

Main Page

From Avisynth wiki

AviSYNTH FAQ | INTERNAL FILTERS | EXTERNAL FILTERS | AviSYNTH SYNTAX | SOURCEFORGE ([HTTP://SOURCEFORGE.NET/PROJECTS/AVISYNTH2/](http://sourceforge.net/projects/avisynth2/))
| DOOM9 FORUM ([HTTP://FORUM.DOOM9.ORG/FORUMDISPLAY.PHP?s=&FORUMID=33](http://forum.doom9.org/forumdisplay.php?s=&forumid=33))



What is AviSynth?

AviSynth is a powerful tool for video post-production. It provides ways of editing and processing videos. AviSynth works as a frameserver, providing instant editing without the need for temporary files. AviSynth itself does not provide a graphical user interface (GUI), but instead relies on a script system that allows advanced non-linear editing. While this may at first seem tedious and unintuitive, it is remarkably powerful and is a very good way to manage projects in a precise, consistent, and reproducible manner. Because text-based scripts are human readable, projects are inherently self-documenting. The scripting language is simple yet powerful, and complex filters can be created from basic operations to develop a sophisticated palette of useful and unique effects.

AviSynth is free open-source software, and licensed under the GNU General Public License GPLv2 (<http://www.gnu.org/licenses/gpl-2.0.html>) .

New to AviSynth – Start Here

- **Your first script** – A guide for total newbies.
- **Getting started** – An introductory guide.
- **Grammar** – An introduction to the AviSynth scripting language.
- **Filter introduction** – An introductory guide to most common AviSynth filters.
- **Script examples** – Putting everything together in the real world.
- **AviSynth FAQ** – Answers to many common problems.
- More information (*How does it work? When is it useful? Why no GUI? What applications work well with AviSynth?*)
- Guides – Guides explaining the basics, tips on specific conversion types and common tasks.
- Troubleshooting your scripts and configuration.



Download AviSynth

Official builds

v.2.6.0 ST, 32-bit
(<http://sourceforge.net/projects/avisynth2/>) at SourceForge

Unofficial builds

v.2.6.0 MT, 32-bit, author SET
(<http://forum.doom9.org/showthread.php?t=148782>)
at forum.doom9.org

Forks

AviSynth+ : new features, backward compatible.

Original project page ([avs-plus.net](http://www.avs-plus.net))
(<http://www.avs-plus.net/>)
Latest release ([github](https://github.com))
(<https://github.com/AviSynth/AviSynthPlus/releases>)
Discussion
(<http://forum.doom9.org/showthread.php?t=168856>)
at forum.doom9.org

AvxSynth (<http://www.avxsynth.org/>) - AviSynth 2.5.8 running on Ubuntu 32/64.

Universal Installer

Install—and quickly switch between—AviSynth versions:

- Avisynth 2.5.8, 2.6.0, 2.6.0 MT, 2.6.1 Alpha
- Avisynth+ 32-bit, 64-bit

Get it here (<http://forum.doom9.org/showthread.php?t=172124>) at forum.doom9.org

Deprecated

v.2.5.8 MT, 32-bit, author SET,
discussion at forum.doom9.org
(<http://forum.doom9.org/showthread.php?t=148117>)

v.2.5.8 MT, 64-bit, author SET,
compiled by JoshyD at forum.doom9.org
(<http://forum.doom9.org/showthread.php?t=152800>)

- *Bugs and issues*

Known Issues in v2.58.
Known Issues in v2.60.

Script Syntax

The official reference documentation.

- **AviSynth Syntax overview**
 - **Script variables** – How to declare and use them in scripts.
 - **Operators** – Available operators and relative precedence.
 - **Internal functions** – General purpose functions for math, logic etc.
 - **Clip properties** – Properties such as Width, Height, Framerate etc.
 - **Control structures** – Language constructs for script flow control.
 - **User defined script functions** – How to define and use them in scripts.
 - **Plugins** – How to load them (AviSynth, VirtualDub, VFAPI and C-plugins); autoloading and name-precedence explained. Most **External filters** are plugins; the rest are regular scripts.
 - **Runtime environment** – Scripting on a per-clip frame basis.

Scripting reference

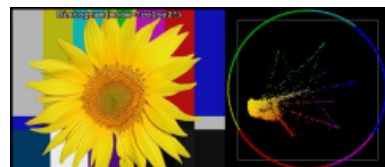
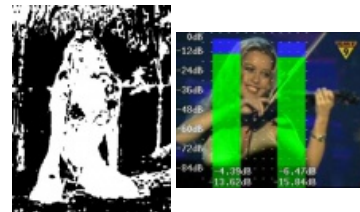
Beyond scripting basics

- **Scripting reference overview**
 - The full AviSynth grammar – The AviSynth grammar revisited and explained in detail.
 - The script execution model – The steps behind the scenes from the script to the final video clip output. The filter graph. Scope and lifetime of variables. Evaluation of runtime scripts.
 - User functions – How to effectively write and invoke user defined script functions; common pitfalls to avoid; ways to organise your function collection and create libraries of functions, and many more.
 - Block statements – Techniques and coding idioms for creating blocks of AviSynth script statements.
 - Arrays – Using arrays (and array operators) for manipulating collections of data in a single step.
 - Scripting at runtime – How to unravel the power of runtime filters and create complex runtime scripts that can perform interesting (and memory/speed efficient) editing/processing operations and effects.

Advanced topics

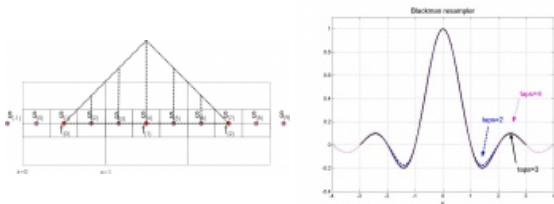
Filters and Utilities

- **Internal filters** – Included media filters, organized by category.
- **External filters** – Hundreds of separately downloadable filters, organized by category.
- User pages hosted on this site:
 - AviSynth Filter Collection – Warpenterprises (<http://www.avisynth.nl/users/warpenterprises/>)
 - Fizick's AviSynth plugins (<http://www.avisynth.nl/users/fizick/fizick.html>)
 - vcmohan's Plugin Filters (<http://www.avisynth.nl/users/vcmohan/>)
 - stickboy's AviSynth Stuff (<http://www.avisynth.nl/users/stickboy/>)
- Shared functions – Commonly used script functions.
- Utilities – A list of GUIs, command-line, batch and other AviSynth related utilities.



Development

- Advanced Scripting Tips – Using recursion, weaving 3 clips, and other programming tips.
- Advanced topics – Chroma Upsampling Error, color conversions, hybrid video, motion compensation, and other advanced subjects.
- Aspect ratios explained – Introduction to aspect ratios (DAR, PAR, SAR), and how to use that for resizing your clip.
- High bit-depth (**Deep Color**) support with AviSynth



- Want to get involved?
- The official project (<http://sourceforge.net/projects/avisynth2/>) .
- Learn how to install compilers and setup environments.
- Learn how to compile AviSynth, AviSynth plugins and console applications that access AviSynth.
- Learn how to debug AviSynth, AviSynth plugins and console applications that access AviSynth.
- Filter SDK – AviSynth plugin programming tips.
- Avisynth Plugin Development in C – A tutorial to write a plugin with C.
- AviSynth Developer Forum (<http://forum.doom9.org/forumdisplay.php?s=&forumid=69>)
- The ongoing changelist.
- About the development of AviSynth v3 (which will be platform independent).
- References to image processing algorithms.

About This Website

We need your help to build and improve our site!

- **Editing** is easy! Please see Editing pages (http://www.mediawiki.org/wiki/Help:Editing_pages) and Formatting (<http://www.mediawiki.org/wiki/Help:Formatting>) .
- To port this site to **another language**, please see the MediaWiki Localisation Guide. (<http://www.mediawiki.org/wiki/Localisation>)
- **Filter and script authors** – please see *Submit your Documentation* (<http://forum.doom9.org/showthread.php?t=171356>) on doom9.org, and the documentation template ExampleFilter.

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