
ffmpeg-cli-wrapper Documentation

Release 0.6

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net.bramp.commons.lang3.math.gson

1.1 FractionAdapter

public class **FractionAdapter** extends TypeAdapter<Fraction>
GSON TypeAdapter for Apache Commons Math Fraction Object

Author bramp

1.1.1 Constructors

FractionAdapter

public **FractionAdapter** ()

1.1.2 Methods

read

public Fraction **read** (JsonReader *reader*)

write

public void **write** (JsonWriter *writer*, Fraction *value*)

2.1 FFcommon

abstract class **FFcommon**

Private class to contain common methods for both FFmpeg and FFprobe.

2.1.1 Fields

path

final *String* **path**

Path to the binary (e.g. /usr/bin/ffmpeg)

runFunc

final *ProcessFunction* **runFunc**

Function to run FFmpeg. We define it like this so we can swap it out (during testing)

version

String **version**

Version string

2.1.2 Constructors

FFcommon

public **FFcommon** (*String path*)

FFcommon

protected **FFcommon** (*String path, ProcessFunction runFunction*)

2.1.3 Methods

getPath

```
public String getPath ()
```

path

```
public List<String> path (List<String> args)
```

run

```
public void run (List<String> args)
```

Runs ffmpeg with the supplied args. Blocking until finished.

Parameters

- **args** – The arguments to pass to the binary.

Throws

- **IOException** – If there is a problem executing the binary.

throwOnError

```
protected void throwOnError (Process p)
```

version

```
public synchronized String version ()
```

wrapInReader

```
protected BufferedReader wrapInReader (Process p)
```

2.2 FFmpeg

```
public class FFmpeg extends FFcommon
```

Wrapper around FFmpeg

Author bramp

2.2.1 Fields

AUDIO_DEPTH_DBL

```
public static final String AUDIO_DEPTH_DBL
```

AUDIO_DEPTH_FLT

public static final String **AUDIO_DEPTH_FLT**

AUDIO_DEPTH_S16

public static final String **AUDIO_DEPTH_S16**

AUDIO_DEPTH_S32

public static final String **AUDIO_DEPTH_S32**

AUDIO_DEPTH_U8

public static final String **AUDIO_DEPTH_U8**

AUDIO_FORMAT_DBL

public static final String **AUDIO_FORMAT_DBL**

AUDIO_FORMAT_FLT

public static final String **AUDIO_FORMAT_FLT**

AUDIO_FORMAT_S16

public static final String **AUDIO_FORMAT_S16**

AUDIO_FORMAT_S32

public static final String **AUDIO_FORMAT_S32**

AUDIO_FORMAT_U8

public static final String **AUDIO_FORMAT_U8**

AUDIO_MONO

public static final int **AUDIO_MONO**

AUDIO_SAMPLE_11025

public static final int **AUDIO_SAMPLE_11025**

AUDIO_SAMPLE_12000

public static final int **AUDIO_SAMPLE_12000**

AUDIO_SAMPLE_16000

public static final int **AUDIO_SAMPLE_16000**

AUDIO_SAMPLE_22050

public static final int **AUDIO_SAMPLE_22050**

AUDIO_SAMPLE_32000

public static final int **AUDIO_SAMPLE_32000**

AUDIO_SAMPLE_44100

public static final int **AUDIO_SAMPLE_44100**

AUDIO_SAMPLE_48000

public static final int **AUDIO_SAMPLE_48000**

AUDIO_SAMPLE_8000

public static final int **AUDIO_SAMPLE_8000**

AUDIO_SAMPLE_96000

public static final int **AUDIO_SAMPLE_96000**

AUDIO_STEREO

public static final int **AUDIO_STEREO**

CODECS_REGEX

static final [Pattern](#) **CODECS_REGEX**

DEFAULT_PATH

public static final [String](#) **DEFAULT_PATH**

FFMPEG

public static final String **FFMPEG**

FORMATS_REGEX

static final Pattern **FORMATS_REGEX**

FPS_23_976

public static final Fraction **FPS_23_976**

FPS_24

public static final Fraction **FPS_24**

FPS_29_97

public static final Fraction **FPS_29_97**

FPS_30

public static final Fraction **FPS_30**

codecs

List<Codec> **codecs**
Supported codecs

formats

List<Format> **formats**
Supported formats

2.2.2 Constructors

FFmpeg

public **FFmpeg** ()

FFmpeg

public **FFmpeg** (*ProcessFunction runFunction*)

FFmpeg

public **FFmpeg** (*String path*)

FFmpeg

public **FFmpeg** (*String path, ProcessFunction runFunction*)

2.2.3 Methods

builder

public *FFmpegBuilder* **builder** ()

codecs

public synchronized *List<Codec>* **codecs** ()

createProgressParser

protected *ProgressParser* **createProgressParser** (*ProgressListener listener*)

formats

public synchronized *List<Format>* **formats** ()

getPath

public *String* **getPath** ()

isFFmpeg

public boolean **isFFmpeg** ()

Returns true if the binary we are using is the true ffmpeg. This is to avoid conflict with avconv (from the libav project), that some symlink to ffmpeg.

Throws

- **IOException** – If a I/O error occurs while executing ffmpeg.

Returns true iff this is the official ffmpeg binary.

run

public void **run** (*List<String> args*)

run

public void **run** (*FFmpegBuilder builder, ProgressListener listener*)

2.3 FFmpegExecutor

```
public class FFmpegExecutor
```

2.3.1 Fields

ffmpeg

```
final FFmpeg fffmpeg
```

ffprobe

```
final FFprobe ffprobe
```

2.3.2 Constructors

FFmpegExecutor

```
public FFmpegExecutor ()
```

FFmpegExecutor

```
public FFmpegExecutor (FFmpeg ffmpeg)
```

FFmpegExecutor

```
public FFmpegExecutor (FFmpeg ffmpeg, FFprobe ffprobe)
```

2.3.3 Methods

createJob

```
public FFmpegJob createJob (FFmpegBuilder builder)
```

createJob

```
public FFmpegJob createJob (FFmpegBuilder builder, ProgressListener listener)
```

createTwoPassJob

```
public FFmpegJob createTwoPassJob (FFmpegBuilder builder)
```

Creates a two pass job, which will execute FFmpeg twice to produce a better quality output. More info: <https://trac.ffmpeg.org/wiki/x264EncodingGuide#twopass>

Parameters

- **builder** – The FFmpegBuilder

Returns A new two-pass FFmpegJob

2.4 FFmpegUtils

public final class **FFmpegUtils**
Helper class with commonly used methods

2.4.1 Fields

BITRATE_REGEX

static final `Pattern` **BITRATE_REGEX**

gson

static final `Gson` **gson**

2.4.2 Constructors

FFmpegUtils

FFmpegUtils ()

2.4.3 Methods

getGson

static `Gson` **getGson** ()

millisecondsToString

public static `String` **millisecondsToString** (long *milliseconds*)
Convert milliseconds to “hh:mm:ss.ms” String representation.

Parameters

- **milliseconds** – time duration in milliseconds

Returns time duration in human-readable format

parseBitrate

public static long **parseBitrate** (`String` *bitrate*)
Converts a string representation of bitrate to a long of bits per second

Parameters

- **bitrate** – in the form of 12.3kbits/s

Returns the bitrate in bits per second.

2.5 FFprobe

public class **FFprobe** extends *FFcommon*
Wrapper around FFprobe

Author bramp

2.5.1 Fields

DEFAULT_PATH

static final *String* **DEFAULT_PATH**

FFPROBE

static final *String* **FFPROBE**

LOG

static final *Logger* **LOG**

gson

static final *Gson* **gson**

2.5.2 Constructors

FFprobe

public **FFprobe** ()

FFprobe

public **FFprobe** (*ProcessFunction* runFunction)

FFprobe

public **FFprobe** (*String* path, *ProcessFunction* runFunction)

2.5.3 Methods

isFFprobe

public boolean **isFFprobe** ()

Returns true if the binary we are using is the true ffprobe. This is to avoid conflict with avprobe (from the libav project), that some symlink to ffprobe.

Throws

- **IOException** – If a I/O error occurs while executing ffprobe.

Returns true iff this is the official ffprobe binary.

probe

```
public FFmpegProbeResult probe (String mediaPath)
```

probe

```
public FFmpegProbeResult probe (String mediaPath, String userAgent)
```

run

```
public void run (List<String> args)
```

2.6 ProcessFunction

```
public interface ProcessFunction
```

Runs a process returning a Reader to its stdout

Author bramp

2.6.1 Methods

run

```
Process run (List<String> args)
```

2.7 RunProcessFunction

```
public class RunProcessFunction implements ProcessFunction
```

Simple function that creates a Process with the arguments, and returns a BufferedReader reading stdout

Author bramp

2.7.1 Fields

LOG

```
static final Logger LOG
```

2.7.2 Methods

run

```
public Process run (List<String> args)
```

net.bramp.ffmpeg.builder

3.1 FFmpegBuilder

```
public class FFmpegBuilder  
    Builds a ffmpeg command line  
    Author bramp
```

3.1.1 Fields

LOG

```
static final Logger LOG
```

extra_args

```
final List<String> extra_args
```

format

```
String format
```

inputProbes

```
final Map<String, FFmpegProbeResult> inputProbes
```

inputs

```
final List<String> inputs
```

outputs

```
final List<FFmpegOutputBuilder> outputs
```

override

boolean **override**

pass

int **pass**

pass_directory

String **pass_directory**

pass_prefix

String **pass_prefix**

progress

URI **progress**

read_at_native_frame_rate

boolean **read_at_native_frame_rate**

startOffset

Long **startOffset**

user_agent

String **user_agent**

verbosity

Verbosity **verbosity**

3.1.2 Methods

addExtraArgs

public *FFmpegBuilder* **addExtraArgs** (String... *values*)

Add additional output arguments (for flags which aren't currently supported).

Parameters

- **values** – The extra arguments.

Returns this

addInput

```
public FFmpegBuilder addInput (FFmpegProbeResult result)
```

addInput

```
public FFmpegBuilder addInput (String filename)
```

addOutput

```
public FFmpegOutputBuilder addOutput (String filename)
    Adds new output file.
```

Parameters

- **filename** – output file path

Returns A new *FFmpegOutputBuilder*

addOutput

```
public FFmpegOutputBuilder addOutput (URI uri)
    Adds new output file.
```

Parameters

- **uri** – output file uri typically a stream

Returns A new *FFmpegOutputBuilder*

addOutput

```
public FFmpegBuilder addOutput (FFmpegOutputBuilder output)
    Adds an existing FFmpegOutputBuilder. This is similar to calling the other addOutput methods but instead allows an existing FFmpegOutputBuilder to be used, and reused.
```

```
List<String> args = new FFmpegBuilder()
    .addOutput(new FFmpegOutputBuilder()
        .setFilename("output.flv")
        .setVideoCodec("flv")
    )
    .build();
```

Parameters

- **output** – FFmpegOutputBuilder to add

Returns this

addProgress

```
public FFmpegBuilder addProgress (URI uri)
```

addStdoutOutput

public *FFmpegOutputBuilder* **addStdoutOutput** ()
Create new output (to stdout)

Returns A new *FFmpegOutputBuilder*

build

public List<String> **build** ()

clearInputs

protected void **clearInputs** ()

getOverrideOutputFiles

public boolean **getOverrideOutputFiles** ()

overrideOutputFiles

public *FFmpegBuilder* **overrideOutputFiles** (boolean *override*)

readAtNativeFrameRate

public *FFmpegBuilder* **readAtNativeFrameRate** ()

setFormat

public *FFmpegBuilder* **setFormat** (String *format*)

setInput

public *FFmpegBuilder* **setInput** (*FFmpegProbeResult* *result*)

setInput

public *FFmpegBuilder* **setInput** (String *filename*)

setPass

public *FFmpegBuilder* **setPass** (int *pass*)

setPassDirectory

public *FFmpegBuilder* **setPassDirectory** (String *directory*)

setPassPrefix

```
public FFmpegBuilder setPassPrefix (String prefix)
```

setStartOffset

```
public FFmpegBuilder setStartOffset (long duration, TimeUnit units)
```

setUserAgent

```
public FFmpegBuilder setUserAgent (String userAgent)
```

setVerbosity

```
public FFmpegBuilder setVerbosity (Verbosity verbosity)
```

3.2 FFmpegBuilder.Strict

```
public enum Strict
```

3.2.1 Enum Constants

EXPERIMENTAL

```
public static final FFmpegBuilder.Strict EXPERIMENTAL
```

NORMAL

```
public static final FFmpegBuilder.Strict NORMAL
```

STRICT

```
public static final FFmpegBuilder.Strict STRICT
```

UNOFFICIAL

```
public static final FFmpegBuilder.Strict UNOFFICIAL
```

VERY

```
public static final FFmpegBuilder.Strict VERY
```

3.3 FFmpegBuilder.Verbose

public enum **Verbose**

Log level options: <https://ffmpeg.org/ffmpeg.html#Generic-options>

3.3.1 Enum Constants

DEBUG

public static final *FFmpegBuilder.Verbose* **DEBUG**

ERROR

public static final *FFmpegBuilder.Verbose* **ERROR**

FATAL

public static final *FFmpegBuilder.Verbose* **FATAL**

INFO

public static final *FFmpegBuilder.Verbose* **INFO**

PANIC

public static final *FFmpegBuilder.Verbose* **PANIC**

QUIET

public static final *FFmpegBuilder.Verbose* **QUIET**

VERBOSE

public static final *FFmpegBuilder.Verbose* **VERBOSE**

WARNING

public static final *FFmpegBuilder.Verbose* **WARNING**

3.4 FFmpegOutputBuilder

public class **FFmpegOutputBuilder**

Builds a representation of a single output/encoding setting

3.4.1 Fields

audio_bit_rate

public long **audio_bit_rate**

audio_bit_stream_filter

public `String` **audio_bit_stream_filter**

audio_channels

public int **audio_channels**

audio_codec

public `String` **audio_codec**

audio_enabled

public boolean **audio_enabled**

audio_quality

public `Integer` **audio_quality**

audio_sample_format

public `String` **audio_sample_format**

audio_sample_rate

public int **audio_sample_rate**

duration

public `Long` **duration**

extra_args

public final `List<String>` **extra_args**

filename

public `String` **filename**

Output filename or uri. Only one may be set

format

public String **format**

meta_tags

public final List<String> **meta_tags**

parent

final *FFmpegBuilder* **parent**

pass_padding_bitrate

public long **pass_padding_bitrate**

startOffset

public Long **startOffset**

strict

public *FFmpegBuilder.Strict* **strict**

subtitle_enabled

public boolean **subtitle_enabled**

targetSize

public long **targetSize**

throwWarnings

public boolean **throwWarnings**

uri

public URI **uri**

video_bit_rate

public long **video_bit_rate**

video_bit_stream_filter

```
public String video_bit_stream_filter
```

video_codec

```
public String video_codec
```

video_copyinkf

```
public boolean video_copyinkf
```

video_enabled

```
public boolean video_enabled
```

video_filter

```
public String video_filter
```

video_filter_complex

```
public String video_filter_complex
```

video_frame_rate

```
public Fraction video_frame_rate
```

video_frames

```
public Integer video_frames
```

video_height

```
public int video_height
```

video_movflags

```
public String video_movflags
```

video_pixel_format

```
public String video_pixel_format
```

video_preset

```
public String video_preset
```

video_quality

```
public Integer video_quality
```

video_size

```
public String video_size
```

video_width

```
public int video_width
```

3.4.2 Constructors

FFmpegOutputBuilder

```
public FFmpegOutputBuilder ()
```

FFmpegOutputBuilder

```
protected FFmpegOutputBuilder (FFmpegBuilder parent, String filename)
```

FFmpegOutputBuilder

```
protected FFmpegOutputBuilder (FFmpegBuilder parent, URI uri)
```

3.4.3 Methods

addExtraArgs

```
public FFmpegOutputBuilder addExtraArgs (String... values)
```

Add additional output arguments (for flags which aren't currently supported).

Parameters

- **values** – The extra arguments

Returns this

addMetaTag

public *FFmpegOutputBuilder* **addMetaTag** (*String* key, *String* value)

Add metadata on output streams. Which keys are possible depends on the used codec.

Parameters

- **key** – Metadata key, e.g. “comment”
- **value** – Value to set for key

Returns this

addMetaTag

public *FFmpegOutputBuilder* **addMetaTag** (*MetadataSpecifier* spec, *String* key, *String* value)

Add metadata on output streams. Which keys are possible depends on the used codec.

```
import static net.bramp.ffmpeg.builder.MetadataSpecifier.*;
import static net.bramp.ffmpeg.builder.StreamSpecifier.*;
import static net.bramp.ffmpeg.builder.StreamSpecifierType.*;

new FFmpegBuilder()
    .addMetaTag("title", "Movie Title") // Annotate whole file
    .addMetaTag(chapter(0), "author", "Bob") // Annotate first chapter
    .addMetaTag(program(0), "comment", "Awesome") // Annotate first program
    .addMetaTag(stream(0), "copyright", "Megacorp") // Annotate first stream
    .addMetaTag(stream(Video), "framerate", "24fps") // Annotate all video streams
    .addMetaTag(stream(Video, 0), "artist", "Joe") // Annotate first video stream
    .addMetaTag(stream(Audio, 0), "language", "eng") // Annotate first audio stream
    .addMetaTag(stream(Subtitle, 0), "language", "fre") // Annotate first subtitle stream
    .addMetaTag(usable(), "year", "2010") // Annotate all streams with a usable configuration
```

```
assertThat(global().spec(), is("g"));
assertThat(chapter(1).spec(), is("c:1"));
assertThat(program(1).spec(), is("p:1"));
assertThat(stream(1).spec(), is("s:1"));
assertThat(stream(id(1)).spec(), is("s:i:1"));
```

Parameters

- **spec** – Metadata specifier, e.g *MetadataSpec.stream(Audio, 0)*
- **key** – Metadata key, e.g. “comment”
- **value** – Value to set for key

Returns this

build

protected *List<String>* **build** (*int* pass)

build

protected *List<String>* **build** (*FFmpegBuilder* parent, *int* pass)

Builds the arguments

Parameters

- **parent** – The parent *FFmpegBuilder*

- **pass** – The particular pass. For one-pass this value will be zero, for multi-pass, it will be 1 for the first pass, 2 for the second, and so on.

Returns The arguments

buildOptions

public *EncodingOptions* **buildOptions** ()

Returns a representation of this Builder that can be safely serialised. NOTE: This method is horribly out of date, and its use should be rethought.

Returns A new EncodingOptions capturing this Builder's state

checkValidStream

public static *URI* **checkValidStream** (*URI uri*)

Checks if the URI is valid for streaming to

Parameters

- **uri** – The URI to check

Throws

- *IllegalArgumentException* – if the URI is not valid.

Returns The passed in URI if it is valid

disableAudio

public *FFmpegOutputBuilder* **disableAudio** ()

disableSubtitle

public *FFmpegOutputBuilder* **disableSubtitle** ()

disableVideo

public *FFmpegOutputBuilder* **disableVideo** ()

done

public *FFmpegBuilder* **done** ()

Finished with this output

Returns the parent FFmpegBuilder

getFilename

public *String* **getFilename** ()

getUri

public URI **getUri** ()

isValidSize

protected static boolean **isValidSize** (int *widthOrHeight*)

setAudioBitDepth

public *FFmpegOutputBuilder* **setAudioBitDepth** (String *bit_depth*)
Sets the audio bit depth.

Parameters

- **bit_depth** – The sample format, one of the `net.bramp.ffmpeg.FFmpeg#AUDIO_DEPTH_*` constants.

Returns this

See also: `net.bramp.ffmpeg.FFmpeg.AUDIO_DEPTH_U8`, `net.bramp.ffmpeg.FFmpeg.AUDIO_DEPTH_S16`, `net.bramp.ffmpeg.FFmpeg.AUDIO_DEPTH_S32`, `net.bramp.ffmpeg.FFmpeg.AUDIO_DEPTH_FLT`, `net.bramp.ffmpeg.FFmpeg.AUDIO_DEPTH_DBL`

setAudioBitRate

public *FFmpegOutputBuilder* **setAudioBitRate** (long *bit_rate*)
Sets the Audio bit rate

Parameters

- **bit_rate** – Audio bitrate in bits per second.

Returns this

setAudioBitStreamFilter

public *FFmpegOutputBuilder* **setAudioBitStreamFilter** (String *filter*)

setAudioChannels

public *FFmpegOutputBuilder* **setAudioChannels** (int *channels*)
Sets the number of audio channels

Parameters

- **channels** – Number of channels

Returns this

See also: `net.bramp.ffmpeg.FFmpeg.AUDIO_MONO`, `net.bramp.ffmpeg.FFmpeg.AUDIO_STEREO`

setAudioCodec

public *FFmpegOutputBuilder* **setAudioCodec** (String *codec*)

setAudioQuality

public *FFmpegOutputBuilder* **setAudioQuality** (int *quality*)

setAudioSampleFormat

public *FFmpegOutputBuilder* **setAudioSampleFormat** (String *sample_format*)
Sets the audio sample format.

Parameters

- **sample_format** – The sample format, one of the `net.bramp.ffmpeg.FFmpeg#AUDIO_FORMAT_*` constants.

Returns this

See also: `net.bramp.ffmpeg.FFmpeg.AUDIO_FORMAT_U8`, `net.bramp.ffmpeg.FFmpeg.AUDIO_FORMAT_S16`, `net.bramp.ffmpeg.FFmpeg.AUDIO_FORMAT_S32`, `net.bramp.ffmpeg.FFmpeg.AUDIO_FORMAT_FLT`, `net.bramp.ffmpeg.FFmpeg.AUDIO_FORMAT_DBL`

setAudioSampleRate

public *FFmpegOutputBuilder* **setAudioSampleRate** (int *sample_rate*)
Sets the Audio sample rate, for example 44_000.

Parameters

- **sample_rate** – Samples measured in Hz

Returns this

See also: `net.bramp.ffmpeg.FFmpeg.AUDIO_SAMPLE_8000`, `net.bramp.ffmpeg.FFmpeg.AUDIO_SAMPLE_12000`, `net.bramp.ffmpeg.FFmpeg.AUDIO_SAMPLE_16000`, `net.bramp.ffmpeg.FFmpeg.AUDIO_SAMPLE_22050`, `net.bramp.ffmpeg.FFmpeg.AUDIO_SAMPLE_32000`, `net.bramp.ffmpeg.FFmpeg.AUDIO_SAMPLE_44100`, `net.bramp.ffmpeg.FFmpeg.AUDIO_SAMPLE_48000`, `net.bramp.ffmpeg.FFmpeg.AUDIO_SAMPLE_96000`

setComplexVideoFilter

public *FFmpegOutputBuilder* **setComplexVideoFilter** (String *filter*)

setDuration

public *FFmpegOutputBuilder* **setDuration** (long *duration*, *TimeUnit units*)
Stop writing the output after duration is reached.

Parameters

- **duration** – The duration
- **units** – The units the duration is in

Returns this

setFilename

```
public FFmpegOutputBuilder setFilename (String filename)
```

setFormat

```
public FFmpegOutputBuilder setFormat (String format)
```

setFrames

```
public FFmpegOutputBuilder setFrames (int frames)  
    Set the number of video frames to record.
```

Parameters

- **frames** – The number of frames

Returns this

setPassPaddingBitrate

```
public FFmpegOutputBuilder setPassPaddingBitrate (long bitrate)  
    When doing multi-pass we add a little extra padding, to ensure we reach our target
```

Parameters

- **bitrate** – bit rate

Returns this

setStartOffset

```
public FFmpegOutputBuilder setStartOffset (long offset, TimeUnit units)  
    Decodes but discards input until the offset.
```

Parameters

- **offset** – The offset
- **units** – The units the offset is in

Returns this

setStrict

```
public FFmpegOutputBuilder setStrict (FFmpegBuilder.Strict strict)
```

setTargetSize

```
public FFmpegOutputBuilder setTargetSize (long targetSize)  
    Target output file size (in bytes)
```

Parameters

- **targetSize** – The target size in bytes

Returns this

setUri

```
public FFmpegOutputBuilder setUri (URI uri)
```

setVideoBitRate

```
public FFmpegOutputBuilder setVideoBitRate (long bit_rate)
```

setVideoBitStreamFilter

```
public FFmpegOutputBuilder setVideoBitStreamFilter (String filter)
```

setVideoCodec

```
public FFmpegOutputBuilder setVideoCodec (String codec)
```

setVideoCopyInkf

```
public FFmpegOutputBuilder setVideoCopyInkf (boolean copyinkf)
```

setVideoFilter

```
public FFmpegOutputBuilder setVideoFilter (String filter)
```

Sets Video Filter TODO Build a fluent Filter builder

Parameters

- **filter** – The video filter.

Returns this

setVideoFrameRate

```
public FFmpegOutputBuilder setVideoFrameRate (Fraction frame_rate)
```

Sets the video's frame rate

Parameters

- **frame_rate** – Frames per second

Returns this

See also: `net.bramp.ffmpeg.FFmpeg.FPS_30`, `net.bramp.ffmpeg.FFmpeg.FPS_29_97`,
`net.bramp.ffmpeg.FFmpeg.FPS_24`, `net.bramp.ffmpeg.FFmpeg.FPS_23_976`

setVideoFrameRate

```
public FFmpegOutputBuilder setVideoFrameRate (int frames, int per)
```

Set the video frame rate in terms of frames per interval. For example 24fps would be 24/1, however NTSC TV at 23.976fps would be 24000 per 1001.

Parameters

- **frames** – The number of frames within the given seconds

- **per** – The number of seconds

Returns this

setVideoFrameRate

public *FFmpegOutputBuilder* **setVideoFrameRate** (double *frame_rate*)

setVideoHeight

public *FFmpegOutputBuilder* **setVideoHeight** (int *height*)

setVideoMovFlags

public *FFmpegOutputBuilder* **setVideoMovFlags** (*String* *movflags*)

setVideoPixelFormat

public *FFmpegOutputBuilder* **setVideoPixelFormat** (*String* *format*)

setVideoPreset

public *FFmpegOutputBuilder* **setVideoPreset** (*String* *preset*)

setVideoQuality

public *FFmpegOutputBuilder* **setVideoQuality** (int *quality*)

setVideoResolution

public *FFmpegOutputBuilder* **setVideoResolution** (int *width*, int *height*)

setVideoResolution

public *FFmpegOutputBuilder* **setVideoResolution** (*String* *abbreviation*)

Sets video resolution based on an abbreviation, e.g. “ntsc” for 720x480, or “vga” for 640x480

Parameters

- **abbreviation** – The abbreviation size. No validation is done, instead the value is passed as is to ffmpeg.

Returns this

See also: [ffmpeg video size](#)

setVideoWidth

public *FFmpegOutputBuilder* **setVideoWidth** (int *width*)

useOptions

```
public FFmpegOutputBuilder useOptions (EncodingOptions opts)
```

useOptions

```
public FFmpegOutputBuilder useOptions (MainEncodingOptions opts)
```

useOptions

```
public FFmpegOutputBuilder useOptions (AudioEncodingOptions opts)
```

useOptions

```
public FFmpegOutputBuilder useOptions (VideoEncodingOptions opts)
```

3.5 MetadataSpecifier

```
public class MetadataSpecifier
```

```
    Metadata spec, as described in the “map_metadata” section of https://www.ffmpeg.org/ffmpeg-all.html#Main-options
```

3.5.1 Fields

spec

```
final String spec
```

3.5.2 Methods

chapter

```
public static MetadataSpecifier chapter (int index)
```

checkValidKey

```
public static String checkValidKey (String key)
```

global

```
public static MetadataSpecifier global ()
```

program

```
public static MetadataSpecifier program (int index)
```


spec

```
public String spec ()
```

stream

```
public static MetadataSpecifier stream (int index)
```

stream

```
public static MetadataSpecifier stream (StreamSpecifierType type)
```

stream

```
public static MetadataSpecifier stream (StreamSpecifierType stream_type, int stream_index)
```

stream

```
public static MetadataSpecifier stream (StreamSpecifier spec)
```

3.6 StreamSpecifier

```
public class StreamSpecifier  
    https://ffmpeg.org/ffmpeg.html#Stream-specifiers
```

3.6.1 Fields

spec

```
final String spec
```

3.6.2 Methods

id

```
public static StreamSpecifier id (int stream_id)  
    Match the stream by stream id (e.g. PID in MPEG-TS container).
```

Parameters

- **stream_id** – The stream id

Returns A new StreamSpecifier

program

public static *StreamSpecifier* **program** (int *program_id*)
Matches all streams in the program.

Parameters

- **program_id** – The program id

Returns A new StreamSpecifier

program

public static *StreamSpecifier* **program** (int *program_id*, int *stream_index*)
Matches the stream with number *stream_index* in the program with the id *program_id*.

Parameters

- **program_id** – The program id
- **stream_index** – The stream index

Returns A new StreamSpecifier

spec

public String **spec** ()

stream

public static *StreamSpecifier* **stream** (int *index*)
Matches the stream with this index.

Parameters

- **index** – The stream index

Returns A new StreamSpecifier

stream

public static *StreamSpecifier* **stream** (*StreamSpecifierType* *type*)
Matches all streams of this type.

Parameters

- **type** – The stream type

Returns A new StreamSpecifier

stream

public static *StreamSpecifier* **stream** (*StreamSpecifierType* *type*, int *index*)
Matches the stream number *stream_index* of this type.

Parameters

- **type** – The stream type

- **index** – The stream index

Returns A new StreamSpecifier

tag

public static *StreamSpecifier* **tag** (*String key*)

Matches all streams with the given metadata tag.

Parameters

- **key** – The metadata tag

Returns A new StreamSpecifier

tag

public static *StreamSpecifier* **tag** (*String key*, *String value*)

Matches streams with the metadata tag key having the specified value.

Parameters

- **key** – The metadata tag
- **value** – The metadata's value

Returns A new StreamSpecifier

usable

public static *StreamSpecifier* **usable** ()

Matches streams with usable configuration, the codec must be defined and the essential information such as video dimension or audio sample rate must be present.

Returns A new StreamSpecifier

3.7 StreamSpecifierType

public enum **StreamSpecifierType**

3.7.1 Enum Constants

Attachment

public static final *StreamSpecifierType* **Attachment**

Attachment

Audio

public static final *StreamSpecifierType* **Audio**

Audio

Data

public static final *StreamSpecifierType* **Data**
Data

PureVideo

public static final *StreamSpecifierType* **PureVideo**
Video streams which are not attached pictures, video thumbnails or cover arts.

Subtitle

public static final *StreamSpecifierType* **Subtitle**
Subtitles

Video

public static final *StreamSpecifierType* **Video**
Video

net.bramp ffmpeg.gson

4.1 LowercaseEnumTypeAdapterFactory

public class **LowercaseEnumTypeAdapterFactory** implements TypeAdapterFactory
Taken from: `TypeAdapterFactory`

4.1.1 Methods

create

public <T> TypeAdapter<T> **create** (Gson gson, TypeToken<T> type)

4.2 NamedBitsetAdapter

public class **NamedBitsetAdapter**<T> extends TypeAdapter<T>
Converts a json object which represents a set of booleans. For example:

```
public class Set {
    public boolean a = true;
    public boolean b = false;
    public int c = 1;
    public int d = 0;
}
```

is turned into:

```
{
  "a": true,
  "b": false,
  "c": true,
  "d": false
}
```

4.2.1 Fields

clazz

final Class<T> **clazz**

4.2.2 Constructors

NamedBitsetAdapter

```
public NamedBitsetAdapter (Class<T> clazz)
```

4.2.3 Methods

read

```
public T read (JsonReader reader)
```

readBoolean

```
protected Optional<Boolean> readBoolean (JsonReader reader)
```

setField

```
protected void setField (T target, String name, boolean value)
```

write

```
public void write (JsonWriter writer, T value)
```

net.bramp.ffmpeg.info

5.1 Codec

```
public class Codec  
    Information about supported Codecs  
    Author bramp
```

5.1.1 Fields

canDecode

```
final boolean canDecode  
    Can I decode with this codec
```

canEncode

```
final boolean canEncode  
    Can I encode with this codec
```

longName

```
final String longName
```

name

```
final String name
```

type

```
final Type type  
    What type of codec is this
```

5.1.2 Constructors

Codec

public **Codec** (*String name*, *String longName*, *String flags*)

5.1.3 Methods

equals

public boolean **equals** (*Object obj*)

getCanDecode

public boolean **getCanDecode** ()

getCanEncode

public boolean **getCanEncode** ()

getLongName

public *String* **getLongName** ()

getName

public *String* **getName** ()

getType

public *Type* **getType** ()

hashCode

public int **hashCode** ()

toString

public *String* **toString** ()

5.2 Codec.Type

enum **Type**

5.2.1 Enum Constants

AUDIO

public static final *Codec.Type* **AUDIO**

SUBTITLE

public static final *Codec.Type* **SUBTITLE**

VIDEO

public static final *Codec.Type* **VIDEO**

5.3 Format

public class **Format**
Information about supported Format
Author bramp

5.3.1 Fields

canDemux

final boolean **canDemux**

canMux

final boolean **canMux**

longName

final *String* **longName**

name

final *String* **name**

5.3.2 Constructors

Format

public **Format** (*String name*, *String longName*, *String flags*)

5.3.3 Methods

equals

public boolean **equals** (*Object obj*)

getCanDemux

public boolean **getCanDemux** ()

getCanMux

public boolean **getCanMux** ()

getLongName

public *String* **getLongName** ()

getName

public *String* **getName** ()

hashCode

public int **hashCode** ()

toString

public *String* **toString** ()

net.bramp.ffmpeg.io

6.1 CRC32InputStream

public class **CRC32InputStream** extends `FilterInputStream`

Calculates the CRC32 for all bytes read through the input stream. Using the `java.util.zip.CRC32` class to calculate the checksum.

6.1.1 Fields

crc

final `CRC32` **crc**

6.1.2 Constructors

CRC32InputStream

public **CRC32InputStream** (`InputStream in`)

6.1.3 Methods

getValue

public long **getValue** ()

mark

public synchronized void **mark** (int *readlimit*)

markSupported

public boolean **markSupported** ()

read

public int **read** ()

read

public int **read** (byte[] *b*)

read

public int **read** (byte[] *b*, int *off*, int *len*)

reset

public synchronized void **reset** ()

resetCrc

public void **resetCrc** ()

skip

public long **skip** (long *n*)

6.2 LoggingFilterReader

public class **LoggingFilterReader** extends [FilterReader](#)
Wraps a Reader, and logs full lines of input as it is read.

Author bramp

6.2.1 Fields

LOG_CHAR

static final char **LOG_CHAR**

buffer

final [StringBuilder](#) **buffer**

logger

final [Logger](#) **logger**

6.2.2 Constructors

LoggingFilterReader

```
public LoggingFilterReader (Reader in, Logger logger)
```

6.2.3 Methods

log

```
protected void log ()
```

read

```
public int read (char[] cbuf, int off, int len)
```

read

```
public int read ()
```

6.3 ProcessUtils

```
public final class ProcessUtils
```

```
    Author bramp
```

6.3.1 Methods

waitForWithTimeout

```
public static int waitForWithTimeout (Process p, long timeout, TimeUnit unit)
```

Waits until a process finishes or a timeout occurs

Parameters

- **p** – process
- **timeout** – timeout in given unit
- **unit** – time unit

Throws

- **TimeoutException** – if a timeout occurs

Returns the process exit value

net.bramp ffmpeg.job

7.1 FFmpegJob

public abstract class **FFmpegJob** implements `Runnable`

Author bramp

7.1.1 Fields

ffmpeg

final *FFmpeg* **ffmpeg**

listener

final *ProgressListener* **listener**

state

State **state**

7.1.2 Constructors

FFmpegJob

public **FFmpegJob** (*FFmpeg* *ffmpeg*)

FFmpegJob

public **FFmpegJob** (*FFmpeg* *ffmpeg*, *ProgressListener* *listener*)

7.1.3 Methods

getState

```
public State getState ()
```

7.2 FFmpegJob.State

```
public enum State
```

7.2.1 Enum Constants

FAILED

```
public static final FFmpegJob.State FAILED
```

FINISHED

```
public static final FFmpegJob.State FINISHED
```

RUNNING

```
public static final FFmpegJob.State RUNNING
```

WAITING

```
public static final FFmpegJob.State WAITING
```

7.3 SinglePassFFmpegJob

```
public class SinglePassFFmpegJob extends FFmpegJob
```

7.3.1 Fields

builder

```
public final FFmpegBuilder builder
```

7.3.2 Constructors

SinglePassFFmpegJob

```
public SinglePassFFmpegJob (FFmpeg ffmpeg, FFmpegBuilder builder)
```


SinglePassFFmpegJob

```
public SinglePassFFmpegJob (FFmpeg ffmpeg, FFmpegBuilder builder, ProgressListener listener)
```

7.3.3 Methods

run

```
public void run ()
```

7.4 TwoPassFFmpegJob

```
public class TwoPassFFmpegJob extends FFmpegJob
```

7.4.1 Fields

builder

```
final FFmpegBuilder builder
```

passlogPrefix

```
final String passlogPrefix
```

7.4.2 Constructors

TwoPassFFmpegJob

```
public TwoPassFFmpegJob (FFmpeg ffmpeg, FFmpegBuilder builder)
```

TwoPassFFmpegJob

```
public TwoPassFFmpegJob (FFmpeg ffmpeg, FFmpegBuilder builder, ProgressListener listener)
```

7.4.3 Methods

deletePassLog

```
protected void deletePassLog ()
```

run

```
public void run ()
```

net.bramp.ffmpeg.modelmapper

8.1 Mapper

public class **Mapper**
Copies values from one type of object to another
Author bramp

8.1.1 Methods

map

public static void **map** (*MainEncodingOptions* *opts*, *FFmpegOutputBuilder* *dest*)

map

public static void **map** (*AudioEncodingOptions* *opts*, *FFmpegOutputBuilder* *dest*)

map

public static void **map** (*VideoEncodingOptions* *opts*, *FFmpegOutputBuilder* *dest*)

map

public static void **map** (*EncodingOptions* *opts*, *FFmpegOutputBuilder* *dest*)

8.2 Mapper.AudioWrapper

static class **AudioWrapper**
Simple wrapper object, to inject the word “audio” in the property name

8.2.1 Fields

audio

public final *AudioEncodingOptions* **audio**

8.2.2 Constructors

AudioWrapper

AudioWrapper (*AudioEncodingOptions* audio)

8.3 Mapper.VideoWrapper

static class **VideoWrapper**

Simple wrapper object, to inject the word “video” in the property name

8.3.1 Fields

video

public final *VideoEncodingOptions* **video**

8.3.2 Constructors

VideoWrapper

VideoWrapper (*VideoEncodingOptions* video)

8.4 NotDefaultCondition

public class **NotDefaultCondition**<S, D> implements Condition<S, D>

Only maps properties which are not their type’s default value.

Author bramp

Parameters

- <S> – source type
- <D> – destination type

8.4.1 Fields

notDefault

public static final *NotDefaultCondition* **notDefault**

8.4.2 Methods

applies

public boolean **applies** (MappingContext<S, D> *context*)

9.1 Frame

```
public class Frame  
    A video or audio frame
```

9.1.1 Fields

FLAG_CHECKSUM

```
static final long FLAG_CHECKSUM
```

FLAG_CODED

```
static final long FLAG_CODED
```

FLAG_CODED_PTS

```
static final long FLAG_CODED_PTS
```

FLAG_EOR

```
static final long FLAG_EOR
```

FLAG_HEADER_IDX

```
static final long FLAG_HEADER_IDX
```

FLAG_INVALID

```
static final long FLAG_INVALID
```

FLAG_KEY

static final long **FLAG_KEY**

FLAG_MATCH_TIME

static final long **FLAG_MATCH_TIME**

FLAG_RESERVED

static final long **FLAG_RESERVED**

FLAG_SIZE_MSB

static final long **FLAG_SIZE_MSB**

FLAG_SM_DATA

static final long **FLAG_SM_DATA**

FLAG_STREAM_ID

static final long **FLAG_STREAM_ID**

data

byte[] **data**

flags

long **flags**

metaData

Map<String, Object> **metaData**

pts

long **pts**

sideData

Map<String, Object> **sideData**

stream

Stream **stream**

9.1.2 Methods

read

public void **read** (*NutReader nut, NutDataInputStream in, int code*)

readMetaData

protected Map<String, Object> **readMetaData** (*NutDataInputStream in*)

toString

public String **toString** ()

9.2 FrameCode

public class **FrameCode**

9.2.1 Fields

dataSizeLsb

int **dataSizeLsb**

dataSizeMul

int **dataSizeMul**

flags

long **flags**

headerIdx

int **headerIdx**

matchTimeDelta

long **matchTimeDelta**

ptsDelta

long **ptsDelta**

reservedCount

int **reservedCount**

streamId

int **streamId**

9.2.2 Methods

toString

public *String* **toString** ()

9.3 IndexPacket

public class **IndexPacket**

9.4 InfoPacket

public class **InfoPacket**

9.5 MainHeaderPacket

class **MainHeaderPacket** extends *Packet*

9.5.1 Fields

BROADCAST_MODE

public static final int **BROADCAST_MODE**

elision

final *List*<*byte*[]> **elision**

flags

long **flags**

frameCodes

```
final List<FrameCode> frameCodes
```

maxDistance

```
long maxDistance
```

minorVersion

```
long minorVersion
```

streamCount

```
int streamCount
```

timeBase

```
Fraction[] timeBase
```

version

```
long version
```

9.5.2 Constructors

MainHeaderPacket

```
public MainHeaderPacket ()
```

9.5.3 Methods

readBody

```
protected void readBody (NutDataInputStream in)
```

toString

```
public String toString ()
```

9.6 NutDataInputStream

```
public class NutDataInputStream implements DataInput  
    A DataInputStream that implements a couple of custom FFmpeg Nut datatypes.
```

9.6.1 Fields

count

final CountingInputStream **count**

crc

final *CRC32InputStream* **crc**

endCrcRange

long **endCrcRange**

in

final DataInputStream **in**

startCrcRange

long **startCrcRange**

9.6.2 Constructors

NutDataInputStream

public **NutDataInputStream** (InputStream *in*)

9.6.3 Methods

getCRC

public long **getCRC** ()

offset

public long **offset** ()

readBoolean

public boolean **readBoolean** ()

readByte

public byte **readByte** ()

readChar

```
public char readChar ()
```

readDouble

```
public double readDouble ()
```

readFloat

```
public float readFloat ()
```

readFully

```
public void readFully (byte[] b)
```

readFully

```
public void readFully (byte[] b, int off, int len)
```

readInt

```
public int readInt ()
```

readLine

```
public String readLine ()
```

readLong

```
public long readLong ()
```

readShort

```
public short readShort ()
```

readSignedVarInt

```
public long readSignedVarInt ()
```

readStartCode

```
public long readStartCode ()
```

readUTF

```
public String readUTF ()
```

readUnsignedByte

```
public int readUnsignedByte ()
```

readUnsignedShort

```
public int readUnsignedShort ()
```

readVarArray

```
public byte[] readVarArray ()
```

readVarInt

```
public int readVarInt ()
```

readVarLong

```
public long readVarLong ()
```

resetCRC

```
public void resetCRC ()
```

skipBytes

```
public int skipBytes (int n)
```

9.7 NutReader

```
public class NutReader
```

Demuxer for the FFmpeg Nut file format. Lots of things not implemented, startcode searching, crc checks, etc

See also: <https://www.ffmpeg.org/~michael/nut.txt>,
<https://github.com/FFmpeg/FFmpeg/blob/master/libavformat/nutdec.c>

9.7.1 Fields

HEADER

```
static final byte[] HEADER
```

header

```
public MainHeaderPacket header
```

in

```
final NutDataInputStream in
```

listener

```
final NutReaderListener listener
```

streams

```
public final List<Stream> streams
```

9.7.2 Constructors

NutReader

```
public NutReader (InputStream in, NutReaderListener listener)
```

9.7.3 Methods

isKnownStartcode

```
public static boolean isKnownStartcode (long startcode)
```

read

```
public void read ()
```

Demux the inputstream

Throws

- **IOException** – If a I/O error occurs

readFileId

```
protected void readFileId ()
```

Read the magic at the beginning of the file.

Throws

- **IOException** – If a I/O error occurs

readReservedHeaders

protected long **readReservedHeaders** ()

Read headers we don't know how to parse yet, returning the next startcode.

Throws

- **IOException** – If a I/O error occurs

Returns The next startcode

9.8 NutReaderListener

public interface **NutReaderListener**

9.8.1 Methods

frame

void **frame** (*Frame frame*)

Executes when a new frame is found.

Parameters

- **frame** – A single Frame

stream

void **stream** (*Stream stream*)

Executes when a new stream is found.

Parameters

- **stream** – The stream

9.9 Packet

public class **Packet**

9.9.1 Fields

LOG

static final Logger **LOG**

footer

public final *PacketFooter* **footer**

header

public final *PacketHeader* **header**

9.9.2 Methods**read**

public void **read** (*NutDataInputStream in*, long *startcode*)

readBody

protected void **readBody** (*NutDataInputStream in*)

seekToPacketFooter

public void **seekToPacketFooter** (*NutDataInputStream in*)

toString

public String **toString** ()

9.10 Packet.Startcode

public enum **Startcode**

9.10.1 Enum Constants**INDEX**

public static final *Packet.Startcode* **INDEX**

INFO

public static final *Packet.Startcode* **INFO**

MAIN

public static final *Packet.Startcode* **MAIN**

STREAM

public static final *Packet.Startcode* **STREAM**

SYNCPOINT

public static final *Packet.Startcode* **SYNCPOINT**

9.11 PacketFooter

class **PacketFooter**

9.11.1 Fields

checksum

int **checksum**

9.11.2 Methods

read

public void **read** (*NutDataInputStream in*)

toString

public *String* **toString** ()

9.12 PacketHeader

class **PacketHeader**

9.12.1 Fields

checksum

int **checksum**

end

long **end**

forwardPtr

long **forwardPtr**

startcode

long **startcode**

9.12.2 Methods

read

public void **read** (*NutDataInputStream in*, long *startcode*)

toString

public *String* **toString** ()

9.13 RawHandler

public class **RawHandler**

9.13.1 Methods

streamToAudioFormat

public static *AudioFormat* **streamToAudioFormat** (*StreamHeaderPacket header*)

Parses a FourCC into a AudioEncoding based on the following rules: “ALAW” = A-LAW “ULAW” = MU-LAW
 P[type][interleaving][bits] = little-endian PCM [bits][interleaving][type]P = big-endian PCM Where: [type] is
 S for signed integer, U for unsigned integer, F for IEEE float [interleaving] is D for default, P is for planar.
 [bits] is 8/16/24/32

Parameters

- **header** – The stream’s header.

Returns The AudioFormat matching this header.

toAudioInputStream

public static *AudioInputStream* **toAudioInputStream** (*Frame frame*)

toBufferedImage

public static *BufferedImage* **toBufferedImage** (*Frame frame*)

9.14 Stream

public class **Stream**

9.14.1 Fields

header

final *StreamHeaderPacket* **header**

last_pts

long **last_pts**

timeBase

final Fraction **timeBase**

9.14.2 Constructors

Stream

public **Stream**(*MainHeaderPacket header*, *StreamHeaderPacket streamHeader*)

9.15 StreamHeaderPacket

class **StreamHeaderPacket** extends *Packet*

9.15.1 Fields

AUDIO

public static final int **AUDIO**

SUBTITLE

public static final int **SUBTITLE**

USER_DATA

public static final int **USER_DATA**

VIDEO

public static final int **VIDEO**

channels

int **channels**

codecSpecificData

byte[] **codecSpecificData**

colorspaceType

long **colorspaceType**

decodeDelay

long **decodeDelay**

flags

long **flags**

fourcc

byte[] **fourcc**

height

int **height**

id

int **id**

maxPtsDistance

int **maxPtsDistance**

msbPtsShift

int **msbPtsShift**

sampleHeight

int **sampleHeight**

sampleRate

Fraction **sampleRate**

sampleWidth

int **sampleWidth**

timeBaseId

int **timeBaseId**

type

long **type**

width

int **width**

9.15.2 Methods

readBody

protected void **readBody** (*NutDataInputStream in*)

toString

public String **toString** ()

9.16 SyncPointPacket

public class **SyncPointPacket**

net.bramp.ffmpeg.options

10.1 AudioEncodingOptions

```
public class AudioEncodingOptions
```

```
    Encoding options for audio
```

```
    Author bramp
```

10.1.1 Fields

bit_rate

```
public final long bit_rate
```

channels

```
public final int channels
```

codec

```
public final String codec
```

enabled

```
public final boolean enabled
```

quality

```
public final Integer quality
```

sample_format

```
public final String sample_format
```

sample_rate

public final int **sample_rate**

10.1.2 Constructors

AudioEncodingOptions

public **AudioEncodingOptions** (boolean *enabled*, String *codec*, int *channels*, int *sample_rate*, String *sample_format*, long *bit_rate*, Integer *quality*)

10.2 EncodingOptions

public class **EncodingOptions**

Author bramp

10.2.1 Fields

audio

public final *AudioEncodingOptions* **audio**

main

public final *MainEncodingOptions* **main**

video

public final *VideoEncodingOptions* **video**

10.2.2 Constructors

EncodingOptions

public **EncodingOptions** (*MainEncodingOptions* *main*, *AudioEncodingOptions* *audio*, *VideoEncodingOptions* *video*)

10.2.3 Methods

getAudio

public *AudioEncodingOptions* **getAudio** ()

getMain

public *MainEncodingOptions* **getMain** ()

getVideo

```
public VideoEncodingOptions getVideo ()
```

10.3 MainEncodingOptions

```
public class MainEncodingOptions
```

```
    Author bramp
```

10.3.1 Fields

duration

```
public final Long duration
```

format

```
public final String format
```

startOffset

```
public final Long startOffset
```

10.3.2 Constructors

MainEncodingOptions

```
public MainEncodingOptions (String format, Long startOffset, Long duration)
```

10.4 VideoEncodingOptions

```
public class VideoEncodingOptions
```

```
    Encoding options for video
```

```
    Author bramp
```

10.4.1 Fields

bit_rate

```
public final long bit_rate
```

codec

```
public final String codec
```

enabled

public final boolean **enabled**

filter

public final String **filter**

frame_rate

public final Fraction **frame_rate**

frames

public final Integer **frames**

height

public final int **height**

preset

public final String **preset**

width

public final int **width**

10.4.2 Constructors

VideoEncodingOptions

public **VideoEncodingOptions** (boolean *enabled*, String *codec*, Fraction *frame_rate*, int *width*, int *height*, long *bit_rate*, Integer *frames*, String *filter*, String *preset*)

net.bramp.ffmpeg.probe

11.1 FFmpegDisposition

```
public class FFmpegDisposition  
    Represents the AV_DISPOSITION_* fields
```

11.1.1 Fields

_default

```
public boolean _default
```

attached_pic

```
public boolean attached_pic
```

captions

```
public boolean captions
```

clean_effects

```
public boolean clean_effects
```

comment

```
public boolean comment
```

descriptions

```
public boolean descriptions
```

dub

public boolean **dub**

forced

public boolean **forced**

hearing_impaired

public boolean **hearing_impaired**

karaoke

public boolean **karaoke**

lyrics

public boolean **lyrics**

metadata

public boolean **metadata**

original

public boolean **original**

visual_impaired

public boolean **visual_impaired**

11.2 FFmpegError

public class **FFmpegError**

11.2.1 Fields

code

public int **code**

string

public **String** **string**

11.3 FFmpegFormat

```
public class FFmpegFormat
```

11.3.1 Fields

bit_rate

```
public long bit_rate  
    Bitrate
```

duration

```
public double duration  
    Duration in seconds
```

filename

```
public String filename
```

format_long_name

```
public String format_long_name
```

format_name

```
public String format_name
```

nb_programs

```
public int nb_programs
```

nb_streams

```
public int nb_streams
```

probe_score

```
public int probe_score
```

size

```
public long size  
    File size in bytes
```

start_time

public double **start_time**

tags

public Map<String, String> **tags**

11.4 FFmpegProbeResult

public class **FFmpegProbeResult**
 TODO Make this immutable

11.4.1 Fields

error

public *FFmpegError* **error**

format

public *FFmpegFormat* **format**

streams

public List<*FFmpegStream*> **streams**

11.4.2 Methods

getError

public *FFmpegError* **getError** ()

getFormat

public *FFmpegFormat* **getFormat** ()

getStreams

public List<*FFmpegStream*> **getStreams** ()

hasError

public boolean **hasError** ()

11.5 FFmpegStream

```
public class FFmpegStream
```

11.5.1 Fields

avg_frame_rate

```
public Fraction avg_frame_rate
```

bit_rate

```
public long bit_rate
```

bits_per_raw_sample

```
public int bits_per_raw_sample
```

bits_per_sample

```
public int bits_per_sample
```

channel_layout

```
public String channel_layout
```

channels

```
public int channels
```

chroma_location

```
public String chroma_location
```

codec_long_name

```
public String codec_long_name
```

codec_name

```
public String codec_name
```

codec_tag

```
public String codec_tag
```

codec_tag_string

public String **codec_tag_string**

codec_time_base

public Fraction **codec_time_base**

codec_type

public *CodecType* **codec_type**

display_aspect_ratio

public String **display_aspect_ratio**

disposition

public *FFmpegDisposition* **disposition**

duration

public double **duration**

duration_ts

public long **duration_ts**

has_b_frames

public int **has_b_frames**

index

public int **index**

is_avc

public String **is_avc**

level

public int **level**

max_bit_rate

public long **max_bit_rate**

nal_length_size

public String **nal_length_size**

nb_frames

public long **nb_frames**

pix_fmt

public String **pix_fmt**

profile

public String **profile**

r_frame_rate

public Fraction **r_frame_rate**

refs

public int **refs**

sample_aspect_ratio

public String **sample_aspect_ratio**

sample_fmt

public String **sample_fmt**

sample_rate

public int **sample_rate**

start_pts

public int **start_pts**

start_time

public double **start_time**

tags

public Map<String, String> **tags**

time_base

public Fraction **time_base**

width

public int **width**

11.6 FFmpegStream.CodecType

public enum **CodecType**

11.6.1 Enum Constants

AUDIO

public static final *FFmpegStream.CodecType* **AUDIO**

VIDEO

public static final *FFmpegStream.CodecType* **VIDEO**

net.bramp.ffmpeg.progress

12.1 AbstractSocketProgressParser

public abstract class **AbstractSocketProgressParser** implements *ProgressParser*

12.1.1 Fields

parser

final *StreamProgressParser* **parser**

thread

Thread **thread**

12.1.2 Constructors

AbstractSocketProgressParser

public **AbstractSocketProgressParser** (*ProgressListener* listener)

12.1.3 Methods

close

public void **close** ()

createUri

static URI **createUri** (*String* scheme, *InetAddress* address, int port)

Creates a URL to parse to FFmpeg based on the scheme, address and port. TODO Move this method to somewhere better.

Parameters

- **scheme** –

- `address` –

- `port` –

Throws

- `URISyntaxException` –

getRunnable

protected abstract `Runnable` **getRunnable** (`CountDownLatch startSignal`)

getThreadName

protected abstract `String` **getThreadName** ()

start

public synchronized void **start** ()

Throws

- `IllegalThreadStateException` – if the parser was already started.

stop

public void **stop** ()

12.2 Progress

public class **Progress**
 TODO Change to be immutable

12.2.1 Fields

bitrate

public long **bitrate**

drop_frames

public long **drop_frames**

dup_frames

public long **dup_frames**

fps

public Fraction **fps**

frame

public long **frame**

out_time_ms

public long **out_time_ms**

progress

public String **progress**

speed

public float **speed**

total_size

public long **total_size**

12.2.2 Constructors

Progress

public **Progress** ()

Progress

public **Progress** (long *frame*, float *fps*, long *bitrate*, long *total_size*, long *out_time_ms*, long *dup_frames*, long *drop_frames*, float *speed*, String *progress*)

12.2.3 Methods

equals

public boolean **equals** (Object *o*)

hashCode

public int **hashCode** ()

isEnd

public boolean **isEnd** ()

parseLine

protected boolean **parseLine** (*String line*)
Parses values from the line, into this object.

Parameters

- **line** – A single line of output from ffmpeg

Returns true if the record is finished

toString

public *String* **toString** ()

12.3 ProgressListener

public interface **ProgressListener**

12.3.1 Methods

progress

void **progress** (*Progress progress*)

12.4 ProgressParser

public interface **ProgressParser** extends *Closeable*
Parses the FFmpeg progress fields

12.4.1 Methods

getUri

URI **getUri** ()
The URL to parse to FFmpeg to communicate with this parser
Returns The URI to communicate with FFmpeg.

start

void **start** ()

stop

```
void stop ()
```

12.5 StreamProgressParser

```
public class StreamProgressParser
```

12.5.1 Fields

listener

```
final ProgressListener listener
```

12.5.2 Constructors

StreamProgressParser

```
public StreamProgressParser (ProgressListener listener)
```

12.5.3 Methods

processReader

```
public void processReader (Reader reader)
```

processStream

```
public void processStream (InputStream stream)
```

12.6 TcpProgressParser

```
public class TcpProgressParser extends AbstractSocketProgressParser
```

12.6.1 Fields

address

```
final URI address
```

server

```
final ServerSocket server
```

12.6.2 Constructors

TcpProgressParser

```
public TcpProgressParser (ProgressListener listener)
```

TcpProgressParser

```
public TcpProgressParser (ProgressListener listener, int port, InetAddress addr)
```

12.6.3 Methods

getRunnable

```
protected Runnable getRunnable (CountDownLatch startSignal)
```

getThreadName

```
protected String getThreadName ()
```

getUri

```
public URI getUri ()
```

stop

```
public synchronized void stop ()
```

12.7 TcpProgressParserRunnable

```
class TcpProgressParserRunnable implements Runnable
```

12.7.1 Fields

parser

```
final StreamProgressParser parser
```

server

```
final ServerSocket server
```

startSignal

```
final CountDownLatch startSignal
```


12.7.2 Constructors

TcpProgressParserRunnable

```
public TcpProgressParserRunnable (StreamProgressParser parser, ServerSocket server, CountdownLatch startSignal)
```

12.7.3 Methods

run

```
public void run ()
```

12.8 UdpProgressParser

```
public class UdpProgressParser extends AbstractSocketProgressParser
```

12.8.1 Fields

address

```
final URI address
```

socket

```
final DatagramSocket socket
```

12.8.2 Constructors

UdpProgressParser

```
public UdpProgressParser (ProgressListener listener)
```

UdpProgressParser

```
public UdpProgressParser (ProgressListener listener, int port, InetAddress addr)
```

12.8.3 Methods

getRunnable

```
protected Runnable getRunnable (CountDownLatch startSignal)
```

getThreadName

```
protected String getThreadName ()
```

getUri

```
public URI getUri ()
```

stop

```
public synchronized void stop ()
```

12.9 UdpProgressParserRunnable

class **UdpProgressParserRunnable** implements `Runnable`

12.9.1 Fields

MAX_PACKET_SIZE

```
static final int MAX_PACKET_SIZE
```

parser

```
final StreamProgressParser parser
```

socket

```
final DatagramSocket socket
```

startSignal

```
final CountdownLatch startSignal
```

12.9.2 Constructors

UdpProgressParserRunnable

```
public UdpProgressParserRunnable (StreamProgressParser parser, DatagramSocket socket, CountdownLatch startSignal)
```

12.9.3 Methods

run

```
public void run ()
```

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