FrameRate_Maximum: Maximum Frames per second
FrameRate_Maximum/String: Maximum Frames per second (with measurement)
FrameRate_Original: Original (in the raw stream) frames per second
FrameRate_Original/String: Original (in the raw stream) frames per second (with measurement)
FrameRate_Original_Num: Frames per second, numerator

FrameRate_Original_Den: Frames per second, denominator
FrameCount: Number of frames
Source_FrameCount: Source Number of frames
Standard: NTSC or PAL
Resolution: Deprecated, do not use in new projects
Resolution/String: Deprecated, do not use in new projects
Colorimetry: Deprecated, do not use in new projects
ColorSpace
ChromaSubsamplin
ChromaSubsampling/String
ChromaSubsampling_Positio
BitDepth: 16/24/32
BitDepth/String: 16/24/32 bits
ScanTyp
ScanType/String
ScanType_Origina
ScanType_Original/String
ScanType_StoreMethod: Separated fields or Interleaved fields
ScanType_StoreMethod_FieldsPerBlock: Count of fields per container block
ScanType_StoreMethod/String: Separated fields or Interleaved fields
ScanOrder
ScanOrder/String
ScanOrder_Stored: In case the stored order is not same as the display order
ScanOrder_Stored/String: In case the stored order is not same as the display order
ScanOrder_StoredDisplayedInverted
ScanOrder_Original
ScanOrder_Original/String
Interlacement: Deprecated, do not use in new projects
Interlacement/String: Deprecated, do not use in new projects
Compression_Mode: Compression mode (Lossy or Lossless)
Compression_Mode/String: Compression mode (Lossy or Lossless)
Compression_Ratio: Current stream size divided by uncompressed stream size;
Bits-(Pixel*Frame): bits/(Pixel*Frame) (like Gordian Knot)
Delay: Delay fixed in the stream (relative) IN MS
Delay/String: Delay with measurement
Delay/String1: Delay with measurement
Delay/String2: Delay with measurement
Delay/String3: Delay in format : HH:MM:SS.MMM
Delay/String4: Delay in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
Delay/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)
Delay_Settings: Delay settings (in case of timecode for example)
Delay_DropFrame: Delay drop frame
Delay_Source: Delay source (Container or Stream or empty)
Delay_Source/String: Delay source (Container or Stream or empty)
Delay_Original: Delay fixed in the raw stream (relative) IN MS
Delay_Original/String: Delay with measurement
Delay_Original/String1: Delay with measurement

Delay_Original/String2: Delay with measurement
 Delay_Original/String3: Delay in format: HH:MM:SS.MMM;
 Delay_Original/String4: Delay in format: HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
 Delay_Original/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)
 Delay_Original_Settings: Delay settings (in case of timecode for example);
 Delay_Original_DropFrame: Delay drop frame info
 Delay_Original_Source: Delay source (Stream or empty)
 TimeStamp_FirstFrame: TimeStamp fixed in the stream (relative) IN MS
 TimeStamp_FirstFrame/String: TimeStamp with measurement
 TimeStamp_FirstFrame/String1: TimeStamp with measurement
 TimeStamp_FirstFrame/String2: TimeStamp with measurement
 TimeStamp_FirstFrame/String3: TimeStamp in format : HH:MM:SS.MMM
 TimeStamp_FirstFrame/String4: TimeStamp in format: HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
 TimeStamp_FirstFrame/String5: TimeStamp in format : HH:MM:SS.mmm (HH:MM:SS:FF)
 TimeCode_FirstFrame: Time code in HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available format
 TimeCode_Settings: Time code settings
 TimeCode_Source: Time code source (Container, Stream, SystemScheme1, SDTI, ANC...)
 Gop_OpenClosed: Time code information about Open/Closed
 Gop_OpenClosed/String: Time code information about Open/Closed
 Gop_OpenClosed_FirstFrame: Time code information about Open/Closed of first frame if GOP is Open for the other GOPs
 Gop_OpenClosed_FirstFrame/String: Time code information about Open/Closed of first frame if GOP is Open for the other GOPs
 StreamSize: Streamsize in bytes;
 StreamSize/String: Streamsize in with percentage value;
 StreamSize/String1
 StreamSize/String2
 StreamSize/String3
 StreamSize/String4
 StreamSize/String5: Streamsize in with percentage value;
 StreamSize_Proportion: Stream size divided by file size;
 StreamSize_Demuxed: StreamSize in bytes of hte stream after demux;
 StreamSize_Demuxed/String: StreamSize_Demuxed in with percentage value;
 StreamSize_Demuxed/String1
 StreamSize_Demuxed/String2
 StreamSize_Demuxed/String3
 StreamSize_Demuxed/String4
 StreamSize_Demuxed/String5: StreamSize_Demuxed in with percentage value (note: theoretical value, not for real use);
 Source_StreamSize: Source Streamsize in bytes;
 Source_StreamSize/String: Source Streamsize in with percentage value;
 Source_StreamSize/String1
 Source_StreamSize/String2
 Source_StreamSize/String3
 Source_StreamSize/String4

Source_StreamSize/String5: Source Streamsize in with percentage value;
Source_StreamSize_Proportion: Source Stream size divided by file size;
StreamSize_Encoded: Encoded Streamsize in bytes;
StreamSize_Encoded/String: Encoded Streamsize in with percentage value;
StreamSize_Encoded/String1
StreamSize_Encoded/String2
StreamSize_Encoded/String3
StreamSize_Encoded/String4
StreamSize_Encoded/String5: Encoded Streamsize in with percentage value;
StreamSize_Encoded_Proportion: Encoded Stream size divided by file size;
Source_StreamSize_Encoded: Source Encoded Streamsize in bytes;
Source_StreamSize_Encoded/String: Source Encoded Streamsize in with percentage value;
Source_StreamSize_Encoded/String1
Source_StreamSize_Encoded/String2
Source_StreamSize_Encoded/String3
Source_StreamSize_Encoded/String4
Source_StreamSize_Encoded/String5: Source Encoded Streamsize in with percentage value;
Source_StreamSize_Encoded_Proportion: Source Encoded Stream size divided by file size;
Alignment: How this stream file is aligned in the container;
Alignment/String
Title: Name of the track;
Encoded_Application: Name of the software package used to create the file, such as Microsoft WaveEdit
Encoded_Application/String: Name of the software package used to create the file, such as Microsoft WaveEdit, trying to have the format 'CompanyName ProductName (OperatingSystem) Version (Date)'
Encoded_Application_CompanyName: Name of the company
Encoded_Application_Name: Name of the product
Encoded_Application_Version: Version of the product
Encoded_Application_Url: Name of the software package used to create the file, such as Microsoft WaveEdit.
Encoded_Library: Software used to create the file
Encoded_Library/String: Software used to create the file, trying to have the format 'CompanyName ProductName (OperatingSystem) Version (Date)'
Encoded_Library_CompanyName: Name of the company
Encoded_Library_Name: Name of the the encoding-software
Encoded_Library_Version: Version of encoding-software
Encoded_Library_Date: Release date of software
Encoded_Library_Settings: Parameters used by the software
Encoded_OperatingSystem: Operating System of encoding-software
Language: Language (2-letter ISO 639-1 if exists, else 3-letter ISO 639-2, and with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn);
Language/String: Language (full);
Language/String1: Language (full);
Language/String2: Language (2-letter ISO 639-1 if exists, else empty);
Language/String3: Language (3-letter ISO 639-2 if exists, else empty);
Language/String4: Language (2-letter ISO 639-1 if exists with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn, else empty);
Language_More: More info about Language (e.g. Director's Comment);
ServiceKind: Service kind, e.g. visually impaired, commentary, voice over;

ServiceKind/String: Service kind (full);

Disabled: Set if that track should not be used

Disabled/String: Set if that track should not be used

Default: Set if that track should be used if no language found matches the user preference.

Default/String: Set if that track should be used if no language found matches the user preference.

Forced: Set if that track should be used if no language found matches the user preference.

Forced/String: Set if that track should be used if no language found matches the user preference.

AlternateGroup: Number of a group in order to provide versions of the same track

AlternateGroup/String: Number of a group in order to provide versions of the same track

Encoded_Date: UTC time that the encoding of this item was completed began.

Tagged_Date: UTC time that the tags were done for this item.

Encryption

BufferSize: Defines the size of the buffer needed to decode the sequence.

colour_range: Colour range for YUV colour space

colour_description_present: Presence of colour description

colour_primaries: Chromaticity coordinates of the source primaries

transfer_characteristics: Opto-electronic transfer characteristic of the source picture

matrix_coefficients: Matrix coefficients used in deriving luma and chroma signals from the green, blue, and red primaries

colour_description_present_Original: Presence of colour description

colour_primaries_Original: Chromaticity coordinates of the source primaries

transfer_characteristics_Original: Opto-electronic transfer characteristic of the source picture

matrix_coefficients_Original: Matrix coefficients used in deriving luma and chroma signals from the green, blue, and red primaries

7.5 Audio

Count: Count of objects available in this stream

Status: bit field (0=IsAccepted, 1=IsFilled, 2=IsUpdated, 3=IsFinished)

StreamCount: Count of streams of that kind available

StreamKind;Audio: Stream type name;

StreamKind/String: Stream type name

StreamKindID: Number of the stream (base=0)

StreamKindPos: When multiple streams, number of the stream (base=1)

StreamOrder: Stream order in the file, whatever is the kind of stream (base=0)

FirstPacketOrder: Order of the first fully decodable packet met in the file, whatever is the kind of stream (base=0)

Inform: Last **Inform** call

ID: The ID for this stream in this file

ID/String: The ID for this stream in this file

OriginalSourceMedium_ID: The ID for this stream in the original medium of the material

OriginalSourceMedium_ID/String: The ID for this stream in the original medium of the material

UniqueID: The unique ID for this stream, should be copied with stream copy

UniqueID/String: The unique ID for this stream, should be copied with stream copy

MenuID: The menu ID for this stream in this file

MenuID/String: The menu ID for this stream in this file

Format: Format used;

Format/Info: Info about the format;
Format/Url: Homepage of this format;
Format_Commercial: Commercial name used by vendor for these settings or Format field if there is no difference;
Format_Commercial_IfAny: Commercial name used by vendor for these settings if there is one;
Format_Version: Version of this format;
Format_Profile: Profile of the Format (old XML: 'Profile@Level' format; MIXML: 'Profile' only)
Format_Level: Level of the Format (only MIXML)
Format_Compression: Compression method used;
Format_Settings: Settings needed for decoder used, summary;
Format_Settings_SBR
Format_Settings_SBR/String
Format_Settings_PS
Format_Settings_PS/String
Format_Settings_Mode
Format_Settings_ModeExtension
Format_Settings_Emphasis
Format_Settings_Floor
Format_Settings_Firm
Format_Settings_Endianness
Format_Settings_Sign
Format_Settings_Law
Format_Settings_ITU
Format_Settings_Wrapping: Wrapping mode (Frame wrapped or Clip wrapped)
Matrix_Format: Matrix format (e.g. DTS Neural);
InternetMediaType: Internet Media Type (aka MIME Type, Content-Type);
MuxingMode: How this stream is muxed in the container;
MuxingMode_MoreInfo: More info (text) about the muxing mode;
CodecID: Codec ID (found in some containers);
CodecID/String: Codec ID (found in some containers);
CodecID/Info: Info about codec ID;
CodecID/Hint: Hint/popular name for this codec ID;
CodecID/Url: Homepage for more details about this codec ID;
CodecID_Description: Manual description given by the container;
Codec: Deprecated, do not use in new projects;
Codec/String: Deprecated, do not use in new projects;
Codec/Family: Deprecated, do not use in new projects;
Codec/Info: Deprecated, do not use in new projects;
Codec/Url: Deprecated, do not use in new projects;
Codec/CC: Deprecated, do not use in new projects;
Codec_Description: Deprecated, do not use in new projects;
Codec_Profile: Deprecated, do not use in new projects;
Codec_Settings: Deprecated, do not use in new projects;
Codec_Settings_Automatic: Deprecated, do not use in new projects;
Codec_Settings_Floor: Deprecated, do not use in new projects;
Codec_Settings_Firm: Deprecated, do not use in new projects;
Codec_Settings_Endianness: Deprecated, do not use in new projects;
Codec_Settings_Sign: Deprecated, do not use in new projects;

Codec_Settings_Law: Deprecated, do not use in new projects;

Codec_Settings_ITU: Deprecated, do not use in new projects;

Duration: Play time of the stream, in ms;

Duration/String: Play time in format : XXx YYy only, YYy omitted if zero;

Duration/String1: Play time in format : HHh MMmn SSs MMMms, XX omitted if zero;

Duration/String2: Play time in format : XXx YYy only, YYy omitted if zero;

Duration/String3: Play time in format : HH:MM:SS.MMM;

Duration/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Duration_FirstFrame: Duration of the first frame if it is longer than others, in ms

Duration_FirstFrame/String: Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_FirstFrame/String1: Duration of the first frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration_FirstFrame/String2: Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_FirstFrame/String3: Duration of the first frame if it is longer than others, in format : HH:MM:SS.MMM

Duration_FirstFrame/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration_FirstFrame/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Duration_LastFrame: Duration of the last frame if it is longer than others, in ms

Duration_LastFrame/String: Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_LastFrame/String1: Duration of the last frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration_LastFrame/String2: Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_LastFrame/String3: Duration of the last frame if it is longer than others, in format : HH:MM:SS.MMM

Duration_LastFrame/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration_LastFrame/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration: Source Play time of the stream, in ms;

Source_Duration/String: Source Play time in format : XXx YYy only, YYy omitted if zero;

Source_Duration/String1: Source Play time in format : HHh MMmn SSs MMMms, XX omitted if zero;

Source_Duration/String2: Source Play time in format : XXx YYy only, YYy omitted if zero;

Source_Duration/String3: Source Play time in format : HH:MM:SS.MMM;

Source_Duration/String4: Source Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Source_Duration/String5: Source Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration_FirstFrame: Source Duration of the first frame if it is longer than others, in ms

Source_Duration_FirstFrame/String: Source Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_FirstFrame/String1: Source Duration of the first frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Source_Duration_FirstFrame/String2: Source Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_FirstFrame/String3: Source Duration of the first frame if it is longer than others, in format : HH:MM:SS.MMM

Source_Duration_FirstFrame/String4: Source Duration of the first frame if it is longer than others, in format :

HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Source_Duration_FirstFrame/String5: Source Duration of the first frame if it is longer than others, in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration_LastFrame: Source Duration of the last frame if it is longer than others, in ms

Source_Duration_LastFrame/String: Source Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_LastFrame/String1: Source Duration of the last frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Source_Duration_LastFrame/String2: Source Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_LastFrame/String3: Source Duration of the last frame if it is longer than others, in format : HH:MM:SS.MMM

Source_Duration_LastFrame/String4: Source Duration of the last frame if it is longer than others, in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Source_Duration_LastFrame/String5: Source Duration of the last frame if it is longer than others, in format : HH:MM:SS.mmm (HH:MM:SS:FF)

BitRate_Mode: Bit rate mode (VBR, CBR);

BitRate_Mode/String: Bit rate mode (Constant, Variable);

BitRate: Bit rate in bps;

BitRate/String: Bit rate (with measurement);

BitRate_Minimum: Minimum Bit rate in bps;

BitRate_Minimum/String: Minimum Bit rate (with measurement);

BitRate_Nominal: Nominal Bit rate in bps;

BitRate_Nominal/String: Nominal Bit rate (with measurement);

BitRate_Maximum: Maximum Bit rate in bps;

BitRate_Maximum/String: Maximum Bit rate (with measurement);

BitRate_Encoded: Encoded (with forced padding) bit rate in bps, if some container padding is present

BitRate_Encoded/String: Encoded (with forced padding) bit rate (with measurement), if some container padding is present

Channel(s): Number of channels;

Channel(s)/String: Number of channels (with measurement);

Channel(s)_Original: Number of channels;

Channel(s)_Original/String: Number of channels (with measurement);

Matrix_Channel(s): Number of channels after matrix decoding;

Matrix_Channel(s)/String: Number of channels after matrix decoding (with measurement);

ChannelPositions: Position of channels;

ChannelPositions/String2: Position of channels (x/y.z format);

Matrix_ChannelPositions: Position of channels after matrix decoding;

Matrix_ChannelPositions/String2: Position of channels after matrix decoding (x/y.z format);

ChannelLayout: Layout of channels (in the stream);

ChannelLayoutID: ID of layout of channels (e.g. MXF descriptor channel assignment). Warning, sometimes this is not enough for uniquely identifying a layout (e.g. MXF descriptor channel assignment is SMPTE 377-4). For AC-3, the form is x,y with x=acmod and y=lfeon.;

SamplesPerFrame: Sampling rate;

SamplingRate: Sampling rate;

SamplingRate/String: in KHz;

SamplingCount: Sample count (based on sampling rate);

Source_SamplingCount: Source Sample count (based on sampling rate);

FrameRate: Frames per second
 FrameRate/String: Frames per second (with measurement)
 FrameRate_Num: Frames per second, numerator
 FrameRate_Den: Frames per second, denominator
 FrameCount: Frame count (a frame contains a count of samples depends of the format);
 Source_FrameCount: Source Frame count (a frame contains a count of samples depends of the format);
 Resolution: Deprecated, do not use in new projects;
 Resolution/String: Deprecated, do not use in new projects;
 BitDepth: Resolution in bits (8, 16, 20, 24). Note: significant bits in case the stored bit depth is different;
 BitDepth/String: Resolution in bits (8, 16, 20, 24). Note: significant bits in case the stored bit depth is different;
 BitDepth_Detected: Detected (during scan of the input by the muxer) resolution in bits;
 BitDepth_Detected/String: Detected (during scan of the input by the muxer) resolution in bits;
 BitDepth_Stored: Stored Resolution in bits (8, 16, 20, 24);
 BitDepth_Stored/String: Stored Resolution in bits (8, 16, 20, 24);
 Compression_Mode: Compression mode (Lossy or Lossless)
 Compression_Mode/String: Compression mode (Lossy or Lossless)
 Compression_Ratio: Current stream size divided by uncompressed stream size;
 Delay: Delay fixed in the stream (relative) IN MS
 Delay/String: Delay with measurement
 Delay/String1: Delay with measurement
 Delay/String2: Delay with measurement
 Delay/String3: Delay in format : HH:MM:SS.MMM
 Delay/String4: Delay in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
 Delay/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)
 Delay_Settings: Delay settings (in case of timecode for example)
 Delay_DropFrame: Delay drop frame
 Delay_Source: Delay source (Container or Stream or empty)
 Delay_Source/String: Delay source (Container or Stream or empty)
 Delay_Original: Delay fixed in the raw stream (relative) IN MS
 Delay_Original/String: Delay with measurement
 Delay_Original/String1: Delay with measurement
 Delay_Original/String2: Delay with measurement
 Delay_Original/String3: Delay in format: HH:MM:SS.MMM;
 Delay_Original/String4: Delay in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
 Delay_Original/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)
 Delay_Original_Settings: Delay settings (in case of timecode for example);
 Delay_Original_DropFrame: Delay drop frame info
 Delay_Original_Source: Delay source (Stream or empty)
 Video_Delay: Delay fixed in the stream (absolute / video)
 Video_Delay/String
 Video_Delay/String1
 Video_Delay/String2
 Video_Delay/String3
 Video_Delay/String4
 Video_Delay/String5
 Video0_Delay: Deprecated, do not use in new projects

Video0_Delay/String: Deprecated, do not use in new projects
Video0_Delay/String1: Deprecated, do not use in new projects
Video0_Delay/String2: Deprecated, do not use in new projects
Video0_Delay/String3: Deprecated, do not use in new projects
Video0_Delay/String4: Deprecated, do not use in new projects
Video0_Delay/String5: Deprecated, do not use in new projects
ReplayGain_Gain: The gain to apply to reach 89dB SPL on playback;
ReplayGain_Gain/String
ReplayGain_Peak: The maximum absolute peak value of the item;
StreamSize: Streamsize in bytes;
StreamSize/String: Streamsize in with percentage value;
StreamSize/String1
StreamSize/String2
StreamSize/String3
StreamSize/String4
StreamSize/String5: Streamsize in with percentage value;
StreamSize_Proportion: Stream size divided by file size;
StreamSize_Demuxed: StreamSize in bytes of hte stream after demux;
StreamSize_Demuxed/String: StreamSize_Demuxed in with percentage value;
StreamSize_Demuxed/String1
StreamSize_Demuxed/String2
StreamSize_Demuxed/String3
StreamSize_Demuxed/String4
StreamSize_Demuxed/String5: StreamSize_Demuxed in with percentage value (note: theoritical value, not for real use);
Source_StreamSize: Source Streamsize in bytes;
Source_StreamSize/String: Source Streamsize in with percentage value;
Source_StreamSize/String1
Source_StreamSize/String2
Source_StreamSize/String3
Source_StreamSize/String4
Source_StreamSize/String5: Source Streamsize in with percentage value;
Source_StreamSize_Proportion: Source Stream size divided by file size;
StreamSize_Encoded: Encoded Streamsize in bytes;
StreamSize_Encoded/String: Encoded Streamsize in with percentage value;
StreamSize_Encoded/String1
StreamSize_Encoded/String2
StreamSize_Encoded/String3
StreamSize_Encoded/String4
StreamSize_Encoded/String5: Encoded Streamsize in with percentage value;
StreamSize_Encoded_Proportion: Encoded Stream size divided by file size;
Source_StreamSize_Encoded: Source Encoded Streamsize in bytes;
Source_StreamSize_Encoded/String: Source Encoded Streamsize in with percentage value;
Source_StreamSize_Encoded/String1
Source_StreamSize_Encoded/String2
Source_StreamSize_Encoded/String3
Source_StreamSize_Encoded/String4

Source_StreamSize_Encoded/String5: Source Encoded Streamsize in with percentage value;

Source_StreamSize_Encoded_Proportion: Source Encoded Stream size divided by file size;

Alignment: How this stream file is aligned in the container;

Alignment/String: Where this stream file is aligned in the container;

Interleave_VideoFrames: Between how many video frames the stream is inserted;

Interleave_Duration: Between how much time (ms) the stream is inserted;

Interleave_Duration/String: Between how much time and video frames the stream is inserted (with measurement);

Interleave_Preload: How much time is buffered before the first video frame;

Interleave_Preload/String: How much time is buffered before the first video frame (with measurement);

Title: Name of the track;

Encoded_Application: Name of the software package used to create the file, such as Microsoft WaveEdit

Encoded_Application/String: Name of the software package used to create the file, such as Microsoft WaveEdit, trying to have the format 'CompanyName ProductName (OperatingSystem) Version (Date)'

Encoded_Application_CompanyName: Name of the company

Encoded_Application_Name: Name of the product

Encoded_Application_Version: Version of the product

Encoded_Application_Url: Name of the software package used to create the file, such as Microsoft WaveEdit.

Encoded_Library: Software used to create the file

Encoded_Library/String: Software used to create the file, trying to have the format 'CompanyName ProductName (OperatingSystem) Version (Date)'

Encoded_Library_CompanyName: Name of the company

Encoded_Library_Name: Name of the the encoding-software

Encoded_Library_Version: Version of encoding-software

Encoded_Library_Date: Release date of software

Encoded_Library_Settings: Parameters used by the software

Encoded_OperatingSystem: Operating System of encoding-software

Language: Language (2-letter ISO 639-1 if exists, else 3-letter ISO 639-2, and with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn);

Language/String: Language (full);

Language/String1: Language (full);

Language/String2: Language (2-letter ISO 639-1 if exists, else empty);

Language/String3: Language (3-letter ISO 639-2 if exists, else empty);

Language/String4: Language (2-letter ISO 639-1 if exists with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn, else empty);

Language_More: More info about Language (e.g. Director's Comment);

ServiceKind: Service kind, e.g. visually impaired, commentary, voice over;

ServiceKind/String: Service kind (full);

Disabled: Set if that track should not be used

Disabled/String: Set if that track should not be used

Default: Set if that track should be used if no language found matches the user preference.

Default/String: Set if that track should be used if no language found matches the user preference.

Forced: Set if that track should be used if no language found matches the user preference.

Forced/String: Set if that track should be used if no language found matches the user preference.

AlternateGroup: Number of a group in order to provide versions of the same track

AlternateGroup/String: Number of a group in order to provide versions of the same track

Encoded_Date: UTC time that the encoding of this item was completed began.

Tagged_Date: UTC time that the tags were done for this item.

7.6 Text

Count: Count of objects available in this stream

Status: bit field (0=IsAccepted, 1=IsFilled, 2=IsUpdated, 3=IsFinished)

StreamCount: Count of streams of that kind available

StreamKind;Text: Stream type name

StreamKind/String: Stream type name

StreamKindID: Number of the stream (base=0)

StreamKindPos: When multiple streams, number of the stream (base=1)

StreamOrder: Stream order in the file, whatever is the kind of stream (base=0)

FirstPacketOrder: Order of the first fully decodable packet met in the file, whatever is the kind of stream (base=0)

Inform: Last **Inform** call

ID: The ID for this stream in this file

ID/String: The ID for this stream in this file

OriginalSourceMedium_ID: The ID for this stream in the original medium of the material

OriginalSourceMedium_ID/String: The ID for this stream in the original medium of the material

UniqueID: The unique ID for this stream, should be copied with stream copy

UniqueID/String: The unique ID for this stream, should be copied with stream copy

MenuID: The menu ID for this stream in this file

MenuID/String: The menu ID for this stream in this file

Format: Format used

Format/Info: Info about Format

Format/Url: Link

Format_Commercial: Commercial name used by vendor for these settings or Format field if there is no difference

Format_Commercial_IfAny: Commercial name used by vendor for these settings if there is one

Format_Version: Version of this format

Format_Profile: Profile of the Format

Format_Compression: Compression method used;

Format_Settings: Settings needed for decoder used

Format_Settings_Wrapping: Wrapping mode (Frame wrapped or Clip wrapped)

InternetMediaType: Internet Media Type (aka MIME Type, Content-Type)

MuxingMode: How this stream is muxed in the container

MuxingMode_MoreInfo: More info (text) about the muxing mode

CodecID: Codec ID (found in some containers);

CodecID/String: Codec ID (found in some containers);

CodecID/Info: Info about codec ID

CodecID/Hint: A hint for this codec ID

CodecID/Url: A link for more details about this codec ID

CodecID_Description: Manual description given by the container

Codec: Deprecated

Codec/String: Deprecated

Codec/Info: Deprecated

Codec/Url: Deprecated

Codec/CC: Deprecated

Duration: Play time of the stream, in ms

Duration/String: Play time (formatted)

Duration/String1: Play time in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration/String2: Play time in format : XXx YYy only, YYy omitted if zero

Duration/String3: Play time in format : HH:MM:SS.MMM

Duration/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Duration_FirstFrame: Duration of the first frame if it is longer than others, in ms

Duration_FirstFrame/String: Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_FirstFrame/String1: Duration of the first frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration_FirstFrame/String2: Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_FirstFrame/String3: Duration of the first frame if it is longer than others, in format : HH:MM:SS.MMM

Duration_FirstFrame/String4: Duration of the first frame if it is longer than others, in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration_FirstFrame/String5: Duration of the first frame if it is longer than others, in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Duration_LastFrame: Duration of the last frame if it is longer than others, in ms

Duration_LastFrame/String: Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_LastFrame/String1: Duration of the last frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration_LastFrame/String2: Duration of the last frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Duration_LastFrame/String3: Duration of the last frame if it is longer than others, in format : HH:MM:SS.MMM

Duration_LastFrame/String4: Duration of the last frame if it is longer than others, in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration_LastFrame/String5: Duration of the last frame if it is longer than others, in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration: Source Play time of the stream, in ms;

Source_Duration/String: Source Play time in format : XXx YYy only, YYy omitted if zero;

Source_Duration/String1: Source Play time in format : HHh MMmn SSs MMMms, XX omitted if zero;

Source_Duration/String2: Source Play time in format : XXx YYy only, YYy omitted if zero;

Source_Duration/String3: Source Play time in format : HH:MM:SS.MMM;

Source_Duration/String4: Source Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Source_Duration/String5: Source Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration_FirstFrame: Source Duration of the first frame if it is longer than others, in ms

Source_Duration_FirstFrame/String: Source Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_FirstFrame/String1: Source Duration of the first frame if it is longer than others, in format : HHh MMmn SSs MMMms, XX omitted if zero

Source_Duration_FirstFrame/String2: Source Duration of the first frame if it is longer than others, in format : XXx YYy only, YYy omitted if zero

Source_Duration_FirstFrame/String3: Source Duration of the first frame if it is longer than others, in format : HH:MM:SS.MMM

Source_Duration_FirstFrame/String4: Source Duration of the first frame if it is longer than others, in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Source_Duration_FirstFrame/String5: Source Duration of the first frame if it is longer than others, in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Source_Duration_LastFrame: Source Duration of the last frame if it is longer than others, in ms
Source_Duration_LastFrame/String: Source Duration of the last frame if it is longer than others, in format : XXx
YYy only, YYy omitted if zero
Source_Duration_LastFrame/String1: Source Duration of the last frame if it is longer than others, in format : HHh
MMmn SSs MMMms, XX omitted if zero
Source_Duration_LastFrame/String2: Source Duration of the last frame if it is longer than others, in format : XXx
YYy only, YYy omitted if zero
Source_Duration_LastFrame/String3: Source Duration of the last frame if it is longer than others, in format :
HH:MM:SS.MMM
Source_Duration_LastFrame/String4: Source Duration of the last frame if it is longer than others, in format :
HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
Source_Duration_LastFrame/String5: Source Duration of the last frame if it is longer than others, in format :
HH:MM:SS.mmm (HH:MM:SS:FF)
BitRate_Mode: Bit rate mode (VBR, CBR)
BitRate_Mode/String: Bit rate mode (Constant, Variable)
BitRate: Bit rate in bps
BitRate/String: Bit rate (with measurement)
BitRate_Minimum: Minimum Bit rate in bps
BitRate_Minimum/String: Minimum Bit rate (with measurement)
BitRate_Nominal: Nominal Bit rate in bps
BitRate_Nominal/String: Nominal Bit rate (with measurement)
BitRate_Maximum: Maximum Bit rate in bps
BitRate_Maximum/String: Maximum Bit rate (with measurement)
BitRate_Encoded: Encoded (with forced padding) bit rate in bps, if some container padding is present
BitRate_Encoded/String: Encoded (with forced padding) bit rate (with measurement), if some container padding is
present
Width: Width
Width/String
Height: Height
Height/String
FrameRate_Mode: Frame rate mode (CFR, VFR)
FrameRate_Mode/String: Frame rate mode (Constant, Variable)
FrameRate: Frames per second
FrameRate/String: Frames per second (with measurement)
FrameRate_Num: Frames per second, numerator
FrameRate_Den: Frames per second, denominator
FrameRate_Minimum: Minimum Frames per second
FrameRate_Minimum/String: Minimum Frames per second (with measurement)
FrameRate_Nominal: Nominal Frames per second
FrameRate_Nominal/String: Nominal Frames per second (with measurement)
FrameRate_Maximum: Maximum Frames per second
FrameRate_Maximum/String: Maximum Frames per second (with measurement)
FrameRate_Original: Original (in the raw stream) Frames per second
FrameRate_Original/String: Original (in the raw stream) Frames per second (with measurement)
FrameCount: Number of frames
ElementCount: Number of displayed elements
Source_FrameCount: Source Number of frames
ColorSpace

ChromaSubsampling

Resolution: Deprecated, do not use in new projects

Resolution/String: Deprecated, do not use in new projects

BitDepth

BitDepth/String

Compression_Mode: Compression mode (Lossy or Lossless)

Compression_Mode/String: Compression mode (Lossy or Lossless)

Compression_Ratio: Current stream size divided by uncompressed stream size;

Delay: Delay fixed in the stream (relative) IN MS

Delay/String: Delay with measurement

Delay/String1: Delay with measurement

Delay/String2: Delay with measurement

Delay/String3: Delay in format : HH:MM:SS.MMM

Delay/String4: Delay in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Delay/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Delay_Settings: Delay settings (in case of timecode for example)

Delay_DropFrame: Delay drop frame

Delay_Source: Delay source (Container or Stream or empty)

Delay_Source/String: Delay source (Container or Stream or empty)

Delay_Original: Delay fixed in the raw stream (relative) IN MS

Delay_Original/String: Delay with measurement

Delay_Original/String1: Delay with measurement

Delay_Original/String2: Delay with measurement

Delay_Original/String3: Delay in format: HH:MM:SS.MMM;

Delay_Original/String4: Delay in format: HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Delay_Original/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Delay_Original_Settings: Delay settings (in case of timecode for example);

Delay_Original_DropFrame: Delay drop frame info

Delay_Original_Source: Delay source (Stream or empty)

Video_Delay: Delay fixed in the stream (absolute / video)

Video_Delay/String

Video_Delay/String1

Video_Delay/String2

Video_Delay/String3

Video_Delay/String4

Video_Delay/String5

Video0_Delay: Deprecated, do not use in new projects

Video0_Delay/String: Deprecated, do not use in new projects

Video0_Delay/String1: Deprecated, do not use in new projects

Video0_Delay/String2: Deprecated, do not use in new projects

Video0_Delay/String3: Deprecated, do not use in new projects

Video0_Delay/String4: Deprecated, do not use in new projects

Video0_Delay/String5: Deprecated, do not use in new projects

StreamSize: Streamsize in bytes;

StreamSize/String: Streamsize in with percentage value;

StreamSize/String1

StreamSize/String2

StreamSize/String3

StreamSize/String4

StreamSize/String5: Streamsize in with percentage value;

StreamSize_Proportion: Stream size divided by file size;

StreamSize_Demuxed: StreamSize in bytes of hte stream after demux;

StreamSize_Demuxed/String: StreamSize_Demuxed in with percentage value;

StreamSize_Demuxed/String1

StreamSize_Demuxed/String2

StreamSize_Demuxed/String3

StreamSize_Demuxed/String4

StreamSize_Demuxed/String5: StreamSize_Demuxed in with percentage value (note: theoritical value, not for real use);

Source_StreamSize: Source Streamsize in bytes;

Source_StreamSize/String: Source Streamsize in with percentage value;

Source_StreamSize/String1

Source_StreamSize/String2

Source_StreamSize/String3

Source_StreamSize/String4

Source_StreamSize/String5: Source Streamsize in with percentage value;

Source_StreamSize_Proportion: Source Stream size divided by file size;

StreamSize_Encoded: Encoded Streamsize in bytes;

StreamSize_Encoded/String: Encoded Streamsize in with percentage value;

StreamSize_Encoded/String1

StreamSize_Encoded/String2

StreamSize_Encoded/String3

StreamSize_Encoded/String4

StreamSize_Encoded/String5: Encoded Streamsize in with percentage value;

StreamSize_Encoded_Proportion: Encoded Stream size divided by file size;

Source_StreamSize_Encoded: Source Encoded Streamsize in bytes;

Source_StreamSize_Encoded/String: Source Encoded Streamsize in with percentage value;

Source_StreamSize_Encoded/String1

Source_StreamSize_Encoded/String2

Source_StreamSize_Encoded/String3

Source_StreamSize_Encoded/String4

Source_StreamSize_Encoded/String5: Source Encoded Streamsize in with percentage value;

Source_StreamSize_Encoded_Proportion: Source Encoded Stream size divided by file size;

Title: Name of the track

Encoded_Application: Name of the software package used to create the file, such as Microsoft WaveEdit

Encoded_Application/String: Name of the software package used to create the file, such as Microsoft WaveEdit, trying to have the format 'CompanyName ProductName (OperatingSystem) Version (Date)'

Encoded_Application_CompanyName: Name of the company

Encoded_Application_Name: Name of the product

Encoded_Application_Version: Version of the product

Encoded_Application_Url: Name of the software package used to create the file, such as Microsoft WaveEdit.

Encoded_Library: Software used to create the file

Encoded_Library/String: Software used to create the file, trying to have the format 'CompanyName ProductName

(OperatingSystem) Version (Date)'

Encoded_Library_CompanyName: Name of the company

Encoded_Library_Name: Name of the the encoding-software

Encoded_Library_Version: Version of encoding-software

Encoded_Library_Date: Release date of software

Encoded_Library_Settings: Parameters used by the software

Encoded_OperatingSystem: Operating System of encoding-software

Language: Language (2-letter ISO 639-1 if exists, else 3-letter ISO 639-2, and with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn)

Language/String: Language (full)

Language/String1: Language (full)

Language/String2: Language (2-letter ISO 639-1 if exists, else empty)

Language/String3: Language (3-letter ISO 639-2 if exists, else empty);

Language/String4: Language (2-letter ISO 639-1 if exists with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn, else empty);

Language_More: More info about Language (e.g. Director's Comment);

ServiceKind: Service kind, e.g. visually impaired, commentary, voice over;

ServiceKind/String: Service kind (full);

Disabled: Set if that track should not be used

Disabled/String: Set if that track should not be used

Default: Set if that track should be used if no language found matches the user preference.

Default/String: Set if that track should be used if no language found matches the user preference.

Forced: Set if that track should be used if no language found matches the user preference.

Forced/String: Set if that track should be used if no language found matches the user preference.

AlternateGroup: Number of a group in order to provide versions of the same track

AlternateGroup/String: Number of a group in order to provide versions of the same track

Summary

Encoded_Date: The time that the encoding of this item was completed began.

Tagged_Date: The time that the tags were done for this item.

7.7 Other

Count: Count of objects available in this stream

Status: bit field (0=IsAccepted, 1=IsFilled, 2=IsUpdated, 3=IsFinished)

StreamCount: Count of streams of that kind available

StreamKind;Other: Stream type name

StreamKind/String: Stream type name

StreamKindID: Number of the stream (base=0)

StreamKindPos: When multiple streams, number of the stream (base=1)

StreamOrder: Stream order in the file, whatever is the kind of stream (base=0)

FirstPacketOrder: Order of the first fully decodable packet met in the file, whatever is the kind of stream (base=0)

Inform: Last **Inform** call

ID: The ID for this stream in this file

ID/String: The ID for this stream in this file

OriginalSourceMedium_ID: The ID for this stream in the original medium of the material

OriginalSourceMedium_ID/String: The ID for this stream in the original medium of the material

UniqueID: The unique ID for this stream, should be copied with stream copy
UniqueID/String: The unique ID for this stream, should be copied with stream copy
MenuID: The menu ID for this stream in this file
MenuID/String: The menu ID for this stream in this file
Type: Type
Format: Format used
Format/Info: Info about Format
Format/Url: Link
Format_Commercial: Commercial name used by vendor for these settings or Format field if there is no difference
Format_Commercial_IfAny: Commercial name used by vendor for these settings if there is one
Format_Version: Version of this format
Format_Profile: Profile of the Format
Format_Compression: Compression method used;
Format_Settings: Settings needed for decoder used
MixingMode: How this file is muxed in the container
CodecID: Codec ID (found in some containers);
CodecID/String: Codec ID (found in some containers);
CodecID/Info: Info about this codec
CodecID/Hint: A hint/popular name for this codec
CodecID/Url: A link to more details about this codec ID
CodecID_Description: Manual description given by the container
Duration: Play time of the stream in ms
Duration/String: Play time in format : XXx YYy only, YYy omitted if zero
Duration/String1: Play time in format : HHh MMmn SSs MMMms, XX omitted if zero
Duration/String2: Play time in format : XXx YYy only, YYy omitted if zero
Duration/String3: Play time in format : HH:MM:SS.MMM
Duration/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
Duration/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)
Duration_Start
Duration_End
FrameRate: Frames per second
FrameRate/String: Frames per second (with measurement)
FrameRate_Num: Frames per second, numerator
FrameRate_Den: Frames per second, denominator
FrameCount: Number of frames
Delay: Delay fixed in the stream (relative) IN MS
Delay/String: Delay with measurement
Delay/String1: Delay with measurement
Delay/String2: Delay with measurement
Delay/String3: Delay in format : HH:MM:SS.MMM
Delay/String4: Delay in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
Delay/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)
Delay_Settings: Delay settings (in case of timecode for example)
Delay_DropFrame: Delay drop frame
Delay_Source: Delay source (Container or Stream or empty)
Delay_Source/String: Delay source (Container or Stream or empty)
Delay_Original: Delay fixed in the raw stream (relative) IN MS

Delay_Original/String: Delay with measurement
 Delay_Original/String1: Delay with measurement
 Delay_Original/String2: Delay with measurement
 Delay_Original/String3: Delay in format: HH:MM:SS.MMM;
 Delay_Original/String4: Delay in format: HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
 Delay_Original/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)
 Delay_Original_Settings: Delay settings (in case of timecode for example);
 Delay_Original_DropFrame: Delay drop frame info
 Delay_Original_Source: Delay source (Stream or empty)
 Video_Delay: Delay fixed in the stream (absolute / video)
 Video_Delay/String
 Video_Delay/String1
 Video_Delay/String2
 Video_Delay/String3
 Video_Delay/String4
 Video_Delay/String5
 Video0_Delay: Deprecated, do not use in new projects
 Video0_Delay/String: Deprecated, do not use in new projects
 Video0_Delay/String1: Deprecated, do not use in new projects
 Video0_Delay/String2: Deprecated, do not use in new projects
 Video0_Delay/String3: Deprecated, do not use in new projects
 Video0_Delay/String4: Deprecated, do not use in new projects
 Video0_Delay/String5: Deprecated, do not use in new projects
 TimeStamp_FirstFrame: TimeStamp fixed in the stream (relative) IN MS
 TimeStamp_FirstFrame/String: TimeStamp with measurement
 TimeStamp_FirstFrame/String1: TimeStamp with measurement
 TimeStamp_FirstFrame/String2: TimeStamp with measurement
 TimeStamp_FirstFrame/String3: TimeStamp in format : HH:MM:SS.MMM
 TimeStamp_FirstFrame/String4: TimeStamp in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available
 TimeStamp_FirstFrame/String5: TimeStamp in format : HH:MM:SS.mmm (HH:MM:SS:FF)
 TimeCode_FirstFrame: Time code in HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available format
 TimeCode_Settings: Time code settings
 TimeCode_Striped: Time code is striped (only 1st time code, no discontinuity)
 TimeCode_Striped/String: Time code is striped (only 1st time code, no discontinuity)
 Title: Name of this menu
 Language: Language (2-letter ISO 639-1 if exists, else 3-letter ISO 639-2, and with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn)
 Language/String: Language (full)
 Language/String1: Language (full);
 Language/String2: Language (2-letter ISO 639-1 if exists, else empty);
 Language/String3: Language (3-letter ISO 639-2 if exists, else empty);
 Language/String4: Language (2-letter ISO 639-1 if exists with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn, else empty);
 Language_More: More info about Language (e.g. Director's Comment);
 ServiceKind: Service kind, e.g. visually impaired, commentary, voice over;

ServiceKind/String: Service kind (full);
Disabled: Set if that track should not be used
Disabled/String: Set if that track should not be used
Default: Set if that track should be used if no language found matches the user preference.
Default/String: Set if that track should be used if no language found matches the user preference.
Forced: Set if that track should be used if no language found matches the user preference.
Forced/String: Set if that track should be used if no language found matches the user preference.
AlternateGroup: Number of a group in order to provide versions of the same track
AlternateGroup/String: Number of a group in order to provide versions of the same track

7.8 Image

Count: Count of objects available in this stream
Status: bit field (0=IsAccepted, 1=IsFilled, 2=IsUpdated, 3=IsFinished)
StreamCount: Count of streams of that kind available
StreamKind/Image: Stream type name
StreamKind/String: Stream type name
StreamKindID: Number of the stream (base=0)
StreamKindPos: When multiple streams, number of the stream (base=1)
StreamOrder: Stream order in the file, whatever is the kind of stream (base=0)
FirstPacketOrder: Order of the first fully decodable packet met in the file, whatever is the kind of stream (base=0)
Inform: Last **Inform** call
ID: The ID for this stream in this file
ID/String: The ID for this stream in this file
OriginalSourceMedium_ID: The ID for this stream in the original medium of the material
OriginalSourceMedium_ID/String: The ID for this stream in the original medium of the material
UniqueID: The unique ID for this stream, should be copied with stream copy
UniqueID/String: The unique ID for this stream, should be copied with stream copy
MenuID: The menu ID for this stream in this file
MenuID/String: The menu ID for this stream in this file
Title: Name of the track
Format: Format used
Format/Info: Info about Format
Format/Url: Link
Format_Commercial: Commercial name used by vendor for theses settings or Format field if there is no difference
Format_Commercial_IfAny: Commercial name used by vendor for theses settings if there is one
Format_Version: Version of this format
Format_Profile: Profile of the Format
Format_Compression: Compression method used
Format_Settings: Settings needed for decoder used
Format_Settings_Wrapping: Wrapping mode (Frame wrapped or Clip wrapped)
InternetMediaType: Internet Media Type (aka MIME Type, Content-Type)
CodecID: Codec ID (found in some containers);
CodecID/String: Codec ID (found in some containers);
CodecID/Info: Info about codec ID
CodecID/Hint: A hint for this codec ID

CodecID/Url: A link for more details about this codec ID
 CodecID_Description: Manual description given by the container
 Codec: Deprecated, do not use in new projects
 Codec/String: Deprecated, do not use in new projects
 Codec/Family: Deprecated, do not use in new projects
 Codec/Info: Deprecated, do not use in new projects
 Codec/Url: Deprecated, do not use in new projects
 Width: Width (aperture size if present) in pixel
 Width/String: Width (aperture size if present) with measurement (pixel)
 Width_Offset: Offset between original width and displayed width (aperture size) in pixel
 Width_Offset/String: Offset between original width and displayed width (aperture size) in pixel
 Width_Original: Original (in the raw stream) width in pixel
 Width_Original/String: Original (in the raw stream) width with measurement (pixel)
 Height: Height (aperture size if present) in pixel
 Height/String: Height (aperture size if present) with measurement (pixel)
 Height_Offset: Offset between original height and displayed height (aperture size) in pixel
 Height_Offset/String: Offset between original height and displayed height (aperture size) in pixel
 Height_Original: Original (in the raw stream) height in pixel
 Height_Original/String: Original (in the raw stream) height with measurement (pixel)
 PixelAspectRatio: Pixel Aspect ratio
 PixelAspectRatio/String: Pixel Aspect ratio
 PixelAspectRatio_Original: Original (in the raw stream) Pixel Aspect ratio
 PixelAspectRatio_Original/String: Original (in the raw stream) Pixel Aspect ratio
 DisplayAspectRatio: Display Aspect ratio
 DisplayAspectRatio/String: Display Aspect ratio
 DisplayAspectRatio_Original: Original (in the raw stream) Display Aspect ratio
 DisplayAspectRatio_Original/String: Original (in the raw stream) Display Aspect ratio
 ColorSpace
 ChromaSubsampling
 Resolution: Deprecated, do not use in new projects
 Resolution/String: Deprecated, do not use in new projects
 BitDepth
 BitDepth/String
 Compression_Mode: Compression mode (Lossy or Lossless)
 Compression_Mode/String: Compression mode (Lossy or Lossless)
 Compression_Ratio: Current stream size divided by uncompressed stream size;
 StreamSize: Stream size in bytes
 StreamSize/String
 StreamSize/String1
 StreamSize/String2
 StreamSize/String3
 StreamSize/String4
 StreamSize/String5: With proportion;
 StreamSize_Proportion: Stream size divided by file size;
 StreamSize_Demuxed: StreamSize in bytes of hte stream after demux;
 StreamSize_Demuxed/String: StreamSize_Demuxed in with percentage value;
 StreamSize_Demuxed/String1

StreamSize_Demuxed/String2

StreamSize_Demuxed/String3

StreamSize_Demuxed/String4

StreamSize_Demuxed/String5: StreamSize_Demuxed in with percentage value (note: theoretical value, not for real use);

Encoded_Library: Software used to create the file;

Encoded_Library/String: Software used to create the file;

Encoded_Library_Name: Info from the software;

Encoded_Library_Version: Version of software;

Encoded_Library_Date: Release date of software;

Encoded_Library_Settings: Parameters used by the software;

Language: Language (2-letter ISO 639-1 if exists, else 3-letter ISO 639-2, and with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn);

Language/String: Language (full);

Language/String1: Language (full);

Language/String2: Language (2-letter ISO 639-1 if exists, else empty);

Language/String3: Language (3-letter ISO 639-2 if exists, else empty);

Language/String4: Language (2-letter ISO 639-1 if exists with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn, else empty);

Language_More: More info about Language (e.g. Director's Comment);

ServiceKind: Service kind, e.g. visually impaired, commentary, voice over;

ServiceKind/String: Service kind (full);

Disabled: Set if that track should not be used

Disabled/String: Set if that track should not be used

Default: Set if that track should be used if no language found matches the user preference.

Default/String: Set if that track should be used if no language found matches the user preference.

Forced: Set if that track should be used if no language found matches the user preference.

Forced/String: Set if that track should be used if no language found matches the user preference.

AlternateGroup: Number of a group in order to provide versions of the same track

AlternateGroup/String: Number of a group in order to provide versions of the same track

Summary

Encoded_Date: The time that the encoding of this item was completed began.

Tagged_Date: The time that the tags were done for this item.

Encryption

colour_description_present: Presence of colour description

colour_primaries: Chromaticity coordinates of the source primaries

transfer_characteristics: Opto-electronic transfer characteristic of the source picture

matrix_coefficients: Matrix coefficients used in deriving luma and chroma signals from the green, blue, and red primaries

colour_description_present_Original: Presence of colour description

colour_primaries_Original: Chromaticity coordinates of the source primaries

transfer_characteristics_Original: Opto-electronic transfer characteristic of the source picture

matrix_coefficients_Original: Matrix coefficients used in deriving luma and chroma signals from the green, blue, and red primaries

7.9 Menu

Count: Count of objects available in this stream

Status: bit field (0=IsAccepted, 1=IsFilled, 2=IsUpdated, 3=IsFinished)

StreamCount: Count of streams of that kind available

StreamKind;Menu: Stream type name

StreamKind/String: Stream type name

StreamKindID: Number of the stream (base=0)

StreamKindPos: When multiple streams, number of the stream (base=1)

StreamOrder: Stream order in the file, whatever is the kind of stream (base=0)

FirstPacketOrder: Order of the first fully decodable packet met in the file, whatever is the kind of stream (base=0)

Inform: Last **Inform** call

ID: The ID for this stream in this file

ID/String: The ID for this stream in this file

OriginalSourceMedium_ID: The ID for this stream in the original medium of the material

OriginalSourceMedium_ID/String: The ID for this stream in the original medium of the material

UniqueID: The unique ID for this stream, should be copied with stream copy

UniqueID/String: The unique ID for this stream, should be copied with stream copy

MenuID: The menu ID for this stream in this file

MenuID/String: The menu ID for this stream in this file

Format: Format used

Format/Info: Info about Format

Format/Url: Link

Format_Commercial: Commercial name used by vendor for these settings or Format field if there is no difference

Format_Commercial_IfAny: Commercial name used by vendor for these settings if there is one

Format_Version: Version of this format

Format_Profile: Profile of the Format

Format_Compression: Compression method used;

Format_Settings: Settings needed for decoder used

CodecID: Codec ID (found in some containers);

CodecID/String: Codec ID (found in some containers);

CodecID/Info: Info about this codec

CodecID/Hint: A hint/popular name for this codec

CodecID/Url: A link to more details about this codec ID

CodecID_Description: Manual description given by the container

Codec: Deprecated

Codec/String: Deprecated

Codec/Info: Deprecated

Codec/Url: Deprecated

Duration: Play time of the stream in ms

Duration/String: Play time in format : XXx YYy only, YYy omitted if zero

Duration/String1: Play time in format : HHh MMmn SSs MMMms, XX omitted if zero

Duration/String2: Play time in format : XXx YYy only, YYy omitted if zero

Duration/String3: Play time in format : HH:MM:SS.MMM

Duration/String4: Play time in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Duration/String5: Play time in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Duration_Start

Duration_End

Delay: Delay fixed in the stream (relative) IN MS

Delay/String: Delay with measurement

Delay/String1: Delay with measurement

Delay/String2: Delay with measurement

Delay/String3: Delay in format : HH:MM:SS.MMM

Delay/String4: Delay in format : HH:MM:SS:FF, last colon replaced by semicolon for drop frame if available

Delay/String5: Delay in format : HH:MM:SS.mmm (HH:MM:SS:FF)

Delay_Settings: Delay settings (in case of timecode for example)

Delay_DropFrame: Delay drop frame

Delay_Source: Delay source (Container or Stream or empty)

List_StreamKind: List of programs available

List_StreamPos: List of programs available

List: List of programs available

List/String: List of programs available

Title: Name of this menu

Language: Language (2-letter ISO 639-1 if exists, else 3-letter ISO 639-2, and with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn)

Language/String: Language (full)

Language/String1: Language (full);

Language/String2: Language (2-letter ISO 639-1 if exists, else empty);

Language/String3: Language (3-letter ISO 639-2 if exists, else empty);

Language/String4: Language (2-letter ISO 639-1 if exists with optional ISO 3166-1 country separated by a dash if available, e.g. en, en-us, zh-cn, else empty);

Language_More: More info about Language (e.g. Director's Comment);

ServiceKind: Service kind, e.g. visually impaired, commentary, voice over;

ServiceKind/String: Service kind (full);

ServiceName: Legal

ServiceChannel: Legal

Service/Url: Legal

ServiceProvider: Legal

ServiceProviderr/Url: Legal

ServiceType: Legal

NetworkName: Legal

Original/NetworkName: Legal

Countries: Legal

TimeZones: Legal

LawRating: Depending on the country it's the format of the rating of a movie (P, R, X in the USA, an age in other countries or a URI defining a logo).

LawRating_Reason: Reason for the law rating

Disabled: Set if that track should not be used

Disabled/String: Set if that track should not be used

Default: Set if that track should be used if no language found matches the user preference.

Default/String: Set if that track should be used if no language found matches the user preference.

Forced: Set if that track should be used if no language found matches the user preference.

Forced/String: Set if that track should be used if no language found matches the user preference.

AlternateGroup: Number of a group in order to provide versions of the same track

AlternateGroup/String: Number of a group in order to provide versions of the same track

Chapters_Pos_Begin: Used by third-party developers to know about the beginning of the chapters list, to be used by Get(Stream_Menu, x, Pos), where Pos is an Integer between Chapters_Pos_Begin and Chapters_Pos_End;

Chapters_Pos_End: Used by third-party developers to know about the end of the chapters list (this position excluded)

StaxRip can be automated via PowerShell scripting.

8.1 Events

In order to run scripts on certain events the following events are available:

- ProjectLoaded After Project Loaded
- JobProcessed After Project Processed
- VideoEncoded After Video Encoded
- BeforeJobProcessed Before Job Processed
- AfterSourceLoaded After Source Loaded
- ApplicationExit Application Exit
- ProjectOrSourceLoaded After Project Or Source Loaded
- JobsEncoded After Jobs Encoded

Assign to an event by saving a script file in the scripting folder using the event name as file name.

The scripting folder can be opened with:

Main Menu > Tools > Scripts > Open script folder

Use one of the following file names:

- ProjectLoaded.ps1
- JobProcessed.ps1
- VideoEncoded.ps1
- BeforeJobProcessed.ps1
- AfterSourceLoaded.ps1

- ApplicationExit.ps1
- ProjectOrSourceLoaded.ps1
- JobsEncoded.ps1

8.2 Support

If you have questions feel free to ask here:

<https://github.com/stax76/staxrip/issues/200>

8.3 Default Scripts

8.3.1 HDR to 10bit 1000nits(Rec.2100)AVS.ps1

```
$code = @"
# HDR to 10bit 1000nits (BT.2100) High Dynamic Range Video for Full HDR10.
# This is not Designed to Scale HDR to SDR.
# Don't Forget to Check all the Flags Before Starting.
# You can Use other Color Options like Tweak, Level or Range to make any other needed.
↳changes to the Color & Brightness(If Needed).
"@

$activeProject = [ShortcutModule]::p

if ($activeProject.Script.Engine -ne [ScriptEngine]::Avisynth) {
    [MainModule]::MsgError("Load Avisynth first", "Filters > Filter Setup > Avisynth")
    exit
}

if ($activeProject.VideoEncoder.GetType().Name -ne "x265Enc") {
    [MainModule]::MsgError("Load x265 first")
    exit
}

$commands = [ShortcutModule]::g.DefaultCommands
$commands.SetFilter("HDR", "Color", $code)
$commands.ImportVideoEncoderCommandLine("--output-depth 10 --hdr --colorprim bt2020 --
↳colormatrix bt2020nc --transfer smpte2084 --master-display G(8500,39850)B(6550,
↳2300)R(35400,14600)WP(15635,16450)L(10000000,1) --hrd --aud --repeat-headers --max-
↳c11 1000,180")
```

8.3.2 HDR to 10bit 1000nits(Rec.2100)VS.ps1

```
$code = @"
# HDR to 10bit 1000nits (BT.2100) High Dynamic Range Video for Full HDR10.
# This is not Designed to Scale HDR to SDR.
# Don't Forget to Check all the Flags Before Starting.
# You can Use other Color Options like Tweak, Level or Range to make any other needed.
↳changes to the Color & Brightness(If Needed).
"@
```

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```

$activeProject = [ShortcutModule]::p

if ($activeProject.Script.Engine -ne [ScriptEngine]::VapourSynth) {
    [MainModule]::MsgError("Load VapourSynth first", "Filters > Filter Setup >
↪VapourSynth")
    exit
}

if ($activeProject.VideoEncoder.GetType().Name -ne "x265Enc") {
    [MainModule]::MsgError("Load x265 first")
    exit
}

$commands = [ShortcutModule]::g.DefaultCommands
$commands.SetFilter("HDR", "Color", $code)
$commands.ImportVideoEncoderCommandLine("--output-depth 10 --hdr --colorprim bt2020 --
↪colormatrix bt2020nc --transfer smpte2084 --master-display G(8500,39850)B(6550,
↪2300)R(35400,14600)WP(15635,16450)L(10000000,1) --hrd --aud --repeat-headers --max-
↪c11 1000,180")

```

8.3.3 Re-mux v4.ps1

```

$msg = @"
This script does the following:

- Sets video to mux from source or previous encoding
- Sets audio to mux
- Sets MP4Box or mkvmerge as muxer

With MKV output you can cut/trim in the preview dialog.

Edit the script if you want this message to disappear.
"@

$td = new-object "TaskDialog[string]"
$td.MainInstruction = "Re-mux"
$td.Content = $msg
$td.AddButton("Continue", "c")
$td.AddButton("Abort" , "")
$result = $td.Show()
$td.Dispose()

if ($result -ne "c") {exit}

# active project
$p = [ShortcutModule]::p

#global object with miscelenius stuff
$g = [ShortcutModule]::g

$td = new-object "TaskDialog[string]"
$td.MainInstruction = "Select a muxer."
$td.AddCommandLink("MKV using mkvmerge", "mkv")
$td.AddCommandLink("MP4 using MP4Box" , "mp4")

```

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```
$result = $td.Show()
$td.Dispose()

if ($result -eq "mkv") {
    $muxer = new-object "MkvMuxer"
} elseif ($result -eq "mp4") {
    $muxer = new-object "MP4Muxer"
} else {exit}

$nullVideoEncoder = New-Object "NullEncoder"
$g.LoadVideoEncoder($nullVideoEncoder)
$g.VideoEncoder.LoadMuxer($muxer)

$muxAudio0 = new-object "MuxAudioProfile"
$g.LoadAudioProfile0($muxAudio0)

$muxAudio1 = new-object "MuxAudioProfile"
$g.LoadAudioProfile1($muxAudio1)
```

8.3.4 _AfterSourceLoaded.ps1

```
# This script handles the AfterSourceLoaded event, remove the underscore from the
# filename in order to enable it. The script sets QTGMC filter to type 0 (Interlaced)
→if the
# MediaInfo property 'ScanType' returns 'Interlaced'.
# However if it's not 'interlaced' and the Scantype is Progressive it will set QTGMC
→to type 1 (Progressive) if the
# MediaInfo property 'ScanType' returns 'Progressive'.

# active project
$p = [ShortcutModule]::p

#global object with miscelenius stuff
$g = [ShortcutModule]::g

if ([MediaInfo]::GetVideo($p.FirstOriginalSourceFile, "ScanType") -eq "Interlaced")
{
    $p.Script.SetFilter("QTGMC", "Field", "QTGMC(Preset = "Medium", InputType=0,
→SourceMatch=3, Sharpness=0.2, EdiThreads=8)")
}
elseif ([MediaInfo]::GetVideo($p.FirstOriginalSourceFile, "ScanType") -eq "Progressive")
{
    $p.Script.SetFilter("QTGMC", "Field", "QTGMC(Preset = "Medium", InputType=1,
→Sharpness=0.2, EdiThreads=8)")
}
```

Frequently Asked Questions

Contents

- *Frequently Asked Questions*
 - *How can I encode with a fixed bitrate?*
 - *How can I batch encode with a fixed bitrate?*
 - *Why is encoding with 2 pass using a fixed bitrate not recommended?*
 - *Why don't settings persist?*
 - *How can I use custom AviSynth plugins?*
 - *How can I use custom AviSynth scripts?*
 - *Is there a way to make StaxRip fully Portable?*

9.1 How can I encode with a fixed bitrate?

In the video encoder config dialog go to the Basic tab and choose a fixed bitrate mode like 2 pass.

At the bottom of the video encoder config dialog there is a drop down menu where a profile can be saved.

9.2 How can I batch encode with a fixed bitrate?

StaxRip remembers if the file size or bitrate was edited last so if you edit the bitrate last it will encode using a fixed bitrate.

9.3 Why is encoding with 2 pass using a fixed bitrate not recommended?

Sources can vary greatly in complexity depending on the nature of the source, there still might be situations where fixed bitrates are useful.

9.4 Why don't settings persist?

StaxRip loads a default template on startup, templates can be saved with:

Main Menu > Project > Save As Template

Project options are per Template/Project/Job and settings are global.

9.5 How can I use custom AviSynth plugins?

Custom plugins can either be loaded manually using LoadPlugin():

<http://avisynth.nl/index.php/Plugins>

Or they can be loaded automatically using the plugin auto load folder.

This folder can be opened in StaxRip with:

Main Menu > Tools > Folders > Plugins

StaxRip is only available for x64 and therefore only x64 plugins can be used.

The AviSynth script can be edited manually using the code editor (Filters > Edit Code) or the filters menu can be configured using the filter profile editor (Filters > Profiles).

9.6 How can I use custom AviSynth scripts?

Custom scripts can either be loaded manually using Import():

<http://avisynth.nl/index.php/Import>

Or they can be loaded automatically using the plugin auto load folder.

This folder can be opened in StaxRip with:

Main Menu > Tools > Folders > Plugins

The AviSynth script can be edited manually using the code editor (Filters > Edit Code) or the filters menu can be configured using the filter profile editor (Filters > Profiles).

9.7 Is there a way to make StaxRip fully Portable?

Yes and No, Due to VFW framework requires registry keys and registry keys must point to AVS+ or VS/Python locations. Which requires editing the registry keys at multiple locations. It's easier just to install the Frameservers and allow the installers to create the proper keys for global access instead of just local access.

10.1 Tools

10.1.1 AviSynth+

StaxRip support both AviSynth+ x64 and VapourSynth x64 as scripting based video processing tool.

Used Version: 2772

<http://avisynth.nl/index.php/AviSynth%2B>

10.1.2 avs2pipemod

Given an AviSynth script as input, avs2pipemod can send video, audio, or information of various types to stdout for consumption by command line encoders or other tools.

Used Version: 1.1.1

<http://github.com/chikuzen/avs2pipemod>

10.1.3 AVSMeter

AVSMeter runs an Avisynth script with virtually no overhead, displays clip info, CPU and memory usage and the minimum, maximum and average frames processed per second. It measures how fast Avisynth can serve frames to a client application like x264 and comes in handy when testing filters/plugins to evaluate their performance and memory requirements.

Used Version: 2.9.0

<http://forum.doom9.org/showthread.php?t=174797>

10.1.4 BDSup2Sub++

Converts Blu-ray subtitles to other formats like VobSub.

Used Version: 1.0.2

<http://forum.doom9.org/showthread.php?p=1613303>

10.1.5 DGIndex

MPEG-2 demuxing and indexing app.

Used Version: 1.5.8

<http://rationalqm.us/dgmpgdec/dgmpgdec.html>

10.1.6 DGIndexIM

DGDecIM is a shareware AviSynth source filter using Intel powered hardware acceleration. DGIndexIM can be enabled and configured at Tools/Setting/Demux. Which file types DGIndexIM handles can be configured. DGIndexIM can demux audio with proper av sync.

Used Version: b50

<http://rationalqm.us/mine.html>

10.1.7 DGIndexNV

DGDecNV is a shareware AviSynth source filter using NVIDIA hardware acceleration. DGIndexNV can be configured at Tools > Setting > Demux. DGDecNV is not included so must be downloaded manually.

Used Version: 2053

<http://rationalqm.us/dgdecnv/dgdecnv.html>

10.1.8 dsmux

dsmux is installed by the Haali Splitter and is used to mux TS containing AVC into MKV in order to fix av sync problems, dsmux handles av sync much better than many other TS tools. dsmux can be enabled or disabled in the settings on the preprocessing tab, if no audio is present or DGDecNV/DGDecIM is used, dsmux is not necessary and skipped automatically. LAV Filters and Haali Splitter override each other, most people prefer LAV Filters, therefore it's recommended to install Haali first and LAV Filters last.

Used Version: 2013-04-14

<http://haali.su/mkv>

10.1.9 eac3to

Audio conversion command line app.

Used Version: 3.34

<http://forum.doom9.org/showthread.php?t=125966>

10.1.10 fdkaac

Command line AAC encoder based on libfdk-aac.

Used Version: 1.0.0

<http://github.com/nu774/fdkaac>

10.1.11 ffmpeg

Versatile audio video converter.

Used Version: 4.1

<http://ffmpeg.org>

10.1.12 FFTW

Library required by the FFT3DFilter AviSynth plugin.

Used Version: 3.3.8

<http://www.fftw.org/>

10.1.13 Haali Splitter

Haali Splitter is used by eac3to and dsmux to write MKV files. Haali Splitter and LAV Filters overwrite each other, most people prefer LAV Filters, therefore it's recommended to install Haali first and LAV Filters last.

Used Version:

<http://haali.su/mkv>

10.1.14 MediaInfo

MediaInfo is used by StaxRip to read infos from media files.

Used Version: 18.12

<http://mediaarea.net/en/MediaInfo>

10.1.15 mkvextract

MKV demuxing tool.

Used Version: 33.0.0

<https://mkvtoolnix.download/>

10.1.16 mkvinfo

MKV muxing tool.

Used Version: 33.0.0

<https://mkvtoolnix.download/>

10.1.17 mkvmerge

MKV muxing tool.

Used Version: 33.0.0

<https://mkvtoolnix.download/>

10.1.18 MP4Box

MP4Box is a MP4 muxing and demuxing command line app.

Used Version: 0.7.2-DEV-rev1009

<http://gpac.wp.mines-telecom.fr/>

10.1.19 mpvnet

libmpv based media player.

Used Version: 2.0

<https://github.com/Revan654/mpvnet/>

10.1.20 mtn

movie thumbnailer saves thumbnails (screenshots) of movie or video files to jpeg files. StaxRip uses a custom built version with HEVC support added in and also includes the latest FFmpeg.

Used Version: 2.0

<https://github.com/Revan654/Movie-Thumbnailer-mtn>

10.1.21 NVEnc

NVIDIA hardware video encoder.

Used Version: 4.36

<http://github.com/rigaya/NVEnc>

10.1.22 PNGopt

Opt Tools For Creating PNG

Used Version: 1.4

<https://sourceforge.net/projects/apng/files/>

10.1.23 Python

Python x64 is required by VapourSynth x64. StaxRip x64 supports both AviSynth+ x64 and VapourSynth x64 as scripting based video processing tool.

Used Version: 3.7.3

<http://www.python.org>

10.1.24 qaac

qaac is a command line AAC encoder frontend based on the Apple AAC encoder. qaac requires libflac which StaxRip includes and it requires AppleApplicationSupport64.msi which can be extracted from the x64 iTunes installer using a decompression tool like 7-Zip. The makeportable script found on the qaac website can also be used.

Used Version: 2.67

<http://github.com/nu774/qaac>

10.1.25 QSVEnc

Intel hardware video encoder.

Used Version: 3.17

<http://github.com/rigaya/QSVEnc>

10.1.26 rav1e

a Faster and Safer AV1 Encoder

Used Version: 0.1.0

<https://github.com/xiph/rav1e>

10.1.27 SubtitleEdit

Subtitle Edit is a open source subtitle editor.

Used Version:

<http://www.nikse.dk/SubtitleEdit>

10.1.28 VapourSynth

StaxRip x64 supports both AviSynth+ x64 and VapourSynth x64 as scripting based video processing tool.

Used Version: R45

<http://www.vapoursynth.com>

10.1.29 VCEEnc

AMD hardware video encoder.

Used Version: 4.00

<http://github.com/rigaya/VCEEnc>

10.1.30 Visual C++ 2012

Visual C++ 2012 Redistributable is required by some tools used by StaxRip.

Used Version:

10.1.31 Visual C++ 2013

Visual C++ 2013 Redistributable is required by some tools used by StaxRip.

Used Version:

10.1.32 Visual C++ 2017

Visual C++ 2017 Redistributable is required by some tools used by StaxRip.

Used Version:

10.1.33 vspipe

vspipe is installed by VapourSynth and used to pipe VapourSynth scripts to encoding apps.

Used Version: 43

<http://www.vapoursynth.com/doc/vspipe.html>

10.1.34 VSRip

VSRip rips VobSub subtitles.

Used Version: 1.0.0.7

<http://sourceforge.net/projects/guliverkli>

10.1.35 x264

H.264 video encoding command line app.

Used Version: 2969

<http://www.videolan.org/developers/x264.html>

10.1.36 x265

H.265 video encoding command line app.

Used Version: 3.0-AU+18

<http://x265.org>

10.1.37 xvid_encraw

XviD command line encoder

Used Version: 1.3.5

<http://www.xvid.com>

10.2 AviSynth Plugins

10.2.1 AddGrainC

Generate film-like grain or other effects (like rain) by adding random noise to a video clip.

Filters: AddGrainC, AddGrain

Used Version: 1.7.1

<http://avisynth.nl/index.php/AddGrainC>

10.2.2 AnimeIVTC

Filters: AnimeIVTC

Used Version: 2.20

<http://avisynth.nl/index.php/AnimeIVTC>

10.2.3 AutoAdjust

AutoAdjust is an automatic adjustment filter. It calculates statistics of clip, stabilizes them temporally and uses them to adjust luminance gain & color balance.

Filters: AutoAdjust

Used Version: 2.60

<http://forum.doom9.org/showthread.php?t=167573>

10.2.4 Average

A simple plugin that calculates a weighted frame-by-frame average from multiple clips. This is a modern rewrite of the old Average plugin but a bit faster, additional colorspace support, and some additional sanity checks.

Filters: Average

Used Version: 0.94

<http://avisynth.nl/index.php/Average>

10.2.5 AvsResize

Filters: z_ConvertFormat, z_PointResize, z_BilinearResize, z_BicubicResize, z_LanczosResize, z_Lanczos4Resize, z_BlackmanResize, z_Spline16Resize, z_Spline36Resize, z_Spline64Resize, z_GaussResize, z_SincResize

Used Version: r1d

<http://forum.doom9.org/showthread.php?t=173986>

10.2.6 AVSTP

AVSTP is a programming library for Avisynth plug-in developers. It helps supporting native multi-threading in plug-ins. It works by sharing a thread pool between multiple plug-ins, so the number of threads stays low whatever the number of instantiated plug-ins. This helps saving resources, especially when working in an Avisynth MT environment. This documentation is mostly targeted to plug-ins developers, but contains installation instructions for Avisynth users too.

Filters: avstp_set_threads

Used Version: 1.0.3.0

<http://avisynth.nl/index.php/AVSTP>

10.2.7 aWarpSharp2

This filter implements the same warp sharpening algorithm as aWarpSharp by Marc FD, but with several bugfixes and optimizations.

Filters: aBlur, aSobel, aWarp, aWarp4, aWarpSharp, aWarpSharp2

Used Version: 2.0.1.7

<http://avisynth.nl/index.php/AWarpSharp2>

10.2.8 checkmate

Spatial and temporal dot crawl reducer. Checkmate is most effective in static or low motion scenes. When using in high motion scenes (or areas) be careful, it's known to cause artifacts with its default values.

Filters: checkmate

Used Version: 0.9

<http://github.com/tp7/checkmate>

10.2.9 CNR2

A fast chroma denoiser. Very effective against stationary rainbows and huge analogic chroma activity. Useful to filter VHS/TV caps.

Filters: cnr2

Used Version: 2.6.1

<http://avisynth.nl/index.php/Cnr2>

10.2.10 DAA3Mod

Motion-Compensated Anti-aliasing with contra-sharpening, can deal with ifade too, created because when applied daa3 to fixed scenes, it could damage some details and other issues.

Filters: daa3mod, mcdaa3

Used Version: 3.3

<http://avisynth.nl/index.php/daa3>

10.2.11 DCTFilter

A rewrite of DctFilter for Avisynth+.

Filters: DCTFilter, DCTFilterD, DCTFilter4, DCTFilter4D, DCTFilter8, DCTFilter8D

Used Version: 0.5.0

<http://github.com/chikuzen/DCTFilter>

10.2.12 Deblock

Deblocking plugin using the deblocking filter of h264.

Filters: Deblock

Used Version: 2013-12-03

<http://avisynth.nl/index.php/DeBlock>

10.2.13 Deblock_QED

Designed to provide 8x8 deblocking sensitive to the amount of blocking in the source, compared to other deblockers which apply a uniform deblocking across every frame.

Filters: Deblock_QED

Used Version: 2011-11-29

http://avisynth.nl/index.php/Deblock_QED

10.2.14 Decomb

This package of plugin functions for Avisynth provides the means for removing combing artifacts from telecined progressive streams, interlaced streams, and mixtures thereof. Functions can be combined to implement inverse telecine (IVTC) for both NTSC and PAL streams.

Filters: Telecide, FieldDeinterlace, Decimate, IsCombed

Used Version: 5.2.4

<http://rationalqm.us/decomb/decombnew.html>

10.2.15 DeGrainMedian

DeGrainMedian is a spatio-temporal limited median filter mainly for film grain removal, but may be used for general denoising.

Filters: DeGrainMedian

Used Version: 0.8.2

<http://avisynth.nl/index.php/DeGrainMedian>

10.2.16 DehaloAlpha

Reduce halo artifacts that can occur when sharpening.

Filters: DeHalo_alpha_mt, DeHalo_alpha_2BD

Used Version: MT2

10.2.17 DeNoise Histogram

Histogram for both DenoiseMD and DenoiseMF

Filters: DiffCol

Used Version: 2018-05-15

<http://avisynth.nl>

10.2.18 DeNoiseMD

A fast and accurate denoiser for a Full HD video from a H.264 camera.

Filters: DeNoiseMD1, DenoiseMD2

Used Version: 2018-05-15

<http://avisynth.nl>

10.2.19 DeNoiseMF

A fast and accurate denoiser for a Full HD video from a H.264 camera.

Filters: DeNoiseMF1, DenoiseMF2

Used Version: 2018-05-15

<http://avisynth.nl>

10.2.20 DePan

Filters: DePan, DePanInterleave, DePanStabilize, DePanScenes

Used Version: 1.13.1

<http://avisynth.nl/index.php/DePan>

10.2.21 DePanEstimate

Filters: DePanEstimate

Used Version: 1.13.1

<http://avisynth.nl/index.php/DePan>

10.2.22 DFTTest

2D/3D frequency domain denoiser using Discrete Fourier transform

Filters: dfttest

Used Version: 1.9.4.1

<http://avisynth.nl/index.php/Dfttest>

10.2.23 DGDecodeIM

DGDecIM is a shareware AviSynth source filter using Intel powered hardware acceleration. DGIndexIM can be enabled and configured at Tools/Setting/Demux. Which file types DGIndexIM handles can be configured. DGIndexIM can demux audio with proper av sync.

Filters: DGSourceIM

Used Version: b50

<http://rationalqm.us/mine.html>

10.2.24 DGDecodeNV

DGDecNV is a shareware AviSynth source filter using NVIDIA hardware acceleration. DGIndexNV can be configured at Tools > Setting > Demux. DGDecNV is not included so must be downloaded manually.

Filters: DGSource

Used Version: 2053

<http://rationalqm.us/dgdecnv/dgdecnv.html>

10.2.25 DGTonemap

DGTonemap provides filters for HDR Tonemapping Reinhard and Hable.

Filters: DGReinhard, DGHable

Used Version: 1.2

<http://rationalqm.us/mine.html>

10.2.26 Dither AVSI

This package offers a set of tools to manipulate high-bitdepth (16 bits per plane) video clips. The most prominent features are color banding artifact removal, dithering to 8 bits, colorspace conversions and resizing.

Filters: Dither_y_gamma_to_linear, Dither_y_linear_to_gamma, Dither_convert_8_to_16, Dither1Pre, Dither1Pre, Dither_repair16, Dither_convert_yuv_to_rgb, Dither_convert_rgb_to_yuv, Dither_resize16, Dither-Post, Dither_crop16, DitherBuildMask, SmoothGrad, GradFun3, Dither_box_filter16, Dither_bilateral16, Dither_limit_dif16, Dither_resize16nr, Dither_srgb_display, Dither_convey_yuv4x4p16_on_yvxx, Dither_convey_rgb48_on_yv12, Dither_removegrain16, Dither_median16, Dither_get_msb, Dither_get_lsb, Dither_addborders16, Dither_lut8, Dither_lutxy8, Dither_lutxyz8, Dither_lut16, Dither_add16, Dither_sub16, Dither_max_dif16, Dither_min_dif16, Dither_merge16, Dither_merge16_8, Dither_sigmoid_direct, Dither_sigmoid_inverse, Dither_add_grain16, Dither_Luma_Rebuild

Used Version: 1.27.2

<http://avisynth.nl/index.php/Dither>

10.2.27 Dither DLL

This package offers a set of tools to manipulate high-bitdepth (16 bits per plane) video clips. The most prominent features are color banding artifact removal, dithering to 8 bits, colorspace conversions and resizing.

Filters: Dither_y_gamma_to_linear, Dither_y_linear_to_gamma, Dither_convert_8_to_16, Dither1Pre, Dither1Pre, Dither_repair16, Dither_convert_yuv_to_rgb, Dither_convert_rgb_to_yuv, Dither_resize16, Dither-Post, Dither_crop16, DitherBuildMask, SmoothGrad, GradFun3, Dither_box_filter16, Dither_bilateral16, Dither_limit_dif16, Dither_resize16nr, Dither_srgb_display, Dither_convey_yuv4x4p16_on_yvxx, Dither_convey_rgb48_on_yv12, Dither_removegrain16, Dither_median16, Dither_get_msb, Dither_get_lsb, Dither_addborders16, Dither_lut8, Dither_lutxy8, Dither_lutxyz8, Dither_lut16, Dither_add16, Dither_sub16, Dither_max_dif16, Dither_min_dif16, Dither_merge16, Dither_merge16_8, Dither_sigmoid_direct, Dither_sigmoid_inverse, Dither_add_grain16, Dither_Luma_Rebuild

Used Version: 1.27.2

<http://avisynth.nl/index.php/Dither>

10.2.28 DSS2mod

Direct Show source filter

Filters: DSS2

Used Version: 2014-11-13

<http://code.google.com/p/xvid4psp/downloads/detail?name=DSS2%20mod%20%2B%20LAVFilters.7z&can=2&q=>

10.2.29 edi_rpow2 AVSI

An improved rpow2 function for nmedi3, nmedi3ocl, eedi3, and eedi2.

Filters: nmedi3_rpow2

Used Version: 0.9.2.0

<http://avisynth.nl/index.php/nmedi3>

10.2.30 EEDI2

EEDI2 (Enhanced Edge Directed Interpolation) resizes an image by 2x in the vertical direction by copying the existing image to 2*y(n) and interpolating the missing field.

Filters: EEDI2

Used Version: 0.9.2.0

<http://avisynth.nl/index.php/EEDI2>

10.2.31 EEDI3

EEDI3 (Enhanced Edge Directed Interpolation) resizes an image by 2x in the vertical direction by copying the existing image to 2*y(n) and interpolating the missing field.

Filters: EEDI3

Used Version: 0.9.2.3

<http://avisynth.nl/index.php/EEDI3>

10.2.32 eedi3_resize

eedi3 based resizing script that allows to resize to arbitrary resolutions while maintaining the correct image center and chroma location.

Filters: eedi3_resize

Used Version: 0.11

<http://avisynth.nl/index.php/eedi3>

10.2.33 ffms2

AviSynth+ and VapourSynth source filter supporting various input formats.

Filters: FFVideoSource, FFAudioSource

Used Version: 2.30

<http://github.com/FFMS/ffms2>

10.2.34 FFT3DFilter

FFT3DFilter uses Fast Fourier Transform method for image processing in frequency domain.

Filters: FFT3DFilter

Used Version: 2.4.7

<http://github.com/pinterf/fft3dfilter>

10.2.35 FFT3DGPU

Similar algorithm to FFT3DFilter, but uses graphics hardware for increased speed.

Filters: FFT3DGPU

Used Version: 0.8.2.0

10.2.36 FineDehalo

Halo removal script that uses DeHalo_alpha with a few masks and optional contra-sharpening to try remove halos without removing important details (like line edges). It also includes FineDehalo2, this function tries to remove 2nd order halos. See script for extensive information.

Filters: FineDehalo

Used Version: 1.1

<http://avisynth.nl/index.php/FineDehalo>

10.2.37 FineSharp

Small and fast realtime-sharpening function for 1080p, or after scaling 720p -> 1080p. It's a generic sharpener only for good quality sources!

Filters: FineSharp

Used Version: 2012-04-12

<http://avisynth.nl/index.php/FineSharp>

10.2.38 flash3kyuu_deband

Simple debanding filter that can be quite effective for some anime sources.

Filters: f3kdb

Used Version: 5.0

<http://forum.doom9.org/showthread.php?t=161411>

10.2.39 FluxSmooth

One of the fundamental properties of noise is that it's random. One of the fundamental properties of motion is that it's not. This is the premise behind FluxSmooth, which examines each pixel and compares it to the corresponding pixel in the previous and last frame. Smoothing occurs if both the previous frame's value and the next frame's value are greater, or if both are less, than the value in the current frame.

Filters: FluxSmoothT, FluxSmoothST

Used Version: 2010-12-01

<http://avisynth.nl/index.php/FluxSmooth>

10.2.40 FrameRateConverter AVSI

Increases the frame rate with interpolation and fine artifact removal

Filters: FrameRateConverter

Used Version: 1.2.1

<https://github.com/mysteryx93/FrameRateConverter>

10.2.41 FrameRateConverter DLL

Increases the frame rate with interpolation and fine artifact removal

Filters: FrameRateConverter

Used Version: 1.2.1

<https://github.com/mysteryx93/FrameRateConverter>

10.2.42 GradFun2DB

A simple and fast debanding filter.

Filters: gradfun2db

Used Version: 2010-03-29

<http://avisynth.nl/index.php/GradFun2db>

10.2.43 GradFun2DBmod

An advanced debanding script based on GradFun2DB.

Filters: GradFun2DBmod

Used Version: 1.5

<http://avisynth.nl/index.php/GradFun2dbmod>

10.2.44 HQDeringmod

Applies deringing by using a smart smoother near edges (where ringing occurs) only.

Filters: HQDeringmod

Used Version: 2018-01-18

http://avisynth.nl/index.php/HQDering_mod

10.2.45 HQDN3D

Filters: HQDN3D

Used Version: 0.11

<http://avisynth.nl/index.php/Hqdn3d>

10.2.46 InterFrame

A frame interpolation script that makes accurate estimations about the content of frames

Filters: InterFrame

Used Version: 2.0

<http://avisynth.nl/index.php/InterFrame>

10.2.47 JincResize

Jinc (EWA Lanczos) resampling plugin for AviSynth 2.6/AviSynth+.

Filters: Jinc36Resize, Jinc64Resize, Jinc144Resize, Jinc256Resize

Used Version: r44

<http://avisynth.nl/index.php/JincResize>

10.2.48 JPSDR

Merge of AutoYUY2, NNEDI3 and ResampleMT

Filters: nnedi3, AutoYUY2, PointResizeMT, BilinearResizeMT, BicubicResizeMT, LanczosResizeMT, Lanczos4ResizeMT, BlackmanResizeMT, Spline16ResizeMT, Spline36ResizeMT, Spline64ResizeMT, GaussResizeMT, SincResizeMT, DeBilinearResizeMT, DeBicubicResizeMT, DeLanczosResizeMT, DeLanczos4ResizeMT, DeBlackmanResizeMT, DeSpline16ResizeMT, DeSpline36ResizeMT, DeSpline64ResizeMT, DeGaussResizeMT, DeSincResizeMT

Used Version: 3.0.0

<http://forum.doom9.org/showthread.php?t=174248>

10.2.49 KNLMeansCL

KNLMeansCL is an optimized pixelwise OpenCL implementation of the Non-local means denoising algorithm. Every pixel is restored by the weighted average of all pixels in its search window. The level of averaging is determined by the filtering parameter h .

Filters: KNLMeansCL

Used Version: 1.1.1

<http://github.com/Khanattila/KNLMeansCL>

10.2.50 Lazy Utilities

A collection of helper and wrapper functions meant to help script authors in handling common operations

Filters: LuStackedNto16, LuPlanarToStacked, LuRGB48YV12ToRGB48Y, LuIsFunction, LuSeparateColumns, LuMergePlanes, LuIsHD, LuConvCSP, Lu8To16, Lu16To8, LuIsEq, LuSubstrAtIdx, LuSubstrCnt, LuReplaceStr, LuIsDefined, LuMerge, LuLut, LuLimitDif, LuBlankClip, LuIsSameRes

Used Version: 0.12

<https://github.com/AviSynth/avs-scripts>

10.2.51 LSFmod

A LimitedSharpenFaster mod with a lot of new features and optimizations.

Filters: LSFmod

Used Version: 1.9

<http://avisynth.nl/index.php/LSFmod>

10.2.52 L-SMASH-Works

AviSynth and VapourSynth source filter based on Libav supporting a wide range of input formats.

Filters: LSMASHVideoSource, LSMASHAudioSource, LWLibavVideoSource, LWLibavAudioSource

Used Version: r929

<http://avisynth.nl/index.php/LSMASHSource>

10.2.53 MAA2Mod

Updated version of the MAA2+ antialiasing script from AnimeIVTC. MAA2 uses tp7's SangNom2, which provide a nice speedup for SangNom-based antialiasing. Mod version also includes support for EEDI3 along with a few other new functions.

Filters: MAA2

Used Version: 0.431

<http://avisynth.nl/index.php/MAA2>

10.2.54 masktools2

MaskTools2 contain a set of filters designed to create, manipulate and use masks. Masks, in video processing, are a way to give a relative importance to each pixel. You can, for example, create a mask that selects only the green parts of the video, and then replace those parts with another video.

Filters: mt_adddiff, mt_average, mt_binarize, mt_circle, mt_clamp, mt_convolution, mt_diamond, mt_edge, mt_ellipse, mt_expand, mt_hysteresis, mt_inflate, mt_inpand, mt_invert, mt_logic, mt_losange, mt_lut, mt_lutf, mt_luts, mt_lutxy, mt_makediff, mt_mappedblur, mt_merge, mt_motion, mt_polish, mt_rectangle, mt_square

Used Version: 2.2.18

<http://github.com/pinterf/masktools>

10.2.55 mClean

Removes noise whilst retaining as much detail as possible.

Filters: mClean

Used Version: 3.2

<http://forum.doom9.org/showthread.php?t=174804>

10.2.56 MCTemporalDenoise

A motion compensated noise removal script with an accompanying post-processing component.

Filters: MCTemporalDenoise, MCTemporalDenoisePP

Used Version: 1.4.20

<http://avisynth.nl/index.php/Abcxyz>

10.2.57 MedianBlur2

Implementation of constant time median filter for AviSynth.

Filters: MedianBlur, MedianBlurTemporal

Used Version: 0.94

<http://avisynth.nl/index.php/MedianBlur2>

10.2.58 MipSmooth

a reinvention of SmoothHiQ and Convolution3D. MipSmooth was made to enable smoothing of larger pixel areas than 3x3(x3), to remove blocks and smoothing out low-frequency noise.

Filters: MipSmooth

Used Version: 1.1.2

<http://avisynth.org.ru/docs/english/externalfilters/mipsmooth.htm>

10.2.59 modPlus

This plugin has 9 functions, which modify values of color components to attenuate noise, blur or equalize input.

Filters: GBlur, MBlur, Median, minvar, Morph, SaltPepper, SegAmp, TweakHist, Veed

Used Version: 2017-10-17

<http://www.avisynth.nl/users/vcmohan/modPlus/modPlus.html>

10.2.60 MPEG2DecPlus

Source filter to open D2V index files created with DGIndex or D2VWitch.

Filters: MPEG2Source

Used Version: 1.5.8.0

<http://github.com/chikuzen/MPEG2DecPlus>

10.2.61 MSharpen

Filters: MSharpen

Used Version: 0.9

<http://avisynth.nl/index.php/MSharpen>

10.2.62 MT Expand Multi

Calls `mt_expand` or `mt_inband` multiple times in order to grow or shrink the mask from the desired width and height.

Filters: `mt_expand_multi`, `mt_inband_multi`

Used Version: 2018-05-19

<http://avisynth.nl/index.php/Dither>

10.2.63 MultiSharpen

A small but useful Sharpening Function

Filters: `MultiSharpen`

Used Version: 1.0

10.2.64 mvtools2

MVTools is collection of functions for estimation and compensation of objects motion in video clips. Motion compensation may be used for strong temporal denoising, advanced framerate conversions, image restoration and other tasks.

Filters: `MSuper`, `MAnalyse`, `MCompensate`, `MMask`, `MDeGrain1`, `MDeGrain2`, `MDeGrain3`

Used Version: 2.7.38

<http://github.com/pinterf/mvtools>

10.2.65 NicAudio

AviSynth audio source filter.

Filters: `NicAC3Source`, `NicDTSSource`, `NicMPASource`, `RaWavSource`

Used Version: 1.1

<http://avisynth.org.ru/docs/english/externalfilters/nicaudio.htm>

10.2.66 nnedi3 AVSI

`nnedi3` is an AviSynth 2.5 plugin, but supports all new planar colorspace when used with AviSynth 2.6

Filters: `nnedi3_resize16`

Used Version: 3.0

<http://avisynth.nl/index.php/nnedi3>

10.2.67 nnedi3x AVSI

`nnedi3x` is an AviSynth 2.5 plugin, but supports all new planar colorspace when used with AviSynth 2.6

Filters: `nnedi3x`

Used Version: 3.0

<http://avisynth.nl/index.php/nnedi3>

10.2.68 pSharpen

pSharpen performs two-point sharpening to avoid overshoot.

Filters: pSharpen

Used Version: 2016-03-16

<http://avisynth.nl/index.php/PSharpen>

10.2.69 QTGMC

A very high quality deinterlacer with a range of features for both quality and convenience. These include a simple presets system, extensive noise processing capabilities, support for repair of progressive material, precision source matching, shutter speed simulation, etc. Originally based on TempGaussMC by Dide.

Filters: QTGMC

Used Version: 3.361s

<http://avisynth.nl/index.php/QTGMC>

10.2.70 ResizeX

Filters: ResizeX

Used Version: 1.0.1

<http://avisynth.nl>

10.2.71 RgTools

RgTools is a modern rewrite of RemoveGrain, Repair, BackwardClense, Clense, ForwardClense and VerticalCleaner all in a single plugin.

Filters: RemoveGrain, Clense, ForwardClense, BackwardClense, Repair, VerticalCleaner

Used Version: 0.97

<http://github.com/pinterf/RgTools>

10.2.72 SangNom2

SangNom2 is a reimplementation of MarcFD's old SangNom filter. Originally it's a single field deinterlacer using edge-directed interpolation but nowadays it's mainly used in anti-aliasing scripts. The output is not completely but mostly identical to the original SangNom.

Filters: SangNom2

Used Version: 0.35

<http://avisynth.nl/index.php/SangNom2>

10.2.73 Shader AVSI

Filters: SuperRes, SuperResXBR, SuperXBR, ResizeShader, SuperResPass, SuperXbrMulti, ResizeShader

Used Version: 1.6.5

<https://github.com/mysteryx93/AviSynthShader/releases>

10.2.74 Shader DLL

Filters: SuperRes, SuperResXBR, SuperXBR, ResizeShader, SuperResPass, SuperXbrMulti, ResizeShader

Used Version: 1.0

<https://github.com/mysteryx93/AviSynthShader/releases>

10.2.75 SMDegrain

SMDegrain, the Simple MDegrain Mod, is mainly a convenience function for using MVTools.

Filters: SMDegrain

Used Version: 3.1.2.97s

<http://avisynth.nl/index.php/SMDegrain>

10.2.76 SmoothAdjust

SmoothAdjust is a set of 5 plugins to make YUV adjustments.

Filters: SmoothTweak, SmoothCurve, SmoothCustom, SmoothTools

Used Version: 3.20

<http://forum.doom9.org/showthread.php?t=154971>

10.2.77 SmoothD2

Deblocking filter. Rewrite of SmoothD. Faster, better detail preservation, optional chroma deblocking.

Filters: SmoothD2

Used Version: a2

<http://avisynth.nl/index.php/SmoothD2>

10.2.78 SmoothD2c

Deblocking filter. Rewrite of SmoothD. Faster, better detail preservation, optional chroma deblocking.

Filters: SmoothD2c

Used Version: a2

<http://avisynth.nl/index.php/SmoothD2>

10.2.79 SVPFlow 1

Motion vectors search plugin is a deeply refactored and modified version of MVTools2 Avisynth plugin

Filters: analyse_params, super_params, SVSuper, SVAnalyse

Used Version: 4.2.0.133

<http://avisynth.nl/index.php/SVPFlow>

10.2.80 SVPFlow 2

Motion vectors search plugin is a deeply refactored and modified version of MVTools2 Avisynth plugin

Filters: smoothfps_params, SVConvert, SVSmoothFps

Used Version: 4.2.0.142

<http://avisynth.nl/index.php/SVPFlow>

10.2.81 TDeint

TDeint is a bi-directionally, motion adaptive, sharp deinterlacer.

Filters: TDeint

Used Version: 1.1

<http://avisynth.nl/index.php/TDeint>

10.2.82 TEMmod

TEMmod creates an edge mask using gradient vector magnitude.

Filters: TEMmod

Used Version: 0.2.1

<http://avisynth.nl/index.php/TEMmod>

10.2.83 TIVTC

TIVTC is a plugin package containing 7 different filters and 3 conditional functions.

Filters: TFM, TDecimate, MergeHints, FrameDiff, FieldDiff, ShowCombedTIVTC, RequestLinear

Used Version: 1.0.11

<http://github.com/pinterf/TIVTC>

10.2.84 TMM2

TMM builds a motion-mask for TDeint, which TDeint uses via its 'emask' parameter.

Filters: TMM2

Used Version: 2016-07-05

<http://avisynth.nl/index.php/TMM>

10.2.85 TNLMeans

TNLMeans is an implementation of the NL-means denoising algorithm. Aside from the original method, TNLMeans also supports extension into 3D, a faster, block based approach, and a multiscale version.

Filters: TNLMeans

Used Version: 1.0.3

<http://avisynth.nl/index.php/TNLMeans>

10.2.86 UnDot

UnDot is a simple median filter for removing dots, that is stray orphan pixels and mosquito noise.

Filters: UnDot

Used Version: 0.0.1.1

<http://avisynth.nl/index.php/UnDot>

10.2.87 VagueDenoiser

This is a Wavelet based Denoiser. Basically, it transforms each frame from the video input into the wavelet domain, using various wavelet filters. Then it applies some filtering to the obtained coefficients.

Filters: VagueDenoiser

Used Version: 0.35.1.0

<http://avisynth.nl/index.php/VagueDenoiser>

10.2.88 VapourSource

VapourSource is a VapourSynth script reader for AviSynth 2.6.

Filters: VSImport, VSEval

Used Version: 2018-09-21

<http://avisynth.nl/index.php/VapourSource>

10.2.89 vinverse

A modern rewrite of a simple but effective plugin to remove residual combing originally based on an AviSynth script by Dide and then written as a plugin by tritical.

Filters: vinverse, vinverse2

Used Version: 2013-11-30

<http://avisynth.nl/index.php/Vinverse>

10.2.90 vsCube

Deblocking plugin using the deblocking filter of h264.

Filters: Cube

Used Version: 1.0

<http://rationalqm.us/mine.html>

10.2.91 VSFilterMod

AviSynth subtitle plugin with support for vobsub srt and ass.

Filters: VobSub, TextSubMod

Used Version: 5.2

<http://github.com/HomeOfVapourSynthEvolution/VSFilterMod>

10.2.92 xNLMeans

xNLMeans is an AviSynth plugin implementation of the Non Local Means denoising algorithm

Filters: xNLMeans

Used Version: 0.03

<http://avisynth.nl/index.php/xNLMeans>

10.2.93 yadifmod2

Yet Another Deinterlacing Filter mod for Avisynth2.6/Avisynth+

Filters: yadifmod2

Used Version: 0.0.4-1

<http://github.com/chikuzen/yadifmod2>

10.2.94 YFRC

Yushko Frame Rate Converter - doubles the frame rate with strong artifact detection and scene change detection. YFRC uses masks to reduce artifacts in areas where interpolation failed.

Filters: YFRC

Used Version: 2015-10-01

<http://avisynth.nl/index.php/YFRC>

10.3 VapourSynth Plugins

10.3.1 adjust

very basic port of the built-in Avisynth filter Tweak.

Filters: adjust.Tweak

Used Version: 2015-03-22

<http://github.com/dubhater/vapoursynth-adjust>

10.3.2 AWarpSharp2

VapourSynth port of AWarpSharp2

Filters: warp.AWarpSharp2

Used Version: 2018-06-18

<https://github.com/dubhater/vapoursynth-awarpsharp2>

10.3.3 BM3D

BM3D denoising filter for VapourSynth

Filters: bm3d.RGB2OPP, bm3d.OPP2RGB, bm3d.Basic, bm3d.Final, bm3d.VBasic, bm3d.VFinal, bm3d.VAggregate

Used Version: 2016-08-16

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-BM3D>

10.3.4 CNR2

Cnr2 is a temporal denoiser designed to denoise only the chroma.

Filters: cnr2.Cnr2

Used Version: 2016-07-02

<https://github.com/dubhater/vapoursynth-cnr2>

10.3.5 CTMF

Constant Time Median Filtering.

Filters: ctmf.CTMF

Used Version: 2017-06-02

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-CTMF>

10.3.6 d2vsource

Source filter to open D2V index files created with DGIndex or D2VWitch.

Filters: d2v.Source

Used Version: 2016-04-29

<http://github.com/dwbuiten/d2vsource>

10.3.7 DCTFilter

Renewed VapourSynth port of DCTFilter.

Filters: dctf.DCTFilter

Used Version: 2016-08-17

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-DCTFilter>

10.3.8 DCTFilter-f

Renewed VapourSynth port of DCTFilter.

Filters: dctf.DCTFilter

Used Version: r2

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-DCTFilter>

10.3.9 Deblock

Deblocking plugin using the deblocking filter of h264.

Filters: deblock.Deblock

Used Version: 6

<http://github.com/HomeOfVapourSynthEvolution/VapourSynth-Deblock/>

10.3.10 DeblockPP7

VapourSynth port of pp7 from MPlayer.

Filters: pp7.DeblockPP7

Used Version: 2018-04-28

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-DeblockPP7>

10.3.11 DegrainMedian

VapourSynth port of DegrainMedian

Filters: dgm.DegrainMedian

Used Version: 2016-08-07

<https://github.com/dubhater/vapoursynth-degrainmedian>

10.3.12 DFTTest

VapourSynth port of dfttest.

Filters: dfttest.DFTTest

Used Version: 2017-12-21

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-DFTTest>

10.3.13 DGDecodeNV

DGDecNV is a shareware AviSynth source filter using NVIDIA hardware acceleration. DGIndexNV can be configured at Tools > Setting > Demux. DGDecNV is not included so must be downloaded manually.

Filters: DGSource

Used Version: 2053

<http://rationalqm.us/dgdecnv/dgdecnv.html>

10.3.14 Dither

VapourSynth port of DitherTools

Filters: Dither.sigmoid_direct, Dither.sigmoid_inverse, Dither.linear_to_gamma, Dither.gamma_to_linear, Dither.clamp16, Dither.sbr16, Dither.Resize16nr, Dither.get_msb, Dither.get_lsb

Used Version: 2018-02-23

<https://github.com/IFeelBloated/VaporSynth-Functions>

10.3.15 EEDI2

EEDI2 works by finding the best non-decreasing (non-crossing) warping between two lines by minimizing a cost functional.

Filters: eedi2.EEDI2

Used Version: 2017-03-04

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-EEDI2>

10.3.16 EEDI3m

EEDI3 works by finding the best non-decreasing (non-crossing) warping between two lines by minimizing a cost functional.

Filters: eedi3m.EEDI3

Used Version: 2017-12-23

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-EEDI3>

10.3.17 ffms2

AviSynth+ and VapourSynth source filter supporting various input formats.

Filters: ffms2

Used Version: 2.30

<http://github.com/FFMS/ffms2>

10.3.18 FFT3DFilter

FFT3DFilter uses Fast Fourier Transform method for image processing in frequency domain.

Filters: fft3dfilter.FFT3DFilter

Used Version: 2018-07-11

<http://github.com/VFR-maniac/VapourSynth-FFT3DFilter>

10.3.19 finesharp

Port of Didie's FineSharp script to VapourSynth.

Filters: finesharp.sharpen

Used Version: 2018-06-30

<http://forum.doom9.org/showthread.php?p=1777860#post1777860>

10.3.20 FixTelecinedFades

InsaneAA Anti-Aliasing Script.

Filters: ftf.FixFades

Used Version: 5.0

<https://github.com/IFeelBloated/Fix-Telecined-Fades>

10.3.21 flash3kyuu_deband

Simple debanding filter that can be quite effective for some anime sources.

Filters: core.f3kdb.Deband

Used Version: 5.0

<http://forum.doom9.org/showthread.php?t=161411>

10.3.22 FluxSmooth

FluxSmooth is a filter for smoothing of fluctuations.

Filters: flux.SmoothT, flux.SmoothST

Used Version: 2.0

<http://github.com/dubhater/vapoursynth-fluxsmooth>

10.3.23 fmtconv

Fmtconv is a format-conversion plug-in for the Vapoursynth video processing engine. It does resizing, bitdepth conversion with dithering and colorspace conversion.

Filters: `fmtc.bitdepth`, `fmtc.convert`, `core.fmtc.matrix`, `fmtc.resample`, `fmtc.transfer`, `fmtc primaries`, `core.fmtc.matrix2020cl`, `fmtc.stack16tonative`, `nativetostack16`

Used Version: 20

<http://github.com/EleonoreMizo/fmtconv>

10.3.24 fvfunc

Small collection of VapourSynth functions

Filters: `fvfunc.GradFun3mod`, `fvfunc.DescaleM`, `fvfunc.Downsacle444`, `fvfunc.JIVTC`, `fvfunc.OverlayInter`, `fvfunc.AutoDeblock`, `fvfunc.ReplaceFrames`, `fvfunc.maa`, `fvfunc.TemporalDegrain`, `fvfunc.DescaleAA`, `fvfunc.InsertSign`

Used Version: 2018-10-28

<https://github.com/Irrational-Encoding-Wizardry/fvfunc>

10.3.25 G41Fun

The replaced script for `hnwvfunc` with re-written functions.

Filters: `G41Fun.mClean`, `G41Fun.NonlinUSM`, `G41Fun.DetailSharpen`, `G41Fun.LUSM`, `G41Fun.JohnFPS`, `G41Fun.TemporalDegrain2`, `G41Fun.MCDegrainSharp`, `G41Fun.FineSharpen`, `G41Fun.psharpen`, `G41Fun.QTGMC`, `G41Fun.SMDegrain`, `G41Fun.daamod`, `G41Fun.STPressoHD`, `G41Fun.MLDegrain`, `G41Fun.Hysteria`, `G41Fun.SuperToon`, `G41Fun.EdgeDetect`, `G41Fun.SpotLess`, `G41Fun.HQDeringmod`, `G41Fun.LSFmod`, `G41Fun.SeeSaw`, `G41Fun.MaskedDHA`

Used Version: 1.0

<https://github.com/Helenerineium/hnwvfunc>

10.3.26 havsfunc

Various popular AviSynth scripts ported To VapourSynth.

Filters: `havsfunc.QTGMC`, `havsfunc.daa`, `havsfunc.santiag`, `havsfunc.FixChromaBleedingMod`, `havsfunc.Deblock_QED`, `havsfunc.DeHalo_alpha`, `havsfunc.FineDehalo`, `havsfunc.YAHR`, `havsfunc.HQDeringmod`, `havsfunc.smartfademod`, `havsfunc.srestore`, `havsfunc.ivtc_txt60mc`, `havsfunc.logoNR`, `havsfunc.Vinverse`, `havsfunc.Vinverse2`, `havsfunc.LUTDeCrawl`, `havsfunc.LUTDeRainbow`, `havsfunc.Stab`, `havsfunc.GrainStabilizeMC`, `havsfunc.MCTemporalDenoise`, `havsfunc.SMDegrain`, `havsfunc.STPresso`, `havsfunc.SigmoidInverse`, `havsfunc.SigmoidDirect`, `havsfunc.GrainFactory3`, `havsfunc.InterFrame`, `havsfunc.SmoothLevels`, `havsfunc.FastLineDarkenMOD`, `havsfunc.Toon`, `havsfunc.LSFmod`, `havsfunc.TemporalDegrain`, `havsfunc.aaf`, `havsfunc.AverageFrames`, `havsfunc.Bob`, `havsfunc.ChangeFPS`, `havsfunc.Clamp`, `havsfunc.KNLMeansCL`, `havsfunc.Overlay`, `havsfunc.Padding`, `havsfunc.Resize`, `havsfunc.SCDetect`, `havsfunc.Weave`, `havsfunc.ContraSharpening`, `havsfunc.MinBlur`, `havsfunc.sbr`, `havsfunc.DitherLumaRebuild`, `havsfunc.mt_expand_multi`, `havsfunc.mt_inpand_multi`, `havsfunc.mt_inflate_multi`, `havsfunc.mt_deflate_multi`, `havsfunc.EdgeCleaner`

Used Version: 31

<http://github.com/HomeOfVapourSynthEvolution/havsfunc>

10.3.27 HQDN3D

Avisynth port of hqdn3d from avisynth/mplayer.

Filters: hqdn3d.Hqdn3d

Used Version: 2018-07-01

<https://github.com/Hinterwaeldlers/vapoursynth-hqdn3d>

10.3.28 IT

VapourSynth Plugin - Inverse Telecine (YV12 Only, IT-0051 base, IT_YV12-0103 base).

Filters: it.IT

Used Version: 1.2

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-IT>

10.3.29 KNLMeansCL

KNLMeansCL is an optimized pixelwise OpenCL implementation of the Non-local means denoising algorithm. Every pixel is restored by the weighted average of all pixels in its search window. The level of averaging is determined by the filtering parameter h.

Filters: knlm.KNLMeansCL

Used Version: 1.1.1

<http://github.com/Khanattila/KNLMeansCL>

10.3.30 mcdegrainsharp

TemporalMedian is a temporal denoising filter. It replaces every pixel with the median of its temporal neighbourhood.

Filters: mcdegrainsharp.mcdegrainsharp

Used Version: 2016-10-20

<https://gist.github.com/4re/b5399b1801072458fc80#file-mcdegrainsharp-py>

10.3.31 MiniDeen

MiniDeen is a spatial denoising filter. It replaces every pixel with the average of its neighbourhood.

Filters: minideen.MiniDeen

Used Version: 1.0

<https://github.com/dubhater/vapoursynth-minideen>

10.3.32 msmoosh

MSmooth is a spatial smoother that doesn't touch edges. MSharpen is a sharpener that tries to sharpen only edges.

Filters: msmoosh.MSmooth, msmoosh.MSharpen

Used Version: 1.1

<http://github.com/dubhater/vapoursynth-msmoosh>

10.3.33 muvfunc

Muonium's VapourSynth functions.

Filters: muvfunc.LDMerge, muvfunc.Compare, muvfunc.ExInpand, muvfunc.InDeflate, muvfunc.MultiRemoveGrain, muvfunc.GradFun3, muvfunc.AnimeMask, muvfunc.PolygonExInpand, muvfunc.Luma, muvfunc.ediaa, muvfunc.nnedi3aa, muvfunc.maa, muvfunc.SharpAAMcmod, muvfunc.TEdge, muvfunc.Sort, muvfunc.Soothe_mod, muvfunc.TemporalSoften, muvfunc.FixTelecinedFades, muvfunc.TCannyHelper, muvfunc.MergeChroma, muvfunc.furniture, muvfunc.BoxFilter, muvfunc.SmoothGrad, muvfunc.DeFilter, muvfunc.scale, muvfunc.ColorBarsHD, muvfunc.SeeSaw, muvfunc.abcxyz, muvfunc.Sharpen, muvfunc.Blur, muvfunc.BlindDeHalo3, muvfunc.dfttestMC, muvfunc.TurnLeft, muvfunc.TurnRight, muvfunc.BalanceBorders, muvfunc.DisplayHistogram, muvfunc.GuidedFilter, muvfunc.GMSD, muvfunc.SSIM, muvfunc.SSIM_downsample, muvfunc.LocalStatisticsMatching, muvfunc.LocalStatistics, muvfunc.TextSub16, muvfunc.TMinBlur, muvfunc.mdering, muvfunc.BMAFilter, muvfunc.LLSURE, muvfunc.YAHRmod, muvfunc.RandomInterleave

Used Version: 0.2.0

<https://github.com/WolframRhodium/muvfunc>

10.3.34 mvmulti

MVTools is a set of filters for motion estimation and compensation.

Filters: mvmulti.StoreVect, mvmulti.Analyse, mvmulti.Recalculate, mvmulti.Compensate, mvmulti.Restore, mvmulti.Flow, mvmulti.DegrainN

Used Version: 20

<http://github.com/dubhater/vapoursynth-mvtools>

10.3.35 mvsvfunc

mawen1250's VapourSynth functions.

Filters: mvsvfunc.Depth, mvsvfunc.ToRGB, mvsvfunc.ToYUV, mvsvfunc.BM3D, mvsvfunc.VFRSplice, mvsvfunc.PlaneStatistics, mvsvfunc.PlaneCompare, mvsvfunc.ShowAverage, mvsvfunc.FilterIf, mvsvfunc.FilterCombed, mvsvfunc.Min, mvsvfunc.Max, mvsvfunc.Avg, mvsvfunc.MinFilter, mvsvfunc.MaxFilter, mvsvfunc.LimitFilter, mvsvfunc.PointPower, mvsvfunc.CheckMatrix, mvsvfunc.postfix2infix, mvsvfunc.SetColorSpace, mvsvfunc.AssumeFrame, mvsvfunc.AssumeTFF, mvsvfunc.AssumeBFF, mvsvfunc.AssumeField, mvsvfunc.AssumeCombed, mvsvfunc.CheckVersion, mvsvfunc.GetMatrix, mvsvfunc.zDepth, mvsvfunc.GetPlane, mvsvfunc.PlaneAverage, mvsvfunc.Preview, mvsvfunc.GrayScale

Used Version: 2016-10-03

<http://github.com/HomeOfVapourSynthEvolution/mvsvfunc>

10.3.36 mvtools

MVTools is a set of filters for motion estimation and compensation.

Filters: mv.Super, mv.Analyse, mv.Recalculate, mv.Compensate, mv.Degrain1, mv.Degrain2, mv.Degrain3, mv.Mask, mv.Finest, mv.Flow, mv.FlowBlur, mv.FlowInter, mv.FlowFPS, mv.BlockFPS, mv.SCDetection, mv.DepanAnalyse, mv.DepanEstimate, mv.DepanCompensate, mv.DepanStabilise

Used Version: r20

<http://github.com/dubhater/vapoursynth-mvtools>

10.3.37 mvtools-sf

MVTools is a set of filters for motion estimation and compensation.

Filters: mvsf.Super, mvsf.Analyse, mvsf.Recalculate, mvsf.Compensate, mvsf.Degrain1, mvsf.Degrain2, mvsf.Degrain3, mvsf.Mask, mvsf.Finest, mvsf.Flow, mvsf.FlowBlur, mvsf.FlowInter, mvsf.FlowFPS, mvsf.BlockFPS, mvsf.SCDetection, mvsf.DepanAnalyse, mvsf.DepanEstimate, mvsf.DepanCompensate, mvsf.DepanStabilise

Used Version: r1

<http://github.com/dubhater/vapoursynth-mvtools>

10.3.38 nmedi3

nmedi3 is an intra-field only deinterlacer. It takes in a frame, throws away one field, and then interpolates the missing pixels using only information from the kept field.

Filters: nmedi3.nmedi3

Used Version: v12

<http://github.com/dubhater/vapoursynth-nmedi3>

10.3.39 nmedi3_rpow2

nmedi3_rpow2 ported from Avisynth for VapourSynth

Filters: nmedi3_rpow2

Used Version: 1.0

<https://github.com/Irrational-Encoding-Wizardry/fvsvfunc>

10.3.40 nmedi3cl

nmedi3 is an intra-field only deinterlacer. It takes a frame, throws away one field, and then interpolates the missing pixels using only information from the remaining field. It is also good for enlarging images by powers of two.

Filters: nmedi3cl.NNEDI3CL

Used Version: 7.2

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-NNEDI3CL>

10.3.41 Oyster

Oyster is an experimental implement of the Blocking Matching concept, designed specifically for compression artifacts removal.

Filters: Oyster.Basic, Oyster.Deringing, Oyster.Destaircase, Oyster.Deblocking, Oyster.Super

Used Version: 2017-02-10

<https://github.com/IFeelBloated/Oyster>

10.3.42 Plum

Plum is a sharpening/blind deconvolution suite with certain advanced features like Non-Local error, Block Matching, etc..

Filters: Plum.Super, Plum.Basic, Plum.Final

Used Version: 2017-06-24

<https://github.com/IFeelBloated/Plum>

10.3.43 psharpen

VapourSynth port of pSharpen

Filters: psharpen.psharpen

Used Version: 1.0

10.3.44 resamplehq

TemporalMedian is a temporal denoising filter. It replaces every pixel with the median of its temporal neighbourhood.

Filters: resamplehq.resamplehq

Used Version: 1.0

<https://gist.github.com/4re/b5399b1801072458fc80#file-mcdegrainsharp-py>

10.3.45 Sangnom

SangNom is a single field deinterlacer using edge-directed interpolation but nowadays it's mainly used in anti-aliasing scripts.

Filters: sangnom.SangNom

Used Version: 2016-08-31

<https://bitbucket.org/James1201/vapoursynth-sangnom/overview>

10.3.46 scenechange

Filters: scenechange

Used Version: 2014-09-25

10.3.47 SVPFlow 1

Motion vectors search plugin is a deeply refactored and modified version of MVTools2 Avisynth plugin

Filters: core.svp1.Super, core.svp1.Analyse, core.svp1.Convert

Used Version: 4.2.0.133

<https://www.svp-team.com/wiki/Manual:SVPflow>

10.3.48 SVPFlow 2

Motion vectors search plugin is a deeply refactored and modified version of MVTools2 Avisynth plugin

Filters: core.svp2.SmoothFps

Used Version: 4.2.0.142

<https://www.svp-team.com/wiki/Manual:SVPflow>

10.3.49 taa

A ported AA-script from Avisynth.

Filters: taa.TAAmbk, taa.vsTAAmbk

Used Version: 0.8.0

<https://github.com/HomeOfVapourSynthEvolution/vsTAAmbk>

10.3.50 TCanny

Builds an edge map using canny edge detection.

Filters: tcanny.TCanny

Used Version: 2017-07-30

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-TCanny>

10.3.51 TDeintMod

TDeintMod is a combination of TDeint and TMM, which are both ported from tritical's AviSynth plugin.

Filters: tdm.TDeintMod

Used Version: r10

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-TDeintMod>

10.3.52 TemporalMedian

TemporalMedian is a temporal denoising filter. It replaces every pixel with the median of its temporal neighbourhood.

Filters: tmedian.TemporalMedian

Used Version: v1

<https://github.com/dubhater/vapoursynth-temporalmedian>

10.3.53 temporalsoften

Filters: TemporalSoften

Used Version: 2014-09-25

10.3.54 TimeCube

Allows Usage of 3DLuts.

Filters: timecube.Cube

Used Version: 2.0

<https://github.com/sekrit-twc/timecube>

10.3.55 TTempSmooth

VapourSynth port of TTempSmooth.

Filters: ttmpsm.TTempSmooth

Used Version: 2018-05-08

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-TTempSmooth>

10.3.56 VagueDenoiser

VapourSynth port of VagueDenoiser.

Filters: vd.VagueDenoiser

Used Version: 2015-06-08

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-VagueDenoiser>

10.3.57 vcfreq

vcvcfreq plugin for VapourSynth.

Filters: vcfreq.F1Quiver, vcfreq.F2Quiver, vcfreq.Blur, vcfreq.Sharp

Used Version: 2016-05-12

<http://www.avisynth.nl/users/vcmohan/vcfreq/vcfreq.html>

10.3.58 vcmmod

vcmmod plugin for VapourSynth.

Filters: vcmmod.Median, vcmmod.Variance, vcmmod.Amplitude, vcmmod.GBlur, vcmmod.MBlur, vcmmod.Histogram, vcmmod.Fan, vcmmod.Variance, vcmmod.Neural, vcmmod.Veed, vcmmod.SaltPepper

Used Version: 2017-10-17

<http://www.avisynth.nl/users/vcmohan/vcmmod/vcmmod.html>

10.3.59 vcmove

vcmove plugin for VapourSynth.

Filters: vcmove.Rotate, vcmove.DeBarrel, vcmove.Quad2Rect, vcmove.Rect2Quad

Used Version: 2016-04-10

<http://www.avisynth.nl/users/vcmohan/vcmove/vcmove.html>

10.3.60 Vine

Plum is a sharpening/blind deconvolution suite with certain advanced features like Non-Local error, Block Matching, etc..

Filters: Vine.Super, Vine.Basic, Vine.Final, Vine.Dilation, Vine.Erosion, Vine.Closing, Vine.Opening, Vine.Gradient, Vine.TopHat, Vine.Blackhat

Used Version: 2017-03-16

<https://github.com/IFeelBloated/Plum>

10.3.61 VSFilterMod

AviSynth subtitle plugin with support for vobsub srt and ass.

Filters: vsfm.VobSub, vsfm.TextSubMod

Used Version: 5.2

<http://github.com/HomeOfVapourSynthEvolution/VSFilterMod>

10.3.62 vsismashsource

VapourSynth source filter based on Libav supporting a wide range of input formats.

Filters: lsmas.LibavSMASHSource, lsmas.LWLibavSource

Used Version: 929

<http://avisynth.nl/index.php/LSMASHSource>

10.3.63 W3FDIF

Weston 3 Field Deinterlacing Filter. Ported from FFmpeg's libavfilter.

Filters: w3fdif.W3FDIF

Used Version: r1

<https://github.com/HomeOfVapourSynthEvolution/VapourSynth-W3FDIF/releases>

10.3.64 Yadifmod

Modified version of Fizick's avisynth filter port of yadif from mplayer. This version doesn't internally generate spatial predictions, but takes them from an external clip.

Filters: yadifmod.Yadifmod

Used Version: 10

<http://github.com/HomeOfVapourSynthEvolution/VapourSynth-Yadifmod>

10.3.65 znedi3

znedi3 is a CPU-optimized version of nnedi.

Filters: znedi3.nnedi3

Used Version: 2018-01-11

<https://github.com/sekrit-twc/znedi3>

CHAPTER 11

Indices and tables

- `genindex`
- `modindex`
- `search`