

Audion Media Tools - Operations

[Русский](#) · [Wrappers of Scripts](#)

Contents

- [AUDIO - Extract, put back, convert](#)
- [ENCODE - Archive, editing, storage, delivery](#)
- [PACKAGE - Another container, no re-encoding](#)
- [CUT - Keep, cut out, split](#)
- [FRAME RATE - Varispeed and conform to 23.976](#)
- [COLOR - LUT, gamma before it, HDR to SDR](#)
- [DOWNLOAD - A video or its sound by a link](#)
- [SOURCE INFO](#)
- [SERVICE: checks and installers](#)
- [Buttons beside a field](#)
- [What the window does itself](#)

Made from the data of the program by `media_cli.cmd map --docs`: the manifest of the operations (`config\tool_manifest.yaml`), the layout of the window (`config>window_layout.yaml`) and the table of the wrappers (`config>wrappers.yaml`). It is not edited by hand: a text is changed there and the command is run again.

rare - a field of the block «Additional», at the end of the form.

AUDIO - Extract, put back, convert

Run audio - `audio_run`

Process audio with the selected preset.

Call: `media_cli.cmd run --operation audio_run`

Modes of the ribbon: EXTRACT `audio_workflow=extract`, SOUND IN VIDEO `audio_workflow=in_video`, CONVERT `audio_workflow=audio_files`.

Wrappers: `audio-downmix-51-to-20`, `audio-extract-audio-copy`, `audio-extract-audio-wav`, `audio-extract-audio-wav-32`, `audio-lufs-14`, `audio-lufs-23`, `audio-resample-to-44100`, `audio-resample-to-44100-32f`, `audio-resample-to-44100-32f_sync`, `audio-resample-to-44100_sync`, `audio-resample-to-48000`, `audio-resample-to-48000-32f`, `audio-resample-to-48000-32f_sync`, `audio-resample-to-48000_sync`, `audio-to-flac`, `audio-to-flac-48k`, `audio-to-flac-96k`, `audio-to-m4a-256`, `audio-to-m4a-384`, `ff-extract-audio`.

Presets - Audio mode `audio_profile`

Preset	What it is	What it sets
<code>copy_auto</code> Copy	Copy the selected audio stream without re-encoding; Auto chooses M4A/MKA/native codec file from codec and channels.	<code>audio_stream_mode=first</code> , <code>audio_format=copy</code> , <code>audio_sample_rate=source</code> , <code>audio_bit_depth=source</code> , <code>audio_bitrate=384k</code> , <code>audio_resampler=auto</code> , <code>audio_copy_container=auto</code> , <code>audio_video_container=source</code> , <code>audio_channel_mode=keep</code> , <code>audio_lufs_mode=off</code> , <code>audio_lufs=off</code>
<code>remux_container</code> Remux	Copy audio into a chosen audio container without re-encoding; useful for AAC to M4A or multichannel to MKA.	<code>audio_stream_mode=first</code> , <code>audio_format=copy</code> , <code>audio_sample_rate=source</code> , <code>audio_bit_depth=source</code> , <code>audio_bitrate=384k</code> , <code>audio_resampler=auto</code> , <code>audio_copy_container=mka</code> , <code>audio_video_container=source</code> , <code>audio_channel_mode=keep</code> , <code>audio_lufs_mode=off</code> , <code>audio_lufs=off</code>
<code>wav_24_48</code> WAV 24/48	Editing-safe PCM WAV.	<code>audio_stream_mode=first</code> , <code>audio_format=wav</code> , <code>audio_sample_rate=48000</code> , <code>audio_bit_depth=24</code> , <code>audio_bitrate=384k</code> , <code>audio_resampler=soxr</code> , <code>audio_video_container=mov</code> , <code>audio_channel_mode=keep</code> , <code>audio_lufs_mode=off</code> , <code>audio_lufs=off</code>
<code>wav_32f_48</code> WAV 32f/48	32-bit float WAV for restoration or further processing.	<code>audio_stream_mode=first</code> , <code>audio_format=wav</code> , <code>audio_sample_rate=48000</code> , <code>audio_bit_depth=32f</code> , <code>audio_bitrate=384k</code> , <code>audio_resampler=soxr</code> , <code>audio_video_container=mov</code> , <code>audio_channel_mode=keep</code> , <code>audio_lufs_mode=off</code> , <code>audio_lufs=off</code>
<code>flac_24_48</code> FLAC 24/48	Lossless archive audio.	<code>audio_stream_mode=first</code> , <code>audio_format=flac</code> , <code>audio_sample_rate=48000</code> , <code>audio_bit_depth=24</code> , <code>audio_bitrate=384k</code> , <code>audio_resampler=soxr</code> , <code>audio_video_container=mkv</code> , <code>audio_channel_mode=keep</code> , <code>audio_lufs_mode=off</code> , <code>audio_lufs=off</code>

Preset	What it is	What it sets
alac_m4a ALAC M4A	Apple Lossless inside M4A for lossless delivery without WAV size.	audio_stream_mode=first, audio_format=alac, audio_sample_rate=source, audio_bit_depth=source, audio_bitrate=384k, audio_resampler=auto, audio_video_container=source, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off
m4a384 M4A 384k	AAC 384k for review or delivery.	audio_stream_mode=first, audio_format=m4a, audio_sample_rate=source, audio_bit_depth=source, audio_bitrate=384k, audio_resampler=soxr, audio_video_container=source, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off
m4a256 M4A 256k	Compact AAC 256k for upload and portable listening.	audio_stream_mode=first, audio_format=m4a, audio_sample_rate=source, audio_bit_depth=source, audio_bitrate=256k, audio_resampler=soxr, audio_video_container=source, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off
video_pcm24_48_soxr Video PCM	Keep video stream untouched, resample audio inside MOV.	audio_workflow=in_video, audio_stream_mode=first, audio_format=wav, audio_sample_rate=48000, audio_bit_depth=24, audio_bitrate=384k, audio_resampler=soxr, audio_video_container=mov, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off
video_aac384_48_soxr Video AAC	Keep video stream untouched, transcode audio in-container.	audio_workflow=in_video, audio_stream_mode=first, audio_format=m4a, audio_sample_rate=48000, audio_bit_depth=source, audio_bitrate=384k, audio_resampler=soxr, audio_video_container=source, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off
mp3_v0 MP3 V0	Highest quality LAME VBR profile, around 245 kbps.	audio_stream_mode=first, audio_format=mp3, audio_sample_rate=48000, audio_bit_depth=source, audio_bitrate=320k, audio_resampler=soxr, audio_video_container=source, mp3_lame_preset=v0, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off
mp3_insane MP3 320	LAME CBR 320 kbps.	audio_stream_mode=first, audio_format=mp3, audio_sample_rate=48000, audio_bit_depth=source, audio_bitrate=320k, audio_resampler=soxr, audio_video_container=source, mp3_lame_preset=insane, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off

Preset	What it is	What it sets
opus192 Opus 192k	Modern compact speech/music delivery.	audio_stream_mode=first, audio_format=opus, audio_sample_rate=48000, audio_bit_depth=source, audio_bitrate=192k, audio_resampler=soxr, audio_video_container=source, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off
lufs14_m4a LUFS -14 M4A	Two-pass loudnorm to a common streaming loudness target.	audio_stream_mode=first, audio_format=m4a, audio_sample_rate=48000, audio_bit_depth=source, audio_bitrate=384k, audio_resampler=soxr, audio_video_container=source, audio_channel_mode=keep, audio_lufs_mode=two_pass, audio_lufs=-14
downmix_wav Stereo WAV	Downmix the first audio stream to stereo.	audio_stream_mode=first, audio_format=wav, audio_sample_rate=48000, audio_bit_depth=24, audio_bitrate=384k, audio_resampler=soxr, audio_video_container=mov, audio_channel_mode=stereo, audio_lufs_mode=off, audio_lufs=off
matrix51_wav Matrix 5.1	Stereo-compatible DPLII matrix downmix.	audio_stream_mode=first, audio_format=wav, audio_sample_rate=48000, audio_bit_depth=24, audio_bitrate=384k, audio_resampler=soxr, audio_video_container=mov, audio_channel_mode=stereo, audio_lufs_mode=off, audio_lufs=off, matrix_51=true
copy_all_audio Copy all	Extract every audio stream without re-encoding.	audio_stream_mode=all, audio_format=copy, audio_sample_rate=source, audio_bit_depth=source, audio_bitrate=384k, audio_resampler=auto, audio_copy_container=auto, audio_video_container=source, audio_channel_mode=keep, audio_lufs_mode=off, audio_lufs=off
lufs_report LUFS report	Analyze loudness and write report without encoding.	audio_stream_mode=first, audio_format=m4a, audio_sample_rate=source, audio_bit_depth=source, audio_bitrate=384k, audio_resampler=auto, audio_video_container=source, audio_channel_mode=keep, audio_lufs_mode=report, audio_lufs=-23

Fields

Field	Kind	Default	Choices	When	What it is
Source file filter <code>input_formats</code>	ticks	-	wav WAV; w64 W64; flac FLAC; m4a M4A; m4b M4B; mp3 MP3; aac AAC; ac3 AC3; eac3 E-AC3; dtc DTS; opus Opus; oga OGA; ogg OGG; aif AIF; aiff AIFF; caf CAF; au AU; snd SND; mka MKA; ape APE; wv WV; tak TAK; tta TTA; mpc MPC; amr AMR; awb AWB; spx SPX; dsf DSF; dff DFF; mp4 MP4; m4v M4V; mov MOV; mkv MKV; mx-f MXF; avi AVI; webm WEBM; mpg MPG; mpeg MPEG; mts MTS; m2ts M2TS; ts TS; 3gp 3GP	-	The Source is scanned recursively; the Target keeps the same subfolder structure.

Field	Kind	Default	Choices	When	What it is
Format <code>audio_format</code>	choice	<code>wav</code>	<code>copy</code> Copy; <code>wav</code> WAV; <code>flac</code> FLAC; <code>alac</code> ALAC; <code>m4a</code> M4A / AAC; <code>mp3</code> MP3; <code>opus</code> Opus	-	Output audio codec/container. Copy preserves the selected audio stream without re-encoding; ALAC writes Apple Lossless into M4A.
Copy container <code>audio_copy_container</code>	choice	<code>auto</code>	<code>auto</code> Auto; <code>m4a</code> M4A; <code>mka</code> MKA; <code>elementary</code> Codec file	shown when all of (audio_format is copy; audio_workflow is one of extract, audio_files)	Container policy for extracted Copy files: Auto chooses by codec and channel count; MKA/M4A/codecs force a specific wrapping policy.
Sample rate <code>audio_sample_rate</code>	choice	<code>48000</code>	<code>source</code> COPY; <code>44100</code> 44.1 kHz; <code>48000</code> 48 kHz; <code>88200</code> 88.2 kHz; <code>96000</code> 96 kHz; <code>176400</code> 176.4 kHz; <code>192000</code> 192 kHz	hidden when audio_format is copy	Target sample rate. Source keeps the original rate.
Bit depth <code>audio_bit_depth</code>	choice	<code>24</code>	<code>source</code> COPY; <code>16</code> 16-bit; <code>24</code> 24-bit; <code>32f</code> 32-bit float	hidden when audio_format is copy	PCM/FLAC bit depth. Source keeps the original depth where the codec supports it.
Resampler <code>audio_resampler</code>	choice	<code>soxr</code>	<code>soxr</code> SoX 100% quality	hidden when audio_format is copy	Resampling engine used when changing sample rate.
Even the timestamps (rare) <code>audio_resync</code>	tick	<code>false</code>	-	hidden when audio_format is copy	Fills the gaps of the sound and trims its overlaps by the timestamps, from zero (aresample=async=1:first_pts=0): a recording with broken timestamps keeps in step with its picture.

Field	Kind	Default	Choices	When	What it is
Video container <code>audio_video_container</code>	choice	<code>source</code>	<code>source</code> Source; <code>mov</code> MOV (not offered when <code>audio_format</code> is one of <code>flac</code> , <code>opus</code>); <code>mkv</code> MKV; <code>mp4</code> MP4 (not offered when <code>audio_format</code> is one of <code>wav</code> , <code>flac</code>); <code>mxf</code> MXF (not offered when <code>audio_format</code> is one of <code>flac</code> , <code>alac</code> , <code>m4a</code> , <code>mp3</code> , <code>opus</code>)	shown when <code>audio_workflow</code> is <code>in_video</code>	Container for video-copy mode. Some audio codecs are disabled for unsafe container pairs.
Audio bitrate <code>audio_bitrate</code>	choice	<code>384k</code>	<code>192k</code> 192 kbps; <code>256k</code> 256 kbps; <code>320k</code> 320 kbps; <code>384k</code> 384 kbps (not offered when any of (<code>audio_mode</code> is <code>mp3</code> ; <code>audio_format</code> is <code>mp3</code>))	shown when any of (<code>audio_format</code> is one of <code>m4a</code> , <code>opus</code> ; all of (<code>audio_format</code> is <code>mp3</code> ; <code>mp3_lame_preset</code> is <code>bitrate</code>))	The bitrate of a lossy sound: AAC, Opus (at most 256 kbps), and MP3 when its LAME preset is By bitrate (at most 320 kbps).
Audio streams <code>audio_stream_mode</code>	choice	<code>first</code>	<code>first</code> First stream; <code>all</code> All streams; <code>index</code> By index; <code>language</code> By language	-	Which audio stream(s) to process from each source file.
Stream index <code>audio_stream_index</code>	number	<code>0</code>	-	shown when <code>audio_stream_mode</code> is <code>index</code>	Zero-based audio stream index: <code>a0</code> is the first audio stream.

Field	Kind	Default	Choices	When	What it is
Language tag <code>audio_language</code>	choice	-	<code>""</code> Not selected; <code>eng</code> English (eng); <code>ara</code> Arabic (ara); <code>spa</code> Spanish (spa); <code>ita</code> Italian (ita); <code>zho</code> Chinese (zho); <code>kor</code> Korean (kor); <code>deu</code> German (deu); <code>pol</code> Polish (pol); <code>por</code> Portuguese (por); <code>rus</code> Russian (rus); <code>ukr</code> Ukrainian (ukr); <code>fra</code> French (fra); <code>jpn</code> Japanese (jpn)	shown when <code>audio_stream_mode</code> is language	Match streams by container language tag such as eng, rus or ukr.
LUFS <code>audio_lufs</code>	choice	<code>off</code>	<code>off</code> Off; <code>-14</code> -14; <code>-16</code> -16; <code>-23</code> -23	shown when all of (<code>audio_lufs_mode</code> is one of report, one_pass, two_pass; not (<code>audio_format</code> is copy))	Target integrated loudness for loudnorm.
LUFS mode <code>audio_lufs_mode</code>	choice	<code>off</code>	<code>off</code> Off; <code>report</code> Report only; <code>one_pass</code> One pass; <code>two_pass</code> Two pass	hidden when <code>audio_format</code> is copy	Report analyzes loudness only; one-pass is quick; two-pass is more accurate.
Channels <code>audio_channel_mode</code>	choice	<code>keep</code>	<code>keep</code> Keep; <code>stereo</code> Stereo; <code>mono</code> Mono; <code>dual_mono</code> Dual mono	hidden when <code>audio_format</code> is copy	Channel layout operation: keep original channels, downmix to stereo/mono, or make dual mono.

Field	Kind	Default	Choices	When	What it is
5.1 Matrix <code>matrix_51</code>	tick	<code>false</code>	-	shown when all of (audio_channel_mode is stereo; not (audio_format is copy))	Adds DPLII-style matrix encoding while downmixing to stereo.
Downmix <code>downmix_formula</code>	choice	<code>ffmpeg</code>	<code>ffmpeg</code> FFmpeg; <code>surround_6db</code> Surround -6 dB	shown when all of (audio_channel_mode is stereo; matrix_51 is off; not (audio_format is copy))	How 5.1 becomes stereo. A stereo source stays as it is either way.
MP3 / LAME <code>mp3_lame_preset</code>	choice	<code>v0</code>	<code>v0</code> VBR V0; <code>insane</code> Insane 320; <code>bitrate</code> By bitrate	shown when audio_format is mp3	LAME quality mode for MP3 output.
Overwrite <code>overwrite</code>	tick	<code>false</code>	-	-	Allow FFmpeg to replace existing output files.
Test on first file <code>limit_first_file</code>	tick	<code>false</code>	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

ENCODE - Archive, editing, storage, delivery

Create archive - `archive_run`

Encode selected archive targets.

Call: `media_cli.cmd run --operation archive_run`

Presets - Archive preset `archive_profile`

Preset	What it is	What it sets
<code>ffv1_mkv</code> FFV1 MKV + FLAC	Archive master with all streams mapped and FLAC audio; float PCM, which FLAC cannot hold, is copied as it is. A pixel format FFV1 cannot keep is refused.	target_codecs=ffv1, audio_mode=flac, output_container=mkv, pix_fmt=auto

Preset	What it is	What it sets
<code>x264_lossless_mkv</code> x264 lossless MKV	CRF 0 x264 archive variant, useful when FFV1 is too heavy. Keeps YUV of 8 and 10 bits; a 12-bit, RGB or alpha source is refused - FFV1 keeps it.	target_codecs=x264_lossless, audio_mode=source, output_container=mkv, pix_fmt=auto
<code>dual_archive</code> FFV1 + x264 lossless	Create both archive formats sequentially.	target_codecs=ffv1,x264_lossless, audio_mode=flac, output_container=mkv, pix_fmt=auto

Fields

Field	Kind	Default	Choices	When	What it is
Source file filter <code>input_formats</code>	ticks	-	<code>mp4</code> MP4; <code>mov</code> MOV; <code>mkv</code> MKV; <code>mx-f</code> MXF; <code>avi</code> AVI; <code>webm</code> WEBM; <code>mts</code> MTS; <code>m2ts</code> M2TS	-	Empty means the operation uses its own supported source file types.
Archive formats <code>target_codecs</code>	ticks	-	<code>ffv1</code> FFV1; <code>x264_lossless</code> x264 lossless	-	One or more output targets. Multiple targets are written separately for each Source file.
Decoder <code>decode_backend</code>	choice	<code>auto</code>	<code>auto</code> CPU/Auto; <code>cuda</code> CUDA; <code>qsv</code> QuickSync; <code>amd</code> AMD/D3D11VA; <code>dav1d</code> dav1d AV1	-	Hardware/software decode preference before encoding.
Audio <code>audio_mode</code>	choice	<code>source</code>	<code>source</code> COPY; <code>aac_320</code> AAC override; <code>mp3</code> MP3; <code>flac</code> FLAC; <code>pcm_s16</code> PCM 16-bit; <code>pcm_s24</code> PCM 24-bit; <code>pcm_f32</code> PCM float; <code>none</code> No audio	-	Audio policy for the output: stream copy, lossy/lossless encode, PCM depth, or no audio. MXF permits only compatible PCM modes.

Field	Kind	Default	Choices	When	What it is
Sample rate <code>audio_sample_rate</code>	choice	<code>source</code>	<code>source</code> COPY; <code>44100</code> 44.1 kHz; <code>48000</code> 48 kHz; <code>88200</code> 88.2 kHz; <code>96000</code> 96 kHz; <code>176400</code> 176.4 kHz; <code>192000</code> 192 kHz	shown when audio_mode is one of aac_320, mp3, flac, pcm_s16, pcm_s24, pcm_f32	Target sample rate. Source keeps the original rate.
MP3 / LAME <code>mp3_lame_preset</code>	choice	<code>v0</code>	<code>v0</code> VBR V0; <code>insane</code> Insane 320; <code>bitrate</code> By bitrate	shown when audio_mode is mp3	LAME quality mode for MP3 output.
Audio bitrate <code>audio_bitrate</code>	choice	<code>384k</code>	<code>192k</code> 192 kbps; <code>256k</code> 256 kbps; <code>320k</code> 320 kbps; <code>384k</code> 384 kbps (not offered when any of (audio_mode is mp3; audio_format is mp3))	shown when any of (audio_mode is aac_320; all of (audio_mode is mp3; mp3_lame_preset is bitrate))	The bitrate of a lossy sound: AAC, Opus (at most 256 kbps), and MP3 when its LAME preset is By bitrate (at most 320 kbps).
CPU preset <code>cpu_encoder_preset</code>	choice	<code>medium</code>	<code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	hidden when encode_backend is one of cuda, qsv, amd	Software x264/x265 speed-compression preset. Slower presets spend more CPU searching for a cleaner/smaller encode at the same CRF.
Pixel format <code>pix_fmt</code>	choice	<code>auto</code>	<code>auto</code> auto; <code>yuv420p</code> yuv420p; <code>yuv420p10le</code> yuv420p10le; <code>yuv422p</code> yuv422p; <code>yuv422p10le</code> yuv422p10le	-	Output pixel format and bit depth. Keep it compatible with the selected codec and delivery/editing workflow.
Encode tuning <code>encode_tuning</code>	ticks	-	<code>grain</code> Grain; <code>film</code> Film; <code>animation</code> Animation; <code>fastdecode</code> Fast decode; <code>zerolatency</code> Zero latency	hidden when encode_backend is one of cuda, qsv, amd	x264/x265 tune values. Hardware encoders use their own quality controls and ignore this list, so it stays CPU-only.

Field	Kind	Default	Choices	When	What it is
Overwrite <code>overwrite</code>	tick	<code>false</code>	-	-	Allow FFmpeg to replace existing output files.
Test on first file <code>limit_first_file</code>	tick	<code>false</code>	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

Create editing files - `editing_run`

Encode selected mezzanine targets.

Call: `media_cli.cmd run --operation editing_run`

Wrappers: `ff-dnxhr-hq-mov`, `ff-dnxhr-hq-mxf`, `ff-dnxhr-hqx-mov`, `ff-dnxhr-hqx-mxf`, `ff-prores-422-mov`, `ff-prores-422-mxf`, `ff-prores-lt-mov`, `ff-prores-lt-mxf`, `ff-prores-proxy-mov`, `ff-prores-proxy-mxf`.

Presets - Editing preset `editing_profile`

Preset	What it is	What it sets
<code>prores_proxy_mov</code> Proxy	A light proxy for a responsive edit.	target_codecs=prores_proxy, output_container=mov, audio_mode=pcm_s16, pix_fmt=yuv422p10le
<code>prores_lt_mov</code> LT	A lighter ProRes for the edit.	target_codecs=prores_lt, output_container=mov, audio_mode=pcm_s24, pix_fmt=yuv422p10le
<code>prores_422_mov</code> 422	A balanced 10-bit 4:2:2 mezzanine.	target_codecs=prores_422, output_container=mov, audio_mode=pcm_s24, pix_fmt=yuv422p10le
<code>prores_hq_mov</code> HQ	ProRes 422 HQ at a high bitrate.	target_codecs=prores_hq, output_container=mov, audio_mode=pcm_s24, pix_fmt=yuv422p10le
<code>prores_proxy_mxf</code> Proxy	ProRes Proxy in MXF with PCM 16-bit.	target_codecs=prores_proxy, output_container=mxf, audio_mode=pcm_s16, pix_fmt=yuv422p10le
<code>prores_lt_mxf</code> LT	ProRes LT in MXF with PCM 24-bit.	target_codecs=prores_lt, output_container=mxf, audio_mode=pcm_s24, pix_fmt=yuv422p10le
<code>prores_422_mxf</code> 422	ProRes 422 in MXF with PCM 24-bit.	target_codecs=prores_422, output_container=mxf, audio_mode=pcm_s24, pix_fmt=yuv422p10le

Preset	What it is	What it sets
<code>prores_hq_mxf</code> HQ	ProRes 422 HQ in MXF with PCM 24-bit.	<code>target_codecs=prores_hq</code> , <code>output_container=mxf</code> , <code>audio_mode=pcm_s24</code> , <code>pix_fmt=yuv422p10le</code>
<code>dnxhr_hq_mov</code> HQ	DNxHR HQ 8-bit in MOV.	<code>target_codecs=dnxhr_hq</code> , <code>output_container=mov</code> , <code>audio_mode=pcm_s24</code> , <code>pix_fmt=yuv422p</code>
<code>dnxhr_hqx_mov</code> HQX	DNxHR HQX 10-bit in MOV.	<code>target_codecs=dnxhr_hqx</code> , <code>output_container=mov</code> , <code>audio_mode=pcm_s24</code> , <code>pix_fmt=yuv422p10le</code>
<code>dnxhr_hq_mxf</code> HQ	DNxHR HQ 8-bit in MXF with PCM 24-bit.	<code>target_codecs=dnxhr_hq</code> , <code>output_container=mxf</code> , <code>audio_mode=pcm_s24</code> , <code>pix_fmt=yuv422p</code>
<code>dnxhr_hqx_mxf</code> HQX	DNxHR HQX 10-bit in MXF with PCM 24-bit.	<code>target_codecs=dnxhr_hqx</code> , <code>output_container=mxf</code> , <code>audio_mode=pcm_s24</code> , <code>pix_fmt=yuv422p10le</code>

Fields

Field	Kind	Default	Choices	When	What it is
Source file filter <code>input_formats</code>	ticks	-	<code>mp4</code> MP4; <code>mov</code> MOV; <code>mkv</code> MKV; <code>mxf</code> MXF; <code>avi</code> AVI; <code>webm</code> WEBM; <code>mts</code> MTS; <code>m2ts</code> M2TS	-	Empty means the operation uses its own supported source file types.
Editing targets <code>target_codecs</code>	ticks	-	<code>prores_proxy</code> ProRes Proxy; <code>prores_lt</code> ProRes LT; <code>prores_422</code> ProRes 422; <code>prores_hq</code> ProRes HQ; <code>dnxhr_hq</code> DNxHR HQ; <code>dnxhr_hqx</code> DNxHR HQX	-	One or more output targets. Multiple targets are written separately for each Source file.
Decoder <code>decode_backend</code>	choice	<code>auto</code>	<code>auto</code> CPU/Auto; <code>cuda</code> CUDA; <code>qsv</code> QuickSync; <code>amd</code> AMD/D3D11VA; <code>dav1d</code> dav1d AV1	-	Hardware/software decode preference before encoding.

Field	Kind	Default	Choices	When	What it is
Audio <code>audio_mode</code>	choice	<code>source</code>	<code>source</code> COPY (not offered when output_container is mxf); <code>aac_320</code> AAC override (not offered when output_container is mxf); <code>mp3</code> MP3 (not offered when output_container is mxf); <code>flac</code> FLAC (not offered when output_container is one of mxf, mov); <code>pcm_s16</code> PCM 16-bit; <code>pcm_s24</code> PCM 24-bit; <code>pcm_f32</code> PCM float (not offered when output_container is mxf); <code>none</code> No audio	-	Audio policy for the output: stream copy, lossy/lossless encode, PCM depth, or no audio. MXF permits only compatible PCM modes.
Sample rate <code>audio_sample_rate</code>	choice	<code>source</code>	<code>source</code> COPY; <code>44100</code> 44.1 kHz; <code>48000</code> 48 kHz; <code>88200</code> 88.2 kHz; <code>96000</code> 96 kHz; <code>176400</code> 176.4 kHz; <code>192000</code> 192 kHz	shown when audio_mode is one of aac_320, mp3, flac, pcm_s16, pcm_s24, pcm_f32	Target sample rate. Source keeps the original rate.
MP3 / LAME <code>mp3_lame_preset</code>	choice	<code>v0</code>	<code>v0</code> VBR V0; <code>insane</code> Insane 320; <code>bitrate</code> By bitrate	shown when audio_mode is mp3	LAME quality mode for MP3 output.
Audio bitrate <code>audio_bitrate</code>	choice	<code>384k</code>	<code>192k</code> 192 kbps; <code>256k</code> 256 kbps; <code>320k</code> 320 kbps; <code>384k</code> 384 kbps (not offered when any of (audio_mode is mp3; audio_format is mp3))	shown when any of (audio_mode is aac_320; all of (audio_mode is mp3; mp3_lame_preset is bitrate))	The bitrate of a lossy sound: AAC, Opus (at most 256 kbps), and MP3 when its LAME preset is By bitrate (at most 320 kbps).
Container <code>output_container</code>	choice	<code>mov</code>	<code>mov</code> MOV; <code>mxf</code> MXF	-	Container for encoded output when the selected codec family allows it.
Resolution <code>output_resolution</code>	choice	<code>source</code>	<code>source</code> Source; <code>2160</code> 2160p; <code>1440</code> 1440p; <code>1080</code> 1080p; <code>720</code> 720p; <code>480</code> 480p	-	Optional scaling target. Source keeps the original frame size.

Field	Kind	Default	Choices	When	What it is
Interlaced source (rare) <code>scan_mode</code>	choice	<code>double</code>	<code>keep</code> Keep fields; <code>progressive</code> Progressive; <code>double</code> Progressive x2	-	What becomes of a source of two fields (25i, 29.97i, 50i). Progressive x2, the default: bwdif makes a frame of each field, the rate doubled and the motion whole - 50i becomes 50p. Progressive: a whole frame of each frame, the rate kept. Keep fields: the fields and their order stay, for an interlaced broadcast. A progressive source is not touched.
Overwrite <code>overwrite</code>	tick	<code>false</code>	-	-	Allow FFmpeg to replace existing output files.
Test on first file <code>limit_first_file</code>	tick	<code>false</code>	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

Encode storage files - `storage_run`

Encode selected storage targets.

Call: `media_cli.cmd run --operation storage_run`

Wrappers: `ff-av1-crf14`, `ff-av1-fast-crf14`, `ff-hevc10-crf14`, `ff-x264-4k-to-1080-crf14`, `ff-x264-4k-to-1080-crf17`, `ff-x264-4k-to-1080-crf21`, `ff-x264-crf14`, `ff-x264-crf17`, `ff-x264-crf21`.

Presets - Storage preset `storage_profile`

Preset	What it is	What it sets
<code>x264_crf14</code> x264 CRF 14	Strong general-purpose H.264 storage encode.	<code>target_codecs=x264</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>output_container=mp4</code> , <code>output_resolution=source</code> , <code>audio_mode=source</code> , <code>audio_bitrate=384k</code> , <code>crf=14</code> , <code>cpu_encoder_preset=slow</code> , <code>pix_fmt=yuv420p</code>

Preset	What it is	What it sets
<code>x264_1080_crf14</code> x264 1080p CRF 14	Downscale 4K sources to high-quality 1080p.	target_codecs=x264, encode_backend=cpu, decode_backend=auto, output_container=mp4, output_resolution=1080, audio_mode=aac_320, audio_bitrate=384k, crf=14, cpu_encoder_preset=slow, pix_fmt=yuv420p
<code>hevc10_crf14</code> HEVC Main10 CRF 14	10-bit HEVC storage with smaller files.	target_codecs=hevc_x265, encode_backend=cpu, decode_backend=auto, output_container=mp4, output_resolution=source, audio_mode=source, audio_bitrate=384k, crf=14, cpu_encoder_preset=slow, pix_fmt=yuv420p10le
<code>svt_av1_crf14</code> SVT-AV1 CRF 14	Modern long-term storage codec when decode support is acceptable.	target_codecs=svt_av1, encode_backend=cpu, decode_backend=auto, output_container=mkv, output_resolution=source, audio_mode=source, audio_bitrate=384k, crf=14, av1_preset=6, pix_fmt=yuv420p10le

Fields

Field	Kind	Default	Choices	When	What it is
Source file filter <code>input_formats</code>	ticks	-	<code>mp4</code> MP4; <code>mov</code> MOV; <code>mkv</code> MKV; <code>mxv</code> MXF; <code>avi</code> AVI; <code>webm</code> WEBM; <code>mts</code> MTS; <code>m2ts</code> M2TS	-	Empty means the operation uses its own supported source file types.
Storage codecs <code>target_codecs</code>	ticks	-	<code>x264</code> x264 / H.264; <code>hevc_x265</code> x265 / HEVC; <code>svt_av1</code> AV1	-	One or more output targets. Multiple targets are written separately for each Source file.
Encoder <code>encode_backend</code>	choice	<code>cpu</code>	<code>cpu</code> CPU; <code>cuda</code> NVENC; <code>amd</code> AMF; <code>qsv</code> QSV	-	Select the encoder backend. Each backend exposes its own native preset/quality controls below.
Decoder <code>decode_backend</code>	choice	<code>auto</code>	<code>auto</code> CPU/Auto; <code>cuda</code> CUDA; <code>qsv</code> QuickSync; <code>amd</code> AMD/D3D11VA; <code>dav1d</code> dav1d AV1	-	Hardware/software decode preference before encoding.

Field	Kind	Default	Choices	When	What it is
Audio <code>audio_mode</code>	choice	<code>source</code>	<code>source</code> COPY; <code>aac_320</code> AAC override; <code>mp3</code> MP3; <code>flac</code> FLAC; <code>pcm_s16</code> PCM 16-bit; <code>pcm_s24</code> PCM 24-bit; <code>pcm_f32</code> PCM float; <code>none</code> No audio	-	Audio policy for the output: stream copy, lossy/lossless encode, PCM depth, or no audio. MXF permits only compatible PCM modes.
Sample rate <code>audio_sample_rate</code>	choice	<code>source</code>	<code>source</code> COPY; <code>44100</code> 44.1 kHz; <code>48000</code> 48 kHz; <code>88200</code> 88.2 kHz; <code>96000</code> 96 kHz; <code>176400</code> 176.4 kHz; <code>192000</code> 192 kHz	shown when audio_mode is one of aac_320, mp3, flac, pcm_s16, pcm_s24, pcm_f32	Target sample rate. Source keeps the original rate.
MP3 / LAME <code>mp3_lame_preset</code>	choice	<code>v0</code>	<code>v0</code> VBR V0; <code>insane</code> Insane 320; <code>bitrate</code> By bitrate	shown when audio_mode is mp3	LAME quality mode for MP3 output.
Audio bitrate <code>audio_bitrate</code>	choice	<code>384k</code>	<code>192k</code> 192 kbps; <code>256k</code> 256 kbps; <code>320k</code> 320 kbps; <code>384k</code> 384 kbps (not offered when any of (audio_mode is mp3; audio_format is mp3))	shown when any of (audio_mode is aac_320; all of (audio_mode is mp3; mp3_lame_preset is bitrate))	The bitrate of a lossy sound: AAC, Opus (at most 256 kbps), and MP3 when its LAME preset is By bitrate (at most 320 kbps).
Container <code>output_container</code>	choice	<code>mp4</code>	<code>mp4</code> MP4; <code>mkv</code> MKV; <code>mov</code> MOV	-	Container for encoded output when the selected codec family allows it.

Field	Kind	Default	Choices	When	What it is
CPU preset <code>cpu_encoder_preset</code>	choice	<code>medium</code>	<code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	hidden when encode_backend is one of cuda, qsv, amd	Software x264/x265 speed- compression preset. Slower presets spend more CPU searching for a cleaner/smaller encode at the same CRF.
NVENC preset <code>nvenc_preset</code>	choice	<code>p6</code>	<code>p5</code> NVENC p5; <code>p6</code> NVENC p6; <code>p7</code> NVENC p7	shown when encode_backend is cuda	NVIDIA NVENC P-preset. This is a hardware encoder scale, not an equivalent of CPU slow/slower/veryslow.
QSV preset <code>qsv_encoder_preset</code>	choice	<code>medium</code>	<code>veryfast</code> veryfast; <code>faster</code> faster; <code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	shown when encode_backend is qsv	Intel QuickSync preset. QSV has its own preset line exposed by FFmpeg: veryfast, faster, fast, medium, slow, slower, veryslow.
AMF quality <code>amf_quality</code>	choice	<code>quality</code>	<code>speed</code> speed; <code>balanced</code> balanced; <code>quality</code> quality	shown when encode_backend is amd	AMD AMF quality preset. This controls AMF's speed/balanced/quality mode; CQ/QP still controls quantization level.
Resolution <code>output_resolution</code>	choice	<code>source</code>	<code>source</code> Source; <code>2160</code> 2160p; <code>1440</code> 1440p; <code>1080</code> 1080p; <code>720</code> 720p; <code>480</code> 480p	-	Optional scaling target. Source keeps the original frame size.

Field	Kind	Default	Choices	When	What it is
Interlaced source (rare) <code>scan_mode</code>	choice	<code>double</code>	<code>keep</code> Keep fields; <code>progressive</code> Progressive; <code>double</code> Progressive x2	-	What becomes of a source of two fields (25i, 29.97i, 50i). Progressive x2, the default: bwdif makes a frame of each field, the rate doubled and the motion whole - 50i becomes 50p. Progressive: a whole frame of each frame, the rate kept. Keep fields: the fields and their order stay, for an interlaced broadcast. A progressive source is not touched.
SVT-AV1 preset <code>av1_preset</code>	choice	<code>6</code>	<code>4</code> 4 quality; <code>6</code> 6 balanced; <code>8</code> 8 fast	shown when <code>target_codecs</code> is one of <code>svt_av1</code> ; hidden when <code>encode_backend</code> is one of <code>cuda</code> , <code>qsv</code> , <code>amd</code>	Software SVT-AV1 speed/quality preset. Hardware AV1 encoders use their own NVENC/QSV/AMF scales instead.
Pixel format <code>pix_fmt</code>	choice	<code>auto</code>	<code>auto</code> auto; <code>yuv420p</code> yuv420p; <code>yuv420p10le</code> yuv420p10le; <code>yuv422p</code> yuv422p; <code>yuv422p10le</code> yuv422p10le	-	Output pixel format and bit depth. Keep it compatible with the selected codec and delivery/editing workflow.
CRF <code>crf</code>	number	<code>14</code>	-	hidden when <code>encode_backend</code> is one of <code>cuda</code> , <code>qsv</code> , <code>amd</code>	Quality target for software encoders: lower means larger and cleaner.
CQ/QP <code>cq</code>	number	<code>14</code>	-	shown when <code>encode_backend</code> is one of <code>cuda</code> , <code>qsv</code> , <code>amd</code>	Constant-quality value for hardware encoders.

Field	Kind	Default	Choices	When	What it is
Encode tuning <code>encode_tuning</code>	ticks	-	<code>grain</code> Grain; <code>film</code> Film; <code>animation</code> Animation; <code>fastdecode</code> Fast decode; <code>zerolatency</code> Zero latency	hidden when <code>encode_backend</code> is one of <code>cuda</code> , <code>qsv</code> , <code>amd</code>	x264/x265 tune values. Hardware encoders use their own quality controls and ignore this list, so it stays CPU-only.
Overwrite <code>overwrite</code>	tick	<code>false</code>	-	-	Allow FFmpeg to replace existing output files.
Test on first file <code>limit_first_file</code>	tick	<code>false</code>	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

Encode delivery files - `delivery_run`

Encode selected delivery targets.

Call: `media_cli.cmd run --operation delivery_run`

Presets - Delivery preset `delivery_profile`

Preset	What it is	What it sets
<code>review_h264</code> Review H.264	Fast MP4 review encode, good enough to send around.	<code>target_codecs=x264</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>output_container=mp4</code> , <code>output_resolution=1080</code> , <code>audio_mode=aac_320</code> , <code>audio_bitrate=384k</code> , <code>crf=14</code> , <code>cpu_encoder_preset=fast</code> , <code>pix_fmt=yuv420p</code>
<code>upload_h264</code> Upload H.264	Cleaner H.264 MP4 for video platforms.	<code>target_codecs=x264</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>output_container=mp4</code> , <code>output_resolution=source</code> , <code>audio_mode=aac_320</code> , <code>audio_bitrate=384k</code> , <code>crf=14</code> , <code>cpu_encoder_preset=slow</code> , <code>pix_fmt=yuv420p</code>
<code>upload_hevc10</code> Upload HEVC 10-bit	HEVC Main10 for platforms that accept it.	<code>target_codecs=hevc_x265</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>output_container=mp4</code> , <code>output_resolution=source</code> , <code>audio_mode=aac_320</code> , <code>audio_bitrate=384k</code> , <code>crf=14</code> , <code>cpu_encoder_preset=slow</code> , <code>pix_fmt=yuv420p10le</code>

Preset	What it is	What it sets
svt_av1_delivery SVT-AV1 delivery	AV1 encode for modern delivery tests.	target_codecs=svt_av1, encode_backend=cpu, decode_backend=auto, output_container=mp4, output_resolution=1080, audio_mode=aac_320, audio_bitrate=384k, crf=14, av1_preset=8, pix_fmt=yuv420p10le

Fields

Field	Kind	Default	Choices	When	What it is
Source file filter input_formats	ticks	-	mp4 MP4; mov MOV; mkv MKV; mxv MXF; avi AVI; webm WEBM; mts MTS; m2ts M2TS	-	Empty means the operation uses its own supported source file types.
Delivery codecs target_codecs	ticks	-	x264 x264 / H.264; hevc_x265 x265 / HEVC; svt_av1 AV1	-	One or more output targets. Multiple targets are written separately for each Source file.
Encoder encode_backend	choice	cpu	cpu CPU; cuda NVENC; amd AMF; qsv QSV	-	Select the encoder backend. Each backend exposes its own native preset/quality controls below.
Decoder decode_backend	choice	auto	auto CPU/Auto; cuda CUDA; qsv QuickSync; amd AMD/D3D11VA; dav1d dav1d AV1	-	Hardware/software decode preference before encoding.
Audio audio_mode	choice	source	source COPY; aac_320 AAC override; mp3 MP3; flac FLAC; pcm_s16 PCM 16-bit; pcm_s24 PCM 24-bit; pcm_f32 PCM float; none No audio	-	Audio policy for the output: stream copy, lossy/lossless encode, PCM depth, or no audio. MXF permits only compatible PCM modes.

Field	Kind	Default	Choices	When	What it is
Sample rate <code>audio_sample_rate</code>	choice	<code>source</code>	<code>source</code> COPY; <code>44100</code> 44.1 kHz; <code>48000</code> 48 kHz; <code>88200</code> 88.2 kHz; <code>96000</code> 96 kHz; <code>176400</code> 176.4 kHz; <code>192000</code> 192 kHz	shown when <code>audio_mode</code> is one of <code>aac_320</code> , <code>mp3</code> , <code>flac</code> , <code>pcm_s16</code> , <code>pcm_s24</code> , <code>pcm_f32</code>	Target sample rate. Source keeps the original rate.
MP3 / LAME <code>mp3_lame_preset</code>	choice	<code>v0</code>	<code>v0</code> VBR V0; <code>insane</code> Insane 320; <code>bitrate</code> By bitrate	shown when <code>audio_mode</code> is <code>mp3</code>	LAME quality mode for MP3 output.
Audio bitrate <code>audio_bitrate</code>	choice	<code>384k</code>	<code>192k</code> 192 kbps; <code>256k</code> 256 kbps; <code>320k</code> 320 kbps; <code>384k</code> 384 kbps (not offered when any of (audio_mode is <code>mp3</code> ; audio_format is <code>mp3</code>))	shown when any of (audio_mode is <code>aac_320</code> ; all of (audio_mode is <code>mp3</code> ; <code>mp3_lame_preset</code> is <code>bitrate</code>))	The bitrate of a lossy sound: AAC, Opus (at most 256 kbps), and MP3 when its LAME preset is By bitrate (at most 320 kbps).
Container <code>output_container</code>	choice	<code>mp4</code>	<code>mp4</code> MP4; <code>mkv</code> MKV; <code>mov</code> MOV	-	Container for encoded output when the selected codec family allows it.
CPU preset <code>cpu_encoder_preset</code>	choice	<code>medium</code>	<code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	hidden when <code>encode_backend</code> is one of <code>cuda</code> , <code>qsv</code> , <code>amd</code>	Software x264/x265 speed-compression preset. Slower presets spend more CPU searching for a cleaner/smaller encode at the same CRF.
NVENC preset <code>nvenc_preset</code>	choice	<code>p6</code>	<code>p5</code> NVENC p5; <code>p6</code> NVENC p6; <code>p7</code> NVENC p7	shown when <code>encode_backend</code> is <code>cuda</code>	NVIDIA NVENC P-preset. This is a hardware encoder scale, not an equivalent of CPU slow/slower/veryslow.

Field	Kind	Default	Choices	When	What it is
QSV preset <code>qsv_encoder_preset</code>	choice	<code>medium</code>	<code>veryfast</code> veryfast; <code>faster</code> faster; <code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	shown when encode_backend is qsv	Intel QuickSync preset. QSV has its own preset line exposed by FFmpeg: veryfast, faster, fast, medium, slow, slower, veryslow.
AMF quality <code>amf_quality</code>	choice	<code>quality</code>	<code>speed</code> speed; <code>balanced</code> balanced; <code>quality</code> quality	shown when encode_backend is amd	AMD AMF quality preset. This controls AMF's speed/balanced/quality mode; CQ/QP still controls quantization level.
Resolution <code>output_resolution</code>	choice	<code>source</code>	<code>source</code> Source; <code>2160</code> 2160p; <code>1440</code> 1440p; <code>1080</code> 1080p; <code>720</code> 720p; <code>480</code> 480p	-	Optional scaling target. Source keeps the original frame size.
Interlaced source (rare) <code>scan_mode</code>	choice	<code>double</code>	<code>keep</code> Keep fields; <code>progressive</code> Progressive; <code>double</code> Progressive x2	-	What becomes of a source of two fields (25i, 29.97i, 50i). Progressive x2, the default: bwdif makes a frame of each field, the rate doubled and the motion whole - 50i becomes 50p. Progressive: a whole frame of each frame, the rate kept. Keep fields: the fields and their order stay, for an interlaced broadcast. A progressive source is not touched.
SVT-AV1 preset <code>av1_preset</code>	choice	<code>6</code>	<code>4</code> 4 quality; <code>6</code> 6 balanced; <code>8</code> 8 fast	shown when target_codecs is one of svt_av1; hidden when encode_backend is one of cuda, qsv, amd	Software SVT-AV1 speed/quality preset. Hardware AV1 encoders use their own NVENC/QSV/AMF scales instead.

Field	Kind	Default	Choices	When	What it is
Pixel format pix_fmt	choice	auto	auto auto; yuv420p yuv420p; yuv420p10le yuv420p10le; yuv422p yuv422p; yuv422p10le yuv422p10le	-	Output pixel format and bit depth. Keep it compatible with the selected codec and delivery/editing workflow.
CRF crf	number	14	-	hidden when encode_backend is one of cuda, qsv, amd	Quality target for software encoders: lower means larger and cleaner.
CQ/QP cq	number	14	-	shown when encode_backend is one of cuda, qsv, amd	Constant-quality value for hardware encoders.
Encode tuning encode_tuning	ticks	-	grain Grain; film Film; animation Animation; fastdecode Fast decode; zerolatency Zero latency	hidden when encode_backend is one of cuda, qsv, amd	x264/x265 tune values. Hardware encoders use their own quality controls and ignore this list, so it stays CPU-only.
Overwrite overwrite	tick	false	-	-	Allow FFmpeg to replace existing output files.
Test on first file limit_first_file	tick	false	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run dry_run	tick	false	-	-	Print commands without processing media.

PACKAGE - Another container, no re-encoding

Run remux - **remux_run**

Run selected packaging operation.

Call: `media_cli.cmd run --operation remux_run`

Modes of the ribbon: VIDEO `remux_stream_mode=video`, AUDIO `remux_stream_mode=audio`, VIDEO AND AUDIO `remux_stream_mode=video_audio`.

Wrappers: `ff-remux-mkv-to-mp4`, `ff-remux-mkv-to-mp4-faststart`, `ff-remux-mov-to-mxf-copy`, `ff-remux-mp4-to-mkv`, `ff-remux-mp4-to-mkv-copy`, `ff-remux-mxf-to-mov-copy`.

Fields

Field	Kind	Default	Choices	When	What it is
Output container <code>remux_target_format</code>	container	<code>mp4</code>	<code>mp4</code> MP4; <code>mov</code> MOV; <code>mkv</code> MKV; <code>mxf</code> MXF	shown when <code>remux_stream_mode</code> is one of video, video_audio	The new container. A file whose codec the container cannot hold is passed over with the reason - the check reads the codec, not the container alone.
Which way up <code>remux_orientation</code>	choice	<code>none</code>	<code>none</code> As shot; <code>cw90</code> 90 clockwise; <code>ccw90</code> 90 counter-cw; <code>turn180</code> Upside down; <code>hflip</code> Mirror left-right; <code>vflip</code> Mirror top-bottom	shown when <code>remux_stream_mode</code> is one of video, video_audio	Writes into the container how the picture should be shown. Nothing is decoded and nothing is re-encoded - the pixels are copied and one header field changes. Offered for H.264 and HEVC camera originals; MP4, MOV and MKV keep it, MXF does not, and the section refuses rather than writing an unturned file.

Field	Kind	Default	Choices	When	What it is
Audio output container <code>remux_audio_target_format</code>	container	<code>mka</code>	<code>m4a</code> M4A; <code>alac</code> ALAC; <code>mka</code> MKA; <code>aac</code> AAC; <code>ac3</code> AC3; <code>eac3</code> EAC3; <code>dts</code> DTS; <code>flac</code> FLAC; <code>wav</code> WAV; <code>mp3</code> MP3; <code>opus</code> OPUS; <code>ogg</code> OGG	shown when remux_stream_mode is audio	The file the sound goes into, without re-encoding. MKA takes any sound; the others their own codecs - M4A AAC and ALAC, WAV PCM.
Overwrite <code>overwrite</code>	tick	<code>false</code>	-	-	Allow FFmpeg to replace existing output files.
Test on first file <code>limit_first_file</code>	tick	<code>false</code>	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

Take subtitles out - `subtitles_extract`

Every subtitle stream of a video, copied as it is into an MKS file beside its name; a video without subtitles is passed over.

Call: `media_cli.cmd run --operation subtitles_extract`

Wrappers: `ff-extract-subs`.

Fields

Field	Kind	Default	Choices	When	What it is
Overwrite <code>overwrite</code>	tick	<code>false</code>	-	-	Allow FFmpeg to replace existing output files.
Test on first file <code>limit_first_file</code>	tick	<code>false</code>	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

CUT - Keep, cut out, split

Trim the file - trim_run

Cut on the nearest keyframe, copy the streams, shift the timecode; sound on the sample.

Call: `media_cli.cmd run --operation trim_run`

Modes of the ribbon: KEEP `trim_action=keep`, CUT OUT `trim_action=cut`, SPLIT `trim_action=split`.

Wrappers: `ff-trim-both`, `ff-trim-end`, `ff-trim-middle`, `ff-trim-start`.

Fields

Field	Kind	Default	Choices	When	What it is
File to trim <code>trim_file</code>	trim_file_pick	-	-	-	The video and sound files staged in Source, alphabetically. One file is trimmed at a time: takes rarely share a keyframe, let alone a cut point.
Points <code>trim_rows</code>	trim_rows	-	-	-	The points, in hours, minutes, seconds and milliseconds: 00:01:02,500. Each row added with + is written to a file of its own.

Field	Kind	Default	Choices	When	What it is
Player - find the points <code>trim_player</code>	mpv_transport	<code>open</code>	<code>open</code> Open in the player; <code>both</code> Take A and B (hidden when trim_action is split); <code>mark_in</code> Mark IN (hidden when trim_action is split); <code>mark_out</code> Mark OUT (hidden when trim_action is split); <code>take_a</code> Take A (shown when trim_action is split); <code>mark_point</code> Mark here (shown when trim_action is split); <code>close</code> Close the player	-	Opens the take in mpv. There, <code>l</code> sets the A point and <code>l</code> again sets B; the piece between them plays in a loop, so the cut is heard before it is written. <code>,</code> and <code>.</code> step one frame, <code>b</code> plays backwards. Then bring A and B here.
Output container <code>trim_container</code>	choice	<code>source</code>	<code>source</code> As is; <code>mp4</code> MP4; <code>mov</code> MOV; <code>mkv</code> MKV; <code>mxv</code> MXF	hidden when trim_media_kind is audio	The container of the piece. As is keeps the camera's own.
Audio <code>trim_audio</code>	choice	<code>copy</code>	<code>copy</code> Copy; <code>none</code> Drop	hidden when trim_media_kind is audio	The sound of the piece: copied as it is, or dropped.
Audio channel <code>trim_audio_channel</code>	choice	<code>both</code>	<code>both</code> Both; <code>first</code> First; <code>second</code> Second; <code>mono</code> Fold to mono	shown when trim_audio is copy; hidden when trim_media_kind is audio	Which channels of the sound go into the piece: both, one of the two, or both folded to mono.

Field	Kind	Default	Choices	When	What it is
Cut <code>trim_exact</code>	choice	<code>false</code>	<code>true</code> Exact; <code>false</code> Lossless	shown when <code>trim_media_kind</code> is audio	How a sound file is cut: exactly on the sample, a compressed sound encoded once more, or without loss, the compressed packets copied as they are and the points moved to packet boundaries.
Format of the piece <code>trim_audio_format</code>	choice	<code>source</code>	<code>source</code> As is; <code>wav</code> WAV; <code>flac</code> FLAC; <code>alac</code> ALAC; <code>m4a</code> M4A / AAC; <code>mp3</code> MP3; <code>opus</code> Opus	shown when all of (<code>trim_media_kind</code> is audio; <code>trim_exact</code> is on)	The format a piece of a sound file is written in. As is keeps the source's, sample for sample where it is lossless.
MP3 / LAME <code>trim_mp3_preset</code>	choice	<code>v0</code>	<code>v0</code> VBR V0; <code>insane</code> Insane 320; <code>bitrate</code> By bitrate	shown when all of (<code>trim_media_kind</code> is audio; <code>trim_exact</code> is on; <code>trim_audio_format</code> is mp3)	The LAME quality of a piece written as MP3.
Bitrate <code>trim_audio_bitrate</code>	choice	<code>320k</code>	<code>192k</code> 192 kbps; <code>256k</code> 256 kbps; <code>320k</code> 320 kbps; <code>384k</code> 384 kbps (not offered when <code>trim_audio_format</code> is one of mp3, opus)	shown when all of (<code>trim_media_kind</code> is audio; <code>trim_exact</code> is on; any of (<code>trim_audio_format</code> is one of m4a, opus; all of (<code>trim_audio_format</code> is mp3; <code>trim_mp3_preset</code> is bitrate)))	The bitrate of a piece written as AAC, Opus (at most 256 kbps) or MP3 by bitrate (at most 320 kbps).

Field	Kind	Default	Choices	When	What it is
Telemetry <code>trim_data</code>	tick	<code>true</code>	-	hidden when trim_media_kind is audio	Carries the file's data stream into the result - a GoPro writes its telemetry there, and it would otherwise vanish without a word. MOV and MP4 can hold one; MKV and MXF cannot, and the log says so before the run. A timecode track is left behind on purpose: it travels as a value instead. Cut it out does not carry the data stream through its join, and says so.

Field	Kind	Default	Choices	When	What it is
Subtitles ☐ trim_subtitles	tick	☒ true	-	hidden when trim_media_kind is audio	Carries subtitle streams over. Camera files rarely have them, but a DJI writes its flight data as subtitles, and dropping them loses the flight log. The lines are rebuilt for the cut rather than copied: each is trimmed to the piece kept and moved onto its timeline, so a line across IN or OUT keeps its part inside, and after Cut it out the lines sit where the join puts them. MP4 and MOV write them as mov_text, MKV as SRT; picture subtitles stay behind, and the log says so.
Timecode ☐ trim_timecode	choice	☒ shift	☒ shift Shift; ☐ zero Zero	hidden when trim_media_kind is audio	The timecode of the piece: shifted by what was cut away - the edit syncs cameras by it - or from zero.
faststart ☐ trim_faststart	tick	☒ true	-	hidden when trim_media_kind is audio	Move the header to the front so an MP4 or MOV starts playing before it is fully downloaded.
Overwrite ☒ overwrite	tick	☐ false	-	-	Allow FFmpeg to replace existing output files.

Field	Kind	Default	Choices	When	What it is
Test on first file <code>limit_first_file</code>	tick	<code>false</code>	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

FRAME RATE - Varispeed and conform to 23.976

Convert FPS - `fps_run`

Probe source FPS and render the selected target cadence.

Call: `media_cli.cmd run --operation fps_run`

Modes of the ribbon: VARISPEED `fps_mode=varispeed`, CONFORM `fps_mode=conform`.

Wrappers: `ff-100to23976-conform`, `ff-100to23976-varispeed`, `ff-11988to23976-conform`, `ff-11988to23976-varispeed`, `ff-17982to23976-conform`, `ff-17982to23976-varispeed`, `ff-24to23976-varispeed`, `ff-25to23976-conform`, `ff-25to23976-varispeed`, `ff-2997to23976-conform`, `ff-2997to23976-varispeed`, `ff-50to23976-conform`, `ff-50to23976-varispeed`, `ff-5994to23976-conform`, `ff-5994to23976-varispeed`.

Presets - Output profile `fps_output_profile`

Preset	What it is	What it sets
<code>h264</code> H.264 MP4	MP4 with H.264 and AAC. The bitrate of the sound is chosen below.	<code>fps_output_profile=h264</code> , <code>encode_backend=cpu</code> , <code>audio_bitrate=384k</code> , <code>fps_audio_pcm_depth=s24</code> , <code>fps_audio_oversample=x1</code> , <code>crf=14</code> , <code>cq=19</code> , <code>cpu_encoder_preset=medium</code>
<code>hevc</code> H.265 MP4	MP4 with H.265/HEVC and AAC. The bitrate of the sound is chosen below.	<code>fps_output_profile=hevc</code> , <code>encode_backend=cpu</code> , <code>audio_bitrate=384k</code> , <code>fps_audio_pcm_depth=s24</code> , <code>fps_audio_oversample=x1</code> , <code>crf=16</code> , <code>cq=19</code> , <code>cpu_encoder_preset=medium</code>
<code>prores</code> ProRes MOV	ProRes 422 in Apple MOV with 16/24/32-float PCM; the selected internal rate can remain 96/192 kHz.	<code>fps_output_profile=prores</code> , <code>fps_audio_pcm_depth=s24</code> , <code>fps_audio_oversample=x2</code>

Preset	What it is	What it sets
prores_mxf ProRes MXF	ProRes 422 in MXF with 16/24-bit PCM at the FFmpeg MXF output rate of 48 kHz.	fps_output_profile=prores_mxf, fps_audio_pcm_depth=s24, fps_audio_oversample=x2
dnxhr DNxHR MOV	DNxHR HQX in Apple MOV with 16/24/32-float PCM; the selected internal rate can remain 96/192 kHz.	fps_output_profile=dnxhr, fps_audio_pcm_depth=s24, fps_audio_oversample=x2
dnxhr_mxf DNxHR MXF	DNxHR HQX in MXF with 16/24-bit PCM at the FFmpeg MXF output rate of 48 kHz.	fps_output_profile=dnxhr_mxf, fps_audio_pcm_depth=s24, fps_audio_oversample=x2

Fields

Field	Kind	Default	Choices	When	What it is
Source file filter input_formats	ticks	-	mp4 MP4; mov MOV; mkv MKV; mxf MXF; avi AVI; webm WEBM; mts MTS; m2ts M2TS	-	Empty means the operation uses its own supported source file types.
Target FPS fps_target	choice	24000/1001	16 16; 18 18; 24000/1001 23.976; 24 24; 25 25; 30000/1001 29.97; 30 30; 48 48; 50 50; 60000/1001 59.94; 60 60	-	The frame rate the file is played at. Every frame stays: the duration changes, not the picture.
Audio bitrate audio_bitrate	choice	384k	192k 192 kbps; 256k 256 kbps; 320k 320 kbps; 384k 384 kbps (not offered when any of (audio_mode is mp3; audio_format is mp3))	shown when fps_output_profile is one of h264, hevc	The bitrate of a lossy sound: AAC, Opus (at most 256 kbps), and MP3 when its LAME preset is By bitrate (at most 320 kbps).

Field	Kind	Default	Choices	When	What it is
Encoder <code>encode_backend</code>	choice	<code>cpu</code>	<code>cpu</code> CPU; <code>cuda</code> NVENC; <code>amd</code> AMF; <code>qsv</code> QSV	shown when <code>fps_output_profile</code> is one of h264, hevc	Select the encoder backend. Each backend exposes its own native preset/quality controls below.
Decoder <code>decode_backend</code>	choice	<code>auto</code>	<code>auto</code> CPU/Auto; <code>cuda</code> CUDA; <code>qsv</code> QuickSync; <code>amd</code> AMD/D3D11VA; <code>dav1d</code> dav1d AV1	-	Hardware/software decode preference before encoding.
CPU preset <code>cpu_encoder_preset</code>	choice	<code>medium</code>	<code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	shown when <code>fps_output_profile</code> is one of h264, hevc; hidden when <code>encode_backend</code> is one of cuda, qsv, amd	Software x264/x265 speed-compression preset. Slower presets spend more CPU searching for a cleaner/smaller encode at the same CRF.
NVENC preset <code>nvenc_preset</code>	choice	<code>p6</code>	<code>p5</code> NVENC p5; <code>p6</code> NVENC p6; <code>p7</code> NVENC p7	shown when <code>fps_output_profile</code> is one of h264, hevc and <code>encode_backend</code> is cuda	NVIDIA NVENC P-preset. This is a hardware encoder scale, not an equivalent of CPU slow/slower/veryslow.
QSV preset <code>qsv_encoder_preset</code>	choice	<code>medium</code>	<code>veryfast</code> veryfast; <code>faster</code> faster; <code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	shown when <code>fps_output_profile</code> is one of h264, hevc and <code>encode_backend</code> is qsv	Intel QuickSync preset. QSV has its own preset line exposed by FFmpeg: veryfast, faster, fast, medium, slow, slower, veryslow.

Field	Kind	Default	Choices	When	What it is
AMF quality <code>amf_quality</code>	choice	<code>quality</code>	<code>speed</code> speed; <code>balanced</code> balanced; <code>quality</code> quality	shown when <code>fps_output_profile</code> is one of h264, hevc and <code>encode_backend</code> is amd	AMD AMF quality preset. This controls AMF's speed/balanced/quality mode; CQ/QP still controls quantization level.
CRF <code>crf</code>	number	<code>14</code>	-	shown when <code>fps_output_profile</code> is one of h264, hevc; hidden when <code>encode_backend</code> is one of cuda, qsv, amd	Quality target for software encoders: lower means larger and cleaner.
CQ/QP <code>cq</code>	number	<code>14</code>	-	shown when <code>fps_output_profile</code> is one of h264, hevc and <code>encode_backend</code> is one of cuda, qsv, amd	Constant-quality value for hardware encoders.
PCM depth <code>fps_audio_pcm_depth</code>	choice	<code>s24</code>	<code>s16</code> PCM 16-bit; <code>s24</code> PCM 24-bit; <code>f32</code> PCM 32-bit float (offered only when <code>fps_output_profile</code> is one of prores, dnxhr)	shown when <code>fps_output_profile</code> is one of prores, prores_mxf, dnxhr, dnxhr_mxf	The bit depth of the PCM sound of ProRes and DNxHR. MXF takes 16 or 24 bits.
Audio oversampling <code>fps_audio_oversample</code>	choice	<code>x2</code>	<code>x1</code> COPY; <code>x2</code> 2x 88.2/96; <code>x4</code> 4x 176.4/192	shown when <code>fps_output_profile</code> is one of prores, prores_mxf, dnxhr, dnxhr_mxf	Internal processing rate. MXF output is finalized at 48 kHz by the FFmpeg MXF muxer.
Overwrite <code>overwrite</code>	tick	<code>false</code>	-	-	Allow FFmpeg to replace existing output files.

Field	Kind	Default	Choices	When	What it is
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

COLOR - LUT, gamma before it, HDR to SDR

Run color - `grading_run`

Apply selected color operation with the current overrides.

Call: `media_cli.cmd run --operation grading_run`

Wrappers: `ff-grade-lut-only-hevc10`, `ff-grade-lut-only-prores422`, `ff-grade-lut-only-proresLT`, `ff-grade-lut-only-x264`, `ff-grade-preexpose-lut-x264`, `ff-grade-pregamma-lut-hevc10`, `ff-grade-pregamma-lut-prores422`, `ff-grade-pregamma-lut-x264`, `ff-hdr2sdr-hable-hevc10`, `ff-hdr2sdr-hable-x264`.

Presets - Color preset `grading_profile`

Preset	What it is	What it sets
<code>lut_x264</code> LUT x264	Apply the selected LUT without pre-gamma and encode an H.264 MP4 production default.	<code>script_preset=ff-grade-lut-only-x264.cmd</code> , <code>output_container=mp4</code> , <code>pix_fmt=yuv420p</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>crf=14</code> , <code>cq=14</code>
<code>lut_hevc10</code> LUT HEVC Main10	Apply the selected LUT without pre-gamma and encode 10-bit HEVC Main10.	<code>script_preset=ff-grade-lut-only-hevc10.cmd</code> , <code>output_container=mp4</code> , <code>pix_fmt=yuv420p10le</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>crf=14</code> , <code>cq=14</code>
<code>lut_prores422</code> LUT ProRes 422	Apply the selected LUT and create a 10-bit 4:2:2 ProRes editing intermediate.	<code>script_preset=ff-grade-lut-only-prores422.cmd</code> , <code>output_container=mov</code> , <code>pix_fmt=yuv422p10le</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code>
<code>preexpose_x264</code> Pre-expose LUT x264	Apply gamma 1.15 before the LUT, lifting 18% gray to about 22.5%, then encode x264.	<code>script_preset=ff-grade-preexpose-lut-x264.cmd</code> , <code>pre_gamma=1.15</code> , <code>output_container=mp4</code> , <code>pix_fmt=yuv420p</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>crf=14</code> , <code>cq=14</code>
<code>pregamma_hevc10</code> Pregamma HEVC Main10	Apply gamma 0.85 before the LUT, lowering 18% gray to about 13.3%, then encode HEVC Main10.	<code>script_preset=ff-grade-pregamma-lut-hevc10.cmd</code> , <code>pre_gamma=0.85</code> , <code>output_container=mp4</code> , <code>pix_fmt=yuv420p10le</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>crf=14</code> , <code>cq=14</code>

Preset	What it is	What it sets
<code>hdr_hable_x264</code> HDR to SDR x264	Convert BT.2020/PQ HDR to BT.709 SDR with Hable tonemapping and encode x264.	<code>script_preset=ff-hdr2sdr-hable-x264.cmd</code> , <code>output_container=mp4</code> , <code>pix_fmt=yuv420p</code> , <code>encode_backend=cpu</code> , <code>decode_backend=auto</code> , <code>crf=14</code> , <code>cq=14</code>

Fields

Field	Kind	Default	Choices	When	What it is
LUT <code>lut_file</code>	LUT	-	-	-	Defaults to LUTs\active.cube or the first LUT file in LUTs.
Source file filter <code>input_formats</code>	ticks	-	<code>mp4</code> MP4; <code>mov</code> MOV; <code>mkv</code> MKV; <code>mxf</code> MXF; <code>avi</code> AVI; <code>webm</code> WEBM; <code>mts</code> MTS; <code>m2ts</code> M2TS	-	Empty means the operation uses its own supported source file types.
Pre-LUT gamma <code>pre_gamma</code>	number	-	-	shown when <code>script_preset</code> is one of <code>ff-grade-preexpose-lut-x264.cmd</code> , <code>ff-grade-pregamma-lut-x264.cmd</code> , <code>ff-grade-pregamma-lut-hevc10.cmd</code> , <code>ff-grade-pregamma-lut-prores422.cmd</code>	Gamma applied before the LUT. Values above 1 lift 18% gray; values below 1 lower it. The preview is a pre-LUT technical reference.
Color output targets <code>target_codecs</code>	ticks	-	<code>x264</code> x264 / H.264; <code>hevc_x265</code> x265 / HEVC; <code>svt_av1</code> AV1; <code>prores_422</code> ProRes 422; <code>prores_lt</code> ProRes LT	-	One or more output targets. Multiple targets are written separately for each Source file.
Encoder <code>encode_backend</code>	choice	<code>cpu</code>	<code>cpu</code> CPU; <code>cuda</code> NVENC; <code>amd</code> AMF; <code>qsv</code> QSV	-	Select the encoder backend. Each backend exposes its own native preset/quality controls below.

Field	Kind	Default	Choices	When	What it is
Decoder <code>decode_backend</code>	choice	<code>auto</code>	<code>auto</code> CPU/Auto; <code>cuda</code> CUDA; <code>qsv</code> QuickSync; <code>amd</code> AMD/D3D11VA; <code>dav1d</code> dav1d AV1	-	Hardware/software decode preference before encoding.
Audio <code>audio_mode</code>	choice	<code>source</code>	<code>source</code> COPY (not offered when output_container is mxf); <code>aac_320</code> AAC override (not offered when output_container is mxf); <code>mp3</code> MP3 (not offered when output_container is mxf); <code>flac</code> FLAC (not offered when output_container is one of mxf, mov); <code>pcm_s16</code> PCM 16-bit; <code>pcm_s24</code> PCM 24-bit; <code>pcm_f32</code> PCM float (not offered when output_container is mxf); <code>none</code> No audio	-	Audio policy for the output: stream copy, lossy/lossless encode, PCM depth, or no audio. MXF permits only compatible PCM modes.
Sample rate <code>audio_sample_rate</code>	choice	<code>source</code>	<code>source</code> COPY; <code>44100</code> 44.1 kHz; <code>48000</code> 48 kHz; <code>88200</code> 88.2 kHz; <code>96000</code> 96 kHz; <code>176400</code> 176.4 kHz; <code>192000</code> 192 kHz	shown when audio_mode is one of aac_320, mp3, flac, pcm_s16, pcm_s24, pcm_f32	Target sample rate. Source keeps the original rate.
MP3 / LAME <code>mp3_lame_preset</code>	choice	<code>v0</code>	<code>v0</code> VBR V0; <code>insane</code> Insane 320; <code>bitrate</code> By bitrate	shown when audio_mode is mp3	LAME quality mode for MP3 output.

Field	Kind	Default	Choices	When	What it is
Audio bitrate <code>audio_bitrate</code>	choice	<code>384k</code>	<code>192k</code> 192 kbps; <code>256k</code> 256 kbps; <code>320k</code> 320 kbps; <code>384k</code> 384 kbps (not offered when any of (audio_mode is mp3; audio_format is mp3))	shown when any of (audio_mode is aac_320; all of (audio_mode is mp3; mp3_lame_preset is bitrate))	The bitrate of a lossy sound: AAC, Opus (at most 256 kbps), and MP3 when its LAME preset is By bitrate (at most 320 kbps).
Container <code>output_container</code>	choice	<code>mp4</code>	<code>mp4</code> MP4; <code>mkv</code> MKV; <code>mov</code> MOV	-	Container for encoded output when the selected codec family allows it.
CPU preset <code>cpu_encoder_preset</code>	choice	<code>medium</code>	<code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	hidden when encode_backend is one of cuda, qsv, amd	Software x264/x265 speed-compression preset. Slower presets spend more CPU searching for a cleaner/smaller encode at the same CRF.
NVENC preset <code>nvenc_preset</code>	choice	<code>p6</code>	<code>p5</code> NVENC p5; <code>p6</code> NVENC p6; <code>p7</code> NVENC p7	shown when encode_backend is cuda	NVIDIA NVENC P-preset. This is a hardware encoder scale, not an equivalent of CPU slow/slower/veryslow.
QSV preset <code>qsv_encoder_preset</code>	choice	<code>medium</code>	<code>veryfast</code> veryfast; <code>faster</code> faster; <code>fast</code> fast; <code>medium</code> medium; <code>slow</code> slow; <code>slower</code> slower; <code>veryslow</code> veryslow	shown when encode_backend is qsv	Intel QuickSync preset. QSV has its own preset line exposed by FFmpeg: veryfast, faster, fast, medium, slow, slower, veryslow.
AMF quality <code>amf_quality</code>	choice	<code>quality</code>	<code>speed</code> speed; <code>balanced</code> balanced; <code>quality</code> quality	shown when encode_backend is amd	AMD AMF quality preset. This controls AMF's speed/balanced/quality mode; CQ/QP still controls quantization level.
Resolution <code>output_resolution</code>	choice	<code>source</code>	<code>source</code> Source; <code>2160</code> 2160p; <code>1440</code> 1440p; <code>1080</code> 1080p; <code>720</code> 720p; <code>480</code> 480p	-	Optional scaling target. Source keeps the original frame size.

Field	Kind	Default	Choices	When	What it is
Interlaced source (rare) <code>scan_mode</code>	choice	<code>double</code>	<code>keep</code> Keep fields; <code>progressive</code> Progressive; <code>double</code> Progressive x2	-	What becomes of a source of two fields (25i, 29.97i, 50i). Progressive x2, the default: bwdif makes a frame of each field, the rate doubled and the motion whole - 50i becomes 50p. Progressive: a whole frame of each frame, the rate kept. Keep fields: the fields and their order stay, for an interlaced broadcast. A progressive source is not touched.
SVT-AV1 preset <code>av1_preset</code>	choice	<code>6</code>	<code>4</code> 4 quality; <code>6</code> 6 balanced; <code>8</code> 8 fast	shown when <code>target_codecs</code> is one of <code>svt_av1</code> ; hidden when <code>encode_backend</code> is one of <code>cuda</code> , <code>qsv</code> , <code>amd</code>	Software SVT-AV1 speed/quality preset. Hardware AV1 encoders use their own NVENC/QSV/AMF scales instead.
Pixel format <code>pix_fmt</code>	choice	<code>auto</code>	<code>auto</code> auto; <code>yuv420p</code> yuv420p; <code>yuv420p10le</code> yuv420p10le; <code>yuv422p</code> yuv422p; <code>yuv422p10le</code> yuv422p10le	-	Output pixel format and bit depth. Keep it compatible with the selected codec and delivery/editing workflow.
CRF <code>crf</code>	number	<code>14</code>	-	hidden when <code>encode_backend</code> is one of <code>cuda</code> , <code>qsv</code> , <code>amd</code>	Quality target for software encoders: lower means larger and cleaner.
CQ/QP <code>cq</code>	number	<code>14</code>	-	shown when <code>encode_backend</code> is one of <code>cuda</code> , <code>qsv</code> , <code>amd</code>	Constant-quality value for hardware encoders.
Overwrite <code>overwrite</code>	tick	<code>false</code>	-	-	Allow FFmpeg to replace existing output files.

Field	Kind	Default	Choices	When	What it is
Test on first file <code>limit_first_file</code>	tick	<code>false</code>	-	-	Process only the first matching file, useful for checking a preset before a full batch.
Dry run <code>dry_run</code>	tick	<code>false</code>	-	-	Print commands without processing media.

DOWNLOAD - A video or its sound by a link

Download - `youtube_run`

Run the selected yt-dlp profile.

Call: `media_cli.cmd run --operation youtube_run`

Modes of the ribbon: BEST MP4 `youtube_profile=best_mp4`, SAFE MP4 `youtube_profile=safe_mp4`, OWN VIDEO `youtube_profile=video_custom`, FOR UPLOAD `youtube_profile=upload_ready`, OWN AUDIO `youtube_profile=audio_custom`, SUBTITLES `youtube_profile=subs_only`.

Wrappers: `yt-1080p-avc-mp4`, `yt-480p-aac`, `yt-batch-480p-aac`, `yt-batch-best-mp4`, `yt-best-av1`, `yt-best-m4a`, `yt-best-mp4`, `yt-best-mp4-safari`, `yt-best-mp4-safe`, `yt-clip-sections`, `yt-embed-subs`, `yt-mp3`, `yt-opus`, `yt-playlist-1080p-avc`, `yt-playlist-best`, `yt-subs-only`, `yt-webm-vp9`.

Presets - Download profile `youtube_preset`

Preset	What it is	What it sets
<code>best_video</code> Best MP4 video	Best available MP4/M4A merge for general use.	<code>youtube_profile=best_mp4</code> , <code>youtube_source_mode=single</code> , <code>youtube_resolution=best</code> , <code>youtube_video_codec=auto</code> , <code>youtube_audio_format=source</code> , <code>youtube_container=mp4</code> , <code>youtube_client=default</code> , <code>youtube_options=safe_retries,embed_metadata,no_playlist</code> , <code>subtitle_options=</code> , <code>parallel_fragments=8</code> , <code>download_archive=false</code>
<code>upload_1080_avc</code> 1080p AVC MP4	YouTube-friendly 1080p AVC preference.	<code>youtube_profile=upload_ready</code> , <code>youtube_source_mode=single</code> , <code>youtube_resolution=1080</code> , <code>youtube_video_codec=avc</code> , <code>youtube_audio_format=source</code> , <code>youtube_container=mp4</code> , <code>youtube_options=safe_retries,embed_metadata,no_playlist</code> , <code>subtitle_options=</code> , <code>parallel_fragments=8</code> , <code>download_archive=false</code>
<code>safe_safari</code> Safe Safari	Slower Safari client, retries and IPv4 for fragile downloads.	<code>youtube_profile=safe_mp4</code> , <code>youtube_source_mode=single</code> , <code>youtube_resolution=best</code> , <code>youtube_video_codec=auto</code> , <code>youtube_audio_format=source</code> , <code>youtube_container=mp4</code> , <code>youtube_client=safari</code> , <code>youtube_options=safe_retries,force_ipv4,embed_metadata,no_playlist</code> , <code>subtitle_options=</code> , <code>parallel_fragments=1</code> , <code>download_archive=false</code>

Preset	What it is	What it sets
av1_if_available AV1 if available	Prefer AV1 video while keeping MP4 output.	youtube_profile=video_custom, youtube_source_mode=single, youtube_resolution=best, youtube_video_codec=av1, youtube_audio_format=source, youtube_container=mp4, youtube_options=safe_retries,embed_metadata,no_playlist, subtitle_options=, parallel_fragments=8, download_archive=false
audio_mp3 Audio MP3	Audio-only MP3 extraction.	youtube_profile=audio_custom, youtube_source_mode=single, youtube_audio_format=mp3, youtube_options=safe_retries,embed_metadata,no_playlist, subtitle_options=, parallel_fragments=8, download_archive=false
batch_best Batch from urls.txt	Read links from input\urls.txt.	youtube_profile=best_mp4, youtube_source_mode=batch, youtube_resolution=best, youtube_video_codec=auto, youtube_audio_format=source, youtube_container=mp4, youtube_options=safe_retries,embed_metadata, subtitle_options=, parallel_fragments=8, download_archive=false

Fields

Field	Kind	Default	Choices	When	What it is
URL youtube_url	text	-	-	-	The link of a video - or of a playlist when Source is Playlist. yt-dlp takes YouTube and most video sites.
Section (rare) youtube_sections	text	-	-	-	A part of the video only, as yt-dlp writes it: *start-end. Empty - the whole video.
Playlist items (rare) youtube_playlist_items	text	-	-	shown when youtube_source_mode is playlist	Which videos of the playlist, by their numbers in it: 1-10,15, or -5: for the last five. Empty - the whole playlist.

Field	Kind	Default	Choices	When	What it is
Batch file <code>batch_file</code>	file	<code>input\urls.txt</code>	-	-	A text file of links, one a line. The default <code>input\urls.txt</code> is <code>urls.txt</code> of the Source, wherever the Source is.
Resolution <code>youtube_resolution</code>	choice	<code>best</code>	<code>best</code> Best; <code>2160</code> 2160p; <code>1440</code> 1440p; <code>1080</code> 1080p; <code>720</code> 720p; <code>480</code> 480p	-	The limit of the resolution: the best one up to it. Best - the highest the site has.
Video codec <code>youtube_video_codec</code>	choice	<code>auto</code>	<code>auto</code> Auto; <code>avc</code> AVC / H.264; <code>av1</code> AV1; <code>vp9</code> VP9	-	The codec to prefer, not to demand: without it the best other one comes. H.264 in MP4 comes with AAC sound, for editors and upload forms that take no Opus.
Audio format <code>youtube_audio_format</code>	choice	<code>source</code>	<code>source</code> Source / native; <code>m4a</code> M4A; <code>opus</code> Opus; <code>mp3</code> MP3	-	The sound of Custom audio. Source: the best sound as the site keeps it, not re-encoded. M4A: the AAC of the site where it has one, else converted. Opus and MP3 (VBR V0): the sound in that codec, converted by FFmpeg where the site keeps another.

Field	Kind	Default	Choices	When	What it is
Container <code>youtube_container</code>	choice	<code>mp4</code>	<code>mp4</code> MP4; <code>mkv</code> MKV; <code>webm</code> WEBM	-	The container the picture and the sound are merged into.
Source <code>youtube_source_mode</code>	choice	<code>single</code>	<code>single</code> Single URL; <code>batch</code> input\urls.txt; <code>playlist</code> Playlist	-	Where the links come from: one link, the list of input\urls.txt, or a whole playlist.
Download tuning <code>youtube_options</code>	ticks	-	<code>safe_retries</code> Retries; <code>force_ipv4</code> IPv4; <code>embed_metadata</code> Metadata + thumbnail; <code>no_playlist</code> No playlist	-	Retries: ten tries for a request and for a fragment, two seconds apart. IPv4: IPv4 connections only. Metadata + thumbnail: the tags and the cover into the file. No playlist: for the links of input\urls.txt - of a link to a video in a playlist, the video alone; one link always takes its video alone, Playlist takes the whole list.
Subtitles <code>subtitle_options</code>	ticks	-	<code>write_subs</code> Manual; <code>write_auto_subs</code> Auto; <code>embed_subs</code> Embed	-	Manual: the subtitles people wrote, as files beside the video. Auto: the ones the site made itself. Embed: the subtitles inside the video file.

Field	Kind	Default	Choices	When	What it is
Parallel <code>parallel_fragments</code>	number	<code>8</code>	-	-	How many fragments of one video are downloaded at once (yt-dlp -N). More is faster on a good line; a site that limits may answer with errors.
Client (rare) <code>youtube_client</code>	choice	<code>default</code>	<code>default</code> Default; <code>safari</code> Safari; <code>android</code> Android	-	Which YouTube player yt-dlp presents itself as. Default suits most links; Safari or Android when formats are missing or the speed is cut.
Subtitle languages (rare) <code>subtitle_languages</code>	text	<code>ru,en.*</code>	-	-	The languages of the subtitles, comma-separated; a pattern is allowed: en.* takes en, en-US, en-GB.

Field	Kind	Default	Choices	When	What it is
Cookies (rare) <code>cookies_source</code>	choice	<code>file</code>	<code>none</code> None; <code>chrome</code> Chrome; <code>edge</code> Edge; <code>firefox</code> Firefox; <code>brave</code> Brave; <code>file</code> File	-	Where yt-dlp takes the cookies of a link that wants a sign-in. A browser: yt-dlp reads its profile at the download and the program keeps nothing; Chrome and Edge seal their cookies with their own encryption, and yt-dlp may fail to read them - Firefox is the sure one. File: the copy taken with TAKE UNDER DPAPI, kept sealed for this account of Windows; without it, the file of the field Cookies file when it is there. None: no cookies.
Cookies file (rare) <code>cookies_path</code>	file	<code>config\cookies.txt</code>	-	-	A cookies file of a browser (Netscape format, cookies.txt) for a link that wants a sign-in. TAKE UNDER DPAPI keeps a sealed copy of it, and the open file is no longer needed; without the copy the file is read as it is, when it is there.

Field	Kind	Default	Choices	When	What it is
Use download archive (rare) <code>download_archive</code>	tick	<code>false</code>	-	-	Remembers what was downloaded in <code>config\download-archive.txt</code> ; a link already there is passed over.
Dry run <code>youtube_dry_run</code>	tick	<code>false</code>	-	-	Says the yt-dlp command and runs nothing.

SOURCE INFO

Probe Source - `probe_source`

Run ffprobe once for Source, print a compact table and update the media status line.

Call: `media_cli.cmd run --operation probe_source`

Source Info - `source_info`

Run ffprobe for Source and print every audio stream: codec, sample format, sample rate, bit depth, channels, bitrate and tags.

Call: `media_cli.cmd run --operation source_info`

SERVICE: checks and installers

Inventory - `inventory`

Count project folders.

Call: `media_cli.cmd run --operation inventory`

Selftest - `selftest`

Check ffmpeg, ffprobe, yt-dlp and Deno.

Call: `media_cli.cmd run --operation selftest`

Wrappers: `ff-selftest`, `yt-selftest`.

Profile Doctor - `profile_doctor`

Validate GUI operations, script wrappers and the shared preset catalog.

Call: `media_cli.cmd run --operation profile_doctor`

Hardware capabilities - `hardware_capabilities`

Run short FFmpeg smoke tests for CPU, QSV/NVENC/AMF H.264 and HEVC, SVT-AV1 and dav1d.

Call: `media_cli.cmd run --operation hardware_capabilities`

Preset Test Matrix - `preset_test_matrix`

Run portable 1-second smoke tests across audio, remux, FPS, LUT, archive, editing, storage and delivery presets.

Call: `media_cli.cmd run --operation preset_test_matrix`

Install 7-Zip - `install_7zip`

Install or refresh portable 7-Zip; required before FFmpeg 7z payloads.

Call: `media_cli.cmd run --operation install_7zip`

Install FFmpeg - `install_ffmpeg`

Install or refresh portable FFmpeg Gyan GPL payload into Tools/ffmpeg.

Call: `media_cli.cmd run --operation install_ffmpeg`

Install yt-dlp - `install_ytdlp`

Install or refresh portable yt-dlp and Deno into Tools.

Call: `media_cli.cmd run --operation install_ytdlp`

Wrappers: `yt-update`.

Install mpv - `install_mpv`

Install or refresh portable mpv into Tools/mpv: the player of the trim.

Call: `media_cli.cmd run --operation install_mpv`

Buttons beside a field

Formats of the link - `youtube_formats`

What formats the link offers - resolution, codecs, size - listed in the journal, nothing downloaded. One of them is taken with the profile Own video.

Beside: `youtube_url`. Call: `media_cli.cmd run --operation youtube_formats`.

Take under DPAPI - `youtube_cookies_import`

The cookies file of the field Cookies file sealed with DPAPI for this account of Windows into config\cookies.dpapi: downloads with Cookies - File take this copy, and the open file is no longer needed.

Beside: `cookies_path`. Call: `media_cli.cmd run --operation youtube_cookies_import`.

What the window does itself

The window clears the working folders through the Recycle Bin; the console command does not run these operations, they delete for good.

- Clear Source - `cleanup_source`
- Clear Target - `cleanup_transcoded`
- Clear GUI workspace - `cleanup_workspace`