WinFF V0.3

Introduction

WinFF is a batch frontend for the command line video converter FFMPEG. It runs Ffmpeg from the command line. So, you just pick your files, and, it does the rest.

WinFF doesn't actually convert any video files. It just runs Ffmpeg. Therefore, It will convert any video file that Ffmpeg will convert. Conversely, if Ffmpeg will not convert the file, then WinFF will not either.

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Using WinFF

The File List: a list of files to be converted
- The Add Button adds files to the list
- The Remove Button removes the highlighted file from the list
- The Clear button clears the list of files to be converted
- The Play button plays the highlighted file. (the play button is a good test for conversion. If Ff Play will not play the file, Ffmpeg will not convert it. Well, there are rare exceptions.)
- The Options button shows the additional options (also in the View Menu)

Convert to: a list of preset formats for the video files to be converted to.
- Choose the output format of the video files.
- You may add/remove/edit the presets by choosing *Edit Presets* from the file menu. (See **Editing Presets** further in the this document)

Output Folder: where to put the converted video files.

Convert: Starts the conversion process.
- Runs Ffmpeg on the files in the file list in a DOS window.
- Ffmpeg will tell you the reasons it failed, or it will count of the percentage of the current file completed.
- If Ffmpeg fails you can most likely find a way to convert you file by googling for "Ffmpeg" and the type of video file.

- After you have the information to convert the file(s). You can enter additional parameters in the *Additional Command Line Parameters*.
- Again, the Play button is a good test. If Ff play will not play the file, Ffmpeg will most likely not convert it.

Additional Options: Common options for most video conversions
- **Video Bitrate:** The default video bitrate if not specified is 200kb/s. The video bitrate is specified in kb/s. So, 546 would be 546 kb/s.
- **Video Frame Rate:** Frames per second of the output video.
- **Video Size:** The size is the height and width of the output video. For example: 704x480 is the standard size for NTSC DVD. It should be specified in the format [width]x[height]. For example, 320 by 240 would be 320x240.
- **Aspect Ratio:** sets the aspect ratio for the output video. (4:3, 16:9, 1.3333 or 1.777). The default is the same as the input video.
- **Audio Bitrate:** set the audio bitrate in kbits/second. The default is 64kb/s.
- **Audio Sampling Rate:** The samples per second of the audio, specified in Hertz. The Default is 44100h.
- **2 Pass:** encodes the video with ffmpeg twice, resulting in higher quality video. The log file generated by 2 pass may be deleted after encoding.
- **Deinterlace:** Deinterlaces the video for progressive displays
- **Display Ffmpeg Command Line:** Displays the batch file or shell script to be run in a window for examination.

Additional Command Line Parameters: For advanced users.
- This allows you to specify any legal Ffmpeg options
- Beware of specifying one that is specified already in the additional options.
- Most presets already set the video and audio output codecs.
- An example: "-ss 00:01:00" would seek to 1 minute into the video before converting

Editing Presets

The presets editor is open by choosing "Edit Presets" from the FILE menu. Once open you will see the list of presets. Clicking a Preset will fill the boxes below with the selected preset's information.

Preset Name: This is an internal name used in the xml file.
- It must follow all the rules of an XML tag name.
- Namely one word, only letters and number.
- If the preset name is the same as another preset the existing preset will be replaced by the current information.

Preset Label: This is the label shown in the list of presets shown on the main window
- It may contain any characters you wish.
- It should be descriptive.
- About 40 characters max visible. Extra will be shown as "..."

Preset Command Line Parameters: This is the Ffmpeg parameters for the preset.
- The params will be specified after "-i inputfile" and before the output filename.
- Spacing of params should be the same as if the were typed into the command line.
- Spacing before and after the params will be handled automatically
- It is not advisable to specify params such as frame rate ("-r") and audio rate ("-ar") that are specified in the additional options.
- Do not specify the input or output file names.
- Existing Presets are great examples.

Preset Extension: The file extension of the output files.
- This also specifies the container format for the file.
- Use "-f " in the params to force a particular format.

Add/Update Button: adds or updates the current preset
- You will be asked to confirm the addition or update.
- Once a preset is add it will be available in the main window but is not saved to disk until the SAVE button is pressed.

Delete Button: Deletes the current preset.

SAVE Button: Saves the presets to presets.xml
- Saves all the presets and refreshes the list

Close Button: Close the preset editor.
- Closes the window but does not save
- Preset changes are available in the main window, but not saved.
- If you have not saved, the next time WinFF is started the presets will revert.

Import Button: Imports a preset from a file.
- Name and Label must be unique
- At this time only one preset can be imported per file
- WinFF presets are saved as ".wff" files

Export Button: Exports a preset to a file
- Exports the currently selected preset to a file
- At this time only one preset can be exported per file
- WinFF presets are saved as ".wff"
- .wff files are the same format as the presets file

General Preferences

- **The Default Directory** is the directory that will be set as the destination directory at start up. If "Remember Last" is checked then WinFF will remember the destination directory from the last time it was ran.
- **Pause when finished encoding** adds a 'pause' or 'read' command to the script so that it will wait for a key before exiting the terminal. Essential for debugging problems.
- **Mutlithreading for Dual core processors** sets ffmpeg to use 2 threads.

Prefernces For Windows XP

First things first: If WinFF is running under Win XP the Linux/Unix tab is completely non-functional. Don't worry about screwinganything up, cause it just won't happen.

The path to ffmpeg.exe is the full path to ffmpeg. Such as "C:\Program Files\WinFF\winff.exe" You may change this to any location you have installed ffmpeg.exe. If you leave this blank, WinFF will automaticly revert to the location of winff.exe and assume ffmpeg.exe is in the same directory.

The path to ffplay functions exactly like the path to ffmpeg.exe, except it should point to ffplay.exe.

Prefernces For Unix/Linux

Viceversa to Win XP: If WinFF is running under Linux or another flavor of Unix. The Win XP tab is completely non-functional. Don't worry about screwing anything up, cause it just won't happen.

The Path to FFmpeg is the full path to ffmpeg. Such as "/usr/bin/ffmpeg" You may change this to any location you have installed ffmpeg. The first time WinFF is ran, and anytime there after that "~/.winff/cfg.xml" is not found (such as the user deleting it), WinFF will look for FFmpeg in "/usr/bin" and "/usr/local/bin".

The path to FFplay functions exactly like the path to FFmpeg.exe, except it should point to ffplay.exe.

The Terminal to Use is the full path to the terminal you wish to use. WinFF defaults to Xterm as almost all X-windows systems have Xterm installed. You may use any terminal you like by specifying it's full path here. For example, to use Gnome-terminal under Ubuntu, you could specify this to be "/usr/bin/gnome-terminal", and specify the Terminal Options as "-x" instead of "-e". To use Xterm under Slackware, this should be "/usr/X11R6/bin/xterm".

The Terminal Options can be anything you like, but must include as the last option, the option to execute the remainder of the command line. Again for example, Xterm uses "-e", and Gnome-Terminal uses "-x".

Further Reading

For more in depth information on the Ffmpeg command line please see http://ffmpeg.mplayerhq.hu/ffmpeg-doc.html. It contains the entire list of options and formats the can be set using Ffmpeg. Googling for Ffmpeg and the format will give you some examples. Also existing presets will give you some good example of what should be specified.