

# Manpage of DVDA-AUTHOR

## DVDA-AUTHOR

Section: User Commands (1)

Updated: June 2019

[Index](#) [Return to Main Contents](#)

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## NAME

dvda-author - manual page for dvda-author version 2016-dev

## SYNOPSIS

**dvda-author** [*OPTION*]...

## DESCRIPTION

dvda-author 2016-dev creates high-resolution DVD-Audio discs from .wav, .flac and other audio files.

## OPTIONS

Output options

**-h, --help** Display this help.

**-v, --version** Display version.

**-q, --quiet** Quiet mode.

**-d, --debug** Increased verbosity (debugging level)

**-t, --veryverbose** Like **-d** with enhanced verbosity for sample counts.

**, --maxverbose** Like **-t** with maximum verbosity on audio buffers (devel info).

**--no-output** Does not produce any file structure except for **--fixwav**. Computations will be performed.

**-P, --pause** Insert a final pause before exiting.

**-P0, --pause=0** Suppress a final pause before exiting if specified in configuration file.

**-l, --log path** Output a log to filepath. Argument must be supplied.

**-L, --logrefresh path** Same as **-l** but prior log will be erased on launching again.

**--loghtml** Transform the log into HTML format, with colorized messages, adjacent to log with extension .html added.

**-k, --text** Generates text table in IFO files

Under development, implemented for 1-group discs.  
Use file information as arguments separated by commas.

**-W, --disable-lexer** Deactivates configuration file parsing.

Playback options

**-a, --autoplay** Launches playback on loading disc.

Authoring options

Soundfile authoring

Supported audio types: .wav

.flac and .oga (Ogg FLAC, see below)

SoX-supported formats with **-S** enabled except for lossy formats.

**--project [file]** Launches a dvda-author project.  
The project file should have the same syntax as dvda-author.conf [see file HOW\_TO.conf]  
By default, launches dvda-author.dap in the current directory.

**-i, --input directory** Input directory with audio files.  
Each subdirectory is a group.

**-o, --output directory** Output directory.

**-x, --extract {disc or directory}[1:1,...,t1n-2:1,...,t2n-...-N:1,...,tNn]** Extract DVD-Audio to directory **-o**.  
Groups are labelled g1, g2 in output directory.  
Optional hyphen-separated list of groups to be extracted

may be appended to disc path.  
Groups ranks are followed by colons.  
Tracks to be extracted may be listed separated by commas after colon.

**--aob-extract AOB[,AOB...]** Direct AOB file audio content extraction.  
Unlike **-x**, this option does not use .IFO files. Use this option in combination with **-o**. No wav header is generated.  
Several AOB files may be listed, separated by commas.

**--aob2wav AOB[,AOB...]** Like **--aob-extract** but a wav header is prepended to audio content.

**--log-decode [AOB]** Decode AOB file and log MPEG specifics. Should be used only in conjunction with **--outfile**

**--scan-info [IFO]** Scanning information given by IFO file

**--outfile [file]** Path to the log generated by **--log-decode**. Caution : should be alone in its own directory.

**-p, --startsector NNN** Specify the number of the first sector  
of the AUDIO\_PP.IFO file in the output of mkisofs.  
If NNN=0, falling back on 281 (default).  
Without **-p** start sector will be computed automatically.

**-g** You may specify up to 9 groups of tracks.  
Minimum: one group. Enter full path to files if input directory is not set by **[-i]**.

**-z, BROKEN.** Separate two consecutive titles when files have same audio characteristics within a group.(

**-Z, --playlist** You may specify up to 9 group copies.  
Total number of groups and copy groups should not exceed 9.

**-n, --no-videozone** Do not generate an empty VIDEO\_TS directory.

**-w, --rights** Access rights to directories created (octal values)

**-c, --cga** Enter channel group assignment right after group (**-g**).

**-F, --fixwav(options)** Bad wav headers will be fixed by fixwav.  
Can be run alone without DVD-AUDIO output by adding **--nooutput**.

**-f, --fixwav-virtual(options)** Use .wav header repair utility without any write operation.

**-S, --sox** Use SoX to convert files to .wav.  
By default, only flac, Ogg FLAC and .wav files are accepted.

**--padding** Reverse default behaviour for transition between audio tracks with identical

characteristics (number of channels, bit depth and sample rate).

If necessary, audio will be padded with 0s instead of being joined (default).

Use **--pad-cont** for padding with last-known byte.

**-C, --pad-cont** When padding, pad with last known byte, not 0. See **--padding** above.

Deactivates **--lossy-rounding**

**-L, --lossy-rounding** Sample count rounding will be performed by cutting audio files

instead of padding (see **--padding** and **--pad-cont**).

Deactivates **--pad-cont** and **--padding**.

Menu authoring

**-m, --topmenu**(=mpgfiles) Generates top menu from comma-separated list of mpgfiles.

Without argument, automatic menu generation is launched.

**-u, --duration** hh:mm:ss Duration of top menu file, if provided.

It is mandatory when **--topmenu** has an argument file.

**-M, --xml** filepath Generates dvdauthor xml project to filepath.

**-H, --spuxml** filepath Generates spumux xml project to filepath.

**-G, --image** file Menu Background image for customized menu authoring.

**-E, --highlight** file Menu Highlight image for customized menu authoring.

**-e, --select** file Menu Select image

image that appears on pressing Enter with remote control usually Background with a change in text color.

**-N, --blankscreen** file For automatic menu authoring, you can replace black video background with this image.

**-O, --screentext** string Text for top menu. Format is

"album\_text=group1\_text=text(track11),text(track21),...,text(trackn1):group2\_text=text(track12),text(trackn2),...,text(tracknk) the text for track n of group k and groupk\_text the text for group k.

**-U, --loop** loop background video.

**-K, --highlightformat** -1 for automatic menu authoring

with little square before titles, 0 for underlining, 1 for button highlight.

**-J, --font a,b,c** Font name,font size,font width  
 (number of pixels for width of font size 10).  
 Font name should be compatible with Image magick specifications (mogrify  
**-list font**).

**--fontname a** Font name.  
**--fontsize b** Font size.  
**--fontwidth b** Font width.

**-Y, --topmenu-palette** string Text for system palette. Format is  
 either "norefresh", to block the refreshing of menu images, or:  
 textcolor:highlight\_color:select\_action color  
 in alpha-YCrCb 32-bit hexa coding. Here textcolor is the non-highlighted text  
 for tracks,  
 ,highlight\_color is the underline or mobile motif color,  
 and select\_action\_color is album and group labels  
 as well as color of tracks on pressing the highlighted track.

**-8, --activemenu-palette** string Text for menu colors. Format is:  
 textcolor:highlight\_text\_color:highlight\_color:select\_action color  
 in alpha-YCrCb 32-bit hexa coding. Here textcolor is the non-highlighted text  
 for tracks,  
 highlight\_text\_color is the color of album and group labels and highlighted  
 text,  
 highlight\_color is the underline or mobile motif color,  
 and select\_action\_color is on pressing the highlighted track.

**-y, --topmenu-colors** string Text for menu colors. This is a developer's switch.  
 Use the **-palette** switches for modifying display colors.  
 This switch determines the colors of pictures generated in the temporary  
 directory before creating the mpg background files.  
 Format is either "norefresh", to block the refreshing of menu images, or  
 textcolor:backgroundcolor:highlightcolor:select action color in rgb values a,b,c  
 between 0 and 255.

**-b, --background** Background jpg files (comma-separated) to create a back-  
 ground mpg file  
 into which titles are multiplexed.  
 Specify as many files as there are menus, or the last file will be duplicated for  
 missing menu files.

**--background-colors** Background RGB colors to colorize background mpg files  
 into which titles are multiplexed.  
 Specify as many colors as there are menus, or the last color will be duplicated  
 for missing menu colors.  
 Syntax is r,g,b:r2,g2,b2:...:rk,gkbk for **--nmenus=k**.

**-B, --background-mpg** list Background mpg file(s) in a comma-separated list

into which titles are multiplexed.

**--topmenu-slides file(s) .jpg image files to be multiplexed with sound tracks (see option below)**

By default a black screen will be used.

Each menu screen should have at least one associated .jpg slide. List of slides is comma-separated for each menu.

Menu lists are colon-separated: menu1\_pic1,menu1\_pic2:menu2\_pic1,menu2\_pic2, etc.

**-Q, --soundtracks file(s)** Background wav file(s)

to be multiplexed into a slideshow, with option **--topmenu-slides**.

By default a silent track will be multiplexed.

Each menu screen should have its own sound track. List of tracks follows same usage as for **--topmenu-slides**.

Note that currently with several menus there can be only one track/slide per menu.

**-A, --topvob f** Import already authored top vob menu f.

**--import-topmenu f** Import VIDEO\_TS stream (VOB format) into AUDIO\_TS top menu (AUDIO\_TS.VOB).

**-0, --menustyle desc** Specifies top menu style

By default, tracks are listed under group headers.

If desc='hierarchical', the first menu screen lists groups.

If desc='active', all tracks will have an associated still picture with menu links that remain active while listening to the track.

**-1, --stillvob f** Import already authored still pictures vob.

**-2, --stilloptions ...** Still picture options (add after **--stillpics**). Each option applies to ranked pic, e.g.

rank=0>manual,starteffect=fade,rank=1,starteffect=dissolve.

Suboptions are:

rank=[number], starteffect=[effect], endeffect=[effect]

manual, lag=[number], start=[number], active

See details below.

**--stillpics** Background jpg files to create one or more still pictures for each track. See usage below.

If a track has no still picture, use two colons in a row.

You may otherwise indicate a directory containing pictures named pic\_abc.jpg, with a,b,c between 0 and 9.

**--stillpics dir/** Directory for background jpg files to create one still picture for each track.

Pics should be named pic\_000.jpg, ..., up to pic\_999.jpg (maximum).

**-4, --norm** Argument is 'ntsc', 'pal' or 'secam', depending on TV standard.

**-5, --aspect** Set the playback aspect ratio code of the encoded video. By default, this value is inferred from the input header.

- 1** - 1:1 display
- 2** - 4:3 display
- 3** - 16:9 display
- 4** - 2.21:1 display

**-6, --nmenus** *int* Generates *int* top menus (default 1).

**-7, --ncolumns** *int* Top menus will have at most *int* columns (default 3).

Disc authoring

**-I, --mkisofs**(=*file*) Run mkisofs to author disc image using *file* as an ISO image. If *file* is empty, use *tempdir/dvd.iso*.

**-r, --cdrecord**(=*a,b,c*) Run cdrecord to burn disc image.

Unless specified, **--mkisofs** will be automatically triggered with default *tempdir/dvd.iso* value.

Device is of the form *a,b,c*, see **cdrecord -scanbus**. It can be omitted if there is just one writer.

**-R, --growisofs** */dev/dvd* Run growisofs to burn disc image.

Device is of the form */dev/scd0* under many GNU/Linux distributions. It cannot be omitted.

DVD-VIDEO zone authoring

**--lplex-output dir** Output directory for lplex

Default is same as specified **-o** value or default output directory.

**--dvdv-tracks ...** Add tracks to be added to DVD-VIDEO zone using lplex: *track11,...,trackn1:track12,...,trackn2:...* for *trackij* the *ith* track of video titleset *j*.

**--dvdv-slides ...** Add slides to be added to DVD-VIDEO zone using lplex: *slide11,...,sliden1:slide12,...,slide2:...*

for *slideij* the *ith* slide of video titleset *j*.

Each track should have a corresponding slide.

Add two commas in a row for repeating previous slide.

There can be a maximum of 1 slide per track.

**-V, --videodir** *directory* Path to VIDEO\_TS input directory

**-T, --videolink** *rank* Rank of video titleset linked to in video zone

(*XX* in *VTs\_XX\_0.IFO*).

In this case the path to the VIDEO\_TS linked to

must be indicated.

**--dvdv-import** Create DVD-VIDEO zone from DVD-AUDIO zone.

Import DVD-Video standard compliant files (16-24 bit/48-96 kHz  
from DVD-AUDIO to DVD-VIDEO.

**--mirror** Like **--dvdv-import** but resample audio tracks  
if they are not DVD-Video compliant (.wav files only)

**--mirror-strategy st** Values for st are: 'high' or 'low'. If necessary, **--mirror** will resample audio tracks  
by upsampling (high) or downsampling (low)

**--hybridade** Alias for **--dvdv-import**

**--dvdv-slides=...** with each slide the first slide of **--stillpics=...** for each  
audio track.

**--full-hybridade** Alias for **--mirror --mirror-strategy high**

**--dvdv-slides=...** with each slide the first slide of **--stillpics=...** for each  
audio track.

Software configuration

**-D, --tempdir** directory Temporary directory for DVD-Audio files (dvda-  
author).

Optional. CAUTION: tempdir will be erased unless **--no-refresh-tempdir** is  
used.

**-9, --datadir** directory Data directory with subdirectory 'menu' containing at  
least default backgrounds for menus. Optional, only to be used when menus are  
created.

**, --lplex-tempdir** directory Temporary directory for DVD-Video files (lplex)  
Optional.

**-X, --workdir** directory Working directory: current directory in command line  
relative paths.

By default, the current directory.

With Code::Blocks and similar IDE, you may have to specify your root package  
directory as argument to **--workdir**.

**--no-refresh-tempdir** Do not erase and recreate the DVD-Audio temporary directory on launch  
Do not erase and recreate the output directory on launch.

**--bindir path** Path to auxiliary binaries.

Sub-options

fixwav sub-options:



simple-mode

Deactivate default automatic mode and advanced options.  
User will be asked for more information.

prepend

Prepend header to raw file

in-place

Correct header in the original file (not advised)

cautious

Be cautious when overwriting files in-place

interactive

Request information from user.

padding

Pad files according to WAV standard

prune

Cuts off silence at end of files

force

Launches fixwav before SoX for mangled headers

output=sf

Copy corrected file to new filepath with string suffix sf

infodir=db

Copy info chunks from wav headers to file db/database

Sub-options should be separated by commas and appended

after short option or after = sign if long option is used:

**-f/-Fsuboption or --fixwav(-virtual)=suboption** without any whitespace  
in between them.

Example: **--fixwav=***simple-mode*,prepend,interactive,output=new

Still pictures:

p11,p21,...,pn1-p22,p22,...,pn2-...

with tracks separated by hyphens and pictures by colons.

Examples: **-g ~/a.wav --stillpics** image1.jpg,image2.jpg,image3.jpg:image4.jpg,image5.jpg,image6.jpg

If there are no pics for a track use :: as below (no pics for second track):

**-g** *~/a.wav ~/b.wav ~/c.wav* **--stillpics** image1.jpg,image2.jpg,image3.jpg::image4.jpg,image5.jpg,image6.jpg

Still picture transition effects:

rank=k

k is the absolute rank of stillpic (0-based) to which the following options apply (order-dependent).

start=k

picture starts at k sec from start of track.

manual

Enable browsable (manual advance) pictures (experimental).

starteffect=effect

transition effect at start of pic: cut (default), fade, dissolve, top-wipe, bottom-wipe, left-wipe, right-wipe.

endeffect=effect

like starteffect at end of pic show (under development)

lag=k

k is the duration of transition effect in multiples of 0.32 second ( $k < 16$ ).

active

menu links will be displayed on still picture and remain active while listening.

Example: **--stilloptions** rank=0,start=03,starteffect=fade,lag=12,rank=1,start=20,starteffect=dissolve,lag=15

Transition effects like fade or dissolve may vary depending on hardware.

End effects may be visible only when several pictures are used for a track slide.

If a track has just one still pic, only start effects may be visible.

Note: for optional arguments noted (=...) above, usage is either

**-xY**, with x the option flag and Y the argument, or

**--option=argument**.

There must be a maximum of 9 audio groups.

Each subdirectory of an audio input directory will contain titles

for a separate audio group.

A number between 1 and 9 must be included as the second character of the

subdirectory relative name.

Full Input/Output paths must be specified unless default settings are set.

By default, defaults are set in */full* path to dvda-author folder/defaults

## EXAMPLES

-create a 3-group DVD-Audio disc (legacy syntax):

```
dvda-author -g file1.wav file2.flac -g file3.flac -g file4.wav
```

-create a hybrid DVD disc with both AUDIO\_TS mirroring audio\_input\_directory and VIDEO\_TS imported from directory VID, outputs disc structure to directory

DVD\_HYBRID and links video titleset #2 of VIDEO\_TS to AUDIO\_TS:

```
dvda-author -i ~/audio/audio_input_directory
```

```
-o DVD_HYBRID -V Video/VID -T 2
```

-create an audio folder from an existing DVD-Audio disc:

```
dvda-author --extract /media/cdrom0,1,3:2,5:3,6,7 -o dir
```

will extract titlesets 1,3 (track 2),5 (track 3), 6,7 of the disc to dir/g1, dir/g3, dir/g5, dir/g6, dir/g7 respectively.

Required compile-time constants:

\_\_GNU\_SOURCE, \_\_CB\_\_ if compiling with Code::Blocks or similar IDE.

Optional compile-time constants:

LONG\_OPTIONS for the above long options (starting with --)

SHORT\_OPTIONS\_ONLY to block all long options.

LOCALE to recompile for another locale than the default "C".

SETTINGSFILE to specify default filepath of the configuration file.

FLAC\_\_HAS\_OGG to enable Ogg FLAC support.

\_\_LARGEFILE\_SOURCE, \_\_LARGE\_FILES, \_\_FILE\_OFFSET\_BITS=64

to enable large file support.

ALWAYS\_INLINE forces code inlining.

WITHOUT\_sox to compile without SoX code

WITHOUT\_FLAC to compile without FLAC/OggFLAC code

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## **REPORTING BUGS**

Report bugs to [fabnicol@users.sourceforge.net](mailto:fabnicol@users.sourceforge.net)

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## **Index**

**NAME**

**SYNOPSIS**

**DESCRIPTION**

**OPTIONS**

**EXAMPLES**

**AUTHOR**

**REPORTING BUGS**

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Time: 17:33:30 GMT, June 10, 2019