

- lossless  $\geq 1.0 \wedge$  cpuUsed  $< 2.0$
- $0.0 \leq$  lossless  $< 1.0 \wedge 600.0 \leq$  bitRate  $< 900.0$
- $0.0 \leq$  lossless  $< 1.0 \wedge$  bitRate  $< 600.0$
- $0.0 \leq$  lossless  $< 1.0 \wedge$  bitRate  $< 1500.0 \wedge 0.0 \leq$  realtime  $< 1.0$
- $0.0 \leq$  lossless  $< 1.0 \wedge$  bitRate  $< 1200.0$

