

## **Introduction**

STOIK Video Converter converts AVI and Windows Media Video files. You can use it to change fps, frame size, and compression codec of video stream, sampling depth, frequency, and number of channels of audio stream.

STOIK Video Converter also detects scene changes and splits video by episodes. It can export project for Video Man 3.0 - a video editor from Morph Man 3.0 video morphing package.

## System Requirements

Microsoft Windows® 98, 98 SE, NT 4.0 with Service Pack 6, ME, 2000 and XP

Intel® Pentium® with MMX® compatible system

64MB RAM (128 or higher recommended for Windows 2000 and XP)

Mouse or other Windows compatible pointing device

Windows® compatible sound card with speakers

Microsoft® DirectX® Media Runtime 6.0 or higher (\*)

Windows Media Player 7.1 and higher to read and write Windows Media Video files (\*\*)

(\*) Built directly into the Microsoft Windows family of operating systems, DirectX Media is an integral part of Windows 98, Windows 2000, ME and XP, as well as DirectX beginning from DirectX 8. DirectX Media components may also be automatically installed on your system by advanced multimedia games and applications written for Windows. We recommend you to [download](#) the latest DirectX runtime.

(\*\*) The latest version of Windows Media Player is available for downloading from [Windows Media Download Center](#).

## STOIK Video Converter main window

Main window of the program allows setting of the most parameters you need to convert and split a movie.

### Files

**Input file** – enter a name for video file you want to convert. The list stores filenames during the current program session. You can select one of them or choose *Browse for input file* item to run standard Windows **Open** dialog.

**Output file** – enter a name for video file you want to save.

**Output file type** – you can save AVI (Audio Video Interleaved) or WMV (Windows Media Video) files.

### Rendering options

**Keep input file parameters** – select to render video and audio using input file properties such as frame rate and size for video, sampling deep and frequency, number of channels for audio.

**Video** – if the previous option is not selected, you can press this button to run **Video Rendering** dialog.

**Audio** – runs **Audio Rendering** dialog.

Clip splitting mode – select *Don't split video to clip sequence* if you want just convert the input file. The program allows splitting of input file by episodes. Select *Split video to clip sequence* and the program will save numbered sequence of video files beginning new one where it finds sharp subject changes. Also you can select *Make Video Man 3.0 project* option. The program will save only one movie file but also Video Man project file (with the same name as defined in **Output file** field but having VMP extension) containing a sequence of clips broken by In and Out points. Later you can import it in Video Man 3.0.

### Compression options

**Video compressor to write AVI file** – select video compression method from the list. Select *Advanced* (it is the latest item in the list) to run **Video compression** dialog.

**Audio compressor to write AVI file** - select audio compression method from the list. Select *Advanced* (it is the latest item in the list) to run **Audio compression** dialog.

**Windows Media profile to write WMV file** – select Windows Media profile from. The list displays only system profiles, so should select *Browse for more profiles* to use additional profiles stored in \*.PRX files.

**Preview window** – the window displays small copy of the video stream during rendering.

Info window – this window displays information about processed frames and elapsed time during rendering.

**Show preview** – select this option to turn on preview window. Displaying of preview slightly slows down rendering.

## Video Rendering dialog box

This dialog box allows setting of output video frame sequence.

### Frame rate

**Keep input file frame rate** - select to render video using input video frame rate (in frames per second).

**Set custom frame rate** – select to set new frame rate.

**Frame rate (fps)** – set frame rate for the output video.

**Note:** The program always keeps time duration of the video. Reducing frame rate you lose some frames. The frames duplicates if you enlarge the frame rate.

### Frame size

**Keep input file frame size** - select to render video using input video frame size (in pixels).

**Set custom frame size** – select to set new frame size.

**Frame width** - set width of frames for the output video.

**Frame height** - set height of frames for the output video.

**Keep input file aspect ratio** – select to preserve the relationship between the width and height based on input video frame sizes when defining your own frame size.

## Audio Rendering dialog box

This dialog box allows setting of output audio.

**Keep input file audio parameters** - select to render audio using input audio sampling deep and frequency, number of channels.

**Set custom parameters** – select to set new audio parameters.

**Channels** – select save one (mono) or two (stereo) channels.

**Bits per channel** – select sampling deep (8 or 16 bits per sample).

**Frequency** – select sampling frequency.

## Video compression dialog box

**Compressors** – lists compression methods available in the system. This list contains all DirectShow filters and Video for Windows codecs that registered in the system as Video Compressors. Unfortunately some of them don't work at all or produce errors. Be careful.

**Compression Quality** – allows you to change the compression ratio for selected compressor.

**Data Rate** – allows you to specify the transfer rate for the target playback drive.

**Key Frame Every** –allows you to determine the separation between key frames used by the compression scheme. Some of available compressors ignore compression quality, data rate and key frame settings.

Use **Configure** button to set the parameters for these compressors.

**About** – opens an information box with proprietary information about the selected compression method.

## Audio compression dialog box

Select audio compression method from the list of **Compressors**. This list contains all DirectShow filters and audio codecs that registered in the system as Audio Compressors. Unfortunately some of them don't work at all or produce errors. Be careful.

## **About dialog box**

This dialog displays copyright and version information, provides useful information and web links.



Audio compressors list

Keep frame rate

Keep all audio parameters

Video compressors list

Source file



