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# After Effects SDK Guide

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**Adobe**

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# ABOUT

<b>1</b>	<b>About this Document</b>	<b>1</b>
<b>2</b>	<b>Version History</b>	<b>3</b>
<b>3</b>	<b>Introduction</b>	<b>5</b>
<b>4</b>	<b>What Can I Do With This SDK?</b>	<b>7</b>
<b>5</b>	<b>Other Integration Possibilities</b>	<b>11</b>
<b>6</b>	<b>SDK Audience</b>	<b>13</b>
<b>7</b>	<b>What's New</b>	<b>15</b>
<b>8</b>	<b>How To Start Creating Plug-ins</b>	<b>27</b>
<b>9</b>	<b>Sample Projects</b>	<b>29</b>
<b>10</b>	<b>Debugging Plug-ins</b>	<b>33</b>
<b>11</b>	<b>Compatibility Across Multiple Versions?</b>	<b>35</b>
<b>12</b>	<b>Third-party Plug-in Hosts?</b>	<b>37</b>
<b>13</b>	<b>PiPL Resources</b>	<b>39</b>
<b>14</b>	<b>Exceptions</b>	<b>41</b>
<b>15</b>	<b>Where Installers Should Put Plug-ins</b>	<b>43</b>
<b>16</b>	<b>Localization</b>	<b>45</b>
<b>17</b>	<b>Apple Silicon Support</b>	<b>47</b>
<b>18</b>	<b>Exporting Symbols in Effects</b>	<b>49</b>
<b>19</b>	<b>Next Steps</b>	<b>51</b>
<b>20</b>	<b>Effect Basics</b>	<b>53</b>
<b>21</b>	<b>Entry Point</b>	<b>55</b>
<b>22</b>	<b>Command Selectors</b>	<b>57</b>

<b>23 PF_InData</b>	<b>65</b>
<b>24 PF_OutData</b>	<b>73</b>
<b>25 Parameters</b>	<b>79</b>
<b>26 PF_ParamDef</b>	<b>83</b>
<b>27 PF_EffectWorld / PF_LayerDef</b>	<b>89</b>
<b>28 Errors</b>	<b>93</b>
<b>29 Multi-Frame Rendering in AE</b>	<b>95</b>
<b>30 Effect Details</b>	<b>107</b>
<b>31 Accessing the After Effects Function Suites</b>	<b>109</b>
<b>32 Memory Allocation</b>	<b>111</b>
<b>33 Image Buffer Management Functions</b>	<b>113</b>
<b>34 Iteration Suites</b>	<b>115</b>
<b>35 Graphics Utility Suites</b>	<b>119</b>
<b>36 Interaction Callback Functions</b>	<b>129</b>
<b>37 Pixel Aspect Ratio</b>	<b>135</b>
<b>38 Parameters &amp; Floating Point Values</b>	<b>137</b>
<b>39 Parameter Supervision</b>	<b>139</b>
<b>40 Global, Sequence, &amp; Frame Data</b>	<b>143</b>
<b>41 Arbitrary Data Parameters</b>	<b>147</b>
<b>42 Useful Utility Functions</b>	<b>151</b>
<b>43 Motion Blur</b>	<b>163</b>
<b>44 Working With Paths</b>	<b>165</b>
<b>45 Accessing Camera &amp; Light Information</b>	<b>169</b>
<b>46 Color Space Conversion</b>	<b>171</b>
<b>47 Changing Parameter Orders, the Nice Way</b>	<b>173</b>
<b>48 Tips &amp; Tricks</b>	<b>175</b>
<b>49 Compute Cache API</b>	<b>181</b>
<b>50 SmartFX</b>	<b>193</b>
<b>51 Effect UI &amp; Events</b>	<b>201</b>
<b>52 PF_EventExtra</b>	<b>203</b>

<b>53 PF_EventUnion</b>	<b>207</b>
<b>54 Custom UI &amp; Drawbot</b>	<b>211</b>
<b>55 UI Callbacks</b>	<b>223</b>
<b>56 Tips &amp; Tricks</b>	<b>225</b>
<b>57 Audio</b>	<b>227</b>
<b>58 Global Outflags</b>	<b>229</b>
<b>59 Audio Data Structures</b>	<b>231</b>
<b>60 Audio-Specific Float Slider Variables</b>	<b>233</b>
<b>61 Accessing Audio Data</b>	<b>235</b>
<b>62 Audio Considerations</b>	<b>237</b>
<b>63 AEGPs</b>	<b>239</b>
<b>64 Overview</b>	<b>241</b>
<b>65 Data Types</b>	<b>243</b>
<b>66 Implementation</b>	<b>247</b>
<b>67 AEGP Suites</b>	<b>249</b>
<b>68 Cheating Effect Usage of AEGP Suites</b>	<b>355</b>
<b>69 AEGP Details</b>	<b>357</b>
<b>70 Artisans</b>	<b>359</b>
<b>71 Artisan Data Types</b>	<b>361</b>
<b>72 AEIOs</b>	<b>383</b>
<b>73 Calling Sequence</b>	<b>385</b>
<b>74 AEIO_ModuleInfo</b>	<b>387</b>
<b>75 New Kids On The Function Block</b>	<b>393</b>
<b>76 Implementation Details</b>	<b>427</b>
<b>77 Premiere Pro &amp; Other Hosts</b>	<b>429</b>
<b>78 Plug-in Installation</b>	<b>431</b>
<b>79 Basic Host Differences</b>	<b>433</b>
<b>80 Multithreading</b>	<b>437</b>
<b>81 Bigger Differences</b>	<b>439</b>
<b>82 Plug-Ins... Reloaded</b>	<b>441</b>

<b>83 Effects Presets</b>	<b>443</b>
<b>84 Custom ECW UI Over A Standard Data Type</b>	<b>445</b>
<b>85 Premiere Elements</b>	<b>447</b>
<b>86 Unsupported Features</b>	<b>449</b>
<b>87 Other Hosts</b>	<b>451</b>

## ABOUT THIS DOCUMENT

This document has changed much over the years. Part encyclopedia, part how-to guide, with multiple sedimentary layers of accreted information from more than two decades of API development and refinement.

Yes, there does need to be one source of information about every last niggling detail of the After Effects APIs. However, since no human in their right mind would ever want to *read* such a document, we've tried to keep it involving and interesting.

As opportunity allows, we'll try to include more diagrams, illustrations, and purdy pickshurs explaining API intricacies. As always, your input is valued and appreciated.

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### 1.1 Organization

The *Introduction* provides an overview of the integration possibilities with After Effects. It explains what plug-ins are, and how they work with After Effects. It describes the sample projects, and how to modify them. It explains where to install plug-ins, and what resources they use.

The basics of effect plug-ins are discussed in *Effect Basics*. This overview provides information on the function parameters passed to and from an effect plug-in's entry point. It describes capability flags, effect parameters, and image buffers.

*Effect Details* dives into the details of developing a complete effect plug-in using the many provided callback functions. It also provides many testing ideas to ensure the plug-in is stabile.

*SmartFX* is the extension to the effect plug-in API to support 32-bit floating point images.

*Effect UI & Events* covers events sent to effect plug-ins, how to incorporate custom user interface elements, parameter supervision, and the reliance of custom data parameter types on Custom UI messaging.

*Audio* effects are covered in... *Audio*.

*AEGPs* details the After Effects General Plug-in (AEGP) API. Provided callback functions, hooking into internal messaging, manipulating the current contents of open projects and handling menu commands are all covered at length.

*Artisans* covers specialized plug-in 3D renderer AEGPs.

*AEIOs*, specialized AEGPs which handle file input and output.

*Premiere Pro & Other Hosts* discusses issues related to compatibility with Premiere Pro and other applications that support a subset of After Effects plug-ins.

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## 1.2 Documentation Conventions

Functions, structure names and general C/C++ code are in Courier; `MyStruct` and `MyFunction()`;

Text in blue is hyperlinked.

Command selectors are italicized; *PF\_Cmd\_RENDER*.

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## 1.3 A Note About Coding Style

Because we use the public APIs for our own plug-ins, our coding guidelines are apparent throughout the SDK. Here's a description of the pseudo-neo-post-Hungarian notation we use. Of course, you're welcome to code however you like. If you feel strongly that we should change our internal coding standards, please post your requests at [comp.sys.programmer.better.things.to.do.with.your.time](http://comp.sys.programmer.better.things.to.do.with.your.time), and we'll carefully consider them before not making any changes.

### 1.3.1 Coding Conventions

Type	Suffix	Example
Handle	<b>H</b>	fooH
pointer (to)	<b>P</b>	fooP
Boolean	<b>B</b>	visibleB
Float	<b>F</b>	degreesF
Long	<b>L</b>	offsetL
unsigned long	<b>Lu</b>	countLu
short	<b>S</b>	indexS
char	<b>C</b>	digitC
unsigned char	<b>Cu</b>	redCu
function pointer	<b>_func</b>	sample_func
time value	<b>T</b>	durationT
char* (NULL-terminated C string)	<b>Z</b>	nameZ
rectangle	<b>R</b>	boundsR
fixed rectangle	<b>FiR</b>	boundsFiR
float rectangle	<b>FR</b>	boundsFR
ratio	<b>Rt</b>	scale_factorRt
void*	<b>PV</b>	refconPV
optional parameter (must be passed, can be NULL)	<b>0</b>	extra_flags0



## VERSION HISTORY

Revision Date	Documentor	Notes
18 October 2022	Field Kuang	Update layer suite to AEGP_LayerSuite9 with 3 new Track Matte methods. See <a href="#">AEGP_LayerSuite9</a> .
26 October 2021	Sean Jenkin	After Effects 2022 (22.0) release. Updates the maximum threads for PF_Iterate.
31 March 2021	Sean Jenkin	Updated Multi-Frame Rendering documentation for sequence_data changes and C
1 June 2020	Field Kuang	Multi-Frame Rendering is now supported in AE Beta builds. See <a href="#">Multi-Frame Re</a>
1 November 2018	Bruce Bullis	16.0 release
10 November 2017	Zac Lam	15.0 release
12 May 2017	Zac Lam	CC 2017.1 (14.2) release
2 November 2016	Zac Lam	CC 2017 (14.0) release.
21 July 2015	Zac Lam	CC 2015 (13.5) release.
12 June 2014	Zac Lam	CC 2014 (13.0) release. Corrections for accuracy. Removed old version reference
15 July 2013	Zac Lam	CC (12.0) release. API version changes, misc small clarifications, more details in
26 April 2012	Zac Lam	CS6 (11.0) release. Big reorganization of the <a href="#">AEGPs</a> and <a href="#">Artisans</a> . Many addition
2 May 2011	Zac Lam	CS5.5 (10.5) release.
28 April 2010	Zac Lam	CS5 (10.0) release. 64-bit porting info. Drawbot.
4 May 2009	Zac Lam	CS4 (9.0) release. Complete reorganization of first three chapters. Fleshed out do
1 July 2007	Bruce Bullis	CS3 (8.0) release.
4 April 2006	Bruce Bullis	Updated to reference new development system requirements and Xcode-specific is
1 December 2005	Bruce Bullis	Updated for 7.0. Added SmartFX documentation. Noted current suite version num
4 April 2004	Bruce Bullis	Updated for 6.5. Expanded and corrected all documentation. Added documentatio
20 July 2003	Bruce Bullis	Major overhauls for After Effects 6.0. Added documentation for all new (and som
4 March 2002	Bruce Bullis	Updated Mac OS X details, expanded AEIO and AEGP documentation.
1 December 2001	Bruce Bullis	5.5 release. Added information on new outflags, PiPL changes, and additions and
2 February 2001	Bruce Bullis	5.0 release. Entire document edited and reformatted. Sections on 16 bit-per-chann
9 September 1999	Bruce Bullis	Revised for 4.1; added General plug-ins and AEGP information. Added informati
1 January 1999	Bruce Bullis	Version 4.0 SDK Release 1 - Added information on new global flags, custom data
1 May 1998	Bruce Bullis	Version 3.1 SDK Release 6 - Editorial changes only
17 April 1997	Brian Andrews	Version 3.1 SDK Release 3 – First public release (really a pre-release) of the SDK
13 Nov. 1996	Brian Andrews	Version 3.1 SDK Release 2 – Minor updates.
21 June 1996	Brian Andrews	Version 3.1 – Final 3.x release.
5 March 1996	Brian Andrews	Version 3.0 – Preliminary release for the After Effects developer kitchen.
August 1994	Dave Herbstman Dan Wilk	Version 2.0.1 – Added support for PowerPC.
January 1994	Dan Wilk	Version 2.0 – Updates.
January 1993	Russell Belfer	Version 1.0 – Initial SDK release.



## INTRODUCTION

Welcome to the Adobe® After Effects® Software Development Kit!

This is a living document and is constantly being updated and edited. The latest public version of the SDK is available at: <https://www.adobe.io/after-effects/>

While we've tried to organize this document in a logical order and provide plenty of cross references, your specific needs may vary. Searching through this document based on keywords will often lead you to your answer.

If you need more information, your question may already be answered on the After Effects SDK forum: [After Effects SDK Forum](#)

Use the search box there, and post a new question if your question hasn't already been answered.



## WHAT CAN I DO WITH THIS SDK?

This SDK describes the Application Programming Interface (API) that developers use to build plug-ins. These plug-ins can extend the capabilities of After Effects and other applications that support the After Effects API. Plug-ins may also be used to bridge the gap between After Effects and another application.

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### 4.1 What Plug-Ins Can I Build With This SDK?

*Effect plug-ins* can be applied to video or audio in a composition, to process video and/or audio data. Some examples of built-in effects are Brightness and Contrast, Hue/Saturation, Gaussian Blur, and Warp Stabilizer. Effect plug-ins can provide a set of parameter controls for the user to fine-tune the effect. These parameter values can vary over time, and effects may use other layers and parameters at different times to calculate the output. It's often thought that all plug-ins are effects. But effects are just one type of plug-in used by After Effects.

See a quickstart video on building an effect (on macOS): [adobe.ly/2sjMDwM](https://adobe.ly/2sjMDwM)

*After Effects General Plug-ins (AEGPs)* can read and modify nearly every element of After Effects projects and preferences. They can add menu items, 'hook' (register themselves to receive) and trigger After Effects' internal commands, and add new panels that dock and resize within the After Effects UI. They can work with markers and keyframes, and manage the render queue. They can even run scripts. Some examples of built-in AEGPs are the AAF importer, and the SWF exporter. Automatic Duck Pro Import AE is another well-known AEGP.

*After Effects Input/Output (AEIO) plug-ins* provide support for new media file types. Unless you need a custom setup dialog to specify interpretation settings, the *Premiere Pro Importers* API provides similar functionality, and is preferable in many cases. AEIOs use the AEGP API along with certain APIs specific to AEIOs. While After Effects still supports Photoshop format plug-ins and filters, as well as Foreign Project Format (FPF) plug-ins, these APIs have been long deprecated in favor of the AEIO API.

*BlitHook* plug-ins output video to external hardware for broadcast quality monitoring and playback to tape. The EMP sample project provides a starting point. In After Effects CC 2014 and later, *Mercury Transmit* is the recommended API.

*Artisans* provide rendered output of 3D layers, taking over 3D rendering from After Effects (which still handles all rendering of 2D layers). Artisans use the AEGP API along with certain APIs specific to Artisans.

Didn't see the type of integration you need described above? After Effects is very flexible, and there are several other ways to integrate with After Effects. See: *Other Integration Possibilities*.

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## 4.2 Where Do Plug-ins Appear In After Effects?

Effects plug-ins appear in both the *Effect* menu and the Effects & Presets panel, in the effect category specified in their PiPL. Once they're applied, the effect's parameter controls (sliders, pop-ups, etc.) appear in the Effect Controls panel (ECP).

After Effects General Plug-ins (AEGPs) can add items to any After Effects menu, and additional panels listed in the Window menu. These menu items are indistinguishable from After Effects' own menu items.

*AEIOs* and Photoshop Format plug-ins can appear in the *File > Import* menu, or in the *Import File* dialog in the *Files of type* drop-down, depending on the type of importer. AEIOs and Format plug-ins can also appear as available output formats in the render queue.

BlitHook plug-ins are automatically loaded and used by AE, but do not appear in any menu or dialog. The plug-in may optionally provide a menu item that opens its own custom settings dialog. It would register and update the menu item using the AEGP API.

It can be registered to be called by After Effects to update the menu with `AEGP_RegisterUpdateMenuHook()`, and it can dim/activate the menu item using `AEGP_EnableCommand()/DisableCommand()`.

Artisans appear in the *Rendering Plug-in* drop-down in the *Advanced* tab of the *Composition Settings* dialog.

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## 4.3 How Does After Effects Interact With Plug-ins?

Plug-ins, written in C or C++, are bundle packages on macOS and DLLs on Windows. They must contain a Plug-in Property List (*PiPL Resources*) resource on both platforms. The plug-ins must be located in one of a few specific folders in order to be loaded and used by After Effects.

For effects plug-ins, After Effects sends command selectors (and relevant information) to the plug-in *Entry Point* designated in the effects' *PiPL Resources* resource. Selectors are sent in response to actions the user takes—applying the effect, changing parameters, scrubbing through frames in the timeline, and rendering all prompt different sequences of selectors.

After Effects creates multiple instances of effects, with settings and input data unique to each sequence. All instances share the same global data, and can share data between all frames within their sequence. After Effects doesn't process all image data as soon as the user applies an effect; it invokes effects only when their output is required.

After Effects General Plug-ins (AEGPs) have their entry point function called during application launch, and register for whatever messaging they need at that time. Further calls to the AEGP are initiated by user actions, as part of the plug-in's response to menu commands or UI events. Depending on their features, plug-ins may need to respond to OS-specific entry points as well, for UI work and thread management.

For BlitHook plug-ins, frames are pushed as they're displayed in the Composition panel. Users can initiate a RAM preview on an area of the timeline so that it is rendered to RAM, and then it all gets played out at full speed.

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## **4.4 SDK Contents**

The SDK contains headers defining the After Effects APIs, sample projects demonstrating integration features, and this SDK Guide.

They are compiled with the SDK header files, which expose various After Effects functionality to be used by the plug-in.





## OTHER INTEGRATION POSSIBILITIES

Although this SDK describes the majority of integration possibilities with After Effects, there are other possibilities not to be overlooked.

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### 5.1 Scripting

Scripting is a relatively nimble and lightweight means to perform automated tasks with After Effects. ScriptUI is one way you can provide UI integration with custom dialogs and panels (see *HTML5 Panels* too). And scripting may be used in tandem with plug-in development, in the cases where a certain function is made available via scripting and not via the C APIs described in this document.

Scripting in After Effects is done using ExtendScript, based on JavaScript. After Effects includes the ExtendScript Toolkit, a convenient interface for creating and testing your own scripts. Scripts may be compiled into .jsxbin binary files, to protect intellectual property.

You can access the After Effects Scripting Guide, and find a link to the scripting forums, on the Adobe I/O website at: <https://www.adobe.io/apis/creativecloud/aftereffects.html>

After Effects can be driven by executing scripts from the commandline. In your script, you can open the project and run script actions on it. So for example, you can execute the following statement to run a script from the command line directly:

```
AfterFX -s "app.quit()"
```

Or you can execute this statement to run a .jsx script that includes a quit at the end:

```
AfterFX -r path_to_jsx_script
```

On Windows, AfterFX.com is the way to get feedback to the console, because AfterFX.com is a command line application.

---

### 5.2 HTML5 Panels

In CC 2014 and later, After Effects supports HTML5 panels. They are accessed in After Effects from Window > Extensions > (your panel name). Panels can be resized and docked just like any other panel in After Effects. Panels are built using HTML5, After Effects Scripting, and JavaScript. You may download the After Effects Panel SDK from the Adobe I/O website at: <https://www.adobe.io/apis/creativecloud/aftereffects.html>

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## 5.3 AERender

Closely coupled with scripting is the command line interface offered by `aerender`. `aerender` is primarily suited to allow automated renders, but can be used to execute any sequence of scripting commands from the command line. An overview is available in the After Effects help documents here: <https://helpx.adobe.com/after-effects/using/automated-rendering-network-rendering.html>

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## 5.4 Premiere Pro Importers

Premiere Pro importers provide support for importing media into applications across most applications in the Adobe Creative Cloud, including Premiere Pro, Media Encoder, Prelude, and Audition. Because of this broader compatibility, unless you need very specific integration with After Effects only available via the AEIO API in this SDK, we recommend developing a Premiere Pro importer. The Premiere Pro SDK is available at: <https://www.adobe.io/apis/creativecloud/premierepro.html>

One advantage of MediaCore importer plug-ins over AEIOs is its priority system: The highest priority importer gets first crack at importing a file, and if the particular imported file isn't supported, the next-highest priority importer will then have the opportunity to try importing it, and so on.

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## 5.5 Mercury Transmit

Mercury Transmit plug-ins are used for sending video to output hardware for broadcast-quality monitoring. Transmitters are supported across most applications in the Adobe Creative Cloud, including Premiere Pro, After Effects, Prelude, and Character Animator. The Mercury Transmit API is documented in the Premiere Pro SDK, available at: [https:// www.adobe.io/apis/creativecloud/premierepro.html](https://www.adobe.io/apis/creativecloud/premierepro.html)

## SDK AUDIENCE

You must be a proficient C/C++ programmer to write After Effects plug-ins. While we'll help with issues specific to the After Effects API, we can't help you learn your IDE or basic programming concepts.

This SDK guide assumes you understand After Effects from a user's perspective, and basic motion graphics terminology. If you don't, get the [Adobe After Effects Classroom in a Book](#), or any of the other fine instructional books on the market. It will help you understand necessary

topics such as alpha channels, pixel aspect ratio, interlacing, color spaces, and more for After Effects.

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### 6.1 Development Requirements

The system requirements for After Effects are here: <https://helpx.adobe.com/after-effects/system-requirements.html>

The SDK samples have been tested on Xcode 11.3.1 and Xcode 12.4 (for universal binary support with Apple Silicon) on macOS 10.15/11.0, and Microsoft Visual Studio 2019 on Windows 10.



## WHAT'S NEW

If this is your first time developing an After Effects plug-in, you can skip the What's New section and go directly to *How To Start Creating Plug-ins*.

---

### 7.1 What's New In After Effects 2022

After Effects 2022 contains the first full public release with Multi-Frame Rendering support. The associated AE Effects SDK released in October 2021 includes one change for increasing the maximum number of PF\_Iterate threads.

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### 7.2 What's New in the After Effects SDK in March 2021

#### 7.2.1 Multi-Frame Rendering Changes

1. The final behavior for the PF\_OutFlag2\_SUPPORTS\_THREADED\_RENDERING flag is now in place. Setting this flag to indicate support for Multi-Frame Rendering will also enforce the data stored in `sequence_data` to be const/read-only at Render time and access to `sequence_data` is now through a suite, `PF_EffectSequenceDataSuite1`.
2. A new flag, `PF_OutFlag2_MUTABLE_RENDER_SEQUENCE_DATA_SLOWER` is now available to set alongside `PF_OutFlag2_SUPPORTS_THREADED_RENDERING` if your plugin cannot be updated to work with the new `sequence_data` behavior. After Effects won't be able to apply as much rendering concurrency and therefore performance improvements to effects that set this flag (hence the `_SLOWER` flag name).
3. A new suite, the Compute Cache (previously referred to as the 3-way checkout cache) is now available. This suite provides a thread-safe cache that plugins can use as a replacement or supplement to `sequence_data` to support multiple render threads computing and caching data needed to render frames.

Due to these changes, you must update to, and compile with, the March 2021 SDK to maintain Multi-Frame Rendering compatibility with AE Beta builds moving forward. Plugins compiled with the June 2020 SDK will cease to support Multi-Frame Rendering, even if `PF_OutFlag2_SUPPORTS_THREADED_RENDERING` is set, starting with AE 22.0x6 (released on June 29th 2021).

Please see *Multi-Frame Rendering in AE* for more information.

## 7.2.2 Apple Silicon Support

- The AE SDK now supports building effects for Apple Silicon natively. While After Effects itself is not yet running on Apple Silicon, Adobe as a company is moving forward with native support across many of our products. Applications such as Premiere Pro now have native versions available, and your effects may be loaded in Premiere Pro by features such as Motion Graphic Templates. When running the native version of Premiere Pro only natively compiled effects will work so it's important to update your effects with Apple Silicon support soon. Please see the [Apple Silicon Support](#) section for more information.

## 7.2.3 Exporting Symbols from Effects

- The SDK samples have been updated on not export symbols by default on MacOS. Please see [Exporting Symbols in Effects](#) for more information.

## 7.2.4 Downloading the March 2021 SDK

The SDK can be downloaded from the Adobe Developer Console at <https://adobe.io/after-effects/>

## 7.2.5 After Effects Beta Builds

To gain access to the AE host-side changes for this SDK, you will need to download a new After Effects beta build from the Creative Cloud Desktop App. Builds 18.2x11 and above are supported with the March 2021 SDK.

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## 7.3 What's New In After Effects Beta builds after June 2020

AE (currently only in Beta builds) now supports Multi-Frame rendering. See [Multi-Frame Rendering in AE](#) for more details.

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## 7.4 What's New In CC 2019 (16.0)?

We've made some changes to how GPU effects are handled. See "GPU Effects Changes" for details.

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## 7.5 What's New In 15.0?

After Effects now supports the *GPU effect rendering* previously supported in Premiere Pro. Note that unknown effects with a match name that includes "ADBE" will be excluded from GPU rendering, so make sure any of your GPU effects have your own custom match name. Effects that support GPU rendering will receive the GPU badge in the Effect panel.

The GPU effect sample projects in the Premiere Pro SDK have been updated to register as GPU effects in AE, although the render output still needs work.

A new entry point has been defined, to allow effects to register basic information with the host at runtime, without relying on legacy PiPL resources. An effect can register multiple entry points in a single binary this way. Premiere Pro is the first host to support this entry point, and After Effects will support this in a future release.

The effect sample projects have been updated to use this approach, while maintaining the PiPL for backwards compatibility.

`AEGP_StreamSuite` is now at version 5, where `AEGP_GetExpression()` and `AEGP_SetExpression()` have been upgraded to support Unicode.

`PF_AdvTimeSuite` is now at version 4, with a new call `PF_TimeCountFrames()`, that returns the index of the frame in the current comp.

The new AEGP Math Suite provides helpful calls for matrix multiplication.

The application font is now Adobe Clean. Previously, the fonts used in After Effects' UI were Tahoma on Windows and Lucida Grande on macOS X. This is a proprietary font, and we can not make it available for use in your UI.

---

## 7.6 What's New In CC 2017.1 (14.2)?

- Layer Params can include Masks and Effects

Effects that use layers as an input, such as Set Matte and Displacement Map, can now target the input layer's masks and effects, instead of only the source of the layer. This means that for there is no need to pre-compose layers just so that they can be referenced by an effect.

Where an effect includes a layer parameter, a new menu to the right of the layer selector allows you to choose whether to target the input layer from its source, masks, or effects:

- Source: targets only the source of the layer. Masks and effects are ignored.
- Masks: targets the layer after its masks are applied. Effects are ignored.
- Effects & Masks: targets the layer after its masks and effects are applied.

This control is similar to the View menu at the bottom of the Layer viewer panel, which allows you to render the layer from different positions in the rendering order: from its source, from its masks, or from its individual effects.

As this is a user-facing option, the design is intended to be transparent to the effect. From the effect's perspective, the input simply just includes the upstream effects and masks without any change to the effect. For any effect that uses layer params, here are some testing recommendations:

- Effect continues to work as expected.
- Using new control in the layer param for Source/Mask/Effects works with effect.
- Opening old projects or saving back to a previous version project does not break effect.
- Confirm that effect cannot self-reference; meaning cannot use the effects on the layer as input for the same layer.
- Suite Enhancements

`PF_AdvTimeSuite` is now at version 3, providing a revised `PF_GetTimeDisplayPref()` call that uses a revised `PF_TimeDisplayPrefVersion` parameter, that supports higher frame rates. The previous version 2 of the call can now return an error if there is a problem with the values exceeding the range supported by the structure.

`Comp Suite` is now at version 11, with a new call, `AEGP_ReorderCompSelection()`, to move a selection to a certain layer index. It should be used along with `AEGP_SetSelection()`.

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## 7.7 What's New In CC 2017 (14.1)?

Unicode support for *AEGP Item Suite* and *AEGP Render Queue Item Suite*.

---

## 7.8 What's New In CC 2017 (14.0)?

The GLator sample is back! It has been updated to demonstrate proper OpenGL context management in an effect plug-in.

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## 7.9 What's New In CC 2015.3 (13.8)?

PF\_OutFlag\_I\_AM\_OBSOLETE is now supported in Premiere Pro. Also, effect custom UI in Premiere Pro now supports high DPI displays, such as Retina Displays.

---

## 7.10 What's New In CC 2015 (13.6)?

New AEGP Item View Suite. This provides a way to get playback time for item view. Only the composition case is implemented in this release. The time passed back should be the playback time of the view when playing and the current (needle) time otherwise.

AEGP\_RenderNewItemSoundData() has been reworked and provides functionality similar to 13.2.

---

## 7.11 What's New In CC 2015 (13.5.1)?

This release fixes some audio APIs that broke in 13.5 due to threading changes. In 13.5, when called on the UI thread, AEGP\_RenderNewItemSoundData() would return A\_Err\_GENERIC. This restores the functionality when called on the UI thread.

To avoid a deadlock, in PF\_Cmd\_UPDATE\_PARAMS\_UI only, AEGP\_RenderNewItemSoundData() will now return silence. This will no longer function as before in this context, but it will continue to work properly elsewhere.

---



## 7.12 What's New In CC 2015 (13.5)?

- Separate UI and Render Threads

This release of After Effects includes major architectural changes to separate the UI (main) thread from the render thread. The render thread sends selectors such as `PF_Cmd_RENDER`, `PF_Cmd_SMART_PRERENDER`, and `PF_Cmd_SMART_RENDER` to effect plug-ins. The UI thread sends selectors such as `PF_Cmd_SEQUENCE_SETUP`, `PF_Cmd_USER_CHANGED_PARAM`, `PF_Cmd_DO_DIALOG`, and `PF_EVENT_DRAW`. `PF_Cmd_SEQUENCE_RESETUP` is

sent on both render and UI threads.

These changes are to improve interactive performance and responsiveness. At the same time, the new design introduces some new requirements and may break assumptions that existing plug-ins relied on. Here are some of the major changes:

- 1) The project can no longer be modified by the render thread (and in fact the render thread now has its own local copy of the project)
- 2) Rendering cannot pass modified sequence data back to the UI thread for custom UI updates
- 3) In general the UI thread should no longer do time-consuming operations such as synchronously rendering frames

Is your plug-in affected? Test for these problems:

- 1) Render not updating after UI parameter change because it depends on `sequence_data`, which may not be currently copied to render
- 2) Render not updating during click/drag in the Composition Window (similar reasons)
- 3) Custom Effect UI not updating because it depends on `sequence_data` generated in render (which is no longer available to the UI because it is in a different project, the render project is immutable, and cache contains previously-rendered frames)
- 4) Errors telling you an operation on the render thread (or UI thread) is not expected

Generally, calculations that will persist or update the UI will now have to be pulled from the UI thread rather than pushed from the render thread. These cases can require use of new

13.5 APIs or different solutions than in past releases.

- The Need For More Efficient Sequence Data Handling

`PF_OutFlag2_SUPPORTS_GET_FLATTENED_SEQUENCE_DATA`

`PF_Cmd_GET_FLATTENED_SEQUENCE_DATA`

Up to version 13.2, serializing/flattening `sequence_data` always involved deallocating and reallocating any data structures. Starting in 13.5, as effect changes are made, serializing/ flattening happens even more often. Why? AE needs to serialize/flatten project changes to send from the UI thread to the render thread, to keep them both synchronized.

To make this process more efficient, starting in 13.5, AE can send `PF_Cmd_GET_FLATTENED_SEQUENCE_DATA` to request sequence data without requiring the existing data to be deallocated and reallocated. The main difference between this selector and `PF_Cmd_SEQUENCE_FLATTEN` is that a copy of the correct flattened state is returned without disposing the original structure(s) the effect is currently using. For a code example, refer to the PathMaster sample project.

This will eventually become required for plug-ins that are rebuilt to be thread-safe (see `PF_OutFlag2_AE13_5_THREADSAFE` below). The venerable `PF_Cmd_SEQUENCE_FLATTEN` will eventually be unsupported in future versions.

- `PF_OutFlag_FORCE_RERENDER` Changes

Where possible, we recommend triggering rerenders using one of the following: `GuidMixInPtr()` (described in the next section), `arb data`, or `PF_ChangeFlag_CHANGED_VALUE`. All of these allow cached frames to be reused after an Undo.

Note: As of 14.0, setting `PF_ChangeFlag_CHANGED_VALUE` for layer or path params is not triggering a rerender. Instead, you may change set the value using `AEGP_StreamSuite-`

`>AEGP_SetStreamValue()`.

`FORCE_RERENDER` is still needed for situations where `sequence_data` needs to be copied from the UI thread to the render project/effect clone to keep them matched.

`FORCE_RERENDER` is the trigger for this whether the render request uses the cache or not. Once we have the full set of APIs in place needed to manage render state, we will be able to deprecate `FORCE_RERENDER`.

`FORCE_RERENDER` doesn't work in every situation it did before, because it needs to synchronize the UI copy of `sequence_data` with the render thread copy.

`FORCE_RERENDER` works when set during `PF_Cmd_USER_CHANGED_PARAM`. It also works in `CLICK` and `DRAG` events, but only if `PF_Cmd_GET_FLATTENED_SEQUENCE_DATA` is implemented. This is required to prevent flattening and loss of UI state in the middle of mouse operations. Without `GET_FLATTENED`, the new `FORCE_RERENDER` behavior will NOT be turned on.

- GUIDs for Cached Frames

`PF_OutFlag2_I_MIX_GUID_DEPENDENCIES`

`GuidMixInPtr()`

Used by SmartFX only. Use this if custom UI or `PF_Cmd_DO_DIALOG` changes sequence data, or if the render result depends on anything else not factored in, and rerendering may be needed. During `PF_Cmd_SMART_PRERENDER`, the effect can call `GuidMixInPtr()` to mix any additional state that affects the render into our internal GUID for the cached frame. Using this GUID, AE can tell whether the frame already exists or if it needs to be rendered. See an example in Smartypants sample project.

This is an improvement over the older mechanisms `PF_OutFlag_FORCE_RERENDER` and `PF_Cmd_DO_DIALOG`, which would remove the frame from the cache because the host didn't know what else the plug-in was factoring into the rendering. This can also be used rather than `PF_OutFlag2_OUTPUT_IS_WATERMARKED`.

- Request Frames Asynchronously Without Blocking the UI

`PF_OutFlag2_CUSTOM_UI_ASYNC_MANAGER`

`PF_GetContextAsyncManager()` `AEGP_CheckoutOrRender_ItemFrame_AsyncManager()`  
`AEGP_CheckoutOrRender_LayerFrame_AsyncManager()`

For cases where such renders formerly were triggered by side-effect or cancelled implicitly

(such as custom UI histogram drawing), and lifetime is less clear from inside the plug-in, use the new “Async Manager” which can handle multiple simultaneous async requests for effect Custom UI and will automatically support interactions with other AE UI behavior.

Note: Async retrieval of frames is preferred for handling passive drawing situations, but not when a user action will update the project state. If you are (1) responding to a specific user click, AND 2) you need to update the project as a result, the synchronous `AEGP_RenderAndCheckoutLayerFrame()` is recommended.

The new HistoGrid sample in the SDK shows how to do completely asynchronous custom UI DRAW event handling on the UI thread when 1 or more frame renders are needed. e.g. for calculating histograms that are shown in the effect pane. Please note there is still a known bug where drag-changing an upstream param may not refresh the histogram draw until the mouse hovers over it.

- Get Rendered Output of an Effect from its UI

Effects such as keyers or those that draw histograms of post-processed video can retrieve the needed `AEGP_LayerRenderOptionsH` using the new function `AEGP_NewFromDownstreamOfEffect()` in `AEGP_LayerRenderOptionsSuite`. This function may only be called from the UI thread.

- AEGP Usage on Render Thread

We've tightened validation of when AEGP calls could be used dangerously (such as from the wrong thread or making a change to the project state in render). You may see new errors if code is hitting such cases. For example, making these calls on the render thread will result in an error:

```
suites.UtilitySuite5()->AEGP_StartUndoGroup()      suites.StreamSuite2()->AEGP_GetStreamName()
suites.StreamSuite2()->AEGP_SetExpressionState()    suites.StreamSuite2()->AEGP_SetExpression()
suites.StreamSuite2()->AEGP_GetNewLayerStream()     suites.StreamSuite2()->AEGP_DisposeStream()
suites.EffectSuite3()->AEGP_DisposeEffect() suites.UtilitySuite5()->AEGP_EndUndoGroup()
```

The solution is to move these calls to the UI thread. Selectors for passive UI updates (such as `PF_EVENT_DRAW`) are not a place to make changes to project state.

Another example of more strict requirements is `AEGP_RegisterWithAEGP()`. The documentation has always noted that this function must be called on `PF_Cmd_GLOBAL_SETUP`. However in previous versions, plug-ins were able to call this function at other times without running into trouble. Not anymore in 13.5! Calling this function at other times can cause crashes!

- `PF_Cmd_SEQUENCE_RESETUP` Called on UI or Render Thread?

There is now a `PF_InFlag_PROJECT_IS_RENDER_ONLY` flag that is only valid in `PF_Cmd_SEQUENCE_RESETUP` that will tell you if the effect instance is for render-only purposes. If so, the project should be treated as completely read-only, and you will not be receiving UI related selectors on that effect instance. This can be used to optimize away any UI-only initialization that render does not need. If this flag is false, you should setup UI as normal. This should not be used to avoid reporting errors in render. Errors in render should be reported as usual via existing SDK mechanisms.

- Changes to Avoid Deadlocks

During development, it was noticed that deadlocks could occur in specific call usage. Seatbelts have been introduced to avoid this. The cases occur in `PF_Cmd_UPDATE_PARAMS_UI` when using particular calls because of deprecated synchronous behavior in these calls when used in the UI:

In `PF_Cmd_UPDATE_PARAMS_UI` only, `PF_PARAM_CHECKOUT()` for layer parameters will behave as before except that it will return a black frame of the same size, etc., rather than actual rendered pixels. Code that used this for enable/disable detection of parameters should still work as before. Code that used this for getting analysis frames, etc. outside of `PF_Cmd_UPDATE_PARAMS_UI` will work as before.

In `PF_Cmd_UPDATE_PARAMS_UI` only, `PF_GetCurrentState()` will now return a random GUID. This will no longer function as before in this context, but it will continue to work properly elsewhere.

The above uses should be rare, but if this affects you please contact us about workarounds.

- Deprecated

`AEGP_RenderAndCheckoutFrame()` (on the UI Thread). This call should generally not be used on the UI thread since synchronous renders block interactivity.

Use in the render thread is fine. The one case where this may still be useful on the UI thread is a case like a UI button that requires a frame to calculate a parameter which then updates the AE project.

For example, an “Auto Color” button that takes a frame and then adjusts effect params as a result.

A beta of a progress dialog for this blocking operation if it is slow has been implemented, but using this call on the UI thread should be limited to this special cases. The dialog design is not final.

- Flag for Thread-Safe Effects

### PF\_OutFlag2\_AE13\_5\_THREADSAFE

Plug-ins updated for threading should use this flag to tell AE that the plug-in is expected to be UI thread <> Render thread safe.

This flag tells AE that different threads on different AE project copies can be in the effect at the same time but not accessing the same instance. While multiple render threads are not yet in use, this will be useful in future releases.

- Support for Effect Version greater than 7 (new max is MAJOR version 127)

Effects greater than version 7 will now report properly in 13.5 if built with the current SDK headers. It is possible to use these recompiled effects in AE versions older than 13.5, but internally the version number will wrap modulo 8 (e.g. AE will internally see effect version 8 as version 0).

This can affect the version shown in error dialog display by older AE and affect usage reporting.

Since many older plug-ins were made unloadable in AE with the shift to 64-bit, it should be unlikely this wrapping would cause ambiguity with actual plug-ins in current use (unless these plug-ins have been rapidly increasing version number over the last few years).

However, building with an older SDK and using an 8 or higher version will result in the plug-in reporting an incorrect version to AE, which will then cause mismatch with the PiPL version check for the effect which will have the higher bits set. This is not supported.

If built with an older SDK, you will need to keep the effect version at 7 or below. Increase in version max has been accomplished by adding 4 new higher significant bits to the version that only AE 13.5 and above “sees”. These new high version bits are not contiguous with the original, preexisting MAJOR version bits – just ignore the intermediate bits. The new version layout looks like this in hexadecimal or binary.

0x 3C38 0000

^^ original MAJOR version bits as a hex mask 0-7

^^ new HIGH bits extending the original MAJOR version bits 8-127

0b 0011 1100 0011 1000 0000 0000 0000 0000

^^ ^ original MAJOR version bits as a hex mask 0-7

^^ ^^ ignore / do not use

^^ ^^ new HIGH bits extend the original MAJOR version bits 8-127.

These bits are ignored in AE versions older than 13.5.

- New Installer Hints for macOS

Developers can find paths to the default location of plug-ins, scripts, and presets on macOS X in a new plist file (same as the paths in the Windows registry): /Library/Preferences/ com.Adobe.After Effects.paths.plist

You can use the values in this plist to direct where your installers or scripts write files, in the same way that you would use the paths keys in the registry on Windows: HKEY\_LOCAL\_MACHINESOFTWAREAdobeAfter Effects13.5

- Work In Progress

AEGP\_RenderAndCheckoutLayerFrame\_Async() AEGP\_CancelAsyncRequest()

These APIs are in progress, and should not be used yet.

## 7.13 What's New In CC 2014.1 (13.1)?

`PF_CreateNewAppProgressDialog()`

It won't open the dialog unless it detects a slow render. (2 seconds timeout).

---

## 7.14 What's New In CC 2014 (13.0)?

Starting in CC 2014, After Effects will now honor a change to a custom UI height made using *PF\_UpdateParamUI*.

*AEGP\_Effect Suite* is now at version 4, adding new functions to work with effect masks. *AEGP\_RenderSuite* is now at version 4, adding a new function `AEGP_RenderAndCheckoutLayerFrame`, which allows frame checkout of the current

layer with effects applied at non-render time. This is useful for an operation that requires the frame, for example, when a button is clicked and it is acceptable to wait for a moment while it is rendering.

---

**Note:** Since it is not asynchronous, it will not solve the general problem where custom UI needs to draw based on the frame.

---

The layer render options are specified using the new *AEGP\_LayerRenderOptionsSuite*.

*Mercury Transmit* plug-ins and *HTML5 Panels* are now supported.

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## 7.15 What's New In CC (12.0)?

Effect names can now be up to 47 characters long, up from 31 characters previously.

We added the *PF\_AngleParamSuite*, providing a way to get floating point values for angle parameters. *PF App Suite* version 5 adds `PF_AppGetLanguage` to query the current language so that a plug-in can use the correct language string, as well as several new `PF_App_ColorType` enum values for new elements whose colors can be queried.

*AEGP\_Persistent Data Suite* is now at version 4, adding a new parameter to `AEGP_GetApplicationBlob` to choose between retrieving several different application blobs. There are also new functions to get/set time and ARGB values.

*AEGP\_Composition Suite* is now at version 10, adding new functions to check/modify whether layer names or source names are shown, and whether the blend modes column is shown or not. Also added are new functions to get and set the Motion Blur Adaptive Sample Limit.

*AEGP\_Layer Suite* is now at version 8, adding new functions to set/get the layer sampling quality. *AEGP\_CanvasSuite* is also now at version 8. The new function `AEGP_MapCompToLayerTime` handles time remapping with collapsed or nested comps, unlike `AEGP_ConvertCompToLayerTime`.

*AEGP\_UtilitySuite* is now at version 6, adding a new Unicode-aware function: `AEGP_ReportInfoUnicode`. Another new function, `AEGP_GetPluginPaths`, provides some useful paths related to the plug-in and the After Effects executable itself.

The behavior for `AEGP_NewPlaceholderFootageWithPath` has been updated, so that the `file_type` should now be properly set, otherwise a warning will appear.

`AEGP_InsertMenuCommand` can now insert menu items in the File>New submenu.

*AEGP\_IOInSuite* is now at version 5, adding new functions to get/set/clear the native start time, and to get/set the drop-frame setting of footage.

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## 7.16 What's New In CS6.0.1 (11.0.1)?

New in 11.0.1, the AE effect API version has been incremented to 13.3.

This allows effects to distinguish between 11.0 and 11.0.1.

There is a bug in 11.0 with the Global Performance Cache, when a SmartFX effect uses both `PF_OutFlag2_AUTOMATIC_WIDE_TIME_INPUT` & `PF_OutFlag_NON_PARAM_VARY`.

Calling `checkout_layer` during `PF_Cmd_SMART_PRE_RENDER` returns empty rects in `PF_CheckoutResult`.

The workaround is to simply make the call again. This workaround is no longer needed in 11.0.1.

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## 7.17 What's New In CS6 (11.0)?

We've made several refinements for better parameter UI handling. `PF_PUI_INVISIBLE` parameter UI flag is now supported in After Effects, which is useful if your plug-in needs hidden parameters that affect rendering. Now when a plug-in disables a parameter using *PF\_UpdateParamUI*, we now save that state in the UI flags so that the plug-in can check the flag in the future to see if it is disabled. A new flag, `PF_ParamFlag_SKIP_REVEAL_WHEN_UNHIDDEN`, allows a parameter to be unhidden without twirling open any parents and without scrolling the parameter into view in the Effect Controls panel and the Timeline panel.

Effects that render a watermark over the output when the plug-in is in trial mode can now tell After Effects whether watermark rendering mode is on or off, using the new `PF_OutFlag2_OUTPUT_IS_WATERMARKED`.

The new Global Performance Cache means you must tell After Effects to discard old cached frames *when changing your effect's rendering*.

We've removed `PF_HasParamChanged` and `PF_HaveInputsChangedOverTimeSpan`, providing *PF\_AreStatesIdentical* instead.

Effects that provide custom UI can now receive `PF_Event_MOUSE_EXITED`, to gain notification that the mouse exited the layer or comp panel. `PF_ParamUtilsSuite` is now at version 3.

`PF_GET_PLATFORM_DATA` now has new selectors for getting the wide character path of the executable and resource file: `PF_PlatData_EXE_FILE_PATH_W` and `PF_PlatData_RES_FILE_PATH_W`. The previous non-wide selectors are now deprecated.

3D is a major theme of AE CS6. A new `AEGP_LayerFlag_ENVIRONMENT_LAYER` has been added. Many new *layer streams* were added.

Additionally, `AEGP_LayerStream_SPECULAR_COEFF` was renamed to `AEGP_LayerStream_SPECULAR_INTENSITY`, `AEGP_LayerStream_SHININESS_COEFF` was renamed to `AEGP_LayerStream_SPECULAR_SHININESS`, and `AEGP_LayerStream_METAL_COEFF` was renamed to just `AEGP_LayerStream_METAL`.

A new suite, *AEGP\_RenderQueueMonitorSuite*, provides all the info a render queue manager needs to figure out what is happening at any point in a render.

*AEGP Mask Suite* is now at version 6, and provides functions to get and set the mask feather falloff type. *AEGP Mask Outline Suite* is now at version 3, and provides access to get and set mask outline feather information.

Effects that depend on masks now have a new flag available, `PF_OutFlag2_DEPENDS_ON_UNREFERENCED_MASKS`.

*AEGP Composition Suite* is now at version 9. `AEGP_CreateTextLayerInComp` and

`AEGP_CreateBoxTextLayerInComp` now have a new parameter, `select_new_layerB`.

*AEGP Render Suite* is now at version 3, adding a new function to get the GUID for a render receipt.

Finally, we have added two new read-only *Dynamic Stream* flags: `AEGP_DynStreamFlag_SHOWN_WHEN_EMPTY` and `AEGP_DynStreamFlag_SKIP_REVEAL_WHEN_UNHIDDEN`.

For effects running in Premiere Pro CS6, we have added the ability to get 32-bit float and YUV frames from `PF_CHECKOUT_PARAM`.

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## 7.18 ...and what was new before CS6?

For history this far back, see obsolete copies of the SDK (which we don't provide; if someone wants you do develop for antique software, they'd best provide the SDK).





## HOW TO START CREATING PLUG-INS

### 8.1 Play!

Before you write a line of code, Spend some significant time playing with After Effects, and with the *Sample Projects*. Build the plug-ins into the right folder. Set lots of breakpoints, read the amusing and informative comments.

See a quickstart video on building an effect (on macOS): [adobe.ly/2sjMDwM](https://adobe.ly/2sjMDwM)

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### 8.2 Plan!

Be clear on what your plug-in will attempt to do.

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### 8.3 Hack!

After experimenting with the samples, find one that does something *like* what you want to do. The temptation to start from scratch may be strong; fight it! For effects, use the Skeleton template project. Avoid the headache of reconstructing projects (including the troublesome custom build steps for Windows PiPL resource generation) by grafting your code into an existing project.

---

### 8.4 Steal!

To make the Skeleton sample your own, copy the entire \Skeleton directory, renaming it to (for example) \WhizBang. Using your text editor of choice, search \WhizBang\*.\* (yes, that includes .NET and Xcode project files) for occurrences of Skeleton and SKELETON, and replace them with WhizBang and WHIZBANG.

You now have a compiling and running plug-in that responds to common commands, handles 8 and 16-bpc color, uses our AEGP\_SuiteHandler utility code, and responds to 3D light and camera information. There, was that so hard?

AEGP developers will do well to start with Projector (for After Effects project creation support), Easy Cheese for a keyframe assistant, IO for media file format support, and Persisto for a simple menu command and working with preferences.

---

## 8.5 Test!

If only for testing convenience, you should have a project saved with your effect applied, and all its parameters keyframed to strange values. Between these projects which stress your plug-in, and the tools provided by your development environment, you're well on your way to shipping some tested code.

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## 8.6 Blame!

If you run into behavior that seems wrong, see if you can reproduce the behavior using one of the unmodified sample projects. This can save you a lot of time, if you can determine whether the bug behavior was introduced by your modifications, or was already there to begin with.

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## 8.7 Developers Matter

Third party developers drive API and SDK improvement and expansion. Your products enable After Effects to do things we'd never considered. Your efforts make After Effects better; keep it up!

We work hard on the SDK, and welcome your comments and feedback. Almost every change we make to the API is suggested by developers like you. [Give us feedback](#)

## SAMPLE PROJECTS

There is at least one sample of every type of plug-in supported by the current API, as well as projects to illustrate particular concepts.

In the sample projects, we've kept the code as simple as possible. A showy implementation might get us good grades in a programming class, but won't help you understand how to use API features.

After the break, we explain how to build the sample projects, so keep reading below!

### 9.1 Sample Project Descriptions

Project	Description
AEGPs	AEGPs hook directly into After Effects' menus and other areas in the UI. See below for specifics on where the AEGP appears in the UI.
Artie	Artie the Artisan takes over rendering of all 3D layers in a given composition. This is the same API used by our internal 3D renderers; it is very complex, and exposes a great deal of tacit information about the After Effects rendering pipeline. Unless you have a compelling reason to replace the way After Effects handles 3D rendering, you need never work with this sample. Artisans appear in Composition > Composition Settings, in the Advanced tab, in the Rendering Plug-in drop-down.
Easy Cheese	A keyframer (which shows up on the Animation > Keyframe Assistant submenu), Easy Cheese shows how to manipulate various characteristics of keyframes (in a way that, uncannily, resembles our shipping plug-in, Easy Ease...)
FBIO	Exercises the After Effects Input/Output (AEIO) API. Similar to the IO sample, but supports the frame-based .ffk file format. Note that we now recommend developing a <i>Premiere Pro Importers</i> instead.
Grabba	Gets frames (formatted as the plug-in requests) from any composition in the project.

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Table 1 – continued from previous page

Project	Description
IO	Exercises the After Effects Input/Output (AEIO) API. Supports the fictitious .fak file format, and handles all requests from After Effects for retrieving data from or outputting to such files. Note that we now recommend developing a <i>Premiere Pro Importers</i> instead.
Mangler	Mangler is a keyframer demonstrating the use of an ADM palette, just like our own.
Panelator	Creates a panel that can be docked along with the rest of the standard panels. Note: It is far more work to create a panel this way than using the HTML5 Panel SDK. We recommend starting with that SDK instead.
Persisto	Shows how to read and write information from the After Effects preferences file.
ProjDumper	Creates a text file representing every element in an After Effects project.
Projector	Imports the (fictitious) .sdk file format, and creates a project using AEGP API calls. Whenever you're wondering how to get or set some characteristic of a project element, look here first. Note: There are some hard-coded paths in Projector.h. If you don't set these to refer to actual media on disk, you WILL get errors while running this plug-in. Don't blame us; change them!
QueueBert	Pronounced "Cue-BARE!", QueueBert manipulates all aspects of render queue items and the output modules associated with them.
Streamie	Manipulates streams, both dynamic and fixed.
Sweetie	Sweetie uses the PICA (or "Suite Pea") API to provide a function Suite, for use by other plug-ins. If you're writing multiple plug-ins that rely on the same image processing library, you could provide the library functionality using such a suite.
Text Twiddler	Manipulates text layers and their contents.
Effects	All effects appear in the Effects & Presets panel, and in the Effect menu.
Checkout	Checks out (of After Effects' frame cache) a frame of input from another layer, at a specified time. This is an important concept for all effects with layer parameters. Premiere Pro compatible.
Convolutrix	Exercises our image convolution callbacks. Premiere Pro compatible.
Gamma Table	Shows how to manage sequence data, and uses our iteration callbacks. For nostalgia's sake, we're leaving this one sample in C; it's also compatible with many third-party plug-in hosts, due to its reliance on version 3.x API features.
GLator	New for CC 2017. Demonstrates proper OpenGL context management in an effect plug-in.
Paramarama	Exercises wayward param types not used in other sample. Premiere Pro compatible.

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Table 1 – continued from previous page

Project	Description
PathMaster	Shows how to access paths from within an effect.
Portable	Shows how to detect and respond to several different plug-in hosts. Premiere Pro compatible.
Resizer	Resizer resizes (surprise!) the output buffer. This is useful for effects like glows and drop shadows, which would be truncated at the layer's edges if they didn't expand the output buffer. Premiere Pro compatible.
SDK Backwards	Reverses a layer's audio, and mixes it with a keyframeable sine wave.
SDK Noise	Premiere Pro compatible, demonstrates 32-bit and YUV rendering in Premiere Pro.
Shifter	Shifts an image in the output buffer, and exercises our transform_world and subpixel sampling functions.
SmartyPants	Demonstrates the SmartFX API, required for support of floating point pixels.
Transformer	Exercises our image transformation callbacks.
Effect Template	
Skeleton	Skeleton is the starting point for developing effects. Premiere Pro compatible.
Effects with Custom UI	
CCU	Implements a custom user interface in the composition and layer windows, supporting pixel aspect ratio and downsample ratios. Premiere Pro compatible.
ColorGrid	Shows how to use arbitrary data type parameters. Also has a nice custom UI. Premiere Pro compatible.
Custom ECW UI	Implements a very boring custom user interface in the effect controls window, and shows how to respond to numerous UI events.
Histogram	New for CC 2015 (13.5). An example of how custom UI can access asynchronously-rendered upstream frames for lightweight processing in CC 2015 and later. This effect calculates a sampled 10x10 color grid from the upstream frame, and displays a preview of that color grid. In render, a higher-quality grid is calculated and used to modify the output image, creating a blend of a color grid with the original image.
Supervisor	Shows how to control parameters (both values and UI) based on the value of other parameters. Premiere Pro compatible.
BlitHook	
EMP	External Monitor Preview. Use this as a starting point for adding support to output video from the composition panel to video hardware.

## 9.2 Building The Sample Projects

We've combined the sample projects into a single master project, stored in the Examples folder of the SDK. For macOS, it is Buildall.xcodeproj; for Windows, it is BuildAll.sln.

In your IDE, you'll need to change the output folder of your project to build into After Effects' plug-in folder.

For development, we recommend using the following path for macOS: /Library/Application Support/Adobe/Common/Plug-ins/[version]/MediaCore/

Version is locked at 7.0 for all CC versions, or CSx for earlier versions.

for example: /Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore/

or: /Library/Application Support/Adobe/Common/Plug-ins/CS6/MediaCore/

and the following path for Windows: [Program Files]\Adobe\Common\Plug-ins\[version]\MediaCore\

for example: C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore\

or: C:\Program Files\Adobe\Common\Plug-ins\CS6\MediaCore\

Note that this Windows path is only recommended for development purposes. Windows installers should follow the guidelines here: [Where Installers Should Put Plug-ins](#).

In Xcode, you can set this path once for all projects in the Xcode Preferences > Locations > Derived Data > Advanced. Under *Build Location* choose *Custom*, and fill in the path.

In Visual Studio, for convenience, we have specified the output path for all sample projects using the environment variable AE\_PLUGIN\_BUILD\_DIR. You'll need to set this as a user environment variable for your system. On Windows 7, right-click *My Computer* > *Properties*

> and in the left sidebar choose *Advanced System Settings*. In the new dialog, hit the *Environment Variables* button. In the User variables area, create a New variable named AE\_PLUGIN\_BUILD\_DIR, and with the path described above. Log out of Windows and log back in so that the variable will be set.

Alternatively, you can set output path for each project individually in Visual Studio by right-clicking a project in the Solution Explorer, choosing Properties, and then in Configuration Properties > Linker > General, set the Output File.

When compiling the plug-ins, if you see a link error such as:

“Cannot open file “[MediaCore plug-ins path]plugin.prm”, make sure to launch Visual Studio in administrator mode. In your Visual Studio installation, right-click devenv.exe, Properties > Compatibility > Privilege Level, click “Run this program as an administrator”.

## DEBUGGING PLUG-INS

The best way to learn the interaction(s) between After Effects and plug-ins is running the samples in your debugger. Spending some quality time in your compiler's debugger, and a sample project that closely resembles your plug-in, can really pay off.

Once you've got the plug-in building directly into the plug-ins folder as explained above, here's how to specify After Effects as the application to run during debug sessions:

On Windows:

- 1) In the Visual Studio solution, in the Solution Explorer panel, choose the project you want to debug
- 2) Right-click it and choose Set as StartUp Project
- 3) Right-click it again and choose Properties
- 4) In Configuration Properties > Debugging > Command, provide the path to the executable file of the host application the plug-ins will be running in (this may be After Effects or Premiere Pro)
- 5) From there you can either hit the Play button, or you can launch the application and later at any point choose Debug > Attach to Process...

On macOS:

- 1) In Xcode, in the Project Navigator, choose the xcodeproj you want to debug
- 2) Choose Product > Scheme > Edit Scheme...
- 3) Under Run, in the Info tab, for Executable, choose the host application the plug-ins will be running in (this may be After Effects or Premiere Pro)
- 4) From there you can either hit the Play button to build and run the current scheme, or you can launch the application and later at any point choose Debug > Attach to Process.

---

### 10.1 Deleting Preferences

During the course of developing a plug-in, your plug-in may pass settings information to After Effects, which is then stored in its preferences file.

You may delete the preferences and restart After Effects with a clean slate by holding down Ctrl-Alt-Shift / Cmd-Opt-Shift during launch.

On Windows, the preferences are stored here: [user folder]\AppData\Roaming\Adobe\After Effects\[version]\Adobe After Effects [version]-x64 Prefs.txt

On macOS, they are stored here: ~/Library/Preferences/Adobe/After Effects/[version]/Adobe After Effects [version]-x64 Prefs





## COMPATIBILITY ACROSS MULTIPLE VERSIONS?

Generally, you should compile your plug-ins with the latest After Effects SDK headers. This makes the latest suites and API functionality available to your plug-ins. When a new version of After Effects is released, you generally will not need to provide a new version unless you wish to take advantage of new functionality exposed through the new SDK. However, you should always test your plug-in in new versions of After Effects before claiming compatibility with new versions.

You should test your plug-in thoroughly in each version of After Effects supported by your plug-in. If you need to add a conditional block of code to be run only in specific versions of After Effects, you can always check the API version in *PF\_InData.version* for effects, or in the *major* and *minor\_versionL* passed into your AEGP in the *Entry Point*.

For even more precise version checking, a plug-in can run a script using *AEGP\_ExecuteScript* (*AEGP\_UtilitySuite6*), querying one of the following attributes:

```
app.version - e.g. 11.0.1x12
app.buildNumber - e.g. 12.
```

### 11.1 API Versions

Release	Effect API Version
22.0	13.27
18.2	13.25
18.0	13.24
17.7	13.23
17.6	13.22
17.5	13.21
17.3	13.20
17.1	13.19
17.0	13.18
16.1	13.17
16.0	13.16
15.0	13.15
CC 2017.1 (14.2)	13.14
CC 2017 (14.0)	13.13
CC 2015.3 (13.8)	13.11
CC 2015 (13.7)	13.10
CC 2015 (13.6)	13.10

Table 1 – continued from previous page

Release	Effect API Version
CC 2015 (13.5, 13.5.1)	13.9
CC 2014 (13.0-13.2)	13.7
CC (12.2)	13.6
CC (12.1)	13.5
CC (12.0)	13.4
CS6.0.1 (11.0.1)	13.3
CS6 (11.0)	13.2
CS5.5 (10.5)	13.1
CS5 (10.0)	13.0
CS4 (9.0)	12.14
CS3 (8.0)	12.13
7.0	12.12
6.5, 6.0	12.10 (Check for the presence of updated AEGP suites, should you need to differentiate between 6.0 and 6.5)
5.0	12.5
4.1	12.2
3.1	11.6

## THIRD-PARTY PLUG-IN HOSTS?

Some developers are wary of using each After Effects release's new API features, to maintain compatibility with hosts with partial implementations. You can distinguish between host applications by checking *PF\_InData>appl\_id*. After Effects uses the *appl\_id* 'FXTC'.

Premiere Pro uses 'PrMr'. As of this writing, no third party hosts support SmartFX, or our AEGP functions.

Also, see the *Premiere Pro & Other Hosts* section.



## PIPL RESOURCES

Originating in Adobe Photoshop over two decades ago, Plug-In Property Lists, or PiPLs, are resources which provide basic information about a plug-in's behavior, without executing the plug-in. PiPLs have been largely supplanted within After Effects by PF\_Cmd\_GLOBAL\_SETUP (see *Global Selectors*) and dynamic outflags. However, for archaeological reasons, the behaviors indicated during PF\_Cmd\_GLOBAL\_SETUP must agree with those in the PiPL.

A PiPL specifies the entry point of a plug-in, the display name, as well as the plug-in's match name. The match name is a unique, constant identifier, unlike a plug-in's display name, which may be changed dynamically. Starting in CC, display names can be up to 47 characters long. Previously, they were limited to 31 characters.

In the interest of cross-platform compatibility, use a single .r file for both macOS and Windows versions of your plug-in, like the samples do. PiPL properties must always be in macOS-specific byte order. On Windows, PiPLs are compiled by processing a .r file through pipltool.exe, which converts the .r file into a binary .rc file. The Windows sample projects all contain custom build steps which generate a .rc file, using a cross-platform .r file and our cnvtpipl.exe command line utility. Base your development on an existing sample plug-in and the build step will be correctly implemented.

---

### 13.1 Entry Point

Your plug-in's entry point is exported through the PiPL on Windows and macOS. If the plug-in supports multiple platforms, then multiple entry points must be defined in the PiPL. There is no need for a Windows .def file or manual exports, unless you're also designating some other OS-specific entry point.

The macros defined in entry.h (in the \SDKExamplesHeaders directory) take care of exporting each sample's entry point function. All the sample project entry point functions are EffectMain() for effects, or EntryPointFunc() for AEGPs.

---

### 13.2 PiPL Resources And Microsoft Visual Studio

To use resources from Microsoft Visual Studio .NET with pipltool-generated resources, #include the output of the custom build steps into the Microsoft-generated .rc file.

```
// in file WhizBang.rc, generated by .NET.  
#include "WhizBang_PiPL_temp.rc" // pipltool.exe's output
```

If modifying a sample plug-in, change the name of the file generated by pipltool.exe to something like WhizBang\_PiPL\_temp.rc, or it will overwrite the Microsoft resources each time you build; not good.

---

## 13.3 Multiple PiPLs

It is possible, but not recommended, to include multiple plug-ins (both AEGPs and effects) in the same file, using multiple PiPLs. If there are PiPLs for both AEGPs and effects in the same file, the AEGPs must come first!

No other hosts (not even Premiere Pro) support multiple PiPLs pointing to multiple effects within the same .dll or code fragment. Also, if you need to update one plug-in, do you really want to ship a new build of all your plug-ins? We recommend one PiPL, and one plug-in, per code fragment.

---

## 13.4 Super Secret PiPL Bit

For those of you who use C++ and simply *must* keep your plug-ins loaded all the time (to avoid having your v-tables trashed, among other hazards), set the PiPL's `AE_Reserved_Info` member to 8. Over the years we've been quite stringent, insisting that plug-ins be good memory citizens and respond gracefully to getting unloaded. We know there are cases in which being unloaded with no warning can really ruin a plug-in's day (and v-tables), and so have provided this work-around. Be nice, perform scrupulous memory management, and only use your powers for good.

---

## 13.5 Why Do I Need To Know All This?

You don't; After Effects does. If you follow our advice and base your projects on the SDK samples, you can simply change the .r file containing your PiPL definition(s), and your plug-in's resources will be automatically updated the next time you build. Feel the love. Or, if you ever tinker with the custom build steps, feel the pain.

## EXCEPTIONS

Handle all exceptions generated by your plug-in's code, *within* your plug-in. Pass those which didn't originate in your plug-in's code to After Effects.

After Effects' APIs are designed for plug-ins written in C, and don't expect exceptions. After Effects will crash immediately if one is thrown from within a plug-in.

The effect samples use a firewall around the switch statement in the `main()` function, and the AEGPs wrap their function hooks in try/catch blocks.





## WHERE INSTALLERS SHOULD PUT PLUG-INS

Installing your plug-ins in the common location will allow them to be loaded by Premiere Pro, if installed.

On Windows, the common plug-ins folder can be found (as an explicit path) in the following registry entry: `HKLM\SOFTWARE\Adobe\After Effects\[version]\CommonPluginInstallPath`

On Mac, the common plug-ins folder is at: `/Library/Application Support/Adobe/Common/Plug-ins/[version]/MediaCore`

Version is locked at 7.0 for all CC versions, or CSx for earlier versions. For example: `/Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore/`

Do not use macOS aliases or Windows shortcuts, as these are not traversed by Premiere Pro.

---

### 15.1 Do I Have To Install The Plug-ins To The Common Folder?

You may have good reason to install your plug-in for only After Effects, for example, if your plug-in depends on suites and functionality not available in Premiere Pro. We strongly recommend that you use the common folder whenever possible, but for certain cases, the AE-specific plug-in folder is still available.

On Windows, the app-specific plug-ins folder can be found (as an explicit path) in the following registry entry: `\\HKEY_LOCAL_MACHINE\SOFTWARE\Adobe\After Effects\([version])\PluginInstallPath`

On macOS, the app-specific plug-ins folder is at: `/Applications/Adobe After Effects [version]/Plug-ins/`

When launched, After Effects recursively descends 10 levels deep into subdirectories of its path. macOS aliases are traversed, but Windows shortcuts are not. Directories terminated by parentheses or preceded by the symbols `~` (macOS) or `~` (Windows) are not scanned.

Try as you might to build a fence between AE and Premiere Pro, users will still find ways to get across using our lovely integration goodness - Your effects will still be available to Premiere Pro users who create a dynamically linked AE composition with your effect, and put it in a Premiere Pro sequence.



## LOCALIZATION

Starting in CC, PF App Suite (*Useful Utility Functions*) adds `PF_AppGetLanguage()` to query the current language so that a plug-in can use the correct language string.

When passing strings to AE, some parts of the API accept Unicode. In other areas, for example when specifying effect parameter names during `PF_Cmd_PARAM_SETUP`, you'll need to pass the names in a char string. For these non-Unicode strings, AE interprets strings as being multi-byte encoded using the application's current locale. To build these strings, on Windows you can use the `WideCharToMultiByte()` function, specifying `CP_OEMCP` as the first argument. On macOS, use the encoding returned by `GetApplicationTextEncoding()`.

Testing with different languages in AE doesn't require an OS reinstallation, but it does require a reinstallation of AE:

For Win, change the system locale to the targeted language (control panel > region and language > administrative tab > change system locale), restart machine, and then install AE in the according language.

For Mac, set targeted language to the primary language in the preferred language list, and then install AE in the according language.



## APPLE SILICON SUPPORT

Adobe now supports Apple Silicon effect plugins in some products running natively on Apple Silicon. For instance, After Effects effect plugins are also available in Adobe Premiere Pro and Adobe Media Encoder.

Not all Adobe products have native Apple Silicon versions yet, but in those that do, only effect plugins with Apple Silicon implementations will be available. We recommend adding the Apple Silicon target soon in anticipation of rapid adoption of these new M1 machines.

---

**Note:** In order to build a Mac Universal binary, you will need Xcode 12.2 or greater. Adobe is currently using Xcode 12.4.

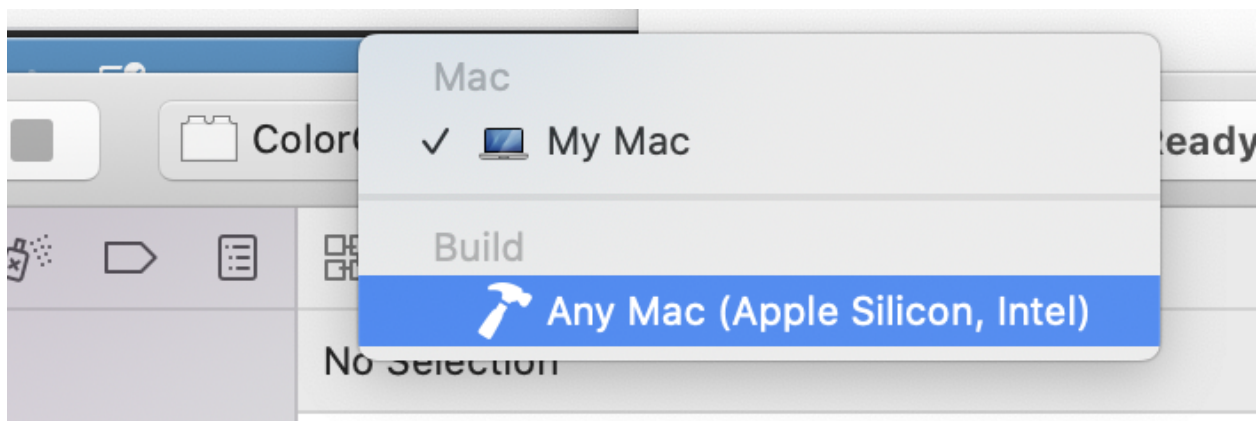
---

To learn more about Universal binaries, please visit <https://developer.apple.com/documentation/apple-silicon/building-a-universal-macos-binary>

---

### 17.1 How to add Universal Binary Support for your Plugins

1. Open your plugins Xcode project in 12.2 or above and Xcode will automatically add an Apple Silicon target for you.



2. Tell After Effects what the main entry point is for Apple Silicon builds.
  - Find the .r resource file for your plugin.
  - Add CodeMacARM64 {"EffectMain"} next to your existing Intel Mac entry point definition.

```
#if defined(AE_OS_MAC)
    CodeMacARM64 {"EffectMain"},
    CodeMacIntel64 {"EffectMain"},
#endif
```

- If for some reason you need different entry points on x64 and ARM just provide a different entry point name and string.
3. Compile the Universal binary by building for the Any Mac (Apple Silicon, Intel) Target, or by using Product -> Archive.

Assuming there are no compile time issues with the Apple Silicon build, you can now use the single Universal binary for both Intel and Apple Silicon applications.

---

## 17.2 Exception Behavior with Apple Silicon Across “C” Functions

Extra care should be taken when using exceptions on Apple Silicon. In many environments throwing exceptions that propagate through traditional “C” functions worked fine. It was bad practice, with undefined behavior, but generally “worked”.

On Apple Silicon, rather than undefined behavior the ABI has changed so `terminate()` is called when this occurs.

Since the main entry point of a plugin is always an extern “C” calling convention, this code should be wrapped in a try/catch block to prevent program termination. For example:

```
PF_Err EffectMain ( PF_Cmd cmd,
    PF_InData *in_data,
    PF_OutData *out_data,
    PF_ParamDef *params[],
    PF_LayerDef *output )
{
    try
    {
        /* Your code here */
    }
    catch
    {
        /* return most appropriate PF_Err */
    }
}
```

## EXPORTING SYMBOLS IN EFFECTS

The After Effects team recently became aware of an issue with conflicting symbols that violate the C++ language One Definition Rule (ODR).

In early 2021, the version of the Boost library used by After Effects was upgraded to 1.74. Over the last few months we've identified a number of plugins that are also using Boost but are exporting symbols in such a way that After Effects or the plugin may end up calling the incorrect version of Boost leading to hangs and crashes for users. We also identified a number of the AE SDK samples were setup to export all symbols by default which may have been contributing to the problem, assuming they were used as the starting point for other plugins. These have been fixed as part of the March 2021 SDK.

**The only symbol that After Effects requires to be exported is the entry point of the plugin.**

An example can be found in the SDK samples in entry.h:

```
#ifndef AE_OS_WIN
    #define DllExport    __declspec( dllexport )
#elif defined AE_OS_MAC
    #define DllExport    __attribute__ ((visibility ("default")))
#endif
```

and then this is applied to the entry point function, for example:

```
extern "C" DllExport
PF_Err PluginDataEntryFunction(
    PF_PluginDataPtr inPtr,
    PF_PluginDataCB inPluginDataCallBackPtr,
    SPBasicSuite* inSPBasicSuitePtr,
    const char* inHostName,
    const char* inHostVersion)
{
    PF_Err result = PF_Err_INVALID_CALLBACK;

    result = PF_REGISTER_EFFECT(
        inPtr,
        inPluginDataCallBackPtr,
        "ColorGrid", // Name
        "ADBE ColorGrid", // Match Name
        "Sample Plug-ins", // Category
        AE_RESERVED_INFO); // Reserved Info

    return result;
}
```

## 18.1 Disabling Xcode Symbol Export

To disable symbol export in Xcode:

1. Find the **Apple Clang - Code Generation** section in the **Build** settings for your project.
2. Set the **Symbols Hidden By Default** to **YES**

### ▼ Apple Clang - Code Generation



For any specific symbols that must be made public, use the `__attribute__((visibility("default")))` in code.

More information can be found in Apple's Xcode documentation <https://help.apple.com/xcode/mac/11.4/#/itcaec37c2a6> (excerpt below):

Symbols Hidden by Default (GCC\_SYMBOLS\_PRIVATE\_EXTERN)

When enabled, all symbols are declared private extern unless explicitly marked to be exported using `__attribute__((visibility("default")))` in code. If not enabled, all symbols are exported unless explicitly marked as private extern.

## 18.2 Disabling Visual Studio Export

By default, builds from Visual Studio automatically disable symbol exports. To export symbols, you must either supply a module definition file or set the `__declspec(dllexport)` keyword in the functions definition.

More information can be found in Microsoft's Visual Studio documentation <https://docs.microsoft.com/en-us/cpp/build/exporting-from-a-dll?view=msvc-160> (excerpt below):

You can export functions from a DLL using two methods:

1. Create a module definition (.def) file and use the .def file when building the DLL. Use this approach if you want to export functions from your DLL by ordinal rather than by name.
2. Use the keyword `__declspec(dllexport)` in the function's definition.

When exporting functions with either method, make sure to use the `__stdcall` calling convention.



## NEXT STEPS

You now have an understanding of what plug-ins are, what they can do, and how After Effects communicates with them.

Next, we will cover the *basics of effects plug-ins*.



## **EFFECT BASICS**

This chapter will provide all the information you need to know to understand how a basic effect plug-in works.

These details are fundamental to every effect plug-in.

By the time you finish this chapter, you'll be ready for the fun stuff; modifying pixels!



## ENTRY POINT

All communication between After Effects and an effect plug-in is initiated by After Effects, and it all happens by the host (After Effects) calling a single entry point function.

For all effect plug-ins, the entry point function must have the following signature:

```
PF_Err main (  
    PF_Cmd      cmd,  
    PF_InData    *in_data,  
    PF_OutData   *out_data,  
    PF_ParamDef  *params[],  
    PF_LayerDef  *output,  
    void         *extra)
```

The name of the entry point function above is “main”, but it can be whatever is specified in *PiPL Resources*.

Before each call to the entry point function, After Effects updates *PF\_InData* and the plug-in’s parameter array *PF\_ParamDef[]* (except as noted).

After the plug-in returns from its call, After Effects checks *PF\_OutData* for changes and, when appropriate, uses the *PF\_LayerDef* the effect has rendered.

---

### 21.1 Entry Point Function Parameters

Argument	Purpose
<i>cmd</i>	After Effects sets the <i>Command Selectors</i> to tell the plug-in what to do.
<i>in_data</i>	Information about the application’s state and the data the plug-in is being told to act upon. Pointers to numerous interface and image manipulation functions are also provided.
<i>out_data</i>	Pass back information to After Effects by setting fields within <i>out_data</i> .
<i>params</i>	An array of the plug-in’s parameters at the time provided in <i>in_data</i> ’s <i>current_time</i> . <i>params[0]</i> is the input image (a <i>PF_EffectWorld</i> / <i>PF_LayerDef</i> ) to which the effect should be applied. These values are only valid during certain selectors (this is noted in the <i>selector descriptions</i> ). Parameters are discussed at length here: <i>PF_ParamDef</i> .
<i>output</i>	The output image, to be rendered by the effect plug-in and passed back to After Effects. Only valid during certain selectors.
<i>extra</i>	The extra parameter varies with the command sent or (in the case of <i>PF_Cmd_EVENT</i> ) the <i>event type</i> . Used primarily for event management and <i>Parameter Supervision</i> .



## COMMAND SELECTORS

Commands are, simply, what After Effects wants your effect to do.

Responses to some selectors are required; most are optional, though recall that we did add them for a *reason*...

With each command selector sent, effects receive information from After Effects in *PF\_InData*, input and parameter values in *PF\_ParamDef[]* (an array of parameter descriptions including the input layer), and access to callbacks and function suites.

They send information back to After Effects in *PF\_OutData*, and (when appropriate) render output to a *PF\_LayerDef*, also called a *PF\_EffectWorld*.

During events, they receive event-specific information in *PF\_EventExtra*.

---

### 22.1 Calling Sequence

Only the first few command selectors are predictable; the rest of the calling sequence is dictated by user action.

When first applied, a plug-in receives *PF\_Cmd\_GLOBAL\_SETUP*, then *PF\_Cmd\_PARAM\_SETUP*. Each time the user adds the effect to a layer, *PF\_Cmd\_SEQUENCE\_SETUP* is sent.

For each frame rendered by a basic non-SmartFX effect, After Effects sends *PF\_Cmd\_FRAME\_SETUP*, then *PF\_Cmd\_RENDER*, then *PF\_Cmd\_FRAME\_SETDOWN*.

All effect plug-ins must respond to *PF\_Cmd\_RENDER*

For SmartFX, *PF\_Cmd\_SMART\_PRE\_RENDER* may be sent any number of times, before a single *PF\_Cmd\_SMART\_RENDER* is sent.

*PF\_Cmd\_SEQUENCE\_SETDOWN* is sent on exit, when the user removes an effect or closes the project. *PF\_Cmd\_SEQUENCE\_RESETUP* is sent when a project is loaded or when the layer to which it's applied changes. *PF\_Cmd\_SEQUENCE\_FLATTEN* is sent when the After Effects project is written out to disk.

*PF\_Cmd\_ABOUT* is sent when the user chooses *About...* from the Effect Controls Window (ECW).

*PF\_Cmd\_GLOBAL\_SETDOWN* is sent when After Effects closes, or when the last instance of the effect is removed. Do not rely on this message to determine when your plug-in is being removed from memory; use OS-specific entry points.

---

## 22.2 Command Selectors Table

### 22.2.1 Global Selectors

All plug-ins must respond to these selectors.

Selector	Response
PF_Cmd_ABOUT	Display a dialog describing the plug-in. Populate <code>out_data&gt;return_msg</code> and After Effects will display it in a simple modal dialog. Include your plug-in's version information in the dialog. On macOS, the current resource file will be set to your effects module during this selector.
PF_Cmd_GLOBAL_SETUP	Set required flags and <code>PF_OutData</code> fields (including <code>out_data&gt;my_version</code> ) to describe your plug-in's behavior.
PF_Cmd_GLOBAL_SETDOWN	Free all <code>PF_InData</code> data (only required if you allocated some).
PF_Cmd_PARAMETERS	Describe your parameters and register them using <a href="#">PF_ADD_PARAM</a> . Also, register custom user interface elements. Set <code>PF_OutData&gt;num_params</code> to match your parameter count.

### 22.2.2 Sequence Selectors

These control sequence data handling.

Selector	Response
PF_Cmd_SEQUENCE_SETUP	Initialize any sequence-specific data. Sent when the effect is first applied. <code>PF_InData</code> is initialized at this time.
PF_Cmd_SEQUENCE_REFRESH	Refresh (flatten) sequence data. Sent after sequence data is read from disk, during pre-composition, or when the effect is copied; After Effects flattens sequence data before duplication. During duplication, <code>PF_Cmd_SEQUENCE_RESETUP</code> is sent for both the old and new sequences. Don't expect a <code>PF_Cmd_SEQUENCE_FLATTEN</code> between <code>PF_Cmd_SEQUENCE_RESETUP</code> s.
PF_Cmd_SEQUENCE_FLATTEN	Flatten sequence data when duplicating the sequence. Flatten sequence data containing pointers or handles so it can be written to disk. This will be saved with the project file. Free the unflat data and set the <code>out_data&gt;sequence_data</code> to point to the new flattened data. Flat data must be correctly byte-ordered for file storage. As of 6.0, if an effect's sequence data has recently been flattened, the effect may be deleted without receiving an additional <code>PF_Cmd_SEQUENCE_SETUP</code> . In this case, After Effects will dispose of your flat sequence data.
PF_Cmd_SEQUENCE_SETDOWN	Free all sequence data.



### 22.2.3 Frame Selectors

Passed for each frame (or set of audio samples) to be rendered by your plug-in.

Selector	Response
PF_Cmd_FRAME_SETUP	<p>Allocate any frame-specific data. This is sent immediately before each frame is rendered, to allow for frame-specific setup data. If your effect changes the size of its output buffer, specify the new output height, width, and relative origin. All parameters except the input layer are valid.</p> <p>If you set width and height to 0, After Effects ignores your response to the following <i>PF_Cmd_RENDER</i>.</p> <p>NOTE: If <i>PF_Outflag_I_EXPAND_BUFFER</i> is set, you will receive this selector (and <i>PF_Cmd_FRAME_SETDOWN</i>) twice, once without <i>PF_Cmd_RENDER</i> between them.</p> <p>This is so we know whether or not the given layer will be visible.</p> <p>Frame data dates from the days when machines might have 8MB of RAM. Given the calling sequence (above), it's much more efficient to just allocate during <i>PF_Cmd_RENDER</i>.</p>
PF_Cmd_RENDER	<p>Render the effect into the output, based on the input frame and any parameters.</p> <p>This render call can only support 8-bit or 16-bit per channel rendering. 32-bit per channel rendering must be handled in <i>PF_Cmd_SMART_RENDER</i>.</p> <p>All fields in <i>PF_InData</i> are valid.</p> <p>If your response to this selector is interrupted (your calls to <i>PF_ABORT</i> or <i>PF_PROGRESS</i> returns an error code), your results will not be used.</p> <p>You cannot delete frame_data during this selector; you must wait until <i>PF_Cmd_FRAME_SETDOWN</i>.</p>
PF_Cmd_FRAME_SETDOWN	<p>Free any frame data allocated during <i>PF_Cmd_FRAME_SETUP</i>.</p>
PF_Cmd_AUDIO_SETUP	<p>Sent before every audio render. Request a time span of input audio. Allocate and initialize any sequence-specific data.</p> <p>If your effect requires input from a time span other than the output time span, update the <i>startsampL</i> and <i>endsampL</i> field in <i>PF_OutData</i>.</p>
PF_Cmd_AUDIO_RENDER	<p>Populate <i>PF_OutData.dest_snd</i> with effect-ed audio. All fields in <i>PF_InData</i> are valid.</p> <p>If your response to this selector is interrupted (your calls to <i>PF_ABORT</i> or <i>PF_PROGRESS</i> returns an error code), your results will not be used.</p>
PF_Cmd_AUDIO_SETDOWN	<p>Free memory allocated during <i>PF_Cmd_AUDIO_SETUP</i>.</p>
PF_Cmd_SMART_PRE_RENDER	<p>SmartFX only. Identify the area(s) of input the effect will need to produce its output, based on whatever criteria the effect implements.</p> <p>maybe sent up to twice when MediaCore is hosting. The first will come during <i>GetFrameDependencies</i> to collect the inputs.</p> <p>The source checkouts can return full frame dimensions here. Once the sources are rendered, if they are different in size than the first call then this selector will be emitted a second time with the actual source sizes in order to get a correct output size.</p>
60	<p><b>Chapter 22. Command Selectors</b></p> <p>Note that MediaCore wants all of the output, so <i>PF_PreRenderOutput::max_result_rect</i> will be used.</p> <p><b>New in 16.0</b></p>

## 22.2.4 Messaging

The communication channel between After Effects and your plug-in.

Selector	Response
PF_Cmd_EVENT	This selector makes use of the extra parameter; the type of event to be handled is indicated by the <code>e_type</code> field, a member of the structure pointed to by <code>extra</code> . See <i>Effect UI &amp; Events</i> .
PF_Cmd_USER_CHANGED_PARAM	The user changed a parameter value. You will receive this command only if you've set the <code>PF_ParamFlag_SUPERVISE</code> flag. You modify the parameter to control values, or make one parameter's value affect others. A parameter can be modified by different actions. <code>in_data.current_time</code> is set to the time of the frame that the user is looking at in the UI (internally, the current time of the comp converted into layer time) while they are changing the param that triggered the <code>PF_Cmd_USER_CHANGED_PARAM</code> . It's also the time of a keyframe that is added automatically (if there isn't one already, and the stopwatch is enabled). This is usually the same as the value passed for the <code>PF_Cmd_RENDER</code> that follows immediately after (unless caps lock is down), but not necessarily – there could be other comp windows open that cause a render at a different time in response to the changed param.
PF_Cmd_UPDATE_PARAMS_UI	The effect controls palette (ECP) needs to be updated. This might occur after opening the ECP or moving to a new time within the composition. You can modify parameter characteristics (enabling or disabling them, for example) by calling <code>PF_UpdateParamUI()</code> . Only cosmetic changes may be made in response to this command. Don't change parameter values while responding to <code>PF_Cmd_UPDATE_PARAMS_UI</code> ; do so during <code>PF_Cmd_USER_CHANGED_PARAM</code> instead. This command will only be sent regularly if <code>PF_OutFlag_SEND_UPDATE_PARAMS_UI</code> was set in the PiPL, and during <code>PF_Cmd_GLOBAL_SETUP</code> . NOTE: Never check out parameters during this selector. Recursive badness is almost guaranteed to result.
PF_Cmd_DO_DIALOG	Display an options dialog. this is sent when the Options button is clicked (or a menu command has been selected). This selector will only be sent if the effect has previously indicated that it has a dialog (by setting the global <code>PF_OutFlag_I_DO_DIALOG</code> flag in response to <code>PF_Cmd_GLOBAL_SETUP</code> ). In version 3.x, the params passed with <code>PF_Cmd_DO_DIALOG</code> were invalid. This is no longer the case; plug-ins can access non-layer parameters, check out parameters at other times, and perform UI updates during <code>PF_Cmd_DO_DIALOG</code> . They still may not change the parameter's values.
PF_Cmd_ARBITRARY_CALLBACK	Manage your arbitrary data type. You'll only receive this if you've registered a custom data type parameter. The extra parameter indicates which handler function is
62	being called. <b>Chapter 22. Command Selectors</b> Custom data types are discussed further in <i>Implementing Arbitrary Data</i> .
PF_Cmd_GET_EXTERNAL_DEPENDENCIES	Only sent if <code>PF_OutFlag_I_HAVE_EXTERNAL_DEPENDENCIES</code>

## 22.3 What's The Difference?

There is a subtle difference between `PF_Cmd_USER_CHANGED_PARAM` and `PF_Cmd_UPDATE_PARAMS_UI`.

Effects need to distinguish between the user actually changing a parameter value (`PF_Cmd_USER_CHANGED_PARAM`), and just scrubbing around the timeline (`PF_Cmd_UPDATE_PARAMS_UI`), which is also sent when the plug-in is first loaded).

Only the first few command selectors are predictable; the rest of the calling sequence is dictated by user action.

When first applied, a plug-in receives `PF_Cmd_GLOBAL_SETUP`, then `PF_Cmd_PARAM_SETUP`. Each time the user adds the effect to a layer, `PF_Cmd_SEQUENCE_SETUP` is sent.

For each frame rendered by a basic non-SmartFX effect, After Effects sends `PF_Cmd_FRAME_SETUP`, then `PF_Cmd_RENDER`, then `PF_Cmd_FRAME_SETDOWN`. All effect plug-ins must respond to `PF_Cmd_RENDER`.

For SmartFX, `PF_Cmd_SMART_PRE_RENDER` may be sent any number of times, before a single `PF_Cmd_SMART_RENDER` is sent.

`PF_Cmd_SEQUENCE_SETDOWN` is sent on exit, when the user removes an effect or closes the project. `PF_Cmd_SEQUENCE_RESETUP` is sent when a project is loaded or when the layer to which it's applied changes. `PF_Cmd_SEQUENCE_FLATTEN` is sent when the After Effects project is written out to disk.

`PF_Cmd_ABOUT` is sent when the user chooses *About...* from the Effect Controls Window (ECW).

`PF_Cmd_GLOBAL_SETDOWN` is sent when After Effects closes, or when the last instance of the effect is removed. Do not rely on this message to determine when your plug-in is being removed from memory; use OS-specific entry points.



## PF\_INDATA

After Effects communicates system, project, layer and audio information using `PF_InData`. This structure is updated before each command selector is sent to a plug-in.

Fields valid only during specific *PF\_Cmds* are noted.

Also, don't worry; although `PF_InData` is dauntingly large, you need not memorize each member's purpose; you'll use some of the fields some of the time.

---

### 23.1 PF\_InData Members

Name	Description
<code>inter</code>	Callbacks used for user interaction, adding parameters, checking whether the user has interrupted the effect, displaying a progress bar, and obtaining source frames and parameter values at times other than the current time being rendered. This very useful function suite is described in <i>Interaction Callback Functions</i> .
<code>utils</code>	Graphical and mathematical callbacks. This pointer is defined at all times.
<code>effect_ref</code>	Opaque data that must be passed to most of the various callback routines. After Effects uses this to identify your plug-in.
<code>quality</code>	The current quality setting, either <code>PF_Quality_HI</code> or <code>PF_Quality_LO</code> . Effects should perform faster in LO, and more accurately in HI. The graphics utility callbacks perform differently between LO and HI quality; so should your effect! This field is defined during all frame and sequence selectors.
<code>version</code>	Effects specification version. Indicate the version you need to run successfully during <code>PF_Cmd_GLOBAL_SETUP</code> .
<code>serial_num</code>	The serial number of the invoking application.

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Table 1 – continued from previous page

Name	Description
appl_id	<p>The identifier of the invoking application.</p> <p>If your plug-in is running in After Effects, <code>appl_id</code> contains the application creator code 'FXTC'.</p> <p>If it is running in <i>Premiere Pro &amp; Other Hosts</i> it will be 'PrMr'.</p> <p>Use this to test whether your plug-in, licensed for use with one application, is being used with another.</p>
num_params	Input parameter count.
what_cpu	Under macOS this contains the Gestalt value for CPU type (see Inside Macintosh, volume 6). Undefined on Windows.
what_fpu	Under macOS this contains the Gestalt value for FPU type. Undefined on Windows.
current_time	<p>The time of the current frame being rendered, valid during <i>PF_Cmd_RENDER</i>. This is the current time in the layer, not in any composition. If a layer starts at other than time 0 or is time-stretched, layer time and composition time are distinct.</p> <p>The current frame number is <code>current_time</code> divided by <code>time_step</code>. The current time in seconds is <code>current_time</code> divided by <code>time_scale</code>.</p> <p>To handle time stretching, composition frame rate changes, and time remapping, After Effects may ask effects to render at non-integral times (between two frames).</p> <p>Be prepared for this; don't assume that you'll only be asked for frames on frame boundaries.</p> <p>NOTE: As of CS3 (8.0), effects may be asked to render at negative current times. Deal!</p>

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Table 1 – continued from previous page

Name	Description
time_step	<p>The duration of the current source frame being rendered. In several situations with nested compositions, this source frame duration may be different than the time span between frames in the layer (<code>local_time_step</code>). This value can be converted to seconds by dividing by <code>time_scale</code>.</p> <p>When calculating other source frame times, such as for <code>PF_CHECKOUT_PARAM</code>, use this value rather than <code>local_time_step</code>.</p> <p>Can be negative if the layer is time-reversed. Can vary from one frame to the next if time remapping is applied on a nested composition.</p> <p>Can differ from <code>local_time_step</code> when source material is stretched or remapped in a nested composition. For example, this could occur when an inner composition is nested within an outer composition with a different frame rate, or time remapping is applied to the outer composition.</p> <p>This value will be 0 during <code>PF_Cmd_SEQUENCE_SETUP</code> if it is not constant for all frames.</p> <p>It will be set correctly during <code>PF_Cmd_FRAME_SETUP</code> and <code>PF_Cmd_FRAME_SETDOWN</code> selectors.</p> <p>WARNING: This can be zero, so check it before you divide.</p>
total_time	<p>Duration of the layer.</p> <p>If the layer is time-stretched longer than 100%, the value will be adjusted accordingly; but if the layer is time-stretched shorter, the value will not be affected.</p> <p>If time remapping is enabled, this value will be the duration of the composition.</p> <p>This value can be converted to seconds by dividing by <code>time_scale</code>.</p>
local_time_step	<p>Time difference between frames in the layer. Affected by any time stretch applied to a layer. Can be negative if the layer is time-reversed. Unlike <code>time_step</code>, this value is constant from one frame to the next.</p> <p>This value can be converted to seconds by dividing by <code>time_scale</code>.</p> <p>For a step value that is constant over the entire frame range of the layer, use <code>local_time_step</code>, which is based on the composition's framerate and layer stretch.</p>

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Table 1 – continued from previous page

Name	Description
time_scale	<p>The units per second that <code>current_time</code>, <code>time_step</code>, <code>local_time_step</code> and <code>total_time</code> are in.</p> <p>If <code>time_scale</code> is 30, then the units of <code>current_time</code>, <code>time_step</code>, <code>local_time_step</code> and <code>total_time</code> are in 30ths of a second.</p> <p>The <code>time_step</code> might then be 3, indicating that the sequence is actually being rendered at 10 frames per second. <code>total_time</code> might be 105, indicating that the sequence is 3.5 seconds long.</p>
field	<p>Valid only if <code>PF_OutFlag_PIX_INDEPENDENT</code> was set during <code>PF_Cmd_GLOBAL_SETUP</code>.</p> <p>Check this field to see if you can process just the upper or lower field.</p>
shutter_angle	<p>Motion blur shutter angle. Values range from 0 to 1, which represents 360 degrees.</p> <p>Will be zero unless motion blur is enabled and checked for the target layer.</p> <p><code>shutter_angle == 180</code> means the time interval between <code>current_time</code> and <code>current_time + 1/2 time_step</code>.</p> <p>Valid only if <code>PF_OutFlag_I_USE_SHUTTER_ANGLE</code> was set during <code>PF_Cmd_GLOBAL_SETUP</code>.</p> <p>See the section on <i>Motion Blur</i> for details on how to implement motion blur in your effect.</p>
width	<p>Dimensions of the source layer, which are not necessarily the same as the width and height fields in the input image parameter.</p> <p>Buffer resizing effects can cause this difference. Not affected by downsampling.</p>
height	
extent_hint	<p>The intersection of the visible portions of the input and output layers; encloses the composition rectangle transformed into layer coordinates.</p> <p>Iterating over only this rectangle of pixels can speed your effect dramatically. See <i>extent_hint Usage</i> later in this chapter regarding proper usage.</p>
output_origin_x	The origin of the output buffer in the input buffer. Non-zero only when the effect changes the origin.
output_origin_y	

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Table 1 – continued from previous page

Name	Description
<code>downsample_x</code>	<p>Point control parameters and layer parameter dimensions are automatically adjusted to compensate for a user telling After Effects to render only every nth pixel. Effects need the downsampling factors to interpret scalar parameters representing pixel distances in the image (like sliders).</p> <p>For example, a blur of 4 pixels should be interpreted as a blur of 2 pixels if the downsample factor is 1/2 in each direction (downsample factors are represented as ratios.)</p> <p>Valid only during</p> <ul style="list-style-type: none"> <li>• <i>PF_Cmd_SEQUENCE_SETUP</i>,</li> <li>• <i>PF_Cmd_SEQUENCE_RESETUP</i>,</li> <li>• <i>PF_Cmd_FRAME_SETUP</i>,</li> <li>• <i>PF_Cmd_RENDER</i></li> </ul>
<code>downsample_y</code>	
<code>pixel_aspect_ratio</code>	Pixel aspect ratio (width over height).
<code>in_flags</code>	Unused.
<code>global_data</code>	Data stored by your plug-in during other selectors. Locked and unlocked by After Effects before and after calling the plug-in.
<code>sequence_data</code>	
<code>frame_data</code>	
<code>start_samPL</code>	Starting sample number, relative to the start of the audio layer.
<code>dur_samPL</code>	Duration of audio, expressed as the number of samples. Audio-specific.
<code>total_samPL</code>	Samples in the audio layer; equivalent to <code>total_time</code> expressed in samples.
<code>src_snd</code>	<i>PF_SoundWorld</i> describing the input sound. Audio-specific.
<code>pica_basicP</code>	Pointer to the PICA Basic suite, used to acquire other suites.
<code>pre_effect_source_origin_x</code>	<p>Origin of the source image in the input buffer. Valid only when sent with a frame selector.</p> <p>Non-zero only if one or more effects that preceded this effect on the same layer resized the output buffer and moved the origin.</p> <p>Check for both the resize and the new origin to determine output area.</p> <p>This is useful for effects which have implicit spatial operations (other than point controls), like flipping a file around an image's center.</p> <p>NOTE: Checked-out point parameters are adjusted for the pre-effect origin at the current time, not the time being checked out.</p>
<code>pre_effect_source_origin_y</code>	
<code>shutter_phase</code>	Offset from frame time to shutter open time as a percentage of a frame duration.

## 23.2 extent\_hint Usage

---

**Note:** hint rectangles are much more effective...and complicated...for *SmartFX*.

---

Use `extent_hint` to process only those pixels for which output is required; this is one of the simplest optimizations you can make.

Tell After Effects you use `in_data>extent_hint` by setting `PF_OutFlag_USE_OUTPUT_EXTENT` in `PF_OutData` during `PF_Cmd_GLOBAL_SETUP` (and in your PiPL).

Disable caching from the preferences menu before testing `extent_hint` code, so After Effects renders your effect whenever anything in your composition changes.

Otherwise, the caching mechanism would obscure your plug-in's (possibly incorrect) output.

Move the layer within the composition so it's cropped. The `output>extent_hint` is the portion of the layer which is visible in the composition.

Add a mask to your layer and move it around.

This changes the `extent_hint`, which encloses all of the non-zero alpha areas of the image.

The `in_data>extent_hint` is the intersection of these two rectangles (the composition and the mask), and changes whenever they do.

Extent rectangles are computed in the coordinate space of the original input layer, before resizing and origin shifting, to simplify rectangle intersection between the input and output extents for effects which set `PF_OutFlag_PIX_INDEPENDENT`.

To get the output extent in the coordinate system of the output buffer, offset the `extent_hint` by the `PF_InData->output_origin_x` and `y` fields.

Account for downsampling when computing output size; users must be able to render at full resolution.

If the output buffer exceeds 30,000 by 30,000, clamp it to that size, and consider displaying an alert dialog.

Once your code behaves correctly, enable the cache and see how frequently the effect needs to re-render.

Consider a drop shadow; users frequently apply a static drop shadow to a still image.

The `output>extent_hint` is ignored, so the cache is used more often.

For buffer-expanding effects, intersect the `output>extent_hint` with your plug-in's transformed bounds and sets the size accordingly during `PF_Cmd_FRAME_SETUP`.

---

## 23.3 Now with 20% More Pixels!

As of 6.0, the `extent_hints` passed are 20% larger than the layer itself, to help with our predictive rendering decisions.

Numerous effects expand the buffer “just a touch”, and After Effects often uses the hint rectangles later.

---

## 23.4 Point Controls And Buffer Expansion

Effects which expand the output buffer position the original layer's upper left corner by setting `output_origin_x/y` in `PF_InData` during *PF\_Cmd\_FRAME\_SETUP*.

This shift is reported to subsequent effects in the `pre_effect_source_origin_x/y`. Point parameters are adjusted for this shift automatically.

Apply a buffer expander such as Gaussian Blur or the Resizer SDK sample, *before* your effect, and use a large resize value.

If your effect is not handling `pre_effect_source_origin_x/y` correctly, turning the blur on and off will shift the position of the output.

All point parameter values (at any time) have shift values described by `pre_effect_source_origin_x/y`. For most effects this works transparently.

However, if a buffer expansion changes over time (as with an animated blur amount), the origin shift will move non-animated points.

Consider this when designing effects which cache point parameter values between frames.



## PF\_OUTDATA

Communicate changes made by your plug-in to After Effects using `PF_OutData`. Valid times for altering these fields are noted.

---

### 24.1 PF\_OutData Members

Field	Description
<code>my_version</code>	Set this flag (using the <code>PF_VERSION</code> macro) to the version of your plug-in code. After Effects uses this data to decide which of duplicate effects to load.
<code>name</code>	Unused.
<code>global_data</code>	Handle which will be returned to you in <i>PF_InData</i> with every call. Use After Effects' memory allocation functions.
<code>num_params</code>	After Effects checks this field against the number of calls made to <code>PF_ADD_PARAM</code> , as well as the implicit input layer.
<code>sequence_data</code>	Allocatable upon receiving <i>PF_Cmd_SEQUENCE_SETUP</i> , this handle will be passed back to you in <i>PF_InData</i> during all subsequent calls.
<code>flat_sdata</code>	Unused (After Effects knows the size, because you used its allocation functions to get the memory in the first place).
<code>frame_data</code>	Handle you (might have) allocated during <i>PF_Cmd_FRAME_SETUP</i> . This is never written to disk; it was used to pass information from your <i>PF_Cmd_FRAME_SETUP</i> response to your <i>PF_Cmd_RENDER</i> or <i>PF_Cmd_FRAME_SETDOWN</i> (which you must do if you resize the output buffer). Otherwise, this memory is rarely used.
<code>width,</code> <code>height,</code> <code>origin</code>	Set during <i>PF_Cmd_FRAME_SETUP</i> if the output image size differs from the input. <code>width</code> and <code>height</code> are the size of the output buffer, and <code>origin</code> is the point the input should map to in the output. To create a 5-pixel drop shadow up and left, set <code>origin</code> to (5, 5).
<i>out_flags</i>	Send messages to After Effects. OR together multiple values.
<code>return_msg</code>	After Effects displays any C string you put here (checked and cleared after every command selector).
<code>start_sampL,</code> <code>dur_sampL,</code> <code>dest_snd</code>	Used only for <i>Audio</i> commands
<i>out_flags2</i>	Send messages to After Effects. OR together multiple values.

## 24.2 PF\_OutFlags

These flags communicate capability and status information to After Effects. In previous versions they were also used to send rudimentary messages, e.g. refresh the UI, send an error message.

These capabilities have been supplanted by function suites, and all new messaging functions will come in that format. However, capability flags are still contained in the *PiPL*.

Update both the PiPL and your source code when you make a change. Many of these flags can be changed during an After Effects session.

Flag	Indicates
PF_OutFlag_KEEP_RESOURCE_OPEN	<p>The plug-in's resources must be available during all commands.</p> <p>During <i>PF_Cmd_GLOBAL_SETUP</i>, the plug-in's resources are always open, but unavailable at all other times (except during <i>PF_Cmd_ABOUT</i> and <i>PF_Cmd_DO_DIALOG</i>), unless this flag has been set. Set if you need access to resources at any time other than during <i>PF_Cmd_GLOBAL_SETUP</i>.</p> <p>NOTE: We recommend the plug-in load and store the necessary resources in global data, rather than keeping the file's resources open.</p>
PF_OutFlag_WIDE_TIME_INPUT	<p>The effect checks out a parameter at a time other than <i>current_time</i>.</p> <p>If you use a parameter (including layer parameters) from another time, set this flag.</p> <p>Otherwise, After Effects won't correctly invalidate cached frames used by your effect.</p> <p>Set during <i>PF_Cmd_GLOBAL_SETUP</i>.</p> <p>If you set this flag, we strongly recommend you also set <i>PF_OutFlag2_AUTOMATIC_WIDE_TIME_INPUT</i> for better performance.</p>
PF_OutFlag_NON_PARAM_VARY	<p>With this flag set, After Effects will not cache output when the effect is applied to a still.</p> <p>Otherwise, After Effects will cache your output to be used to render other frames, if possible.</p> <p>Set this flag if output varies based on something besides a parameter value.</p> <p>If the effect produces changing frames when applied to a still image and all parameters are constant, that's a sure sign that this bit should be set (e.g. Wave Warp).</p> <p>Particle effects, for example, will need this.</p> <p>Set during <i>PF_Cmd_GLOBAL_SETUP</i>.</p> <p>Can be overridden dynamically if needed during <i>PF_Cmd_QUERY_DYNAMIC_FLAGS</i>.</p> <p>Turn this off whenever possible to improve performance.</p>
PF_OutFlag_RESERVED6	<p>Unused. Formerly <i>PF_OutFlag_SEND_PARAMS_UPDATE</i>. Replaced by <i>PF_OutFlag_REFRESH_UI</i>.</p>

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Table 1 – continued from previous page

Flag	Indicates
PF_OutFlag_SEQUENCE_DATA_NEEDS_FLATTENING	Both After Effects and Premiere Pro assume this flag is set. Flattening is necessary when sequence data contains referencing items (pointers, handles), which must be flattened for storage and unflattened for use. See <i>PF_Cmd_SEQUENCE_RESETUP</i> .
PF_OutFlag_I_DO_DIALOG	Effect displays a dialog in response to <i>PF_Cmd_DO_DIALOG</i> . Set during <i>PF_Cmd_GLOBAL_SETUP</i> , checked during <i>PF_Cmd_SEQUENCE_SETUP</i> . Note: the effect's response to PF_OutFlag_I_DO_DIALOG is not undoable. You can use arbitrary data with a custom UI, should such changes become necessary.
PF_OutFlag_USE_OUTPUT_EXTENT	Effect honors the output <code>extent_rect</code> . Set during <i>PF_Cmd_GLOBAL_SETUP</i> . See details at the end of the chapter for proper usage. Note: Obsolete for SmartFX.
PF_OutFlag_SEND_DO_DIALOG	Effect must show dialog to function (added for compatibility with Photoshop plug-ins). After Effects sends <i>PF_Cmd_DO_DIALOG</i> after <i>PF_Cmd_SEQUENCE_SETUP</i> . Set during <i>PF_Cmd_SEQUENCE_RESETUP</i> , not during <i>PF_Cmd_GLOBAL_SETUP</i> .
PF_OutFlag_DISPLAY_ERROR_MESSAGE	Display the contents of <code>return_msg</code> in an error dialog. Whenever <code>return_msg</code> is non-NULL, After Effects displays the contents in a dialog, which will be an error dialog if this flag is set. Set after any command, and can be used during debugging. This is also a good way to implement nag messages for tryout versions.
PF_OutFlag_I_EXPAND_BUFFER	Effect expands the output buffer. Set during <i>PF_Cmd_GLOBAL_SETUP</i> . Set this flag and PF_OutFlag_USE_OUTPUT_EXTENT to use the intersection of the output <code>extent_rect</code> and your new buffer size during <i>PF_Cmd_FRAME_SETUP</i> . Use <code>pre_effect_source_origin</code> fields to detect other transformations. Note: Only set this flag if you need to; it drastically reduces caching efficiency. Note: Obsolete for SmartFX.
PF_OutFlag_PIX_INDEPENDENT	A given pixel is independent of the pixels around it. Set during <i>PF_Cmd_GLOBAL_SETUP</i> or <i>PF_Cmd_QUERY_DYNAMIC_FLAGS</i> . As an example, color correction effects are typically pixel independent, distortions are not. NOTE: If your effect doesn't use the color values of one pixel to affect those of adjacent pixels, set this outflag! It can provide dramatic performance improvements.

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Table 1 – continued from previous page

Flag	Indicates
PF_OutFlag_I_WRITE_INPUT_BUFFER	The effect writes into the input buffer. This is of limited use; while saving an allocation, it invalidates some pipeline caching. Set during <i>PF_Cmd_GLOBAL_SETUP</i> .
PF_OutFlag_I_SHRINK_BUFFER	The effect shrinks its buffer based on the <code>extent_rect</code> in order to be more memory efficient. Set during <i>PF_Cmd_GLOBAL_SETUP</i> whenever possible. Note: Obsolete for SmartFX.
PF_OutFlag_WORKS_IN_PLACE	Unused.
PF_OutFlag_SQUARE_PIX_ONLY	Unused.
PF_OutFlag_CUSTOM_UI	The effect has a custom user interface and requires <i>PF_Cmd_EVENT</i> messages. Set during <i>PF_Cmd_GLOBAL_SETUP</i> .
PF_OutFlag_RESERVED5	Unused.
PF_OutFlag_REFRESH_UI	Refresh the entire effect controls, composition, and layer windows. Set during <i>PF_Cmd_EVENT</i> , <i>PF_Cmd_RENDER</i> , and <i>PF_Cmd_DO_DIALOG</i> . If refreshing custom UI during <i>PF_Cmd_EVENT</i> , we recommend using the <i>new redraw mechanism</i> with finer granularity.
PF_OutFlag_NOP_RENDER	Set this flag during <i>PF_Cmd_FRAME_SETUP</i> to invalidate the current render.
PF_OutFlag_I_USE_SHUTTER_ANGLE	Indicates rendered images depend upon the value of <code>shutter_angle</code> .
PF_OutFlag_I_USE_AUDIO	Effect's parameters depend on audio data, obtained using <i>PF_CHECKOUT_LAYER_AUDIO</i> .
PF_OutFlag_I_AM_OBSOLETE	Effect is available for use when working with an old project in which it was originally applied, but doesn't appear in the effect menu.
PF_OutFlag_FORCE_RERENDER	Effect made a change that requires a re-render. <i>PF_ChangeFlag_CHANGED_VALUE</i> also forces a re-render.
PF_OutFlag_PiPL_OVERRIDES_OUTDATA_OUTFLAGS	After Effects will use PiPL outflags, and ignore those set during <i>PF_Cmd_GLOBAL_SETUP</i> .
PF_OutFlag_I_HAVE_EXTERNAL_DEPENDENCIES	Effect depends on an external file (or external font). If set, After Effects sends <i>PF_Cmd_GET_EXTERNAL_DEPENDENCIES</i> .
PF_OutFlag_DEEP_COLOR_AWARE	The effect handles 16-bpc color.
PF_OutFlag_SEND_UPDATE_PARAMS_UI	Set this flag during <i>PF_Cmd_GLOBAL_SETUP</i> to receive <i>PF_Cmd_UPDATE_PARAMS_UI</i> .
PF_OutFlag_AUDIO_FLOAT_ONLY	Effect requires audio data in <i>PF_SIGNED_FLOAT</i> format. After Effects will perform any required format conversion. You must also set either <i>PF_OutFlag_AUDIO_EFFECT_T00</i> or <i>PF_OutFlag_AUDIO_EFFECT_ONLY</i> .

continues on next page

Table 1 – continued from previous page

Flag	Indicates
PF_OutFlag_AUDIO_IIR	<p>Set during <i>PF_Cmd_GLOBAL_SETUP</i> if the (audio) effect is an Infinite Impulse Response filter.</p> <p>This is true if output at a given time depends on output from previous times.</p> <p>When an IIR filter receives <i>PF_Cmd_AUDIO_RENDER</i>, the input audio time span is the same as the output audio time span (when they intersect with the output time span requested in <i>PF_Cmd_AUDIO_SETUP</i>).</p> <p>In response to <i>PF_Cmd_AUDIO_SETUP</i>, the filter can request audio from earlier times (as for delay effects).</p> <p>The filter can access parameters from that earlier time, and should cache them (along with interim audio) in sequence data.</p> <p>If the audio generated does not correspond to the requested output audio's time, the output audio duration should be set to zero.</p> <p>The filter can update its delay line using the parameters and the input audio.</p> <p>Having cached its delay line, request more input audio during <i>PF_Cmd_AUDIO_SETUP</i> based on the last cached delay line. Use <i>PF_HasParamChanged</i> to determine whether or not your cache is valid.</p>
PF_OutFlag_I_SYNTHESIZE_AUDIO	<p>Set during <i>PF_Cmd_GLOBAL_SETUP</i> time if the effect generates audio, even when passed silence.</p> <p>You must also set either <i>PF_OutFlag_AUDIO_EFFECT_T00</i> or <i>PF_OutFlag_AUDIO_EFFECT_ONLY</i>.</p>
PF_OutFlag_AUDIO_EFFECT_T00	Set during <i>PF_Cmd_GLOBAL_SETUP</i> if the effect alters audio.
PF_OutFlag_AUDIO_EFFECT_ONLY	Set during <i>PF_Cmd_GLOBAL_SETUP</i> if the effect alters only audio output.

## 24.3 PF\_OutFlags2

We added a second set of outflags in After Effects 5.0; partly for room to expand in the future, and partly to break ourselves of the bad habit of repurposing existing flags.

As with *PF\_OutFlags*, many of these flags can be changed during an After Effects session.

And don't forget to update both the *PiPL* and your source code when you make a change.

Flag	Indicates
PF_OutFlag2_NONE	Indicates no flag is set.
PF_OutFlag2_SUPPORTS_QUERY_DYNAMIC_FLAGS	Indicates that the effect supports the <code>PF_Cmd_QUERY_DYNAMIC_FLAGS</code> . Must be set in the PiPL and during <code>PF_Cmd_GLOBAL_SETUP</code> .
PF_OutFlag2_USE_CAMERA	Indicates that the effect uses camera information.
PF_OutFlag2_USE_LIGHT	Indicates that the effect uses lighting information.
PF_OutFlag2_PARAM_GROUPS_START_COLLAPSED	Indicates that the effect's parameter groups start collapsed. The initial collapse state of each individual parameter group is set during <code>PF_Cmd_PARAM_SETUP</code> , by setting the <code>PF_ParamFlag_START_COLLAPSED</code> flag in <code>PF_ParamFlags</code> . but those individual settings will not be honored unless the effect sets this bit. Otherwise, all parameter groups will be collapsed by default. Remember to set this flag in both the PiPL and here during <code>PF_Cmd_GLOBAL_SETUP</code> .
PF_OutFlag2_ANTI_THREADSAFE	Indicates that the effect is not thread-safe. If this sounds interesting to you, you may be interested in <code>PF_OutFlag2_PPRO_DO_NOT_CLONE_SEQUENCE_DATA_FOR_RENDER</code> , described below.
PF_OutFlag2_ORIGINAL_COMBINEWITH_DESTINATION	Indicates that the effect uses the original combine with destination operation, no longer used.
PF_OutFlag2_DOESNT_NEED_EMPTY_PIXELS	Indicates that the effect does not need an input buffer passed to the effect to exclude any empty pixels (where empty means “zero alpha” unless <code>PF_OutFlag2_REVEALS_ZERO_ALPHA</code> is set, in which case RGB must be zero as well). Set during <code>PF_Cmd_GLOBAL_SETUP</code> or <code>PF_Cmd_QUERY_DYNAMIC_FLAGS</code> . The origin of the trimmed buffer can be found in <code>in_data&gt;pre_effect_source_origin</code> . Effects with both this flag and <code>PF_OutFlag_I_EXPAND_BUFFER</code> set may get called with a null input buffer if their input is completely empty, and must be able to handle this case without crashing. Note: this flag can cause the size of the output buffer to change. Note: Obsolete for SmartFX.
PF_OutFlag2_REVEALS_ZERO_ALPHA	Indicates that the effect reveals zero alpha. Users need to pay most attention to since it represents a change in the default behavior. Set this flag if the effect can take pixels with zero alpha and reveal the RGB data in them (like our Set Channels effect). This tells After Effects not to trim such pixels when determining the input for the effect. This flag can be changed during <code>PF_Cmd_QUERY_DYNAMIC_FLAGS</code> . Note that, while this flag can cause changes to the size of the <code>extent_hint</code> , it will not change the image buffer size. As of 6.0, pixels outside the mask's bounding box are zeroed. If your effect can reveal such pixels, tell AE not to throw away these RGB values by setting this flag. If your effect does not always reveal such pixels, set this bit dynamically. To see if your effect needs this bit set, apply a mask significantly smaller than the layer to a solid, then apply the effect and set it to its alpha-modifying state. If the rectangular bounding box of the mask becomes visible, this bit needs to be set.
PF_OutFlag2_PRESERVE_FULLY_OPAQUE_PIXELS	Indicates that the effect preserves fully opaque pixels.
PF_OutFlag2_SUPPORTS_SMART_RENDER	Indicates that the effect supports smart rendering.
PF_OutFlag2_FLOATING_POINT_COLOR_AWARE	Indicates that the effect is floating point color representation. NOTE: <code>PF_OutFlag2_SUPPORTS_SMART_RENDER</code> must also be set.
PF_OutFlag2_USE_COLORSPACE_ENUMERATION	Indicates that the effect uses color space enumeration for more details.
PF_OutFlag2_I_AM_DEPRECATED	Indicates that the effect is deprecated. <code>PF_Cmd_GLOBAL_SETUP</code> puts the effect in the localized “Obsolete” folder in the Effects panel. Compare to <code>PF_OutFlag_I_AM_OBSOLETE</code> .
PF_OutFlag2_PPRO_DO_NOT_CLONE_SEQUENCE_DATA_FOR_RENDER	Indicates that the effect does not clone sequence data for render. This affects how Premiere Pro drives the plug-in using <i>Multithreading</i> .
PF_OutFlag2_AUTOMATIC_WIDE_TIME_INPUT	Indicates that the effect uses automatic wide time input. Requires setting of <code>PF_OutFlag_WIDE_TIME_INPUT</code> (which allows you to support old hosts), but effectively overrides that flag. When set, all parameter checkouts are tracked so over-time dependencies are known by the host, and much more efficient.
78	For example, if you set only the old <code>PF_OutFlag_WIDE_TIME_INPUT</code> , anytime anything changes at any time upstream from your effect, you will be called to re-render. With this flag set, if a given frame 17 has checked out things from times 0-17, AE will know that any changes at frames 18+ will not affect that cached frame. Note that if you use this new flag, you must not cache any time-dependent data in your se-

## PARAMETERS

Parameters are streams of values that vary with time; the source image, sliders, angles, points, colors, paths, and any arbitrary data types the user can manipulate.

They are passed to the plug-in as an array of `PF_ParamDefs`, though the values in the array are only valid during certain selectors.

One of the best aspects of the After Effects effect API is the parameter interpolation and management.

How much does the shutter angle change during one-fourth of a 29.97 fps frame? Not your problem; leave it to After Effects.

Describe your plug-in's parameters during *PF\_Cmd\_PARAM\_SETUP*, using *PF\_ADD\_PARAM*.

You may have up to (approximately) 38 kajillion parameters, or as many as your users are willing to sift through before demanding a refund. Choose wisely.

Avoid countless problems by clearing *PF\_ParamDefs* with *AEFX\_CLR\_STRUCT* (defined in *AE\_Macros.h*) before registering them.

---



## 25.1 Parameter Types

Parameter Type	Parameter Type	PF_Parameter Member	Parameter Value Data Type	Description
PF_Parameter_Layer	Layer	DefA	long	Image and audio layers in the composition. All effects automatically have at least 1 layer parameter, param[0], the layer to which they are applied. When used as effect parameters, these appear as a pull-down menu with which the user selects a layer within the current composition. The pull-down menu contents are generated by After Effects. NOTE: This is a reference to a layer which contains pixels and audio samples, not actual pixels and audio samples.
PF_Parameter_SLIDER	Slider	DefA	long	No longer used.
PF_Parameter_FixedSlider	FixedSlider	DefA	long	Deprecated. For many years, we promoted fixed sliders. We now recommend PF_Parameter_FLOAT_SLIDERS. The additional precision helps in many situations, and isn't as expensive as it once was. Plus, we're just tired of low byte / high byte silliness. FIX_SLIDERS provide higher precision than PF_Parameter_SLIDER. Specify the UI decimal places independently. Ignore the low word of the PF_Fixed to get integral results.
PF_Parameter_FLOAT_SLIDER	FloatSlider	DefA	long	Sliders represent numerical values. FLOAT_SLIDERS contain values for phase, precision, and curve tolerance for use by audio filters. Specify a minimum and maximum value, and the user can move a slider or types a number to specify the setting. PF_Parameter_FLOAT_SLIDERS also respond to slider flags discussed in <a href="#">Audio Filters</a> .
PF_Parameter_ANGLE	Angle	DefA	long	Angles in (fixed point) degrees, accurate to small fractions of a degree. Users can specify multiple revolutions, resulting in values greater than 360.
PF_Parameter_CHECKBOX	Checkbox	DefA	long	PF_ParameterFlag_CANNOT_INTERP is forced on for all checkboxes.
PF_Parameter_COLOR	Color	DefA	long	RGB value (alpha is not used) that the user can choose either with the standard color picker or with an eye dropper tool. For floating point accuracy, use <a href="#">PF_ColorParamSuite1</a> to retrieve the values.
PF_Parameter_POINT	Point	DefA	long	Two-dimensional point. The point provides x and y values in destination layer space. The origin of the layer is the upper-left hand corner, with x increasing to the right, y increasing down. Starting in CS5.5, for floating point accuracy, use <a href="#">PF_PointParamSuite1</a> to retrieve the values. Dusty history lesson to follow: Prior to API specification version 12.1 (After Effects 4.0), the default value for the point was between 0 and 100 in fixed point with the radix point at bit 16 (i.e. standard fixed point). Specifying (50,50) in fixed point yields the center of the image. The value you are returned for a point control is in absolute pixels with some number of bits of fixed point accuracy. Thus, if you gave (50,50) as the default position and the user applied the effect to a 640 by 480 layer, the default value you would be sent would be (320, 240) in Fixed point. Plug-ins which specify API versions before 12.1 will still get the old behavior.
PF_Parameter_POPUP	Popup	DefA	long	List of choices. Build a string in namesptr containing a list of (read-only) pop-up entries ("Entry1 / Entry2 / Entry3"). After Effects copies the data and creates a pop-up menu. These entries cannot be modified once the parameter is added. An entry of "-" will result in a separator being drawn between previous and subsequent entries.
PF_Parameter_ARBITRARYDATA	ArbitraryData	DefA	long	Custom data type. <a href="#">Arbitrary Data Parameters</a> contain an ID (you can use more than one custom data type in a given effect), a default value (so After Effects knows what your data type should start as), and a handle to your actual parameter.

### 25.1. Parameter Types

---

## 25.2 Slider Range Issues?

If your slider seems disabled but not grayed out, check the `valid_min`, `slider_min`, `valid_max` and `slider_max` fields. Is the param a `PF_Param_FIX_SLIDER`? If so, did you convert your mins and maxs to reasonable fixed values? If you're using the macros provided in `AE_Macros.h`, they're expecting to receive ints; passing fixed point values won't work.

---

## 25.3 Point Parameter Origin

After Effects modifies any point parameter to account for origin offset, introduced by “upstream” effects that modify the output dimensions. Even if the ECP UI indicates the value of the point parameter is (0,0), the offset has already been factored in.



## PF\_PARAMDEF

After Effects passes effects an array of PF\_ParamDefs with each selector, describing the plug-in's parameters at the current time. The values in the params array are only valid during some selectors (this is noted in the *selector descriptions*).

---

### 26.1 Param Zero

The first parameter, params[0], is the input image (a *PF\_EffectWorld* / *PF\_LayerDef*) to which the effect should be applied.

---

### 26.2 The Rest Of The Parameters

All parameter types are represented by a PF\_ParamDef. Unions are used, so that only the pertinent parts of the PF\_ParamDef need be (or should be) populated.

## 26.3 PF\_ParamDef Members

Data Type	Name	Description
A_long	id	The ID of this parameter. You can re-order parameters in future versions of your plug-in and not cause users to re-apply your effect, if you maintain the parameter's ID across versions.
PF_ChangeFlags	change_flags	Flags you've changed a parameter value. Only valid during drag (not click!) events, <i>PF_Cmd_USER_CHANGED_PARAM</i> or <i>PF_Cmd_UPDATE_PARAMS_UI</i> .
<i>PF_ParamDef</i>	ui_flags	Specify a parameter's UI behavior before adding; only PF_PUI_DISABLED may be set during event handling.
A_short	ui_width	Width of the parameter's user interface (for non-standard parameters only).
A_short	ui_height	Height of the parameter's user interface (for non-standard parameters only).
<i>PF_ParamDef</i>	param_type	Type of parameter.
A_char[32]	name	Name of parameter. Can be changed during event handling. Yes, longer parameter names have been requested since After Effects 1.0. Think of adequately describing your world-altering effect in 31 mere characters as a language challenge, like haiku.
<i>PF_ParamDef</i>	Flags	Specify a parameter's UI behavior before adding; only PF_ParamFlag_COLLAPSE_TWIRLY may be set during event handling.
PF_ParamDefUnion	DefUnion	A union of all possible <i>Parameter Types</i> . Only the type specified by <i>param_type</i> contains meaningful data.

## 26.4 Parameter UI Flags

Control a parameter's user interface with these flags.

Don't confuse UI flags with behavior flags; they reside in different fields within your parameter's definition, and will cause unpredictable behavior if misapplied.

Flag	Description
PF_PUI_TOPIC	<p>Set this flag if you handle PF_Cmd_EVENTS for the “topic” of the parameter.</p> <p>The “topic” is the portion of the param UI in the Effect Controls Window (ECW) that is still visible when the twirly-arrow is twirled up for that param.</p> <p>If you set this flag, you must also set PF_OutFlag_CUSTOM_UI at PF_Cmd_GLOBAL_SETUP time.</p>
PF_PUI_CONTROL	<p>Set this flag if you handle PF_Cmd_EVENTS for the control area (area that becomes invisible when you twirl up a parameter’s spinner) in the ECP.</p> <p>If you set this flag, you must also set PF_OutFlag_CUSTOM_UI at PF_Cmd_GLOBAL_SETUP time.</p> <p>See <i>Effect UI &amp; Events</i> for more details.</p>
PF_PUI_STD_CONTROL_ONLY	<p>Set this flag if you want the standard control only – No data stream will be associated with this parameter, and thus no keyframes will be available in the Timeline panel.</p> <p>You might want to do this to control something in your sequence data with a standard control.</p> <p>Or in your arb data, or custom UI in the comp window, or to group-set multiple other controls.</p> <p>This flag cannot be used with:</p> <ul style="list-style-type: none"> <li>• PF_Param_CUSTOM,</li> <li>• PF_Param_NO_DATA,</li> <li>• PF_Param_LAYER,</li> <li>• PF_Param_ARBITRARY_DATA,</li> <li>• PF_Param_PATH.</li> </ul> <p>If you set this flag, you must also set PF_ParamFlag_SUPERVISE (otherwise you would never find out about value changes, and the setting would never be used for anything).</p> <p>This flag does not require that the <i>PF_OutFlag_CUSTOM_UI</i> flag be set.</p> <p>If you want a standard control for PF_Param_ARBITRARY_DATA, just add one (or more) using PF_PUI_STD_CONTROL_ONLY with the supported param types, and then when handling <i>PF_Cmd_USER_CHANGED_PARAM</i> you can modify your arb data.</p>
PF_PUI_NO_ECW_UI	<p>Set this flag if you want no UI to appear in the Effect Controls Window.</p> <p>Presumably, you are setting the value of the parameter through some other method (e.g. custom UI in the comp window, or while handling PF_Cmd_USER_CHANGED_PARAM for a different param with PF_ParamFlag_SUPERVISE set).</p> <p>In AE, this doesn’t affect keyframe visibility in the timeline. In PPro it does remove the entire row, so you won’t see keyframes.</p>
PF_PUI_ECW_SEPARATOR	<p>Not used in After Effects, but used in Premiere. Set this flag if you’d like a thick line above this parameter in the effect control window.</p>
<b>26.4. Parameter UI Flags</b>	<p>This is provided so that parameters can be grouped visually, if needed (without adding groups). This flag can be changed at runtime through the PF_UpdateParamUI() method.</p>

In addition to these flags, an effect parameter may be hidden or shown by using *AEGP\_GetDynamicStreamFlags*.

## 26.5 Parameter Flags

Behavior flags and UI flags describe different qualities of a parameter. Set them *before* adding the parameter during *PF\_Cmd\_PARAM\_SETUP*. Flags which may be set during events are noted.

Flag	Meaning
PF_ParamFlag_CANNOT_TIME_VARY	Parameter cannot vary with time; no keyframe control will be provided in the Timeline panel.
PF_ParamFlag_CANNOT_INTERP	Parameter cannot be linearly interpolated.
PF_ParamFlag_ALLOW_DISCONTINUOUS_INTERP	You can still use discontinuous (hold) interpolation. Useful for parameters which are either on or off. Accelerates rendering.
PF_ParamFlag_SCROLLABLE_TWIRL	Scrollable twirl. See <i>PF_Cmd_USER_CHANGED_PARAM</i> . This bit can now be set & cleared when handling <i>PF_Cmd_UPDATE_PARAMS_UI</i> and <i>PF_Cmd_USER_CHANGED_PARAM</i> messages, so as to twirl your parameters and groups up and down at will.
PF_ParamFlag_SUPERVISE	Set to supervise <i>PF_Cmd_USER_CHANGED_PARAM</i> messages for this parameter. See <i>Parameter Supervision</i> for more information.
PF_ParamFlag_START_COLLAPSED	Start collapsed state of a topic spinner. Can be changed during parameter supervision, not just during <i>PF_Cmd_PARAM_SETUP</i> . This flag will not be honored unless <i>PF_OutFlag2_PARAM_GROUP_START_COLLAPSED</i> is set.
PF_ParamFlag_USE_OLD_VALUE_FOR_OLD_PROJECTS	Use old value for older projects. When set, the <i>PF_ParamDef.value</i> field set in <i>PF_ADD_PARAM()</i> will be used to initialize the missing parameter, but the default field will still be used for initial value of the parameter when the effect is newly applied or reset. This is useful for when you want a parameter to default to one value but need it set to something else to preserve rendering behavior for older projects.
PF_ParamFlag_LAYER_PARAM_IS_TRACKMATE	Layer parameter is trackmate. Indicates that a layer param is used as a track-matte with applied filters. Ignored in After Effects.
PF_ParamFlag_ONLY_INCLUDE_PARAMS_THAT_HAVE_CHANGED	Only include params that have changed. See <i>PF_OutFlag2_AUTOMATIC_WIDE_TIME_INPUT</i> and will call <i>PF_AreStatesIdentical</i> or <i>PF_HaveInputsChangedOverTimeSpan</i>
PF_ParamFlag_SKIP_REVEAL_WHEN_UNHIDDEN	Skip reveal when unhidden. When a parameter is unhidden, then this flag tells After Effects to not twirl open any parents and to not scroll the parameter into view in the Effect Controls panel and the Timeline panel. After Effects uses this behavior internally when paint strokes are made, so as not to distract the user by revealing the parameter. However, in another case, when turning on Time Remapping, that parameter is revealed. So we provide you the same control over parameters in your own effects.

## 26.6 PF\_ValueDisplayFlags

Within `PF_ParamDefUnion`, `PF_FloatSliderDef` and `PF_FixedSliderDef` both have a member variable, `PF_ValueDisplayFlags`, which allows them to respond to the user's pixel value display preference (which they set in the info palette). If this is set, the parameter's value will be displayed as 0-1, 0-255, 0-32768, or 0.0 to 1.0, depending on the preference. You can also set the first bit (`PF_ValueDisplayFlag_PERCENT`) to append a percent sign to the parameter's displayed value.

We know you'd never do anything like this, but if you create a parameter which displays as a percentage, don't confuse the user by allowing any range other than 0 to 100. Please. Percent means 'out of one hundred'.



## **PF\_EFFECTWORLD / PF\_LAYERDEF**

After Effects represents images using PF\_EffectWorlds, also called PF\_LayerDefs.

---

## 27.1 PF\_EffectWorld Structure

Item	Description
world_flags	Currently, the only flags are: <ul style="list-style-type: none"> <li>PF_WorldFlag_DEEP - set if the world is 16-bpc</li> <li>PF_WorldFlag_WRITEABLE - indicates that you are allowed to alter the image data of the world.</li> </ul> Normally effects cannot alter input image data; only output.
data	Pointer to image data, stored as a PF_PixelPtr. Do not access directly; use the <i>PF_PixelPtr Accessor Macros</i> . Image data in After Effects is always organized in sequential words each containing Alpha, Red, Green, Blue from the low byte to the high byte.
rowbytes	The length, in bytes, of each row in the image's block of pixels. The block of pixels contains height lines each with width pixels followed by some bytes of padding. The width pixels (times four, because each pixel is four bytes long) plus optional extra padding adds up to rowbytes bytes. Use this value to traverse the image data. Platform-specific padding at the end of rows makes it unwise to traverse the entire buffer. Instead, find the beginning of each row using height and rowbytes. NOTE: This value does not vary based on whether field rendering is active. NOTE: Input and output worlds with the same dimensions can use different rowbytes values.
width	Width and height of the pixel buffer.
height	
extent_hint	The smallest rectangle encompassing all opaque (non-zero alpha) pixels in the layer. This defines the area which needs to be output. If your plug-in varies with extent (like a diffusion dither), ignore this and render the full frame each time.
pix_aspect_ratio	The pixel aspect ratio expressed as a PF_Rational. NOTE: Effects can use this value for checked out layers, but must use PF_InData.pixel_aspect_ratio for the layer to which they're applied. Sorry.
platform_ref	No longer used in CS5. Platform-specific reference information. On Windows, this contains an opaque value. On macOS, PF_GET_PLATFORM_REFS provides a CGrafPtr and a GDeviceHandle from a PF_EffectWorld. NOTE: You cannot acquire a platform_ref during PF_Cmd_GLOBAL_SETUP, as there isn't any output context yet. Patience, my pet.
dephault	For layer parameters only. Either PF_LayerDefault_MYSELF or PF_LayerDefault_NONE.



## 27.2 New In 16.0

During `PF_Cmd_SMART_RENDER_GPU`, `PF_LayerDef` will be filled out the same as it is for regular CPU renders, but `PF_LayerDef.data` will be null; all other fields will be valid.

---

## 27.3 Rowbytes In `PF_EffectWorld`s

Don't assume that you can get to the next scanline of a `PF_EffectWorld` using `(width * sizeof(current_pixel_type)) + 4`, or whatever; use the `PF_EffectWorld`'s `rowbytes` instead.

Never write outside the indicated region of a `PF_EffectWorld`; this can corrupt cached image buffers that don't belong to you.

To test whether your effects are honoring the `PF_EffectWorld>rowbytes`, apply the Grow Bounds effect *after* your effect.

The output buffer will have larger rowbytes than the input (though it will still have the same logical size).

---

## 27.4 Byte Alignment

The pixels in a `PF_EffectWorld` are not guaranteed to be 16-byte-aligned. An effect may get a subregion of a larger `PF_EffectWorld`. Users of Apple's sample code for pixel processing optimization, you have been warned.

Beyond 8-bit per channel color, After Effects supports 16 bit and 32-bit float per-channel color.

Effects will never receive input and output worlds with differing bit depths, nor will they receive worlds with higher bit depth than they have claimed to be able to handle.

---

## 27.5 Accessor Macros For Opaque (Data Type) Pixels

Use the following macros to access the data within (opaque) `PF_PixelPtrs`.

It is, emphatically, *not* safe to simply cast pointers of one type into another! To make it work at all requires a cast, and there's nothing that prevents you from casting it incorrectly. We may change its implementation at a later date (at which time you'll thank us for forcing this level of abstraction).

---

## 27.6 PF\_PixelPtr Accessor Macros

Macro	Purpose
PF_GET_PIXEL_DATA16	<p>Obtain a pointer to a 16-bpc pixel within the specified world.</p> <p>The returned pixel pointer will be NULL if the world is not 16-bpc.</p> <p>The second parameter is optional; if it is not NULL, the returned pixel will be an interpretation of the values in the passed-in pixel, as if it were in the specified PF_EffectWorld.</p> <pre>PF_GET_PIXEL_DATA16 (     PF_EffectWorld wP,     PF_PixelPtr    pP0,     PF_Pixel16     *outPP);</pre>
PF_GET_PIXEL_DATA8	<p>Obtain a pointer to a 8-bpc pixel within the specified world.</p> <p>The returned pixel pointer will be NULL if the world is not 8-bpc.</p> <p>The second parameter is optional; if it is not NULL, the returned pixel will be an interpretation of the values in the passed-in pixel, as if it were in the specified PF_EffectWorld.</p> <pre>PF_GET_PIXEL_DATA8 (     PF_EffectWorld wP,     PF_PixelPtr    pP0,     PF_Pixel8      *outPP);</pre>

Think of PF\_GET\_PIXEL\_DATA16 and PF\_GET\_PIXEL\_DATA8 as safe (ahem) casting routines.

The code required is actually very simple to get a PF\_Pixel16\* out of the PF\_EffectWorld output:

```
{
    PF_Pixel16 *deep_pixelP = NULL;
    PF_Err     err = PF_Err_NONE;
    err = PF_GET_PIXEL_DATA16(output, NULL, &deep_pixelP);
}
```

This returns deep\_pixelP as NULL if the world does not have deep pixels.

The second parameter is not used very often and should be passed as NULL; pass a PF\_PixelPtr that is *not* contained in a PF\_EffectWorld to coerce it to the depth of that PF\_EffectWorld).

## ERRORS

Always, always, *always* (always!) return a `PF_Err` from `main()`. Plug-ins must pass all errors back to After Effects. It is vitally important that you pass any errors (returned to you by callbacks and PICA suites) to After Effects, unless you've handled them.

Be vigilant about returning the right error code, and disposing of any memory you've allocated.

Really. We're serious.

---

### 28.1 Error Codes

Error	Meaning
<code>PF_Err_NONE</code>	Success.
<code>PF_Err_OUT_OF_MEMORY</code>	Memory allocation failed. Note that RAM preview will cause this condition, so After Effects will be expecting to receive this error from your plug-in.
<code>PF_Err_INTERNAL_STRUCTURE_DAMAGED</code>	Internal structure damaged.
<code>PF_Err_INVALID_INDEX</code>	Invalid index finding/using array member.
<code>PF_Err_UNRECOGNIZED_PARAMETER</code>	Unrecognized parameter data.
<code>PF_Err_INVALID_CALLBACK</code>	Invalid callback accessing function through pointer.
<code>PF_Err_BAD_CALLBACK_PARAM</code>	Bad parameter passed to a callback.
<code>PF_Interrupt_CANCEL</code>	Effect and AEGP callbacks can return this to effects, if a user action aborts a render. If the effect gets this error from a callback, it should stop processing the frame and return the error to the host. Failure to pass the error back may result in misrendered frames being cached.
<code>PF_Err_CANNOT_PARSE_KEYFRAMETEXT</code>	Cannot parse keyframe text. Arbitrary_SCAN_FUNC when problems occur parsing the clipboard into keyframe data.

---

## 28.2 Error Reporting Policy

After Effects has a consistent policy for error handling; follow it.

If you encounter an error in your plug-in's code, report it to the user immediately, before returning from your plug-in to After Effects.

After Effects considers errors from the operating system, encountered during your plug-in's execution, to be yours.

If you get an error code back from one of our callback functions, pass it back to After Effects; we've already reported it.

Out-of-memory errors are never reported by After Effects. Error reporting is always suppressed during RAM preview, and when After Effects is running in - noui mode.

To report an error from within a plug-in, set `PF_OutFlag_DISPLAY_ERROR_MESSAGE`, and describe the error in *PF\_OutData>return\_msg*.

Doing so will enter your error into the render log, and prevent system hangs in renders driven by a render engine or scripting.

---

## 28.3 Dig In!

Now you have a basic understanding of effect plug-ins, and are ready to start experimenting with some real code. Go ahead and get started!

After getting the basics of your plug-in setup, you may have some questions about reusable code, advanced functionality, and how to optimize your code to make it faster.

To this end, After Effects exposes a tremendous amount of its internal functionality via function suites.

By relying on After Effects code for utility functions, you should be able to get your image processing algorithms implemented quickly.

This will be discussed in *Effect Details*.

## MULTI-FRAME RENDERING IN AE

In order to take advantage of modern hardware with more CPU cores and threads, After Effects 2022 and above now supports Multi-Frame Rendering. Multi-Frame rendering (MFR) allows multiple frames to be rendered concurrently thereby speeding up rendering and export of AE compositions.

Third-party effects can enable support of Multi-Frame Rendering through the AE Effects SDK by setting the following PF\_OutFlag:

`PF_OutFlag2_SUPPORTS_THREADED_RENDERING`

This flag indicates the effect supports rendering on multiple threads concurrently. Single or multiple applications of this effect on a layer can be called to render at the same time on multiple threads. Effects must be thread-safe before this flag is set. Please see the *What does it mean for an effect to be thread-safe?* section below for more information.

---

**Note:** When After Effects uses Multi-Frame Rendering, an effect that is not thread-safe and does not set this flag will force each render thread to enter and exit the effect code one thread at a time. This will significantly reduce the performance improvements that MFR provides and as such a warning icon will be shown in the Effects Control Window alongside the effect to warn the user of the performance impact.

---

For effects that require writing to `sequence_data` during Render, a flag is available for backwards compatibility:

`PF_OutFlag2_MUTABLE_RENDER_SEQUENCE_DATA_SLOWER`

Each rendering thread will have its own instance of `sequence_data` that is not shared nor synchronized with other rendering threads. If the data stored in `sequence_data` is time-consuming to compute, the new *Compute Cache For Multi-Frame Rendering* should be utilized.

---

**Note:** Use of the `PF_OutFlag2_MUTABLE_RENDER_SEQUENCE_DATA_SLOWER` flag requires compiling against the March 2021 SDK or later.

---

## 29.1 Multi-Frame Rendering Effect Updates with March 2021 SDK

The March 2021 SDK introduces new `sequence_data` behavior that is enabled starting with AE beta builds 22.0x6 (released on June 29th 2021). Any effects compiled with the June 2020 SDK must be recompiled with the March 2021 SDK to support Multi-Frame Rendering. The effects must also report to AE that they were compiled with at least version 13.25 though it is recommended to use the SDK constants `PF_AE_PLUG_IN_VERSION` and `PF_AE_PLUG_IN_SUBVERS` to automatically set the associated SDK.

The table below outlines the changes an effect will need to make to support the new behavior:

MFR & Sequence Data Usage	Changes Needed with March 2021 SDK
Plugin does not set <code>PF_OutFlag2_SUPPORTS_THREADED_RENDERING</code>	No changes needed. Effect and <code>sequence_data</code> will continue to work as it did in the past.
Plugin sets <code>PF_OutFlag2_SUPPORTS_THREADED_RENDERING</code> but neither reads nor writes to <code>sequence_data</code> during Render	<p>During the plugin with the March 2021 SDK, no other code changes are required.</p> <p>If the plugin is not compiled with the March 2021 SDK, the plugin will stop utilizing MFR starting with AE 22.0x6.</p>
Plugin sets <code>PF_OutFlag2_SUPPORTS_THREADED_RENDERING</code> but only reads <code>sequence_data</code> during Render	<p>During the plugin with the March 2021 SDK, update reading <code>sequence_data</code> via <code>PF_EffectSequenceDataSuite1</code> for thread-safe access. See <a href="#">Accessing sequence_data at Render Time with Multi-Frame Rendering</a> for more information.</p>
Plugin sets <code>PF_OutFlag2_SUPPORTS_THREADED_RENDERING</code> and reads and writes to <code>sequence_data</code> during Render	<p>During the plugin with the March 2021 SDK and modify the plugin to:</p> <ol style="list-style-type: none"> <li>1. Utilize the <a href="#">Compute Cache API</a> for thread-safe cache access instead of reading/writing to <code>sequence_data</code> directly. See <a href="#">Compute Cache For Multi-Frame Rendering</a> for more information.</li> </ol> <p>AND / OR</p> <ol style="list-style-type: none"> <li>2. Add the <code>PF_OutFlag2_MUTABLE_RENDER_SEQUENCE_DATA_SLOWER</code> to the effect to restore direct read/write access to <code>sequence_data</code>.</li> </ol>

**Note:** Effects compiled with the March 2021 SDK and using the `PF_OutFlag2_SUPPORTS_THREADED_RENDERING` flag and, optionally, the `PF_OutFlag2_MUTABLE_RENDER_SEQUENCE_DATA_SLOWER` flag will work with After Effects beta builds starting with 18.0 when the `PF_EffectSequenceDataSuite1` was introduced. Check for the presence of this suite if you need to support both `sequence_data` behaviors.

## 29.2 Implications to Command Selectors with Multi-Frame Rendering

UI selectors are still sent on the main thread, however `PF_Cmd_SEQUENCE_SETUP`, `PF_Cmd_SEQUENCE_RESETUP`, `PF_Cmd_SEQUENCE_SETDOWN`, `PF_Cmd_SMART_PRE_RENDER`, `PF_Cmd_RENDER` and `PF_Cmd_SMART_RENDER` may be sent on multiple threads at the same time as the UI selectors are being handled so all of these selectors must be thread safe.

`PF_Cmd_GLOBAL_SETUP` and `PF_Cmd_GLOBAL_SETDOWN` selectors will only be sent on the main thread and will not be sent at the same time as any other selectors.

---

## 29.3 Sequence Data in Multi-Frame rendering

The `sequence_data` object and related Sequence Selectors have been used over the years to provide a way to store data during the effect's lifetime. Multi-Frame Rendering introduces some changes to be aware of:

### Changes as of June 2020

- Multi-Frame rendering requires that After Effects marshal `sequence_data` to the render threads. In order to make this efficient for effects with `sequence_data` that require flattening with the `PF_OutFlag2_SEQUENCE_DATA_NEEDS_FLATTENING` flag, these effects must now also set the `PF_OutFlag2_SUPPORTS_GET_FLATTENED_SEQUENCE_DATA` flag.

---

**Note:** In a future version of After Effects, the requirement to set the `PF_OutFlag2_SUPPORTS_GET_FLATTENED_SEQUENCE_DATA` flag and handle the associated selector in the plugin will be enforced. A warning dialog will be added on load of any effect that does not meet this requirement.

---

### Changes as of March 2021

- The `sequence_data` object is now const when read at Render time and should be accessed through the `PF_EffectSequenceDataSuite` interface.
  - Writing to `sequence_data` at render time is disabled by default and results will be undefined if `sequence_data` is attempted to be written to at render time.
  - If an effect must write to `sequence_data` at render time, it must set the `PF_OutFlag2_MUTABLE_RENDER_SEQUENCE_DATA_SLOWER` flag which will tell After Effects to allow writes to `sequence_data` but it will be at the expense of performance. The `sequence_data` object will be duplicated to each render thread when the render begins, and each render thread will have its own independent copy of `sequence_data` to manage for the lifetime of the render. For performance reasons, it is preferred that the *Compute Cache For Multi-Frame Rendering* is utilized for writing any data required by the effect.
-

## 29.4 Compute Cache For Multi-Frame Rendering

The Compute Cache provides a thread-safe cache as a replacement or supplement to Sequence Data where effects can compute, store and read data before or during Render.

### 29.4.1 When would you use the Compute Cache?

- You should use the Compute Cache if your effect uses `sequence_data` and needs to write to or update `sequence_data` during Render, especially if the computation of needed data is time-consuming to calculate.
- Without the Compute Cache, the effect will need to add the `PF_OutFlag2_MUTABLE_RENDER_SEQUENCE_DATA_SLOWER` flag which will create unique copies of `sequence_data` per render thread. Each render thread may then need to perform the time-consuming calculations independently and won't be able to share the results between the render threads.
- By using the Compute Cache, render threads can share the task of computing the data and reap the benefits of already computed data.
- The Compute Cache API supports both single and multi-checkout computation tasks depending upon the needs of the effect. See the [Compute Cache API](#) documentation for more information.

### 29.4.2 How do I enable the Compute Cache?

The Compute Cache API is available starting in the March 2021 SDK and the suite is enabled by default in After Effects 2022 and above builds.

See the [Compute Cache API](#) documentation for implementation details and sample code.

---

## 29.5 What does it mean for an effect to be thread-safe?

**An effect is thread-safe when the implementation and shared data is guaranteed to be free of race conditions and is always in a correct state when accessed concurrently.**

To be more specific, the effect:

1. Has no static or global variables OR, has static or global variables that are free of race conditions.
2. Does not write to `in_data->global_data` at render time. Reading can be done. Write in `PF_Cmd_GLOBAL_SETUP` and `PF_Cmd_GLOBAL_SETDOWN` only.
3. Does not write to `in_data->sequence_data` at render time or during `PF_Cmd_UPDATE_PARAMS_UI` event. Reading can be done via the `PF_EffectSequenceDataSuite` interface.

---

**Note:** If an effect uses any blocking synchronization mechanisms, such as mutexes or gates, these must not be held when calling back into the host. Common calls would be when using a suite or making a checkout call. Failing to do so will very likely result in deadlocks.

---



## 29.6 How to locate the static and global variables in your effects

To help you locate the static and global variables in your effect, we've developed a **Static Analyzer tool** for you to use. You can find the tool in this Git Repo: <https://github.com/adobe/ae-plugin-thread-safety>

### If you develop on Mac:

1. Clone/Download the Git Repo at the URL provided above
2. Find the bash script `check_symbols_for_thread_safety.sh` in the **Mac** folder
3. Navigate inside the package content of a plugin or effect and locate the binary files. (For example, the **Curves.plugin** has its binary file here: `/Applications/Adobe After Effects [your AE version]/Plug-ins/Effects/Curves.plugin/Contents/MacOS/Curves`)
4. To analyze the binary, run:

```
check_symbols_for_thread_safety.sh [Binary location]
For example, check_symbols_for_thread_safety.sh /Applications/Adobe After_
↵Effects [your AE version]/Plug-ins/Effects/Curves.plugin/Contents/MacOS/
↵Curves)
```

5. You will see output from the tool in this format:

```
[symbol type]; [symbol name]
```

6. [symbol type] is an one case-sensitive letter that indicates the type of the variable. You can find all the type information here: <https://linux.die.net/man/1/nm>
7. Here is an example of the output:

```
b; Deform::FindSilEdges():new_kInfinite
```

`b` shows this symbol is in the uninitialized data section, which indicates it might be a static variable.

`Deform::FindSilEdges():new_kInfinite` is the symbol name where `Deform` is name of the namespace that the variable is located at.

`FindSilEdges()` is the function name the variable is in.

`new_kInfinite` is the actual variable name. Namespace and function names might not be shown based on where the variable is.

8. Search for each symbol in your code, fix it (see [here](#) on how) and repeat for every binary file in your solution

### If you develop on Windows:

#### 1. Preparation

0. **In order to run this tool, you need a working installation of Visual Studio**
  1. Clone/Download the Git Repo at the URL provided above
  2. Find the `register_msdia.cmd` script in the **Win** folder
  3. Search for “**x64 Native Tools Command Prompt for VS...**” from the **Start Menu**
  4. Right click -> Run as an Administrator

5. In the terminal, cd to the directory where your `register_msdia.cmd` is located at
6. Run `.\register_msdia.cmd`
7. This script will register the **DIA SDK** and some other required dependencies for you
8. The Static Analyzer should be ready to work

## 2. Using the Windows Static Analyzer

1. Find the executable `CheckThreadSafeSymbols.exe` in the **Win** folder
2. Compile your effect in **Debug** mode and find its `.pdb` file
3. You should also find some `.obj` files in the same build directory if you haven't modified your project build settings
4. You have **two options** on what to scan through: binaries or source files, using `-objfile` or `-source` flag.
  - **You can get the same symbols out of either option.**
  - Use the `-source` option if you don't know exactly what binaries your source code is ending up in, or if you'd like to keep track of thread safety on a per-source-file basis.
  - Use the `-objfile` option if you want more fine-grained control over what parts of your project you're scanning.
5. To analyze the symbols in an object file, run:

```
CheckThreadSafeSymbols.exe -objfile [absolute path to the binary you want↵
↪analyzed] [absolute path to .pdb]
```

6. To analyze the symbols in a source file, run:

```
CheckThreadSafeSymbols.exe -source [absolute path to the source file you↵
↪want analyzed] [absolute path to .pdb]
```

7. Global variables aren't limited to the scope of one file or binary in pdbs, so you'll have to check over the list of all project globals without filtering. Use the `-g` output to get a list of all of them:

```
CheckThreadSafeSymbols.exe -g [absolute path to .pdb]
```

8. If you're unsure of what binaries your effect is outputting, the tool can also output a (**noisy**) list of binaries, along with the source files each pulls data from. Files you've changed are likely to be near the top. To see the list, run:

```
CheckThreadSafeSymbols.exe -sf [absolute path to .pdb]
```

9. Output symbols will take the form:

```
[Symbol name], [Symbol type], [Datakind], ([Section type of data location],↵
↪[Binary Address][Binary Address Offset])
```

10. Here is an example of the output:

```
menuBuf, Type: char[0x1000], File Static, (static,↵
↪[0008FCD0][0003:00001CD0])
```

`menuBuf` is the actual variable name.

Type: `char[0x1000]` shows what type of the variable it is. The data here is a `char`.

File Static shows what kind of that data it is. The data here is a **File-scoped static variable**. You can find all the data kinds and what they mean on this page <https://docs.microsoft.com/en-us/visualstudio/debugger/debug-interface-access/datakind?view=vs-2019>

static shows that the data is in the static section of the memory.

[0008FCD0][0003:00001CD0] shows the Binary Address and the Binary Address offset of the data.

11. Search for each symbol in your code, fix it (see [here](#) on how) and repeat for every binary/source file in your solution

## 29.7 What to do if you have static and globals in your effects

When you see a static or global variable, it would be the best to make it a local variable if possible. But what if that variable has to be static or global?

Here are some standard approaches for treating statics or globals: 1. Could the data be easily passed between functions instead without a change in behavior?

```
// Example of a non Thread-Safe code

static int should_just_be_local;

void UseState() {
    DoComputation(should_just_be_local);
}

void SetAndUseState() {
    should_just_be_local = DoComputation();
    UseState();
}
```

Either add it to a struct or expand function arguments to include it

```
// We can fix the above code by passing the should_just_be_local variable_
↳ through function arguments

void UseState(int should_just_be_local) {
    DoComputation(should_just_be_local);
}

void SetAndUseState() {
    int should_just_be_local = DoComputation();
    UseState(should_just_be_local);
}
```

2. Could the data be initialized before you execute your code (e.g. a lookup table, a const variable)?

```
// Example of a non Thread-Safe code

// Many places in the code need to read this table but won't be writing to_
↳ it
```

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```

static int state_with_initializer[64];

static bool state_was_initialized = false;

void InitializeState() {
    for (int i = 0; i < 64; ++i) {
        state_with_initializer[i] = i * i;
    }
    state_was_initialized = true;
}

void Main() {
    if (!state_was_initialized) {
        InitializeState();
    }
    DoComputation(state_with_initializer);
}

```

**Make it const or replace it with a macro**

```

std::array<int, 64> InitializeState() {

    std::array<int, 64> temp;

    for (int i = 0; i < 64; ++i) {
        temp[i] = i * i;
    }
    return temp;
}

// We can fix the above code by making this table a const and initialize it
// before using it
static const std::array<int, 64> state_with_initializer = InitializeState();

void Main() {
    DoComputation(state_with_initializer);
}

```

### 3. Is the data initialized once at runtime based on data that doesn't change on subsequent renders?

```

// Example of a non Thread-Safe code
static int depends_on_unchanging_runtime_state;

void UseState() {
    DoComputation(depends_on_unchanging_runtime_state);
}

void SetAndUseState() {
    depends_on_unchanging_runtime_state =
    DoComputationThatNeedsStateOnlyOnce();
    UseState();
}

```

Double-check that this state isn't known before your code executes (case 2), but if you have to initialize at runtime use a const static local. (Note that thread-safe initialization of static local objects is part of the C++ spec)

```
void UseState(int depends_on_unchanging_runtime_state) {
    DoComputation(depends_on_unchanging_runtime_state);
}

void SetAndUseState() {

    // We can fix the above code by making the variable a const static local
    static const int depends_on_unchanging_runtime_state = 1;
    DoComputationThatNeedsStateOnlyOnce();

    UseState(depends_on_unchanging_runtime_state);
}
```

4. The data has to stay static/global not being a const. But each render thread can have its own copy of the data.

```
// This variable has to be static and not a const
static int this_thread_needs_access;

void SetState(int new_state) {
    this_thread_needs_access = new_state;
}

void UseState() {
    DoComputation(this_thread_needs_access);
}
```

Just make the variable thread\_local

```
// Make this variable a thread_local variable
thread_local static int this_thread_needs_access;

void SetState(int new_state) {
    this_thread_needs_access = new_state;
}

void UseState() {
    DoComputation(this_thread_needs_access);
}
```

5. The data has to stay static/global not being a const and each thread needs to read and write from the most up-to-date state. (rare)

```
// This variable has to be static and not a const
// It also needs to be shared across several threads
static int every_thread_needs_latest_state;

void SetState(int new_state) {
    every_thread_needs_latest_state = new_state;
}
```

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```
void UseState() {  
    DoComputation(every_thread_needs_latest_state);  
}
```

In this case, protect access with a mutex.

```
// Add a mutex (lock)  
static std::mutex ex_lock;  
  
static int every_thread_needs_latest_state;  
  
void SetState(int new_state) {  
    {  
        // Protect the access with the mutex (lock)  
        std::lock_guard<std::mutex> lock(ex_lock);  
        every_thread_needs_latest_state = new_state;  
    }  
}  
  
void UseState() {  
    int state_capture;  
    {  
        // Protect the access with the mutex (lock)  
        std::lock_guard<std::mutex> lock(ex_lock);  
        state_capture = every_thread_needs_latest_state;  
    }  
    DoComputation(state_capture);  
}
```

---

**Note:** The above examples are the common cases we've seen in our effects. You can always come up other methods to treat your statics and globals that best suits your needs.

---

## 29.8 Setting an Effect as Thread-safe

- Set the `PF_OutFlag2_SUPPORTS_THREADED_RENDERING` flag in `GlobalSetup` to tell After Effects that your effect is Thread-Safe and supports Multi-Frame Rendering.
  - If required, add the `PF_OutFlag2_MUTABLE_RENDER_SEQUENCE_DATA_SLOWER` to allow `sequence_data` to be written at the Render stage.
  - Update the `AE_Effect_Global_OutFlags_2` magic number. Launch AE with your effect without changing the magic number for the first time, apply your effect and AE will give you the correct number to put in.
  - If you are using the `PF_OutFlag_SEQUENCE_DATA_NEEDS_FLATTENING` flag, remember to also set the `PF_OutFlag2_SUPPORTS_GET_FLATTENED_SEQUENCE_DATA` flag.
-

## 29.9 How to test whether an effect is Thread-Safe

Once you have completed the above steps to make your effect Thread-Safe, you should now be ready to do some testing.

### 29.9.1 Enable Multi-Frame Rendering

- Multi-Frame Rendering is enabled by default in After Effects 2022.
- To toggle MFR on and off, navigate to Preferences > Memory & Performance > Performance and toggle the Multi-Frame Rendering checkbox.

### 29.9.2 Test your effect

Once you have completed the above preparation steps, test your effect thoroughly. You should be able to test simple and complex compositions and see performance improvements as the effect utilizes multi-frame rendering.

- Go through all your existing manual and automated testing plans.
  - Test all the effect parameters and make sure they are working properly.
  - Add in some of the AE effects that have already been made thread-safe as appropriate. See the *Thread-Safe First Party Effects* section.
  - Make sure there are no crashes, hangs, render differences or other unexpected changes when rendering with multi-frame rendering enabled.
- 

## 29.10 Thread-Safe First Party Effects

Visit <https://helpx.adobe.com/after-effects/user-guide.html/after-effects/using/effect-list.ug.html> for a full list of MFR supported effects. More are being added every week.





## EFFECT DETAILS

Now that we've covered the basics of effect plug-ins, we'll cover some of the finer points to polish off your effect. Not every section will be relevant to every plug-in, so feel free to use the PDF document bookmarks to skip to the sections pertinent to your current project.

---

### 30.1 Free Code == Good

After Effects provides effect plug-ins with as much information and supporting code as possible. Use our function suites and callbacks to obtain the value of parameters (including source footage) at different times. Use our memory allocation suite to avoid competing with the host for resources. Use our image processing suites to copy, fill, blend and convolve images, and convert between color spaces. Obtain information about the masks applied to a layer. ANSI emulation and math utility suites are also provided, as well as information about the application, user, serial number, and current drawing context.

Previous versions of After Effects have provided functions for many common tasks. As we moved to support deeper color, these were moved to function suites. Use the newer function suites whenever possible; things will just be better.

Using our function suites keeps your plug-in compact; you write and test less code. The functions are tested, optimized, and used by our own plug-ins. The functions are distributed to multiple processors and take advantage of available hardware acceleration.

No, really, use the provided functions. Seriously.



## ACCESSING THE AFTER EFFECTS FUNCTION SUITES

If you are writing C++ code, accessing the suites should be done using the `AEFX_SuiteScoper` which automatically acquires the suite when needed and disposes of it when done.

Here is an example using `AEFX_SuiteScope` to access the `PF_GPUDeviceSuite1` suite:

```
AEFX_SuiteScoper<PF_GPUDeviceSuite1> gpu_suite = AEFX_SuiteScoper<PF_GPUDeviceSuite1>(  
    in_dataP,  
    kPFGPUDeviceSuite,  
    kPFGPUDeviceSuiteVersion1,  
    out_dataP);
```

---

**Note:** `AEFX_SuiteScoper` will throw an Exception, `A_Err_MISSING_SUITE`, if the requested suite cannot be acquired and the optional second template argument, `ALLOW_NO_SUITE`, is set to false. If you set `ALLOW_NO_SUITE` to false, please ensure you wrap the `AEFX_SuiteScoper<>` call with a try/catch wrapper. If `ALLOW_NO_SUITE` is set to true, then you should check the returned pointer is not NULL before using it.

---

Once you have the suite you may make calls to any function in the suite list so:

```
gpu_suite->GetDeviceInfo(in_dataP->effect_ref, extraP->input->device_index, &device_  
    ↪info);
```

If you must use C code, then acquire and release the suites manually using the `PF_Suite_Helper` utility files, as demonstrated in the Checkout sample project.

Behind the scenes, both of these methods acquire PICA function suites using `AcquireSuite`, a member function of the `SPBasicSuite` pointed to in `PF_InData`.

---

### 31.1 Suite Versions

`WhizBangSuite1` may provide a `Foobar()` function which takes two arguments, and `WhizBangSuite2>Foobar()` may take three. Though each new version of a suite supercedes the old one, feel free to acquire multiple versions of the same suite; we never remove or alter previously shipped suites.

When unsure of the capabilities of the plug-in host (no third party host besides Premiere supports PICA), attempt to acquire the latest version, and “fall back” to previous versions. If functionality you require isn’t available, warn the user, and return an error (or fall back on other behavior when running in more “primitive” plug-in hosts). Note that support for these suites in other hosts of After Effects plug-ins is a maze of twisty caves and passages, all alike.

---

## 31.2 Threading

Unless documented otherwise, assume that any function provided by our suites is not thread-safe. For example, only your plug-in's main thread should do anything that modifies the user interface.

## MEMORY ALLOCATION

Use After Effects for any memory allocations of significant size. For small allocations, you can use new and delete, but this is the exception, not the rule. In low-memory conditions (such as during RAM preview), it's very important that plug-ins deal gracefully with out-of-memory conditions, and not compete with After Effects for OS memory. By using our memory allocation functions, After Effects can know when to free cached images, to avoid memory swapping. Failing to use our functions for sizable allocations can cause lock-ups, crashes, and tech support calls. Don't do that.

If you're wrapping existing C++ classes, create a base class that implements new and delete for that class and derive from it. To overload the STL, we don't recommend you overload global new and delete. Instead provide an allocator as part of the template definition.

Handles passed to you by After Effects are locked for you before you're called, and unlocked once you return.

---

## 32.1 PF\_HandleSuite1

Function	Purpose	Replaces
host_new_handle	Allocates a new handle. <pre>PF_Handle (*host_new_ ↪handle)(   A_HandleSize size);</pre>	PF_NEW_HANDLE
host_lock_handle	Locks a handle. <pre>void (*host_lock_handle)(   PF_Handle pf_handle);</pre>	PF_LOCK_HANDLE
host_unlock_handle	Unlocks a handle. <pre>void (*host_unlock_handle)(   PF_Handle pf_handle);</pre>	PF_UNLOCK_HANDLE
host_dispose_handle	Frees a handle. <pre>void (*host_dispose_ ↪handle)(   PF_Handle pf_handle);</pre>	PF_DISPOSE_HANDLE
host_get_handle_size	Returns the size, in bytes, of the re-allocatable block whose handle is passed in. <pre>A_HandleSize (*host_get_ ↪handle_size)(   PF_Handle pf_handle);</pre>	PF_GET_HANDLE_SIZE
host_resize_handle	Resizes a handle. <pre>PF_Err (*host_resize_ ↪handle)(   A_HandleSize new_sizeL, ↪PF_Handle *handlePH);</pre>	PF_RESIZE_HANDLE

## IMAGE BUFFER MANAGEMENT FUNCTIONS

Use these functions to create and destroy *PF\_EffectWorld* / *PF\_LayerDef*, and to find out their bit-depth.

---

### 33.1 PF\_WorldSuite2

Function	Description
PF_NewWorld	Creates a new PF_EffectWorld.  <pre>PF_Err PF_NewWorld(     PF_ProgPtr    effect_ref,     A_long        widthL,     A_long        heightL,     PF_Boolean    clear_pxB,     PF_PixelFormat pixel_format,     PF_EffectWorld *worldP);</pre>
PF_DisposeWorld	Disposes of a PF_EffectWorld.  <pre>PF_Err PF_DisposeWorld(     PF_ProgPtr    effect_ref,     PF_EffectWorld *worldP);</pre>
PF_GetPixelFormat	Get the pixel format for a given PF_EffectWorld.  <pre>PF_Err PF_GetPixelFormat(     const PF_EffectWorld *worldP,     PF_PixelFormat        *pixel_formatP);</pre> <p>pixel_formatP can be:</p> <ul style="list-style-type: none"><li>• PF_PixelFormat_ARGB32 - standard 8-bit RGB</li><li>• PF_PixelFormat_ARGB64 - 16-bit RGB</li><li>• PF_PixelFormat_ARGB128 - 32-bit floating point RGB</li></ul>





## ITERATION SUITES

Effects often iterate over all pixels in an image, filtering each one. By taking advantage of After Effects' iteration suites, you make it possible for After Effects to sub-allocate your task to as many processors are present, taking advantage of hardware-specific acceleration.

After Effects will also manage progress reporting and user cancellation automatically.

Use these suites! Make sure the pixel processing functions you pass to these iterator callbacks are re-entrant.

---

**Note:** The October 2021 SDK update increases the number of concurrent iterate threads up to the available system CPU cores instead of the previous hard-coded limit of 32.

---



## 34.1 PF\_Iterate8Suite1, PF\_Iterate16Suite1, PF\_IterateFloatSuite1

Function	Purpose
iterate	<p>Iterates across pixels from a source image, alters them, and populates a destination image.</p> <p>You may specify a rectangular region of pixels across which to iterate; if you don't, After Effects will iterate over every overlapping pixel. You give a refcon, and the function is invoked with that refcon, plus the x and y coordinates of the current pixel, plus pointers to that pixel in the source and destination images. If you pass a NULL source, it will iterate over the dst. This function is quality independent.</p> <p>Don't depend upon the pixels being traversed in any particular order. The image may be subset to different CPUs, so consider all the parameters (except dst) to be read-only while After Effects is processing. This callback automatically includes progress and abort checking, so don't do so in your pixel function.</p> <pre>iterate(     PF_InData      *in_data,     A_long         progress_base,     A_long         progress_final,     PF_EffectWorld *src,     const PF_Rect  *area,     void           *refcon,     PF_Err (*pix_fn)(         void *refcon,         A_long x,         A_long y,         PF_Pixel *in,         PF_Pixel *out),     PF_EffectWorld *dst);</pre>
iterate_origin	<p>Lets you specify an offset from the input into the output. For example, if your output buffer is smaller than your input buffer, pass (in-&gt;data&gt;output_origin_x, in-&gt;data&gt;output_origin_y) as the origin, and NULL for area, and this function will offset the src pixel pointer appropriately for your pixel function.</p> <pre>iterate_origin(     PF_InData      *in_data,     A_long         progress_base,     A_long         progress_final,     PF_EffectWorld *src,     const PF_Rect  *area,     const PF_Point *origin,     void           *refcon,     PF_Err (*pix_fn)(         void *refcon,         A_long x,         A_long y,         PF_Pixel *in,         PF_Pixel *out),     PF_EffectWorld *dst);</pre>
34.1. PF_Iterate8Suite1, PF_Iterate16Suite1, PF_IterateFloatSuite1	117
iterate_lut	<p>PF_Iterate8Suite only. Allows a Look-Up Table (LUT) to be passed for iteration; you can pass the same or different LUTs for each color channel. If no LUT is</p>



## GRAPHICS UTILITY SUITES

After Effects exposes its internal transform and graphic utility routines through the following function suites.

---

### 35.1 Transform Worlds

These functions combine `PF_EffectWorlds` in interesting ways. When you use these, you're using the same code After Effects does internally.



## 35.1.1 PF\_WorldTransformSuite1

Function	Purpose
composite_rect	<p>Composite a rectangle from one PF_EffectWorld into another, using one of After Effects' transfer modes.</p> <pre>PF_Err composite_rect (     PF_ProgPtr      effect_ref,     PF_Rect         *src_rect,     A_long          src_opacity,     PF_EffectWorld  *src_world,     A_long          dst_x,     A_long          dst_y,     PF_Field        field_rdr,     PF_XferMode     xfer_mode,     PF_EffectWorld  *dst);</pre> <p>field_rdr can be upper, lower or both. xfer_mode is one of the following:</p> <ul style="list-style-type: none"> <li>PF_Xfer_COPY</li> <li>PF_Xfer_BEHIND</li> <li>PF_Xfer_IN_FRONT</li> </ul>
blend	<p>Blends two images, alpha-weighted. Does not deal with different-sized sources, though the destination may be either PF_EffectWorld.</p> <pre>PF_Err blend (     PF_ProgPtr          effect_ref,     const PF_EffectWorld *src1,     const PF_EffectWorld *src2,     PF_Fixed            ratio,     PF_EffectWorld      *dst);</pre>
convolve	<p>Convolve an image with an arbitrary size kernel on each of the a, r, g, and b channels separately. You can specify a rectangle to convolve (for instance, the extent_hint from <i>PF_EffectWorld Structure</i>), or pass 0 to convolve the entire image. Do not use if the source is the destination. Describe the convolution using <i>Kernel Flags</i>.</p> <pre>PF_Err convolve(     PF_EffectWorld *src,     const PF_Rect  *area,     PF_KernelFlags flags,     A_long         kernel_size,     void           *a_kernel,     void           *r_kernel,     void           *g_kernel,     void           *b_kernel,     PF_EffectWorld *dst);</pre>
copy	<p>Copies a region from one PF_EffectWorld to another, preserving alpha (unlike the macOS CopyBits).</p> <pre>PF_Err copy (     PF_EffectWorld *src,     PF_EffectWorld *dst,     PF_Rect        *src_r,     PF_Rect        *dst_r);</pre>
35.1. Transform Worlds	121
copy_hq	A higher fidelity version of the above (using the same

## 35.2 Kernel Flags

Functions such as `convolve` or `gaussian kernel` work with kernels, or matrices of filter weight values. These matrices can be in any format. The kernel flags describe how the matrices should be created and used. OR together any flags you need.

The flags relevant to given routines are documented along with the routine prototype. The first entry in the left column is always the default and has value 0.

Kernel Flags	Indicates
PF_KernelFlag_2D PF_KernelFlag_1D	Specifies a one or two dimensional kernel.
PF_KernelFlag_UNNORMALIZED PF_KernelFlag_NORMALIZED	NORMALIZED equalizes the kernel; the volume under the kernel surface is the same as the volume under the covered area of pixels.
PF_KernelFlag_CLAMP PF_KernelFlag_NO_CLAMP	CLAMP restricts values to the valid range for their data type.
PF_KernelFlag_USE_LONG PF_KernelFlag_USE_CHAR PF_KernelFlag_USE_FIXED PF_KernelFlag_USE_UNDEFINED	USE_LONG defines the kernel as an array of longs valued from 0 to 255. USE_CHAR defines the kernel as an array of unsigned chars from 0 to 255. USE_FIXED defines the kernel as an array of fixeds from 0 to 1. USE_LONG is the only implemented flag.
PF_KernelFlag_HORIZONTAL PF_KernelFlag_VERTICAL	Specifies the direction of the convolution.
PF_KernelFlag_TRANSPARENT_BORDERS PF_KernelFlag_REPLICATE_BORDERS	TRANSPARENT_BORDERS to replicate border pixels when sampling off the edge, use TRANSPARENT_BORDERS to treat pixels off the edge as alpha zero (black). REPLICATE_BORDERS is not implemented and will be ignored.
PF_KernelFlag_STRAIGHT_CONVOLVE PF_KernelFlag_ALPHA_WEIGHT_CONVOLVE	Use STRAIGHT_CONVOLVE to indicate straight convolution, use ALPHA_WEIGHT_CONVOLVE to tell the convolution code to alpha-weight the contributions of pixels to the resulting convolved output. ALPHA_WEIGHT_CONVOLVE is not implemented and will be ignored.

## 35.3 Fill ‘Em Up!

The `FillMatteSuite` can be used to fill a `PF_EffectWorld`, either with a specific color or premultiplied with an alpha value.



### 35.3.1 PF\_FillMatteSuite2

Function	Purpose
fill	<p>Fills a rect with a color (or, if the color pointer is null, fills with black and alpha zero). If the rect is null, it fills the entire image.</p> <pre>PF_Err fill (     PF_ProgPtr      effect_ref,     const PF_Pixel  *color,     const PF_Rect    *dst_rect,     PF_EffectWorld  *world);</pre>
fill16	Same as fill, but takes a pointer to a PF_Pixel16 color.
fill_float	Takes a pointer to a PF_PixelFloat color.
premultiply	<p>Converts to (and from) r, g, and b color values pre-multiplied with black to represent the alpha channel. Quality independent.</p> <ul style="list-style-type: none"> <li>• forward is used as a boolean;</li> <li>• true means convert non-premultiplied to pre-multiplied,</li> <li>• false mean un-pre-multiply.</li> </ul> <pre>PF_Err premultiply (     A_long          forward,     PF_EffectWorld  *dst);</pre>
premultiply_color	<p>Converts to (and from) having r, g, and b color values premultiplied with any color to represent the alpha channel.</p> <pre>PF_Err premultiply_color (     PF_ProgPtr      effect_ref,     PF_EffectWorld  *src,     PF_Pixel        *color,     A_long          forward,     PF_EffectWorld  *dst);</pre>
premultiply_color16	Same as above, but takes a pointer to a PF_Pixel16 color.
premultiply_color_float	Takes a pointer to a PF_PixelFloat color.

## 35.4 Sampling Images

Note: areas outside the bounds of the image being sampled are treated as zero alpha. For convenience, the functions from PF\_Sampling8Suite1, PF\_Sampling16Suite1, and PF\_SamplingFloatSuite1 are all listed in this table.



### 35.4.1 PF\_SamplingSuite Functions (Multiple Suites)

Function	Purpose
nn_sample	<p>Performs nearest neighbor sampling.</p> <pre>PF_Err nn_sample (     PF_ProgPtr    effect_ref,     PF_Fixed      x,     PF_Fixed      y,     const PF_SampPB *params,     PF_Pixel      *dst_pixel );</pre>
nn_sample16	Same as above, but takes a pointer to a PF_Pixel16 dst_pixel.
nn_sample_float	Takes a pointer to a PF_PixelFloat dst_pixel.
subpixel_sample	<p>Queries the appropriate alpha-weighted interpolation of colors at a non-integral point in a source image, in high quality. Nearest neighbor sampling is used in low quality.</p> <p>Because the sampling routine, if used, will typically be called many times, it is convenient to copy the function pointer out to the callbacks structure and into a register or onto the stack to speed up your inner loop. See the sample code for an example.</p> <p>NOTE: The sampling assumes that 0,0 is the center of the top left pixel.</p> <pre>PF_Err subpixel_sample (     PF_ProgPtr    effect_ref,     PF_Fixed      x,     PF_Fixed      y,     const PF_SampPB *params,     PF_Pixel      *dst_pixel);</pre>
subpixel_sample16	Same as above, but takes a pointer to a PF_Pixel16* dst_pixel.
subpixel_sample_float	Takes a pointer to a PF_PixelFloat* dst_pixel.
area_sample	<p>Use this to calculate the appropriate alpha weighted average of an axis-aligned non-integral rectangle of color in a source image, in high quality. Nearest neighbor sampling is used in low quality. Because of overflow issues, this can only average a maximum of a 256 x 256 pixel area (i.e. x and y radius &lt; 128 pixels).</p> <p>NOTE: the sampling radius must be at least one in both x and y.</p> <pre>PF_Err area_sample (     PF_ProgPtr    effect_ref,     PF_Fixed      x,     PF_Fixed      y,     const PF_SampPB *params,     PF_Pixel      *dst_pixel);</pre> <p>NOTE: Areas outside the boundaries of the layer are considered the same as zero alpha, for sampling purposes.</p>
area_sample16	Same as above, but takes a PF_Pixel16* dst_pixel.

### 35.4.2 PF\_BatchSamplingSuite1 Functions

Function	Purpose
<code>begin_sampling</code>	<p>Your effect is going to perform some batch sampling; After Effects will perform setup tasks to optimize your sampling.</p> <pre>PF_Err (*begin_sampling)(     PF_ProgPtr    effect_ref,     PF_Quality    qual,     PF_ModeFlags  mf,     PF_SampPB     *params);</pre>
<code>end_sampling</code>	<p>Tells After Effects you're done sampling.</p> <pre>PF_Err (*end_sampling)(     PF_ProgPtr    effect_ref,     PF_Quality    qual,     PF_ModeFlags  mf,     PF_SampPB     *params);</pre>
<code>get_batch_func</code>	<p>Obtains a pointer to After Effects' batch sampling function (highly optimized).</p> <pre>PF_Err (*get_batch_func)(     PF_ProgPtr          effect_ref,     PF_Quality          quality,     PF_ModeFlags        mode_flags,     const PF_SampPB     *params,     PF_BatchSampleFunc  *batch);</pre>
<code>get_batch_func16</code>	<p>Obtains a pointer to After Effects' 16-bpc batch sampling function (also highly optimized).</p> <pre>PF_Err (*get_batch_func16)(     PF_ProgPtr          effect_ref,     PF_Quality          quality,     PF_ModeFlags        mode_flags,     const PF_SampPB     *params,     PF_BatchSample16Func *batch);</pre>

## 35.5 Do The Math For Me

Along with the variety of graphics utilities, we also provide a block of ANSI standard routines so that plug-ins will not need to include other libraries to use standard functions.

We give function pointers to a large number of math functions (trig functions, square root, logs, etc.).

Using our suite functions provides for some (application level) error handling, and prevents problems with including different versions of multiple “standard” libraries.

All functions return a double. All angles are expressed in radians, use `PF_RAD_PER_DEGREE` (a constant from `AE_EffectCB.h`) to convert from degrees to radians if necessary.

### 35.5.1 PF\_ANSICallbackSuite1

Function	Purpose	Replaces
acos	Returns the arc cosine of x.	PF_ACOS
asin	Returns the arc sine of x.	PF_ASIN
atan	Returns the arc tangent of x.	PF_ATAN
atan2	Returns atan(y/x).	PF_ATAN2
ceil	Returns the next integer above x.	PF_CEIL
cos	Returns the cosine of x.	PF_COS
exp	Returns e to the power of x.	PF_EXP
fabs	Returns the absolute value of x.	PF_FABS
floor	Returns the closest integer below x.	PF_FLOOR
fmod	Returns x modulus y.	PF_FMOD
hypot	Returns the hypotenuse of x and y, which is $\sqrt{x^2 + y^2}$ .	PF_HYPOT
log	Returns the natural log (ln) of x.	PF_LOG
log10	Returns the log (base 10) of x.	PF_LOG10
pow	Returns x to the power of y.	PF_POW
sin	Returns the sine of x.	PF_SIN
sqrt	Returns the square root of x.	PF_SQRT
tan	Returns the tangent of x.	PF_TAN
<i>(while not strictly math functions, these emulate ANSI functionality)</i>		
sprintf	Emulates the C sprintf function.	PF_SPRINTF
strcpy	Emulates the C strcpy function.	PF_STRCPY



## INTERACTION CALLBACK FUNCTIONS

While the un-macro'd function pointers are provided in *PF\_InData*, use the provided macros to access them. See how stringent we are about deprecating macro usage? Let's let this be our little secret.

---





## 36.1 Interaction Callbacks

Function	Purpose
PF_ADD_PARAM	<p>Enumerate your plug-in's parameters to After Effects during <i>PF_Cmd_PARAM_SETUP</i>, using multiple calls to this function.</p> <p>Note: Failing to completely clear out a PF_ParamDef prior to PF_ADD_PARAM() can cause many problems. Always use AEFX_CLR_STRUCT before adding parameters.</p> <pre>PF_Err PF_ADD_PARAM (     PF_InData      *in_data,     PF_ParamIndex   index,     PF_ParamDefPtr  def);</pre> <p>We provide convenience macros for specific parameter types, in Utils/ Param_Utils.h:</p> <ul style="list-style-type: none"> <li>• PF_ADD_COLOR,</li> <li>• PF_ADD_ARBITRARY,</li> <li>• PF_ADD_SLIDER,</li> <li>• PF_ADD_FIXED,</li> <li>• PF_ADD_FLOAT_SLIDERX,</li> <li>• PF_ADD_CHECKBOX,</li> <li>• PF_ADD_BUTTON,</li> <li>• PF_ADD_ANGLE,</li> <li>• PF_ADD_NULL,</li> <li>• PF_ADD_LAYER,</li> <li>• PF_ADD_255_SLIDER,</li> <li>• PF_ADD_PERCENT,</li> <li>• PF_ADD_POINT,</li> <li>• PF_ADD_POINT_3D,</li> <li>• PF_ADD_TOPICK,</li> <li>• PF_ADD_POPUP,</li> <li>• PF_ADD_FLOAT_SLIDERX_DISABLED</li> </ul>
PF_ABORT	<p>Returns non-zero if the user has cancelled; return that value to After Effects. Wrap your render routine in a “while abort has not been requested” while loop.</p> <pre>PF_Err PF_ABORT (PF_InData *in_data);</pre>
PF_PROGRESS	<p>Displays a progress bar during processing; current and total describe the percentage complete. Returns non-zero if you should suspend or abort your current processing; return that value to After Effects. Call once per scanline, unless your effect is very slow.</p> <p>If total is 0, PF_ABORT is used instead (presenting the user with different choices).</p> <pre>PF_Err PF_PROGRESS (     PF_InData *in_data,     A_long    current,     A_long    total );</pre>
PF_CHECKOUT_PARAM	<p>Obtains parameter values, or the source video layer, at a specified time. After Effects makes caching decisions based on the checkout state of parameters.</p> <p>Allocate a new <i>PF_ParamDef</i> to hold the result; those passed to the plug-in are read-only. If you check out a layer parameter that's set to &lt;none&gt;, the layer returned</p>
<b>36.1. Interaction Callbacks</b>	<p>131</p>

## 36.2 Parameter Checkout vs. Param Zero

Effects are applied to an image in order from 0 to n within the Effect Control (and Composition) panel.

The output from effect[n-1] is the input (*param[0]*) of effect[n].

On the other hand, when a normal effect checks out a layer using `PF_CHECKOUT_PARAM`, it receives the raw (un-effected) source layer, regardless of its order.

However, when a *SmartFX* effect checks out its input parameter (`params[0]`), previous effects *are* applied.

---

## 36.3 Parameter Checkout Behavior

Regardless of whether the layer in and out point have been trimmed, you will get valid frames from the start of the source footage to the end, and then transparent before and after that.

Layer params with a lower frame rate than the composition in which they're checked out are only refreshed as often as necessitated by the lower frame rate.

A 10fps layer checked out in a 30fps composition will only need to be refreshed every third frame. if your effect wants to change it's output every frame despite the static input layer, you'd need to set *PF\_Outflag\_NON\_PARAM\_VARY*.

When an effect checks out a continuously-rasterized Adobe Illustrator layer, After Effects renders the Illustrator layer with geometrics applied, in a composition-sized buffer.

---

## 36.4 Parameter Checkout And Re-Entrancy

Plug-ins that check out layers at different times can generate re-entrant behavior. Consider an instance where the Checkout sample plug-in is applied to a layer in composition B, and B is pre-composed into composition A where Checkout is applied to it as well.

When composition A is rendered, Checkout[A] will be sent *PF\_Cmd\_RENDER*, during which it checks out a layer (composition B) from a time other than the current time.

In order to provide that checked-out layer, After Effects sends *PF\_Cmd\_RENDER* to Checkout[B].

Presto, recursion!

If you're going to check out parameters, your effects must handle re-entrant render requests appropriately.

Don't use globals, or read or write static variables...but you weren't going to anyway, right?

---

## 36.5 Progress During Iteration

After Effects strives to be as responsive as possible to user interaction, even while rendering. Do the same through appropriate use of `PF_ITERATE()`. For example, perhaps you're using a `PF_ITERATE`'d function three times during your response to `PF_Cmd_RENDER`.

In this case, you'd start off with:

```
lines_per_iterateL = in_data>extent_hint.top - in_data>extent_hint.bottom;
total_linesL = 3 * lines_per_iterateL;
lines_so_farL = 0;
```

After each iteration, you'd add the already-completed lines to the current position:

```
suites.iterate8suite()>iterate( lines_so_farL,
                                total_linesL,
                                input_worldP,
                                &output>extent_hint,
                                refcon,
                                WhizBangPreProcessFunc,
                                output_worldP);

lines_so_farL += lines_per_iterateL;

ERR(PF_PROGRESS(lines_so_farL, total_linesL));

suites.iterate8suite()>iterate( lines_so_farL,
                                total_linesL,
                                input_worldP,
                                &output>extent_hint,
                                refcon,
                                WhizBangRenderFunc,
                                output_worldP);

lines_so_far += lines_per_iterateL;

ERR(PF_PROGRESS(lines_so_farL, total_linesL));

suites.iterate8suite()>iterate( lines_so_farL,
                                total_linesL,
                                input_worldP,
                                &output>extent_hint,
                                refcon,
                                WhizBangPostProcessFunc,
                                output_worldP);

ERR(PF_PROGRESS(lines_so_farL, total_linesL));
```



## PIXEL ASPECT RATIO

Effects must respond correctly to footage with non-square pixels, and non-uniform downsampling factors. Even different layer parameters can have different pixel aspect ratios! Doing so isn't difficult once you understand the concepts involved.

Simple effects needn't do any work to match up *point parameters* to the actual pixels in the output. Point parameters are given to the effect scaled for downsample factor and pixel aspect ratio; they are in the coordinate system of the input buffer. This provides an implicit "pixel coordinate system." This coordinate system is handy and easy to understand. But effects that use absolute pixel measurements or geometry must take a deeper look at the relationship between the input buffer and the final rendered image.

---

### 37.1 Don't Assume Pixels Are Square, Or 1-To-1

First, it is not necessarily a square coordinate system, due to both pixel aspect ratio and non-uniform downsample factor. The final rendered image can be stretched or squashed horizontally, relative to the pixels your effect processes. Circles will appear as ellipses, squares as rectangles. The distance between two points varies based on their angle in this coordinate system; anything rotated in this system is skewed, in the final output.

Second, even if it *is* a square coordinate system, it's not necessarily the same size as the final output. This means that any slider which defines a size in pixels will be a problem when the image is rendered downsampled; the width of anti-aliasing filters changes based on downsample factor.

Sometimes these issues aren't a problem. Any effect that colors pixels based solely on a linear function of the x and y coordinates need not bother with pixel aspect ratio and downsample factor at all. Staying in the input coordinate space is an option, though you must account for pixel aspect ratio and downsample factor elsewhere.

Suppose you're writing a particle system effect that sprays textured sprites from a source position defined by an effect control point. Using pixel coordinates to represent the particle positions seems fine (as long as the particles don't have to rotate around a point), but when you go to actually *render* the particle textures, you'll have to scale them by pixel aspect ratio and downsample factor.

If an effect already has coordinate transformation machinery in its pipeline, there's an alternative that's often simpler. Many algorithms require some sort of coordinate transformation; using matrices to set up a transformation, for example. But there are other easily adaptable algorithms, for example a texture generation effect that computes the value of each pixel based solely on its position. In this case, the code must take the raw pixel position and account for pixel aspect ratio and downsample factor.

---

## 37.2 Suggested Approach

The simplest way to get all of this right is to work entirely in full resolution square coordinates, then scale by downsample factor and pixel aspect ratio as a final output transformation. Since point parameters are always reported in input buffer coordinates, convert them to full-resolution square coordinates before use. With this approach you don't need to worry about sliders which define a size in pixels; just interpret them as defining size in full-resolution vertical pixels.

- 1) When getting your point parameters, go immediately to floating point and a full resolution square pixel system, like this.

```
x *= in_data>pixel_aspect_ratio.num / (float)in_data>pixel_aspect_ratio.den;  
x *= in_data>downsample_x.den / (float)in_data>downsample_x.num;  
y *= in_data>downsample_y.den / (float)in_data>downsample_y.num;
```

- 2) Perform all setup (define transformation matrices, generate coordinates for later scan conversion, compute values based on the distance between points, rotating things, et cetera) in this coordinate space. Note that you're not actually dealing with pixels in this stage; you're just manipulating coordinates or coordinate transformations.
- 3) To go back to a coordinate system that corresponds directly to the pixels of the output buffer, undo the transformations from step one. Do this as late as possible, so as little code as possible needs to deal with this non-square space. If you're using matrices, this would be a final output transformation. For an effect which renders something based on the coordinate of each pixel, iterate over the output pixels and convert pixel coordinates to square coordinates before doing any processing for that pixel.

This may seem like extra work, but most reasonably complex effects like this have a coordinate transformation step anyway; and if they don't, they still need one to handle pixel aspect ratio and downsample factor correctly.

---

## 37.3 Applying User Input In Pixels

After Effects does all of its stretching horizontally so as to not to introduce unnecessary field interpolations; when pixels are used as a unit, we think of them as vertical pixels.

---

## 37.4 Test Test Test!

Test at 1/2, 1/4, and custom resolutions and compare the output. Use an anamorphic (2:1) pixel aspect ratio composition to track down bugs in pixel aspect ratio handling (it really makes them obvious), and be sure to test with different horizontal and vertical downsample factors.

Some developers have reported problems with the downsample factors provided by some "After Effects compatible" plug-in hosts being zero. Check for zero before dividing.

## PARAMETERS & FLOATING POINT VALUES

We have something to admit to you; for years, even though we've given you 8 bit color values, we've internally used floating point representations behind your back.

That's right, even with over-bright colors, we'd only ever tell you '255, 255, 255'. Yeah, right.

Well, we can't live the lie any longer! Given a color parameter (passed to you by After Effects in your effect's parameter array), this function returns a floating point representation, including any high dynamic range component.

---

### 38.1 PF\_ColorParamSuite1

Function	Purpose
PF_GetFloatingPoint ColorFromColorDef	<pre>PF_Err PF_ ↪GetFloatingPointColorFromColorDef(     PF_ProgPtr      effect_ref,     const PF_ParamDef *color_defP,     PF_PixelFloat   *fp_colorP);</pre>

---

### 38.2 PF\_PointParamSuite1

We also provide a way to get floating point values for point parameters.

Function	Purpose
PF_GetFloatingPoint ValueFromPointDef	<pre>PF_Err PF_ ↪GetFloatingPointValueFromPointDef(     PF_ProgPtr      effect_ref,     const PF_ParamDef *point_defP,     A_FloatPoint     *fp_pointP);</pre>

---

## 38.3 PF\_AngleParamSuite1

New in CS6.0.2, we now provide a way to get floating point values for angle parameters.

Function	Purpose
PF_GetFloatingPoint ValueFromAngleDef	<pre>PF_Err PF_ ↪GetFloatingPointValueFromAngleDef(   PF_ProgPtr      effect_ref,   const PF_ParamDef *angle_defP,   A_FloatLong      *fp_valueP);</pre>



## PARAMETER SUPERVISION

Supervision means dynamically changing the values of some parameters based on the values of others. To supervise a parameter, set *PF\_ParamFlag\_SUPERVISE* before adding it during *PF\_Cmd\_PARAM\_SETUP*. Whenever it is changed, you will receive *PF\_Cmd\_USER\_CHANGED\_PARAM*. The index (into the plug-in's parameter array) of the changed parameter is sent in the *PF\_UserChangedParamExtra* (extra) param. During *PF\_Cmd\_USER\_CHANGED\_PARAM*, you may change the values *and* appearance of any of your parameters.

---

### 39.1 Updating Parameter UI

If you set *PF\_ParamFlag\_SUPERVISE* on any parameter, After Effects will send you *PF\_Cmd\_UPDATE\_PARAMS\_UI*, just as if you had set *PF\_OutFlag\_SEND\_UPDATE\_PARAMS\_UI*.

During *PF\_Cmd\_UPDATE\_PARAMS\_UI*, you may only change the appearance and enable state of parameters. Use *PF\_UpdateParamUI()* from *PF\_ParamUtilSuite3* to update the UI, passing it a *copy* of the parameter you wish to modify. Do *not* attempt to modify the original. It is not necessary to set *PF\_OutFlag\_REFRESH\_UI*; *PF\_UpdateParamUI()* handles that for you.

---

**Note:** This is the only way to update the UI of *PF\_PUI\_STD\_CONTROL\_ONLY* parameters.

---

### 39.2 Updating Parameter Values

A parameter's value (not just UI) can be modified during *PF\_Cmd\_USER\_CHANGED\_PARAM* and during *PF\_Cmd\_EVENT* (*PF\_Event\_DO\_CLICK*, *PF\_Event\_DRAG*, & *PF\_Event\_KEYDOWN*). After Effects will not honor changes made at other times.

When changing parameter *values* (and not just the UI), modify the original parameter, and set *PF\_Paramdef.uu.change\_flags* to *PF\_ChangeFlag\_CHANGED\_VALUE*.

This change will be also update the UI, and will be undoable by the user. Note that *PF\_ChangeFlag\_CHANGED\_VALUE* isn't supported for layer parameters.

This suite is provided to give effect plug-ins some access to their parameter streams, without requiring AEGP suite usage. At least some of these functions are provided by several third-party hosts. These functions are especially handy for effects with supervised parameters.

---



### 39.3 PF\_ParamUtilSuite3

Function	Purpose
PF_UpdateParamUI	<pre>PF_UpdateParamUI(     PF_ProgPtr      effect_ref,     PF_ParamIndex   param_index,     const PF_ParamDef *defP);</pre> <p>Force After Effects to refresh the parameter's UI, in the effect controls palette.</p> <p>Starting in CC 2014, After Effects will now honor a change to a custom UI height. Simply change the ui_height of your custom UI PF_ParamDef and then call PF_UpdateParamUI. The effect's custom UI height will be updated in the Effect Control Window.</p> <p>Starting in CS6, when a plug-in disables a parameter, we now save that state in the UI flags so that the plug-in can check that flag in the future to see if it is disabled.</p> <p>NOTE: Never pass param[0] to this function.</p>
PF_GetCurrentState	<pre>PF_GetCurrentState(     PF_ProgPtr      effect_ref,     PF_ParamIndex   param_index,     const A_Time     *startPT0,     const A_Time     *durationPT0,     PF_State         *stateP);</pre> <p>This API, combined with PF_AreStatesIdentical below, lets you determine if a set of inputs (either layers, other properties, or both) are different between when you first called PF_GetCurrentState and a current call, so it can be used for caching. You can specify a range of time to consider or all of time.</p> <p>Updated in CS6 to add param_index, startPT0, and durationPT0. Pre-defined constants for param_index are as follows:</p> <ul style="list-style-type: none"> <li>PF_ParamIndex_CHECK_ALL - check every parameter, including every layer referred to by a layer parameter.</li> <li>PF_ParamIndex_CHECK_ALL_EXCEPT_LAYER_PARAMS - omit all layers. Pass a specific layer parameter index to include that as the only layer parameter tested.</li> <li>PF_ParamIndex_CHECK_ALL_HONOR_EXCLUDE - Similar to CHECK_ALL, but honor PF_ParamFlag_EXCLUDE_FROM_HAVE_INPUTS_CHANGED.</li> </ul> <p>Passing in NULL for both start and duration indicates all time. For effects that do simulation across time and therefore set PF_OutFlag2_AUTOMATIC_WIDE_TIME_INPUT, when you ask about a time range, it will be expanded to include any times needed to produce that range.</p> <p>Populates a PF_State, an opaque data type used as a receipt for the current state of the effect's parameters (the PF_State is used in our internal frame caching database).</p>

### 39.3 PF\_ParamUtilSuite3

PF_AreStatesIdentical	<pre>PF_AreStatesIdentical(     PF_ProgPtr      effect_ref,     const PF_State   *state1P,</pre>
-----------------------	--



## GLOBAL, SEQUENCE, & FRAME DATA

After Effects allows plug-ins to store data at three scopes: global, sequence, and frame. Consider carefully where you store information; choosing poorly can impact performance, or make your plug-in confusing to the user.

Use global data for information common to all instances of the effect: static variables and data, bitmaps, pointers to other DLLs or external applications. If your effect supports Multi-Frame Rendering, any static or global variables must be free of race conditions (see *What does it mean for an effect to be thread-safe?* for more information).

Store anything specific to this instance of your plug-in (UI settings, text strings, and any custom data not stored in parameters) in Sequence Data or in the new *Compute Cache For Multi-Frame Rendering*.

Frame data is used for information specific to rendering a given frame. This has fallen into disuse, as most machines are capable of loading an entire frame into memory at a time. Of course, your IMAX-generating users will still appreciate any optimizations you can make.

---

### 40.1 Persistence

After Effects saves sequence data in the project file, but not global or frame data. Pointers within sequence data which point to external data are, in all likelihood, invalid upon reopening the project, and must be re-connected. We call this process “flattening” and “unflattening” the sequence data.

---

**Note:** The Compute Cache does not store its contents to the project file. The data stored in the cache must be recreated during render.

---

### 40.2 Validating Sequence Data

Careful sequence data validation is important for effects that do simulation across time, where frame N is dependent on frame N-1, and you use a cache of calculated data in your sequence data. If a parameter is changed, certain calculated data may no longer be valid, but it would also be wasteful to blindly recalculate everything after every change.

When asked to render frame N, assuming you have your cached data calculated up to frame N-1, call `PF_GetCurrentState()` / `PF_AreStatesIdentical()` from *PF\_ParamUtilSuite3* to see if the cache of calculated data is still valid given the current parameter settings.

The state of all parameters (except those with *PF\_ParamFlag\_EXCLUDE\_FROM\_HAVE\_INPUTS\_CHANGED* set), including layer parameters (including *param[0]*) are checked over the passed time span.

This is done efficiently, as the change tracking is done with timestamps.

If the inputs have not changed, you can safely use your cache, AND the internal caching system will assume that you have a temporal dependency on the passed range. So if something changes upstream, the host's caches will be properly invalidated automatically.

To test that it is working, apply your effect with one parameter keyframed on every frame. RAM Preview to fill the cache, then change one of the keyframes. The related frame and all dependent frames (e.g. later frames, in the case of a simulation) should lose their cache marks and require re-rendering. Similarly, upstream changes to sources of layer parameters should cause time-selective invalidation of the cache.

---

## 40.3 Flattened And Unflattened Sequence Data

If your sequence data references external memory (in pointers or handles), you must flatten and unflatten your data for disk-safe storage. This is analogous to creating your own miniature file format.

Upon receiving *PF\_Cmd\_SEQUENCE\_FLATTEN*, put data referenced by pointers into one contiguous block from which you can later recover the old structure.

If your sequence data contains a pointer to a long, allocate 4 bytes in which to store the flattened data. You must handle platform-specific byte ordering.

Remember, your users (the ones who bought two copies of your plug-in, anyway) may want the same project to work on macOS and Windows.

After Effects sends *PF\_Cmd\_SEQUENCE\_RESETUP* when the data is reloaded, for either flat or unflat data.

Use a flag at a common offset within both structures to indicate the data's state.

```
typedef struct {
    A_char*    messageZ;
    PF_FpLong  big_numF;
    void*      temp_storage;
} non_flat_data;

typedef struct {
    char        message[256];
    PF_FpLong  big_numF;
    A_Boolean  big_endianB;
} flat_data;
```

---

## 40.4 Resizing Sequence Data

During *PF\_Cmd\_SEQUENCE\_SETUP*, allocate a handle for data specific to this instance of your effect.

You may modify the contents, but not the size, of the sequence data during any selector.

You may resize the sequence data handle only during the following selectors:

- *PF\_Cmd\_AUDIO\_SETUP*
- *PF\_Cmd\_AUDIO\_SETDOWN*

- PF\_Cmd\_FRAME\_SETUP
- PF\_Cmd\_FRAME\_SETDOWN
- PF\_Cmd\_AUDIO\_RENDER
- PF\_Cmd\_RENDER
- PF\_Cmd\_SEQUENCE\_SETUP
- PF\_Cmd\_SEQUENCE\_SETDOWN
- PF\_Cmd\_SEQUENCE\_FLATTEN
- PF\_Cmd\_SEQUENCE\_RESETUP
- PF\_Cmd\_DO\_DIALOG

## 40.5 Accessing sequence\_data at Render Time with Multi-Frame Rendering

When enabling Multi-Frame Rendering on an effect, the sequence\_data object will be read-only/const during Render and accessible on each render thread via the PF\_EffectSequenceDataSuite1 suite.

### 40.5.1 PF\_EffectSequenceDataSuite1

Function	Purpose
PF_GetConstSequenceData	Retrieves the read-only const sequence_data object for a rendering thread when Multi-Frame Rendering is enabled for an effect.  <pre>PF_Err(*PF_GetConstSequenceData)(     PF_ProgPtr effect_ref,     PF_ConstHandle *sequence_data);</pre>

```
static PF_Err Render(
    PF_InData    *in_dataP,
    PF_OutData   *out_dataP,
    PF_ParamDef  *params[],
    PF_LayerDef  *output )
{
    PF_ConstHandle seq_handle;

    AEFX_SuiteScoper<PF_EffectSequenceDataSuite1> seqdata_suite =
        AEFX_SuiteScoper<PF_EffectSequenceDataSuite1>(
            in_dataP,
            kPFEffectSequenceDataSuite,
            kPFEffectSequenceDataSuiteVersion1,
            out_dataP);

    PF_ConstHandle const_seq;
```

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```
seqdata_suite->PF_GetConstSequenceData(in_data->effect_ref, &const_seq);  
  
    // cast const_seq to the type used when storing to sequence_data  
  
    // rest of render function code...  
}
```



## ARBITRARY DATA PARAMETERS

Some values are not adequately represented by After Effects existing parameter types. You can create and register any data for interpolation by After Effects, by creating parameters of arbitrary data type, or “arb data”. You can rely on our interpolation engine and parameter management, without having to force your data into a pre-defined parameter type.

We’ve created a new messaging structure for custom data types, which are easily conceptualized as member (and friend) functions of a C++ class. You must respond to all selectors detailed here if you use arb data.

These functions deal with custom data structure management. Your arb data will be unloaded and reloaded at the user’s whim; provide disk-safe flatten and unflatten functions.

---

## 41.1 Arbitrary Data Selectors

Selector	Response
PF_ArbArbAllocNew_FUNC	Allocate a new instance of your arbitrary data type, and return a handle to a new instance of your arb data.
PF_ArbArbFreeAndDispose_FUNC	Free and dispose of an instance of your arbitrary data type.
PF_ArbArbMakeCopy_FUNC	Make a copy of an existing instance. You will be passed two handles, but only the source handle contains a valid instance. You must create a new instance, copy the values from the source, and put it in the destination handle. If you are passed a NULL handle, create a default instance of your arb data.
PF_ArbArbFlattenToFlatSize_FUNC	Flatten an instance of your data type, and a variable in which you return the size of a flattened version of that instance.
PF_ArbArbFlattenToFlat_FUNC	Flatten an instance of your data type, and place it in the supplied buffer. The buffer will be the size you reported in response to PF_ArbArbFlat_Size_FUNC.
PF_ArbArbUnpackFromFlat_FUNC	Unpack an instance of your arbitrary data type, and put in the handle which you've been passed.
PF_ArbArbInterpolate_FUNC	Your PF_ArbInterpolate_FUNC function is passed three handles to instances of your arbitrary data type; one containing initial values (0), one final values (1), and a third to hold your interpolated data (somewhere between 0 and 1). You are also passed a float indicating where, between 0 and 1, your interpolated value should be. Allocate an instance and fill it with interpolated data. Then put the interpolated instance into the handle you've been passed. The velocity curves have already been accounted for when the normalized time value was calculated. NOTE: Never check out parameters if the <i>in_data&gt;effect_ref</i> is NULL.
PF_ArbArbCompare_FUNC	Your PF_ArbCompare_FUNC function is passed two instances of your arbitrary data, and a pointer to a comparison result. Populate the result with one of the values for PF_ArbCompareResult (see AE_Effect.h) to indicate whether the first was equal to, less than, more than, or simply not equal to the second.
PF_ArbArbPrintParamSize_FUNC	Your PF_ArbPrintParamSize_FUNC require for printing your parameter's current values by setting print_sizePLu (member of print_size_func_params, part of the PF_ArbParamsExtra structure).
PF_ArbArbFormatPrint_FUNC	Your PF_ArbFormatPrint_FUNC function is passed a buffer for text-based export, and copy the result to the buffer. This can be as elaborate as you would like. Your plug-in should emulate the cut-and-paste behavior for pasting text representations of parameter settings (into a Microsoft Excel spreadsheet, for example) displayed by the plug-ins shipped with After Effects. You have a great deal of flexibility in how you format your output.
PF_ArbArbCopyAsText_FUNC	Your PF_ArbCopyAsText_FUNC function is passed a buffer for text-based export, and copy the result to the buffer. This can be as elaborate as you would like. Your plug-in should emulate the cut-and-paste behavior for pasting text representations of parameter settings (into a Microsoft Excel spreadsheet, for example) displayed by the plug-ins shipped with After Effects. You have a great deal of flexibility in how you format your output.

## 41.2 Implementing Arbitrary Data

In addition to the normal command and event selector, arb data requires another set of host interaction. This is transparent for other parameter types, as After Effects manages their representing data. Writing an arb data plug-in will give you insight into the vast amount of parameter management After Effects performs, and the sequence in which those managing actions occur. It may even cause you to rethink your implementation, and use the parameter types After Effects manages *for* you.

Instantiate your arb data (using After Effects' memory allocation functions, of course) and point ParamDef.u.arb\_d.dephault at it. Populate it with appropriate default values. No value variable is required to set up the parameter; zero it out for safety's sake.

In your plug-in's entry function, include a case for handling *PF\_Cmd\_ARBITRARY\_CALLBACK*.

Invoke a secondary event handler, *HandleArbitrary*. It receives a PF\_ArbParamsExtra in extra, which in turn contains a PF\_FunctionSelector identifying the command sent.

Perhaps After Effects has sent `PF_Cmd_ARBITRARY_CALLBACK` and the `PF_FunctionSelector` is `PF_Arbitrary_COPY_FUNC`. Pointers to a source and destination Arb are provided in `PF_ArbParamsExtra.copy_func_params`. Allocate a new Arb, and point `dest_arbPH` at it. If `src_arbH` is `NULL`, create a default Arb for `dest_arbPH`.

The user may select the arb's keyframe data in the Timeline panel, copy it, then switch to another application. You will be sent a `PF_Arbitrary_PRINT_SIZE_FUNC`; set the size of your output buffer by setting `print_sizePLu` in the `PF_ArbParamsExtra`. You'll then receive `PF_Arbitrary_PRINT_FUNC`; populate the `print_bufferPC` output buffer with a textual representation of the Arb(s) in question.

Users may paste keyframe data into your Arb's timeline. You will receive `PF_Arbitrary_SCAN_FUNC`. Create an Arb based on the contents of the character buffer handed to you (its size is indicated in `print_sizeLu`).

---

## 41.3 Arbitrary Data? Re-Entrancy!

Your plug-in code *must* be recursively re-entrant to support custom data types, since it could be called by After Effects for numerous reasons. Your plug-in could check out a layer that, in turn, depends on another instance of your effect. Your plug-in's arbitrary data handling code will be triggered by your attempt to check out a (seemingly) unrelated layer. Watch out for calls to C run-time libraries that rely on static values accessed through global variables. If you're not prepared for this eventuality, you'll hang After Effects, and users will curse and punch their monitors.

---

## 41.4 When Not To Access Arbitrary Parameters

If `in_data>effect_ref` is `NULL`, do not check out arbitrary parameters.

---

## 41.5 Changes During Dialogs

After Effects ignores any changes made to arbitrary data parameters during `PF_Cmd_DO_DIALOG`.

This is by design; changes made during the display of the options dialog affect the entire effect stream, not just the arbitrary parameter at a given time.

If you must alter your arb's behavior based on these changes, save that information in sequence data and apply it later, often during `PF_Cmd_USER_CHANGED_PARAM`.



## USEFUL UTILITY FUNCTIONS

### 42.1 PF\_EffectUISuite

Although not strictly concerned with parameters, this suite can change the name of the options button.

Function	Purpose
PF_SetOptionsButtonName	<p>Changes the text on the options button in the effect controls palette.</p> <p>NOTE: This must be called during <i>PF_Cmd_PARAM_SETUP</i>.</p> <pre>PF_SetOptionsButtonName(     PF_ProgPtr    effect_ref,     <b>const</b> A_char  *nameZ);</pre> <p>nameZ may be up to A_char[31] in length.</p>

### 42.2 PF\_AppSuite

Roughly 437 years ago, when we released After Effects 5.0, we published some useful utility callbacks in PF\_AppSuite. They're as useful today as they were then. After Effects has user-controllable UI brightness.

In addition to the *PF\_EffectCustomUIOverlayThemeSuite* for custom UI in effects, use these calls to integrate seamlessly into the After Effects UI.

What better way to shame someone into purchasing a copy of your plug-in than by putting their personal information into a watermark, eh? Or set the cursor to add mask vertices, just to confuse people? Heh heh heh. But that would be wrong.

Function	Purpose
PF_AppGetBgColor	Retrieves the current background color.  <pre>PF_AppGetBgColor(     PF_App_Color  bg_colorP);</pre>
PF_AppGetColor	Retrieves the color for the specified UI element. See AE_EffectSuites.h for a complete enumeration of available PF_App_Color values; basically any color in After Effects' UI can be retrieved. CC adds several new PF_App_ColorType enum values for new elements that can be queried. Note that in CS6, the color definitions are off from FILL_LIGHT downward. Use following psuedocode for CS6 only:  <pre>GetColor(enum e) {     if host_is_CS6 and e &gt;= FILL_LIGHT         e += 3         call real GetColor }</pre> <pre>PF_AppGetColor(     PF_App_ColorType  color_type,     PF_App_Color      *app_colorP);</pre>
PF_AppGetLanguage	New in CC. Retrieves the active displayed language of AE UI so plug-in can match. Here are the possible language codes as of CC: <ul style="list-style-type: none"> <li>Chinese - zh_CN</li> <li>English - en_US</li> <li>French - fr_FR</li> <li>German - de_DE</li> <li>Italian - it_IT</li> <li>Japanese - ja_JP</li> <li>Korean - ko_KR</li> <li>Spanish - es_ES</li> </ul> <pre>PF_AppGetLanguage(     A_char  lang_tagZ);</pre>
PF_GetPersonalInfo	Retrieves the user's registration information.  <pre>PF_GetPersonalInfo(     PF_AppPersonalTextInfo  *ptiP);</pre> <pre>typedef struct PF_AppPersonalTextInfo {     A_char  name[PF_APP_MAX_PERS_LEN + 1];     A_char  org[PF_APP_MAX_PERS_LEN + 1];     A_char  serial_str[PF_APP_MAX_PERS_         ↳ LEN+1]; } PF_AppPersonalTextInfo;</pre>
PF_GetFontStyleSheet	Retrieves font style sheet information for the fonts used in After Effects' UI. Trivia: The font used in After Effects' UI starting in 15.0 is Adobe Clean. Before that, it was Tahoma on Windows and Lucida Grande on macOS X.
152	<b>Chapter 42. Useful Utility Functions</b> <pre>PF_GetFontStyleSheet(     PF_FontStyleSheet  sheet,     PF_FontName        *font_nameP0,     A_short            *font_numPS0,</pre>

## 42.3 Advanced Appsuite: You Can Do That?!

PF\_AdvAppSuite was originally designed for some pretty nefarious purposes; an external application was pretending to be an After Effects plug-in, and required ways to notify After Effects of the changes it had made to the project. Our API impurity is your gain.

---





## 42.4 PF\_AdvAppSuite2

Function	Purpose
PF_SetProjectDirty	Tells After Effects that the project has been changed since it was last saved. <code>PF_SetProjectDirty(<b>void</b>);</code>
PF_SaveProject	Saves the project to the current path. To save the project elsewhere, use <i>AEGP_SaveProjectToPath()</i> . <code>PF_SaveProject(<b>void</b>);</code>
PF_SaveBackgroundState	Stores the background state (After Effects' position in the stacking order of open applications and windows). <code>PF_SaveBackgroundState(<b>void</b>);</code>
PF_ForceForeground	Brings After Effects to the front of all currently open applications and windows. <code>PF_ForceForeground(<b>void</b>);</code>
PF_RestoreBackgroundState	Puts After Effects back where it was, in relation to other applications and windows. <code>PF_RestoreBackgroundState(<b>void</b>);</code>
PF_RefreshAllWindows	Forces all After Effects windows to update. Note that although the Composition panel will be refreshed, this does not guarantee a new frame will be sent to External Monitor Preview plug-ins. <code>PF_RefreshAllWindows(<b>void</b>);</code>
PF_InfoDrawText	Writes text into the After Effects info palette. <code>PF_InfoDrawText(     <b>const</b> A_char *line1Z0,     <b>const</b> A_char *line2Z0);</code>
PF_InfoDrawColor	Draws the specified color in the After Effects info palette (alpha is ignored). <code>PF_InfoDrawColor(     PF_Pixel color);</code>
PF_InfoDrawText3	Writes three lines of text into the After Effects info palette. <code>PF_InfoDrawText3(     <b>const</b> A_char *line1Z0,     <b>const</b> A_char *line2Z0,     <b>const</b> A_char *line3Z0);</code>
PF_InfoDrawText3Plus	Writes three lines of text into the After Effects info palette, with portions of the second and third lines left and right justified. <code>PF_InfoDrawText3Plus(     <b>const</b> A_char *line1Z0,     <b>const</b> A_char *line2_jrZ0,     <b>const</b> A_char *line2_jlZ0,     <b>const</b> A_char *line3_jrZ0,     <b>const</b> A_char *line3_jlZ0);</code>
42.4. PF_AdvAppSuite2	<b>155</b>

---

## 42.5 Formatting Time

`PF_AdvTimeSuite` provides several functions to match how After Effects displays time. In fact, these are the same functions we use internally.



## 42.5.1 PF\_AdvTimeSuite4

Function	Purpose
PF_FormatTimeActiveItem	<p>Given a time value and scale, returns a formatted string representing that time. If durationB is TRUE, appropriate units will be appended.</p> <pre>PF_FormatTimeActiveItem(     A_long      time_valueUL,     A_u_long    time_scaleL,     PF_Boolean  durationB,     A_char      *time_buf);</pre>
PF_FormatTime	<p>Contextualizes the formatted time string for the given PF_InData and PF_EffectWorld (i.e., layer time).</p> <pre>PF_FormatTime(     PF_InData      *in_data,     PF_EffectWorld *world,     A_long         time_valueUL,     A_u_long       time_scaleL,     PF_Boolean     durationB,     A_char         *time_buf);</pre>
PF_FormatTimePlus	<p>Allows you to select composition or layer time.</p> <pre>PF_FormatTimePlus(     PF_InData      *in_data,     PF_EffectWorld *world,     A_long         time_valueUL,     A_u_long       time_scaleL,     PF_Boolean     comp_timeB,     PF_Boolean     durationB,     A_char         *time_buf);</pre>
PF_GetTimeDisplayPref	<p>Returns the starting frame number (specified by the user in composition settings), and the composition's time display preferences. Updated in 14.2 to support higher frame rates.</p> <pre>PF_GetTimeDisplayPref(     PF_TimeDisplayPref2 *tdp,     A_long              *starting_num); typedef struct {     A_char              display_mode;     A_long              framemax;     A_long              frames_per_foot;     A_char              frames_start;     A_Boolean           nondrop30B;     A_Boolean           honor_source_     ↪ timecodeB;     A_Boolean           use_feet_framesB; } PF_TimeDisplayPrefVersion3;</pre>
PF_TimeCountFrames	<p>New in 15.0. Returns the index of the frame in the current comp.</p> <pre>PF_TimeCountFrames(     const A_Time *start_timeTP,     const A_Time *time_stepTH,     A_Boolean    include_partial_frameB,     A_long       *frame_countL);</pre>

## 42.6 Affecting The Timeline

Long ago, we helped a developer integrate their stand-alone tracker with After Effects by exposing a set of functions to give them some way to notify us of, and be notified of, changes to the timeline.

With the numerous AEGP API calls available, these aren't used much, but they're still available.

Don't confuse this suite with *AEGP\_ItemSuite*.

### 42.6.1 PF\_AdvItemSuite1

Function	Purpose
PF_MoveTimeStep	Moves current time num_stepsL in the specified direction.  <pre>PF_MoveTimeStep(     PF_InData      *in_data,     PF_EffectWorld *world,     PF_Step        time_dir,     A_long         num_stepsL);</pre>
PF_MoveTimeStepActiveItem	Moves num_stepsL in the specified direction, for the active item.  <pre>PF_MoveTimeStepActiveItem(     PF_Step time_dir,     A_long  num_stepsL);</pre>
PF_TouchActiveItem	Tells After Effects that the active item must be updated.  <pre>PF_TouchActiveItem (void);</pre>
PF_ForceRerender	Forces After Effects to rerender the current frame.  <pre>PF_ForceRerender(     PF_InData      *in_data,     PF_EffectWorld *world);</pre>
PF_EffectIsActiveOrEnabled	Returns whether the effect which owns the PF_ContextH is currently active or enabled (if it isn't, After Effects won't be listening for function calls from it).  <pre>PF_EffectIsActiveOrEnabled(     PF_ContextH contextH,     PF_Boolean  *enabledPB);</pre>

## 42.7 Accessing Auxiliary Channel Data

Some file types contain more than just pixel data; use `PF_ChannelSuite` to determine whether such information is present, and the macros in `AE_ChannelSuites.h` to retrieve it in the format you need.

---



## 42.7.1 PF\_ChannelSuite1

Function	Purpose
PF_GetLayerChannelCount	Retrieves the number of auxiliary channels associated with the indexed layer.  <pre>PF_GetLayerChannelCount(     PF_ProgPtr    effect_ref,     PF_ParamIndex param_index,     A_long        *num_channelsPL);</pre>
PF_GetLayerChannelIndexedRefAndDesc	Retrieves (by index) a reference to, and description of, the specified channel.  <pre>PF_GetLayerChannelIndexedRefAndDesc(     PF_ProgPtr    effect_ref,     PF_ParamIndex param_index,     PF_ChannelIndex channel_index,     PF_Boolean    *foundPB,     PF_ChannelRef  *channel_refP,     PF_ChannelDesc *channel_descP);</pre>
PF_GetLayerChannelTypedRefAndDesc	Retrieves an auxiliary channel by type. Returned information is valid only if foundPB returns TRUE.  <pre>PF_GetLayerChannelTypedRefAndDesc(     PF_ProgPtr    effect_ref,     PF_ParamIndex param_index,     PF_ChannelType channel_type,     PF_Boolean    *foundPB,     PF_ChannelRef  *channel_refP,     PF_ChannelDesc *channel_descP);</pre> <p>PF_DataType will be one of the following:</p> <ul style="list-style-type: none"> <li>• PF_DataType_FLOAT - 34 bytes</li> <li>• PF_DataType_DOUBLE - 38 bytes</li> <li>• PF_DataType_LONG - 34 bytes</li> <li>• PF_DataType_SHORT - 32 bytes</li> <li>• PF_DataType_FIXED_16_16 - 34 bytes</li> <li>• PF_DataType_CHAR - 31 byte</li> <li>• PF_DataType_U_BYTE - 31 byte</li> <li>• PF_DataType_U_SHORT - 32 bytes</li> <li>• PF_DataType_U_FIXED_16_16 - 34 bytes</li> <li>• PF_DataType_RGB - 3 bytes</li> </ul> <p>PF_ChannelType will be one of the following:</p> <ul style="list-style-type: none"> <li>• PF_ChannelType_DEPTH</li> <li>• PF_ChannelType_NORMALS</li> <li>• PF_ChannelType_OBJECTID</li> <li>• PF_ChannelType_MOTIONVECTOR</li> <li>• PF_ChannelType_BK_COLOR</li> <li>• PF_ChannelType_TEXTURE</li> <li>• PF_ChannelType_COVERAGE</li> <li>• PF_ChannelType_NODE</li> <li>• PF_ChannelType_MATERIAL</li> <li>• PF_ChannelType_UNCLAMPED</li> <li>• PF_ChannelType_UNKNOWN</li> </ul>
PF_CheckoutLayerChannel	Retrieves the PF_ChannelChunk containing the data associated with the specified channel.  <pre>PF_CheckoutLayerChannel(     PF_ProgPtr    effect_ref,     PF_ChannelRefPtr channel_refP,</pre>



## MOTION BLUR

Effects handle their own motion blur, using *PF\_InData>shutter\_angle* along with *PF\_InData>shutter\_phase*.

The plug-in must set *PF\_OutFlag\_I\_USE\_SHUTTER\_ANGLE* so After Effects knows it needs this information.

They must *check out* their own parameters at other times to examine their change over the shutter interval.

If the plug-in checks out parameters outside this interval, set *PF\_OutFlag\_WIDE\_TIME\_INPUT*.

Doing so allows After Effects to compare the parameters within the sampling interval, and determine if they've changed.



## WORKING WITH PATHS

### 44.1 Accessing Path Data

Paths differ from other parameter types, in that their values are not directly accessible. In addition to checking them out and in (like layer parameters), you must use our path data function suites to obtain the details of the path at a given time. See *PF\_PathQuerySuite1* and *PF\_PathDataSuite*. Never use the values present in a path parameter when it's passed to you, without first checking it out; while deleted paths will not be available, further updating is done “lazily” (later); your effect won't see these changes unless it checks out the path.

---

### 44.2 Manipulating Path Data

You can also use the *AEGP\_MaskOutlineSuite3* to manipulate paths. See *Cheating Effect Usage of AEGP Suites*. Path parameters are treated as opaque blobs of data; get and set functions must be used to access and manipulate them. Like layer parameters, they must be checked out (and in!) by effects which access them.

---

### 44.3 Vertices

Path vertices are more complex than simple points. All member variables are PF\_FpLongs (doubles), and are in the layer's coordinate space.

---

### 44.4 PF\_PathVertex

Member	Description
x	The location of the vertex.
y	
tan_in_x	The incoming tangent point.
tan_in_y	
tan_out_x	The outgoing tangent point.
tan_out_y	

---

## 44.5 PF\_PathDataSuite

This suite provides information about paths (sequences of vertices).

Function	Description
PF_PathIsOpen	<p>Returns TRUE if the path is not closed (if the beginning and end vertex are not identical).</p> <pre>PF_PathIsOpen(     PF_ProgPtr      effect_ref0,     PF_PathOutlinePtr pathP,     PF_Boolean      *openPB);</pre>
PF_PathNumSegments	<p>Retrieves the number of segments in the path. N segments means there are segments [0..N-1]; segment J is defined by vertex J and J+1.</p> <pre>PF_PathNumSegments(     PF_ProgPtr      effect_ref0,     PF_PathOutlinePtr pathP,     A_long          *num_segmentsPL);</pre>
PF_PathVertexInfo	<p>Retrieves the PF_PathVertex for the specified path. The range of points is [0..num_segments]; for closed paths, vertex[0] == vertex[num_segments].</p> <pre>PF_PathVertexInfo(     PF_ProgPtr      effect_ref0,     PF_PathOutlinePtr pathP,     A_long          which_pointL,     PF_PathVertex   *vertexP);</pre>
PF_PathPrepareSegLength	<p>This fairly counter-intuitive function informs After Effects that you're going to ask for the length of a segment (using PF_PathGetSegLength below), and it'd better get ready. frequencyL indicates how many times you'd like us to sample the length; our internal effects use 100.</p> <pre>PF_PathPrepareSegLength(     PF_ProgPtr      effect_ref0,     PF_PathOutlinePtr pathP,     A_long          which_segL,     A_long          frequencyL,     PF_PathSegPrepPtr *lengthPrepPP);</pre>
PF_PathGetSegLength	<p>Retrieves the length of the given segment.</p> <pre>PF_PathGetSegLength(     PF_ProgPtr      effect_ref0,     PF_PathOutlinePtr pathP,     A_long          which_segL,     PF_PathSegPrepPtr *lengthPrepP0,     PF_FpLong       *lengthPF);</pre>
PF_PathEvalSegLength	<p>Retrieves the location of a point lengthF along the given path segment.</p> <pre>PF_PathEvalSegLength(     PF_ProgPtr      effect_ref0,     PF_PathOutlinePtr pathP,     PF_PathSegPrepPtr *lengthPrepPP0,     A_long          which_segL,     PF_FpLong       lengthF,     PF_FpLong       *x,     PF_FpLong       *y);</pre>
<b>44.5. PF_PathDataSuite</b>	<b>167</b>
PF_PathEvalSegLengthDeriv1	<p>Retrieves the location, and the first derivative, of a point lengthF along the given path segment. If you're not sure why you'd ever need this, don't use it. Math is hard.</p>

## 44.6 PF\_PathQuerySuite1

This suite is used to identify and access the paths associated with the effect's source layer.

Function	Purpose
PF_NumPaths	Retrieves the number of paths associated with the effect's source layer.  <pre>PF_NumPaths(   PF_ProgPtr  effect_ref,   A_long      *num_pathsPL);</pre>
PF_PathInfo	Retrieves the PF_PathID for the specified path.  <pre>PF_PathInfo(   PF_ProgPtr  effect_ref,   A_long      indexL,   PF_PathID   *unique_idP);</pre>
PF_CheckoutPath	Acquires the PF_PathOutlinePtr for the path at the specified time.  <pre>PF_CheckoutPath(   PF_ProgPtr      effect_ref,   PF_PathID       unique_id,   A_long          what_time,   A_long          time_step,   A_u_long        time_scale,   PF_PathOutlinePtr *pathPP);</pre>
PF_CheckinPath	Releases the path back to After Effects. Always do this, regardless of any error conditions encountered. Every checkout must be balanced by a checkin, or pain will ensue.  <pre>PF_CheckinPath(   PF_ProgPtr      effect_ref,   PF_PathID       unique_id,   PF_Boolean      changedB,   PF_PathOutlinePtr pathP);</pre>

## ACCESSING CAMERA & LIGHT INFORMATION

Using functions provided in the *AEGP\_PFInterfaceSuite*, effects can access camera and lighting information for the layer to which they're applied; see the Resizer sample.

You can also use many of the other functions from *AE\_GeneralPlug.h*; the possibilities are vast.





## COLOR SPACE CONVERSION

Different pixel formats are useful for different operations. After Effects exposes its internal functions through PF\_ColorCallbacksSuite. Here are the supported formats.

---

### 46.1 Pixel Types For Different Color Spaces

Pixel Type	Data Structure
8 bpc ARGB	<pre>typedef struct {     A_u_char alpha, red, green, blue; } PF_Pixel8;</pre>
16 bpc ARGB	<pre>typedef struct {     A_u_short alpha, red, green, blue; } PF_Pixel16;</pre>
32 bpc ARGB	<pre>typedef struct {     PF_FpShort alpha, red, green, blue; } PF_PixelFloat, PF_Pixel32;</pre>
HLS (Hue, Lightness, Saturation)	<pre>typedef PF_Fixed PF_HLS_PIXEL[3]</pre>
YIQ (luminance, in-phase chrominance, quadrature chrominance)	<pre>typedef PF_Fixed PF_YIQ_PIXEL[3]</pre>

---

Plug-ins can draw on image processing algorithms written for nearly any color space by using the following callback functions.

## 46.2 Color Space Conversion Callbacks

Function	Purpose	Replaces
RGB-toHLS	Given an RGB pixel, returns an HLS (hue, lightness, saturation) pixel. HLS values are scaled from 0 to 1 in fixed point.	PF_RGB_TO_HLS
HLS-toRGB	Given an HLS pixel, returns an RGB pixel.	PF_HLS_TO_RGB
RGB-toYIQ	Given an RGB pixel, returns a YIQ (luminance, inphase chrominance, quadrature chrominance) pixel. Y is 0 to 1 in fixed point, I is -0.5959 to 0.5959 in fixed point, and Q is -0.5227 to 0.5227 in fixed point.	PF_RGB_TO_YIQ
YIQ-toRGB	Given a YIQ pixel, returns an RGB pixel.	PF_YIQ_TO_RGB
Luminance	Given an RGB pixel, returns 100 times its luminance value (0 to 25500).	PF_LUMINANCE
Hue	Given an RGB pixel, returns its hue angle mapped from 0 to 255, where 0 is 0 degrees and 255 is 360 degrees.	PF_HUE
Lightness	Given an RGB pixel, returns its lightness value (0 to 255).	PF_LIGHTNESS
Saturation	Given an RGB pixel, returns its saturation value (0 to 255).	PF_SATURATION

## CHANGING PARAMETER ORDERS, THE NICE WAY

It is possible to add or remove parameters from a plug-in, without forcing users to re-apply all instances of that plug-in to use the updated version. However, some advance planning on your part is necessary to allow for such changes. Your users (and technical support staff) will appreciate the effort.

You must first create a parameter array index. During `PF_Cmd_PARAM_SETUP`, assign index values to each parameter as you add them, using a simple enumeration. The order of enumeration corresponds to the order in which the parameters are registered during `PF_Cmd_PARAM_SETUP`, which in turn determines the order in which they appear in the Effect Control and Timeline panels.

Create another enumeration for disk IDs. The order of this enumeration must *not* be changed, though you may add to the end of this list. Note that the order of this list need not correspond with that of the parameter array index. Parameter disk IDs should range from 1 to 9999. Why not zero? Long story...

*In the early “wild west” days of After Effects plug-in programming, it was fairly common for developers not to bother with setting IDs. After Effects, realizing this, checked the ID of the first parameter added by that effect; if it was zero, it was assumed that the programmer hadn’t bothered to ID params; After Effects then assigned each its own ID. This assumption works fine if you never set param IDs, but not so well if you start numbering your IDs from NULL. That’s why.*

Before calling `PF_ADD_PARAM()`, specify the disk ID in the `PF_ParamDef.uu.id` field. If no value is specified, After Effects makes parameters sequential starting with 1. The parameter’s information is tagged with this ID when saved. In this way, After Effects can still understand that, although your “Foobarocity” slider is now the fourth parameter passed, it’s the same parameter as when it was second.

To delete a parameter without forcing re-application, remove the code which creates it and its entry in the parameter array index list. However, *do not* remove its entry in the disk ID list. To add a new parameter, add an entry in the appropriate location in the parameter array indices list, add the parameter creation code, and append the disk ID to the end of the disk ID enumeration. To re-order, change the parameter array index list and reorder the parameter creation code appropriately.

---

### 47.1 Change defaults? Change IDs

If you don’t, if someone saves a project with the old default and then reads it in with the new effect installed, that parameter will change to the new default value.

Presto! Instant support call.

This is another prime use case for `PF_ParamFlag_USE_VALUE_FOR_OLD_PROJECTS` from *Parameter Flags*.



## TIPS & TRICKS

### 48.1 Best Practices

If your prototypes are anything like ours, the first version of your plug-in that runs without crashing differs radically from the version that actually ships.

How your plug-in responds to things like downsampling, errors and exceptions, pixel aspect ratio, out-of-memory situations, and being interrupted while processing determines how usable it is (and how many support requests you'll have to handle).

---

### 48.2 Responsiveness

Make your plug-ins as responsive as possible using `PF_ABORT()` and `PF_PROGRESS()` from *Interaction Callbacks*.

We actually test all our effects for interrupt-ability; you'd be surprised how cranky users can get waiting for your pokey effect to finish processing a film resolution sequence!

After Effects' iteration functions inherently provide this functionality; you don't need to worry about calling the above functions from within your pixel processing functions.

---

### 48.3 Make Your Effect Easy To Find

It's possible to have your effect show up in the "Effects & Presets" palette when users search for something other than the plug-in's name.

Apply your effect (leaving the settings at default, unless you're very certain the user will want something different when they search for the given term), and select "Save selection as animation preset" from the effect controls palette.

Save it to the name by which you want users to find the plug-in.

Have your plug-in's installer put the resultant .ffx file into the \Presets directory, next to the After Effects executable.

Your preset will show up when users search for the name to which it was saved.

---

## 48.4 Sampling Pixels At (x,y)

Sometimes, instead of just processing every pixel, you'll want to get to a specific offset within the input frame. Below is one way to sample the pixel at a given (x,y) location; similar code could be used to write to the given location.

```
PF_Pixel *sampleIntegral32(PF_EffectWorld &def, int x, int y){
    return (PF_Pixel*)((char*)def.data +
        (y * def.rowbytes) +
        (x * sizeof(PF_Pixel)));
}

PF_Pixel16 *sampleIntegral64(PF_EffectWorld &def, int x, int y){
    assert(PF_WORLD_IS_DEEP(&def));
    return (PF_Pixel16*)((char*)def.data +
        (y * def.rowbytes) +
        (x * sizeof(PF_Pixel16)));
}
```

Special thanks to Paul Miller for answering this question.

---

## 48.5 Where's The Center Of A Pixel?

Deeeeeeep, man. After Effects rotates around the upper left corner of the upper left pixel when the anchor point (see User Documentation) is (0,0).

However, the subpixel sample and area sample callbacks actually treat (.0, .0) as a direct hit. To compensate for this, subtract 0.5 from x and y values before calling those functions.

The matrix functions (`transform_world` from *PF\_WorldTransformSuite1*) don't have this problem.

When translating an image by a subpixel amount, make the output layer one pixel wider than its input, and leave the origin at (0,0).

---

## 48.6 Text Layer Origin

Almost all layer types have their origin in the upper-left corner. Not so with text layers!

A text layer origin by default is at the bottom-left baseline position of the first character. You can see this if you create a text item and then pick the layer so the anchor point shows up.

Look at where the default anchor point location is. The transform is not at the corner of the layer rectangle.

---

## 48.7 Clean Slate

You don't necessarily begin effect processing with a clean output slate. Our Gaussian blur filter, in an effort to do so, performs the following before rendering:

```
src_rect.left    = in_data>output_origin_x;
src_rect.right   = src_rect.left + input>width;
src_rect.top     = in_data>output_origin_y;
src_rect.bottom  = src_rect.top + input>height;

err = PF_FILL(NULL, NULL, output);

if (!err) {
    err = PF_COPY(&params[0]>u.ld, output, NULL, &src_rect);
}
```

## 48.8 Caching Behavior

After Effects provides numerous ways to specify caching behavior. `PF_OutFlag_NON_PARAM_VARY`, `PF_OutFlag_WIDE_TIME_INPUT`, `PF_OutFlag_I_USE_SHUTTER_ANGLE`, `PF_OutFlag_I_SYNTHESIZE_AUDIO`, `PF_OutFlag2_I_USE_3D_CAMERA`, and `PF_OutFlag2_I_USE_3D_LIGHTS` (all from *PF\_OutFlags*) all influence caching decisions.

Supporting *dynamic outflags* can greatly improve performance, preventing After Effects from invalidating your effect's cache as aggressively as it otherwise would.

Confirm that your plug-in performs well with different After Effects cache settings. Does your plug-in get called to update as often as expected, or does After Effects think it has valid pixels when you think it doesn't?

## 48.9 Global Performance Cache Considerations

With the new caching in CS6, you may need to clear cached frames after changing your effect's rendering, so that frames rendered and stored in the cache prior to the change will not be reused. To do so manually during development:

- 1) In Preferences > Media & Disk Cache, disable the Disk Cache
- 2) Click "Empty Disk Cache" just to be sure (disabling the Disk Cache in step 1 only disables the *writing* of disk cache, not necessarily the usage)
- 3) Relaunch

If you ever encounter a glitch, it likely a legitimate bug in your effect, such as improper rectangle handling in SmartFX.

On the other hand, if you fix a rendering bug in your plug-in and ship an update, you can't expect all users will empty their disk caches. A user may have a disk cache of the buggy frame and it needs to be invalidated. What to do? Update your plug-in's effect version. This value (and the AE build number) is part of the cache key, so if you update it any frames cached containing content from your plug-in will no longer match.

## 48.10 Some Thoughts On Time From A Long-Time Developer

Stoney Ballard put together the following summary of how time works with effects; you may find it helpful.

There are five `in_data` parameters that describe time to a filter:

- `current_time`
- `time_step`
- `local_time_step`
- `total_time`
- `time_scale`

Their values are dependent on:

- The frame being rendered
- The duration of the layer and composition The frame rate of the comp
- Any Time Stretch Any Time Remapping
- The time behavior of an outer composition (one enclosing the composition with the layer being filtered)
- The setting of the “Preserve frame rate when nested or in render queue” (PFR) switch

The frame being rendered affects `current_time`. It is expressed in the local (layer) time system. If the PFR switch is off, `current_time` may be any non-negative value. If on, it will be restricted to a multiple of `time_step` and `local_time_step`. Layer duration affects only `total_time`. Comp duration is a factor only when Time Remapping (TR) is on. In that case, `total_time` is the larger of layer duration and composition duration. Composition frame rate affects only the `time_scale`. Time Stretch affects only `time_step` and `local_time_step`. If the time stretch is negative, these values are negative. Even if the layer’s duration (as seen in

the comp) changes, `total_time` remains unaffected. This works as if Time Stretch was *above* a filter, but *below* an outer comp. PFR does not alter the effect of Time Stretch. Time Stretch is different than an outer comp, since it affects both step params equally, while an outer comp affects only `time_step`.

Time Remapping happens *below* the filter, so that it does not affect the time params other than the `total_time`. When TR is on, the layer is lengthened to the same as the comp (but never shortened), regardless of how much time it actually takes, or where in the comp the layer is. This may cause `total_time` to be larger. It has nothing to do with the actual time map, just whether or not it’s enabled.

The biggest variation comes from being nested in an outer comp, unless PFR is on. When PFR is on, a filter is completely isolated from time variations in an outer comp. Of course, `current_time` will not necessarily move in increments of `time_step` in that case. It may skip frames or go backwards.

When PFR is off, `local_time_step`, `total_time`, and `time_scale` remain set to what they were for the inner comp, but `time_step` contains the time to the next frame in the outer comp, expressed in the local time system. This may be any value, including 0. This can be interpreted as an instantaneous time rate, rather than a duration. A 0 value can last for an arbitrary number of rendered frames, but the `current_time` won’t change on the local layer.

Looked at from the other direction:

`current_time` is quantized to `time_step` intervals unless rendering an outer comp with PFR off for the inner comp. This is the current time in the layer, not in any comp.

The value of `local_time_step` is affected only by Time Stretch. It can never be zero, but it can be negative.

`time_step` and `local_time_step` are always the same value unless rendering an outer comp with PFR off. `time_step` is also affected by the time behavior of an outer comp (with PFR off). It can have any value, positive, negative, or zero, and can be different for every frame (of the outer comp). `time_step` can be used to determine the duration of the current frame (with PFR off).



`total_time` is the duration of the layer, unless Time Remapping is on, which makes it the larger of the layer duration and the duration of the comp.

`time_scale` is the scale such that `total_time / time_scale` is the layer duration in seconds in its comp. It is affected only by the comp frame rate, although presumably all the time values could be scaled proportionately for any reason.

A layer's intrinsic frame rate (if it has one) is not visible anywhere, although it's usually the same as the comp frame rate. If a filter needs to access the actual frames of a clip, it can do so

only by being in a comp of the same frame rate, and with no Time Stretch or Time Remapping applied to its layer. It should use `local_time_step` to determine where the frames are.

---

## 48.11 Rate x Time == Pain!

Be careful if one of your parameters is a speed or velocity parameter. Consider the ripple effect. It assumes a constant and uses the current time to determine how far along the ripple has gone ( $d = v * t$ ). If the user interpolates the speed over time, you should integrate the velocity function from time zero to the current time. Ripple does *not* do this, but provides a “phase” parameter that the user can interpolate as they wish, providing correct results as long as the speed is set to zero. If you want to provide the correct behavior, you can sample (and integrate) the speed parameter from the beginning of time until the current time using `PF_CHECKOUT_PARAM()`, or you can provide a “phase” or “distance” parameter and warn the user about interpolating the speed. The cost of checking out many parameter values is negligible compared to rendering, and is the recommended approach.

If you check out parameter values at other times, or use layer parameters at all, you *must* check in those parameters when finished, even if an error has occurred. Remember, checked-out parameters are read-only.

---

## 48.12 Testing

Try using your plug-in in RAM previews to ensure you handle out-of-memory conditions gracefully. Does your plug-in handle running out of memory gracefully?

If you receive `PF_Err_OUT_OF_MEMORY` (from *Error Codes*) when requesting memory, do you pass it back to After Effects?

What happens when your video effect is applied to an audio-only layer? Test with projects created using older versions of your plug-in.



## COMPUTE CACHE API

The Compute Cache API provides a thread-safe cache as a replacement or supplement to Sequence Data where effects can compute, store and read data before or during Render. It should be used to cache data that is time consuming to compute. For Multi-Frame Rendering effects it can have a large benefit by eliminating redundant computation across threads. The cache is unified with other caches in After Effects thus memory usage is balanced across other caches. The model also supports the user doing A/B testing with parameters and the cache state persisting for both A and B states thus speeding up workflow. These last two design characteristics benefit both single- and multi-frame rendering effects.

The Compute Cache is implemented in the `AEGP_ComputeCache` suite and is accessible via `AEGP_ComputeCacheSuite1` and `AEGP_ComputeCacheCallbacks`.

---



## 49.1 AEGP\_ComputeCacheSuite1

Function	Purpose
AEGP_ClassRegister	<p>Registers the cache type using a globally unique identifier for the compute class, such as “adobe.ae.effect.test_effect.cache_v_1”.</p> <p>An object of type AEGP_ComputeCacheCallbacks should be setup with function pointers to the callback methods required by AEGP_ComputeCacheSuite1. This function will typically be called during PF_Cmd_GLOBAL_SETUP, but can be called any time.</p> <pre>A_Err (*AEGP_ClassRegister)(     AEGP_CCComputeClassIdP compute_classP,     const AEGP_ComputeCacheCallbacks ↵     ↵*callbacksP);</pre>
AEGP_ClassUnRegister	<p>Unregister a previously registered cache type using the globally unique identifier for the compute class. All cached values will be purged at this time through calls to delete_compute_value. This function will typically be called during PF_Cmd_GLOBAL_SETDOWN, but can be called any time.</p> <pre>A_Err (*AEGP_ClassUnregister)(     AEGP_CCComputeClassIdP compute_     ↵classP);</pre>
AEGP_ComputeIfNeededAndCheckout	<p>This is the main checkout call that is used to compute and/or return an AEGP_CCCheckoutReceiptP receipt pointer to the cache entry. Pass in the AEGP_CCComputeClassIdP that was used in the AEGP_RegisterClass method. The AEGP_CCComputeOptionsRefconP object will be passed through to the AEGP_ComputeCacheCallbacks, generate_key and compute method as needed. This objects type is opaque to AEGP_ComputeCacheSuite1 and will need to be casted appropriately by the effects implementation of generate_key and compute. The wait_for_other_threadB bool is used when the cache value needs to be computed. When set to true, the method will always execute the compute step or return a completed receipt to the cache. When set to false, this method will complete the compute step unless another thread is already computing the cache entry, in which case A_Err_NOT_IN_CACHE_OR_COMPUTE_PENDING will be returned. See <i>Impact of wait_for_other_threadB on AEGP_ComputeIfNeededAndCheckout</i> for more information on this parameter. The CCCheckoutReceiptP is an opaque pointer that can then be passed into AEGP_GetReceiptComputeValue to get a pointer to the computed value from the cache.</p>
49.1. AEGP_ComputeCacheSuite1	<pre>A_Err (*AEGP_ComputeIfNeededAndCheckout)(     AEGP_CCComputeClassIdP compute_     ↵classP,     AEGP_CCComputeOptionsRefconP opaque</pre>

---

## 49.2 AEGP\_ComputeCacheCallbacks

The effect must provide implementations for these callbacks.

Function	Purpose
generate_key	<p>Called when creating a cache entry and when doing a cache lookup. Should be fast to compute. All of the inputs needed to uniquely address the cache entry must be hashed into the key. If a layer checkout is needed to calculate the cache value, such as with a histogram, then the hash of that input must be included. See <code>PF_ParamUtilsSuite::PF_GetCurrentState</code> to get the hash for a layer param. Note this is the hash of the inputs needed to generate the frame, not a hash the pixels in the frame, thus a render is not triggered when making this call.</p> <p>The <code>AEGP_CCComputeOptionsRefconP</code> will contain the data passed into the <code>AEGP_ComputeIfNeededAndCheckout</code> or <code>AEGP_CheckoutCached</code> methods.</p> <p>The <code>AEGP_CCComputeKeyP out_keyP</code> returns the hashed key value, see the <code>AEGP_CCComputeKey</code> definition in the <code>AE_ComputeCacheSuite.h</code> for type definition.</p> <hr/> <p><b>Note:</b> The <code>AEGP_CCComputeOptionsRefconP</code> parameter passed into <code>generate_key</code> and <code>compute</code> must contain all inputs to calculate the hash key for a cache value / to compute the cache value itself. This will frequently include many or all of the effect parameters and any layer parameters needed to calculate the cache value. See the <a href="#">Real-world Integration Example</a> for more details.</p> <hr/> <pre>A_Err (*generate_key)(     AEGP_CCComputeOptionsRefconP optionsP,     AEGP_CCComputeKeyP out_keyP);</pre>
compute	<p>Called by <code>AEGP_ComputeIfNeededAndCheckout</code> when a cache value needs to be computed.</p> <p>The <code>AEGP_CCComputeOptionsRefconP</code> will contain the data passed into the <code>AEGP_ComputeIfNeededAndCheckout</code> method.</p> <p>Set <code>out_valuePP</code> to point to the result of the computed cache value, casted to the <code>AEGP_CCComputeValueRefconP</code> type.</p> <p>For example:</p> <pre>*out_valuePP = reinterpret_cast&lt;AEGP_     ↪CCComputeValueRefconP&gt;     ↪(myComputedResultP);</pre> <pre>A_Err (*compute)(     AEGP_CCComputeOptionsRefconP optionsP,     AEGP_CCComputeValueRefconP *out_     ↪valuePP);</pre>
approx_size_value	<p>Called by the cache system to determine the total footprint of memory being used by the computed cache value. The computed value is not required to be a flat structure.</p>
<b>49.2. AEGP_ComputeCacheCallbacks</b>	<p>The size is an input to the cache purging heuristic. The <code>AEGP_CCComputeValueRefconP</code> is the computed cache value that can be used to generate the size value to return.</p>

## 49.3 Generating a Key

The `generate_key` callback must return a unique key within the Registered Class to be used as the cache key for an entry in the cache but for future-proofing, we'd strongly suggest the key is globally unique across all registered classes. The AE SDK provides the `AEGP_HashSuite1` suite to assist in generating a GUID that can be used as the key.

The result of `generate_key` must be provided as a `AEGP_CCComputeKey` object which is type defined from the following struct:

```
typedef struct AEGP_GUID {  
    A_long bytes[4];  
} AEGP_GUID;
```

## 49.4 AEGP\_HashSuite1

The `AEGP_HashSuite1` can be used to generate a unique key for use within the `AEGP_ComputeCacheCallbacks` `generate_key()` callback method.

After the suite is acquired, call the `AEGP_CreateHashFromPtr()` method with a buffer; we suggest a character array with a recognizable string so you can easily recall what's being stored in the cache entry. Then call `AEGP_HashMixInPtr()` with any effect parameters, layer checkout hash results, etc., that should result in a different cache key and entry.

Function	Purpose
<code>AEGP_CreateHashFromPtr</code>	Call this to begin creating the hash which will be returned in <code>hashP</code> that can be used for returning from <code>generate_key</code> .  <code>A_Err (*AEGP_CreateHashFromPtr)(     const A_u_longlong buf_sizeLu,     const void *bufPV,     AEGP_GUID *hashP);</code>
<code>AEGP_HashMixInPtr</code>	Call this for each effect parameter, layer checkout hash or other data that would be used in calculating a cache entry.  <code>A_Err(*AEGP_HashMixInPtr)(     const A_u_longlong buf_sizeLu,     const void *bufPV,     AEGP_GUID *hashP);</code>

Here's an example of using the `AEGP_HashSuite1` where `Levels2Histo_generate_key_cb()` is a callback called for `generate_key()`:



```

A_Err Levels2Histo_generate_key_cb(AEGP_CCComputeOptionsRefconP opaque_optionsP, AEGP_
↳CCComputeKeyP out_keyP)
{
    try
    {
        const Levels2Histo_options& histo_op( *reinterpret_cast<Levels2Histo_options*>
↳(opaque_optionsP));
        A_Err err = Err_NONE;

        AEFX_SuiteScoper<AEGP_HashSuite1> hash_suite = AEFX_SuiteScoper<AEGP_HashSuite1>(
            in_dataP,
            kAEGPHashSuite,
            kAEGPHashSuiteVersion1,
            out_dataP);

        // define a simple buffer that is easy to recognize as a starting hash
        const char* hash_buffer = "Level2Histo";
        err = hash_suite->AEGP_CreateHashFromPtr(sizeof(hash_buffer), hash_buffer, out_keyP);

        // Mix in effect parameters that would create a different compute result and should
↳generate a different cache entry and key.
        if (!err) {
            err = hash_suite->AEGP_HashMixInPtr(sizeof(histo_op.depthL), &histo_op.depthL, out_
↳keyP);
        }

        if (!err) {
            err = hash_suite->AEGP_HashMixInPtr(sizeof(histo_op.bB), &histo_op.bB, out_keyP);
        }

        // mix in any other effect parameters that should affect the cache key
        // ...

        // out_keyP is returned as the generated key for use as the cache key.
    }
    catch (...)
    {
        /* return most appropriate PF_Err */
    }
}

```

## 49.5 Compute or Checkout the Cache Value

When adding cache support one of the first questions to answer is if a single render call needs to checkout more than one cache value. If more than one cache value is needed to complete a render, then the multi-checkout pattern can be applied to concurrently calculate the caches across multiple render calls and thus avoid serialization of the compute.

### 49.5.1 Single Cache Value

If a render call only needs one cache value for rendering a frame, then set the `wait_for_other_thread` parameter in `AEGP_ComputeIfNeededAndCheckout` to `true`. The checkout call will return a receipt, possibly calling the compute callback to populate the cache; or waiting on another thread that had already started the needed computation.

### 49.5.2 Multi-Checkout Cache Values

If a render call needs multiple cache values, then the multi-checkout pattern can be used to keep the render threads utilized and thus avoid serializing the compute.

The concept of using multi-checkout is to have one render (e.g. rendering frame 3) thread take advantage of any other render threads (e.g. frame 1, 2) that are computing needed cache values concurrently with the thread (e.g. frame 3 needs data from frames 1 and 2). If no other threads are computing the requested cached value, then the render thread (frame 3) will execute the compute. Once all the cache value checkout calls have been made, the render thread (frame 3) can then wait for any other threads (frame 1, 2) to finish their compute before executing the pixel rendering. Once the pixel rendering is complete, make sure to check-in any cache values that were checked out (frame 1, 2 and 3).

Below is example pseudo-code to illustrate this approach.

```
Render()
{
    // Make a request for each cache value that is needed to complete the render
    bool first_err = AEGP_ComputeIfNeededAndCheckout(first_options, do_not_wait, first_
↪cache_receipt);
    bool second_err = AEGP_ComputeIfNeededAndCheckout(second_options, do_not_wait,
↪second_cache_receipt);
    // Add as many additional do_not_wait checkout calls here as needed.

    // Once all the requests have been made, check to see if any of the Checkouts did
↪not return
    // a valid checkout receipt.
    if(first_err == A_Err_NOT_IN_CACHE_OR_COMPUTE_PENDING) {
        AEGP_ComputeIfNeededAndCheckout(wait, first_cache_receipt);
    }
    if(second_err == A_Err_NOT_IN_CACHE_OR_COMPUTE_PENDING) {
        AEGP_ComputeIfNeededAndCheckout(wait, second_cache_receipt);
    }
    // Add as many additional waiting checkout calls here as needed

    // All cache values are now available via AEGP_GetReceiptComputeValue for use in the
↪Render

    // ... complete the render steps

    // Check in all cache values now
```

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```

    AEGP_CheckinComputeReceipt(first_cache_receipt);
    AEGP_CheckinComputeReceipt(second_cache_receipt);
}

```

## 49.6 Impact of wait\_for\_other\_threadB on AEGP\_ComputeIfNeededAndCheckout

Calls to `AEGP_ComputeIfNeededAndCheckout` will return a checkout receipt for the cache value in nearly every permutation of the parameters, except when `wait_for_other_threadB` is set to `false` and another thread is already rendering the requested cache value.

Cache State	wait_for_other_threadB set to False	wait_for_other_threadB set to True
<i>No cache for key</i>	Compute and checkout receipt returned	Compute and checkout receipt returned
<i>Being computed by another thread</i>	Returns <code>A_Err_NOT_IN_CACHE_OR_COMPUTE_PENDING</code> Note that After Effects will not report this error to the user, it is only for the effect to respond to.	Wait for another thread and return checkout receipt upon completion
<i>Cached</i>	Checkout receipt returned	Checkout receipt returned

## 49.7 Checking Cache State

- There may be scenarios where an effect needs to check if a cache value has been computed but doesn't want to actually execute or block while waiting on another thread to complete the compute. This can be achieved through the `AEGP_CheckoutCached()` method.
- This call could be used to implement a polling pattern where another piece of code is expected to populate the cache. For example, a UI thread could poll the cache for a histogram that is generated on a render thread.
- If the cache value is available, the `AEGP_CCCheckoutReceiptP` parameter will return a checkout receipt that can be passed to `AEGP_GetReceiptComputeValue()` to retrieve the cache value. If the cache value is not available, the method will return a `A_Err_NOT_IN_CACHE_OR_COMPUTE_PENDING` error code.

## 49.8 Persistence of Cache

- Unlike flattened sequence data, the contents of the Compute Cache are not stored with the project and anything computed will need to be recomputed when the project is reopened.
- Entries in the cache will automatically purge if memory is needed for other operations by After Effects. Code relying on the cache value being available should be written assuming the compute step will need to be completed each time.

- The `approx_size_value` callback should return quickly but provide a reasonably accurate measurement of the data being held by the cache entry. This will allow After Effects to make better decisions on what to purge and when.
  - Unregistering the cache class will remove all data of that class from the cache. It will cause a `delete_compute_value` callback to be made for each entry in the cache associated with the cache class.
  - The `delete_compute_value` callback should free any resources related to the cache entry. The Compute Cache only contains a void \* pointer to the resources and cannot free the resources on behalf of the effect.
- 

## 49.9 Real-world Integration Example

The Auto Color plugin that ships with After Effects is an effect that now utilizes the Compute Cache and the `HashSuite1` suite to cache histogram and level data used when the effect parameter, Temporal Smoothing, is set to a value greater than 0.

The initial steps in integrating the Cache and Hash suites were to identify what data was being computed by Auto Color's Temporal Smoothing, what portions of that computation are time-consuming, and then what effect parameters would cause a re-compute to be needed.

---

**Note:** Each effect will need to compute and cache different data, so you'll need to do this review uniquely for your effect.

---

For Auto Color's Temporal Smoothing, the frame being rendered needs both histogram and level data from the frames surrounding it. The number of surrounding frames that are needed is based on the temporal smoothing parameters value. Both the histogram and levels data can be expensive to calculate but in general can be calculated once for each frame, cached, and then reused as needed.

However, in the Auto Color effect are a number of other parameters that are used to calculate the cache values including the Black Clip, White Clip, Mid Tones and the Auto Color mode. Accordingly, these parameters need to be included in the `generate_key` and `compute` methods.

With that information in hand, we began the integration of the Compute Cache:

1. Define the class registration id and add calls to register and unregister the checkout cache class and callbacks
  - The call to `AEGP_ClassRegister` is executed during `PF_Cmd_GLOBAL_SETUP`.
  - The call to `AEGP_ClassUnregister` is executed during `PF_Cmd_GLOBAL_SETDOWN`.
2. Implement the callback functions for `generate_key`, `compute`, `approx_size_value` and `delete_compute_value`.
  - `generate_key` utilizes the `AEGP_HashSuite1` to generate a unique key mixing in the black clip, white clip, mid tones and auto levels mode. It also mixes in the frame time and time step to ensure the cache is unique for the specific frame being computed.
  - `compute` calculates the histogram and levels and stores those two data structures into a single struct that is set as the `out_valuePP` parameter from the compute callback.
  - `approx_size_value` adds the `sizeof()` the histogram and level data structures that are in the cached value to return the size of the memory being used by the cache entry.
  - `delete_compute_value` clears the memory held by the histogram and level data structures for the cache entry.
3. Integrate the compute/checkout call into Temporal Smoothing

- The Temporal Smoothing code was updated to include calls to `AEGP_ComputeIfNeededAndCheckout`. The calls are made for each frame time / time step needed for the Temporal Smoothing algorithm, utilizing the results from other rendering threads computing surrounding frame histogram and levels data.
4. Integrate the cache check-out and check-in
    - Once all the required cache values were computed for a frame, the effect code checks out the cache values needed using `AEGP_GetReceiptComputeValue`.
    - The cache values are then used as part of the temporal smoothing algorithm to make the adjustments to the color of the frame.
    - Once the cache values are no longer needed by the current frame, a call to `AEGP_CheckinComputeReceipt` is made for each cache value receipt.
    - Auto Color does not use `AEGP_CheckoutCached` at this time.
  5. Testing `sequence_data` versus Compute Cache implementations
    - Auto Color was using `sequence_data` to store the histogram and levels data, and prior to using the Compute Cache, it would have a unique copy of `sequence_data` on each rendering thread. This meant that every histogram and level required for a frame would need to be rendered on every thread.
    - With the change to use the Compute Cache, each frame being rendered gained the performance benefits of other render threads computing the histogram and levels data and storing it for future use.
    - The improvement in rendering the Auto Color effect over a piece of footage with the Compute Cache has resulted in at least 3x faster renders than the `sequence_data` version.



## SMARTFX

The SmartFX API provides bidirectional communication between effects and After Effects, enabling many performance optimizations and providing previously unavailable dependency information. This extension of the effect API is the way to implement 32-bit per channel support in After Effects.

Normal effect plug-ins are given a full-sized input buffer, and asked to render a full-sized output buffer. While output *extent\_hint* specifies the portion of the output buffer that must actually be filled, this scheme is still very inefficient if the effect does not need its entire input. Also, many effects don't use extent hints.

---

### 50.1 The Way Things Were

Consider a blur effect applied to a huge layer which is mostly off-screen, or viewed through a small region of interest, or masked down to a small size. Only a small section of the output needs to be rendered, indicated to the effect using the output *extent\_hint*. Only a small section of the input to be blurred is needed as well - the output *extent\_hint* expanded by the blur radius. However, using the legacy effects API, there is no way for After Effects to know this, so the entire layer is passed to the plug-in. These extra pixels can be extremely expensive and wasteful to compute, especially in the case of prior effects or nested comps.

---

### 50.2 The Way Things Are Now

SmartFX solves this problem by reversing the calling sequence. The effect is told how much of its output is required, and must explicitly *ask* the host for the inputs it needs. The render process is split into two parts: pre-render and render.

During pre-render, the effect describes the input pixel data it needs; this necessary input can vary based on anything you like (non-input layer parameters, non-layer parameters, information from *in\_data*, settings in sequence data...). The effect must also return the extent of the resulting output, which may be smaller than the requested size if there are empty pixels in the requested portion of the layer.

During the render stage, the effect can *only* retrieve pixels that it has previously requested. This two-pass approach facilitates many important optimizations. For example, an effect which multiplies or mattes one input against another might discover that its first input is not

needed at all, if the mask does not intersect it. There are also important optimizations that are performed internally by After Effects to ensure that image buffers are copied as little as possible, and these optimizations are only possible after the host knows the buffer sizes and for all inputs and outputs.

Like AEGPs, SmartFX plug-ins are never unloaded by After Effects.

---

## 50.3 Content Bounds

The content bounds of a node are the largest possible result rectangle that can be returned from a call to `PreRender`. It absolutely cannot vary depending on current render request or anything else. It should be calculated carefully, not loosely.

This calculation is very important. It is an intrinsic property of the node (and its inputs) and is fixed once the graph is built. Violation of it can and probably will cause all sorts of problems in various pieces of code.

---

## 50.4 How To Smartify

Effects which set `PF_OutFlag2_SUPPORTS_SMART_RENDER` (from *PF\_OutFlags*) will receive the SmartFX calls `PF_Cmd_SMART_PRE_RENDER` and `PF_Cmd_SMART_RENDER` (from *Frame Selectors*), instead of the older `PF_Cmd_FRAME_SETUP` / `PF_Cmd_RENDER` / `PF_Cmd_FRAME_SETDOWN` sequence. To preserve compatibility with non-smartified hosts, you may want to continue supporting the older commands too.

---

## 50.5 PF\_Cmd\_SMART\_PRE\_RENDER

After Effects requests output from the effect. The effect tells After Effects what input it needs to generate that output, through the use of callback functions, and by manipulating the structures in the extra parameter. An effect cannot access the pixels of any layer inputs it has not checked out during *PF\_Cmd\_SMART\_PRE\_RENDER*. So all layer inputs that an effect might possibly need must be checked out in advance using `checkout_layer`. If an effect might need certain layer inputs, they must be checked out now, even if later during rendering the effect may decide that the layer isn't needed. Also, since no parameter array is passed to SmartFX during *PF\_Cmd\_SMART\_PRE\_RENDER* or *PF\_Cmd\_SMART\_RENDER*, any non-layer parameters needed must be retrieved using `PF_CHECKOUT_PARAM` (from *Interaction Callbacks*)

---





## 50.6 PF\_PreRenderExtra

Member	Purpose
PF_PreRenderInput	<p>Describes what After Effects needs rendered (in the <code>PF_RenderRequest</code>), and the bit depth requested (in the aptly-named <code>bitdepth</code> member).</p> <pre>typedef struct {     PF_LRect      rect;     PF_Field      field;     PF_ChannelMask channel_mask;     PF_Boolean     preserve_rgb_of_zero_ ↪ alpha;     char          unused[3];     long          reserved[4]; } PF_RenderRequest;</pre> <p><code>rect</code> is in layer coordinates. <code>field</code> is also relative to the layer origin; whether the active field falls on even or odd scanlines of the output buffer depends on the origin of the output buffer.</p> <p><code>channel_mask</code> specifies for which channels the effect should provide output.</p> <p>Data written to other channels will not be honored.</p> <p>It will be one or more of the following, or'd together:</p> <ul style="list-style-type: none"> <li>• <code>PF_ChannelMask_ALPHA</code></li> <li>• <code>PF_ChannelMask_RED</code></li> <li>• <code>PF_ChannelMask_GREEN</code></li> <li>• <code>PF_ChannelMask_BLUE</code></li> <li>• <code>PF_ChannelMask_ARGB</code></li> </ul> <p>If <code>preserve_rgb_of_zero_alpha</code> pixels is <code>TRUE</code>, the effect must propagate the color content of transparent pixels through to the output.</p> <p>This is related to, but distinct from, <a href="#">PF_OutFlag2_REVEALS_ZERO_ALPHA</a>, which tells After Effects that the effect may set alpha to non-zero values for such pixels, restoring them to visibility.</p>
PF_PreRenderOutput	<p>Filled in by the effect to tell After Effects what output it plans to generate, based on the input.</p> <pre>typedef struct {     PF_LRect      result_rect;     PF_LRect      max_result_ ↪ rect;     PF_Boolean     solid;     PF_Boolean     reserved;     PF_RenderOutputFlags flags;     void*          pre_render_ ↪ data;     PF_DeletePreRenderDataFunc func; } PF_PreRenderOutput;</pre> <p><code>pre_render_data</code> will be passed back to the effect during <a href="#">PF_Cmd_SMART_RENDER</a>.</p> <p>Currently, the only <code>PF_RenderOutputFlags</code> is <code>PF_RenderOutputFlag_RETURNS_EXTRA_PIXELS</code>.</p>
PF_PreRenderCallbacks	<p>Currently, there is only one callback, <code>checkout_layer</code>. <code>checkout_id</code> is chosen by the effect.</p> <p>It must be positive and unique. After Effects populates the <code>PF_CheckoutResult</code>.</p>

## 50.7 preserve\_rgb\_of\_zero\_alpha

`preserve_rgb_of_zero_alpha` is used both as input to the effect, to tell it what to render, and as output from the effect, to describe the input it needs (as passed to the checkout call). When `preserve_rgb_of_zero_alpha` is set in an input request, the effect must pass it recursively when making checkouts, otherwise prior effects and masking will eliminate those pixels that the effect would reveal. Use of this is discouraged, though still supported in CS3 (8.0).

---

## 50.8 Rectangles

Effects must set both result rectangles accurately. After Effects' caching system relies upon them, incorrect values can cause many problems. If the plug-in returns a `result_rect` smaller than the `request_rect`, that tells After Effects the pixels inside the `request_rect` but outside the `result_rect` are empty.

Similarly, `max_result_rect` must encompass all non-zero pixels; the effect will never be asked to render anything outside this region. If there are pixels outside this rectangle, they will never be displayed.

Mis-sized output rectangles can cause problems as well. If these rectangles are too big, a loss of performance results.

Not only will many empty pixels be cached (robbing the application of valuable memory), the effect may be unnecessarily asked to render large regions of nothing. For this reason, the `max_result_rect` must be computed correctly, rather than set to some arbitrarily large size.

Both `result_rect` and `max_result_rect` may vary depending on the effect's parameters, the current time, et cetera; they are valid only for the given invocation of the effect. However, `max_result_rect` *cannot* depend on the specific render request. It must be the same no matter what portion of the output is requested by After Effects.

It is legal to return an empty `result_rect` if the `request_rect` doesn't intersect the effect's output pixels; no rendering need be done.

After Effects may also call the effect with an empty `request_rect`, meaning the effect is only being asked to compute the `max_result_rect`.

`preserve_rgb_of_zero_alpha` can influence the bounds computation process (both `result_rect` and `max_result_rect`) and must be respected if the effect behaves differently depending on this setting.

---

## 50.9 The “Size” Of A Layer

As with non-smart effects, each smart effect can arbitrarily shrink or expand its requested input. They cannot depend on a fixed frame size, and the size of the input may change over time.

For example, the user could apply an animated drop shadow to a layer, which would add pixels to different edges of the layer at different times, depending on the direction in which the shadow is cast.

Some effects (for example, those which need to align one layer against another) need some notion of “size.” This could be defined two ways, each with advantages and disadvantages.

The size of the original layer, before any effects and downsampling are applied, is given `in_data>width/height`. As this value is unaffected by subsequent effects, it can act an absolute reference for things like center points.

However, this is not fool-proof, as the user could have applied a distortion or translation effect. Also, this value is available only for the layer to which the effect is applied, not other layer parameters.

...or...

Every layer input has a `max_result_rect` which encompasses all pixel data, in some sense the master “size” of a layer.

It is available for all layers, but changes over time according to previously applied effects, possibly in ways the user might not expect (as in the drop shadow example above).

Note that the `ref_width/height` and `max_result_rect` for an input may be obtained without rendering, by calling `checkout_layer` with an empty `request_rect`.

This is fairly efficient, and can be useful if the layer “size” is needed first to determine exactly which pixels are required for rendering.

This is an example of requesting a layer in pre-render and then never calling `checkout_layer` (in this case, there are none).

---

## 50.10 Flag On The Play

Normally, the `max_result_rect` of a given `PF_RenderRequest` will be cropped to the bounds of any applied mask.

However, if `PF_OutFlag2_REVEALS_ZERO_ALPHA` is set, the `max_result_rect` will be the size of the layer.

---

## 50.11 PF\_Cmd\_SMART\_RENDER

The effect will receive at most one `PF_Cmd_SMART_RENDER` call for each pre-render.

Note that render may never be called at all. After Effects may have only wanted to perform some bounds computations, or it may have subsequently discovered that an effect’s output is not needed at all (which can happen, for example, if the pre-render phase for a track matte returns a rectangle that does not intersect the effect’s output.)

All effects must be able to handle Pre-Render without Render without leaking resources or otherwise entering an unstable state.

During `PF_Cmd_SMART_RENDER`, the extra parameter points to a `PF_SmartRenderExtra`.

---

## 50.12 PF\_SmartRenderExtra

Member	Purpose
PF_SmartRenderInput	<p>Consists of a <i>PF_RenderRequest</i>, the bitdepth, and a pointer to <i>pre_render_data</i> (allocated during <i>PF_Cmd_SMART_PRE_RENDER</i>).</p> <p>This <i>PF_SmartRenderInput</i> is identical to that passed in the corresponding <i>PF_Cmd_SMART_PRE_RENDER</i>.</p>
PF_SmartRenderCallbacks	<pre>PF_Err checkout_layer_pixels(     PF_ProgPtr    effect_ref,     A_long        checkout_idL,     PF_EffectWorld **pixels);</pre> <p>This is used to actually access the pixels in layers checked out during <i>PF_Cmd_SMART_PRE_RENDER</i>. The returned <i>PF_EffectWorld</i> is valid for duration of current command or until checked in.</p> <p>You are only allowed to call <i>checkout_layer_pixels</i> only once with the <i>checkout_idL</i> used earlier in <i>PF_Cmd_SMART_PRERENDER</i>. There must be a one-to-one mapping between the number of checkouts made in <i>PF_Cmd_SMART_PRERENDER</i> and <i>PF_Cmd_SMART_RENDER</i>.</p> <p>To call <i>checkout_layer_pixels</i> more than once on a layer, you should call <i>checkout_layer</i> on the same layer again with a different unique <i>checkout_idL</i> in <i>PF_Cmd_SMART_PRERENDER</i> and then use that <i>checkout_idL</i> to do another <i>checkout_layer_pixels</i> in <i>PF_Cmd_SMART_RENDER</i>.</p> <pre>PF_Err checkin_layer_pixels(     PF_ProgPtr    effect_ref,     A_long        checkout_idL);</pre> <p>It isn't necessary to call (After Effects cleans up all such checkouts when the effect returns from <i>PF_Cmd_SMART_RENDER</i>), but useful to free up memory.</p> <pre>PF_Err checkout_output(     PF_ProgPtr    effect_ref,     PF_EffectWorld **output);</pre> <p>Retrieves the output buffer. Note that effects are not allowed to check out output until at least one input has been checked out (unless the effect has no inputs at all).</p> <p>NOTE: For optimal memory usage, request the output as late as possible, and request inputs as few at a time as possible.</p>

## 50.13 When To Access Layer Parameters

Parameters other than layer inputs may be freely checked out at any point. Layer inputs must be accessed during: `ref:PF_Cmd_SMART_PRE_RENDER` [<effect-basics/command-selectors.frame-selectors>](#effect-basics/command-selectors.frame-selectors).

However, you aren't required to actually *use* every input.

If you check out a frame (or portion thereof) in `PF_Cmd_SMART_PRE_RENDER` and do not subsequently check it out in `PF_Cmd_SMART_RENDER`, it need never be rendered, greatly improving performance.

---

## 50.14 Wait, Gimme That Layer Back!

`checkout_layer_pixels` can only be called once with the `checkout_id` used earlier in PreRender. There has to be a one-to-one mapping on the number of checkouts made in PreRender and SmartRender. If you need to check out the pixels of a layer more than once, perhaps because of the structure of your code, just use more than one `checkout_id`. In PreRender, call `checkout_layer` on the same layer with different unique `checkout_ids`. Then in SmartRender, use a different one of those `checkout_ids` each time `checkout_layer_pixels` is called in SmartRender.

## EFFECT UI & EVENTS

Effects can provide custom UI in two areas: (1) the Effect Controls Window (custom ECW UI), and (2) the Composition or Layer Windows (Custom Comp UI).

Effects that use custom UI should set PF\_OutFlag\_CUSTOM\_UI (from *PF\_OutFlags* during PF\_Cmd\_GLOBAL\_SETUP (from *Global Selectors*), and handle the PF\_Cmd\_EVENT selector.

Custom ECW UI allows an effect to provide a parameter with a customized control, which can be used either with standard parameter types or *Arbitrary Data Parameters*.

Parameters that have a custom UI should set PF\_PUI\_CONTROL (from *Parameter UI Flags*) when *adding the parameter*.

Custom Comp UI allows an effect to provide direct manipulation of the video in the Composition or Layer Windows.

When the effect is selected, the Window can overlay custom controls directly on the video, and can handle user interaction with those controls, to adjust parameters more quickly and naturally.

Effects should register themselves to receive events by calling PF\_REGISTER\_UI.

After Effects can send events to effects for user interface handling and parameter management, integrating effects into its central message queue.

While many events are sent in response to user input, After Effects also sends events to effects which manage arbitrary data parameters.

The type of event is specified in *PF\_EventExtra->e\_type* and the various events are described below.

---

## 51.1 Events

Event	Indicates
PF_Event_NEW_CONTEXT	The plug-in created a new context (probably by opening a window) for events. The plug-in is allowed to store state information inside the context using the context handle. <i>PF_EventUnion</i> contains valid context and type, but everything else should be ignored.
PF_Event_ACTIVATE	The plug-in activated a new context (probably by bringing a window into the foreground). <i>PF_EventUnion</i> is empty.
PF_Event_DO_CLICK	The user clicked within the effect's UI. <i>PF_EventUnion</i> contains a PF_DoClickEventInfo. Handle the mouse click and respond, passing along drag info; see sample code), within a context. NOTE: As of 7.0, do <i>not</i> block until mouse-up; instead, rely on PF_Event_DRAG.
PF_Event_DRAG	A Click Event, <i>PF_EventUnion</i> contains a PF_DoClickEventInfo. Request this by returning <code>send_drag == TRUE</code> from PF_Event_DO_CLICK. Do this so After Effects can see new data from the user's changes.
PF_Event_DRAW	<i>PF_EventUnion</i> contains a PF_DrawEventInfo.
PF_Event_DEACTIVATE	The plug-in deactivated a context (probably by bringing another window into the foreground). <i>PF_EventUnion</i> is empty.
PF_Event_CLOSE_CONTEXT	The context has been closed by the user. <i>PF_EventUnion</i> will be empty.
PF_Event_IDLE	The context is open but nothing is happening. <i>PF_EventUnion</i> is empty.
PF_Event_ADJUST_CURSOR	The user moved the mouse over the plug-in's UI. Set the cursor by changing the PF_CursorType in the PF_AdjustCursorEventInfo. Use OS-specific calls to implement a custom cursor; tell After Effects you've done so by setting PF_CursorType to PF_Cursor_CUSTOM. Use an After Effects cursor whenever possible to preserve interface continuity.
PF_Event_KEYDOWN	The user pressed a key. <i>PF_EventUnion</i> contains a PF_KeyDownEvent.
PF_Event_MOUSE_EXITED	A notification that the mouse is no longer over a specific view (layer or comp only).



## PF\_EVENTEXTRA

This structure provide context information for the current event. After Effects passes a pointer to this structure in the extra parameter of the *Entry Point* function.

The PF\_EventUnion (sent in the PF\_EventExtra) varies with the event type, and contains information specific to that event.

Member	Purpose
contextH	Handle to the PF_Context. This drawing context is used with the <i>Drawbot suites</i> for drawing, and also for the <i>UI Callbacks</i> .
e_type	Which <i>event</i> is occurring.
u	A <i>PF_EventUnion</i> containing information specific to the event.
effect_win	A PF_EffectWindowInfo about the event if it occurs within the effects window. Otherwise, as of After Effects 5.0, effect_win can be replaced by a PF_WindowUnion. This struct contains both a PF_EffectWindowInfo and an PF_ItemWindowInfo, which (for now) is simply the port rectangle for the item window. Replacement only occurs if PF_USE_NEW_WINDOW_UNION was defined during compilation; otherwise, it will continue to be just a PF_EffectWindowInfo.
cbs	Pointer to <i>UI Callbacks</i> , which are needed to translate points between layer, composition, and screen coordinate systems.
evt_in_flags	Event Input Flags. This currently contains only one value, PF_EI_DONT_DRAW, which you should check before drawing!
evt_out_flags	One or more of the following, combined with a bitwise OR operation: <ul style="list-style-type: none"> <li>• PF_EO_NONE</li> <li>• PF_EO_HANDLED_EVENT tells After Effects you've handled the event.</li> <li>• PF_EO_ALWAYS_UPDATE forces After Effects to rerender the composite in response to every click or drag; this is the same behavior generated by 'alt-scrubbing' the parameter value.</li> <li>• PF_EO_NEVER_UPDATE prevents After Effects from rerendering the composite until the user stops clicking and dragging.</li> <li>• PF_EO_UPDATE_NOW tells After Effects to update the view immediately after the event returns after calling PF_InvalidateRect</li> </ul>

## 52.1 PF\_Context

PF\_Context details the event's UI context.

Member	Purpose
magic	Do not change.
w_type	The window type. If you have Custom Comp and ECW UIs in the same plug-in, this is the way to differentiate between them (what kind of masochist are you, anyway?). <ul style="list-style-type: none"> <li>PF_Window_COMP,</li> <li>PF_Window_LAYER,</li> <li>PF_Window_EFFECT</li> </ul>
reserved_flt	Do not change.
plugin_state[4]	An array of 4 A_Longs which the plug-in can use to store state information for a given context.
reserved_drawref	A DRAWBOT_DrawRef for use with the <i>Drawbot suites</i> .
*reserved_paneP	Do not change.

## 52.2 PF\_EffectWindowInfo

If an event occurs in the ECP, an PF\_EffectWindowInfo is sent in PF\_EventExtra.

Member	Purpose
index	This indicates which parameter in the effect window is being affected. The controls are numbered from 0 to the number of controls minus 1.
area	This indicates if the control title (PF_EA_PARAM_TITLE) or the control itself (PF_EA_CONTROL) are being affected. The title is the area still visible when the parameter's topic ("twirly") is spun up.
current_frame	A PF_Rect indicating the full frame of the area occupied by the control.
param_title	A PF_Rect indicating the title area of the control.
horiz_offset	A horizontal offset from the left side of the title area in which to draw into the title.



## PF\_EVENTUNION

The PF\_EventUnion in PF\_EventExtra is a union of the four following structures.

---

### 53.1 Click

A mouse click or drag occurred within the custom UI's area.

#### 53.1.1 PF\_DoClickEventInfo

Member	Purpose
when	The (OS-level) time at which the click occurred.
screen_point	Where, in screen coordinates, the click occurred. For Custom Comp UI, these coordinates can be converted to composition coordinates using the <i>UI Callbacks</i> . See the CCU sample project for an example.
num_clicks	The number of clicks that occurred.
modifiers	Which modifier keys (if any) were held down during click.
continue_drag	From [4] of 4 A_intptr_t the plug-in can use to store information during a click-drag-drag sequence.
send_drag	Set this flag to TRUE to indicate continued dragging. The next click event will then effectively be a drag event.
last_time	Set when the drag event ends (the user has released the mouse button).

---

### 53.2 Draw

After Effects needs your custom UI to refresh.

Note: when handling draw requests, use the image dimensions provided in *PF\_InData* (rather than the dimensions of your input layer, as you would during *PF\_Cmd\_RENDER*).

### 53.2.1 PF\_DrawEventInfo

Member	Purpose
update_rect	The rectangle in which to draw, in the context window's coordinate system. These coordinates can be converted to different coordinate systems using the <i>UI Callbacks</i> . See the CCU sample project for an example.
depth	Pixel depth of the drawing context.

---

## 53.3 Keydown

The user pressed a key, and the effect's UI is active.

Use the macros in AE\_EffectUI.h to access and manipulate the key codes received.

In order to receive keydown events in Premiere Pro, plug-ins must set *PF\_CustomEFlag\_COMP* in *PF\_CustomUIInfo.events* during .. *\_PF\_Cmd\_PARAM\_SETUP*. *PF\_KeyDownEvent*  
\*\*\*\*\*

Member	Purpose
when	Time at which the click occurred.
screen_point	Screen coordinate of the mouse pointer when the key was pressed. For Custom Comp UI, these coordinates can be converted to composition coordinates using the <a href="#">UI Callbacks</a> . See the CCU sample project for an example.
key_code	<p>Either a character code (for printable characters, we use the unshifted upper case version; A not a, 7 not &amp;), or a control code:</p> <ul style="list-style-type: none"> <li>• PF_ControlCode_Unknown</li> <li>• PF_ControlCode_Space</li> <li>• PF_ControlCode_Backspace</li> <li>• PF_ControlCode_Tab</li> <li>• PF_ControlCode_Return</li> <li>• PF_ControlCode_Enter</li> <li>• PF_ControlCode_Escape</li> <li>• PF_ControlCode_F1</li> </ul> <p>...</p> <ul style="list-style-type: none"> <li>• PF_ControlCode_F24</li> <li>• PF_ControlCode_PrintScreen</li> <li>• PF_ControlCode_ScrollLock</li> <li>• PF_ControlCode_Pause</li> <li>• PF_ControlCode_Insert</li> <li>• PF_ControlCode_Delete</li> <li>• PF_ControlCode_Home</li> <li>• PF_ControlCode_End</li> <li>• PF_ControlCode_PageUp</li> <li>• PF_ControlCode_PageDown</li> <li>• PF_ControlCode_Help</li> <li>• PF_ControlCode_Clear</li> <li>• PF_ControlCode_Left</li> <li>• PF_ControlCode_Right</li> <li>• PF_ControlCode_Up</li> <li>• PF_ControlCode_Down</li> <li>• PF_ControlCode_NumLock</li> <li>• PF_ControlCode_Command</li> <li>• PF_ControlCode_Option</li> <li>• PF_ControlCode_Alt</li> <li>• PF_ControlCode_Option</li> <li>• PF_ControlCode_Control</li> <li>• PF_ControlCode_Shift</li> <li>• PF_ControlCode_CapsLock</li> <li>• PF_ControlCode_ContextMenu</li> </ul>
modifiers	<p>Which (if any) modifier keys were down during the key press.</p> <ul style="list-style-type: none"> <li>• PF_Mod_NONE</li> <li>• PF_Mod_CMD_CTRL_KEY (cmd on Mac, ctrl on Windows)</li> <li>• PF_Mod_SHIFT_KEY</li> <li>• PF_Mod_CAPS_LOCK_KEY</li> <li>• PF_Mod_OPT_ALT_KEY (option on Mac, alt on Windows)</li> <li>• PF_Mod_MAC_CONTROL_KEY</li> </ul>
53.3. Keydown	209

## 53.4 AdjustCursor

The cursor has moved onto (but not off of) the effect's custom UI, to allow the effect to change the cursor.

### 53.4.1 PF\_AdjustCursorEventInfo

Member	Purpose
screen_pos	Screen coordinate of the mouse pointer. For Custom Comp UI, these coordinates can be converted to composition coordinates using the <i>UI Callbacks</i> . See the CCU sample project for an example.
modifiers	What, if any, modifier keys were held down when the message was sent.
set_cursor	Set this to your desired cursor, or PF_Cursor_CUSTOM if you have set the cursor yourself using OS-specific calls. See AE_EffectUI.h for a complete enumeration of built-in cursors. If you don't want to override the cursor, set this to PF_Cursor_NONE, or simply ignore this message.

## 53.5 Arbitrary Parameters Event

After Effects needs your plug-in to manage its arbitrary data parameter(s).

Though arbitrary data types are not required for custom UI support, PF\_ArbParamsExtra follows the EventInfo model.

### 53.5.1 PF\_ArbParamsExtra

Member	Purpose
which_function	A PF_FunctionSelector indicating which function is called
id	Used by After Effects; will match the ID assigned to the arbitrary data type during <i>PF_Cmd_PARAM_SETUP</i> .
padding	Used for byte-alignment
<pre> u {     new_func_params     dispose_func_params     copy_func_params     flat_size_func_params     flatten_func_params     unflatten_func_params     interp_func_params     compare_func_params     print_size_func_params     print_func_params     scan_func_params } </pre>	(One of these will be passed; see <i>Arbitrary Data Parameters</i> )



## CUSTOM UI & DRAWBOT

Custom UI uses a composited drawing model using Drawbot. The Drawbot suites can be used for:

1. Basic 2D path drawing: Lines, Rect, Arc, Bezier
2. Stroking/Filling/Shading paths
3. Image drawing: Compositing an ARGB/BGRA buffer onto the surface
4. Pushing/popping surface state
5. Text drawing, if supplier supports it (clients should first check if text drawing is supported before actual drawing)

Drawing may only occur during `PF_Event_DRAW` (and not during `PF_Event_DRAG` or `PF_Event_D0_CLICK`).

To use Drawbot, first get the drawing reference by passing in `PF_Context` to a new suite call *`PF_GetDrawingReference`*.

If a non-NULL drawing reference is returned, use it to get the supplier and surface references from *`DRAWBOT_DrawbotSuite`*.

The Drawbot suites include `DRAWBOT_DrawbotSuite`, `DRAWBOT_SupplierSuite`, `DRAWBOT_SurfaceSuite`, `DRAWBOT_PathSuite`.

---

### 54.1 Make Your Custom UI Look Not So “Custom”

Use the new *`PF_EffectCustomUIOverlayThemeSuite`* to match the host application UI. Your users will thank you.

---

### 54.2 Redrawing

In order to redraw a specific area of a pane, we recommend the following:

- 1) Call `PF_InvalidRect` (from *`PF_AppSuite`*) from the effect. This will cause a lazy display redraw, and will update at the next available idle moment. This rect is in coordinates related to the associated pane. Using a NULL rect will update the entire pane.
- 2) Set the *event outflag* to `PF_EO_UPDATE_NOW`, which will cause an immediate draw event for the specified pane when the current event returns.

If an effect needs to update more than one window at a time, it should set `PF_OutFlag_REFRESH_UI` (from *`PF_OutFlags`*), which will cause a redraw of the entire ECW, comp, and layer windows.

---

## 54.3 HiDPI and Retina Display Support

To support HiDPI and Retina Displays, you can use offscreen images that are twice the size, and then use the `Transform` function from *Drawbot\_SurfaceSuite* to scale the image down in half before drawing it.

---

## 54.4 PF\_EffectCustomUISuite

Enables an effect to get the drawing reference. This is the first call needed to use Drawbot.

### 54.4.1 PF\_EffectCustomUISuite1

Function	Purpose
PF_GetDrawingReference	Get the drawing reference.  <code>PF_GetDrawingReference(     <b>const</b> PF_ContextH  effect_contextH,     DRAWBOT_DrawRef    *referenceP0);</code>

---

## 54.5 Drawbot\_DrawbotSuite

Using the Drawbot reference, get the supplier and surface references.

### 54.5.1 Drawbot\_DrawbotSuite1

Function	Purpose
GetSupplier	Get the supplier reference. Needed to use <i>Drawbot_SupplierSuite</i> .  <code>GetSupplier(     DRAWBOT_DrawRef      in_drawbot_ref,     DRAWBOT_SupplierRef  *out_supplierP);</code>
GetSurface	Get the surface reference. Needed to use <i>Drawbot_SurfaceSuite</i> .  <code>GetSurface(     DRAWBOT_DrawRef      in_drawbot_ref,     DRAWBOT_SurfaceRef   *out_surfaceP);</code>

---

## 54.6 Drawbot\_SupplierSuite

Calls to create and release drawing tools, get default settings, and query drawing capabilities.



## 54.6.1 Drawbot\_SupplierSuite1

Function	Purpose
NewPen	<p>Create a new pen. Release this using ReleaseObject from <i>Drawbot_SupplierSuite</i>.</p> <pre>NewPen(     DRAWBOT_SupplierRef    in_supplier_     ↪ref,     const DRAWBOT_ColorRGBA *in_colorP,     float                  in_size,     DRAWBOT_PenRef         *out_penP);</pre>
NewBrush	<p>Create a new brush. Release this using ReleaseObject from <i>Drawbot_SupplierSuite</i>.</p> <pre>NewBrush(     DRAWBOT_SupplierRef    in_supplier_     ↪ref,     const DRAWBOT_ColorRGBA *in_colorP,     DRAWBOT_BrushRef       *out_brushP);</pre>
SupportsText	<p>Check if current supplier supports text.</p> <pre>SupportsText(     DRAWBOT_SupplierRef    in_supplier_ref,     DRAWBOT_Boolean        *out_supports_     ↪textB);</pre>
GetDefaultFontSize	<p>Get the default font size.</p> <pre>GetDefaultFontSize(     DRAWBOT_SupplierRef    in_supplier_ref,     float                  *out_font_sizeF);</pre>
NewDefaultFont	<p>Create a new font with default settings. You can pass the default font size from GetDefaultFontSize. Release this using ReleaseObject from <i>Drawbot_SupplierSuite</i>.</p> <pre>NewDefaultFont(     DRAWBOT_SupplierRef    in_supplier_ref,     float                  in_font_sizeF,     DRAWBOT_FontRef        *out_fontP);</pre>
NewImageFromBuffer	<p>Create a new image from buffer passed to in_dataP. Release this using ReleaseObject from <i>Drawbot_SupplierSuite</i>.</p> <pre>NewImageFromBuffer(     DRAWBOT_SupplierRef    in_supplier_ref,     int                    in_width,     int                    in_height,     int                    in_row_bytes,     DRAWBOT_PixelLayout    in_pl,     const void             *in_dataP,     DRAWBOT_ImageRef       *out_imageP);</pre> <p>DRAWBOT_PixelLayout can be one of the following:</p> <ul style="list-style-type: none"> <li>• kDRAWBOT_PixelLayout_24RGB,</li> <li>• kDRAWBOT_PixelLayout_24BGR,</li> <li>• kDRAWBOT_PixelLayout_32RGB,</li> <li>• ARGB (A is ignored),</li> <li>• kDRAWBOT_PixelLayout_32BGR,</li> </ul>
54.6. Drawbot_SupplierSuite	<ul style="list-style-type: none"> <li>• kDRAWBOT_PixelLayout_32BGR,</li> </ul> <p>215</p>

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## 54.7 Drawbot\_SurfaceSuite

Calls to draw on the surface, and to query and set drawing settings.



## 54.7.1 Drawbot\_SurfaceSuite1

Function	Purpose
PushStateStack	<p>Push the current surface state onto the stack. It should be popped to retrieve old state. It is required to restore state if you are going to clip or transform a surface or change the interpolation or anti-aliasing policy.</p> <pre>PushStateStack(     DRAWBOT_SurfaceRef  in_surface_ref);</pre>
PopStateStack	<p>Pop the last pushed surface state off the stack.</p> <pre>PopStateStack(     DRAWBOT_SurfaceRef  in_surface_ref);</pre>
PaintRect	<p>Paint a rectangle with a color on the surface.</p> <pre>PaintRect(     DRAWBOT_SurfaceRef      in_surface_ref,     const DRAWBOT_ColorRGBA *in_colorP,     const DRAWBOT_RectF32   *in_rectPR);</pre>
FillPath	<p>Fill a path using a brush and fill type.</p> <pre>FillPath(     DRAWBOT_SurfaceRef  in_surface_ref,     DRAWBOT_BrushRef    in_brush_ref,     DRAWBOT_PathRef     in_path_ref,     DRAWBOT_FillType     in_fill_type);</pre> <p>DRAWBOT_FillType is one of the following:</p> <ul style="list-style-type: none"> <li>• kDRAWBOT_FillType_EvenOdd,</li> <li>• kDRAWBOT_FillType_Winding</li> </ul>
StrokePath	<p>Stroke a path using a pen.</p> <pre>StrokePath(     DRAWBOT_SurfaceRef  in_surface_ref,     DRAWBOT_PenRef      in_pen_ref,     DRAWBOT_PathRef     in_path_ref);</pre>
Clip	<p>Clip the surface.</p> <pre>Clip(     DRAWBOT_SurfaceRef      in_surface_ref,     DRAWBOT_SupplierRef     in_supplier_ref,     const DRAWBOT_Rect32    *in_rectPR);</pre>
GetClipBounds	<p>Get clip bounds.</p> <pre>GetClipBounds(     DRAWBOT_SurfaceRef  in_surface_ref,     DRAWBOT_Rect32      *out_rectPR);</pre>
IsWithinClipBounds	<p>Checks whether a rect is within the clip bounds.</p> <pre>IsWithinClipBounds(     DRAWBOT_SurfaceRef      in_surface_ref,     const DRAWBOT_Rect32    *in_rectPR,     DRAWBOT_Boolean         *out_withinPB);</pre>
Transform	<p>Transform the last surface state.</p> <pre>Transform(     DRAWBOT_SurfaceRef      in_surface_ref,     const DRAWBOT_MatrixF32 *in_matrixP);</pre>



## 54.8 Drawbot\_PathSuite

Calls to draw paths.

### 54.8.1 Drawbot\_PathSuite1

Function	Purpose
MoveTo	Move to a point.  MoveTo( DRAWBOT_PathRef in_path_ref, float in_x, float in_y);
LineTo	Add a line to the path.  LineTo( DRAWBOT_PathRef in_path_ref, float in_x, float in_y);
BezierTo	Add a cubic bezier to the path.  BezierTo( DRAWBOT_PathRef in_path_ref, const DRAWBOT_PointF32 *in_pt1P, const DRAWBOT_PointF32 *in_pt2P, const DRAWBOT_PointF32 *in_pt3P);
AddRect	Add a rect to the path.  AddRect( DRAWBOT_PathRef in_path_ref, const DRAWBOT_RectF32 *in_rectPR);
AddArc	Add a arc to the path. Zero start degrees == 3 o'clock. Sweep is clockwise. Units for angle are in degrees.  AddArc( DRAWBOT_PathRef in_path_ref, const DRAWBOT_PointF32 *in_centerP, float in_radius, float in_start_angle, float in_sweep);
Close	Close the path.  Close( DRAWBOT_PathRef in_path_ref);

## 54.9 PF\_EffectCustomUIOverlayThemeSuite

This suite should be used for stroking and filling paths and vertices on the Composition and Layer Windows. After Effects is using this suite internally, and we have made it available to make custom UI look consistent across effects. The foreground/shadow colors are computed based on the app brightness level so that custom UI is always visible regardless of the application's Brightness setting in the Preferences.

### 54.9.1 PF\_EffectCustomUIOverlayThemeSuite1

Function	Purpose
PF_GetPreferredForegroundColor	Get the preferred foreground color.  PF_GetPreferredForegroundColor( DRAWBOT_ColorRGBA *foreground_colorP);
PF_GetPreferredShadowColor	Get the preferred shadow color.  PF_GetPreferredShadowColor( DRAWBOT_ColorRGBA *shadow_colorP);
PF_GetPreferredStrokeWidth	Get the preferred foreground & shadow stroke width.  PF_GetPreferredStrokeWidth( float *stroke_widthPF);
PF_GetPreferredVertexSize	Get the preferred vertex size.  PF_GetPreferredVertexSize( float *vertex_sizePF);
PF_GetPreferredShadowOffset	Get the preferred shadow offset.  PF_GetPreferredShadowOffset( A_LPoint *shadow_offsetP);
PF_StrokePath	Stroke the path with the overlay theme foreground color. Optionally draw the shadow using the overlay theme shadow color. Uses overlay theme stroke width for stroking foreground and shadow strokes.  PF_StrokePath( const DRAWBOT_DrawRef drawbot_ref, const DRAWBOT_PathRef path_ref PF_Boolean draw_shadowB);
PF_FillPath	Fills the path with overlay theme foreground color. Optionally draw the shadow using the overlay theme shadow color.  PF_FillPath( const DRAWBOT_DrawRef drawbot_ref, const DRAWBOT_PathRef path_ref PF_Boolean draw_shadowB);
PF_FillVertex	Fills a square vertex around the center point using the overlay theme foreground color and vertex size.  PF_FillVertex( const DRAWBOT_DrawRef drawbot_ref, const A_FloatPoint *center_pointP PF_Boolean draw_shadowB);



## UI CALLBACKS

After Effects provides callbacks for transposing between coordinate systems, and obtaining OS-specific information about drawing contexts, without guesswork or asking the OS directly. Use these callbacks! Pointers to these callbacks are provided in `PF_EventCallbacks`. Use the macros in `AE_EffectUI.h` and `AE_EffectCB.h` to access these routines.

It is possible to build a functioning plug-in which utilizes a custom UI without implementing the coordinate system transposition callbacks. However, the moment a user zooms into the layer panel or rotates a layer, your plug-in will behave badly. We added these macros and callbacks so that custom user interfaces could be easily integrated into the After Effects UI, without inflicting user interface overhead on developers. Again, please use them!

These macros default the refcon and context handle for simplicity. The refcon assumes you have a local variable named “extra”. The default context is the current context. These default parameters are defined in the `PF_EventCallbacks` structure (in `AE_EffectUI.h`). You can override the defaults by accessing the callbacks through the `PF_EventExtra` structure. We don’t recommend (or support) modification of the macros in the header file. Don’t do it!

Function	Purpose
layer_to_comp	Transforms layer panel coordinates to the composition panel coordinates.  PF_Err layer_to_comp ( <b>void</b> *refcon, PF_ContextH       context, A_long             curr_time, A_long             time_scale, PF_FixedPoint    *pt);
comp_to_layer	Transforms composition panel coordinates to the layer panel coordinates.  PF_Err comp_to_layer ( <b>void</b> *refcon, PF_ContextH       context, A_long             curr_time, A_long             time_scale, PF_FixedPoint    *pt);
get_comp2layer_xform	Returns the matrix used to convert from the composition panel to the layer panel. If *exists returns FALSE, the matrix cannot be computed because the layer scales to zero.  PF_Err get_comp2layer_xform ( <b>void</b> *refcon, PF_ContextH       context, A_long             curr_time, <b>long</b> time_scale, <b>long</b> *exists, PF_FloatMatrix    *comp2layer);
get_layer2comp_xform	Returns the transformation matrix used to convert from the layer panel to the composition panel. This always exists.  PF_Err get_layer2comp_xform ( <b>void</b> *refcon, PF_ContextH       context, A_long             curr_time, A_long             time_scale, PF_FloatMatrix    *layer2comp);
source_to_frame	Transforms the source coordinates in the current context to screen coordinates. Screen (frame) coordinates are affected by the current zoom level.  PF_Err source_to_frame( <b>void</b> *refcon, PF_ContextH       context, PF_FixedPoint    *pt);
frame_to_source	Transforms the screen coordinates identified by *pt to the source coordinates of the current context.  PF_Err frame_to_source( <b>void</b> *refcon, PF_ContextH       context, PF_FixedPoint    *pt);
224	<b>Chapter 55. UI Callbacks</b>
PF_GET_PLATFORM_DATA	Retrieves platform-specific data. For plug-ins loaded with localized resource files, PF_PlatformData_RES_FILE_PATH will point to

## TIPS & TRICKS

### 56.1 UI Performance

Experiment with `PF_EO_ALWAYS_UPDATE` and `PF_EO_NEVER_UPDATE` from *PF\_EventExtra*, to find a happy medium between responsiveness and accuracy.

On macOS, the foreground and background colors are not set to white and black when custom UI draw events are sent. This is by design; you don't have to change the background color when you're drawing directly into our context.

---

### 56.2 How Deep Are My Pixels?

There is no way to determine the bit depth of the layer(s) being processed during events.

However, you can cache the last-known pixel depth in your sequence data.

Better still, you can have your fixed and float slider parameters rely on the `PF_ValueDisplayFlags` in their parameter definitions; if you use this, it will have your parameters' UI respond to the user's preferences for pixel display values.

You can also check the depth of your input world during `PF_Cmd_RENDER`.

---

### 56.3 Arbitrary Data

An arbitrary data parameter is an excellent way to manage your custom UI.

Store state, preference, and last-item-used information in an arb, and you'll always be able to recover it.

After Effects manages parameters with a much richer message stream than custom UIs.

---

## 56.4 Custom UI Implementation for Color Sampling, Using Keyframes

A plug-in may want to get a color from a layer within a composition. The user would use the eyedropper associated with a color parameter, or the plug-in's custom composition panel UI, to select the point.

During the click event, the plug-in converts the coordinates of the click into layer space, and stores that information in sequence data. It then forces a re-render, during which it has access to the color of the layer point corresponding to the stored coordinates.

The plug-in stores the color value in sequence data, and cancels the render, requesting a redraw of the affected parameter(s).

Finally, during the draw, the plug-in adds appropriate keyframes to its color parameter stream using the *AEGP\_KeyframeSuite*.

Yes, this means the effect needs to *Cheating Effect Usage of AEGP Suites* and use the AEGP API.



## AUDIO

After Effects can process audio encoded at up to 96Khz, floating point (24-bit) resolution, mono or stereo.

We provide high quality resampling.

`PF_InData` and `PF_OutData` both contain information specific to audio handling.

While audio isn't the focus of After Effects' feature set, it is an important component of compositing and pre-visualization workflows.

Also, several engineers on our team are audio fanatics, and ensure that our audio effects (and the whole audio pipeline) are of the highest quality.



## GLOBAL OUTFLAGS

All audio effects must set either `PF_OutFlag_AUDIO_EFFECT_TOO` or `PF_OutFlag_AUDIO_EFFECT_ONLY`.

`PF_OutFlag_I_USE_AUDIO` is for visual effects that check out audio data, but don't modify it.

`PF_OutFlag_AUDIO_FLOAT_ONLY`, `PF_OutFlag_AUDIO_IIR` and `PF_OutFlag_I_SYNTHESIZE_AUDIO` provide greater control over audio output (see *[PF\\_OutFlags](#)* for more details).



## AUDIO DATA STRUCTURES

The following data types are used by After Effects to describe audio data.

Structure	Description
PF_SoundFormat	Indicates whether the audio is in unsigned pulse code modulation (PCM), signed PCM, or floating point format.
PF_SoundSampleSize	Sizes are in 1, 2, or 4 byte format.
PF_SoundChannels	Indicates whether the audio is mono or stereo.
PF_SoundFormatInfo	Contains the sampling rate, number of channels, sample size, and format of the audio to which it refers.
PF_SoundWorld	Use PF_SoundWorlds to represent audio. In addition to a PF_SoundFormatInfo, they contain the length of the audio, and a pointer to the actual audio data.

PF\_SoundFormat, PF\_SoundSampleSize, and PF\_SoundChannels are all contained within a PF\_SoundFormatInfo.

PF\_SoundWorlds contain a PF\_SoundFormatInfo, and further instance-specific information.



## AUDIO-SPECIFIC FLOAT SLIDER VARIABLES

PF\_Param\_FLOAT\_SLIDERS contain several parameters not found in other sliders; flags, phase, and curve tolerance.

---

### 60.1 Flags

The only flag available is PF\_FSliderFlag\_WANT\_PHASE.

This registers the effect to receive updated phase information from After Effects during audio rendering.

To understand what this flag does, turn it off and check your output.

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### 60.2 Phase

This is where the requested phase value is stored.

---

### 60.3 Curve Tolerance

Curve tolerance is used by After Effects to subdivide the audio effects' time-variant parameters. Set this to zero for default behavior (or for non-audio FLOAT\_SLIDER parameters).

---

### 60.4 What's Zero, Really?

When amplitude is zero, After Effects is at -192db.





## ACCESSING AUDIO DATA

Use `PF_CHECKOUT_LAYER_AUDIO` from *Interaction Callbacks* to retrieve an audio layer.

This layer is opaque; use `PF_GET_AUDIO_DATA` to access specific details about that audio.

As with pixel data, it's important that you check in the audio as soon as possible.

If your effect requires as input a time span different from the output time span, update the `startsampL` and `endsampL` field in `PF_OutData` during `PF_Cmd_AUDIO_SETUP` from *Frame Selectors*.

---

### 61.1 Extending Audio Clips

You cannot extend the length of an audio clip through the API.

However, it is a relatively simple matter for the user to extend the length of the clip before applying your effect. Apply time remapping to the layer and simply extend the out point.

If you're adding a delay effect to a sounds clip, you'd want to allow it time to fade away instead of truncating the sound at the original end point.

Document the steps users should take when applying your effect.



## AUDIO CONSIDERATIONS

The After Effects audio API supports sampling rates up to 96Khz, in as many formats as possible.

In the same way that plug-ins' pixel manipulation functions should remain "resolution independent", audio plug-ins should be sample rate- and bit depth-independent.

Your plug-in can't know anything about the final output format of the audio in question; it might get stretched, normalized, truncated, or phase-inverted between the application of your plug-in and the final output.

Audio filters encounter different issues than do image filters.

Investigate the SDK sample for one possible implementation of audio rendering.



## **AEGPS**

The After Effects General Plug-in (AEGP) API is powerful and broad, offering functionality beyond what is available to effect plug-ins.

To users, AEGPs appear to be part of After Effects.

They can add, intercept, and trigger menu commands, access the keyframe database, and register functions as part of After Effects' internal messaging.

AEGPs can add and remove items to projects and compositions, add and remove filters and keyframes.

Once its command is triggered, AEGPs use the numerous PICA function suites (described in this section) to work with every After Effects item.

AEGPs can publish function suites for plug-ins, manipulate all project elements, change interpretations, replace files and determine which external files are used to render a project.

There are several specialized types of AEGP; Keyframers, Artisans, and I/O modules (AEIOs). They are all still AEGPs, but have access to specialized messaging streams, for which they register with After Effects.



## OVERVIEW

AEGPs use Plug-In Component Architecture (PICA) function suites to access all functionality.

They may also publish their own function suites, for use by effect plug-ins (since plug-in load order varies, AEGPs can't depend on suites not provided by After Effects).

AEGPs can also request a suite and, if it's not present, provide replacement functionality themselves.

---

### 64.1 AEGP Communication With After Effects

For effect plug-ins, all communication with After Effects occurs through a single entry point function. This is not the case with AEGPs.

While After Effects *does* call the entry point function designated in the AEGP's PiPL (which is still required), all subsequent communication between After Effects and AEGPs is handled by the hook functions the AEGP registers.

This registration must be performed from within the plug-in's entry function, using the *Register Suite*.

---

### 64.2 Different Tasks, Same API

AEGPs work in the same manner, regardless of specialization.

They can be simple, just *adding one menu item* to trigger an external application, or complex like Artisans.

While any plug-in can access any function suite, only plug-ins of the appropriate type will have access to all the required parameters.

Only Artisans will have render contexts, and only AEIO plug-ins will receive input and output specifications; messaging is dependent upon which hook functions are registered.





## **DATA TYPES**

Whenever possible, After Effects presents plug-ins with opaque data types, and provides accessor functions for manipulating them. For example, video frames are represented using the opaque `AEGP_WorldH`. While in some cases it might be more efficient to simply modify the underlying structure, by maintaining the opaqueness of the data types we allow for changes to our implementation without making you recompile (and redistribute) your plug-ins.

---



## 65.1 AEGP API Data Types

Type	Describes	Manage Using
<code>AEGP_MemHandle</code>	This structure contains more than just the referenced memory. So it should not be dereferenced directly. Use <code>AEGP_LockMemHandle</code> in the AEGP Memory Suite to get a pointer to the memory referenced by the <code>AEGP_MemHandle</code> . And of course, unlock it when you're done.	<i>AEGP Memory Suite</i>
<code>AEGP_ProjectRef</code>	The current After Effects project. Projects are a set of elements arranged hierarchically in a tree to preserve semantic relationships. Interior nodes of the tree are folders. As of CS6, there will only ever be one open project.	<i>AEGP Project Suite</i>
<code>AEGP_ItemRef</code>	An abstraction describing any element of a project, including folders. An item is anything that can be selected. Since multiple object types can be selected, we treat them as <code>AEGP_ItemRefs</code> until more specificity is required.	<i>AEGP Item Suite</i>
<code>AEGP_CollectionRef</code>	A collection of selected items.	<i>AEGP Collection Suite</i>
<code>AEGP_CompositionRef</code>	A composition is a sequence of renderable items that, together, produce output. A composition exists over a time interval. Multiple compositions can exist within one project.	<i>AEGP Composition Suite</i>
<code>AEGP_FootageRef</code>	A item that can be rendered. Folders and compositions are the only items that are not footage.	<i>AEGP Footage Suite</i>
<code>AEGP_LayerRef</code>	An element of a composition. Layers are rendered in sequence, which allows for occlusions. Solids, text, paint, cameras, lights, images, and image sequences are all represented as layers. Layers may be defined over sub-intervals of the composition's time interval.	<i>AEGP Layer Suite</i>
<code>AEGP_WorldRef</code>	A frame of pixels.	<i>AEGP World Suite</i>
<code>AEGP_EffectRef</code>	An effect applied to a layer. An effect is a function that takes as its argument a layer (and possibly other parameters) and returns an altered version of the layer for rendering.	<i>AEGP Effect Suite</i>
<code>AEGP_StreamRef</code>	A <i>parameter stream</i> attached to a layer, in a composition. See the description of <code>AEGP_GetNewLayerStream</code> from <i>AEGP_StreamSuite5</i> for a full list of stream types.	<i>AEGP Stream Suite, AEGP Dynamic Stream Suite AEGP Keyframe Suite</i>
<code>AEGP_MaskRef</code>	A mask applied to a layer. An <code>AEGP_MaskRef</code> is used to access details about the mask stream, not the specific points which constitute the mask. A mask is a rasterized path (sequence of vertices) that partitions a layer into two pieces, allowing each to be rendered differently.	<i>AEGP Mask Suite</i>
<code>AEGP_MaskOutlineRef</code>	The specific points which constitute the mask. The points in a mask outline are ordered, and the mask need not be closed.	<i>AEGP Mask Outline Suite</i>
<code>AEGP_TextDocumentRef</code>	The actual text associated with a text layer.	<i>AEGP Text Document Suite</i>
<code>AEGP_TextOutlineRef</code>	Points to all the paths that make up the outlines of a given text layer.	<i>AEGP Text Layer Suite</i>
<code>AEGP_MarkerRef</code>	The data associated with a given timeline marker.	<i>AEGP Marker Suite</i>
<code>AEGP_PersistentDataRef</code>	A blob of data containing the current preferences.	<i>AEGP Persistent Data Suite</i>
<code>AEGP_RenderOptionsRef</code>	The options associated with a render request.	<i>AEGP Render Options Suite</i>
<code>AEGP_LayerRenderOptionsRef</code>	The render options associated with a layer render request.	<i>AEGP Layer Render Options Suite</i>
<code>AEGP_FrameRef</code>	A reference to a rendered frame.	<i>AEGP Render Suite</i>
<code>AEGP_RQItemRef</code>	An item in the render queue.	<i>AEGP Render Queue Suite AEGP Render Queue Item Suite</i>
<code>AEGP_OutputModuleRef</code>	An output module, attached to a specific <code>AEGP_RQItemRef</code> in the render queue.	<i>AEGP Output Module Suite</i>
<code>AEGP_SoundDataRef</code>	The <i>audio settings</i> used for a given layer.	<i>AEGP Sound Data Suite</i>

## 65.2 Nasty, Brutish, and Short

Information about layers, streams, and many other items doesn't survive long; it's often invalidated by user activity.

Anything that modifies the quantity (not quality) of items will invalidate references to those items; adding a keyframe to a stream invalidates references to that stream, but forcing a layer to be rendered doesn't invalidate references to it. Do not cache layer pixels.

Caching references between calls to a specific hook function within your plug-in is not recommended; acquire information when you need it, and forget (release) it as soon as possible.

---

## 65.3 Were You Just Going To Leave That Data Lying Around?

When you ask After Effects to populate and return handles to data structures, it's important that you clean up after yourself. For the following data types, you must call the appropriate disposal routines.

---

## 65.4 Data Types Requiring Disposal

Data Type	Disposal function
<code>AEGP_Collection2H</code>	<code>AEGP_DisposeCollection</code> , from <i>AEGP_CollectionSuite2</i>
<code>AEGP_FootageH</code>	<code>AEGP_DisposeFootage</code> , from <i>AEGP_FootageSuite5</i>
<code>AEGP_WorldH</code>	<code>AEGP_Dispose</code> , from <i>AEGP_WorldSuite3</i> Or <code>AEGP_DisposeTexture</code> , from <i>AEGP_CanvasSuite8</i> , if layer texture created using <code>AEGP_RenderTexture</code> )
<code>AEGP_EffectRefH</code>	<code>AEGP_DisposeEffect</code> , from <i>AEGP_EffectSuite4</i>
<code>AEGP_MaskRefH</code>	<code>AEGP_DisposeMask</code> , from <i>AEGP_MaskSuite6</i>
<code>AEGP_RenderOptionsRefH</code>	<code>AEGP_Dispose</code> , from <i>AEGP_RenderQueueMonitorSuite1</i>
<code>AEGP_LayerRenderOptionsRefH</code>	<code>AEGP_Dispose</code> , from <i>AEGP_LayerRenderOptionsSuite1</i>
<code>AEGP_RenderReceiptH</code>	<code>AEGP_DisposeRenderReceipt</code> , from <i>AEGP_CanvasSuite8</i>

## IMPLEMENTATION

Because the functionality available through the AEGP API is so vast, and the integration with After Effects so complete, a good deal of design work is necessary to ensure that your plug-in behaves appropriately in all situations.

AEGPs interact with After Effects through PICA function suites.

AEGPs are not loaded in a specific order.

Check the version of the AEGP API (from within your AEGP's entry point function) to confirm whether a given suite will be available.

AEGPs may also use any effect API suite function which doesn't require a PF\_ProgPtr (obtained by effects from PF\_InData).

---

### 66.1 Entry Point

```
A_Err AEGP_PluginInitFuncPrototype(  
    struct SPBasicSuite *pica_basicP,  
    A_long               major_versionL,  
    A_long               minor_versionL,  
    AEGP_PluginID        aegp_plugin_id,  
    AEGP_GlobalRefcon    *global_refconP)
```

The plug-in's entry point, exported in the *PiPL Resources*, is called just once during launch; all other calls to the AEGP go to the functions it's registered.

This is very different from the effect plug-in model, where all communication comes through the same entry point.

Because plug-in load order may vary, it's never a good idea to acquire suites not provided by After Effects during your entry point function. Rather, wait until the appropriate hook function(s).

The AEGP *API Versions* can help distinguish between different versions of After Effects, in case the AEGP needs to behave differently or handle different behavior.

Those other functions are registered as callback hooks. An AEGP that adds menu items must register an UpdateMenuHook function (with a function signature as described in AE\_GeneralPlug.h) which After Effects can call to determine whether or not to enable those items. Similarly, plug-ins which process commands register a CommandHook (one for all commands).

---

## 66.2 Specialization

AEIOs and Artisans must register with After Effects in order to receive the messaging streams on which they depend. Like everything else in the AEGP API, this is done through a function suite; in this case, the aptly-named `AEGP_RegisterSuite`.

---

## 66.3 Example: Adding A Menu Item

During your entry point function, use `AEGP_GetUniqueCommand()` from *Command Suite* to obtain a command ID from After Effects, for use with `AEGP_InsertMenuCommand`. Use a different ID for each menu item you add.

Using `AEGP_RegisterSuite`'s `AEGP_RegisterCommandHook()`, tell After Effects which function to call when your menu item(s) are selected. The function you register using `AEGP_RegisterUpdateMenuHook()` enables and disabling your menu item(s). Your menu item(s) will be permanently disabled unless you register a menu updating function.

No matter how many menu items you add, you register only one `CommandHook`. When called, determine which menu item was chosen (based on the command ID), use AEGP PICA suite functions to determine the current state of the project, and act accordingly. For example, keyframing plug-ins may want to disable their menu items unless a (keyframe-able) parameter stream is part of the current selection.

---

## 66.4 Private Data

Unlike effects, AEGPs are never unloaded during an After Effects session. Still, that doesn't mean that relying on static and global variables is a good idea.

All hook functions are passed a `plugin_refconPV` for storage information specific to that function. Many AEGP Suite functions take the `aegp_plugin_id` as a parameter; store it in the `global_refconPV` you are passed, either in a structure you allocate or just the ID itself.

Where possible, use these refcons to store information, not statics and global variables. This becomes especially important when dealing with multi-threading issues.

Use `global_refconPV` for your globals (like your `aegp_plugin_id`) and `refcon` for hook-function-specific storage.

A potential "multiple instances of After Effects" gotcha; when a second, command-line instance of After Effects is launched, all of an AEGP's handles are duplicated. If this causes problems (and it may), provide code that attaches saved handles to specific instantiations of your plug-in.

---

## 66.5 Threading

AEGP supports no threading at all. Everything must be done from the main thread, either in response to a callback, or from the idle hook.

There is one call that is thread safe: `AEGP_CauseIdleRoutinesToBeCalled()`.

But since `SPBasicSuite` itself is not thread safe, you'll need to stash off the function pointer in the main thread.

---

## AEGP SUITES

As mentioned earlier, AEGPs do everything through suites. The following suites are used by all types of AEGPs, and may be called from within any hook function (except for the RegisterSuite, which must be used from within the AEGP's entry point). Following is a description of each function in every suite, and, where appropriate details on using those functions.

Suite	Description
<i>Memory Suite</i>	Manage memory resources. Use this suite! Whenever memory-related errors are encountered, After Effects will call this suite.
<i>Command Suite</i>	Manage your AEGP's menu items. Used in conjunction with the Register Suite.
<i>Register Suite</i>	Used in conjunction with the <i>Command Suite</i> to add functions to menu commands. AEIOs and Artisans use this suite.
<i>Project Suite</i>	Reads and modifies project data.
<i>Item Suite</i>	Manages items within a project or composition. Folders, Compositions, Solids, and Footage are all items.
<i>Collection Suite</i>	Query which items are currently selected, and create your own selection sets. It's often a good UI move to use this suite.
<i>Composition Suite</i>	Manages (and creates) compositions in a project, and composition-specific items like solids.
<i>Footage Suite</i>	Manages footage.
<i>Layer Suite</i>	Provides information about the layers within a composition, and the relationship(s) between the source and the layer.
<i>Effect Suite</i>	Provides access to the effects applied to a layer. Use Stream suites to obtain effect keyframe information.
<i>Stream Suite</i>	Used to access the values of a layer's keyframe properties.
<i>Dynamic Stream Suite</i>	Used to access the characteristics of dynamic streams associated with a layer.
<i>Keyframe Suite</i>	Used to access and manipulate all keyframe data.
<i>Marker Suite</i>	Used to manipulate markers. Use AEGP_GetNewCompMarkerStream() (in <i>AEGP_CompSuite11</i> ) to get a new marker stream.
<i>Mask Suite</i>	Provides access to retrieve information about a layer's masks.
<i>Mask Outline Suite</i>	Used in conjunction with Stream Suite, this suite provides detailed information about the path rendered to a mask.
<i>Text Document Suite</i>	Used to access the actual text on a text layer.
<i>Text Layer Suite</i>	Used to access the paths that make up the outlines of a text layer.
<i>Utility Suite</i>	Supplies error message handling, AEGP version checking and access to After Effects' undo stack.
<i>Persistent Data Suite</i>	Query and manage all persistent data (i.e., the preferences file). AEGPs can also add their own data to the file.
<i>Color Settings Suite</i>	Obtain information on After Effects' current color management settings.
<i>Render Suite</i>	Get rendered frames (and audio samples) from within an AEGP.
<i>World Suite</i>	Allocate, dispose of, and query AEGP_Worlds. Also provides a way to convert a PF_EffectWorld into an AEGP_World.
<i>Composite Suite</i>	Exposes After Effects' compositing functionality, including transfer modes, track matting, and good old alpha.
<i>Sound Data Suite</i>	Functions for managing and accessing sound data.
<i>Render Queue Suite</i>	Add and remove items from the render queue.
<i>Render Queue Item Suite</i>	Query and modify items in the render queue.
<i>Render Options Suite</i>	Query and manage all items exposed in a render queue item's options dialog.
<i>Output Module Suite</i>	Query and modify the output modules attached to items in the render queue.
<i>PF Interface Suite</i>	The functions in this suite, while technically part of the AEGP API, are for use by effects.
<i>AEGP Iterate Suite</i>	Gives AEGPs a way to have a function (which has the required signature) to be run on any or all available items.
<i>File Import Manager Suite</i>	Registers AEGP file and project importers as part of After Effects' file handling.

## 67.1 Fail Gracefully

If a suite isn't present, make every attempt to fail gracefully. Show the user a message indicating the nature of the problem. Attempt to acquire and use an earlier version of the same suite.

Since AEGPs are so deeply integrated with After Effects, make sure that users know who or what is encountering a given problem.

Identify yourself! Provide support and/or help information to the user whenever possible.

---

## 67.2 Handling Handles

Use the AEGP Memory Suite to manage memory used by the AEGP. Whenever memory related errors are encountered, After Effects can report errors for you to find early on.

`AEGP_MemHandle` is a structure that contains more than just the referenced memory. So it should not be dereferenced directly. Use `AEGP_LockMemHandle` to get a pointer to the memory referenced by the `AEGP_MemHandle`.

And of course, unlock it when you're done.





## 67.2.1 AEGP\_MemorySuite1

Function	Purpose
AEGP_NewMemHandle	<p>Create a new memory handle. This memory is guaranteed to be 16-byte aligned. <code>plugin_id</code> is the ID passed in through the main <i>Entry Point</i>, or alternatively what you obtained from <code>AEGP_RegisterWithAEGP()</code> (from <i>AEGP_UtilitySuite6</i>).</p> <p>Use <code>whatZ</code> to identify the memory you are asking for. After Effects uses the string to display any related error messages.</p> <pre>AEGP_NewMemHandle(     AEGP_PluginID    *plugin_id,     const A_char      *whatZ,     AEGP_MemSize      size,     AEGP_MemFlag      flags,     AEGP_MemHandle    *memPH);</pre>
AEGP_FreeMemHandle	<p>Release a handle you allocated using <code>AEGP_NewMemHandle()</code>.</p> <pre>AEGP_FreeMemHandle(     AEGP_MemHandle    memH);</pre>
AEGP_LockMemHandle	<p>Locks the handle into memory (cannot be moved by OS). Use this function prior to using memory allocated by <code>AEGP_NewMemHandle</code>. Can be nested.</p> <pre>AEGP_LockMemHandle(     AEGP_MemHandle    memH,     void              **ptr_to_ptr);</pre>
AEGP_UnlockMemHandle	<p>Allows OS to move the referenced memory. Always balance lock calls with unlocks.</p> <pre>AEGP_UnlockMemHandle(     AEGP_MemHandle    memH);</pre>
AEGP_GetMemHandleSize	<p>Returns the allocated size of the handle.</p> <pre>AEGP_GetMemHandleSize AEGP_MemHandle memH,     AEGP_MemSize      *sizeP);</pre>
AEGP_ResizeMemHandle	<p>Changes the allocated size of the handle.</p> <pre>AEGP_ResizeMemHandle(     const char        *whatZ,     AEGP_MemSize      new_size,     AEGP_MemHandle    memH);</pre>
AEGP_SetMemReportingOn	<p>If After Effects runs into problems with the memory handling, the error should be reported to the user. Make use of this during development!</p> <p>Only memory allocated and then leaked using this suite is reported using this call, so for example memory allocated using <i>PF_HandleSuite1</i> will not be reported.</p> <pre>AEGP_SetMemReportingOn(     A_Boolean    turn_OnB);</pre>
AEGP_GetMemStats	<p>Obtain information about the number of currently allocated handles and their total size.</p> <p>Only memory allocated using this suite is tracked and reported using this call, so for example memory allocated using <i>PF_HandleSuite1</i> will not be reported here.</p>

## 67.3 Managing Menu Items

Command Suites allow you to create and handle any menu events.

To add your own menu commands, you must also use *Register Suite* to assign handlers to menu events.



### 67.3.1 AEGP\_CommandSuite1

Function	Purpose
AEGP_GetUniqueCommand	<p>Obtain a unique command identifier. Use the <i>Register Suite</i> to register a handler for the command.</p> <pre>AEGP_GetUniqueCommand(     AEGP_Command  *unique_commandP);</pre> <p>Note: On occasion After Effects will send command 0 (zero), so don't use that as part of your command handling logic.</p>
AEGP_InsertMenuCommand	<p>Add a new menu command. Using nameZ = "-" will insert a separator. menu_ID can be:</p> <ul style="list-style-type: none"> <li>• AEGP_Menu_NONE</li> <li>• AEGP_Menu_APPLE</li> <li>• AEGP_Menu_FILE</li> <li>• AEGP_Menu_EDIT</li> <li>• AEGP_Menu_COMPOSITION</li> <li>• AEGP_Menu_LAYER</li> <li>• AEGP_Menu_EFFECT</li> <li>• AEGP_Menu_WINDOW</li> <li>• AEGP_Menu_FLOATERS</li> <li>• AEGP_Menu_KF_ASSIST</li> <li>• AEGP_Menu_IMPORT</li> <li>• AEGP_Menu_SAVE_FRAME_AS</li> <li>• AEGP_Menu_PREFS</li> <li>• AEGP_Menu_EXPORT</li> <li>• AEGP_Menu_ANIMATION</li> <li>• AEGP_Menu_PURGE</li> <li>• AEGP_Menu_NEW - Supported in CC and later</li> </ul> <p>Locations can be set to a specific location in the menu or can be one assigned by After Effects:</p> <ul style="list-style-type: none"> <li>• AEGP_MENU_INSERT_SORTED</li> <li>• AEGP_MENU_INSERT_AT_BOTTOM</li> <li>• AEGP_MENU_INSERT_AT_TOP</li> </ul> <p>For AEGP_Menu_WINDOW, the BOTTOM and TOP options haven't been supported since CS4 and will return an error. We recommend SORTED.</p> <pre>AEGP_InsertMenuCommand(     AEGP_Command  command,     const A_char  *nameZ,     AEGP_MenuID   menu_id,     A_long        after_itemL);</pre>
AEGP_RemoveMenuCommand	<p>Remove a menu command. If you were so motivated, you could remove ALL of the After Effects menu items.</p> <pre>AEGP_RemoveMenuCommand(     AEGP_Command  command);</pre>
AEGP_SetCommandName	<p>Set menu name of a command.</p> <pre>AEGP_SetCommandName(     AEGP_Command  command,     const A_char  *nameZ);</pre>
AEGP_EnableCommand	<p>Enable a menu command.</p> <pre>AEGP_EnableCommand(     AEGP_Command  command);</pre>
<b>67.3. Managing Menu Items</b>	<b>255</b>
AEGP_DisableCommand	<p>Disable a menu command.</p> <pre>AEGP_DisableCommand(     AEGP_Command  command);</pre>

---

## 67.4 Registering with After Effects

Register functions for After Effects' use.



## 67.4.1 AEGP\_RegisterSuites5

Function	Purpose
AEGP_RegisterCommandHook	<p>Register a hook (command handler) function with After Effects.</p> <p>If you are replacing a function which After Effects also handles, <code>AEGP_HookPriority</code> determines whether your plug-in gets it first.</p> <ul style="list-style-type: none"> <li>• <code>AEGP_HP_BeforeAE</code></li> <li>• <code>AEGP_HP_AfterAE</code></li> </ul> <p>For each menu item you add, obtain your own <code>AEGP_Command</code> using <code>AEGP_GetUniqueCommand()</code> (from <i>AEGP_CommandSuite1</i>) prior registering a single <code>command_hook_func</code>.</p> <p>Determine which command was sent within this hook function, and act accordingly.</p> <p>Currently, <code>AEGP_HookPriority</code> is ignored.</p> <pre> AEGP_RegisterCommandHook(     AEGP_PluginID      aegp_plugin_id,     AEGP_HookPriority   hook_priority,     AEGP_Command        command,     AEGP_CommandHook    command_hook_func     void                *refconPV); </pre>
AEGP_RegisterUpdateMenuHook	<p>Register your menu update function (which determines whether or not items are active), called every time any menu is to be drawn.</p> <p>This hook function handles updates for all menus.</p> <pre> AEGP_RegisterUpdateMenuHook(     AEGP_PluginID      aegp_plugin_id,     AEGP_UpdateMenuHook update_menu_hook_     ↪ func,     void                *refconPV); </pre>
AEGP_RegisterDeathHook	<p>Register your termination function. Called when the application quits.</p> <pre> AEGP_RegisterDeathHook(     AEGP_PluginID      aegp_plugin_id,     AEGP_DeathHook      death_hook_func,     void                *refconPV); </pre>
AEGP_RegisterVersionHook	Currently not called.
AEGP_RegisterAboutStringHook	Currently not called.
AEGP_RegisterAboutHook	Currently not called.
AEGP_RegisterArtisan	<p>Register your Artisan. See <i>Artisans</i> for more details.</p> <pre> AEGP_RegisterArtisan(     A_Version            api_version,     A_Version            Artisan_version,     long                aegp_plugin_id,     void                *aegp_refconPV,     const A_char         *match_nameZ,     const A_char         *Artisan_nameZ,     PR_ArtisanEntryPoints *entry_funcsP); </pre>
AEGP_RegisterIO	<p>Register your AEIO plug-in. See <i>AEIOs</i> for more details.</p> <pre> AEGP_RegisterIO (     AEGP_PluginID      aegp_plugin_     id </pre>



## 67.5 Manage Projects

These functions access and modify project data. Support for multiple projects is included to prepare for future expansion; After Effects currently adheres to the single project model.

To save project-specific data in After Effects' preferences (and thus, outside the projects themselves), use the *Persistent Data Suite*.

Use caution: the functions for opening and creating projects do not save changes to the project currently open when they are called!



## 67.5.1 AEGP\_ProjSuite6

Function	Purpose
AEGP_NumProjects	Currently will never return more than 1. After Effects can have only one project open at a time.  AEGP_GetNumProjects( A_long   *num_projPL)
AEGP_GetIndProject	Retrieves a specific project by index.  AEGP_GetProjectProjectByIndex( A_long           proj_indexL, AEGP_ProjectH   *projPH);
AEGP_GetProjectName	Get the project name (up to AEGP_MAX_PROJ_NAME_LEN + 1) in length.  AEGP_GetProjectName( AEGP_ProjectH   projH, A_char           *nameZ);
AEGP_GetProjectPath	Get the path of the project (empty string the project hasn't been saved yet). The path is a handle to a NULL-terminated A_UTF16Char string, and must be disposed with AEGP_FreeMemHandle.  AEGP_GetProjectPath( AEGP_ProjectH   projH, AEGP_MemHandle   *unicode_pathPH)
AEGP_GetProjectRootFolder	Get the root of the project, which After Effects also treats as a folder.  AEGP_GetProjectRootFolder( AEGP_ProjectH   projH, AEGP_ItemH       *root_folderPH)
AEGP_SaveProjectToPath	Saves the entire project to the specified full path. The file path is a NULL-terminated UTF-16 string with platform separators.  AEGP_SaveProjectToPath( AEGP_ProjectH   projH, const A_UTF16Char *pathZ);
AEGP_GetProjectTimeDisplay	Retrieves the current time display settings.  AEGP_GetProjectTimeDisplay( AEGP_ProjectH   projH, AEGP_TimeDisplay3 *time_displayP);  typedef struct { AEGP_TimeDisplayMode           display_ ↪mode; AEGP_SourceTimecodeDisplayMode footage_ ↪display_mode; A_Boolean                       display_ ↪dropframeB; A_Boolean                       use_ ↪feet_framesB; A_char                           ↪ ↪timebaseC; A_char                           frames_ ↪non_feetC;
67.5. Manage Projects	261

## 67.5.2 AEGP\_TimeDisplay2

**Note:** Values in unused fields persist when After Effects is using a different display type.

Member	Description
<code>AEGP_TimeDisplayType type;</code>	One of the following: <ul style="list-style-type: none"> <li>• <code>AEGP_TimeDisplayType_TIMECODE</code></li> <li>• <code>AEGP_TimeDisplayType_FRAMES</code></li> <li>• <code>AEGP_TimeDisplayType_FEET_AND_FRAMES</code></li> </ul>
<code>A_char timebaseC;</code>	0 - 100. Only used for <code>AEGP_TimeDisplayType_TIMECODE</code> .
<code>A_Boolean non_drop_30B;</code>	When the timebase is 30 and the item's framerate is 29.97, determines whether to display as non-drop frame.
<code>A_char frames_per_footC;</code>	Only used for <code>AEGP_TimeDisplayType_FEET_AND_FRAMES</code> .
<code>A_long starting_frameL;</code>	Usually 0 or 1. Not used when type is usually 0 or 1, not used for <code>AEGP_TimeDisplayType_TIMECODE</code> .
<code>A_Boolean auto_timecode_baseB;</code>	If TRUE, the project timecode display setting is set to auto.

## 67.6 Control Items Within Projects

Accesses and modifies items within a project or composition.

Anything in the project bin is an `AEGP_Item`. Note that cameras have no source, and thus have no `AEGP_ItemH`.

Unless more specificity is required for the function(s) you're using, remain as abstract as possible; `AEGP_Comps` are passed into and returned from most functions as `AEGP_Items`.

### 67.6.1 AEGP\_ItemSuite9

Function	Purpose
<code>AEGP_GetFirstProjItem</code>	Retrieves the first item in a given project.  <pre>AEGP_GetFirstProjItem(     AEGP_ProjectH projectH,     AEGP_ItemH    *itemPH);</pre>
<code>AEGP_GetNextProjItem</code>	Retrieves the next project item; <code>*next_itemPH</code> will be NULL after the last item.  <pre>AEGP_GetNextProjItem(     AEGP_ProjectH projectH,     AEGP_ItemH    itemH,     AEGP_ItemH    *next_itemPH);</pre>

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Table 2 – continued from previous page

Function	Purpose
<code>AEGP_GetActiveItem</code>	<p>If the Project window is active, the active item is the selected item (if only one item is selected). If a Composition, Timeline, or Footage window is active, returns the parent of the layer associated with the front-most tab in the window.</p> <p>Returns NULL if no item is active.</p> <pre>AEGP_GetActiveItem(     AEGP_ItemH    *itemPH,</pre>
<code>AEGP_IsItemSelected</code>	<p>Returns true if the Project window is active and the item is selected.</p> <pre>AEGP_IsItemSelected(     AEGP_ItemH    itemH,     A_Boolean     *selectedPB)</pre>
<code>AEGP_SelectItem</code>	<p>Toggles the selection state of the item, and (depending on <code>deselect_othersB</code>) can deselect other items. This call selects items in the Project panel.</p> <p>To make selections in the Composition panel, use <code>AEGP_SetSelection</code> from <i>AEGP_CompSuite11</i>.</p> <pre>AEGP_SelectItem(     AEGP_ItemH    itemH,     A_Boolean     selectB,     A_Boolean     deselect_othersB);</pre>
<code>AEGP_GetItemType</code>	<p>Gets type of an item. Note: solids don't appear in the project, but can be the source to a layer.</p> <pre>AEGP_GetItemType(     AEGP_ItemH    itemH,     AEGP_ItemType *item_typeP);</pre> <p>Items are one of the following types:</p> <ul style="list-style-type: none"> <li>• <code>AEGP_ItemType_NONE</code></li> <li>• <code>AEGP_ItemType_FOLDER</code></li> <li>• <code>AEGP_ItemType_COMP</code></li> <li>• <code>AEGP_ItemType_SOLID</code></li> <li>• <code>AEGP_ItemType_FOOTAGE</code></li> </ul>
<code>AEGP_GetTypeName</code>	<p>Get name of type. (name length up to <code>AEGP_MAX_TYPE_NAME_LEN + 1</code>).</p> <pre>AEGP_GetTypeName(     AEGP_ItemType item_type,     A_char        *nameZ);</pre>

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Table 2 – continued from previous page

Function	Purpose
AEGP_GetItemName	<p>Get item name. (name length has no limit). unicode_namePH points to A_UTF16Char (contains null terminated UTF16 string). It must be disposed with AEGP_FreeMemHandle .</p> <pre> AEGP_GetItemName(     AEGP_PluginID  pluginID,     AEGP_ItemH     itemH,     AEGP_MemHandle *unicode_namePH); </pre>
AEGP_SetItemName	<p>Specifies the name of the AEGP_ItemH. (name length has no limit). Undoable.</p> <pre> AEGP_SetItemName(     AEGP_ItemH     itemH,     const A_UTF16Char *nameZ); </pre>
AEGP_GetItemID	<p>Returns the item's unique ID, which persists across saves and loads of the project.</p> <pre> AEGP_GetItemID(     AEGP_ItemH     itemH,     A_long          *item_idPL); </pre>
AEGP_GetItemFlags	<p>Get properties of an item.</p> <pre> AEGP_GetItemFlags(     AEGP_ItemH     itemH,     AEGP_ItemFlags *item_flagsP); </pre> <p>Flag values (may be OR'd together):</p> <ul style="list-style-type: none"> <li>• AEGP_ItemFlag_MISSING</li> <li>• AEGP_ItemFlag_HAS_PROXY</li> <li>• AEGP_ItemFlag_USING_PROXY</li> <li>• AEGP_ItemFlag_MISSING_PROXY</li> <li>• AEGP_ItemFlag_HAS_VIDEO</li> <li>• AEGP_ItemFlag_HAS_AUDIO</li> <li>• AEGP_ItemFlag_STILL</li> <li>• AEGP_ItemFlag_HAS_ACTIVE_AUDIO</li> </ul> <p>Unlike the HAS_AUDIO flag, this bit flag will set only if the comp has at least one layer where audio is actually on.</p>
AEGP_SetItemUseProxy	<p>Toggle item's proxy usage. Undoable.</p> <pre> AEGP_SetItemUseProxy(     AEGP_ItemH     itemH,     A_Boolean       use_proxyB); </pre>
AEGP_GetItemParentFolder	<p>Get folder containing item.</p> <pre> AEGP_GetItemParentFolder(     AEGP_ItemH     itemH,     AEGP_ItemH     *parent_itemPH); </pre>

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Table 2 – continued from previous page

Function	Purpose
<code>AEGP_SetItemParentFolder</code>	Sets an item's parent folder. Undoable.  <pre>AEGP_SetItemParentFolder(     AEGP_ItemH  itemH,     AEGP_ItemH  parent_folderH);</pre>
<code>AEGP_GetItemDuration</code>	Get duration of item, in seconds.  <pre>AEGP_GetItemDuration(     AEGP_ItemH  itemH,     A_Time      *durationPT);</pre>
<code>AEGP_GetItemCurrentTime</code>	Get current time within item. Not updated while rendering.  <pre>AEGP_GetItemCurrentTime(     AEGP_ItemH  itemH,     A_long      *curr_timePT);</pre>
<code>AEGP_GetItemDimensions</code>	Get width and height of item.  <pre>AEGP_GetItemDimensions(     AEGP_ItemH  itemH,     A_long      *widthPL)     A_long      *heightPL);</pre>
<code>AEGP_GetItemPixelAspectRatio</code>	Get the width of a pixel, assuming its height is 1.0, as numerator over denominator.  <pre>AEGP_GetItemPixelAspectRatio(     AEGP_ItemH  itemH,     A_Ratio     *ratioPrt);</pre>
<code>AEGP_DeleteItem</code>	Removes item from all compositions. Undo-able. Do not use the <code>AEGP_ItemH</code> after calling this function.  <pre>AEGP_DeleteItem(     AEGP_ItemH  itemH);</pre>
<code>AEGP_GetItemSolidColor</code>	Removed in <code>AEGP_ItemSuite4</code> . See from <a href="#">AEGP_FootageSuite5</a> . Given a solid item, return its color.  <pre>AEGP_GetItemSolidColor(     AEGP_ItemH  itemH,     PF_Pixel    *PF_Pixel);</pre>
<code>AEGP_SetSolidColor</code>	Removed in <code>AEGP_ItemSuite4</code> . See from <a href="#">AEGP_FootageSuite5</a> . Sets the color of an existing solid (error if <code>itemH</code> is not a solid).  <pre>AEGP_SetSolidColor(     AEGP_ItemH  itemH,     AEGP_ColorVal  color);</pre>

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Table 2 – continued from previous page

Function	Purpose
AEGP_SetSolidDimensions	<p>Removed in AEGP_ItemSuite4. See AEGP_SetSolidFootageDimensions from <a href="#">AEGP_FootageSuite5</a>.</p> <p>Sets the dimensions of an existing solid (error if itemH is not a solid).</p> <pre> AEGP_SetSolidDimensions(     AEGP_ItemH  itemH,     A_short     widthS,     A_short     heightS); </pre>
AEGP_CreateNewFolder	<p>Creates a new folder in the project. The newly created folder is allocated and owned by After Effects. Passing NULL for parent_folderH0 creates the folder at the project's root.</p> <pre> AEGP_CreateNewFolder(     const A_UTF16Char *nameZ,     AEGP_ProjectH     projH),     AEGP_ItemH        parentH0),     AEGP_ItemH        *new_folderPH); </pre>
AEGP_SetItemCurrentTime	<p>Sets the current time within a given itemH.</p> <pre> AEGP_SetItemCurrentTime(     AEGP_ItemH  itemH,     const A_Time *new_timePT); </pre>
AEGP_GetItemCommentLength	<p>Removed in ItemSuite9. Retrieves the length (in characters) of the itemH's comment.</p> <pre> AEGP_GetItemCommentLength(     AEGP_ItemH  itemH,     A_u_long    *buf_sizePLu); </pre>
AEGP_GetItemComment	<p>Updated to support Unicode in ItemSuite9, available in 14.1. Retrieves the itemH's comment.</p> <pre> AEGP_GetItemComment(     AEGP_ItemH      itemH,     AEGP_MemHandle  *unicode_namePH); </pre>
AEGP_SetItemComment	<p>Updated to support Unicode in ItemSuite9, available in 14.1. Sets the itemH's comment.</p> <pre> AEGP_SetItemComment(     AEGP_ItemH      itemH,     const A_UTF16Char *commentZ); </pre>
AEGP_GetItemLabel	<p>Retrieves an item's label.</p> <pre> AEGP_GetItemLabel(     AEGP_ItemH      itemH,     AEGP_LabelID    *labelP); </pre>

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Table 2 – continued from previous page

Function	Purpose
<code>AEGP_SetItemLabel</code>	Sets an item's label.  <pre>AEGP_SetItemLabel(     AEGP_ItemH    itemH,     AEGP_LabelID  label);</pre>
<code>AEGP_GetItemMRUView</code>	Gets an item's most recently used view. The view can be used with two calls in the <code>AEGP_ColorSettingsSuite</code> , to perform a color transform on a pixel buffer from working to view color space.  <pre>AEGP_GetItemMRUView(     AEGP_ItemH    itemH,     AEGP_ItemViewP *mru_viewP);</pre>

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**Note:** `AEGP_RenderNewItemSoundData()` used to be here, but is now part of *[AEGP\\_RenderSuite4](#)*.

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## 67.7 Managing Selections

This suite manages selection states, mirroring the functionality supplied by vectors in the C++ Standard Template Library.

Many types of items may be simultaneously selected in After Effects; `AEGP_CollectionItems` are unions of layer, mask, effect, stream, mask vertex, and keyframe items.

First acquire the current collection, then iterate across its members to ensure that whatever your AEGP does is applicable to each.

We've added `AEGP_Collection2H` and `AEGP_CollectionItemV2` so that selected dynamic streams can be handled with the `AEGP_CollectionSuite`.

## 67.7.1 AEGP\_CollectionSuite2

Function	Purpose
AEGP_NewCollection	<p>Creates and returns a new, empty collection. To obtain the current composition's selection as a collection, use AEGP_GetNewCollectionFromCompSelection.</p> <pre>AEGP_NewCollection(     AEGP_PluginID    plugin_id,     AEGP_Collection2H *collectionPH);</pre>
AEGP_DisposeCollection	<p>Disposes of a collection.</p> <pre>AEGP_DisposeCollection(     AEGP_Collection2H collectionH);</pre>
AEGP_GetCollectionNumItems	<p>Returns the number of items contained in the given collection.</p> <pre>AEGP_GetCollectionNumItems(     AEGP_Collection2H collectionH,     A_u_long           *num_itemsPL);</pre>
AEGP_GetCollectionItemByIndex	<p>Retrieves (creates and populates) the index'd collection item.</p> <pre>AEGP_GetCollectionItemByIndex(     AEGP_Collection2H    collectionH,     A_u_long             indexL,     AEGP_CollectionItemV2 *itemP);</pre>
AEGP_CollectionPushBack	<p>Adds an item to the given collection.</p> <pre>AEGP_CollectionPushBack(     AEGP_Collection2H    collectionH,     AEGP_CollectionItemV2 *itemP);</pre>
AEGP_CollectionErase	<p>Removes an index'd item (or items) from a given collection. NOTE: this range is exclusive, like STL iterators. To erase the first item, you would pass 0 and 1, respectively.</p> <pre>AEGP_CollectionErase(     AEGP_Collection2H collectionH,     A_u_long          index_firstL,     A_u_long          index_lastL);</pre>

## 67.7.2 Ownership Of Collection Items

When `AEGP_StreamRefHs` are inserted into a collection, they are adopted by the collection; do not free them. `AEGP_EffectRefHs`, on the other hand, are not adopted, and must be freed by the calling `AEGP`.

## 67.8 Manipulate Compositions

Provide information about the compositions in a project, and create cameras, lights, and solids.

### 67.8.1 AEGP\_CompSuite11

Function	Purpose
<code>AEGP_GetCompFromItem</code>	Retrieves the handle to the composition, given an item handle. Returns NULL if <code>itemH</code> is not an <code>AEGP_CompH</code> .  <pre>AEGP_GetCompFromItem(     AEGP_ItemH    itemH,     AEGP_CompH    *compPH);</pre>
<code>AEGP_GetItemFromComp</code>	Used to get the item handle, given a composition handle.  <pre>AEGP_GetItemFromComp(     AEGP_CompH    compH,     AEGP_ItemH    *itemPH);</pre>
<code>AEGP_GetCompDownsampleFactor</code>	Returns current downsample factor. Measured in pixels X by Y. Users can choose a custom downsample factor with independent X and Y.  <pre>AEGP_GetCompDownsampleFactor(     AEGP_CompH                compH,     AEGP_DownsampleFactor    *dsfP);</pre>
<code>AEGP_SetCompDownsampleFactor</code>	Sets the composition's downsample factor.  <pre>AEGP_SetCompDownsampleFactor(     AEGP_CompH                compH,     AEGP_DownsampleFactor    *dsfP);</pre>
<code>AEGP_GetCompBGColor</code>	Returns the composition background color.  <pre>AEGP_GetCompBGColor(     AEGP_CompH    compH,     AEGP_ColorVal *bg_colorP);</pre>
<code>AEGP_SetCompBGColor</code>	Sets a composition's background color.  <pre>AEGP_SetCompBGColor(     AEGP_CompH    compH,     const AEGP_ColorVal *bg_colorP);</pre>

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Table 3 – continued from previous page

Function	Purpose
<code>AEGP_GetCompFlags</code>	<p>Returns composition flags, or'd together.</p> <pre>AEGP_GetCompFlags(     AEGP_CompH    compH,     AEGP_CompFlags *AEGP_CompFlags);</pre> <ul style="list-style-type: none"> <li>• <code>AEGP_CompFlag_SHOW_ALL_SHY</code></li> <li>• <code>AEGP_CompFlag_ENABLE_MOTION_BLUR</code></li> <li>• <code>AEGP_CompFlag_ENABLE_TIME_FILTER</code></li> <li>• <code>AEGP_CompFlag_GRID_TO_FRAME</code></li> <li>• <code>AEGP_CompFlag_GRID_TO_FIELDS</code></li> <li>• <code>AEGP_CompFlag_USE_LOCAL_DSf</code></li> <li>• <code>AEGP_CompFlag_DRAFT_3D</code></li> <li>• <code>AEGP_CompFlag_SHOW_GRAPH</code></li> </ul>
<code>AEGP_GetShowLayerNameOrSourceName</code>	<p>New in CC. Passes back true if the Comp's timeline shows layer names, false if source names. This will open the comp as a side effect.</p> <pre>AEGP_GetShowLayerNameOrSourceName(     AEGP_CompH    compH,     A_Boolean     *layer_names_shownPB);</pre>
<code>AEGP_SetShowLayerNameOrSourceName</code>	<p>New in CC. Pass in true to have the Comp's timeline show layer names, false for source names. This will open the comp as a side effect.</p> <pre>AEGP_SetShowLayerNameOrSourceName(     AEGP_CompH    compH,     A_Boolean     *layer_names_shownPB);</pre>
<code>AEGP_GetShowBlendModes</code>	<p>New in CC. Passes back true if the Comp's timeline shows blend modes column, false if hidden. This will open the comp as a side effect.</p> <pre>AEGP_GetShowBlendModes(     AEGP_CompH    compH,     A_Boolean     *blend_modes_shownPB);</pre>
<code>AEGP_SetShowBlendModes</code>	<p>New in CC. Pass in true to have the Comp's timeline show the blend modes column, false to hide it. This will open the comp as a side effect.</p> <pre>AEGP_GetCompFlags(     AEGP_CompH    compH,     A_Boolean     show_blend_modesB);</pre>
<code>AEGP_GetCompFramerate</code>	<p>Returns the composition's frames per second.</p> <pre>AEGP_GetCompFramerate(     AEGP_CompH    compH,     A_FpLong      *fpsPF);</pre>

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Table 3 – continued from previous page

Function	Purpose
<code>AEGP_SetCompFramerate</code>	Sets the composition's frames per second.  <pre>AEGP_SetCompFramerate(     AEGP_CompH    compH,     A_FpLong      *fpsPF);</pre>
<code>AEGP_GetCompShutterAnglePhase</code>	The composition shutter angle and phase.  <pre>AEGP_GetCompShutterAnglePhase(     AEGP_CompH    compH,     A_Ratio       *angle,     A_Ratio       *phase);</pre>
<code>AEGP_GetCompShutterFrameRange</code>	The duration of the shutter frame, in seconds.  <pre>AEGP_GetCompShutterFrameRange(     AEGP_CompH    compH,     const A_Time   *comp_timeP);</pre>
<code>AEGP_GetCompSuggestedMotionBlurSamples</code>	Retrieves the number of motion blur samples After Effects will perform in the given composition.  <pre>AEGP_GetCompSuggestedMotionBlurSamples(     AEGP_CompH    compH,     A_long        *samplesPL)</pre>
<code>AEGP_SetCompSuggestedMotionBlurSamples</code>	Specifies the number of motion blur samples After Effects will perform in the given composition. Undoable.  <pre>AEGP_SetCompSuggestedMotionBlurSamples(     AEGP_CompH    compH,     A_long        samplesL);</pre>
<code>AEGP_GetCompMotionBlurAdaptiveSampleLimit</code>	New in CC. Retrieves the motion blur adaptive sample limit for the given composition. As of CC, a new comp defaults to 128.  <pre>AEGP_GetCompMotionBlurAdaptiveSampleLimit(     AEGP_CompH    compH,     A_long        *samplesPL)</pre>
<code>AEGP_SetCompMotionBlurAdaptiveSampleLimit</code>	New in CC. Specifies the motion blur adaptive sample limit for the given composition. As of CC, both the limit and the suggested values are clamped to [2,256] range and the limit value will not be allowed less than the suggested value. Undoable.  <pre>AEGP_SetCompMotionBlurAdaptiveSampleLimit(     AEGP_CompH    compH,     A_long        samplesL);</pre>
<code>AEGP_GetCompWorkAreaStart</code>	Get the time where the current work area starts.  <pre>AEGP_GetCompWorkAreaStart(     AEGP_CompH    compH,     A_Time        *startPT);</pre>

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Table 3 – continued from previous page

Function	Purpose
<code>AEGP_GetCompWorkAreaDuration</code>	<p>Get the duration of a composition's current work area, in seconds.</p> <pre>AEGP_GetCompWorkAreaDuration(     AEGP_CompH    compH,     A_Time        *durationPT);</pre>
<code>AEGP_SetCompWorkAreaStartAndDuration</code>	<p>Set the work area start and duration, in seconds. Undo-able. One call to this function is sufficient to set the layer's in point and duration; it's not necessary to call it twice, once for each timespace.</p> <pre>AEGP_SetCompWorkAreaStartAndDuration(     AEGP_CompH    compH,     const A_Time  *startPT)     const A_Time  *durationPT);</pre>
<code>AEGP_CreateSolidInComp</code>	<p>Creates a new solid with a specified width, height, color, and duration in the composition. Undo-able. If you pass NULL for the duration, After Effects uses its preference for the duration of a new still. If you pass NULL, or an invalid time scale, duration is set to the length of the composition.</p> <pre>AEGP_CreateSolidInComp(     const A_UTF16Char *utf_nameZ,     A_Long            widthL,     A_Long            heightL,     const PF_Pixel    *color,     AEGP_CompH        parent_compH,     const A_Time       *durationPT0,     AEGP_LayerH       *new_solidPH);</pre>
<code>AEGP_CreateCameraInComp</code>	<p>Creates and adds a camera to the specified composition. Once created, you can manipulate the camera's parameter streams using the AEGP <i>Stream Suite</i>. To specify a two-node camera, use <code>AEGP_SetLayerFlag</code> from <i>AEGP_LayerSuite9</i> to set <code>AEGP_LayerFlag_LOOK_AT_POI</code>.</p> <pre>AEGP_CreateCameraInComp(     const A_UTF16Char *utf_nameZ,     A_FloatPoint      center_point,     AEGP_CompH        parent_compH,     AEGP_LayerH       *new_cameraPH);</pre>

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Table 3 – continued from previous page

Function	Purpose
AEGP_CreateLightInComp	<p>Creates and adds a light to the specified composition. Once created, you can manipulate the light's parameter streams using the AEGP <i>Stream Suite</i>.</p> <pre> AEGP_CreateLightInComp(     const A_UTF16Char *utf_nameZ,     A_FloatPoint      center_point,     AEGP_CompH        parent_compH,     AEGP_LayerH       *new_lightPH); </pre>
AEGP_CreateComp	<p>Creates a new composition for the project. If you don't provide a parent folder, the composition will be at the root level of the project. Undo-able.</p> <pre> AEGP_CreateComp(     AEGP_ItemH        parent_folderH,     const A_UTF16Char *utf_nameZ,     A_Long            widthL,     A_Long            heightL,     const A_Ratio      *pixel_aspect_     ↪ ratioPRt,     const A_Time       *durationPT,     const A_Ratio      *frameratePRt,     AEGP_CompH        *new_compPH); </pre>
AEGP_GetNewCollectionFromCompSelection	<p>Creates a new AEGP_Collection2H from the items selected in the given composition. The plug-in is responsible for disposing of the AEGP_Collection2H.</p> <pre> AEGP_GetNewCollectionFromCompSelection(     AEGP_PluginID      plugin_id,     AEGP_CompH          compH,     AEGP_Collection2H  *collectionPH); </pre>
AEGP_SetSelection	<p>Sets the selection within the given composition to the given AEGP_Collection2H. Will return an error if members of the AEGP_Collection2H are not available. Don't assume that a composition hasn't changed between operations; always use a fresh AEGP_Collection2H.</p> <pre> AEGP_SetSelection(     AEGP_CompH          compH,     AEGP_Collection2H  collectionH); </pre>
AEGP_GetCompDisplayStartTime	<p>Gets the displayed start time of a composition.</p> <pre> AEGP_GetCompDisplayStartTime(     AEGP_CompH          compH,     const A_Time        *start_timePT); </pre>

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Table 3 – continued from previous page

Function	Purpose
AEGP_SetCompDisplayStartTime	Not undo-able. Sets the displayed start time of a composition (has no effect on the duration of the composition).  <pre>AEGP_SetCompDisplayStartTime(     AEGP_CompH    compH,     const A_Time   *start_timePT);</pre>
AEGP_SetCompDuration	Undoable. Sets the duration of the given composition.  <pre>AEGP_SetCompDuration(     AEGP_CompH    compH,     const A_Time   *durationPT);</pre>
AEGP_CreateNullInComp	Creates a “null object” in the composition (useful for translating projects from 3D applications into After Effects).  If you pass NULL for the duration, After Effects uses its preference for the duration of a new still. If you pass 0, or an invalid time scale, duration is set to the length of the composition.  <pre>AEGP_CreateNullInComp(     const A_UTF16Char *utf_nameZ,     AEGP_CompH        parent_compH,     const A_Time       *durationPT0,     AEGP_LayerH        *new_null_solidPH);</pre>
AEGP_SetCompPixelAspectRatio	Sets the pixel aspect ratio of a composition.  <pre>AEGP_SetCompPixelAspectRatio(     AEGP_CompH    compH,     const A_Ratio  *parPrt);</pre>
AEGP_CreateTextLayerInComp	Updated in CS6. Creates a text layer in the composition, and returns its AEGP_LayerH.  <pre>AEGP_CreateTextLayerInComp(     AEGP_CompH    parent_compH,     A_Boolean     select_new_layerB,     AEGP_LayerH   *new_text_lyrPH);</pre>
AEGP_CreateBoxTextLayerInComp	Updated in CS6. Creates a new box text layer, and returns its AEGP_LayerH.  <pre>AEGP_CreateBoxTextLayerInComp(     AEGP_CompH    parent_compH,     A_Boolean     select_new_layerB,     A_FloatPoint   box_dimensions,     AEGP_LayerH   *new_text_layerPH);</pre>
AEGP_SetCompDimensions	Sets the dimensions of the composition. Undoable.  <pre>AEGP_SetCompDimensions(     AEGP_CompH    compH,     A_long         widthL,     A_long         heightL);</pre>

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Table 3 – continued from previous page

Function	Purpose
<code>AEGP_DuplicateComp</code>	Duplicates the composition. Undoable.  <pre>AEGP_DuplicateComp(     AEGP_CompH compH,     AEGP_CompH *new_compH);</pre>
<code>AEGP_GetCompFrameDuration</code>	Retrieves the duration of a frame in a composition.  <pre>AEGP_GetCompFrameDuration(     AEGP_CompH compH,     A_Time      *timeP);</pre>
<code>AEGP_GetMostRecentlyUsedComp</code>	Returns the most-recently-used composition.  <pre>AEGP_GetMostRecentlyUsedComp(     AEGP_CompH *compH);</pre>
<code>AEGP_CreateVectorLayerInComp</code>	Creates and returns a handle to a new vector layer.  <pre>AEGP_CreateVectorLayerInComp(     AEGP_CompH parent_compH,     AEGP_LayerH *new_vec_layerH);</pre>
<code>AEGP_GetNewCompMarkerStream</code>	Returns an <code>AEGP_StreamRefH</code> to the composition's marker stream. Must be disposed by caller.  <pre>AEGP_GetNewCompMarkerStream(     AEGP_PluginID aegp_plugin_id,     AEGP_CompH    parent_compH,     AEGP_StreamRefH *streamH);</pre>
<code>AEGP_GetCompDisplayDropFrame</code>	Passes back a boolean that indicates whether the specified comp uses drop-frame timecode or not.  <pre>AEGP_GetCompDisplayDropFrame(     AEGP_CompH compH,     A_Boolean  *dropFramePB);</pre>
<code>AEGP_SetCompDisplayDropFrame</code>	Sets the dropness of the timecode in the specified composition.  <pre>AEGP_SetCompDisplayDropFrame(     AEGP_CompH compH,     A_Boolean  dropFrameB);</pre>
<code>AEGP_ReorderCompSelection</code>	Move the selection to a certain layer index. Use along with <code>AEGP_SetSelection()</code> .  <pre>AEGP_SetCompDisplayDropFrame(     AEGP_CompH compH,     A_long      index);</pre>

## 67.9 Work with Footage

Provides information about footage, or items in a project or composition. When getting and setting footage's interpretation, it is possible to specify incompatible options.

If you encounter warnings and errors during development, be sure to make all related changes atomically, and reassess the logic of the operation you're performing.

For example, changing the pull-down interpretation of footage won't work unless there's a difference between it's native and conformed frame rate.

Depending on what you're trying to accomplish, it may make sense to abort all of your operations at that point, inform the user of the problem encountered.



## 67.9.1 AEGP\_FootageSuite5

Function	Purpose
AEGP_GetMainFootageFromItem	Returns an error if item isn't a footage item. Used to convert an item handle to a footage handle.  <pre>AEGP_GetMainFootageFromItem(     AEGP_ItemH    itemH,     AEGP_FootageH *footagePH);</pre>
AEGP_GetProxyFootageFromItem	Returns an error if item has no proxy. Returns the proxy footage handle. Note: a composition can have a proxy.  <pre>AEGP_GetProxyFootageFromItem(     AEGP_ItemH    itemH,     AEGP_FootageH *proxy_ftgPH);</pre>
AEGP_GetFootageNumFiles	Returns the number of data (RGBA or audio) files, and the number of files per frame (may be greater than one if the footage has auxiliary channels).  <pre>AEGP_GetFootageNumFiles(     AEGP_FootageH footageH,     A_long         *num_filesPL0,     A_long         *files_per_frmPL0);</pre>
AEGP_GetFootagePath	Get fully realized path to footage source file. Retrieves the footage path for a piece of footage (or for the specified frame of a footage sequence). <code>frame_numL</code> ranges from 0 to <code>num_main_files</code> , as obtained using <code>AEGP_GetFootageNumFiles</code> from <i>AEGP_FootageSuite5</i> . <code>AEGP_FOOTAGE_MAIN_FILE_INDEX</code> is the main file. The path is a handle to a NULL-terminated <code>A_UTF16Char</code> string, and must be disposed with <i>AEGP_FreeMemHandle</i> .  <pre>AEGP_GetFootagePath(     AEGP_FootageH  footageH,     A_long         frame_numL,     A_long         file_indexL,     AEGP_MemHandle *unicode_pathPH);</pre>
AEGP_GetFootageSignature	Retrieves the footage signature of specified footage.  <pre>AEGP_GetFootageSignature(     AEGP_FootageH    footageH,     AEGP_FootageSignature *sigP);</pre> The signature will be one of the following: <ul style="list-style-type: none"> <li>• <code>AEGP_FootageSignature_NONE</code></li> <li>• <code>AEGP_FootageSignature_MISSING</code></li> <li>• <code>AEGP_FootageSignature_SOLID</code></li> </ul>
AEGP_NewFootage	Creates a new footage item. The file path is a NULL-terminated UTF-16 string with platform separators. Note that footage filenames with colons are not allowed, since colons are used as path separators in the HFS+ file system.
278	<pre>AEGP_NewFootage(     AEGP_PluginID     ↪ aegp_plugin_id,     const A_UTF16Char     ↪ *pathZ.</pre> <div>Chapter 67. AEGP Suites</div>



## 67.9.2 AEGP\_FootageInterp Structure

Member	Purpose
AEGP_InterlaceLabel il;	<p>The interlace settings for the footage item.</p> <p>A_u_long signature; // 'FIEL'</p> <p>A_short version;</p> <p>FIEL_Type type;</p> <p>FIEL_Order order;</p> <p>A_u_long reserved;</p> <p>FIEL_Type is one of the following:</p> <ul style="list-style-type: none"> <li>FIEL_Type_FRAME_RENDERED</li> <li>FIEL_Type_INTERLACED</li> <li>FIEL_Type_HALF_HEIGHT</li> <li>FIEL_Type_FIELD_DOUBLED</li> </ul> <p>FIEL_Type_FIELD_DOUBLED means 60 full-sized field doubled frames per second.</p> <p>FIEL_Order is either FIEL_Order_UPPER_FIRST or FIEL_Order_LOWER_FIRST.</p>
AEGP_AlphaLabel al;	<p>AEGP_AlphaFlag flags;</p> <p>A_u_char redCu;</p> <p>A_u_char greenCu;</p> <p>A_u_char blueCu;</p> <p>AEGP_AlphaFlags is one or more of the following, OR'd together:</p> <ul style="list-style-type: none"> <li>AEGP_AlphaPremul</li> <li>AEGP_AlphaInverted</li> <li>AEGP_AlphaIgnore</li> </ul> <p>If AEGP_AlphaPremul is not set, straight alpha is assumed. AEGP_AlphaInverted indicates that higher values are transparent, instead of lower.</p>
AEGP_PulldownPhase pd;	<p>Indicates the phase for use in 3:2 pulldown. One of the following:</p> <ul style="list-style-type: none"> <li>AEGP_PulldownPhase_NO_PULLDOWN,</li> <li>AEGP_PulldownPhase_WSSWW,</li> <li>AEGP_PulldownPhase_SSWWW,</li> <li>AEGP_PulldownPhase_SWWWS,</li> <li>AEGP_PulldownPhase_WWWSS,</li> <li>AEGP_PulldownPhase_WWSSW,</li> <li>AEGP_PulldownPhase_WWWSW,</li> <li>AEGP_PulldownPhase_WWSWW,</li> <li>AEGP_PulldownPhase_WSWWW,</li> <li>AEGP_PulldownPhase_SWWWW,</li> <li>AEGP_PulldownPhase_WWWWS</li> </ul>
AEGP_LoopBehavior loop;	<p>Indicates the number of times the footage should loop.</p> <p>A_long loops;</p> <p>A_long reserved;</p>
A_Ratio pix_aspect_ratio;	Expresses the pixel aspect ratio of the footage (x over y).
A_FpLong native_fpsF;	The original framerate (in frames per second) of the footage item.
A_FpLong conform_fpsF;	The framerate being used for the footage item.
A_long depthL;	<p>The pixel depth of the footage. One of the following:</p> <ul style="list-style-type: none"> <li>AEGP_Footage_Depth_1</li> <li>AEGP_Footage_Depth_2</li> <li>AEGP_Footage_Depth_4</li> <li>AEGP_Footage_Depth_8</li> </ul>

## 67.10 Manage Layers

**AEGP\_LayerSuite** provides information about layers within a composition, and the relationship(s) between the source and layer times.

As most After Effects usage boils down to layer manipulation, this is among the largest function suites in our API.

### 67.10.1 AEGP\_LayerSuite9

Function	Purpose
<b>AEGP_GetCompNumLayers</b>	Obtains the number of layers in a composition.  <pre>AEGP_GetCompNumLayers(     AEGP_CompH  compH,     A_long      *num_layersPL);</pre>
<b>AEGP_GetCompLayerByIndex</b>	Get a <b>AEGP_LayerH</b> from a composition. Zero is the foremost layer.  <pre>AEGP_GetCompLayerByIndex(     AEGP_CompH  compH,     A_long      layer_indexL,     AEGP_LayerH *layerPH);</pre>
<b>AEGP_GetActiveLayer</b>	Get the active layer. If a Layer or effect controls palette is active, the active layer is that associated with the front-most tab in the window. If a composition or timeline window is active, the active layer is the selected layer (if only one is selected; otherwise NULL is returned).  <pre>AEGP_GetActiveLayer(     AEGP_LayerH *layerPH);</pre>
<b>AEGP_GetLayerIndex</b>	Get the index of the layer (0 is the topmost layer in the composition).  <pre>AEGP_GetLayerIndex(     AEGP_LayerH  layerH,     A_long      *layer_indexPL);</pre>
<b>AEGP_GetLayerSourceItem</b>	Get the <b>AEGP_ItemH</b> of the layer's source item.  <pre>AEGP_GetLayerSourceItem(     AEGP_LayerH  layerH,     AEGP_ItemH   *source_itemPH);</pre>

continues on next page

Table 4 – continued from previous page

Function	Purpose
<code>AEGP_GetLayerSourceItemID</code>	Retrieves the ID of the given <code>AEGP_LayerH</code> . This is useful when hunting for a specific layer's ID in an <code>AEGP_StreamVal</code> .  <pre>AEGP_GetLayerSourceItemID(     AEGP_LayerH  layerH,     A_long       *source_idPL);</pre>
<code>AEGP_GetLayerParentComp</code>	Get the <code>AEGP_CompH</code> of the composition containing the layer.  <pre>AEGP_GetLayerParentComp(     AEGP_LayerH  layerH,     AEGP_CompH   *compPH);</pre>
<code>AEGP_GetLayerName</code>	Get the name of a layer. Both <code>utf_layer_namePH0</code> and <code>utf_source_namePH0</code> point to null terminated UTF-16 strings. They must be disposed with <code>AEGP_FreeMemHandle</code> .  <pre>AEGP_GetLayerName(     AEGP_PluginID pluginID,     AEGP_LayerH   layerH,     AEGP_MemHandle *utf_layer_namePH0,     AEGP_MemHandle *utf_source_namePH0);</pre>
<code>AEGP_GetLayerQuality</code>	Get the quality of a layer.  <pre>AEGP_GetLayerQuality(     AEGP_LayerH   layerH,     AEGP_LayerQuality *qualityP);</pre> <p>Layer quality is one of the following flags:</p> <ul style="list-style-type: none"> <li>• <code>AEGP_LayerQual_NONE</code></li> <li>• <code>AEGP_LayerQual_WIREFRAME</code></li> <li>• <code>AEGP_LayerQual_DRAFT</code></li> <li>• <code>AEGP_LayerQual_BEST</code></li> </ul>
<code>AEGP_SetLayerQuality</code>	Sets the quality of a layer (see flag values above). Undoable.  <pre>AEGP_SetLayerQuality(     AEGP_LayerH   layerH,     AEGP_LayerQuality quality);</pre>

continues on next page



Table 4 – continued from previous page

Function	Purpose
AEGP_GetLayerFlags	<p>Get flags for a layer.</p> <pre>AEGP_GetLayerFlags(     AEGP_LayerH      layerH,     AEGP_LayerFlags  *layer_flagsP);</pre> <ul style="list-style-type: none"> <li>• AEGP_LayerFlag_NONE</li> <li>• AEGP_LayerFlag_VIDEO_ACTIVE,</li> <li>• AEGP_LayerFlag_AUDIO_ACTIVE,</li> <li>• AEGP_LayerFlag_EFFECTS_ACTIVE,</li> <li>• AEGP_LayerFlag_MOTION_BLUR,</li> <li>• AEGP_LayerFlag_FRAME_BLENDING,</li> <li>• AEGP_LayerFlag_LOCKED,</li> <li>• AEGP_LayerFlag_SHY,</li> <li>• AEGP_LayerFlag_COLLAPSE,</li> <li>• AEGP_LayerFlag_AUTO_ORIENT_ROTATION,</li> <li>• AEGP_LayerFlag_ADJUSTMENT_LAYER,</li> <li>• AEGP_LayerFlag_TIME_REMAPPING,</li> <li>• AEGP_LayerFlag_LAYER_IS_3D,</li> <li>• AEGP_LayerFlag_LOOK_AT_CAMERA,</li> <li>• AEGP_LayerFlag_LOOK_AT_POI,</li> <li>• AEGP_LayerFlag_SOLO,</li> <li>• AEGP_LayerFlag_MARKERS_LOCKED,</li> <li>• AEGP_LayerFlag_NULL_LAYER,</li> <li>• AEGP_LayerFlag_HIDE_LOCKED_MASKS,</li> <li>• AEGP_LayerFlag_GUIDE_LAYER,</li> <li>• AEGP_LayerFlag_ENVIRONMENT_LAYER,</li> <li>• AEGP_LayerFlag_ADVANCED_FRAME_BLENDING, True only if pixel motion frame blending is on for the layer.</li> <li>• AEGP_LayerFlag_SUBLAYERS_RENDER_SEPARATELY, Used to get/set the state of per-character 3D enablement on a text layer.</li> <li>• AEGP_LayerFlag_ENVIRONMENT_LAYER, New in CS6.</li> </ul>
AEGP_SetLayerFlag	<p>Sets one layer flag at a time. Undoable.</p> <pre>AEGP_SetLayerFlag(     AEGP_LayerH      layerH,     AEGP_LayerFlags  single_flag,     A_Boolean        valueB);</pre>
AEGP_IsLayerVideoReallyOn	<p>Determines whether the layer's video is visible. This is necessary to account for 'solo' status of other layers in the composition; non-solo'd layers are still on.</p> <pre>AEGP_IsLayerVideoReallyOn(     AEGP_LayerH  layerH,     A_Boolean    *onPB);</pre>

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Table 4 – continued from previous page

Function	Purpose
<code>AEGP_IsLayerAudioReallyOn</code>	Accounts for solo status of other layers in the composition.  <pre>AEGP_IsLayerAudioReallyOn(     AEGP_LayerH  layerH,     A_Boolean    *onPB);</pre>
<code>AEGP_GetLayerCurrentTime</code>	Get current time, in layer or composition timespace. This value is not updated during rendering. NOTE: If a layer starts at other than time 0 or is time-stretched other than 100%, layer time and composition time are distinct.  <pre>AEGP_GetLayerCurrentTime(     AEGP_LayerH    layerH,     AEGP_LTimeMode time_mode,     A_Time          *curr_timePT);</pre>
<code>AEGP_GetLayerInPoint</code>	Get time of first visible frame in composition or layer time. In layer time, the <code>in_pointPT</code> is always 0.  <pre>AEGP_GetLayerInPoint(     AEGP_LayerH    layerH,     AEGP_LTimeMode time_mode,     A_Time          *in_pointPT);</pre>
<code>AEGP_GetLayerDuration</code>	Get duration of layer, in composition or layer time, in seconds.  <pre>AEGP_GetLayerDuration(     AEGP_LayerH    layerH,     AEGP_LTimeMode time_mode,     A_Time          *durationPT);</pre>
<code>AEGP_SetLayerInPointAndDuration</code>	Set duration and in point of layer in composition or layer time. Undo-able.  <pre>AEGP_SetLayerInPointAndDuration(     AEGP_LayerH    layerH,     AEGP_LTimeMode time_mode,     const A_Time    *in_pointPT,     const A_Time    *durationPT);</pre>
<code>AEGP_GetLayerOffset</code>	Get the offset from the start of the composition to layer time 0, in composition time.  <pre>AEGP_GetLayerOffset(     AEGP_LayerH  layerH,     A_Time        *offsetPT);</pre>
<code>AEGP_SetLayerOffset</code>	Set the offset from the start of the composition to the first frame of the layer, in composition time. Undoable.  <pre>AEGP_SetLayerOffset(     AEGP_LayerH  layerH,     A_Time        *offsetPT);</pre>

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Table 4 – continued from previous page

Function	Purpose
AEGP_GetLayerStretch	Get stretch factor of a layer.  <pre>AEGP_GetLayerStretch(     AEGP_LayerH  layerH,     A_Ratio      *stretchPRt);</pre>
AEGP_SetLayerStretch	Set stretch factor of a layer.  <pre>AEGP_SetLayerStretch(     AEGP_LayerH  layerH,     A_Ratio      *stretchPRt);</pre>
AEGP_GetLayerTransferMode	Get transfer mode of a layer.  <pre>AEGP_GetLayerTransferMode(     AEGP_LayerH          layerH,     AEGP_LayerTransferMode *modeP);</pre>
AEGP_SetLayerTransferMode	Set transfer mode of a layer. Undoable.  <pre>AEGPSetLayerTransferMode(     AEGP_LayerH          layerH,     AEGP_LayerTransferMode *modeP);</pre> <p>As of 23.0, when you make a layer a track matte, the layer being matted will be disabled, as when you do this via the interface.</p>
AEGP_IsAddLayerValid	Tests whether it's currently valid to add a given item to a composition. A composition cannot be added to itself, or to any compositions which it contains; other conditions can preclude successful adding too. Adding a layer without first using this function will produce undefined results.  <pre>AEGP_IsAddLayerValid(     AEGP_ItemH  item_to_addH,     AEGP_CompH  into_compH,     A_Boolean   *validPB);</pre>
AEGP_AddLayer	Add an item to the composition, above all other layers. Undo-able. Use AEGP_IsAddLayerValid() first, to confirm that it's possible.  <pre>AEGP_AddLayer(     AEGP_ItemH  item_to_addH,     AEGP_CompH  into_compH,     A_Boolean   *added_layerPH0);</pre>
AEGP_ReorderLayer	Change the order of layers. Undoable.  <pre>AEGP_ReorderLayer(     AEGP_LayerH  layerH,     A_long       layer_indexL);</pre> <p>To add a layer to the end of the composition, to use layer_indexL = AEGP_REORDER_LAYER_TO_END</p>

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Table 4 – continued from previous page

Function	Purpose
AEGP_GetLayerMaskedBounds	<p>Given a layer's handle and a time, returns the bounds of area visible with masks applied.</p> <pre>AEGP_GetLayerMaskedBounds(     AEGP_LayerH    layerH,     const A_Time    *comp_timePT,     A_FloatRect     *boundsPR);</pre>
AEGP_GetLayerObjectType	<p>Returns a layer's object type.</p> <pre>AEGP_GetLayerObjectType(     AEGP_LayerH    layerH,     AEGP_ObjectType *object_type);</pre> <ul style="list-style-type: none"> <li>• AEGP_ObjectType_AV</li> <li>• AEGP_ObjectType_LIGHT,</li> <li>• AEGP_ObjectType_CAMERA,</li> <li>• AEGP_ObjectType_TEXT</li> </ul>
AEGP_IsLayer3D	<p>Is the footage item a 3D layer. All AV layers are either 2D or 3D.</p> <pre>AEGP_IsLayer3D(     AEGP_LayerH    layerH,     A_Boolean      *is_3DPB);</pre>
AEGP_IsLayer2D	<p>Is the footage item a 2D layer. All AV layers are either 2D or 3D.</p> <pre>AEGP_IsLayer2D(     AEGP_LayerH    layerH,     A_Boolean      *is_2DPB);</pre>
AEGP_IsVideoActive	<p>Given composition time and a layer, see if the layer will render. Time mode is either AEGP_LTimeMode_LayerTime or AEGP_LTimeMode_CompTime.</p> <pre>AEGP_IsVideoActive(     AEGP_LayerH    layerH,     AEGP_LTimeMode time_mode,     A_Time          *comp_timePT,     A_Boolean      *is_activePB);</pre>
AEGP_IsLayerUsedAsTrackMatte	<p>Is the layer used as a track matte?</p> <pre>AEGP_IsLayerUsedAsTrackMatte(     AEGP_LayerH    layerH,     A_Boolean      fill_must_be_activeB,     A_Boolean      *is_track_mattePB);</pre>
AEGP_DoesLayerHaveTrackMatte	<p>Does this layer have a Track Matte?</p> <pre>AEGP_DoesLayerHaveTrackMatte(     AEGP_LayerH    layerH,     A_Boolean      *has_track_mattePB);</pre>

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Table 4 – continued from previous page

Function	Purpose
AEGP_ConvertCompToLayerTime	<p>Given a time in composition space, returns the time relative to the layer source footage.</p> <pre> AEGP_ConvertCompToLayerTime(     AEGP_LayerH    layerH,     const A_Time    *comp_timeP,     A_Time          *layer_timeP); </pre>
AEGP_ConvertLayerToCompTime	<p>Given a time in layer space, find the corresponding time in composition space.</p> <pre> AEGP_ConvertLayerToCompTime(     AEGP_LayerH    layerH,     const A_Time    *layer_timePT,     A_Time          *comp_timePT); </pre>
AEGP_GetLayerDancingRandValue	<p>Used by the dancing dissolve transfer function.</p> <pre> AEGP_GetLayerDancingRandValue(     AEGP_LayerH    layerH,     const A_Time    *comp_timePT,     A_long          *rand_valuePL); </pre>
AEGP_GetLayerID	<p>Supplies the layer's unique ID. This ID never changes during the lifetime of the project.</p> <pre> AEGP_GetLayerID(     AEGP_LayerH      layerH,     AEGP_LayerIDVal  *id_valP); </pre>
AEGP_GetLayerToWorldXform	<p>Given a layer handle and time, returns the layer-to-world transformation matrix.</p> <pre> AEGP_GetLayerToWorldXform(     AEGP_LayerH    aegp_layerH,     const A_Time    *comp_timeP,     A_Matrix4       *transform); </pre>
AEGP_GetLayerToWorldXformFromView	<p>Given a layer handle, the current (composition) time, and the requested view time, returns the translation between the user's view and the layer, corrected for the composition's current aspect ratio.</p> <pre> AEGP_GetLayerToWorldXformFromView(     AEGP_LayerH    aegp_layerH,     const A_Time    *view_timeP,     const A_Time    *comp_timeP,     A_Matrix4       *transform); </pre>
AEGP_SetLayerName	<p>Sets the name of a layer. Undo-able. new_nameZ points to a null terminated UTF-16 string.</p> <pre> AEGP_SetLayerName(     AEGP_LayerH      aegp_layerH,     const A_UTF16Char *new_nameZ); </pre>

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Table 4 – continued from previous page

Function	Purpose
AEGP_GetLayerParent	Retrieves the handle to a layer's parent (none if not parented).  <pre>AEGP_GetLayerParent(     AEGP_LayerH    layerH,     AEGP_LayerH    *parent_layerPH);</pre>
AEGP_SetLayerParent	Sets a layer's parent layer.  <pre>AEGP_SetLayerParent(     AEGP_LayerH    layerH,     const AEGP_LayerH    parent_layerH);</pre>
AEGP_DeleteLayer	Deletes a layer. Can you believe it took us three suite versions to add a delete function? Neither can we.  <pre>AEGP_DeleteLayer(     AEGP_LayerH    layerH);</pre>
AEGP_DuplicateLayer	Duplicates the layer. Undoable.  <pre>AEGP_DuplicateLayer(     AEGP_LayerH    orig_layerH,     AEGP_LayerH    *dupe_layerPH);</pre>
AEGP_GetLayerFromLayerID	Retrieves the AEGP_LayerH associated with a given AEGP_LayerIDVal (which is what you get when accessing an effect's layer parameter stream).  <pre>AEGP_GetLayerFromLayerID(     AEGP_CompH    parent_compH,     AEGP_LayerIDVal    id,     AEGP_LayerH    *layerPH);</pre>
AEGP_GetLayerLabel	Gets a layer's AEGP_LabelID.  <pre>AEGP_GetLayerLabel(     AEGP_LayerH    layerH,     AEGP_LabelID    *labelP);</pre>
AEGP_SetLayerLabel	Sets a layer's AEGP_LabelID. Undoable.  <pre>AEGP_SetLayerLabel(     AEGP_LayerH    layerH,     AEGP_LabelID    label);</pre>
AEGP_GetLayerSamplingQuality	New in CC. Get the sampling quality of a layer.  <pre>AEGP_GetLayerSamplingQuality(     AEGP_LayerH    layerH,     AEGP_LayerSamplingQuality    *label);</pre> <p>Layer sampling quality is one of the following flags:</p> <ul style="list-style-type: none"> <li>• AEGP_LayerSamplingQual_BILINEAR</li> <li>• AEGP_LayerSamplingQual_BICUBIC</li> </ul>

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Table 4 – continued from previous page

Function	Purpose
<code>AEGP_SetLayerSamplingQuality</code>	<p>New in CC. Sets the sampling quality of a layer (see flag values above). Option is explicitly set on the layer independent of layer quality. If you want to force it on you must also set the layer quality to <code>AEGP_LayerQual_BEST</code> with <code>AEGP_SetLayerQuality</code>. Otherwise it will only be using the specified layer sampling quality whenever the layer quality is set to <code>AEGP_LayerQual_BEST</code>. Undoable.</p> <pre>AEGP_SetLayerSamplingQuality(     AEGP_LayerH          layerH,     AEGP_LayerSamplingQuality label);</pre>
<code>AEGP_GetTrackMatteLayer</code>	<p>New in 23.0. Returns the track matte layer of <code>layerH</code>. Returns NULL if there is no track matte layer.</p> <pre>AEGP_GetTrackMatteLayer(     const AEGP_LayerH          layerH,     AEGP_LayerH                *track_matte_     ↪ layerPH);</pre>
<code>AEGP_SetTrackMatte</code>	<p>New in 23.0. Sets the track matte layer and track matte type of <code>layerH</code>.</p> <p><b>Track Matte Types:</b></p> <ul style="list-style-type: none"> <li>• <code>AEGP_TrackMatte_NO_TRACK_MATTE</code></li> <li>• <code>AEGP_TrackMatte_ALPHA</code></li> <li>• <code>AEGP_TrackMatte_NOT_ALPHA</code></li> <li>• <code>AEGP_TrackMatte_LUMA</code></li> <li>• <code>AEGP_TrackMatte_NOT_LUMA</code></li> </ul> <p>Setting the track matte type as <code>AEGP_TrackMatte_NO_TRACK_MATTE</code> removes track matte.</p> <pre>AEGP_SetTrackMatte(     AEGP_LayerH          layerH,     const AEGP_LayerH          track_matte_     ↪ layerH0,     const AEGP_TrackMatte      track_matte_     ↪ type);</pre>
<code>AEGP_RemoveTrackMatte</code>	<p>New in 23.0. Removes the track matte layer of <code>layerH</code>.</p> <pre>AEGP_RemoveTrackMatte(     AEGP_LayerH          layerH);</pre>

## 67.11 Layer Creation Notes

All layers created using AEGP calls will start at composition time 0, and have the duration of the composition.

Use `AEGP_SetLayerOffset()` and `AEGP_SetLayerInPointAndDuration()` from *AEGP\_LayerSuite9* to properly set the layer's time information.

When the layer stretch factor (obtained using `AEGP_GetLayerStretch` in *AEGP\_LayerSuite9*, naturally) is not 100%, the following computation will be needed to yield the correct layer offset:

$$\text{offset} = \text{compIn} - \text{stretch} * \text{layerIn};$$

---

## 67.12 Communication With A Layer's Effects

Access the effects applied to a layer. This suite provides access to all parameter data streams.

Use the *Stream Suite* to work with those streams.

An `AEGP_Effect_RefH` is a reference to an applied effect. An `AEGP_InstalledEffectKey` is a reference to an installed effect, which may or may not be currently applied to anything.

If Foobarocity is applied to a layer twice, there will be two distinct `AEGP_Effect_RefHs`, but they'll both return the same `AEGP_InstalledEffectKey`.





## 67.12.1 AEGP\_EffectSuite4

Function	Purpose
AEGP_GetLayerNumEffects	Get number of effects applied to a layer.  <pre>AEGP_GetLayerNumEffects(     AEGP_LayerH  layerH,     A_long       *num_effectsPL);</pre>
AEGP_GetLayerEffectByIndex	Retrieves (by index) a reference to an effect applied to the layer.  <pre>AEGP_GetLayerEffectByIndex(     AEGP_PluginID  aegp_plugin_id,     AEGP_LayerH    layerH,     AEGP_EffectIndex  effect_indexL,     AEGP_EffectRefH  *effectPH);</pre>
AEGP_GetInstalledKeyFromLayerEffect	Given an AEGP_EffectRefH, retrieves its associated AEGP_InstalledEffectKey.  <pre>AEGP_GetInstalledKeyFromLayerEffect(     AEGP_EffectRefH  effect_refH,     AEGP_InstalledEffectKey  *installed_     ↪keyP);</pre>
AEGP_GetEffectParamUnionByIndex	Returns description of effect parameter. Do not use the value(s) in the ParamDef returned by this function (Use AEGP_GetNewStreamValue() instead); it's provided so AEGPs can access parameter defaults, checkbox names, and pop-up strings. Use AEGP_GetEffectNumParamStreams() from <a href="#">AEGP_StreamSuite5</a> to get the stream count, useful for determining the maximum param_index. The last parameter is optional;  <pre>AEGP_GetEffectParamUnionByIndex(     AEGP_PluginID  aegp_plugin_id,     AEGP_EffectRefH  effectH,     PF_ParamIndex   param_index,     PF_ParamType    *param_typeP     PF_ParamDefUnion  *uP0);</pre>
AEGP_GetEffectFlags	Obtains the flags for the given AEGP_EffectRefH.  <pre>AEGP_GetEffectFlags(     AEGP_EffectRefH  effect_refH,     AEGP_EffectFlags  *effect_flagsP);</pre> Flags will be a combination of the following: <ul style="list-style-type: none"> <li>• AEGP_EffectFlags_NONE</li> <li>• AEGP_EffectFlags_ACTIVE</li> <li>• AEGP_EffectFlags_AUDIO_ONLY</li> <li>• AEGP_EffectFlags_AUDIO_TOO</li> <li>• AEGP_EffectFlags_MISSING</li> </ul>
AEGP_SetEffectFlags	Sets the flags (enumerated above) for the given AEGP_EffectRefH, masked by a different set of effect flags.
292	<pre>AEGP_SetEffectFlags(     AEGP_EffectRefH  effect_refH,     AEGP_EffectFlags  mask,     AEGP_EffectFlags  effect_flags);</pre> <div>Chapter 67. AEGP Suites</div>

## 67.13 Exploiting Effect UI Behavior To Look Cool

Even if you manipulate a layer's effects, its effect controls won't necessarily become visible.

However, if you apply then immediately remove an effect, the layer's effect controls will be made visible.

Tricky, eh?

---

## 67.14 StreamRefs And EffectRefs

How do you get an `AEGP_StreamRef` for an effect? Start by getting the effect's `AEGP_EffectRef`, by calling `AEGP_GetNewEffectForEffect()`.

Then call `AEGP_GetNewEffectStreamByIndex()`, say for param index 1, which passes back a parameter stream.

Then call `AEGP_GetNewParentStreamRef()` - voila, your `AEGP_StreamRef` sir!

If you acquire references to an effect's streams, do not dispose of the `AEGP_EffectRefH` until you're done with the streams, or you'll unbalance After Effects' checkout mechanism. Also remember that `AEGP_StreamRefH`s are opaque; `AEGP_StreamValue2s` are not (entirely).

To get an effect's instance name (as renamed by the user), get the `AEGP_StreamRef` for the effect itself and call `AEGP_GetStreamName`.

---

## 67.15 Diving Into Streams!

Just about everything in After Effects is a stream. Effect parameters, layers, masks, and shapes are all internally represented by streams. The AEGP API can access nearly every aspect of every stream.

The After Effects timeline can contain numerous object types; each object supports a set of parameters called streams. All streams, regardless of which type of object to which they're attached, are conceptually similar (and handled similarly by After Effects). But the way you access each type of stream varies because of their containment.

A stream, once acquired, represents a value which may change over time. Not all streams *can* vary over time, and a particular stream may not be time-variant at the time of access.

There are two ways to access the value of a stream. If the stream has keyframes, you can use the [Working With Keyframes](#). The values provided won't reflect the influence of expressions. Note: In any expression, the current keyframed value is always available as the variable value.

You can also use `AEGP_GetNewStreamValue` from [AEGP\\_StreamSuite5](#), which samples the value of the stream at a particular time. For streams without expressions or keyframes, the time parameter is meaningless, and the function returns what essentially is the constant value of the stream. Use `AEGP_SetStreamValue` (which doesn't take a time as a parameter) to set these streams.

Many StreamSuite functions populate a `StreamH`, which your AEGP must dispose. when done. After Effects allocates and passes you a copy of the values, not a direct handle to the original value. `AEGP_GetNewLayerStream()` is restricted to streams for which no memory allocation is required to access their values.

---

## 67.16 Okay, What Did I Just Get?

A stream value is a large union, only one structure of which (depending on the stream type) is populated. Note the similarity to the *PF\_ParamDef*.

```
typedef union {
    AEGP_FourDVal      four_d;
    AEGP_ThreeDVal     three_d;
    AEGP_TwoDVal       two_d;
    AEGP_OneDVal       one_d;
    AEGP_ColorVal      color;
    AEGP_ArbBlockVal   arbH;
    AEGP_MarkerValP    markerP;
    AEGP_LayerIDVal    layer_id;
    AEGP_MaskIDVal     mask_id;
    AEGP_MaskOutlineValH mask;
    AEGP_TextDocumentH text_documentH;
} AEGP_StreamVal2;
```

---

## 67.17 Layers

*AEGP\_GetLayerStreamValue* is used to access the parameters like anchor point and position, native to almost all layers in AE.

Use *IsStreamLegal* to allow you to determine if that stream type is offered on that layer.

---

## 67.18 Masks

Since a layer can have multiple masks, access the masks using *AEGP\_GetLayerMaskByIndex* from *AEGP\_MaskSuite6*.

Masks don't have streams like layers do; they get their own enumeration. Access their streams using *AEGP\_GetNewMaskStream* from *AEGP\_StreamSuite5*.

---

## 67.19 Effects

They can have a variable number of streams/parameters, and the order and definition of them is not known when the AEGP is written.

Therefore we cannot offer an enum for selecting them, and instead you must get them by index, hence *GetNewEffectStreamByIndex* from *AEGP\_StreamSuite5*.

---

## 67.20 Stream Suite

Access and manipulate the values of a layer's streams. For paint and text streams, use *Dynamic Streams* instead.



## 67.20.1 AEGP\_StreamSuite5

Function	Purpose
AEGP_IsStreamLegal	<p>Determines if the given stream is appropriate for the given layer.</p> <pre> AEGP_IsStreamLegal(     AEGP_LayerH      layerH,     AEGP_LayerStream which_stream,     A_Boolean*       is_legalP); </pre>
AEGP_CanVaryOverTime	<p>Given a stream, returns whether or not a stream is time-variant (and can be keyframed).</p> <pre> AEGP_CanVaryOverTime(     AEGP_StreamRefH streamH,     A_Boolean        *can_varyPB); </pre>
AEGP_GetValidInterpolations	<p>Retrieves an AEGP_KeyInterpolationMask indicating which interpolation types are valid for the AEGP_StreamRefH.</p> <pre> AEGP_GetValidInterpolations(     AEGP_StreamRefH      streamH,     AEGP_KeyInterpolationMask *valid_ ↪interpP); </pre> <p>AEGP_KeyInterpolationMask will be a combination of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_KeyInterpMask_NONE</li> <li>• AEGP_KeyInterpMask_LINEAR</li> <li>• AEGP_KeyInterpMask_BEZIER</li> <li>• AEGP_KeyInterpMask_HOLD</li> <li>• AEGP_KeyInterpMask_CUSTOM</li> <li>• AEGP_KeyInterpMask_ANY</li> </ul>
AEGP_GetNewLayerStream	<p>Get a layer's data stream. Plug-in must dispose of streamPH. Note that this will not provide keyframe access; Use the <a href="#">AEGP_KeyframeSuite</a> instead.</p> <pre> AEGP_GetNewLayerStream(     AEGP_PluginID    id,     AEGP_LayerH      layerH,     AEGP_LayerStream which_stream,     AEGP_StreamRefH  *streamPH); </pre> <ul style="list-style-type: none"> <li>• AEGP_LayerStream_ANCHORPOINT,</li> <li>• AEGP_LayerStream_POSITION,</li> <li>• AEGP_LayerStream_SCALE,</li> <li>• AEGP_LayerStream_ROTATION,</li> <li>• AEGP_LayerStream_ROTATE_Z,</li> <li>• AEGP_LayerStream_OPACITY,</li> <li>• AEGP_LayerStream_AUDIO,</li> <li>• AEGP_LayerStream_MARKER,</li> <li>• AEGP_LayerStream_TIME_REMAP,</li> <li>• AEGP_LayerStream_ROTATE_X,</li> <li>• AEGP_LayerStream_ROTATE_Y,</li> <li>• AEGP_LayerStream_ORIENTATION</li> </ul> <p>Only valid for AEGP_ObjectType_CAMERA:</p> <ul style="list-style-type: none"> <li>• AEGP_ObjectType_CAMERA</li> </ul>
67.20. Stream Suite	<ul style="list-style-type: none"> <li>• AEGP_LayerStream_ZOOM,</li> <li>• AEGP_LayerStream_DEPTH_OF_FIELD,</li> <li>• AEGP_LayerStream_FOCUS_DISTANCE,</li> <li>• AEGP_LayerStream_APERTURE,</li> </ul>

## 67.21 Dynamic Streams

`AEGP_DynamicStreamSuite` accesses and manipulates paint and text streams.

Use `AEGP_GetStreamGroupingType` and `AEGP_GetDynamicStreamFlags` to identify the stream before attempting to use functions which only work on certain stream types.

Also note that, often, you can simply use *Stream Suite* calls to work with dynamic streams. On the other hand, only those functions specific to dynamic streams are in this suite.





## 67.21.1 AEGP\_DynamicStreamSuite4

Function	Purpose
AEGP_GetNewStreamRefForLayer	Retrieves the AEGP_StreamRefH corresponding to the layer. This function is used to initiate a recursive walk of the layer's streams.  AEGP_GetNewStreamRefForLayer( AEGP_PluginID    aegp_plugin_id, AEGP_LayerH      layerH, AEGP_StreamRefH  *streamPH);
AEGP_GetNewStreamRefForMask	Retrieves the AEGP_StreamRefH corresponding to the mask.  AEGP_GetNewStreamRefForMask( AEGP_PluginID    aegp_plugin_id, AEGP_MaskRefH     maskH, AEGP_StreamRefH  *streamPH);
AEGP_GetStreamDepth	Retrieves the number of sub-streams associated with the given AEGP_StreamRefH. The initial layer has a depth of 0.  AEGP_GetStreamDepth( AEGP_StreamRefH  streamH, A_long            *depthPL);
AEGP_GetStreamGroupingType	Retrieves the grouping type for the given AEGP_StreamRefH.  AEGP_GetStreamGroupingType( AEGP_StreamRefH      streamH, AEGP_StreamGroupingType  *group_typeP); AEGP_StreamGroupingType will be one of the following: <ul style="list-style-type: none"> <li>• AEGP_StreamGroupingType_NONE</li> <li>• AEGP_StreamGroupingType_LEAF</li> <li>• AEGP_StreamGroupingType_NAMED_GROUP</li> <li>• AEGP_StreamGroupingType_INDEXED_GROUP</li> </ul>
AEGP_GetNumStreamsInGroup	Retrieves the number of streams associated with the given AEGP_StreamRefH. This function will return an error if called with an AEGP_StreamRefH with type AEGP_StreamGroupingType_LEAF.  AEGP_GetNumStreamsInGroup( AEGP_StreamRefH  streamH, A_long            *num_streamsPL);
AEGP_GetDynamicStreamFlags	Retrieves the flags for a given AEGP_StreamRefH.  AEGP_GetDynamicStreamFlags( AEGP_StreamRefH      streamH, AEGP_DynStreamFlags  *flagsP); AEGP_DynStreamFlags will be one of the following: <ul style="list-style-type: none"> <li>• AEGP_DynStreamFlag_ACTIVE_EYEBALL means that the stream is available for reading and writing.</li> <li>• AEGP_DynStreamFlag_HIDDEN means that, while the stream is still readable/writable, it may not currently be visible in the UI.</li> <li>• AEGP_DynStreamFlag_DISABLED A read-only flag. Indicates whether the AEGP_StreamRefH is</li> </ul>

## **67.22 Working With Keyframes**

Keyframes make After Effects what it is. AEGPs (and...ssshh, don't tell anyone...effects) can use this suite to add, manipulate and remove keyframes from any keyframe-able stream.



## 67.22.1 AEGP\_KeyframeSuite3

Function	Purpose
AEGP_GetStreamNumKFs	Retrieves the number of keyframes on the given stream. Returns AEGP_NumKF_NO_DATA if the stream is not keyframe-able. Also, note that a stream without keyframes isn't necessarily constant; it can be altered by expressions.  AEGP_GetStreamNumKFs( AEGP_StreamRefH streamH, A_long *num_kfsPL);
AEGP_GetKeyframeTime	Retrieves the time of the specified keyframe.  AEGP_GetKeyframeTime( AEGP_StreamRefH streamH, AEGP_KeyframeIndex index, AEGP_LTimeMode time_mode, A_Time *timePT);
AEGP_InsertKeyframe	Adds a keyframe to the specified stream (at the specified composition or layer time). Returns the new keyframe's index. All indexes greater than the new index are now invalid (but you knew that). If there is already a keyframe at that time, the values will be updated.  AEGP_InsertKeyframe( AEGP_StreamRefH streamH, AEGP_LTimeMode time_mode, const A_Time *timePT, AEGP_KeyframeIndex *key_indexP);
AEGP_DeleteKeyframe	Deletes the specified keyframe.  AEGP_DeleteKeyframe( AEGP_StreamRefH streamH, AEGP_KeyframeIndex key_index);
AEGP_GetNewKeyframeValue	Creates and populates an AEGP_StreamValue2 for the stream's value at the time of the keyframe. The returned AEGP_StreamValue2 must be disposed of using AEGP_DisposeStreamValue.  AEGP_GetNewKeyframeValue( AEGP_PluginID plugin_id, AEGP_StreamRefH streamH, AEGP_KeyframeIndex key_index, AEGP_StreamValue2 *valueP);
AEGP_SetKeyframeValue	Sets the stream's value at the time of the keyframe.  AEGP_SetKeyframeValue( AEGP_StreamRefH streamH, AEGP_KeyframeIndex index, const AEGP_StreamValue2 *valP);
AEGP_GetStreamValueDimensionality	Retrieves the dimensionality of the stream's value.  AEGP_GetStreamValueDimensionality( AEGP_StreamRefH streamH, A_short *value_dimPS);
<b>67.22. Working With Keyframes</b>	
AEGP_GetStreamTemporalDimensionality	Retrieves the temporal dimensionality of the stream.  AEGP_GetStreamTemporalDimensionality( AEGP_StreamRefH streamH, A_short *value_dimPS);

---

## 67.23 Adding Multiple Keyframes

Each time you call `AEGP_InsertKeyframe()`, the entire stream is added to the undo stack.

If you're adding one or two keyframes, this isn't a problem. However, if you're writing a keyframer, you'll want to do things the *right* way.

Before you begin adding keyframes, call the (very-appropriately-named) `AEGP_StartAddKeyframes`, passing it an opaque `AEGP_AddKeyframesInfoH`.

For each keyframe to add, call `AEGP_AddKeyframes` to set the time to be used (and get the newly-added keyframe's index), then `AEGP_SetAddKeyframe` to specify the value to be used.

Once you're finished, call `AEGP_EndAddKeyframes` to let know After Effects know it's time to add the changed parameter stream to the undo stack.

---

## 67.24 Marker Streams

`AEGP_MarkerSuite` allows for direct manipulation of marker data.



## 67.24.1 AEGP\_MarkerSuite2

Function	Purpose
AEGP_NewMarker	Creates a new marker. <pre>AEGP_NewMarker(     AEGP_MarkerValP  *markerPP);</pre>
AEGP_DisposeMarker	Disposes of a marker. <pre>AEGP_DisposeMarker(     AEGP_MarkerValP  markerP);</pre>
AEGP_DuplicateMarker	Duplicates a marker (didn't see <i>that</i> one coming, eh?). <pre>AEGP_DuplicateMarker(     AEGP_MarkerValP  markerP,     AEGP_MarkerValP  *new_markerP);</pre>
AEGP_SetMarkerFlag	Sets a marker flag's value. <pre>AEGP_SetMarkerFlag(     AEGP_MarkerValP      markerP,     AEGP_MarkerFlagType  flagType,     A_Boolean             valueB);</pre> <p>Currently, AEGP_MarkerFlagType is one of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_MarkerFlag_NONE</li> <li>• AEGP_MarkerFlag_NAVIGATION</li> </ul>
AEGP_GetMarkerFlag	Gets the value (see above) of a given AEGP_MarkerFlagType. <pre>AEGP_GetMarkerFlag(     AEGP_ConstMarkerValP markerP,     AEGP_MarkerFlagType  flagType     A_Boolean             *valueBP);</pre>
AEGP_GetMarkerString	Retrieves the UTF-16, NULL-terminated string located in the specified marker field. Must be disposed of by caller using AEGP_FreeMemHandle. <pre>AEGP_GetMarkerString(     AEGP_PluginID      id,     AEGP_ConstMarkerValP markerP,     AEGP_MarkerStringType strType,     AEGP_MemHandle      *unicodePH);</pre>
AEGP_SetMarkerString	Sets the specified field of a marker to the provided text. <pre>AEGP_SetMarkerString(     AEGP_MarkerValP      markerP,     AEGP_MarkerStringType strType,     const A_u_short      *unicodeP,     A_long                lengthL);</pre>
AEGP_CountCuePointParams	Returns the number of cue point parameters. <pre>AEGP_CountCuePointParams(     AEGP_ConstMarkerValP markerP,     A_long                *paramsLP);</pre>
AEGP_GetIndCuePointParam	Returns the cue point param at the specified index (which must be between 0 and (cue point params - 1). Returned handles are UTF-16, NULL-terminated strings, and must be disposed of by caller using



---

## 67.25 Mask Management

Access, manipulate, and delete a layer's masks.



## 67.25.1 AEGP\_MaskSuite6

Function	Purpose
AEGP_GetLayerNumMasks	Counts the masks applied to a layer.  AEGP_GetLayerNumMasks( AEGP_LayerH    aegp_layerH, A_long          *num_masksPL);
AEGP_GetLayerMaskByIndex	Given a layer handle and mask index, returns a pointer to the mask handle. You must destroy the mask handle by using AEGP_DisposeMask().  AEGP_GetLayerMaskByIndex( AEGP_LayerH    aegp_layerH, A_long          mask_indexL, AEGP_MaskRefH  *maskPH);
AEGP_DisposeMask	Dispose of a mask handle.  AEGP_DisposeMask( AEGP_MaskRefH  maskH);
AEGP_GetMaskInvert	Given a mask handle, determines if the mask is inverted or not.  AEGP_GetMaskInvert( AEGP_MaskRefH  maskH, A_Boolean      *invertPB);
AEGP_SetMaskInvert	Sets the inversion state of a mask.  AEGP_SetMaskInvert( AEGP_MaskRefH  mask_refH, A_Boolean      invertB);
AEGP_GetMaskMode	Given a mask handle, returns the current mode of the mask. PF_MaskMode_NONE does nothing, PF_MaskMode_ADD is the default behavior. <ul style="list-style-type: none"> <li>• PF_MaskMode_NONE</li> <li>• PF_MaskMode_ADD,</li> <li>• PF_MaskMode_SUBTRACT,</li> <li>• PF_MaskMode_INTERSECT,</li> <li>• PF_MaskMode_LIGHTEN,</li> <li>• PF_MaskMode_DARKEN,</li> <li>• PF_MaskMode_DIFFERENCE,</li> </ul> AEGP_GetMaskMode( AEGP_MaskRefH  maskH, PF_MaskMode    *modeP);
AEGP_SetMaskMode	Sets the mode of the given mask.  AEGP_SetMaskMode( AEGP_MaskRefH  maskH, PF_MaskMode    mode);
AEGP_GetMaskMotionBlurState	Retrieves the motion blur setting for the given mask.  AEGP_GetMaskMotionBlurState( AEGP_MaskRefH  mask_refH, AEGP_MaskMBlur  *blur_stateP);
<b>67.25. Mask Management</b>	<b>309</b> AEGP_MaskMBlur will be one of the following: <ul style="list-style-type: none"> <li>• AEGP_MaskMBlur_SAME_AS_LAYER</li> <li>• AEGP_MaskMBlur_OFF</li> </ul>

## 67.26 Mask Outlines

The Mask Suite above tells plug-ins about the masks on a layer, but not about the details of those masks.

This is because processing is required on After Effects' part to access the information; the information isn't just lying around.

Plug-ins access that information using this Mask Outline Suite.



## 67.26.1 AEGP\_MaskOutlineSuite3

Function	Purpose
AEGP_IsMaskOutlineOpen	<p>Given an mask outline pointer (obtainable through the <i>Stream Suite</i>), determines if the mask path is open or closed.</p> <pre>AEGP_IsMaskOutlineOpen(     AEGP_MaskOutlineVal  *mask_outlineP,     A_Boolean             *openPB);</pre>
AEGP_SetMaskOutlineOpen	<p>Sets the open state of the given mask outline.</p> <pre>AEGP_SetMaskOutlineOpen(     AEGP_MaskOutlineValH  mask_outlineH,     A_Boolean             openB);</pre>
AEGP_GetMaskOutlineNumSegments	<p>Given a mask outline pointer, returns the number of segments in the path. num_segmentsPL is the total number of segments [0...N-1].</p> <pre>AEGP_GetMaskOutlineNumSegments(     AEGP_MaskOutlineVal  *mask_outlineP,     A_long               *num_segmentsPL);</pre>
AEGP_GetMaskOutlineVertexInfo	<p>Given a mask outline pointer and a point between 0 and the total number of segments. For closed mask paths, vertex[0] is the same as vertex[num_segments].</p> <pre>AEGP_GetMaskOutlineVertexInfo(     AEGP_MaskOutlineVal  *mask_outlineP,     A_long               which_pointL,     AEGP_MaskVertex      *vertexP);</pre>
AEGP_SetMaskOutlineVertexInfo	<p>Sets the vertex information for a given index. Setting vertex 0 is special; its in tangent will actually set the out tangent of the last vertex in the outline. Of course, which_pointL must be valid for the mask outline, or the function will return an error.</p> <pre>AEGP_SetMaskOutlineVertexInfo(     AEGP_MaskOutlineValH  mask_outlineH,     AEGP_VertexIndex      which_pointL,     AEGP_MaskVertex      *vertexP);</pre>
AEGP_CreateVertex	<p>Creates a vertex at index position. All vertices which formerly had an AEGP_VertexIndex of position or greater will have their indices incremented by one.</p> <pre>AEGP_CreateVertex(     AEGP_MaskOutlineValH  mask_outlineH,     AEGP_VertexIndex      position);</pre> <p>NOTE: All masks must have at least one vertex.</p>
AEGP_DeleteVertex	<p>Removes a vertex from a mask.</p> <pre>AEGP_DeleteVertex(     AEGP_MaskOutlineValH  mask_outlineH,     AEGP_VertexIndex      index);</pre>
AEGP_GetMaskOutlineNumFeathers	<p>New in CS6.</p> <pre>AEGP_DeleteVertex(     AEGP_MaskOutlineValH  mask_outlineH,     A_long               *num_feathersPL);</pre>
AEGP_GetMaskOutlineFeatherInfo	<p>New in CS6.</p>

## 67.27 Mask Feathering

New for CS6, masks can be feathered.

`AEGP_MaskFeather` is defined as follows:

```
typedef struct {
    A_long          segment;           // mask segment where feather is
    PF_FpLong       segment_sF;       // 0-1: feather location on segment
    PF_FpLong       radiusF;          // negative value allowed if type == AEGP_
    ↪MaskFeatherType_INNER
    PF_FpShort      ui_corner_angleF; // 0-1: angle of UI handle on corners
    PF_FpShort      tensionF;         // 0-1: tension of boundary at feather pt
    AEGP_MaskFeatherInterp interp;
    AEGP_MaskFeatherType type;
} AEGP_MaskFeather;
```

`AEGP_MaskFeatherInterp` is either `AEGP_MaskFeatherInterp_NORMAL` or `AEGP_MaskFeatherInterp_HOLD_CW`.

`AEGP_MaskFeatherType` is either `AEGP_MaskFeatherType_OUTER` or `AEGP_MaskFeatherType_INNER`.

This suite enables AEGPs to get and set the text associated with text layers.

Note: to get started, retrieve an `AEGP_TextDocumentH` by calling `AEGP_GetLayerStreamValue`, above, and passing `AEGP_StreamType_TEXT_DOCUMENT` as the `AEGP_StreamType`.

## 67.28 Working With Text Layers

This suite enables AEGPs to get and set the text associated with text layers.

## 67.28.1 AEGP\_TextDocumentSuite1

Function	Purpose
AEGP_GetNewText	<p>Retrieves the UTF-16, NULL-terminated string used in the AEGP_TextDocumentH.</p> <p>Note: After Effects will allocate the AEGP_MemHandle; your plug-in must dispose of it when done using AEGP_FreeMemHandle.</p> <pre>AEGP_GetNewText(     AEGP_PluginID      id,     AEGP_TextDocumentH text_docH,     AEGP_MemHandle      *unicodePH);</pre>
AEGP_SetText	<p>Specifies the text to be used by the AEGP_TextDocumentH.</p> <pre>AEGP_SetText(     AEGP_TextDocumentH text_docH,     const A_u_short     *unicodePS,     long                 lengthL);</pre>

---

## 67.29 Working With Text Outlines

The AEGP\_TextLayerSuite provides access to the actual outlines of the text used by text layers.

Once you have a path, you can manipulate it with *PF\_PathQuerySuite1* and *PF\_PathDataSuite*.



### 67.29.1 AEGP\_TextLayerSuite1

Function	Purpose
AEGP_GetNewTextOutlines	<p>Allocates and returns a handle to the AEGP_TextOutlinesHs associated with the specified layer. outlinesPH will be NULL if there are no AEGP_TextOutlinesHs associated with layerH (in other words, if it's not a text layer).</p> <pre> AEGP_GetNewTextOutlines(     AEGP_LayerH          layerH,     const A_Time          *layer_timePT,     AEGP_TextOutlinesH   *outlinesPH); </pre>
AEGP_DisposeTextOutlines	<p>Dispose of those outlines we allocated on your behalf!</p> <pre> AEGP_DisposeTextOutlines(     AEGP_TextOutlinesH   outlinesH); </pre>
AEGP_GetNumTextOutlines	<p>Retrieves the number of text outlines for the layer.</p> <pre> AEGP_GetNumTextOutlines(     AEGP_TextOutlinesH   outlinesH,     A_long                *num_otlnsPL); </pre>
AEGP_GetIndexedTextOutline	<p>Returns a PF_PathOutlinePtr for the specified text outline.</p> <pre> AEGP_GetIndexedTextOutline(     AEGP_TextOutlinesH   outlinesH,     A_long                path_indexL,     PF_PathOutlinePtr    *pathPP); </pre>

## 67.30 Utility Functions

The Utility suite supplies error message handling, AEGP version checking and access to the undo stack.

Everything you need to keep After Effects and your plug-in tidy.

### 67.30.1 AEGP\_UtilitySuite6

Function	Purpose
AEGP_ReportInfo	Displays dialog with name of the AEGP followed by the string passed.  <pre>AEGP_ReportInfo(     AEGP_PluginID  aegp_plugin_id,     const A_char    *info_stringZ);</pre>
AEGP_ReportInfoUnicode	New in CC. Displays dialog with name of the AEGP followed by the unicode string passed.  <pre>AEGP_ReportInfoUnicode(     AEGP_PluginID      aegp_plugin_id,     const A_UTF16Char  *info_stringP);</pre>
AEGP_GetDriverSpecVersion	Returns version of AEGPDriver plug-in (use to determine supported features).  <pre>AEGP_GetDriverSpecVersion(     A_short  *major_versionPS,     A_short  *minor_versionPS);</pre>
AEGP_StartQuietErrors	Silences errors. Must be balanced with AEGP_EndQuietErrors. The AEGP_ErrReportState is an opaque structure private to After Effects.  <pre>AEGP_StartQuietErrors(     AEGP_ErrReportState *err_stateP);</pre>
AEGP_EndQuietErrors	Re-enables errors.  <pre>AEGP_EndQuietErrors(     AEGP_ErrReportState *err_stateP)</pre>
AEGP_StartUndoGroup	Add action(s) to the undo queue. The user may undo any actions between this and AEGP_EndUndoGroup(). The undo_nameZ will appear in the edit menu.  <pre>AEGP_StartUndoGroup(     const A_char  *undo_nameZ);</pre>
AEGP_EndUndoGroup	Ends the undo list.  <pre>AEGP_EndUndoGroup();</pre>
AEGP_RegisterWithAEGP	Returns an AEGP_PluginID, which effect plug-ins can then use in calls to many functions throughout the AEGP API. Effects should only call this function once, during PF_Cmd_GLOBAL_SETUP, and save the AEGP_PluginID for later use. The first parameter can be any value, and the second parameter should be the plug-in's match name.  <pre>AEGP_RegisterWithAEGP(     AEGP_GlobalRefcon  global_refcon,     const A_char        *plugin_nameZ,     AEGP_PluginID      *plugin_id);</pre>

continues on next page

Table 5 – continued from previous page

Function	Purpose
AEGP_GetMainHWND	Retrieves After Effects' HWND; useful when displaying your own dialog on Windows. If you don't use After Effects' HWND, your modal dialog will not prevent interaction with the windows behind, and pain will ensue.  AEGP_GetMainHWND( <b>void</b> *main_hwnd);
AEGP_ShowHideAllFloaters	Toggles whether or not floating palettes are displayed. Use this with care; users get twitchy when you unexpectedly change the UI on them.  AEGP_ShowHideAllFloaters( A_Boolean include_tool_palB);
AEGP_PaintPalGetForeColor	Retrieves the foreground color from the paint palette.  AEGP_PaintPalGetForeColor( AEGP_ColorVal *fore_colorP);
AEGP_PaintPalGetBackColor	Retrieves the background color from the paint palette.  AEGP_PaintPalGetBackColor( AEGP_ColorVal *back_colorP);
AEGP_PaintPalSetForeColor	Sets the foreground color in the paint palette.  AEGP_PaintPalSetForeColor( <b>const</b> AEGP_ColorVal *fore_colorP);
AEGP_PaintPalSetBackColor	Sets the background color in the paint palette.  AEGP_PaintPalSetBackColor( <b>const</b> AEGP_ColorVal *back_colorP);
AEGP_CharPalGetFillColor	Retrieves the fill color from the character palette.  AEGP_CharPalGetFillColor( A_Boolean *is_fcolor_definedPB, AEGP_ColorVal *fill_colorP);
AEGP_CharPalGetStrokeColor	Retrieves the stroke color from the character palette.  AEGP_CharPalGetStrokeColor( A_Boolean *is_scolor_definedPB, AEGP_ColorVal *stroke_colorP);
AEGP_CharPalSetFillColor	Sets the fill color in the character palette.  AEGP_CharPalSetFillColor( <b>const</b> AEGP_ColorVal *fill_colorP);
AEGP_CharPalSetStrokeColor	Sets the stroke color in the character palette.  AEGP_CharPalSetStrokeColor( <b>const</b> AEGP_ColorVal *stroke_colorP);

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Table 5 – continued from previous page

Function	Purpose
<code>AEGP_CharPalIsFillColorUIFrontmost</code>	Returns whether or not the fill color is frontmost. If it isn't, the stroke color is frontmost.  <pre>AEGP_CharPalIsFillColorUIFrontmost(     A_Boolean  *is_fcolor_selectedPB);</pre>
<code>AEGP_ConvertFpLongToHSFRatio</code>	Returns an <code>A_Ratio</code> interpretation of the given <code>A_FpLong</code> . Useful for horizontal scale factor interpretation.  <pre>AEGP_ConvertFpLongToHSFRatio(     A_FpLong  numberF,     A_Ratio   *ratioPR);</pre>
<code>AEGP_ConvertHSFRatioToFpLong</code>	Returns an <code>A_FpLong</code> interpretation of the given <code>A_Ratio</code> . Useful for horizontal scale factor interpretation.  <pre>AEGP_ConvertHSFRatioToFpLong(     A_Ratio   ratioR,     A_FpLong  *numberPF);</pre>
<code>AEGP_CauseIdleRoutinesToBeCalled</code>	This routine is safe to call from threads other than the main thread. It is asynchronous and will return before the idle handler is called.  The suite functions to get this function pointer are not thread safe; save it off in the main thread for use by the child thread.  <pre>AEGP_CauseIdleRoutinesToBeCalled(void);</pre>
<code>AEGP_GetSuppressInteractiveUI</code>	Returns whether After Effects is running without a user interface.  <pre>AEGP_GetSuppressInteractiveUI(     A_Boolean  *ui_is_suppressedPB);</pre>
<code>AEGP_WriteToOSConsole</code>	Sends a string to the OS console.  <pre>AEGP_WriteToOSConsole(     const A_char  *textZ);</pre>
<code>AEGP_WriteToDebugLog</code>	Writes a message to the debug log, or to the OS command line if After Effects was launched with the “-debug” option.  <pre>AEGP_WriteToDebugLog(     const A_char  *subsystemZ,     const A_char  *event_typeZ,     const A_char  *infoZ);</pre>

continues on next page

Table 5 – continued from previous page

Function	Purpose
AEGP_GetLastErrorMessage	Retrieves the last error message displayed to the user, and its associated error number. Pass in the size of the character buffer to be returned.  <pre>AEGP_GetLastErrorMessage(     A_long    buffer_size,     A_char    *error_string,     A_Err     *error_num);</pre>
AEGP_IsScriptingAvailable	Returns TRUE if scripting is available to the plug-in.  <pre>AEGP_IsScriptingAvailable(     A_Boolean  *outAvailablePB);</pre>
AEGP_ExecuteScript	Have After Effects execute a script. The script passed in can be in either UTF-8 or the current application encoding (if platform_encodingB is passed in as TRUE). The two out arguments are optional. The value of the last line of the script is what is passed back in outResultPH0.  <pre>AEGP_ExecuteScript(     AEGP_PluginID inPlugin_id,     const A_char  *inScriptZ,     const A_Boolean platform_encodingB,     AEGP_MemHandle *outResultPH0,     AEGP_MemHandle *outErrStringPH0);</pre>
AEGP_HostIsActivated	Returns TRUE if the user has successfully activated After Effects.  <pre>AEGP_HostIsActivated(     A_Boolean  *is_activatedPB);</pre>
AEGP_GetPluginPlatformRef	On macOS, returns a CFBundleRef to your Mach-O plug-in, or NULL for a CFM plug-in. Always returns NULL on Windows (you can use an OS-specific entry point to capture your DLLInstance).  <pre>AEGP_GetPluginPlatformRef(     AEGP_PluginID plug_id,     void          **plat_refPPV);</pre>
AEGP_UpdateFontList	Rescans the system font list.  <pre>AEGP_UpdateFontList();</pre>

continues on next page

Table 5 – continued from previous page

Function	Purpose
AEGP_GetPluginPaths	<p>New in CC. Returns a particular path associated with the plug-in:</p> <ul style="list-style-type: none"> <li>• <b>AEGP_GetPathTypes_PLUGIN</b> - (Not Implemented) The path to the location of the plug-in itself.</li> <li>• <b>AEGP_GetPathTypes_USER_PLUGIN</b> -The suite specific location of user specific plug-ins.</li> <li>• <b>AEGP_GetPathTypes_ALLUSER_PLUGIN</b> - The suite specific location of plug-ins shared by all users.</li> <li>• <b>AEGP_GetPathTypes_APP</b> - The After Effects .exe or .app location. Not plug-in specific.</li> </ul> <pre> AEGP_GetPluginPaths(     AEGP_PluginID    aegp_plugin_id,     AEGP_GetPathTypes path_type     AEGP_MemHandle    *unicode_pathPH); </pre>

## 67.31 Persistent Data Suite

Plug-ins have read and write access to persistent data in After Effects' preferences. AEGPs may add and manage their own persistent data using the following suite. The data entries are accessed by (section key, value key) pairs. It is recommended that plug-ins use their matchname as their section key, or as a prefix if using multiple section keys.

The available data types are **A\_long**, **A\_FpLong**, strings, and **void\***. **A\_FpLongs** are stored with 6 decimal places of precision. There is no provision for specifying a different precision. String data supports the full 8-bit space. Only 0x00 is reserved for string ending. This makes them ideal for storing UTF-8 encoded strings, ISO 8859-1, and plain ASCII. Both section keys and value keys are of this type. For data types not represented by the simple data types provided, use data handles containing your custom data. **void\*** unstructured data allows you to store any kind of data. You must pass in a size in bytes along with the data.

When calling any of the functions to retrieve the value of a key, if a given key is not found, the default value is both written to the blob and returned as the value; if no default is provided, a blank value will be written and returned.

Note that this data is stored in the application's preferences, not in the project. As of 6.5, there is no way to store opaque AEGP-generated data in an After Effects project.

After Effects can handle plug-ins which change the preferences during their application; it checks the in-RAM copy of the prefs before acting upon pref-able settings, rather than relying on the saved prefs. It's like we *planned* this, or something!

## 67.31.1 AEGP\_PersistentDateSuite4

Function	Purpose
AEGP_GetApplicationBlob	<p>Obtains the handle to all persistent application data. Modifying this will modify the application. The AEGP_PersistentType parameter is new in CC, and should be set to one of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_PersistentType_MACHINE_SPECIFIC,</li> <li>• AEGP_PersistentType_MACHINE_INDEPENDENT,</li> <li>• AEGP_PersistentType_MACHINE_INDEPENDENT_RENDER,</li> <li>• AEGP_PersistentType_MACHINE_INDEPENDENT_OUTPUT,</li> <li>• AEGP_PersistentType_MACHINE_INDEPENDENT_COMPOSITION</li> <li>• AEGP_PersistentType_MACHINE_SPECIFIC_TEXT,</li> <li>• AEGP_PersistentType_MACHINE_SPECIFIC_PAINT</li> </ul> <pre>AEGP_GetApplicationBlob(     AEGP_PersistentType  blob_type,     AEGP_PersistentBlobH *blobPH);</pre>
AEGP_GetNumSections	<p>Obtains the number of sections in the application blob.</p> <pre>AEGP_GetNumSections(     AEGP_PersistentBlobH blobH,     A_long                *num_sectionPL);</pre>
AEGP_GetSectionKeyByIndex	<p>Obtains the key at the given index.</p> <pre>AEGP_GetSectionKeyByIndex(     AEGP_PersistentBlobH blobH,     A_long                section_index,     A_long                max_section_size,     A_char                *section_keyZ);</pre>
AEGP_DoesKeyExist	<p>Returns whether or not a given key/value pair exists with the blob.</p> <pre>AEGP_DoesKeyExist(     AEGP_PersistentBlobH blobH,     const A_char          *section_keyZ,     const A_char          *value_keyZ,     A_Boolean             *existsPB);</pre>
AEGP_GetNumKeys	<p>Retrieves the number of value keys in the section.</p> <pre>AEGP_GetNumKeys(     AEGP_PersistentBlobH blobH,     const A_char          *section_keyZ,     A_long                *num_keysPL);</pre>
AEGP_GetValueKeyByIndex	<p>Retrieves the value of the indexed key.</p> <pre>AEGP_GetValueKeyByIndex(     AEGP_PersistentBlobH blobH,     const A_char          *section_keyZ,     A_long                key_index,     A_long                max_key_size,     A_char                *value_keyZ);</pre>

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**Note:** For the functions below, if a given key is not found, the default value is both written to the blob and returned as the value; if no default is provided, a blank value will be written and returned.

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Function	Purpose
AEGP_GetDataHandle	Obtains the value associated with the given section's key. If using in-memory data structures, watch for endian issues.  <pre> AEGP_GetDataHandle(     AEGP_PluginID      plugin_id,     AEGP_PersistentBlobH blobH,     const A_char        *section_keyZ,     const A_char        *value_keyZ,     AEGP_MemHandle      defaultH0,     AEGP_MemHandle      *valuePH); </pre>
AEGP_GetData	Obtains the data located at a given section's value.  <pre> AEGP_GetData(     AEGP_PersistentBlobH blobH,     const A_char          *section_keyZ,     const A_char          *value_keyZ,     A_u_long              data_sizeLu,     const void            *defaultPV0,     void                  *bufPV); </pre>
AEGP_GetString	Obtains the string for a given section key's value (and indicates its length in actual_szLu0).  <pre> AEGP_GetString(     AEGP_PersistentBlobH blobH,     const A_char          *section_keyZ,     const A_char          *value_keyZ,     const A_char          *defaultZ0,     A_u_long              buf_sizeLu,     char                  *bufZ,     A_u_long              *actual_szLu0); </pre>
AEGP_GetLong	Obtains the A_long associated with a given section key's value.  <pre> AEGP_GetLong(     AEGP_PersistentBlobH blobH,     const A_char          *section_keyZ,     const A_char          *value_keyZ,     A_long                defaultL,     A_long                *valuePL); </pre>
AEGP_GetFpLong	Obtains the A_FpLong associated with a given section key's value.  <pre> AEGP_GetFpLong(     AEGP_PersistentBlobH blobH,     const A_char          *section_keyZ,     const A_char          *value_keyZ,     A_FpLong              defaultF,     A_FpLong              *valuePF); </pre>
AEGP_GetTime	New in CC. Obtains the A_Time associated with a given section key's value.  <pre> AEGP_GetTime(     AEGP_PersistentBlobH blobH, </pre>
<b>67.31. Persistent Data Suite</b>	<pre>     const A_char          *section_keyZ,     const A_char          *value_keyZ,     const A_Time          *defaultPT0,     A_Time                *valuePT); </pre> <div style="text-align: right;"><b>323</b></div>

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## 67.32 Color Management

We've provided a function so AEGPs can obtain information on After Effects' current color management settings.



## 67.32.1 AEGP\_ColorSettingsSuite2

Function	Purpose
AEGP_GetBlendingTables	Retrieves the current opaque PF_EffectBlendingTables, for use with AEGP_TransferRect.  <pre> AEGP_GetBlendingTables(     PR_RenderContextH    render_ ↪ contextH,     PF_EffectBlendingTables *blending_ ↪ tables); </pre>
AEGP_DoesViewHaveColorSpaceXform	Returns whether there is a colorspace transform applied to the current item view.  <pre> AEGP_DoesViewHaveColorSpaceXform(     AEGP_ItemViewP    viewP,     A_Boolean          *has_xformPB); </pre>
AEGP_XformWorkingToViewColorSpace	Changes the view colorspace of the source to be the working colorspace of the destination. Source and destination can be the same.  <pre> AEGP_XformWorkingToViewColorSpace(     AEGP_ItemViewP    viewP,     AEGP_WorldH        srcH,     AEGP_WorldH        dstH); </pre>
AEGP_GetNewWorkingSpaceColorProfile	Retrieves the opaque current working space ICC profile. Must be disposed. The “New” in the name does not indicate that you’re making up a new profile; rather, it’s part of our function naming standard; nything with “New” in the name allocates something which the caller must dispose.  <pre> AEGP_GetNewWorkingSpaceColorProfile(     AEGP_PluginID    aegp_plugin_id,     AEGP_MemHandle    *icc_profPH); </pre>
AEGP_GetNewColorProfileFromICCPProfile	Retrieves a new AEGP_ColorProfileP from After Effects, representing the specified ICC profile. The caller must dispose of the returned AEGP_ColorProfileP using AEGP_DisposeColorProfile().  <pre> AEGP_GetNewColorProfile FromICCPProfile(     AEGP_PluginID    aegp_plugin_id,     A_long            icc_sizeL,     const void        *icc_dataPV,     AEGP_ColorProfileP *profilePP); </pre>
AEGP_GetNewICCPProfileFromColorProfile	Retrieves a new ICC profile (stored in an AEGP_MemHandle) representing the specified color profile. Returned AEGP_MemHandle must be disposed by the caller.  <pre> AEGP_GetNewICCPProfile FromColorProfile(     AEGP_PluginID    plugin_id,     AEGP_ConstColorProfileP profileP,     AEGP_MemHandle    *profilePH); </pre>
AEGP_GetNewColorProfileDescription	Returns a textual description of the specified color profile. Text will be a null-terminated UTF16 string, which must be disposed by the caller.  <pre> AEGP_GetNewColorProfileDescription( </pre>

## 67.33 Render Suites

Since we introduced the AEGP API, we've been asked to provide functions for retrieving rendered frames.

These function suites allows you to do just that.

First, specify what you want rendered in the *AEGP\_RenderOptionsSuite4* or *AEGP\_LayerRenderOptionsSuite1*.

Then do the rendering with *AEGP\_RenderSuite4*.



## 67.33.1 AEGP\_RenderOptionsSuite4

Function	Purpose
AEGP_NewFromItem	Returns the AEGP_RenderOptionsH associated with a given AEGP_ItemH. If there are no options yet specified, After Effects passes back an AEGP_RenderOptionsH with render time set to 0, time step set to the current frame duration, field render set to PF_Field_FRAME, and the depth set to the highest resolution specified within the item.  <pre> AEGP_NewFromItem(     AEGP_PluginID      plugin_id,     AEGP_ItemH          itemH,     AEGP_RenderOptionsH *optionsPH); </pre>
AEGP_Duplicate	Duplicates an AEGP_RenderOptionsH into copyPH.  <pre> AEGP_Duplicate(     AEGP_PluginID      plugin_id,     AEGP_RenderOptionsH optionsH,     AEGP_RenderOptionsH *copyPH); </pre>
AEGP_Dispose	Deletes an AEGP_RenderOptionsH.  <pre> AEGP_Dispose(     AEGP_RenderOptionsH optionsH); </pre>
AEGP_SetTime	Sets the render time of an AEGP_RenderOptionsH.  <pre> AEGP_SetTime(     AEGP_RenderOptionsH optionsH,     A_Time               time); </pre>
AEGP_GetTime	Retrieves the render time of the given AEGP_RenderOptionsH.  <pre> AEGP_GetTime(     AEGP_RenderOptionsH optionsH,     A_Time               *timeP); </pre>
AEGP_SetTimeStep	Specifies the time step (duration of a frame) for the referenced AEGP_RenderOptionsH.  <pre> AEGP_SetTimeStep(     AEGP_RenderOptionsH optionsH,     A_Time               time_step); </pre>
AEGP_GetTimeStep	Retrieves the time step (duration of a frame) for the given AEGP_RenderOptionsH.  <pre> AEGP_GetTimeStep(     AEGP_RenderOptionsH optionsH,     A_Time               *timePT); </pre>
AEGP_SetFieldRender	Specifies the field settings for the given AEGP_RenderOptionsH.  <pre> AEGP_SetFieldRender(     AEGP_RenderOptionsH optionsH,     PF_Field             field_render); </pre>
AEGP_GetFieldRender	Retrieves the field settings for the given AEGP_RenderOptionsH.  <pre> AEGP_GetFieldRender(     AEGP_RenderOptionsH optionsH,     PF_Field             *field_renderP); </pre>

## 67.33.2 AEGP\_LayerRenderOptionsSuite1

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**Note:** New in 13.0

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Function	Purpose
<code>AEGP_NewFromLayer</code>	<p>Returns the <code>AEGP_LayerRenderOptionsH</code> associated with a given <code>AEGP_LayerH</code>. Render time is set to the layer's current time, time step is set to layer's frame duration, ROI to the layer's nominal bounds, and <code>EffectsToRender</code> to "all". <code>optionsPH</code> must be disposed by calling code.</p> <pre>AEGP_NewFromLayer(     AEGP_PluginID          plugin_id,     AEGP_LayerH            layerH,     AEGP_LayerRenderOptionsH *optionsPH);</pre>
<code>AEGP_NewFromUpstreamOfEffect</code>	<p>Returns the <code>AEGP_LayerRenderOptionsH</code> from the layer associated with a given <code>AEGP_EffectRefH</code>. Render time is set to the layer's current time, time step is set to layer's frame duration, ROI to the layer's nominal bounds, and <code>EffectsToRender</code> to the index of <code>effectH</code>. <code>optionsPH</code> must be disposed by calling code.</p> <pre>AEGP_NewFromUpstreamOfEffect(     AEGP_PluginID          plugin_id,     AEGP_EffectRefH        effectH,     AEGP_LayerRenderOptionsH *optionsPH);</pre>
<code>AEGP_Duplicate</code>	<p>Duplicates an <code>AEGP_LayerRenderOptionsH</code> into <code>copyPH</code>.</p> <pre>AEGP_Duplicate(     AEGP_PluginID          plugin_id,     AEGP_LayerRenderOptionsH optionsH,     AEGP_LayerRenderOptionsH *copyPH);</pre>
<code>AEGP_Dispose</code>	<p>Deletes an <code>AEGP_LayerRenderOptionsH</code>.</p> <pre>AEGP_Dispose(     AEGP_LayerRenderOptionsH optionsH);</pre>
<code>AEGP_SetTime</code>	<p>Sets the render time of an <code>AEGP_LayerRenderOptionsH</code>.</p> <pre>AEGP_SetTime(     AEGP_LayerRenderOptionsH optionsH,     A_Time                  time);</pre>
<code>AEGP_GetTime</code>	<p>Retrieves the render time of the given <code>AEGP_LayerRenderOptionsH</code>.</p> <pre>AEGP_GetTime(     AEGP_LayerRenderOptionsH optionsH,     A_Time                  *timeP);</pre>
<code>AEGP_SetTimeStep</code>	<p>Specifies the time step (duration of a frame) for the referenced <code>AEGP_LayerRenderOptionsH</code>.</p> <pre>AEGP_SetTimeStep(     AEGP_LayerRenderOptionsH optionsH,     A_Time                  time_step);</pre>
<code>AEGP_GetTimeStep</code>	<p>Retrieves the time step (duration of a frame) for the given <code>AEGP_LayerRenderOptionsH</code>.</p>
<b>67.33. Render Suites</b>	<pre>AEGP_GetTimeStep(     AEGP_LayerRenderOptionsH optionsH,     A_Time                  *timePT);</pre> <div>331</div>
<code>AEGP_SetWorldType</code>	<p>Specifies the <code>AEGP_WorldType</code> of the output of a given</p>



## 67.33.3 AEGP\_RenderSuite4

Function	Purpose
AEGP_RenderAndCheckoutFrame	<p>Retrieves an AEGP_FrameReceiptH (not the actual pixels) for the frame requested. Check in this receipt using AEGP_CheckinFrame to release memory. Create the AEGP_RenderOptionsH using the <a href="#">AEGP_RenderOptionsSuite4</a>.</p> <p>Optionally, the AEGP can pass a function to be called by After Effects if the user cancels the current render, as well as a refcon (constant reference to opaque data) for use during that function.</p> <pre> AEGP_RenderAndCheckoutFrame(     AEGP_RenderOptionsH          ↳     ↳ optionsH,     AEGP_RenderSuiteCheckForCancel cancel_     ↳ functionP0,     AEGP_CancelRefcon            cancel_     ↳ function_refconP0,     AEGP_FrameReceiptH          ↳     ↳ *receiptPH); </pre>
AEGP_RenderAndCheckoutLayerFrame	<p>New in CC 2014. This allows frame checkout of a layer with effects applied at non-render time. This is useful for an operation that requires the frame, for example, when a button is clicked and it is acceptable to wait for a moment while it is rendering.</p> <p>Note: Since it is not asynchronous, it will not solve the general problem where custom UI needs to draw based on the frame.</p> <p>Retrieves an AEGP_FrameReceiptH (not the actual pixels) for the layer frame requested. Check in this receipt using AEGP_CheckinFrame to release memory. Create the AEGP_LayerRenderOptionsH using AEGP_NewFromUpstreamOfEffect(), in <a href="#">AEGP_LayerRenderOptionsSuite1</a>.</p> <p>You can actually use AEGP_NewFromLayer() to get other layer param's layers with their effects applied. However, be careful. If you do it in your effect A, and there's an effect B on the other layer that does the same thing during rendering, you'd create an infinite loop. If you're not doing it for render purposes then it could be okay.</p> <p>Optionally, the AEGP can pass a function to be called by After Effects if the user cancels the current render, as well as a refcon (constant reference to opaque data) for use during that function.</p> <pre> AEGP_RenderAndCheckoutLayerFrame(     AEGP_LayerRenderOptionsH      ↳     ↳ optionsH,     A_Boolean                      render_     ↳ plain_layer_frameB,     AEGP_RenderSuiteCheckForCancel cancel_     ↳ functionP0,     AEGP_CancelRefcon            cancel_     ↳ function_refconP0,     AEGP_FrameReceiptH          ↳     ↳ *receiptPH); </pre>
67.33. Render Suites	<pre> AEGP_RenderAndCheckoutLayerFrame(     AEGP_LayerRenderOptionsH      ↳     ↳ optionsH,     A_Boolean                      render_     ↳ plain_layer_frameB,     AEGP_RenderSuiteCheckForCancel cancel_     ↳ functionP0,     AEGP_CancelRefcon            cancel_     ↳ function_refconP0,     AEGP_FrameReceiptH          ↳     ↳ *receiptPH); </pre>

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## 67.34 The AEGP\_World As We Know It

AEGP\_Worlds are the common format used throughout the AEGP APIs to describe frames of pixels.



## 67.34.1 AEGP\_WorldSuite3

Function	Purpose
AEGP_New	Returns an allocated, initialized AEGP_WorldH.  <pre>AEGP_New(     AEGP_PluginID    plugin_id,     AEGP_WorldType    type,     A_long            widthL,     A_long            heightL,     AEGP_WorldH       *worldPH);</pre>
AEGP_Dispose	Disposes of an AEGP_WorldH. Use this on every world you allocate.  <pre>AEGP_Dispose(     AEGP_WorldH    worldH);</pre>
AEGP_GetType	Returns the type of a given AEGP_WorldH.  <pre>AEGP_GetType(     AEGP_WorldH    worldH,     AEGP_WorldType **typeP);</pre> AEGP_WorldType will be one of the following: <ul style="list-style-type: none"> <li>• AEGP_WorldType_8,</li> <li>• AEGP_WorldType_16,</li> <li>• AEGP_WorldType_32</li> </ul>
AEGP_GetSize	Returns the width and height of the given AEGP_WorldH.  <pre>AEGP_GetSize(     AEGP_WorldH    worldH,     A_long          *widthPL,     A_long          *heightPL);</pre>
AEGP_GetRowBytes	Returns the rowbytes for the given AEGP_WorldH.  <pre>AEGP_GetRowBytes(     AEGP_WorldH    worldH,     A_u_long        *row_bytesPL);</pre>
AEGP_GetBaseAddr8	Returns the base address of the AEGP_WorldH for use in pixel iteration functions. Will return an error if used on a non-8bpc world.  <pre>AEGP_GetBaseAddr8(     AEGP_WorldH    worldH,     PF_Pixel8       **base_addrP);</pre>
AEGP_GetBaseAddr16	Returns the base address of the AEGP_WorldH for use in pixel iteration functions. Will return an error if used on a non-16bpc world.  <pre>AEGP_GetBaseAddr16(     AEGP_WorldH    worldH,     PF_Pixel16      **base_addrP);</pre>
AEGP_GetBaseAddr32	Returns the base address of the AEGP_WorldH for use in pixel iteration functions. Will return an error if used on a non-32bpc world.  <pre>AEGP_GetBaseAddr32(     AEGP_WorldH    worldH,     PF_PixelFloat   **base_addrP);</pre>
<b>336</b>	<b>Chapter 67. AEGP Suites</b> <pre>AEGP_GetBaseAddr32(     AEGP_WorldH    worldH,     PF_PixelFloat   **base_addrP);</pre>
AEGP_FillOutPFEffectWorld	Populates and returns a PF_EffectWorld representing the

## 67.35 Track Mattes and Transform Functions

Use the `AEGP_CompositeSuite` to copy pixel worlds, operate on track mattes, and apply transfer functions.





## 67.35.1 AEGP\_CompositeSuite2

Function	Purpose
AEGP_ClearAlphaExceptRect	<p>For the given PF_EffectWorld, sets the alpha to fully transparent except for the specified rectangle.</p> <pre>AEGP_ClearAlphaExceptRect(     A_Rect          *clipped_dst_rectPR,     PF_EffectWorld  *dstP);</pre>
AEGP_PrepTrackMatte	<p>Mattes the pixels in a PF_EffectWorld with the PF_Pixel described in src_masks, putting the output into an array of pixels dst_mask.</p> <p>NOTE: Unlike most of the other pixel mangling functions provided by After Effects, this one doesn't take PF_EffectWorld arguments; rather, you can simply pass the data pointer from within the PF_EffectWorld. This can be confusing, but as a bonus, the function pads output appropriately so that num_pix pixels are always output.</p> <pre>AEGP_PrepTrackMatte(     A_long          num_pix,     A_Boolean       deepB,     const PF_Pixel  *src_mask,     PF_MaskFlags    mask_flags,     PF_Pixel        *dst_mask);</pre>
AEGP_TransferRect	<p>Blends two PF_EffectWorlds using a transfer mode, with an optional mask. Pass NULL for the blend_tablesP0 parameter to perform blending in the current working color space.</p> <pre>AEGP_TransferRect(     PF_Quality          quality,     PF_ModeFlags        m_flags,     PF_Field            field,     const A_Rect        *src_rec,     const PF_EffectWorld *src_world,     const PF_CompositeMode *comp_mode,     PF_EffectBlendingTables blend_tablesP0,     const PF_MaskWorld  *mask_world0,     A_long              dest_x,     A_long              dest_y,     PF_EffectWorld      *dst_world);</pre>
AEGP_CopyBits_LQ	<p>Copies a rectangle of pixels (pass a NULL rectangle to get all pixels) from one PF_EffectWorld to another, at low quality.</p> <pre>AEGP_CopyBits_LQ(     PF_EffectWorld *src_worldP,     A_Rect        *src_r,     A_Rect        *dst_r,     PF_EffectWorld *dst_worldP);</pre>
AEGP_CopyBits_HQ_Straight	<p>Copies a rectangle of pixels (pass a NULL rectangle to get all pixels) from one PF_EffectWorld to another, at high quality, with a straight alpha channel.</p>
67.35. Track Mattes and Transform Functions	
	<pre>AEGP_CopyBits_HQ_Straight(     PF_EffectWorld *src,     A_Rect        *src_r,     A_Rect        *dst_r,</pre>

## 67.36 Work With Audio

`AEGP_SoundDataSuite` allows AEGPs to obtain and manipulate the audio associated with compositions and footage items.

Audio-only items may be added to the render queue using `AEGP_RenderNewItemSoundData()`.

### 67.36.1 AEGP\_SoundDataSuite1

Function	Purpose
<code>AEGP_NewSoundData</code>	Creates a new <code>AEGP_SoundDataH</code> , of which the plug-in must dispose.  <pre>AEGP_NewSoundData(     const AEGP_SoundDataFormat *formatP,     AEGP_SoundDataH             *new_     ↪dataPH);</pre>
<code>AEGP_DisposeSoundData</code>	Frees an <code>AEGP_SoundDataH</code> .  <pre>AEGP_DisposeSoundData(     AEGP_SoundDataH sound_dataH);</pre>
<code>AEGP_GetSoundDataFormat</code>	Obtains information about the format of a given <code>AEGP_SoundDataH</code> .  <pre>AEGP_GetSoundDataFormat(     AEGP_SoundDataH soundH,     AEGP_SoundDataFormat *formatP);</pre>
<code>AEGP_LockSoundDataSamples</code>	Locks the <code>AEGP_SoundDataH</code> in memory.  <pre>AEGP_LockSoundDataSamples(     AEGP_SoundDataH soundH,     void             **samples);</pre>
<code>AEGP_UnlockSoundDataSamples</code>	Unlocks an <code>AEGP_SoundDataH</code> .  <pre>AEGP_UnlockSoundDataSamples(     AEGP_SoundDataH soundH);</pre>
<code>AEGP_GetNumSamples</code>	Obtains the number of samples in the given <code>AEGP_SoundDataH</code> .  <pre>AEGP_GetNumSamples(     AEGP_SoundDataH soundH,     A_long             *numsamplesPL);</pre>

## 67.37 Audio Settings

Audio render settings are represented using the `AEGP_SoundDataFormat`.

```
struct AEGP_SoundDataFormat {
    A_FpLong      sample_rateF;
    AEGP_SoundEncoding encoding;
    A_long        bytes_per_sampleL;
    A_long        num_channelsL; // 1 for mono, 2 for stereo
} AEGP_SoundDataFormat;
```

`bytes_per_sampleL` is always either 1, 2, or 4, and is ignored if float encoding is specified.

`AEGP_SoundEncoding` is one of the following:

- `AEGP_SoundEncoding_UNSIGNED_PCM`
- `AEGP_SoundEncoding_SIGNED_PCM`
- `AEGP_SoundEncoding_FLOAT`

## 67.38 Render Queue Suite

This suite allows AEGPs to add items to the render queue (using default options), and control the basic state of the render queue.

### 67.38.1 AEGP\_RenderQueueSuite1

Function	Purpose
<code>AEGP_AddCompToRenderQueue</code>	<p>Adds a composition to the render queue, using default options.</p> <pre>AEGP_AddCompToRenderQueue(     AEGP_CompH    compH,     const A_char*  pathZ);</pre>
<code>AEGP_SetRenderQueueState</code>	<p>Sets the render queue to one of three valid states. It is not possible to go from stopped to paused.</p> <pre>AEGP_SetRenderQueueState(     AEGP_RenderQueueState state);</pre> <ul style="list-style-type: none"> <li>• <code>AEGP_RenderQueueState_STOPPED</code></li> <li>• <code>AEGP_RenderQueueState_PAUSED</code></li> <li>• <code>AEGP_RenderQueueState_RENDERING</code></li> </ul>
<code>AEGP_GetRenderQueueState</code>	<p>Obtains the current render queue state.</p> <pre>AEGP_GetRenderQueueState(     AEGP_RenderQueueState *stateP);</pre>

## 67.39 Render Queue Item Suite

Manipulate all aspects of render queue items using this suite.



## 67.39.1 AEGP\_RQItemSuite4

Function	Purpose
AEGP_GetNumRQItems	Returns the number of items currently in the render queue.  AEGP_GetNumRQItems( A_long     *num_itemsPL);
AEGP_GetRQItemByIndex	Returns an AEGP_RQItemRefH referencing the index'd item.  AEGP_GetRQItemByIndex( A_long             rq_item_index, AEGP_RQItemRefH   *rq_item_refPH);
AEGP_GetNextRQItem	Returns the next AEGP_RQItemRefH, for iteration purposes. To get the first AEGP_RQItemRefH, pass RQ_ITEM_INDEX_NONE for the current_rq_itemH.  AEGP_GetNextRQItem( AEGP_RQItemRefH   current_rq_itemH, AEGP_RQItemRefH   *next_rq_itemPH);
AEGP_GetNumOutputModulesForRQItem	Returns the number of output modules applied to the given AEGP_RQItemRefH.  AEGP_GetNumOutputModulesForRQItem( AEGP_RQItemRefH   rq_itemH, A_long             *num_outmodsPL);
AEGP_GetRenderState	Returns TRUE if the AEGP_RQItemRefH is set to render (once the user clicks the Render button).  AEGP_GetRenderState( AEGP_RQItemRefH   rq_itemH, A_Boolean         *will_renderPB);
AEGP_SetRenderState	Controls whether or not the AEGP_RQItemRefH will render when the user next clicks the Render button. Returns an error if called during rendering. This function will return: <ul style="list-style-type: none"> <li>• Err_PARAMETER if you try to call while AEGP_RenderQueueState isn't AEGP_RenderQueueState_STOPPED,</li> <li>• Err_RANGE if you pass a status that is illegal in any case, and</li> <li>• Err_PARAMETER if you try to pass a status that doesn't make sense (like trying to queue something for which there's no output path)</li> </ul> AEGP_SetRenderState( AEGP_RQItemRefH   rq_itemH, A_Boolean         renderB);
AEGP_GetStartedTime	Returns the time (in seconds, since 1904) that rendering began.  AEGP_GetStartedTime( AEGP_RQItemRefH   rq_itemH, A_Time             *started_timePT);
344 AEGP_GetElapsedTime	<b>Chapter 67. AEGP Suites</b> Returns the time elapsed since rendering began.  AEGP_GetElapsedTime( AEGP_RQItemRefH   rq_itemH,

## 67.40 Render Queue Monitor Suite

New in CS6. This suite provides all the info a render queue manager needs to figure out what is happening at any point in a render.





## 67.40.1 AEGP\_RenderQueueMonitorSuite1

Function	Purpose
AEGP_RegisterListener	<p>Register a set of plug-in-defined functions to be called by the render queue. Use the refcon to pass in data that you want to use later on when your plug-in-defined functions in AEGP_RQM_FunctionBlock1 are called later. It may be set it to NULL if you don't need it.</p> <pre> AEGP_RegisterListener(     AEGP_PluginID                aegp_     ↪ plugin_id,     AEGP_RQM_Refcon              aegp_     ↪ refconP,     const AEGP_RQM_FunctionBlock1 *fcn_     ↪ blockP); </pre> <p>The AEGP_RQM_FunctionBlock1 is defined as follows:</p> <pre> struct _AEGP_RQM_FunctionBlock1 {     A_Err (*AEGP_RQM_RenderJobStarted)(         AEGP_RQM_BasicData *basic_dataP,         AEGP_RQM_SessionId  jobid);      A_Err (*AEGP_RQM_RenderJobEnded)(         AEGP_RQM_BasicData *basic_dataP,         AEGP_RQM_SessionId  jobid);      A_Err (*AEGP_RQM_RenderJobItemStarted)(         AEGP_RQM_BasicData *basic_dataP,         AEGP_RQM_SessionId  jobid,         AEGP_RQM_ItemId     itemid);      A_Err (*AEGP_RQM_RenderJobItemUpdated)(         AEGP_RQM_BasicData *basic_dataP,         AEGP_RQM_SessionId  jobid,         AEGP_RQM_ItemId     itemid,         AEGP_RQM_FrameId    frameid);      A_Err (*AEGP_RQM_RenderJobItemEnded)(         AEGP_RQM_BasicData *basic_dataP,         AEGP_RQM_SessionId  jobid,         AEGP_RQM_ItemId     itemid,         AEGP_RQM_FinishedStatus  fstatus);      A_Err (*AEGP_RQM_     ↪ RenderJobItemReportLog)(         AEGP_RQM_BasicData *basic_dataP,         AEGP_RQM_SessionId  jobid,         AEGP_RQM_ItemId     itemid,         A_Boolean            isError,         AEGP_MemHandle        logbuf); } AEGP_RQM_FunctionBlock1; </pre> <p>AEGP_RQM_FinishedStatus will be one of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_RQM_FinishedStatus_UNKNOWN,</li> <li>• AEGP_RQM_FinishedStatus_SUCCEEDED,</li> <li>• AEGP_RQM_FinishedStatus_ABORTED,</li> <li>• AEGP_RQM_FinishedStatus_ERRED</li> </ul> <p>The AEGP_RQM_BasicData is defined below.</p> <pre> struct AEGP_ROM_BasicData { </pre>
67.40. Render Queue Monitor Suite	<p>347</p>

## 67.41 Output Module Suite

Every item in the render queue has at least one output module specified.

Use this suite to query and control all aspects of the output modules attached to a given render item.

You may also add and remove output modules.

Factoid: For each frame rendered for a given render item, the list of output modules is traversed. So, for frame 0, output module 0, then 1, then 2 are called.



## 67.41.1 AEGP\_OutputModuleSuite4

Function	Purpose
AEGP_GetOutputModuleByIndex	<p>Retrieves the indexed output module.</p> <p>NOTE: AEGP_OutputModuleRefH is an opaque data type, and can't be manipulated directly; you must use our accessor functions to modify it.</p> <pre> AEGP_GetOutputModuleByIndex(     AEGP_RQItemRefH      rq_itemH,     A_long                outmod_indexL,     AEGP_OutputModuleRefH *outmodPH); </pre>
AEGP_GetEmbedOptions	<p>Retrieves the embedding setting specified for the referenced AEGP_OutputModuleRefH.</p> <pre> AEGP_GetEmbedOptions(     AEGP_RQItemRefH      rq_itemH,     AEGP_OutputModuleRefH outmodH,     AEGP_EmbeddingType   *embed_optionsP); </pre> <p>AEGP_EmbeddingType will be one of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_Embedding_NOTHING</li> <li>• AEGP_Embedding_LINK</li> <li>• AEGP_Embedding_LINK_AND_COPY</li> </ul>
AEGP_SetEmbedOptions	<p>Specifies the embedding setting for the referenced AEGP_OutputModuleRefH.</p> <pre> AEGP_SetEmbedOptions(     AEGP_RQItemRefH      rq_itemH,     AEGP_OutputModuleRefH outmodH,     AEGP_EmbeddingType   embed_options); </pre>
AEGP_GetPostRenderAction	<p>Retrieves the post-render action setting for the referenced AEGP_OutputModuleRefH.</p> <pre> AEGP_GetPostRenderAction(     AEGP_RQItemRefH      rq_itemH,     AEGP_OutputModuleRefH outmodH,     AEGP_PostRenderAction *actionP); </pre> <p>AEGP_PostRenderAction will be one of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_PostRenderOptions_IMPORT</li> <li>• AEGP_PostRenderOptions_IMPORT_AND_REPLACE_USAGE</li> <li>• AEGP_PostRenderOptions_SET_PROXY</li> </ul>
AEGP_SetPostRenderAction	<p>Specifies the post-render action setting for the referenced AEGP_OutputModuleRefH.</p> <pre> AEGP_SetPostRenderAction(     AEGP_RQItemRefH      rq_itemH,     AEGP_OutputModuleRefH outmodH,     AEGP_PostRenderAction action); </pre>
AEGP_GetEnabledOutputs	<p>Retrieves which output types are enabled for the referenced AEGP_OutputModuleRefH.</p> <pre> AEGP_GetEnabledOutputs(     AEGP_RQItemRefH      rq_itemH,     AEGP_OutputModuleRefH outmodH,     AEGP_OutputTypes </pre>
350	<p><b>Chapter 67 AEGP Suites</b></p> <p>AEGP_OutputTypes will contain one or both of the following values:</p> <ul style="list-style-type: none"> <li>• AEGP_OutputType_VIDEO</li> </ul>

## 67.42 Working With Effects

These functions provide a way for effects (and AEGPs) to obtain information about the context of an applied effect.

---

**Note:** Any time you modify or rely on data from outside the normal render pipeline, you run the risk of dependency problems.

There is no way for After Effects to know that you depend on this external information; consequently, you will not be notified if it changes out from under you.

---

## 67.42.1 AEGP\_PFInterfaceSuite1

Function	Purpose
AEGP_GetEffectLayer	Obtain the layer handle of the layer to which the effect is applied.  <pre>AEGP_GetEffectLayer(     PF_ProgPtr    effect_ref,     AEGP_LayerH   *layerPH);</pre>
AEGP_GetNewEffectForEffect	Obtain the AEGP_EffectRefH corresponding to the effect.  <pre>AEGP_GetNewEffectForEffect(     AEGP_PluginID  aegp_plugin_id,     PF_ProgPtr     effect_ref,     AEGP_EffectRefH *effectPH);</pre>
AEGP_ConvertEffectToCompTime	Retrieve the composition time corresponding to the effect's layer time.  <pre>AEGP_ConvertEffectToCompTime(     PF_ProgPtr     effect_ref,     long           what_timeL,     unsigned long   time_scaleLu,     A_Time          *comp_timePT);</pre>
AEGP_GetEffectCamera	Obtain the camera (if any) being used by After Effects to view the effect's layer.  <pre>AEGP_GetEffectCamera(     PF_ProgPtr     effect_ref,     const A_Time    *comp_timePT,     AEGP_LayerH     camera_layerPH);</pre>
AEGP_GetEffectCameraMatrix	Obtain the transform used to move between the layer's coordinate space and that of the containing composition.  <pre>AEGP_GetEffectCameraMatrix(     PF_ProgPtr     effect_ref,     const A_Time    *comp_timePT,     A_Matrix4       *camera_matrixP,     A_FpLong        *dst_to_planePF,     A_short         *plane_widthPL,     A_short         *plane_heightPL);</pre> <p>NOTE: In cases where the effect's input layer has square pixels, but is in a non-square pixel composition, you must correct for the pixel aspect ratio by premultiplying the matrix by (1/parF, 1, 1).</p>

## 67.42.2 AEGP\_GetEffectCameraMatrix Notes

The model view for the camera matrix is inverse of the matrix obtained from `AEGP_GetEffectCameraMatrix()`. Also note that our matrix is row-based; OpenGL's is column-based.

## 67.43 Do This Many Times

Utilizes multiple processors (if available) for your computations.

### 67.43.1 AEGP\_IterateSuite1

Function	Purpose
<code>AEGP_GetNumThreads</code>	Ask After Effects how many threads are currently available.  <pre>AEGP_GetNumThreads(     A_long  *num_threadsPL);</pre>
<code>AEGP_IterateGeneric</code>	Specify a function for After Effects to manage on multiple processors. Can be any function pointer specified by <code>fn_func</code> , taking the arguments listed below. See <i>Private Data</i> for a description of how <code>refconPV</code> is used.  <pre>AEGP_IterateGeneric(     A_long  iterationsL,     void    *refconPV,     A_Err   (*fn_func)     (void   *refconPV,      A_long  thread_indexL,      A_long  i,      A_long  iterationsL));</pre>

## 67.44 File Import Manager Suite

The FIMSuite allows file types handled by AEGPs to appear as part of the After Effects import dialog, and drag-and-drop messaging.

These are not for use by AEIOs! Rather, they are for importing projects which are best represented as After Effects compositions.

## 67.44.1 AEGP\_FIMSuite3

Function	Purpose
AEGP_RegisterImportFlavor	Registers the name of the file type(s) supported by the plug-in. Upon return, <code>imp_refP</code> will be a valid opaque reference, or <code>AE_FIM_ImportFlavorRef_NONE</code> .  <pre>AEGP_RegisterImportFlavor(     const char          *nameZ,     AE_FIM_ImportFlavorRef *imp_refP);</pre>
AEGP_RegisterImportFlavorFileTypes	Registers an array of file types and file extensions (the two arrays need not be of equal length) supported by the AEGP.  <pre>AEGP_RegisterImportFlavorFileTypes(     AE_FIM_ImportFlavorRef imp_ref,     long                  num_filekindsL,     const AEIO_FileKind    *kindsAP,     long                  num_fileextsL,     const AEIO_FileKind    *extsAP);</pre>
AEGP_RegisterImportFlavorImportCallbacks	Register the AEGP functions which will respond to import of different filetypes.  <pre>AEGP_RegisterImportFlavorImportCallbacks(     AE_FIM_ImportFlavorRef ref,     AE_FIM_ImportFlags      single_     ↪ flag,     const AE_FIM_ImportCallbacks *imp_     ↪ cbsP);</pre>
AEGP_SetImportedItem	Designates an item as having been imported (possibly replacing an existing item), and sets associated import options.  <pre>AEGP_SetImportedItem(     AE_FIM_ImportOptions imp_options,     AEGP_ItemH           imported_itemH);</pre>



## CHEATING EFFECT USAGE OF AEGP SUITES

As soon as we showed developers the initial implementation of AEGP suites, they wanted to “cheat” and use them from within effects. This is certainly possible, but please keep in mind that depending on factors outside the effect API (i.e., any information you get from the AEGP APIs) can lead to trouble. If After Effects thinks an effect has all the information it needs to render, it won’t (for example) update its parameters based on changes made through an AEGP function. We’re actively working on this dependency issue for future versions, but bear it in mind as you write effects which “masquerade” as AEGPs.

Effects can use some AEGP suites to take advantage of camera and lighting information, as well as the `AEGP_GetLayerParentComp` and `AEGP_GetCompBGColor` functions, from *AEGP\_CompSuite11*. This should not be interpreted to mean that effects can use *any* AEGP suite calls. Also, see *Effect UI & Events* for more information on effects adding keyframes.

*AEGP\_PFIInterfaceSuite* is the starting point. The functions in this suite allow you to retrieve the `AEGP_LayerH` for the layer to which the effect is applied, and the `AEGP_EffectRefH` for the instance of your effect. `AEGP_RegisterWithAEGP` from *AEGP\_UtilitySuite6* allows you to get an `AEGP_PluginID`, which is needed for many AEGP calls.

---

### 68.1 Depending on AEGP Queries

One word: Don’t. Effects cannot allow the results of AEGP queries to control what is rendered, without appropriately storing those query results (usually in sequence data), cancelling their own render, and forcing a re-render using the queried information.

This is tricky.

Failure to do so will result in nasty, subtle caching bugs guaranteed to cause hair loss and weight gain.



## AEGP DETAILS

### 69.1 Have A Cookie

In cases where After Effects must preserve state information around the functions your AEGP calls (as when an artisan is rendering a frame, or a keyframer is adding and removing a series of keyframes from the same stream), you'll call `begin()` and `end()` functions.

Typically, the `begin` function will return an opaque identifier, or 'cookie', which you must then pass to the functions being used. The `end` function will properly dispose of the cookie. See `AEGP_StartAddKeyframes()` (under *AEGP\_KeyframeSuite3*) for an example.

---

### 69.2 Modifying Items In The Render Queue

If you call `AEGP_AddCompToRenderQueue` (from *AEGP\_RenderQueueSuite1*), or if the user manually adds or removes a composition from the render queue, all references to render queue items are invalidated. Similarly, adding or removing output modules invalidates any such references for each render queue item.

---

### 69.3 Names And Solids

Solids have names in the After Effects UI, but not in their `PF_LayerDef` *PF\_EffectWorld / PF\_LayerDef*. Consequently, their names cannot be retrieved by `AEGP_GetItemName` (in *AEGP\_ItemSuite9*) or `AEGP_GetLayerName` (in *AEGP\_LayerSuite9*).

However, you can use the `ItemH` associated with them to `AEGP_GetItemName` (from *AEGP\_ItemSuite9*).

---

## 69.4 Reporting Errors And Problems

Use `AEGP_ItemSuite>AEGP_ReportInfo()` to report information to users, and identify your plug-in. AEIO plug-ins use the `msg_func` pointer contained in the `AEIO_BasicData` they're passed (with every function) instead.

---

## 69.5 Transforms: What Happens First?

After Effects computes rotation based on auto-orientation (towards path, or point of interest), then computes Orientation, then computes X, Y, and Z rotation.

---

## 69.6 Accessing Pixels From Effect Layer Parameters

Use `AEGP_GetNewStreamValue` (in *[AEGP\\_StreamSuite5](#)*) to get the layer's `layer_id`, then the new `AEGP_GetLayerFromLayerID` (in *[AEGP\\_LayerSuite9](#)*) to get the `AEGP_LayerH`.

## ARTISANS

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**Note:** If you're considering developing an Artisan, please talk it over with us first.

---

The Artisan API exposes function hooks necessary for a plug-in to provide rendered output of 3D layers, taking over completely from After Effects (which still handles all rendering of 2D layers). There can be only one Artisan per composition, chosen from within the *Composition Settings > Advanced* dialog. Artisans render the 3D environment, asking After Effects for information about each element in the composition. As you might guess, this is a vast and tedious process. This API is not recommended for anyone without a strong need to override After Effects' 3D rendering.

Artisans may share information with effects written to communicate with them, but effects may not initiate this communication. Many of the suites used by Artisans require a rendering context which is generated only after all effects have been applied to the layer.

---

### 70.1 Interactive Artisans

These differ from standard artisans in that they handle all layers in a composition (not just those which the user has made 3D), and they will only ever be called for onscreen display, never for rendered final output (the rendering calls “fall through” to the default artisan).



## ARTISAN DATA TYPES

Below are the data types most commonly used in the Artisan API.

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### 71.1 Data Types Used In The Artisan API

Type	Describes
AEGP_RenderLayerContextH	State information at the time of a render request, sent to an Artisan by After Effects.
PR_RenderContextH	A collection of settings defining what is to be rendered, and how.
AEGP_SoundDataH	The audio settings used for a given layer.
AEGP_RenderReceiptH AEGP_FrameReceiptH	Used by Artisans when rendering.
AEGP_WorldH	A frame of pixels.
AEGP_RenderOptionsH	The settings associated with a render queue item.

---

### 71.2 Horz? Vert?

After Effects' matrix is row based; OpenGL's is column based. This means more work for you. Yay, billable hours!

---

### 71.3 Implementation And Design

An Artisan is nearly an application unto itself. Because we realized early in the After Effects 5.0 that there are many ways to approach the problems inherent in 3D rendering; intersections and shading, for example.

We provided an API with which we and third parties (yes, we really do use our own APIs) could implement any 3D rendering scheme desired.

---

## 71.4 3D Compositing, Not Modeling

After Effects is *not* a 3D modeling application. Users work in a responsive mode, switching to higher quality only at for proofing or final output. Consider providing at least two quality modes, one for layout and another for final output. Be conscious of render time in low quality mode.

---

## 71.5 Registering An Artisan

An Artisan is an AEGP, and has a single entry point. Artisans must also register their own function entry points and have a special callback for this purpose. See `AEGP_RegisterArtisan()` from [AEGP\\_RegisterSuites5](#).

This tables shows the functions that Artisans can support as defined by `PR_ArtisanEntryPoints`: only `render_func` is required.





## 71.5.1 Artisan Entry Points

<b>PR_ArtisanEntryPoints</b>	
global_setup_func0	<p>Called only once, right after GP_Main. The global data is common across all instances of the plug-in. If you allocate memory during Global Setup, you must free it during your global_setdown_func.</p> <pre>PR_GlobalSetupFunc(     const PR_InData    *in_dataP,     PR_GlobalContextH   global_contextH,     PR_GlobalDataH      *global_dataPH);</pre>
global_setdown_func0	<p>Dispose of any global data you allocated.</p> <pre>PR_GlobalSetdownFunc(     const PR_InData    *in_dataP,     PR_GlobalContextH   global_contextH,     PR_GlobalDataH      global_dataH);</pre>
global_do_about_func0	<p>Tell the world about yourself! Use in_dataP&gt;msg_func to display your dialog.</p> <pre>PR_GlobalDoAboutFunc(     const PR_InData    *in_dataP,     PR_GlobalContextH   global_contextH,     PR_GlobalDataH      global_dataH);</pre>
setup_instance_func0	<p>Allocate and instantiate any data specific to this instance of your Artisan.</p> <pre>PR_InstanceSetupFunc(     const PR_InData    *in_dataP,     PR_GlobalContextH   global_contextH,     PR_InstanceContextH instance_contextH,     PR_GlobalDataH      global_dataH,     PR_InstanceFlags    flags,     PR_FlatHandle        flat_dataH0,     PR_InstanceDataH     *instance_dataPH);</pre>
setdown_instance_func0	<p>Deallocate and free any data specific to this instance of your Artisan.</p> <pre>PR_InstanceSetdownFunc(     const PR_InData    *in_dataP,     PR_GlobalContextH   global_contextH,     PR_InstanceContextH instance_contextH,     PR_GlobalDataH      global_dataH,     PR_InstanceDataH     instance_dataH);</pre>
flatten_instance_func0	<p>Flatten your data in preparation to being written to disk. (making sure it's OS independent, if your Artisan is).</p> <pre>PR_FlattenInstanceFunc(     const PR_InData    *in_dataP,     PR_GlobalContextH   global_contextH,     PR_InstanceContextH instance_contextH,     PR_GlobalDataH      global_dataH,     PR_InstanceDataH     instance_dataH,     PR_FlatHandle        *flatH);</pre>

# 71.6 The World Is Your Canvas

`AEGP_RenderTexture()` supplies the raw pixels of a layer, untransformed, into an arbitrarily-sized buffer.

`AEGP_RenderLayer()` invokes the entire After Effects render pipeline, including transforms, masking, et cetera, providing the layer as it appears in its composition, in a composition-sized buffer.

If the layer being rendered is 3D, the default (Standard 3D) Artisan is invoked to perform any 3D geometrics.

Your Artisan can use this to render track matte layers, and apply them only in a strictly 2D sense, to the transformed 3D layer.

Before rendering, the Artisans that ship with After Effects apply an inverse transform to get square pixels, then re-apply the transform before display.

For example, if the pixel aspect ratio is 10/11 (DV NTSC), we multiply by 11/10 to get square pixels. We process and composite 3D layers, then re-divide to get back to the original pixel aspect ratio.

The following suite supplies the layers, compositions, texture and destination buffers. This is a vital suite for all artisans.

## 71.6.1 AEGP\_CanvasSuite8

Function	Purpose
<code>AEGP_GetCompToRender</code>	<p>Given the render context provided to the Artisan at render time, returns a handle to the composition.</p> <pre> AEGP_GetCompToRender(     PR_RenderContextH  render_contextH,     AEGP_CompH         *compPH) </pre>
<code>AEGP_GetNumLayersToRender</code>	<p>Given the render context, returns the number of layers the Artisan needs to render.</p> <pre> AEGP_GetNumLayersToRender(     PR_RenderContextH  render_contextH,     A_long             *num_to_renderPL) </pre>
<code>AEGP_GetNthLayerContextToRender</code>	<p>Used to build a list of layers to render after determining the total number of layers that need rendering by the Artisan.</p> <pre> AEGP_GetNthLayerContextToRender(     PR_RenderContextH      render_ ↪ contextH,     A_long                 n,     AEGP_RenderLayerContextH *layer_ ↪ indexPH) </pre>

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Table 1 – continued from previous page

Function	Purpose
AEGP_GetLayerFromLayerContext	<p>Given a AEGP_RenderLayerContextH, retrieves the associated AEGP_LayerH (required by many suite functions).</p> <pre> AEGP_GetLayerFromLayerContext(     const PR_RenderContextH  render_     ↪ contextH,     AEGP_RenderLayerContextH layer_     ↪ contextH,     AEGP_LayerH              *layerPH); </pre>
AEGP_GetLayerAndSubLayerFromLayerContext	<p>Allows for rendering of sub-layers (as within a Photoshop file).</p> <pre> AEGP_GetLayerAndSubLayerFromLayerContext(     const PR_RenderContextH  render_     ↪ contextH,     AEGP_RenderLayerContextH layer_     ↪ contextH,     AEGP_LayerH              *layerPH,     AEGP_SubLayerIndex       *sublayerP); </pre>
AEGP_GetTopLayerFromLayerContext	<p>With collapsed geometrics “on” this gives the layer in the root composition containing the layer context. With collapsed geometrics off this is the same as AEGP_GetLayerFromLayerContext.</p> <pre> AEGP_GetTopLayerFromLayerContext(     const PR_RenderContextH  r_contextH,     AEGP_RenderLayerContextH l_contextH,     AEGP_LayerH              *layerPH); </pre>
AEGP_GetCompRenderTime	<p>Given the render context, returns the current point in (composition) time to render.</p> <pre> AEGP_GetNthLayerIndexToRender(     PR_RenderContextH  render_contextH,     A_long              *time,     A_long              *time_step) </pre>
AEGP_GetCompDestinationBuffer	<p>Given the render context, returns a buffer in which to place the final rendered output.</p> <pre> AEGP_GetCompToRender(     PR_RenderContextH  render_contextH,     AEGP_CompH         compH,     PF_EffectWorld     *dst); </pre>
AEGP_GetROI	<p>Given the render context provided to the Artisan at render time, returns a handle to the composition.</p> <pre> AEGP_GetROI(     PR_RenderContextH  render_contextH,     A_LegacyRect       *roiPR); </pre>

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Table 1 – continued from previous page

Function	Purpose
AEGP_RenderTexture	<p>Given the render context and layer, returns the layer texture.</p> <p>All parameters with a trailing '0' are optional; the returned PF_EffectWorld can be NULL.</p> <pre>AEGP_RenderTexture(     PR_RenderContextH  render_contextH,     AEGP_LayerH        layerH,     AEGP_RenderHints   render_hints,     A_FloatPoint        *suggested_scaleP0,     A_FloatRect         *suggested_src_rectP0,     A_Matrix3           *src_matrixP0,     PF_EffectWorld      *render_bufferP);</pre> <p>AEGP_RenderHints contains one or more of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_RenderHints_NONE</li> <li>• AEGP_RenderHints_IGNORE_EXTENTS</li> <li>• AEGP_RenderHints_NO_TRANSFER_MODE</li> </ul> <p>AEGP_RenderHints_NO_TRANSFER_MODE prevents application of opacity &amp; transfer mode; for use with RenderLayer calls.</p>
AEGP_DisposeTexture	<p>Disposes of an acquired layer texture.</p> <pre>AEGP_DisposeTexture(     PR_RenderContextH  render_contextH,     AEGP_LayerH        layerH,     AEGP_WorldH        *dst0);</pre>
AEGP_GetFieldRender	<p>Returns the field settings of the given PR_RenderContextH.</p> <pre>AEGP_GetFieldRender(     PR_RenderContextH  render_contextH,     PF_Field           *field);</pre>
AEGP_ReportArtisanProgress	<p>Given the render context provided to the Artisan at render time, returns a handle to the composition.</p> <p>Note: this is NOT thread-safe on macOS; only use this function when the current thread ID is 0.</p> <pre>AEGP_ReportArtisanProgress(     PR_RenderContextH  render_contextH,     A_long             countL,     A_long             totalL);</pre>
AEGP_GetRenderDownsampleFactor	<p>Returns the downsample factor of the PR_RenderContextH.</p> <pre>AEGP_GetRenderDownsampleFactor(     PR_RenderContextH  render_contextH,     AEGP_DownsampleFactor *dsfP);</pre>

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Table 1 – continued from previous page

Function	Purpose
AEGP_IsBlankCanvas	Determines whether the PR_RenderContextH is blank (empty).  <pre>AEGP_IsBlankCanvas(     PR_RenderContextH    render_contextH,     A_Boolean             *is_blankPB);</pre>
AEGP_GetRenderLayerToWorldXform	Given a render context and a layer (at a given time), retrieves the 4 by 4 transform to move between their coordinate spaces.  <pre>AEGP_GetRenderLayerToWorldXform(     PR_RenderContextH    render_     ↪ contextH,     AEGP_RenderLayerContextH layer_     ↪ contextH,     const A_Time          *comp_timeP,     A_Matrix4             *transform);</pre>
AEGP_GetRenderLayerBounds	Retrieves the bounding rectangle of the layer_contextH (at a given time) within the render_contextH.  <pre>AEGP_GetRenderLayerBounds(     PR_RenderContextH    render_     ↪ contextH,     AEGP_RenderLayerContextH layer_     ↪ contextH,     const A_Time          *comp_timeP,     A_LegacyRect          *boundsP);</pre>
AEGP_GetRenderOpacity	Returns the opacity of the given layer context at the given time, within the render context.  <pre>AEGP_GetRenderOpacity(     PR_RenderContextH    render_     ↪ contextH,     AEGP_RenderLayerContextH layer_     ↪ contextH,     const A_Time          *comp_timePT,     A_FpLong             *opacityPF);</pre>
AEGP_IsRenderLayerActive	Returns whether or not a given layer context is active within the render context, at the given time.  <pre>AEGP_IsRenderLayerActive(     PR_RenderContextH    render_     ↪ contextH,     AEGP_RenderLayerContextH layer_     ↪ contextH,     const A_Time          *comp_timePT,     A_Boolean             *activePB);</pre>

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Table 1 – continued from previous page

Function	Purpose
AEGP_SetArtisanLayerProgress	<p>Sets the progress information for a rendering Artisan. countL is the number of layers completed, num_layersL is the total number of layers the Artisan is rendering.</p> <pre>AEGP_SetArtisanLayerProgress(     PR_RenderContextH  render_contextH,     A_long             countL,     A_long             num_layersL);</pre>
AEGP_RenderLayerPlus	<p>Similar to AEGP_RenderLayer, but takes into account the AEGP_RenderLayerContextH.</p> <pre>AEGP_RenderLayerPlus(     PR_RenderContextH      r_contextH,     AEGP_LayerH            layerH,     AEGP_RenderLayerContextH l_contextH,     AEGP_RenderHints       render_hints,     AEGP_WorldH            *bufferP);</pre>
AEGP_GetTrackMatteContext	<p>Retrieves the AEGP_RenderLayerContextH for the specified render and fill contexts.</p> <pre>AEGP_GetTrackMatteContext(     PR_RenderContextH      render_     ↪ contextH,     AEGP_RenderLayerContextH fill_contextH,     AEGP_RenderLayerContextH *mattePH);</pre>
AEGP_RenderTextureWithReceipt	<p>Renders a texture into an AEGP_WorldH, and provides an AEGP_RenderReceiptH for the operation. The returned receiptPH must be disposed of with AEGP_DisposeRenderReceipt.</p> <pre>AEGP_RenderTextureWithReceipt(     PR_RenderContextH      render_     ↪ contextH,     AEGP_RenderLayerContextH layer_     ↪ contextH,     AEGP_RenderHints       render_hints,     A_FloatPoint            *suggested_     ↪ scaleP0,     A_FloatRect            *suggest_src_     ↪ rectP0,     A_Matrix3               *src_matrixP0,     AEGP_RenderReceiptH    *receiptPH,     AEGP_WorldH            *dstPH);</pre>

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Table 1 – continued from previous page

Function	Purpose
AEGP_GetNumberOfSoftwareEffects	<p>Returns the number of software effects applied in the given AEGP_RenderLayerContextH.</p> <pre> AEGP_GetNumberOfSoftwareEffects(     PR_RenderContextH      ren_contextH,     AEGP_RenderLayerContextH lyr_contextH,     A_short                *num_sft_     ↪ FXPS); </pre>
AEGP_RenderLayerPlusWithReceipt	<p>An improvement over AEGP_RenderLayerPlus, this function also provides an AEGP_RenderReceiptH for caching purposes.</p> <pre> AEGP_RenderLayerPlusWithReceipt(     PR_RenderContextH      render_     ↪ contextH,     AEGP_LayerH            layerH,     AEGP_RenderLayerContextH layer_     ↪ contextH,     AEGP_RenderHints       render_     ↪ hints,     AEGP_NumEffectsToRenderType num_     ↪ effectsS,     AEGP_RenderReceiptH    *receiptPH,     AEGP_WorldH            *bufferPH); </pre>
AEGP_DisposeRenderReceipt	<p>Frees an AEGP_RenderReceiptH.</p> <pre> AEGP_DisposeRenderReceipt(     AEGP_RenderReceiptH receiptH); </pre>
AEGP_CheckRenderReceipt	<p>Checks with After Effects' internal caching to determine whether a given AEGP_RenderReceiptH is still valid.</p> <pre> AEGP_CheckRenderReceipt(     PR_RenderContextH      current_     ↪ contextH,     AEGP_RenderLayerContextH current_     ↪ lyr_ctxtH,     AEGP_RenderReceiptH    old_     ↪ receiptH,     A_Boolean               check_aceB,     AEGP_NumEffectsToRenderType num_     ↪ effectsS,     AEGP_RenderReceiptStatus *receipt_     ↪ statusP); </pre>

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Table 1 – continued from previous page

Function	Purpose
AEGP_GenerateRenderReceipt	<p>Generates a AEGP_RenderReceiptH for a layer as if the first num_effectsS have been rendered.</p> <pre> AEGP_GenerateRenderReceipt(     PR_RenderContextH          current_     ↳ contextH,     AEGP_RenderLayerContextH   current_     ↳ lyr_contextH,     AEGP_NumEffectsToRenderType num_     ↳ effectsS,     AEGP_RenderReceiptH        *render_     ↳ receiptPH); </pre>
AEGP_GetNumBinsToRender	<p>Returns the number of bins After Effects wants the artisan to render.</p> <pre> AEGP_GetNumBinsToRender(     const PR_RenderContextH contextH,     A_long                  *num_binsPL); </pre>
AEGP_SetNthBin	<p>Sets the given render context to be the n-th bin to be rendered by After Effects.</p> <pre> AEGP_SetNthBin(     const PR_RenderContextH contextH,     A_long                n); </pre>
AEGP_GetBinType	<p>Retrieves the type of the given bin.</p> <pre> AEGP_GetBinType(     const PR_RenderContextH contextH,     AEGP_BinType           *bin_typeP); </pre> <p>AEGP_BinType will be one of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_BinType_NONE</li> <li>• AEGP_BinType_2D</li> <li>• AEGP_BinType_3D</li> </ul>
AEGP_GetRenderLayerToWorldXform2D3D	<p>Retrieves the transform to correctly orient the layer being rendered with the output world. Pass TRUE for only_2dB to constrain the transform to two dimensions.</p> <pre> AEGP_GetRenderLayerToWorldXform2D3D(     PR_RenderContextH          render_     ↳ contextH,     AEGP_RenderLayerContextH   layer_     ↳ contextH,     const A_Time                *comp_timeP,     A_Boolean                  only_2dB,     A_Matrix4                   *transformP); </pre>

**Note:** Functions below are for interactive artisans only.

Function	Purpose
AEGP_GetPlatformWindowRef	Retrieves the platform-specific window context into which to draw the given PR_RenderContextH.  <pre>AEGP_GetPlatformWindowRef(     const PR_RenderContextH contextH,     AEGP_PlatformWindowRef *window_refP);</pre>
AEGP_GetViewportScale	Retrieves the source-to-frame downsample factor for the given PR_RenderContextH.  <pre>AEGP_GetViewportScale(     const PR_RenderContextH contextH,     A_FpLong                *scale_xPF,     A_FpLong                *scale_yPF);</pre>
AEGP_GetViewportOrigin	Retrieves to origin of the source, within the frame (necessary to translate between the two), for the given PR_RenderContextH.  <pre>AEGP_GetViewportOrigin(     const PR_RenderContextH contextH,     A_long                *origin_xPL,     A_long                *origin_yPL);</pre>
AEGP_GetViewportRect	Retrieves the bounding rectangle for the area to be drawn, for the given PR_RenderContextH.  <pre>AEGP_GetViewportRect(     const PR_RenderContextH contextH,     A_LegacyRect            *v_rectPR);</pre>
AEGP_GetFallowColor	Retrieves the color used for the fallow regions in the given PR_RenderContextH.  <pre>AEGP_GetFallowColor(     const PR_RenderContextH contextH,     PF_Pixel8              *fallow_     ↪ colorP);</pre>
AEGP_GetInteractiveCheckerboard	Retrieves whether or not the checkerboard is currently active for the given PR_RenderContextH.  <pre>AEGP_GetInteractiveCheckerboard(     const PR_RenderContextH contextH,     A_Boolean                *cboard_onPB);</pre>
AEGP_GetInteractiveCheckerboardColors	Retrieves the colors used in the checkerboard.  <pre>AEGP_GetInteractiveCheckerboardColors(     const PR_RenderContextH contextH,     PF_Pixel                *color1P,     PF_Pixel                *color2P);</pre>
AEGP_GetInteractiveCheckerboardSize	Retrieves the width and height of one checkerboard square.  <pre>AEGP_GetInteractiveCheckerboardSize(     const PR_RenderContextH contextH,     A_u_long                *cbd_widthPLu,     A_u_long                *cbd_     ↪ heightPLu);</pre>
372 AEGP_GetInteractiveCachedBuffer	<b>Chapter 71. Artisan Data Types</b> Retrieves the cached AEGP_WorldH last used for the PR_RenderContextH.  <pre>AEGP_GetInteractiveCachedBuffer(     const PR_RenderContextH contextH,</pre>

## 71.7 Convert Between Different Contexts

Convert between render and instance contexts, and manage global data specific to the artisan.

### 71.7.1 AEGP\_ArtisanUtilSuite1

Function	Purpose
AEGP_GetGlobalContextFromInstanceContext	<p>Given an instance context, returns a handle to the global context.</p> <pre> AEGP_GetGlobalContextFromInstanceContext(     <b>const</b> PR_InstanceContextH  instance_     ↪ contextH,     PR_GlobalContextH          *global_     ↪ contextPH); </pre>
AEGP_GetInstanceContextFromRenderContext	<p>Given the render context, returns a handle to the instance context.</p> <pre> AEGP_GetInstanceContextFromRenderContext(     <b>const</b> PR_RenderContextH  render_     ↪ contextH,     PR_InstanceContextH      *instnc_     ↪ ctextPH); </pre>
AEGP_GetInstanceContextFromQueryContext	<p>Given a query context, returns a handle to the instance context.</p> <pre> AEGP_GetInstanceContextFromQueryContext(     <b>const</b> PR_QueryContextH  query_contextH,     PR_InstanceContextH      *instnce_     ↪ contextPH); </pre>
AEGP_GetGlobalData	<p>Given the global context, returns a handle to global data.</p> <pre> AEGP_GetGlobalData(     <b>const</b> PR_GlobalContextH  global_     ↪ contextH,     PR_GlobalDataH          *global_     ↪ dataPH); </pre>
AEGP_GetInstanceData	<p>Given an instance context, return the associated instance data.</p> <pre> AEGP_GetInstanceData(     <b>const</b> PR_InstanceContextH  instance_     ↪ contextH,     PR_InstanceDataH          *instance_     ↪ dataPH); </pre>
AEGP_GetRenderData	<p>Given a render context, returns the associated render data.</p> <pre> AEGP_GetRenderData(     <b>const</b> PR_RenderContextH  render_     ↪ contextH,     PR_RenderDataH          *render_     ↪ dataPH); </pre>

## 71.8 Smile! Cameras

Obtains the camera geometry, including camera properties (type, lens, depth of field, focal distance, aperture, et cetera).

### 71.8.1 AEGP\_CameraSuite2

Function	Purpose
AEGP_GetCamera	<p>Given a layer handle and time, returns the current camera layer handle.</p> <pre> AEGP_GetCamera(     PR_RenderContextH  render_contextH,     const A_Time        *comp_timeP,     AEGP_LayerH        *camera_layerPH); </pre>
AEGP_GetCameraType	<p>Given a layer, returns the camera type of the layer.</p> <pre> AEGP_GetCameraType(     AEGP_LayerH        aegp_layerH,     AEGP_CameraType    *camera_typeP; </pre> <p>The camera type can be the following:</p> <ul style="list-style-type: none"> <li>• AEGP_CameraType_NONE = -1</li> <li>• AEGP_CameraType_PERSPECTIVE</li> <li>• AEGP_CameraType_ORTHOGRAPHIC</li> </ul>
AEGP_GetDefaultCameraDistanceToImagePlane	<p>Given a composition handle, returns the camera distance to the image plane.</p> <pre> AEGP_GetDefaultCameraDistanceToImagePlane(     AEGP_CompH  compH,     A_FpLong    *dist_to_planePF) </pre>
AEGP_GetCameraFilmSize	<p>Retrieves the size (and units used to measure that size) of the film used by the designated camera.</p> <pre> AEGP_GetCameraFilmSize(     AEGP_LayerH        camera_layerH,     AEGP_FilmSizeUnits *film_size_unitsP,     A_FpLong           *film_sizePF0); </pre>
AEGP_SetCameraFilmSize	<p>Sets the size (and unites used to measure that size) of the film used by the designated camera.</p> <pre> AEGP_SetCameraFilmSize(     AEGP_LayerH        camera_layerH,     AEGP_FilmSizeUnits film_size_units,     A_FpLong           *film_sizePF0); </pre>

## 71.9 Notes Regarding Camera Behavior

Camera orientation is in composition coordinates, and the rotations are in layer (the camera's layer) coordinates.

If the camera layer has a parent, the position is in a coordinate space relative to the parent.

---

## 71.10 Orthographic Camera Matrix

Internally, we use composition width and height to set the matrix described by the OpenGL specification as

```
glOrtho(-width/2, width/2, -height/2, height/2, -1, 100);
```

The orthographic matrix describes the projection. The position of the camera is described by another, scaled matrix. The inverse of the camera position matrix provides the “eye” coordinates.

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## 71.11 Focus On Focal

Remember, focal length affects field of view; focal distance only affects depth of field.

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## 71.12 Film Size

In the real world, film size is measured in millimeters. In After Effects, it's measured in pixels. Multiply by 72 and divide by 25.4 to move from millimeters to pixels.

Field of view is more complex;

= 1/2 field of view

$\tan() = 1/2 \text{ composition height} / \text{focal length}$

$\text{focal length} = 2 \tan() / \text{composition height}$

---

## 71.13 Hit The Lights!

Get and set the type of lights in a composition.

### 71.13.1 AEGP\_LightSuite2

Function	Purpose
AEGP_GetLightType	<p>Retrieves the AEGP_LightType of the specified camera layer.</p> <pre>AEGP_GetLightType(     AEGP_LayerH    light_layerH,     AEGP_LightType *light_typeP);</pre> <p>AEGP_LightType will be one of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_LightType_PARALLEL</li> <li>• AEGP_LightType_SPOT</li> <li>• AEGP_LightType_POINT</li> <li>• AEGP_LightType_AMBIENT</li> </ul>
AEGP_SetLightType	<p>Sets the AEGP_LightType for the specified camera layer.</p> <pre>AEGP_SetLightType(     AEGP_LayerH    light_layerH,     AEGP_LightType light_type);</pre>

### 71.13.2 Notes On Light Behavior

The formula for parallel lights is found in Foley and Van Dam's "Introduction to Computer Graphics" (ISBN 0-201-60921-5) as is the formula for point lights.

We use the half angle variant proposed by Jim Blinn instead.

Suppose we have a point on a layer and want to shade it with the light.

Let V be the unit vector from the layer point to the eye point. Let L be the unit vector to the light (in the parallel light case this is constant). Let H be (V+L)/2 (normalized). Let N be the unit normal vector to the layer.

The amount of specular reflected light is  $S * \text{power}(\text{H Dot N, shine})$ , where S is the specular coefficient.

## 71.14 How Should I Draw That?

After Effects relies upon Artisans to draw 3D layer handles. If your Artisan chooses not to respond to this call, the default Artisan will draw 3D layer handles for you. Querying transforms is important for optimization of After Effects' caching.

The coordinate system is positive x to right, positive y down, positive z into the screen. The origin is the upper left corner. Rotations are x then y then z. For matrices the translate is the bottom row, orientations are quaternions (which are applied first), then any x-y-z rotation after that. As a general rule, use orientation or rotation but not both. Also use rotations if you need control over angular velocity.

## 71.15 Query Transform Functions

These functions give artisans information about the transforms they'll need in order to correctly place layers within a composition and respond appropriately to the various queries After Effects will send to their `PR_QueryFunc` entry point function.

As that entry point is optional, so is your artisan's response to the queries; however, if you don't, your users may be disappointed that (while doing interactive preview drawing) all the camera and light indicators vanish, until they stop moving! Artisans are complex beasts; contact us if you have any questions.





## 71.15.1 AEGP\_QueryXformSuite2

Function	Purpose
AEGP_QueryXformGetSrcType	<p>Given a query context, returns transform source currently being modified.</p> <pre>AEGP_QueryXformGetSrcType(     PR_QueryContextH    query_contextH,     AEGP_QueryXformType *src_type);</pre> <p>The query context will be one of the following:</p> <ul style="list-style-type: none"> <li>• AEGP_Query_Xform_LAYER,</li> <li>• AEGP_Query_Xform_WORLD,</li> <li>• AEGP_Query_Xform_VIEW,</li> <li>• AEGP_Query_Xform_SCREEN</li> </ul>
AEGP_QueryXformGetDstType	<p>Given a query context, returns the currently requested transform destination.</p> <pre>AEGP_QueryXformGetDstType(     PR_QueryContextH    query_contextH,     AEGP_QueryXformType *dst_type);</pre>
AEGP_QueryXformGetLayer	<p>Used if the source or destination type is a layer. Given a query context, returns the layer handle.</p> <pre>AEGP_QueryXformGetLayer(     PR_QueryContextH    query_contextH,     AEGP_LayerH         *layerPH);</pre>
AEGP_QueryXformGetComp	<p>Given a query context, returns the current composition handle.</p> <pre>AEGP_QueryXformGetComp(     PR_QueryContextH    query_contextH,     AEGP_CompH          *compPH);</pre>
AEGP_QueryXformGetTransformTime	<p>Given a query context, returns the time of the transformation.</p> <pre>AEGP_QueryXformGetTransformTime(     PR_QueryContextH    query_contextH,     A_Time               *time);</pre>
AEGP_QueryXformGetViewTime	<p>Given a query context, returns the time of the associated view.</p> <pre>AEGP_QueryXformGetViewTime(     PR_QueryContextH    query_contextH,     A_Time               *time);</pre>
AEGP_QueryXformGetCamera	<p>Given a query context, returns the current camera layer handle.</p> <pre>AEGP_QueryXformGetCamera(     PR_QueryContextH    query_contextH,     AEGP_LayerH         *camera_layerPH);</pre>
AEGP_QueryXformGetXform	<p>Given a query context, returns the current matrix transform.</p> <pre>AEGP_QueryXformGetXform(     PR_QueryContextH    query_contextH,     A_Matrix4           *xform);</pre>
380	<b>Chapter 71: Artisan Data Types</b>
AEGP_QueryXformSetXform	<p>Given a query context, return the matrix transform you compute in xform.</p> <pre>AEGP_QueryXformSetXform(     PR_QueryContextH    query_contextH,     A_Matrix4           xform);</pre>

## 71.16 Interactive Drawing Functions

We've added the ability for artisans to provide functions After Effects can use to do basic drawing functions for updating the comp window display during preview, including camera, light, and wireframe preview modeling.

### 71.16.1 PR\_InteractiveDrawProcs

Function	Purpose
PR_Draw_MoveToFunc	<pre>PR_Draw_MoveToFunc(   short x,   short y);</pre>
PR_Draw_LineToFunc	<pre>PR_Draw_LineToFunc(   short x,   short y);</pre>
PR_Draw_ForeColorFunc	<pre>PR_Draw_ForeColorFunc(   const A_Color *fore_colo</pre>
PR_Draw_FrameRectFunc	<pre>PR_Draw_FrameRectFunc(   const A_Rect *rectPR );</pre>
PR_Draw_PaintRectFunc	<pre>PR_Draw_PaintRectFunc(   const A_Rect *rectPR );</pre>

## 71.17 Notes On Query Time Functions

`AEGP_QueryXformGetTransformTime()` and `AEGP_QueryXformGetViewTime()` are both necessary for an artisan to build a representation of the scene to render.

`AEGP_QueryXformGetTransformTime()` gets the time of the transform, which is then passed to `AEGP_GetCompShutterFrameRange()` from [AEGP\\_CompSuite11](#).

`AEGP_QueryXformGetViewTime()` gets the time of the view, which is used in calling `AEGP_GetLayerToWorldXformFromView()` from [AEGP\\_LayerSuite9](#).



## AEIOS

AEIOs are AEGPs that perform media file import and/or export. AEIOs do everything for a file of a given type that After Effects (or the plug-ins which ship with After Effects) would normally do. On the import side, AEIOs can open existing files, manage file-specific interpretation options, and provide audio and frames from the file to After Effects in AEGP\_SoundWorld and PF\_EffectWorld format. Additionally, AEIOs can create files interactively, asking users for the settings they'd like instead of reading them from a file. On the export side, AEIOs can create and manage output options for render queue items, create output files and save frames (provided by After Effects as PF\_EffectWorlds) into those files.

AEIOs work with uncompressed video with pixels in ARGB order from low to high-byte. Pixels can be 8-bit, 16-bit, or 32-bit float per channel. AEIOs must handle their own compression/decompression of any codecs supported.

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### 72.1 AEIO, or AEGP?

AEIOs provide pixels and audio data to After Effects.

If you're writing an importer/exporter for a file format that represents timeline or project format (referencing file formats supported by After Effects or other installed AEIOs), write an AEGP and add its command to the Import/Export submenu.

---

### 72.2 AEIO For Import, Or MediaCore Importer?

After Effects supports MediaCore importer plug-ins. MediaCore is a set of shared libraries that grew out of Premiere Pro; thus the MediaCore APIs are described in the [Premiere Pro SDK](#).

Only MediaCore importer plug-ins support an importer priority system: The highest priority importer gets the first opportunity to import a file, and if the particular imported file isn't supported, the next-highest priority importer will then have the opportunity to try importing it, and so on. MediaCore importers cannot defer file import to an AEIO. So if your goal is to take over file handling for any file type for which After Effects already provides a plug-in, you need to develop a MediaCore importer plug-in.

On the other hand, only AEIOs can display a setup dialog in the Interpret Footage < Main > More Options dialog.

If the above constraints haven't already answered whether you need to build an AEIO or MediaCore importer, then you'll likely want to build a MediaCore importer, which can be used across the video and audio applications including Premiere Pro, Media Encoder, Prelude, SpeedGrade, and Audition.

---

## 72.3 How It Works

From within its entry point function, an AEIO populates a structure of function pointers with the names of the functions it wants called in response to certain events. Many of these function hooks are optional.

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## 72.4 What Would After Effects Do?

For many AEIO hook functions, you can ask After Effects to perform default processing (this capability is noted in each hook's descriptions).

Unless you have compelling reasons to do otherwise, return `AEIO_Err_USE_DFLT_CALLBACK` from the function, and let After Effects do the work.

This is also a good way to learn the calling sequence before beginning implementation.

---

## 72.5 Registering Your AEIO

During your plug-in's entry point function, populate a `AEIO_ModuleInfo` describing the filetype(s) the AEIO supports, and an `AEIO_FunctionBlock` structure that points to your file handling functions. For some of these functions, you can rely on After Effects' default behavior by returning `AEIO_Err_USE_DFLT_CALLBACK`. However, you must still provide a function matching the required signature, that does so. Once you've filled out both these structures, call `AEGP_RegisterIO()` from [AEGP\\_RegisterSuites5](#).

In the `AEIO_ModuleInfo` that you pass in to the register call, you provide the file type and description information that After Effects uses in the Import dialog, for the "Files of type" drop-down on Windows, or the Enable drop-down on MacOS. As of CS6, file extensions cannot be more than three characters long, even though we have a few built-in importers with longer extensions.

---

## 72.6 InSpec, OutSpec

On most import-related functions, an `AEIO_InSpecH` is passed. On most output-related functions, an `AEIO_OutSpecH` is passed.

What are these mysterious handles? These opaque data handles can be used with [AEGP\\_IOInSuite5](#) and [AEGPIOOutSuite4](#), to set or query for information about the import or output.

For example, on an import, you'll use `AEIO_InSpecH` when calling `AEGP_SetInSpecDimensions` in `AEGP_IOInSuite`.

And during an export, you'll use `AEIO_OutSpecH` when calling `AEGP_GetOutSpecDimensions` in `AEGP_IOOutSuite`. So use these handles to exchange information with After Effects about the details of the input or output.

## CALLING SEQUENCE

As with all AEGPs, the entry point function exported in the plug-in's PiPL is called during launch. During this function, the AEIO must provide function pointers to required functions and describe their capabilities, then pass the appropriate structures to *AEGP\_RegisterIO()*.

---

### 73.1 Import

When users select a file in the file import dialog which is of a type handled by your AEIO, its *AEIO\_VerifyFileImportable()* function will be called; it's called again for each such file the user imports. *AEIO\_InitInSpecFromFile()* will be called for each file; parse the file, and use the various set functions to describe it to After Effects. Also, construct any options data associated with the file, and save that data using *AEGP\_SetInSpecOptionsHandle()*.

After Effects then calls the plug-in's *AEIO\_GetInSpecInfo()* function, to get descriptive text about the file for display in the project window. As noted in the description of this function, it may be called for folders as well; we recommend that, if there is no valid options data for the file, you do nothing and return no error (that's what our AEIOs do).

*AEIO\_CountUserData()* is then sent; if the AEIO indicates that there is user data present, *AEIO\_GetUserData()* will follow. After Effects will then request that the plug-in draw a frame of video (for the project window thumbnail) by sending *AEIO\_DrawSparseFrame()*.

Once the supported file is added to a composition, user interaction will generate calls to *AEIO\_DrawSparseFrame()* and *AEIO\_GetSound()*.

When the project is saved, and if there is options data associated with the *AEIO\_InSpec*, After Effects will send *AEIO\_FlattenOptions()* during which the AEIO parses the options data, and creates a representation of it that contains no references to external memory. Likewise, the presence of any *AEIO\_OutSpec* options data will result in *AEIO\_GetFlatOutputOptions()* being sent.

---

### 73.2 Export

If the user adds an item to the render queue and chooses the AEIO's supported output format, *AEIO\_InitOutputSpec()* will be sent. Use the various get functions to obtain information about the output settings, and store any pertinent information using *AEGP\_SetOutSpecOptionsHandle()*, followed by *AEIO\_GetFlatOutputOptions()*. *AEIO\_GetDepths()* is sent so After Effects can determine what output pixel bit depths the AEIO supports. *AEIO\_GetOutputInfo()* is sent so that file name, type and subtype information can be displayed in the output module details.

When the user clicks on the Format Options button, in the render queue, *AEIO\_UserOptionsDialog()* is called.

When the user actually clicks on the “Render” button, *AEIO\_SetOutputFile()* will be called, followed by *AEIO\_GetSizes()* (your AEIO is responsible for determining whether the destination has sufficient disk space available).

Before the video frames are sent, *AEIO\_StartAdding()* is sent for the AEIO to open the file handle and write out the file header. If the AEIO supports a video or audio format, *AEIO\_AddSoundChunk()* is sent for each audio chunk, and an *AEIO\_AddFrame()* for each video frame.

If the AEIO supports sequences of still images, *AEIO\_OutputFrame()* is called repeatedly. After Effects sends a *PF\_EffectWorld* representation of the frame to be output.

*AEIO\_WriteLabels()* is called (for each frame) to give the plug-in a chance to write out field and alpha interpretation information. *AEIO\_EndAdding()* is sent when there are no more frames (or audio) to be output. Close the output file.



## AEIO\_MODULEINFO

This is the structure where your AEIO will define its basic properties.

Notice that, in addition to describing the filetypes and extensions supported by your AEIO, you also describe your signature and behavior using the AEIO\_ModuleFlags. We love flags.

---

### 74.1 AEIO\_ModuleInfo Members

Member	Purpose
sig	A long, uniquely identifying your plug-in. Many developers prefer to use a decidedly Mac-ish four character code here. Please <a href="#">let us know</a> what sig you're using.
name	Descriptive name for your AEIO plug-in.
flags	Set of AEIO_ModuleFlags.
flags2	Set of AEIO_ModuleFlags2.
max_width	The maximum dimensions supported by your format.
max_height	
num_filetypes	The number of filetypes supported by your AEIO.
num_extensions	The number of file extensions supported by your AEIO.
num_clips	The number of clipboard formats supported by your AEIO.
create_kinds	The macOS four character code for files created by your AEIO.
create_extensions	The file extension for files created by your AEIO.
read_kinds	This array of 16 AEIO_FileKinds need not be entirely filled out, but the first [num_filetypes + num_extensions + num_clips] ones must be populated, in that order.
num_aux_extensions	The number of auxiliary extensions supported by your AEIO. Say, for example, that you're writing an AEIO to import information from a 3D program that saves scene information into a .123 file, and camera information into a .xyz file. The .xyz would be an auxiliary extension; it's not necessary to get the rest of the scene information, but it's associated with the .123 files.
aux_extensions	The file extension of the auxiliary filetype(s) supported by your AEIO.

---

## 74.2 Behavior Flags

AEIOs set these flags (like effect plug-ins use global outflags) in `AEIO_ModuleInfo.flags` to indicate their behavior to After Effects. Some flags are only relevant to input, and some are only relevant to output.



## 74.2.1 AEIO\_ModuleFlags

Flag	Purpose	I or O?
AEIO_MFlag_INPUT	AEIO is an input module.	Input!
AEIO_MFlag_OUTPUT	AEIO is an output module (one plug-in can be both).	Output!
AEIO_MFlag_FILE	Each clip imported directly corresponds to a file, somewhere.	Both
AEIO_MFlag_STILL	Supports still images, not video.	Output
AEIO_MFlag_VIDEO	Supports video images, not stills.	Output
AEIO_MFlag_AUDIO	Supports audio.	Output
AEIO_MFlag_NO_TIME	Time information isn't part of the file format. This would be the case with numbered stills, with individual frames imported based on the composition's time settings.	Input
AEIO_MFlag_INTERACTIVE_GET	The AEIO input sequence necessitates user interaction. This would be the case for a non-file-based input module.	Input
AEIO_MFlag_INTERACTIVE_PUT	The AEIO output sequence necessitates user interaction. This would be the case for a non-file-based output module.	Output
AEIO_MFlag_CANT_CLIP	The AEIO's drawing functions cannot accept dimensions smaller than the requested dimensions.	Input
AEIO_MFlag_MUST_INTERACTIVE	The AEIO must display a dialog box, even if a valid options data handle is available.	Output
AEIO_MFlag_CANT_SOUND_INTERLEAVE	Requires that all video data be processed, then sound data (instead of interleaving the processing the video and audio).	Output
AEIO_MFlag_CAN_ADD_FRAME_NONLINEAR	The AEIO supports adding non-sequential frames.	Output
AEIO_MFlag_HOST_DEPTH_DIALOG	The AEIO wants After Effects to display a bit-depth selection dialog.	Input
AEIO_MFlag_HOST_FRAME_START_DIALOG	The AEIO wants After Effects to display a dialog requesting that the user specify a starting frame.	Input
AEIO_MFlag_NO_OPTIONS	The AEIO does not accept output options.	Output
AEIO_MFlag_NO_PIXELS	The AEIO's file format doesn't actually store pixels. Currently unused as of CS6.	(unused)
AEIO_MFlag_SEQUENCE_OPTIONS_OK	The AEIO can adopt the sequence options of its parent if a folder is selected.	Input
AEIO_MFlag_INPUT_OPTIONS	The AEIO has user options associated with each input sequence. NOTE: the options information must be flat (not referring to any data contained in external pointers or handles).	Input
AEIO_MFlag_HSF_AWARE	The AEIO will provide horizontal scaling factor (pixel aspect ratio) information for each new sequence. This prevents After Effects from guessing.	Input
AEIO_MFlag_HAS_LAYERS	The AEIO supports multiple layers in a single document.	Input
AEIO_MFlag_SCRAP	The AEIO has a clipboard parsing component.	Input
AEIO_MFlag_NO_UI	After Effects should display no UI for this module (do not combine this flag with AEIO_MFlag_HOST_DEPTH_DIALOG or AEIO_MFlag_HOST_FRAME_START_DIALOG)	Input
AEIO_MFlag_SEQ_OPTIONS_AEIO	The AEIO has sequence options accessible from the More Options button in the Interpret Footage dialog.	Input
AEIO_MFlag_HAS_AUX_DATA	The file format supported by the AEIO has depth information, normals, or some other non-color information related to each pixel.	Input
AEIO_MFlag_HAS_METADATA	The format supported by the AEIO supports user-definable metadata. If this flag is set, the embed pop-up in the output module dialog will be enabled.	Output

## 74.2.2 AEIO\_ModuleFlags2

Gotta have dem flags...

Flag	Purpose	I or O?
AEIO_MFlag2_AUDIO_OPTIONS	The AEIO has an audio options dialog.	Output
AEIO_MFlag2_SEND_ADDMARKER_BEFORE_ADDFRAME	The AEIO can receive marker data before outputting video or audio (useful for MPEG streams).	Output
AEIO_MFlag2_CAN_DO_MARKERS	The AEIO supports combined markers; URL flips, chapters, and comments.	Output
AEIO_MFlag2_CAN_DRAW_FLOAT	The AEIO can draw into float (32-bpc) worlds.	Input
AEIO_MFlag2_CAN_DO_AUDIO_32	Supports 32-bit audio output.	Output
AEIO_MFlag2_SUPPORTS_ICC_PROFILES	Supports ICC profiles.	Both
AEIO_MFlag2_CAN_DO_MARKERS_CUE_POINTS	The AEIO supports combined markers; URL flips, chapters, comments, and cue points.	Output
AEIO_MFlag2_SEND_ADDMARKER_BEFORE_STARTADDING	The AEIO can add markers before video during export.	Output
AEIO_MFlag2_USES_QUICKTIME_MUTEX	On MacOS, prior to the host calling AEIO_AddFrame or AEIO_OutputFrame from <a href="#">AEIO_FunctionBlock4</a> , it will lock the global QuickTime mutex.	Output



## NEW KIDS ON THE FUNCTION BLOCK

During its main entry point function, each AEIO plug-in must fill in an `AEIO_FunctionBlock`, providing pointers to the functions After Effects will call for different file-related tasks.

The table below shows which functions are needed for input, and which ones are needed for output. For a bare-bones implementation, start with the functions that are noted as “Required” in the right column. You can often invoke “best-case” behavior by having After Effects handle the call for you (by returning `AEIO_Err_USE_DFLT_CALLBACK`).

For a barebones AEIO for video input only, implement the following functions: `AEIO_InitInSpecFromFile` or `AEIO_InitInSpecInteractive` (depending on whether the source is a file or interactively generated), `AEIO_DisposeInSpec`, `AEIO_GetInSpecInfo`, `AEIO_DrawSparseFrame`, `AEIO_CloseSourceFiles`, and `AEIO_InqNextFrameTime` (using `AEIO_Err_USE_DFLT_CALLBACK` is fine).

Starting from the IO sample, it is best to leave the other functions defined too, and fill them in further as needed.

---

### 75.1 AEIO\_FunctionBlock4

Function	Response	I or O?	Required?
AEIO_InitInSpecFromFile	<p>Given a file path, describe its contents to After Effects in the provided AEIO_InSpecH. Use all appropriate “set” calls from the <i>AEIO_InSuite</i>) to do so; if there is image data, set its depth, dimensions, and alpha interpretation. If there is audio, describe its channels and sample rate.</p> <p>The file path is a NULL-terminated UTF-16 string with platform separators.</p> <pre> AEIO_   ↳ InitInSpecFromFile(     AEIO_BasicData  ↳     ↳ *basic_dataP,     const A_     ↳ UTF16Char *file_     ↳ pathZ,     AEIO_InSpecH  ↳     ↳ inH); </pre>	Input	Yes, for file-based media
AEIO_InitInSpecInteractive	<p>Using some form of user interaction (and not a file path provided by After Effects), describe the audio and video your generated AEIO_InSpecH contains.</p> <pre> AEIO_   ↳ InitInSpecInteractive(     AEIO_BasicData  ↳     ↳ *basic_dataP,     AEIO_InSpecH  ↳     ↳ inH); </pre>	Input	Yes, for interactively generated media
AEIO_DisposeInSpec	<p>Free an AEIO_InSpecH.</p> <pre> AEIO_DisposeInSpec(   AEIO_BasicData  ↳   ↳ *basic_dataP,   AEIO_InSpecH  ↳   ↳ inH); </pre>	Input	Yes

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_FlattenOptions	<p>For the given AEIO_InSpecH, return a flattened version of the data contained in its options handle. Obtain the unflattened options handle using AEIO_GetInSpecOptionsHandle.</p> <pre> AEIO_   ↳FlattenOptions(     AEIO_BasicData  ↳     ↳*basic_dataP,     AEIO_InSpecH    ↳     ↳inH,     AEIO_Handle      ↳     ↳*flat_optionsPH); </pre>	Input	No
AEIO_InflateOptions	<p>For the given AEIO_InSpecH, create (using AEIO_SetInSpecOptionsHandle) an unflattened version of its flattened option data.</p> <pre> AEIO_   ↳InflateOptions(     AEIO_BasicData  ↳     ↳*basic_dataP,     AEIO_InSpecH    ↳     ↳inH,     AEIO_Handle      ↳     ↳flat_optionsH); </pre>	Input	No
AEIO_SynchInSpec	<p>AEIO_Err_USE_DFLT_CALLBACK is allowed. Inspect the AEIO_InSpecH, update its options if necessary), and indicate whether or not you made changes.</p> <pre> AEIO_SynchInSpec(   AEIO_BasicData  ↳   ↳*basic_dataP,   AEIO_InSpecH    ↳   ↳inH,   A_Boolean        ↳   ↳*changed0); </pre>	Input	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetActiveExtent	<p>AEIO_Err_USE_DFLT_CALLBACK allowed. Populate the provided A_LRect with the active extent of the file's pixels at the given time.</p> <pre> AEIO_   ↳GetActiveExtent(     AEIO_BasicData  ↳     ↳*basic_dataP,     AEIO_InSpecH    ↳     ↳inH,     const A_Time     ↳     ↳*tr,     A_LRect          ↳     ↳*extent); </pre>	Back	Yes

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetInSpecInfo	<p>Provide a few strings in AEIO_Verbiage to describe the file, which will appear in the Project panel. This includes the strings used to describe the file type and subtype (the codec).</p> <pre> AEIO_GetInSpecInfo(     AEIO_BasicData  ↵     ↵*basic_dataP,     AEIO_InSpecH    ↵     ↵inH,     AEIO_Verbiage   ↵     ↵*verbiageP); </pre> <p>This function gets called OFTEN; every time we refresh the project panel. Keep allocations to a minimum. In the AEIOs that ship with After Effects, we check for a valid optionsH (using AEGP_GetInSpecOptionsHandle); if we find one, we use the information from within it. If not, we do nothing. This is important; if your AEIO handles still images, this function <i>will</i> get called for the folder containing the stills. Hopefully, there won't be an optionsH associated with it (unless you're writing a truly bizarre AEIO).</p>	Input	Yes

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_DrawSparseFrame	<p>Draw a frame from the AEIO_InSpecH. The PF_EffectWorld* contains the width and height to use, but make sure you take the required_region0 into account, if it's not NULL.</p> <pre> AEIO_ ↳DrawSparseFrame(   AEIO_BasicData  ↳   ↳      *basic_   ↳dataP,   AEIO_InSpecH  ↳   ↳      inH,   AEIO_Quality  ↳   ↳      qual,   const AEIO_   ↳RationalScale  ↳   ↳*rs0,   const A_Time  ↳   ↳      *tr,   const A_Time  ↳   ↳      ↳   ↳*duration0,   const A_Rect  ↳   ↳      ↳   ↳*required_   ↳region0,   PF_EffectWorld  ↳   ↳      *wP,   A_long*  ↳   ↳      originx,   A_long*  ↳   ↳      originy,   AEIO_   ↳DrawingFlags  ↳   ↳      *draw_   ↳flagsP); </pre> <p>NOTE: return data as linear light (1.0), and After Effects will perform any necessary transformations to bring the footage into the working colorspace.</p>	Input	Yes

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetDimensions	<p>AEIO_Err_USE_DFLT_CALLBACK allowed. Provide the dimensions (and, if necessary, scaling factor) of the video in the AEIO_InSpecH.</p> <pre> AEIO_GetDimensions(     AEIO_BasicData  ↳     ↳ *basic_     ↳ dataP,     AEIO_InSpecH    ↳     ↳ inH,     const AEIO_     ↳ RationalScale  ↳     ↳ *rs0,     A_long           ↳     ↳ *width0,     A_long           ↳     ↳ *height0); </pre>	Input	No
AEIO_GetDuration	<p>AEIO_Err_USE_DFLT_CALLBACK allowed. Provide the duration of an AEIO_InSpecH, in seconds.</p> <pre> AEIO_GetDuration(     AEIO_BasicData  ↳     ↳ *basic_dataP,     AEIO_InSpecH    ↳     ↳ inH,     A_Time           ↳     ↳ *trP); </pre>	Input	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetTime	<p>AEIO_Err_USE_DFLT_CALLBACK allowed. Provide the timebase of an AEIO_InSpecH.</p> <pre> AEIO_GetTime(     AEIO_BasicData  ↵     ↪*basic_dataP,     AEIO_InSpecH    ↵     ↪inH,     A_Time           ↵     ↪*tr); </pre> <p>Here are the values we use internally for common timebases:  29.97 fps: scale = 100; value= 2997; 59.94 fps: scale = 50; value = 2997;  23.976 fps: scale = 125; value = 2997; 30 fps: scale = 1; value = 30; 25 fps: scale = 1; value = 25;</p>	Back	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetSound	<p>AEIO_Err_USE_DFLT_CALLBACK allowed. Provide sound from an AEIO_InSpecH, at the quality described.</p> <pre> AEIO_GetSound(     AEIO_BasicData    ↳     ↳ *basic_     ↳ dataP,     AEIO_InSpecH      ↳     ↳ inH,     AEIO_SndQuality    ↳     ↳     ↳ quality,     const AEIO_     ↳ InterruptFuncs    ↳     ↳ *interrupt_     ↳ funcsP0,     const A_Time        ↳     ↳     ↳ *startPT,     const A_Time        ↳     ↳ *durPT,     A_u_long            ↳     ↳ start_     ↳ samPLu,     A_u_long            ↳     ↳ num_     ↳ samplesLu,     void                ↳     ↳     ↳ *dataPV); AEIO_SndQuality may be: <ul style="list-style-type: none"> <li>• AEIO_SndQuality_APPROX,       (this quality is used       to draw the audio       waveform)</li> <li>• AEIO_SndQuality_LO,</li> <li>• AEIO_SndQuality_HI</li> </ul> </pre>	Back	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_InqNextFrameTime	<p>AEIO_Err_USE_DFLT_CALLBACK allowed. Provide the time of the next frame (in the source footage's timebase) within the AEIO_InSpecH.</p> <pre> AEIO_   ↳InqNextFrameTime(     AEIO_BasicData  ↳     ↳*basic_dataP,     AEIO_InSpecH    ↳     ↳inH,     const A_Time     ↳     ↳*base_time_tr,     AEIO_TimeDir     ↳     ↳time_dir,     A_Boolean        ↳     ↳*found0,     A_Time            ↳     ↳*key_time_tr0); </pre>	Back	Yes
AEIO_InitOutputSpec	<p>AEIO_Err_USE_DFLT_CALLBACK allowed. Perform any initialization necessary for a new AEIO_OutSpecH, and indicate whether you made changes.</p> <pre> AEIO_   ↳InitOutputSpec(     AEIO_BasicData  ↳     ↳*basic_dataP,     AEIO_OutSpecH   ↳     ↳outh,     A_Boolean        ↳     ↳*user_     ↳interacted); </pre> <p>NOTE: The first time your AEIO is used, After Effects caches the last-known-good optionsH in its preferences. When testing this function, <i>delete your preferences</i> often.</p>	Back	Yes

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetFlatOutputOptions	<p>Describe (in an AEIO_Handle) the output options for an AEIO_OutSpecH, in a disk-safe flat data structure (one that does not reference external memory). Note that your output options must be cross-platform, so pay attention to byte ordering issues.</p> <p>AEIO_  ↪GetFlatOutputOptions(  AEIO_BasicData ↪  ↪*basic_dataP,  AEIO_OutSpecH ↪  ↪outh,  AEIO_Handle ↪  ↪*optionsH);</p>	Output	Yes
AEIO_DisposeOutputOptions	<p>AEIO_Err_USE_DFLT_CALLBACK allowed. Free the memory for the output options passed in.</p> <p>AEIO_  ↪DisposeOutputOptions(  AEIO_BasicData ↪  ↪*basic_dataP,  <b>void</b> ↪  ↪*optionsPV);</p>	Back	No
AEIO_UserOptionsDialog	<p>Display an output settings dialog (select TIFF output within After Effects to see when this dialog will occur). Store this information in an options handle using AEIO_SetInSpecOptionsHandle.</p> <p>AEIO_  ↪UserOptionsDialog(  AEIO_BasicData ↪  ↪*basic_dataP,  AEIO_OutSpecH ↪  ↪outh,  PF_EffectWorld ↪  ↪*sample0,  A_Boolean ↪  ↪*interacted0);</p>	Output	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetOutputInfo	Describe (in text) the output options in an AEIO_OutSpecH.  AEIO_GetOutputInfo( AEIO_BasicData    ┐ ↪*basic_dataP, AEIO_OutSpecH    ┐ ↪outh, AEIO_Verbiage    ┐ ↪*verbiage);		
AEIO_OutputInfoChanged	Update the AEIO_OutSpecH based on the current settings (using the various Get functions to obtain them).  AEIO_ ↪OutputInfoChanged( AEIO_BasicData    ┐ ↪*basic_dataP, AEIO_OutSpecH    ┐ ↪outh);	Output	No
AEIO_SetOutputFile	AEIO_Err_USE_DFLT_CALLBACK is not allowed. Set the file path for output of an AEIO_OutSpecH. Return AEIO_Err_USE_DEFAULT_CALLBACK unless you've changed the path. The file path is a NULL-terminated UTF-16 string with platform separators.  AEIO_SetOutputFile( AEIO_BasicData    ┐ ↪*basic_dataP, AEIO_OutSpecH    ┐ ↪outh, A_UTF16Char       ┐ ↪*file_pathZ);	Input  Output  AEIO_Err_USE_DEFAULT_CALLBACK	Yes

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_StartAdding	<p>Prepare to add frames to the output file. This is a good time to create the output file(s) on disk, and to write any header information to such files. This is also your first opportunity to allocate pixel buffers based on valid output spec values.</p> <pre> AEIO_StartAdding(     AEIO_BasicData  ↵     ↪ *basic_dataP,     AEIO_OutSpecH   ↵     ↪ outH,     A_long           ↵     ↪ flags); </pre>	Output	Yes, for writing formats that support multiple frames
AEIO_AddFrame	<p>Add frame(s) to output file. You may pass a pointer to a function you want called if the user interrupts the render.</p> <pre> AEIO_AddFrame(     AEIO_BasicData  ↵     ↪ *basic_dataP,     AEIO_OutSpecH   ↵     ↪ outH,     A_long           ↵     ↪ frame_index,     A_long           ↵     ↪ frames,     PF_EffectWorld   ↵     ↪ *wP,     const A_LPoint   ↵     ↪ *origin0,     A_Boolean        ↵     ↪ was_     ↪ compressedB,     AEIO_     ↪ InterruptFuncs ↵     ↪ *inter0); </pre>	Output	Yes, for writing formats that support multiple frames

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_EndAdding	<p>Perform any clean-up associated with adding frames.</p> <pre>AEIO_EndAdding(     AEIO_BasicData     ↪*basic_dataP,     AEIO_OutSpecH     ↪outh,     A_long     ↪flags);</pre>	Output	Yes, for writing formats that support multiple frames
AEIO_OutputFrame	<p>Output a single frame.</p> <pre>AEIO_OutputFrame(     AEIO_BasicData     ↪*basic_dataP,     AEIO_OutSpecH     ↪outh,     PF_EffectWorld     ↪*wP);</pre>	Output	Yes, for writing formats that support a single frame
AEIO_WriteLabels	<p>AEIO_Err_USE_DFLT_CALLBACK is not allowed. Set alpha interpretation and field usage information for the AEIO_OutSpecH. Indicate in AEIO_LabelFlags which flags you wrote.</p> <pre>AEIO_WriteLabels(     AEIO_BasicData     ↪*basic_dataP,     AEIO_OutSpecH     ↪outh,     AEIO_LabelFlags     ↪*written);</pre>	Output	Yes
AEIO_GetSizes	<p>AEIO_Err_USE_DFLT_CALLBACK is not allowed. Provide information about file size and remaining free space on output volume.</p> <pre>AEIO_GetSizes(     AEIO_BasicData     ↪*basic_dataP,     AEIO_OutSpecH     ↪outh,     A_u_longlong     ↪*free_space,     A_u_longlong     ↪*file_size);</pre>	Output	Yes

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_Flush	<p>Destroy any options or user data associated with the OutSpecH.</p> <pre>AEIO_Flush(     AEIO_BasicData  ↵     ↵*basic_dataP,     AEIO_OutSpecH   ↵     ↵outH);</pre>		
AEIO_AddSoundChunk	<p>Add the given sound to the output file.</p> <pre>AEIO_AddSoundChunk(     AEIO_BasicData  ↵     ↵*basic_dataP,     AEIO_OutSpecH   ↵     ↵outH,     const A_Time     ↵     ↵*start,     AEIO_SndWorldH   ↵     ↵swH);</pre>	Output	Yes, for writing formats with audio
AEIO_Idle	<p>Optional. Do something with idle time. AEIO_Err_USE_DFLT_CALLBACK is not supported.</p> <pre>AEIO_Idle(     AEIO_BasicData  ↵     ↵    *basic_     ↵dataP,     AEIO_     ↵ModuleSignature ↵     ↵sig,     AEIO_IdleFlags  ↵     ↵    *idle_     ↵flags0);</pre>	Output	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetDepths	<p>Set AEIO_OptionsFlags to indicate which pixel and color depths are valid for your output format. See the discussion on <i>Export Bit-Depth</i>.</p> <pre> AEIO_GetDepths(     AEIO_BasicData  ↪     ↪ *basic_dataP,     AEIO_OutSpecH   ↪     ↪ outh,     AEIO_     ↪OptionsFlags  ↪     ↪*which); </pre>	Output	Yes
AEIO_GetOutputSuffix	<p>AEIO_Err_USE_DFLT_CALL is not allowed. Describe the three character extension for the output file.</p> <pre> AEIO_ ↪GetOutputSuffix(     AEIO_BasicData  ↪     ↪*basic_dataP,     AEIO_OutSpecH   ↪     ↪outh,     A_char           ↪     ↪*suffix); </pre>	Input	Yes
AEIO_SeqOptionsDlg	<p>Display a footage options dialog, and indicate whether the user made any changes.</p> <pre> AEIO_SeqOptionsDlg(     AEIO_BasicData  ↪     ↪*basic_dataP,     AEIO_InSpecH    ↪     ↪inH,     A_Boolean        ↪     ↪*interactedPB); </pre>	Input	No

continues on next page

Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetNumAuxChannels	<p>Enumerate the auxiliary (beyond red, green, blue and alpha) channels of data contained in an AEIO_InSpecH.</p> <pre> AEIO_ ↳GetNumAuxChannels(   AEIO_BasicData   ↳*basic_dataP,   AEIO_InSpecH   ↳inH,   A_long   ↳*num_channelsPL); </pre>	Input	No
AEIO_GetAuxChannelDesc	<p>Describe the data type, name, channel, and dimensionality of an auxiliary data channel.</p> <pre> AEIO_ ↳GetAuxChannelDesc(   AEIO_BasicData   ↳*basic_dataP,   AEIO_InSpecH   ↳inH,   long   ↳chan_indexL,   PF_ChannelDesc   ↳*descP); </pre>	Input	No
AEIO_DrawAuxChannel	<p>Draw the auxiliary channel(s) from an AEIO_InSpecH.</p> <pre> AEIO_ ↳DrawAuxChannel(   AEIO_BasicData   ↳*basic_   ↳dataP,   AEIO_InSpecH   ↳inH,   A_long   ↳chan_   ↳indexL,   const AEIO_   ↳DrawFramePB   ↳*pbP,   PF_ChannelChunk   ↳*chunkP); </pre>		

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_FreeAuxChannel	Free data associated with an auxiliary channel.  AEIO_ ↪FreeAuxChannel( AEIO_BasicData   ↪ ↪*basic_dataP, AEIO_InSpecH   ↪ ↪inH, PF_ChannelChunk   ↪ ↪*chunkP);	Input	No
AEIO_Num AuxFiles	Enumerate the files needed to render the given AEIO_InSpecH. This function and AEIO_GetNthAuxFileSpec will be called when the user chooses File > Dependencies > Collect Files... Here your AEIO tells AE what the associated files are.  AEIO_NumAuxFiles( AEIO_BasicData   ↪ ↪*basic_dataP, AEIO_InSpecH   ↪ ↪seqH, A_long   ↪ ↪*files_per_ ↪framePL);	Input	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_GetNthAuxFileSpec	<p>Retrieve data from the nth auxiliary file, for the specified frame. The path is a handle to a NULL-terminated A_UTF16Char string, and must be disposed with AEGP_FreeMemHandle.</p> <p>AEIO_  ↪GetNthAuxFileSpec(  AEIO_BasicData_ ↪  ↪*basic_dataP,  AEIO_InSpecH ↪  ↪seqH,  A_long ↪  ↪frame_numL,  A_long ↪ n,  AEGP_MemHandle_ ↪  ↪*pathPH);</p>	Input	No, if no aux files
AEIO_CloseSourceFiles	<p>Close (or open, depending upon closeB) the source files for an AEIO_InSpecH. When the user Collects Files, the AEIO will first be asked to close its source files, then re-open them.</p> <p>AEIO_  ↪CloseSourceFiles(  AEIO_BasicData_ ↪  ↪*basic_dataP,  AEIO_InSpecH ↪  ↪seqH,  A_Boolean ↪  ↪closeB);</p> <p>TRUE for close, FALSE for open.</p>	Input	Yes

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_CountUserData	<p>Enumerate the units of user data associated with the AEIO_InSpecH.</p> <pre> AEIO_CountUserData(     AEIO_BasicData  ↵     ↪ *basic_dataP,     AEIO_InSpecH    ↵     ↪ inH,     A_u_long         ↵     ↪ typeLu,     A_u_long         ↵     ↪ max_sizeLu,     A_u_long         ↵     ↪ *num_of_typePLu); </pre>		
AEIO_SetUserData	<p>Set user data (of the given index and type) for the given AEIO_OutSpecH.</p> <pre> AEIO_SetUserData(     AEIO_BasicData  ↵     ↪ *basic_dataP,     AEIO_OutSpecH   ↵     ↪ outH,     A_u_long         ↵     ↪ typeLu,     A_u_long         ↵     ↪ indexLu,     const AEIO_     ↵     ↪ Handle dataH); </pre>	Output	No
AEIO_GetUserData	<p>Describe the user data (at the index and of the type given) associated with the AEIO_InSpecH.</p> <pre> AEIO_GetUserData(     AEIO_BasicData  ↵     ↪ *basic_dataP,     AEIO_InSpecH    ↵     ↪ inH,     A_u_long         ↵     ↪ typeLu,     A_u_long         ↵     ↪ indexLu,     A_u_long         ↵     ↪ max_sizeLu,     AEIO_Handle     ↵     ↪ *dataPH); </pre>	Input	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_AddMarker	<p>Associate a marker of the specified type, at the specified frame, with the AEIO_OutSpecH. You may provide an interrupt function to handle user cancellation of this action.</p> <pre> AEIO_AddMarker(     AEIO_BasicData  ↵     ↵ *basic_dataP,     AEIO_OutSpecH   ↵     ↵ outH,     A_long          ↵     ↵ frame_index,     AEIO_MarkerType ↵     ↵ marker_type,     void            ↵     ↵ *marker_     ↵ dataPV,     AEIO_     ↵ InterruptFuncs ↵     ↵ *inter0); </pre>	Output	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_VerifyFileImportable	<p>Indicate (by setting importablePB) whether or not the plug-in can import the file. Note that After Effects has already done basic extension checking; you may wish to open the file and determine whether or not it's valid. This can be a time-consuming process; most AEIOs that ship with After Effects simply return TRUE, and deal with bad files during AEIO_InitInSpecFromFile. The file path is a NULL-terminated UTF-16 string with platform separators.</p> <pre> AEIO_ ↪VerifyFileImportable(     AEIO_BasicData ↪     ↪*basic_     ↪dataP,     AEIO_     ↪ModuleSignature ↪     ↪sig,     const A_     ↪UTF16Char ↪     ↪*file_pathZ,     A_Boolean ↪     ↪     ↪*importablePB); </pre>	Input	No
AEIO_UserAudioOptionsDialog	<p>Display an audio options dialog.</p> <pre> AEIO_ ↪UserAudioOptionsDialog(     AEIO_BasicData ↪     ↪*basic_dataP,     AEIO_OutSpecH ↪     ↪outh,     A_Boolean ↪     ↪*interacted0); </pre>	Output	No

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Table 1 – continued from previous page

Function	Response	I or O?	Required?
AEIO_AddMarker3	<p>Add a marker, with a flag specifying whether or not this is a composition marker.</p> <pre> AEIO_AddMarker3(     AEIO_BasicData  ↵     ↵ *basic_     ↵ dataP,     AEIO_OutSpecH  ↵     ↵ outH,     A_long          ↵     ↵ frame_     ↵ index,     AEGP_     ↵ ConstMarkerValP ↵     ↵ marker_valP,     AEIO_     ↵ RenderMarkerFlag ↵     ↵ marker_flag,     AEIO_     ↵ InterruptFuncs  ↵     ↵ *inter0); </pre>	Output	No
AEIO_GetMimeType	<p>Describe the output mime type. This is used for XMP support.</p> <pre> AEIO_GetMimeType(     AEIO_BasicData  ↵     ↵ *basic_dataP,     AEIO_OutSpecH  ↵     ↵ outH,     A_long          ↵     ↵ mime_type_sizeL,     char            ↵     ↵ *mime_typeZ); </pre>	Output	No

## 75.2 What Goes In

These functions manage an input specification, After Effects' internal representation of data gathered from any source. Any image or audio data in After Effects (except solids) is obtained from an input specification handle, or AEIO\_InSpecH.

## 75.2.1 AEGP\_IOInSuite5

Function	Purpose
AEGP_GetInSpecOptionsHandle	Retrieves the options data (created by your AEIO) for the given AEIO_InSpecH.  <pre>AEGP_GetInSpecOptionsHandle(     AEIO_InSpecH  inH,     void          **optionsPPV);</pre>
AEGP_SetInSpecOptionsHandle	Sets the options data for the given AEIO_InSpecH. Must be allocated using the <i>Memory Suite</i> .  <pre>AEGP_SetInSpecOptionsHandle(     AEIO_InSpecH  inH,     void          *optionsPV,     void          **old_optionsPPV);</pre>
AEGP_GetInSpecFilePath	Retrieves the file path for the AEIO_InSpecH. The file path is a handle to a NULL-terminated A_UTF16Char string, and must be disposed with AEGP_FreeMemHandle.  <pre>AEGP_GetInSpecFilePath(     AEIO_InSpecH  inH,     AEGP_MemHandle *file_nameZ);</pre>
AEGP_GetInSpecNativeFPS	Retrieves the frame rate of the AEIO_InSpecH.  <pre>AEGP_GetInSpecNativeFPS(     AEIO_InSpecH  inH,     A_Fixed       *native_fpsP);</pre>
AEGP_SetInSpecNativeFPS	Sets the frame rate of the AEIO_InSpecH.  <pre>AEGP_SetInSpecNativeFPS(     AEIO_InSpecH  inH,     A_Fixed       native_fpsP);</pre>
AEGP_GetInSpecDepth	Retrieves the bit depth of the image data in the AEIO_InSpecH.  <pre>AEGP_GetInSpecDepth(     AEIO_InSpecH  inH,     A_short       *depthPS);</pre>
AEGP_SetInSpecDepth	Indicates to After Effects the bit depth of the image data in the AEIO_InSpecH.  <pre>AEGP_SetInSpecDepth(     AEIO_InSpecH  inH,     A_short       depthS);</pre>

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Table 2 – continued from previous page

Function	Purpose
AEGP_GetInSpecSize	Retrieves the size (in bytes) of the data referenced by the AEIO_InSpecH.  <pre>AEGP_GetInSpecSize(     AEIO_InSpecH  inH,     AEIO_FileSize *sizePLLu);</pre>
AEGP_SetInSpecSize	Indicates to After Effects the size (in bytes) of the data referenced by the AEIO_InSpecH.  <pre>AEGP_SetInSpecSize(     AEIO_InSpecH  inH,     AEIO_FileSize sizeL);</pre>
AEGP_GetInSpecInterlaceLabel	Retrieves field information for the AEIO_InSpecH.  <pre>AEGP_GetInSpecInterlaceLabel(     AEIO_InSpecH  inH,     FIEL_Label    *interlaceP);</pre>
AEGP_SetInSpecInterlaceLabel	Specifies field information for the AEIO_InSpecH.  <pre>AEGP_SetInSpecInterlaceLabel(     AEIO_InSpecH      inH,     const FIEL_Label  *interlaceP);</pre>
AEGP_GetInSpecAlphaLabel	Retrieves alpha channel interpretation information for the AEIO_InSpecH.  <pre>AEGP_GetInSpecAlphaLabel(     AEIO_InSpecH      inH,     AEIO_AlphaLabel   *alphaP);</pre>
AEGP_SetInSpecAlphaLabel	Sets alpha channel interpretation information for the AEIO_InSpecH.  <pre>AEGP_SetInSpecAlphaLabel(     AEIO_InSpecH      inH,     const AEIO_AlphaLabel* alphaP);</pre>
AEGP_GetInSpecDuration	Retrieves the duration of the AEIO_InSpecH.  <pre>AEGP_GetInSpecDuration(     AEIO_InSpecH  inH,     A_Time        *durationP);</pre>
AEGP_SetInSpecDuration	Sets the duration of the AEIO_InSpecH. NOTE: As of 5.5, this must be called, even for frame-based file formats. If you don't set the A_Time.scale to something other than zero, your file(s) will not import. This will be fixed in future versions.  <pre>AEGP_SetInSpecDuration(     AEIO_InSpecH  inH,     const A_Time   *durationP);</pre>

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Table 2 – continued from previous page

Function	Purpose
AEGP_GetInSpecDimensions	Retrieves the width and height of the image data in the AEIO_InSpecH.  <pre>AEGP_GetInSpecDimensions(     AEIO_InSpecH  inH,     A_long        *widthPL0,     A_long        *heightPL0);</pre>
AEGP_SetInSpecDimensions	Indicates to After Effects the width and height of the image data in the AEIO_InSpecH.  <pre>AEGP_SetInSpecDimensions(     AEIO_InSpecH  inH,     A_long        widthL,     A_long        heightL);</pre>
AEGP_InSpecGetRational Dimensions	Retrieves the width, height, bounding rect, and scaling factor applied to an AEIO_InSpecH.  <pre>AEGP_InSpecGetRationalDimensions(     AEIO_InSpecH          inH,     const AEIO_RationalScale *rs0,     A_long                *width0,     A_long                *height0,     A_Rect                *r0);</pre>
AEGP_GetInSpecHSF	Retrieves the horizontal scaling factor applied to an AEIO_InSpecH.  <pre>AEGP_GetInSpecHSF(     AEIO_InSpecH  inH,     A_Ratio        *hsf);</pre>
AEGP_SetInSpecHSF	Sets the horizontal scaling factor of an AEIO_InSpecH.  <pre>AEGP_SetInSpecHSF(     AEIO_InSpecH  inH,     const A_Ratio  *hsf);</pre>
AEGP_GetInSpecSoundRate	Obtains the sampling rate (in samples per second) for the audio data referenced by the AEIO_InSpecH.  <pre>AEGP_GetInSpecSoundRate(     AEIO_InSpecH  inH,     A_FpLong      *ratePF);</pre>
AEGP_SetInSpecSoundRate	Sets the sampling rate (in samples per second) for the audio data referenced by the AEIO_InSpecH.  <pre>AEGP_SetInSpecSoundRate(     AEIO_InSpecH  inH,     A_FpLong      rateF);</pre>

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Table 2 – continued from previous page

Function	Purpose
<code>AEGP_GetInSpecSoundEncoding</code>	Obtains the encoding method (signed PCM, unsigned PCM, or floating point) from an <code>AEIO_InSpecH</code> .  <pre>AEGP_GetInSpecSoundEncoding(     AEIO_InSpecH    inH,     AEIO_SndEncoding *encodingP);</pre>
<code>AEGP_SetInSpecSoundEncoding</code>	Sets the encoding method of an <code>AEIO_InSpecH</code> .  <pre>AEGP_SetInSpecSoundEncoding(     AEIO_InSpecH    inH,     AEIO_SndEncoding encoding);</pre>
<code>AEGP_GetInSpecSoundSampleSize</code>	Retrieves the bytes-per-sample (1,2, or 4) from an <code>AEIO_InSpecH</code> .  <pre>AEGP_GetInSpecSoundSampleSize(     AEIO_InSpecH    inH,     AEIO_SndSampleSize *bytes_per_smpP);</pre>
<code>AEGP_SetInSpecSoundSampleSize</code>	Set the bytes per sample of an <code>AEIO_InSpecH</code> .  <pre>AEGP_SetInSpecSoundSampleSize(     AEIO_InSpecH    inH,     AEIO_SndSampleSize bytes_per_sample);</pre>
<code>AEGP_GetInSpecSoundChannels</code>	Determines whether the audio in the <code>AEIO_SndChannels</code> is mono or stereo.  <pre>AEGP_GetInSpecSoundChannels(     AEIO_InSpecH    inH,     AEIO_SndChannels *num_channelsP);</pre>
<code>AEGP_SetInSpecSoundChannels</code>	Sets the audio in an <code>AEIO_SndChannels</code> to mono or stereo.  <pre>AEGP_SetInSpecSoundChannels(     AEIO_InSpecH    inH,     AEIO_SndChannels num_channels);</pre>
<code>AEGP_AddAuxExtMap</code>	If your file format has auxiliary files which you want to prevent users from opening directly, pass it's extension, file type and creator to this function to keep it from appearing in input dialogs.  <pre>AEGP_AddAuxExtMap(     const A_char *extension,     A_long      file_type,     A_long      creator);</pre>

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Table 2 – continued from previous page

Function	Purpose
<code>AEGP_SetInSpecEmbeddedColorProfile</code>	<p>In case of RGB data, if there is an embedded icc profile, build an <code>AEGP_ColorProfile</code> out of this icc profile using <code>AEGP_GetNewColorProfileFromICCPProfile</code> from <i>AEGP_ColorSettingsSuite2</i> and set the profile description set to NULL.</p> <p>In case of non-RGB data, if there is an embedded non-RGB icc profile or you know the color space the data is in, set the color profile set to NULL, and provide the description as a NULL-terminated unicode string. Doing this disables color management UI that allows user to affect profile choice in the application UI.</p> <p>If you are unpacking non-RGB data directly into working space (to get working space use <code>AEGP_GetNewWorkingSpaceColorProfile</code>), you are done.</p> <p>If you are unpacking non-RGB data into specific RGB color space, you must pass the profile describing this space to <code>AEGP_SetInSpecAssignedColorProfile</code> below. Otherwise, your RGB data will be incorrectly interpreted as being in working space.</p> <p>Either color profile or profile description should be NULL in this function. You cannot use both.</p> <pre> AEGP_SetInSpecEmbeddedColorProfile(     AEIO_InSpecH          inH,     AEGP_ConstColorProfileP color_ ↪profileP0,     const A_UTF16Char      *profile_ ↪descP0); </pre>
<code>AEGP_SetInSpecAssignedColorProfile</code>	<p>Assign a valid RGB color profile to the footage.</p> <pre> AEGP_SetInSpecAssignedColorProfile(     AEIO_InSpecH          inH,     AEGP_ConstColorProfileP color_ ↪profileP); </pre>
<code>AEGP_GetInSpecNativeStartTime</code>	<p>New in CC. Retrieves the native start time of the footage.</p> <pre> AEGP_GetInSpecNativeStartTime(     AEIO_InSpecH inH,     A_Time       *startTimeP); </pre>
<code>AEGP_SetInSpecNativeStartTime</code>	<p>New in CC. Assign a native start time to the footage.</p> <pre> AEGP_SetInSpecNativeStartTime(     AEIO_InSpecH inH,     const A_Time *startTimeP); </pre>

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Table 2 – continued from previous page

Function	Purpose
<code>AEGP_ClearInSpecNativeStartTime</code>	New in CC. Clear the native start time of the footage. Setting the native start time to 0 using <code>AEGP_SetInSpecNativeStartTime</code> doesn't do this. It still means there is a special native start time provided.  <pre>AEGP_ClearInSpecNativeStartTime(     AEIO_InSpecH inH);</pre>
<code>AEGP_GetInSpecNativeDisplayDropFrame</code>	New in CC. Retrieve the drop-frame setting of the footage.  <pre>AEGP_GetInSpecNativeDisplayDropFrame(     AEIO_InSpecH inH,     A_Boolean *displayDropFrameBP);</pre>
<code>AEGP_SetInSpecNativeDisplayDropFrame</code>	New in CC. Assign the drop-frame setting of the footage.  <pre>AEGP_SetInSpecNativeDisplayDropFrame(     AEIO_InSpecH inH,     A_Boolean displayDropFrameB);</pre>

## 75.3 What Goes Out

These functions manage all interactions with an output specification in After Effects' render queue.

### 75.3.1 AEGPIOOutSuite4

Function	Purpose
<code>AEGP_GetOutSpecOptionsHandle</code>	Retrieves the Options for the <code>AEIO_OutSpecH</code> .  <pre>AEGP_GetOutSpecOptionsHandle(     AEIO_OutSpecH outH,     void **optionsPPV);</pre>
<code>AEGP_SetOutSpecOptionsHandle</code>	Sets the Options for the <code>AEIO_OutSpecH</code> .  <pre>AEGP_SetOutSpecOptionsHandle(     AEIO_OutSpecH outH,     void *optionsPV,     void **old_optionsPPV);</pre>

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Table 3 – continued from previous page

Function	Purpose
AEGP_GetOutSpecFilePath	Obtains the path for the AEIO_OutSpecH. The file path is a handle to a NULL-terminated A_UTF16Char string, and must be disposed with AEGP_FreeMemHandle. If file_rsrvdPB returns TRUE, the plug-in should not overwrite it (After Effects has already created an empty file); doing so can cause network renders to fail.  <pre>AEGP_GetOutSpecFilePath(     AEIO_OutSpecH  outH,     AEGP_MemHandle *unicode_pathP,     A_Boolean      *file_rsrvdPB);</pre>
AEGP_GetOutSpecFPS	Obtains the frames per second of the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecFPS(     AEIO_OutSpecH  outH,     A_Fixed        *native_fpsP);</pre>
AEGP_SetOutSpecNativeFPS	Sets the frames per second of the AEIO_OutSpecH.  <pre>AEGP_SetOutSpecNativeFPS(     AEIO_OutSpecH  outH,     A_Fixed        native_fpsP);</pre>
AEGP_GetOutSpecDepth	Obtains the pixel bit depth of the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecDepth(     AEIO_OutSpecH  outH,     A_short        *depthPS);</pre>
AEGP_SetOutSpecDepth	Sets the pixel bit depth of the AEIO_OutSpecH.  <pre>AEGP_SetOutSpecDepth(     AEIO_OutSpecH  outH,     A_short        depthPS);</pre>
AEGP_GetOutSpecInterlaceLabel	Obtains field information for the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecInterlaceLabel(     AEIO_OutSpecH  outH,     FIEL_Label     *interlaceP);</pre>
AEGP_SetOutSpecInterlaceLabel	Set the field information for the AEIO_OutSpecH.  <pre>AEGP_SetOutSpecInterlaceLabel(     AEIO_OutSpecH  outH,     const FIEL_Label *interlaceP);</pre>
AEGP_GetOutSpecAlphaLabel	Obtains alpha interpretation information for the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecAlphaLabel(     AEIO_OutSpecH  outH,     AEIO_AlphaLabel *alphaP);</pre>

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Table 3 – continued from previous page

Function	Purpose
AEGP_SetOutSpecAlphaLabel	Sets the alpha interpretation for the AEIO_OutSpecH.  <pre>AEGP_SetOutSpecAlphaLabel(     AEIO_OutSpecH    outH,     const AEIO_AlphaLabel *alphaP);</pre>
AEGP_GetOutSpecDuration	Obtains the duration of the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecDuration(     AEIO_OutSpecH    outH,     A_Time            *durationP);</pre>
AEGP_SetOutSpecDuration	Sets the duration of the AEIO_OutSpecH.  <pre>AEGP_SetOutSpecDuration(     AEIO_OutSpecH    outH,     const A_Time      *durationP);</pre>
AEGP_GetOutSpecDimensions	Obtains the dimensions of the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecDimensions(     AEIO_OutSpecH    outH,     A_long            *widthPL0,     A_long            *heightPL0);</pre>
AEGP_GetOutSpecHSF	Obtains the horizontal scaling factor of the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecHSF(     AEIO_OutSpecH    outH,     A_Ratio           *hsf);</pre>
AEGP_SetOutSpecHSF	Sets the horizontal scaling factor of the AEIO_OutSpecH.  <pre>AEGP_SetOutSpecHSF(     AEIO_OutSpecH    outH,     const A_Ratio     *hsf);</pre>
AEGP_GetOutSpecSoundRate	Obtains the sampling rate for the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecSoundRate(     AEIO_OutSpecH    outH,     A_FpLong          *ratePF);</pre>
AEGP_SetOutSpecSoundRate	Sets the sampling rate for the AEIO_OutSpecH.  <pre>AEGP_SetOutSpecSoundRate(     AEIO_OutSpecH    outH,     A_FpLong          rateF);</pre>
AEGP_GetOutSpecSoundEncoding	Obtains the sound encoding format of the AEIO_OutSpecH.  <pre>AEGP_GetOutSpecSoundEncoding(     AEIO_OutSpecH    outH,     AEIO_SndEncoding *encodingP);</pre>

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Table 3 – continued from previous page

Function	Purpose
<code>AEGP_SetOutSpecSoundEncoding</code>	Sets the sound encoding format of the <code>AEIO_OutSpecH</code> .  <pre>AEGP_SetOutSpecSoundEncoding(     AEIO_OutSpecH    outH,     AEIO_SndEncoding  encoding);</pre>
<code>AEGP_GetOutSpecSoundSampleSize</code>	Obtains the bytes-per-sample of the <code>AEIO_OutSpecH</code> .  <pre>AEGP_GetOutSpecSoundSampleSize(     AEIO_OutSpecH    outH,     AEIO_SndSampleSize *bpsP);</pre>
<code>AEGP_SetOutSpecSoundSampleSize</code>	Sets the bytes-per-sample of the <code>AEIO_OutSpecH</code> .  <pre>AEGP_SetOutSpecSoundSampleSize(     AEIO_OutSpecH    outH,     AEIO_SndSampleSize bpsP);</pre>
<code>AEGP_GetOutSpecSoundChannels</code>	Obtains the number of sounds channels in the <code>AEIO_OutSpecH</code> .  <pre>AEGP_GetOutSpecSoundChannels(     AEIO_OutSpecH    outH,     AEIO_SndChannels *channelsP);</pre>
<code>AEGP_SetOutSpecSoundChannels</code>	Sets the number of sounds channels in the <code>AEIO_OutSpecH</code> .  <pre>AEGP_SetOutSpecSoundChannels(     AEIO_OutSpecH    outH,     AEIO_SndChannels channels);</pre>
<code>AEGP_GetOutSpecIsStill</code>	Determines whether the <code>AEIO_OutSpecH</code> is a still.  <pre>AEGP_GetOutSpecIsStill(     AEIO_OutSpecH outH,     A_Boolean      *is_stillPB);</pre>
<code>AEGP_GetOutSpecPosterTime</code>	Obtains the time of the <code>AEIO_OutSpecH</code> 's poster frame.  <pre>AEGP_GetOutSpecPosterTime(     AEIO_OutSpecH outH,     A_Time          *poster_timeP);</pre>
<code>AEGP_GetOutSpecStartFrame</code>	Obtains the time of the first frame in the <code>AEIO_OutSpecH</code> .  <pre>AEGP_GetOutSpecStartFrame(     AEIO_OutSpecH outH,     A_long          *start_frameP);</pre>
<code>AEGP_GetOutSpecPullDown</code>	Obtains the pulldown phase of the <code>AEIO_OutSpecH</code> .  <pre>AEGP_GetOutSpecPullDown(     AEIO_OutSpecH outH,     AEIO_Pulldown *pulldownP);</pre>

continues on next page

Table 3 – continued from previous page

Function	Purpose
<code>AEGP_GetOutSpecIsMissing</code>	<p>Passes back TRUE if there is no <code>AEIO_OutSpecH</code>.</p> <pre>AEGP_GetOutSpecIsMissing(     AEIO_OutSpecH outh,     A_Boolean      *missingPB);</pre>
<code>AEGP_GetOutSpecShouldEmbedICCProfile</code>	<p>Returns TRUE if the AEIO should embed a color profile in the output.</p> <pre>AEGP_GetOutSpecShouldEmbedICCProfile(     AEIO_OutSpecH outh,     A_Boolean      *embedPB);</pre>
<code>AEGP_GetNewOutSpecColorProfile</code>	<p>Returns an (opaque) ICC color profile for embedding in the AEIO's output. Must be disposed with <code>AEGP_DisposeColorProfile</code>.</p> <pre>AEGP_GetNewOutSpecColorProfile(     AEGP_PluginID    aegp_plugin_id,     AEIO_OutSpecH    outh,     AEGP_ColorProfileP *color_profilePP);</pre>
<code>AEGP_GetOutSpecOutputModule</code>	<p>Returns the <code>AEGP_RQItemRefH</code> and <code>AEGP_OutputModuleRefH</code> associated with the given <code>AEIO_OutSpecH</code>. Fails if the render queue item is not found, or if <code>AEIO_OutSpecH</code> is not a confirmed outh and is a copy, i.e. if the Output Module settings dialog is open and the user hasn't hit OK.</p> <pre>AEGP_GetOutSpecOutputModule(     AEIO_OutSpecH      outh,     AEGP_RQItemRefH    *rq_itemP,     AEGP_OutputModuleRefH *om_refP);</pre>





## IMPLEMENTATION DETAILS

### 76.1 Export Bit-Depth

In the Output Module Settings, the user can choose a Depth based on the options the AEIO declares support for in `AEIO_GetDepths()` from *AEIO\_FunctionBlock4*.

If a plug-in supports higher bit-depth exports, it should be able to handle these higher bit-depth `PF_EffectWorlds` passed in `AEIO_AddFrame()` or `AEIO_OutputFrame()`, even when the export setting is not set to the same depth.

The frame delivered to the AEIO, and the final output will not necessarily be the same depth.

You may get frames passed in the project bit-depth instead of the final output if After Effects thinks that will be higher quality.

---

### 76.2 User Data vs. Options

It's possible to use either user data allocations or options handles to store metadata about a file.

We use user data for information that's to be embedded in the file (presuming the file format supports such information); marker data, field labels, etc.

We use option handles for information about the file; output settings, dimensions, details of compression settings used.



## PREMIERE PRO & OTHER HOSTS

Adobe Premiere Pro and Adobe Premiere Elements both support the After Effects effect API as described in chapters 2, 3, and 5.

They offer a thorough host implementation, some the key omissions being 3D-related calls (auxiliary channel information, cameras and lights), 16-bit and SmartFX support, and other utility functions provided by After Effects' AEGP API.

Both Premiere Pro and Premiere Elements set `PF_InData>appl_id` to 'PrMr'.

In this chapter, we will describe the AE API support in Premiere Pro, but generally the same support exists in corresponding versions of Premiere Elements.

If you need to distinguish between Premiere Pro and Premiere Elements, you may use the Premiere-specific App Info Suite, available from the [Premiere Pro SDK](#) headers.

Application Versions	PF_InData> sion.major	ver-	PF_InData> sion.minor	ver-
Premiere Pro CC through Premiere Pro CC 2019	13		4	
Premiere Pro CS6	13		2	
Premiere Pro CS5.5	13		1	
Premiere Pro CS5, Premiere Elements 9	13		0	
Premiere Pro CS4, Premiere Elements 8	12		5	
Premiere Pro CS3, Premiere Elements 4 and 7	12		4	
Premiere Pro 2.0, Premiere Elements 3	12		3	
Premiere Pro 1.5, Premiere Elements 2	12		2	
Premiere Pro 1.0, Premiere Elements 1	12		1	

Note that the versioning used by Premiere Pro and Premiere Elements does not mean that they support the same API features After Effects did at the same version. It is simply meant to distinguish from one version to the next.



## **PLUG-IN INSTALLATION**

Use the common plug-in folder as described here: *Where Installers Should Put Plug-ins*.

If you try to install an effect plug-in only to the Premiere Pro plug-ins directory, you will be surprised to find that your effect is not rendered when you export to disk through Adobe Media Encoder, an entirely separate application.

Oh, and you'll also miss out on project interchange and copy / paste between Premiere Pro and After Effects.



## BASIC HOST DIFFERENCES

We've tried to provide robust compatibility for After Effects effect plug-ins in Premiere Pro.

There are underlying differences in the render pipeline that lead to differences, and we realize the API implementation may not be perfect.

Below is an overview of some differences the plug-in will encounter when running in Premiere Pro.

---

### 79.1 Time Values

Premiere Pro uses slightly different time values in `PF_InData`. For example in CS4:

Rendering in NTSC, `time_scale` is 60000, `time_step` is 1001, field gives field order (in After Effects, for field rendering, scale is 2997, step is 50, or for progressive rendering, scale is 2997, step is 100).

Rendering in PAL, `time_scale` is 50, `time_step` is 1, field gives field order (in After Effects, for field rendering, scale is 3200, step is 64, or for progressive rendering, scale is 3200, step is 128).

It's the ratio of time-related values that produces the time value, not specifically the `time_scale` value. It's possible Premiere Pro will use different `time_scales` in the future, so please don't hard code. Just be aware that it does not necessarily use the exact same values as After Effects.

---

### 79.2 Rendering Frames

Premiere is optimized for responsive editing. When scrubbing in the timeline, and changing effect parameters, Premiere will immediately request a low-quality render for immediate display, followed by a high-quality render. So the effect may receive two requests for the same effective time, one at a low resolution, low bit-depth, followed by one at full-resolution, full bit-depth. The resolution requested for each render will take into account the Playback and Paused Resolution set in the Source and Program Monitors: The first request will be at the Playback Resolution, and the second request will be at the Paused Resolution.

Premiere will also perform speculative rendering, to render a set of frames ahead in the timeline, so that if/when the editor starts playback, the initial frames will be ready. This means that when repositioning the time needle, or when changing effect parameters, Premiere will ask the effect to render a set of frames ahead of the current time. If the frames have previously been rendered and cached, the effect will not see these render requests because the cached frames will be used.

When rendering frames in Premiere-native pixel formats, Premiere will send `PF_Cmd_RENDER` once for each field, rather than for each frame. The `PF_InData->field` will indicate which field is being rendered, the

`PF_LayerDef->height` will be half of the frame height, and the `PF_LayerDef->rowbytes` will be double the normal value.

---

## 79.3 Render Order

Premiere Pro was built to provide real-time playback of footage with effects wherever possible. The render scheduling is much more aggressive and multithreaded rendering is a basic requirement. This is quite different than After Effects, where users are building layers upon layers of effects and more willing to wait for a RAM preview.

Multithreaded rendering in Premiere applies to AE effects too. When rendering an AE effect, the request from Premiere passes through a critical section which is used for all commands, except those relating to arbitrary data. The critical section prevents two threads from calling the same instance of the effect at the same time. However, Premiere creates multiple instances of the effect, which can be called concurrently from separate threads.

Therefore, an effect should not expect to receive render requests in order of increasing time. Also, effects should not depend on static, non-constant variables.

---

## 79.4 Frame Dimensions

Differences between source footage and the project/composition are handled differently.

For example, in CS4, when importing an NTSC clip in a PAL sequence, `PF_InData>width,height` are (598,480) and `PF_InData->pixel_aspect_ratio` is (768,702).

In AE, `width,height` are (720,480) and `pixel_aspect_ratio` is (10,11).

---

## 79.5 PF\_InData

Premiere Pro handles field rendering differently than After Effects. While field rendering, `PF_InData>field` gives the current field being rendered, ignoring whether or not `PF_OutFlag_PIX_INDEPENDENT` flag was set.

In Premiere Pro, effects receive the quality setting of the monitor window in `PF_InData>quality`. This differs from After Effects, where the source layer's quality setting is provided here.

---

## 79.6 Parameter UI

Premiere Pro does not honor the `PF_ParamFlag_START_COLLAPSED` flag. Parameters are always initialized with their twirlies collapsed, and cannot be automatically twirled open by parameter supervision.

Premiere Pro supports the macro `PF_ADD_FLOAT_EXPONENTIAL_SLIDER()`, which lets you define an exponent. Although this macro is newly added for the CC 2015 release 2 SDK, Premiere Pro has used this for some time in the Fast Color Corrector, in the Input Grey Level parameter. The exponent is used so that although the range is from 0.10 to 10, 1.0 is about in the middle of the slider. The exponent we used was 2.5. Typical values would be from 0.01 to 100.

---



Starting in CC 2015, effects will not be sent `PF_Cmd_UPDATE_PARAMS_UI` or `PF_Event_DRAW` when the time needle is moved and there are no keyframes, unless the effect sets `PF_OutFlag_NON_PARAM_VARY`. Effects such as those that draw histograms in the Effect Controls panel will need to be aware of this optimization.

---

## 79.7 Missing Suites

Many suites supported by After Effects are not implemented in the Premiere Pro host. In several cases, even if a suite is missing in Premiere Pro, an equivalent macro function is available. Here are a few examples:

After Effects suite call	Premiere Pro equivalent function
<code>WorldTransformSuite1()-&gt;copy()</code>	<code>PF_COPY()</code>
<code>WorldTransformSuite1()-&gt;convolve()</code>	<code>in_data-&gt;utils-&gt;convolve()</code>
<code>FillMatteSuite2()-&gt;fill()</code>	<code>PF_FILL()</code>
<code>PF_PixelDataSuite1-&gt;get_pixel_data8()</code>	<code>PF_GET_PIXEL_DATA8()</code>

The sample projects demonstrate alternate ways of handling a missing suite, by checking for the host application and version. The Portable sample project demonstrates both host application and version checking.

---

## 79.8 A Special Suite for AE Effects Running in Premiere Pro

No AEGP calls are supported by Premiere Pro. However, there are some interesting parallels in the header `PrSDKAE-Support.h`. For example, you can use the Utility Suite in that header to get the frame rate or field type of the source footage, or to get the speed applied to the clip.

Note that other suites from the Premiere Pro SDK cannot be used in AE effects.



## MULTITHREADING

You may have noticed this flag: `PF_OutFlag2_PPRO_DO_NOT_CLONE_SEQUENCE_DATA_FOR_RENDER`. We advise against setting this flag, as it has been found to cause parameter UI problems.



## BIGGER DIFFERENCES

As long as an effect only supports the basic ARGB\_8u pixel format supported by After Effects, Premiere Pro will try to imitate the After Effects hosting behavior and hide various differences because of the different render pipeline architecture. But if an effect wants to support additional pixel formats, such as 32-bit RGB, be prepared to handle further divergent behavior.

---

### 81.1 Pixel Formats

Premiere Pro provides function suites for declaring support for pixel formats other than the 8-bit RGB format used by After Effects - ARGB\_8u. These pixel formats include the Premiere Pro native 8-bit RGB format - BGRA\_8u, as well as YUV, 32-bit formats, and more. For a more detailed discussion of the various pixel formats, see “[Pixel Formats and Colorspaces](#)” from the [Premiere Pro SDK Guide](#).

Use the PF Pixel Format Suite (defined in `PrAESDKSupport.h`) to register for *PF\_EffectWorld / PF\_LayerDef* in other pixel formats. Use the Premiere Pixel Format Suite (defined in the aptly-named `PrSDKPixelFormatSuite.h`) to get black and white values in those pixel formats.

After Effects functions such as `PF_BLEND()` have not been enhanced to work with pixel formats beyond 8-bit RGB.

---

### 81.2 32-Bit Float Support

Premiere Pro does not support After Effects 16-bit rendering or SmartFX. For 32-bit rendering in Premiere Pro, you’ll need to declare support for one of the 32-bit pixel formats (see previous section), and then implement 32-bit rendering for `PF_Cmd_RENDER`. You can support multiple render depths this way. See the SDK Noise sample project for an example.

Depending on the clip(s) to which an effect is applied, 32-bit processing is not always necessary to preserve the quality of the source input. But there are settings to force 32-bit rendering, to give effects processing finer granularity and more headroom, if desired. Go to `Settings>Sequence Settings>Video Previews>Maximum Bit Depth`, to control previewing from the timeline. For export to file, use `Export Settings>Video>Basic Settings>Render at Maximum Depth`.

---

## 81.3 PF\_CHECKOUT\_PARAM and Pixel Formats

Before CS6, `PF_CHECKOUT_PARAM()` only returned 8-bit ARGB buffers, regardless of the pixel format currently being used for rendering. Starting in CS6, an effect can opt in to get frames in the same format as the render request, whether it is 32-bit float, YUV, etc.

Plug-ins may request this behavior, but existing plug-ins will continue working receiving 8-bit ARGB frames. The call is `EffectWantsCheckedOutFramesToMatch RenderPixelFormat()`, in the PF Utility Suite, defined in `PrSDKAESupport.h`. The call should be made on `PF_Cmd_GLOBAL_SETUP`, the same selector where an effect would already advertise support beyond 8-bit RGB using `AddSupportedPixelFormat()`.

## PLUG-INS... RELOADED

On its first launch, Premiere Pro loads all the plug-ins, reads the PiPL, and sends `PF_Cmd_GLOBAL_SETUP` to determine the plug-ins' capabilities. To save time on future application launches, it saves some of these capabilities in what we call the plug-in cache (the registry on Windows, a Property List file on macOS). The next time the application is launched, the cached information is used wherever possible, rather than loading the plug-ins.

When debugging, you can always force a reload of all the plug-ins by holding down the Shift key when launching Premiere Pro.

If your effect needs to be reloaded each time, there is a way to disable this caching. The plug-in can use the PF Cache On Load Suite in `AE_CacheOnLoadSuite.h` (from the [Premiere Pro SDK](#) headers) to call `PF_SetNoCacheOnLoad()` during `PF_Cmd_GLOBAL_SETUP`. For the second parameter of that function, pass a non-zero value if you want your effect to show up in the UI. Pass zero if loading failed, but you still want Premiere Pro to attempt to load it again on the next relaunch.

---





## EFFECTS PRESETS

Premiere Pro uses a different preset scheme than After Effects.

From the Premiere Pro SDK Guide:

Effect presets appear in the Presets bin in the Effects panel, and can be applied just like Effects with specific parameter settings and keyframes. Effect presets can be created as follows:

- 1) Apply a filter to a clip
- 2) Set the parameters of the filter, adding keyframes if desired
- 3) Right-click on the filter name in the Effect Controls panel, and select “Save Preset...”
- 4) Create preset bins if desired by right-clicking in the Effects panel and choosing “New Presets Bin”
- 5) Organize the presets in the preset folders
- 6) Select the bins and/or presets you wish to export, right-click, and choose “Export Preset”

Presets should be installed in the Plug-ins directory. Once they are installed in that directory, they will be read-only, and the user will not be able to move them to a different folder or change their names. User-created presets will be modifiable.

On Windows Vista, these are in the user’s hidden AppData folder (e.g. C:\Users[user name]\AppData\Roaming\Adobe\Premiere Pro\[version]\Effect Presets and Custom Items.prfpset).

On macOS, they are in the user folder, at ~/Library/ Application Support/Adobe/Premiere Pro/[version]/Effect Presets and Custom Items.prfpset.

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## **CUSTOM ECW UI OVER A STANDARD DATA TYPE**

While this is logged as bug #1235407, there is a simple workaround: Create two separate parameters, and have the custom UI control the slider param using parameter supervision.



## PREMIERE ELEMENTS

Premiere Elements (but not Premiere Pro) displays visual icons for each effect. You will need to provide icons for your effects, or else an empty black icon will be shown for your effects, or even worse behavior in Premiere Elements 8.

The icons are 60x45 PNG files, and are placed here:

[Program Files]Adobe\Adobe Premiere Elements [version]\Plug-in\Common\Effect\Previews

The filename should be the match name of the effect, which you specify in the *PiPL Resources*, prefixed with “AE.” So if the match name was “MatchName”, then the filename should be “AE.MatchName.png”



## UNSUPPORTED FEATURES

Premiere Pro is currently known to not support the following features of the After Effects API:

(If you would like a feature with a “-” bullet, please email [Premiere Pro API Engineering](#) with the feature request. Numbers preceded by an ‘F’ are feature request numbers, and the others are bug numbers)

- F7233 - extent\_hint support
- F7835 - Multiple PiPLs in a single plug-in
- F7836 - AEGP support
- F7517 - Audio support - if a plug-in sets PF\_OutFlag\_I\_USE\_AUDIO in PF\_Cmd\_GLOBAL\_SETUP, it will not be loaded at all
- F9355 - Support PF\_ParamFlag\_COLLAPSE\_TWIRLY
- PF World Transform Suite
- PF AE Channel Suite
- AE’s implementation of high bit color depth support
- SmartFX
- 3D support
- PF\_SUBPIXEL\_SAMPLE(), PF\_GET\_PIXEL\_DATA16()

---

### 86.1 But... Why’d You LOAD It If You Can’t RUN It?!

Premiere Pro attempts to load AEGP plug-ins. To detect this and avoid any problem behavior, your command hook function can access a suite which is only provided by After Effects; AEGP\_CanvasSuite is a fine candidate.

If the suite isn’t present, return an error. The plug-in will be placed on Premiere Pro’s “don’t load these” list.





## OTHER HOSTS

For third-party hosts, the Adobe policy remains:

*“Adobe neither supports nor recommends the creation of Adobe-compatible third-party hosts. While it may be possible to create a partially functional host by reverse engineering from the plug-in API specification, we do not recommend it and will not support you in doing so.”*

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### 87.1 Reality Sandwich

We realize that, for developers like you, one good way to grow your market is to ensure that your plug-ins work in as many hosts as possible.

Our SmartFX API has created quite a bit of distance between the After Effects API and the implementations available in the rest of the plug-in hosting world.

We will do what we can to help the other hosts support newer features. If you encounter problems in third party hosts, please refer them to us if they need assistance.