

BatchEncoder Manual

Revision 1.0.0.0 (01/07/2017)

Contents

1 Introduction.....	3
1.1 What is BatchEncoder.....	3
1.2 Supported OS's.....	3
1.3 System requirements.....	4
1.4 Screen resolution.....	4
1.5 Program version numbering.....	4
1.6 Configuration files extensions.....	5
1.7 Support.....	5
1.8 Developers.....	5
2 License.....	7
3 Basic usage.....	8
3.1 Adding input audio files to the File List.....	8
3.2 Selecting output file format and preset.....	9
4 Advanced options.....	10
5 Contact.....	11

1 Introduction

This document is intended as short and compact manual for the BatchEncoder users. Main goal is to describe program features and how to use them. At this chapter are presented the requirements of the program to run correctly in any supported operating system.

1.1 *What is BatchEncoder*

BatchEncoder is an audio files conversion software. It supports most of popular audio file formats including lossy and lossless compression. The main program window is simple in usage and design. BatchEncoder is basically GUI front-end for command-line tools. All it does is creating background processes and passing arguments to it with options you select from presets/format menu and additionally adding input and output file paths. This help file describes very basic features and usage of the application. For specific options for each format use help available for command-line tools.

In short terms BatchEncoder is:

- new generation of audio conversion utility for Win32 GUI,
- supporting many lossy and lossless audio formats,
- easy configurable for newbies,
- having advanced options for experienced users,
- an open-source, fast and simple software,
- constantly developed as requirements are changing.

1.2 *Supported OS's*

The program is build by default as UNICODE enabled using UnicoWS for older ANSI systems.

Currently are supported the following operating systems:

- Microsoft Windows Vista SP1 (<http://www.microsoft.com/>)
- Microsoft Windows Vista (<http://www.microsoft.com/>)
- Microsoft Windows XP SP2 (<http://www.microsoft.com/>)
- Microsoft Windows 2000 SP4 (<http://www.microsoft.com/>)

- Microsoft Windows Mev (<http://www.microsoft.com/>)
- Microsoft Windows 98 SE (<http://www.microsoft.com/>)
- Microsoft Windows 95 OSR2 with IE 5.0 (<http://www.microsoft.com/>)
- Unix/Linux using Wine (<http://www.winehq.org/>)

It is possible to run the program in other versions of Windows or in other operating systems, but the authors are testing program only on this versions of OS's. If you have successfully tested and used this program without any trouble in other OS then send an e-mail or post this on the program forums.

1.3 System requirements

It depends on encoders/decoders requirements. Standalone program works with few megabytes of system memory and do not need fast CPU. Check the dependencies of used command-line encoders and decoders for specific information about hardware requirements. The better hardware you have the better it goes. With older hardware you may experience some troubles with highly optimized tools. Specially when they are using assembly optimizations like MMX, SSE, SSE2, SSE3 or any other CPU specific. So please check all the details about your hardware and used tools before complaining to the authors of BatchEncoder in forums or via the e-mail.

1.4 Screen resolution

The minimum supported resolution is 640x480 with 256 colors.

1.5 Program version numbering

Program has his own version numbering philosophy. As this topic is some times controversial and may be less understandable by some users here is short description how to read program versions.

```
BatchEncoder A.B.C.D <release>

if (B == 0) && (C == 0) && (D == 0) <release>== Stable

if (B > 0) && (C == 0) && (D == 0) <release> == Stable (patch/fix)

if (C != 0) && (D == 0) <release> == Beta

if (C == 0) && (D != 0) <release> == Alpha
```

Simplifying all the science we get:

- A for a major stable release (C and D are equal to zero).

- B for a minor stable patch/fix release (C and D are equal to zero).
- C for a beta release.
- D for an alpha release.

For example 1.0.0.5 is alpha release, 1.0.5.0 is a beta release, 1.0.0.0 is stable release and 1.1.0.0 is stable release with minor patch/fix.

1.6 Configuration files extensions

Program configuration files are used to store all settings. No other solutions are used, such as system registry. Only XML text files with UTF-8 encoding are supported.

Configuration files extensions:

- .xml - valid for all types of configurations,
- .config - main program configuration,
- .list - the file-list file entry's,
- .presets - preset names and options for selected format,
- .formats - formats specifications for encoders and decoders.

Please use only UTF-8 text editors to edit any configuration files. There is no description of format of configuration files. The file format is self explaining and most of time it is automatically generated by the program. If you really need to know more check the program sources to find how the things are done.

1.7 Support

There is no direct support for this software. This is free, open-source software and authors are not paid for developing the software (only user donations are accepted).

The project is developed in free time as hobby and authors are normally working at jobs that are not related to BatchEncoder project. You can go to BatchEncoder website and check the project forums for help or write an e-mail to the authors. Please check the contact chapter for more details.

1.8 Developers

To build program from sources you will need the following components:

- Microsoft Visual C++ 9.0

Check Microsoft(R) website <http://www.microsoft.com/> for more informations about Visual C++.

- TinyXml Library

Required for compiling the program. Download latest stable release from <http://www.sourceforge.net/projects/tinyxml/>. Unpack source package to 'TinyXml\src' dir is the program source directory.

- UnicoWS.lib

Required for program compilation (unicode builds only). The Microsoft Platform SDK contains the UnicoWS.lib library (included in MSVC++ 9.0).

To run program on non unicode systems you will need the Microsoft Layer for Unicode dynamic library (UnicoWS.dll).

The Microsoft Layer for Unicode is available as a redistributable from <http://www.microsoft.com/msdownload/platformsdk/sdkupdate/psdkredist.htm> download it and install in your system.

2 License

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3 Basic usage

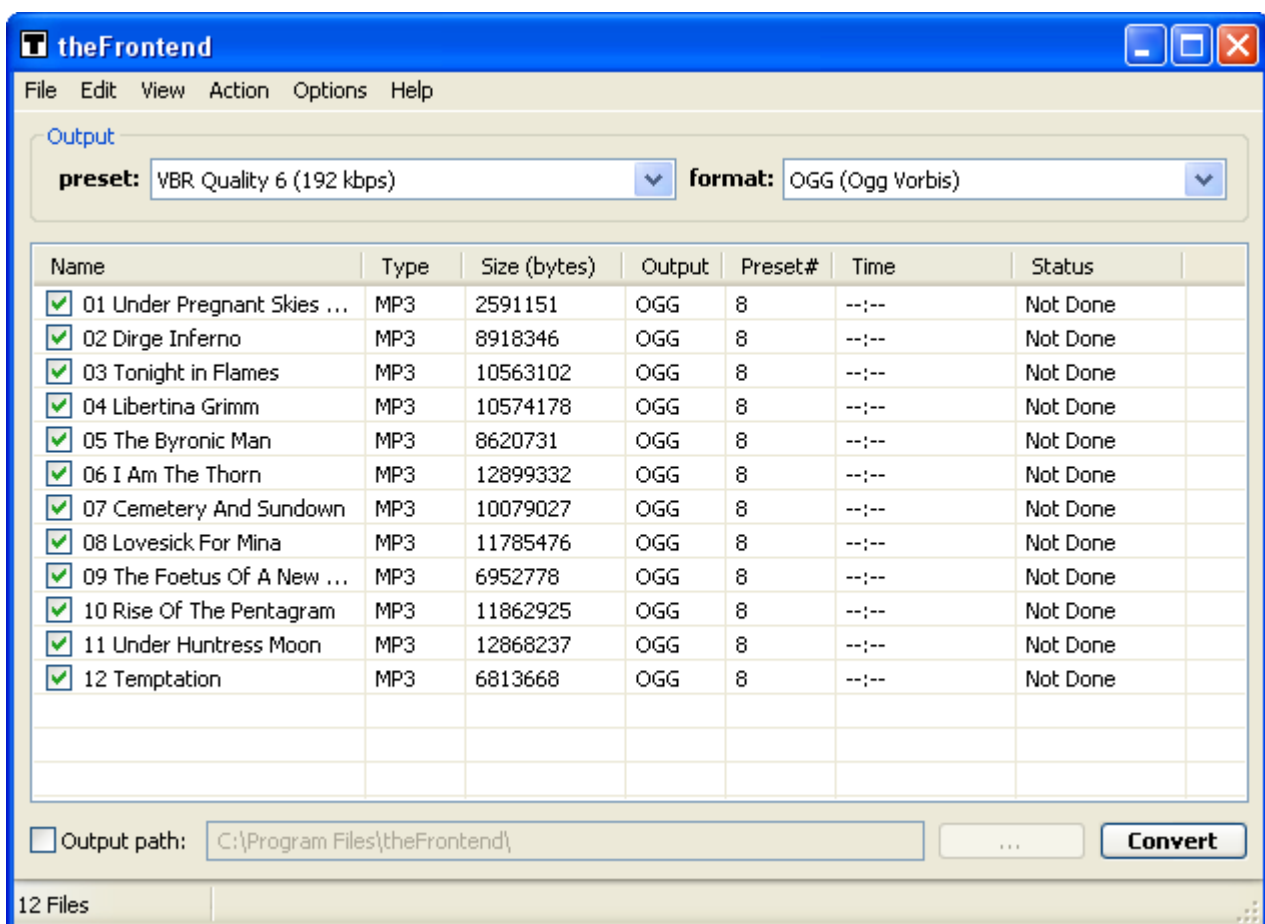
3.1 Adding input audio files to the File List

The input files will be converted to the selected output format using chosen preset. For each file you can select different output format and preset. Only checked files are processed.

Method 1 using pop up menu:

Step 1. Right click on the list (pop up menu will display, same as in Edit menu).

Step 2. Select Add Files or Add Directory option.



Picture 1: Main program window.

Method 2 using Edit menu from main window:

Step 1. Select form main window menu Edit sub menu.

Step 2. Select Add Files or Add Directory option.

Add Files	F5
Add Directory	F6
Rename	F2
Reset Time/Status	F3
Reset Output/Preset	F4
Remove	DEL
Crop	INS
Remove Checked	Ctrl++
Remove Unchecked	Ctrl+-
Check Selected	Shift++
Uncheck Selected	Shift+-
Select All	Ctrl+A
Select None	Ctrl+N
Invert Selection	Ctrl+I
Open File	Ctrl+O
Open Directory	Ctrl+Shift+O

Picture 2: Edit menu and File List pop up menu (this menus are the same).

You can Load and Save file list form/to a file using File menu.

Load list...	Ctrl+L
Save list...	Ctrl+S
Clear list	Ctrl+E
Create batch-file...	Ctrl+B
Exit	

Picture 3: File menu options.

3.2 Selecting output file format and preset.

To be done.

4 Advanced options

To be done.

5 Contact

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