

FFmpeg Unity Bind 2

API

Couple of C# methods give the entire power of all FFmpeg API:

```

<summary>
<summary>Main and only FFmpeg lib Interface. One superpowerfull method for all needs.
</summary>
<param name="command">Particular command. Arguments: <a href="https://ffmpeg.org">https://ffmpeg.org</a>
<param name="callbacksHandlers">Handlers for FFmpeg callback events.</param>
</returns>
2 references | MaxBotvinev, 11 days ago | 1 author, 2 changes
public static FFmpegProcess Execute(string command, params IFFmpegCallbacksHandler[] callbacksHandlers)

<summary>
<summary>Main and only FFmpeg lib Interface. One superpowerfull method for all needs.
</summary>
<param name="command">Particular command. Arguments: <a href="https://ffmpeg.org">https://ffmpeg.org</a>
<param name="callbacksHandlers">Handlers for FFmpeg callback events.</param>
</returns>
1 reference | MaxBotvinev, 5 days ago | 1 author, 2 changes
public static FFmpegProcess Execute(string command, List<IFFmpegCallbacksHandler> callbacksHandlers)

<summary>
<summary>Cancellation Interface. Use FFmpegProcess.Id given by FFmpeg.Execute.
</summary>
<param name="executionId"></param>
2 references | MaxBotvinev, 11 days ago | 1 author, 2 changes
public static void Cancel(long executionId)

```

Simple as that.

Now you can utilize it passing custom Command as String to FFmpeg.Execute method:

```

class BaseCommand
{
    25 references | MaxBotvinev, 27 days ago | 1 author, 2 changes
    public List<string> InputPaths { get; }
    13 references | MaxBotvinev, 28 days ago | 1 author, 1 change
    public string OutputPath { get; }
    3 references | Max Botvinev, 4 days ago | 1 author, 1 change
    public string OutputPathOrigin => TryRemoveEnclosingFromPath(OutputPath);

    13 references | Max Botvinev, 4 days ago | 2 authors, 2 changes
    public BaseCommand(string inputPath, string outputPath)
    {
        InputPaths = new List<string>
        {
            TryEnclosePath(inputPath)
        };
        OutputPath = TryEnclosePath(outputPath);
    }

    ///<summary>
    ///Example:
    ///-y-i-.../input.mp4-.../output.mp3
    ///</summary>
    16 references | MaxBotvinev, 27 days ago | 1 author, 2 changes
    public override string ToString()
    {
        return $"{REWRITE_INSTRUCTION} {INPUT_INSTRUCTION} {InputPaths.First()} {OutputPath}";
    }
}

```

```
FFmpeg.Execute(new BaseCommand(<INPUT_PATH>, <OUTPUT_PATH>).ToString());
```

-i input.mp4 output.mp3

This minimalistic FFmpeg command converts mp4 video file to mp3 audio file.

If you have any questions, please get familiar with how to use FFmpeg first at [F.A.Q.](#) section.

Events

You can implement IFFmpegCallbackHandler and pass it to FFmpeg.Execute method as argument.

```
public interface IFFmpegCallbacksHandler
{
    void OnStart(long executionId);
    void OnLog(long executionId, string message);
    void OnWarning(long executionId, string message);
    void OnError(long executionId, string message);
    void OnSuccess(long executionId);
    void OnCanceled(long executionId);
    void OnFail(long executionId);
}
```

Build Settings

For Windows and Mac OS please specify settings like this:

Configuration

Scripting Backend: Mono

Api Compatibility Level*: .NET Standard 2.0

C++ Compiler Configuration: Release

Use incremental GC: ☐

Scripting Define Symbols:

Allow 'unsafe' Code: ☐

Active Input Handling*: Input Manager (Old)

Optimization

Prebake Collision Meshes*: ☐

Keep Loaded Shaders Alive*: ☐

► Preloaded Assets*

Managed Stripping Level: Disabled

Vertex Compression*: Mixed...

Optimize Mesh Data*: ☒

Stack Trace*

Log Type	None	ScriptOnly	Full
Error	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Assert	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Warning	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Log	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Exception	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Legacy

Clamp BlendShapes (Deprecated)*: ☐

* Shared setting between multiple platforms.

For Android please specify settings like this:

Configuration

Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Standard 2.0
C++ Compiler Configuration	Debug
Use incremental GC	<input type="checkbox"/>
Mute Other Audio Sources*	<input type="checkbox"/>
Target Architectures	
ARMv7	<input checked="" type="checkbox"/>
ARM64	<input checked="" type="checkbox"/>
Split APKs by target architecture (Experimental)	<input type="checkbox"/>
Install Location	Prefer External
Internet Access	Auto
Write Permission	External (SDCard)
Filter Touches When Obscured	<input type="checkbox"/>
Sustained Performance Mode	<input type="checkbox"/>
Low Accuracy Location	<input type="checkbox"/>
Android TV Compatibility	<input type="checkbox"/>
Warn about App Bundle size	<input checked="" type="checkbox"/>
App Bundle size threshold	150

Scripting Define Symbols

Allow 'unsafe' Code	<input type="checkbox"/>
Active Input Handling*	Input Manager (Old)

Optimization

Prebake Collision Meshes*	<input type="checkbox"/>
Keep Loaded Shaders Alive*	<input type="checkbox"/>
▶ Preloaded Assets*	
Strip Engine Code*	<input type="checkbox"/>
Managed Stripping Level	Low
Enable Internal Profiler* (Deprecated)	<input type="checkbox"/>
Vertex Compression*	Mixed...
Optimize Mesh Data*	<input checked="" type="checkbox"/>

Stack Trace*


Log Type	None	ScriptOnly	Full
Error	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Assert	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Warning	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Log	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Exception	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Legacy

Clamp BlendShapes (Deprecated)*	<input type="checkbox"/>
---------------------------------	--------------------------

* Shared setting between multiple platforms.

For IOS please specify settings like this:

Camera Usage Description*	For potential development with FFmpeg Unity Bind 2.
Microphone Usage Description*	For potential development with FFmpeg Unity Bind 2.
Location Usage Description*	
Use on-demand resources*	<input type="checkbox"/>
Accelerometer Frequency*	60 Hz
Mute Other Audio Sources*	<input type="checkbox"/>
 Audio input from Bluetooth microphones is not supported when Mute Other Audio Sources is off.	
Prepare iOS for Recording	<input type="checkbox"/>
Force iOS Speakers when Recording	<input type="checkbox"/>
Requires Persistent WiFi*	<input type="checkbox"/>
Allow downloads over HTTP (nonsecure)*	<input checked="" type="checkbox"/>
► Supported URL schemes*	
Target Device	iPhone + iPad
Target SDK	Device SDK
Target minimum iOS Version	11.0
Enable ProMotion Support	<input type="checkbox"/>
Requires ARKit support	<input type="checkbox"/>
Automatically add capabilities	<input checked="" type="checkbox"/>
► Defer system gestures on edges	
Hide home button on iPhone X	<input type="checkbox"/>
Render Extra Frame on Pause	<input type="checkbox"/>
Enable Custom Background Behaviors	<input type="checkbox"/>
Architecture	Universal

Good luck with a Project!
Sincerely yours GigaNeo