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| **X264 help** | **Help from ffmpeg fro x264** |  |
| x264 core:148 r2795 aaa9aa8  Syntax: x264 [options] -o outfile infile  --preset <string>  - medium:  Default settings apply.    Frame-type options:  -I, --keyint <integer or "infinite"> Maximum GOP size [250]  -i, --min-keyint <integer> Minimum GOP size [auto]  --no-scenecut Disable adaptive I-frame decision  --scenecut <integer> How aggressively to insert extra I-frames [40]  --intra-refresh Use Periodic Intra Refresh instead of IDR frames  -b, --bframes <integer> Number of B-frames between I and P [3]  --b-adapt <integer> Adaptive B-frame decision method [1]  Higher values may lower threading efficiency.  - 0: Disabled  - 1: Fast  - 2: Optimal (slow with high --bframes)  --b-bias <integer> Influences how often B-frames are used [0]  --b-pyramid <string> Keep some B-frames as references [normal]  - none: Disabled  - strict: Strictly hierarchical pyramid  - normal: Non-strict (not Blu-ray compatible)  --open-gop Use recovery points to close GOPs  Only available with b-frames  --no-cabac Disable CABAC  -r, --ref <integer> Number of reference frames [3]  --no-deblock Disable loop filter  -f, --deblock <alpha:beta> Loop filter parameters [0:0]  --slices <integer> Number of slices per frame; forces rectangular  slices and is overridden by other slicing options  --slices-max <integer> Absolute maximum slices per frame; overrides  slice-max-size/slice-max-mbs when necessary  --slice-max-size <integer> Limit the size of each slice in bytes  --slice-max-mbs <integer> Limit the size of each slice in macroblocks (max)  --slice-min-mbs <integer> Limit the size of each slice in macroblocks (min)  --tff Enable interlaced mode (top field first)  --bff Enable interlaced mode (bottom field first)  --constrained-intra Enable constrained intra prediction.  --pulldown <string> Use soft pulldown to change frame rate  - none, 22, 32, 64, double, triple, euro (requires cfr input)  --fake-interlaced Flag stream as interlaced but encode progressive.  Makes it possible to encode 25p and 30p Blu-Ray  streams. Ignored in interlaced mode.  --frame-packing <integer> For stereoscopic videos define frame arrangement  - 0: checkerboard - pixels are alternatively from L and R  - 1: column alternation - L and R are interlaced by column  - 2: row alternation - L and R are interlaced by row  - 3: side by side - L is on the left, R on the right  - 4: top bottom - L is on top, R on bottom  - 5: frame alternation - one view per frame  - 6: mono - 2D frame without any frame packing  - 7: tile format - L is on top-left, R split across  Ratecontrol:  -q, --qp <integer> Force constant QP (0-69, 0=lossless)  -B, --bitrate <integer> Set bitrate (kbit/s)  --crf <float> Quality-based VBR (0-51) [23.0]  --rc-lookahead <integer> Number of frames for frametype lookahead [40]  --vbv-maxrate <integer> Max local bitrate (kbit/s) [0]  --vbv-bufsize <integer> Set size of the VBV buffer (kbit) [0]  --vbv-init <float> Initial VBV buffer occupancy [0.9]  --crf-max <float> With CRF+VBV, limit RF to this value  May cause VBV underflows!  --qpmin <integer> Set min QP [0]  --qpmax <integer> Set max QP [69]  --qpstep <integer> Set max QP step [4]  --ratetol <float> Tolerance of ABR ratecontrol and VBV [1.0]  --ipratio <float> QP factor between I and P [1.40]  --pbratio <float> QP factor between P and B [1.30]  --chroma-qp-offset <integer> QP difference between chroma and luma [0]  --aq-mode <integer> AQ method [1]  - 0: Disabled  - 1: Variance AQ (complexity mask)  - 2: Auto-variance AQ  - 3: Auto-variance AQ with bias to dark scenes  --aq-strength <float> Reduces blocking and blurring in flat and  textured areas. [1.0]  -p, --pass <integer> Enable multipass ratecontrol  - 1: First pass, creates stats file  - 2: Last pass, does not overwrite stats file  - 3: Nth pass, overwrites stats file  --stats <string> Filename for 2 pass stats ["x264\_2pass.log"]  --no-mbtree Disable mb-tree ratecontrol.  --qcomp <float> QP curve compression [0.60]  --cplxblur <float> Reduce fluctuations in QP (before curve compression) [20.0]  --qblur <float> Reduce fluctuations in QP (after curve compression) [0.5]  --zones <zone0>/<zone1>/... Tweak the bitrate of regions of the video  Each zone is of the form  <start frame>,<end frame>,<option>  where <option> is either  q=<integer> (force QP)  or b=<float> (bitrate multiplier)  --qpfile <string> Force frametypes and QPs for some or all frames  Format of each line: framenumber frametype QP  QP is optional (none lets x264 choose). Frametypes: I,i,K,P,B,b.  K=<I or i> depending on open-gop setting  QPs are restricted by qpmin/qpmax.  Analysis:  -A, --partitions <string> Partitions to consider ["p8x8,b8x8,i8x8,i4x4"]  - p8x8, p4x4, b8x8, i8x8, i4x4  - none, all  (p4x4 requires p8x8. i8x8 requires --8x8dct.)  --direct <string> Direct MV prediction mode ["spatial"]  - none, spatial, temporal, auto  --no-weightb Disable weighted prediction for B-frames  --weightp <integer> Weighted prediction for P-frames [2]  - 0: Disabled  - 1: Weighted refs  - 2: Weighted refs + Duplicates  --me <string> Integer pixel motion estimation method ["hex"]  - dia: diamond search, radius 1 (fast)  - hex: hexagonal search, radius 2  - umh: uneven multi-hexagon search  - esa: exhaustive search  - tesa: hadamard exhaustive search (slow)  --merange <integer> Maximum motion vector search range [16]  --mvrange <integer> Maximum motion vector length [-1 (auto)]  --mvrange-thread <int> Minimum buffer between threads [-1 (auto)]  -m, --subme <integer> Subpixel motion estimation and mode decision [7]  - 0: fullpel only (not recommended)  - 1: SAD mode decision, one qpel iteration  - 2: SATD mode decision  - 3-5: Progressively more qpel  - 6: RD mode decision for I/P-frames  - 7: RD mode decision for all frames  - 8: RD refinement for I/P-frames  - 9: RD refinement for all frames  - 10: QP-RD - requires trellis=2, aq-mode>0  - 11: Full RD: disable all early terminations  --psy-rd <float:float> Strength of psychovisual optimization ["1.0:0.0"]  #1: RD (requires subme>=6)  #2: Trellis (requires trellis, experimental)  --no-psy Disable all visual optimizations that worsen  both PSNR and SSIM.  --no-mixed-refs Don't decide references on a per partition basis  --no-chroma-me Ignore chroma in motion estimation  --no-8x8dct Disable adaptive spatial transform size  -t, --trellis <integer> Trellis RD quantization. [1]  - 0: disabled  - 1: enabled only on the final encode of a MB  - 2: enabled on all mode decisions  --no-fast-pskip Disables early SKIP detection on P-frames  --no-dct-decimate Disables coefficient thresholding on P-frames  --nr <integer> Noise reduction [0]  --deadzone-inter <int> Set the size of the inter luma quantization deadzone [21]  --deadzone-intra <int> Set the size of the intra luma quantization deadzone [11]  Deadzones should be in the range 0 - 32.  --cqm <string> Preset quant matrices ["flat"]  - jvt, flat  --cqmfile <string> Read custom quant matrices from a JM-compatible file  Overrides any other --cqm\* options.  --cqm4 <list> Set all 4x4 quant matrices  Takes a comma-separated list of 16 integers.  --cqm8 <list> Set all 8x8 quant matrices  Takes a comma-separated list of 64 integers.  --cqm4i, --cqm4p, --cqm8i, --cqm8p <list>  Set both luma and chroma quant matrices  --cqm4iy, --cqm4ic, --cqm4py, --cqm4pc <list>  Set individual quant matrices  Video Usability Info (Annex E):  The VUI settings are not used by the encoder but are merely suggestions to  the playback equipment. See doc/vui.txt for details. Use at your own risk.  --overscan <string> Specify crop overscan setting ["undef"]  - undef, show, crop  --videoformat <string> Specify video format ["undef"]  - component, pal, ntsc, secam, mac, undef  --range <string> Specify color range ["auto"]  - auto, tv, pc  --colorprim <string> Specify color primaries ["undef"]  - undef, bt709, bt470m, bt470bg, smpte170m,  smpte240m, film, bt2020, smpte428,  smpte431, smpte432  --transfer <string> Specify transfer characteristics ["undef"]  - undef, bt709, bt470m, bt470bg, smpte170m,  smpte240m, linear, log100, log316,  iec61966-2-4, bt1361e, iec61966-2-1,  bt2020-10, bt2020-12, smpte2084, smpte428  --colormatrix <string> Specify color matrix setting ["???"]  - undef, bt709, fcc, bt470bg, smpte170m,  smpte240m, GBR, YCgCo, bt2020nc, bt2020c,  smpte2085  --chromaloc <integer> Specify chroma sample location (0 to 5) [0]  --nal-hrd <string> Signal HRD information (requires vbv-bufsize)  - none, vbr, cbr (cbr not allowed in .mp4)  --filler Force hard-CBR and generate filler (implied by  --nal-hrd cbr)  --pic-struct Force pic\_struct in Picture Timing SEI  --crop-rect <string> Add 'left,top,right,bottom' to the bitstream-level  cropping rectangle  Input/Output:  -o, --output <string> Specify output file  --muxer <string> Specify output container format ["auto"]  - auto, raw, mkv, flv, mp4  --demuxer <string> Specify input container format ["auto"]  - auto, raw, y4m, avs, lavf, ffms  --input-fmt <string> Specify input file format (requires lavf support)  --input-csp <string> Specify input colorspace format for raw input  - valid csps for `raw' demuxer:  i420, yv12, nv12, nv21, i422, yv16, nv16, i444,  yv24, bgr, bgra, rgb  - valid csps for `lavf' demuxer:  yuv420p, yuyv422, rgb24, bgr24, yuv422p,  yuv444p, yuv410p, yuv411p, gray, monow, monob,  pal8, yuvj420p, yuvj422p, yuvj444p, xvmcmc,  xvmcidct, uyvy422, uyyvyy411, bgr8, bgr4,  bgr4\_byte, rgb8, rgb4, rgb4\_byte, nv12, nv21,  argb, rgba, abgr, bgra, gray16be, gray16le,  yuv440p, yuvj440p, yuva420p, vdpau\_h264,  vdpau\_mpeg1, vdpau\_mpeg2, vdpau\_wmv3,  vdpau\_vc1, rgb48be, rgb48le, rgb565be,  rgb565le, rgb555be, rgb555le, bgr565be,  bgr565le, bgr555be, bgr555le, vaapi\_moco,  vaapi\_idct, vaapi\_vld, yuv420p16le,  yuv420p16be, yuv422p16le, yuv422p16be,  yuv444p16le, yuv444p16be, vdpau\_mpeg4,  dxva2\_vld, rgb444le, rgb444be, bgr444le,  bgr444be, ya8, bgr48be, bgr48le, yuv420p9be,  yuv420p9le, yuv420p10be, yuv420p10le,  yuv422p10be, yuv422p10le, yuv444p9be,  yuv444p9le, yuv444p10be, yuv444p10le,  yuv422p9be, yuv422p9le, vda\_vld, gbrp, gbrp9be,  gbrp9le, gbrp10be, gbrp10le, gbrp16be,  gbrp16le, yuva422p, yuva444p, yuva420p9be,  yuva420p9le, yuva422p9be, yuva422p9le,  yuva444p9be, yuva444p9le, yuva420p10be,  yuva420p10le, yuva422p10be, yuva422p10le,  yuva444p10be, yuva444p10le, yuva420p16be,  yuva420p16le, yuva422p16be, yuva422p16le,  yuva444p16be, yuva444p16le, vdpau, xyz12le,  xyz12be, nv16, nv20le, nv20be, rgba64be,  rgba64le, bgra64be, bgra64le, yvyu422, vda,  ya16be, ya16le, gbrap, gbrap16be, gbrap16le,  qsv, mmal, d3d11va\_vld, cuda, 0rgb, rgb0, 0bgr,  bgr0, yuv420p12be, yuv420p12le, yuv420p14be,  yuv420p14le, yuv422p12be, yuv422p12le,  yuv422p14be, yuv422p14le, yuv444p12be,  yuv444p12le, yuv444p14be, yuv444p14le,  gbrp12be, gbrp12le, gbrp14be, gbrp14le,  yuvj411p, bayer\_bggr8, bayer\_rggb8,  bayer\_gbrg8, bayer\_grbg8, bayer\_bggr16le,  bayer\_bggr16be, bayer\_rggb16le, bayer\_rggb16be,  bayer\_gbrg16le, bayer\_gbrg16be, bayer\_grbg16le,  bayer\_grbg16be, yuv440p10le, yuv440p10be,  yuv440p12le, yuv440p12be, ayuv64le, ayuv64be,  videotoolbox\_vld, p010le, p010be, gbrap12be,  gbrap12le, gbrap10be, gbrap10le, mediacodec,  gray12be, gray12le, gray10be, gray10le, p016le,  p016be  --output-csp <string> Specify output colorspace ["i420"]  - i420, i422, i444, rgb  --input-depth <integer> Specify input bit depth for raw input  --input-range <string> Specify input color range ["auto"]  - auto, tv, pc  --input-res <intxint> Specify input resolution (width x height)  --index <string> Filename for input index file  --sar width:height Specify Sample Aspect Ratio  --fps <float|rational> Specify framerate  --seek <integer> First frame to encode  --frames <integer> Maximum number of frames to encode  --level <string> Specify level (as defined by Annex A)  --bluray-compat Enable compatibility hacks for Blu-ray support  --avcintra-class <integer> Use compatibility hacks for AVC-Intra class  - 50, 100, 200  --stitchable Don't optimize headers based on video content  Ensures ability to recombine a segmented encode  -v, --verbose Print stats for each frame  --no-progress Don't show the progress indicator while encoding  --quiet Quiet Mode  --log-level <string> Specify the maximum level of logging ["info"]  - none, error, warning, info, debug  --psnr Enable PSNR computation  --ssim Enable SSIM computation  --threads <integer> Force a specific number of threads  --lookahead-threads <integer> Force a specific number of lookahead threads  --sliced-threads Low-latency but lower-efficiency threading  --thread-input Run Avisynth in its own thread  --sync-lookahead <integer> Number of buffer frames for threaded lookahead  --non-deterministic Slightly improve quality of SMP, at the cost of repeatability  --cpu-independent Ensure exact reproducibility across different cpus,  as opposed to letting them select different algorithms  --asm <integer> Override CPU detection  --no-asm Disable all CPU optimizations  --opencl Enable use of OpenCL  --opencl-clbin <string> Specify path of compiled OpenCL kernel cache  --opencl-device <integer> Specify OpenCL device ordinal  --dump-yuv <string> Save reconstructed frames  --sps-id <integer> Set SPS and PPS id numbers [0]  --aud Use access unit delimiters  --force-cfr Force constant framerate timestamp generation  --tcfile-in <string> Force timestamp generation with timecode file  --tcfile-out <string> Output timecode v2 file from input timestamps  --timebase <int/int> Specify timebase numerator and denominator  <integer> Specify timebase numerator for input timecode file  or specify timebase denominator for other input  --dts-compress Eliminate initial delay with container DTS hack  Filtering:  --vf, --video-filter <filter0>/<filter1>/... Apply video filtering to the input file  Filter options may be specified in <filter>:<option>=<value> format.  Available filters:  crop:left,top,right,bottom  removes pixels from the edges of the frame  resize:[width,height][,sar][,fittobox][,csp][,method]  resizes frames based on the given criteria:  - resolution only: resizes and adapts sar to avoid stretching  - sar only: sets the sar and resizes to avoid stretching  - resolution and sar: resizes to given resolution and sets the sar  - fittobox: resizes the video based on the desired constraints  - width, height, both  - fittobox and sar: same as above except with specified sar  - csp: convert to the given csp. syntax: [name][:depth]  - valid csp names [keep current]: i420, yv12, nv12, nv21, i422, yv16, nv16, i444, yv24, bgr, bgra, rgb  - depth: 8 or 16 bits per pixel [keep current]  note: not all depths are supported by all csps.  - method: use resizer method ["bicubic"]  - fastbilinear, bilinear, bicubic, experimental, point,  - area, bicublin, gauss, sinc, lanczos, spline  select\_every:step,offset1[,...]  apply a selection pattern to input frames  step: the number of frames in the pattern  offsets: the offset into the step to select a frame  see: http://avisynth.nl/index.php/Select#SelectEvery | Hyper fast Audio and Video encoder  usage: ffmpeg [options] [[infile options] -i infile]... {[outfile options] outfile}...  libx264 AVOptions:  -preset <string> E..V.... Set the encoding preset (cf. x264 --fullhelp) (default "medium")  -tune <string> E..V.... Tune the encoding params (cf. x264 --fullhelp)  -profile <string> E..V.... Set profile restrictions (cf. x264 --fullhelp)  -fastfirstpass <boolean> E..V.... Use fast settings when encoding first pass (default true)  -level <string> E..V.... Specify level (as defined by Annex A)  -passlogfile <string> E..V.... Filename for 2 pass stats  -wpredp <string> E..V.... Weighted prediction for P-frames  -a53cc <boolean> E..V.... Use A53 Closed Captions (if available) (default true)  -x264opts <string> E..V.... x264 options  -crf <float> E..V.... Select the quality for constant quality mode (from -1 to FLT\_MAX) (default -1)  -crf\_max <float> E..V.... In CRF mode, prevents VBV from lowering quality beyond this point. (from -1 to FLT\_MAX) (default -1)  -qp <int> E..V.... Constant quantization parameter rate control method (from -1 to INT\_MAX) (default -1)  -aq-mode <int> E..V.... AQ method (from -1 to INT\_MAX) (default -1)  none E..V....  variance E..V.... Variance AQ (complexity mask)  autovariance E..V.... Auto-variance AQ  autovariance-biased E..V.... Auto-variance AQ with bias to dark scenes  -aq-strength <float> E..V.... AQ strength. Reduces blocking and blurring in flat and textured areas. (from -1 to FLT\_MAX) (default -1)  -psy <boolean> E..V.... Use psychovisual optimizations. (default auto)  -psy-rd <string> E..V.... Strength of psychovisual optimization, in <psy-rd>:<psy-trellis> format.  -rc-lookahead <int> E..V.... Number of frames to look ahead for frametype and ratecontrol (from -1 to INT\_MAX) (default -1)  -weightb <boolean> E..V.... Weighted prediction for B-frames. (default auto)  -weightp <int> E..V.... Weighted prediction analysis method. (from -1 to INT\_MAX) (default -1)  none E..V....  simple E..V....  smart E..V....  -ssim <boolean> E..V.... Calculate and print SSIM stats. (default auto)  -intra-refresh <boolean> E..V.... Use Periodic Intra Refresh instead of IDR frames. (default auto)  -bluray-compat <boolean> E..V.... Bluray compatibility workarounds. (default auto)  -b-bias <int> E..V.... Influences how often B-frames are used (from INT\_MIN to INT\_MAX) (default INT\_MIN)  -b-pyramid <int> E..V.... Keep some B-frames as references. (from -1 to INT\_MAX) (default -1)  none E..V....  strict E..V.... Strictly hierarchical pyramid  normal E..V.... Non-strict (not Blu-ray compatible)  -mixed-refs <boolean> E..V.... One reference per partition, as opposed to one reference per macroblock (default auto)  -8x8dct <boolean> E..V.... High profile 8x8 transform. (default auto)  -fast-pskip <boolean> E..V.... (default auto)  -aud <boolean> E..V.... Use access unit delimiters. (default auto)  -mbtree <boolean> E..V.... Use macroblock tree ratecontrol. (default auto)  -deblock <string> E..V.... Loop filter parameters, in <alpha:beta> form.  -cplxblur <float> E..V.... Reduce fluctuations in QP (before curve compression) (from -1 to FLT\_MAX) (default -1)  -partitions <string> E..V.... A comma-separated list of partitions to consider. Possible values: p8x8, p4x4, b8x8, i8x8, i4x4, none, all  -direct-pred <int> E..V.... Direct MV prediction mode (from -1 to INT\_MAX) (default -1)  none E..V....  spatial E..V....  temporal E..V....  auto E..V....  -slice-max-size <int> E..V.... Limit the size of each slice in bytes (from -1 to INT\_MAX) (default -1)  -stats <string> E..V.... Filename for 2 pass stats  -nal-hrd <int> E..V.... Signal HRD information (requires vbv-bufsize; cbr not allowed in .mp4) (from -1 to INT\_MAX) (default -1)  none E..V....  vbr E..V....  cbr E..V....  -avcintra-class <int> E..V.... AVC-Intra class 50/100/200 (from -1 to 200) (default -1)  -motion-est <int> E..V.... Set motion estimation method (from -1 to 4) (default -1)  dia E..V....  hex E..V....  umh E..V....  esa E..V....  tesa E..V....  -forced-idr <boolean> E..V.... If forcing keyframes, force them as IDR frames. (default false)  -coder <int> E..V.... Coder type (from -1 to 1) (default default)  default E..V....  cavlc E..V....  cabac E..V....  vlc E..V....  ac E..V....  -b\_strategy <int> E..V.... Strategy to choose between I/P/B-frames (from -1 to 2) (default -1)  -chromaoffset <int> E..V.... QP difference between chroma and luma (from INT\_MIN to INT\_MAX) (default -1)  -sc\_threshold <int> E..V.... Scene change threshold (from INT\_MIN to INT\_MAX) (default -1)  -noise\_reduction <int> E..V.... Noise reduction (from INT\_MIN to INT\_MAX) (default -1)  -x264-params <string> E..V.... Override the x264 configuration using a :-separated list of key=value parameters  libx264rgb AVOptions:  -preset <string> E..V.... Set the encoding preset (cf. x264 --fullhelp) (default "medium")  -tune <string> E..V.... Tune the encoding params (cf. x264 --fullhelp)  -profile <string> E..V.... Set profile restrictions (cf. x264 --fullhelp)  -fastfirstpass <boolean> E..V.... Use fast settings when encoding first pass (default true)  -level <string> E..V.... Specify level (as defined by Annex A)  -passlogfile <string> E..V.... Filename for 2 pass stats  -wpredp <string> E..V.... Weighted prediction for P-frames  -a53cc <boolean> E..V.... Use A53 Closed Captions (if available) (default true)  -x264opts <string> E..V.... x264 options  -crf <float> E..V.... Select the quality for constant quality mode (from -1 to FLT\_MAX) (default -1)  -crf\_max <float> E..V.... In CRF mode, prevents VBV from lowering quality beyond this point. (from -1 to FLT\_MAX) (default -1)  -qp <int> E..V.... Constant quantization parameter rate control method (from -1 to INT\_MAX) (default -1)  -aq-mode <int> E..V.... AQ method (from -1 to INT\_MAX) (default -1)  none E..V....  variance E..V.... Variance AQ (complexity mask)  autovariance E..V.... Auto-variance AQ  autovariance-biased E..V.... Auto-variance AQ with bias to dark scenes  -aq-strength <float> E..V.... AQ strength. Reduces blocking and blurring in flat and textured areas. (from -1 to FLT\_MAX) (default -1)  -psy <boolean> E..V.... Use psychovisual optimizations. (default auto)  -psy-rd <string> E..V.... Strength of psychovisual optimization, in <psy-rd>:<psy-trellis> format.  -rc-lookahead <int> E..V.... Number of frames to look ahead for frametype and ratecontrol (from -1 to INT\_MAX) (default -1)  -weightb <boolean> E..V.... Weighted prediction for B-frames. (default auto)  -weightp <int> E..V.... Weighted prediction analysis method. (from -1 to INT\_MAX) (default -1)  none E..V....  simple E..V....  smart E..V....  -ssim <boolean> E..V.... Calculate and print SSIM stats. (default auto)  -intra-refresh <boolean> E..V.... Use Periodic Intra Refresh instead of IDR frames. (default auto)  -bluray-compat <boolean> E..V.... Bluray compatibility workarounds. (default auto)  -b-bias <int> E..V.... Influences how often B-frames are used (from INT\_MIN to INT\_MAX) (default INT\_MIN)  -b-pyramid <int> E..V.... Keep some B-frames as references. (from -1 to INT\_MAX) (default -1)  none E..V....  strict E..V.... Strictly hierarchical pyramid  normal E..V.... Non-strict (not Blu-ray compatible)  -mixed-refs <boolean> E..V.... One reference per partition, as opposed to one reference per macroblock (default auto)  -8x8dct <boolean> E..V.... High profile 8x8 transform. (default auto)  -fast-pskip <boolean> E..V.... (default auto)  -aud <boolean> E..V.... Use access unit delimiters. (default auto)  -mbtree <boolean> E..V.... Use macroblock tree ratecontrol. (default auto)  -deblock <string> E..V.... Loop filter parameters, in <alpha:beta> form.  -cplxblur <float> E..V.... Reduce fluctuations in QP (before curve compression) (from -1 to FLT\_MAX) (default -1)  -partitions <string> E..V.... A comma-separated list of partitions to consider. Possible values: p8x8, p4x4, b8x8, i8x8, i4x4, none, all  -direct-pred <int> E..V.... Direct MV prediction mode (from -1 to INT\_MAX) (default -1)  none E..V....  spatial E..V....  temporal E..V....  auto E..V....  -slice-max-size <int> E..V.... Limit the size of each slice in bytes (from -1 to INT\_MAX) (default -1)  -stats <string> E..V.... Filename for 2 pass stats  -nal-hrd <int> E..V.... Signal HRD information (requires vbv-bufsize; cbr not allowed in .mp4) (from -1 to INT\_MAX) (default -1)  none E..V....  vbr E..V....  cbr E..V....  -avcintra-class <int> E..V.... AVC-Intra class 50/100/200 (from -1 to 200) (default -1)  -motion-est <int> E..V.... Set motion estimation method (from -1 to 4) (default -1)  dia E..V....  hex E..V....  umh E..V....  esa E..V....  tesa E..V....  -forced-idr <boolean> E..V.... If forcing keyframes, force them as IDR frames. (default false)  -coder <int> E..V.... Coder type (from -1 to 1) (default default)  default E..V....  cavlc E..V....  cabac E..V....  vlc E..V....  ac E..V....  -b\_strategy <int> E..V.... Strategy to choose between I/P/B-frames (from -1 to 2) (default -1)  -chromaoffset <int> E..V.... QP difference between chroma and luma (from INT\_MIN to INT\_MAX) (default -1)  -sc\_threshold <int> E..V.... Scene change threshold (from INT\_MIN to INT\_MAX) (default -1)  -noise\_reduction <int> E..V.... Noise reduction (from INT\_MIN to INT\_MAX) (default -1)  -x264-params <string> E..V.... Override the x264 configuration using a :-separated list of key=value parameters  ignore ..F.A... replaygain side data is ignored  track ..F.A... track gain is preferred  album ..F.A... album gain is preferred  replaygain\_preamp <double> ..F.A... Apply replaygain pre-amplification (from -15 to 15) (default 0)  replaygain\_noclip <boolean> ..F.A... Apply replaygain clipping prevention (default true) |  |