StaxRip Documentation

StaxRip authors

Mar 08, 2021

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CHAPTER 1

Introduction

1.1 About

StaxRip is a video encoding GUI for Windows, it executes and controls console apps like x265, mkvmerge and ffmpeg and uses the scripting based frame servers AviSynth and VapourSynth for video processing.

1.1.1 Feature Highlights

- Support for a wide variety of formats and tools
- All popular and modern video encoders like x265 and nvenc are supported
- Hardware encoding for AMD, Intel and NVIDIA
- Batch Processing
- Video editing using AviSynth and VapourSynth, direct control of the script and popular filters like QTGMC included
- Scriptable via PowerShell
- Minimal user interaction required due to rich configuration and automation features
- Copy modes for audio and video for plain remuxing
- Cut/Trim feature, for MKV output no re-encoding is required
- High DPI scaling
- Portable, nothing has to be installed
- Parallel Job processing, parallel audio video processing, parallel junk encoding for x265

1.2 Download

1.2.1 Stable

https://github.com/staxrip/staxrip/releases

1.2.2 Beta

DropBox

OneDrive

1.3 Setup

It's important to understand that x64 and x86 can never be mixed, everything StaxRip requires and everything it uses is x64, x86 plugins generally don't work in x64 applications.

Windows 7 x64 is the minimum required Windows version.

.NET Framework is required in verrsion 4.8.

Another requirement is Visual C++ 2019 x64 with minimum version 14.25.28508

StaxRip has portable versions of AviSynth, VapourSynth and Python included, a setup is not required.

Hardware encoding works only on newer hardware and up to date drivers.

It's not possible to start StaxRip from a location without full write access.

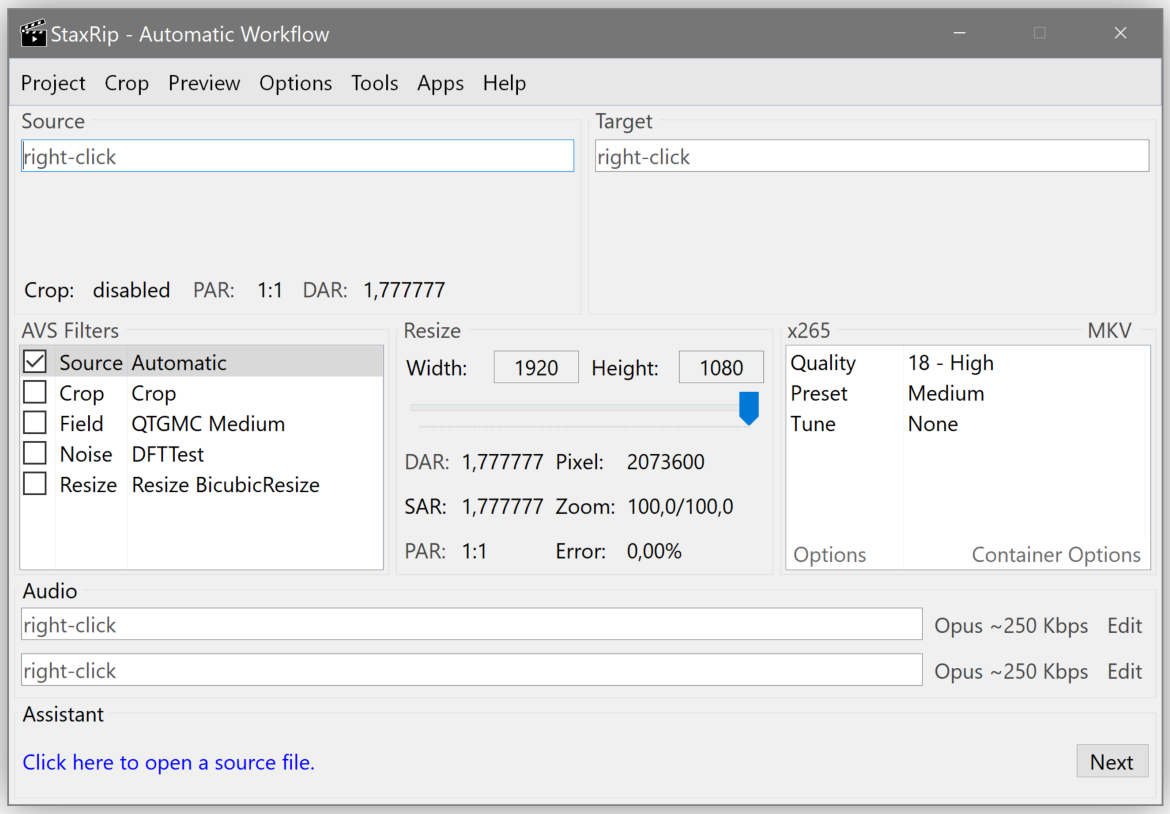
CHAPTER 2

Screenshots

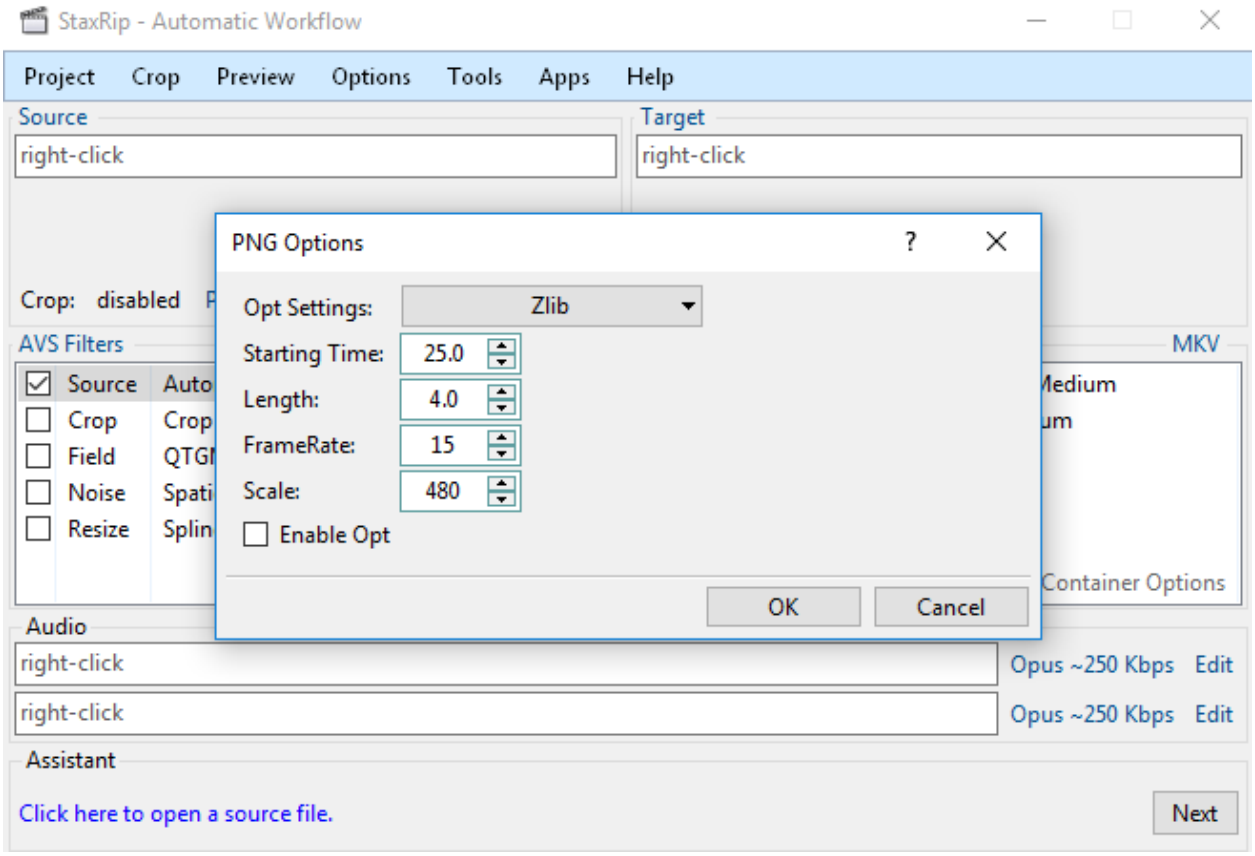
Contents

- *Screenshots*
  - *Main*
  - *AnimatedPNG*
  - *AnimationGIF*
  - *AppForm*
  - *AudioMenu*
  - *eac3to*
  - *Event Command Editor*
  - *Job Processing*
  - *Log File Viewer*
  - *MediaInfo*
  - *Menus*
  - *NVEnc*
  - *Preprocessing*
  - *ThumbnailsFont*
  - *ThumbnailsMTN*
  - *ThumbnailsStaxRip*
  - *x265*

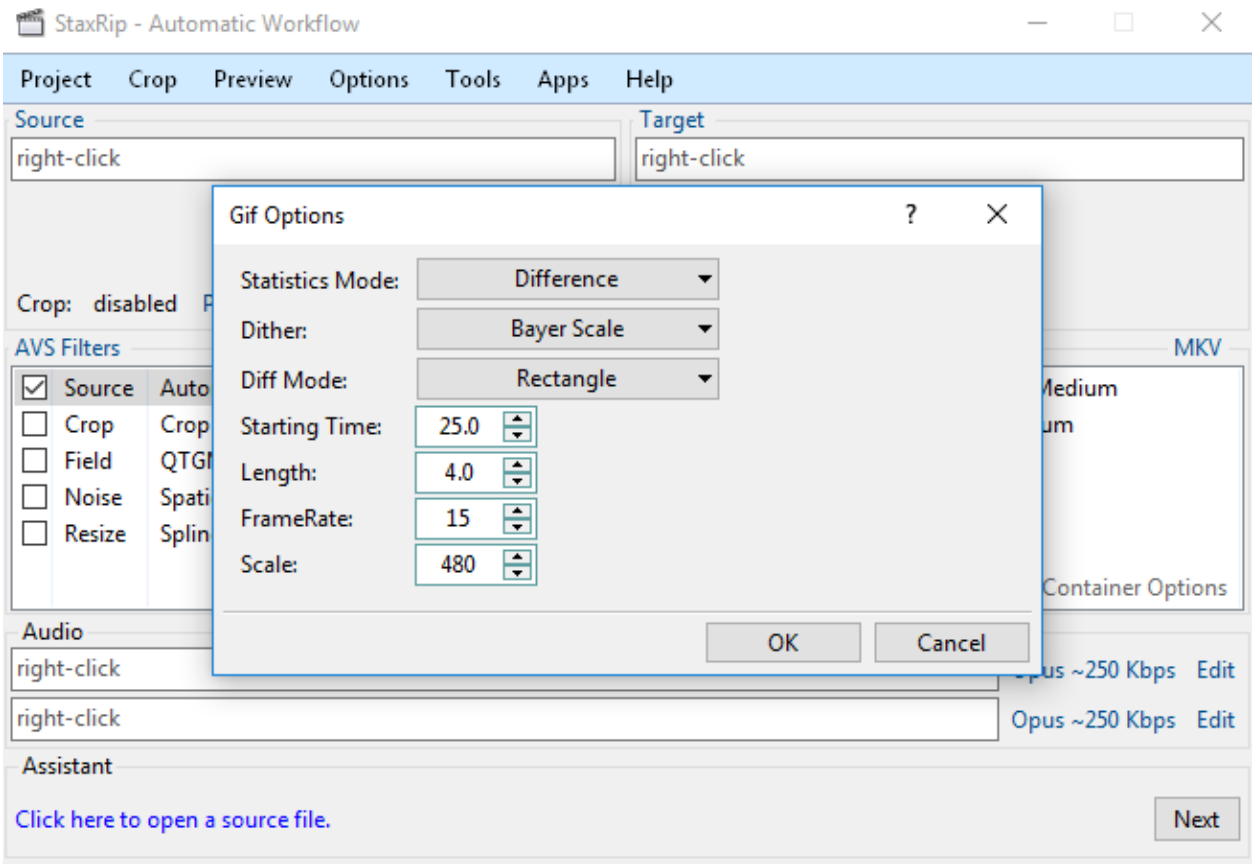
2.1 Main


StaxRip - Automatic Workflow
Project Crop Preview Options Tools Apps Help
Source
right-click
Target
right-click
Crop: disabled PAR: 1:1 DAR: 1,777777
AVS Filters
Source Automatic
Crop Crop
Field QTGMC Medium
Noise DFTTest
Resize Resize BicubicResize
Resize
Width: 1920 Height: 1080
DAR: 1,777777 Pixel: 2073600
SAR: 1,777777 Zoom: 100,0/100,0
PAR: 1:1 Error: 0,00%
x265 MKV
Quality 18 - High
Preset Medium
Tune None
Options Container Options
Audio
right-click Opus ~250 Kbps Edit
right-click Opus ~250 Kbps Edit
Assistant
Click here to open a source file.
Next

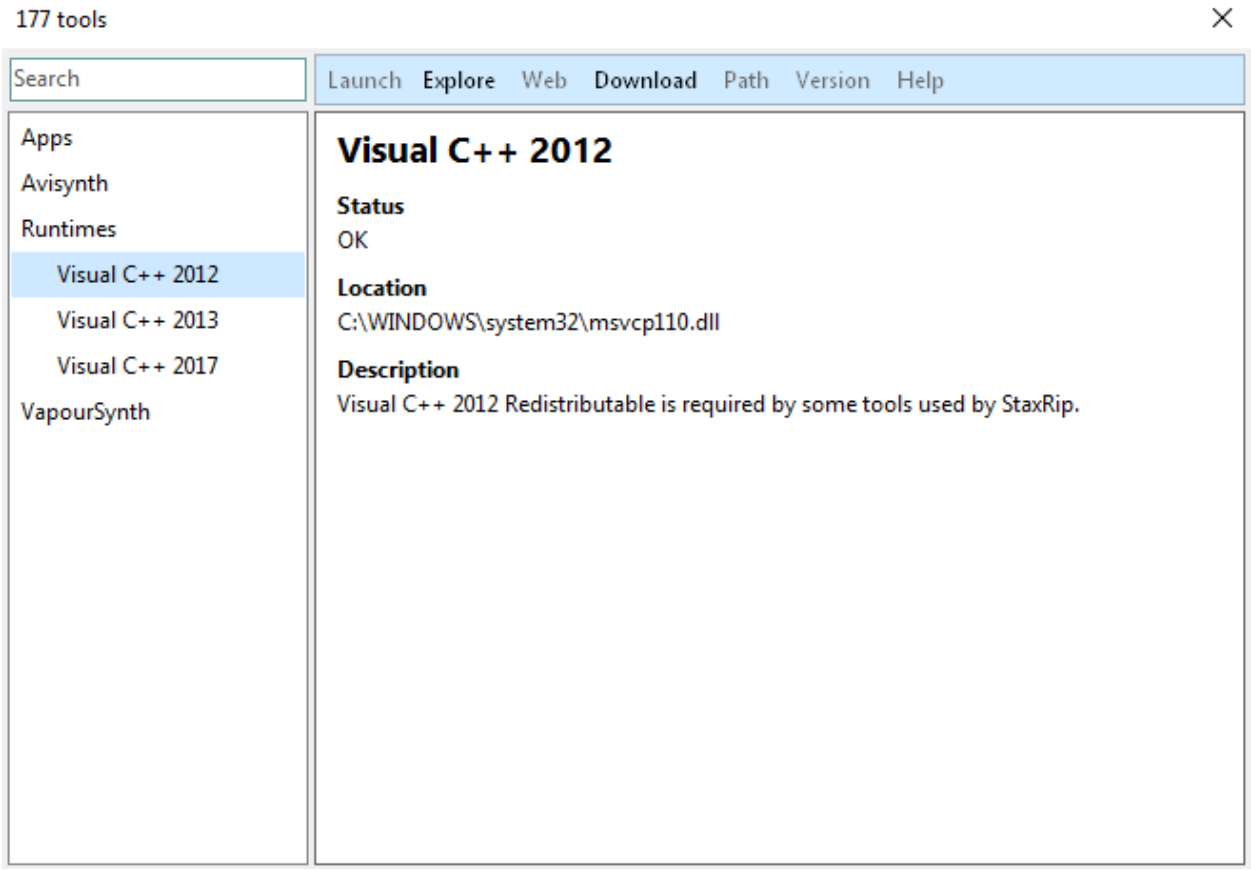
2.2 AnimatedPNG



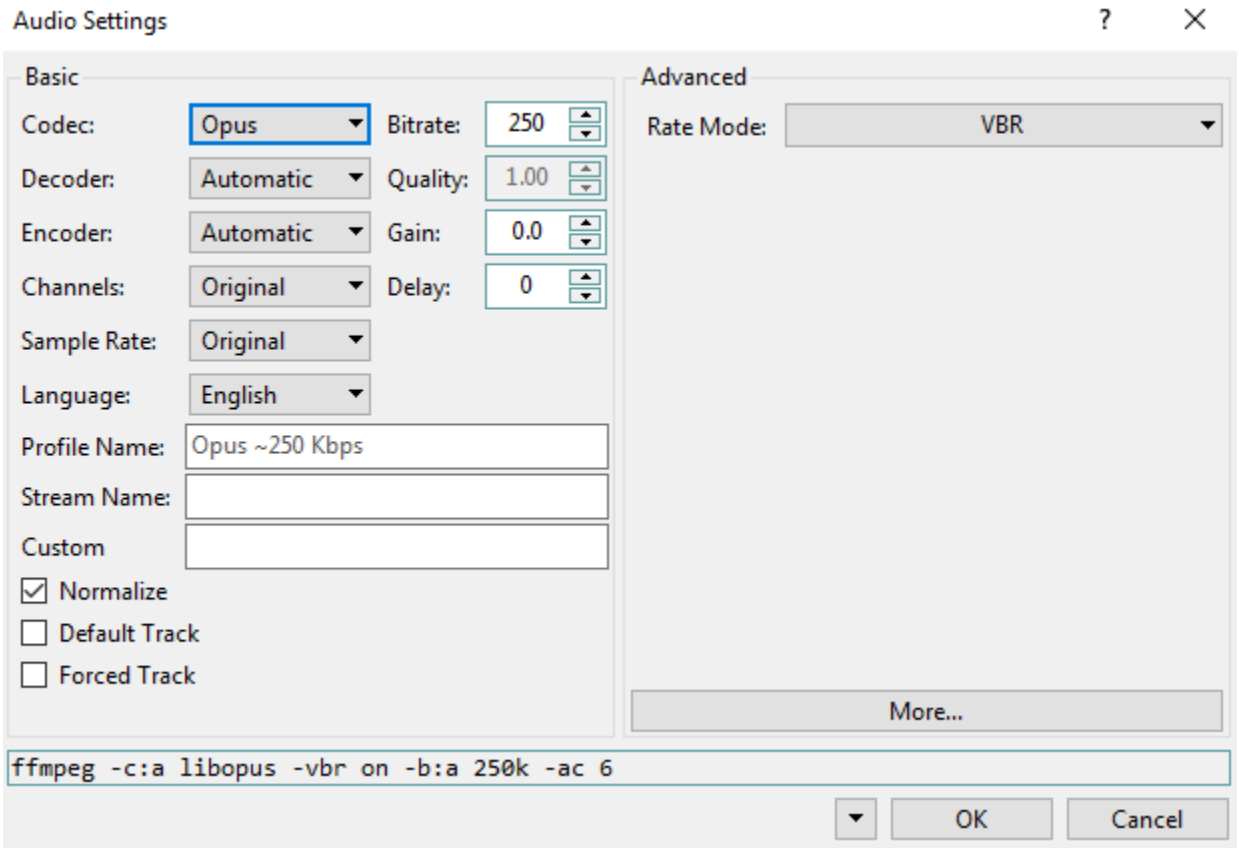
2.3 AnimationGIF



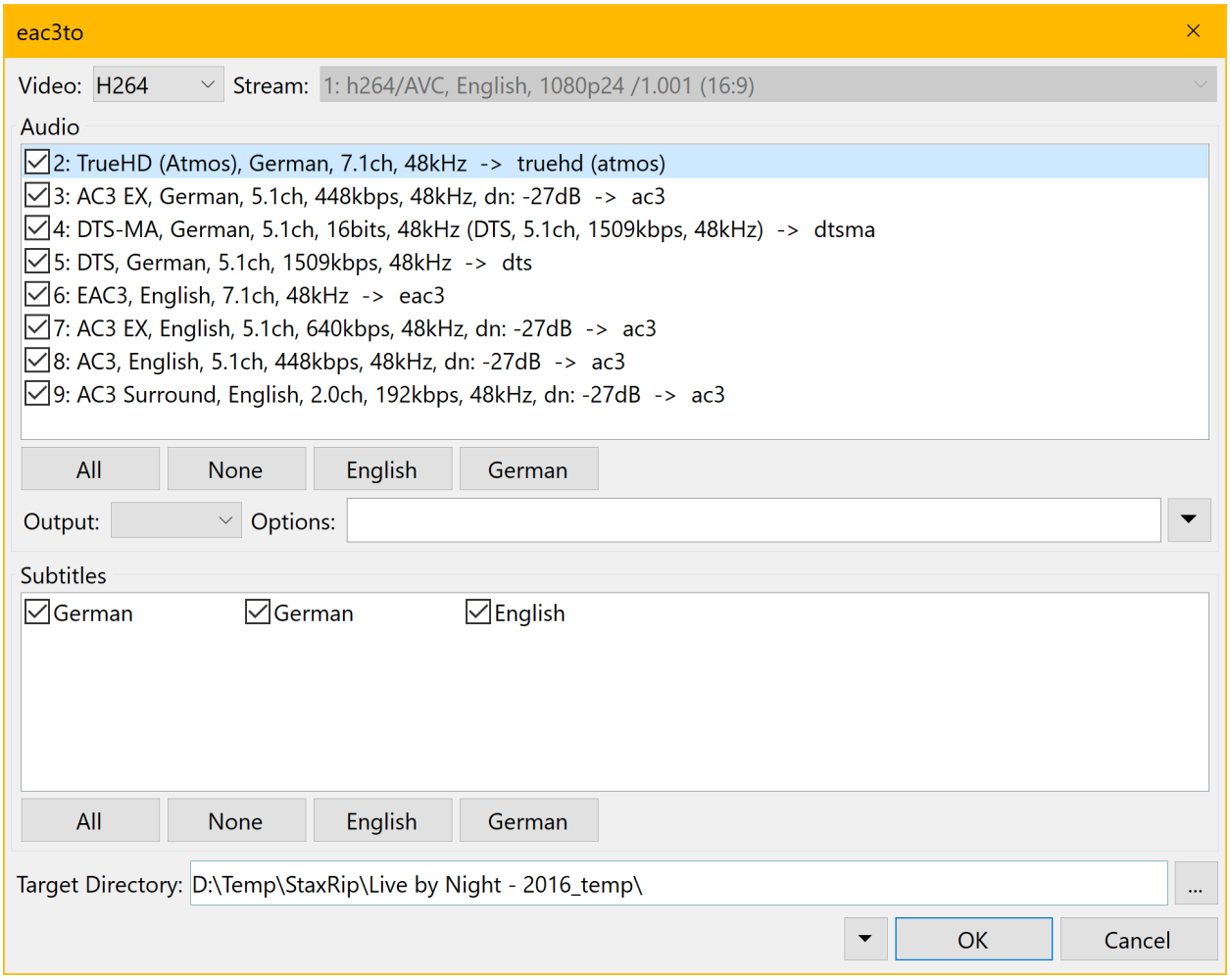
2.4 AppForm


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

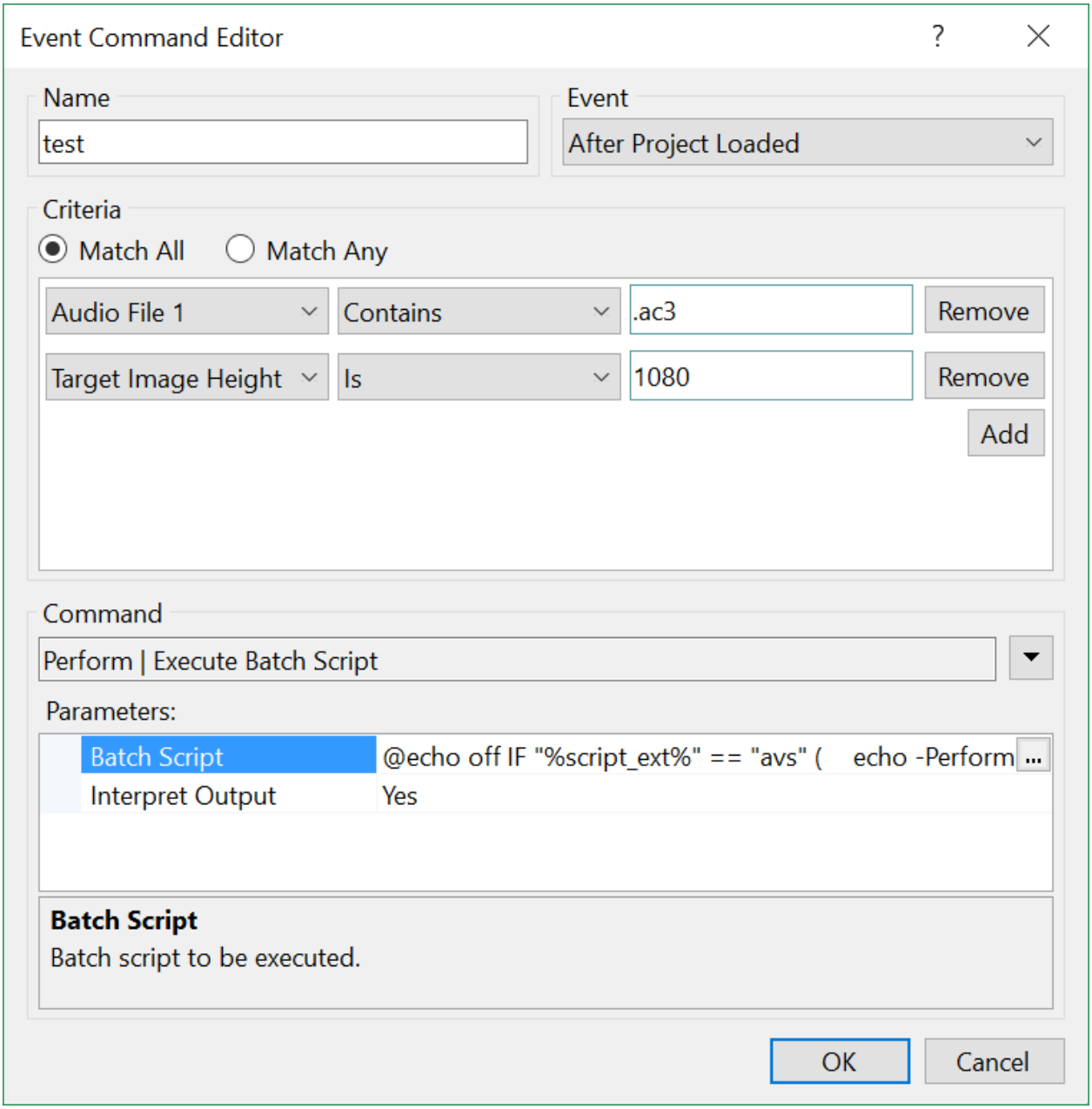
2.5 AudioMenu



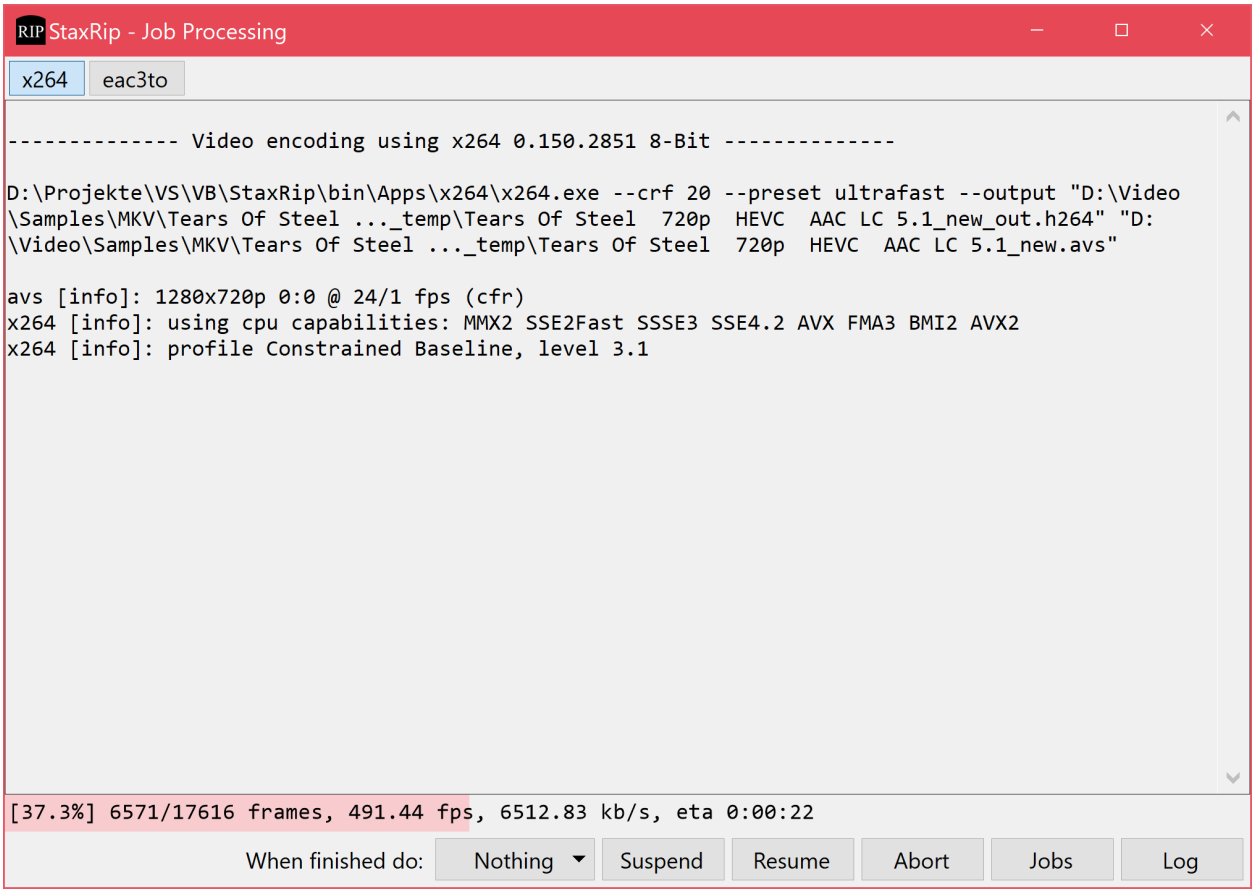
2.6 eac3to


eac3to
Video: H264
Stream: 1: h264/AVC, English, 1080p24 /1.001 (16:9)
Audio
2: TrueHD (Atmos), German, 7.1ch, 48kHz -> truehd (atmos)
3: AC3 EX, German, 5.1ch, 448kbps, 48kHz, dn: -27dB -> ac3
4: DTS-MA, German, 5.1ch, 16bits, 48kHz (DTS, 5.1ch, 1509kbps, 48kHz) -> dtsma
5: DTS, German, 5.1ch, 1509kbps, 48kHz -> dts
6: EAC3, English, 7.1ch, 48kHz -> eac3
7: AC3 EX, English, 5.1ch, 640kbps, 48kHz, dn: -27dB -> ac3
8: AC3, English, 5.1ch, 448kbps, 48kHz, dn: -27dB -> ac3
9: AC3 Surround, English, 2.0ch, 192kbps, 48kHz, dn: -27dB -> ac3
All
None
English
German
Output:
Options:
Subtitles
German
German
English
All
None
English
German
Target Directory: D:\Temp\StaxRip\Live by Night - 2016_temp\
...
OK
Cancel

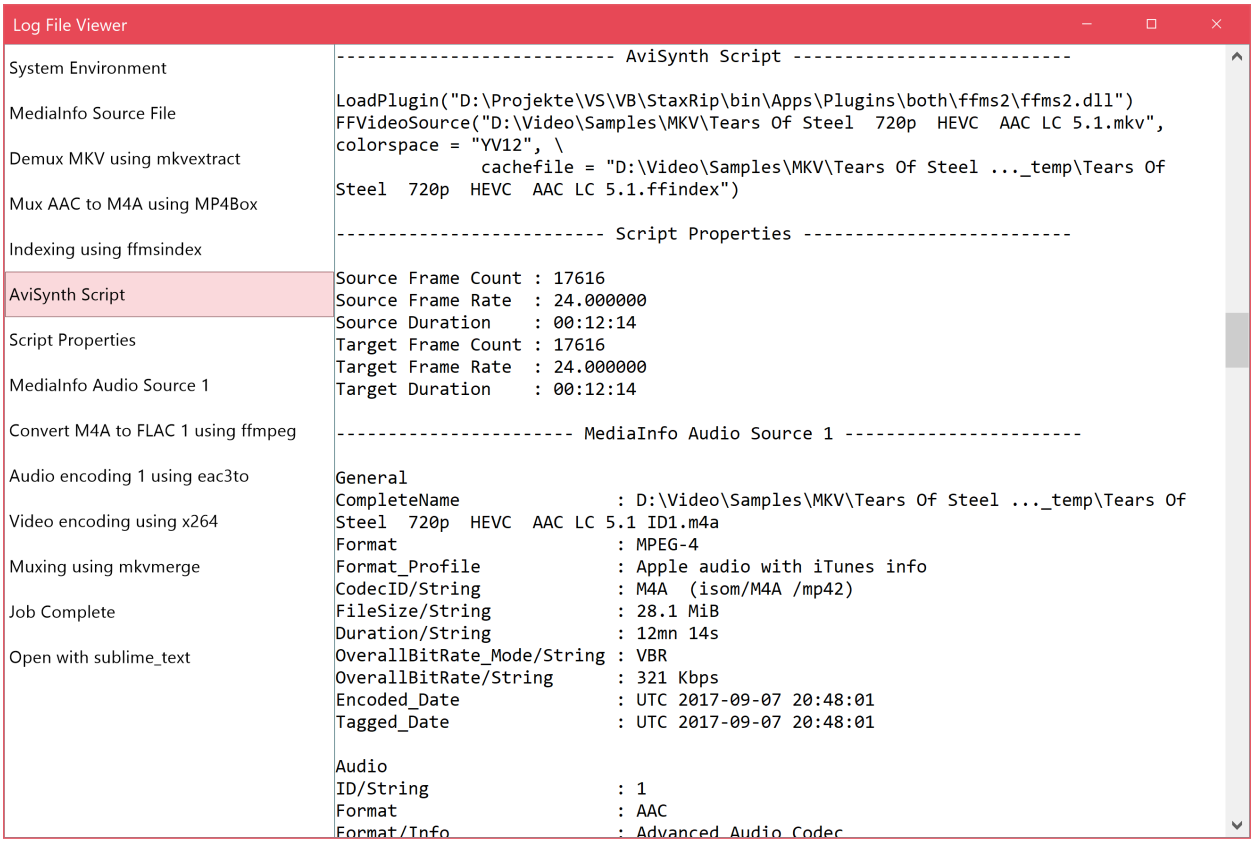
2.7 Event Command Editor



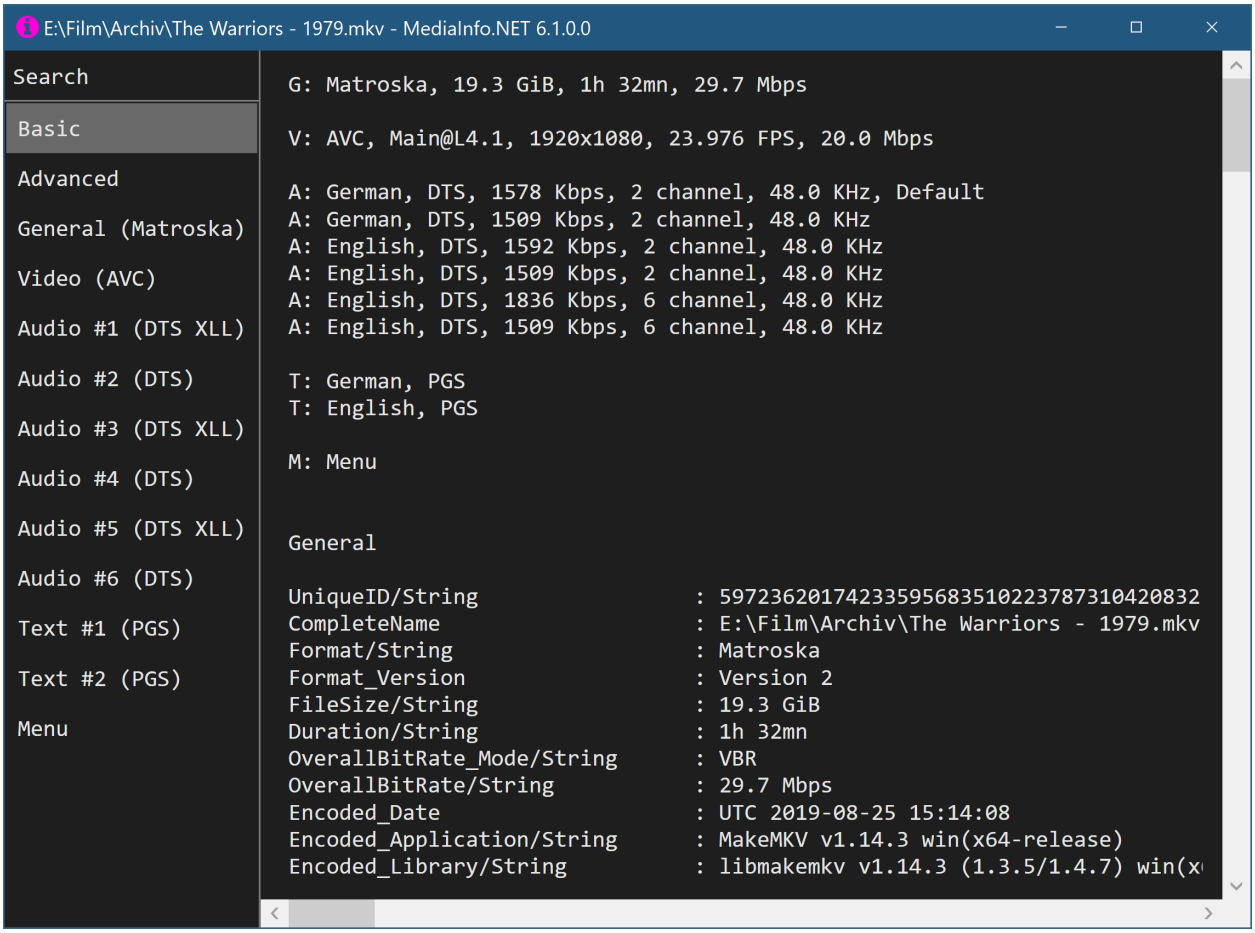
2.8 Job Processing



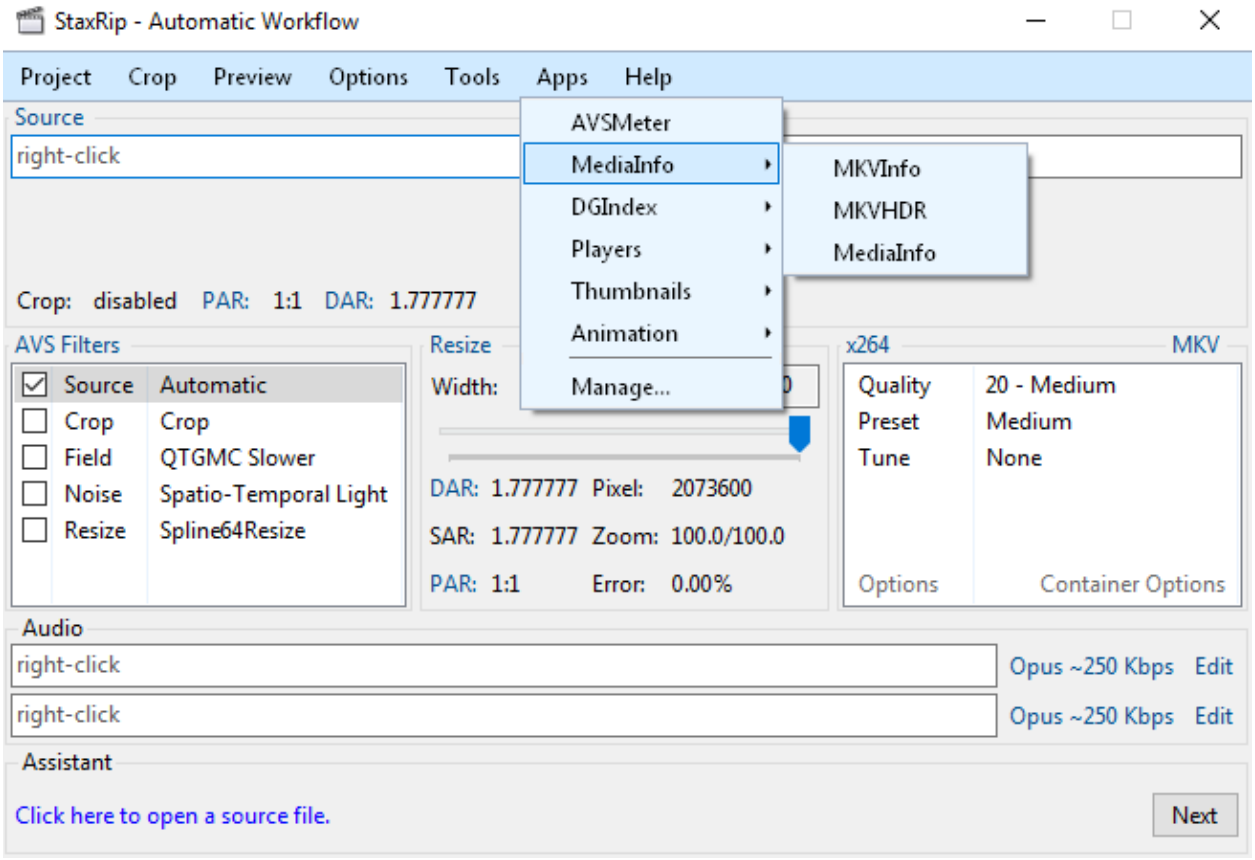
2.9 Log File Viewer



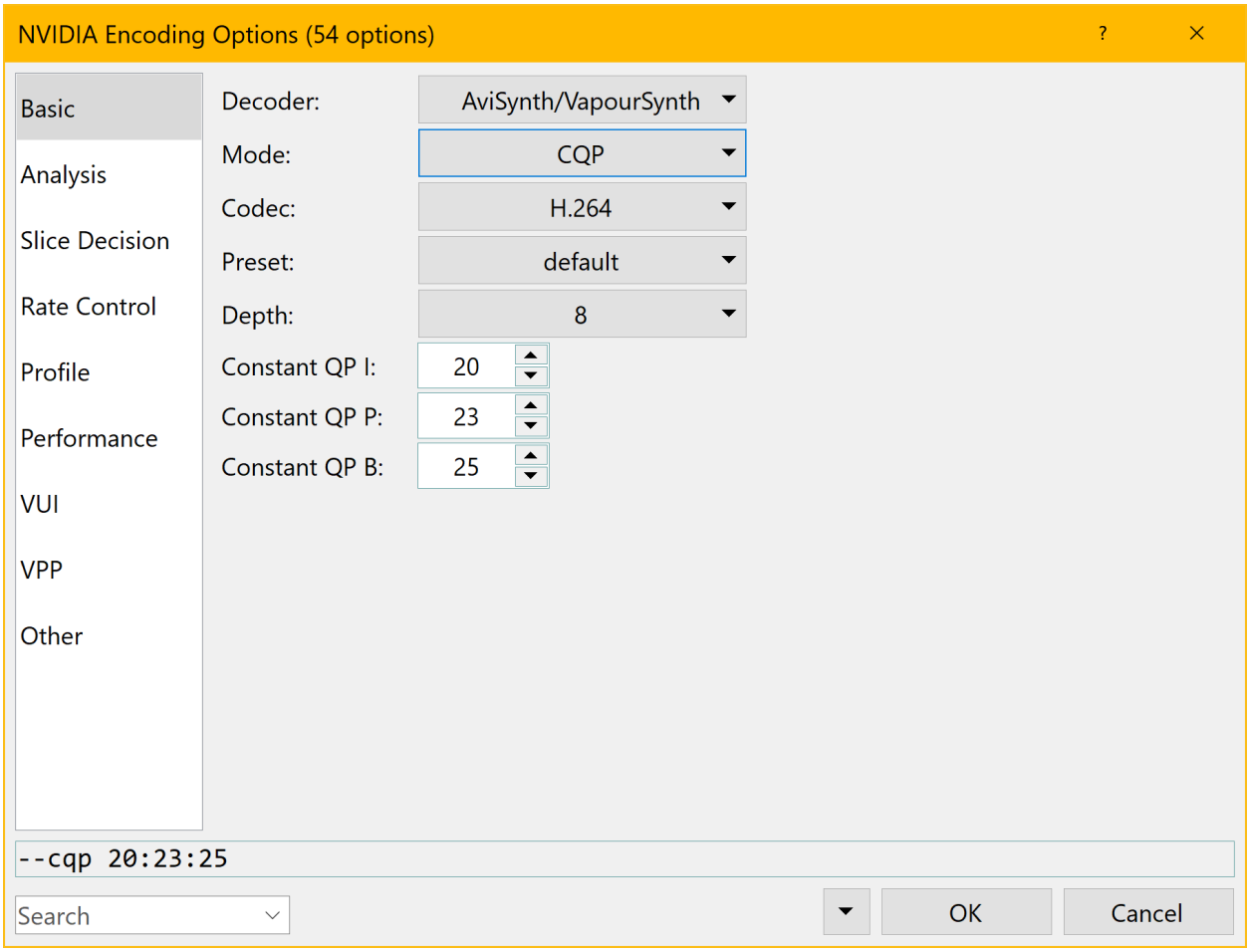
2.10 MediaInfo



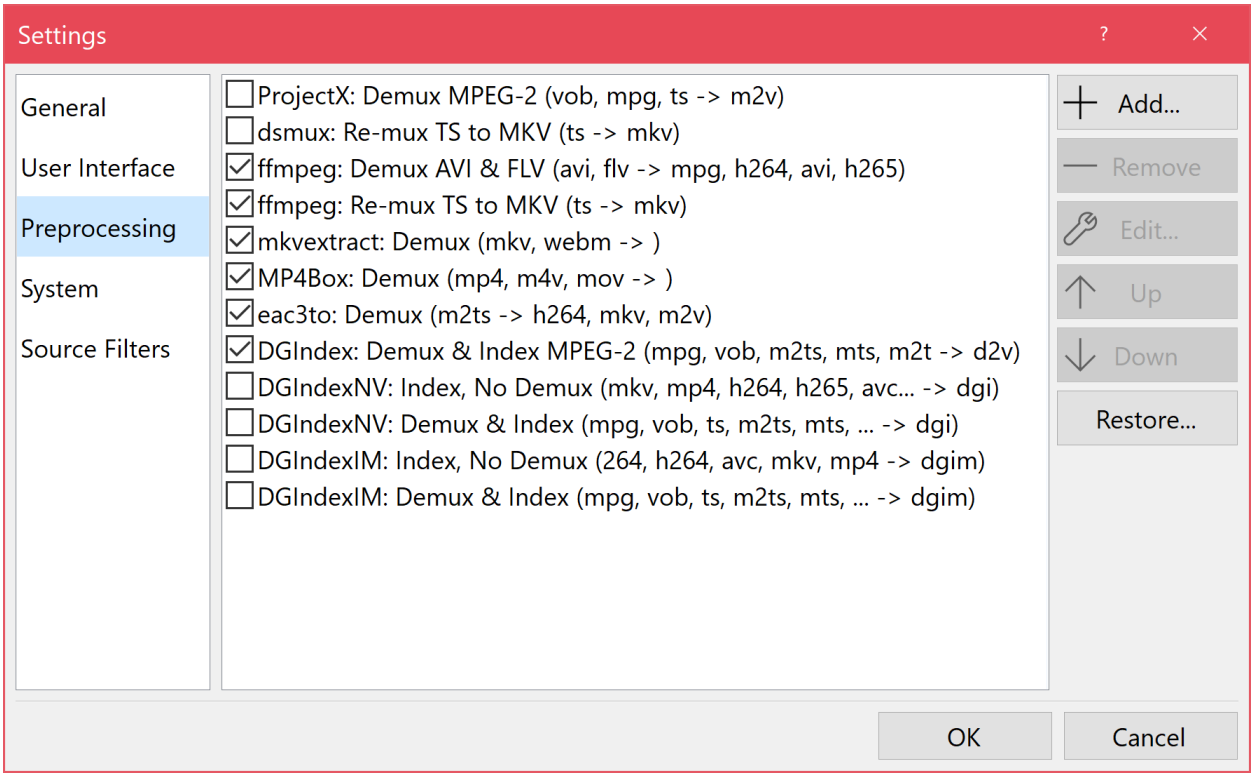
2.11 Menus


StaxRip - Automatic Workflow
Project
Crop
Preview
Options
Tools
Apps
Help
Source
right-click
AVSMeter
MediaInfo
DGIndex
Players
Thumbnails
Animation
Manage...
MKVInfo
MKVHDR
MediaInfo
Crop: disabled PAR: 1:1 DAR: 1.777777
AVS Filters
Source Automatic
Crop Crop
Field QTGMC Slower
Noise Spatio-Temporal Light
Resize Spline64Resize
Resize
Width:
DAR: 1.777777 Pixel: 2073600
SAR: 1.777777 Zoom: 100.0/100.0
PAR: 1:1 Error: 0.00%
x264
MKV
Quality 20 - Medium
Preset Medium
Tune None
Options
Container Options
Audio
right-click
Opus ~250 Kbps Edit
right-click
Opus ~250 Kbps Edit
Assistant
Click here to open a source file.
Next

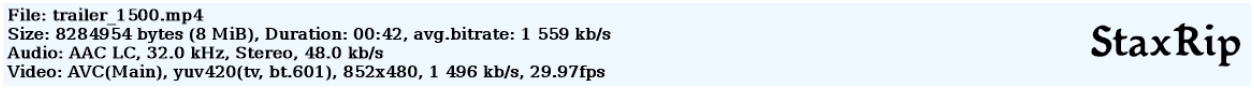
2.12 NVEnc


NVIDIA Encoding Options (54 options)
Basic
Analysis
Slice Decision
Rate Control
Profile
Performance
VUI
VPP
Other
Decoder:
AviSynth/VapourSynth
Mode:
CQP
Codec:
H.264
Preset:
default
Depth:
8
Constant QP I:
20
Constant QP P:
23
Constant QP B:
25
--cqp 20:23:25
Search
OK
Cancel

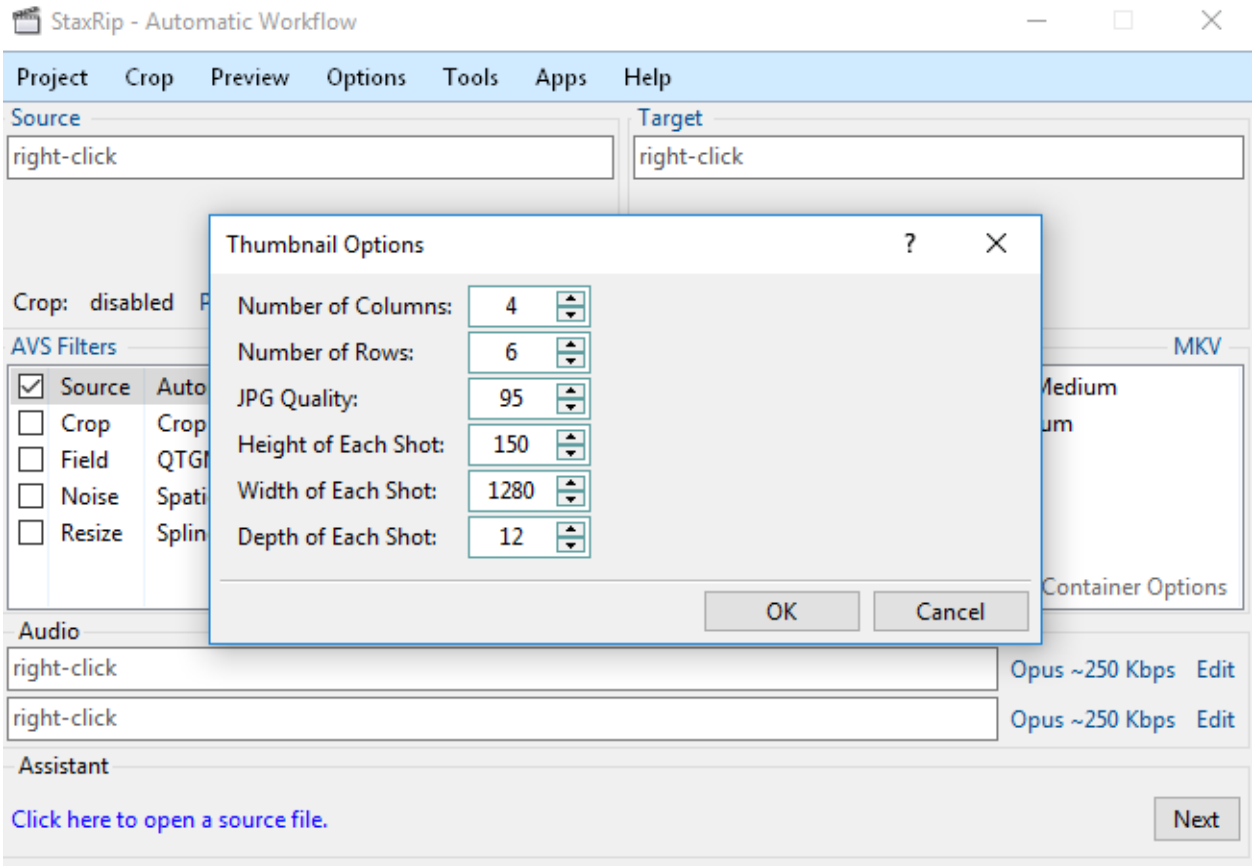
2.13 Preprocessing



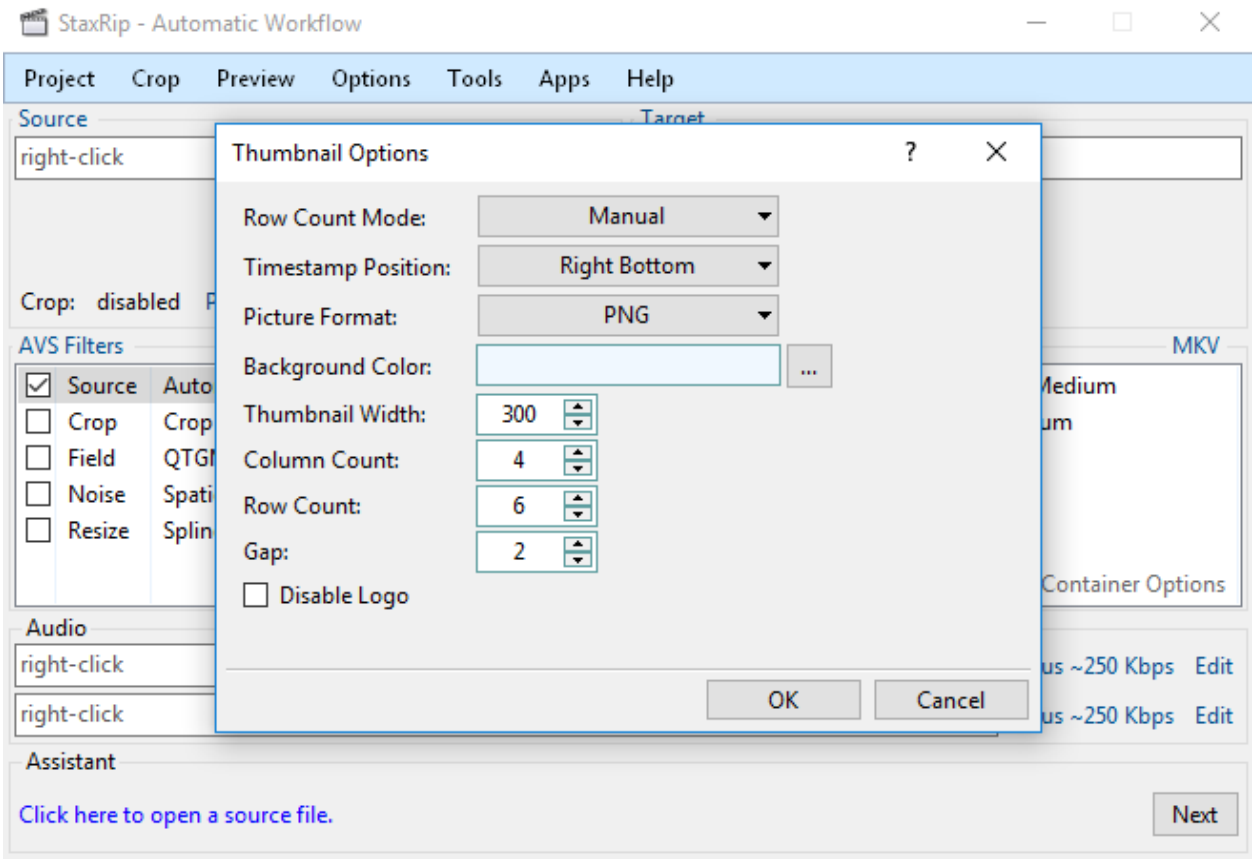
2.14 ThumbnailsFont



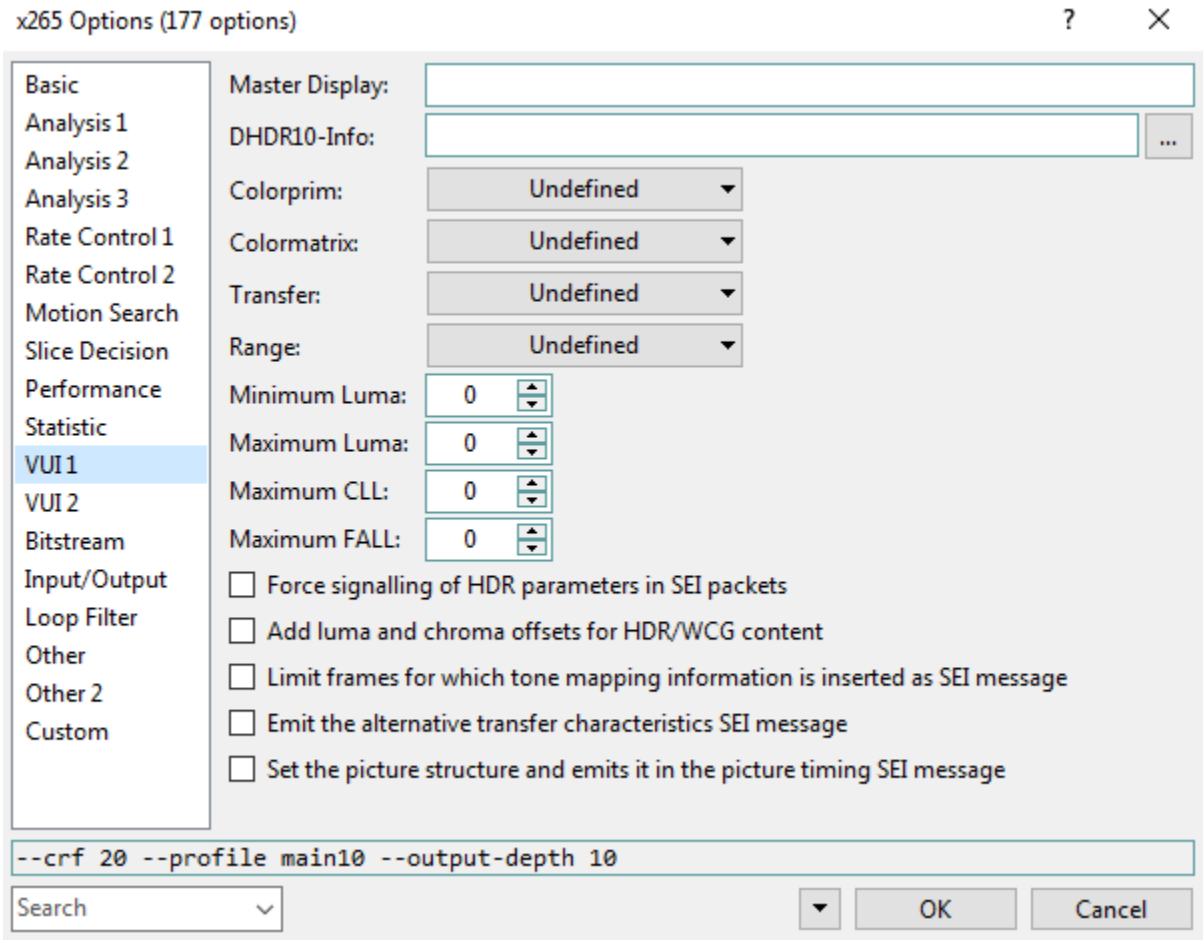
2.15 ThumbnailsMTN



2.16 ThumbnailsStaxRip



2.17 x265


x265 Options (177 options)
Basic
Analysis 1
Analysis 2
Analysis 3
Rate Control 1
Rate Control 2
Motion Search
Slice Decision
Performance
Statistic
VUI 1
VUI 2
Bitstream
Input/Output
Loop Filter
Other
Other 2
Custom
Master Display:
DHDR10-Info:
Colorprim:
Undefined
Colormatrix:
Undefined
Transfer:
Undefined
Range:
Undefined
Minimum Luma:
0
Maximum Luma:
0
Maximum CLL:
0
Maximum FALL:
0
Force signalling of HDR parameters in SEI packets
Add luma and chroma offsets for HDR/WCG content
Limit frames for which tone mapping information is inserted as SEI message
Emit the alternative transfer characteristics SEI message
Set the picture structure and emits it in the picture timing SEI message
--crf 20 --profile main10 --output-depth 10
Search
OK
Cancel

CHAPTER 3

Features

StaxRip is the oldest (since 2002), most feature rich and flexible encoding GUI.

3.1 General

- Support for a wide variety of formats and tools.
- Batch Processing, can not only be used for encoding but for any task like remuxing, demuxing or AviSynth/VapourSynth script generation.
- Cut/Trim feature, for MKV output it works even in Copy/Mux mode, no re-encoding required.
- Minimal user interaction required due to rich configuration and automation features.
- Macro system to be used in scripts and command lines, this enables a design that allows to change any setting at any time which is much more flexible and powerfull than a design that requires to perform one step after another.
- The job list can be processed with multiple StaxRip instances in parallel for maximum performance using modern CPUs.
- Video and multiple audio tracks can be processed in parallel for maximum performance with modern hardware.
- Support for an unlimited amount of audio and subtitle tracks.
- Automatic and manual update check.
- Powerfull media info using the worlds best media info frontend MediaInfo.NET which includes a folder view to show media info for a folder in a grid view.
- Powerfull media preview using the worlds best media player mpv(.net).
- Support via forum and issue tracker.
- Easy to use and feature rich crop dialog with hardware acceleration.
- Auto crop.

- Powerfull resize and aspect ratio related features with auto detection.
- Thumbnail generation tools.
- Full access and control to underlying tools with full support for command line and script editing to leverage the full potential of the tools.
- Container and hardcoded subtitles.
- Clean and easy to read log file and dedicated log file viewer to easily navigate the processing steps.
- Video comparison tool to compare video frames in a tab view.
- The processing window can be minimized to the system tray.
- For all essential console tools such as x265 and mkvmerge there is a built-in command line preview either directly integrated in the dialog or via menu showable.

3.2 Tool Management

- Powerfull tool management dialog.
- 200 tools included.
- Tools are searchable.
- Custom paths can be defined or removed.
- Custom paths can be defined using the powerfull search and index tool voidtools Everything.
- Tool overview either as CSV file opened in (MS) Office or using PowerShell Out-GridView which supports a powerfull search and filter feature.
- Feature to open the folder of a tool or start the tool including console tools showing the help.

3.3 Help

- For every tool the help file or help page can be shown in the Apps management dialog and also in the main menu under Help.
- The Apps management dialog provides easy access to tool websites and download sites.
- Tooltips.
- Context help via right-click, for x264 and x265 the context help has a local and a online version, for all video encoders the console output help can be shown via context help and with console look and feel.
- Customizable assistant.

3.4 Preprocessing

- Preprocessing steps such as demuxing is fully customizable with custom command lines.
- Demuxers: mkvextract, MP4Box, ffmpeg, eac3to.
- Demuxing GUI for mkvextract, MP4Box, ffmpeg and eac3to to define which tracks should be demuxed.
- Automatic demuxing mode to automatically demux everything.

- Automatic indexing with DGIndex, DGIndexNV, ffms2 and L-Smash-Works.

3.5 Projects, Templates, Profiles

- AviSynth and VapourSynth video filter plugins that are not included can be used by adding custom filter profiles.
- Customizable video filter profiles that can be enabled via context menu.
- Project system that automatically saves encoding settings for a particular source file.
- Previously encoded projects can be found in a Recent menu to encode them again with different settings, encoded audio and video of previous runs can be reused or overwritten.
- Project templates for different types of sources, a startup template can be defined to customaize the startup settings.
- Profile system for video filter profiles, video encoder profiles, audio encoding profiles, muxing profiles, filter setup (full script) profiles.
- Project options used by projects and project templates and also separate global settings.

3.6 Video Processing

- Video editing using classic AviSynth and next generation VapourSynth, both equally well supported and everything like QTGMC just works out of the box effortlessly.
- Large amount of included AviSynth and VapourSynth plugins, overall 200 tools incuded.
- Code editor to enable full control over AviSynth and VapourSynth, everything that is possible with AviSynth and VapourSynth is also possible with StaxRip.
- Code preview to preview the code generated for AviSynth and VapourSynth.
- Built-in hardware accelerated video preview and preview via mpv(.net) and MPC-BE/MPC-HC.
- Built-in script info to show script parameters like framerate and advanced script preview using various external tools like AVSMeter.
- External AviSynth (.avs) and VapourSynth (.vpy) scripts can be opened/imported.
- Automatic import of (VUI) color metadata.
- Full high bit depth and HDR support.
- Compressibility check.
- It can be customized which source filters should be used for different formats.
- Unicode support for AviSynth on Windows 10.

3.7 Encoding

- Hardware encoding for AMD, Intel and NVIDIA.
- All classic and modern video encoders are fully supported: XviD, x264, x265, Rav1e, SVT-AV1, NVEnc, QSVEnc, VCEEnv, ffmpeg.
- Audio encoders: eac3to, qaac, fdkaac, ffmpeg.

- Popular encoders such as x265 and NVEnc have almost 100% GUI support meaning allmost all available command line switches are supported.
- Video encoder dialogs are searchable to quickly find options in a drop down and search field.
- Video encoder dialogs have a command line preview, this preview has a context menu that allows to quickly find GUI options for command line switches.
- Generic audio and video command line based encoder to integrate any encoder that isn't already built-in.
- Parallel audio video encoding.
- Parallel junk encoding for x265.

3.8 Muxing

- MKV output using mkvmerge.
- MP4 output using MP4Box.
- ffmpeg supporting various container formats.
- Copy/Mux modes for audio and video plain re-muxing without encoding.
- Cut/Trim feature for MKV output that works even in Copy/Mux mode, no re-encoding required.

3.9 Power User

- Event Command feature that allows to assign custom commands to various events for instance to execute custom command lines on given events.
- Scriptable via PowerShell.
- Customizable main menu and context menus.
- Long path support, if enabled in Windows 10 file paths can be longer than 260 characters.
- A PowerShel terminal can be shown with support for the new Windows Terminal, this terminal has a special environment for easy access of included console tools, all macros are available as environment variables in this terminal and in all features that allow to define custom command lines.

3.10 Installation

- 100% Portable, nothing has to be installed.
- Installed AviSynth or VapourSynth can optionally be used instead of the included.

3.11 User Interface

- Pixel perfect High DPI scaling.
- Large amount of customized GUI controls and elements.

CHAPTER 4

Usage

Contents

- *Usage*
  - *Preprocessing*
    - *Demuxing*
  - *Video Processing*
    - *Filter Profiles*
      - *Custom Filter Profiles*
    - *Opening scripts externally*
  - *Templates*
  - *Video Encoding*
  - *Parallel Processing*
    - *Job Processing*
    - *Chunk Encoding*
  - *Batch Processing*
  - *Command Engine*

4.1 Preprocessing

4.1.1 Demuxing

StaxRip supports demuxing via MP4Box, mkvextrakt, ffmpeg, eac3to and DGMPGDec.

Supported are three different demuxing modes:

1. Everything is demuxed automatically.
2. Only audio and subtitle streams of preferred languages are automatically demuxed.
3. A dialog is shown where users can select which audio and subtitle streams should be demuxed.

The demuxing mode can be defined in the project options under the Audio and Subtitles tab.

When demuxing is disabled StaxRip will still find and include audio and subtitle tracks directly from the source file using a demux free mode, to prevent this the Preferred Languages option has to be cleared.

Custom preprocessing tools for demuxing, re-muxing or indexing can be integrated and configured via command line to either execute a preprocessing tool like a demuxer directly or with a scripting tool like PowerShell or Python. When a preprocessing command line executes, all console tools are added to the path environment variable and all macros are available as environment variables. Preprocessing can be customized in the Settings dialog under Preprocessing.

4.2 Video Processing

Video processing is supported via AviSynth and VapourSynth, both 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.

4.2.1 Filter Profiles

StaxRip includes a large set of filter plugins and filter presets for the plugins. The presets can be selected in the filter menu.

Custom Filter Profiles

The filter profiles editor can be used to customize the included filter profiles and to create new custom filter profiles.

The profile editor can be found at:

Filter Menu > Profiles

The filter profiles use the INI format:

```
[Filter Type]

Menu item name = Filter code
```

Cascading/sub menus:

```
Top level | Level 2 | Level 3 = Filter code
```

Multi-line code:

```
Menu name =
    code line 1
    code line 2
```

Many of the included presets use *Interactive Macros* to show a selection box.

Example:

```
[Field]

yadifmod2 =
    LoadPlugin("D:\yadifmod2\yadifmod2.dll")
    yadifmod2()
```

4.2.2 Opening scripts externally

Opening AviSynth and VapourSynth scripts with external apps from outside of StaxRip might require adding various directories to the PATH environment variable.

The Apps dialog has a feature that helps adding the directories:

Apps > Manage > Tools > Path Env Var

Consider adding the following directories to PATH:

Apps\FrameServer\AviSynth

Apps\FrameServer\VapourSynth

Legacy apps like VirtualDub2 or MPC player are VFW based and therefore require AviSynth/VapourSynth being installed. For modern apps like mpv.net it's sufficient to add the portable AviSynth/VapourSynth folder to PATH.

Apps\Support\VC

This is a VC++ runtime All-in-One package which many apps, libraries and plugins depend on.

Apps\Support\FFTW

This a library which many AviSynth and VapourSynth plugins depend on.

4.3 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 settings.

A template can be saved using:

Main Menu > *File* > *Save Project As Template*

4.4 Video Encoding

Supported encoders are:

- xvid
- x264
- x265

- nvenc
- qsvenc
- vceenc
- rav1e
- SVT-AV1
- ffmpeg

4.5 Parallel Processing

4.5.1 Job Processing

The jobs list can be processed with multiple StaxRip instances in parallel. This feature is only recommended for power users that know exactly what their hardware is capable of.

4.5.2 Chunk Encoding

StaxRip supports chunk encoding for the x265 encoder, it splits the encoding into chunks and encodes the chunks in parallel. Only recommended for power users that know exactly what their hardware is capable of. This feature can be configured at:

x265 dialog > Input/Output > Chunks

Main Menu > Tools > Settings > General > Maximum number of parallel processes

4.6 Batch Processing

For Batch Processing first wanted options have to be changed, after that files can be added at:

File > Open Video File > File Batch

Not only encoding is supported but any task like remuxing, demuxing or AviSynth/VapourSynth script generation, this can be achieved by disabling unwanted features, almost every feature can be disabled:

- The video encoder profiles have a Copy/Mux profile.
- The muxer profiles have a No Muxing profile.
- The audio profiles have a Copy/Mux and a No Audio profile.
- Indexing can be disabled by installing LAV Filters and by enabling the DSS2 source filter.
- Audio and subtitle demuxing can be disabled in the Options dialog.

4.7 Command Engine

StaxRip uses a command engine for the following features:

- StaxRips command line interface
- StaxRips configurable main menu and various other menus

- StaxRips Event Command Feature (Main Menu > Tools > Advanced > Event Commands)

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

CHAPTER 5

Support

For bug reports, feature requests and usage questions please use the Issue Tracker but before making a bug report please try the newest *Beta* version.

Alternativly the StaxRip thread of the VideoHelp forum can be used.

5.1 User Chat

https://discord.gg/rRn7vGU

CHAPTER 6

Commands

Commands can be used in:

1. Main Menu
2. Event Command
3. Command Line Interface

6.1 Main Menu

The main menu can be customized at:

`Main Menu > Tools > Edit Menu`.

6.2 Event Command

The Event Command feature allows to define a command to be executed on a defined event under defined conditions.

Find it at:

`Main Menu > Tools > Advanced > Event Command`

6.3 Available Commands

`AddBatchJob`
: Adds a batch job.

sourcefile <string>

AddFilter
Adds a filter at the end of the script.

active <boolean>
name <string>
category <string>
script <string>

AddJob
Adds a job to the job list.

showConfirmation <boolean>	Show Confirmation
templateName <string>	Template Name: Name of the template to be loaded after the job was added. Empty to load no template.
position <integer>	Position to insert new job

AddTags
Adds tags to the container (works only with mkvmerge).

tags <string>	name 1 = value 1; name 2 = value 2; etc.

CheckForUpdate
Checks if a update is available.

ClearJobs
Clears the job list.

CopyToClipboard
Copies a string to the clipboard.

value <string>	Copies text to the clipboard. May contain macros.

DeleteFiles
Deletes files in a given directory.

dir <string>	Directory: Directory in which to delete files.
filter <string>	Example: '.txt .log'

DynamicMenuItem
Placeholder for dynamically updated menu items.

id <dynamicmenuitemid>	Audio1Profiles, Audio2Profiles, EncoderProfiles, FilterSetupProfiles, MuxerProfiles, RecentProjects, TemplateProjects, HelpApplications, Scripts, AddFilters, InsertFilters, ReplaceFilters, FilterCategory

ExecuteCommandLine
Executes a command line. If Shell Execute is disabled then macros are passed in as environment variables.

commandLine <string>	Command Line: The command line to be executed. Macros are solved.
waitForExit <boolean>	Wait For Exit: Halt until the command line returns.
showProcessWindow <boolean>	Show Process Window: Redirects the output of console apps to StaxRips process window. Disables Shell Execute.
useShellExecute <boolean>	Use Shell Execute: Executes the command line using the shell. Available when the Show Process Window option is disabled.
workingDirectory <string>	Working Directory: Working directory the process will use.

ExecutePowerShellScript
Executes PowerShell script code.

code <string>	Script Code: PowerShell script code to be executed. Macros are expanded.
externalShell <boolean>	Use External Shell: Execute in StaxRip to automate StaxRip or use external shell.

ExecuteScriptFile
Executes a PowerShell PS1 script file.

filepath <string>	File Path: Filepath to a PowerShell PS1 script file. May contain macros.

Exit
Exits StaxRip

GenerateWikiPages
Generates various wiki pages.

ImportVideoEncoderCommandLine
Changes video encoder settings.

commandLine <string>	Command Line

LoadProfile
Loads a audio or video profile.

videoProfile <string>	Video
audioProfile1 <string>	Audio 1
audioProfile2 <string>	Audio 2

LoadSourceFile
Loads a source file.

path <string>	Source File Path

LoadTemplate
Loads a template.

name <string>

OpenHelpTopic
Opens a given help topic In the help browser.

topic <string>	Help Topic: Name Of the help topic To be opened.

PlaySound
Plays audio file.

FilePath <string>	Filepath to a mp3, wav or wmv sound file.
Volume <integer>	Volume (%)

ResetSettings
Shows a dialog allowing to reset specific settings.

SaveGIF
Shows a Open File dialog to generate a short GIF.

SaveMKVHDR
Shows a Open File dialog to add the remaining HDR10 Metadata to a MKV file.

SaveMTN
Shows a Open File dialog to generate thumbnails using mtn engine

SavePNG
Shows a open file dialog to create a high quality PNG animation.

SaveProject
Saves the current project.

SaveProjectAs
Saves the current project.

SaveProjectAsTemplate
Saves the current project as template.

SaveProjectPath
Saves the current project at the specified path.

path <string>	The path may contain macros.

SetBitrate
Sets the target video bitrate in Kbps.

bitrate <integer>	Target Video Bitrate

SetFilter
Sets a filter replacing a existing filter of same category.

name <string>
category <string>
script <string>

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

hide <boolean>

SetPercent
Sets the bitrate according to the compressibility.

value <integer>	Percent Value

SetSize
Sets the target file size in MB.

targetSize <integer>	Target File Size

SetTargetFile
Sets the file path of the target file.

path <string>	Target File Path

SetTargetImageSize
Sets the target image size.

width <integer>
height <integer>

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

pixel <integer>

ShowAppsDialog
Dialog to manage external tools.

ShowAudioProfilesDialog
Dialog to manage audio profiles.

number <integer>	Track Number (0 or 1)

ShowBatchGenerateThumbnailsDialog
Shows a dialog to generate thumbnails.

ShowCodePreview
Dialog to preview script code.

ShowCropDialog
Shows the crop dialog to crop borders.

ShowDemuxTool
Allows to use StaxRip's demuxing GUIs independently.

ShowEncoderProfilesDialog
Shows a dialog to manage video encoder profiles.

ShowEventCommandsDialog
Shows the Event Command dialog.

ShowFileBrowserToOpenProject
Shows a file browser to open a project file.

ShowFilterProfilesDialog
Dialog to configure filter profiles.

ShowFiltersEditor
Dialog to edit filters.

ShowFilterSetupProfilesDialog
Dialog to configure filter setup profiles.

ShowHardcodedSubtitleDialog
Shows a dialog to add a hardcoded subtitle.

ShowJobsDialog
Dialog to manage batch jobs.

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

ShowMacrosDialog
Dialog that shows available macros.

ShowMainMenuEditor
Dialog to configure the main menu.

ShowMediaInfo
Shows media info on a given file.

filepath <string>	May contain macros.

ShowMediaInfoBrowse
Shows a Open File dialog to show media info.

ShowMediaInfoFolderViewDialog
Presents MediaInfo of all files in a folder in a grid view.

ShowMessageBox
Shows a message box.

mainInstruction <string>	Main Instruction: Main instruction may contain macros.
content <string>	May contain macros.
icon <msgicon>	None, Error, Question, Warning, Info

ShowMkvInfo
Shows a Open File dialog to open a file to be shown by the console tool mkvinfo.

ShowMuxerProfilesDialog
Dialog to manage Muxer profiles.

ShowOpenSourceBatchFilesDialog
Dialog to open a file batch source.

ShowOpenSourceBlurayFolderDialog
Dialog to open a Blu-ray folder source.

ShowOpenSourceDialog
Dialog to open source files.

ShowOpenSourceMergeFilesDialog
Dialog to open a merged files source.

ShowOpenSourceSingleFileDialog
Dialog to open a single file source.

ShowOptionsDialog
Dialog to configure project options.

ShowPreview
Dialog to preview or cut the video.

ShowScriptInfo
Shows script info using various console tools.

ShowSettingsDialog
Shows the settings dialog.

ShowSizeMenuEditor
Menu editor for the size menu.

ShowVideoComparison
Shows a dialog to compare different videos.

Shutdown
Shut down PC.

Standby
Standby PC.

StartAutoCrop
Crops borders automatically.

StartCompCheck
Starts the compressibility check.

StartEncoding
Creates a job and runs the job list.

StartJobs
Runs all active jobs of the job list.

StartSmartCrop
Crops borders automatically until the proper aspect ratio is found.

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

name <string>	Tool Name: Tool name as shown in the app manage dialog.

TestAndDynamicFileCreation
Development tests and creation of doc files.

WriteLog
Writes a log message to the log file.

header <string>	Header is optional and may contain macros.
message <string>	Message is optional and may contain macros.

CHAPTER 7

Macros

Macros are placeholders that can be used in all locations where StaxRip allows to customize command lines and scripts.

Whenever StaxRip starts a process and shell execute is disabled it passes all macros as environment variables to the process.

7.1 Interactive Macros

Interactive macros can be used in certain menus like the filter profiles menu.

Name	Description
$browse_file$	Filepath returned from a file browser.
$enter_text$	Text entered in a input box.
$enter_text:prompt$	Text entered in a input box.
$select:param1;param2;...$	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: $select:msg:hello;caption1\|value1;caption2\|value2$

7.2 Command Line Audio Encoder

StaxRip supports 2 types of audio encoding profiles, a GUI based profile used for the default audio profiles and a Command Line based profile which supports following macros:

Name	Description
%input%	Audio source file
%output%	Audio target File
%bitrate%	Audio bitrate
%delay%	Audio delay
%channels%	Audio channels count
%language_native%	Native language name
%language_english%	English language name

7.3 Global Macros

Name	Description
%app:name%	Returns the path of a given tool, it can be any type of tool found in the Apps dialog. Example: %ap
%app_dir:name%	Returns the directory of a given tool, it can be any type of tool found in the Apps dialog. Example:
%app_path:name%	Returns the path of a given tool, it can be any type of tool found in the Apps dialog. Example: %ap
%app_version:name%	Returns the version of a given tool, it can be any type of tool found in the Apps dialog. Example: %
%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.
%dpi%	DPI value of the main dialog.
%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 PowerShell expression which may contain 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 auto load 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 selecion in the preview.
%sel_start%	Start position of the first selecion in the preview.
%settings_dir%	Path of the settings direcory.

Continu

Table 1 – continued from previous page

Name	Description
%source_dar%	Source display aspect ratio.
%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_par_x%	Source pixel/sample aspect ratio.
%source_par_y%	Source pixel/sample aspect ratio.
%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_video_format%	Video codec of the source file.
%source_width%	Image width of the source video.
%startup_dir%	Directory of the application.
%system_dir%	System directory.
%target_dar%	Target display aspect ratio.
%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_par_x%	Target pixel/sample aspect ratio.
%target_par_y%	Target pixel/sample 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_dir%	Directory of the source file or the temp directory if enabled.
%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%	Name of the active video encoder.
%video_encoder_settings%	Settings of the active video encoder.
%working_dir%	Directory of the source file or the temp directory if enabled.

CHAPTER 8

Command Line Interface

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

8.1 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:"title ...","text ...",info
```

8.2 Rules

Strings don't have to be enclosed in quotes unless they contain spaces.

8.3 Commands

-AddBatchJob:sourcefile
Adds a batch job.

sourcefile <string>

-AddFilter:active,name,category,script
Adds a filter at the end of the script.

active <boolean>
name <string>
category <string>
script <string>

-AddJob:showConfirmation,templateName,position
Adds a job to the job list.

showConfirmation <boolean>	Show Confirmation
templateName <string>	Template Name: Name of the template to be loaded after the job was added. Empty to load no template.
position <integer>	Position to insert new job

-AddTags:tags
Adds tags to the container (works only with mkvmerge).

tags <string>	name 1 = value 1; name 2 = value 2; etc.

-CheckForUpdate
Checks if a update is available.

-ClearJobs
Clears the job list.

-CopyToClipboard:value
Copies a string to the clipboard.

value <string>	Copies text to the clipboard. May contain macros.

-DeleteFiles:dir,filter
Deletes files in a given directory.

dir <string>	Directory: Directory in which to delete files.
filter <string>	Example: '.txt .log'

-DynamicMenuItem:id
Placeholder for dynamically updated menu items.

id <dynamicmenuitemid>	Audio1Profiles, Audio2Profiles, EncoderProfiles, FilterSetupProfiles, MuxerProfiles, RecentProjects, TemplateProjects, HelpApplications, Scripts, AddFilters, InsertFilters, ReplaceFilters, FilterCategory

-ExecuteCommandLine:commandLine,waitForExit,showProcessWindow,useShellExecute,workingDirect
Executes a command line. If Shell Execute is disabled then macros are passed in as environment variables.

commandLine <string>	Command Line: The command line to be executed. Macros are solved.
waitForExit <boolean>	Wait For Exit: Halt until the command line returns.
showProcessWindow <boolean>	Show Process Window: Redirects the output of console apps to StaxRips process window. Disables Shell Execute.
useShellExecute <boolean>	Use Shell Execute: Executes the command line using the shell. Available when the Show Process Window option is disabled.
workingDirectory <string>	Working Directory: Working directory the process will use.

-ExecutePowerShellScript:code,externalShell
Executes PowerShell script code.

code <string>	Script Code: PowerShell script code to be executed. Macros are expanded.
externalShell <boolean>	Use External Shell: Execute in StaxRip to automate StaxRip or use external shell.

-ExecuteScriptFile:filepath
Executes a PowerShell PS1 script file.

filepath <string>	File Path: Filepath to a PowerShell PS1 script file. May contain macros.

-Exit
Exits StaxRip

-GenerateWikiPages
Generates various wiki pages.

-ImportVideoEncoderCommandLine:commandLine
Changes video encoder settings.

commandLine <string>	Command Line

-LoadProfile:videoProfile,audioProfile1,audioProfile2
Loads a audio or video profile.

videoProfile <string>	Video
audioProfile1 <string>	Audio 1
audioProfile2 <string>	Audio 2

-LoadSourceFile:path
Loads a source file.

path <string>	Source File Path

-LoadTemplate:name
Loads a template.

name <string>

-OpenHelpTopic:topic
Opens a given help topic In the help browser.

topic <string>	Help Topic: Name Of the help topic To be opened.

-PlaySound:FilePath,Volume
Plays audio file.

FilePath <string>	Filepath to a mp3, wav or wmv sound file.
Volume <integer>	Volume (%)

-ResetSettings
Shows a dialog allowing to reset specific settings.

-SaveGIF
Shows a Open File dialog to generate a short GIF.

-SaveMKVHDR
Shows a Open File dialog to add the remaining HDR10 Metadata to a MKV file.

-SaveMTN
Shows a Open File dialog to generate thumbnails using mtn engine

-SavePNG
Shows a open file dialog to create a high quality PNG animation.

-SaveProject
Saves the current project.

-SaveProjectAs
Saves the current project.

-SaveProjectAsTemplate
Saves the current project as template.

-SaveProjectPath:path
Saves the current project at the specified path.

path <string>	The path may contain macros.

-SetBitrate:bitrate
Sets the target video bitrate in Kbps.

bitrate <integer>	Target Video Bitrate

-SetFilter:name,category,script
Sets a filter replacing a existing filter of same category.

name <string>
category <string>
script <string>

-SetHideDialogsOption:hide
Sets the project option 'Hide dialogs asking to demux, source filter etc.'

hide <boolean>

-SetPercent:value
Sets the bitrate according to the compressibility.

value <integer>	Percent Value

-SetSize:targetSize
Sets the target file size in MB.

targetSize <integer>	Target File Size

-SetTargetFile:path
Sets the file path of the target file.

path <string>	Target File Path

-SetTargetImageSize:width,height
Sets the target image size.

width <integer>
height <integer>

-SetTargetImageSizeByPixel:pixel
Sets the target image size by pixels (width x height).

pixel <integer>

-ShowAppsDialog
Dialog to manage external tools.

-ShowAudioProfilesDialog:number
Dialog to manage audio profiles.

number <integer>	Track Number (0 or 1)

-ShowBatchGenerateThumbnailsDialog
Shows a dialog to generate thumbnails.

-ShowCodePreview
Dialog to preview script code.

-ShowCropDialog
Shows the crop dialog to crop borders.

-ShowDemuxTool
Allows to use StaxRip's demuxing GUIs independently.

-ShowEncoderProfilesDialog
Shows a dialog to manage video encoder profiles.

-ShowEventCommandsDialog
Shows the Event Command dialog.

-ShowFileBrowserToOpenProject
Shows a file browser to open a project file.

-ShowFilterProfilesDialog
Dialog to configure filter profiles.

-ShowFiltersEditor
Dialog to edit filters.

-ShowFilterSetupProfilesDialog
Dialog to configure filter setup profiles.

-ShowHardcodedSubtitleDialog
Shows a dialog to add a hardcoded subtitle.

-ShowJobsDialog
Dialog to manage batch jobs.

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

-ShowMacrosDialog
Dialog that shows available macros.

-ShowMainMenuEditor
Dialog to configure the main menu.

-ShowMediaInfo:filepath
Shows media info on a given file.

filepath <string>	May contain macros.

-ShowMediaInfoBrowse
Shows a Open File dialog to show media info.

-ShowMediaInfoFolderViewDialog
Presents MediaInfo of all files in a folder in a grid view.

-ShowMessageBox:mainInstruction,content,icon
Shows a message box.

mainInstruction <string>	Main Instruction: Main instruction may contain macros.
content <string>	May contain macros.
icon <msgicon>	None, Error, Question, Warning, Info

-ShowMkvInfo
Shows a Open File dialog to open a file to be shown by the console tool mkvinfo.

-ShowMuxerProfilesDialog
Dialog to manage Muxer profiles.

-ShowOpenSourceBatchFilesDialog
Dialog to open a file batch source.

-ShowOpenSourceBlurayFolderDialog
Dialog to open a Blu-ray folder source.

-ShowOpenSourceDialog
Dialog to open source files.

-ShowOpenSourceMergeFilesDialog
Dialog to open a merged files source.

-ShowOpenSourceSingleFileDialog
Dialog to open a single file source.

-ShowOptionsDialog
Dialog to configure project options.

-ShowPreview
Dialog to preview or cut the video.

-ShowScriptInfo
Shows script info using various console tools.

-ShowSettingsDialog
Shows the settings dialog.

-ShowSizeMenuEditor
Menu editor for the size menu.

-ShowVideoComparison
Shows a dialog to compare different videos.

-Shutdown
Shut down PC.

-Standby
Standby PC.

-StartAutoCrop
Crops borders automatically.

-StartCompCheck
Starts the compressibility check.

-StartEncoding
Creates a job and runs the job list.

-StartJobs
Runs all active jobs of the job list.

-StartSmartCrop
Crops borders automatically until the proper aspect ratio is found.

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

name <string>	Tool Name: Tool name as shown in the app manage dialog.

-TestAndDynamicFileCreation
Development tests and creation of doc files.

-WriteLog:header,message
Writes a log message to the log file.

header <string>	Header is optional and may contain macros.
message <string>	Message is optional and may contain macros.

CHAPTER 9

PowerShell Scripting

StaxRip can be automated via PowerShell scripting.

9.1 Script Folder

The Script folder is located at `<settings>\Scripts` and can be opened from the main menu under `Tools > Scripts > Open Script Folder`.

Scripts located in this folder are not loaded automatically but rather can be invoked from the main menu under `Tools > Scripts`.

9.2 Auto Load Folder

Scripts located under `<settings>\Scripts\Auto Load` are loaded on startup.

A second startup folder is `<startup>\Apps\Scripts`, this folder should only be used by StaxRip maintainers.

9.3 Example Scripts

https://github.com/staxrip/staxrip/tree/master/Scripts

CHAPTER 10

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 and VapourSynth plugins?*
  - *How can I use custom AviSynth scripts?*
  - *Why does AviSynth portable mode require soft links?*
  - *Where can I find the log file?*

10.1 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.

10.2 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.

10.3 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.

10.4 Why don't settings persist?

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

Main Menu > File > Save Project As Template

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

10.5 How can I use custom AviSynth and VapourSynth 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).

10.6 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).

10.7 Why does AviSynth portable mode require soft links?

StaxRip has portable mode enabled by default because many users have incompatible AviSynth versions installed, portable mode can be disabled in the settings, if AviSynth is installed and portable mode is disabled then soft links are not necessary.

If AviSynth is installed and portable mode should be used instead of the installed version then it can only be achieved with soft links because there is no way to tell a tool from where it should load AviSynth, default DLL loading of the OS applies and that includes the system folder where AviSynth is installed. A tool needs an implementation to use a custom/portable path and right now not all tools have such an implementation.

If AviSynth is not installed then only ffmpeg needs a soft link because ffmpeg blocks default DLL loading of the OS which searches in the PATH environment variable which StaxRip sets in portable mode.

10.8 Where can I find the log file?

The StaxRip log file ends with _staxrip.log and can be found in the temp folder, by default the temp folder is located next to the source file.

If a project is re-opened from the Recent menu, then the log file can be opened from the main menu:

File > Recent Projects

Tools > Log File (F7)

The log file history can be found at:

Tools > Folders > Log Files

CHAPTER 11

Tools

Name	Type	Filename	Version	Modi
AddGrainC	AviSynth Plugin	AddGrainC.dll	1.8.2	2020-
AutoAdjust	AviSynth Plugin	AutoAdjust.dll	2.60	2016-
Average	AviSynth Plugin	Average.dll	0.94	2019-
AviSynthShader DLL	AviSynth Plugin	Shader-x64.dll	1.6.6	2020-
AvsResize	AviSynth Plugin	avsresize.dll	r5	2020-
AVSTP	AviSynth Plugin	avstp.dll	1.0.3.0	2019-
checkmate	AviSynth Plugin	checkmate.dll	0.9	2013-
CNR2	AviSynth Plugin	CNR2.dll	2.6.1	2019-
D2VSource	AviSynth Plugin	D2VSource.dll	1.2.2	2021-
DCTFilter	AviSynth Plugin	DCTFilter.dll	0.5.1	2020-
Deblock	AviSynth Plugin	Deblock.dll	2013-12-03	2019-
Decomb	AviSynth Plugin	Decomb.dll	5.2.4	2013-
DeGrainMedian	AviSynth Plugin	DeGrainMedian.dll	0.8.2	2019-
DePan	AviSynth Plugin	DePan.dll	2.7.42	2020-
DePanEstimate	AviSynth Plugin	DePanEstimate.dll	2.7.42	2020-
DFTTest	AviSynth Plugin	dfttest.dll	1.9.6 Clang	2020-
DFTTest Neo	AviSynth Plugin	neo-dfttest.dll	r7	2020-
DGDecode	AviSynth Plugin	DGDecode.dll	2.0.0.2	2021-
Dither DLL	AviSynth Plugin	dither.dll	1.27.2	2019-
DSS2mod	AviSynth Plugin	avss.dll	2014-11-13	2019-
EEDI2	AviSynth Plugin	EEDI2.dll	0.9.2.0	2019-
EEDI3	AviSynth Plugin	EEDI3.dll	0.9.2.3	2019-
f3kdb Neo	AviSynth Plugin	neo-f3kdb.dll	r6	2020-
ffms2	AviSynth Plugin	ffms2.dll	87bae19 StvG	2020-
FFT3D Neo	AviSynth Plugin	neo-fft3d.dll	r10	2021-
FFT3DFilter	AviSynth Plugin	fft3dfilter.dll	2.8	2020-
FFT3DGPU	AviSynth Plugin	FFT3dGPU.dll	0.8.6	2021-
flash3kyuu_deband	AviSynth Plugin	flash3kyuu_deband.dll	5.0	2018-

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Table 1 – continued from previous page

Name	Type	Filename	Version	Modi
FluxSmooth	AviSynth Plugin	FluxSmooth.dll	1.4.7	2019-
FrameRateConverter DLL	AviSynth Plugin	FrameRateConverter-x64.dll	1.2.1	2017-
GradFun2DB	AviSynth Plugin	gradfun2db.dll	2010-03-29	2019-
HQDN3D	AviSynth Plugin	Hqdn3d.dll	0.11	2019-
JincResize	AviSynth Plugin	JincResize.dll	r44	2019-
JPSDR	AviSynth Plugin	Plugins_JPSDR.dll	3.2.4	2020-
KNLMeansCL	AviSynth Plugin	KNLMeansCL.dll	1.1.1e	2020-
L-SMASH-Works	AviSynth Plugin	LSMASHSource.dll	2020-12-16 StvG	2020-
masktools2	AviSynth Plugin	masktools2.dll	2.2.26	2020-
MedianBlur2	AviSynth Plugin	MedianBlur2.dll	0.94	2014-
MiniDeen	AviSynth Plugin	neo-minideen.dll	r10	2020-
MipSmooth	AviSynth Plugin	MipSmooth.dll	1.1.2	2019-
modPlus	AviSynth Plugin	modPlus.dll	2017-10-17	2019-
MSharpen	AviSynth Plugin	msharpen.dll	0.9	2013-
mvtools2	AviSynth Plugin	mvtools2.dll	2.7.44	2020-
NicAudio	AviSynth Plugin	NicAudio.dll	1.1	2019-
RgTools	AviSynth Plugin	RgTools.dll	1.1	2021-
SangNom2	AviSynth Plugin	SangNom2.dll	0.35	2013-
SmoothAdjust	AviSynth Plugin	SmoothAdjust.dll	3.20	2016-
SmoothD2	AviSynth Plugin	SmoothD2.dll	a2	2019-
SVPFlow 1	AviSynth Plugin	svpflow1.dll	4.2.0.133	2019-
SVPFlow 2	AviSynth Plugin	svpflow2.dll	4.2.0.142	2019-
TDeint	AviSynth Plugin	TDeint.dll	1.8	2020-
TEMmod	AviSynth Plugin	TEMmod.dll	0.2.1	2019-
TIVTC	AviSynth Plugin	TIVTC.dll	1.0.25	2020-
TMM2	AviSynth Plugin	TMM2.dll	0.1.5	2020-
TNLMeans	AviSynth Plugin	TNLMeans.dll	1.0.3	2019-
UnDot	AviSynth Plugin	UnDot.dll	0.0.1.1	2006-
VagueDenoiser	AviSynth Plugin	VagueDenoiser.dll	0.35.1.0	2019-
VapourSource	AviSynth Plugin	VapourSource_x64.dll	2018-09-21	2019-
vinverse	AviSynth Plugin	vinverse.dll	2013-11-30	2013-
vsCube	AviSynth Plugin	vscube.dll	1.0	2019-
VSFilterMod	AviSynth Plugin	VSFilterMod.dll	5.2.3	2020-
xNLMeans	AviSynth Plugin	xNLMeans.dll	0.03	2019-
yadifmod2	AviSynth Plugin	yadifmod2.dll	0.2.2	2020-
AnimeIVTC	AviSynth Script	AnimeIVTC.avsi	2.22	2018-
AviSynthShader AVSI	AviSynth Script	Shader.avsi	1.6.6	2018-
CropResize	AviSynth Script	CropResize.avsi	2019-09-09	2019-
DAA3Mod	AviSynth Script	daa3mod.avsi	3.3	2019-
Deblock_QED	AviSynth Script	Deblock_QED.avsi	2011-11-29	2019-
DehaloAlpha	AviSynth Script	Dehalo_alpha.avsi	MT2	2019-
DeNoise Histogram	AviSynth Script	DiffCol.avsi	2018-05-15	2019-
DeNoiseMD	AviSynth Script	DeNoiseMD.avsi	2018-05-15	2019-
DeNoiseMF	AviSynth Script	DeNoiseMF.avsi	2018-05-15	2019-
Dither AVSI	AviSynth Script	dither.avsi	1.27.2	2019-
edi_rpow2 AVSI	AviSynth Script	edi_rpow2.avsi	0.9.2.0	2019-
eedi3_resize	AviSynth Script	eedi3_resize.avsi	0.11	2019-
FineDehalo	AviSynth Script	FineDehalo.avsi	1.1	2019-
FineSharp	AviSynth Script	FineSharp.avsi	2012-04-12	2019-

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Table 1 – continued from previous page

Name	Type	Filename	Version	Modi
FrameRateConverter AVSI	AviSynth Script	FrameRateConverter.avsi	1.2.1	2019-
GradFun2DBmod	AviSynth Script	GradFun2DBmod.avsi	1.5	2019-
HQDeringmod	AviSynth Script	HQDeringmod.avsi	2018-01-18	2019-
InterFrame	AviSynth Script	InterFrame.avsi	2.0	2019-
Lazy Utilities	AviSynth Script	LUtils.avsi	0.12	2019-
LSFmod	AviSynth Script	LSFmod.avsi	2.187	2020-
MAA2Mod	AviSynth Script	maa2mod.avsi	0.431	2019-
mClean	AviSynth Script	mClean.avsi	3.2	2019-
MCTemporalDenoise	AviSynth Script	MCTemporalDenoise.avsi	1.4.20	2010-
MT Expand Multi	AviSynth Script	mt_xxpand_multi.avsi	2018-05-19	2019-
MultiSharpen	AviSynth Script	MultiSharpen.avsi	1.0	2019-
nnedi3 AVSI	AviSynth Script	nnedi3_16.avsi	3.0	2019-
nnedi3x AVSI	AviSynth Script	nnedi3x.avsi	3.0	2019-
pSharpen	AviSynth Script	pSharpen.avsi	2016-03-16	2019-
QTGMC	AviSynth Script	QTGMC.avsi	3.368s	2020-
ResizeX	AviSynth Script	ResizeX.avsi	1.0.1	2019-
SMDegrain	AviSynth Script	SMDegrain.avsi	3.12.108s	2020-
SmoothD2c	AviSynth Script	SmoothD2c.avs	a2	2019-
TemporalDegrain2	AviSynth Script	TemporalDegrain2.avsi	2.2.1	2019-
YFRC	AviSynth Script	YFRC.avsi	2015-10-01	2019-
Zs_RF_Shared	AviSynth Script	Zs_RF_Shared.avsi	1.127	2020-
7zip	Console App	7za.exe	19.0	2019-
aomenc	Console App	aomenc.exe	2.0.1-1118 msvc1929 Patman	2020-
AutoCrop	Console App	AutoCrop.exe	2.1.0.0	2020-
avs2pipemod	Console App	avs2pipemod64.exe	1.1.1 UTF8 + long path Mod	2021-
AVSMeter	Console App	AVSMeter64.exe	3.0.7.0	2020-
eac3to	Console App	eac3to.exe	3.34	2017-
fdkaac	Console App	fdkaac.exe	1.0.0	2019-
ffmpeg	Console App	ffmpeg.exe	N-101189 gcc10.2.0 Patman	2021-
ffmpeg non-free	Console App	ffmpeg.exe		2020-
mkvextract	Console App	mkvextract.exe	53	2021-
mkvinfo	Console App	mkvinfo.exe	53	2021-
mkvmerge	Console App	mkvmerge.exe	53	2021-
MP4Box	Console App	MP4Box.exe	1.1.0 rev506 gcc10.2 Patman	2021-
mtn	Console App	mtn.exe	2.0.1	2019-
NeroAAC	Console App	neroAacEnc.exe		2010-
NVEnc	Console App	NVEncC64.exe	5.29	2021-
PNGopt	Console App	apngopt.exe	1.4	2019-
Python	Console App	python.exe	3.8.5150	2020-
qaac	Console App	qaac64.exe	2.71	2020-
QSVEnc	Console App	QSVEncC64.exe	4.13	2021-
rav1e	Console App	rav1e.exe	0.4.0	2021-
SVT-AV1	Console App	SvtAv1EncApp.exe	0.8.6	2020-
VCEEnc	Console App	VCEEncC64.exe	6.09	2021-
vspipe	Console App	vspipe.exe	r52	2021-
x264	Console App	x264.exe	0.161.3048+17 gcc10.2.0 Patman Mod	2021-
x265	Console App	x265.exe	3.4+70-aMod-gcc10.2.1 DJATOM Mod	2021-
xvid_encraw	Console App	xvid_encraw.exe	1.3.7	
BDSup2Sub++	GUI App	bdsup2sub++.exe	1.0.3	2018-

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Name	Type	Filename	Version	Modi
chapterEditor	GUI App	chapterEditor.exe	1.25	2020-
D2V Witch	GUI App	d2vwitch.exe	v5	
DGIndex	GUI App	DGIndex.exe	2.0.0.2	2021-
MediaInfo.NET	GUI App	MediaInfoNET.exe	6.8.0.0	2020-
MKVToolnix GUI	GUI App	mkvtoolnix-gui.exe	53	2021-
MPC	GUI App	mpc-be64.exe		2020-
mpv.net	GUI App	mpvnet.exe	5.4.8.6	2020-
Subtitle Edit	GUI App	SubtitleEdit.exe	3.6.0	2021-
VSRip	GUI App	VSRip.exe	1.0.0.7	2011-
Apple Application Support	Library	CoreAudioToolbox.dll		2020-
AviSynth	Library	AviSynth.dll	3.7	2021-
DirectX 9	Library	d3d9.dll		2020-
FFTW	Library	libfftw3-3.dll	3.3.8	2018-
MediaInfo	Library	MediaInfo.dll	20.09	2020-
VapourSynth	Library	vapoursynth.dll	r52	2020-
Visual C++ 2010	Library	msvcp100.dll		2011-
Visual C++ 2012	Library	msvcp110.dll		2012-
Visual C++ 2013	Library	msvcp120.dll		2016-
Visual C++ 2015-2019	Library	msvcp140.dll	14.28.29334	2020-
Get-MediaInfo	Misc	Get-MediaInfo.ps1	3.5	2021-
Haali Splitter	Misc	splitter.ax		
AWarpSharp2	VapourSynth Plugin	libawarpsharp2.dll	2018-06-18	2019-
BM3D	VapourSynth Plugin	BM3D.dll	r8	2019-
Bwdif	VapourSynth Plugin	Bwdif.dll	r2	2020-
CAS	VapourSynth Plugin	CAS.dll	r2	2020-
CNR2	VapourSynth Plugin	libcnr2.dll	2016-07-02	2019-
CTMF	VapourSynth Plugin	CTMF.dll	2017-06-02	2019-
d2vsource	VapourSynth Plugin	d2vsource.dll	1.2	2019-
DCTFilter	VapourSynth Plugin	DCTFilter.dll	r2	2017-
DCTFilter-f	VapourSynth Plugin	DCTFilter.dll	r2	2019-
Deblock	VapourSynth Plugin	Deblock.dll	6	2017-
DeblockPP7	VapourSynth Plugin	DeblockPP7.dll	2018-04-28	2019-
DegrainMedian	VapourSynth Plugin	libdegrainmedian.dll	2016-08-07	2019-
DFTTest	VapourSynth Plugin	DFTTest.dll	r7	2020-
EEDI2	VapourSynth Plugin	EEDI2.dll	2017-03-04	2019-
EEDI3m	VapourSynth Plugin	EEDI3m.dll	2017-12-23	2019-
FFT3DFilter	VapourSynth Plugin	fft3dfilter.dll	2018-07-11	2019-
FixTelecinedFades	VapourSynth Plugin	libftf_em64t_avx_fma.dll	5.0	2017-
FluxSmooth	VapourSynth Plugin	libfluxsmooth.dll	2.0	2019-
fmtconv	VapourSynth Plugin	fmtconv.dll	20	2016-
HQDN3D	VapourSynth Plugin	libhqdn3d.dll	2018-07-01	2019-
IT	VapourSynth Plugin	vs_it.dll	1.2	2019-
msmoosh	VapourSynth Plugin	libmsmoosh.dll	1.1	2014-
mvtools	VapourSynth Plugin	libmvtools.dll	r20	2019-
mvtools-sf	VapourSynth Plugin	libmvtools_sf_em64t.dll	r1	2017-
nnedi3	VapourSynth Plugin	libnnedi3.dll	v12	2019-
nnedi3cl	VapourSynth Plugin	NNEDI3CL.dll	7.2	2019-
Sangnom	VapourSynth Plugin	libsangnom.dll	2016-08-31	2019-
scenechange	VapourSynth Plugin	scenechange.dll	2014-09-25	2014-

Continued on n

Table 1 – continued from previous page

Name	Type	Filename	Version	Modi
SVPFlow 1	VapourSynth Plugin	svpflow1_vs64.dll	4.2.0.133	2019-
SVPFlow 2	VapourSynth Plugin	svpflow2_vs64.dll	4.2.0.142	2019-
TCanny	VapourSynth Plugin	TCanny.dll	r12	2019-
TDeintMod	VapourSynth Plugin	TDeintMod.dll	r10	2019-
TemporalMedian	VapourSynth Plugin	libtemporalmedian.dll	v1	2019-
temporalsoften	VapourSynth Plugin	temporalsoften.dll	2014-09-25	2014-
TimeCube	VapourSynth Plugin	vscube.dll	2.0	2019-
TTempSmooth	VapourSynth Plugin	TTempSmooth.dll	2018-05-08	2019-
VagueDenoiser	VapourSynth Plugin	VagueDenoiser.dll	2015-06-08	2019-
vcfreq	VapourSynth Plugin	vcfreq.dll	2016-05-12	2019-
vcmod	VapourSynth Plugin	vcmod.dll	2017-10-17	2019-
vcmove	VapourSynth Plugin	vcmove.dll	2016-04-10	2019-
W3FDIF	VapourSynth Plugin	W3FDIF.dll	r1	2019-
Yadifmod	VapourSynth Plugin	Yadifmod.dll	r10	2017-
znedi3	VapourSynth Plugin	vsznedi3.dll	2018-01-11	2019-
adjust	VapourSynth Script	adjust.py	2015-03-22	2019-
Dither	VapourSynth Script	Dither.py	2018-02-23	2019-
finesharp	VapourSynth Script	finesharp.py	2018-06-30	2019-
fvsfunc	VapourSynth Script	fvsfunc.py	2018-10-28	2019-
G41Fun	VapourSynth Script	G41Fun.py	1.0	2019-
havsfunc	VapourSynth Script	havsfunc.py	33	2020-
mcdegrainsharp	VapourSynth Script	mcdegrainsharp.py	2016-10-20	2019-
muvsfunc	VapourSynth Script	muvsfunc.py	0.2.0	2019-
mvmulti	VapourSynth Script	mvmulti.py	20	2019-
mvsfunc	VapourSynth Script	mvsfunc.py	2016-10-03	2016-
nnedi3_rpow2	VapourSynth Script	nnedi3_rpow2.py	1.0	2017-
Oyster	VapourSynth Script	Oyster.py	2017-02-10	2019-
Plum	VapourSynth Script	Plum.py	2017-06-24	2019-
psharpen	VapourSynth Script	psharpen.py	1.0	2019-
resamplehq	VapourSynth Script	resamplehq.py	1.0	2019-
taa	VapourSynth Script	vsTAAmbk.py	0.8.0	2019-
Vine	VapourSynth Script	Vine.py	2017-03-16	2019-

11.1 Console App

11.1.1 7zip

Packing console app.

https://www.7-zip.org

11.1.2 aomenc

AV1 video encoder console app.

https://aomedia.org

11.1.3 AutoCrop

AutoCrop console app.

11.1.4 avs2pipemod

Console app 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.

http://github.com/chikuzen/avs2pipemod

11.1.5 AVSMeter

Console app that displays AviSynth script clip info.

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

11.1.6 eac3to

Audio convertor console app.

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

11.1.7 fdkaac

Non-free AAC console encoder using libfdk-aac.

http://github.com/nu774/fdkaac

11.1.8 ffmpeg

Versatile and free audio video convertor console app.

http://ffmpeg.org

11.1.9 ffmpeg non-free

Versatile audio video convertor console app. Custom build with non-free libraries like fdk-aac.

http://ffmpeg.org

11.1.10 mkvextract

MKV demuxing tool.

https://mkvtoolnix.download

11.1.11 mkvinfo

MKV info tool.

https://mkvtoolnix.download

11.1.12 mkvmerge

MKV muxing tool.

https://mkvtoolnix.download

11.1.13 MP4Box

MP4Box is a MP4 muxing and demuxing console app.

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

11.1.14 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.

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

11.1.15 NeroAAC

Non-free AAC audio convertor console app.

11.1.16 NVEnc

NVIDIA hardware video encoder.

http://github.com/rigaya/NVEnc

11.1.17 PNGopt

Opt Tools For Creating PNG

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

11.1.18 Python

Scripting language used by VapourSynth.

http://www.python.org

11.1.19 qaac

Console AAC encoder using the non-free Apple AAC encoder.

http://github.com/nu774/qaac

11.1.20 QSVEnc

Intel hardware video encoder.

http://github.com/rigaya/QSVEnc

11.1.21 rav1e

AV1 Video Encoder.

https://github.com/xiph/rav1e

11.1.22 SVT-AV1

Intel AV1 encoder.

https://github.com/OpenVisualCloud/SVT-AV1

11.1.23 VCEEnc

AMD hardware video encoder.

http://github.com/rigaya/VCEEnc

11.1.24 vspipe

Console app that pipes VapourSynth scripts to video encoding console apps.

http://www.vapoursynth.com

11.1.25 x264

H.264 video encoding console app.

https://github.com/staxrip/staxrip/wiki/x264

11.1.26 x265

H.265 video encoding console app.

https://x265.com

11.1.27 xvid_encraw

MPEG-4 video encoder console app.

https://www.xvid.com

11.2 GUI App

11.2.1 BDSup2Sub++

GUI app that converts Blu-ray subtitles to other formats like VobSub.

https://github.com/amichaeltm/BDSup2SubPlusPlus

11.2.2 chapterEditor

GUI app to edit chapters and menus for OGG, XML, TTXT, m.AVCHD, m.editions-mkv, Matroska Menu.

https://forum.doom9.org/showthread.php?t=169984

11.2.3 D2V Witch

Portable MPEG-2 demuxing and d2v indexing GUI app.

https://github.com/dubhater/D2VWitch

11.2.4 DGIndex

MPEG-2 demuxing and d2v indexing GUI app.

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

11.2.5 MediaInfo.NET

GUI app originally built for StaxRip to show info about media files.

https://github.com/stax76/MediaInfo.NET

11.2.6 MKVToolnix GUI

MKV muxing/demuxing GUI app.

https://mkvtoolnix.download

11.2.7 MPC

DirectShow based media player (GUI app).

https://sourceforge.net/projects/mpcbe

11.2.8 mpv.net

The worlds best media player (GUI app).

https://github.com/stax76/mpv.net

11.2.9 Subtitle Edit

Subtitle editor GUI app.

http://www.nikse.dk/SubtitleEdit

11.2.10 VSRip

GUI app that rips VobSub subtitles.

http://sourceforge.net/projects/guliverkli

11.3 AviSynth Plugin

11.3.1 AddGrainC

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

Filters: AddGrainC, AddGrain

https://github.com/pinterf/AddGrainC

11.3.2 AutoAdjust

Automatic adjustement video filter plugin that calculates statistics of clip, stabilizes them temporally and uses them to adjust luminance gain & color balance.

Filters: AutoAdjust

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

11.3.3 Average

A simple video filter plugin that calculates a weighted frame-by-frame average from multiple clips.

Filters: Average

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

11.3.4 AviSynthShader DLL

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

https://github.com/mysteryx93/AviSynthShader

11.3.5 AvsResize

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

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

11.3.6 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 developpers, but contains installation instructions for Avisynth users too.

Filters: avstp_set_threads

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

11.3.7 checkmate

Spatial and temporal dot crawl reducer. Checkmate is most effective in static or low motion scenes.

Filters: checkmate

http://github.com/tp7/checkmate

11.3.8 CNR2

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

Filters: cnr2

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

11.3.9 D2VSource

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

Filters: D2VSource

https://github.com/Asd-g/MPEG2DecPlus

11.3.10 DCTFilter

A rewrite of DctFilter for Avisynth+.

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

https://github.com/Asd-g/DCTFilter

11.3.11 Deblock

Deblocking plugin using the deblocking filter of h264.

Filters: Deblock

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

11.3.12 Decomb

Video filter plugin that provides the means for removing combing artifacts from telecined progressive streams, interlaced streams, and mixtures thereof.

Filters: Telecide, FieldDeinterlace, Decimate, IsCombed

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

11.3.13 DeGrainMedian

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

Filters: DeGrainMedian

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

11.3.14 DePan

Filters: DePan, DePanInterleave, DePanStabilize, DePanScenes

https://github.com/pinterf/mvtools

11.3.15 DePanEstimate

Filters: DePanEstimate

https://github.com/pinterf/mvtools

11.3.16 DFTTest

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

Filters: dfttest

https://github.com/pinterf/dfttest

11.3.17 DFTTest Neo

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

Filters: neo_dfttest

https://github.com/HomeOfAviSynthPlusEvolution/neo_DFTTest

11.3.18 DGDecode

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

Filters: MPEG2Source

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

11.3.19 Dither DLL

This package offers a set of tools to manipulate high-bitdepth (16 bits per plane) video clips. The most proeminent 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_yuv4xxp16_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

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

11.3.20 DSS2mod

Direct Show source filter

Filters: DSS2

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

11.3.21 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

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

11.3.22 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

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

11.3.23 f3kdb Neo

Debanding filter forked from flash3kyuu_deband.

Filters: neo_f3kdb

https://github.com/HomeOfAviSynthPlusEvolution/neo_f3kdb

11.3.24 ffms2

AviSynth+ and VapourSynth source filter supporting various input formats.

Filters: FFVideoSource, FFAudioSource, FFMS2

http://github.com/FFMS/ffms2

11.3.25 FFT3D Neo

Neo FFT3D is a 3D Frequency Domain filter - strong denoiser and moderate sharpener.

Filters: neo_fft3d

https://github.com/HomeOfAviSynthPlusEvolution/neo_FFT3D

11.3.26 FFT3DFilter

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

Filters: FFT3DFilter

http://github.com/pinterf/fft3dfilter

11.3.27 FFT3DGPU

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

Filters: FFT3DGPU

https://github.com/pinterf/FFT3dGPU

11.3.28 flash3kyuu_deband

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

Filters: f3kdb

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

11.3.29 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

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

11.3.30 FrameRateConverter DLL

Increases the frame rate with interpolation and fine artifact removal

Filters: FrameRateConverter

https://github.com/mysteryx93/FrameRateConverter

11.3.31 GradFun2DB

A simple and fast debanding filter.

Filters: gradfun2db

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

11.3.32 HQDN3D

Filters: HQDN3D

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

11.3.33 JincResize

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

Filters: Jinc36Resize, Jinc64Resize, Jinc144Resize, Jinc256Resize

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

11.3.34 JPSDR

Merge of AutoYUY2, NNEDI3, HDRTools, aWarpSharpMT and ResampleMT. Included is the W7 AVX variant.

Filters: aBlur, aSobel, AutoYUY2, aWarp, aWarp4, aWarpSharp2, BicubicResizeMT, BilinearResizeMT, BlackmanResizeMT, ConvertLinearRGBtoYUV, ConvertRGB_Hable_HDRtoSDR, ConvertRGB_Mobius_HDRtoSDR, ConvertRGB_Reinhard_HDRtoSDR, ConvertRGBtoXYZ, ConvertXYZ_Hable_HDRtoSDR, ConvertXYZ_Mobius_HDRtoSDR, ConvertXYZ_Reinhard_HDRtoSDR, ConvertXYZ_Scale_HDRtoSDR, ConvertXYZ_Scale_SDRtoHDR, ConvertXYZtoRGB, ConvertXYZtoYUV, ConvertYUVtoLinearRGB, ConvertYUVtoXYZ, DeBicubicResizeMT, DeBilinearResizeMT, DeBlackmanResizeMT, DeGaussResizeMT, DeLanczos4ResizeMT, DeLanczosResizeMT, DeSincResizeMT, DeSpline16ResizeMT, DeSpline36ResizeMT, DeSpline64ResizeMT, GaussResizeMT, Lanczos4ResizeMT, LanczosResizeMT, nnedi3, PointResizeMT, SincResizeMT, Spline16ResizeMT, Spline36ResizeMT, Spline64ResizeMT

https://github.com/jpsdr/plugins_JPSDR

11.3.35 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

https://github.com/pinterf/KNLMeansCL

11.3.36 L-SMASH-Works

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

Filters: LSMASHVideoSource, LSMASHAudioSource, LWLibavVideoSource, LWLibavAudioSource

https://github.com/HolyWu/L-SMASH-Works

11.3.37 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

http://github.com/pinterf/masktools

11.3.38 MedianBlur2

Constant time median video filter plugin.

Filters: MedianBlur, MedianBlurTemporal

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

11.3.39 MiniDeen

MiniDeen is a spatial denoising filter which replaces every pixel with the average of its neighbourhood.

Filters: MiniDeen

https://github.com/HomeOfAviSynthPlusEvolution/MiniDeen

11.3.40 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

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

11.3.41 modPlus

Video filter plugin which modify values of color components to attenuate noise, blur or equalize input.

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

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

11.3.42 MSharpen

Filters: MSharpen

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

11.3.43 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

http://github.com/pinterf/mvtools

11.3.44 NicAudio

AviSynth audio source filter plugin.

Filters: NicAC3Source, NicDTSSource, NicMPASource, RaWavSource

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

11.3.45 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

http://github.com/pinterf/RgTools

11.3.46 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

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

11.3.47 SmoothAdjust

SmoothAdjust is a video filter plugin to make YUV adjustements.

Filters: SmoothTweak, SmoothCurve, SmoothCustom, SmoothTools

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

11.3.48 SmoothD2

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

Filters: SmoothD2

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

11.3.49 SVPFlow 1

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

Filters: analyse_params, super_params, SVSuper, SVAnalyse

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

11.3.50 SVPFlow 2

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

Filters: smoothfps_params, SVConvert, SVSmoothFps

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

11.3.51 TDeint

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

Filters: TDeint

https://github.com/pinterf/TIVTC

11.3.52 TEMmod

TEMmod creates an edge mask using gradient vector magnitude.

Filters: TEMmod

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

11.3.53 TIVTC

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

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

http://github.com/pinterf/TIVTC

11.3.54 TMM2

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

Filters: TMM2

https://github.com/Asd-g/TMM2

11.3.55 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

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

11.3.56 UnDot

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

Filters: UnDot

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

11.3.57 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

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

11.3.58 VapourSource

VapourSource is a VapourSynth script reader for AviSynth 2.6.

Filters: VSImport, VSEval

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

11.3.59 vinverse

Simple but effective plugin to remove residual combing.

Filters: vinverse, vinverse2

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

11.3.60 vsCube

Deblocking plugin using the deblocking filter of h264.

Filters: Cube

http://rationalqm.us/mine.html

11.3.61 VSFilterMod

AviSynth and VapourSynth subtitle plugin with support for vobsub srt and ass.

Filters: VobSub, TextSubMod

https://github.com/sorayuki/VSFilterMod

11.3.62 xNLMeans

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

Filters: xNLMeans

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

11.3.63 yadifmod2

Yet Another Deinterlacing Filter mod

Filters: yadifmod2

https://github.com/Asd-g/yadifmod2

11.4 AviSynth Script

11.4.1 AnimeIVTC

Filters: AnimeIVTC

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

11.4.2 AviSynthShader AVSI

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

https://github.com/mysteryx93/AviSynthShader

11.4.3 CropResize

Advanced crop and resize AviSynth script.

Filters: CropResize

https://forum.videohelp.com/threads/393752-CropResize-Cropping-resizing-script

11.4.4 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

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

11.4.5 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

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

11.4.6 DehaloAlpha

Reduce halo artifacts that can occur when sharpening.

Filters: DeHalo_alpha_mt, DeHalo_alpha_2BD

11.4.7 DeNoise Histogram

Histogram for both DenoiseMD and DenoiseMF

Filters: DiffCol

http://avisynth.nl

11.4.8 DeNoiseMD

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

Filters: DeNoiseMD1, DenoiseMD2

http://avisynth.nl

11.4.9 DeNoiseMF

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

Filters: DeNoiseMF1, DenoiseMF2

http://avisynth.nl

11.4.10 Dither AVSI

This package offers a set of tools to manipulate high-bitdepth (16 bits per plane) video clips. The most proeminent 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, DitherPost, Dither_crop16, DitherBuildMask, SmoothGrad, GradFun3, Dither_box_filter16, Dither_bilateral16, Dither_limit_dif16, Dither_resize16nr, Dither_srgb_display, Dither_convey_yuv4xxp16_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

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

11.4.11 edi_rpow2 AVSI

An improved rpow2 function for nnedi3, nnedi3ocl, eedi3, and eedi2.

Filters: nnedi3_rpow2

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

11.4.12 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

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

11.4.13 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

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

11.4.14 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

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

11.4.15 FrameRateConverter AVSI

Increases the frame rate with interpolation and fine artifact removal

Filters: FrameRateConverter

https://github.com/mysteryx93/FrameRateConverter

11.4.16 GradFun2DBmod

An advanced debanding script based on GradFun2DB.

Filters: GradFun2DBmod

http://avisynth.nl/index.php/GradFun2DBmod

11.4.17 HQDeringmod

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

Filters: HQDeringmod

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

11.4.18 InterFrame

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

Filters: InterFrame

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

11.4.19 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

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

11.4.20 LSFmod

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

Filters: LSFmod

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

11.4.21 MAA2Mod

Updated version of the MAA2+ antialising 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

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

11.4.22 mClean

Removes noise whilst retaining as much detail as possible.

Filters: mClean

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

11.4.23 MCTemporalDenoise

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

Filters: MCTemporalDenoise, MCTemporalDenoisePP

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

11.4.24 MT Expand Multi

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

Filters: mt_expand_multi, mt_inpand_multi

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

11.4.25 MultiSharpen

A small but useful Sharpening Function

Filters: MultiSharpen

11.4.26 nnedi3 AVSI

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

Filters: nnedi3_resize16

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

11.4.27 nnedi3x AVSI

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

Filters: nnedi3x

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

11.4.28 pSharpen

pSharpen performs two-point sharpening to avoid overshoot.

Filters: pSharpen

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

11.4.29 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

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

11.4.30 ResizeX

Filters: ResizeX

http://avisynth.nl

11.4.31 SMDegrain

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

Filters: SMDegrain

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

11.4.32 SmoothD2c

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

Filters: SmoothD2c

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

11.4.33 TemporalDegrain2

Builds on Temporal Degrain but it is able to clean the noise even further while impoving the sharpness in cases where orignal version had severe drops in visual quality.

Filters: TemporalDegrain2

http://avisynth.nl/index.php/TemporalDegrain2

11.4.34 YFRC

Yushko Frame Rate convertor - 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

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

11.4.35 Zs_RF_Shared

Shared Functions and utility.

Filters: Dither_Luma_Rebuild, AvsPlusVersionNumber

https://github.com/realfinder/AVS-Stuff

11.5 VapourSynth Plugin

11.5.1 AWarpSharp2

VapourSynth port of AWarpSharp2

Filters: warp.AWarpSharp2

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

11.5.2 BM3D

BM3D denoising filter for VapourSynth

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

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

11.5.3 Bwdif

Motion adaptive deinterlacing based on yadif with the use of w3fdif and cubic interpolation algorithms.

Filters: bwdif.Bwdif

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-Bwdif

11.5.4 CAS

Contrast Adaptive Sharpening.

Filters: cas.CAS

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-CAS

11.5.5 CNR2

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

Filters: cnr2.Cnr2

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

11.5.6 CTMF

Constant Time Median Filtering.

Filters: ctmf.CTMF

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

11.5.7 d2vsource

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

Filters: d2v.Source

http://github.com/dwbuiten/d2vsource

11.5.8 DCTFilter

Renewed VapourSynth port of DCTFilter.

Filters: dctf.DCTFilter

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

11.5.9 DCTFilter-f

Renewed VapourSynth port of DCTFilter.

Filters: dctf.DCTFilter

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

11.5.10 Deblock

Deblocking plugin using the deblocking filter of h264.

Filters: deblock.Deblock

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

11.5.11 DeblockPP7

VapourSynth port of pp7 from MPlayer.

Filters: pp7.DeblockPP7

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

11.5.12 DegrainMedian

VapourSynth port of DegrainMedian

Filters: dgm.DegrainMedian

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

11.5.13 DFTTest

VapourSynth port of dfttest.

Filters: dfttest.DFTTest

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

11.5.14 EEDI2

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

Filters: eedi2.EEDI2

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

11.5.15 EEDI3m

EEDI3 works by finding the best non-decreasing (non-crossing) warping between two lines by minimizing a cost functional.

Filters: eedi3m.EEDI3

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-EEDI3

11.5.16 FFT3DFilter

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

Filters: fft3dfilter.FFT3DFilter

http://github.com/VFR-maniac/VapourSynth-FFT3DFilter

11.5.17 FixTelecinedFades

InsaneAA Anti-Aliasing Script.

Filters: ftf.FixFades

https://github.com/IFeelBloated/Fix-Telecined-Fades

11.5.18 FluxSmooth

FluxSmooth is a filter for smoothing of fluctuations.

Filters: flux.SmoothT, flux.SmoothST

http://github.com/dubhater/vapoursynth-fluxsmooth

11.5.19 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

http://github.com/EleonoreMizo/fmtconv

11.5.20 HQDN3D

Avisynth port of hqdn3d from avisynth/mplayer.

Filters: hqdn3d.Hqdn3d

https://github.com/Hinterwaeldlers/vapoursynth-hqdn3d

11.5.21 IT

VapourSynth Plugin - Inverse Telecine (YV12 Only, IT-0051 base, IT_YV12-0103 base).

Filters: it.IT

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-IT

11.5.22 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

http://github.com/dubhater/vapoursynth-msmoosh

11.5.23 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

http://github.com/dubhater/vapoursynth-mvtools

11.5.24 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

http://github.com/dubhater/vapoursynth-mvtools

11.5.25 nnedi3

nnedi3 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: nnedi3.nnedi3

http://github.com/dubhater/vapoursynth-nnedi3

11.5.26 nnedi3cl

nnedi3 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: nnedi3cl.NNEDI3CL

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-NNEDI3CL

11.5.27 Sangnom

SangNom is a single field deinterlacer using edge-directed interpolation but nowadays it's mainly used in anti-aliasing scripts.

Filters: sangnom.SangNom

https://bitbucket.org/James1201/vapoursynth-sangnom/overview

11.5.28 scenechange

Filters: scenechange

11.5.29 SVPFlow 1

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

Filters: svp1.Super, svp1.Analyse, svp1.Convert

https://www.svp-team.com/wiki/Manual:SVPflow

11.5.30 SVPFlow 2

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

Filters: svp2.SmoothFps

https://www.svp-team.com/wiki/Manual:SVPflow

11.5.31 TCanny

Builds an edge map using canny edge detection.

Filters: tcanny.TCanny

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-TCanny

11.5.32 TDeintMod

TDeintMod is a combination of TDeint and TMM, which are both ported from tritical's AviSynth plugin.

Filters: tdm.TDeintMod

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-TDeintMod

11.5.33 TemporalMedian

TemporalMedian is a temporal denoising filter. It replaces every pixel with the median of its temporal neighbourhood.

Filters: tmedian.TemporalMedian

https://github.com/dubhater/vapoursynth-temporalmedian

11.5.34 temporalsoften

Filters: TemporalSoften

11.5.35 TimeCube

Allows Usage of 3DLuts.

Filters: timecube.Cube

https://github.com/sekrit-twc/timecube

11.5.36 TTempSmooth

VapourSynth port of TTempSmooth.

Filters: ttmpsm.TTempSmooth

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-TTempSmooth

11.5.37 VagueDenoiser

VapourSynth port of VagueDenoiser.

Filters: vd.VagueDenoiser

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-VagueDenoiser

11.5.38 vcfreq

vcvcfreq plugin for VapourSynth.

Filters: vcfreq.F1Quiver, vcfreq.F2Quiver, vcfreq.Blur, vcfreq.Sharp

http://www.avisynth.nl/users/vcmohan/vcfreq/vcfreq.html

11.5.39 vcmod

vcmod plugin for VapourSynth.

Filters: vcmod.Median, vcmod.Variance, vcmod.Amplitude, vcmod.GBlur, vcmod.MBlur, vcmod.Histogram, vcmod.Fan, vcmod.Variance, vcmod.Neural, vcmod.Veed, vcmod.SaltPepper

http://www.avisynth.nl/users/vcmohan/vcmod/vcmod.html

11.5.40 vcmove

vcmove plugin for VapourSynth.

Filters: vcmove.Rotate, vcmove.DeBarrel, vcmove.Quad2Rect, vcmove.Rect2Quad

http://www.avisynth.nl/users/vcmohan/vcmove/vcmove.html

11.5.41 W3FDIF

Weston 3 Field Deinterlacing Filter. Ported from FFmpeg's libavfilter.

Filters: w3fdif.W3FDIF

https://github.com/HomeOfVapourSynthEvolution/VapourSynth-W3FDIF/releases

11.5.42 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

http://github.com/HomeOfVapourSynthEvolution/VapourSynth-Yadifmod

11.5.43 znedi3

znedi3 is a CPU-optimized version of nnedi.

Filters: znedi3.nnedi3

https://github.com/sekrit-twc/znedi3

11.6 VapourSynth Script

11.6.1 adjust

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

Filters: adjust.Tweak

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

11.6.2 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

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

11.6.3 finesharp

Port of Didie's FineSharp script to VapourSynth.

Filters: finesharp.sharpen

http://forum.doom9.org/showthread.php?p=1777860#post1777860

11.6.4 fvsfunc

Small collection of VapourSynth functions

Filters: fvsfunc.GradFun3mod, fvsfunc.DescaleM, fvsfunc.Downscale444, fvsfunc.JIVTC, fvsfunc.OverlayInter, fvsfunc.AutoDeblock, fvsfunc.ReplaceFrames, fvsfunc.maa, fvsfunc.TemporalDegrain, fvsfunc.DescaleAA, fvsfunc.InsertSign

https://github.com/Irrational-Encoding-Wizardry/fvsfunc

11.6.5 G41Fun

The replaced script for hnwvsfunc with re-written functions.

Filters: G41Fun.mClean, G41Fun.NonlinUSM, G41Fun.DetailSharpen, G41Fun.LUSM, G41Fun.JohnFPS, G41Fun.TemporalDegrain2, G41Fun.MCDegrainSharp, G41Fun.FineSharp, 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

https://github.com/Helenerineium/hnwvsfunc

11.6.6 havsfunc

Various popular AviSynth scripts ported To VapourSynth.

Filters: havsfunc.aaf, havsfunc.AverageFrames, havsfunc.Bob, havsfunc.ChangeFPS, havsfunc.Clamp, havsfunc.ContraSharpening, havsfunc.daa, havsfunc.Deblock_QED, havsfunc.DeHalo_alpha, havsfunc.DitherLumaRebuild, havsfunc.EdgeCleaner, havsfunc.FastLineDarkenMOD, havsfunc.FineDehalo, havsfunc.FixChromaBleedingMod, havsfunc.GrainFactory3, havsfunc.GrainStabilizeMC, havsfunc.HQDeringmod, havsfunc.InterFrame, havsfunc.ivtc_txt60mc, havsfunc.KNLMeansCL, havsfunc.logoNR, havsfunc.LSFmod, havsfunc.LUTDeCrawl, havsfunc.LUTDeRainbow, havsfunc.MCTemporalDenoise, havsfunc.MinBlur, havsfunc.mt_deflate_multi, havsfunc.mt_expand_multi, havsfunc.mt_inflate_multi, havsfunc.mt_inpand_multi, havsfunc.Overlay, havsfunc.Padding, havsfunc.QTGMC, havsfunc.Resize, havsfunc.santiag, havsfunc.sbr, havsfunc.SCDetect, havsfunc.SigmoidDirect, havsfunc.SigmoidInverse, havsfunc.smartfademod, havsfunc.SMDegrain, havsfunc.SmoothLevels, havsfunc.srestore, havsfunc.Stab, havsfunc.STPresso, havsfunc.TemporalDegrain, havsfunc.Toon, havsfunc.Vinverse, havsfunc.Vinverse2, havsfunc.Weave, havsfunc.YAHR

http://github.com/HomeOfVapourSynthEvolution/havsfunc

11.6.7 mcdegrainsharp

TemporalMedian is a temporal denoising filter. It replaces every pixel with the median of its temporal neighbourhood.

Filters: mcdegrainsharp.mcdegrainsharp

https://gist.github.com/4re/b5399b1801072458fc80#file-mcdegrainsharp-py

11.6.8 muvsfunc

Muonium's VapourSynth functions.

Filters: muvsfunc.LDMerge, muvsfunc.Compare, muvsfunc.ExInpand, muvsfunc.InDeflate, muvsfunc.MultiRemoveGrain, muvsfunc.GradFun3, muvsfunc.AnimeMask, muvsfunc.PolygonExInpand, muvsfunc.Luma, muvsfunc.ediaa, muvsfunc.nnedi3aa, muvsfunc.maa, muvsfunc.SharpAAMcmod, muvsfunc.TEdge, muvsfunc.Sort, muvsfunc.Soothe_mod, muvsfunc.TemporalSoften, muvsfunc.FixTelecinedFades, muvsfunc.TCannyHelper, muvsfunc.MergeChroma, muvsfunc.firniture, muvsfunc.BoxFilter, muvsfunc.SmoothGrad, muvsfunc.DeFilter, muvsfunc.scale, muvsfunc.ColorBarsHD, muvsfunc.SeeSaw, muvsfunc.abcxyz, muvsfunc.Sharpen, muvsfunc.Blur, muvsfunc.BlindDeHalo3, muvsfunc.dfttestMC, muvsfunc.TurnLeft, muvsfunc.TurnRight, muvsfunc.BalanceBorders, muvsfunc.DisplayHistogram, muvsfunc.GuidedFilter, muvsfunc.GMSD, muvsfunc.SSIM, muvsfunc.SSIM_downsample, muvsfunc.LocalStatisticsMatching, muvsfunc.LocalStatistics, muvsfunc.TextSub16, muvsfunc.TMinBlur, muvsfunc.mdering, muvsfunc.BMAFilter, muvsfunc.LLSURE, muvsfunc.YAHRmod, muvsfunc.RandomInterleave

https://github.com/WolframRhodium/muvsfunc

11.6.9 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

http://github.com/dubhater/vapoursynth-mvtools

11.6.10 mvsfunc

mawen1250's VapourSynth functions.

Filters: mvsfunc.Depth, mvsfunc.ToRGB, mvsfunc.ToYUV, mvsfunc.BM3D, mvsfunc.VFRSplice, mvsfunc.PlaneStatistics, mvsfunc.PlaneCompare, mvsfunc.ShowAverage, mvsfunc.FilterIf, mvsfunc.FilterCombed, mvsfunc.Min, mvsfunc.Max, mvsfunc.Avg, mvsfunc.MinFilter, mvsfunc.MaxFilter, mvsfunc.LimitFilter, mvsfunc.PointPower, mvsfunc.CheckMatrix, mvsfunc.postfix2infix, mvsfunc.SetColorSpace, mvsfunc.AssumeFrame, mvsfunc.AssumeTFF, mvsfunc.AssumeBFF, mvsfunc.AssumeField, mvsfunc.AssumeCombed, mvsfunc.CheckVersion, mvsfunc.GetMatrix, mvsfunc.zDepth, mvsfunc.GetPlane, mvsfunc.PlaneAverage, mvsfunc.Preview, mvsfunc.GrayScale

http://github.com/HomeOfVapourSynthEvolution/mvsfunc

11.6.11 nnedi3_rpow2

nnedi3_rpow2 ported from Avisynth for VapourSynth

Filters: nnedi3_rpow2

https://github.com/Irrational-Encoding-Wizardry/fvsfunc

11.6.12 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

https://github.com/IFeelBloated/Oyster

11.6.13 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

https://github.com/IFeelBloated/Plum

11.6.14 psharpen

VapourSynth port of pSharpen

Filters: psharpen.psharpen

11.6.15 resamplehq

TemporalMedian is a temporal denoising filter. It replaces every pixel with the median of its temporal neighbourhood.

Filters: resamplehq.resamplehq

https://gist.github.com/4re/b5399b1801072458fc80#file-mcdegrainsharp-py

11.6.16 taa

A ported AA-script from Avisynth.

Filters: taa.TAAmbk, taa.vsTAAmbk

https://github.com/HomeOfVapourSynthEvolution/vsTAAmbk

11.6.17 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

https://github.com/IFeelBloated/Plum

CHAPTER 12

Indices and tables

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