

- $4.0 \leq \text{cpuUsed} < 6.0 \wedge \text{lossless} \geq 1.0 \wedge 0.0 \leq \text{good} < 1.0$
- $0.0 \leq \text{lossless} < 1.0 \wedge \text{bitRate} < 600.0 \wedge 0.0 \leq \text{realtime} < 1.0$
- $0.0 \leq \text{realtime} < 1.0 \wedge 0.0 \leq \text{lossless} < 1.0 \wedge \text{bitRate} < 900.0$
- $\text{cpuUsed} < 2.0 \wedge \text{lossless} \geq 1.0 \wedge 0.0 \leq \text{good} < 1.0$
- $0.0 \leq \text{lossless} < 1.0 \wedge \text{bitRate} < 1200.0 \wedge 0.0 \leq \text{realtime} < 1.0$

