

- $0.0 \leq \text{realtime} < 1.0 \wedge 0.0 \leq \text{lossless} < 1.0$
- $0.0 \leq \text{lossless} < 1.0 \wedge \text{cpuUsed} < 6.0$
- $\text{cpuUsed} < 4.0 \wedge 0.0 \leq \text{good} < 1.0$
- $0.0 \leq \text{realtime} < 1.0 \wedge \text{cpuUsed} \geq 6.0 \wedge \text{lagInFrames} \geq 8.0 \wedge 0.0 \leq \text{variance} < 1.0$
- $0.0 \leq \text{realtime} < 1.0 \wedge \text{cpuUsed} \geq 6.0$

