Note:
> No filters are applied to the first frame.   When doing an extrapolate, please ignore the first two frames.

De-interlace
> Converts an interlaced frame into non-interlaced attempting to maintain as much resolution as possible. Also applies a temporal antialiasing filter to remove grain and improve detail.

Split
> Extracts two video fields and re-hydrates them into frames with most of the original resolution to get 60 fps.   Also applies a filter to remove errors between odd and even frames if appropriate.   Warning, do not overwrite input frames.

Extrapolate
> Creates new in-between frames based on the motion of existing frames using motion prediction and morph mapping techniques.

Re-interlace
> Interlacer two frames and saves them as one.

Input
> Sequence of Targa files

Output
> Name and path of output.   Any extension and trailing numeric components will be replaced.

Process
> Begin processing selected frames.

Stop
> Stops a processing operation in progress.

Temporal error tolerance
> 1-255.   Applies to the temporal noise removal algorithm.   Lower values will remove more noise at the risk of ghosting artifacts and field errors.

Ibo-tolerance
> 0-255.   Practical values between 0 and 16.   Decreases jitter between even and odd   fields after they've been converted to frames.

Field weight
> 0-100.   In a de-interlace process, the two extracted frames may be blended to remove additional noise from an image, but may result in a double image ghost.   This is the ratio of blending between the two frames. A value of 0 or 100 will keep only one of the frames.

Block size
> Used in calculating motion vectors   Think of it as a grid such as used in a morphing program.   Should be a multiple of the image's size and greater than 1.   Bad things might happen if not.

Search size
> The block size and search block size are separate so a more accurate search may be conducted when using a small block size.   A search size of 16 to 24 usually works well.

Search Horizontal
> How many pixels to search horizontally in either direction.   Larger values allow more errors.

Search Vertical
> How many pixels to search vertically in either direction.   Larger values allow more errors.

Opti-factor
> Optimizing factor.   Higher values will allow a speed increase, but allows more errors.   An optimal value seems to be around 8.

Show working buffers
> Shows several internal buffers as they're being worked on.