

AVS4YOU Programs Help



AVS Video Converter

www.avs4you.com

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Contact Us

If you have any comments, suggestions or questions regarding **AVS4YOU** programs or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

General information:	info@avs4you.com
Technical support:	support@avs4you.com
Sales:	sales@avs4you.com
Help and other documentation:	help@avs4you.com

Technical Support

AVS4YOU programs do not require any professional knowledge. If you experience any problem or have a question, please refer to the **AVS4YOU Programs Help**. If you cannot find the solution, please contact our support staff.

 **Note:** only registered users receive technical support.

AVS4YOU staff provides several forms of automated customer support:

- **AVS4YOU Support System**
You can use the **Support Form** on our site to ask your questions.
- **E-mail Support**
You can also submit your technical questions and problems via e-mail to support@avs4you.com.

 **Note:** for more effective and quick resolving of the difficulties we will need the following information:

- Name and e-mail address used for registration
- System parameters (CPU, hard drive space available, etc.)
- Operating System
- The information about the capture, video or audio devices, disc drives connected to your computer (manufacturer and model)
- Detailed step by step describing of your action

Please do **NOT** attach any other files to your e-mail message unless specifically requested by AVS4YOU.com support staff.

Resources

Documentation for your AVS4YOU software is available in a variety of formats:

In-product (.chm-file) and Online Help

To reduce the size of the downloaded software installation files the in-product help was excluded from the installation although you can always download it from our web-site for your convenience. Please, visit AVS4YOU web-site at <http://www.avs4you.com/OnlineHelp/index.aspx> to download the latest available version of the help executable, run it and install into the AVS4YOU programs folder. After that you will be able to use it through the **Help** menu of the installed AVS4YOU software.

Online Help include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Online Help** at our web-site - <http://www.avs4you.com/OnlineHelp/index.aspx>. Please note, that the most complete and up-to-date version of AVS4YOU programs help is always on the web.

PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. All PDF help files are available for download at the programs pages at AVS4YOU web-site (both <http://www.avs4you.com/index.aspx> and <http://www.avs4you.com/OnlineHelp/index.aspx>). To be able to read and print AVS4YOU PDF help files you will need to have a PDF reading program installed.

User Guides

You have access to a wide variety of resources that help you make the most of your AVS4YOU software. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **User Guides** section of AVS4YOU web-site at <http://www.avs4you.com/Guides/index.aspx> to read the detailed instructions for various software and tasks

Technical Support

Visit the **AVS4YOU Support** web-site at <http://support.avs4you.com> to ask your questions concerning AVS4YOU software installation, registration and use. Feel free to also use our e-mail address support@avs4you.com.

Downloads

Visit the **Downloads** section - <http://www.avs4you.com/downloads.aspx> - of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.


Overview

Friendly interface, a variety of supported **formats** and **features** and high performance make **AVS Video Converter** one of the best available on the market today.

There is no need to have many different programs for video editing, converting or disc creating - multifunctional and powerful **AVS Video Converter** will easily deal with several tasks.

Using **AVS Video Converter** you can perform the following tasks:

- Convert video between almost any formats: HD Video (inc. AVCHD, TS, TOD, AVI HD, MOD, M2TS, etc.), AVI, MP4, WMV, Blu-ray, 3GP, MOV, DVD, VOB, MPEG, RM, H.263/H.264 codecs, DVR-MS, MKV, FLV (see a full list of supported **video formats**).
- Benefit from **batch** and multithreading conversion. Convert several video files at once and burn them onto a DVD/Blu-ray disc.
- Manage HD-camera videos: AVCHD, MPEG-2 HD, AVI HD, TOD/MOD, M2TS/MTS, etc. Split, trim HD-videos, add text & effects and convert them to DVD or any other supported video format with **AVS Video Converter**. Burn DVD/Blu-ray discs and watch them on your player.
- Create your own **DVDs**. Use enhanced **DVD menu templates**. Split your movie into chapters. Add audio and video as a part of the menu background. Create your own caption for the main page of the disc menu.
- Convert video for various devices. Use ready presets to convert video for iPod, iPhone, iPad, PSP, ZEN, PS3 (HD support), Xbox (HD support), Nintendo, mobile phones, devices with Android OS, portable media players, etc.
- Convert and edit your **Blu-ray** video. Convert from/to Blu-ray format. Cut, apply effects, add colorful **Blu-ray menus** and burn Blu-ray discs.
- Make videos ready for websites. Convert video to **FLV**, F4V, **RM** or **WMV**. Create an HTML page with embedded FLV/F4V video and post it on your website, personal blog, etc.
- Share your video on web. Convert and upload videos to all popular video hostings such as Facebook, Flickr, MySpace, etc., directly from **AVS Video Converter** interface.
- Correct extended or flattened videos. Change aspect ratio and preview the result before conversion.

You can minimize **AVS Video Converter** window to the **System Tray**. After clicking the  icon the program runs as a background application (or as a service in Windows NT/2000) and its presence is represented by an icon in the **System Tray**.

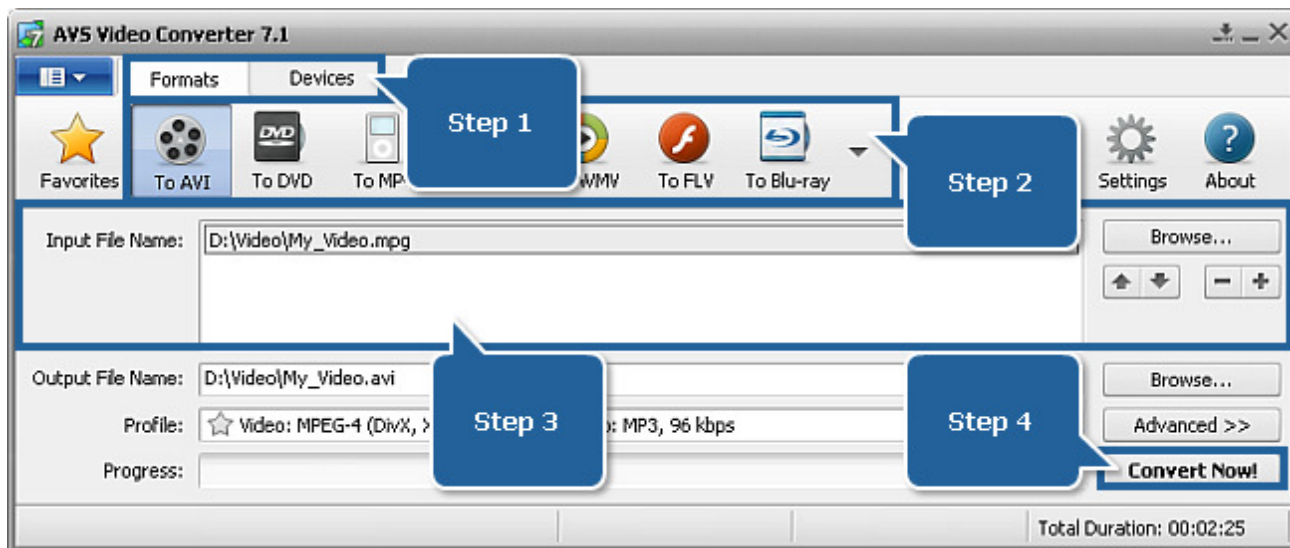


To start **AVS Video Converter** go to **Start** menu and choose **All Programs -> AVS4YOU -> Video -> AVS Video Converter**.

Getting Started

AVS Video Converter is a dedicated tool for converting video files, including DVD and Blu-ray video, between different video formats and for creating DVD/BD video discs. Go through four easy steps to create a video suitable for storing and playing on your computer, putting on your website, playing in your home DVD/BD player or to rip DVD as well as Blu-ray discs:

- **Step 1:** Open the **Formats** or **Devices** tab
- **Step 2:** Select the necessary output file format or device (click the **More Formats/ Devices** button if needed)
- **Step 3:** Open your input file using the upper **Browse...** button
- **Step 4:** Press **Convert Now!** to start converting.



If you wish to create video for computer

Select **To AVI**, **To MPEG**, **To MOV**, **To MKV**, **To TS** or **To M2TS** to create high quality video to store and play it on your computer.



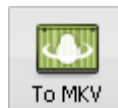
Go to the **AVI Profile** to select the codec that will be used to compress the video file. DivX and Xvid provide you with the best quality and quite a small file size.



Go to the **MPEG Profile** to select the codec that will be used to compress your video file. MPEG-1 provides you with a VHS video quality and a relatively small file size. MPEG-2 provides you with a DVD quality and a big file size.



Go to the **MOV Profile** to select the codec that will be used to compress your video file.



Go to the **MKV Profile** to select the codec that will be used to compress your video file. DivX and Xvid provides you with the best quality and quite a small file size.



Go to the **TS Profile** to select the preset for creating a video file with the needed parameters.



Go to the **M2TS Profile** to select the preset for creating a video file with the needed parameters.

If you wish to create video for the Internet

Select **To WMV**, **To FLV**, **To SWF**, **To RM**, **To GIF** or **To WebM** to create video suitable for putting on the website or streaming through the local network or Internet. These formats create small video files suitable for the Internet. The quality is not very good and depends on the targeted Internet connection speed.



Go to the **WMV Profile** to select the codec that will be used to compress the video file.



Go to the **FLV Profile** to select a preset for creating a file with the needed quality level.



Go to the **SWF Profile** to select a preset for creating a file with the needed quality level.



Go to the **RM Profile** to select the codec that will be used to compress the video file.



Go to the **GIF Profile** to select a preset for creating a file with the needed video image size depending on your goal - to use it as an avatar, for websites and e-mails etc.



Go to the **WebM Profile** to select a preset for creating a file with the needed video image size and quality level.



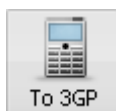
Note: WMV files can be played back by Windows Media Player and many other players. To playback created FLV and SWF files you will need the Macromedia Shockwave Flash Player installed, whereas for RM files playback the RealPlayer is needed.

If you wish to create video for a mobile device

Select **To MP4**, **To 3GP**, **To DPG**, **To AMV** or **To MTV** to create video to store and play it on your mobile device (Sony PSP, iPod etc.) or a mobile phone.



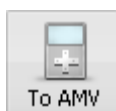
Go to the **MP4 Profile** to select the codec that will be used to compress the video file. You can select the MPEG-4 codec and a file type for different mobile devices: mobile phones, Sony PSP, iPod and other MP4 devices.



Go to the **3GP Profile** to select the codec that will be used to compress the video file. MPEG-4 is recommended for use at higher bitrates when it sharpens the image. At lower bitrates it would be better to use H.263 codec.



Go to the **DPG Profile** to select a preset for creating a file for your game console with the needed quality level.



Go to the **AMV Profile** to select a preset for creating a file with a video image that will fit the display of your portable player.



Go to the **MTV Profile** to select a preset for creating a file with a video image that will fit the display of your portable player.

Or open the **Devices** tab and select the type of mobile devices you need to create video for storing and playing on.



Go to the **Apple Profile** to select a preset for creating a file for your Apple device with the needed quality level.



Go to the **BlackBerry Profile** to select a preset for creating a file for your BlackBerry device with the needed quality level.



Go to the **Sony Profile** to select a preset for creating a file for your Sony device with the needed quality level.



Go to the **Creative Profile** to select a preset for creating a file for your Creative device with the needed quality level.



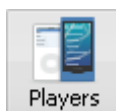
Go to the **Android Profile** to select a preset for creating a file for your Android device with the needed quality level.



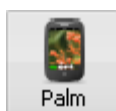
Go to the **Consoles Profile** to select a preset for creating a file for your game console with the needed quality level.



Go to the **Mobiles Profile** to select a preset for creating a file for your mobile phone with the needed quality level.

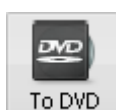


Go to the **Players Profile** to select a preset for creating a file for your player with the needed quality level.



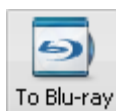
Go to the **Palm Profile** to select a preset for creating a file for your Palm device with the needed quality level.

If you wish to create a video disc for home DVD/BD players



Select **To DVD** or **To Blu-ray** if you wish to create a video disc compatible with your home DVD/BD player. So, before pressing one of these buttons make sure that your DVD/BD player supports the disc type you want to use (**DVD+R**, **DVD-R**, **DVD+RW**, **DVD-RW**, **DVD+R DL**, **DVD-R DL** or **BD-R**, **BD-RE**).

BD and DVD provide you with the best quality of the video, but requires BD and DVD discs. A DVD burner is thus required for creating video DVD discs, while a BD burner can be used for recording video data to Blu-ray as well as DVD discs.



The conversion to DVD or Blu-ray may take several hours depending on your computer capabilities. Wait for the program to burn the converted video on a disc.

If you wish to rip a DVD or Blu-ray disc

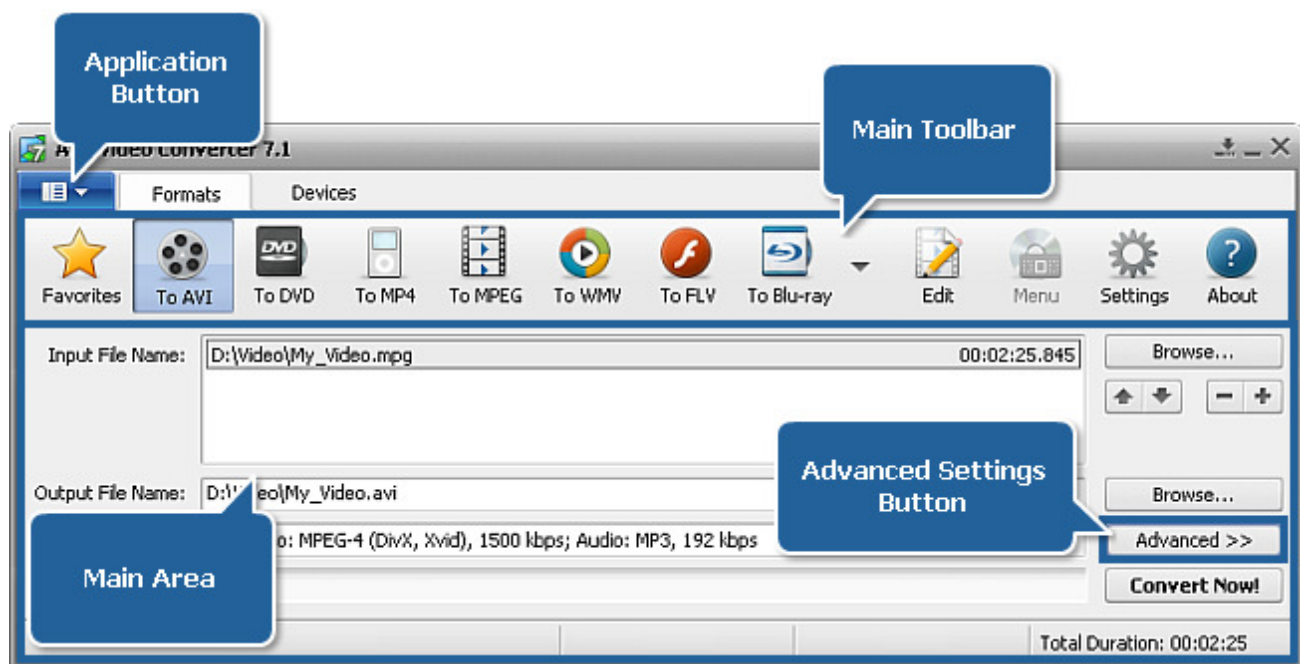
Insert the disc into your computer DVD/BD drive. If it's a DVD select the **VIDEO_TS.IFO** file, in case you want to rip a BD open the **BDMV** folder and select **index.bdmv**. Next choose the output file format depending on a purpose you want to create a file for. Press the **Convert Now!** button to start converting.

If you wish to create a high-definition video file

Select **To Blu-ray**, **To TS**, **To M2TS**, **To AVI**, **To MPEG**, **To WMV**, **To MKV**, **To FLV**, **To MOV** or **To WebM**, then go to the corresponding profile, select one of the available HD presets and create videos with a high-definition quality.

Main Window

AVS Video Converter has a comprehensive toolset to handle any video converting and editing task efficiently. To start converting, editing or burning just click the necessary button.



The **Main Window** comprises the following components:

- **Application Button** provides a quick and easy access to the main operations of the program;
- **Main Toolbar** offers a number of buttons that correspond to supported formats or portable devices and can vary depending on the tab you pressed - **Formats Tab** or **Devices Tab**;
- **Main Area** comprises all the main program operating controls;
- **Advanced Settings Button** opens an information panel where you can view advanced video file parameters, change output settings, correct an aspect ratio and select necessary Flash Player options.

Right-clicking within the **Main Window** you can access its **Express Menu** that includes the following options:

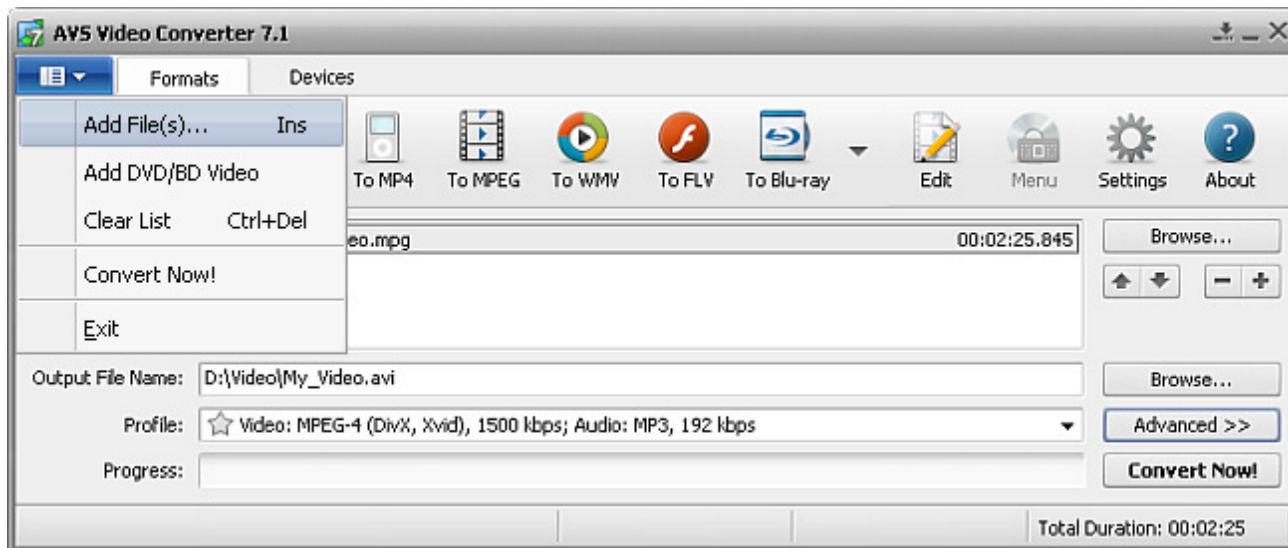
Add File(s)...	Ins
Add DVD/BD Video	
Move Up	Ctrl+Up
Move Down	Ctrl+Down
Remove	Del
Clear List	Ctrl+Del
Open in External Player	Enter

- **Add File(s)...** - use it to open the **Open Input Video File** window and load a video file into the program.
- **Add DVD/BD Video** - use it to open the **Browse for Folder** window and load a folder with DVD or Blu-ray video into the program.
- **Move Up** - use it to move the selected file up in the list of input files containing at least two videos.
- **Move Down** - use it to move the selected file down in the list of input files containing at least two videos.
- **Remove** - use it to delete a file from the already existing list of input files.
- **Clear List** - use it to delete all the loaded video files from the **Input File Name** field.
- **Open in External Player** - use it to open and play back the selected file using an

external player.

Application Button

The **Application Button** is situated in the upper left corner of the Main Window and provides a quick and easy access to the main operations of the program. By clicking this button a menu will open introducing all the available options.

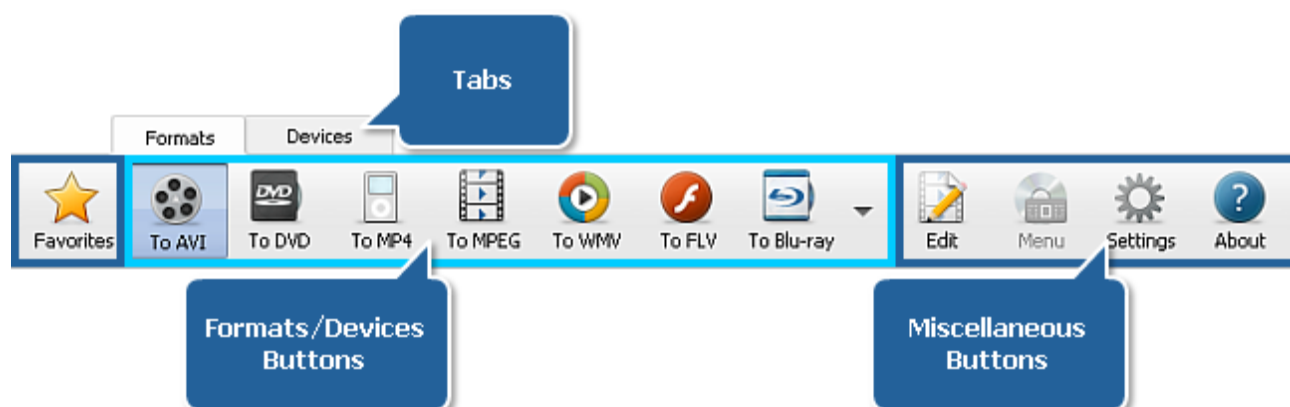


In the table below you can find all options of the **Application Button** menu and their description.

Add File(s)...	Use it to open the Open Input Video File window and load a video file into the program.
Add DVD/BD Video	Use it to open the Browse for Folder window and load a folder with DVD or Blu-ray video into the program.
Clear List	Use it to delete all the loaded video files from the Input File Name field.
Convert Now!	Use it to start the conversion process.
Exit	Use it to finish working with the program and exit it.






Main Toolbar

AVS Video Converter has a user-friendly and comprehensive toolbar that is located at the top of the **Main Window**. It offers a number of buttons that correspond to supported formats or portable devices and can vary depending on the tab you pressed - **Formats Tab** or **Devices Tab**.



Apart from the formats and devices buttons there are miscellaneous buttons on the **Main Toolbar**. They are present at both of the tabs and used to perform some editing operations, adjust program settings or view information on **AVS Video Converter**.

In the table below you can find the description of the miscellaneous buttons.

Button	Name	Description
 Favorites	Favorites	Use this button to see in the Profile field of the Main Area a list with your favorite conversion profiles.
 Edit	Edit	Use this button to open the Edit Input File(s) window, where you can put chapters, highlight trim areas, apply effects, export audio and images.
 Menu	Menu	Use this button to open the Edit Input File(s) window and create a menu for your disc.
 Settings	Settings	Use this button to open the Settings window, where you can adjust program settings.
 About	About	Use this button to open the About AVS Video Converter window. There you can get the program overview, license information, go to our web site www.avs4you.com , register and activate the program.

Note:



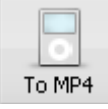



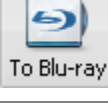


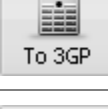
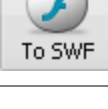
1. the **Menu** button becomes enabled after selecting the **DVD** or **Blu-ray** output format by pressing the corresponding button;
2. the **Favorites** button becomes enabled, after you added at least one profile to favorites clicking the ☆ icon next to a certain profile.

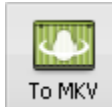

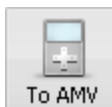




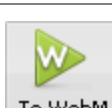
Formats Tab

The buttons at the **Formats Tab** are used to select the format of the output video file.



In the table below you can find the description of each format button.

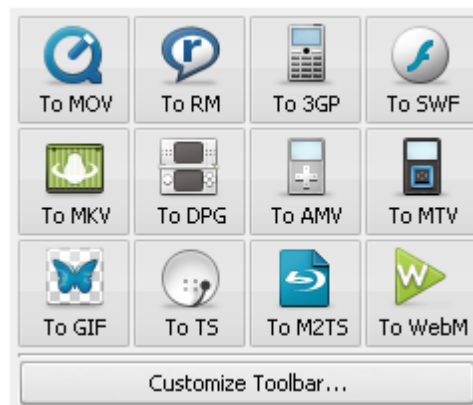
Button	Name	Description
	To AVI	Use this button to set the AVI Output format
	To DVD	Use this button to set the DVD Output format
	To MP4	Use this button to set the MP4 Output Format
	To MPEG	Use this button to set the MPEG Output format
	To WMV	Use this button to set the WMV Output format
	To FLV	Use this button to set the FLV Output format
	To Blu-ray	Use this button to set the Blu-ray Output format
	To MOV	Use this button to set the MOV Output format
	To RM	Use this button to set the RM Output Format
	To 3GP	Use this button to set the 3GP Output Format
	To SWF	Use this button to set the SWF Output Format

	To MKV	Use this button to set the MKV Output Format
	To DPG	Use this button to set the DPG Output Format
	To AMV	Use this button to set the AMV Output Format
	To MTV	Use this button to set the MTV Output Format
	To GIF	Use this button to set the GIF Output Format
	To TS	Use this button to set the TS Output Format
	To M2TS	Use this button to set the M2TS Output Format
	To WebM	Use this button to set the WebM Output Format

There is one more button at the **Formats Tab** that is used to open the **More Formats Toolbar**. On this toolbar some additional formats buttons are situated and it looks like in the figure on the right.

You can click one of the additional formats buttons and it will appear on the **Main Toolbar** replacing the last button in the sequence. This selected format will be activated.

To change the entire sequence of the formats buttons, click the **Customize Toolbar...** button. After that the **Settings** window with the opened **Formats Tab** will pop up. Here you can organize the formats buttons on the **Main Toolbar** as you wish. For further information read the **Adjusting Program Settings** chapter.




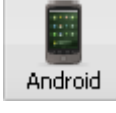
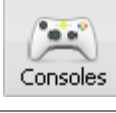

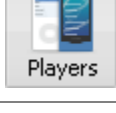
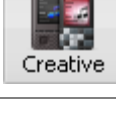
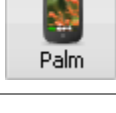


Devices Tab

The buttons at the **Devices Tab** are used to select the portable device you want to convert an input video file for.

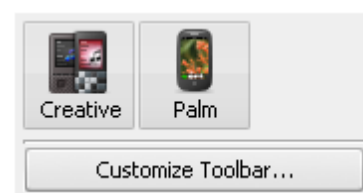


In the table below you can find the description of each device button.

Button	Name	Description
 Apple	Apple	Use this button to select one of the Apple devices to convert a video file to a format supported by this device.
 BlackBerry	BlackBerry	Use this button to select one of the BlackBerry devices to convert a video file to a format supported by this device.
 Sony	Sony	Use this button to select one of the Sony devices to convert a video file to a format supported by this device.
 Android	Android	Use this button to select one of the Android devices to convert a video file to a format supported by this device.
 Consoles	Consoles	Use this button to select one of the game Consoles to convert a video file to a format supported by this device.
 Mobiles	Mobiles	Use this button to select one of the Mobiles to convert a video file to a format supported by this device.
 Players	Players	Use this button to select one of the Players to convert a video file to a format supported by this device.
 Creative	Creative	Use this button to select one of the Creative devices to convert a video file to a format supported by this device.
 Palm	Palm	Use this button to select one of the Palm devices to convert a video file to a format supported by this device.

There is one more button at the **Devices Tab** that is used to open the **More Devices Toolbar**. On this toolbar some additional devices buttons are situated and it looks like in the figure on the right.

You can click one of the additional devices buttons and it will appear on the **Main Toolbar** replacing the last button in the sequence. This selected device button will be activated.



To change the entire sequence of the devices buttons, click the **Customize Toolbar...** button. After that the **Settings** window with the

opened Devices Tab will pop up. Here you can organize the devices buttons on the **Main Toolbar** as you wish. For further information read the Adjusting Program Settings chapter.

Main Area

AVS Video Converter main area with its set of self-explanatory buttons and fields is a perfect tool for navigating and operating the program. As soon as you reach a certain point in the video conversion process, the program interface lets you get some supplementary information for you to follow the conversion progress.

Before pressing the Convert Now! button

Input File Name:	D:\Video\New_Video.m4v 00:00:50.100 D:\Video\My_Video.mpg 00:02:25.845	Browse... ↑ ↓ - +
Output File Name:	D:\Video\New_Video.avi	Browse...
Profile:	☆ HD Video 720p: MPEG-4 (DivX, Xvid), 4500 kbps; Audio: MP3, 192 kbps	Advanced >>
Progress:		Convert Now!
		Total Duration: 00:03:15

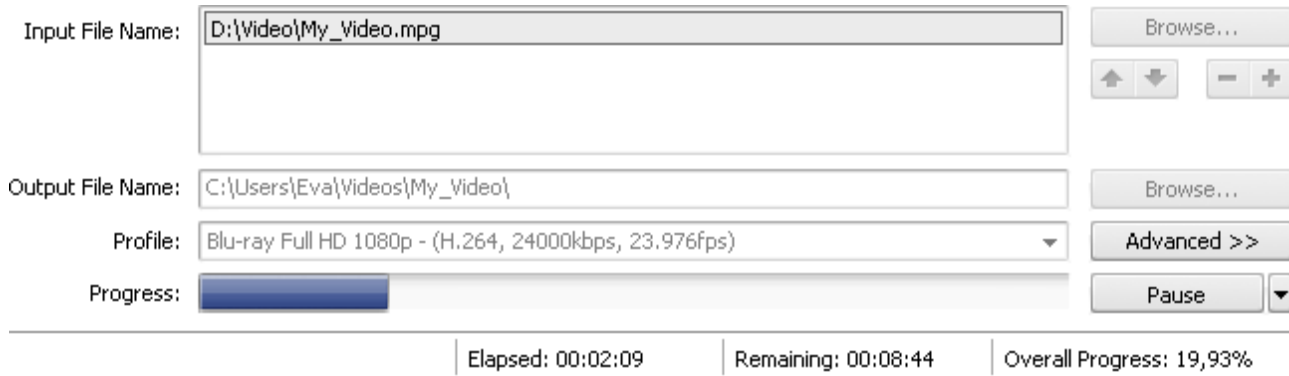
In the table below you will find the description of all the fields and buttons situated within the **Main Area**.

Fields	Input File Name	Name of the input video file. If you loaded several files into the program, they will form a list of input files.
	Output File Name or Output Directory	Name of the output video file or folder. The field is titled as Output Directory if the Batch-Mode is enabled.
	Profile	Parameters of format profile. The ☆ icon is used to add the selected profile to favorites.
	Progress	File conversion progress.
Buttons	Browse...	Opens the Windows Explorer window to identify the location of an input or output file.
	↑ ↓	Moves the selected file up or down in the list of input files containing at least two videos.
	- +	Deletes or inserts a file into the already existing list of input files.
	Advanced >>	Opens a panel where you can view advanced video file parameters, change output settings, correct aspect ratio and select necessary Flash Player options.
	Convert Now!	Starts the file conversion process.
Section	Total Duration	Specifies the total duration of all video files loaded into the program.

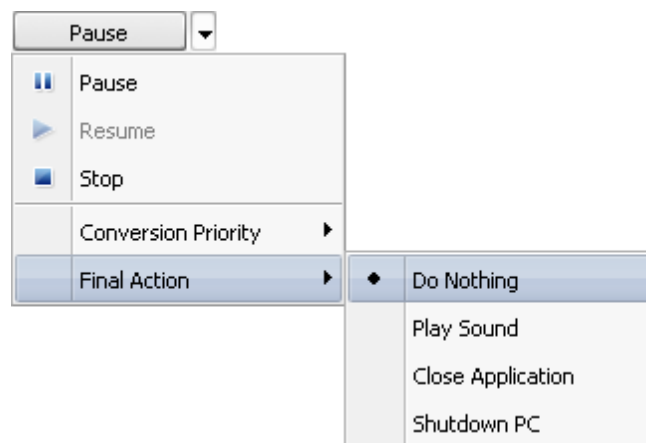
After pressing the Convert Now! button

After pressing the **Convert Now!** button the majority of the buttons become disabled. But the **Main Area** lets you see the conversion progress on the bar situated in its lower part, elapsed and remaining time as well as overall progress given in percent.

Note: to preview the video file while it is being converted click the **Advanced >>** button. But using the preview function will considerably decrease conversion speed.



After pressing the **Convert Now!** button it turns to the **Pause** button. By clicking the black arrow button beside it the following menu will be shown:



In the table below you can find the description of each menu entry.

Pause	Used to pause the conversion process.
Resume	Used to resume the conversion process.
Stop	Used to stop the conversion process.
Conversion Priority	Used to change the priority of the conversion process in the system (e.g. if you plan to do some other work on your computer - watch a movie, play a game, - while the conversion process takes place). The following options are available: highest, above normal, normal, below normal . This function can also be accessed from the program Settings window.
Final Action	Used to select one of the available final actions that will be performed after converting video files: do nothing, play sound, close application, shutdown PC .

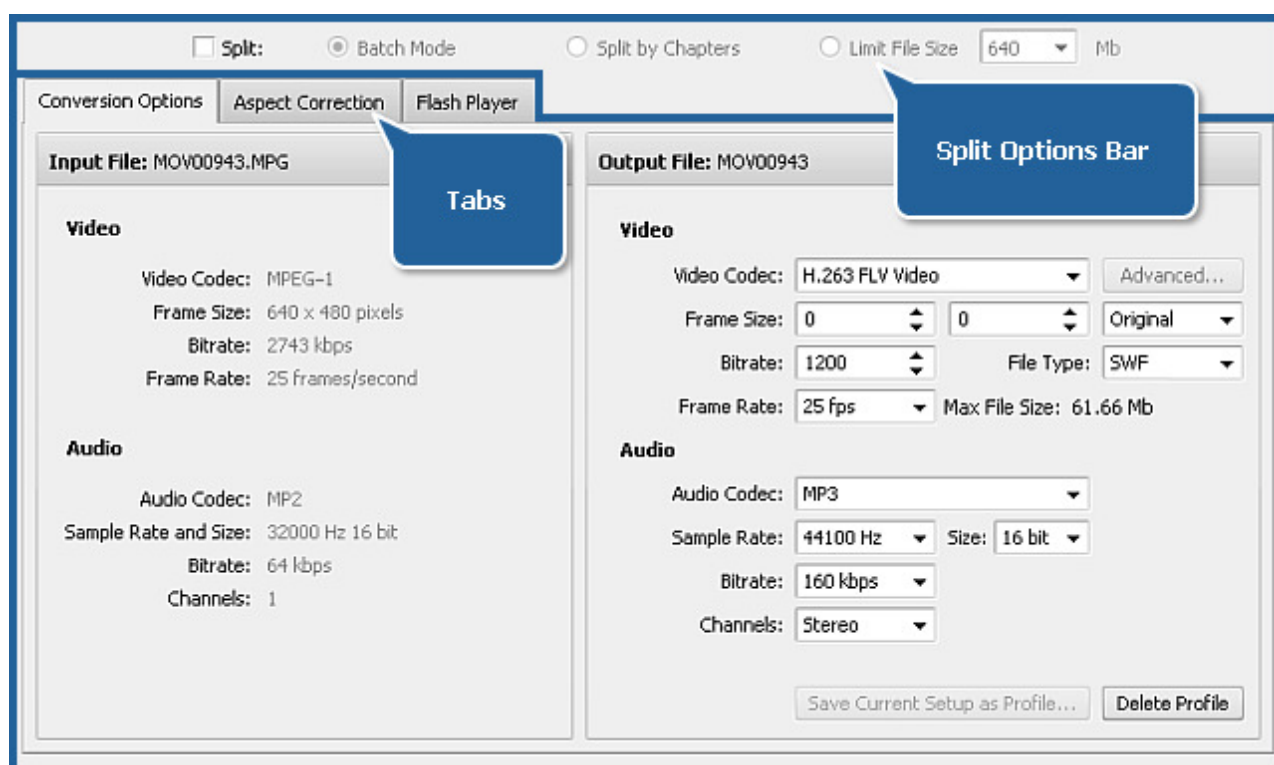
Advanced Settings

In the Main Window you can select input files, set output files names, destination and formats and set most of the parameters you need to convert a video file.

Click the **Advanced >>** button in the **Main Window** and you will be able to set the processing mode, view advanced video file parameters, change output settings, correct aspect ratio and select necessary Flash Player options.

After pressing the **Advanced >>** button you will see a panel containing two tabs - Conversion Options, Aspect Correction - and at the top of them the **Split Options Bar**. If you selected **FLV** or **SWF** as an output video format, the Flash Player tab will also be displayed here.

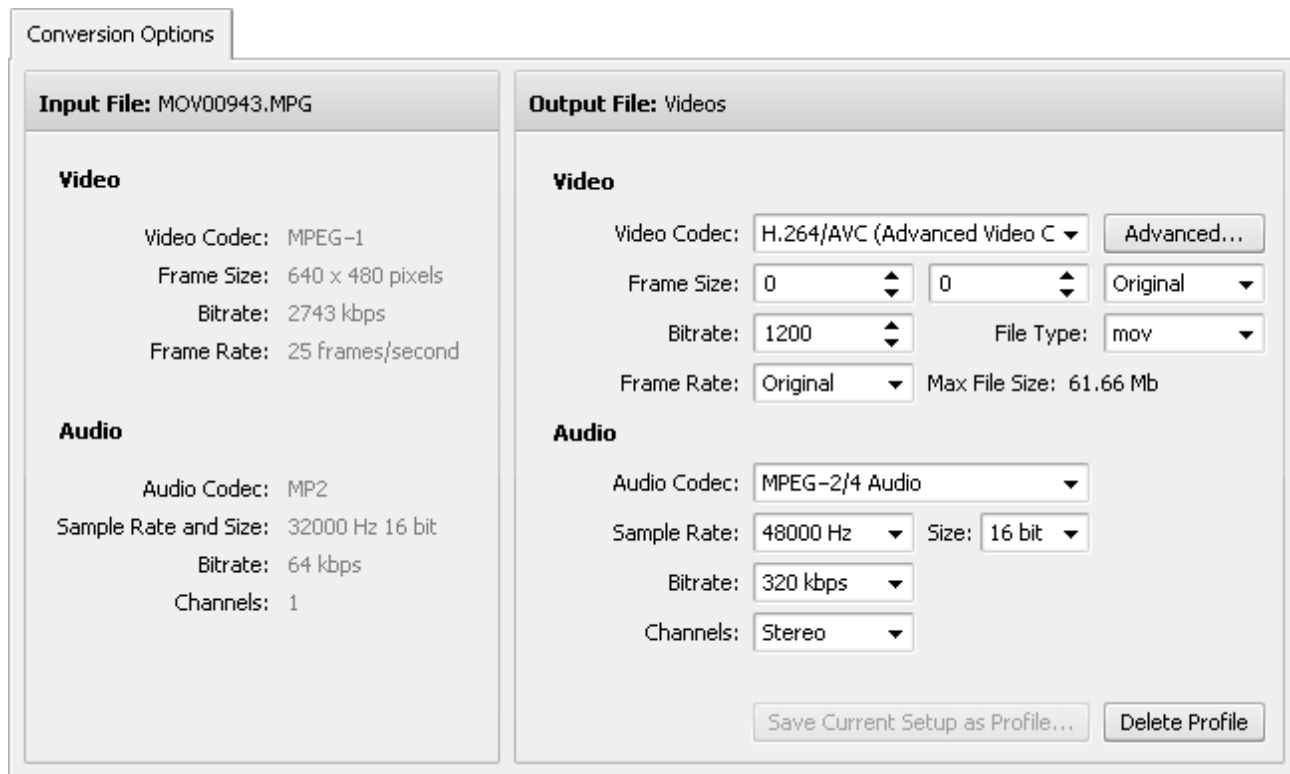
Note: if you want to split a file limiting the size of your output files or split by chapters, follow the instructions of the **Splitting Video Files** chapter.



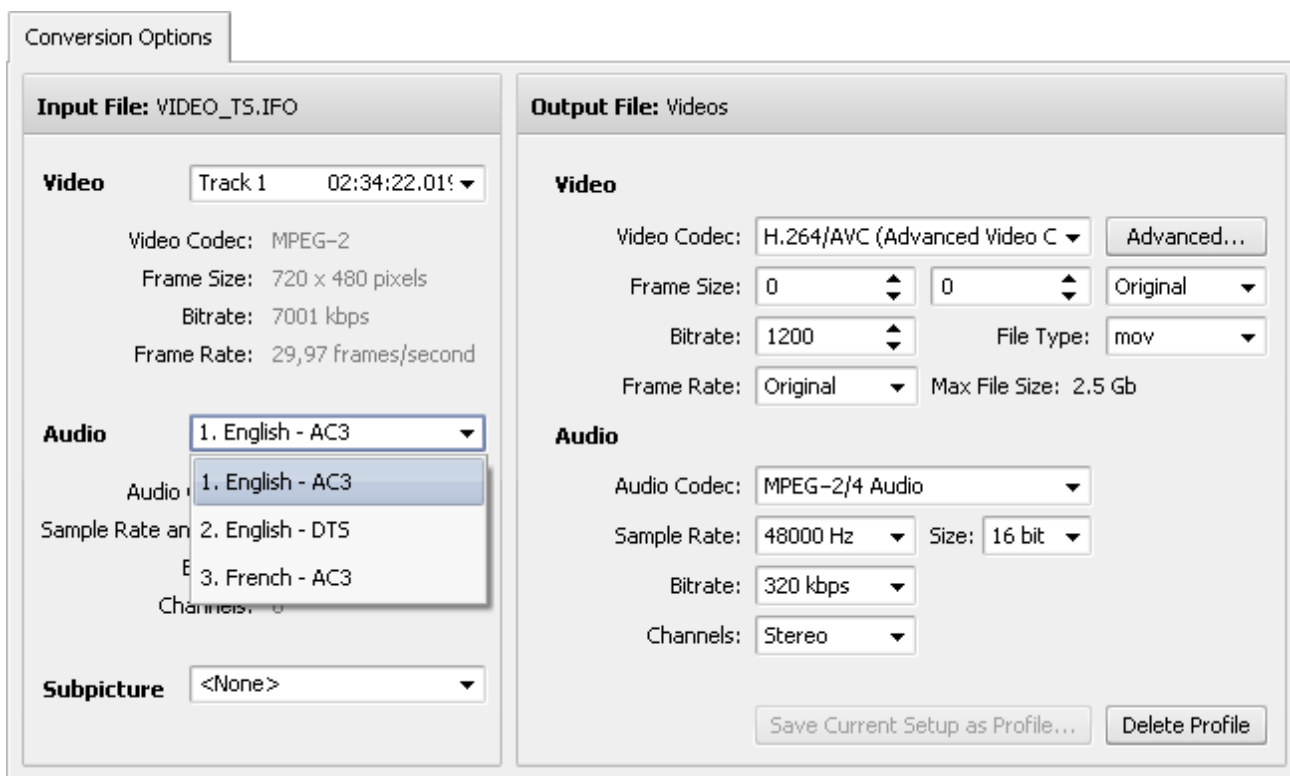
Conversion Options Tab

As soon as you open the **Advanced Settings** panel pressing the **Advanced >>** button, you will see the **Conversion Options** tab at the bottom of the **Main Window**. It provides the information on audio and video parameters of your input video file, allows you to preview and change the output file properties before you start the conversion.

Note: read more about setting the necessary output video parameters in the **Converting Video Files** section.

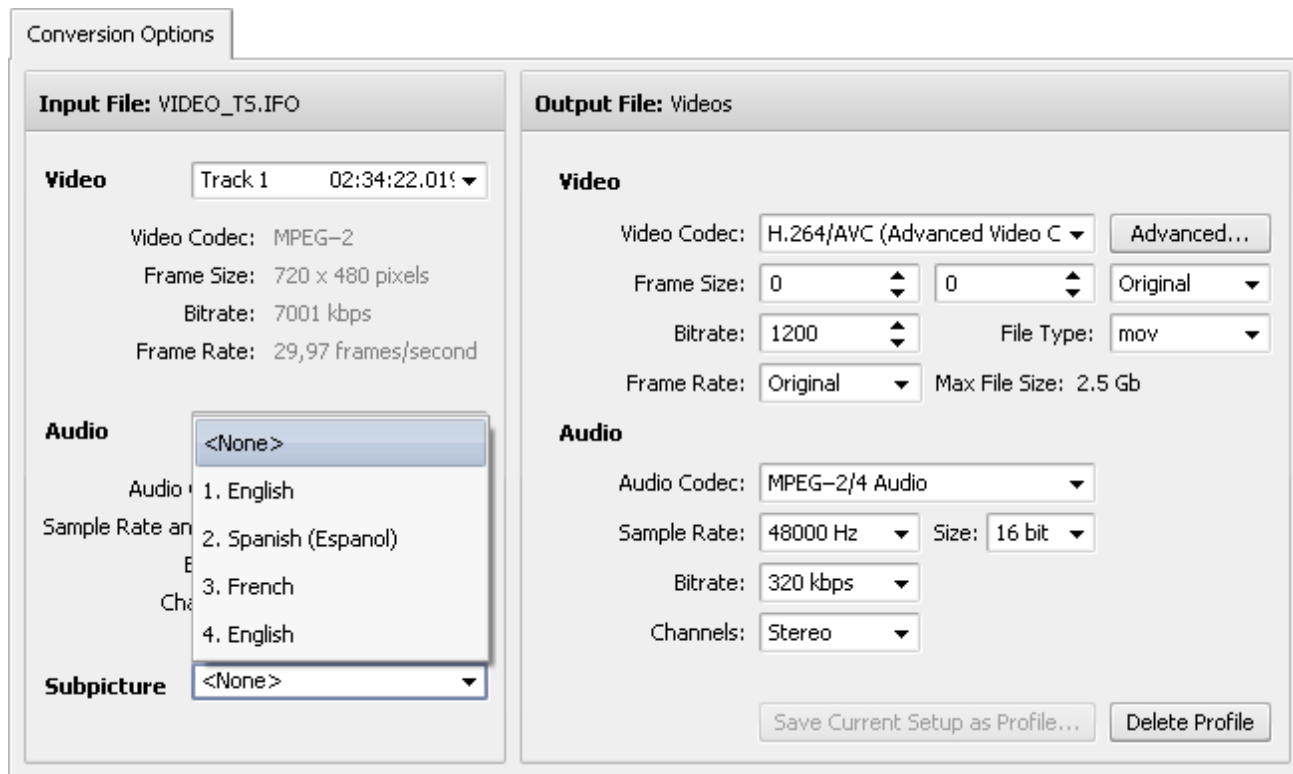


If your input file is a **DVD** or **Blu-ray** file you will be able to manually select the **audio track** for your output file. Particularly, you can select the **language** of your track, if such option is given on the original DVD/BD:



The same way you can select the audio track for an .avi video file that has more than one audio track in it.

In case you are going to convert a DVD/Blu-ray video file it might have subtitles in it. The available subtitles (if any) will be shown under the **Subpicture** option:

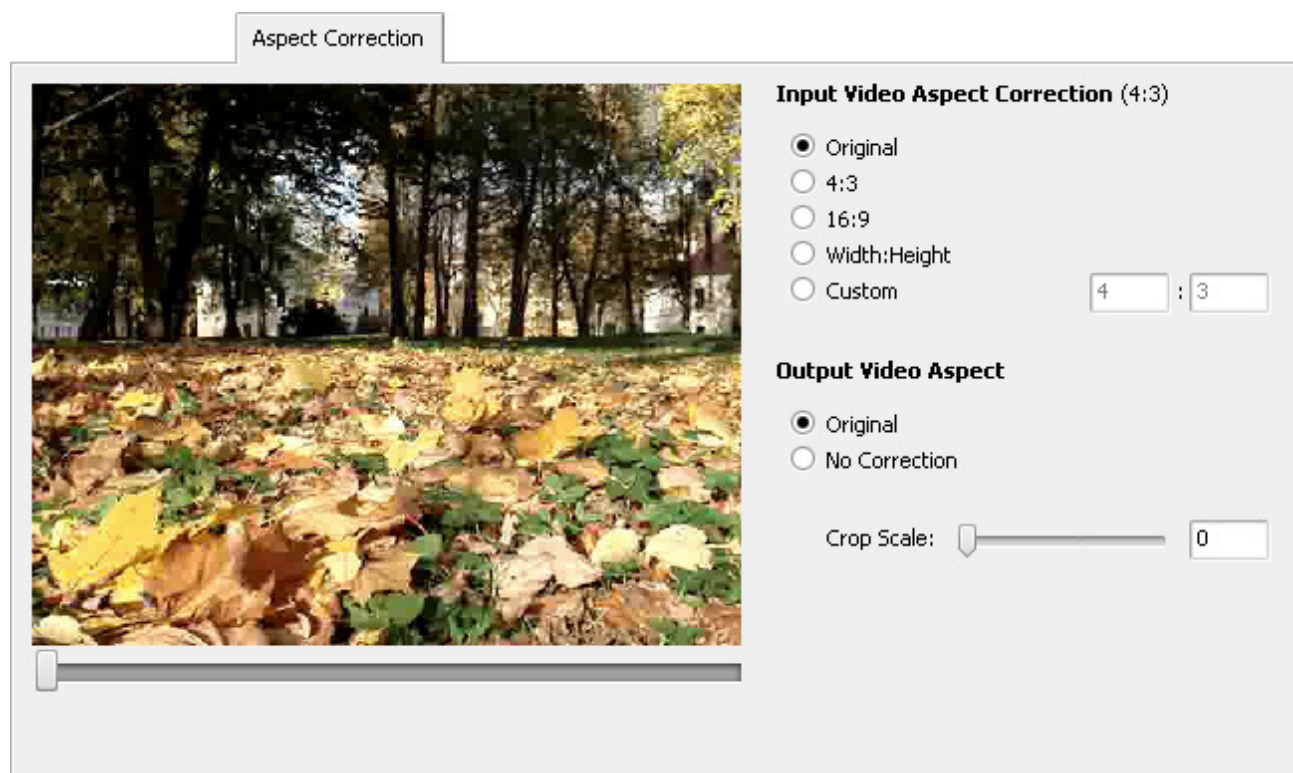


You can select the necessary subtitle using the drop-down list of subtitles or deselect all the subtitles choosing the **<None>** option.

Read more about converting DVD/Blu-ray files in the Working with Discs section.

Aspect Correction Tab

To access the **Aspect Correction** tab, click the **Advanced >>** button within the Main Window and open the corresponding tab at the top of the Advanced Settings panel. When you click the **Aspect Correction** tab, you will be presented with the opportunity to change the output video image **aspect ratio**:



The **Aspect Correction** might be very helpful when you change the original file width and height. In this case the image proportions

can get affected and you will need to correct them to avoid any size distortion.



Note: if you loaded several video files into the **AVS Video Converter** program, select the needed one from the input files list within the **Main Area** first and then apply aspect correction to it.

In the **Input Video Aspect Correction** you can correct the aspect ratio of the input file. The following correction options are available:

- **Original** - use it to set the aspect ratio as in the input file.
- **4:3** - use it to set the 4:3 aspect ratio.
- **16:9** - use it to set the 16:9 aspect ratio.
- **Width:Height** - use it to set the aspect ratio that will be calculated based on the width and height of the input file.
- **Custom** - use it to set the aspect ratio that will be calculated based on custom values for width and height. You can enter them in the corresponding fields using the keyboard.

The main types of the **Output Video Aspect** correction available for different types of the output formats are:

Original	The output file image resizing will be corrected according to the input file width to height ratio. This is done to retain the original file image proportions and avoid the distortions. The setting is available for all the output file formats except DVD, Blu-ray and MPEG .
No correction	The output file image will be resized according to the width and height settings selected at the Conversion Options Tab . Use this setting only if you are sure that the image is not going to be distorted with the parameters set. The setting is available for all the output file formats except DVD, Blu-ray and MPEG .
4:3 (Standard Screen)	The output file image resizing will be corrected so that its width to height ratio will equal 4 to 3 ratio and the output image can be reproduced on a standard TV screen without distortions. The setting is available for DVD and MPEG formats only.
16:9 (Wide Screen)	The output file image resizing will be corrected so that its width to height ratio will equal 16 to 9 ratio and the output image can be reproduced on a widescreen TV without distortions. The setting is available for DVD, Blu-ray and MPEG formats only.



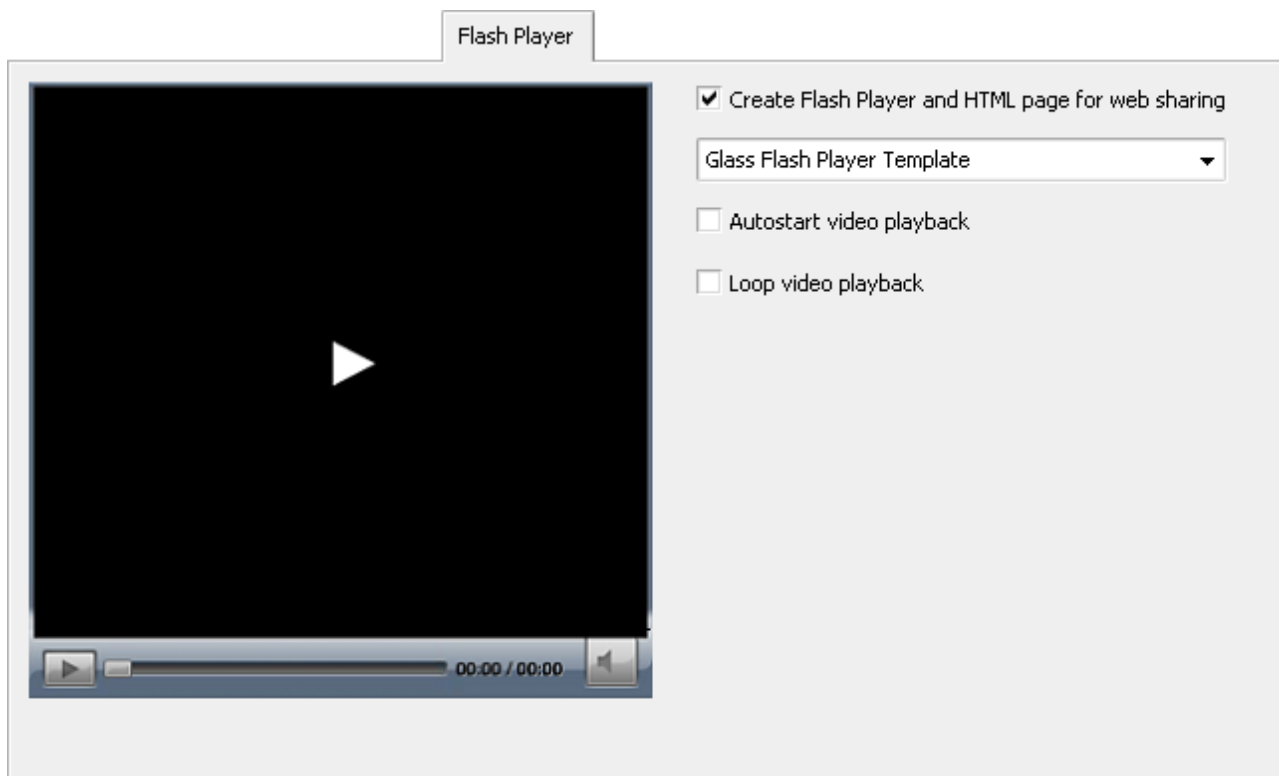
Note: in case you are using the image aspect correction (**Original, 4:3** or **16:9**), black areas - mattes - can be added to the image sides or upper and lower parts. To get rid of them you can use the **Crop** function. To do that select the **Crop Scale** value but bear in mind that a part of the image will also be lost to retain the aspect ratio (a function similar to pan-and-scan in some DVD player models).

You can also read the **Aspect Ratio** section of the **Appendix** to learn more on different aspects.

Flash Player Tab

The **Flash Player** tab is only available if you selected FLV or SWF as an output video format.

To access the **Flash Player** tab, click the **Advanced >>** button within the Main Window and open the corresponding tab at the top of the Advanced Settings panel. When you click the **Flash Player** tab, you will be presented with the opportunity to set some Flash Player parameters:



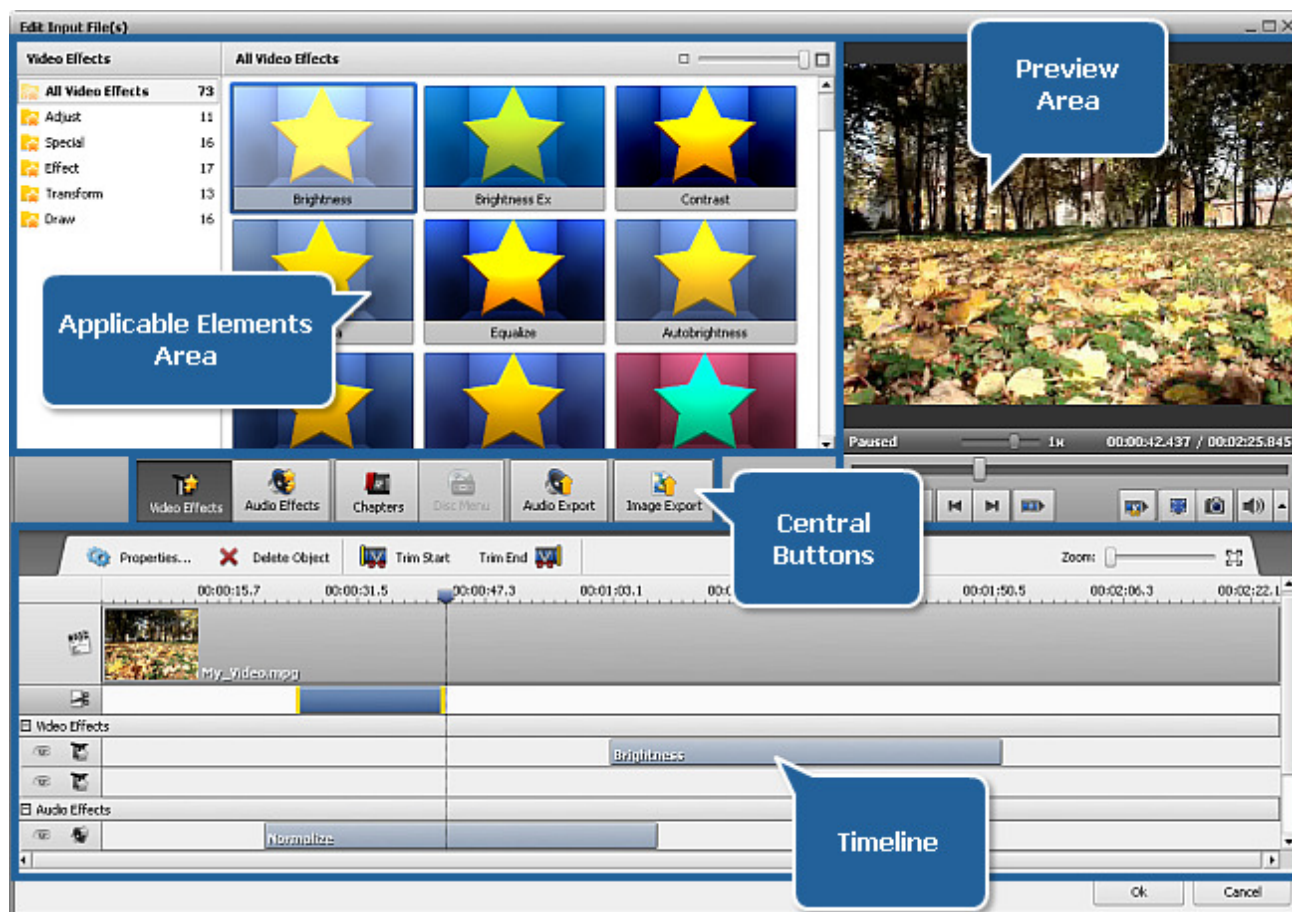
In the table below you can find the description of available Flash Player parameters.

Create Flash Player and HTML page for web sharing	Check this box to create a Flash Player and an HTML web page where it will be located.
Flash Player Template	Use this dropdown list to select one of the available skins for your Flash Player: Glass, Mech, Plastic, Platinum, Wood, YouTube.
Autostart video playback	Check this box to make video playback start automatically, as soon as HTML web page with your Flash Player is loaded.
Loop video playback	Check this box to make video play back continuously.

Edit Input File(s) Window

Using the **AVS Video Converter** program you can not only convert your video files to one of the supported formats but also apply various effects to them, add chapters and create a disc menu as well as export audio tracks and frames. All of these operations you can perform within the **Edit Input File(s)** window. To open it press the **Edit** or **Menu** button situated on the **Main Toolbar** of the **Main Window**.

Note: by clicking the **Edit** button on the **Main Toolbar** the **Edit Input File(s)** window will open with the **Video Effects** button pressed. After clicking the **Menu** button the window will open with the **Disc Menu** button pressed. It will be enabled only if you selected **DVD** or **Blu-ray** output format on the **Main Toolbar**.



The **Edit Input File(s)** window comprises the following items:

- **Central Buttons** - are used to get a quick access to the main editing options of the program. They are: **Video Effects, Audio Effects, Chapters, Disc Menu, Audio Export** and **Image Export**;
- **Applicable Elements Area** - is used to select and apply the needed video or audio effect, a disc menu style and view added chapters;
- **Timeline** - is used to navigate through the video file loaded to the program and view all the effects, trim areas and chapters added to it;
- **Preview Area** - is used to preview the loaded video file(s), added effects, find a certain scene or frame.







To accept the changes made and close the **Edit Input File(s)** window, click the **OK** button. To discard all the changes and close the window, click the **Cancel** button.

Central Buttons

The **Central Buttons** are located in the center of the **Edit Input File(s) window** and used to get quick access to the main editing options of the program.



In the table below you can find the description of all the central buttons:

 Video Effects	Used to view the available video effects, apply one of them to the video file loaded to the program and change its properties.
 Audio Effects	Used to view the available audio effects, apply one of them to the video file loaded to the program and change its properties.
 Chapters	Used to add chapters manually or automatically in order to create a disc menu or split the loaded video file.
 Disc Menu	Used to create a disc menu, select a menu style and customize it.
 Audio Export	Used to open the Export Audio window and export audio stream from your video file saving it as a separate audio file.
 Image Export	Used to open the Export images window and export frames from your video file saving them as separate image files.

Applicable Elements Area

The **Applicable Elements Area** is located in the left part of the **Edit Input File(s) window** and is used to select and apply the needed video or audio effect, a disc menu style as well as to view added chapters.

This area can look different depending on the Central Button that was pressed. So it has three views:

- Video/Audio Effects;
- Chapters;
- Disc Menu.

Video/Audio Effects View

The **Applicable Elements Area** looks like this after you pressed the **Video Effects** or **Audio Effects** button.

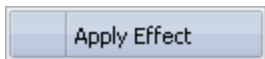


In the right upper corner of the **Applicable Elements Area** a special slider is situated that is used to change the size of effects thumbnails. By moving the indicator along the slider you can set the size you need.

To facilitate search for the needed effect, all the effects are organized into groups. You can see them in the left upper corner of the **Applicable Elements Area**. These groups are:

Video Effects		Audio Effects	
All Video Effects	All the available video effects from all groups	All Audio Effects	All the available audio effects from all groups
Adjust	Brightness, Brightness Ex, Contrast, Gamma, Equalize, Autobrightness, Autocontrast, Autolevels, Hue, Saturation, Temperature	Amplitude	Amplify, Compressor, Expander, Fade, Normalize, Silence, Vibrato
Special	Sepia, Old Movie, Glass Mosaic, Puzzle, Ken Burns, Glass, Snow, Water Color, Pencil Sketch, Glow, Wind, Gray Out, TV Simulation, Newsprint, Film, Timer	Delay Effects	Flanger, Chorus, Delay, Phaser, Reverb
Effect	Blur, Sharpen, Mosaic, Gaussian Blur, Noise, Diffuse, Motion Blur, Emboss, Minimal, Maximal, Deinterlace, Median, Invert, Colorize, Grayscale, Posterize, Threshold	Time/Pitch	Pitch Shift
Transform	Flip, Perspective, Skew, Shift, Rotate, Resample, Zoom, Mirror, Twirl, Ripple, Wave, Sphere, Cylinder	Invert	Invert
Draw	Line, Rectangle, Invert Rectangle, Ellipse, Invert Ellipse, Polyline, Polygon, Pie, Simple Pie, Sector, Simple Sector, Border, Text, Text in Rectangle, Credits, Image	Filters	Band Filter, Noise Remover

Note: the full description of available video and audio effects as well as instructions on how to apply them you can find in the **Applying Effects** section.




To apply the selected video or audio effect, drag and drop it in the appropriate line on the Timeline or right-click the effect and select the only option of the **Express Menu**.


Chapters View

Right after pressing the **Chapters** button the **Applicable Elements Area** turns clear. But as soon as you start adding chapters to your video you will see their thumbnails appear within it.


Chapters



Chapter 1
 Start time: 00:00:00.000
 Duration: 00:00:12.154



Chapter 2
 Start time: 00:00:12.154
 Duration: 00:00:14.197



Chapter 4
 Start time: 00:00:26.351
 Duration: 00:01:18.954

Each chapter gets a number as well as its start time and duration indicated in Hours:Minutes:Seconds.Milliseconds. By clicking one of the chapters you can navigate through them and watch in the Preview Area.

To facilitate the access to the main operations with chapters you can use the **Express Menu**. It will pop up after right-clicking a chapter within the **Applicable Element Area**.

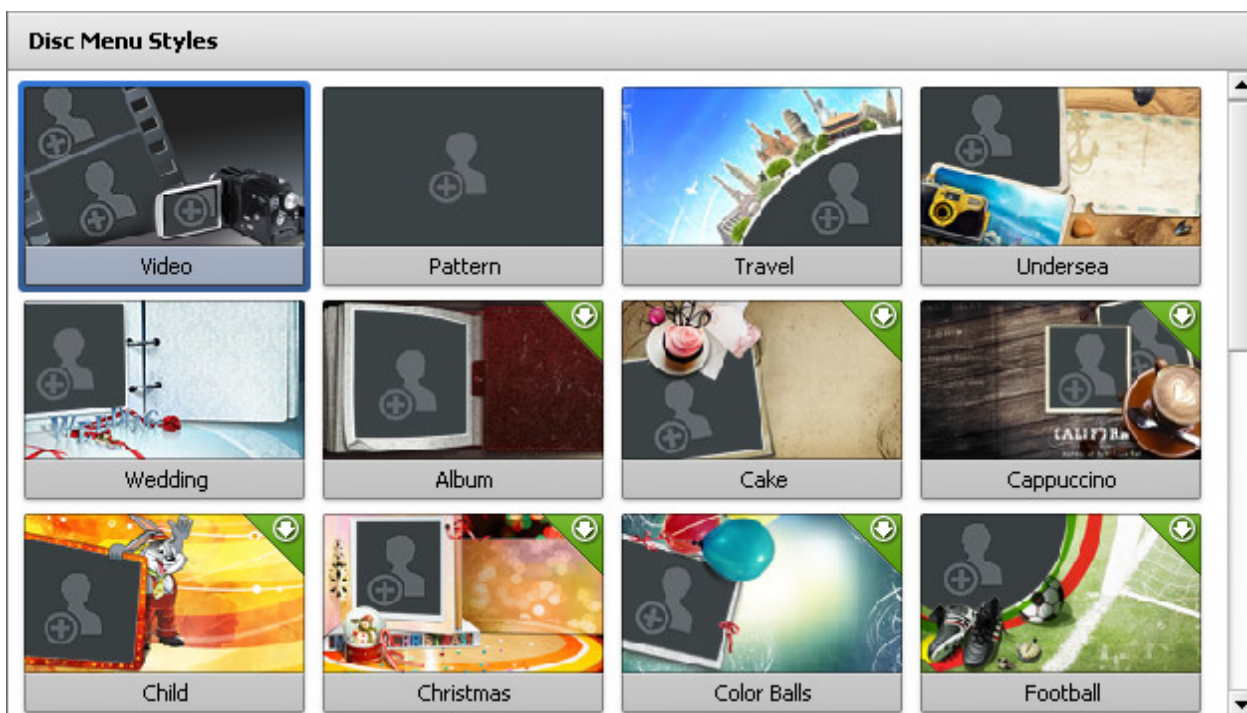
	Add Chapter
	Remove Chapter
	Remove All
	Rename Chapter
	Auto Set Chapters ▾
	Update Images

- **Add Chapter** - is used to add a chapter at the current timeline cursor position;
- **Remove Chapter** - is used to remove the selected chapter;
- **Remove All** - is used to remove all added chapters;
- **Rename Chapter** - is used to rename the selected chapter;
- **Auto Set Chapters** - is used to add chapters automatically: at the beginning of each clip, at a time interval or as in input file(s);
- **Update Images** - is used to refresh chapters thumbnails.

Note: all the instructions on how to add chapters you can find in the **Setting Chapters** section.

Disc Menu View

The **Applicable Elements Area** looks like this after you pressed the **Disc Menu** button.



Apply Menu Style

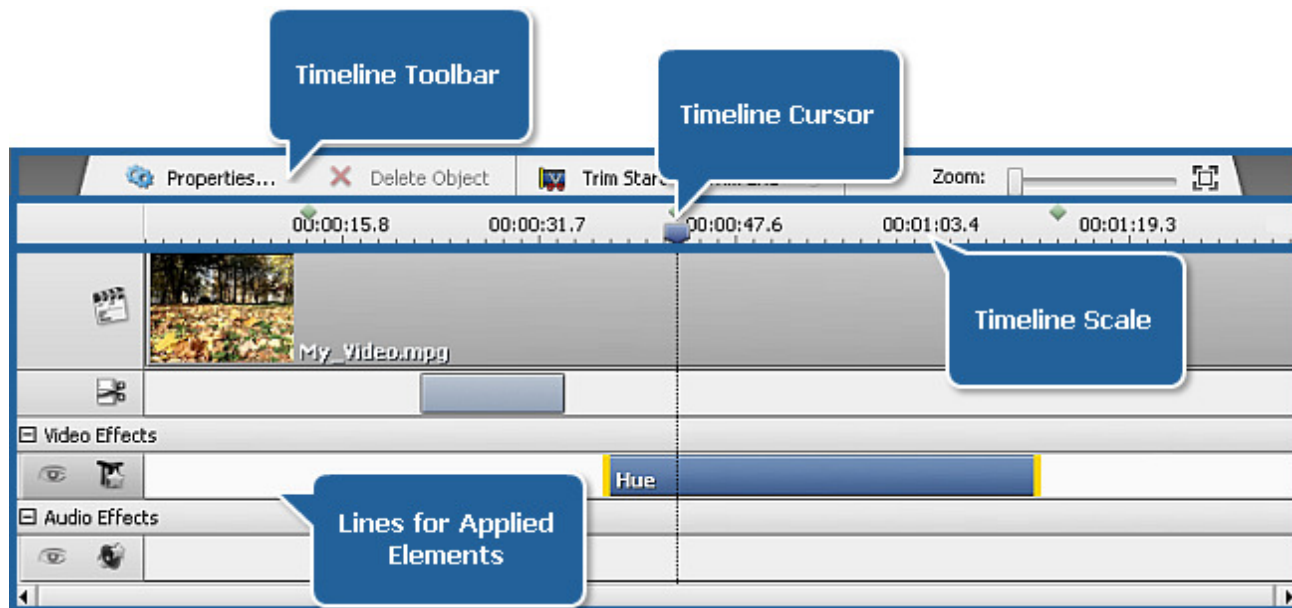
Here you can view and select a ready style for your disc menu. To apply a menu style just double-click it or right-click and select the only option of the **Express Menu**.

Some of the menu styles have in the right upper corner an icon -  - it means that they are not included into the program installation file. If you'd like to use these styles, you need to download them from our website.



Note: all the instructions on how to create a disc menu by applying and customizing a menu style you can find in the **Creating Disc Menus** section.

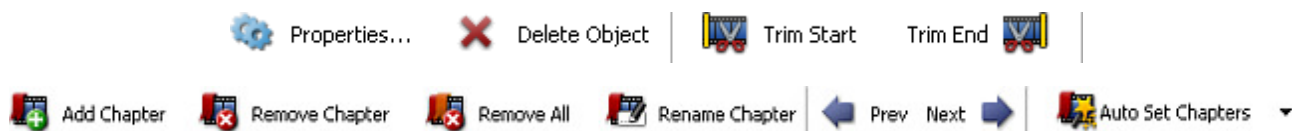
Timeline



The **Timeline** is an integral element of the **Edit Input File(s) window** situated in the lower part of it. It comprises the following items:








- **Timeline Toolbar** - is used to perform some operations with elements applied to the loaded video file - video and audio effects, trim areas and chapters - as well as to zoom them in or out.
- **Timeline Scale** - is used to find a certain episode in your video and displays the position of added chapters and the timeline cursor, the scale division is represented in hh:mm:ss.tt (hours:minutes:seconds.thousandths of seconds).
- **Lines for Applied Elements** - are used to locate elements applied to the loaded video file.
- **Express Menu** - is used to facilitate access to the main operations with applied elements and their lines.


Timeline Toolbar

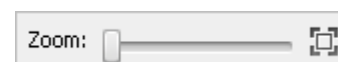


The **Timeline Toolbar** can vary depending on the Central Button pressed and contain different controls that are described in the table below.

Central Button	Toolbar Element	Description
Video Effects Audio Effects	Properties...	Used to open the Properties window and adjust parameters of the applied video/audio effect or trim area.
	Delete Object	Used to remove the selected applied element from the timeline - a video/audio effect or trim area.
	Trim Start	Used to indicate the start position of the trim area that will be deleted from the loaded video file.
	Trim End	Used to indicate the end position of the trim area that will be deleted from the loaded video file.




Chapters	 Add Chapter	Used to set a chapter at the current position of the Timeline Cursor .
	 Remove Chapter	Used to delete the selected chapter from the Timeline Scale .
	 Remove All	Used to delete all added chapters from the Timeline Scale
	 Rename Chapter	Used to rename the selected chapter by entering another name in a text field within the Applicable Elements Area.
	 Previous	Used to go to the previous chapter on the Timeline Scale .
	 Next	Used to go to the next chapter on the Timeline Scale .
	 Auto Set Chapters	Used to set chapters automatically. Here there are three options: <ul style="list-style-type: none"> ● at the beginning of each clip If you select this option, the chapters will be added to the beginning of each file added to the program. ● at a time interval If you select this option, the Interval window will pop up to let you enter the needed time period between chapters. ● as in input file(s) If you select this option, the chapters will be set as in your input file. In case you imported a DVD/Blu-ray video file (i.e. VIDEO_TS.IFO or index.bdmv), the chapters will be added just like they are set in the source file.




On the right side of the **Timeline Toolbar** the zoom slider is situated that allows you to zoom in and out the loaded video file on the **Timeline** till the needed size. Move the slider indicator to the right to **zoom in** and to the left to **zoom out**. To recover the **100% view** of the video file, click the  button.



Lines for Applied Elements

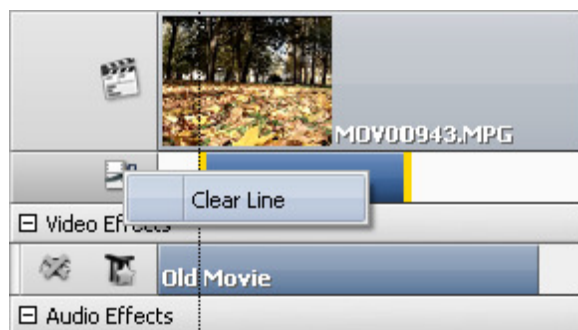
Each element you applied is situated in its own line on the **Timeline**. If you want to apply two or more elements within the same video fragment, a new line will be automatically added and so two or more elements can be situated one under another. Two or more lines that contain elements of the same type are combined into a group of lines.


Icon	Line/ Group of Lines	Description
	Loaded Video Files	In this line all the video files loaded into the program within the Main Window are displayed.
	Trim Areas	Within this line all trim areas (the areas you want to remove from your files) are displayed.
	Video Effects	Within this line the applied video effects are displayed.

	Audio Effects	Within this line the applied audio effects are displayed.
	Active Line	Used to disable the selected line.
	Passive Line	Used to enable the selected line.

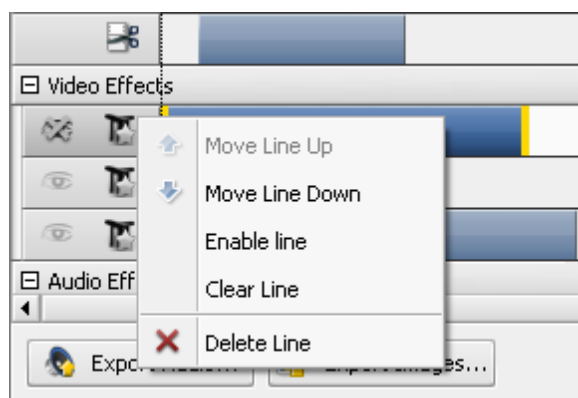
Express Menu



The **Timeline Express Menu** is used to facilitate access to the main features of the **Edit Input File(s)** window. It can be activated by right-clicking a certain element on the **Timeline**.





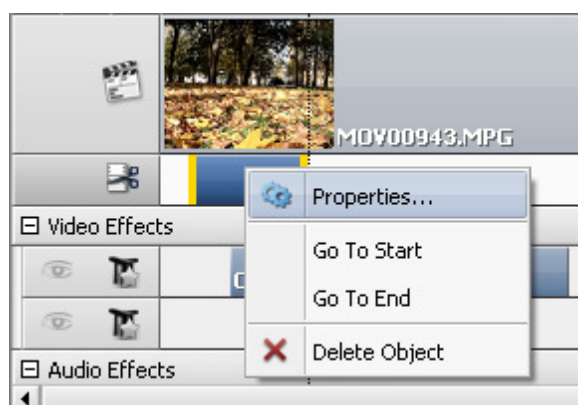
This express menu will appear after directing the mouse cursor at the  icon and right-clicking it:

- **Clear Line** - used to remove all the trim areas, that are situated within this line.



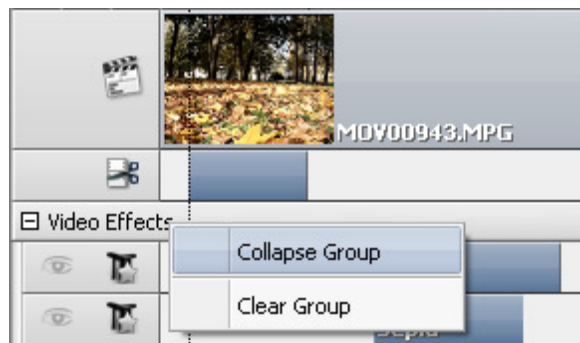
This express menu will appear after directing the mouse cursor at the  or  icon and right-clicking it.

- **Move Line Up/Down** - used to move the selected effect line up/down;
- **Disable/Enable Line** - used to make the effect passive/active, so the  icon gets  and vice versa;
- **Clear Line** - used to remove all the applied effects, that are situated within this line;
- **Delete Line** - used to delete the selected line.



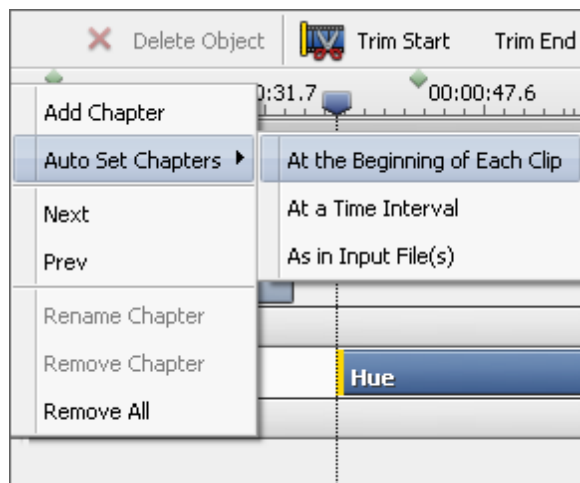
This express menu will appear after directing the mouse cursor at the applied **effect** or **trim area** and right-clicking it.

- **Properties...** - used to show the Properties window of the applied effect;
- **Go to Start** - used to show the beginning of the applied effect on the timeline;
- **Go to End** - used to show the end of the applied effect on the timeline;
- **Delete Object** - used to delete the applied effect or added trim area.



This express menu will appear after directing the mouse cursor at the **Audio Effects** or **Video Effects** line and right-clicking it.

- **Collapse/Expand Group** - used to show or hide video or audio effects group;
- **Clear Group** - used to delete all the applied effects that are situated within the group: video effects or audio effects.

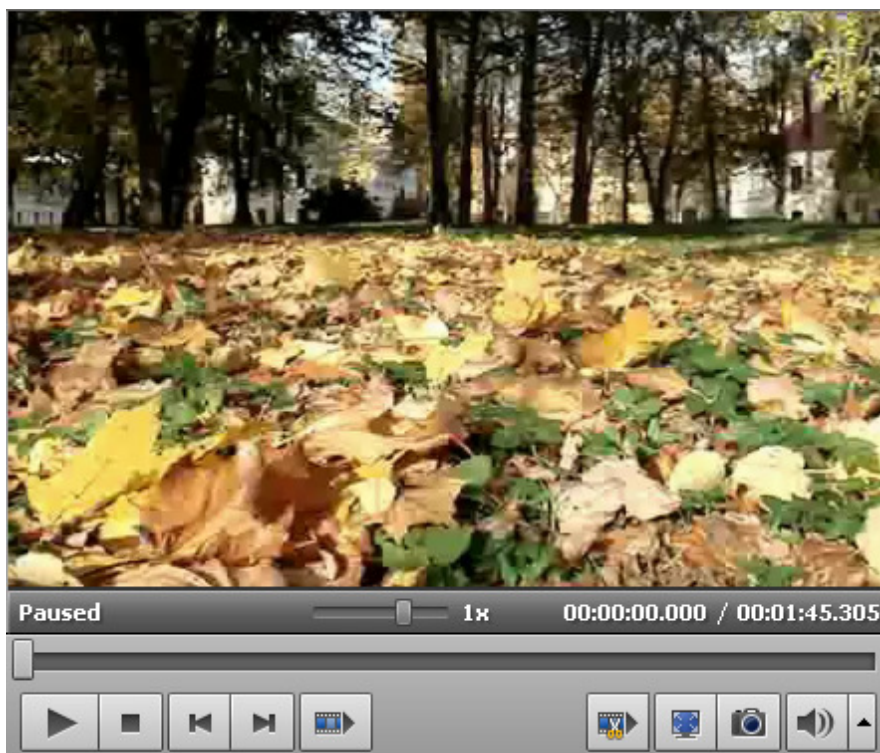


This express menu will appear after directing the mouse cursor at the **Timeline Scale** and right-clicking there.













- **Add Chapter** - used to set a chapter at the current position of the timeline cursor;
- **Auto Set Chapters** - used to set chapters automatically;
- **Next** - used to go to the next chapter on the timeline scale;
- **Prev** - used to go to the previous chapter on the timeline scale;
- **Rename Chapter** - used to rename the selected chapter by entering another name in a text field within the Applicable Elements Area;
- **Remove Chapter** - used to delete the selected chapter from the timeline scale;
- **Remove All** - used to delete all added chapters from the timeline scale.

Preview Area

The **Preview Area** is used to preview the loaded video file(s), added effects, find a certain scene or frame.





Use the following **playback controls** to preview the edited files and navigate through them:

Button	Name	Description
	Play	Is used to start video file playback. Once you click it, it will turn into the Pause button to let you pause the playback when needed.
	Stop	Is used to stop video file playback. Every time you use it to stop the playback, the cursor goes back to the beginning of the file.
	Previous Frame	Is used to step one frame back in the video.
	Next Frame	Is used to step one frame forward in the video.
	Next Scene	Is used to find the next scene in the video clip. Once you click it, it will turn into the Stop Detection button to let you stop searching scenes when needed.
	Fade In	This button appears, as soon as you click the Properties button to adjust the effect parameters. It is used to set fade-in area for the applied effect.
	Fade Out	This button appears, as soon as you click the Properties button to adjust the effect parameters. It is used to set fade-out area for the applied effect.
	Preview Trim Result	This button appears, as soon as you mark a deletion area. Is used to preview the resulted video without deleted scenes.
	Full Screen	Is used to make the Preview area occupy all the available screen space.
	Snapshot	Is used to take a snapshot of the current video frame and save it into one of the supported image file formats.
	Mute	Is used to switch the sound of the played video off. After pressing it turns to the Unmute button to let you switch the sound on.
	Volume	Is used to change the sound volume while the video is played back.

You can also change the playback speed moving the cursor of the **Playback Speed** slider - , the speed value is displayed next to the slider.

Value	Description
from -16x to -2x	If you set this value, the backward playback speed will be increased
-1x	If you set this value, your video will be played backwards at a normal speed
from -0,5x to 0x	If you set this value, the backward playback speed will be decreased
from 0x to 0,5x	If you set this value, the forward playback speed will be decreased
1x	If you set this value, your video will be played forwards at a normal speed
from 2x to 16x	If you set this value, the forward playback speed will be increased

 **Note:** if the cursor of the playback slider reaches the beginning of the file, when the negative speed value is set, the player continues to play back video at a normal speed (**+1x**).

To quickly navigate through your video file use the **Playback** slider - .

Keyboard Shortcuts

AVS Video Converter interface allows you to use keyboard shortcuts to facilitate access to the main program features:

Main Window Shortcuts

Shortcut Key	Function
F1	Brings up the current Help File window.
F4	Opens Edit Input File(s) window where you can apply various video and audio effects , add chapters, trim areas that will be deleted from your video, create a disc menu, export audio track or frames.
Ctrl + E	
F12	Opens About AVS Video Converter window. Here you can get the program overview, license information, go to our web site www.avs4you.com and register the program.
Ctrl + O	Brings up the Open Input Video File window where you can select a video to be loaded to the program.
Insert	
Delete	Removes the selected video from the list of input video files.
Ctrl + Delete	Removes all the video files loaded into the program.
Ctrl + Up	Moves the selected video up in the list of input video files.
Ctrl + Down	Moves the selected video down in the list of input video files.
Enter	Opens the selected video file in an external player.

Edit Input File(s) Window Shortcuts

Shortcut Key	Function
F1	Brings up the current Help File window.
Insert	Applies the selected effect to the loaded video on the timeline.
Ctrl + Alt + I	Sets a fade in area for the applied video or audio effect. Is enabled only after clicking the Properties... button.
F5	
Ctrl + Alt + O	Sets a fade out area for the applied video or audio effect. Is enabled only after clicking the Properties... button.
F6	
Shift + Ctrl + Insert	Adds a new chapter at the current position of the timeline cursor.
F10	
Shift + Ctrl + Left	Moves to the previous chapter on the timeline scale.
Shift + Ctrl + Right	Moves to the next chapter on the timeline scale.
Delete	Removes the selected chapter.

Ctrl + [Sets the start position of the trim area that will be deleted from the video.
F3	
Ctrl +]	Sets the end position of the trim area that will be deleted from the video.
F4	



Note: make sure that the needed area of the Edit Input File(s) Window is activated.

Preview Area Shortcuts

Shortcut Key	Function
Ctrl + Space	Starts and pauses the video file playback.
Ctrl + Alt + S	Stops the video file playback.
Alt + Left	Moves to the previous frame.
Alt + Right	Moves to the next frame.
Ctrl + Alt + N	Moves to the next scene.
Alt + Enter	Switches to the full screen view mode.
F11	
Ctrl + Alt + M	Mutes and unmutes the video file during playback.
Alt + Up	Increases the playback speed.
Alt + Down	Decreases the playback speed.
Alt + "+"	Increases the sound volume during playback.
Alt + "-"	Decreases the sound volume during playback.



Note: make sure that the Preview Area is activated.

Working with AVS Video Converter

AVS Video Converter is a powerful, full-featured and easy to use software to convert both video and audio streams of video files from one format to another, burn DVDs and Blu-ray discs, extract a part of a video file to get a new file, extract single frames to image files and retrieve video files information and much more.

- **AVS Video Converter** supports many various **video formats: AVI, MP4, MPEG, WMV, MOV, FLV, RM, 3GP, SWF, MKV, DPG, AMV, MTV, GIF, TS, M2TS**, and **WebM** formats. The software allows you to convert your videos from one format to another (including HD) in various combinations. Additionally, you can adjust output file technical profiles to satisfy your needs and add them to favorites. You can customize your files for worry-free transmission via Internet to share your movies with friends, showcase your work online quickly or prepare an outstanding class-project.
- **AVS Video Converter** lets you select your mobile device, offers a set of ready conversion profiles and can upload created files to your device. You don't need to use any additional software for uploading - **AVS Video Converter** will do that for you using the **AVS Mobile Uploader** service.
- **AVS Video Converter** allows you to select one of the ready profiles to create a video for uploading to one of the popular video-sharing websites like Facebook, Dailymotion, YouTube, TwitVid, MySpace, Flickr. As soon as the conversion is completed, you can transfer the created video file to the selected website using the embedded AVS Video Uploader utility.
- In **AVS Video Converter** there is a possibility to record **DVD** and **Blu-ray** discs. You can convert your input files of every supported format to DVD or BD, create a disc menu using one of the ready menu styles and right after that burn them to a DVD±R/RW and DVD±R/RW DL or BD-R/RE. Now you don't need to use any additional software to burn DVDs/BDs - **AVS Video Converter** will do that using the AVS Video Burner service. You will be able to play the output disc at any DVD/BD player and watch your favorite movie at your home TV.
- **AVS Video Converter** gives an opportunity to **merge** two or more files in one, simply dragging and dropping input files from the Windows Explorer. You can **split** video files setting chapters or limiting the size of output files. It's also possible to use the **batch-mode** to convert a group of selected files at once.
- **AVS Video Converter** offers you a wide range of **effects** to help you achieve your creative best. You do not need to be a professional to use this tool. Once you get started you will be surprised how smoothly you go applying different effects and filters, trimming your files and adding banners and text. You can also preview the results to make sure that you achieved the desired effect.
- **AVS Video Converter** has a unique **timeline** tool, which allows you to achieve accuracy and precision in applying effects and editing your movies. You can use the following tools to navigate through your video file (frame navigation).
- In **AVS Video Converter** there is a preview area: you can playback the video to find the exact place if you need and see how the effects are applied. At numerous requests of our clients we have included a possibility to export an audio stream from your media file as an audio file (wav or mp3) and video frames as image files.

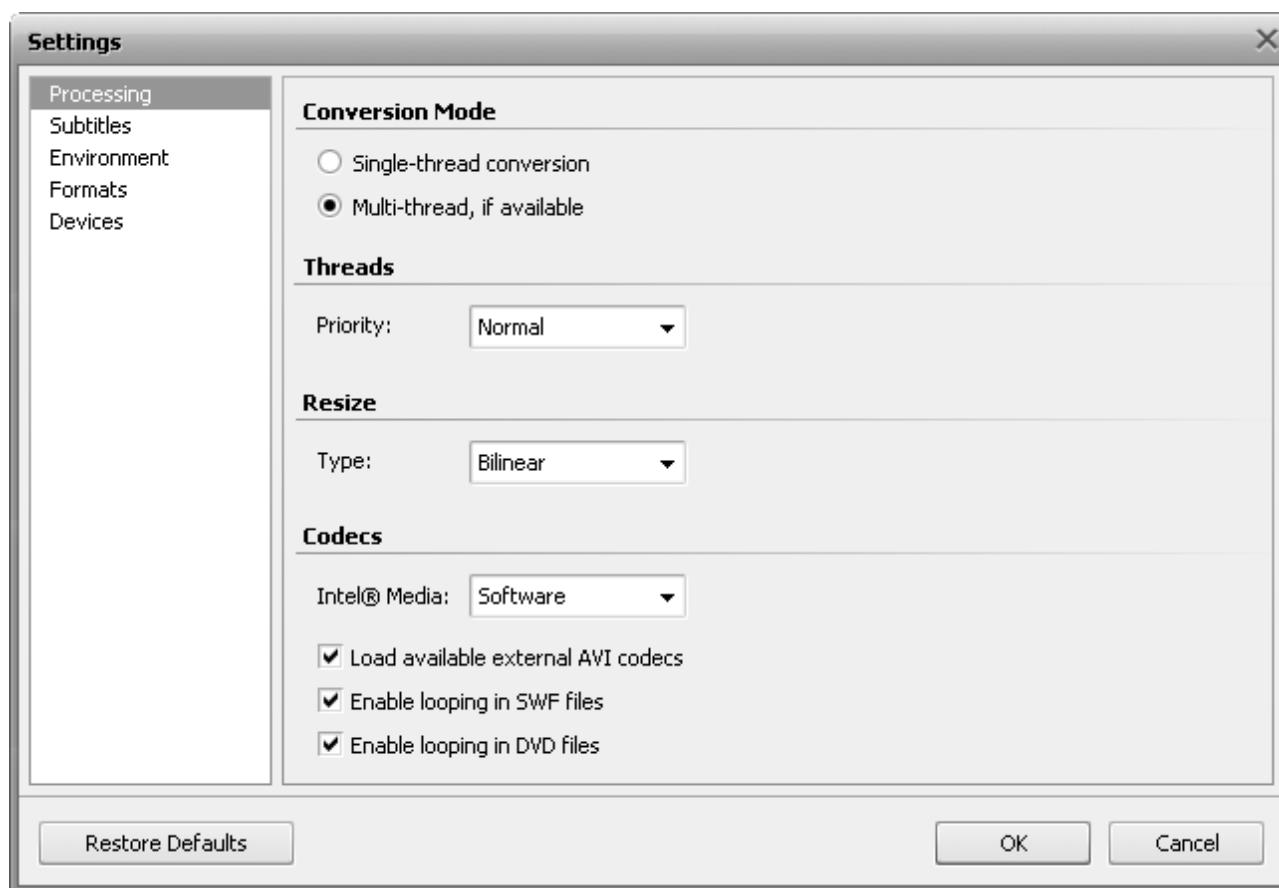
Adjusting Program Settings



Within the **AVS Video Converter** interface you can also change some program settings. To do that click the **Settings** button on the Main Toolbar. A window will be opened, where you can switch between the available tabs depending on the settings you need to adjust. These tabs are:

- Processing
- Subtitles
- Environment
- Formats
- Devices

Processing Tab



Here you can adjust settings that concern file conversion. They are:

- **Conversion Mode**

Use this field to select one of the available conversion modes:

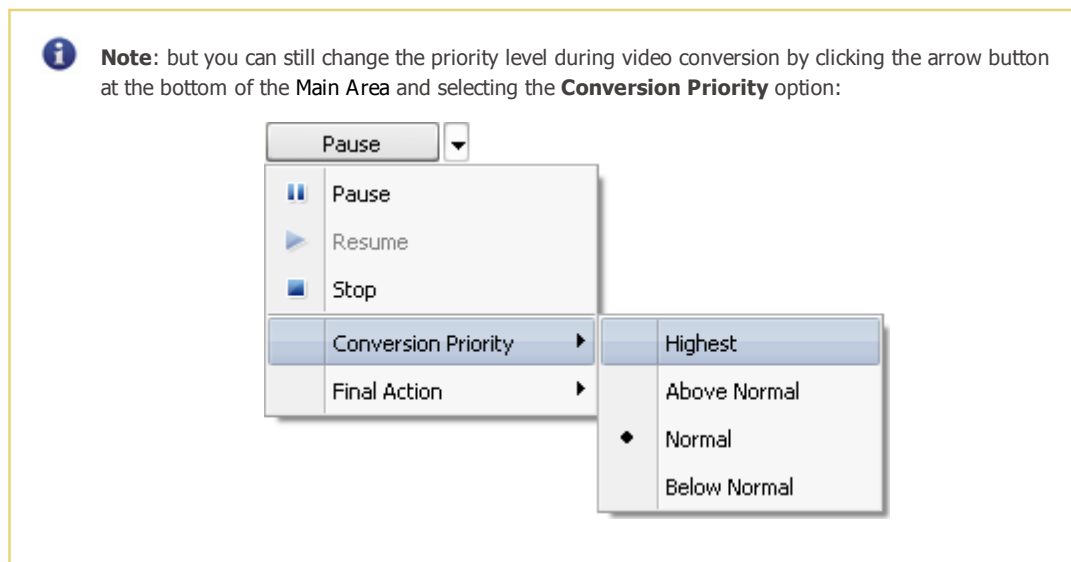
- **Single-thread conversion** - select this option, if your computer doesn't surely support multi-threading or you wish the conversion process to be stable, as multiple threads can interfere with each other when sharing hardware resources.
- **Multi-thread, if available** - this option is selected by default, i.e. if your computer supports multi-threading, the conversion process will be performed faster, especially if you have a multi-core system. Besides even on a single-core computer the program will remain responsive to user input while executing tasks in the background.



Note: the availability of multi-threading depends also on the output format you selected.

- **Threads**

Use this field to change the priority of the conversion process in the system (for instance, if you plan to do some other work on your computer - watch a movie, play a game, - while the conversion process takes place). The conversion **Priority** can be set using one of the available options: **highest, above normal, normal, below normal**. The normal option is set by default.



• Resize

Use this field to select one of the available **Resize** types. They are needed for picture resizing that is done when you change the video image size - height and/or width, or alter its aspect. These resize types are:

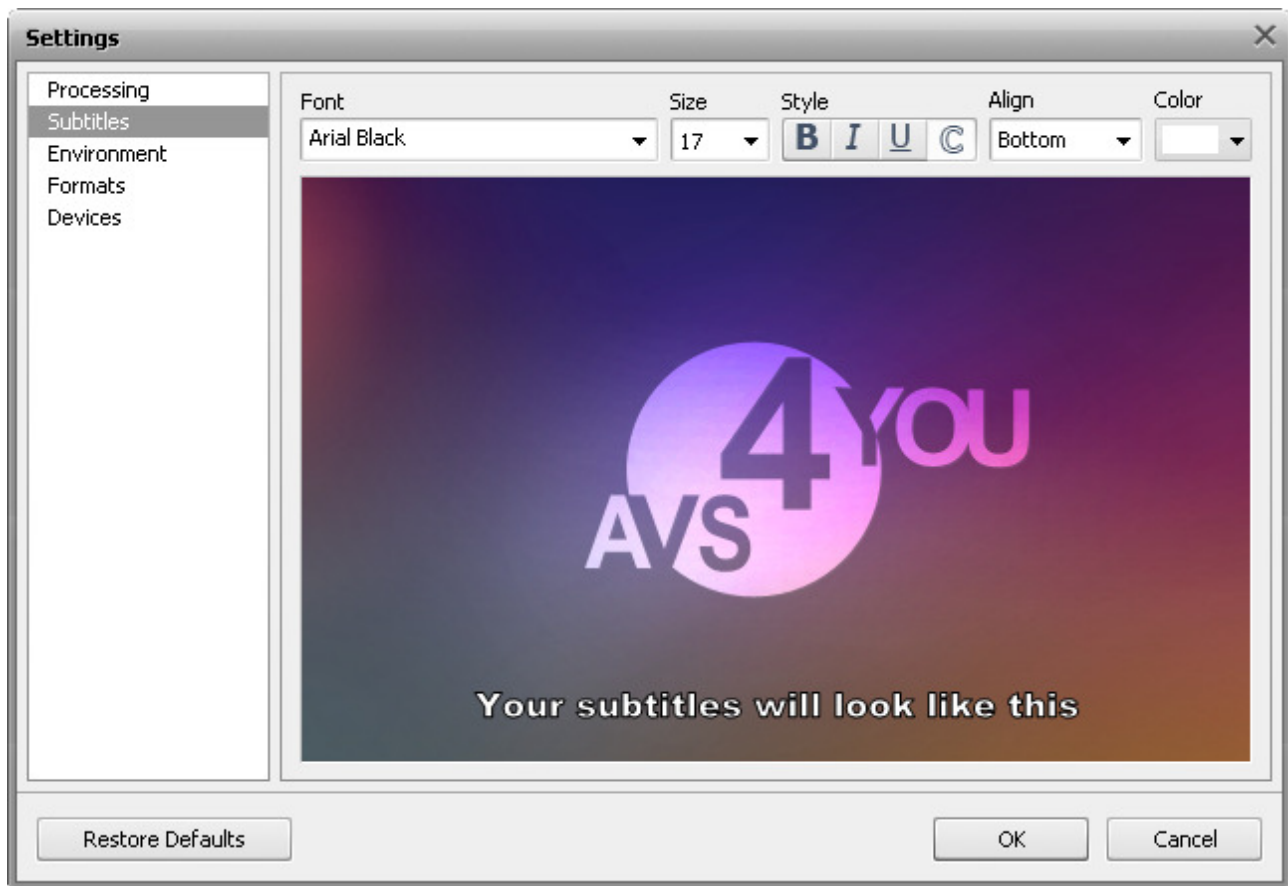
- **"Nearest Neighbor"** - the simplest method of image resizing, i.e. the processing power used is the smallest, but the result also has the poorest quality. Speaking of the process itself, when the resizing is done using the **"Nearest Neighbor"** filter, only the pixels closest to the sample point are taken into consideration, with no input from other surrounding pixels. This method can be really recommended only in case the speed is crucial and the quality can be neglected.
- **Bilinear** - a slightly better method of image resizing, being a reasonable compromise between the speed and the output image quality. When the resizing is done with the **Bilinear** filter, a sample point takes the four closest pixel centers and linearly interpolates their color values according to their distance from the sample point. The method takes more computing power than the **"Nearest Neighbor"**. This method is particularly useful when an image is being enlarged, or transformed without decreasing the average size.
- **Bicubic** - the best method of image resizing among available ones. Images resampled with bicubic filter are smoother and have fewer artifacts. At the same time this filter will require more computing time and power.

Depending on your computer configuration, the time you have to perform the conversion and all the other factors, you can select one of the resize types and the appropriate resizing will be performed.

• Codecs

- **Intel® Media** - select a type of acceleration that will be performed during encoding and decoding operations:
 - **Auto** - if you choose this option, the program will automatically detect software capabilities first and if it fails to find any, it will search for hardware capabilities;
 - **Software** - if you choose this option, only software capabilities will be used for acceleration;
 - **Hardware** - if you choose this option, only hardware capabilities will be used for acceleration;
 - **Disable** - if you choose this option, all the acceleration capabilities of your software and hardware will be neglected.
- **Load available external AVI codecs** - this box is checked by default, i.e. the program will load the third-party codecs installed on your computer and will be able to use them for video conversion. If you uncheck this box, only internal AVS Video Converter codecs will be used.
- **Enable looping in SWF files** - this box is checked by default, i.e. output SWF files will be played back continuously. If you uncheck this box, output SWF files will be played back till the end and then the file playback will be automatically stopped.
- **Enable looping in DVD files** - this box is checked by default, i.e. output DVD files will be played back continuously. If you uncheck this box, output DVD files will be played back till the end and then the file playback will be automatically stopped.

Subtitles Tab



Here you can edit subtitles to make them suit your taste and needs. You can change such parameters as:

- **Font** - select a font for your subtitles from the dropdown menu
- **Size** - select a font size for your subtitles from the dropdown menu
- **Style** - select a font style for your subtitles: **bold**, **italic**, **underline**, **contour**
- **Align** - select a subtitles position from the dropdown menu: **bottom**, **top**
- **Color** - select a font color for your subtitles

Within the **Preview Area** you can see how your subtitles will look after making adjustments.

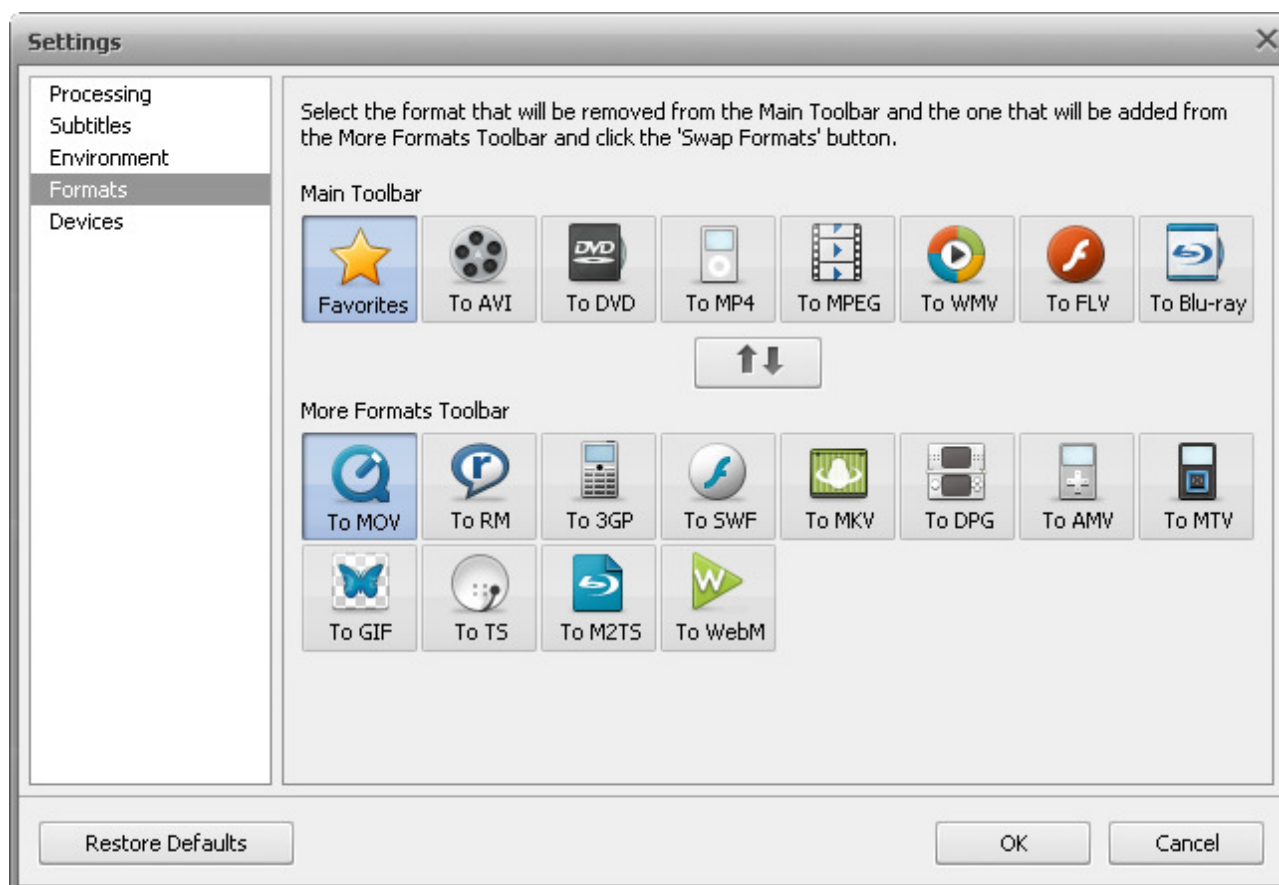
Environment Tab



Here you can select a directory for storing temporary files that will be produced during file conversion and disc menu creation processes. Clicking the **Browse...** button you can change the current folder. The **Temp** folder on your local disk C is selected by default.

Under the **Temp Directory** field free storage space in the selected folder is given. Please bear in mind that this folder should be large enough depending on the input file size and the output format you selected. Otherwise the conversion process will be interrupted and you will be suggested to select another folder for temporary files or free some storage space on your hard disk drive.

Formats Tab



Here you can customize the Formats Tab of the Main Toolbar according to your needs. You can set the buttons, which stand for the output formats you often convert to, and they will be displayed on the Main Toolbar at program startup for you to be able to access the needed button quickly.

For this purpose proceed through the following steps:

1. Click the button that will be replaced within the **Main Toolbar**
2. Click the needed button within the **More Formats Toolbar** that will appear at the **Formats Tab**
3. Press the **Swap Formats** button

After that the selected buttons will exchange their locations.

You can also **drag and drop** any format button within the other or the same toolbar and alter its position this way.

Devices Tab



Here you can customize the Devices Tab of the Main Toolbar according to your needs. You can set the buttons, which stand for the output formats you often convert to, and they will be displayed on the Devices Tab at program startup for you to be able to access the needed button quickly.

For this purpose proceed through the following steps:

1. Click the button that will be replaced within the **Main Toolbar**
2. Click the needed button within the **More Devices Toolbar** that will appear at the **Devices Tab**
3. Press the **Swap Formats** button

After that the selected buttons will exchange their locations.

You can also **drag and drop** any device button within the other or the same toolbar and alter its position this way.

After you made all the adjustments, click **OK** to save changes and close the **Settings** window or the **Cancel** button to discard the changes made and close the **Settings** window. You can also return to the default settings by clicking the **Restore Defaults** button.

Converting Video Files

The main function of **AVS Video Converter** is to convert video files from one format to another. For people who are not familiar with this process and all of the terms it involves, it may sound difficult. But **AVS Video Converter** is very user-friendly so that you can begin converting your video files from the first program start.

Although if you need help, you can always refer to this section to learn more about this process. So, it includes the following information:

- **Converting to Format**

Here you can find a complete list of **formats supported** by **AVS Video Converter**. Video files of some formats can be loaded into the program as input files and created at the end of the conversion process, while other formats can only be read by the program.

In this chapter you can also read **step-by-step instructions** describing the workflow of video file conversion to one of the supported formats: **AVI, MP4, MPEG, WMV, FLV, MOV, RM, 3GP, SWF, MKV, DPG, AMV**, MTV, GIF, TS, M2TS, and WebM.

In some cases you might need to **set exact parameters** for your output video file so that it can be played back on a certain device. Here you can read some further information on how to do it.

- **Converting for Device**

Here you can find a complete list of **mobile devices supported** by **AVS Video Converter**.

In this chapter you can also read **step-by-step instructions** describing the workflow of video file conversion to formats supported by mobile devices: Apple, BlackBerry, Sony, Android, Consoles, Mobiles, Players, Creative, Palm.

- **Converting for video-sharing website**

In this chapter you can find information on how to convert video files for uploading them to one of the popular video-sharing websites - Facebook, Dailymotion, YouTube, TwitVid, MySpace, Flickr.

- **Working with discs**

This chapter includes all the necessary directions concerning converting to **DVD** or **Blu-ray**, burning DVD or Blu-ray files to disc, ripping and converting **DVD/ BD** to another format, as well as information about DVD and Blu-ray disc structure.

- **Using Profile Favorites**

Here you will find helpful instructions on how to add, access and delete profiles from the favorites list.

Supported Formats

Most of the commonly used media file formats are supported by **AVS Video Converter**:

Format	Read	Write
HD Video formats (.m2ts, .m2t, .mts, .tod, index.bdm, index.bdmv) <ul style="list-style-type: none"> ● Blu-ray video ● AVCHD ● MPEG-2 HD 	+	+
AVI - Audio Video Interleave (including HD video) (.avi, .divx, .xvid, .ivf, .div, etc)	+	+

<ul style="list-style-type: none"> ● DivX codec * ● Xvid codec ● H.264 codec ● DV codec ● Cinepak codec ● Indeo codec ● MJPEG codec ● Uncompressed codec ● MS MPEG-4 codec ● and other <p>*if necessary codec is installed</p>		
<p>WMV - Windows Media Formats (including HD video) (.wmv, .asf, .asx, .dvr-ms)</p> <ul style="list-style-type: none"> ● Windows Media Video ● Advanced Systems Format ● DVR-MS 	+	+ (.wmv only)
<p>MPEG - Motion Picture Experts Group (including HD video) (.mpg, .mpeg, .mp2, .m1v, .mpe, .m2v, .dat, .ifo, .vob, .vro, .mod, .mvv)</p> <ul style="list-style-type: none"> ● MPEG-1 ● MPEG-2 ● DVD (PAL and NTSC) ● VOB, VRO ● MPEG-4 	+	+ (see note ¹)
<p>Mobile video formats (.3gp2, .3gpp, .3gp, .3g2, .mp4)</p> <ul style="list-style-type: none"> ● MP4 (incl. Sony PSP and Apple iPod) ● 3GPP ● 3GPP2 	+	+
<p>Quick Time movie (including HD video) (.mov, .qt, .m4v, .mp4)</p>	+	+
<p>Adobe Flash Video (.swf ², .flv, .f4v, .f4p)</p>	+ (except .swf ²)	+ (except .f4p)
<p>RealNetworks (.rm, .rv, .ram, .rmvb, .ivr)</p>	+	+
<p>Matroska (including HD video) (.mkv)</p>	+	+
<p>AMV / MTV files (.amv, .mtv)</p>	+	+
<p>DPG MPEG-1 files (.dpg)</p>	+	+
<p>Graphics Interchange Format (.gif)</p>	+	+

Transport Stream files (ts, .m2ts, .m2t, .mts, .tp)	+	+ (.ts, .m2ts only)
WebM files (.webm)	+	+
DV files (.dv)	+	-
Ogg Media (including HD video) (.ogm, .ogg, .ogv)	+	-
NullSoft Video (.nsv)	+	-
FLIC files (.fli, .flc)	+	-
CDG files ³ (.cdg)	+	-
PowerPoint Presentation (.ppt, .pptx, .pps, .ppsx)	+	-
Google Video (.gvi)	+	-
Kaon DVB Transport Stream (.trp)	+	-
Samsung Video Format (.svi)	+	-

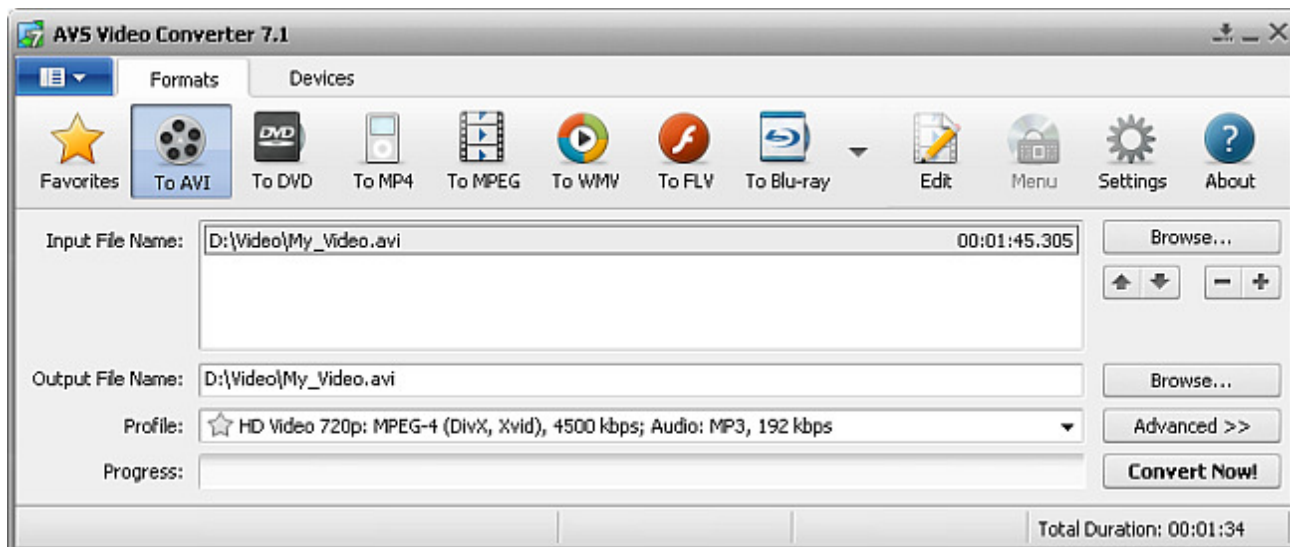
¹ - writing is supported for the following MPEG format file extensions:

- .mpg (MPEG-1 and MPEG-2 files);
- .ifo and .vob (as a part of DVD only).

² - **.swf** files with video content only can be loaded into **AVS Video Converter**.

³ - **CDG files** are karaoke files. To load video file together with audio track, make sure that video and audio files are located in one and the same folder and have the same name, e.g. "song.cdg" and "song.mp3" (CDG+MP3 format) or "song.cdg" and "song.ogg" (CDG+OGG format).

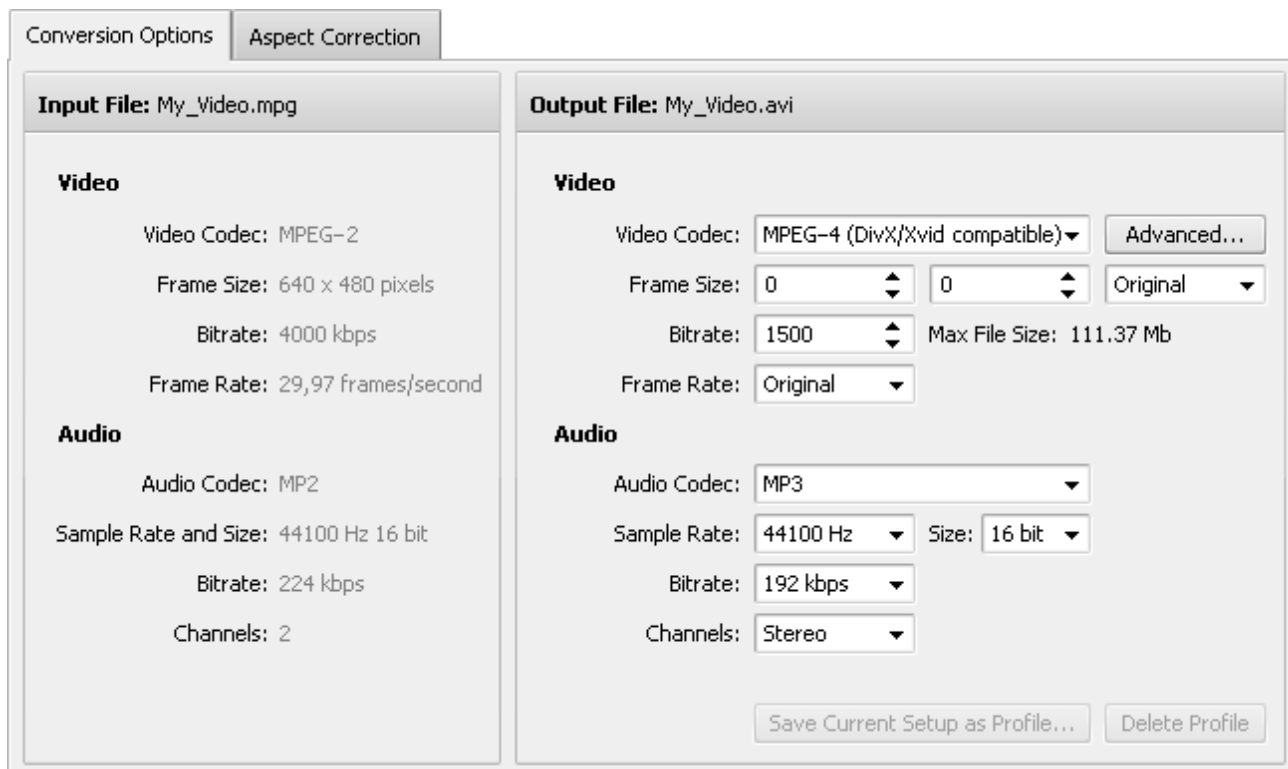
Converting to AVI Format



To convert your video file to AVI (Audio Video Interleave) format:

1. Press the **To AVI** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an AVI **Profile**.

To edit the selected AVI profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.



Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

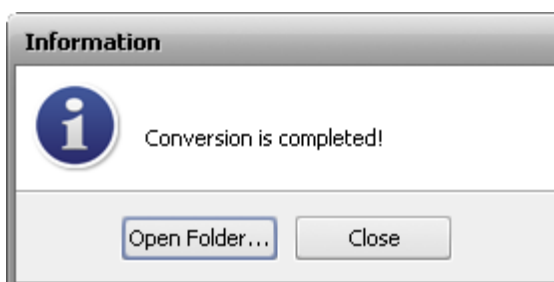
- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
6. Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

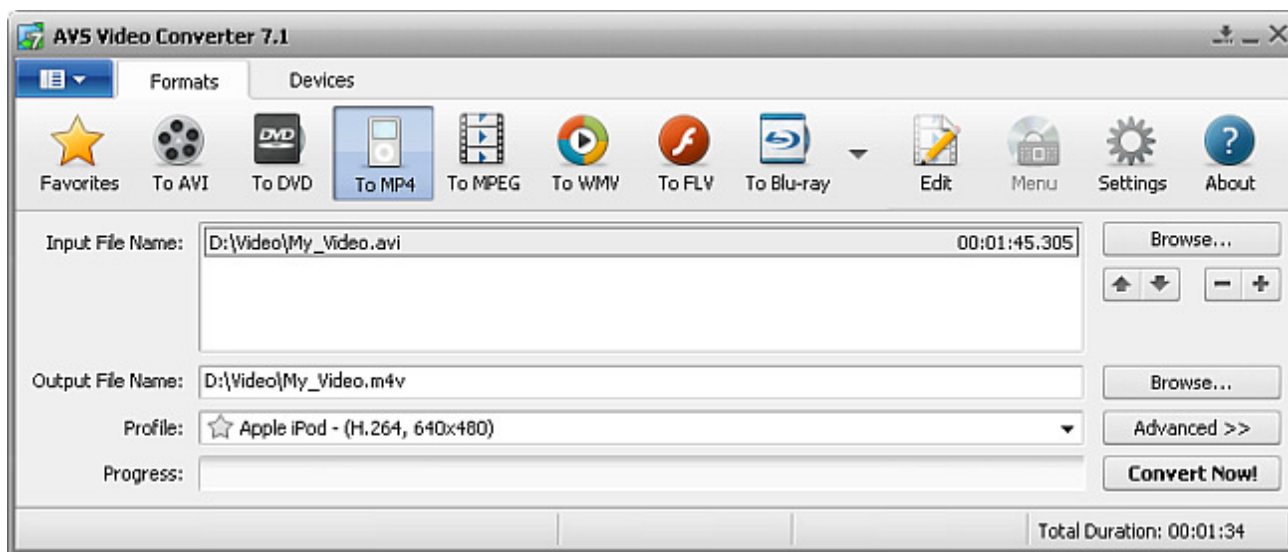


To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

Note:

- if you selected one of the profiles for portable devices, the **Upload...** button will also be displayed within this window for you to transfer the converted video to your portable device using the **AVS Mobile Uploader** utility;
- if you selected one of the profiles for video-sharing websites, the **To Web...** button will also be displayed within this window for you to transfer the converted video to the needed video-sharing website using the **AVS Video Uploader** utility.

Converting to MP4 Format



To convert your video file to MP4 format:

1. Press the **To MP4** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an MP4 **Profile**.

To edit the selected MP4 profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Conversion Options	Aspect Correction
Input File: My_Video.mpg	Output File: My_Video.avi
Video Video Codec: MPEG-2 Frame Size: 640 x 480 pixels Bitrate: 4000 kbps Frame Rate: 29,97 frames/second	Video Video Codec: H.264/AVC (Advanced Video C ▾ <input type="button" value="Advanced..."/> Frame Size: 320 ▾ 240 ▾ 320 x 240 ▾ Bitrate: 640 ▾ File Type: m4v iPod ▾ Frame Rate: 30 fps ▾ Max File Size: 17.62 Mb
Audio Audio Codec: MP2 Sample Rate and Size: 44100 Hz 16 bit Bitrate: 224 kbps Channels: 2	Audio Audio Codec: MPEG-2/4 Audio ▾ Sample Rate: 48000 Hz ▾ Size: 16 bit ▾ Bitrate: 96 kbps ▾ Channels: Stereo ▾
	<input type="button" value="Save Current Setup as Profile..."/> <input type="button" value="Delete Profile"/>

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.

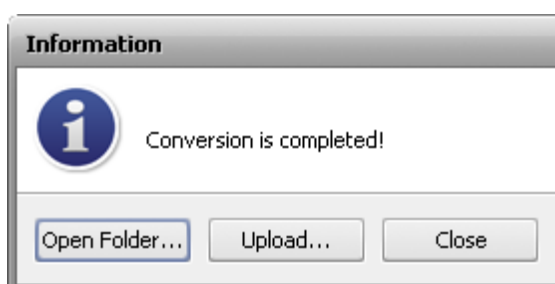
Channels - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

- Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
- Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

- As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

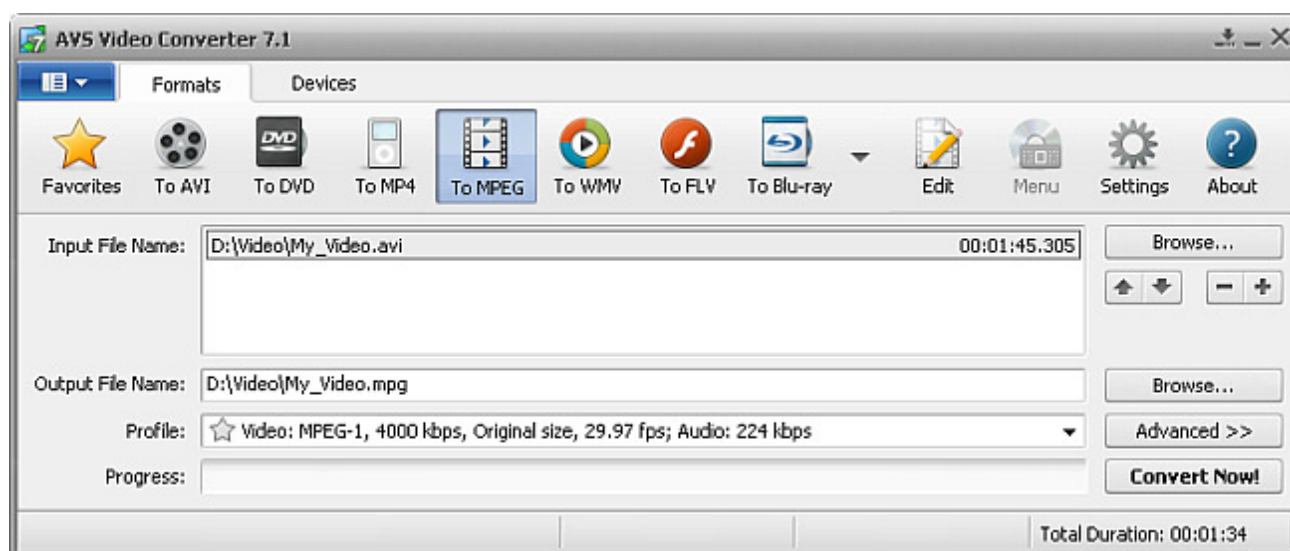


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

Converting to MPEG Format



To convert your video file to MPEG format:

- Press the **To MPEG** button at the Formats Tab of the **Main Toolbar**.
- Enter the **Input File Name** clicking the upper **Browse** button.

3. Enter the **Output File Name** clicking the lower **Browse** button.

4. Select an MPEG **Profile**.

To edit the selected MPEG profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.

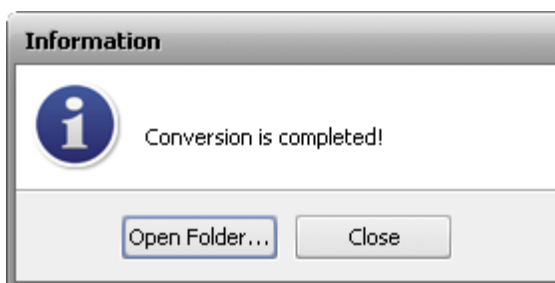
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

- Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
- Press the **Convert Now!** button.

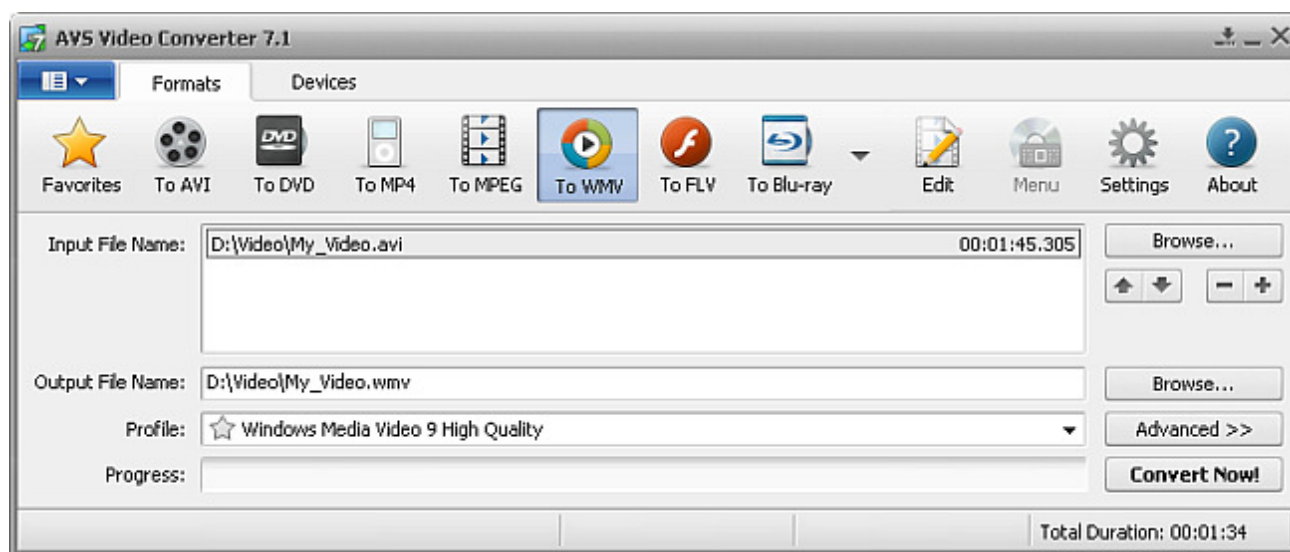
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

- As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

Converting to WMV Format



To convert your video file to WMV format:

- Press the **To WMV** button at the **Formats Tab** of the **Main Toolbar**.
- Enter the **Input File Name** clicking the upper **Browse** button.
- Enter the **Output File Name** clicking the lower **Browse** button.

4. Select a WMV **Profile**.

To edit the selected WMV profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Here you can customize the following audio and video settings of the output video file:

• **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the WMV codec settings for more detail on how to configure it.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Quality** - Select the quality level you need given in percent.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

• **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.

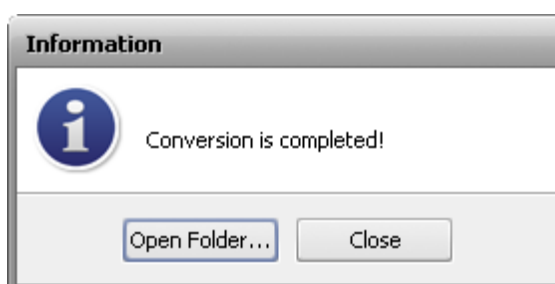
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

- Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
- Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

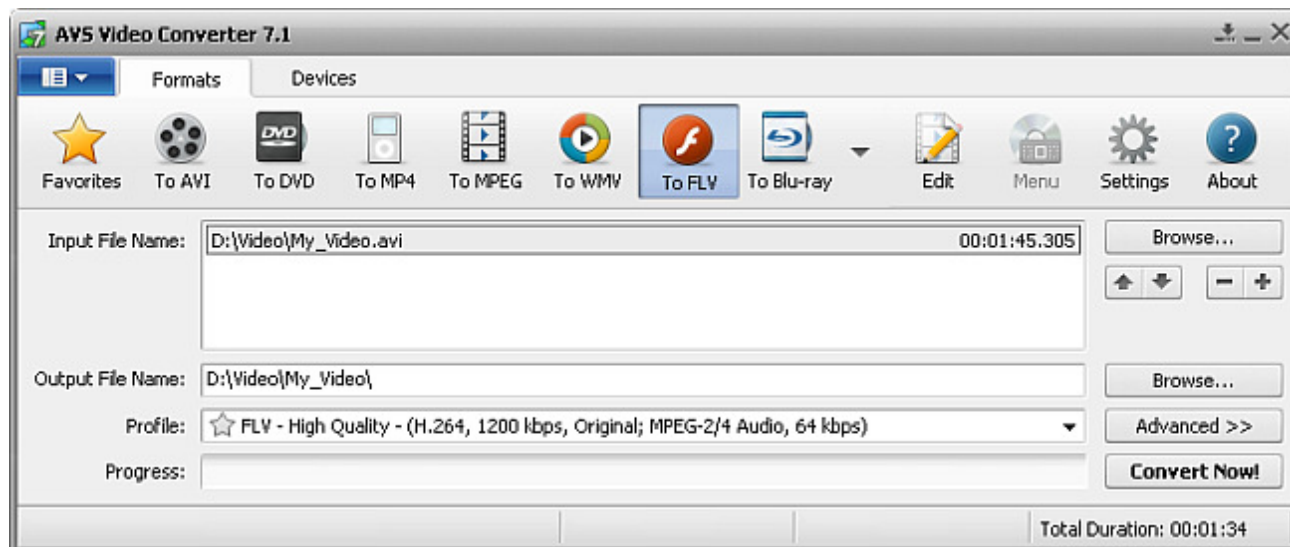
- As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

Note: if you selected one of the profiles for portable devices, the **Upload...** button will also be displayed within this window for you to transfer the converted video to your portable device using the AVS Mobile Uploader utility.

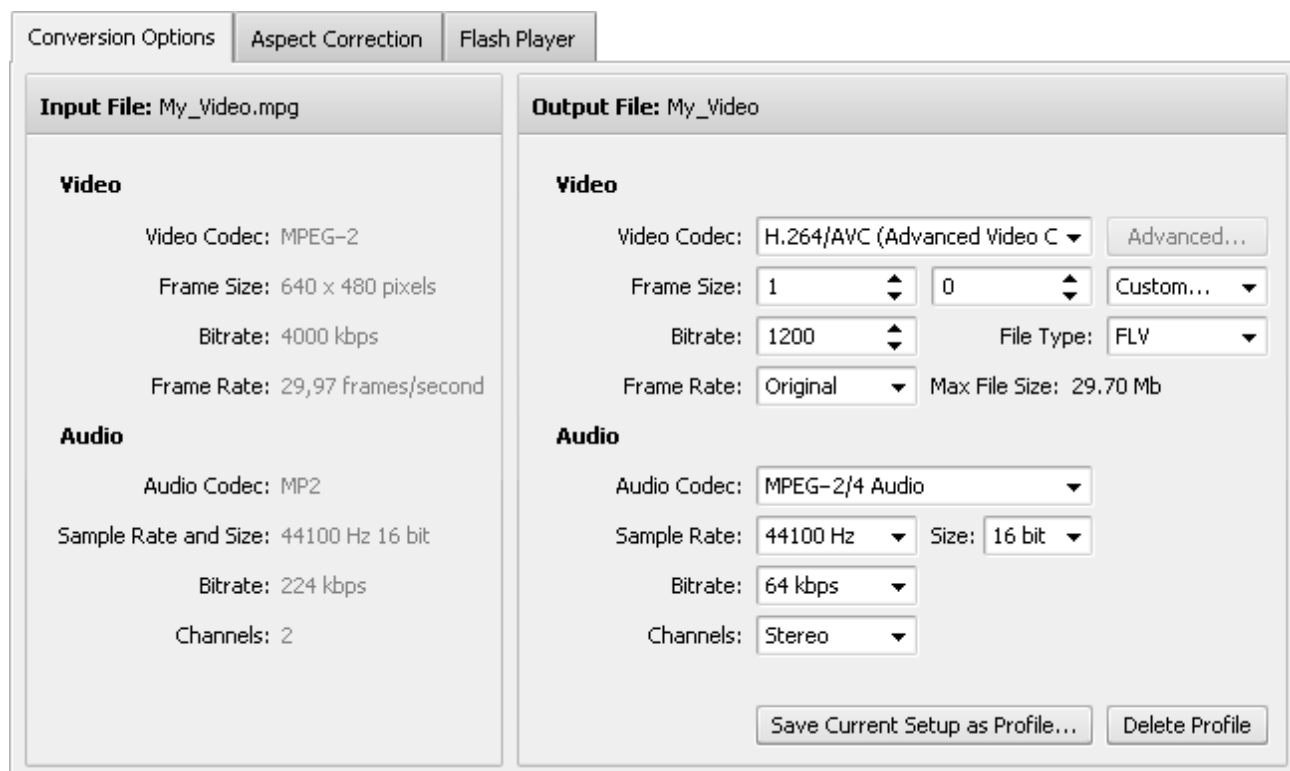
Converting to FLV Format



To convert your video file to FLV format:

1. Press the **To FLV** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a FLV **Profile**.

To edit the selected FLV profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.



Here you can customize the following audio and video settings of the output video file:

- **Video**


- Video Codec** - Select a video codec from the list of ones installed on your computer.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

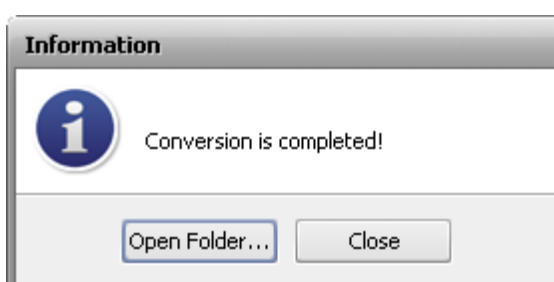
- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Switch to the Flash Player Tab to create a flash player and HTML page for it and customize player settings.
6. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
7. Press the **Convert Now!** button.

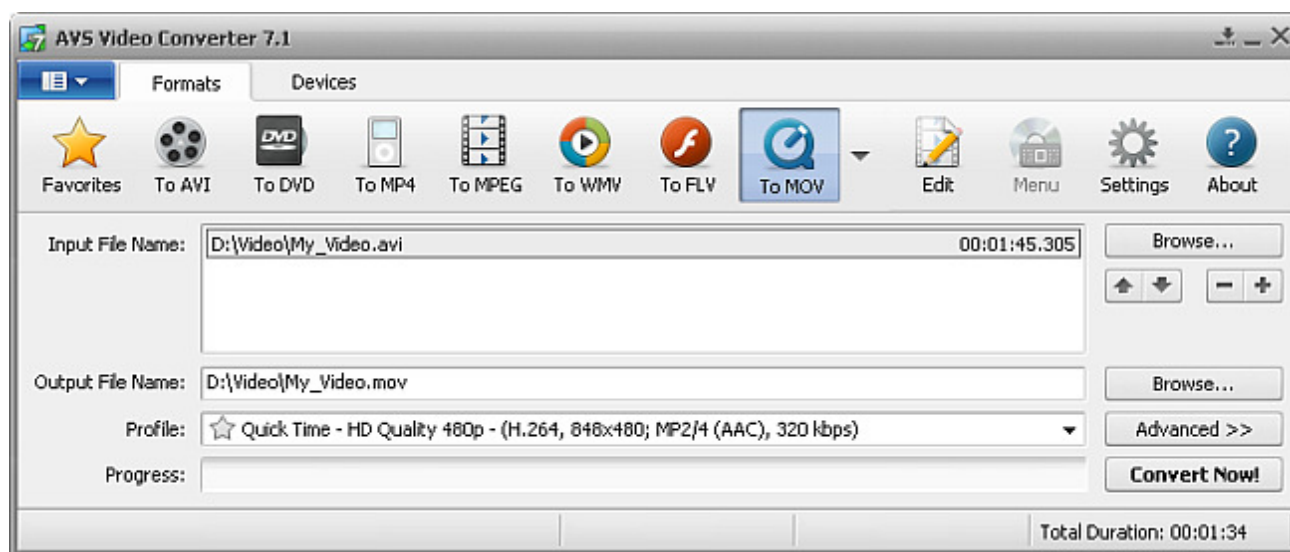
 **Note:** while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

8. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

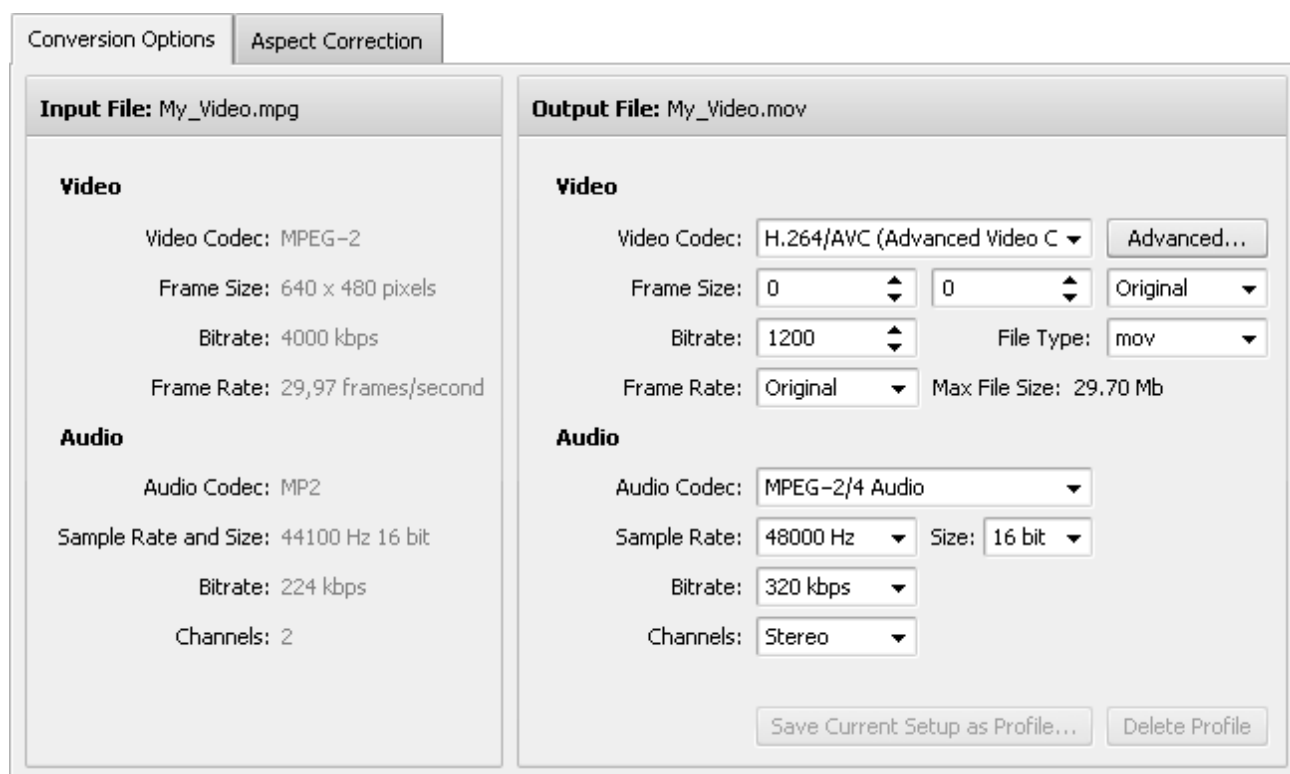
Converting to MOV Format



To convert your video file to MOV format:

1. Press the **To MOV** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an MOV **Profile**.

To edit the selected MOV profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.



Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

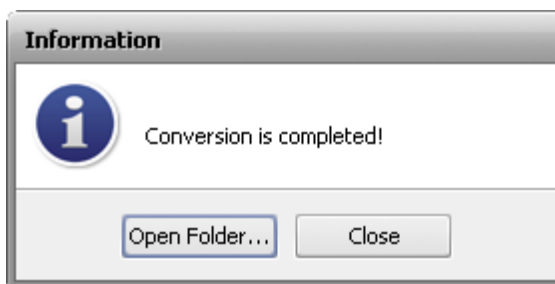
5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.



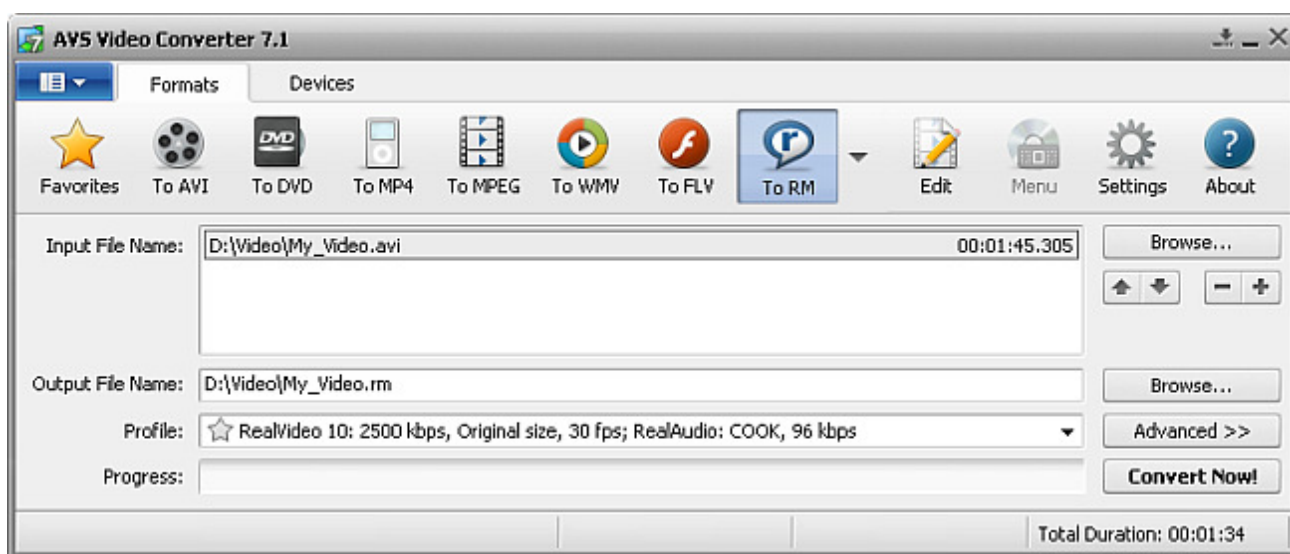
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

Converting to RM Format



To convert your video file to RM format:

1. Press the **To RM** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an RM **Profile**.

To edit the selected RM profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Conversion Options	Aspect Correction
Input File: My_Video.mpg	Output File: My_Video.rm
Video Video Codec: MPEG-2 Frame Size: 640 x 480 pixels Bitrate: 4000 kbps Frame Rate: 29,97 frames/second	Video Video Codec: Real Video 10 <input type="button" value="Advanced..."/> Frame Size: 0 <input type="button" value="↑"/> <input type="button" value="↓"/> 0 <input type="button" value="↑"/> <input type="button" value="↓"/> Original <input type="button" value="▼"/> Bitrate: 2500 <input type="button" value="↑"/> <input type="button" value="↓"/> Max File Size: 29.70 Mb Frame Rate: 30 fps <input type="button" value="▼"/>
Audio Audio Codec: MP2 Sample Rate and Size: 44100 Hz 16 bit Bitrate: 224 kbps Channels: 2	Audio Audio Codec: RealAudio COOK 96 Kbps Stere <input type="button" value="▼"/> Sample Rate: 44100 Hz <input type="button" value="▼"/> Size: 16 bit <input type="button" value="▼"/> Bitrate: 96 kbps <input type="button" value="▼"/> Channels: Stereo <input type="button" value="▼"/>
	<input type="button" value="Save Current Setup as Profile..."/> <input type="button" value="Delete Profile"/>

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

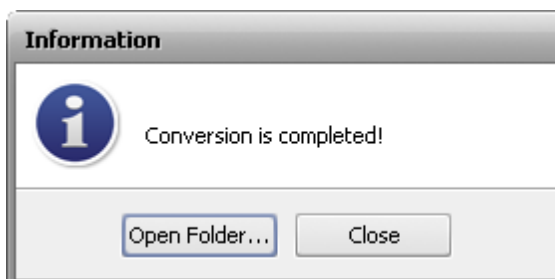
To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain

profile from the **Profile** list, click the **Delete Profile** button.

- Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
- Press the **Convert Now!** button.

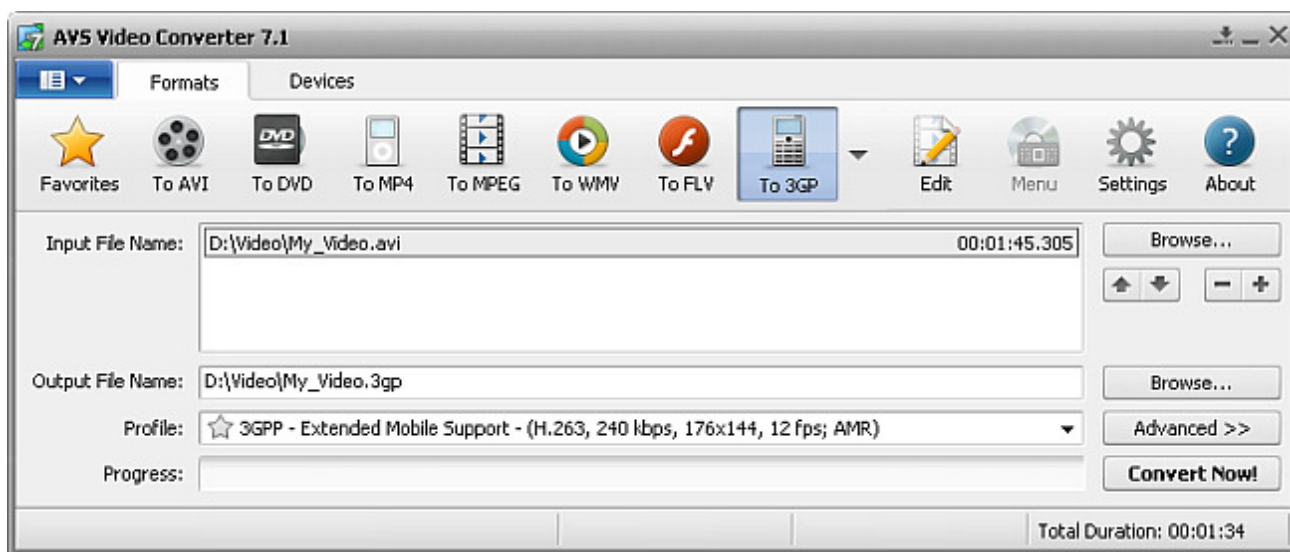
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

- As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

Converting to 3GP Format



To convert your video file to 3GP format:

- Press the **To 3GP** button at the Formats Tab of the **Main Toolbar**.
- Enter the **Input File Name** clicking the upper **Browse** button.
- Enter the **Output File Name** clicking the lower **Browse** button.
- Select a 3GP **Profile**.

To edit the selected 3GP profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Conversion Options	Aspect Correction
Input File: My_Video.mpg	Output File: My_Video.3gp
Video Video Codec: MPEG-2 Frame Size: 640 x 480 pixels Bitrate: 4000 kbps Frame Rate: 29,97 frames/second	Video Video Codec: Intel ITU H.263 <input type="button" value="Advanced..."/> Frame Size: 176 <input type="text"/> 144 <input type="text"/> 176 x 144 <input type="text"/> Bitrate: 240 <input type="text"/> File Type: 3gp rel.4 <input type="text"/> Frame Rate: 12 fps <input type="text"/> Max File Size: 5.94 Mb
Audio Audio Codec: MP2 Sample Rate and Size: 44100 Hz 16 bit Bitrate: 224 kbps Channels: 2	Audio Audio Codec: AMR ACELP <input type="text"/> Sample Rate: 8000 Hz <input type="text"/> Size: 16 bit <input type="text"/> Bitrate: 12.2 kbps <input type="text"/> Channels: Mono <input type="text"/>
	<input type="button" value="Save Current Setup as Profile..."/> <input type="button" value="Delete Profile"/>

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 codec settings for more detail on how to configure it
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.

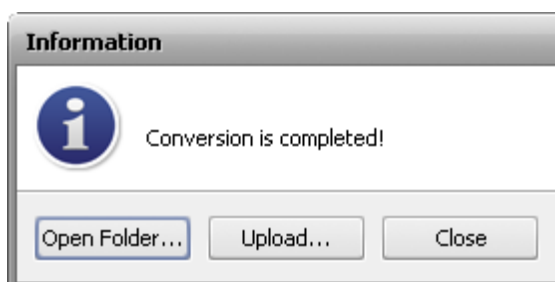
Channels - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

- Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
- Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

- As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

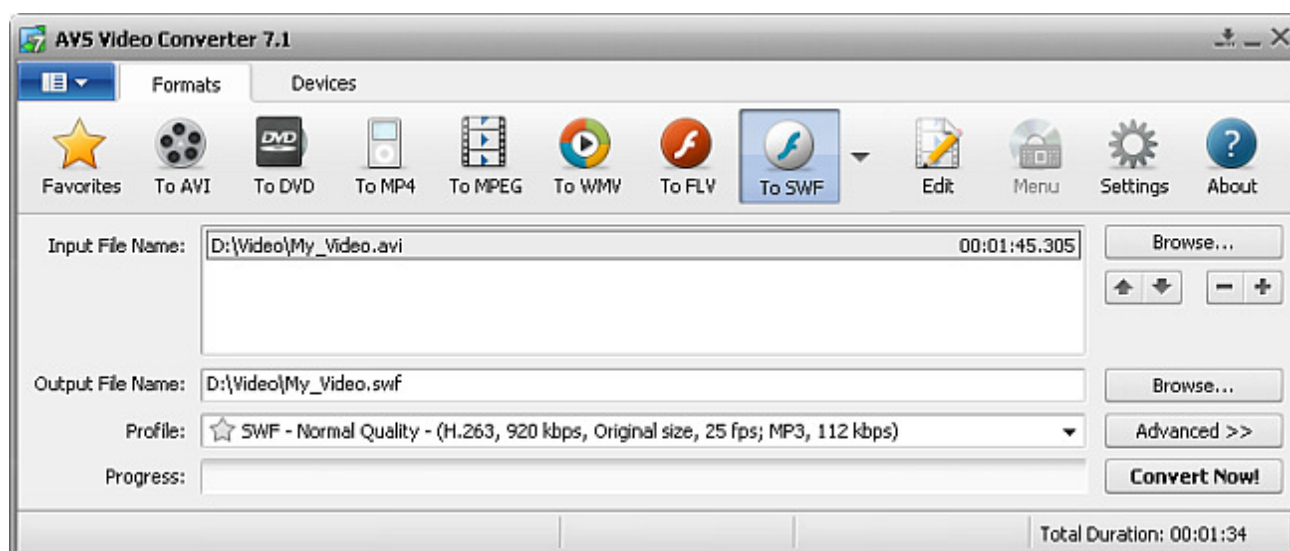


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

Converting to SWF Format



To convert your video file to SWF format:

1. Press the **To SWF** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an SWF **Profile**.

To edit the selected SWF profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.

- **Audio**

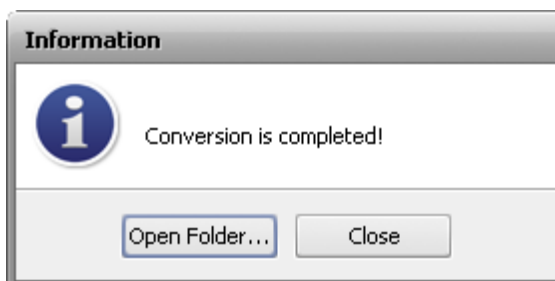
- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. If you selected FLV or F4V in the **File Type** field, the Flash Player Tab will be available. Switch to it to create a flash player and HTML page for it and customize player settings.
6. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
7. Press the **Convert Now!** button.

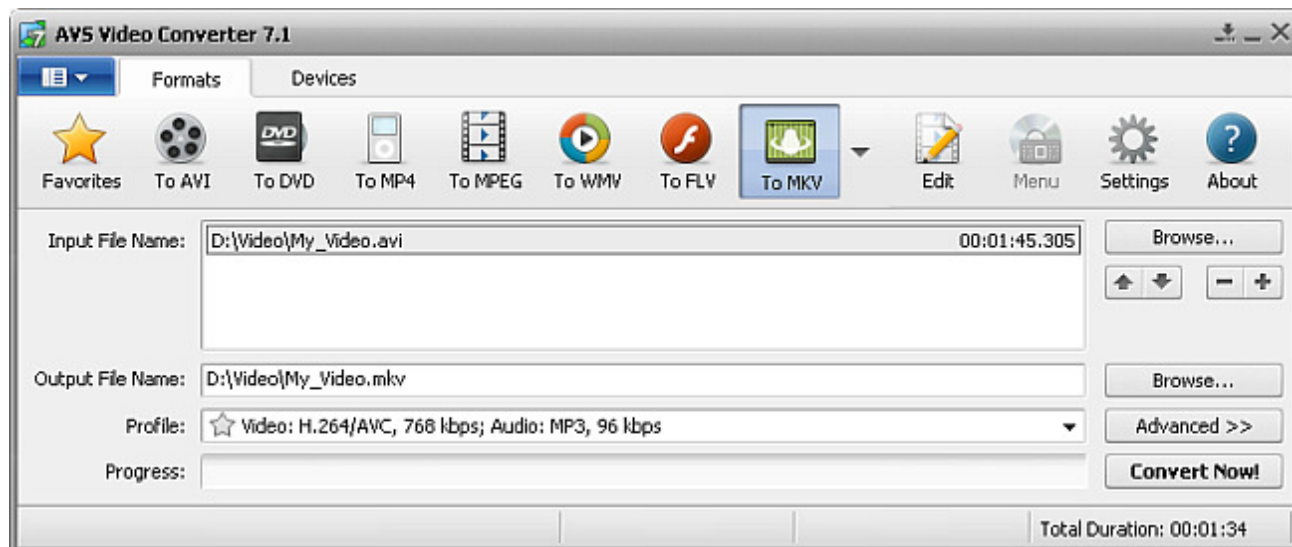
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

8. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

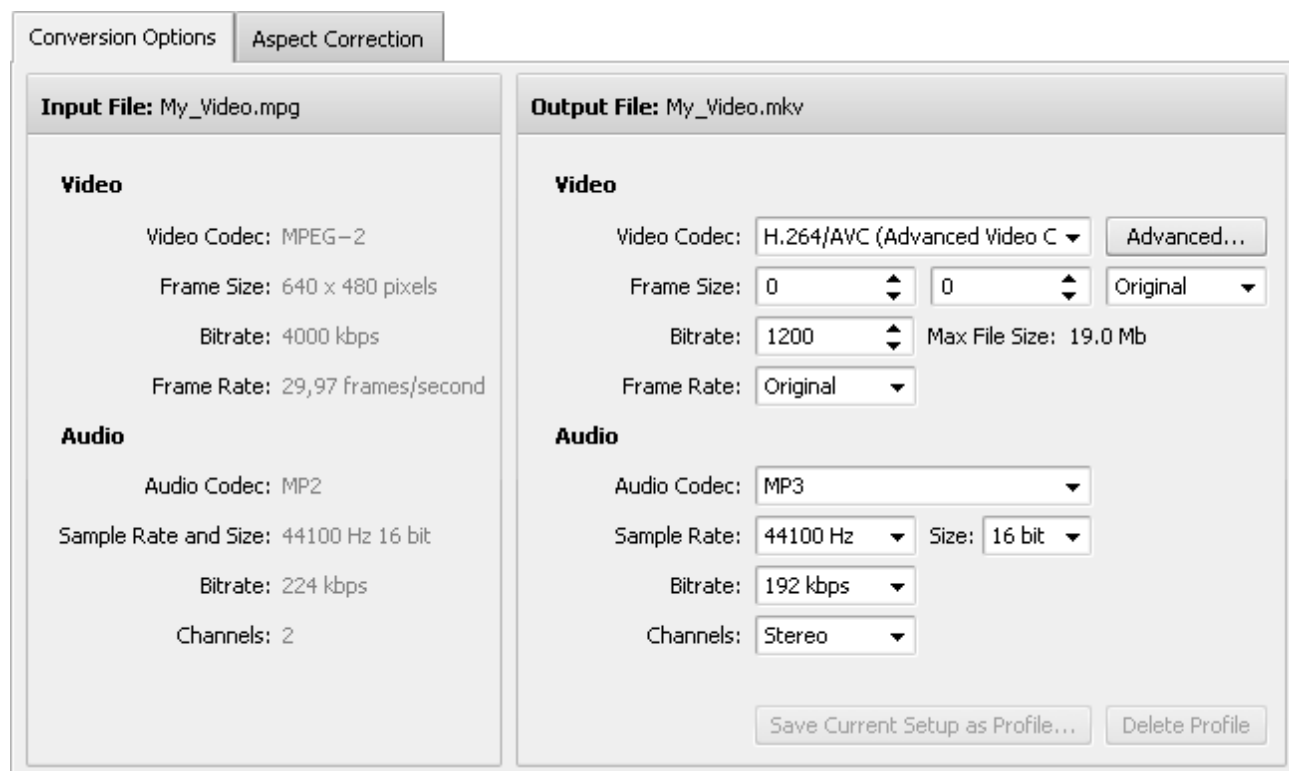
Converting to MKV Format



To convert your video file to MKV format:

1. Press the **To MKV** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an MKV **Profile**.

To edit the selected MKV profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.



Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

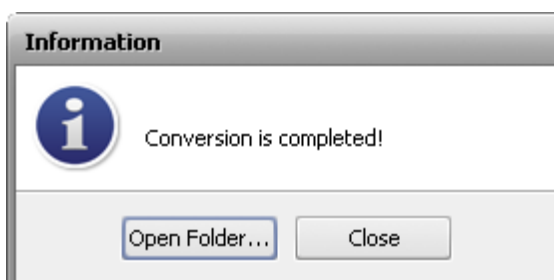
- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
6. Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

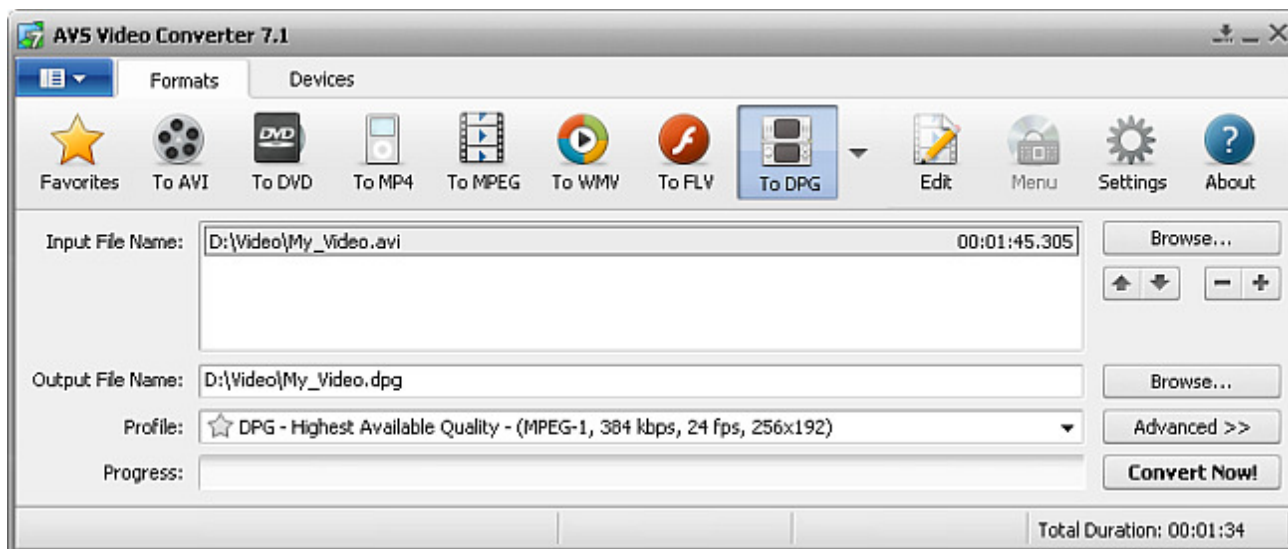
7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To

close the **Information** window, press the **Close** button.

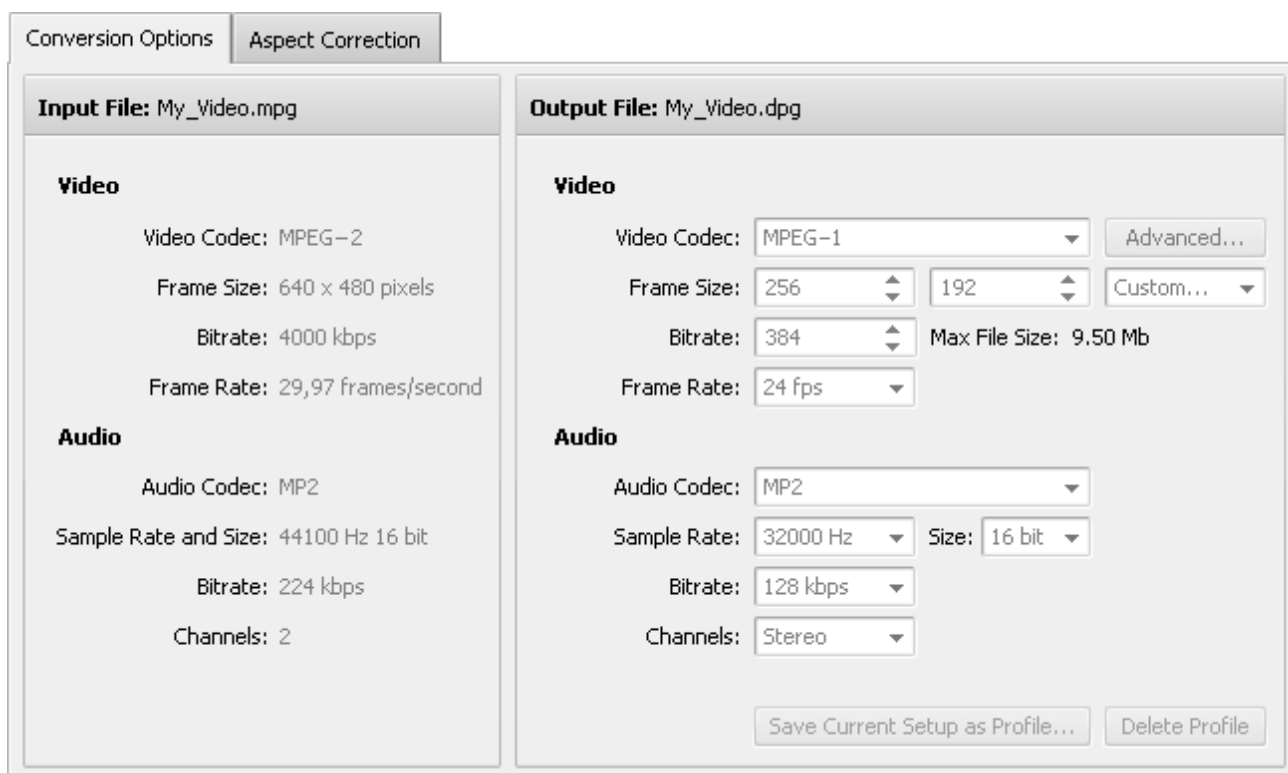
Converting to DPG Format



To convert your video file to DPG format:

1. Press the **To DPG** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a DPG **Profile**.

To preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button. The DPG profile is not editable, all audio and video settings of the output video file are disabled.

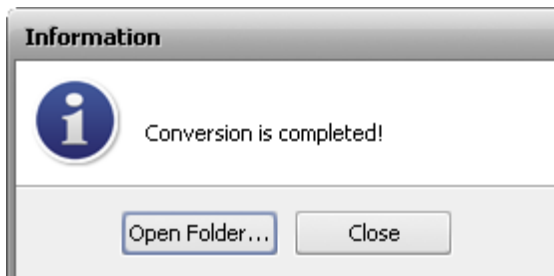


5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.

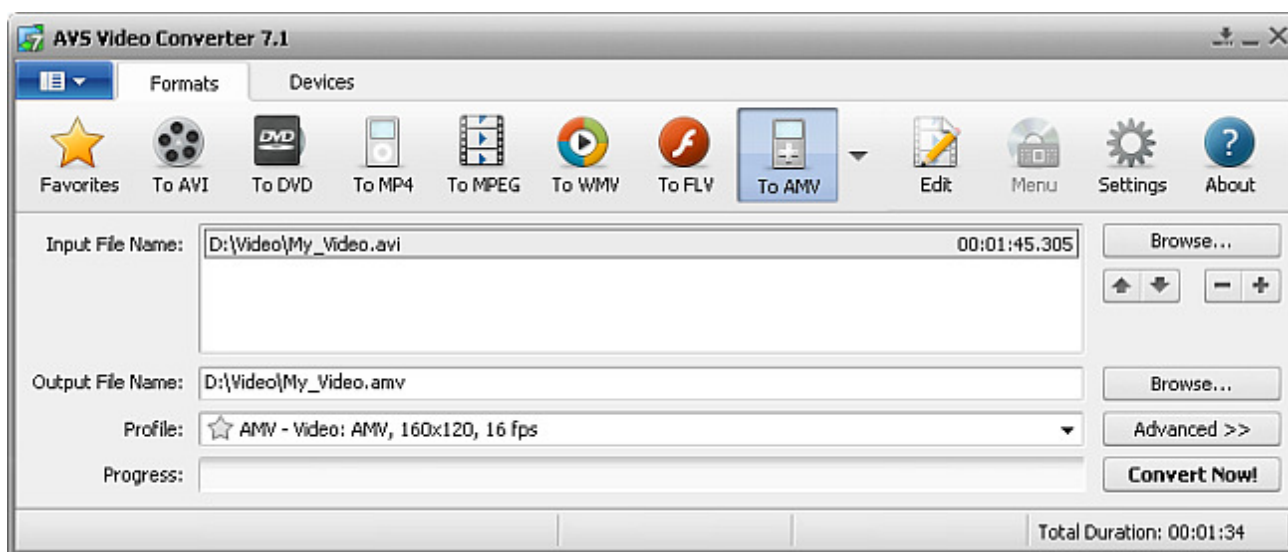
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

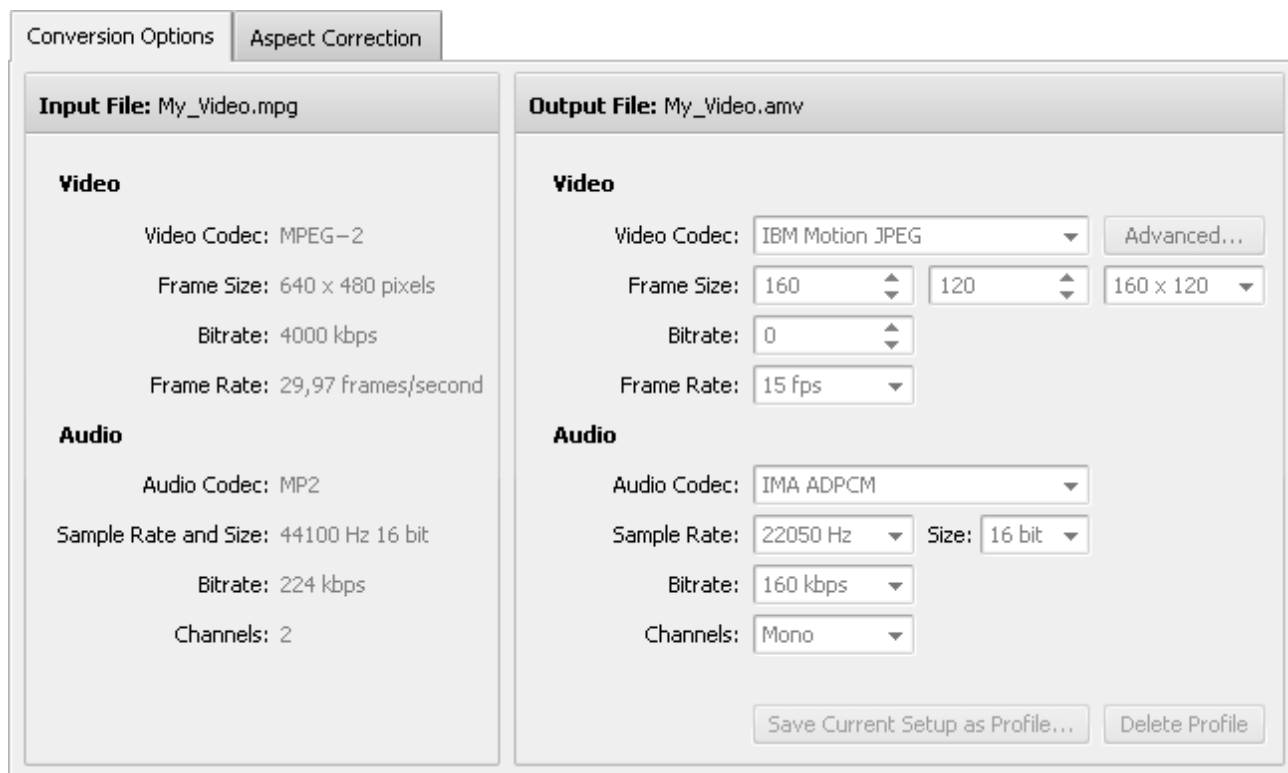
Converting to AMV Format



To convert your video file to AMV format:

1. Press the **To AMV** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an AMV **Profile**.

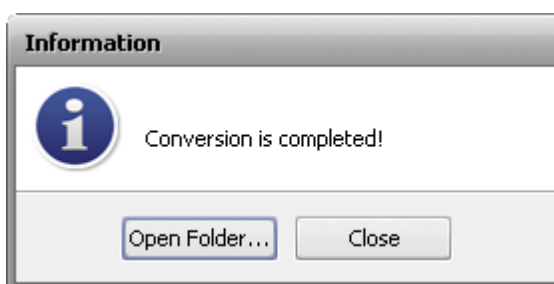
To preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button. The AMV profile is not editable, all audio and video settings of the output video file are disabled.



5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
6. Press the **Convert Now!** button.

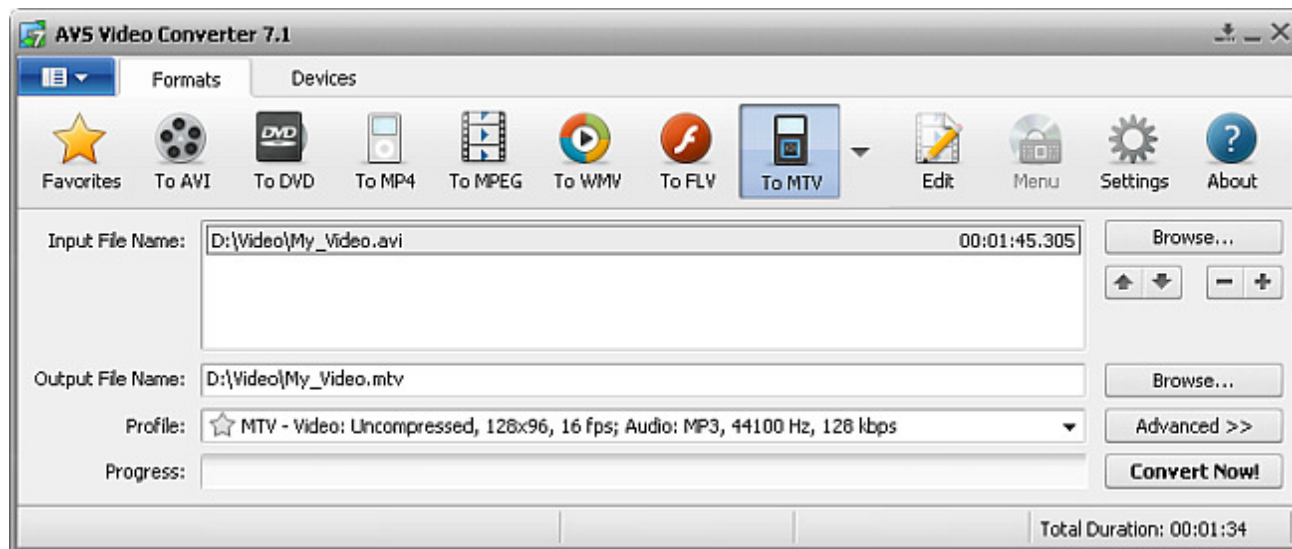
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

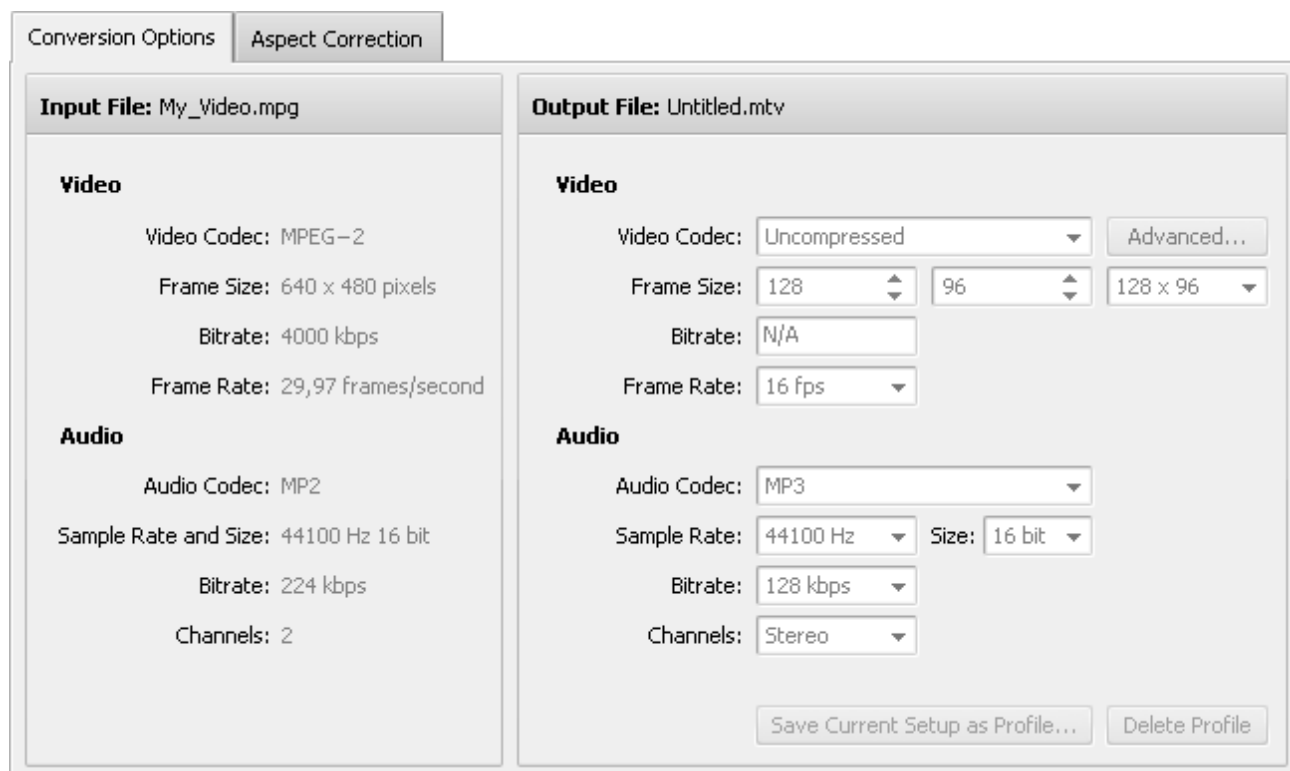
Converting to MTV Format



To convert your video file to MTV format:

1. Press the **To MTV** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an MTV **Profile**.

To preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button. The MTV profile is not editable, all audio and video settings of the output video file are disabled.

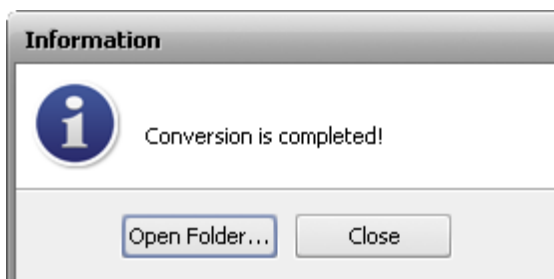


5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.

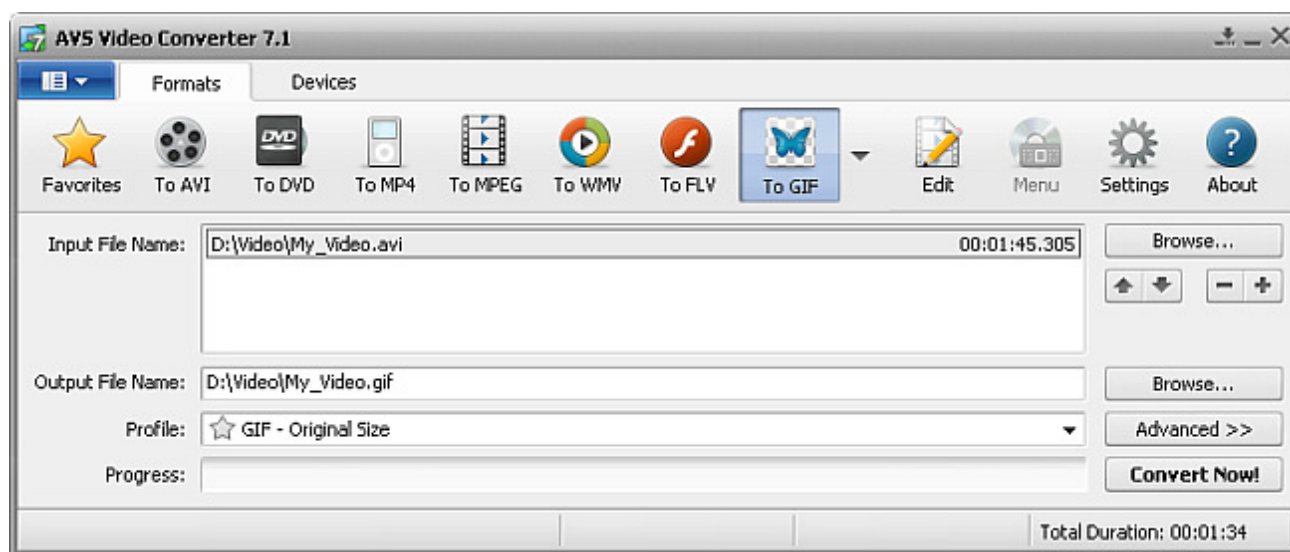
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

Converting to GIF Format



To convert your video file to GIF format:

1. Press the **To GIF** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a GIF **Profile**.

To edit the selected GIF profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Conversion Options Aspect Correction

Input File: My_Video.mpg

Video

Video Codec: MPEG-2

Frame Size: 640 x 480 pixels

Bitrate: 4000 kbps

Frame Rate: 29,97 frames/second

Audio

Audio Codec: MP2

Sample Rate and Size: 44100 Hz 16 bit

Bitrate: 224 kbps

Channels: 2

Output File: Untitled.gif

Video

Video Codec: Uncompressed Advanced...

Frame Size: 0 0 Original

Bitrate: N/A

Frame Rate: 20 fps

Audio

Audio Codec: No Audio

Sample Rate: 48000 Hz Size: 32 bit

Bitrate: 0 kbps

Channels: Stereo

Save Current Setup as Profile... Delete Profile

Here you can customize only video settings of the output video file. All audio settings are disabled.

- **Video**

Video Codec - Select a video codec from the list of ones installed on your computer.

Frame Size - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).

Bitrate - Is disabled.

Frame Rate - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.

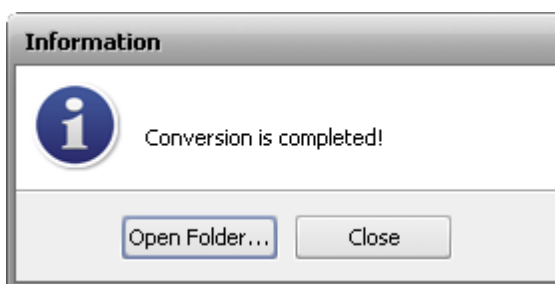
To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.

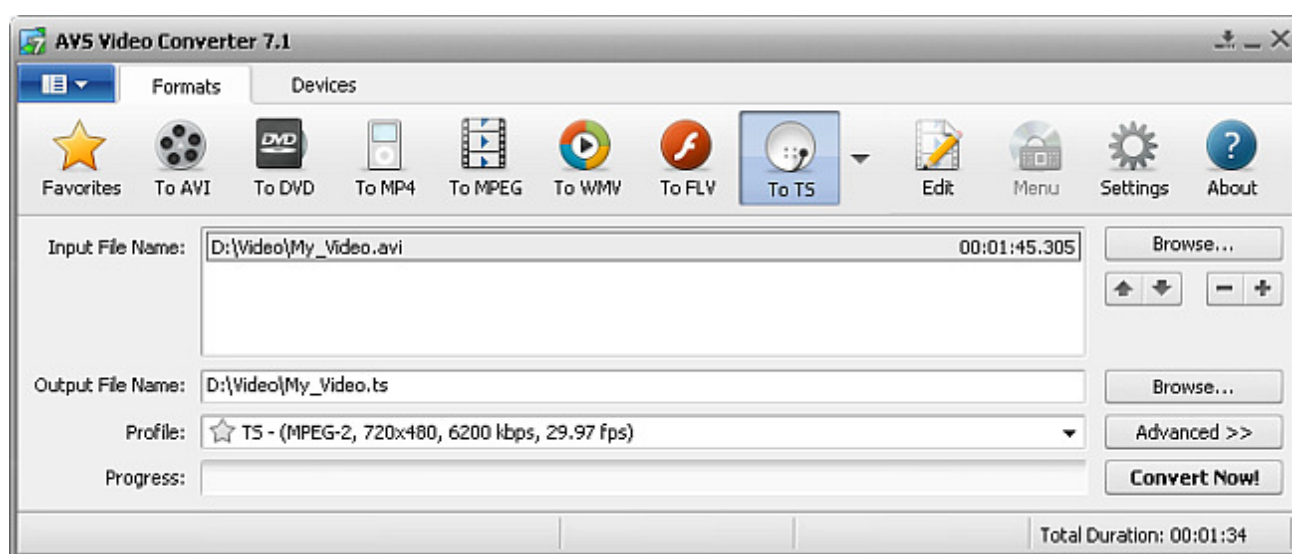
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

Converting to TS Format



To convert your video file to TS format:

1. Press the **To TS** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a TS **Profile**.

To edit the selected TS profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

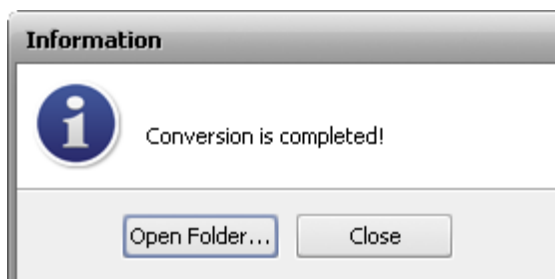
To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.

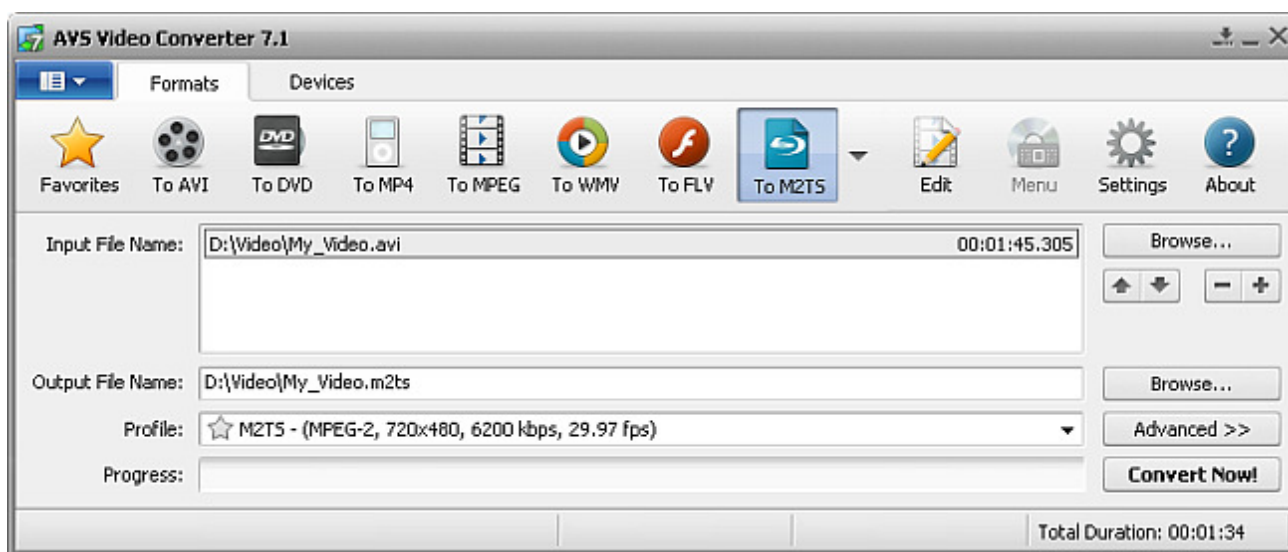
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

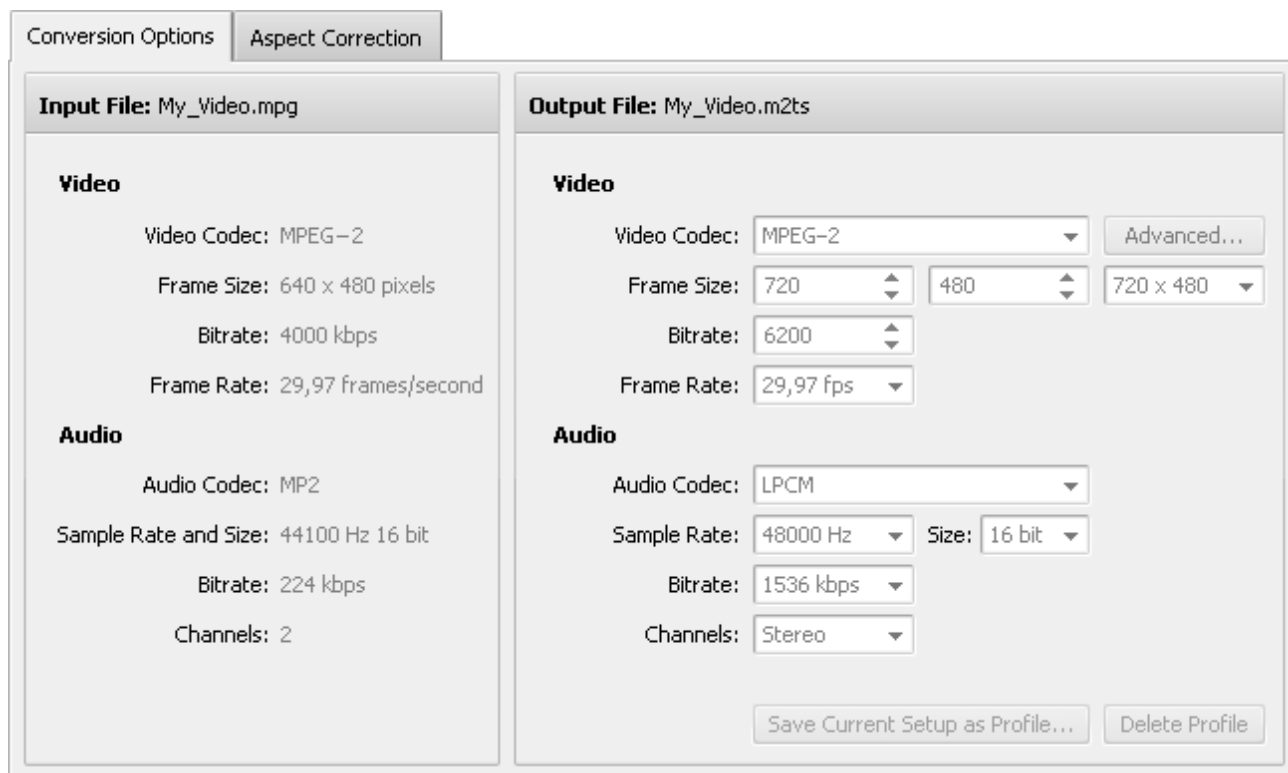
Converting to M2TS Format



To convert your video file to M2TS format:

1. Press the **To M2TS** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an M2TS **Profile**.

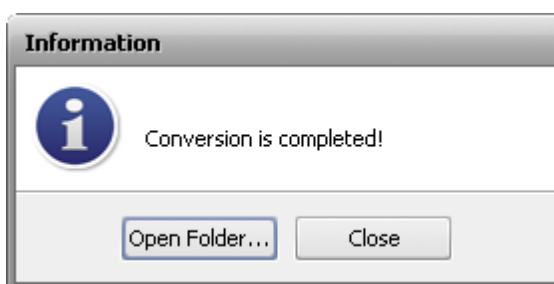
To preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button. The M2TS profile is not editable, all audio and video settings of the output video file are disabled.



5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
6. Press the **Convert Now!** button.

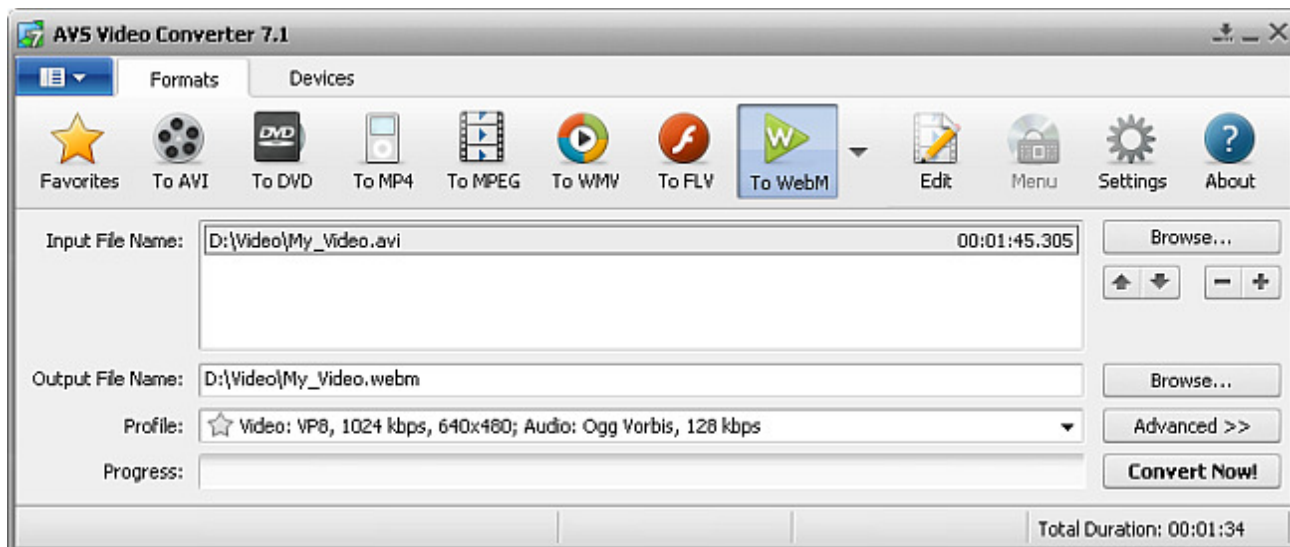
Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

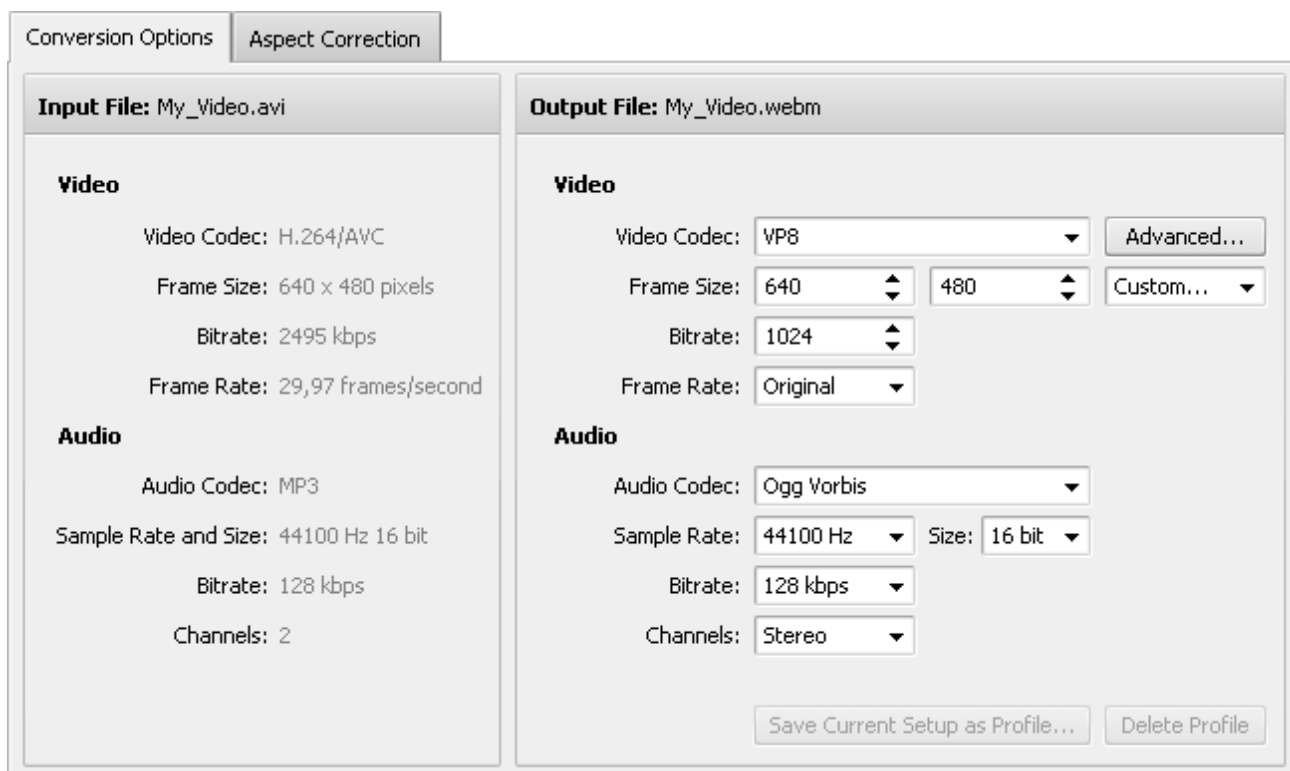
Converting to WebM Format



To convert your video file to WebM format:

1. Press the **To WebM** button at the Formats Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an WebM **Profile**.

To edit the selected WebM profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.



Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the VPX codec settings for more detail on how to configure it.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

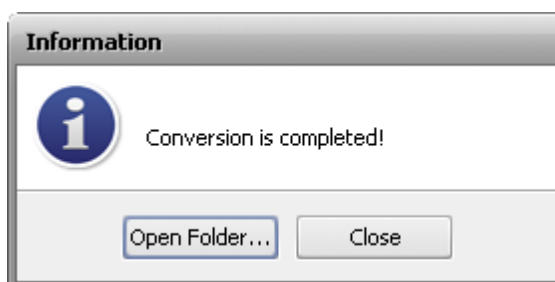
To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.








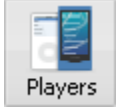

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



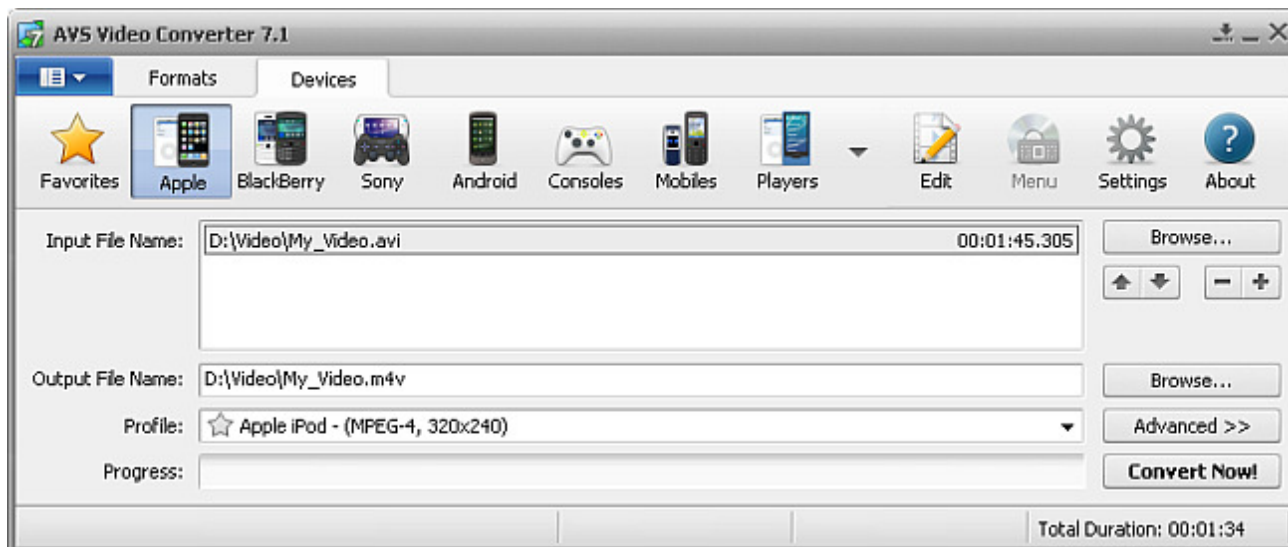
To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. To close the **Information** window, press the **Close** button.

Supported Devices

Most of the popular mobile devices are supported by **AVS Video Converter**:

Device Button	Mobile Devices
 <p>Apple</p>	Apple iPod, Apple iPhone, iPod Touch, Apple iPad, Apple TV
 <p>BlackBerry</p>	BlackBerry Bold 9000/ 9700, BlackBerry Curve 8300/ 8500/ 8900, BlackBerry Pearl 8100/ 8110, BlackBerry Storm/ Storm 2/ Tour, BlackBerry 8800 Series
 <p>Sony</p>	Sony PSP, Sony PSP Slim & Lite, Sony PSP Go, Sony PS3
 <p>Creative</p>	Creative ZEN Vision, Creative ZEN Vision:M, Creative ZEN Vision W
 <p>Android</p>	HTC Hero, Motorola Droid/ Milestone, Google Nexus One and other mobile phones, tablet computers and netbooks running under Android operating system
 <p>Consoles</p>	Sony PSP, Sony PSP Slim & Lite, Sony PSP Go, Sony PS3, Microsoft Xbox360, Nintendo Wii Clip
 <p>Mobiles</p>	Various mobile phones
 <p>Players</p>	Archos AV500/ AV700, Microsoft Zune, SanDisk Sansa View, iriver U20/ U10 (Clix)
 <p>Palm</p>	Palm Pre, Palm Pixi, Palm Treo series

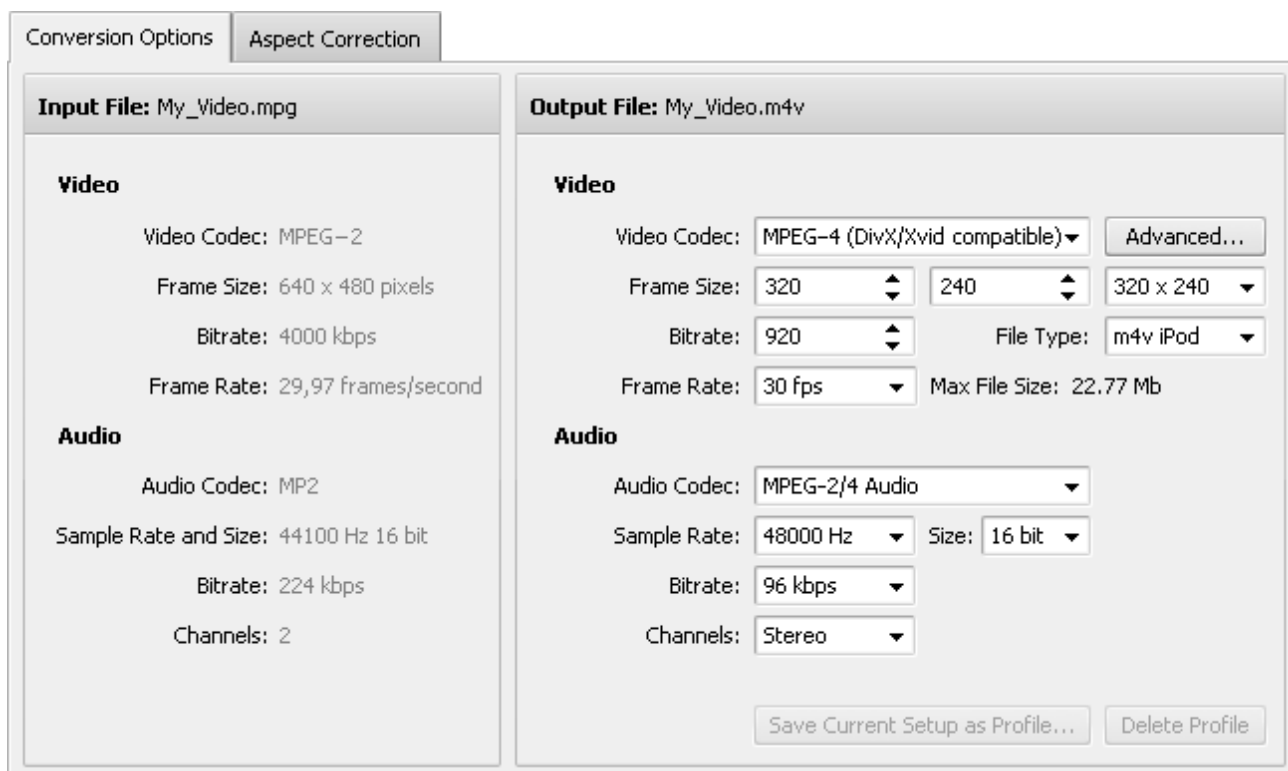
Converting for Apple Devices



To convert your video file for one of the Apple devices:

1. Press the **Apple** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an Apple **Profile**.

To edit the selected Apple profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.



Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

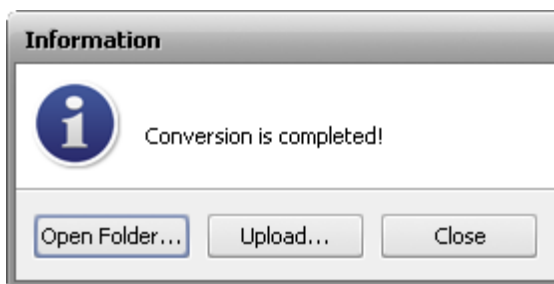
5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.



Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

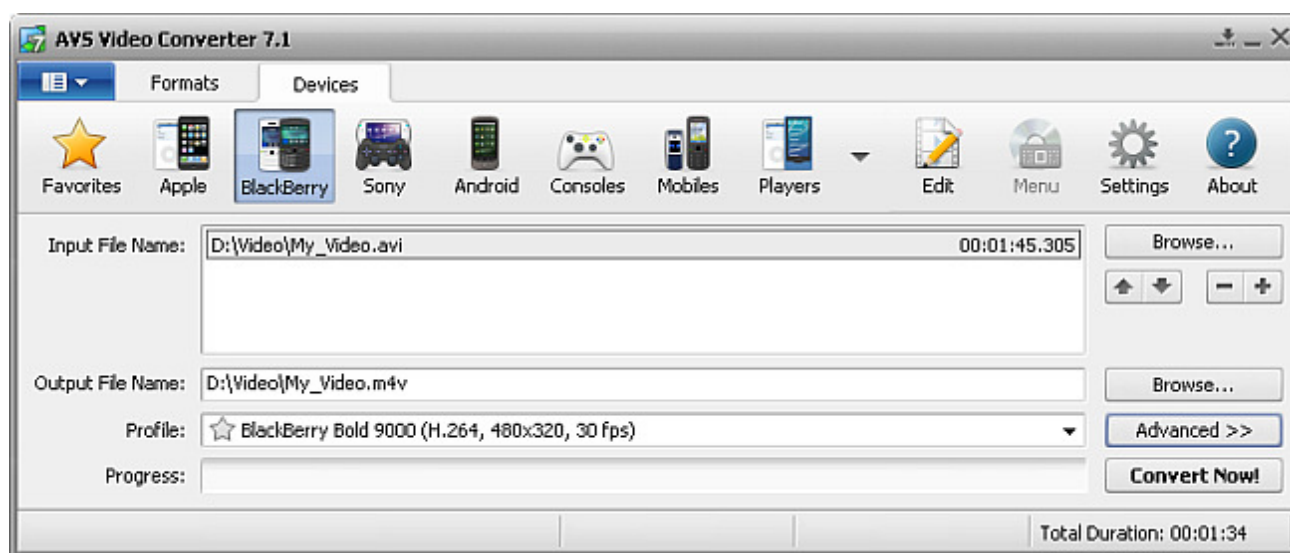


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

Converting for BlackBerry Devices



To convert your video file for one of the BlackBerry devices:

1. Press the **BlackBerry** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a BlackBerry **Profile**.

To edit the selected BlackBerry profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Conversion Options	Aspect Correction
Input File: My_Video.mpg	Output File: My_Video.m4v
Video Video Codec: MPEG-2 Frame Size: 640 x 480 pixels Bitrate: 4000 kbps Frame Rate: 29,97 frames/second	Video Video Codec: H.264/AVC (Advanced Video C) <input type="button" value="Advanced..."/> Frame Size: 480 <input type="text"/> 320 <input type="text"/> <input type="button" value="Custom..."/> Bitrate: 700 <input type="text"/> File Type: m4v iPod Frame Rate: 30 fps <input type="text"/> Max File Size: 17.32 Mb
Audio Audio Codec: MP2 Sample Rate and Size: 44100 Hz 16 bit Bitrate: 224 kbps Channels: 2	Audio Audio Codec: MPEG-2/4 Audio Sample Rate: 48000 Hz <input type="text"/> Size: 16 bit <input type="text"/> Bitrate: 96 kbps <input type="text"/> Channels: Stereo <input type="text"/>
	<input type="button" value="Save Current Setup as Profile..."/> <input type="button" value="Delete Profile"/>

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones. Depending on the profile selected this field can be hidden.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.

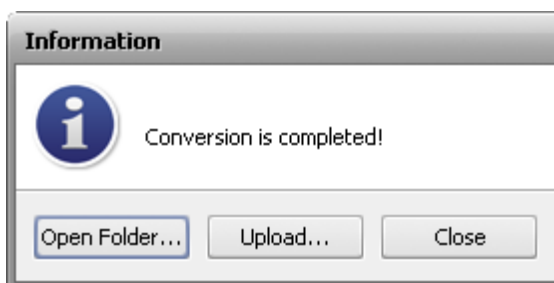
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
6. Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

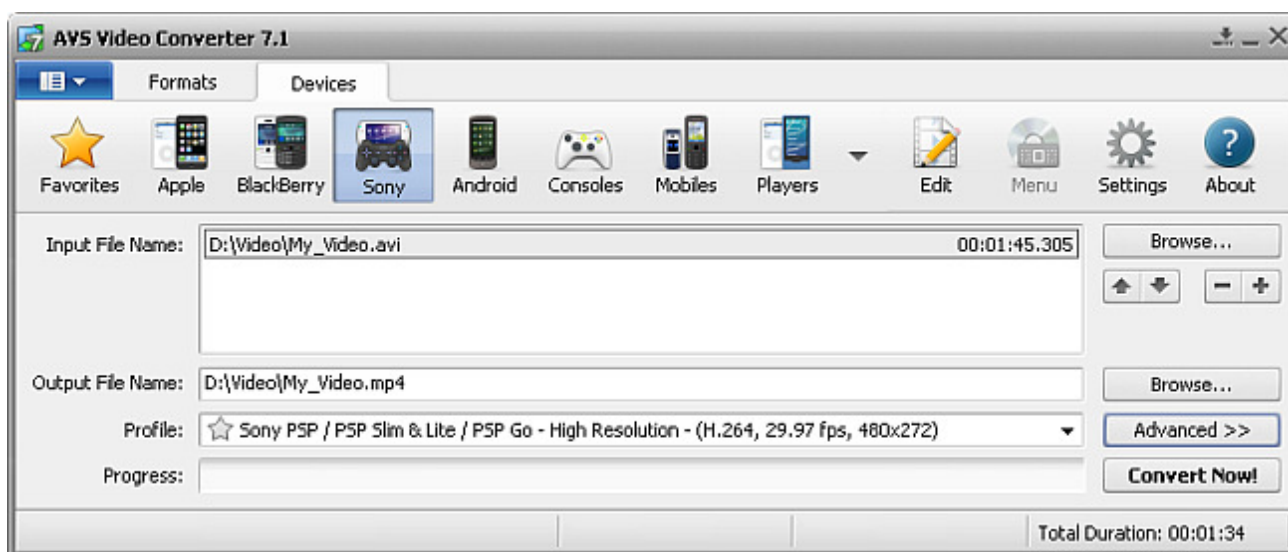


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

Converting for Sony Devices



To convert your video file for one of the Sony devices:

1. Press the **Sony** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a Sony **Profile**.

To edit the selected Sony profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

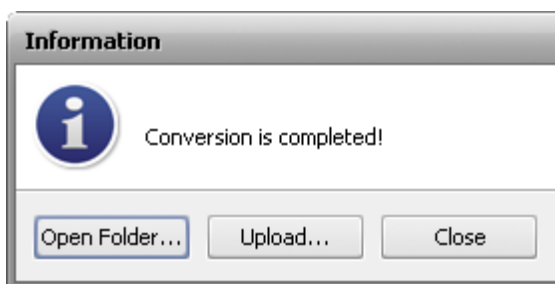
- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
6. Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

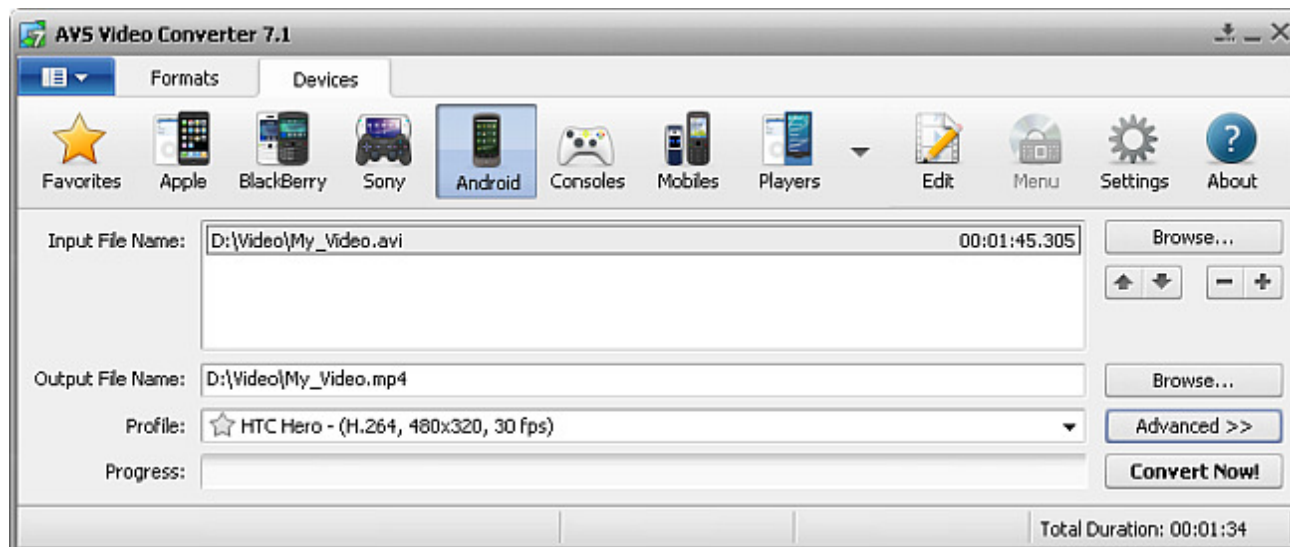


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

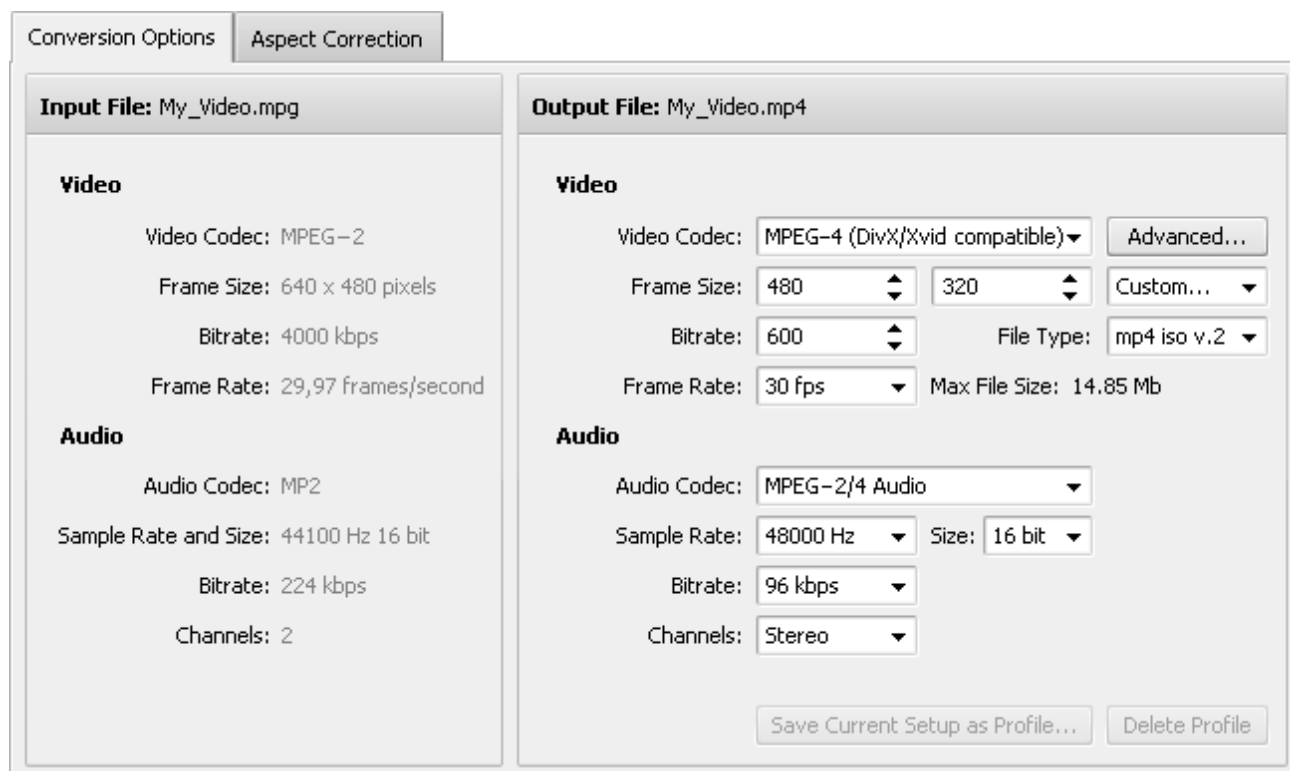
Converting for Android Devices



To convert your video file for one of the Android devices:

1. Press the **Android** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select an Android **Profile**.

To edit the selected Android profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.



Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 codec settings for more detail on how to configure it.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

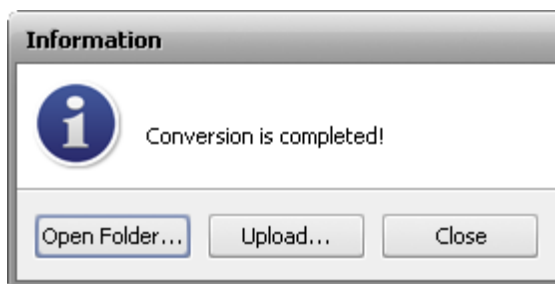
5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.



Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

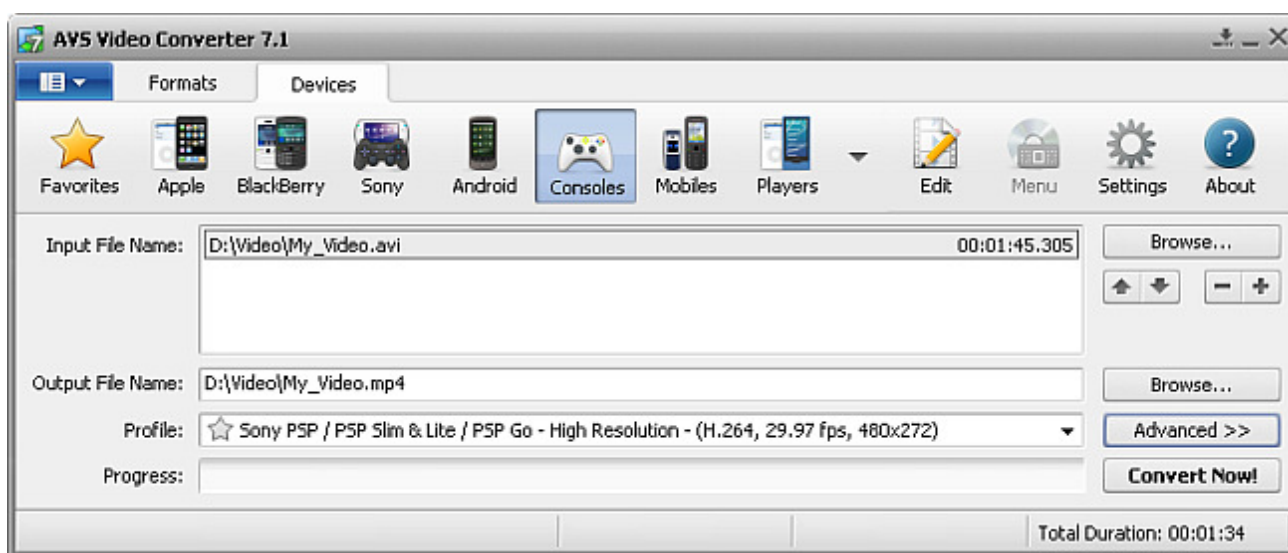


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

Converting for Consoles



To convert your video file for one of the consoles:

1. Press the **Consoles** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a **Profile** for your console.

To edit the selected profile for your console or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Conversion Options	Aspect Correction
Input File: My_Video.mpg	Output File: My_Video.mp4
Video Video Codec: MPEG-2 Frame Size: 640 x 480 pixels Bitrate: 4000 kbps Frame Rate: 29,97 frames/second	Video Video Codec: H.264/AVC (Advanced Video C) <input type="button" value="Advanced..."/> Frame Size: 480 <input type="text"/> 272 <input type="text"/> <input type="button" value="Custom..."/> Bitrate: 720 <input type="text"/> File Type: mp4 PSP Frame Rate: 29,97 fps <input type="text"/> Max File Size: 17.82 Mb
Audio Audio Codec: MP2 Sample Rate and Size: 44100 Hz 16 bit Bitrate: 224 kbps Channels: 2	Audio Audio Codec: MPEG-2/4 Audio Sample Rate: 48000 Hz <input type="text"/> Size: 16 bit <input type="text"/> Bitrate: 128 kbps <input type="text"/> Channels: Stereo <input type="text"/>
	<input type="button" value="Save Current Setup as Profile..."/> <input type="button" value="Delete Profile"/>

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones. If you chosen the Nintendo Wii Clip profile, this field will be hidden.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.

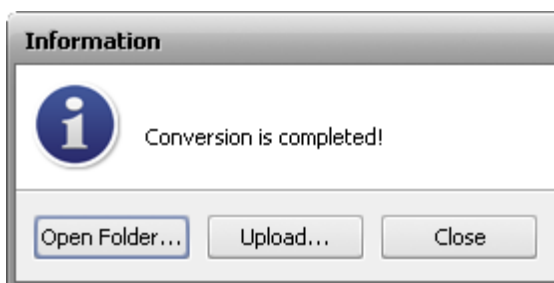
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

- Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
- Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

- As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

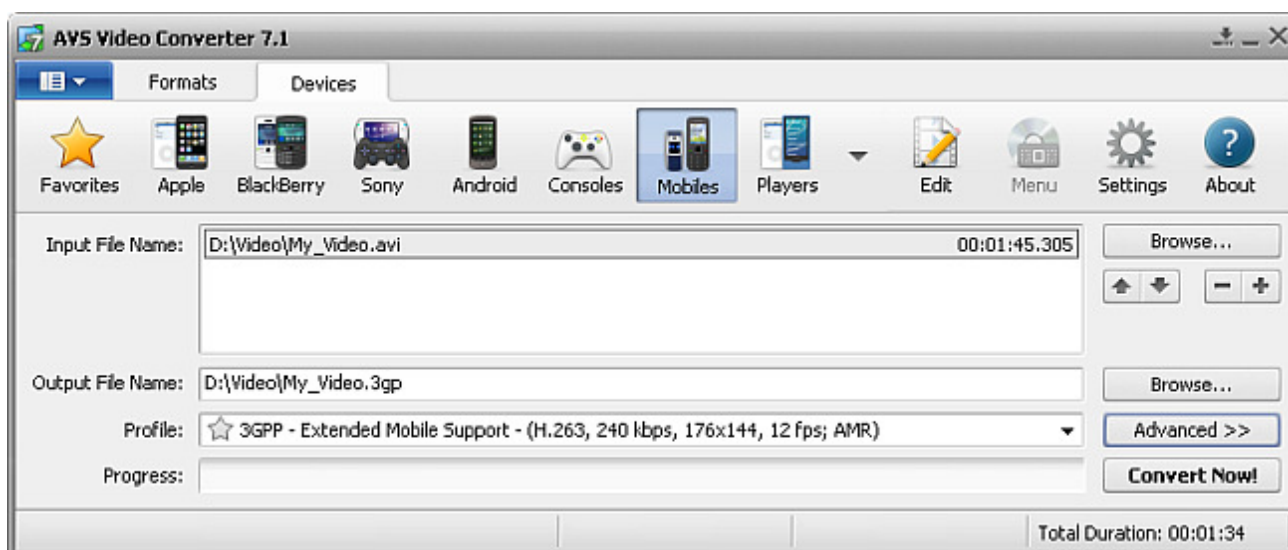


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

Converting for Mobiles



To convert your video file for one of the mobiles:

1. Press the **Mobiles** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a **Profile** for your mobile phone.

To edit the selected profile for your mobile phone or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

The screenshot shows the 'Conversion Options' dialog box with the 'Advanced >>' button selected. The dialog is divided into two main panels: 'Input File: My_Video.mpg' and 'Output File: My_Video.3gp'.
Input File Panel:
Video: Video Codec: MPEG-2; Frame Size: 640 x 480 pixels; Bitrate: 4000 kbps; Frame Rate: 29,97 frames/second.
Audio: Audio Codec: MP2; Sample Rate and Size: 44100 Hz 16 bit; Bitrate: 224 kbps; Channels: 2.
Output File Panel:
Video: Video Codec: Intel ITU H.263 (with 'Advanced...' button); Frame Size: 176 (width) x 144 (height) (with '176 x 144' dropdown); Bitrate: 240; File Type: 3gp rel.4; Frame Rate: 12 fps; Max File Size: 5.94 Mb.
Audio: Audio Codec: AMR ACELP; Sample Rate: 8000 Hz; Size: 16 bit; Bitrate: 12.2 kbps; Channels: Mono.
 At the bottom right of the Output File panel are buttons for 'Save Current Setup as Profile...' and 'Delete Profile'.

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 codec settings for more detail on how to configure it.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- File Type** - Select the needed file type from the list of available ones.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

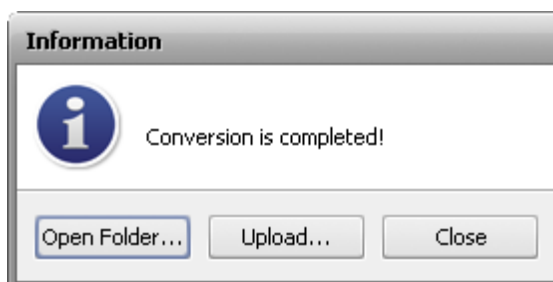
- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
6. Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

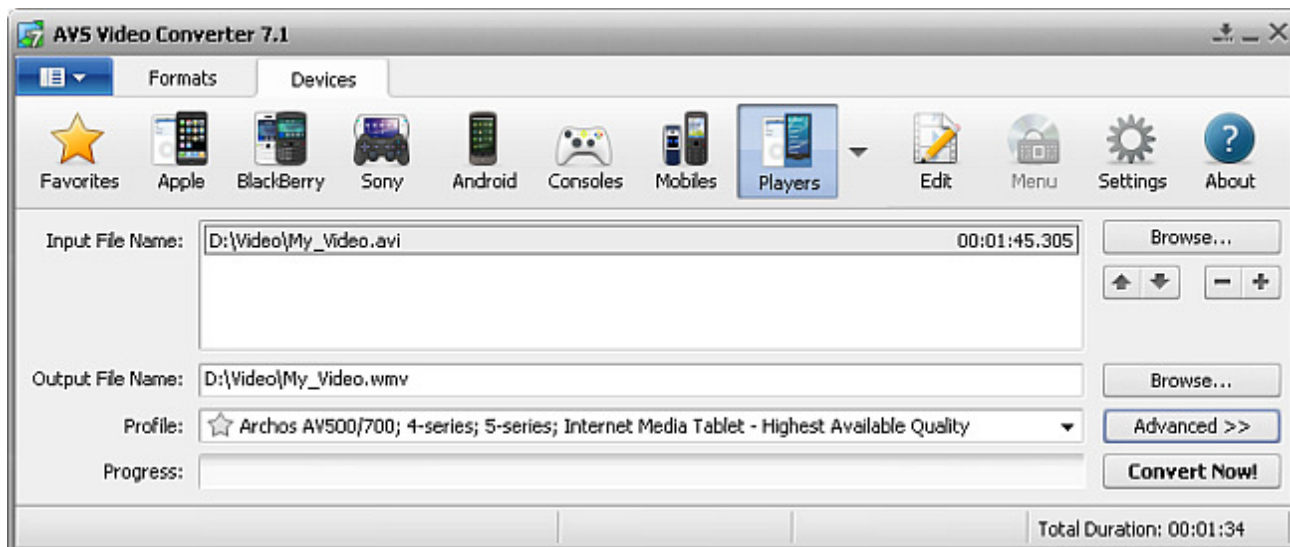


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

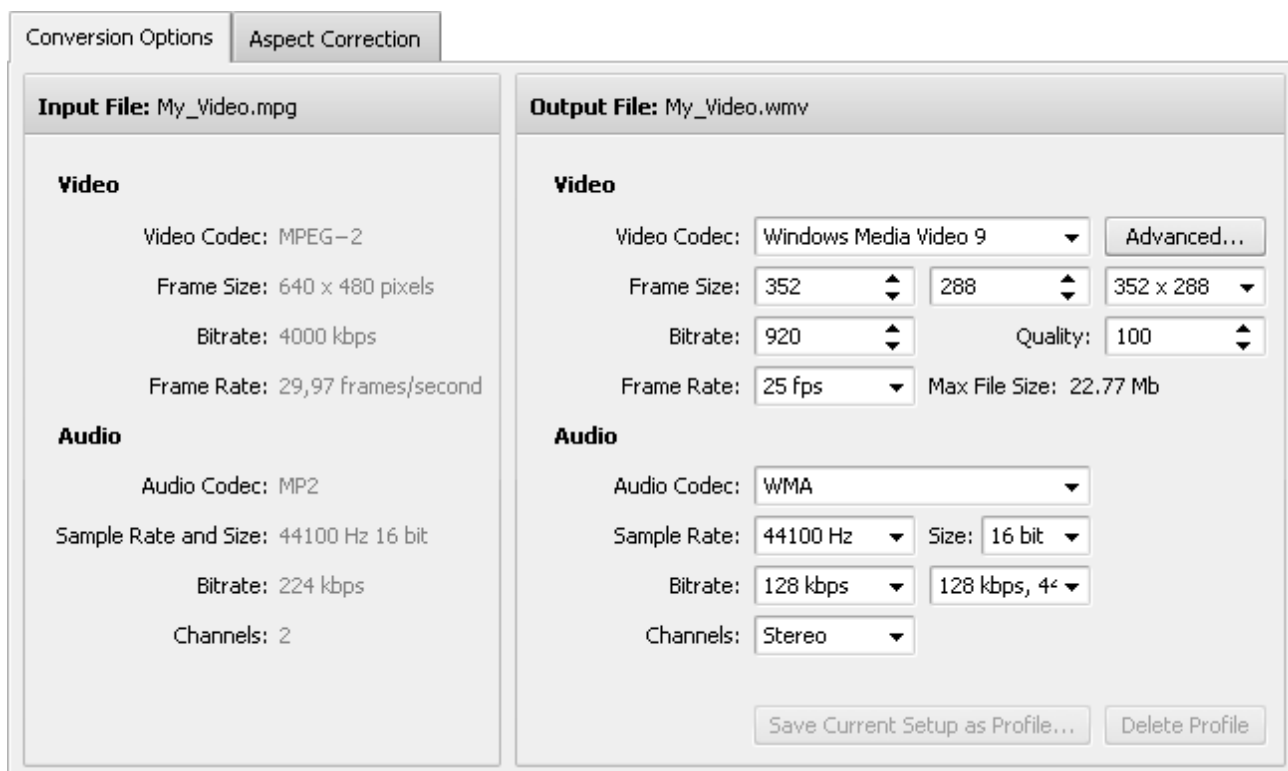
Converting for Players



To convert your video file for one of the portable players:

1. Press the **Players** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a **Profile** for your player.

To edit the selected profile for your player or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.



Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4, AVS H.264 and WMV codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Quality** - Select the needed quality level given in percent. This field is available for some of the profiles only.
- File Type** - Select the needed file type from the list of available ones. This field is available for some of the profiles only.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

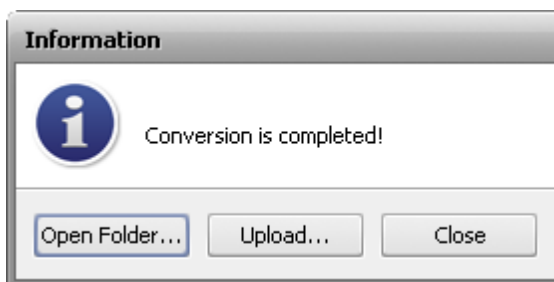
To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
6. Press the **Convert Now!** button.



Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

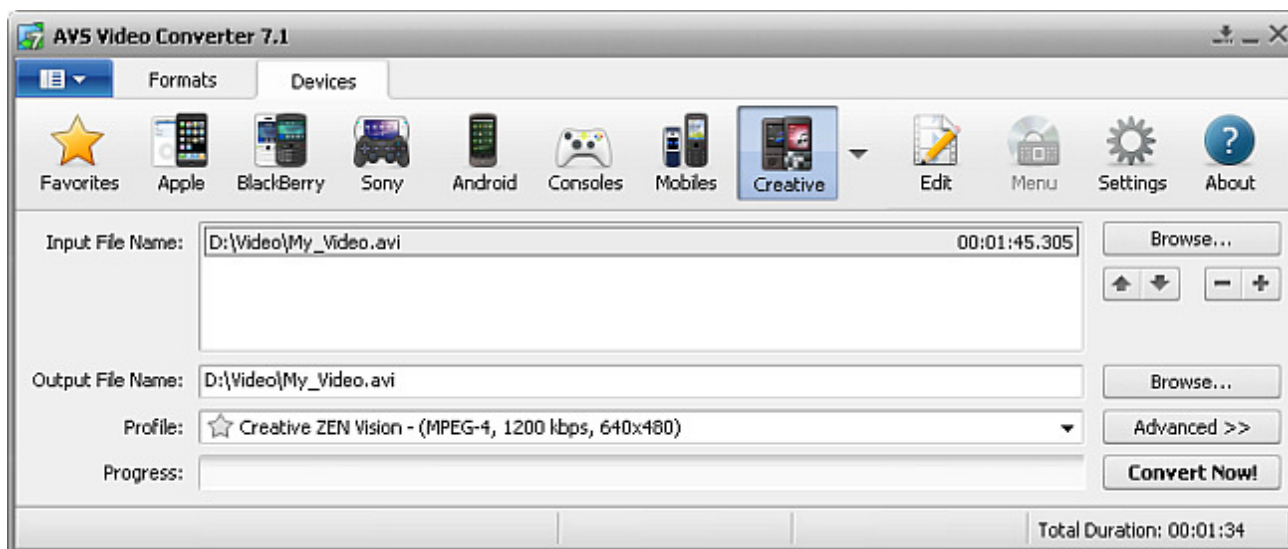


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

Converting for Creative Devices



To convert your video file for one of the Creative devices:

1. Press the **Creative** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a Creative **Profile**.

To edit the selected Creative profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Conversion Options	Aspect Correction
Input File: My_Video.mpg	Output File: My_Video.avi
Video Video Codec: MPEG-2 Frame Size: 640 x 480 pixels Bitrate: 4000 kbps Frame Rate: 29,97 frames/second	Video Video Codec: MPEG-4 (DivX/Xvid compatible) <input type="button" value="Advanced..."/> Frame Size: 640 <input type="text"/> 480 <input type="text"/> <input type="button" value="Custom..."/> Bitrate: 1000 <input type="text"/> Max File Size: 24.75 Mb Frame Rate: Original <input type="text"/>
Audio Audio Codec: MP2 Sample Rate and Size: 44100 Hz 16 bit Bitrate: 224 kbps Channels: 2	Audio Audio Codec: MP3 <input type="text"/> Sample Rate: 44100 Hz <input type="text"/> Size: 16 bit <input type="text"/> Bitrate: 192 kbps <input type="text"/> Channels: Stereo <input type="text"/>
	<input type="button" value="Save Current Setup as Profile..."/> <input type="button" value="Delete Profile"/>

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4 and AVS H.264 codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

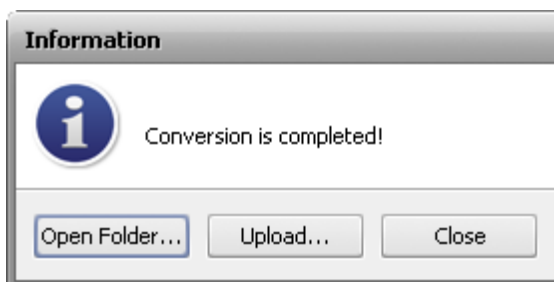
To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

5. Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.

6. Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

7. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

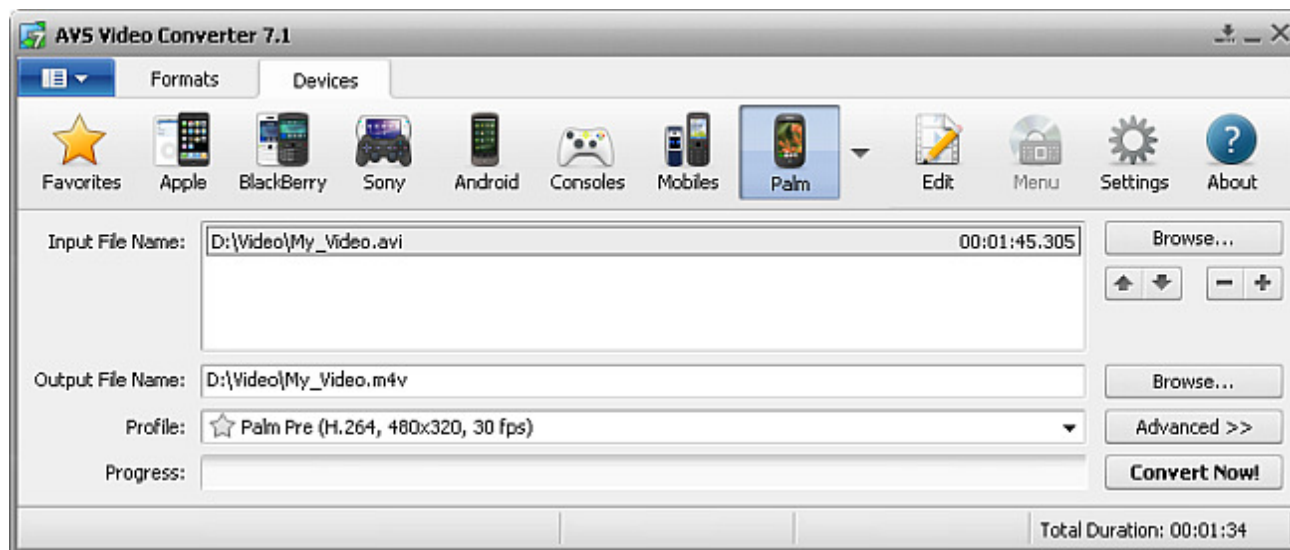


To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.

To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.

Converting for Palm Devices



To convert your video file for one of the Palm devices:

1. Press the **Palm** button at the Devices Tab of the **Main Toolbar**.
2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select a Palm **Profile**.

To edit the selected Palm profile or just preview **Input** and **Output File** properties, open the Conversion Options Tab by pressing the **Advanced >>** button.

Here you can customize the following audio and video settings of the output video file:

- **Video**

- Video Codec** - Select a video codec from the list of ones installed on your computer. You can use the **Advanced...** button to change the video codec settings. See the AVS MPEG-4, AVS H.264 and WMV codecs settings for more detail on how to configure them.
- Frame Size** - Select the necessary **width** and **height** values in the first and second boxes or choose the **aspect ratio** you need in the third one (setting width and height values to 0 keeps the original parameters of the frame).
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Quality** - Select the needed quality level given in percent. This field is available for the Palm Treo Series profile only.
- File Type** - Select the needed file type from the list of available ones. This field is available for some of the profiles only.
- Frame Rate** - Select the frequency at which unique consecutive video images called frames will be produced (expressed in frames per second). Setting a higher frame rate value will increase the output video quality and file size.
- Max File Size** - Indicates the maximum size of the output file.

- **Audio**

- Audio Codec** - Select an audio codec (i.e. audio format) from the list of ones installed on your computer. You can also choose the **No Audio** option to create an output video file without any audio track.

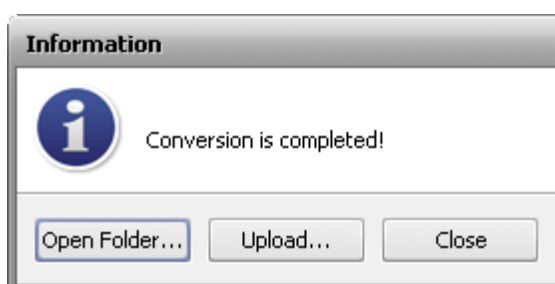
- Sample Rate and Size** - Select the number of samples per second taken from a continuous signal to make a discrete signal (expressed in Herz) and their size. Setting a higher sample rate value will increase the output video quality and file size.
- Bitrate** - Select the number of bits that are processed per unit of time. Setting a higher bitrate value will increase the output video quality and file size.
- Channels** - Select the number of channels.

To save the parameters you set as a new profile, click the **Save Current Setup as Profile...** button. To delete a certain profile from the **Profile** list, click the **Delete Profile** button.

- Click the **Edit** button on the **Main Toolbar** to add necessary **effects**.
- Press the **Convert Now!** button.

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

- As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To transfer the converted video to your portable device, press the **Upload...** button. After that the AVS Mobile Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section.









To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to your device right-clicking it and selecting the AVS Mobile Uploader option.

To close the **Information** window, press the **Close** button.


Converting for Video-sharing Website

To convert your video files to one of the popular video-sharing websites:

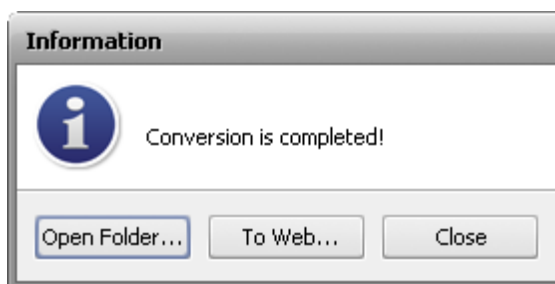
1. Press the AVI format button at the Formats Tab of the **Main Toolbar**.

Format Button	Video-sharing Website	Profiles
	 YouTube	Video for YouTube HD Video for YouTube
	 Facebook	Video for Facebook
	 Dailymotion	Video for Dailymotion HD Video for Dailymotion
	 MySpace	Video for MySpace
	 Flickr	Video for Flickr
	 Photobucket	Video for Photobucket
	 TwitVid	Video for TwitVid

2. Enter the **Input File Name** clicking the upper **Browse** button.
3. Enter the **Output File Name** clicking the lower **Browse** button.
4. Select the needed **Profile**. See all available profiles for the necessary video-sharing website in the table above.
5. Press the **Convert Now!** button.

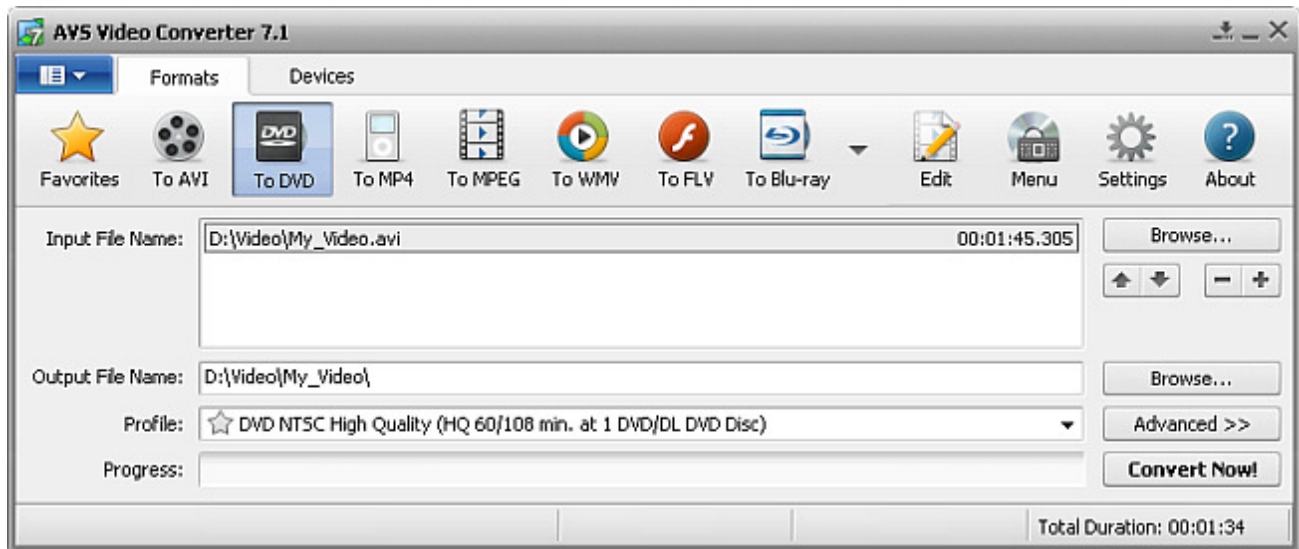
 **Note:** while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC after conversion. The default option is **Do Nothing**.

6. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:



To transfer the converted video to the needed video-sharing website, press the **To Web...** button. After that the AVS Video Uploader utility will start to lead you through several simple steps. More information you can find in the Appendix section. To open the folder containing the converted video file, play it back and check its quality, press the **Open Folder...** button. After that you can still upload the file to the needed video-sharing website right-clicking it and selecting the AVS Video Uploader option. To close the **Information** window, press the **Close** button.

Creating DVD Files and Burning DVDs



To burn DVD you have to convert your video file to a format needed for DVD (VOB) creation:

1. Press the **To DVD** button at the Formats Tab of the **Main Toolbar**.
2. Load an **Input File** into the program pressing the upper **Browse** button.
3. Select the folder where the folders containing files needed for DVD creation will be located pressing the lower **Browse** button. These folders will be named as **VIDEO_TS** and **AUDIO_TS**.
4. Select the necessary DVD profile.
5. Click the **Edit** or **Menu** button to add the necessary **effects**, set chapters and create a disc menu for your DVD.
6. Preview **Input** and **Output File** properties in the Conversion Options Tab clicking the **Advanced >>** button to make sure that the result will satisfy your needs.
7. Press the **Convert Now!** button

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC right after conversion. The default option is **Do Nothing**.

If the output file is too big the disk selection window will open:



If you have a double-layer disc you might want to record your movie onto it. In this case choose **Double-layer DVD disc** option and click **OK**. If your file is still too big to fit a single double-layer disc you might use an option to **Shrink to 1 disc** or

Split to 2 (or more) discs. In the first case the video will be converted with reduced quality so that it could fit a single disc. You should check if the quality is enough for you before you burn the movie onto a disc.

Note: you need a DVD-RW drive supporting double-layer DVD discs to be able to record them. See your DVD drive manual to find that out.

If your DVD drive does not support double-layer DVD discs you have an option to record your resulting movie onto one or several single-layer discs. To do that select **Standard DVD disc** and choose the variant of your DVD recording: either **Split to 2 or more discs** or **Shrink** the file to fit it onto one DVD disc. If you select the **Shrink** option, the quality might be dramatically reduced, so you should playback the resulting file prior to burning your compilation onto a DVD.

Note: in case you choose the **Standard DVD disc** and **Split to 2 (or more) discs** option to create DVD and the output file size is over 4.3 Gb, it will be splitted into several files, each of them under 4.3 Gb size. It's necessary to write them to several DVDs. Each of them will have it's own DVD menu.

8. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

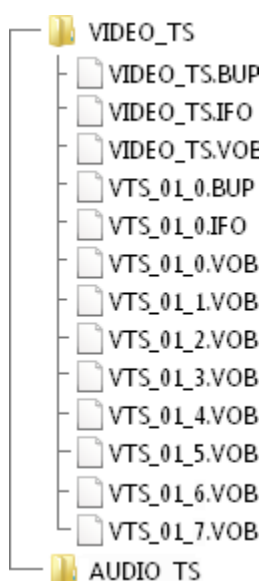


To burn the created DVD files to disc, press the **Burn to Disc...** button. After that the AVS Video Burner utility will start to lead you through several simple steps. For more information refer to the Appendix section.

To open the folder containing the created DVD files, play them back and check their quality, press the **Open Folder...** button. After that you can still burn the files to DVD right-clicking the folder containing them and selecting the AVS Video Burner option.

To close the **Information** window, press the **Close** button.

Converting DVD Files to Other Formats and Ripping DVDs

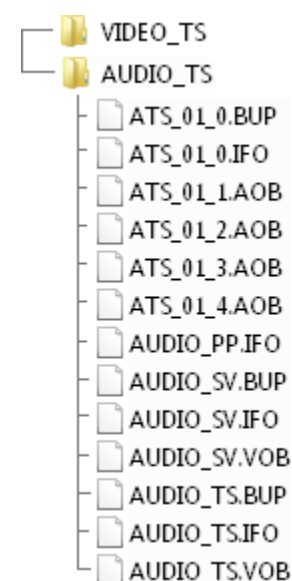


Usually converting DVD files causes troubles due to the fact that the structure of a DVD disc is rather complicated. On this page you will find tips on how to optimize processing of DVD files.

When you open a DVD disc in Windows Explorer, usually you will find two folders there - **VIDEO_TS** and **AUDIO_TS**. Usually **AUDIO_TS** folder is empty (the files will be there only in case it is a DVD Audio disc and, instead of VIDEO_TS.IFO, VIDEO_TS.BUP, VTS_01_1.VOB and so on there will be AUDIO_TS.IFO, AUDIO_TS.BUP, AUDIO_PP.IFO, ATS_01_1.AOB and so on).

The **VIDEO_TS** folder contains files with **BUP**, **VOB** and **IFO** extension. **AVS Video Converter** uses VOB and IFO files. **VOB** files contain the video and audio streams directly. They cannot be more than approximately 1 GB in size. That's why most DVDs contain several VOB files. VOB files, which end with the number 0 usually are menus and not the videos themselves (e.g. - **VTS_01_0.vob** - is a menu file).

IFO Files contain the information about the structure of the disc, of the sequence of chapters, etc.



When you convert a DVD with a single title set (i.e. a disc containing a single movie together with the extras and menus) to another

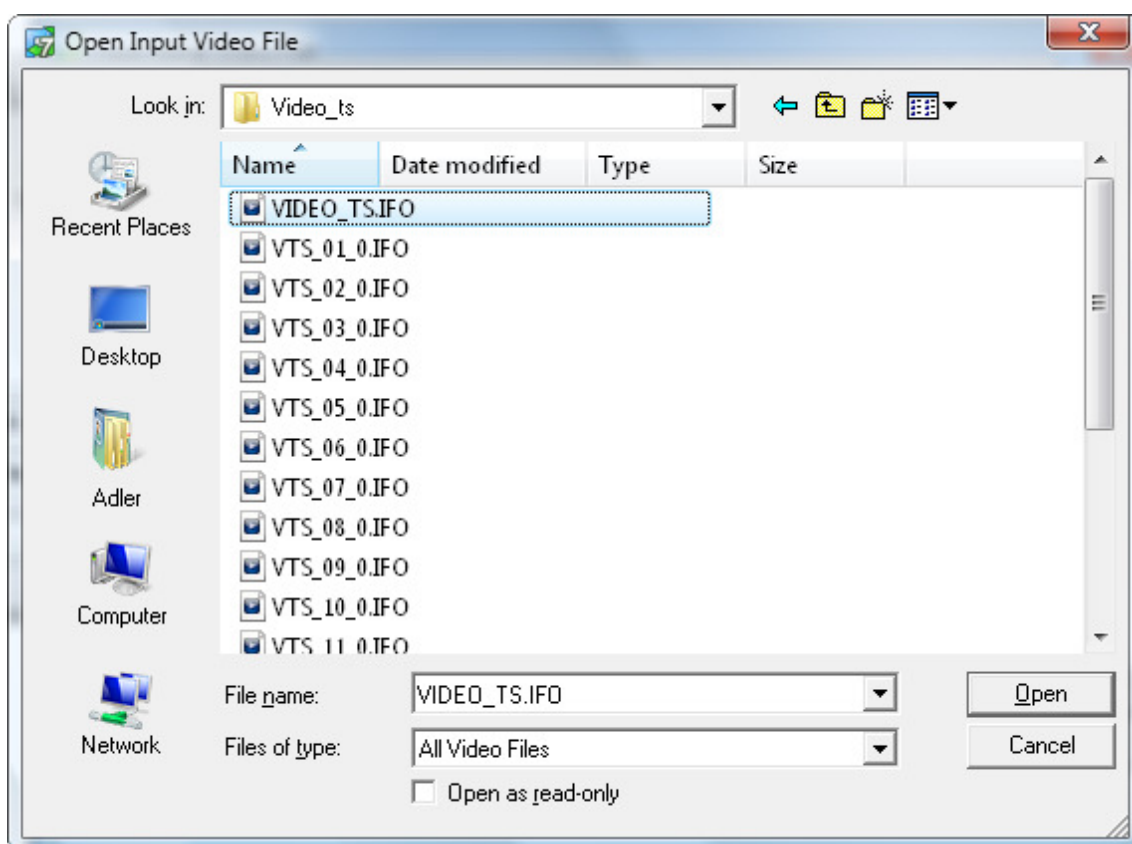
format, we recommend that you follow this instruction in order to avoid incorrect file reading and desynchronization between audio and video in the output file.

Converting DVDs with a Single Movie

Step 1

You can also convert from a DVD disc directly! When you browse for your **Input Video File**, select your DVD-drive, open the VIDEO_TS folder and select the VIDEO_TS.IFO file. Do not select the file, whose name ends with a zero, as it is a menu file. We encourage you to select the IFO file, because this file applies to the whole video stream and not to separate chapters.

Note: in the field **Files of Type: All Video Files** is selected, but in fact, VOB files are not reflected to avoid confusion.



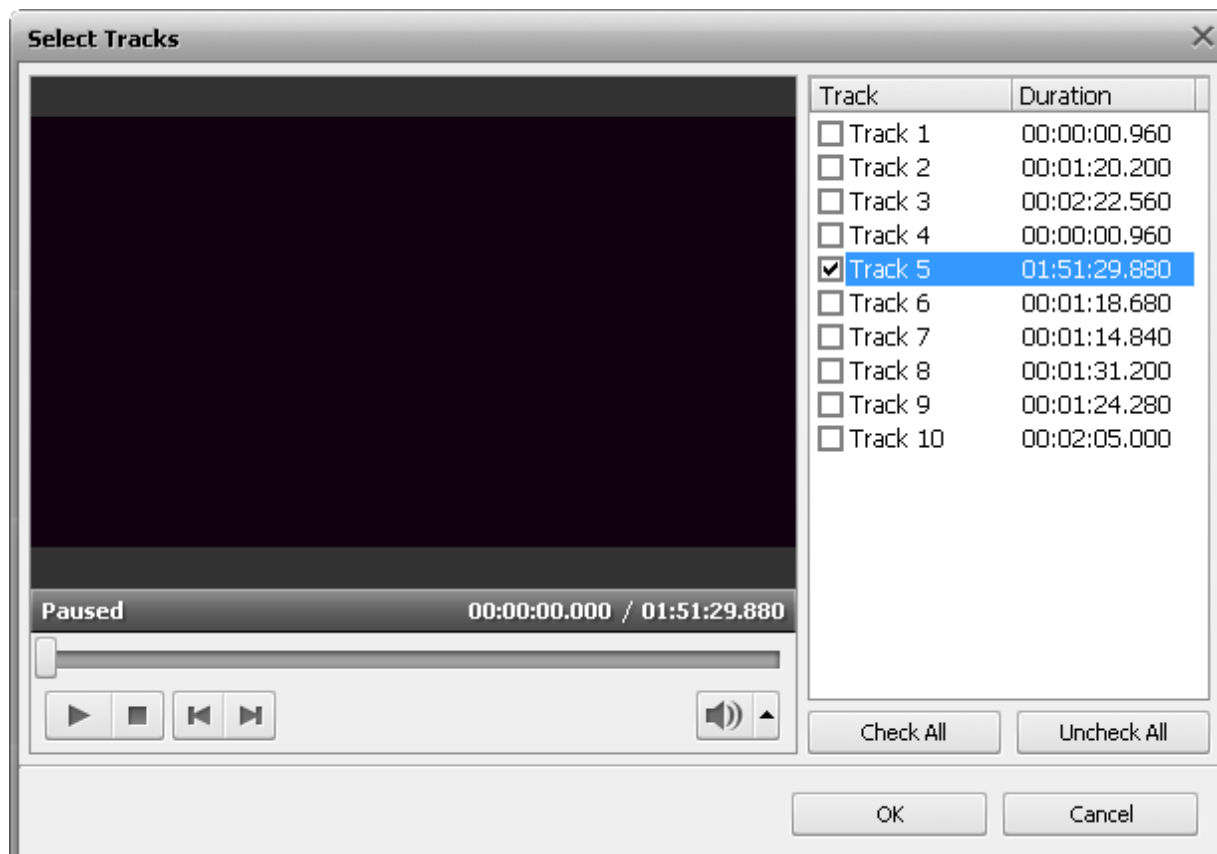
If you still would like to select VOB files, choose VOB in the list of file types and choose a necessary VOB file.

Note: converting separate VOBs instead of referring to a single IFO file may cause desynchronization between the audio and the video in your output file.

If you prefer to convert files that are located on your hard disk drive, please make sure that you copy not only VOB files, but IFO files as well. When you convert referring to VOB files, we cannot guarantee that your output file will be in synch.

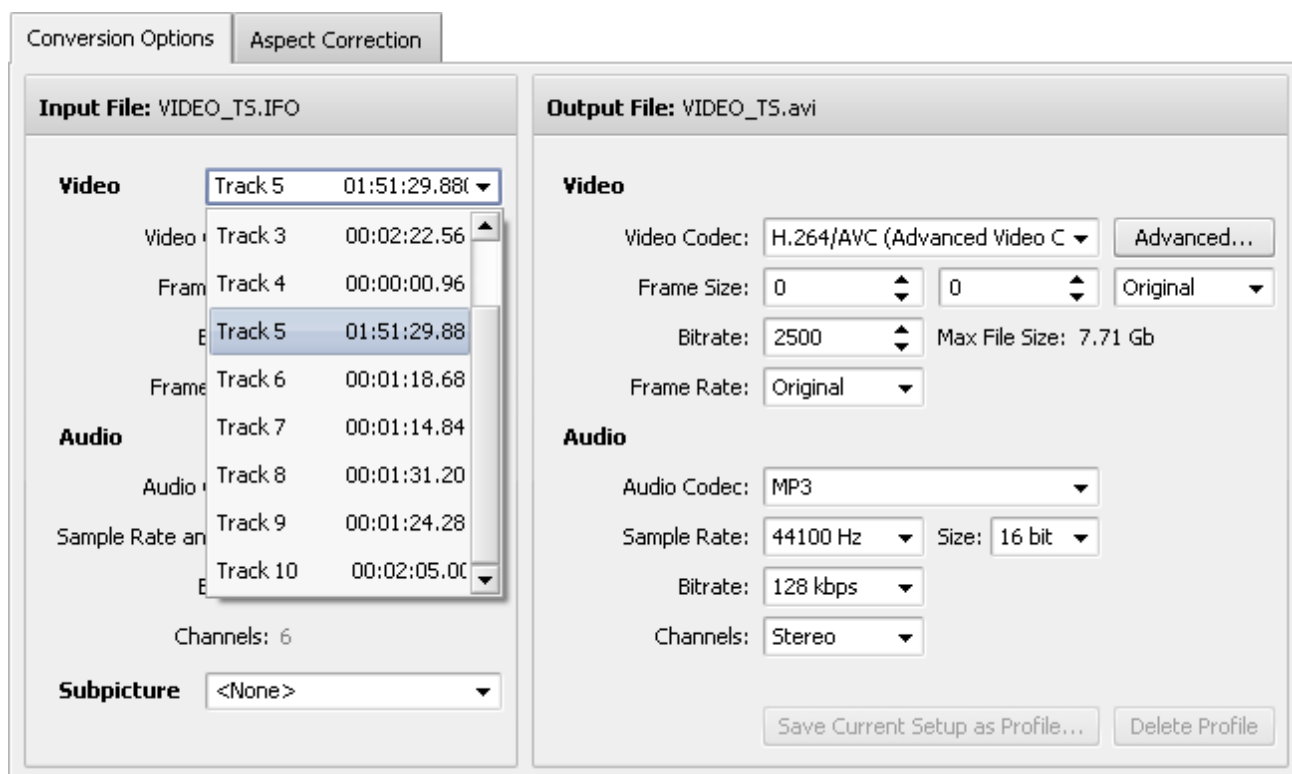
Step 2

After you have added the **VIDEO_TS.IFO** file to the program, the following window will pop up letting you select the needed DVD title:



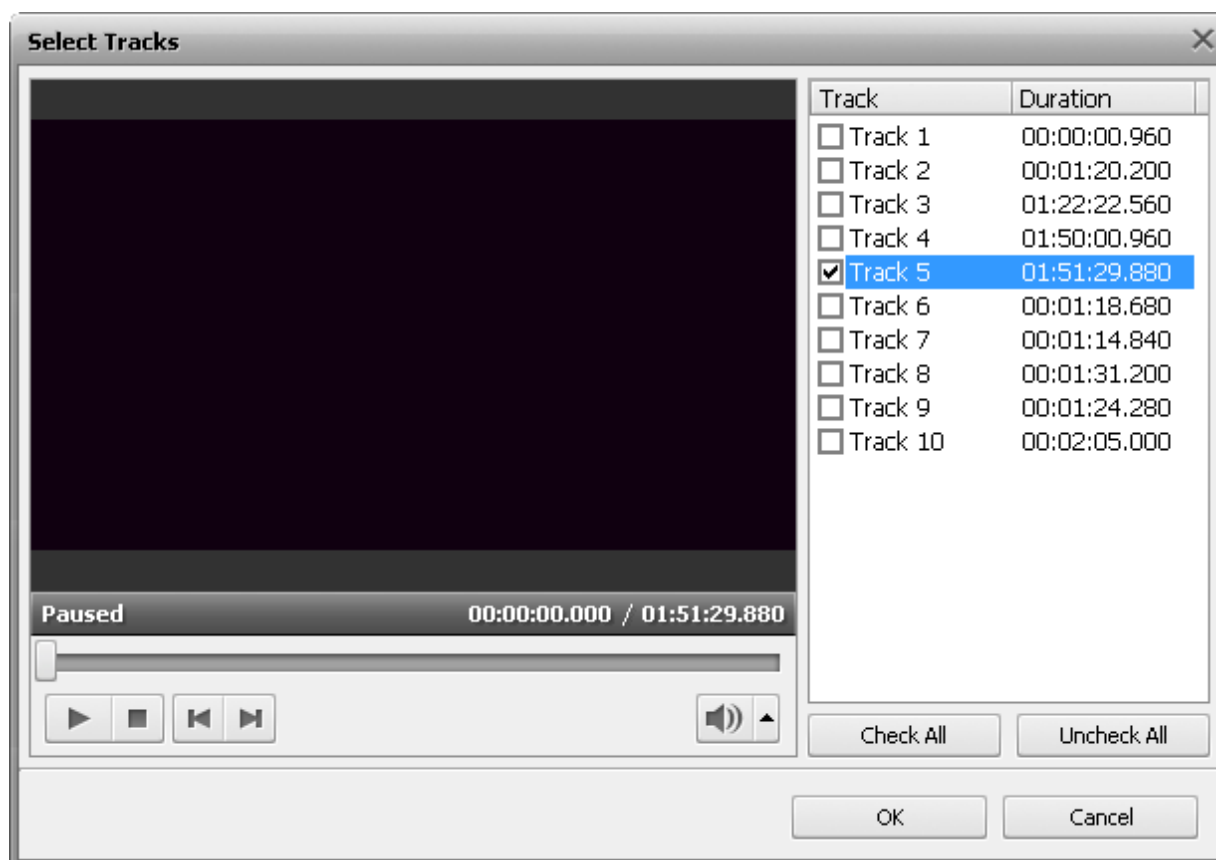
Normally the program will select the longest DVD title that usually corresponds to the main movie on the disc. You can check that pressing the **Play** button and using other available playback controls.

You can still change the DVD title within the Conversion Options Tab pressing the **Advanced >>** button and clicking the drop-down arrow of the box near the **Video** field:

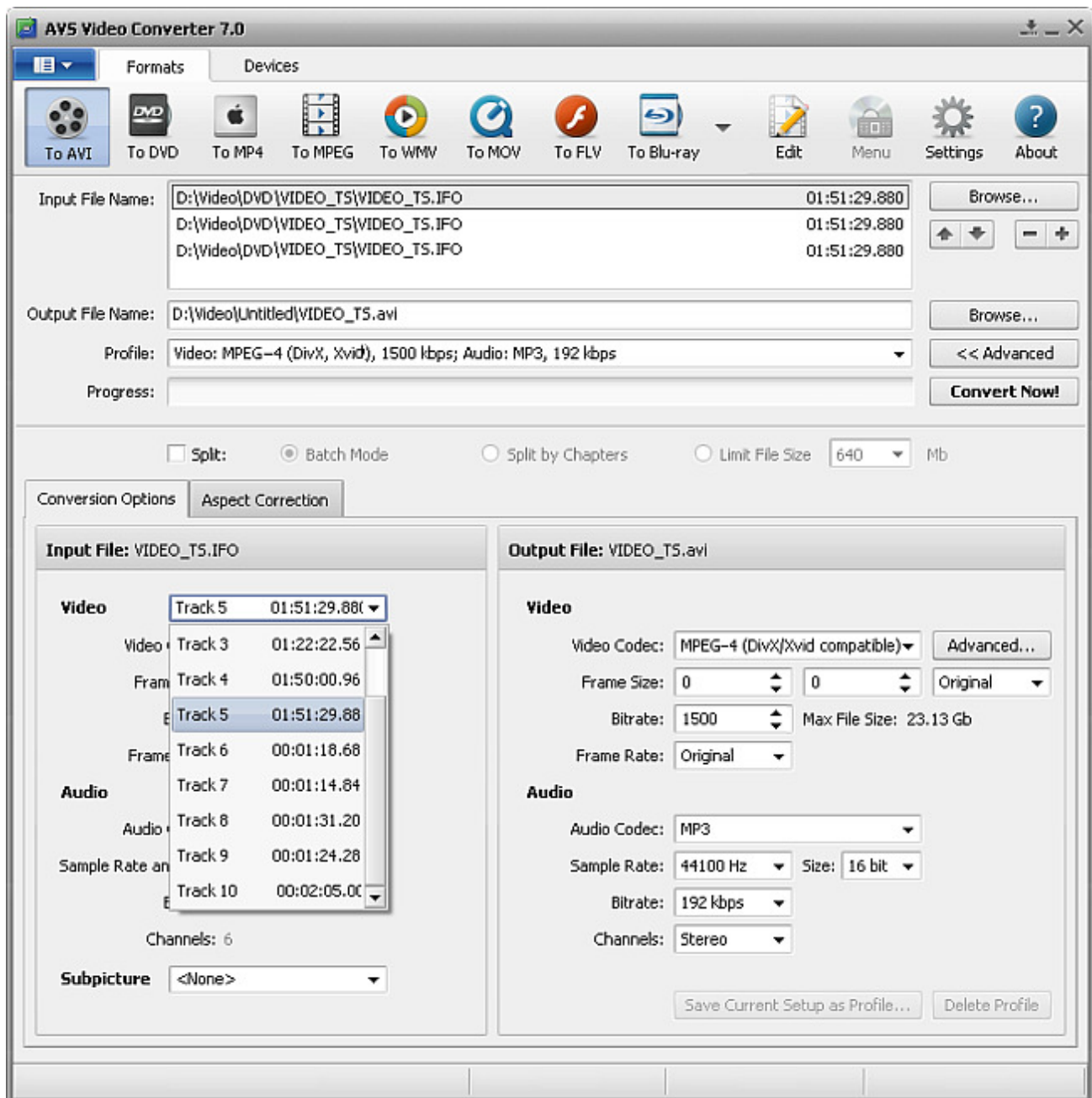


Converting DVDs with Several Movies

Nevertheless, some DVDs contain multiple videos in one title set (for instance, there are several movies on the disc and they all are included into one set of VOB files). When you open the first IFO-file (the **VIDEO_TS.IFO** file) of such a disc, the **Select Tracks** window will pop up where the longest of the movies will be selected by default:



If you find out that your DVD has several movies recorded onto it and you want to convert all of them, tick the corresponding boxes in the opened window. You can easily check these movies in the **Preview Area** of the window clicking the **Play** button. Then press **OK**. This way you will load all the needed movies from the title set into **AVS Video Converter**.



Note: there are DVDs that have multiple videos each in its own title set. They can be handled the same way as the discs with several movies in one title set using the above schema.

All the loaded movies will be converted into a single file. You can convert them into separate files undertaking the following steps:

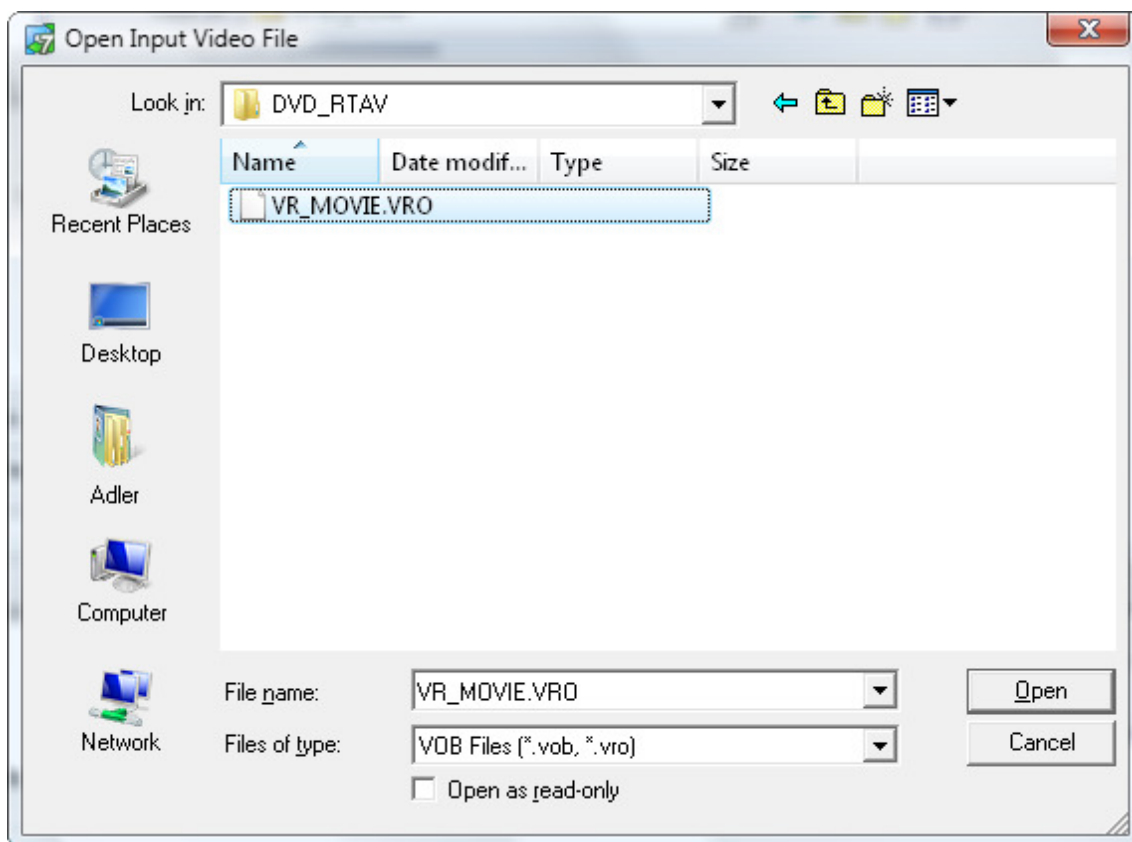
- Load all the titles (movies, episodes, video clips) into **AVS Video Converter** using the above algorithm (selecting the needed titles in the **Select Tracks** window by ticking the corresponding boxes).
- Open the **Edit Input File(s)** window clicking the **Edit** button of the **Main Toolbar**.
- Click the **Chapters** button. After that press the **Auto Set Chapters** button and select the **At the Beginning of Each Clip** option to add chapters to the beginning of each title (movie).
- Click the **OK** button to accept changes and close the **Edit Input File(s)** window.
- Now tick the **Split** checkbox and select the **Split by Chapters** option:

Split: Batch Mode Split by Chapters Limit File Size 640 Mb

When the conversion is done all the titles will be saved into separate files.

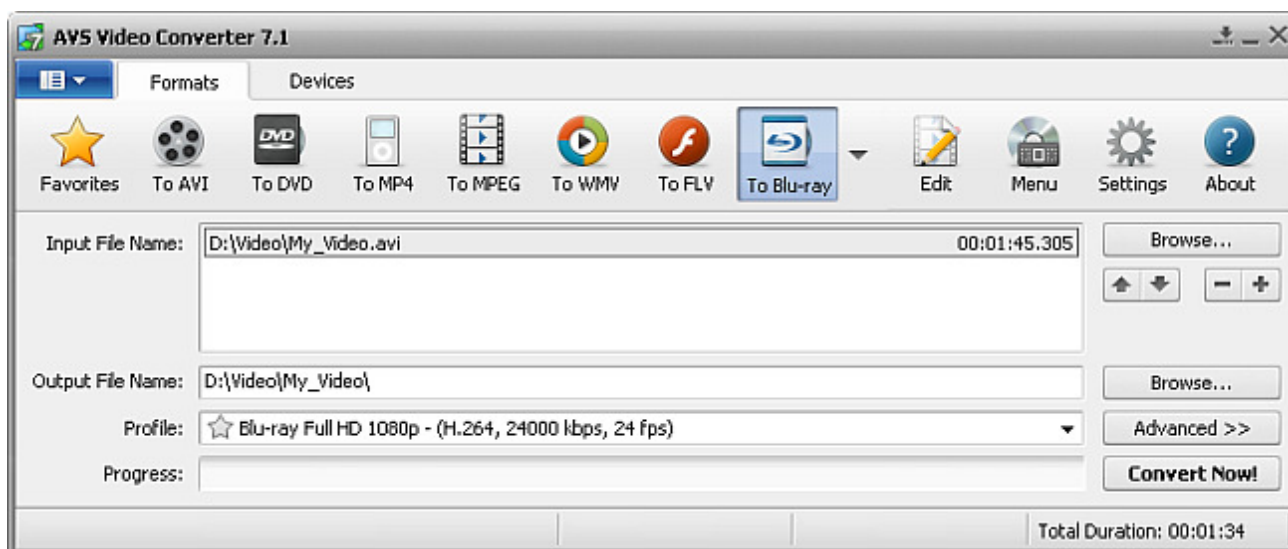
Converting DVDs Recorded in VR Mode

Some DVD recorders (and DVD camcorders as well) can write DVD in VR mode. These files cannot be converted using the **IFO** file either. You can still load these videos into **AVS Video Converter**. To do that use the **VOB Files (*.vob,*.vro)** option in the **Open Input Video File** window and select the **VR_MOVIE.VRO** file in the **DVD_RTAV** folder. After that the DVD-VR video will be loaded into the program with no trouble:



You can edit it like a common DVD-video file and convert it into any **supported format** afterwards.

Creating Blu-ray Files and Burning BDs

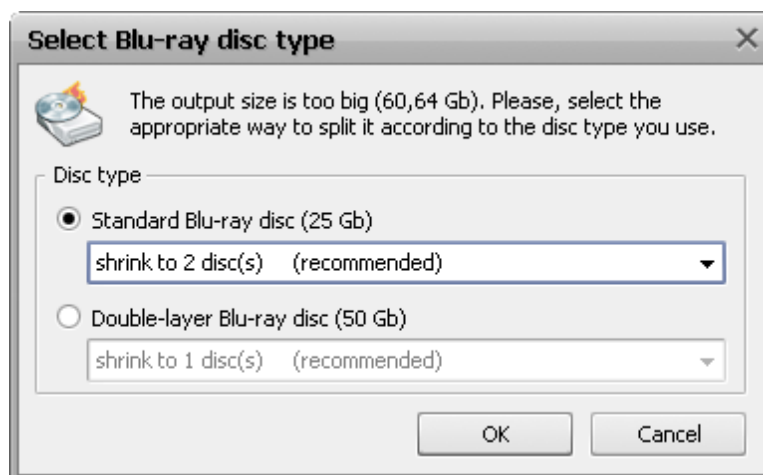


To burn a Blu-ray disc you have to convert your video file to a format needed for BD creation:

1. Press the **To Blu-ray** button at the Formats Tab of the **Main Toolbar**.
2. Load an **Input File** into the program pressing the upper **Browse** button.
3. Select the folder where the folders containing files needed for Blu-ray creation will be located. These folders will be named as **BDMV** and **CERTIFICATE**.
4. Select the necessary Blu-ray profile.
5. Click the **Edit** or **Menu** button to add the necessary **effects**, set chapters and create a disc menu for your Blu-ray disc.
6. Preview **Input** and **Output File** properties in the Conversion Options Tab clicking the **Advanced >>** button to make sure that the result will satisfy your needs.
7. Press the **Convert Now!** button

Note: while the conversion is performed, you can select one of the available Final Actions in the **Pause** button menu to play sound of the converted video, to close **AVS Video Converter** or to shutdown your PC right after conversion. The default option is **Do Nothing**.

If the output file is too big the disk selection window will open:



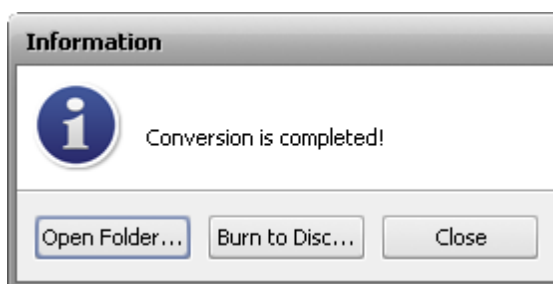
If you have a double-layer disc you might want to record your movie onto it. In this case choose **Double-layer Blu-ray disc** option and click **OK**. If your file is still too big to fit a single double-layer disc you might use an option to **Shrink to 1 disc** or **Split to 2 (or more) discs**. In the first case the video will be converted with reduced quality so that it could fit a single disc. You should check if the quality is enough for you before you burn the movie onto a disc.

Note: you need a BD-RE drive supporting double-layer Blu-ray discs to be able to record them. See your BD drive manual to find that out.

If your BD drive does not support double-layer Blu-ray discs you have an option to record your resulting movie onto one or several single-layer discs. To do that select **Standard Blu-ray disc** and choose the variant of your BD recording: either **Split to 2 or more discs** or **Shrink** the file to fit it onto one Blu-ray disc.

Note: in case you choose the **Standard Blu-ray disc** and **Split to 2 (or more) discs** option to create a Blu-ray disc and the output file size is over 23.28 Gb, it will be splitted into several files, each of them under 23.28 Gb size. It's necessary to write them to several BDs. Each of them will have it's own menu.

8. As soon as the conversion is completed and if the Final Action is set to default, the following window pops up:

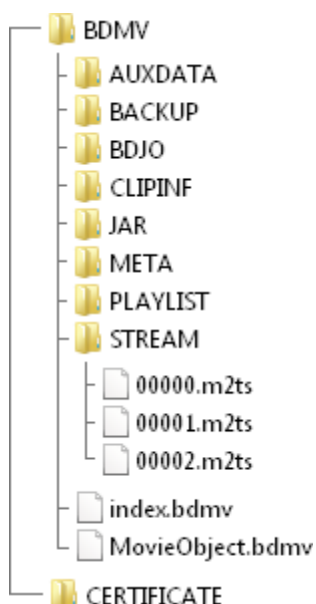


To burn the created Blu-ray files to disc, press the **Burn to Disc...** button. After that the AVS Video Burner utility will start to lead you through several simple steps. For more information refer to the Appendix section.

To open the folder containing the created Blu-ray files, play them back and check their quality, press the **Open Folder...** button. After that you can still burn the files to BD right-clicking the folder containing them and selecting the AVS Video Burner option.

To close the **Information** window, press the **Close** button.

Converting Blu-ray Files to Other Formats and Ripping BDs



The structure of a Blu-ray disc is more complicated than that of a DVD disc. But if you wield a couple of tricks you can rip and convert Blu-ray files without any difficulties.

When you open a Blu-ray disc in Windows Explorer, usually you will find two folders there - **BDMV** and **CERTIFICATE**. The CERTIFICATE folder is necessary for the disc to play back correctly on some devices. The BDMV folder contains the AUXDATA, BACKUP, BDJO, CLIPINF, JAR, META, PLAYLIST and STREAM folders:

- The **AUXDATA** folder is used for storage of sound data files and font files.
- The **BACKUP** folder contains copies of the index.bdmv file, the MovieObject.bdmv file, all the files in the PLAYLIST folder and all files in the CLIPINF folder.
- The **BDJO** folder contains Blu-ray Disc Java Object files.
- The **CLIPINF** folder is used for storage of the database files for clips.
- The **JAR** folder contains Java Archive files.
- The **META** folder is used for storage of metadata files.
- The **PLAYLIST** folder contains movie playlists.
- The **STREAM** folder is used for storage of MPEG-2 transport streams.

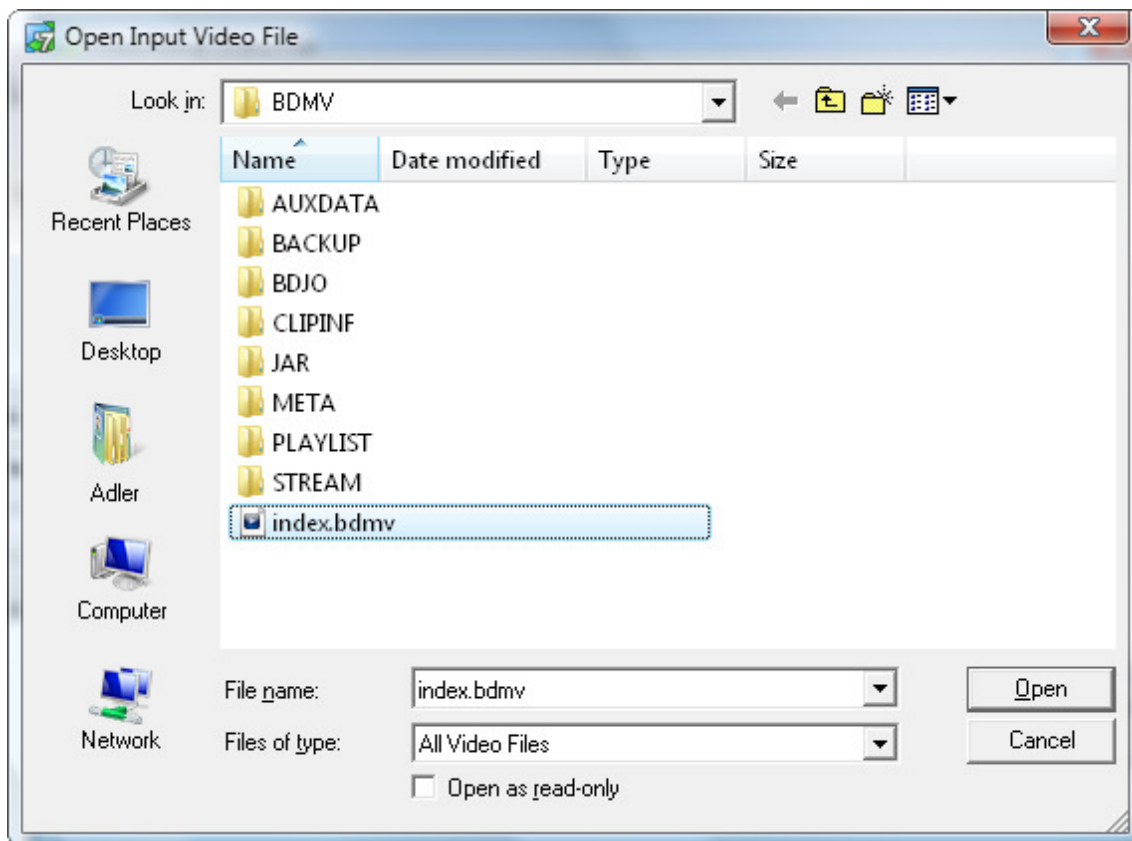
Note: commercial discs usually contain three folders - BDMV, CERTIFICATE and AACCS, which has the downloaded content offered by BD-Live enabled services.

Along with the folders mentioned above the BDMV folder contains the **MovieObject.bdmv** and **index.bdmv** files. The former file stores information for one or more movie objects, while the latter one contains information describing the contents of the entire BDMV folder. That's why we recommend to use the **index.bdmv** file when you convert Blu-ray to one of the **supported formats** in order to avoid incorrect file reading and desynchronization between audio and video in the output file.

Conversion Instructions

Step 1

You can also convert from a Blu-ray disc directly! When you browse for your **Input Video File**, select your BD-drive, open the BDMV folder and select the **index.bdmv** file. It's also possible to select the STREAM folder stored in BDMV directory and load the **00000.m2ts** file. But we encourage you to select the index.bdmv file, because this file applies to the whole video stream including all the chapters.

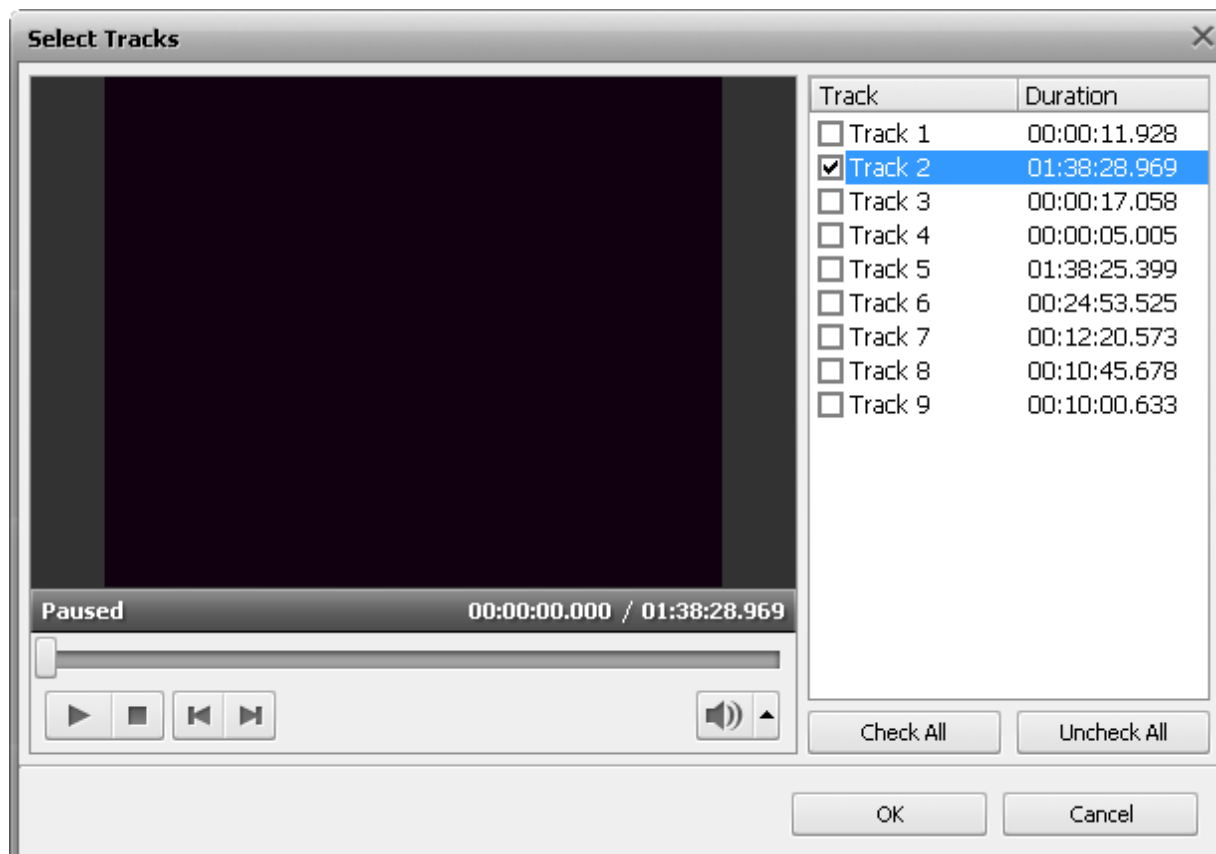


Note: converting separate .m2ts files instead of referring to a single .bdmv file may cause desynchronization between the audio and the video in your output file.

If you prefer to convert files that are located on your hard disk drive, please make sure that you copy the whole BDMV folder. When you convert referring to separate .m2ts files, we cannot guarantee that your output file will be in synch.

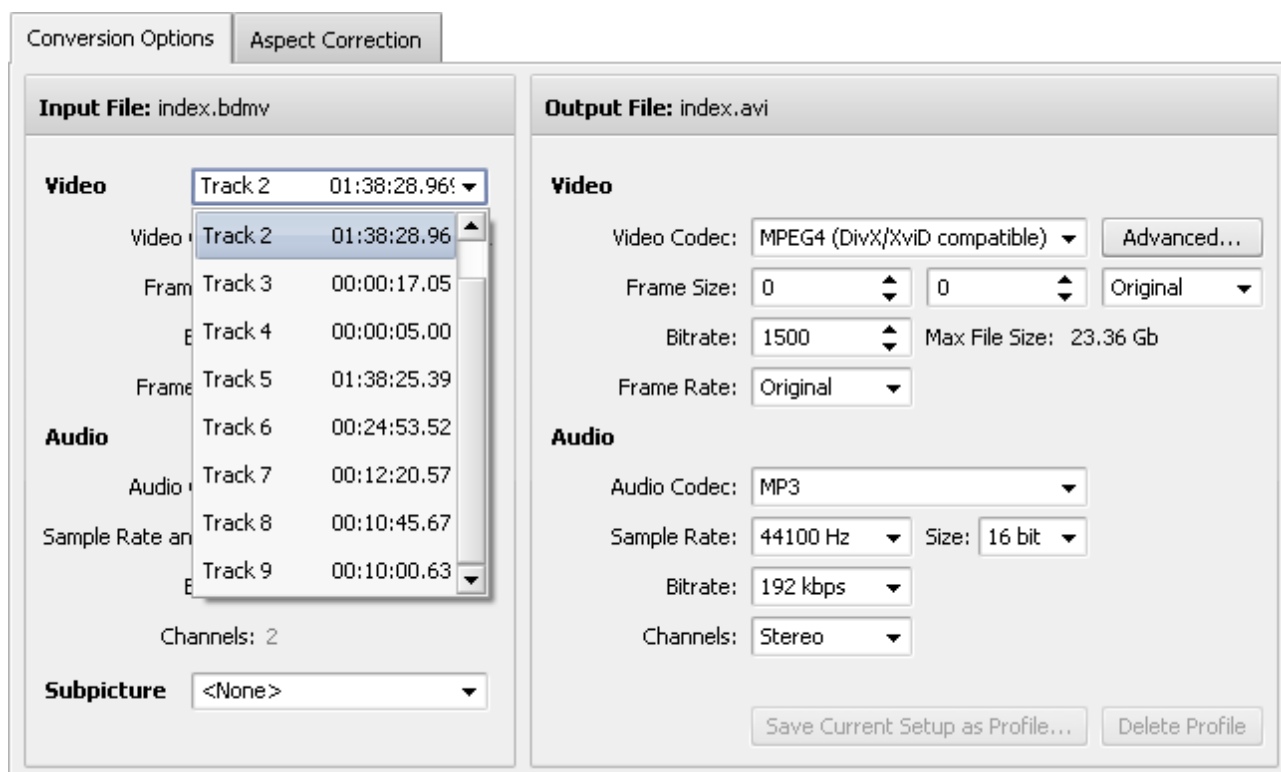
Step 2

After you have added the **index.bdmv** file to the program, the following window will pop up letting you select the needed Blu-ray title:



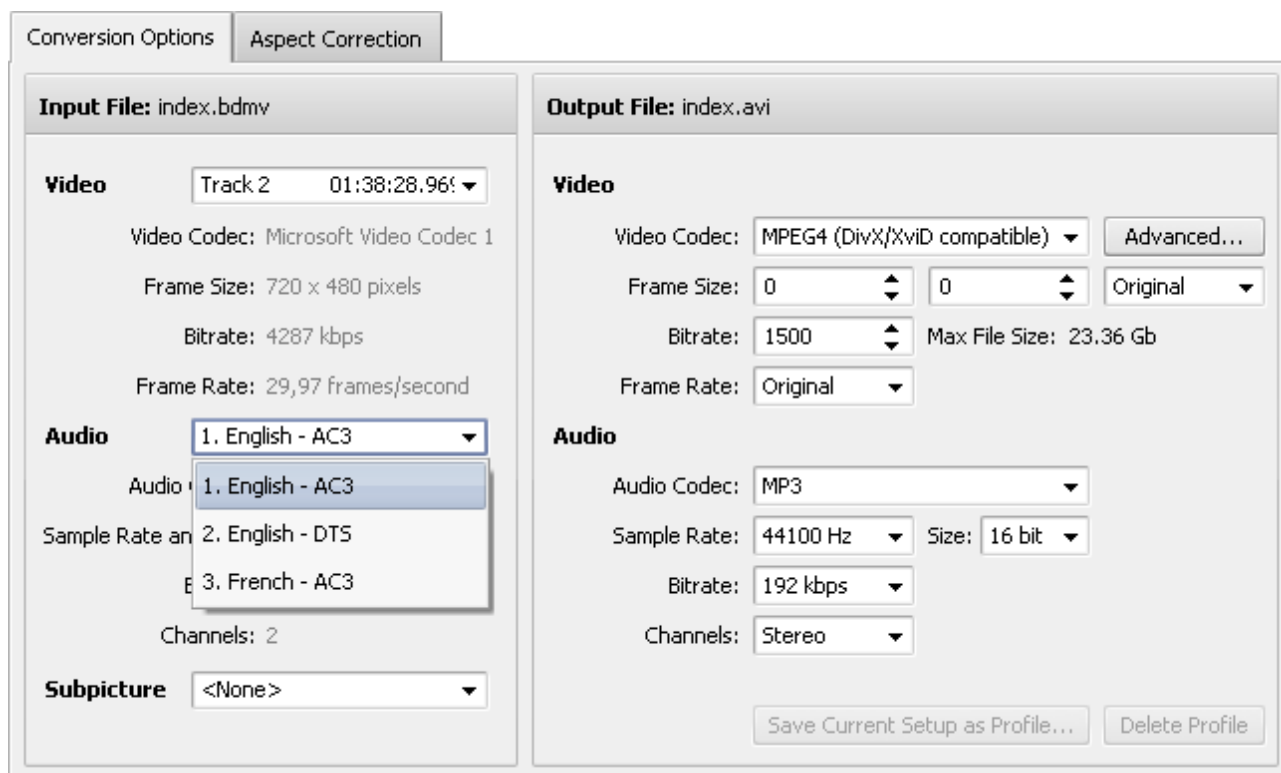
Normally the program will select the longest Blu-ray title that usually corresponds to the main movie on the disc. You can check that pressing the **Play** button and using other available playback controls.

You can still change the Blu-ray title within the Conversion Options Tab pressing the **Advanced >>** button and clicking the drop-down arrow of the box near the **Video** field:

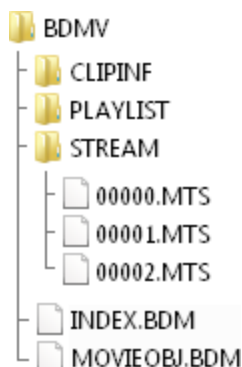


Converting BDs with Several Languages

The majority of Blu-ray discs is **multi-lingual**. We provide an option of selecting the audio track for your output file. To select the necessary audio track, click **Advanced >>** button and in the field below select the audio track in the dropdown box:

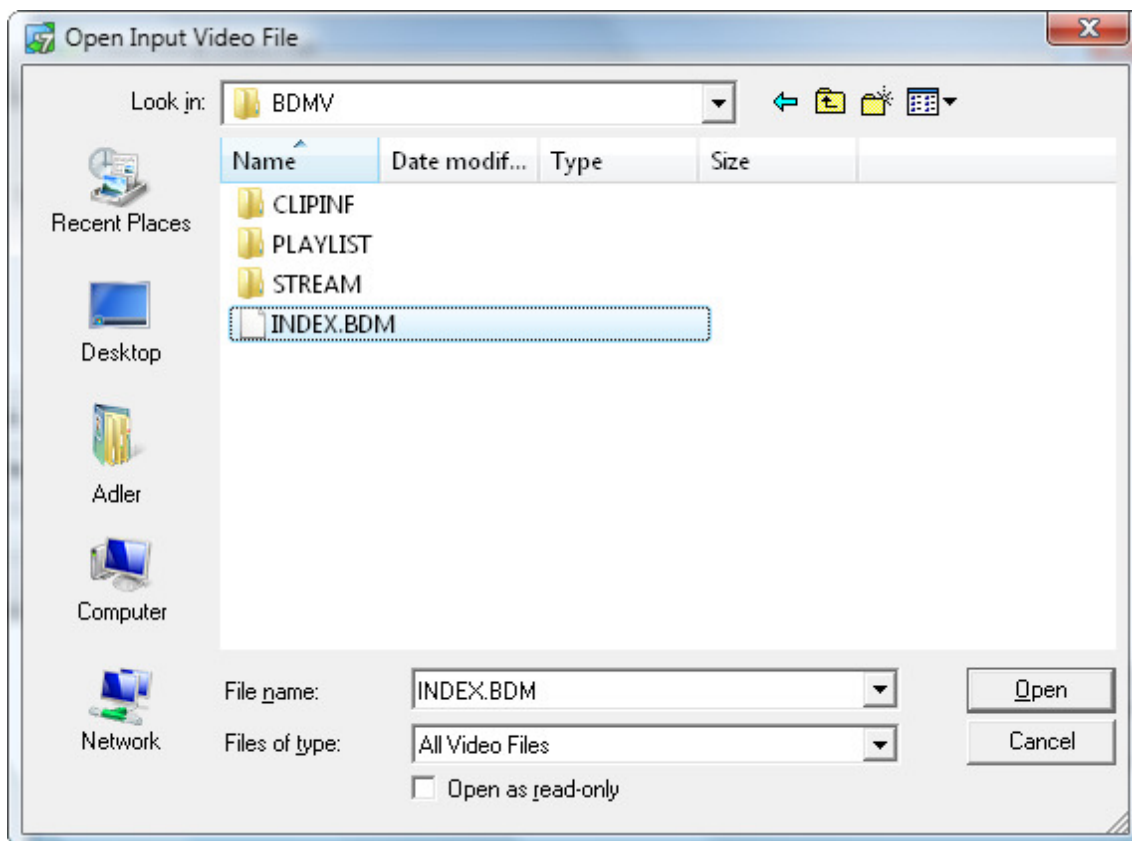


Converting BDs Created with Blu-ray Recorders



Blu-ray discs written by BD recorders (and BD camcorders as well) have another structure and contain files with similar but not the same extensions. So, to convert such Blu-ray discs open the BDMV folder stored in a certain directory and select the **INDEX.BDM** file after clicking the **Browse** button situated opposite the **Input File Name** field. You can also select the **00000.MTS** file from the STREAM folder.

Note: converting separate .MTS files instead of referring to a single .BDM file may cause desynchronization between audio and video in your output file.



Creating Menus for Your Discs

The **AVS Video Converter** program allows you to add single-level menus to your DVDs and Blu-ray discs.

To learn how to create and burn **DVDs** or **Blu-ray discs**, click the corresponding link.

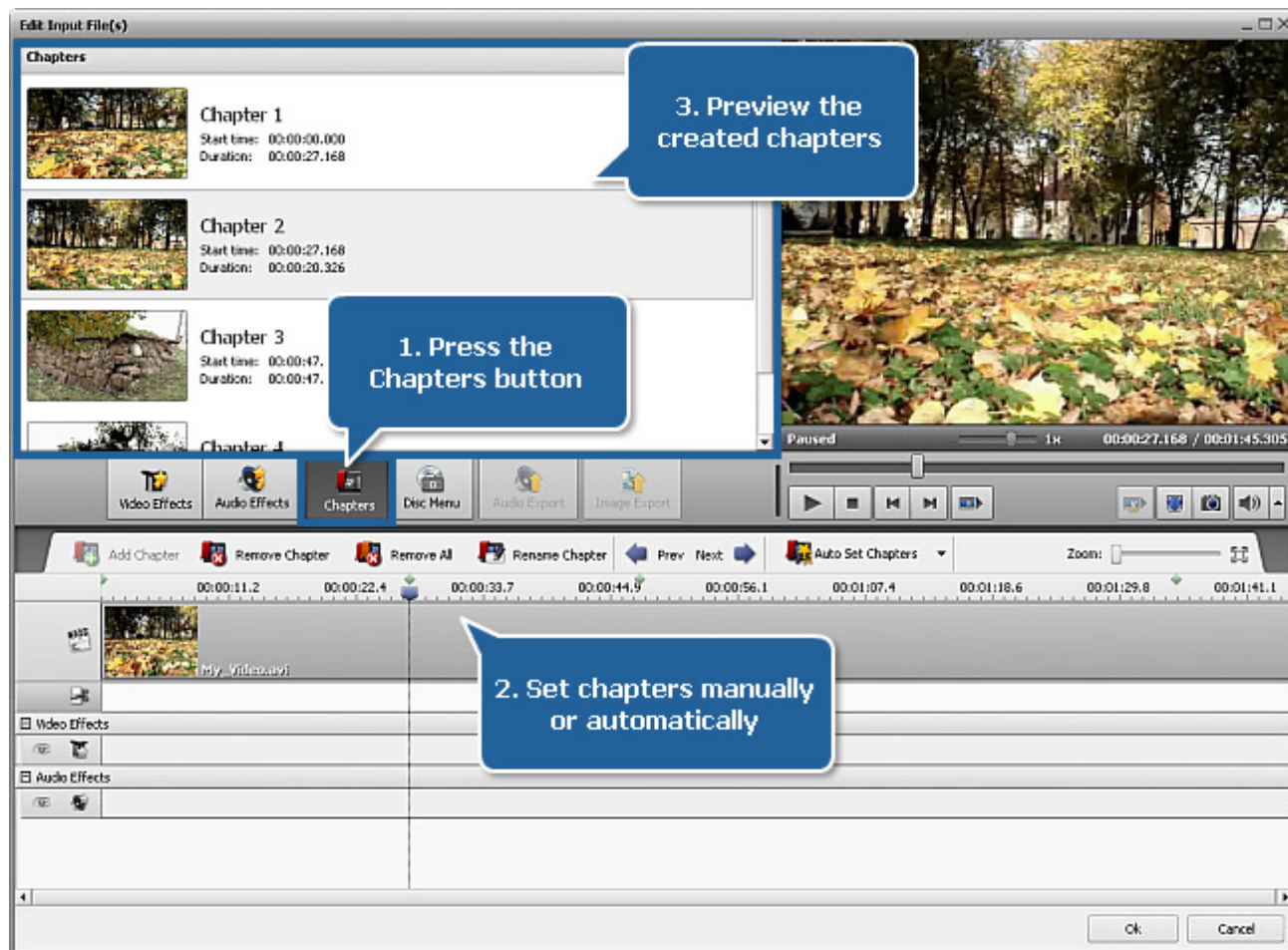
To create a menu for your DVD or BD follow these simple steps:

1. Selecting the appropriate output format

After starting the **AVS Video Converter** program choose an input file by pressing the upper **Browse...** button. Select **To DVD** or **To Blu-ray** as an output format.


2. Adding chapters

Click the **Menu** button at the **Main Toolbar** of the application to open the **Edit Input File(s) window**. Then press the **Chapters** central button and add chapters indicating the beginning of each chapter using the timeline. To read more on the chapters adding procedure go to the **Setting Chapters** section.



3. Creating disc menu

Click the **Disc Menu** button located within the same **Edit Input File(s)** window.

In the upper left area you'll see a list of the **Menu Styles** offered in the program. Some of them have in the right upper corner an icon -  - it means that these menu styles are not included into the program installation file. If you'd like to use these styles, you need to download them from our website.

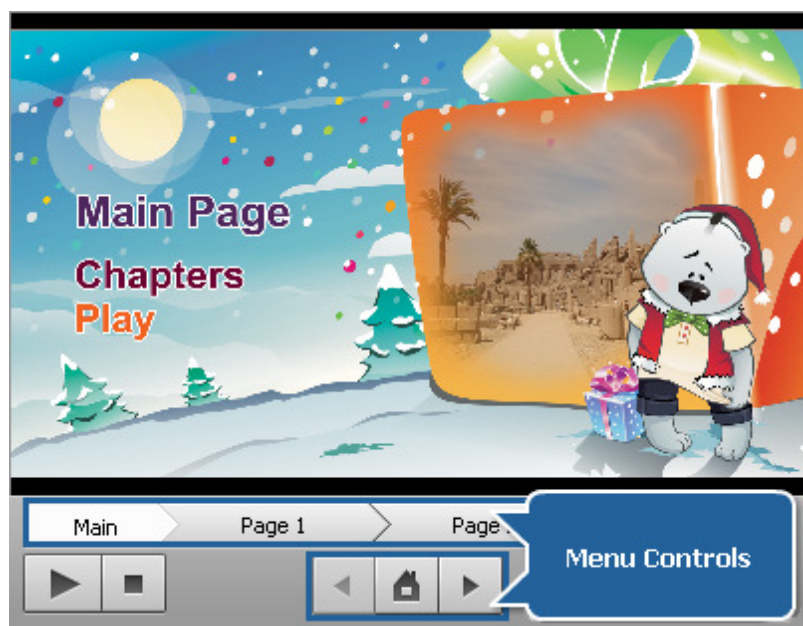
Select one of them that suits your needs best by double-clicking it. You can customize some of the menu styles by selecting video or image files from your computer hard disk drive. To add a file to one of the available **Work Areas**, you need to left-click within this work area and select the file in the opened Windows Explorer window.

Note: the number of available work areas depends on the selected menu style and corresponds to the number of empty areas on the menu main page.



In the **Settings** area situated in the lower right corner of the current window there are the following fields:

- **Disc Menu Title** - use it to enter the name of your disc or movie you are going to burn to disc. To do that just left-click within the input field and instead of the **Main Page** caption type in the needed word combination. It will immediately appear in the **Preview Area**.
- **Background Music** - use it to select the audio file that will be played back during navigation through the disc menu. To do that click the **Browse...** button next to the field and choose the desired audio track in the opened Windows Explorer window.



In the upper right area you can **preview** the resulting disc menu. Instead of the **Main Page** you have already entered the name of your movie or disc. The **Chapters** and **Play** buttons represent links for you to go to the chapters pages with picture choices or to play back the movie.

Note: the total number of pages depends on the number of created chapters.

You can also use special controls situated at the bottom of the **Preview Area** to navigate through chapters pages.

As soon as everything is ready, make sure that the **Disc Menu Enabled** option is selected.

Then press the **OK** button to accept all the changes or click the **Cancel** button to discard them. In any case the **Edit Input File(s)** window will be closed.

4. Starting conversion

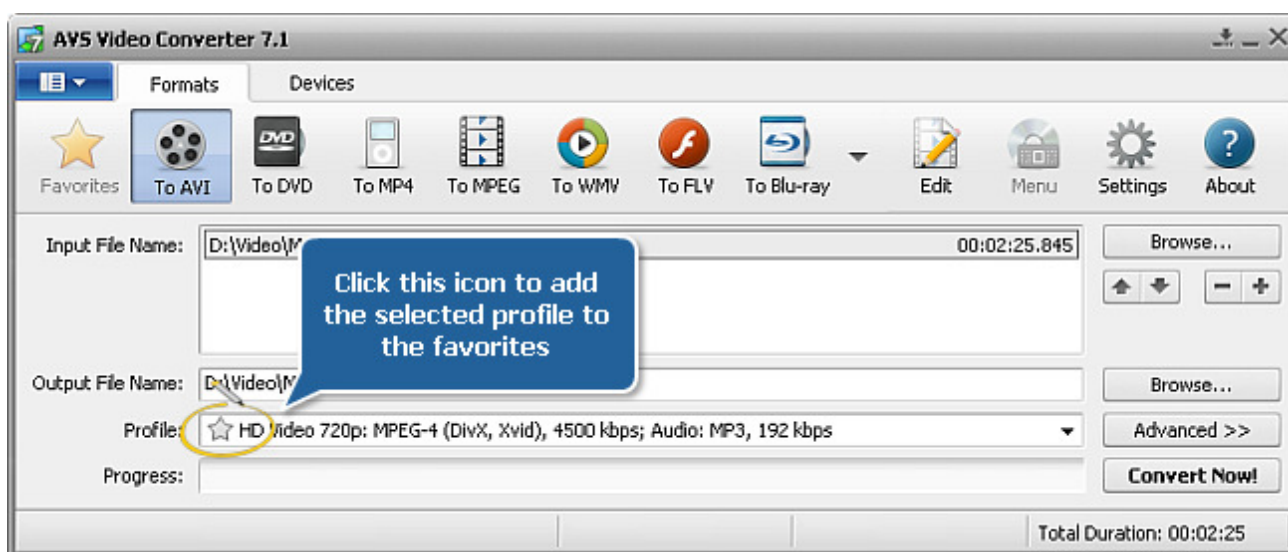
Press the **Convert Now!** button within the **Main Area** to start conversion.

Using Profile Favorites



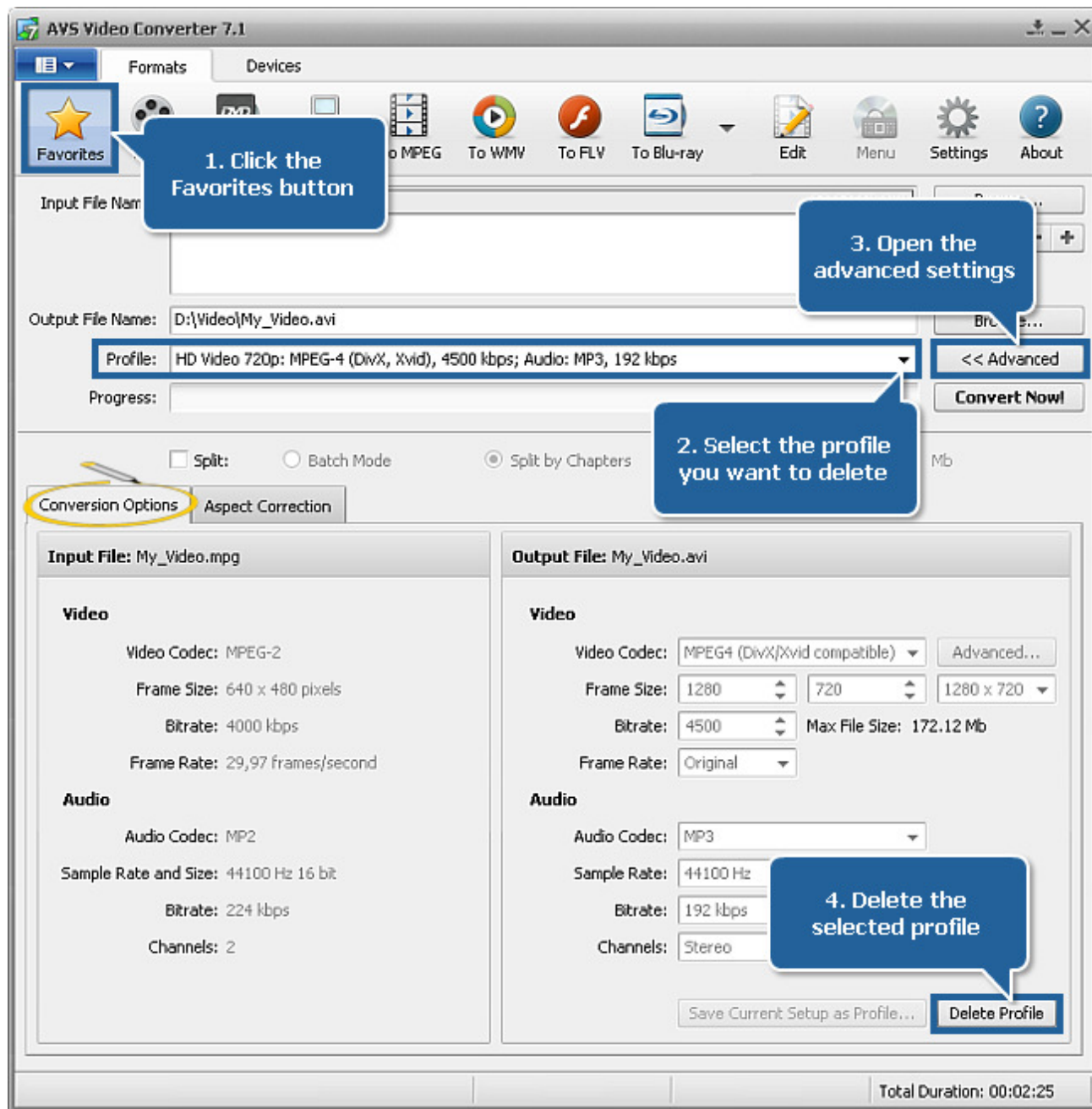
For your convenience, **AVS Video Converter** offers you a list of conversion profiles for each of the output formats and portable devices. You can easily select the needed profile depending on the necessary quality, video image size, codec used etc. That facilitates the conversion workflow, as there is no need for you to set output parameters each time.

Besides you can add the selected profiles to favorites to find them quickly while converting your videos. To do it just click the ☆ icon situated next to the needed profile within the Main Window. After that the icon becomes active and the profile is added to the favorites list.



To access your favorite profiles, press the **Favorites** button within the Main Window and select the needed profile from the **Profile** list.

To delete a profile from the favorites list, click the **Favorites** button and select the profile you want to delete in the **Profile** list. Then click the **Advanced >>** button and press the **Delete Profile** button on the Conversion Options tab.



To delete a profile from favorites, you can also find the profile you want to delete under a certain output format/device button and click the ★ icon. After that it becomes inactive.

Editing Input Video Files

Although the main function of **AVS Video Converter** is to convert video files from one format to another, it also gives you a possibility to edit your input video files if needed.

Please refer to this section to learn more about the editing process. It includes the following information:

- **Working with timeline**

Here you can read explanations on how to use **Timeline** to **delete unwanted scenes** from your video and **set chapters**. You need to add chapters while **creating a menu** for your DVD or Blu-ray disc or for **splitting** your input video file into two or more separate files.

- **Applying effects**

In this chapter you can find description of each audio and video effect available within **AVS Video Converter**, as well as instructions on how to **apply** it.

- **Extracting audio from a video file**

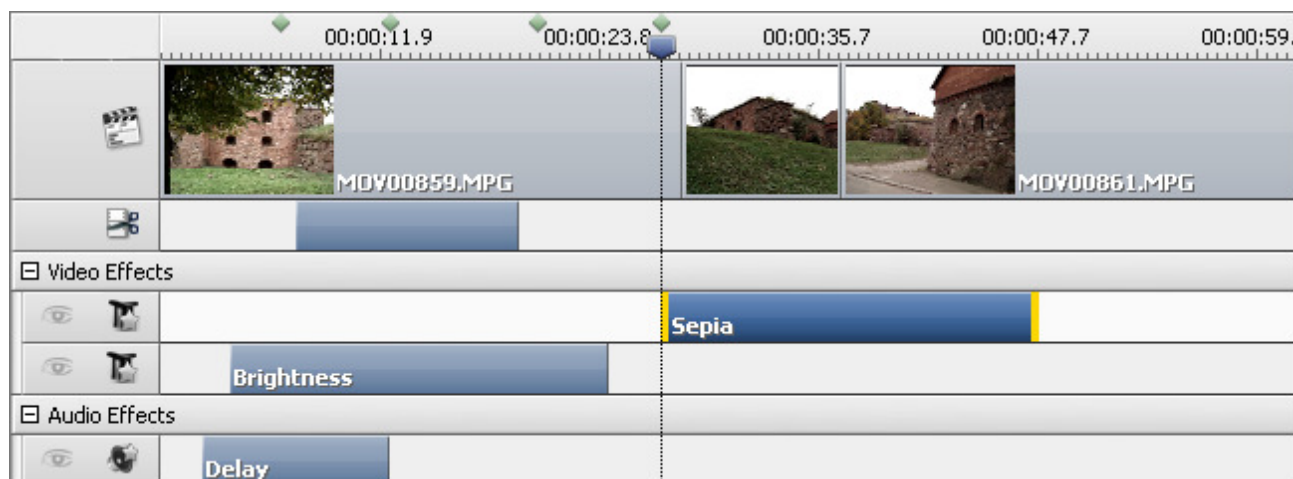
In some cases you might need to extract the audio track from your input video file and save it into one of the available audio formats as a common audio file. Here you can read some further information on how to do it.

- **Exporting frames from a video file**

This chapter includes all the necessary instructions concerning exporting frames from your input video and saving them into one of the available image formats as a common image file.

Working with Timeline

The **Timeline** tool allows you to achieve accuracy and precision in editing your movies. **Here** you can find the description of the timeline toolbar, that can be used to navigate through your video file, to locate audio and video effects, as well as trim areas.



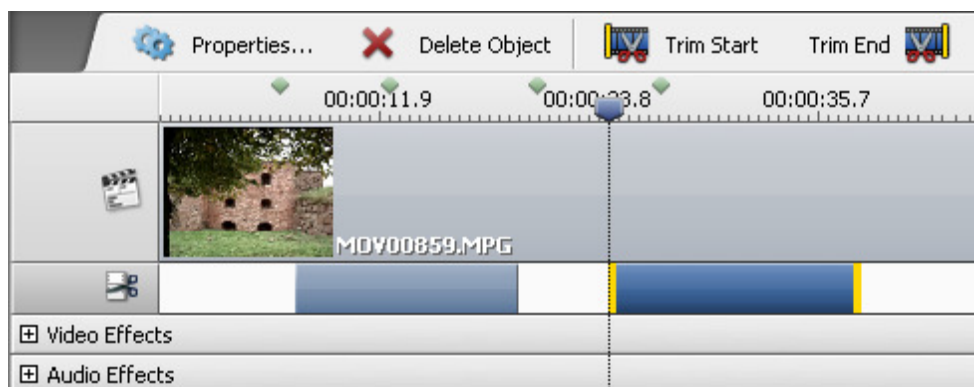
The editing process involves working with the timeline in several cases:

1. Setting trim areas (see **Deleting Scenes**)
2. Setting chapters to locate the beginning of chapters or places, where the file will be split (see **Setting Markers**)
3. Locating effects within the timeline (see **Applying Effects**)


Note: AVS Video Converter allows you to apply one or several video and audio effects to your video file. For details on specific effect, please refer to respective sections.

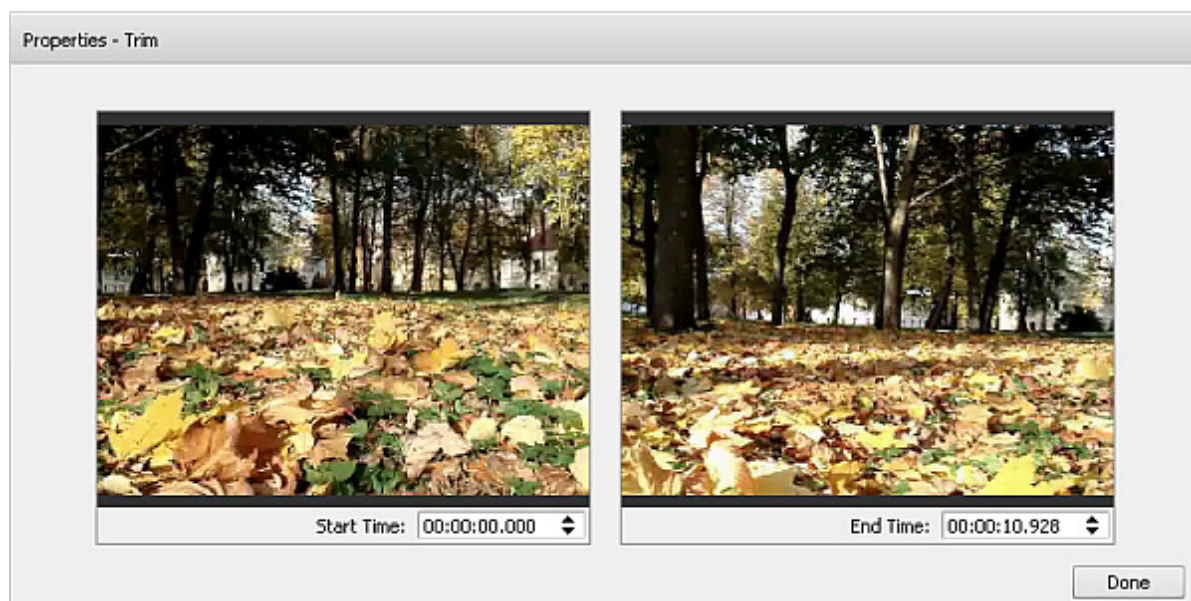
Deleting Scenes

AVS Video Converter allows you to delete unwanted parts of your input video file.




To delete parts of your input file:

1. Press the **Edit** button of the **Main Toolbar** to open the **Edit Input File(s)** window.
2. On the **Timeline** put the cursor at the place you want to set as deletion area start and press the **Trim Start** button. Then do the same to indicate the deletion area end clicking the **Trim End** button.
3. After that the selected trim area will be shown on the **Timeline** within the  line. If you need to delete a couple of scenes, e.g. add several trim areas, they will be situated within the same line.
4. If you need to set the exact trim area it can be done using the **Properties - Trim** window. Click the trim area with the mouse and the **Properties** button afterwards. The **Properties - Trim** window will be opened showing the beginning and end scene of the deleted area and the exact time of the episode:




Set the time in the appropriate fields entering it from the keyboard or using the mouse. Use the preview windows to make sure

the time is correct.

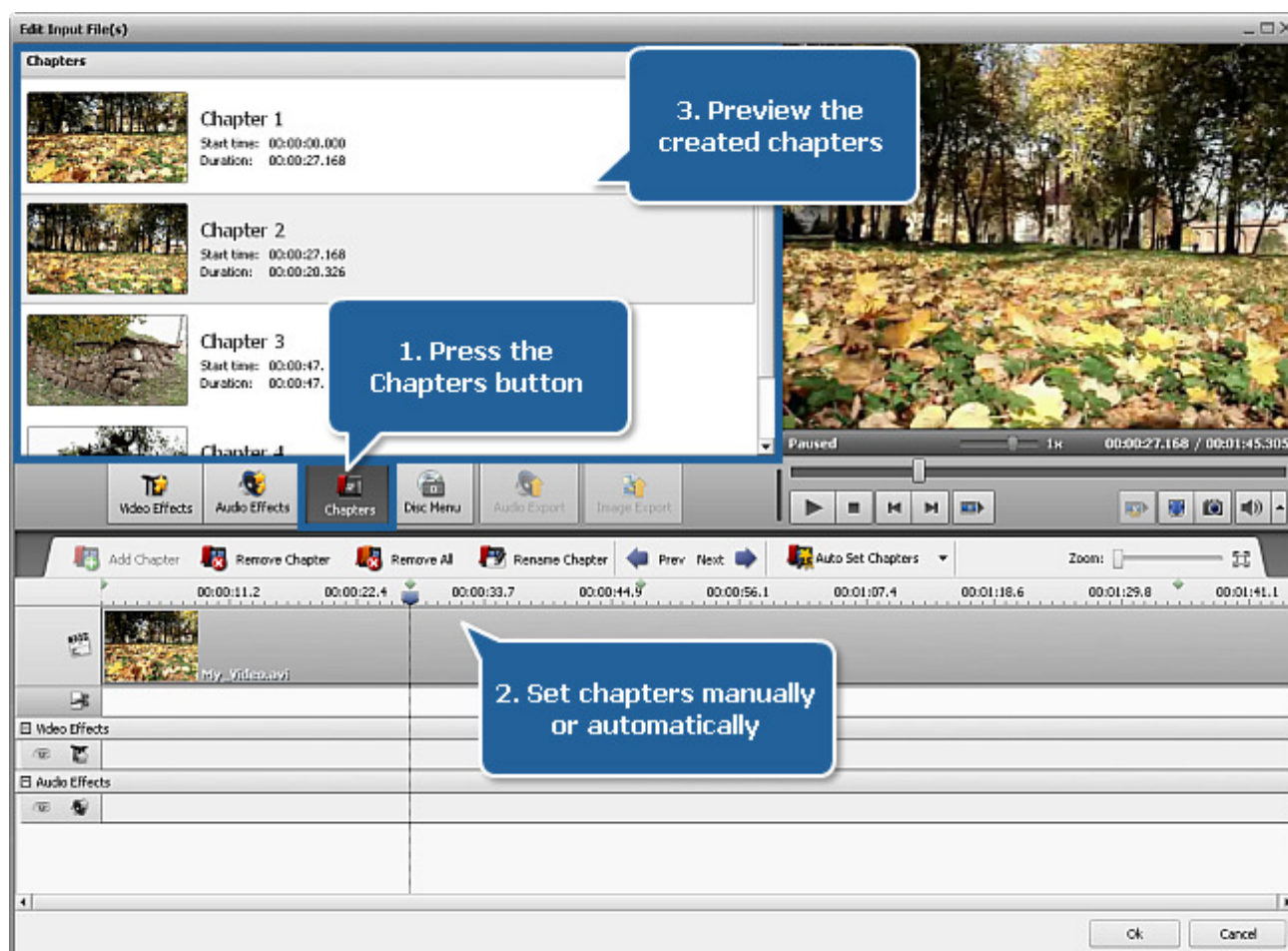
5. Click the **Preview Trim Results**  button within the Preview Area to play back your video without deleted parts.
6. Click the **OK** button to accept changes and close the **Edit Input File(s)** window.
7. Edit the selected profile at the Conversion Options Tab by changing output video parameters if needed.
8. Press **Convert Now!** to start conversion.

Note:

- if you changed your mind and decided not to delete a couple of scenes, you can highlight the trim area and press the **Delete Object** button;
- to make sure you selected the right episodes for deletion, you can play back the area by setting the cursor at the beginning of the area and clicking the **Play**  button.

Setting Chapters

The **Timeline** tool allows you to put **chapters** to help you in applying effects and editing your movies. Using chapters can help you visually control working with files, but the basic purpose of using chapters is splitting (see **Splitting Video Files**) and indicating chapters for a disc menu (see **Creating Menus for Your Discs**).

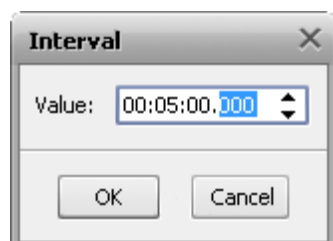
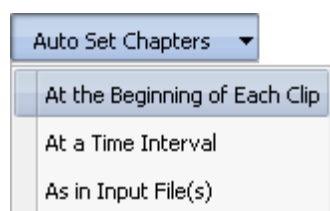


To add chapters:

1. Press the **Edit** button at the **Main Toolbar** to open the **Edit Input File(s)** window.
2. Click the **Chapters** central button.
3. Set chapters. Here you have two options:
 - You can set chapters **manually**

To do that put the timeline cursor at the position where you'd like to set a chapter and click the **Add Chapter** button located on the Timeline Toolbar. The added chapter will be shown on the **Timeline** as a green rhombus.

- You can set chapters **automatically**



To do that press the **Auto Set Chapters** button and select one of the available options:

- at the beginning of each clip**
If you select this option, the chapters will be added to the beginning of each file added to the program.
- at a time interval**
If you select this option, the **Interval** window will pop up to let you enter the needed time period between chapters.
- as in input file(s)**
If you select this option, the chapters will be set as in your input file. In case you imported a DVD/Blu-ray video file (i.e. VIDEO_TS.IFO or index.bdmv), the chapters will be added to the beginning of each chapter.

All the added chapters will be displayed in the left upper area of the **Edit Input File(s)**

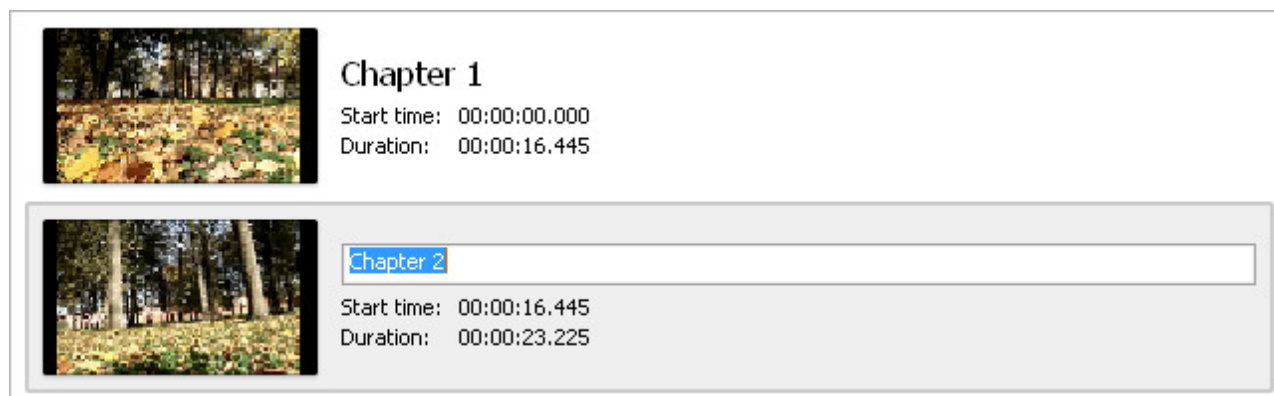
window.

To delete chapters:

- Select the chapter you want to delete clicking it with the mouse.
- Click the **Remove Chapter** button to remove a chapter or right-click this chapter and select the appropriate option from the express menu. To remove all the chapters press the **Remove All** button or use the appropriate option of the express menu.

To rename added chapters:

- Select the needed chapter in the left upper area of the **Edit Input File(s)** window by left-clicking it.
- Press the **Rename Chapter** button or right-click the chapter and select the appropriate option of the express menu. You can also double-click the needed chapter.
- Type in the name you want in the enter field.
- Click anywhere else with the mouse or press the **Enter** key.



Applying Effects

Before converting your videos into some other format with the **AVS Video Converter** program you can also add different video and audio effects to them to make them look professional. You can experiment with transformation and painting effects and patterns to turn your ideas into images that stand out. The detailed description of each effect can be found in the next sections.

To apply an effect proceed through the following easy steps:



1. Opening the Edit Input File(s) window

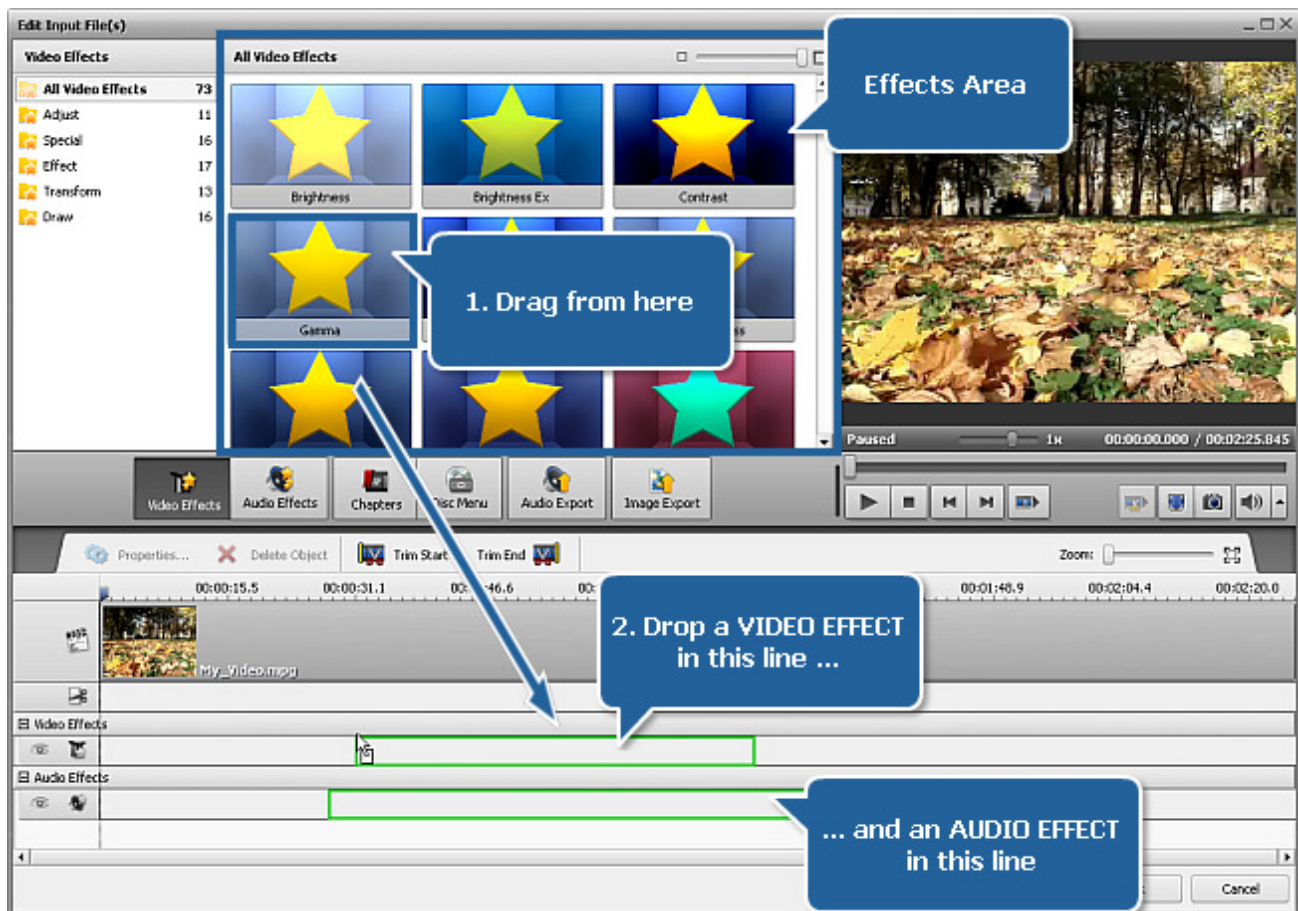
After starting the **AVS Video Converter** program choose an input file by pressing the upper **Browse...** button. Then click the **Edit** button at the **Main Toolbar** of the application to open the **Edit Input File(s) window**.

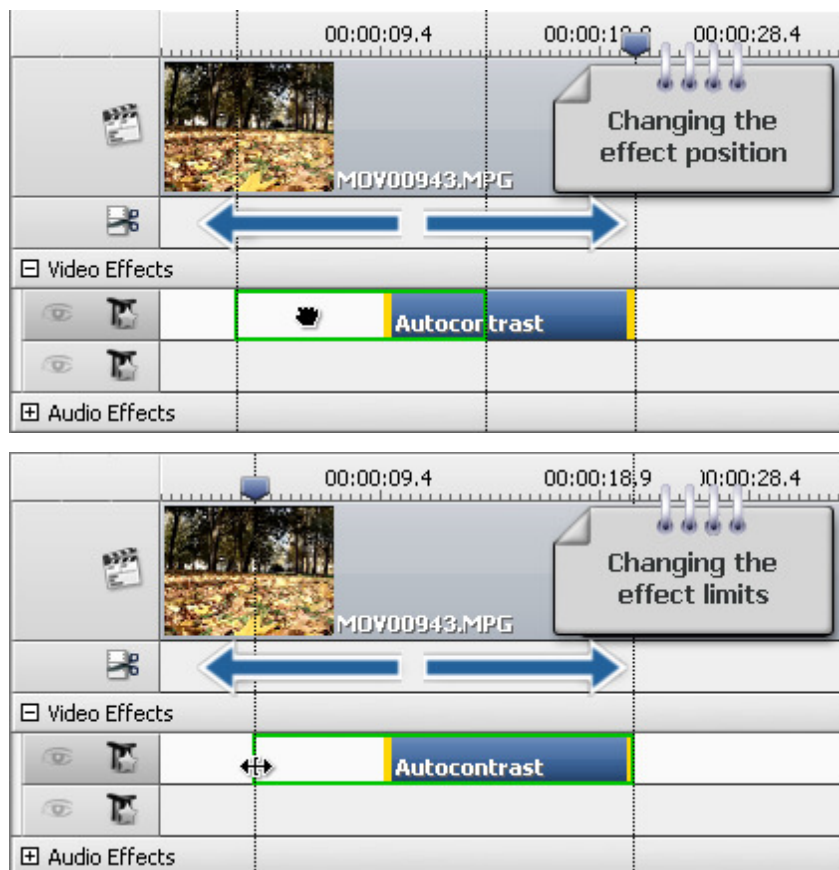
2. Selecting an effect to add

The **Edit Input File(s)** window will be opened with the **Video Effects** button pressed. If you are willing to apply an audio effect, press the **Audio Effects** button. In the left upper corner the effects groups are listed. You can select one of them to be shown in the **Effects Area**. So you will easily find the necessary effect, if you know what group it belongs to.

3. Placing the chosen effect on a special line

After you found the effect you want to apply, left-click it and drag from the **Effects Area** to the **Timeline** and drop it in the line for audio  or video  effects depending on the effect you selected (see the figure below).





4. Setting the effect duration

The effect is placed within the appropriate line and covers only a certain area of the video on the timeline by default. To set the **effect position** you want direct the mouse cursor to the effect situated on the timeline. The mouse cursor turns to a hand . By left-clicking the effect and moving the hand cursor to the left or to the right you can change the position of the applied effect.

It's also possible to **change its limits**. To do that direct the mouse cursor to one of the yellow stripes that bound the effect. The mouse cursor turns to the double-sided arrow . Moving it to the left or to the right you can extend or narrow the effect limits. To find the exact scene where you want the effect to begin and end, use the **Preview Area** situated on the right-hand side.

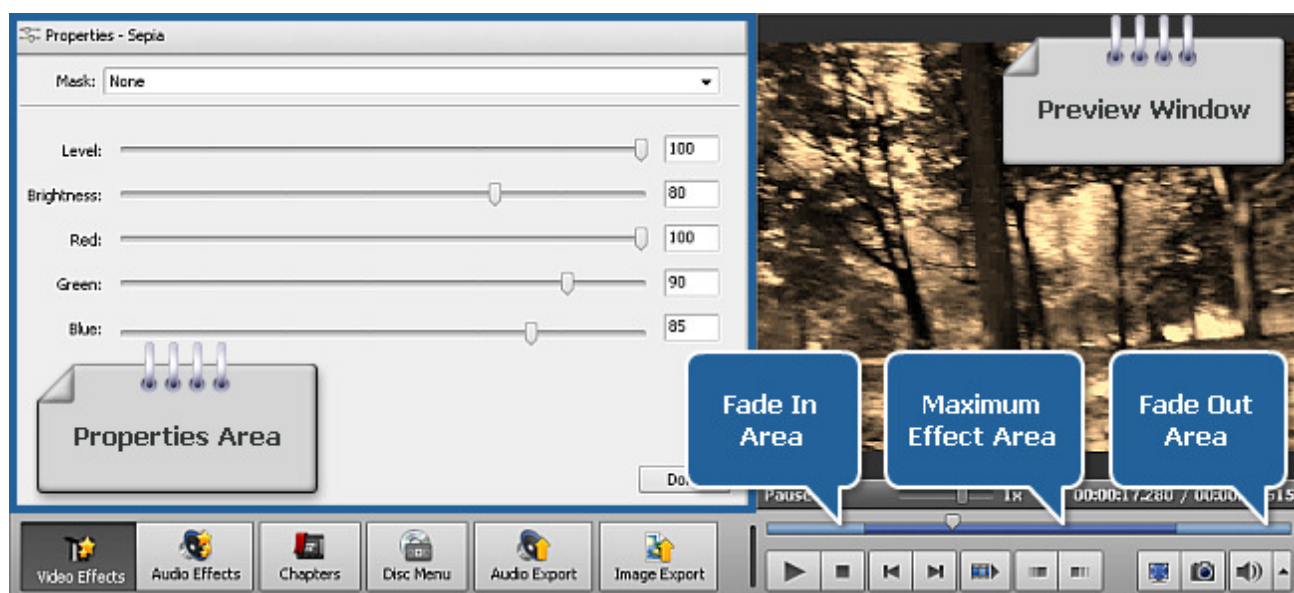
You can also **apply the effect to the whole video**, if you move the double-sided arrow from the left effect edge all the way to the left and from the right effect edge all the way to the right. So the effect will cover the entire video on the timeline.

5. Changing the effect properties

AVS Video Converter allows you also to change the effect properties. To do that, press the necessary effect on the timeline and hit the **Properties...** button on the Timeline Toolbar or right-click the effect and choose the **Properties** option. After that the **Properties** area will appear within the **Edit Input File(s) window** (see the figure below).

In the **Properties** area select an effect applying area using the **Mask** dropdown list. The following options are available: none, rectangle, ellipse and polygon. If you select **None**, the effect will be applied to the entire picture area.



Then set other effect properties. They vary from effect to effect. The detailed description of the effects properties can be found in the **Adjust, Special, Draw, Effect, Transform** and **Audio Effects** chapters. After you set all the properties, hit the **Done** button to hide the **Properties** area.



6. Setting the fade in and fade out areas

Within the **Edit Input File(s)** window you can also set the **Fade In** and **Fade Out** areas for the effect you applied to your video file using the slider under the preview area. Please bear in mind that the **Properties** button should be pressed before that.

Fade In is the area where the effect starts being reflected on your video. In the area of **maximum representation** the effect is applied to 100% capacity. In the **Fade Out** area the effect is being reduced until it completely disappears.

You can set **Fade In** and **Fade Out** boundaries by dragging the cursor of the slider area of the slider area to the place where you want the **Fade In** area to end and hit the  button. The **Fade In** area will be marked. Then drag the same cursor to the place on the slider area where you want the **Fade Out** area to begin and press the  button. After that the **Fade Out** area will be marked. It's also possible to direct the mouse cursor to the edge of the slider area and drag the boundaries inwards or outwards. If you want to set the **Fade In** effect, drag the left edge of the slider area to the right. To apply the **Fade Out** effect, drag the right edge of the slider area to the left (see the figure below).





7. Previewing the applied effect

After adding an effect to the video file you can preview the applied effect using the **playback controls** situated under the slider area.

If you want to delete the applied effect, select it and press the appropriate button in the **Edit Input File(s)** window or right-click the effect you want to delete and choose the **Delete Object** option.



Note: you can apply not one but several effects. If you want to disable a line with all the effects on it, click the respective  icon. After that it turns to .

Adjust

The **Adjust** effects allow you to introduce various color, tone, brightness and similar adjustments to your media file.

Button	Description
Brightness	Applies the Brightness effect to make simple adjustments to the tonal range of a file
Brightness Ex	Applies the Brightness Ex effect to make simple adjustments to the tonal range in a color you choose
Contrast	Applies the Contrast effect to adjust the contrast of an image
Gamma	Applies the Gamma effect to measure the brightness of midtone values and modify the pixel values in an image
Equalize	Applies the Equalize effect to normalize the histogram of a file
Autobrightness	Applies the Autobrightness effect to make simple adjustments to the tonal range of a file automatically
Autocontrast	Applies the Autocontrast command to adjust the overall contrast and mixture of colors in an RGB image automatically
Autolevels	Applies the Autolevels effect which defines the lightest and darkest pixels in each color channel as white and black and then redistributes intermediate pixel values proportionately
Hue	Applies the Hue effect to adjust the hue of the entire image
Saturation	Applies the Saturation effect to adjust the saturation of the entire image
Temperature	Applies the Temperature effect to adjust your video image to warm or cold colors

Brightness

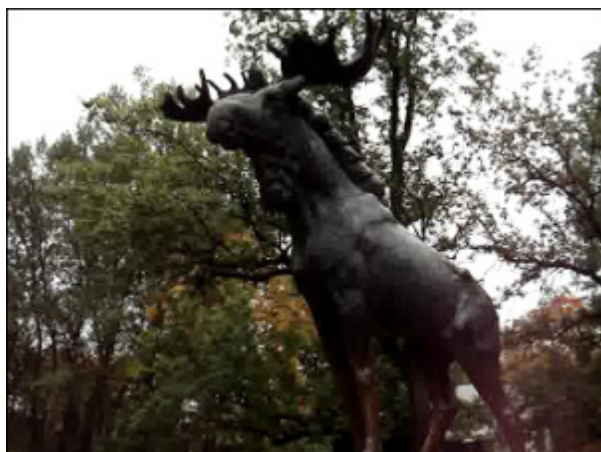


The **Brightness** effect lets you make simple adjustments to the tonal range of a file. Brightness is the relative lightness or darkness of the color, usually measured in levels.

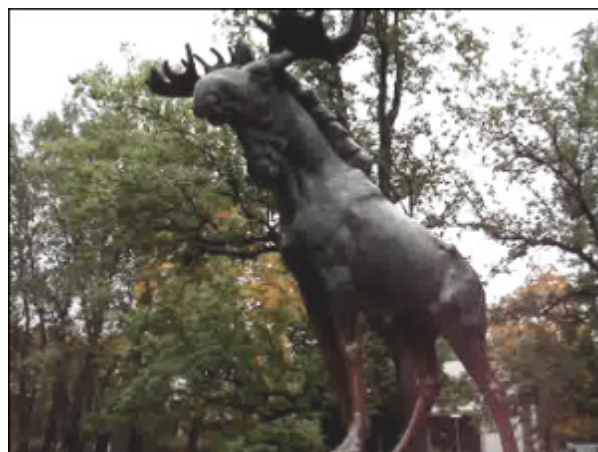
In the **Properties** window you can **change the effect properties**. The only property available for setting is **Brightness Level**.

Level: 33

In the figures below you can see the video picture before and after applying the **Brightness** effect:



Before applying the **Brightness** effect



After applying the **Brightness** effect

Brightness Ex



A large percentage of the visible spectrum can be represented by mixing red, green, and blue (RGB) colored light in various proportions and intensities. The **Brightness Ex** effect lets you make simple adjustments to the tonal range of a color you choose. In the **Properties Window** you can **change the effect properties**. The following properties of the **Brightness Ex** effect are available for setting: red, green and blue colors.

Red: -255

Green: 0

Blue: 0

In the figures below you can see the video picture before and after applying the **Brightness Ex** effect:



Before applying the **Brightness Ex** effect



After applying the **Brightness Ex** effect

Contrast



The **Contrast** effect adjusts the contrast of an image. Values can range from -100 to +100.

In the **Properties Window** you can **change the effect properties**. The only property available for setting is **Contrast Level**.

Level: 33

In the figures below you can see the video picture before and after applying the **Contrast** effect:



Before applying the **Contrast** effect



After applying the **Contrast** effect

Gamma



The **Gamma** effect measures the brightness of midtone values and modifies the pixel values in an image. A higher gamma value yields an overall lighter image.

In the **Properties Window** you can **change the effect properties**. The only property available for setting is **Gamma Level**.

Level: 33

In the figures below you can see the video picture before and after applying the **Gamma** effect:



Before applying the **Gamma** effect



After applying the **Gamma** effect

Equalize



The **Equalize** effect normalizes the histogram of a file. It is an automatic adjustment tool and you cannot change settings manually.

In the figures below you can see the video picture before and after applying the **Equalize** effect:



Before applying the **Equalize** effect



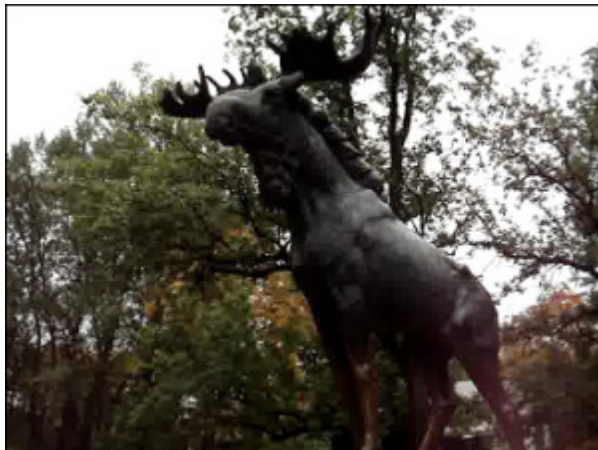
After applying the **Equalize** effect

Autobrightness



The **Autobrightness** effect lets you make simple adjustments to the tonal range of a file automatically. Autobrightness is the relative lightness or darkness of the color.

In the figures below you can see the video picture before and after applying the **Autobrightness** effect:



Before applying the **Autobrightness** effect



After applying the **Autobrightness** effect

Autocontrast



The **Autocontrast** command adjusts the overall contrast and mixture of colors in an RGB image automatically. When identifying the lightest and darkest pixels in an image, **Autocontrast** clips the white and black pixels by 0.5% - that is, it ignores the first 0.5% of either extreme. This ensures that white and black values are based on representative rather than extreme pixel values.

In the figures below you can see the video picture before and after applying the **Autocontrast** effect:



Before applying the **Autocontrast** effect



After applying the **Autocontrast** effect

Autolevels



The **Autolevels** effect defines the lightest and darkest pixels in each color channel as white and black and then redistributes intermediate pixel values proportionately. As the **Autolevels** effect adjusts each color channel individually, it may remove or introduce colors.

In the figures below you can see the video picture before and after applying the **Autolevels** effect:



Before applying the **Autolevels** effect



After applying the **Autolevels** effect

Hue

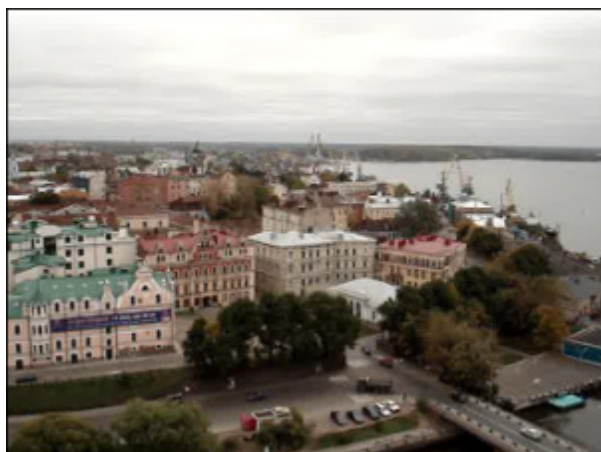


The **Hue** effect lets you adjust the hue of the entire image. The hue, or color, adjustment represents a move around the color wheel. Hue is the color reflected from or transmitted through an object. It is measured as a location on the standard color wheel, expressed as a degree between 0° and 360°. In common use, hue is identified by the name of the color such as red, orange, or green.

In the **Properties Window** you can **change the effect properties**. The only property available for setting is **Hue Angle**.

Angle: 120

In the figures below you can see the video picture before and after applying the **Hue** effect:



Before applying the **Hue** effect



After applying the **Hue** effect

Temperature



The **Temperature** effect lets you adjust your video image to warm or cold colors. Negative values represent cold colors and positive values transform to warm colors correspondingly.

In the **Properties Window** you can **change the effect properties**. The only property available for setting is **Temperature Level**.

Level: 33

In the figures below you can see the video picture before and after applying the **Temperature** effect:



Before applying the **Temperature** effect



After applying the **Temperature** effect

Special

The **Special** effects allow you to imitate faded photos and an old movie, turn your film into a hand-drawn sketch or watercolor painting.

Button	Description
Sepia	Applies the Sepia effect to transform image spectrum to brownish and yellowish photo paper
Old Movie	Applies the Old Movie effect to get a black and white image with scratches
Glass Mosaic	Applies the Glass Mosaic effect to see your video through a number of rectangular glass pieces, each displaying a part of the whole video image
Puzzle	Applies the Puzzle effect to divide your picture in tens of rectangles or puzzle form rectangles
Ken Burns	Applies the Ken Burns effect to make smooth zooming and panning of your video image
Glass	Applies the Glass effect to make an image appear as if it were being viewed through different types of glass
Snow	Applies the Snow effect to add a romantic touch to your film
Watercolor	Applies the Watercolor effect to make your videos look like water color paintings
Pencil Sketch	Applies the Pencil Sketch effect to turn any image of your film into a hand-drawn sketch
Glow	Applies the Glow effect to make your picture look as if it's emanating light
Wind	Applies the Wind effect to make seem as if the colors are being blown off your video image
Gray Out	Applies the Gray Out effect to transform colors of the picture to the gray part of the spectrum
TV Simulation	Applies the TV Simulation effect to imitate bad quality of the broadcast video signal
Newsprint	Applies the Newsprint effect to turn your image into a photo from a newspaper
Film	Applies the Film effect to put film negative borders on your video
Timer	Applies the Timer effect to add a timepiece (that measures a time interval) to your video

Sepia



The **Sepia** transforms image spectrum to brownish which imitates faded photos and yellowish photo paper. Use it to give your videos an antique look.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Sepia** effect available for setting are its **Level**, **Brightness** and the **Red**, **Green**, **Blue** colors.

Level:	<input type="range" value="100"/>	100
Brightness:	<input type="range" value="80"/>	80
Red:	<input type="range" value="100"/>	100
Green:	<input type="range" value="90"/>	90
Blue:	<input type="range" value="85"/>	85

In the figures below you can see the video picture before and after applying the **Sepia** effect:



Before applying the **Sepia** effect



After applying the **Sepia** effect

Old Movie



If you apply the **Old Movie** effect you'll get a black and white video image with scratches. It also adds noise, shake and dust to your video, making it look as if it's being played back with an old projector.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Old Movie** effect available for setting are its **Artifacts** (film damage - dust, hair, specks, etc.), **Scratch**, **Jitter** (vibration), **Brightness** and **Contrast**.

Artifact:	<input type="range" value="5"/>	5
Scratch:	<input type="range" value="5"/>	5
Jitter:	<input type="range" value="30"/>	30
Brightness:	<input type="range" value="35"/>	35
Contrast:	<input type="range" value="4"/>	4

In the figures below you can see the video picture before and after applying the **Old Movie** effect:

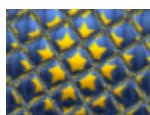


Before applying the **Old Movie** effect



After applying the **Old Movie** effect

Glass Mosaic



The **Glass Mosaic** effect lets you see your video through a number of rectangular glass pieces, each displaying a part of the whole video image.

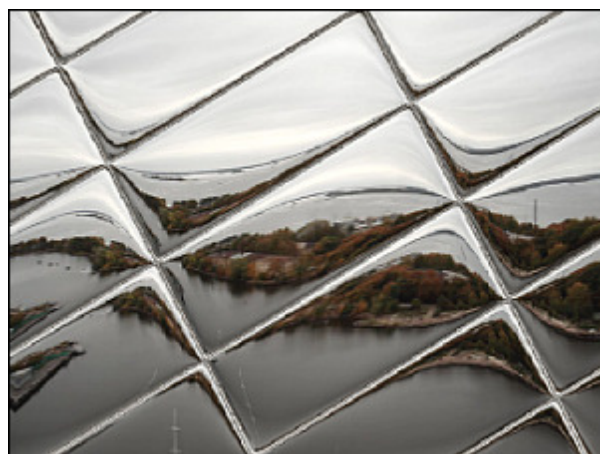
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Glass Mosaic** effect available for setting are **Width** of each glass piece, its **Height**, **Angle** of the entire glass set, **Curvature** of objects displayed through glass pieces, **Smooth** value (sharpens or smooths the objects outline) and video image **Quality**.

Width:	<input type="range"/>	123
Height:	<input type="range"/>	120
Angle:	<input type="range"/>	30
Curvature:	<input type="range"/>	30
Smooth:	<input type="range"/>	15
Quality:	<input type="range"/>	3

In the figures below you can see the video picture before and after applying the **Glass Mosaic** effect:



Before applying the **Glass Mosaic** effect



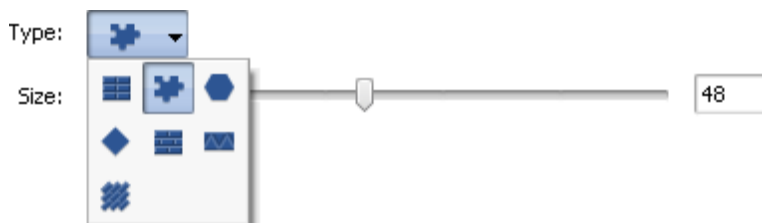
After applying the **Glass Mosaic** effect

Puzzle



The **Puzzle** effect divides your picture in tens of rectangles or puzzle form rectangles, or as it was made of dozen of pieces fit accurately together into one picture.

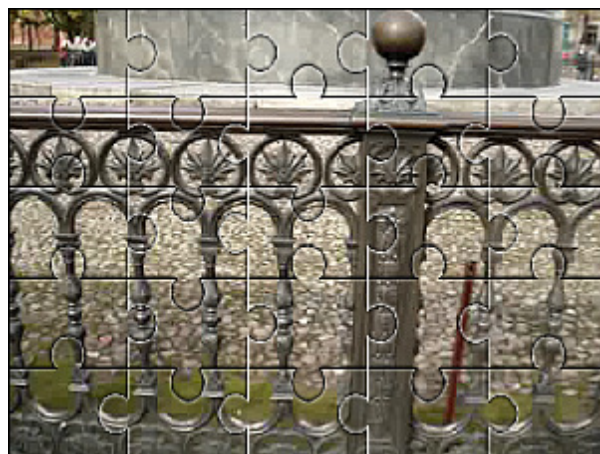
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. Here you can select a puzzle **Type** and set **Size** of puzzle pieces.



In the figures below you can see the video picture before and after applying the **Puzzle** effect:



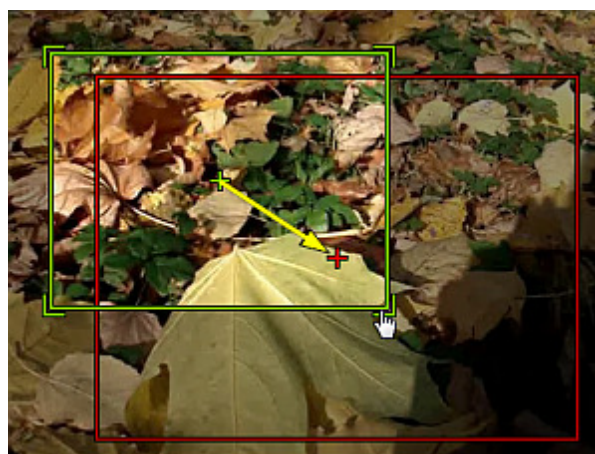
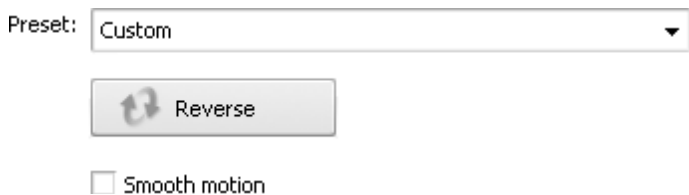
Before applying the **Puzzle** effect



After applying the **Puzzle** effect

Ken Burns

Here you can select a **Preset** in the corresponding dropdown list: diorama, zoom in left, zoom in right, zoom out left, zoom out right. Clicking the **Reverse** button you can change the zoom direction. Checking the **Smooth motion** box you can make the zoom smooth.



To change the size of start (green outline) and end (red outline) areas, direct the mouse cursor to one of their angles and drag it for enlargement or reduction.

In the figures below you can see the video picture before and after applying the **Ken Burns** effect:



Before applying the **Ken Burns** effect



After applying the **Ken Burns** effect

Glass



The **Glass** effect makes an image appear as if it were being viewed through different types of glass.

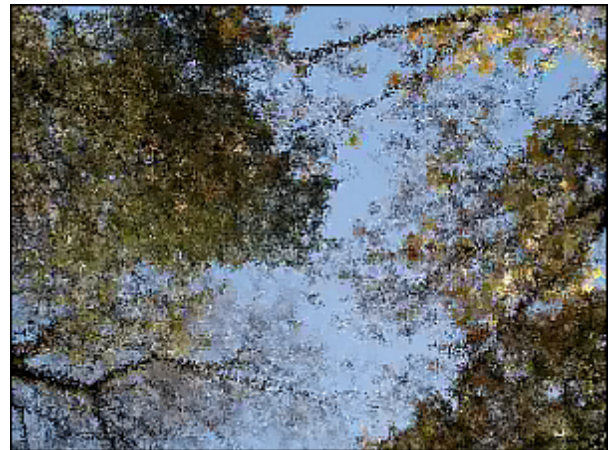
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. You can customize the glass surface changing the **Level** value. The higher values make the picture less clear.

Level: 4

In the figures below you can see the video picture before and after applying the **Glass** effect:



Before applying the **Glass** effect



After applying the **Glass** effect

Snow



If you need to add a romantic touch to your film use the **Snow** effect. Your picture will get a winter day look.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Snow** effect allow you to set the **Size** and **Count** of the snowflakes, their **Direction**, **Deviation** and **Speed**. It's also possible to choose the **Color** of the snowflakes and their transparency by changing the **Alpha** value. If you untick the **Snowdrift** option activated by default, the snow won't be accumulated at the bottom of the video image during the file playback.

Size: 10

Count: 500

Direction: 0

Deviation: 30

Speed: 20

Color: Alpha: 75

Snowdrift

In the figures below you can see the video picture before and after applying the **Snow** effect:



Before applying the **Snow** effect



After applying the **Snow** effect

Watercolor



The **Watercolor** effect makes your videos look like watercolor paintings. This effect is reached thanks to blur and equalizer filters which reduce contrast between large parts of color areas with a uniform color but keep most contrasting transitions.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Watercolor** effect allow you to set the **Size** and **Coarseness** of color areas.

Size: 4

Coarseness: 8

In the figures below you can see the video picture before and after applying the **Watercolor** effect:



Before applying the **Watercolor** effect



After applying the **Watercolor** effect

Pencil Sketch



The **Pencil Sketch** effect turns any image of your film into a hand-drawn sketch like it was painted by a professional artist.

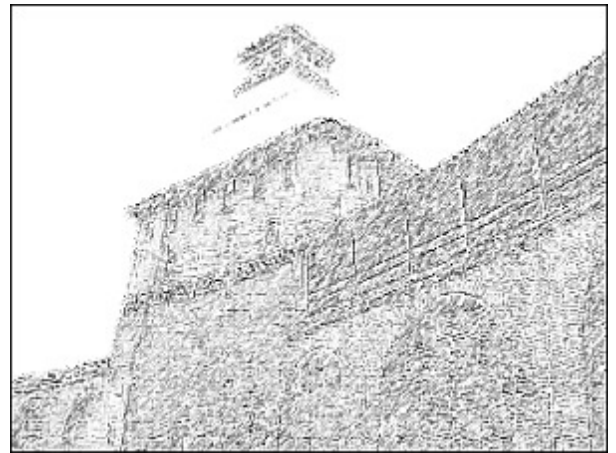
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Pencil Sketch** effect available for setting are its **Level, Brightness** and **Contrast**.

Level:	<input type="range" value="30"/>	30
Brightness:	<input type="range" value="10"/>	10
Contrast:	<input type="range" value="8"/>	8

In the figures below you can see the video picture before and after applying the **Pencil Sketch** effect:



Before applying the **Pencil Sketch** effect



After applying the **Pencil Sketch** effect

Glow



The **Glow** effect makes your picture look like it's emanating light.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property available for setting is the glow **Level**. Lower glow level values make the picture appear darker and higher values make it shine intensely.

Level: 40

In the figures below you can see the video picture before and after applying the **Glow** effect:



Before applying the **Glow** effect



After applying the **Glow** effect

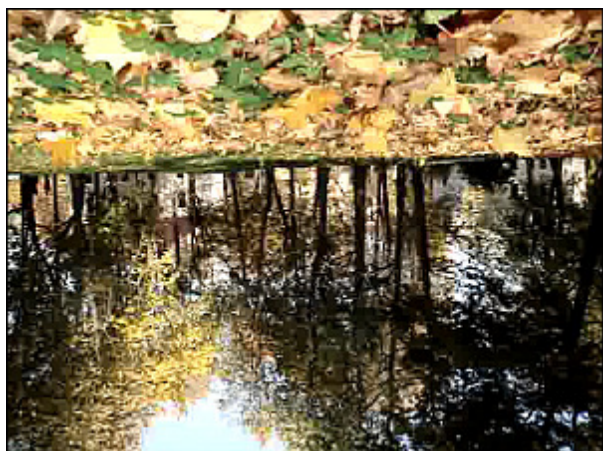
Wind



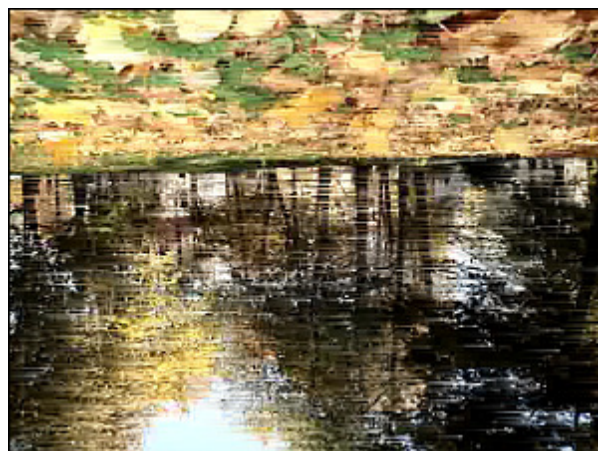
The **Wind** filter makes it seem as if the colors are being blown off your photo. In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of **Wind** effect available for setting are its **Direction** and **Density**. The negative **Direction** values make the wind blow to the left, the positive values make it blow to the right.

Direction: -25
Density: 20

In the figures below you can see the video picture before and after applying the **Wind** effect:



Before applying the **Wind** effect



After applying the **Wind** effect

Gray Out



The **Gray Out** effect transforms all colors of the picture to the gray part of the spectrum and only one color (you select) will appear. In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. Here you can select a certain color to be appeared, to modify **Threshold** and **Filter** values.

Color:

Threshold: 100

Filter: 3

In the figures below you can see the video picture before and after applying the **Gray Out** effect:



Before applying the **Gray Out** effect



After applying the **Gray Out** effect

TV Simulation



The **TV Simulation** effect imitates bad quality of the broadcast video signal when the video stream is divided into separate frames. The sequence of frames is displayed with low speed and image deformation.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The following properties of the **TV Simulation** effect are available for setting: **Interline** (deformation of the image), **Amplitude**, **Amplitude Offset**, **Vertical Speed**, **Vertical Offset** and **Interframe Size** (size of the black zone between the frames).

Interline: 5

Amplitude: 15

Amplitude Offset: 5

Vertical Speed: 5

Vertical Offset: 5

Interframe Size: 5

In the figures below you can see the video picture before and after applying the **TV Simulation** effect:



Before applying the **TV Simulation** effect



After applying the **TV Simulation** effect

Newsprint



Newsprint turns your images into a photo from a newspaper.

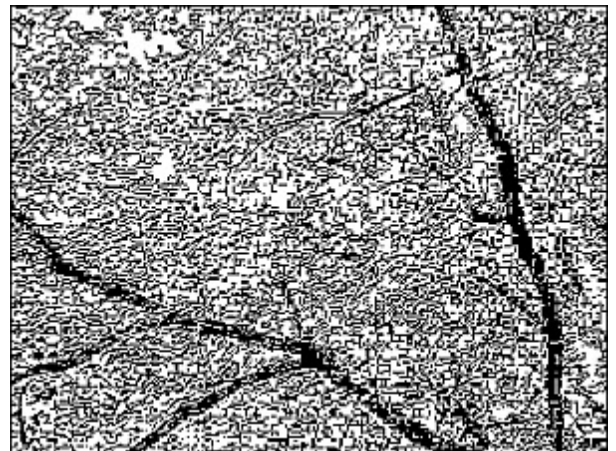
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property available for setting is newsprint **Level**.

Level: 40

In the figures below you can see the video picture before and after applying the **Newsprint** effect:



Before applying the **Newsprint** effect



After applying the **Newsprint** effect

Film



The **Film** allows you to put film negative borders on your video, that it looks like a long film strip with perforations along each frame. You can change the number of perforations, their speed and position.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Film** effect available for setting are the borders **Size** and their **Speed**. Check the **Vertical** box to add vertical borders, if unchecked they take a horizontal position. The **Border** box allows you to add borders without perforation and place your picture in the center of the negative strip.

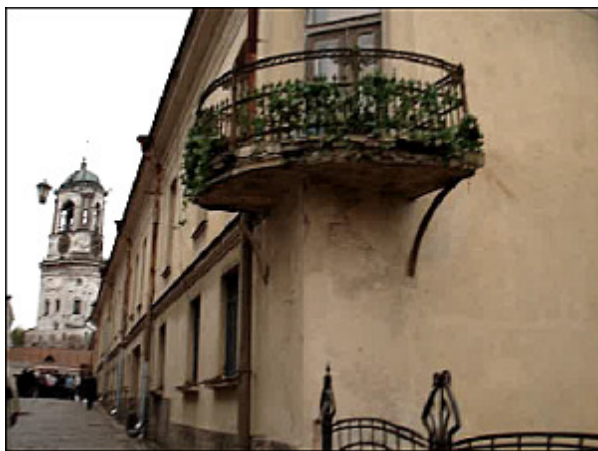
Size:

Speed:

Vertical

Border

In the figures below you can see the video picture before and after applying the **Film** effect:



Before applying the **Film** effect



After applying the **Film** effect

Timer



The **Timer** effect adds a timepiece (that measures a time interval) to your video. You can set the time value and interval, specify the timer position, choose the appropriate color and size for the clock.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The following properties of the **Timer** effect are available: **Time settings**, **Font settings**, **Brush settings**, **Shadow settings** and **Edge settings**. Click the appropriate button to open the properties that you want to modify.



Time Mask:

Start Time:

Time Settings

- **Time Mask** - select the measurement units and their order
- **Start Time** - here you can enter the zero point for your timer

Press the button to reset start time. Select one of the options: **reset to zero** or **reset at the beginning of effect**



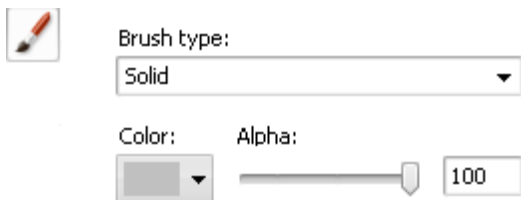
Font:

Size:

Font Style:
 B I U S

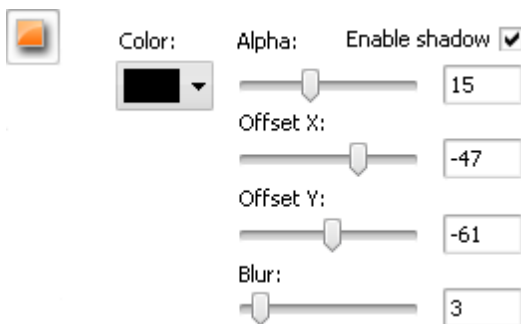
Font Settings

- **Font** - select one of the available fonts from the dropdown list
- **Size** - set the font size
- **Font Style** - the following options are available here: bold, italic, underline, strike (bold is pressed by default)



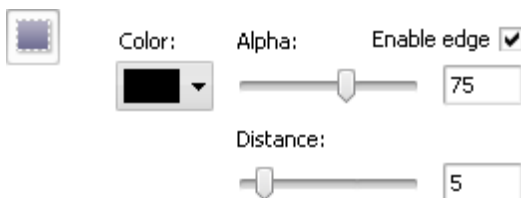
Brush Settings

- **Brush Type** - select one of the available brush types from the dropdown list: solid, gradient, hatch and texture (to read more on them click [here](#))
- **Color** - choose the color of your timer
- **Alpha** - set the color transparency



Shadow Settings

- **Enable shadow** - this box is checked by default, if you uncheck it no shadow will be added to your timer figures
- **Color** - choose the color of the shadow
- **Alpha** - select the color transparency
- **Offset X** - set the shadow offset along the X-axis
- **Offset Y** - set the shadow offset along the Y-axis
- **Blur** - select a value for shadow blur



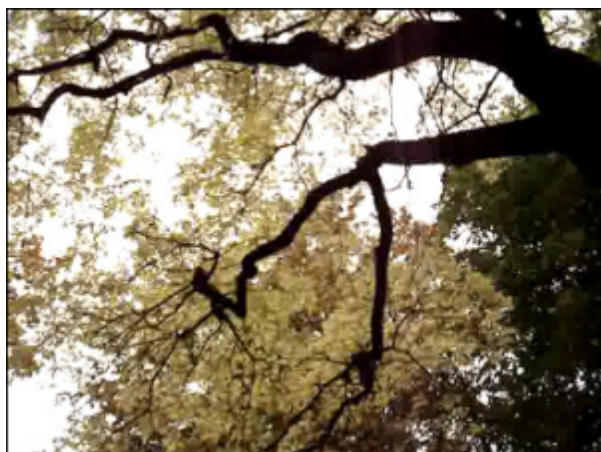
Edge Settings

- **Enable edge** - this box is checked by default, if you uncheck it no edge will be added to your timer figures
- **Color** - choose the color of the edge
- **Alpha** - select the color transparency
- **Distance** - select a value for distance from the timer figures to the edge

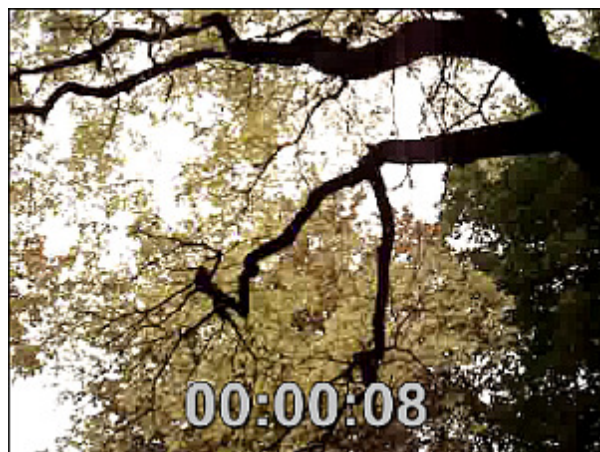


You can also move and rotate the timer rectangle. To **move** the timer rectangle direct the mouse cursor to it and the cursor will turn into the Double-arrow. Then without releasing the mouse button, move the rectangle in the direction you need. To **rotate** the timer rectangle click the green circle Green circle with the left mouse button, the mouse cursor will change into a round arrow - Mouse cursor on a green circle - click the mouse button and, without releasing it, drag it to change the timer orientation.

In the figures below you can see the video picture before and after applying the **Timer** effect:



Before applying the **Timer** effect



After applying the **Timer** effect

Effect

These **Effects** allow you to introduce various painting, mosaic, blur and similar adjustments to your media file.

Button	Description
Blur	Applies the Blur effect to reduce the contrast between adjacent pixels visually smoothing and softening an image
Sharpen	Applies the Sharpen effect to increase the contrast to seemingly bring the images into a better focus
Mosaic	Applies the Mosaic effect by clumping the pixels of similar color values in cells
Gaussian Blur	Applies the Gaussian Blur effect to reduce contrast between adjacent pixels according to a mathematical equation
Noise	Applies the Noise effect to add some texture to an image by way of tiny pixel dustings
Diffuse	Applies the Diffuse effect to make the selection look less focused
Motion Blur	Applies the Motion Blur effect to reduce the contrast. This effect gives the impression of motion
Emboss	Applies the Emboss effect to give an image a 3D look
Minimal	Applies the Minimal effect to emphasize the dark pixels in an image
Maximal	Applies the Maximal effect to emphasize the light pixels in an image
Deinterlace	Applies the Deinterlacing effect to remove the interlacing effect
Median	Applies the Median effect to replace each pixel with a pixel that has the median color value of neighboring pixels
Invert	Opens Invert effect to invert the colors in an image
Colorize	Opens Colorize effect to colorize the entire file in an RGB-specified file
Grayscale	Opens Grayscale effect to convert color images to just two color levels: black (0) and white (255)
Posterize	Opens Posterize effect to specify the tonal level (or brightness values) and then map pixels to the closest matching level
Threshold	Opens Threshold effect to determine a contrast level between neighboring pixels in order to apply sharpening

Blur Effects

AVS Video Converter offers three blur variations.

Blur



Blur reduces contrast between adjacent pixels by lightening pixels next to well-defined edges and shadows, visually smoothing and softening the image. In the **Properties Window** you can **change the effect properties**. The only property of the **Blur** effect available for setting is **blur** level.

Blur: 100

In the figures below you can see the video picture before and after applying the **Blur** effect:



Before applying the **Blur** effect



After applying the **Blur** effect

Gaussian Blur



Gaussian Blur uses a mathematical equation (a bell-shaped curve) to calculate the transition between adjacent pixels, resulting in a smooth blur producing an effect of viewing the image through a translucent screen. The **Gaussian Blur** adds low-frequency detail and can produce a hazy effect. In the **Properties Window** you can **change the effect properties**. The only property of the **Gaussian Blur** effect available for setting is **size**.

Size: 5

In the figures below you can see the video picture before and after applying the **Gaussian Blur** effect:



Before applying the **Gaussian Blur** effect



After applying the **Gaussian Blur** effect

Motion Blur



Motion Blur gives the impression of motion in the image by adding directional and angle controls for the blurring process. You can choose an angle between -90° to 90° and a distance from 1 to 999 pixels to control the effects of the **Motion Blur**.

In the **Properties Window** you can **change the effect properties**. The properties of the **Motion Blur** effect available for setting are its **angle** and **distance**.

Angle:

Distance:

In the figures below you can see the video picture before and after applying the **Motion Blur** effect:



Before applying the **Motion Blur** effect



After applying the **Motion Blur** effect

Sharpen



The **Sharpen** effect allows you to make your images better focused (although it cannot substitute for an image that's properly focused in the first place). It focuses blurry images by increasing the contrast of adjacent pixels.

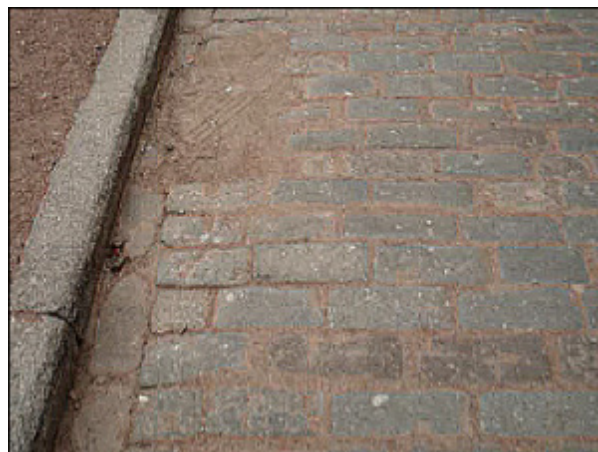
In the **Properties Window** you can **change the effect properties**. The only property of the **Sharpen** effect available for setting is its **level** (the magnitude of displacement).

Level:

In the figures below you can see the video picture before and after applying the **Sharpen** effect:



Before applying the **Sharpen** effect



After applying the **Sharpen** effect

Mosaic



The **Mosaic** effect defines a selection by clumping pixels of similar color values in cells. The pixels in a given block are the same color, and the colors of the blocks represent the colors in the selection. It produces irregularly-contoured squares at regularly-spaced intervals. There are two types of mosaic effect. Simple mosaic is produced based on the color of the top left pixel; otherwise it is based on the average color of all pixels in the given tile.

In the **Properties Window** you can **change the effect properties**. The properties of the **Mosaic** effect available for setting are **size** of the block (in pixels) and the **smooth** option. By checking/unchecking the **Smooth** checkbox you can select the type of the **Mosaic** effect.



In the figures below you can see the video picture before and after applying the **Mosaic** effect:



Before applying the **Mosaic** effect



After applying the **Mosaic** effect

Noise



The **Noise** effect adds noise, or pixels with randomly distributed color levels. This effect is used to add some texture to an image by way of tiny pixel dustings. The **Noise** effect can be used to conceal "touch-ups" of a flat color on an image, or remove other problem areas.

In the **Properties Window** you can **change the effect properties**. The properties of the **Noise** effect available for setting are its **level** and the **monochrome** option. If you check the **Monochrome** box, it will apply the filter to the tonal elements in the image only without changing the colors.



In the figures below you can see the video picture before and after applying the **Noise** effect:



Before applying the **Noise** effect



After applying the **Noise** effect

Diffuse



The **Diffuse** effect shuffles pixels in a selection to make the selection look less focused according to the selected magnitude of the effect. The effect moves pixels to the selected distance randomly, ignoring color values.

In the **Properties Window** you can **change the effect properties**. The only property of the **Diffuse** effect available for setting is **distance** of pixel relocation (in pixels).

Distance: 20

In the figures below you can see the video picture before and after applying the **Diffuse** effect:



Before applying the **Diffuse** effect



After applying the **Diffuse** effect

Emboss



The **Emboss** effect is used to give an image a 3D look - as if it was raised or stamped. The **Emboss** effect turns the entire image gray, except to trace colors that occur if you use high values.

In the **Properties Window** you can **change the effect properties**. They include an embossing **angle**, **distance** (height), and a percentage for the **amount** of color within the selection. The **Angle** setting varies from -180° to 180° (from -180° - to lower (stamp) the surface, to $+180^{\circ}$ - to raise the surface). This parameter controls the direction of light. The **Distance**, varying from 3 to 10, sets the elevation of the effect. The **Amount** varies from 0-100 and controls how much detail the filter sees to emboss. At low values almost nothing is raised up.

Angle:

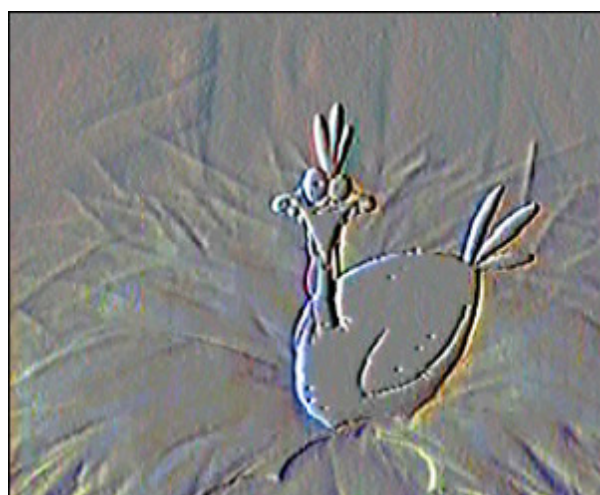
Distance:

Amount:

In the figures below you can see the video picture before and after applying the **Emboss** effect:



Before applying the **Emboss** effect



After applying the **Emboss** effect

Minimal and Maximal

Minimal

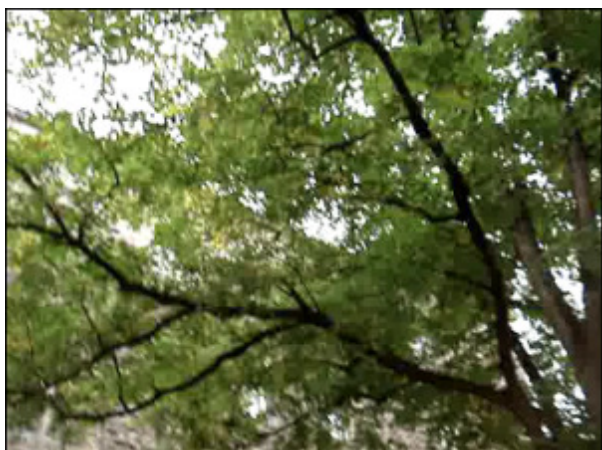


The **Minimal** effect emphasizes the dark pixels in an image.

In the **Properties Window** you can **change the effect properties**. The only property of the **Minimal** effect available for setting is its **size**.

Size:

In the figures below you can see the video picture before and after applying the **Minimal** effect:



Before applying the **Minimal** effect



After applying the **Minimal** effect

Maximal

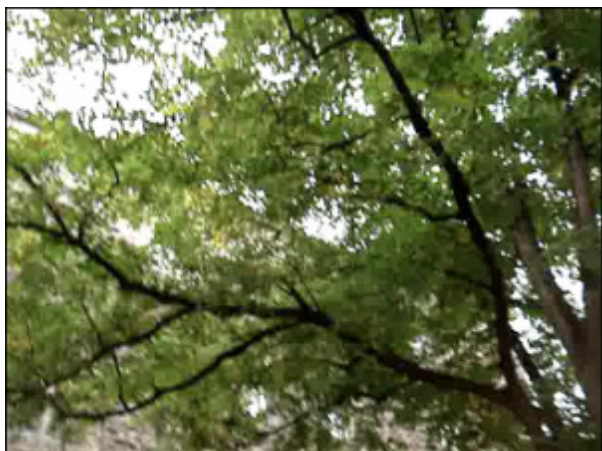


The **Maximal** effect emphasizes the light pixels in an image.

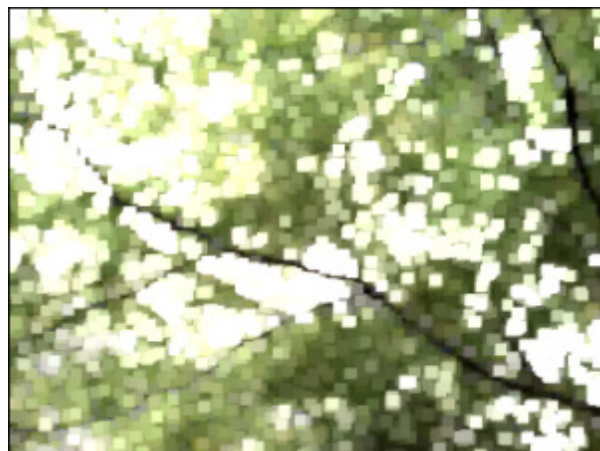
In the **Properties Window** you can **change the effect properties**. The only property of the **Maximal** effect available for setting is its **size**.

Size:

In the figures below you can see the video picture before and after applying the **Maximal** effect:



Before applying the **Maximal** effect



After applying the **Maximal** effect

Deinterlace



AVS Video Converter allows you to remove interlacing artifacts using the deinterlacing filter. For interlaced video a frame contains either top (odd) fields or bottom (even) fields, for non-interlaced video frame contains both even and odd field. One of these fields commence one field period later than the other on a progressive display (monitor).

Mostly this effect appears in video that was captured from TV tuners or DV cameras. Applying **Deinterlacing** effect removes the interlacing artifacts.

In the **Properties Window** you can **change the effect properties**. The properties of the **Deinterlace** effect available for setting are **even** and **interpolate**. Check the **Even** and/or **Interpolate** checkboxes if needed. Doing it you can remove interlacing artifact by removing one field of a video (the **Even** lines) and blend (**Interpolate**) the remaining lines.

Even

Interpolate

In the figures below you can see the video picture before and after applying the **Deinterlace** effect:



Before applying the **Deinterlace** effect



After applying the **Deinterlace** effect



Note: there is no need to apply this filter for high quality non-interlaced video.

Median



The **Median** effect replaces each pixel with a pixel that has the median color value of neighboring pixels with the specified radius. At low radius values, this effect is useful for reducing some types of noise. At higher radius values, this effect gives an image a painterly appearance.

In the **Properties Window** you can **change the effect properties**. The only property of the **Median** effect available for setting is its **level**.

Level:

In the figures below you can see the video picture before and after applying the **Median** effect:



Before applying the **Median** effect



After applying the **Median** effect

Invert



The **Invert** effect inverts colors in an image. When you invert an image, the brightness value of each pixel in the channels is converted to the inverse value on the 256-step color-values scale. For example, a pixel in a positive image with a value of 255 is changed to 0, and a pixel with a value of 5 to 250.

In the figures below you can see the video picture before and after applying the **Invert** effect:



Before applying the **Invert** effect



After applying the **Invert** effect

Colorize



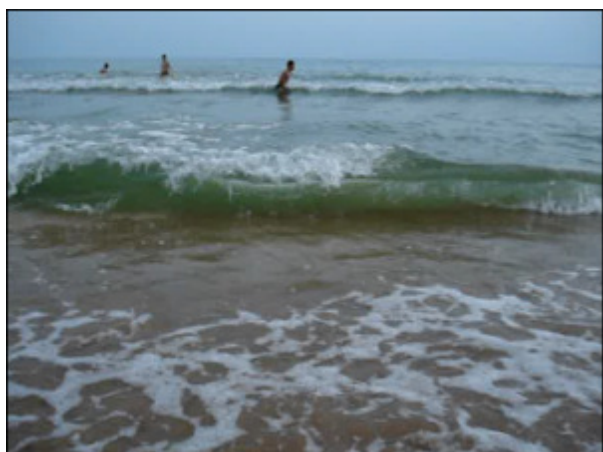
The **Colorize** effect lets you colorize the entire file in an RGB-specified file. The video is colorized in the tones of the selected color while the overall balance of the file is maintained. In the **Properties Window** you can **change the effect properties**. The following properties of the **Colorize** effect are available for setting: red, green and blue colors.

Red: 246

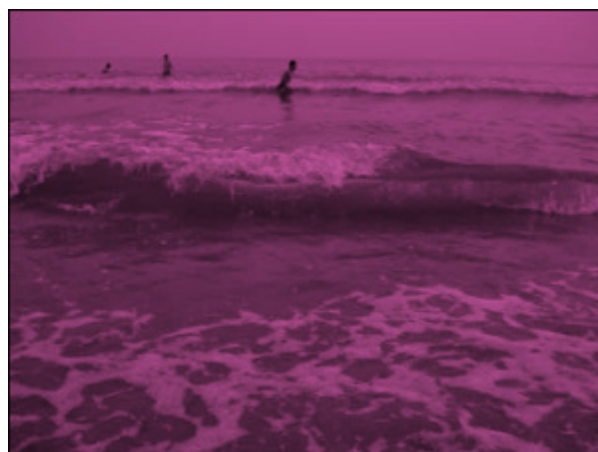
Green: 106

Blue: 198

In the figures below you can see the video picture before and after applying the **Colorize** effect:



Before applying the **Colorize** effect



After applying the **Colorize** effect

Grayscale



The **Grayscale** effect converts color images to a gray scale palette: black (0) and white (255).

In the **Properties Window** you can **change the effect properties**. The only property available for setting is the **Desaturate** option. You can check the **Desaturate** box to desaturate the video to the shades of gray (remove colors). The desaturated video may be slightly darker and can lose some detail.

Desaturate

In the figures below you can see the video picture before and after applying the **Grayscale** effect:



Before applying the **Grayscale** effect



After applying the **Grayscale** effect

Posterize



The **Posterize** effect lets you specify the tonal level (or brightness values) and then maps pixels to the closest matching level.

In the **Properties Window** you can **change the effect properties**. The only property available for setting is **Posterize Level**.

Levels: 4

In the figures below you can see the video picture before and after applying the **Posterize** effect:



Before applying the **Posterize** effect



After applying the **Posterize** effect

Threshold



The **Threshold** effect determines a contrast level between neighboring pixels in order to apply sharpening. The higher setting exclude more and more pixels.

In the **Properties Window** you can **change the effect properties**. The following properties of the **Threshold** effect are available for setting: **Level** and **Grayscale**. The **Grayscale** box is checked by default, you can uncheck it, if you want to add colors to your video.

Level: 89

Grayscale

In the figures below you can see the video picture before and after applying the **Threshold** effect:



Before applying the **Threshold** effect



After applying the **Threshold** effect

Transform

The **Transform** effects allow you to introduce various transformations, such as rotation, shift and other to your media file. It also lets you reproduce the entire image or a part of it.

Button	Description
Flip	Applies the Flip effect to flip an entire image horizontally or vertically
Perspective	Applies the Perspective effect to transform the perspective in an image horizontally or vertically
Skew	Applies the Skew effect to skew the entire image horizontally or vertically
Shift	Applies the Shift effect to move your image along X and Y axes
Rotate	Applies the Rotate effect to rotate the entire image
Resample	Applies the Resample effect to reproduce the entire image
Zoom	Applies the Zoom effect to magnify or reduce the image
Mirror	Applies the Mirror effect to duplicate a part of the image
Twirl	Applies the Twirl effect to twirl the image
Ripple	Applies the Ripple effect to add spaced ripples to the image surface
Wave	Applies the Wave effect to create an undulating pattern on your image
Sphere	Applies the Sphere effect to make a certain sphere-shaped area blurred
Cylinder	Applies the Cylinder effect to make a certain cylinder-shaped area blurred

Flip



The **Flip** transformation lets you flip an entire image horizontally or vertically.

In the **Properties Window** you can **change the effect properties**. The only property of the **Flip** effect available for setting is the **Vertical** option. The horizontal direction is set by default, if you'd like to flip the image vertically tick the **Vertical** option.

Vertical

In the figures below you can see the video picture before and after applying the **Flip** effect:



Before applying the **Flip** effect



After applying the **Flip** effect

Perspective



The **Perspective** effect allows you to transform the perspective in an image. It has two variations: horizontal and vertical transformations.

In the **Properties Window** you can **change the effect properties**. The properties of the **Perspective** effect available for setting are **angle** and the **Vertical** option. The vertical type is set by default, to apply the horizontal one untick the **Vertical** box.

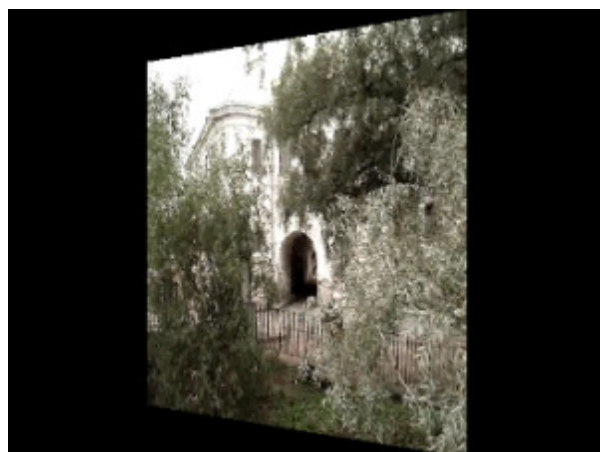
Angle: 60

Vertical

In the figures below you can see the video picture before and after applying the **Perspective** effect:



Before applying the **Perspective** effect



After applying the **Perspective** effect

Skew



The **Skew** transformation lets you skew an entire image horizontally or vertically.

In the **Properties Window** you can **change the effect properties**. The properties of the **Skew** effect available for setting are **angle** and the **Vertical** option. The vertical direction is set by default, if you'd like to skew the image horizontally untick the **Vertical** option.

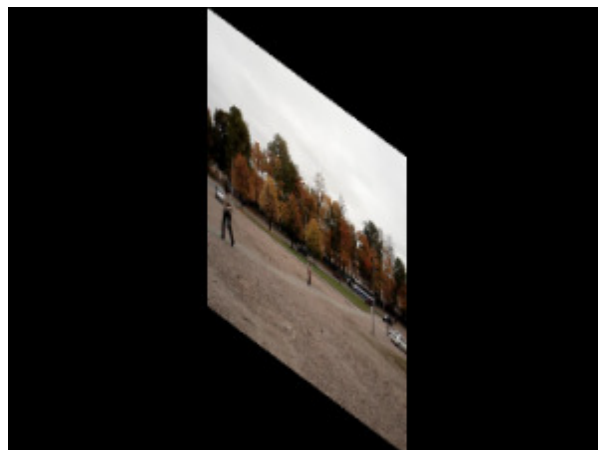
Angle: 60

Vertical

In the figures below you can see the video picture before and after applying the **Skew** effect:



Before applying the **Skew** effect



After applying the **Skew** effect

Shift



The **Shift** transformation allows you to move your image along the X and Y axes.

In the **Properties Window** you can **change the effect properties**. The properties of the **Shift** effect available for setting are **OffsetX** and **OffsetY** (axial coordinates).

OffsetX: -224

OffsetY: 71

In the figures below you can see the video picture before and after applying the **Shift** effect:



Before applying the **Shift** effect



After applying the **Shift** effect

Rotate



The **Rotate** transformation allows you to rotate the entire image.

In the **Properties Window** you can **change the effect properties**. The only property of the **Rotate** effect available for setting is the **angle** of rotation.

Angle:

In the figures below you can see the video picture before and after applying the **Rotate** effect:

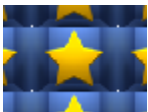


Before applying the **Rotate** effect



After applying the **Rotate** effect

Resample



The **Resample** transformation allows you to reproduce the entire image.

In the **Properties Window** you can **change the effect properties**. The only property of the **Resample** effect available for setting is **count** (the number of reproductions).

Count:

In the figures below you can see the video picture before and after applying the **Resample** effect:



Before applying the **Resample** effect



After applying the **Resample** effect

Zoom



The **Zoom** feature lets you magnify or reduce your view of the image.

In the **Properties Window** you can **change the effect properties**. The properties of the **Zoom** effect available for setting are magnitude of **zoom** as well as shifts along the **X-** and **Y-**axes. Specifying a negative value for the **Zoom** parameter the entire video picture will be zoomed out, a positive value will zoom it in. As for **Center X and Y** parameters the mathematical principle is the same as for X and Y coordinate axes. Depending on the value set for the **Center X** and **Center Y** the video picture will be shifted to the appropriate quarter of the preview area leaving the rest of it black.

Zoom:

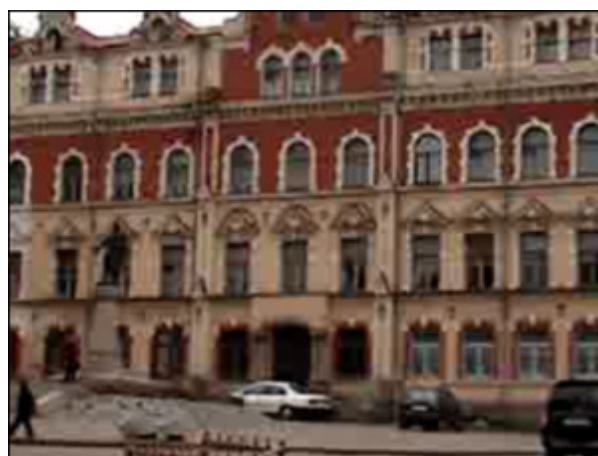
Center X:

Center Y:

In the figures below you can see the video picture before and after applying the **Zoom** effect:



Before applying the **Zoom** effect



After applying the **Zoom** effect

Mirror



The **Mirror** effect lets you duplicate a part of the image.

In the **Properties Window** you can **change the effect properties**. The properties of the **Mirror** effect available for setting are its **level** and **type** (bottom, top, left, right).

Type:

Level:

In the figures below you can see the video picture before and after applying the **Mirror** effect:



Before applying the **Mirror** effect



After applying the **Mirror** effect

Twirl



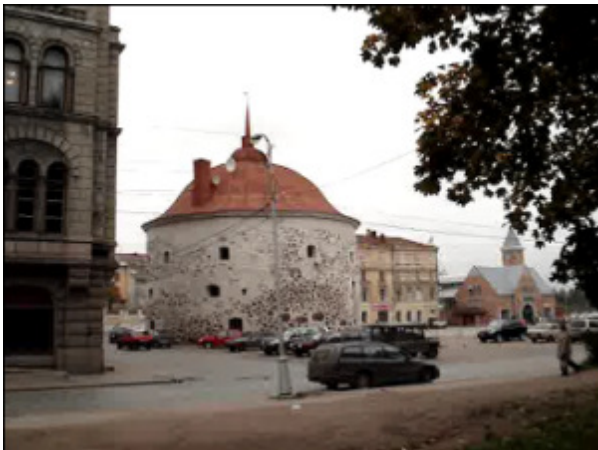
The **Twirl** effect tweaks the angle of the texture coordinate.

In the **Properties Window** you can **change the effect properties**. The properties of the **Twirl** effect available for setting are its **degree** and **angle**.

Degree:

Angle:

In the figures below you can see the video picture before and after applying the **Twirl** effect:



Before applying the **Twirl** effect



After applying the **Twirl** effect

Ripple



The **Ripple** effect adds spaced ripples to the image's surface (like ripples on the surface of a pond). You can change the number of added ripples and the speed of their movement.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Ripple** effect available for setting are **Omega** (number of ripple rings), **Offset** (objects offset along the ripple rings) and **Speed** (ripple motion speed) values. The positive speed values let the ripples travel outward from the center point, the negative values make the ripples move toward the center point.

Properties of the Ripple effect

In the figures below you can see the video picture before and after applying the **Ripple** effect:



Before applying the **Ripple** effect



After applying the **Ripple** effect

Wave



The **Wave** effect creates an undulating pattern on your image or a selection of the image. You can choose the appropriate wave size and amplitude, change the speed of their movement, make them vertical or horizontal.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Wave** effect available for setting are **Peaks** (number of wave peaks), **Amplitude** (wave amplitude), **Speed** (wave motion speed), **Offset** (objects offset along the waves) values and **Vertical** option. The vertical direction is set by default, if you'd like to make horizontal waves untick this option.

Properties of the Wave effect

In the figures below you can see the video picture before and after applying the **Wave** effect:



Before applying the **Wave** effect



After applying the **Wave** effect

Sphere



The **Sphere** effect lets you make a certain sphere-shaped area blurred. In the **Properties Window** you can **change the effect properties**. The only property of the **Sphere** effect available for setting is its **degree**.

Degree:

It's also possible to change the **location** and **size** of the sphere area. Click **here** to learn more about it.

In the figures below you can see the video picture before and after applying the **Sphere** effect:



Before applying the **Sphere** effect



After applying the **Sphere** effect

Cylinder



The **Cylinder** effect lets you make a certain cylinder-shaped area blurred. In the **Properties Window** you can **change the effect properties**. The properties of the **Cylinder** effect available for setting are **center**, **radius**, **degree** and **vertical** option. The vertical direction is set by default, if you'd like to blur the image horizontally, untick the **Vertical** option.

Center:

Radius:

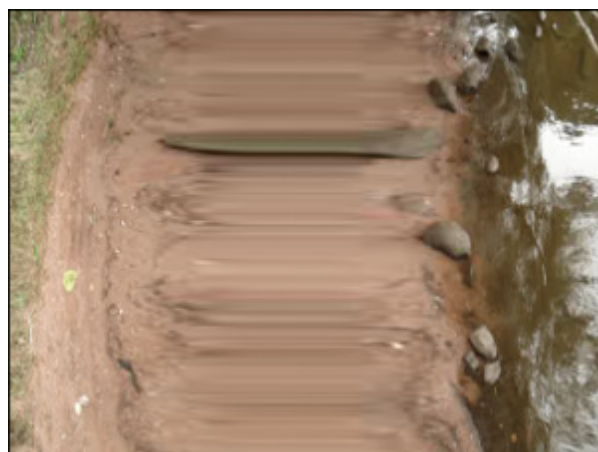
Degree:

Vertical

In the figures below you can see the video picture before and after applying the **Cylinder** effect:



Before applying the **Cylinder** effect



After applying the **Cylinder** effect

Draw

The **Draw** effects allow you to introduce various objects, images and text messages to your media file.

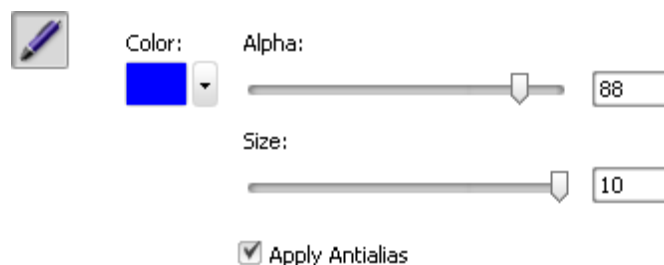
Button	Description
Line/Polyline	Applies the Line/ Polyline effect to include various lines to your video file
Rectangle	Applies the Rectangle effect to include various rectangular objects to your video file
Invert Rectangle	Applies the Invert Rectangle effect to highlight an object in the video by setting out an rectangular-shaped "window", which remains free of color coverage
Ellipse	Applies the Ellipse effect to include various ellipse-shaped to your video file
Invert Ellipse	Applies the Invert Ellipse effect to highlight an object in the video by setting out an ellipse-shaped "window", which remains free of color coverage
Polygon, Pie, Simple Pie, Sector, Simple Sector	Applies the Polygon, Pie, Simple Pie, Sector, Simple Sector menu to highlight an object in the video by setting out an object, which is covered with the specified color
Border	Applies the Border effect to put a border around the media image
Text / Text in Rectangle	Applies the Text / Text in Rectangle effect to include any message to your video
Credits	Applies the Credits effect to include subtitles to your video
Image	Applies the Image effect to include any image to your video file

Line and Polyline



The **Line / Polyline** effect lets you include various lines to your video file. You can draw various lines by dragging the mouse as you would do in any graphic editor.

In the **Properties Window** you can **change the effect properties**. The following properties of the **Line/Polyline** effect are available for setting: **color**, **alpha** (transparency), **size** (thickness of the line/polyline), **Apply Antialias**. Tick the **Apply antialias** box to smooth the outline of the line/polyline.



To change the **location** of the line just direct the mouse cursor to one of the **black squares** Black square (the mouse cursor will turn to the Hand cursor sign) and drag it within the preview area. To change the **curvature** of the polyline direct the mouse cursor to any point on the polyline and drag it.

In the figures below you can see the video picture before and after applying the **Polyline** effect:



Before applying the **Polyline** effect




After applying the **Polyline** effect


Rectangle





The **Rectangle** effect allows you to highlight an object in the video by setting out a rectangular-shaped object which is covered with the specified color while the rest of the picture remains untouched.

In the **Properties Window** you can **change the effect properties**. The properties of the **Rectangle** effect available for setting are **brush type** and other properties depending on the chosen brush type. There are the following **brush types** in the dropdown list: **solid, gradient, hatch, texture**. See the description of all the types [here](#).

The properties area when the  button is pressed

The properties area when the  button is pressed






Brush type:

Color in: Alpha in:

Color out: Alpha out:

Gradient:

Color:

Alpha:

Size:

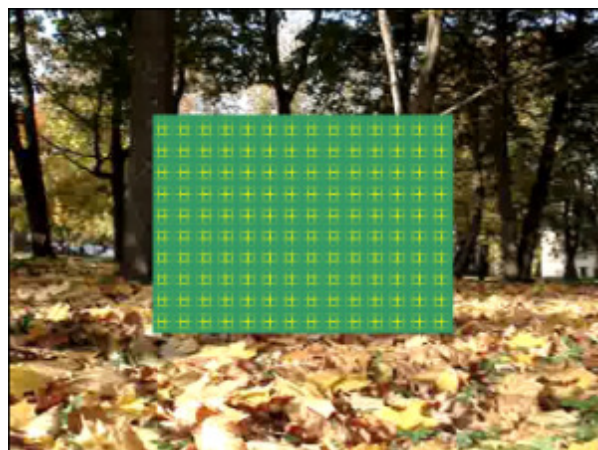
Apply Antialias

It's also possible to change the **location** and **size** of the rectangle like while applying the ellipse effect. Click [here](#) to learn more about it.

In the figures below you can see the video picture before and after applying the **Rectangle** effect:



Before applying the **Rectangle** effect



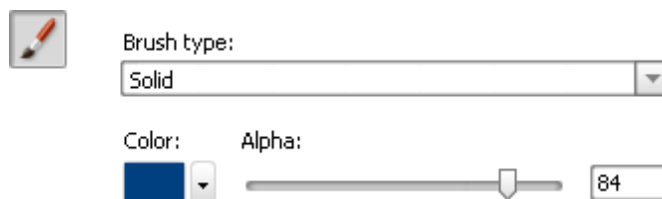
After applying the **Rectangle** effect

Invert Rectangle



The **Invert Rectangle** effect allows you to highlight an object in the video by setting out a rectangular-shaped "window" which remains free of color coverage.

In the **Properties Window** you can **change the effect properties**. The properties of the **Invert Rectangle** effect available for setting are **brush type** and other properties depending on the chosen brush type. There are the following **brush types** in the dropdownlist: **solid, gradient, hatch, texture**. See the description of all the types **here**.

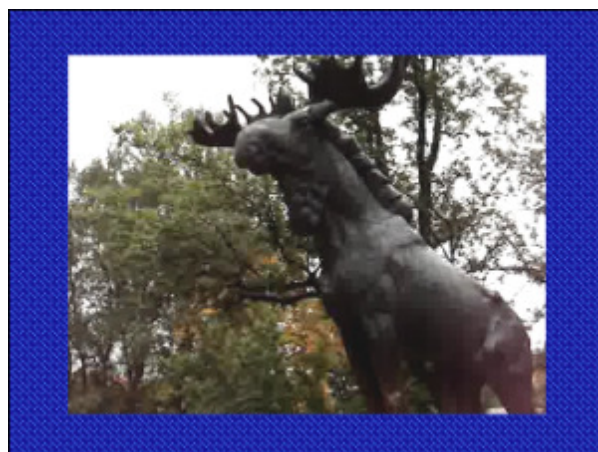


It's also possible to change the **location** and **size** of the inverted rectangle. Click **here** to learn more about it.

In the figures below you can see the video picture before and after applying the **Invert Rectangle** effect:



Before applying the **Invert Rectangle** effect



After applying the **Invert Rectangle** effect

Ellipse




The **Ellipse** effect allows you to highlight an object in the video by setting out an ellipse-shaped object which is covered with the specified color while the rest of the picture remains untouched.


In the **Properties Window** you can **change the effect properties**.

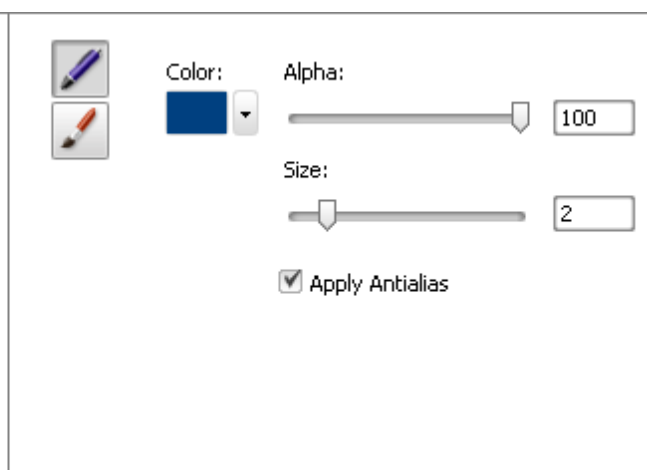
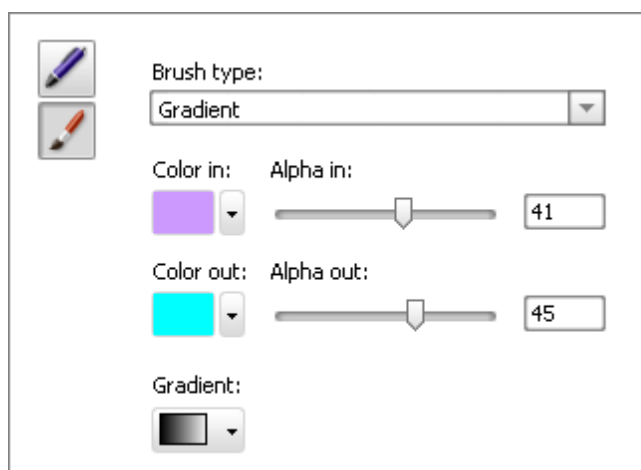
If you want to include a **filled ellipse** to your video, stay in the brush mode set by default and select the **color** and **alpha** value (transparency), as well as a **brush type** from the following available ones: **solid, gradient, hatch, texture**.


- Choose the **Solid** option, if you want your ellipse to be of a homogeneous color. Set the **color** and **alpha** value
- Another available option is **Gradient**, that is a gradual blend of color, which can be considered as even graduation from low to high values. By selecting the **Gradient** option you can also set the **color in, color out, gradient type**, as well as **alpha in** and **alpha out** values (transparency)
- Choosing the **Hatch** option you can add closely spaced parallel lines to your ellipse effect. You can select its type in the **Fill** dropdown list
- If you decide to apply **Texture** brush type, load an image and set an **alpha** value

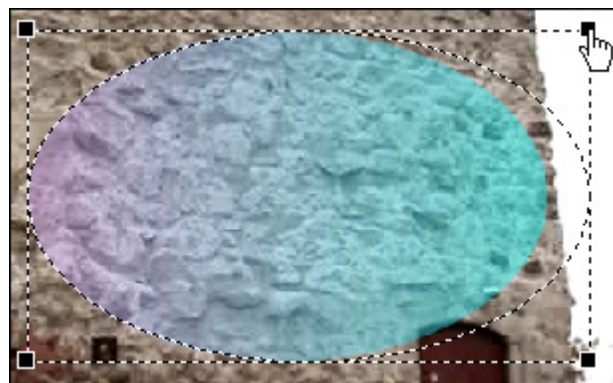
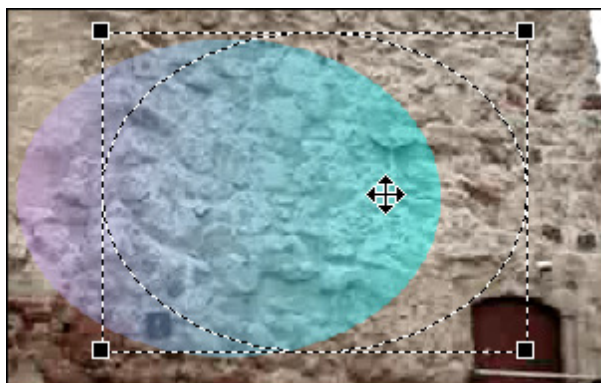
If you would like to include only an **outline of the ellipse**, click the  button to choose the **color, alpha** value (transparency) and the pen thickness on the **size** slider. You can also check the **Apply Antialias** box to smooth the outline of the ellipse.

The properties area when the  button is pressed

The properties area when the  button is pressed



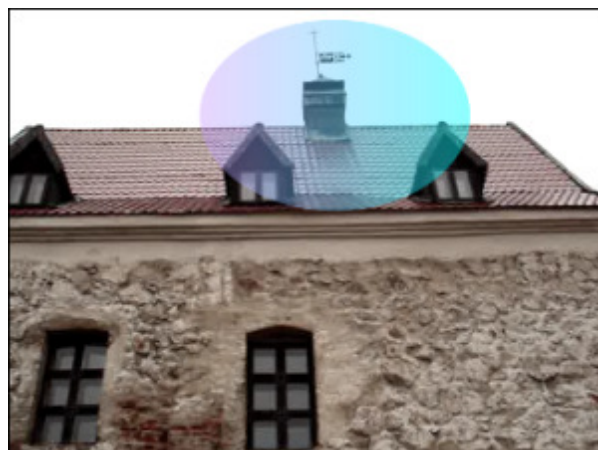
It's possible to change the **location** and **size** of the added ellipse within the **Preview Area**. To move the ellipse to some other place on the video picture, direct the mouse cursor to the **Ellipse Rectangle** area (the mouse cursor will turn to the  sign) and drag it to the place where you want the ellipse to be situated. To change the size of the ellipse, direct the mouse cursor to one of the **black squares** Black square (the mouse cursor will turn to the Hand cursor sign) and drag it within the preview area.



In the figures below you can see the video picture before and after applying the **Ellipse** effect:



Before applying the **Ellipse** effect



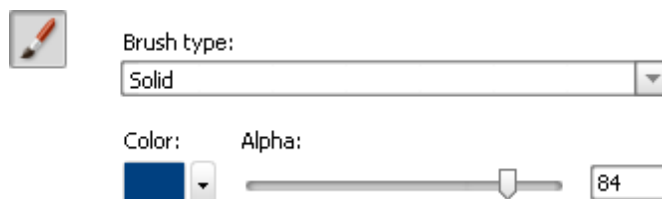
After applying the **Ellipse** effect

Invert Ellipse



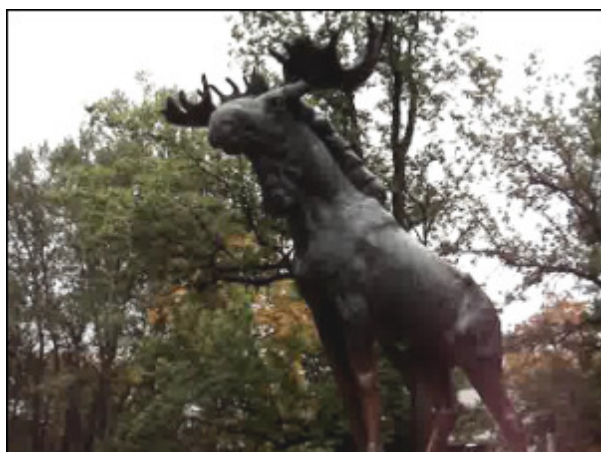
The **Invert Ellipse** effect allows you to highlight an object in the video by setting out an ellipse-shaped "window", which remains free of color coverage.

In the **Properties Window** you can **change the effect properties**. The properties of the **Invert Ellipse** effect available for setting are **brush type** and other properties depending on the chosen brush type. There are the following **brush types** in the dropdownlist: **solid, gradient, hatch, texture**. See the description of all the types [here](#).

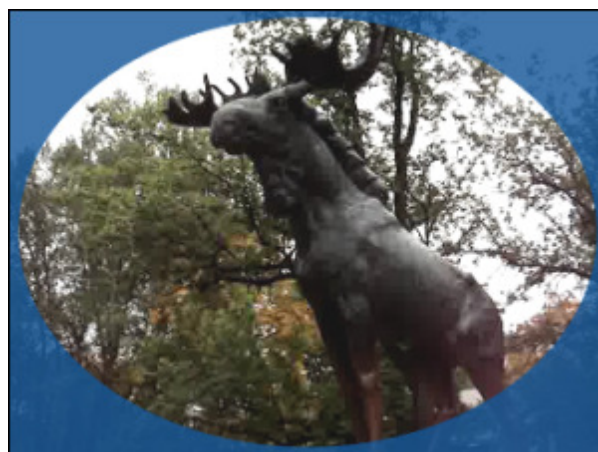


It's also possible to change the **location** and **size** of the inverted ellipse. Click [here](#) to learn more about it.

In the figures below you can see the video picture before and after applying the **Invert Ellipse** effect:



Before applying the **Invert Ellipse** effect







After applying the **Invert Ellipse** effect

Polygon, Pie, Simple Pie, Sector, Simple Sector



The **Polygon, Pie, Simple Pie, Sector, Simple Sector** effects allow you to highlight an object in the video by setting out an object which is covered with specified color while the rest of the picture remains untouched.

In the **Properties Window** you can **change the effect properties**. The properties of the **Polygon, Pie, Simple Pie, Sector, Simple Sector** effect available for setting are **brush type** and other properties depending on the chosen brush type. There are the following **brush types** in the dropdownlist: **solid, gradient, hatch, texture**. See the description of all the types **here**.

 	Brush type: <input type="text" value="Gradient"/>	 	Color: <input type="text" value="Blue"/>	Alpha: <input type="text" value="100"/>
Color in: <input type="text" value="Purple"/>	Alpha in: <input type="text" value="41"/>	Color out: <input type="text" value="Cyan"/>	Alpha out: <input type="text" value="45"/>	Size: <input type="text" value="2"/>
Gradient: <input type="text" value="Black to White"/>				<input checked="" type="checkbox"/> Apply Antialias

It's also possible to change the **location** and **size** of the polygon/ pie/ simple pie/ sector/ simple sector like while applying the ellipse effect. Click **here** to learn more about it.

In the figures below you can see the video picture before and after applying the **Pie** effect:



Before applying the **Pie** effect




After applying the **Pie** effect


Border

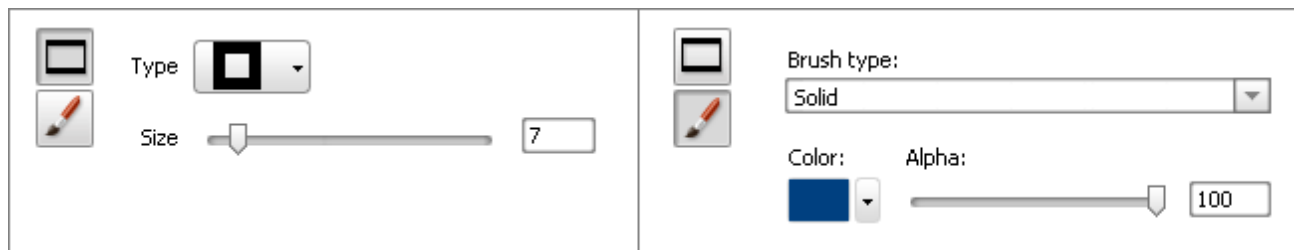


The **Border** effect lets you put a border around your image.

In the **Properties Window** you can **change the effect properties**. The following properties of the **Border** effect are available for setting: **type, size** (width), **color** and **alpha** value (transparence) of the border. In the **Brush Type** dropdownlist only the **Solid** option is available.

The properties area when the  button is pressed

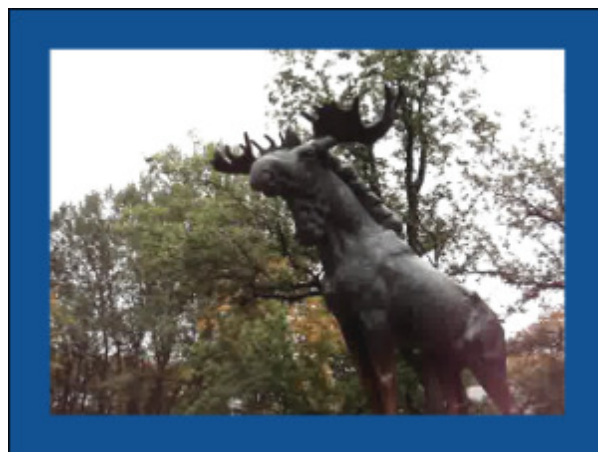
The properties area when the  button is pressed



In the figures below you can see the video picture before and after applying the **Border** effect:



Before applying the **Border** effect



After applying the **Border** effect

Text and Text in Rectangle

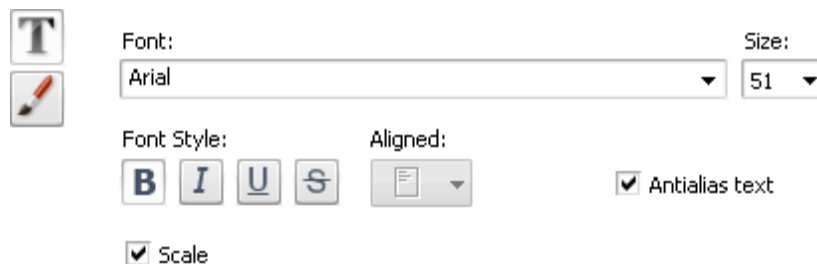



The **Text** and **Text in Rectangle** effects allow you to include any message to your video. The only difference between these effects is the alignment possibility by applying the **Text in Rectangle** effect.

After dropping the **Text/Text in Rectangle** effect to the **Timeline** the word "text" will be displayed in the **Preview** window by default. To type in your own word, word combination or sentence press the **Properties** button, direct the mouse cursor to the rectangle with the text in the **Preview** window and double-click the rectangle with the text.

In the **Properties Window** you can **change the effect properties**. The properties of the **Text / Text in Rectangle** effect available for setting are **font** and **brush type**.

By default the **font settings** will be shown after clicking the **Properties...** button. The following settings belong to this group: **font**, **size**, **font style** (bold, italic, underline, strike), **alignment** (available only for the **Text in Rectangle** effect if the **Scale** box is unchecked), **Scale** (available only for the **Text in Rectangle** effect) and **Antialias text** (this option is used to smooth the outline of the letters).



Then press the  button to access the other properties depending on the chosen brush type. There are the following **brush types** in the dropdownlist: **solid**, **gradient**, **hatch**, **texture**. See the description of all the types **here**.

It's possible to change the location of the text for the **Text Effect** by dragging the dashed rectangle within that the text is situated. To learn how to change the location and size of the rectangle for the **Text in Rectangle** effect please click **here**.

In the figures below you can see the video picture before and after applying the **Text** effect:



Before applying the **Text** effect



After applying the **Text** effect

Credits



The **Credits** effect allows you to include a list of those responsible for the production to the video.

In the **Properties Window** you can **change the effect properties**. The properties of the **Credits** effect available for setting are **font** and **brush type**.

By default the **font settings** will be shown after clicking the **Properties...** button. The following settings belong to this group: **font**, **size**, **font style** (bold, italic, underline, strike), **Antialias text** (this option is used to smooth the outline of the letters) and **Credits type**.

Font: Arial Size: 51

Font Style: **B** **I** **U** **S** Antialias text

Credits Type: Vertical Center

Text Text Text

Then press the  button to access the other properties. The only **brush type** available for this effect is **solid**.

In the figures below you can see the video picture before and after applying the **Credits** effect:



Before applying the **Credits** effect



After applying the **Credits** effect

Image



The **Image** effect lets you include any image to your video file. The following properties of the **Image** effect are available for setting:

- **Path** - click the Browse button and browse for the necessary image on your HDD and load it to the program.
- **Angle** - set the rotation angle.
- **Alpha** - set the transparency level.
- **Keep aspect ratio** - check this box, if you'd like to preserve the aspect of the imported image.
- **Apply transparent color** - tick the box to make one color of the imported image transparent.
- **Color** - select a color in the appropriate box. It's available when the latter checkbox is checked.

Path: ...

Angle: Alpha:

Keep aspect ratio

Apply transparent color

Color:

It's also possible to change the **location** and **size** of the loaded image. Read the **Ellipse** chapter to learn more about it. In the figures below you can see the video picture before and after applying the **Image** effect:



Before applying the **Image** effect



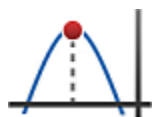
After applying the **Image** effect

Audio Effects

The **Audio** effects allow you to introduce various **Amplify**, **Delay**, **Chorus**, **Flanger** and similar adjustments to your audio track.

Button	Description
Amplify	Applies the Amplify effect to amplify your audio
Compressor	Applies the Compressor effect to regulate the dynamic volume of your audio track
Expander	Applies the Expander effect to expand the dynamic range of an audio signal
Fade	Applies the Fade effect to fade in and fade out the sound
Normalize	Applies the Normalize effect to achieve the greatest amount of amplification that will not result in clipping
Silence	Applies the Silence effect to switch off the sound in the video file
Vibrato	Applies the Vibrato effect to equal the sound to a cyclical changing of a certain frequency of the input signal
Flanger	Applies the Flanger effect to add an echo by mixing the audio signal with its delayed copy
Chorus	Applies the Chorus effect to make your audio sound fuller
Delay	Applies the Delay effect to create an echo effect of your audio track
Phaser	Applies the Phaser effect to enrich your audio
Reverb	Applies the Reverb effect to create an echo effect
Pitch Shift	Applies the Pitch Shift effect to shift the frequency spectrum of the input signal
Invert	Applies the Invert effect to invert the samples, so that all positive offsets are negative and all negative offsets are positive
Band Filter	Applies the Band Filter effect to set and hear the certain number of frequencies of your audio track
Noise Remover	Applies the Noise Remover effect to increase the dynamic range of a signal

Amplify



AVS Video Converter lets you edit the audio track for your video and apply such an effect as **Amplify**. By means of this effect you can amplify your audio recording as you wish.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set a custom **Gain** value.



Compressor



The **Compressor** is a variable gain device, where the amount of gain used depends on the level of the input. In this case, the gain will be reduced when the signal level is high that makes louder passages softer, reducing the dynamic range. This effect equals to dynamic volume regulator and makes loud sounds quieter, and quiet sounds louder.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set custom values for **Threshold**, **Ratio**, **Root Mean Square (RMS)** and **Post Amplify**.

Preset	<input type="text" value="Custom"/>	
Threshold	<input type="range" value="50"/>	<input type="text" value="-30"/>
Ratio	<input type="range" value="10"/>	<input type="text" value="4"/>
RMS	<input type="range" value="100"/>	<input type="text" value="100"/>
Post Amplify	<input type="range" value="0"/>	<input type="text" value="0"/>

Expander



The **Expander** effect is used to expand the dynamic range of an audio signal. Expander boosts high-level signals and attenuates low-level signals. If you select a part of the file with the mouse, this effect will be applied to this exact part of the file. Otherwise the sound of the whole file will be altered.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set the necessary **Threshold**, **Ratio**, **Root Mean Square (RMS)** and **Post Amplify** values.

Preset	<input type="text" value="Custom"/>	
Threshold	<input type="range" value="50"/>	<input type="text" value="-30"/>
Ratio	<input type="range" value="10"/>	<input type="text" value="4"/>
RMS	<input type="range" value="100"/>	<input type="text" value="100"/>
Post Amplify	<input type="range" value="0"/>	<input type="text" value="0"/>

Fade



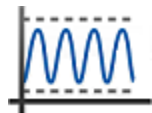
The **Fade** effect includes two components: **Fade In** and **Fade Out**. Use the **Fade In** effect to fade in the sound in the media file. If you select a part of the file with the mouse, this effect will fade in the sound of this exact part of the file. Otherwise the sound of the beginning of the file will be faded in. Use the **Fade Out** effect to fade out the sound in the media file. If you select a part of the file with the mouse, this effect will fade out the sound of this exact part of the file. Otherwise the sound of the end of the file will be faded out.

Otherwise the sound of the end of the file will be faded out.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set custom values for **Amplify Start** and **Amplify End**.

Preset	<input type="text" value="Custom"/>	
Amplify Start	<input type="range" value="100"/>	<input type="text" value="1"/>
Amplify End	<input type="range" value="0"/>	<input type="text" value="100"/>

Normalize



Use the **Normalize** effect to achieve the greatest amount of amplification that will not result in clipping. If you select a part of the file with the mouse, this effect will amplify the highlighted selection to the percentage of the maximum level. Otherwise the sound of the whole file will be normalized.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set a custom **Normalize** value. You can also tick the **Bias Adjust** option to adjust the addition of a high frequency signal to the audio.

Preset

Normalize 70

Bias Adjust

Silence



The **Silence** effect is used to switch off the sound in the edited audio file. If you select a part of the file with the mouse, this effect will mute this exact part of the file. Otherwise the sound of the whole file will be muted.

This effect has no properties to change.

Vibrato



The **Vibrato** effect equals to a cyclical changing of a certain frequency of the input signal. If you select a part of the file with the mouse, the Vibrato effect will be applied to this exact part of the file. Otherwise the whole file will be changed.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set custom values for **Depth**, **Frequency** and **Phase**.

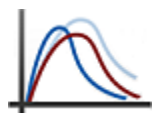
Preset

Depth 10

Frequency 20

Phase 0

Flanger



The **Flanger** effect is one of the elaborated audio effects that allows you to edit your audio. Flanging is created by mixing a signal with a slightly delayed copy of itself, where the length of the delay is constantly changing. With the **Flanger** filter you can "shape" the sound through controlling how much delayed signal is added to the original. Use it if you want to create the "whooshing" sound effect in some fragment of your audio track.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set custom values for the audio parameters given on the figure below.

Preset: Classic Flanger

Mix Depth: 50

Feedback Gain: 30

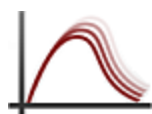
Delay Rate: 14

Sweep Depth: 99

Sweep Rate: 10

Sweep Phase: 70

Chorus



The **Chorus** effect allows you to make your audio sound fuller. It can make a single instrument sound like there are actually several instruments being played. It adds some thickness to the sound, and can be described as 'lush' or 'rich'. Sound Set 1 is example of the chorus effect in action.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set custom values for **Mix Depth**, **Feedback Gain**, **Delay Rate**, etc.

Preset: Bathroom with light flanger

Mix Depth: 45

Feedback Gain: 60

Delay Rate: 31

Sweep Depth: 25

Sweep Rate: 12

Sweep Phase: 90

Delay



The **Delay** effect allows you to create an echo effect of your audio track by replaying the sounds of the selected audio portion after a certain period of time. Applying this filter can bring life to dull mixes, widen and fill out your instrument's sound.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set the necessary **Delay Time**, **Mix Depth** and **Feedback** parameters.

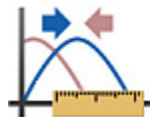
Preset: Double Left Channel

Delay Time: 85

Mix Depth: 51

Feedback: 7

Phaser



The **Phaser** filter makes the selected portion of your audio thinner or fuller through mixing the automatically filtered and unfiltered audio signals. You can apply this filter to give a "synthesized" or electronic effect to natural sounds.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set the necessary **Delay Time**, **Mix Depth** and **Feedback** parameters.

Preset	<input type="text" value="Custom"/>	<input type="button" value="v"/>
Delay Time	<input type="range" value="30"/>	<input type="text" value="30"/>
Mix Depth	<input type="range" value="50"/>	<input type="text" value="50"/>
Feedback	<input type="range" value="50"/>	<input type="text" value="50"/>

Reverb



The **Reverb** filter helps you apply the particular effect when the sound stops but the reflections continue, decreasing in amplitude, until they can no longer be heard.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set custom audio parameters: **Frequency**, **Delay Time**, **Mix Depth**, **Gain**, etc.

Preset	<input type="text" value="Custom"/>	<input type="button" value="v"/>
Frequency	<input type="range" value="11025"/>	<input type="text" value="11025"/>
Delay Time	<input type="range" value="100"/>	<input type="text" value="100"/>
Mix Depth	<input type="range" value="60"/>	<input type="text" value="60"/>
Taps	<input type="range" value="5"/>	<input type="text" value="5"/>
Gain	<input type="range" value="5"/>	<input type="text" value="5"/>
Feedback	<input type="range" value="5"/>	<input type="text" value="5"/>

Pitch Shift

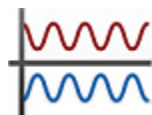


The **Pitch Shift** effect shifts the frequency spectrum of the input signal. It can be used to disguise a person's voice, or make the voice sound like that of the "chipmunks", through to "Darth Vader". It is also used to create harmony in lead passages, although it is an "unintelligent" harmonizer.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set a custom **Rate** value.

Preset	<input type="text" value="Soprano"/>	<input type="button" value="v"/>
Rate	<input type="range" value="80"/>	<input type="text" value="80"/>

Invert



Using the **Invert** effect you can simply invert the samples, so that all positive offsets are negative and all negative offsets are positive. Inverting does not produce an audible effect, but it can be useful in lining up amplitude curves when creating loops, or pasting. On stereo waveforms, both channels are inverted.

This effect has no properties that can be changed.

Band Filter



The **Band Filter** lets you hear a certain band of frequencies within an upper and lower range. Frequencies above and below this band are attenuated. The distance between the higher and lower cutoff frequencies in a band pass filter is called the bandwidth of the filter. The center frequency of a band pass filter is the maximum point of amplitude.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or choose the filter **type** and set custom values for **Frequency** and **Steepness** manually. In the **Type** dropdownlist you'll find a lot of filters, to read more about them click [here](#).

Preset:

Type:

Frequency: 8000

Steepness: 50,00

Noise Remover



The **Noise Remover** effect lets the user attenuate the noise sound of a certain frequency based on the Fast Fourier Transformation. If you select a part of the file with the mouse, this effect will be applied to this exact part of the file. Otherwise the sound of the whole file will be altered.

In the **Properties Window** you can **change the effect properties**. It's possible to select the necessary **preset** from the dropdown list or set a custom **Reduce** value and select one of the available **FFT (Fast Fourier Transformation)** options.

Preset:

Reduce: 1

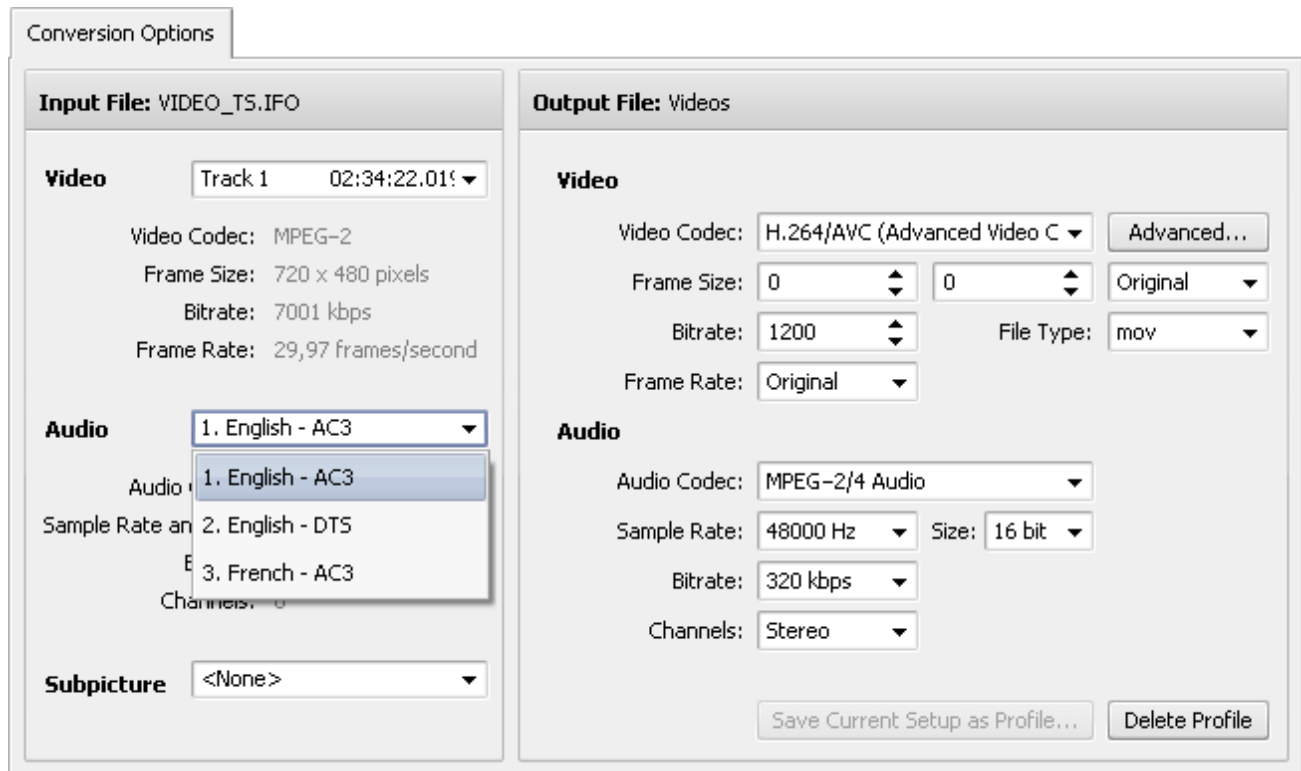
FFT: 64 256 1024 4096

Extracting Audio

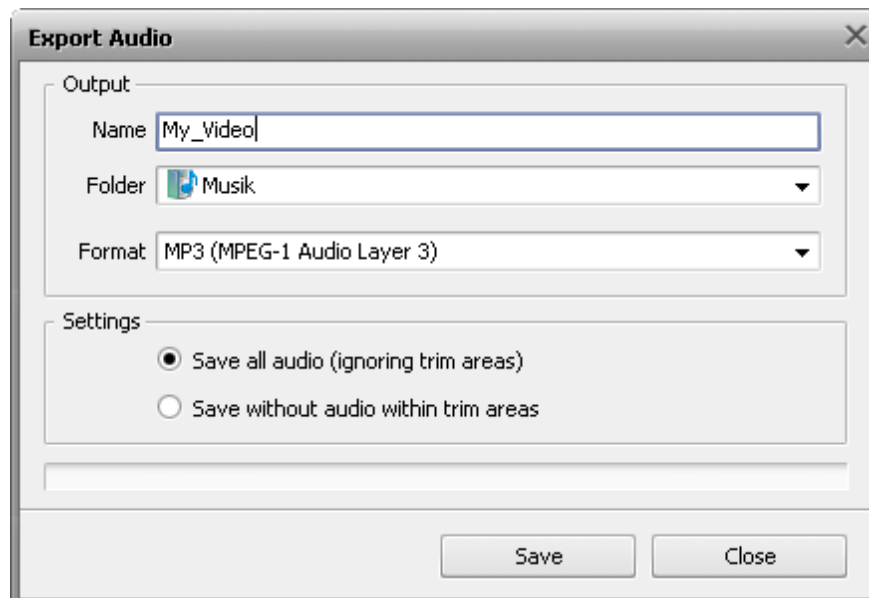
It is sometimes necessary or just useful to extract the audio track from your video. This can be easily done using **AVS Video Converter**:

1. Start **AVS Video Converter**.
2. Choose an input file clicking the upper **Browse...** button. You can also simply drag and drop a file from Windows Explorer window into **Input File Name** text box.
3. Click the **Advanced >>** button to open the additional options.

4. Select the necessary audio track if there are several:



5. Now click the **Edit** button of the **Main Toolbar**. The **Edit Input File(s)** window will be opened.
 6. Click the **Audio Export** central button and select the file name, a path and the format to save the extracted audio track:



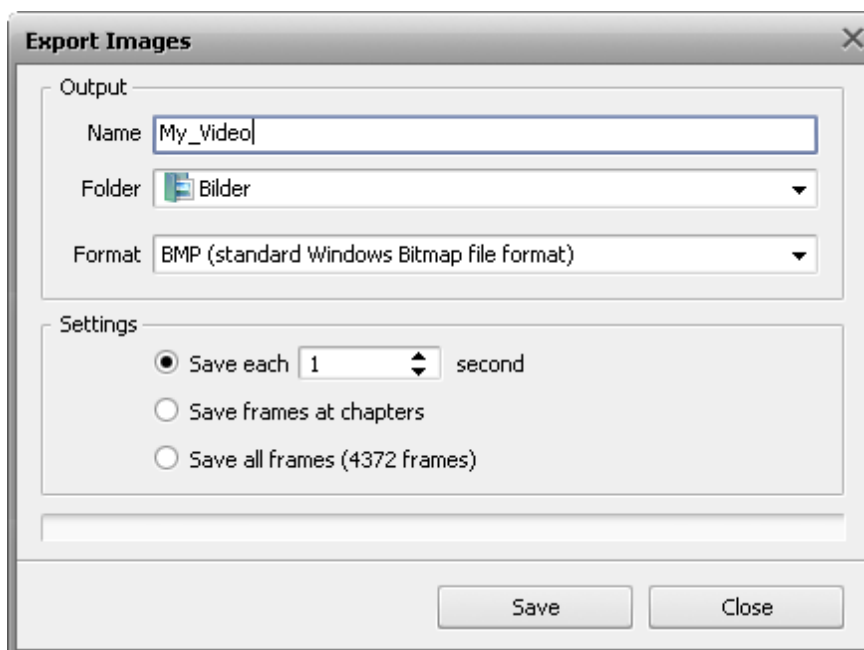
In case you trimmed some of the areas you need also to select one of the options:

- **Save all audio (ignoring trim areas)** - use this option to save all the audio into the output audio file including the audio within the areas of deletion.
 - **Save without audio within trim areas** - use this option to save only the audio that will be left **after** the trim effect is applied. All the audio within the trim areas will be excluded from the output audio file.
7. Click the **Save** button. The audio will be saved in the **.mp3** or uncompressed **.wav** format depending on what you've selected.

Exporting Image

If you want to save several frames from your video as image files, you can do that easily using **AVS Video Converter**:


1. Start **AVS Video Converter**.
2. Choose an input file clicking the upper **Browse...** button. You can also simply drag and drop a file from Windows Explorer window into **Input File Name** field.
3. Now click the **Edit** button of the **Main Toolbar**. The **Edit Input File(s)** window will be opened.
4. Click the **Image Export** central button and select the file name, a path and the format to save the extracted images:



You need also to select one of the options:

- **Save each ... second** - use this option to save the frames at a set interval of time (measured in seconds).
 - **Save frames at chapters** - use this option to save only the frames where the **chapters** on the **Timeline** are placed (you will need to set the chapters prior to selecting this option).
 - **Save all frames** - use this option to save all the frames from the video into the image files.
5. Click the **Save** button. The images will be saved in the selected format.




Note: in case you want to save a single frame into an image file (make a snapshot) please use the **Snapshot button**  situated within the Preview Area.

Merging Video Files


AVS Video Converter lets you merge two or more video files into one without any amount limitations, i.e. you can select as many input files as you need.

1. Start **AVS Video Converter**.
2. Choose input files clicking the upper **Browse...** button. You can also drag and drop files from the Windows Explorer window into **Input File Name** field (multiselect is available). Use the **Move Up, Move Down, Delete** and **Insert** buttons to remove and add files to the list.



Please note that adding files using the **Browse...** button will delete files from the **Input File Name** list added before. If you want to include files in the already existing **Input File Name** list, please use the **Insert**  button.

3. Select the output file location pressing the lower **Browse...** button, the output format clicking one of the buttons at the **Formats Tab** of the **Main Toolbar**, choose the desired **profile** and set the necessary parameters within the Conversion Options Tab if needed.
4. Start converting clicking the **Convert Now!** button.

 **Note:** make sure that the **Split** checkbox is not checked. To do that click the **Advanced >>** button within the **Main Window** to open **Advanced Settings**.

Splitting Video Files


AVS Video Converter allows you to split a video file into several files and save them to new video files.

How to split:

1. Select your input file clicking the upper **Browse** button.
2. Click the **Advanced** button and make sure that the **Split** checkbox is checked.
3. Choose the way you want to split the file:

by size


To do that select the **Limit File Size** option and specify the size of your output files.

 **Note:** in case you choose splitting by size you should specify the size of output files from above 10 Mb. We'd like to draw your attention to possibility of inaccuracy of file size (+ - 0,5 Mb) presence depending on the input file parameters.

by chapters

To do that select the **Split by Chapters** option, click the **Edit** button on the **Main Toolbar**, press the **Chapters** button in the **Edit Input File(s)** window and **set chapters**.


Split: Batch Mode Split by Chapters Limit File Size Mb


 **Note:** splitting is disabled during DVD and Blu-ray creation.

Batch Mode

AVS Video Converter allows you to convert a number of video files into separate files of selected format. You can load as many input files to the program as you need without any amount limitations.

How to convert using the Batch mode:

1. Choose input files clicking the upper **Browse...** button. You can also drag and drop files from the Windows Explorer window into **Input File Name** field (multiselect is available). Use the **Delete** and **Insert** buttons to remove and add files to the list. 

Please note that adding files using the **Browse...** button will delete files from the **Input File Name** list added before. If you want to include files in the already existing **Input File Name** list, please use the **Insert**  button.

2. Choose an output directory clicking the lower **Browse** button. If the selected directory is not empty, a new folder with the **Untitled** name will be created automatically. You can also enter a name for your new output folder manually within the **Output File Name** field without pressing the **Browse** button, the folder will be created automatically during the conversion process.
3. Click **Advanced** button and make sure that **Split** and **Batch Mode** checkboxes are checked.

Split: Batch Mode Split By Markers Limit File Size 640 ▾ Mb

After conversion is over, the output files will get the same names as the input ones.



Note: all the given above options are disabled during **To DVD** and **To Blu-ray** conversion.