

MyBox: Easy Tools Set

User Guide – Media Tools

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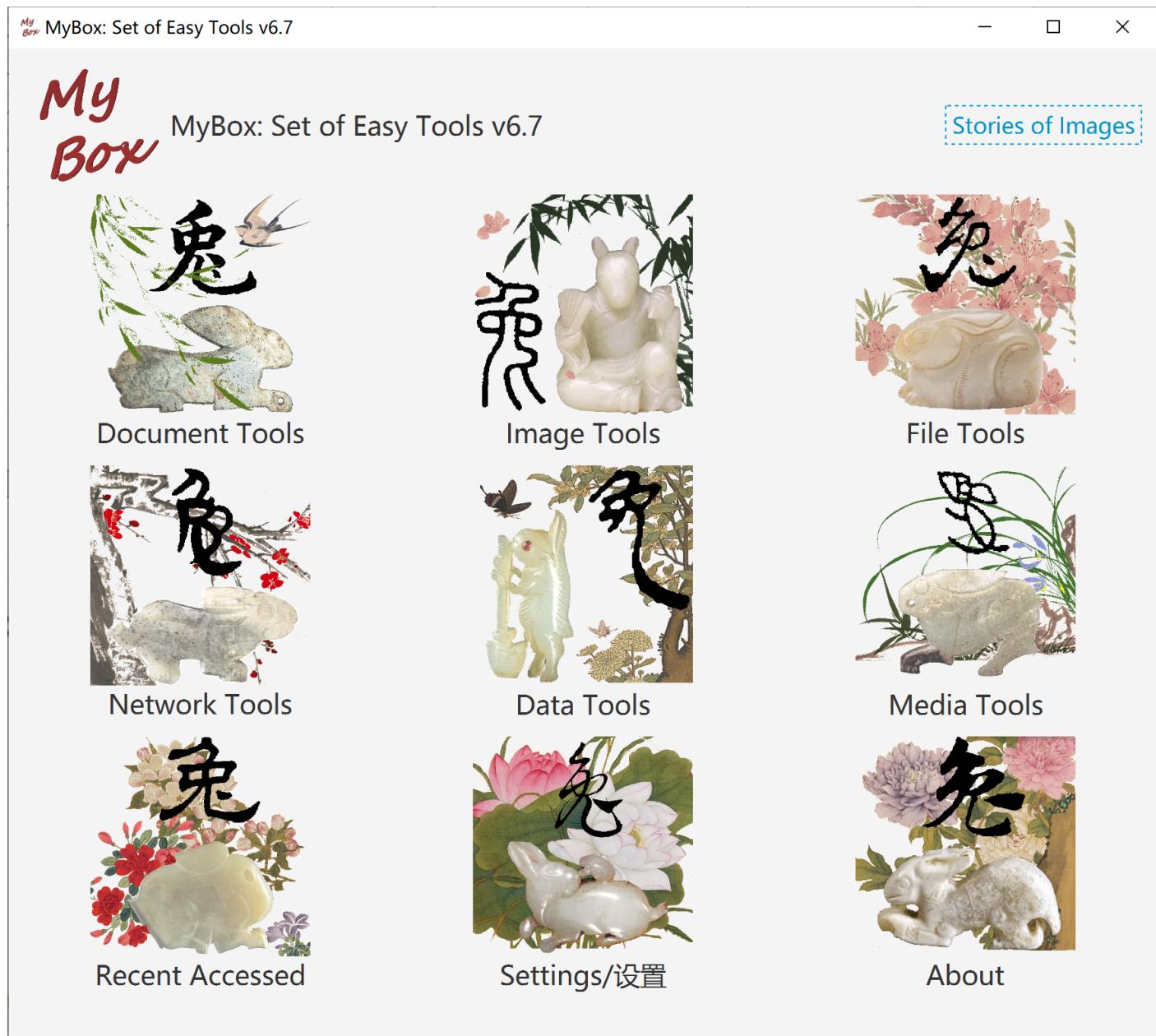
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1 Introduction

This is desktop application based on JavaFx to provide simple and easy functions. It's free and open sources.

1.1 Main Interface



1.2 Resources Addresses

Contents	Link
Project Main Page	https://github.com/Mararsh/MyBox/
Source Codes and Compiled Packages	https://github.com/Mararsh/MyBox/releases
Submit Software Requirements and Problem Reports	https://github.com/Mararsh/MyBox/issues
Data	https://github.com/Mararsh/MyBox_data
Documents	https://github.com/Mararsh/MyBoxDoc
Mirror Site	https://sourceforge.net/projects/mara-mybox/files/
Cloud Storage	https://pan.baidu.com/s/1fWMRzym_jh075OCX0D8yA#list/path=%2F

The screenshot shows a GitHub repository page for 'Mararsh / MyBox'. The top navigation bar includes links for Pull requests, Issues, Marketplace, and Explore. Below the navigation, there's a search bar and a 'Code' button highlighted with a red circle. The main content area shows a list of files and their commit history. On the right side, there's an 'About' section listing various tools and a 'Releases' section showing a recent release of 'v6.5.8' (Latest) from 18 days ago. The URL in the address bar is <https://github.com/Mararsh/MyBox/releases>.

1.3 Documents

Name	Version	Time	English	Chinese
Development Logs	6.7	2023-1-21	html	html
Shortcuts	6.5.6	2022-6-11	html	html
Functions list	6.6.2	2022-11-30	html	html
Packing Steps	6.3.3	2020-9-27	html	html
Development Guide	2.1	2020-8-27	PDF	PDF
User Guide - Overview	6.7	2023-1-21	html PDF odt	html PDF odt
User Guide - Data Tools	6.7	2023-1-21	html PDF odt	html PDF odt
User Guide - Document Tools	6.7	2023-1-21	html PDF odt	html PDF odt
User Guide - Image Tools	6.7	2023-1-21	html PDF odt	html PDF odt
User Guide - File Tools	6.7	2023-1-21	html PDF odt	html PDF odt
User Guide - Network Tools	6.7	2023-1-21	html PDF odt	html PDF odt
User Guide - Media Tools	6.7	2023-1-21	html PDF odt	html PDF odt
User Guide - Development Tools	6.7	2023-1-21	html PDF odt	html PDF odt
Examples - Notes	6.6.1	2022-11-16	html	html
Examples - Information in Tree	6.6.1	2022-11-16	html	html
Examples - Favorite Address	6.6.1	2022-11-16	html	html
Examples - SQL	6.6.1	2022-11-16	html	html
Examples - JShell	6.6.1	2022-11-16	html	html
Examples - JEXL	6.6.1	2022-11-16	html	html
Examples - JavaScript	6.6.1	2022-11-16	html	html
Examples - Math Function	6.6.1	2022-11-16	html	html
Examples - Row Filter	6.6.1	2022-11-16	html	html
About - Color	6.6.1	2022-11-16	html	html
About - Coordinate System	6.6.1	2022-11-16	html	html
About - Media	6.6.1	2022-11-16	html	html
About - Data Analysis	6.6.1	2022-11-16	html	html
Palette - Common Web Colors	6.7	2023-1-21	major all	major all
Palette - Chinese Traditional Colors	6.7	2023-1-21	major all	major all
Palette - Japanese Traditional Colors	6.7	2023-1-21	major all	major all
Palette - Colors from colorhexa.com	6.7	2023-1-21	major all	major all
Palette - MyBox Colors	6.7	2023-1-21	major all	major all
Stories of Images	6.7	2023-1-21	html PDF odt	html PDF odt

1.4 Menu of Tools

MyBox: Set of Easy Tools v6.7

Stories of Images

The screenshot shows a window titled "MyBox: Set of Easy Tools v6.7". In the top right corner, there is a button labeled "Stories of Images" enclosed in a dashed blue border. The main area contains several tool icons and labels:

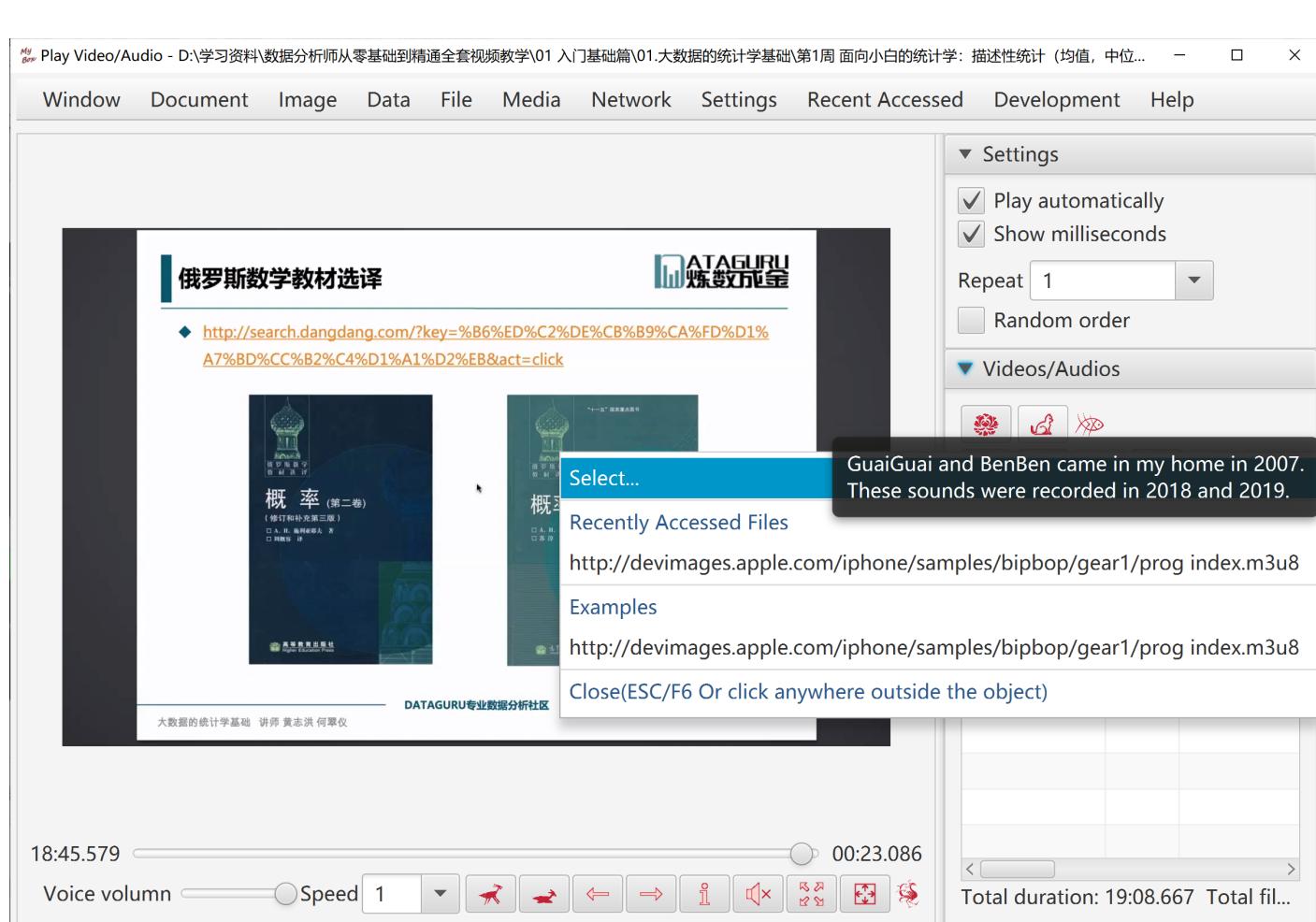
- Document Tools**: An illustration of a rabbit and a scroll.
- Image Tools**: An illustration of a rabbit statue surrounded by bamboo and flowers.
- File Tools**: An illustration of a rabbit surrounded by pink flowers.
- Network Tools**: An illustration of a rabbit and red berries.
- Recent Accessed**: An illustration of a rabbit surrounded by flowers.

A vertical menu on the right side lists various tools and features:

- Play Video/Audio
- Manage media lists
- FFmpeg: Screen Recorder
- FFmpeg: Convert Medias
- FFmpeg: Merge Images and Audios as Video
- FFmpeg: Probe Media Information
- FFmpeg information
- Game: Elimination
- Game: Mine
- Close(ESC/F6 Or click anywhere outside the object)**

2 Play Videos/Audios

1. Create/load playlist
2. Options: auto-play, display milliseconds, loop number, random order
3. Set: column, speed(0~8 times)
4. Buttons: Play, Pause, Stop, Next, Previous, Media-info, Mute, Full-screen
5. When full screen, display controls in short duration by clicking screen, and quit full-screen by ESC
6. The media player is based on javafx:
 - Supported container types:
AIFF, HLS, MP4, MP3, WAV
 - Supported encoding types:
AAC, MP3, PCM, H.264/AVC, H.265/HEVC
 - Supported protocols:
FILE, HTTP, HTTPS, JAR, HLS
7. Sounds of GuaiGuai and BenBen



3 Manage Playlist

1. Create/Delete/Update playlists.
2. Add/Delete items in playlists.
3. Read medias information, including duration, audio encoding, and video encoding.

The screenshot shows the 'Manage media lists' window of the MyBox User Guide. The window has a menu bar with options: Window, Document, Image, Data, File, Media, Network, Settings, Recent Accessed, Development, and Help. Below the menu is a toolbar with various icons. On the left, there's a sidebar with buttons for 'Table row' and 'Name of'. The main area contains a table with the following data:

Table row	Curr...	Address	Duration	Audio encoding
<input type="checkbox"/> 1		d:\tmp\mybox-da...	00:01.541	audio/mpeg MPE...
<input checked="" type="checkbox"/> 2		D:\视频\Photosho...	03:17.973	audio/mpeg AAC

A modal dialog box is open, displaying detailed information about the selected media file (row 2):

```

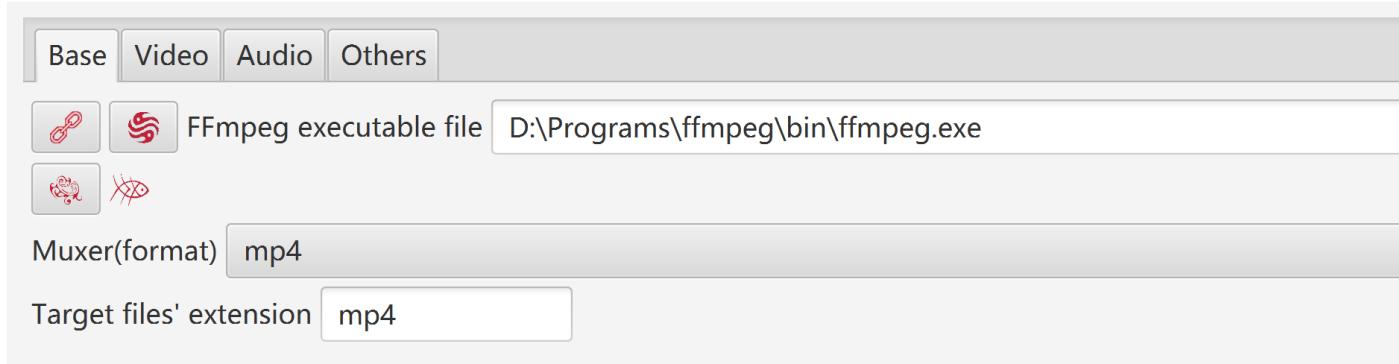
地址file:/D:/视频/Photoshop%20CC2015/1---Photoshop%20CC%202015%20全面技能培训介绍.mp4
时长: 03:17.973
分辨率: 1280x720
大小: 99.136 MB
Track: 1
Name: video/x-h264
name: video/x-h264
video width: 1280
encoding: H264
video height: 720
enabled: true
Track: 2
Name: audio/mpeg
name: audio/mpeg
encoding: AAC
enabled: true

```

4 Wrap Functions of ffmpeg

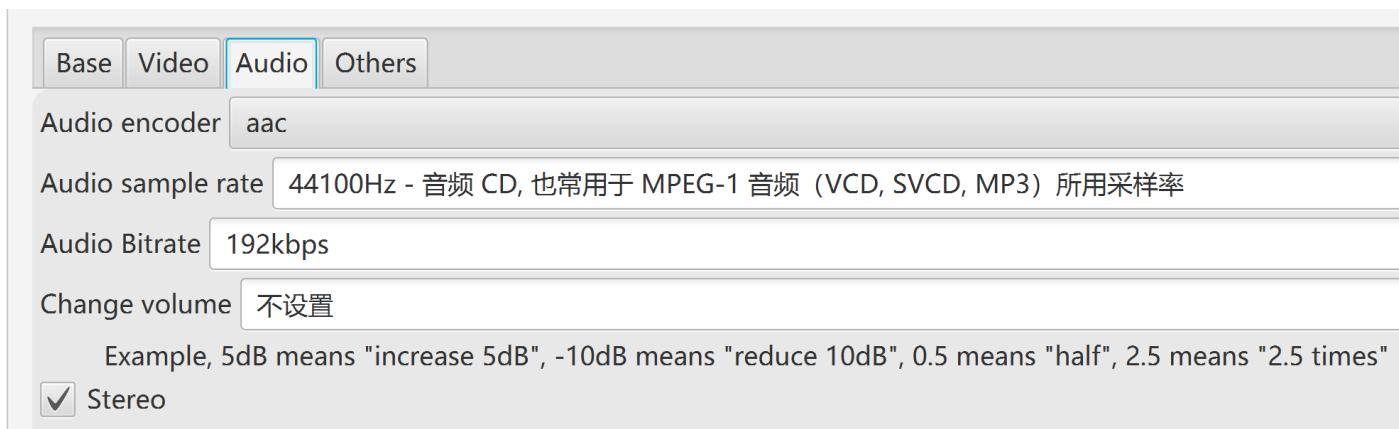
4.1 Base

Notice: This set of functions is based on ffmpeg, and user need download ffmpeg by yourself. (Suggest to use static version)



When handle media:

1. All parameters can be selected/set, including format, codec, subtitle, frame rate, sample rate, change column, etc.
2. Button "Default": When NVIDIA is available, choose "h264_nvenc" as video encoder, to make use of hardware acceleration.
3. Most of players support: muxer "mp4", video codec "H.264", audio codec "AAC".



4. Try different options of encoders, preset, and CRF, to get suitable settings of your computer, as following factors :
 - The encoder should be fast enough to record without frames dropping.
 - Consume limited system resources, and leave enough CPU and memory for other applications.
 - Quality and size of the generated file are tolerable.

Base Video Audio Others

Video encoder h264_nvenc NVIDIA NVENC H.264 encoder (codec h264)

Video frame rate ntsc 30000/1001

Video bitrate 1800kbps

Video resolution ntsc 720x480

Aspect ratio 16:9

Encoding preset slow 1 hg 2 passes

A preset is a collection of options that will provide a certain encoding speed to compression ratio.
 Factor for constant quality mode (0-9).
 Slower preset provides better quality and occupies more CPU.
 Quicker preset means worse quality and less CPU occupation.

Base Video Audio Others

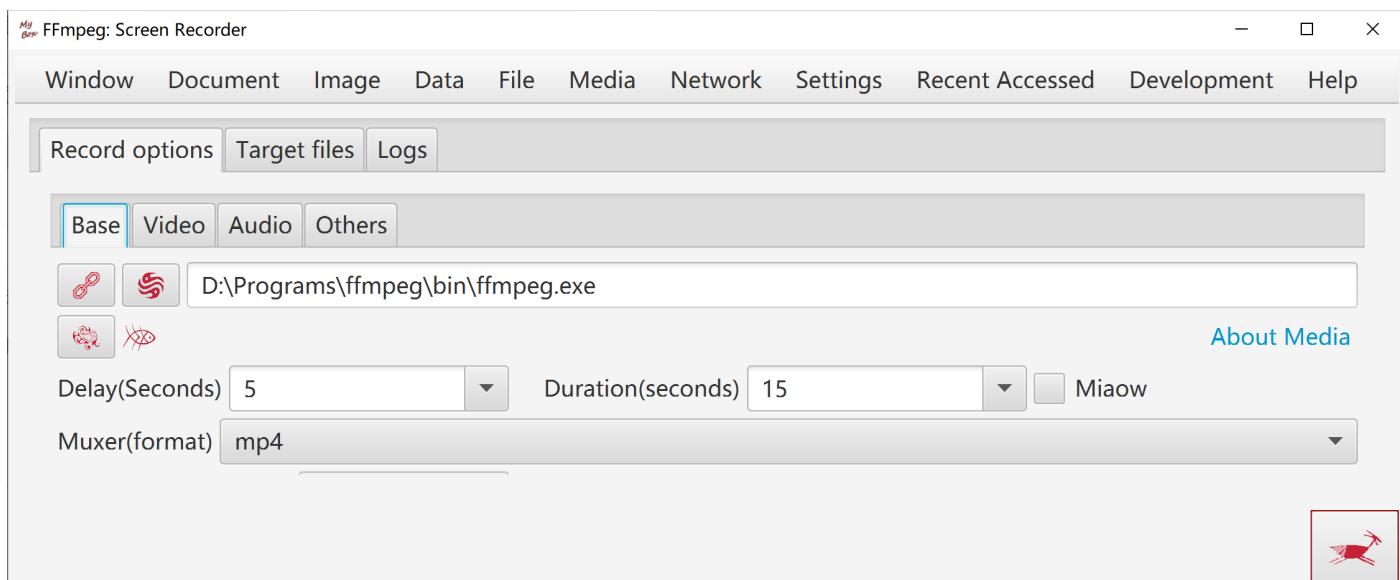
Subtitle encoder srt

More arguments Separated by space

- ss 0:1:30 set the start time offset
- sseof 0:5:00 set the start time offset relative to EOF
- to 0:10:15 record or transcode stop time
- t 0:0:20 record or transcode "duration" seconds of audio/video
- aq quality set audio quality (codec-specific)
- ac 2 set audio channels: 1 for mono, 2 for stereo
- title string
- author string
- copyright string

4.2 Record Screen

- When have not NVIDIA and CPU is not so powerful:
 - Choose "libx264rgb" as video encoder, to bypass conversion from RGB to yuv444p.
 - Select quicker encoding preset.
 - After recording, use conversion tool to change generated video from RGB to yuv444p with encoder "libx264".
- Select whether record video:
 - Set size of threads queue.
 - Record area: full screen, window by title, rectangle.
- Select whether record audio:
 - Detect audio cards automatically, and pick the first one as the audio device.
 - Set size of threads queue.
- Set delay:
 - If "unlimited", record at once when user click button "Start".
 - If valid value, recording will start when this time is past.
- Set duration:
 - If "unlimited", record until user click button "Stop".
 - If valid value, recording will end when duration completes. User can click button "Stop" to finish recording at any time.



4.3 Convert Videos/Audios in Batch

1. Source files are listed as files/directories.
2. Source files are listed as streams and medias information.

4.4 Combine Images And Audios As Video

1. Source files are listed as files/directories.
2. Source files are listed as streams and medias information.
3. Duration can be set for each image, or set for all images.
4. Option: End video when audios finish.
5. Images are adjusted automatically to fit for screen size meanwhile keep width-height ratio.

FFmpeg: Merge Images and audios as Video - Images information

Window Document Image Data File Media Network Settings Recent Accessed Development Help

Images Audios FFmpeg options Target files Logs

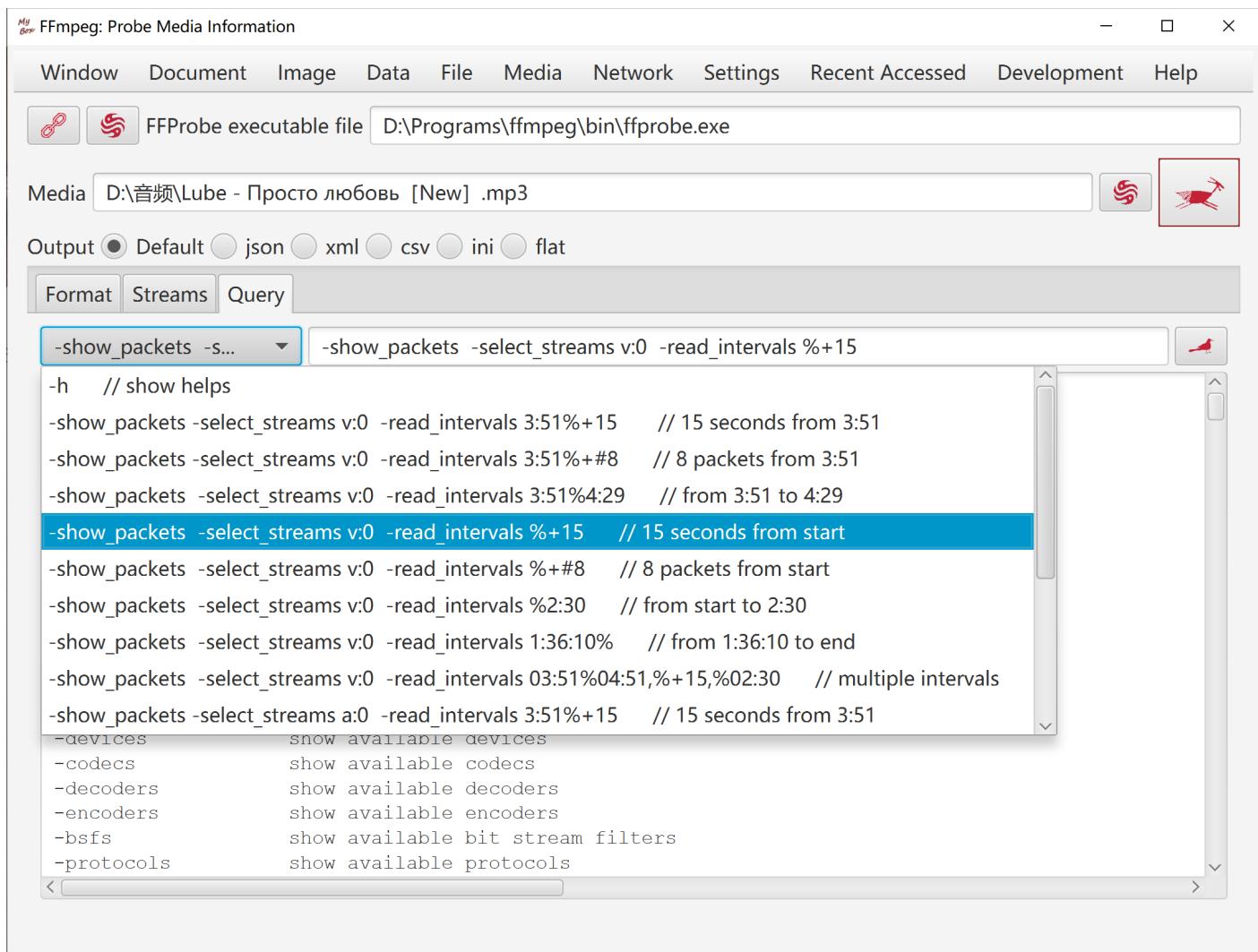
Table row	Curr...	Duration Milliseconds	Source image	Pixels	Color space	File	+
<input type="checkbox"/> 1		0		603x445	RGB	D:\tmp\4\MyBox-UserGuide-6.5.9-Ove..	
<input type="checkbox"/> 2		3000		872x593	YCbCr	D:\tmp\4\14_2022-01-22_10-57-44-79..	
<input type="checkbox"/> 3		3000		1946x1983	YCbCr	D:\tmp\4\1.jpg	

Duration(milliseconds) Set values for all or selected rows

Total pixels: 4,644,349 Total duration: 00:06.000 Total files: 3 Total Size: 2.842 MB Double click selected item to view

4.5 Read Media Information with ffprobe

1. Format of the media.
2. Streams of media.
3. Packets in defined duration of the media.
4. Output format can be selected.



4.6 Read Information of ffmpeg

Version, supported formats/codecs/filters, and query with customized parameters.

FFmpeg information

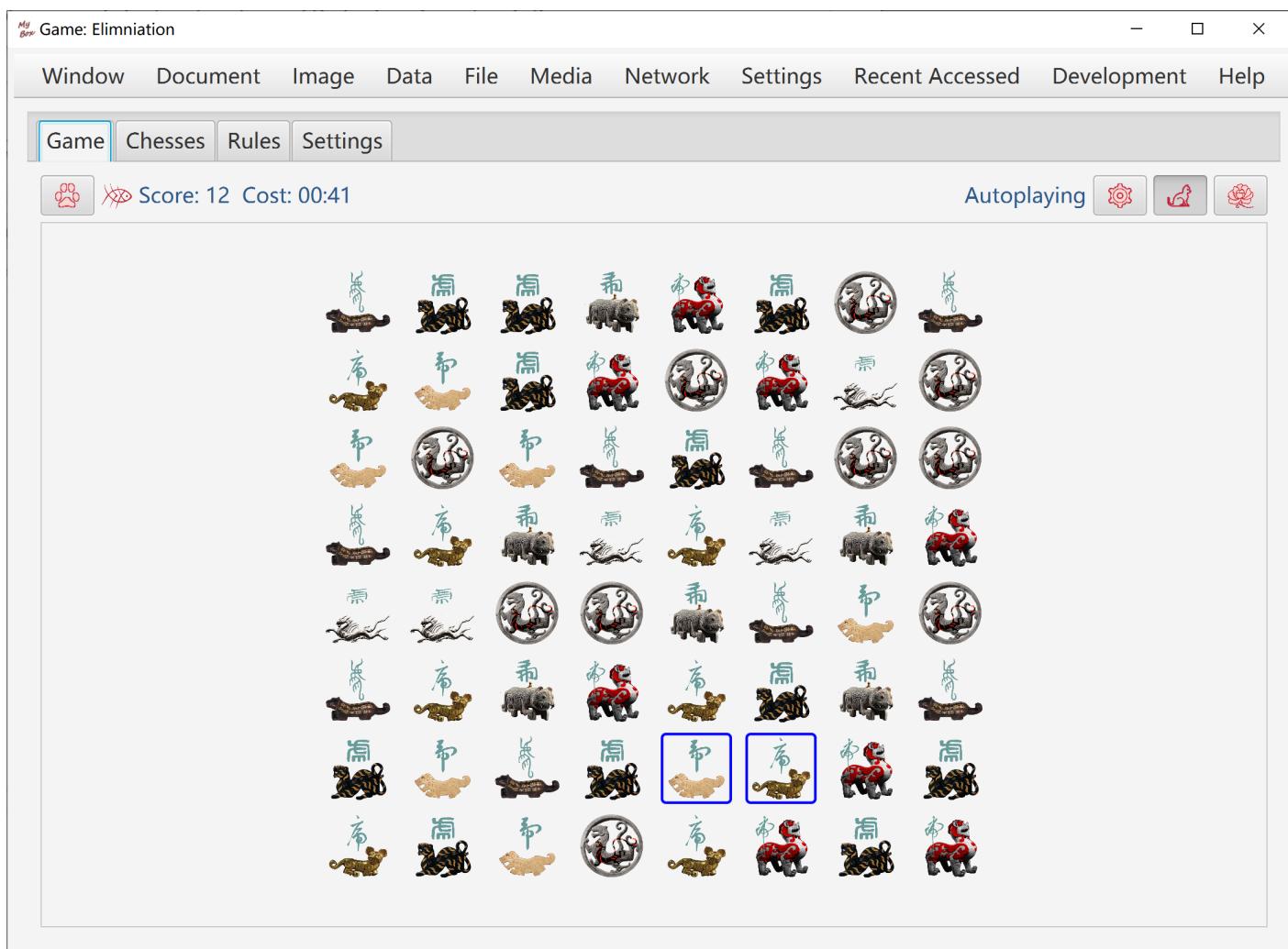
FFmpeg executable file D:\Programs\ffmpeg\bin\ffmpeg.exe

Version	Formats	Codecs	Filters	Query			
Codec	Type	Decoding supported	Encoding supported	Lossy compress...	Lossless compress...	Intra frame-only	
012v	Video	✓			✓	✓	Uncompressed 4:2:2 10-b
4xm	Video	✓		✓			4X Movie
8bps	Video	✓			✓	✓	QuickTime 8BPS video
a64_multi	Video		✓	✓		✓	Multicolor charset for Co
a64_multi5	Video		✓	✓		✓	Multicolor charset for Co
aasc	Video	✓			✓		Autodesk RLE
agm	Video	✓		✓			Amuse Graphics Movie
aic	Video	✓		✓		✓	Apple Intermediate Code
alias_pix	Video	✓	✓		✓	✓	Alias/Wavefront PIX imag
amv	Video	✓	✓	✓		✓	AMV Video
anm	Video	✓		✓			Deluxe Paint Animation
ansi	Video	✓		✓			ASCII/ANSI art
apng	Video	✓	✓		✓		APNG (Animated Portable
arbc	Video	✓		✓			Gryphon's Anim Compre
asv1	Video	✓	✓	✓		✓	ASUS V1

Total: 456

5 Game-Elimination

1. Options about chesses images, number, size, effects like dropshadow or arc.
2. Chesses can be predefined images, user defined images, or colors.
3. Sound: praise from GuaiGuai, praise from BenBen, 3-conection from Ben and others from Gui, mute, or any mp3/wav file.
4. Counted chesses: Make scores only when eliminate selected types of chesses.
5. Customize rulers that how to give score when eliminate different type of connection.
6. Set strategy when deadlock happens: keep score and renew game, make chance of elimination, or pop alert to have user choose.
7. Options: speed of automation, times of flush when eliminate, whether pop scores.
8. Button "Help Me": prompt valid step.
9. Button "Play Automatically": click to play by compute and click again to stop it.



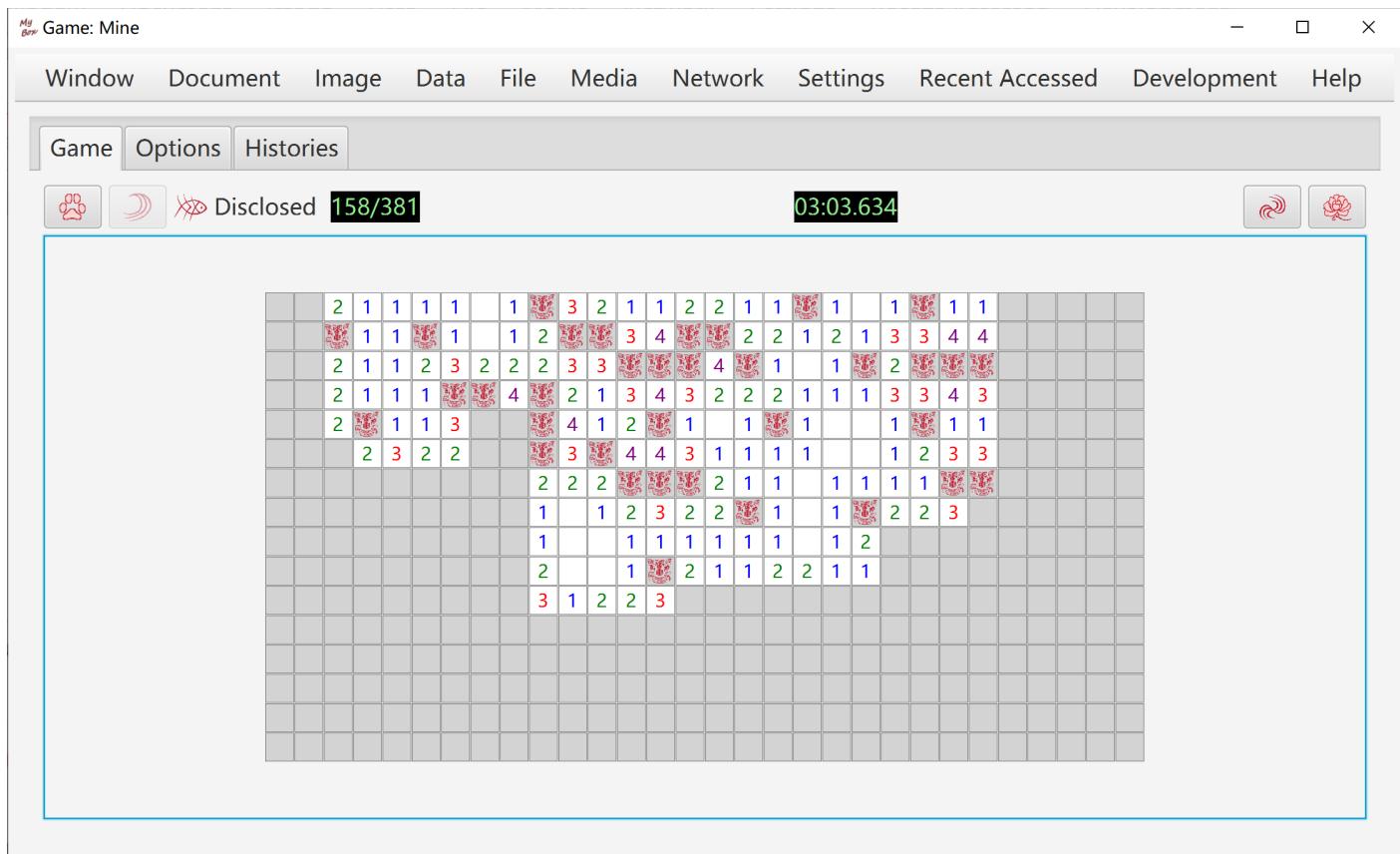
6 Game-Mine

Target: Disclose all cells which are not mines. Game fails once a mine is opened.

Rulers:

1. When game is started, all cells are in status "closed".
2. Start timing when click a cell at first time.
3. Count: Opened cells number / Total number of cells which are not mines.
4. When left-click a cell, nothing happens when it is "disclosed", or else:
 - If it is a mine, then game fails.
 - If it is not a mine, then it is opened and its status becomes "disclosed".
 - If there are mines around this cell, then the number of mines around it is shown in the cell.
 - If there is no mine around this cell, then it is shown as blank and all cells around it will be disclosed. Continue this process.
5. When right-click a cell, nothing happens when it is "disclosed", or else:
 - If this cell is not marked, then mark it as "Mine".
 - If this cell is marked as "Mine", then change its mark as "Suspected".
 - If this cell is marked as "Suspected", then remove its mark.
 - Right-clicking only marks the cell, and will not trigger mine nor disclose the cell.
6. When double-click a cell:
 - If the cell is in status "closed", then disclose it.
 - Disclose all cells which are not marked as "Mine" around this cell.
 - Do this only when you are sure all mines are marked correctly around this cell.
7. When you are unlucky to trigger a mine:
 - Click button "Undo", to pretend that did not happen and continue the timing and counting.
 - Click button "Replay", to restart the same game.
 - Click button "New Game" to start a different game.
8. Click button "Help me" to see all mines secretly, and click button "Undo" to continue playing.

MyBox User Guide – Media Tools v6.7



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