DGPulldown for Mac OSX 1.0.10-m

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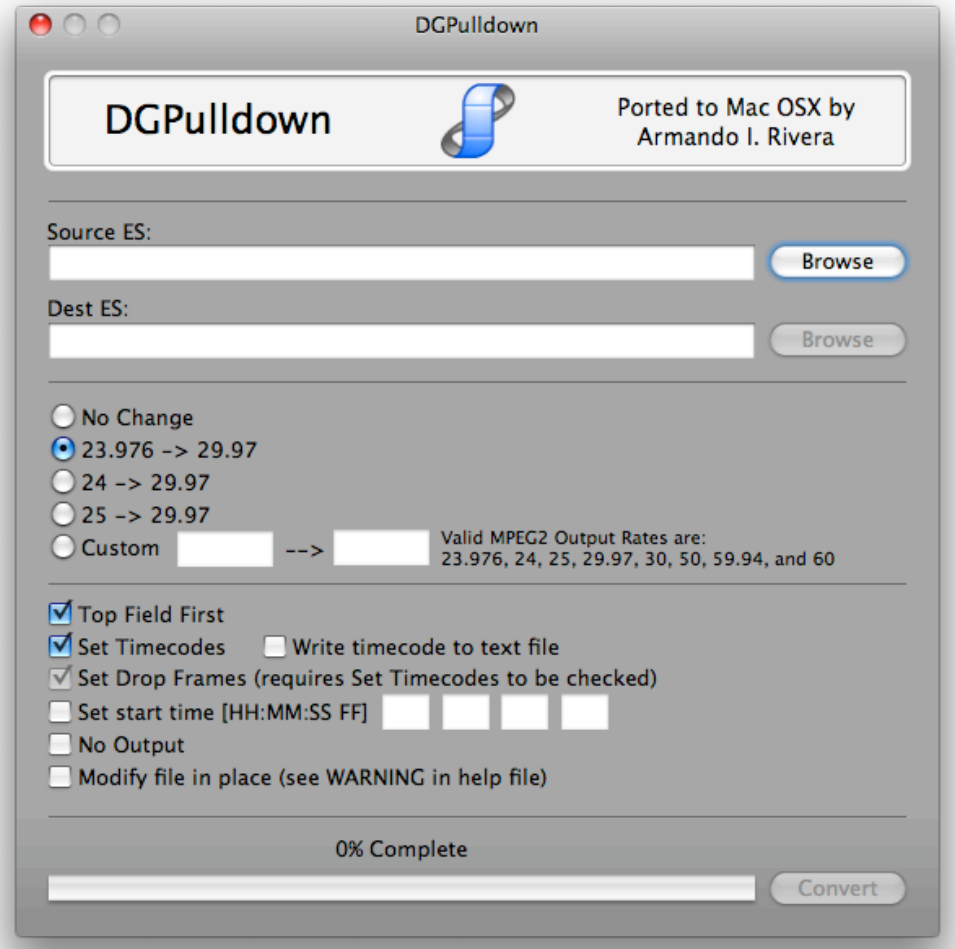
Based on DGPulldown 1.0.10 for Windows by Donald A. Graft ('neuron2'), 'Jetlag', and 'timecop'

Help file written by 'neuron2'



This program takes a progressive MPEG2 video elementary stream, and applies pulldown flags to change it to a different legal MPEG2 frame rate.
The great idea for using irregular pulldown patterns for PAL to NTSC conversion was first suggested by 'Xesdeeni'.

After loading an input file, the default output file will be set to be in the same directory as the input file and will have the same name with ".pulldown.m2v" appended. This is usually not the fastest way to go. It's usually better to change the destination path for the output file to be on a different physical disk drive.

Your content must be progressive. If it is interlaced, you can deinterlace it first before MPEG2 encoding.

Usage Notes:

The output frame rate must be a legal MPEG2 rate, as listed on the program's GUI dialog. The input frame rate can be freely chosen, but it must be greater than or equal to 2/3 of the output frame rate, and less than or equal to the output frame rate.

The input frame rate edit box accepts two methods for specifying the frame rate:

1. Numerical -- You may specify a floating point number with up to 6 decimal places.
2. Fractional -- You may specify a fraction, i.e., N/M, where N and M are both integers. Examples 23.975444 16.6667 24000/1001 50/3

Note that when applying pulldown for authoring a DVD, as for PAL->NTSC conversion, you have to ensure that the GOP size is not too large after pulldown. There is a text file included in this distribution with further details. For complete safety, encode your MPEG2 file with a GOP size of 12 or less.

"No change"

This option reads the framerate from the input file and uses it to generate the timecode. TFF/RFF flags are not touched.

"Top field first"

This option when checked will generate a Top Field First (TFF) output stream. When unchecked, a Bottom Field First (BFF) stream is generated.

"Set timecodes"

This option when checked will re-write the GOP timecodes as defined by the "Set drop frames" and "Set start time" options (see below).

"Write timecode to text file"

This option when checked will write the timecode of the output to a file with the same name as the output but with ".timecode.txt" appended.

"Set drop frames"

The "Set drop frames" check box has three states. The default startup state is grayed. This means that DGPulldown determines automatically whether it is required, based on the output framerate. Integer rates get non-drop, non-integer rates get drop. You can override that decision by clicking it to the checked or unchecked state, but you shouldn't do this unless you have a very good reason.

"Set start time"

When this setting is NOT checked the program will get the starting timecode from the input file. This is probably the best behavior. If you feel like changing it, check this and input the hours, minutes, seconds, and frames of the desired starting timecode in the associated boxes.
Note: When conversion starts, the actual starting time used is inserted into the boxes for the user to see, regardless of how this option was set.

"No output"

This option when checked will disable writing to the output file. This is useful for testing the timecode.

"Modify file in place"

This option when checked causes DGPulldown to modify the input

file instead of creating a new output file. This can save disk space
and is about 30% faster.
WARNING: Be careful when using this option because if
there is an interruption of the process, your input file can be
left in an inconsistent and possibly unusable state.

Note that if the custom rate conversion is selected, and if the source rate is specified as equal to the destination rate, then all pulldown is removed and the stream is flagged as having a rate equal to the specified destination rate.