

NextMask FFmpeg

Desarrollado por Iván Ayub



Link de descarga directa de archivo .exe

https://drive.google.com/file/d/1aHrnuscGuMaMYIjTrUyGbyK_X8KIKugn/view?usp=sharing

NextMask FFmpeg es una poderosa aplicación de escritorio diseñada para profesionales y entusiastas del multimedia. Aprovechando la biblioteca FFmpeg, la aplicación permite mejorar y procesar archivos de video de manera eficiente a través de una interfaz intuitiva y fácil de usar.

Si tienes alguna consulta o comentario, no dudes en ponerte en contacto a través de:
sellocasadenubes@gmail.com.

Descripción

NextMask FFmpeg combina la potencia de FFmpeg con una interfaz sencilla y accesible, permitiendo realizar mejoras y conversiones multimedia de alta calidad. Su diseño optimizado está orientado tanto a profesionales como a usuarios ocasionales, proporcionando una experiencia fluida y eficiente.

Características

- **Procesamiento de Video:**
 - Presets de resolución desde 480p hasta 4K (AV1 Ultra).
 - Opciones de configuración personalizadas para usuarios avanzados.
- **Procesamiento de Audio:**
 - Soporte para múltiples códecs, incluyendo AAC, MP3 y AC3.
 - Opción para conservar el audio original.
- **Salida Personalizable:**
 - Posibilidad de ajustar nombres, formatos y ubicaciones de los archivos de salida.

- Escalado de resoluciones y mantenimiento de relaciones de aspecto.
 - **Registro en Tiempo Real:**
 - Progreso y registros detallados mostrados durante el procesamiento del archivo.
 - **Interfaz Moderna:**
 - Tema oscuro intuitivo, diseñado para optimizar la experiencia del usuario.
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Cómo Usar

1. Seleccionar Archivo Multimedia:

Haz clic en el botón "Seleccionar Video" para escoger el archivo que deseas procesar.

2. Elegir Carpeta de Salida:

Selecciona la carpeta donde deseas guardar los archivos procesados.

3. Configurar Ajustes:

- Selecciona la calidad del video y el códec de audio deseado.
- Personaliza el nombre y formato de archivo.
- Ajusta configuraciones avanzadas como escalado y tasas de cuadros.

4. Iniciar Procesamiento:

Haz clic en "Iniciar Procesamiento" para comenzar el proceso y monitorea el progreso en tiempo real.

5. Cancelar si es Necesario:

Puedes cancelar el proceso en cualquier momento.

Escenario de Ejemplo

Imagina que deseas mejorar un video de baja resolución a calidad HD o convertirlo a un formato moderno que sea compatible con dispositivos actuales, manteniendo una alta fidelidad de audio.

Estructura de la Aplicación

Interfaz de Usuario (UI)

La aplicación ha sido desarrollada con **PyQt5**, ofreciendo una interfaz moderna, fluida y responsive que facilita el uso del programa.

Módulos Principales

1. **Motor de Procesamiento:**

Integración de **FFmpeg** para tareas de procesamiento de video y audio.

2. **Módulo de Registro:**

Muestra retroalimentación en tiempo real sobre el progreso de las tareas de procesamiento.

3. **Gestor de Configuración:**

Permite gestionar las preferencias y configuraciones personalizadas del usuario.

Requisitos del Sistema

- **Sistema Operativo:** Windows 7 o superior.
 - **Dependencias:**
 - Python 3.7 o superior.
 - PyQt5.
 - FFmpeg (instalado y añadido al PATH del sistema).
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Capturas

Desarrollo y Contribución

Créditos

Este software utiliza [FFmpeg](#) como su motor principal de procesamiento multimedia. FFmpeg es una de las bibliotecas líderes a nivel mundial en el campo del procesamiento de contenido multimedia. Agradecemos al equipo de FFmpeg por su valiosa contribución al software de código abierto. FFmpeg está licenciado bajo la [LGPLv2.1](#) o posterior.

También queremos agradecer a los desarrolladores de [PyQt5](#) por proporcionarnos una rica funcionalidad para crear interfaces gráficas.

Este proyecto también hace uso de las siguientes bibliotecas de Python:

- **os:** Interacción con el sistema operativo.
- **sys:** Acceso a parámetros y funciones del sistema.
- **subprocess:** Ejecución de comandos del sistema desde Python.
- **base64:** Codificación y decodificación de datos en base64.
- **tempfile:** Gestión de archivos temporales.
- **PyQt5.QtCore:** Funcionalidades clave como hilos y señales.
- **PyQt5.QtGui:** Manejo de elementos gráficos, incluidos iconos.
- **PyQt5.QtWidgets:** Construcción de la GUI, incluyendo botones, etiquetas y diálogos.

Contribuciones

¡Las contribuciones son bienvenidas! Si deseas colaborar, sigue estos pasos:

1. Haz un **fork** del repositorio.
 2. Realiza tus modificaciones.
 3. Envía un **pull request** para que podamos revisar y aceptar tus cambios.
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¡Disfruta usando **NextMask FFmpeg**! Tus comentarios son importantes para seguir mejorando este proyecto.

Dev. Iván Ayub

Contribuyendo a NextMask FFmpeg

¡Gracias por considerar contribuir a NextMask FFmpeg! Damos la bienvenida a contribuciones de todos y los alentamos a mejorar y extender el proyecto. Antes de contribuir, por favor lea y siga las pautas a continuación para garantizar una colaboración fluida.

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Cómo Contribuir

Existen varias maneras en las que puedes contribuir a NextMask FFmpeg:

Reportar Problemas

Si encuentras un error o un problema, verifica los problemas existentes para ver si ya ha sido reportado. Si no, crea un nuevo problema. Al reportar un problema, incluye:

- Una descripción clara del problema.
- Pasos para reproducir el problema.
- El entorno en el que ocurre el problema (por ejemplo, sistema operativo, versión de FFmpeg, etc.).
- Capturas de pantalla, registros o mensajes de error (si aplica).

Sugerir Mejoras

Si tienes una idea para mejorar o agregar una funcionalidad a NextMask FFmpeg, abre un nuevo problema y describe claramente tu sugerencia. También puedes comentar en problemas existentes para proporcionar más información o apoyar una característica que te gustaría ver.

Crear Pull Requests

Aceptamos contribuciones en forma de *pull requests* (PRs). Antes de enviar un PR, asegúrate de que:

- Has creado un fork del repositorio y una rama para tus cambios (por ejemplo, `feature/tu-característica` o `bugfix/número-del-problema`).
- Tus cambios están basados en la última rama `main`.
- Tu código sigue las pautas de estilo y formato del proyecto.
- Has escrito pruebas (si aplica) para tus cambios.
- Tu PR incluye una descripción del problema, la solución y cualquier contexto relevante.

Para enviar tu PR, sigue estos pasos:

1. Haz un fork del repositorio y clónalo en tu máquina local.
2. Crea una nueva rama para tu característica o corrección de errores.
3. Realiza tus cambios y confirma los commits con un mensaje claro y conciso.
4. Sube tus cambios a tu repositorio fork.
5. Abre un pull request a la rama `main` del repositorio original.

Código de Conducta

Al participar en este proyecto, aceptas cumplir con el Código de Conducta. Este documento detalla nuestras expectativas para el comportamiento en la comunidad y proporciona directrices para reportar violaciones.

Nos esforzamos por crear una comunidad acogedora e inclusiva para todos, independientemente de su experiencia o antecedentes.

Directrices de Desarrollo

Para mantener la calidad y consistencia del proyecto, pedimos que los colaboradores sigan estas directrices:

Estándares de Codificación

- **Estilo de Código:** Sigue las convenciones de codificación y formato del proyecto. Usa herramientas adecuadas (por ejemplo, linters) para garantizar la consistencia.
- **Documentación:** Proporciona comentarios y documentación claros y concisos para todas las funciones, métodos y características. Esto ayuda a mantener la legibilidad y utilidad del código.
- **Mensajes de Commit:** Escribe mensajes de commit claros y concisos en tiempo presente (por ejemplo, "Corrige error en el procesamiento de video"). Usa el siguiente formato:

<tipo>(<ámbito>): <mensaje>

<cuerpo opcional explicando el cambio>

Ejemplo:

feat(filtrado): agrega nuevo filtro de mezcla de máscaras

Tipos de Commit

- **feat:** Una nueva característica.
- **fix:** Una corrección de errores.
- **docs:** Cambios en la documentación.
- **style:** Mejoras en el estilo del código (por ejemplo, formato, espacios).
- **refactor:** Refactorización de código (sin cambiar funcionalidad).
- **test:** Agregar o modificar pruebas.
- **chore:** Cambios misceláneos (por ejemplo, herramientas de compilación, dependencias).

Pruebas

Asegúrate de que tus cambios estén correctamente probados. Si estás agregando nuevas características o corrigiendo errores, crea pruebas que verifiquen tus cambios.

Ejecutar Pruebas

Para ejecutar las pruebas:

1. Instala las dependencias requeridas:

```
pip install -r requirements.txt
```

2. Ejecuta el conjunto de pruebas:

```
python -m unittest discover
```

Asegúrate de que todas las pruebas pasen antes de enviar tu pull request.

Licencia

Al contribuir a NextMask FFmpeg, aceptas que tus contribuciones serán licenciadas bajo la Licencia AGPL-3.0. Por favor, consulta el archivo LICENSE para más detalles.

¡Gracias por contribuir a NextMask FFmpeg! Tus contribuciones ayudan a mejorar este proyecto para todos. Si tienes preguntas o necesitas más ayuda, no dudes en contactarnos.

Este formato es adecuado para ser exportado a un PDF, y se adapta bien a la estructura formal necesaria para documentación de proyectos.

Reportando una Vulnerabilidad

Si descubres una vulnerabilidad de seguridad en NextMask FFmpeg, por favor sigue estos pasos:

- **No divulgues públicamente la vulnerabilidad.**

Evita compartir detalles en foros públicos o en redes sociales.

Contacta al equipo de desarrollo

Envía un correo electrónico a sellocasadenubes@gmail.com con los siguientes detalles:

- Una descripción detallada de la vulnerabilidad.
- Pasos para reproducir el problema.
- Cualquier impacto potencial que la vulnerabilidad pueda causar.

Proporciona evidencia de soporte

Adjunta registros, capturas de pantalla u otros archivos que puedan ayudar a validar la vulnerabilidad.

El equipo de desarrollo se compromete a:

- Reconocer la recepción del reporte dentro de las 48 horas.
- Investigar y abordar el problema con prontitud.
- Mantenerte informado sobre el progreso y el estado de la resolución.

Mejores Prácticas de Seguridad

Para ayudar a garantizar la seguridad de tus implementaciones, considera las siguientes prácticas:

- **Mantén tu software actualizado.** Usa siempre la última versión de NextMask FFmpeg.
- **Restringe el acceso.** Limita el acceso a archivos sensibles y configuraciones.
- **Supervisa regularmente.** Revisa los registros en busca de actividad inusual.

- **Valida las entradas.** Prevén que entradas maliciosas o mal formadas sean procesadas por tu aplicación.

Agradecemos tus esfuerzos para hacer de NextMask FFmpeg una herramienta más segura para todos.

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```

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```

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Codigo de NextMask Ffmpeg

```
import os
import sys
import subprocess
import base64
import tempfile
from PyQt5.QtCore import QThread, pyqtSignal
from PyQt5.QtGui import QIcon
from PyQt5.QtWidgets import (
    QApplication, QVBoxLayout, QHBoxLayout, QPushButton, QLabel,
    QFileDialog, QWidget, QComboBox, QPlainTextEdit, QMessageBox,
    QLineEdit, QCheckBox
)
```

```
# Constantes de estilo
```

```
STYLE_SHEET = """
```

```
QWidget {
    background-color: #1e1e1e;
    color: #f1e04d;
    font-family: Arial, sans-serif;
    font-size: 16px;
}
```

```
QLabel, QComboBox, QLineEdit, QCheckBox {
    color: #f1e04d;
    font-size: 16px;
}
```

```
QPushButton {
    background-color: #ffffff;
    border: 2px solid #e56c00;
    padding: 12px;
    font-size: 18px;
    border-radius: 8px;
    color: #000000;
    transition: all 0.3s ease;
}
```

```
QPushButton:hover {
    background-color: #f1e04d;
    border: 2px solid #ff7f00;
}
```

```
QPushButton:pressed {
    background-color: #e56c00;
    color: #ffffff;
}
```

```
QPlainTextEdit {
    background-color: #252525;
    border: 2px solid #e56c00;
    font-family: Consolas, monospace;
    color: #00ff00;
    font-size: 16px;
    padding: 5px;
    transition: all 0.3s ease;
}
```

```
QPlainTextEdit:hover {
    border: 2px solid #ff7f00;
}
```

```

    QComboBox, QLineEdit {
        background-color: #333333;
        border: 2px solid #e56c00;
        color: #f1e04d;
        padding: 5px;
    }
}

```

```

VIDEO_QUALITY_MAP = {
    "Very Low (480p, 30fps, H.264)": [
        "-preset", "medium", "-c:v", "libx264", "-vf", "scale=-1:480", "-crf", "28", "-r",
        "30", "-fps_mode", "cfr"
    ],
    "Low (720p, 30fps, H.264)": [
        "-preset", "medium", "-c:v", "libx264", "-vf", "scale=-1:720", "-crf", "23", "-r",
        "30", "-fps_mode", "cfr"
    ],
    "Medium (1080p, 30fps, H.264)": [
        "-preset", "medium", "-c:v", "libx264", "-vf", "scale=-1:1080", "-crf", "23", "-r",
        "30", "-fps_mode", "cfr"
    ],
    "High (1080p, 60fps, H.265)": [
        "-preset", "slow", "-c:v", "libx265", "-vf", "scale=-1:1080", "-crf", "23", "-r", "60",
        "-fps_mode", "cfr"
    ],
    "Super High (2160p, 60fps, H.265)": [
        "-preset", "slow", "-c:v", "libx265", "-vf", "scale=-1:2160", "-crf", "20", "-r", "60",
        "-fps_mode", "cfr"
    ],
    "Ultra (4K, AV1)": [
        "-preset", "slow", "-c:v", "libaom-av1", "-vf", "scale=-1:2160", "-crf", "30", "-r",
        "60", "-fps_mode", "cfr"
    ],
    "Original Quality (No Compression)": [
        "-c:v", "copy", "-c:a", "copy"
    ],
    "Custom": []
}

```

```

# Mapas de codecs de audio (inalterados)
AUDIO_CODEC_MAP = {
    "AAC (default)": ["-c:a", "aac", "-b:a", "192k"],
    "MP3": ["-c:a", "libmp3lame", "-b:a", "192k"],
    "AC3": ["-c:a", "ac3", "-b:a", "192k"],
    "Opus": ["-c:a", "libopus", "-b:a", "96k"],
    "Vorbis": ["-c:a", "libvorbis", "-b:a", "192k"],
    "Copy (no change)": ["-c:a", "copy"]
}

```

```

# Icono base64
icon_base64 = ""

```

```

class MediaProcessorThread(QThread):
    log_update = pyqtSignal(str)

```

```
finished = pyqtSignal(bool, str)
```

```
def __init__(self, command):  
    super().__init__()  
    self.command = command  
    self.cancelled = False
```

```
def run(self):  
    try:  
        process = subprocess.Popen(  
            self.command, stdout=subprocess.PIPE, stderr=subprocess.STDOUT, text=True  
        )  
        while True:  
            output = process.stdout.readline()  
            if not output and process.poll() is not None:  
                break  
            if output:  
                self.log_update.emit(output.strip())  
            if self.cancelled:  
                process.kill()  
                self.finished.emit(False, "Process was cancelled")  
                return  
            self.finished.emit(True, "Media processed successfully!")  
    except Exception as e:  
        self.finished.emit(False, f"Error: {e}")
```

```
class MediaQualityEnhancer(QWidget):  
    def __init__(self):  
        super().__init__()  
        self.setWindowTitle("NextMask FFmpeg | Dev. Iván Ayub, negroayub97@gmail.com")  
        self.setGeometry(100, 100, 720, 490)
```

```
# Icono en base64  
if icon_base64:  
    icon_data = base64.b64decode(icon_base64)  
    with tempfile.NamedTemporaryFile(delete=False, suffix='.png') as tmp_file:  
        tmp_file.write(icon_data)  
        tmp_file_path = tmp_file.name  
        self.setWindowIcon(QIcon(tmp_file_path))
```

```
self.setStyleSheet(STYLE_SHEET)
```

```
self.media_path = ""  
self.output_path = ""  
self.output_name = "Done_in_NextMask_FFmpeg"  
self.output_extension = ".mp4"  
self.audio_codec = AUDIO_CODEC_MAP["AAC (default)"]  
self.enable_scaling = True # Estado inicial del escalado  
self.maintain_aspect_ratio = True # Estado inicial de mantener relación de aspecto
```

```
self.init_ui()
```

```
def init_ui(self):  
    layout = QVBoxLayout()  
    # Media Selection
```

```
media_layout = QVBoxLayout()
self.media_label = QLabel("No media selected")
media_button = QPushButton("Select Video")
media_button.clicked.connect(self.select_media)
media_layout.addWidget(self.media_label)
media_layout.addWidget(media_button)
layout.addLayout(media_layout)
```

```
# Output Folder Selection
self.output_label = QLabel("Output Folder: Not selected")
output_button = QPushButton("Select Output Folder")
output_button.clicked.connect(self.select_output_folder)
layout.addWidget(self.output_label)
layout.addWidget(output_button)
```

```
# Options
options_layout = QVBoxLayout()
```

```
# Output Name
output_name_layout = QHBoxLayout()
output_name_layout.addWidget(QLabel("Output Name:"))
self.output_name_input = QLineEdit(self.output_name)
output_name_layout.addWidget(self.output_name_input)
options_layout.addLayout(output_name_layout)
```

```
# Video Quality
self.quality_selector_video = QComboBox()
self.quality_selector_video.addItem(VIDEO_QUALITY_MAP.keys())
self.quality_selector_video.currentIndexChanged.connect(self.toggle_quality_area)
```

```
options_layout.addWidget(QLabel("Select Video Quality:"))
options_layout.addWidget(self.quality_selector_video)
```

```
# Opciones de fotogramas
frame_rate_layout = QVBoxLayout()
frame_rate_layout.addWidget(QLabel("Frame Rate Options:"))
```

```
# Checkbox para fotograma constante
self.constant_frame_rate_checkbox = QCheckBox("Enable Constant Frame Rate (CFR)")
self.constant_frame_rate_checkbox.setChecked(False) # Desactivado por defecto
self.constant_frame_rate_checkbox.stateChanged.connect(self.update_frame_rate_options)
frame_rate_layout.addWidget(self.constant_frame_rate_checkbox)
```

```
# Campo de entrada para fotograma máximo
max_frame_rate_layout = QHBoxLayout()
max_frame_rate_layout.addWidget(QLabel("Max Frame Rate (FPS):"))
self.max_frame_rate_input = QLineEdit()
self.max_frame_rate_input.setPlaceholderText("e.g., 30")
self.max_frame_rate_input.setEnabled(False) # Desactivado por defecto
max_frame_rate_layout.addWidget(self.max_frame_rate_input)
frame_rate_layout.addLayout(max_frame_rate_layout)
```

```
layout.addLayout(frame_rate_layout)
self.setLayout(layout)
```

```
# Audio Codec
self.audio_selector = QComboBox()
```

```

self.audio_selector.addItem(AUDIO_CODEC_MAP.keys())
self.audio_selector.currentIndexChanged.connect(self.update_audio_codec)
options_layout.addWidget(QLabel("Select Audio Codec:"))
options_layout.addWidget(self.audio_selector)

# Enable Scaling Option
self.scaling_checkbox = QCheckBox("Enable Scaling")
self.scaling_checkbox.setChecked(self.enable_scaling)
self.scaling_checkbox.stateChanged.connect(self.update_scaling_option)
options_layout.addWidget(self.scaling_checkbox)

# Maintain Aspect Ratio Option
self.aspect_ratio_checkbox = QCheckBox("Maintain Aspect Ratio")
self.aspect_ratio_checkbox.setChecked(self.maintain_aspect_ratio)
self.aspect_ratio_checkbox.stateChanged.connect(self.update_aspect_ratio_option)
options_layout.addWidget(self.aspect_ratio_checkbox)

# Custom Command
self.custom_command_input = QPlainTextEdit()
self.custom_command_input.setPlaceholderText("Enter custom FFmpeg command if 'Custom'
is selected.")
self.custom_command_input.setMaximumHeight(40)
self.custom_command_input.setEnabled(False)
options_layout.addWidget(self.custom_command_input)

layout.addLayout(options_layout)

# Console
self.console = QPlainTextEdit()
self.console.setReadOnly(True)
layout.addWidget(self.console)

# Control Buttons
button_layout = QHBoxLayout()
start_button = QPushButton(">START PROCESSING< (Check Console)")
start_button.clicked.connect(self.start_processing)
button_layout.addWidget(start_button)

cancel_button = QPushButton("*Cancel Processing*")
cancel_button.clicked.connect(self.cancel_processing)
button_layout.addWidget(cancel_button)
layout.addLayout(button_layout)

self.setLayout(layout)

def toggle_quality_area(self):
    selected_quality = self.quality_selector_video.currentText()
    self.custom_command_input.setEnabled(selected_quality == "Custom")

def update_frame_rate_options(self, state):
    """Habilita o deshabilita la opción de CFR."""
    self.constant_frame_rate_enabled = bool(state)
    self.max_frame_rate_input.setEnabled(not self.constant_frame_rate_checkbox.isChecked())

def update_audio_codec(self):
    self.audio_codec = AUDIO_CODEC_MAP[self.audio_selector.currentText()]

```

```

def select_media(self):
    media_file, _ = QFileDialog.getOpenFileName(self, "Select Media File")
    if media_file:
        self.media_path = media_file
        self.media_label.setText(f"Selected Media: {os.path.basename(media_file)}")

def is_valid_file(self, filepath):
    return os.path.isfile(filepath)

def select_output_folder(self):
    folder = QFileDialog.getExistingDirectory(self, "Select Output Folder")
    if folder:
        self.output_path = folder
        self.output_label.setText(f"Output Folder: {folder}")

def is_valid_directory(self, dirpath):
    return os.path.isdir(dirpath)

def update_scaling_option(self, state):
    self.enable_scaling = bool(state)

def update_aspect_ratio_option(self, state):
    self.maintain_aspect_ratio = bool(state)

def start_processing(self):
    # Construye el comando de FFmpeg con CFR y FPS máximo
    command = ["ffmpeg", "-y", "-i", self.media_path]

    # Aplica configuración de fotograma constante o máximo
    if self.constant_frame_rate_checkbox.isChecked():
        _command += ["-vsync", "cfr"]
    elif self.max_frame_rate_input.text().isdigit():
        command += ["-r", self.max_frame_rate_input.text()]

    if not self.media_path:
        QMessageBox.warning(self, "Error", "Please select a media file!")
        return
    if not self.output_path:
        QMessageBox.warning(self, "Error", "Please select an output folder!")
        return

    selected_quality = self.quality_selector_video.currentText()
    quality_command = VIDEO_QUALITY_MAP.get(selected_quality, [])
    if selected_quality == "Custom":
        custom_command = self.custom_command_input.toPlainText().strip().split()
        if not custom_command:
            QMessageBox.warning(self, "Error", "Custom command cannot be empty!")
            return
        quality_command = custom_command

    if not self.enable_scaling:
        quality_command = [arg for arg in quality_command if "scale=" not in arg]

    if not self.maintain_aspect_ratio:
        quality_command = [
            arg.replace("-1:", "iw:") if "~vf" in arg and "scale" in arg else arg
            for arg in quality_command
        ]

```

```

    output_name = self.output_name_input.text().strip()
    if not output_name:
        QMessageBox.warning(self, "Error", "Output file name cannot be empty!")
        return

```

```

    output_file = os.path.join(self.output_path, f"{output_name}{self.output_extension}")
    if not output_file.endswith(("mp4", ".mkv", ".avi", ".mov", ".flv", ".wmv", ".webm")):
        QMessageBox.warning(self, "Error", "Invalid output file extension!")
        return

```

```

    command = [
        "ffmpeg",
        "-y", "-i", self.media_path,
        *quality_command,
        *self.audio_codec,
        output_file
    ]

```

```

    self.console.appendPlainText(f"Executing command: {' '.join(command)}")

```

```

    self.thread = MediaProcessorThread(command)
    self.thread.log_update.connect(self.console.appendPlainText)
    self.thread.finished.connect(self.process_finished)
    self.thread.start()

```

```

def process_finished(self, success, message):
    if success:
        QMessageBox.information(self, "Success", message)
    else:
        QMessageBox.critical(self, "Error", message)

```

```

def cancel_processing(self):
    if hasattr(self, 'thread') and self.thread.isRunning():
        self.thread.cancelled = True
        self.thread.wait()
        self.console.appendPlainText('<font color="orange">Process was cancelled by the user.</font>')

```

```

def save_log(self, log_text):
    log_file = os.path.join(self.output_path, "process_log.txt")
    with open(log_file, "a") as f:
        f.write(log_text + "\n")

```

```

if __name__ == "__main__":
    app = QApplication(sys.argv)
    window = MediaQualityEnhancer()
    window.show()
    sys.exit(app.exec_())

```

Archivo .spec de PyInstaller

```
# -*- mode: python ; coding: utf-8 -*-

a = Analysis(
    ['NextMask_FFmpeg.py'],
    pathex=[],
    binaries=[],
    datas=[('ffmpeg.exe', '.'), ('ffplay.exe', '.'), ('ffprobe.exe', '.')],
    hiddenimports=[],
    hookspath=[],
    hooksconfig={},
    runtime_hooks=[],
    excludes=[],
    noarchive=True,
    optimize=0,
)
pyz = PYZ(a.pure)

exe = EXE(
    pyz,
    a.scripts,
    a.binaries,
    a.datas,
    [],
    name='NextMask FFmpeg',
    debug=False,
    bootloader_ignore_signals=False,
    strip=False,
    upx=True,
    upx_exclude=[],
    runtime_tmpdir=None,
    console=False,
    disable_windowed_traceback=False,
    argv_emulation=False,
    target_arch=None,
    codesign_identity=None,
    entitlements_file=None,
    icon=['NextMask_FFmpeg.ico'],
)
```