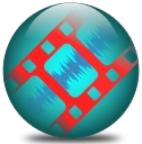


Videomass

Videomass is a free, open source and cross-platform GUI for FFmpeg and Youtube-dl



Videomass is a cross-platform GUI designed for [FFmpeg](#) enthusiasts who need to manage custom profiles to automate conversion/transcoding processes.

It is based on an advanced use of presets and profiles in order to use most of the [FFmpeg](#) commands without limits of formats and codecs.

It features graphical tools for viewing, analyzing and processing multimedia streams and downloading videos via youtube-dl.

Videomass is a project created by Gianluca Pernigotto (jeanslack) and it was written in Python3 with the wxPython4 "Phoenix", then it is cross-platform and work on Linux, Mac-Os, MS-Windows and FreeBSD.



FFmpeg is a separate project, not connected to Videomass. *"FFmpeg is a complete, cross-platform solution to record, convert and stream audio and video. It includes libavcodec - the leading audio/video codec library."* FFmpeg is a Trademark of **Fabrice Bellard**, originator of the FFmpeg project. FFmpeg is free software and is licensed under the LGPL or GPL. Specifically in the case of versions of FFmpeg packaged with Videomass on the installers for Windows and MacOS, FFmpeg is licensed under the GPL. Complete FFmpeg documentation and sources are available at [Ffmpeg.org](https://ffmpeg.org)

[youtube_dl](#) is a command-line program to download videos from YouTube.com and a few more sites. It requires the Python interpreter, version 2.6, 2.7, or 3.2+, and it is not platform specific. It should work on your Unix box, on Windows or on macOS. It is released to the public domain, which means you can modify it, redistribute it or use it however you like.

Index

[User Interface Overview](#)

[1.0 Home panel](#)

[1.1 Queued files panel](#)

[1.2 Presets Manager panel](#)

[1.3 AV-Conversions panel](#)

[1.4 Concatenate media files \(demuxer\)](#)

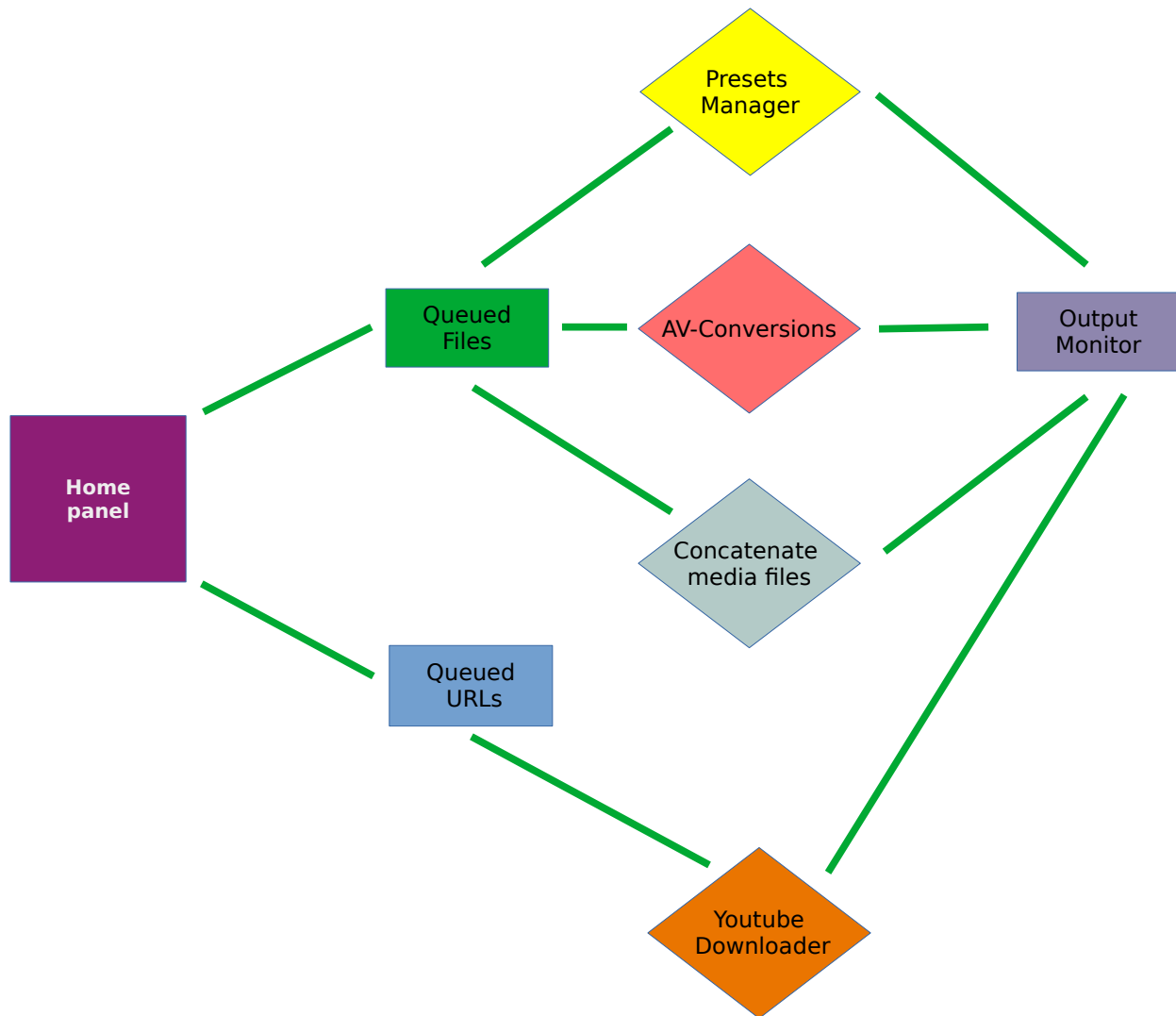
[1.5 Queued URLs panel](#)

[1.6 YouTube Downloader panel](#)

[1.7 Output Monitor panel](#)

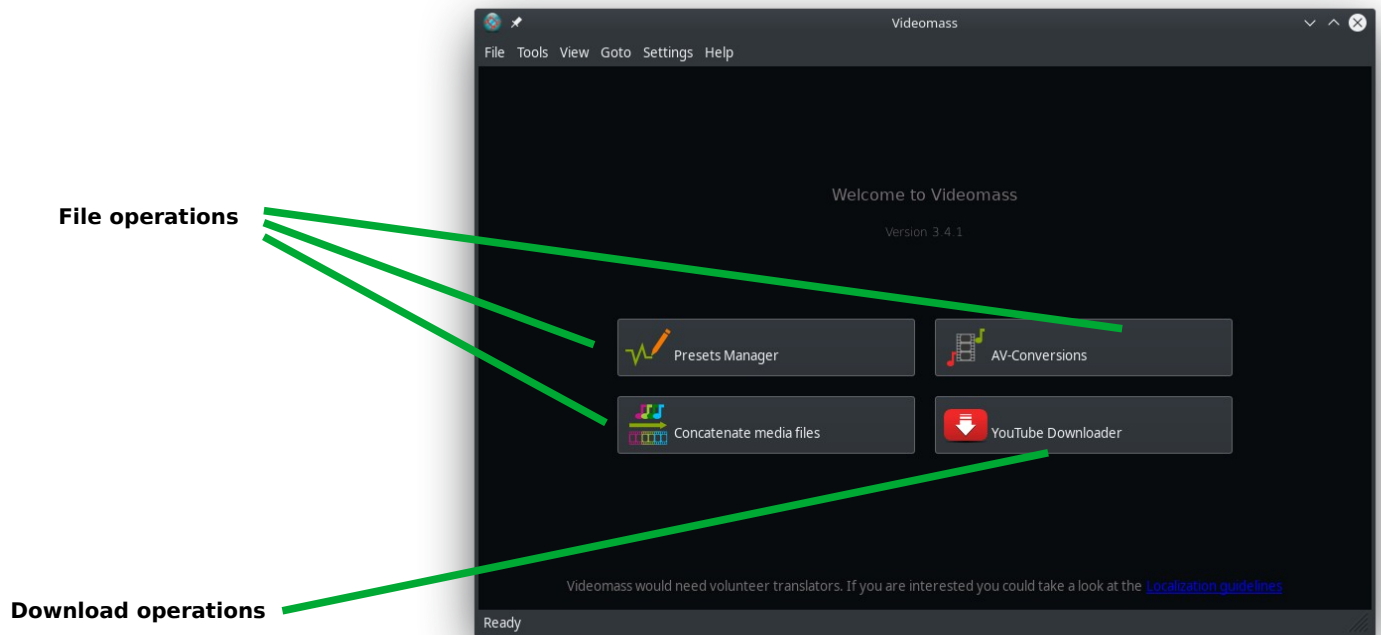
User Interface Overview

Here only some basic aspects of the graphical interface are covered



Home panel

Home panel is the center from which all the operations chosen by the user start.

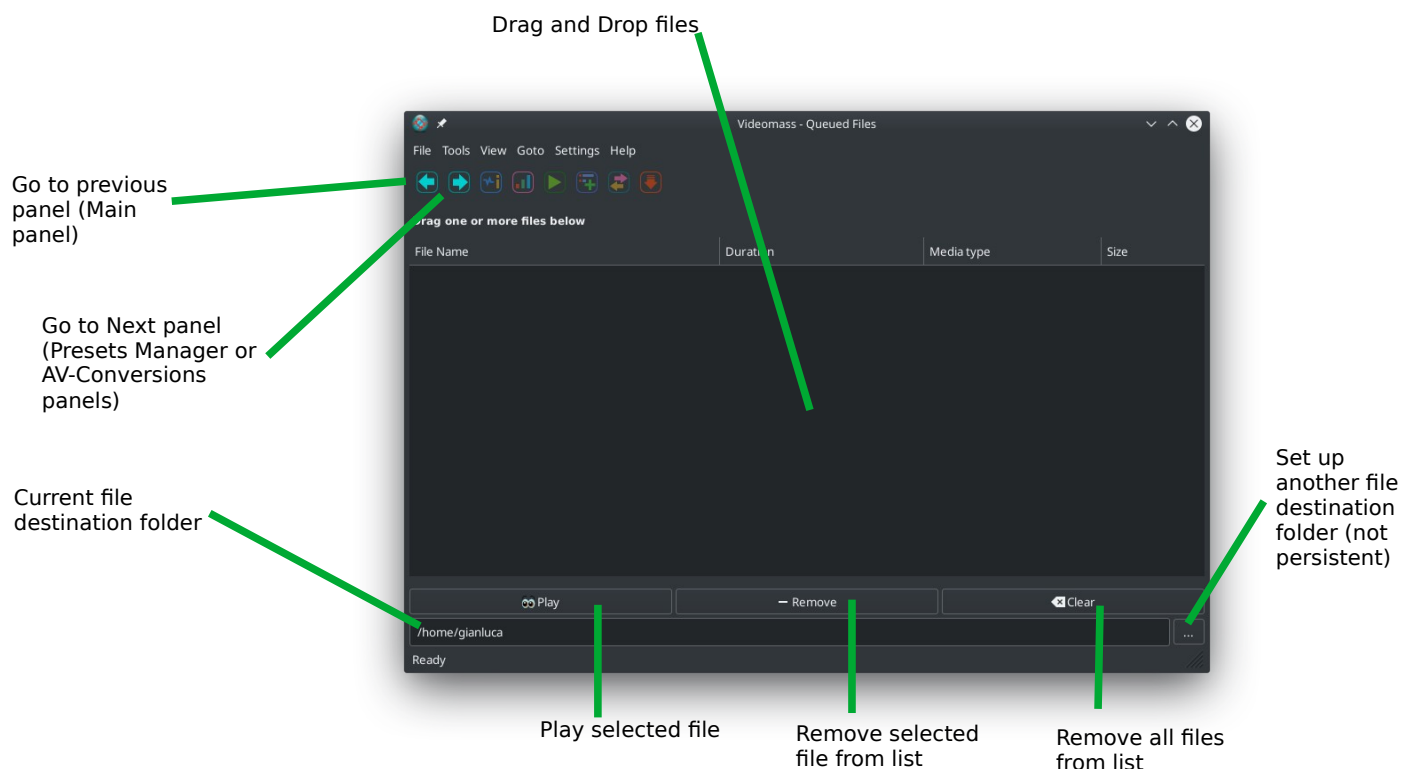


File operations are performed by Presets Manager and AV-Conversions panels, which share the same panel for the queued files.

Download operations has an Queued URLs panel where you can enter only the URLs to download.

Queued files panel

To perform **file operations**, the user is always taken to the Queued Files panel.



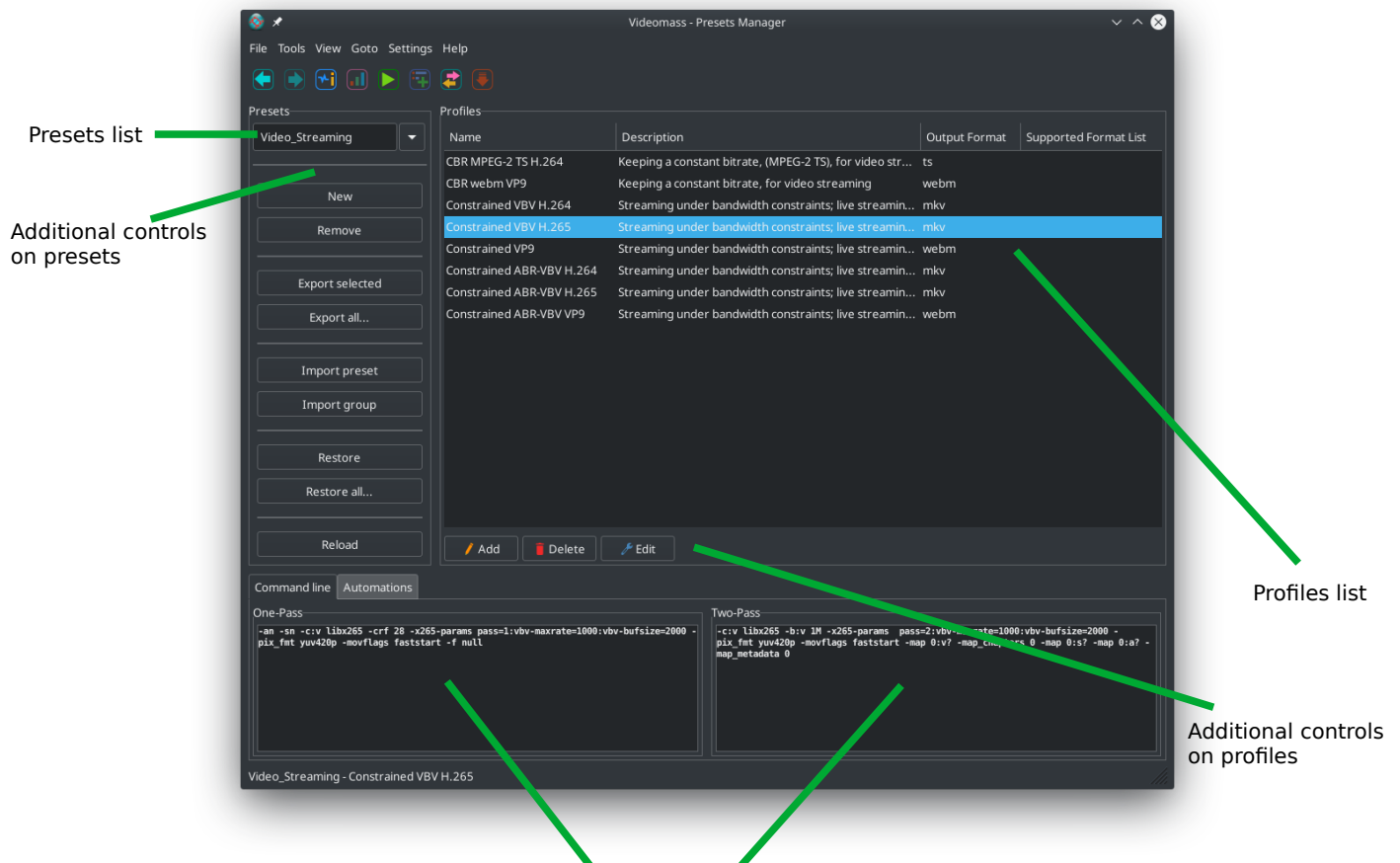
Files added or removed from this panel will be the same ones shared by the **Presets Manager** and **AV-Conversions** panels. Each queued file can be played by clicking on the play button or by using the context menu (right mouse click upon file control list).

Note that playback here will be affected by the Timeline settings (duration and seeking) and no other settings.

Furthermore, any addition or deletion involves the reset of some parameters on the panels to perform file operations. Keep this in mind before doing your transcodes/conversions.

Presets Manager panel

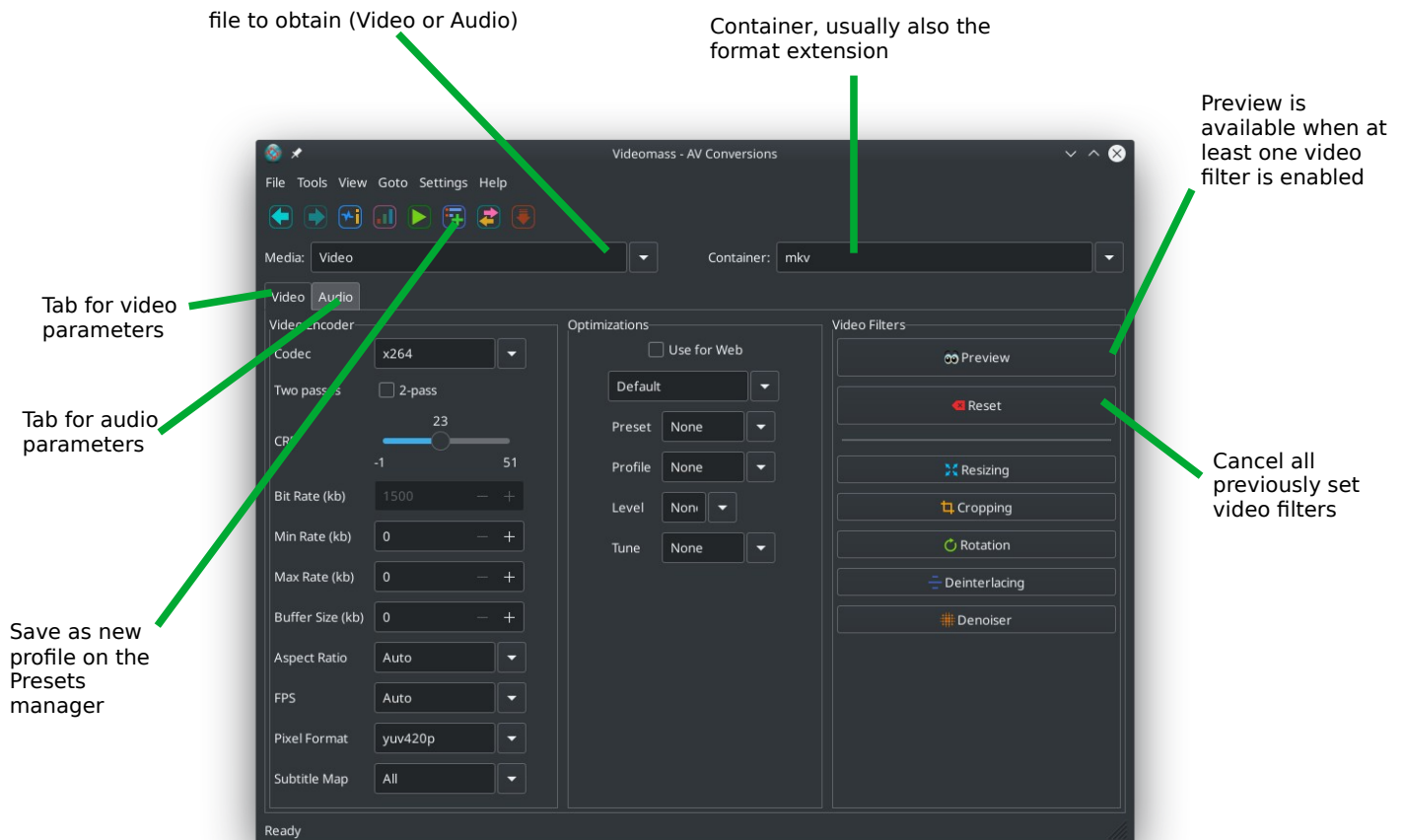
The presets management panel represents what Videomass was created for. In its simplicity it is possible to execute a large number of commands with FFmpeg syntax, which in normal situations would require very complex interfaces with many graphic controls and commands. The downside is that this approach is not very suitable for all users by overstepping the limit of available presets.



Clicking on each profile, displays the command line for one-pass or two-pass process (if provides). The command line can be manually changed on the fly for any adjustments or additions, without changing the source of the stored profile.

AV-Conversions panel

The AV-Conversions panel is the classic alternative to the Presets manager. Although both AV-Conversions and Preset Manager work independently of each other, with AV-Conversions you can make new settings and save them directly as profiles on the Presets Manager. This sharing makes Videomass even more flexible in terms of functionality.



Concatenate media files (demuxer)

This panel allows a very fast joining of two or more files according to the import order without the need for re-encoding. The media file produced during the file concatenation technique will not have any quality loss maintaining the same original parameters.

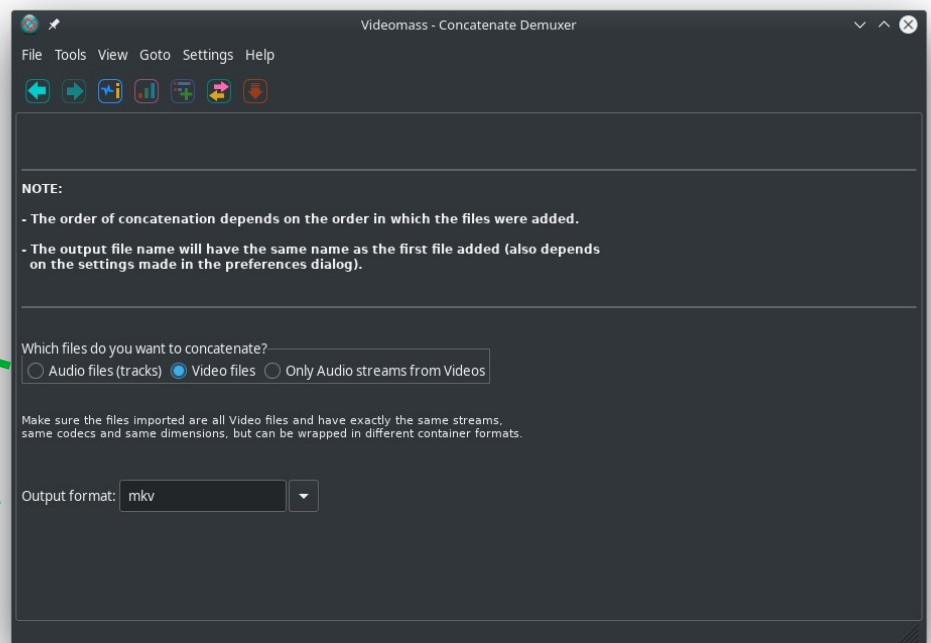
To allow correct concatenation, the files must have the same audio and video codecs and the same number of streams. In reference to the videos, they must all be of the same size (width and height) and with the same video codec. In reference to the audio files and the audio streams contained in the videos, they must have the same sample rate and the same audio codec.

For more info, refer to the official documentation web page:

<https://ffmpeg.org/ffmpeg-formats.html#concat>

You can merge video files only, audio files only, or merge audio streams contained in videos

Output format for the produced file.



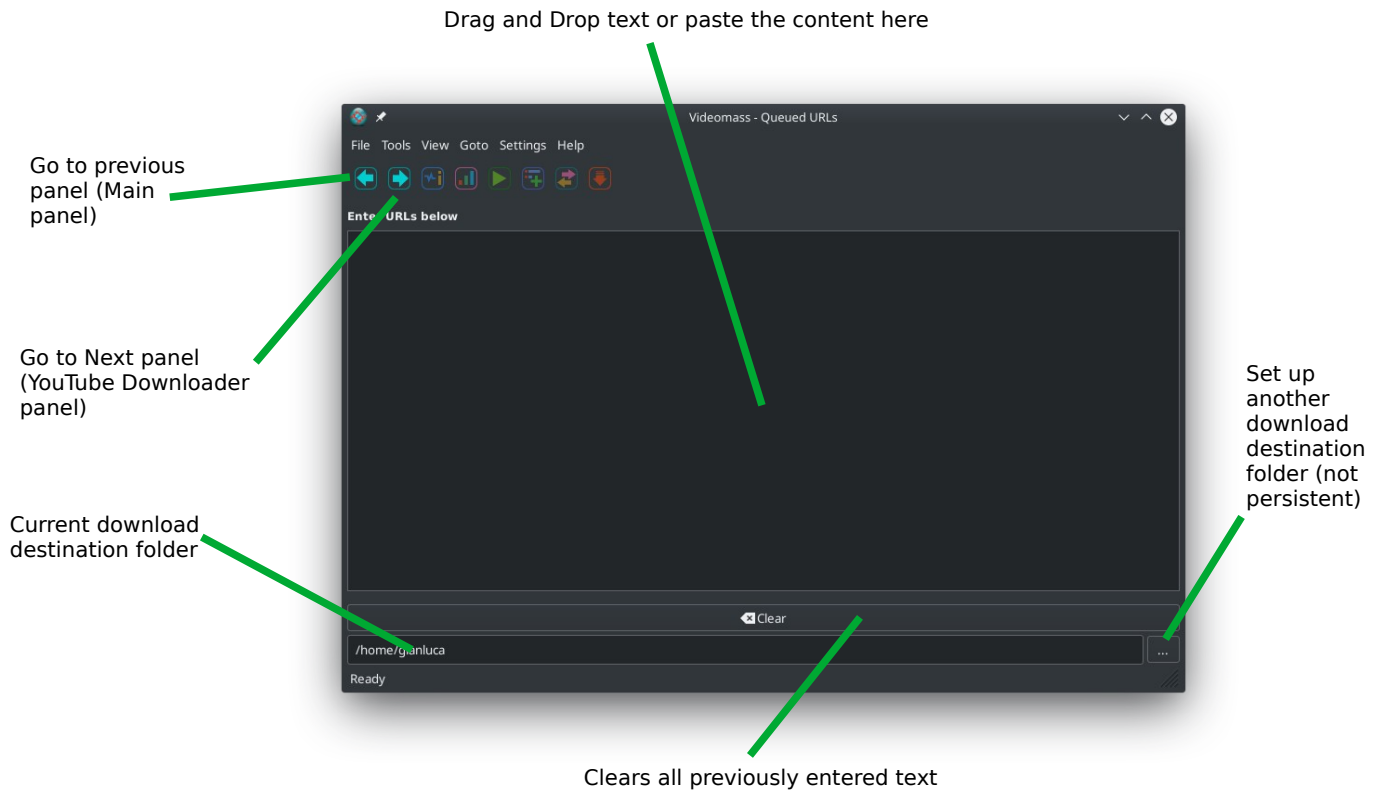
If you want to join multiple files with same size but different codecs, you need to use another concatenation technique, for example the [concat filter](#), see line code example below:

```
-i "file2.mkv" -i "file3.mp4" -i "file4.webm" -filter_complex "[0:v] [0:a] [1:v] [1:a] [2:v] [2:a] [3:v] [3:a] concat=n=4:v=1:a=1 [v] [a]" -map "[v]" -map "[a]"
```

The line of code above has been adapted to be saved as a profile in the Presets Manager. It assumes that there are four files to be concatenated, each with a single audio stream. The first file is implicit and has been imported to the Queued Files panel, while the three remaining files are listed in the command itself.

Queued URLs panel

To perform **download operations**, the user is always taken to the Queued URLs panel.



Only URLs in text format can be entered in this panel. URLs can be entered on the same line but separated by at least one white space. Alternatively you can enter each URL as a newline using the enter key.

Here too, any text addition or deletion involves the reset of some parameters on the download panel. Keep this in mind before starting the download process.

Youtube Downloader panel

YouTube Downloader is the graphic interface for youtube-dl available on Videomass. It is able to interface both with the library provided by the Python package and with the youtube-dl executable through a subprocess thread (this depends on the user's choice).

Show statistics for each URL

Download options

URLs checklist

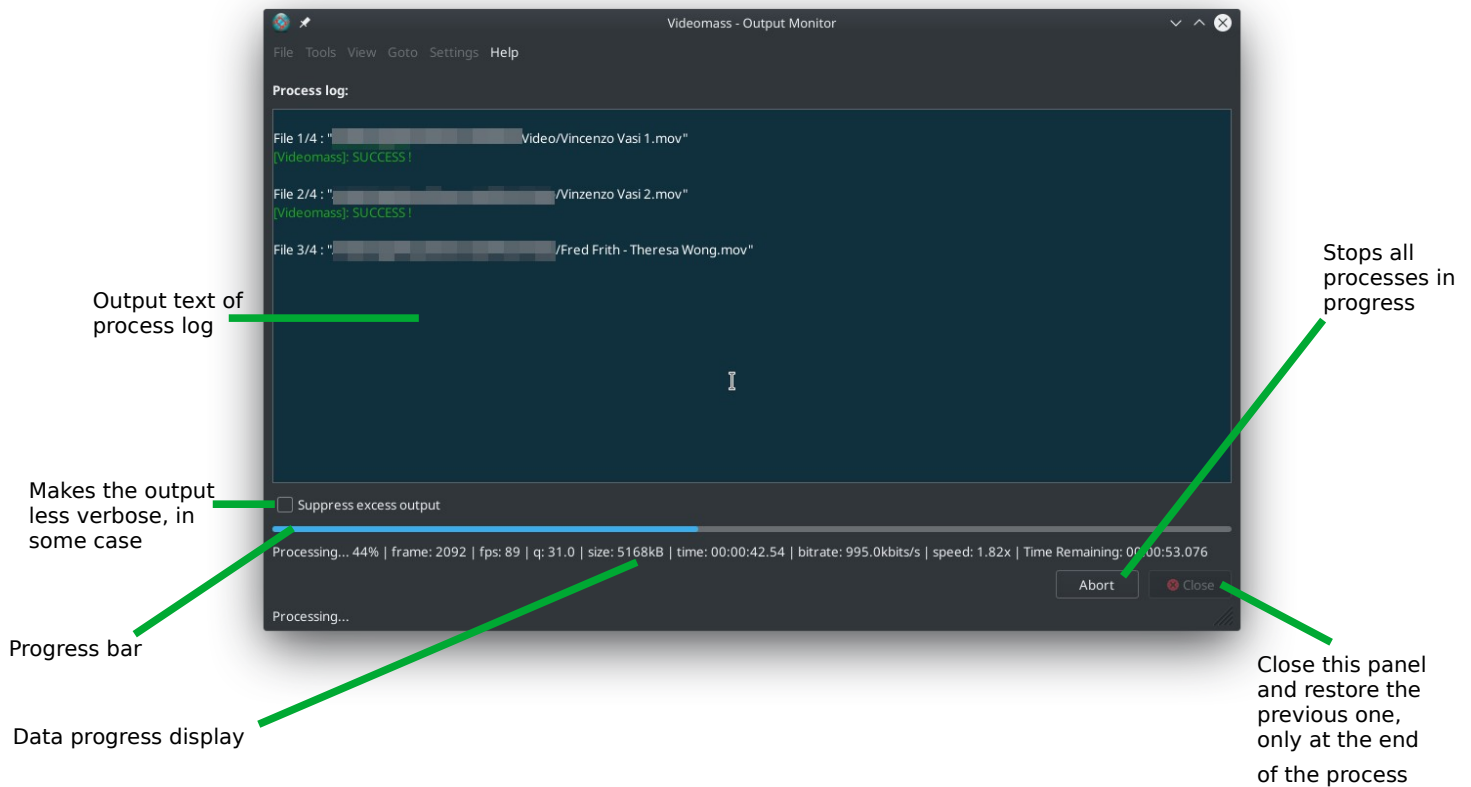
Preview the selected URL. This is useful for evaluating the quality before downloading

#	Url	Title	Quality
1	https://www.youtube.com/watch?v=L6WFAfdsuyA	N/A	best
2	https://www.youtube.com/watch?v=0OdCAsC7g4I	N/A	best
3	https://www.youtube.com/watch?v=pmG9p5-YjqU	N/A	best

Output Monitor panel

The Output Monitor panel, shares all the main execution processes available on Videomass and shows the progression of both file conversions and downloads and all related logs in high-light text format.

File conversions



All the logs displayed will be saved to file and can always be viewed through the "Show Logs" tool in the menu bar> View, or by using the shortcut Ctrl-L