

Solveig Multimedia Video Splitter

This documentation is designed to help you in using Solveig Multimedia Video Splitter. It contains information that describes basic and advanced steps for performing splitting tasks, interface items and shortcut keys.

This documentation is divided into the following sections:

- [Getting started](#): This section contains introductory information about Solveig Multimedia Video Splitter, supported file formats, system requirements, basic terms and shortcut keys
 - [Solveig Multimedia Video Splitter interface](#): Provides information about controls in the Solveig Multimedia Video Splitter user interface
 - [Using Solveig Multimedia Video Splitter](#): Provides information about procedures to accomplish common tasks in Solveig Multimedia Video Splitter
 - [How-To](#): Provides information about the basic steps of video splitting process
 - [Technical information](#): Provides the technical description of the components Video Splitter is based on
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Notices

SolveigMM Video Splitter

User Guide

Version 3.5

SolveigMM Video Splitter User Guide

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Getting started

SolveigMM Video Splitter is a fast and powerful video splitting tool (see [supported file formats](#)). You can split your video file into parts with a few mouse clicks without any quality loss. It is also possible to cut out several file portions of a movie at one time. You can get rid of all commercials in your movie in a couple of simple steps.

Since version 1.2, batch files are supported! For now you can add all your trimming tasks to a batch queue and process all of them at a time.

In version 2.2, the join manager has been added. The manager allows to join multiple audio/video fragments. The reencoding is not involved in the joining process so all files must have the same parameters, such as video frame height/width, audio/video compression type, etc.

In this section:

- [Basic terms](#): The explanation of concepts and terms referred to in this document
 - [Supported file formats](#): The list of file formats that SolveigMM Video Splitter can handle
 - [System requirements](#): Minimum and recommended system requirements for SolveigMM Video Splitter
 - [Keyboard shortcuts](#): The list of keyboard shortcuts
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Basic terms

This section explains the key terms referred to throughout this document. Understanding these terms will help you start using Solveig Multimedia Movie Splitter in the most comfortable way.

- [Splitting process](#)
 - [Joining process](#)
 - [Source and destination files](#)
 - [Markers](#)
 - [Basictersms fragments](#)
-

Splitting process

Splitting is the process of dividing your video files into parts. For example, you can cut out a piece of video with undesired scenes (e.g. commercials, corrupted video). The splitting process leaves source files intact saving the result in the destination file.

Joining process

Joining is the process of combining multiple parts or fragments of video/audio into a single file. Joining does not involve reencoding so it does not affect the output audio/video quality.

Source and destination files

The source and destination files are the video files of a [supported format](#). The source file contains video that you

can split into parts, the destination file contains the final movie clip. During the splitting process, the source file remains in its original location and will not be changed or deleted.

Markers

A marker is a constituent part of a fragment. A fragment consists of two markers: start and end. It is set in the current cursor position.



A selected marker is highlighted in yellow:

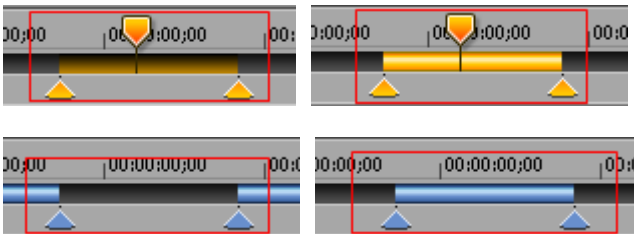


Such operations as deleting and positioning are applied to selected markers only.

Fragments

A fragment is a part of a movie (or audio) file limited by two markers that is to be removed or kept in the final movie, e.g. the commercial block you need to be cut out.

You can see sample fragments below:



For more detailed color definition see [Using splitting controls](#) section.

Supported file formats

- *SolveigMM Video Splitter supports the following media file formats:*

- AVI file format

- any video content (DivX, DV, MJPEG, XVID, MPEG-4, etc.)
- any audio content (MPEG-1/2 Layer 1/2/3, Dolby AC3, PCM, OGG, WMA, etc.)
- AVI DV type1 and type2
- any file size (more than 2 GB)
- OpenDML AVI extension

- WMV file format

- any Windows Media video content (WM Video 7/9, MPEG-4 v 1/3, etc.)
- any Windows Media audio content (WM audio 2/9, etc.)
- non-indexed or damaged WMV files

- ASF file format

- any video content (DivX, MJPEG, XVID, MPEG-4, WM Video 7/9, etc.)
- any audio content (MPEG-1/2 Layer 1/2/3, Dolby AC3, PCM, OGG, WMA, etc.)
- non-indexed or damaged ASF files

- MPEG Audio Format files (*.mp1, *.mp2, *.mp3, *.mpa)

- MPEG-1 Layer I, II, III
- MPEG-2 Layer I, II, III

- **MPEG-1 Video Format files (*.mpg, *.mpeg, *.m1v, *.mpv)**

- **MPEG-2 Video Format files (*.mpg, *.mpeg, *.mpv, *.m2v, *.vob)**

- **MOV file format files (*.mov)**

- **MP4 file format files (*.mp4)**

- **MKV file format files (*.mkv)**

- **AVCHD file format files (*.m2ts, *.mts)**

- **WEBM file format files (*.webm)**

- *Indexation supports the following file formats:*

- **MPEG-1 Video Format files (*.mpg, *.mpeg, *.m1v, *.mpv)**

- **MPEG-2 Video Format files (*.mpg, *.mpeg, *.mpv, *.m2v, *.vob, *.ts, *.m2ts, *.vob)**

System requirements

Software Requirements

- Windows® 98/Me/2000/XP
- DirectX 8.0 Runtime or higher
- Video and audio decoders for the preview feature (DirectShow, VFW or DMO)
- WMV/ASF support requires Windows Media Format 9 Series Runtime (shipped with Windows Media Player 9 and higher) MS: <http://www.microsoft.com/windows/windowsmedia/9series/player.aspx>

Hardware Requirements

- CPU (Intel® Pentium II, Celeron, AMD® Athlon, Opteron etc.)
- 128 MB RAM
- Any VGA card
- About 100 MB of free disk space

Keyboard shortcuts

Almost every procedure in SolveigMM Video Splitter can be done using shortcut keys. Using these shortcut keys you can do some tasks more quickly.

The table below provides the list of operations that you can perform using keyboard shortcuts.

Hot Keys of Video Splitter (main window):

Operation	Shortcut key
Next K frame	Right arrow
Previous K frame	Left arrow
Next frame	Ctrl + Right arrow
Previous frame	Ctrl + Left arrow
Jump 2 min forward	Shift + Right Arrow
Jump 2 min backward	Shift + Left Arrow

Jump 1/20th of the movie length forward	Page Up
Jump 1/20th of the movie length backward	Page Down
Jump to movie end	End
Jump to movie start	Home
Zoom in	NumPad +
Zoom out	NumPad -
Maximize zoom	NumPad /
Reset zoom	NumPad *
Move scaled area right	Alt + Right Arrow
Move scaled area left	Alt + Left Arrow
Play/Pause	Space
Add marker	M
Remove marker(s)	Delete
Clear all markers	Ctrl + C
Select next marker	Tab
Select previous marker	Shift + Tab
Select slider cursor	Ctrl + Tab
Keep the selected fragment	S
Cut out the selected fragment	D
Invert time line fragments	I
Calculate destination file size (available for AVI, MP3)	Ctrl + F
Start the splitting process	Ctrl + T
Show the batch manager	Ctrl + B
Add a task the to batch queue	A
Help topics	F1

Hot Keys of Batch Manager:

Operation	Shortcut key
Load a task list	Ctrl + O
Save a task list	Ctrl + S
Add a task to the batch queue	A
Update a task in the batch queue	U
Delete the selected task or fragment	Delete
Start the batch processing	Ctrl + T
Start the batch processing for the selected tasks	Shift + T
Edit the task in main window or show the selected fragment in the main window	Enter
Select all tasks	Ctrl + A

Hot Keys of Join Manager:

Operation	Shortcut key
Add media file(s) to the list	Ins
Delete the selected files from list	Del
Move the selected item down	PgDown
Move the selected item up	PgUp

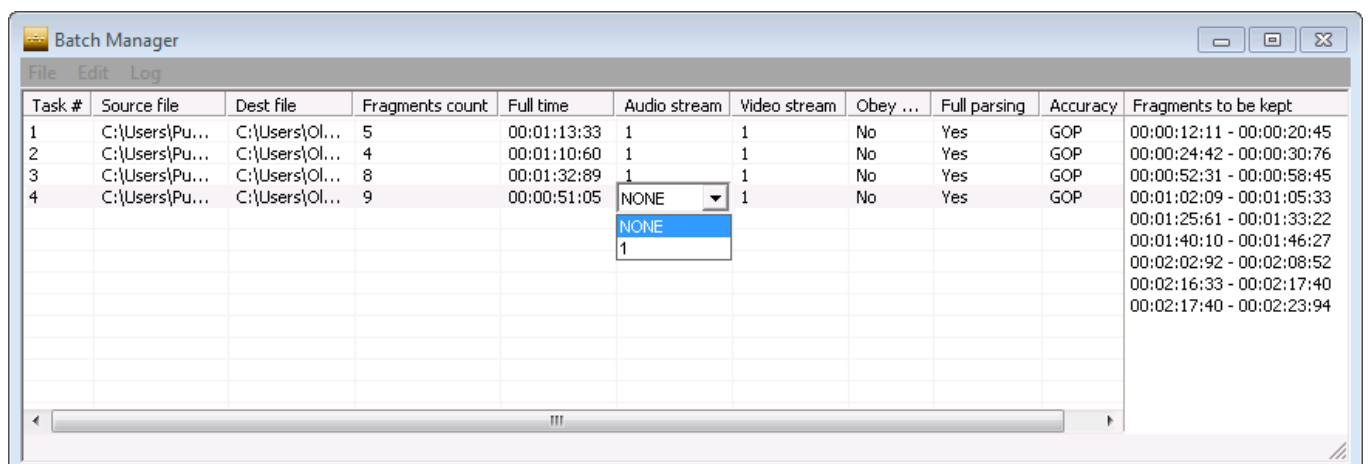
Solveig Multimedia Video Splitter interface

The Solveig Multimedia Video Splitter user interface consist of five main parts: Menu bar, Navigation controls, Information window, Splitter controls and Preview window.

SolveigMM Video Splitter main window:



Batch manager window:



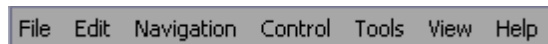
Task #	Source file	Dest file	Fragments count	Full time	Audio stream	Video stream	Obey ...	Full parsing	Accuracy	Fragments to be kept
1	C:\Users\Pu...	C:\Users\Ol...	5	00:01:13:33	1	1	No	Yes	GOP	00:00:12:11 - 00:00:20:45
2	C:\Users\Pu...	C:\Users\Ol...	4	00:01:10:60	1	1	No	Yes	GOP	00:00:24:42 - 00:00:30:76
3	C:\Users\Pu...	C:\Users\Ol...	8	00:01:32:89	1	1	No	Yes	GOP	00:00:52:31 - 00:00:58:45
4	C:\Users\Pu...	C:\Users\Ol...	9	00:00:51:05	NONE	1	No	Yes	GOP	00:01:02:09 - 00:01:05:33 00:01:25:61 - 00:01:33:22 00:01:40:10 - 00:01:46:27 00:02:02:92 - 00:02:08:52 00:02:16:33 - 00:02:17:40 00:02:17:40 - 00:02:23:94

In this section:

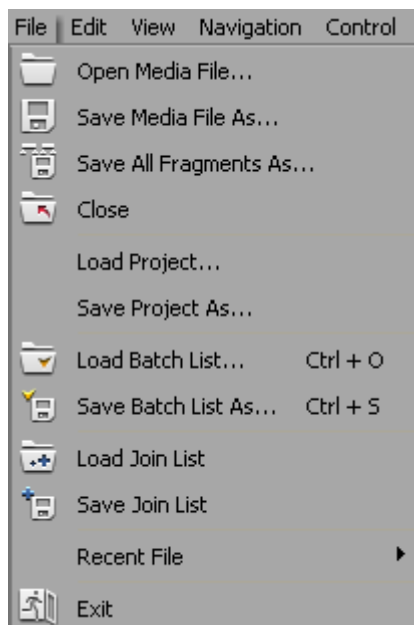
- [Menu bar](#)
- [Navigation controls](#)
- [Information panel](#)
- [Splitting controls](#)
- [Preview window](#)
- [Progress window](#)
- [Splitter in system tray](#)
- [Filters info window](#)
- [Batch manager](#)
- [Join manager](#)
- [Preferences window](#)

Menu bar

You can use commands in the menu bar to perform tasks in Solveig Multimedia Video Splitter. These commands are described in this document.



File menu



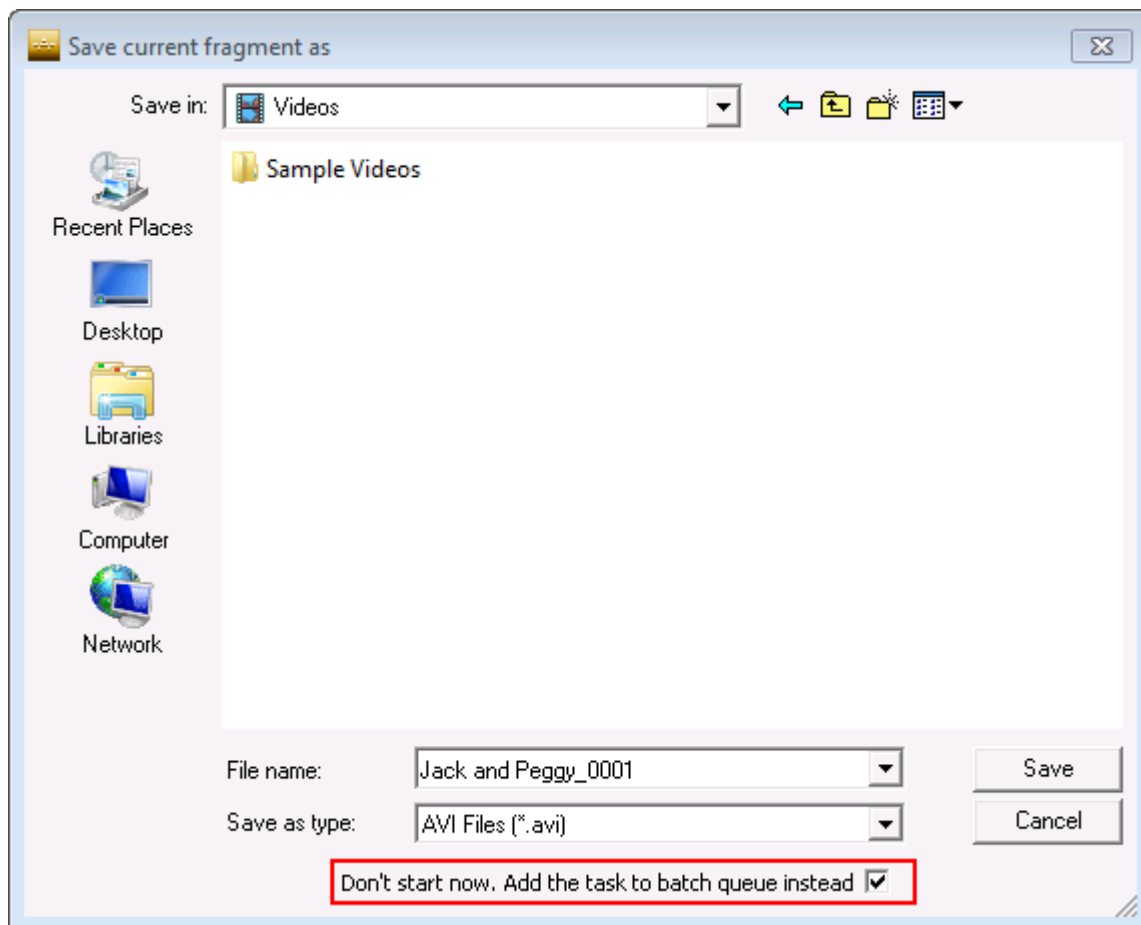
Menu item	Description
Open media file...	Select a supported media file to be opened and edited (*)
Save media file as...	Specify the output file name and immediately save it (start the trimming process) or add it to the batch queue (*), (**)
Save All Fragments As...	Specify the output file name and immediately save it (start the trimming process) or add it to the batch queue (*), (**)
Close	Close the input and output files
Load project...	Open a SolveigMM Video Splitter project file
Save project as...	Save the project file
Load Batch List...	Load a task list to the Batch Manager
Save Batch List As...	Save the batch list
Load Join List...	Load a join list to the Join Manager
Save Join List As...	Save the join list
Recent File...	Open the recently edited file

Exit

Close the program

(*) - These operations are also available from the [information panel](#).

(**) - To add a task to the batch queue, you should select the **Don't start now. Add the task to batch queue instead** checkbox in the **Save As** dialog box as shown below:



Edit menu

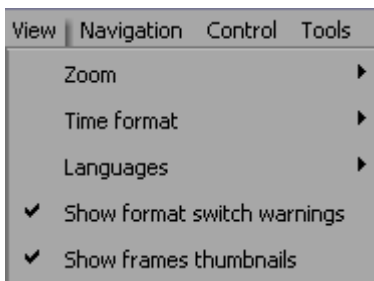
Menu item	Description	Shortcut key
Undo (Add Marker)	Undo the action	Ctrl + Z
Redo	Redo the action	Ctrl + Y
Stop		
Play		Space
Pause		Space
Add Marker		M
Remove Marker(s)		Delete
Keep Selected Fragment		S
Cut Out Selected Fragment		D
Clear All Markers		Ctrl + C
Invert Time Line Fragments		I
Calculate Destination File Size		Ctrl + F
Start Trimming		Ctrl + T

Menu item	Description	Shortcut key
Undo (Add Marker)	Undo the action	Ctrl + Z
Redo	Redo the action	Ctrl + Y

Stop	Stop playback	
Play	Start playback	Space
Pause	Pause playback	Space
Add Marker	Add a new marker (*)	M
Remove Marker(s)	Remove the selected marker or markers (*)	Delete
Keep Selected Fragment	Keep the selected fragment (*)	S
Cut Out Selected Fragment	Cut the selected fragment (*)	D
Clear All Markers	Remove all markers	Ctrl + C
Invert Time Line Fragment	Invert all timeline fragments on the slider (*)	I
Calculate Destination File Size	Calculate destination file size (available for AVI, MP3)	Ctrl + F
Start trimming	Start the trimming process (*)	Ctrl + T

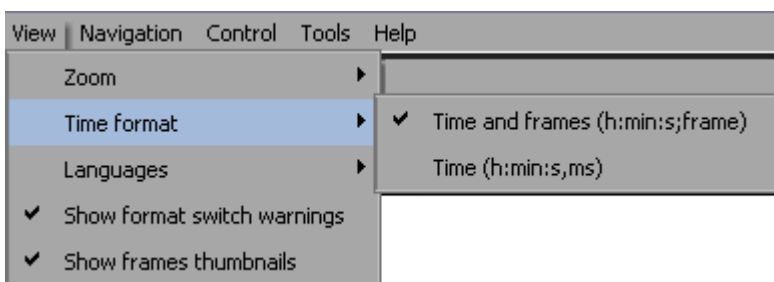
(*) - These operations are available from the menu and from the context menu . For details, see [Navigation controls](#), [Information panel](#), [Splitting controls](#)

View menu



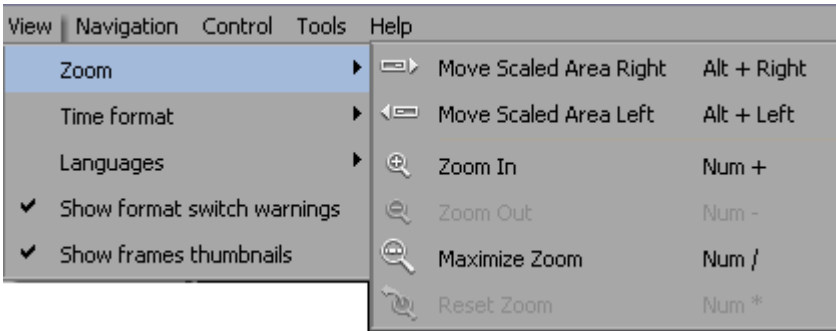
Menu item	Description	Shortcut key
Time format	Opens the submenu	-
Show frames thumbnails	Allows to show or hide frames thumbnails	-
Show format switch warnings	Allows to turn off or turn on format switch warnings	-
Zoom	Opens the submenu	-

View menu -> Time format



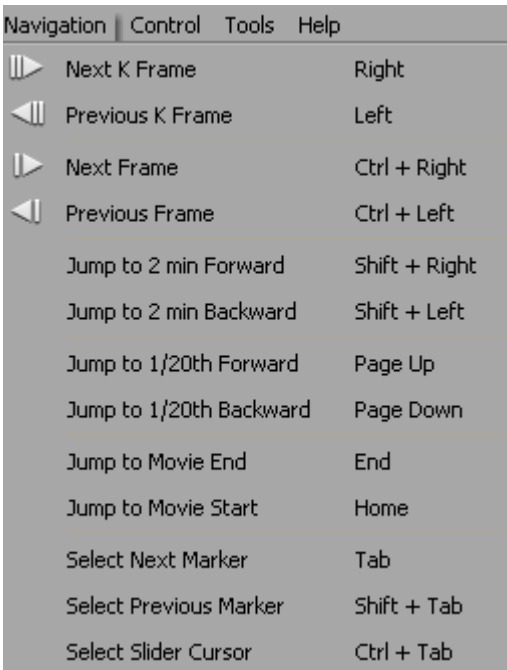
Menu item	Description	Shortcut key
Times and frames	Allows to show timeline in HH:MM:SS;frames format	-
Time	Allows to show timeline in HH:MM:SS;ms format	-

View menu -> Zoom



Menu item	Description	Shortcut key
Move Scaled Area Right	Move the zooming scrollbar right	Alt + Right Arrow
Move Scaled Area Left	Move the zooming scrollbar left	Alt + Right Arrow
Zoom In	Zoom in the timeline slider	NumPad +
Zoom Out	Zoom out the timeline slider	NumPad -
Maximize Zoom	Set the max scale rate	NumPad /
Reset Zoom	Reset the scale rate to 1 (initial scale)	NumPad *

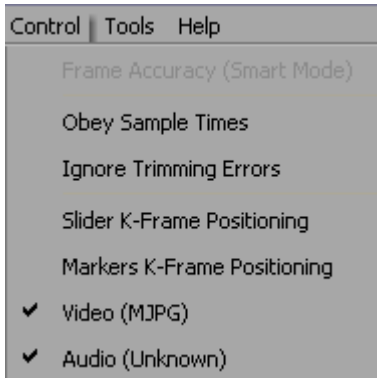
Navigation menu



Menu item	Description	Shortcut key
Next K Frame	Go to the next K Frame	Right Arrow
Previous K Frame	Go to the previous K Frame	Left Arrow
Next Frame	Go to the next Frame	Ctrl + Right Arrow
Previous Frame	Go to the previous Frame	Ctrl + Left Arrow
Jump to 2 min Forward	Jump 2 minutes forward	Shift + Right Arrow
Jump to 2 min Backward	Jump 2 minutes backward	Shift + Left Arrow
Jump to 1/20th Forward	Jump 1/20th of movie length forward	Page Up
Jump to 1/20th Backward	Jump 1/20th of the movie length backward	Page Down
Jump to Movie End	Jump to the movie end	Home
Jump to Movie Start	Jump to the movie start	End

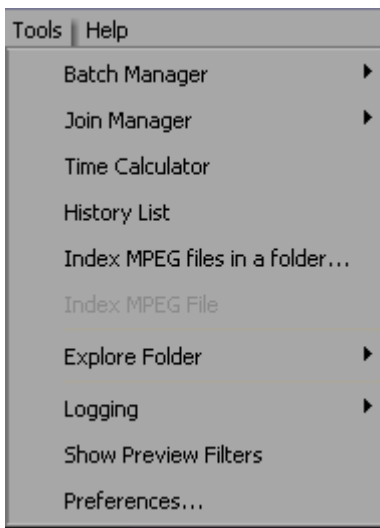
Select Next Marker	Select the next marker	Tab
Select Previous Marker	Select the previous marker	Shift + Tab
Select Slider Cursor	Select the slider cursor	Ctrl + Tab

Control menu



Menu item	Description
Frame Accuracy (Smart Mode)	Enable the frame accurate trimming mode
Obey samples times	Use an alternative synchronization algorithm. By default, it is disabled. If the resulting file is out of sync after repeated trimming selecting this option should improve audio/video synchronization.
Video and Audio streams	Select audio and/or video streams to be rendered into the final movie. For details, see Using Solveig Multimedia Video Splitter .
Ignore Trimming Errors	Ignore trimming errors. Note: It is recommended to keep it disabled by default.
Slider K-Frame Positioning	If this option is enabled, the cursor jumps to the nearest previous K Frame after you position the slider. This mode implements the What You See Is What You Get feature. If this option is disabled, you can navigate through all movie frames.
Markers K-Frame Positioning	If this option is enabled, the marker jumps to the nearest previous K Frame after you position it. This mode implements the What You See Is What You Get feature. If this option is disabled, you can set the marker at any movie frame. Note: If the start marker of a fragment is disabled, the fragment in the final movies will be started with the K Frame anyway. Note: If the end marker of a fragment is disabled, the fragment in the final movies will end with the frame at the marker position.

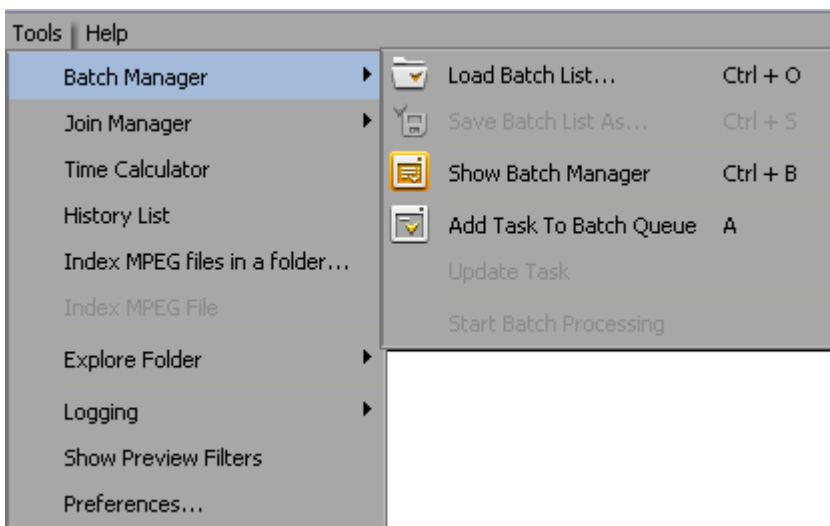
Tools menu



Menu item	Description
Batch Manager	Open the submenu of the Batch Manager item
Join Manager	Open the Join Manager window
Time Calculator	Show the time calculator
History List	Open the history list of actions
Index MPEG files in folder...	Create index for MPEG files in the selected folder
Index MPEG File	Create index for the MPEG2 video file (*)
Explore Folder	Open Windows Explorer in the folder with the Input or Output media files
Logging	Open menu for actions with log files
Show Preview filters	Show the list of filters used for preview
Preferences...	Open preferences window

(*) - This operation is available for MPEG2 video only if the file has not been indexed yet.

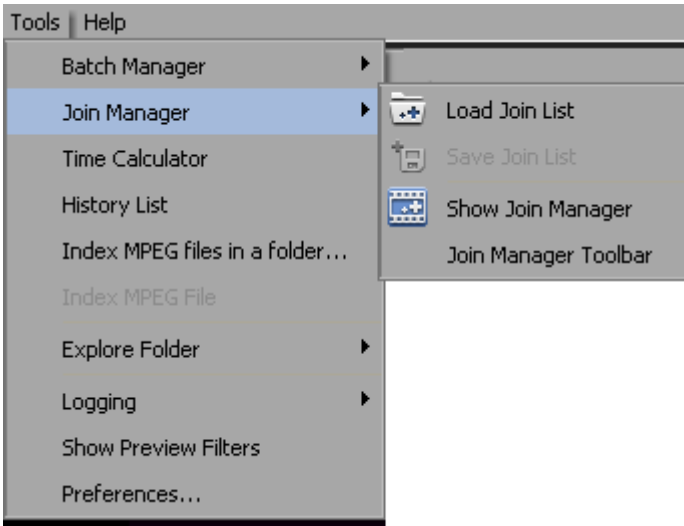
Tools -> Batch Manager menu



Menu item	Description	Shortcut key
Show Batch Manager	Show the Batch Manager window	Ctrl + B
Load Task List...	Select a supported batch file	
Save Task List As...	Save the Task List containin trimming task descriptions to an *.xtl file.	

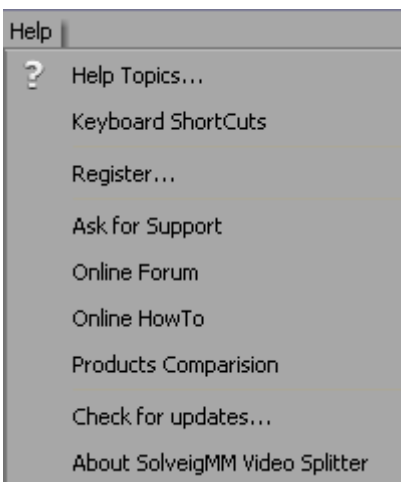
	See the Task List syntax in Batch file format	
Add Task To Batch Queue	Add the current task to the batch queue	A
Update task	Update the selected task in the batch queue	
Start Batch Processing	Start the batch processing	

Tools -> Join Manager menu



Menu item	Description
Load Join List	Load a joining task from a file
Save Join List	Save the current joining task to a file
Show Join Manager	Show the Join manager main window
Join Manager Toolbar	Show/hide the Join manager toolbar window

Help menu









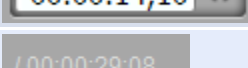
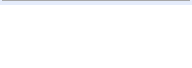
Menu item	Description	Shortcut key
Help topics...	Open the help file	F1
Keyboard ShortCuts	Shows the Keyboard Shortcuts section in the help file	
Video Splitter on Web	Open the Solveig Multimedia web pages and forum.	

Register...	Register SolveigMM Video Splitter	
Product Comparison	Open comparison table of SolveigMM products	
Check for updates	Check if the latest Video Splitter version is installed	
About SolveigMM Video Splitter	Open the About dialog box	
Languages	Set language for Video Splitter interface	

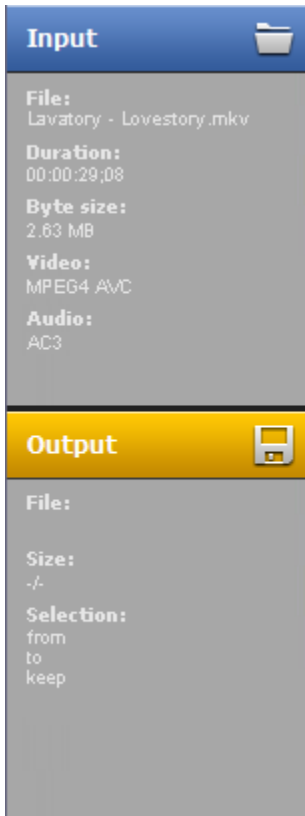
Navigation controls

Navigation controls are designed for navigation through an open source media file. Using these controls, you can start and stop playback, pause it or search for the necessary position forward and backward. Also, the current position and total duration are displayed.



Window item	Description	Shortcut key
	Previous K Frame	Left arrow
	Next K Frame	Right arrow
	Play/Pause	Space
	Pause	
	Previous Frame	Cntr + Left arrow
	Next Frame	Cntr + Right arrow
	Slider cursor time position. You can edit this value manually	
	Total file length	

Information panel



The **Input** section of the Information panel shows you the following input media file information:

Field	Description
File	Source filename
Duration	Media file duration in HH:MM:SS;frames or in HH:MM:SS;ms
ByteSize	Source file size
Video	Video encoding type
Audio	Audio encoding type

The **Output** section of the Information panel shows you the following information:

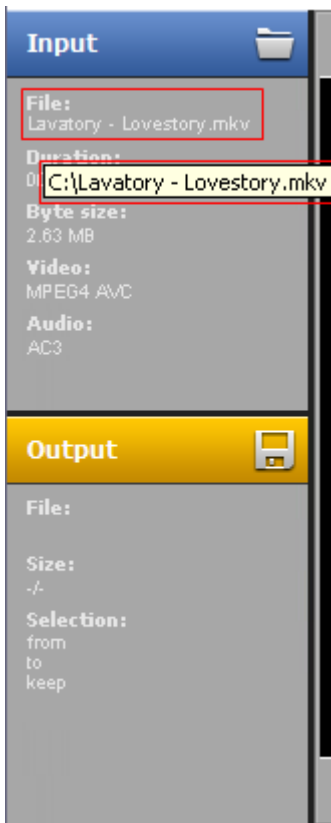
Field	Description
File	Output filename
Size	Output file size
Selection	Selected fragment Information: Start Position Stop Position Type (Cut/Keep)

Note:



All Information Panel values are shortened. To see the full value (e.g. full filename with the path), just move the mouse pointer over the value and the full version will appear both in the tooltip and on the status bar as shown below:

Note:

All the values can be copied to the clipboard via the context menu.



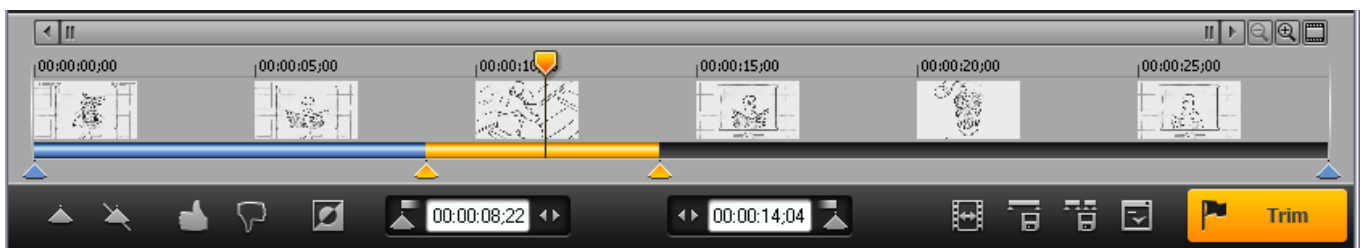
Also, the information panel contains quick buttons:




Button	Description
	Open Media File...
	Save Media File As...






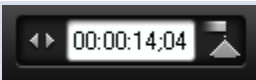






These operations are also available from the [File menu](#)

Splitting controls

Splitting controls are the heart of Solveig Multimedia Video Splitter. Using this controls, you can manage the fragments that will or will not be saved in the final movie. You can set fragments to be cut or kept, invert or completely delete fragments from your movie. Finally, the main button that starts the splitting process is located on this panel.

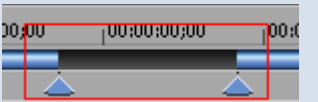
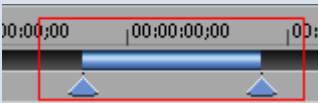

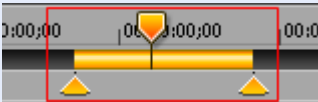


Window Item	Description	Shortcut key
	Add Marker: Add a new marker to the current slider cursor position.	M
	Remove Marker(s): Remove the current marker or fragment	Delete
	Keep Selected Fragment: Set the fragment type	S
	Cut Selected Fragment: Set the fragment type	D

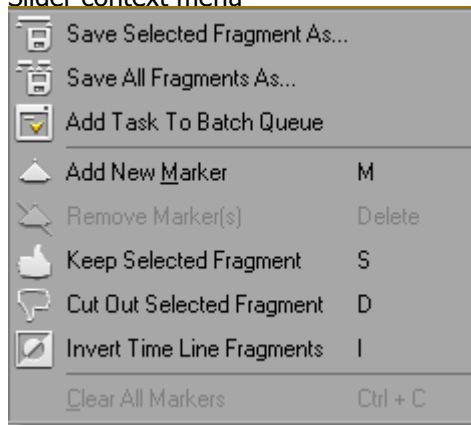
		
	Invert: Invert time line fragments	I
	Size: Calculate the final file size (available for AVI, MP3)	Ctrl + F
	Trim: Start trimming or batch processing (if there are any tasks in the batch queue)	Ctrl + T
	Left marker cursor time position. You can edit this value manually	
	Right marker cursor time position. You can edit this value manually	
	Zoom In: Increase the slider timeline resolution to make editing neighbouring markers more comfortable (*)	NumPad +
	Zoom Out: Decrease the slider timeline resolution (*)	NumPad -
	Story board Off/On: turn off/on the story board	
	Save current fragment as: saves the selected fragment	
	Save All fragments as: saves all selected fragment on the timeline	
	Add Task to Batch Queue: adds task to the batch queue to edit it later with Batch Manager	

(*) - To view timeline areas after Zoom In, you can use the scrollbar (below the timeline slider) and the **Alt + Left arrow** and **Alt + Right Arrow** hot keys.

Sample fragments:

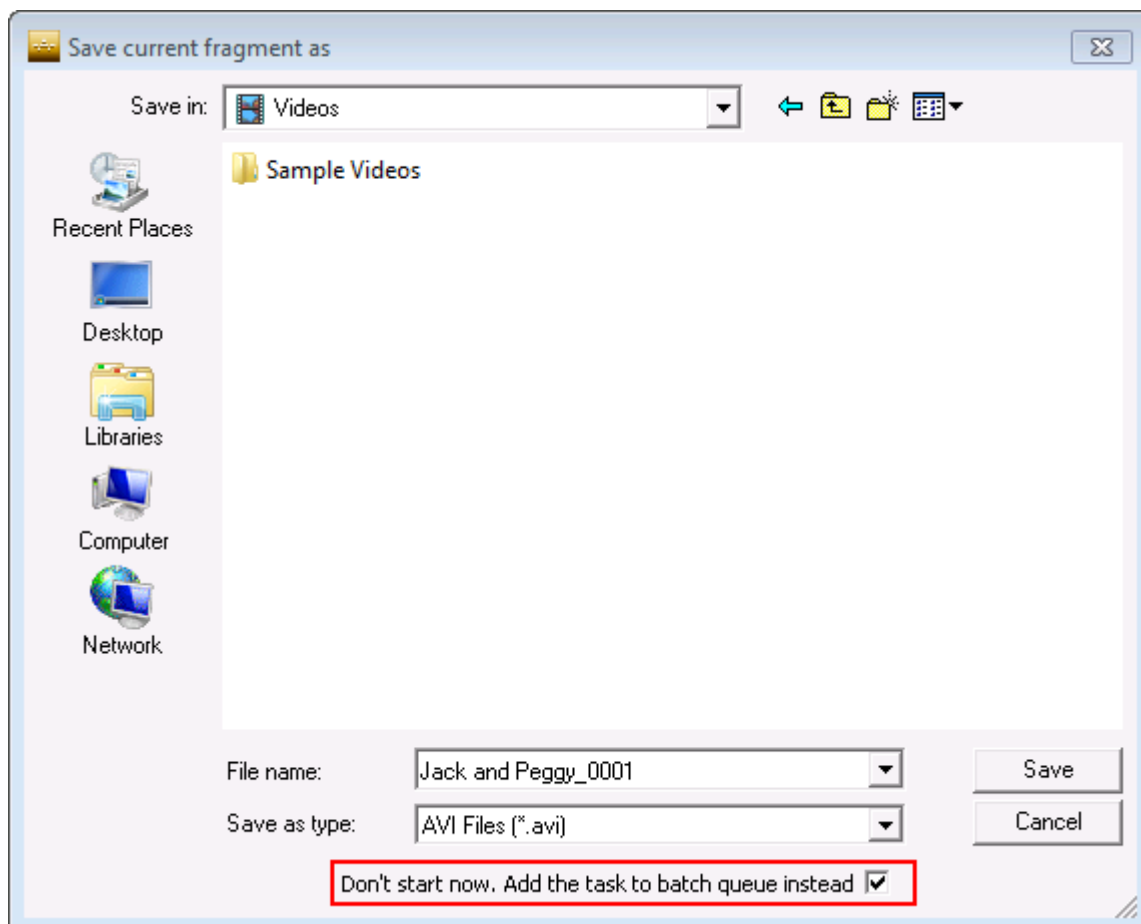
Fragment color	Description
	This fragment is set to be deleted. It will not be present in the final movie
	This fragment is set to be kept. It will be present in the final movie
	This fragment is set to be deleted. It will not be present in the final movie. The yellow color means you can edit it (delete, set it to be kept, etc.)
	This fragment is set to be kept. It will be present in the final movie. The yellow color means you can edit it (delete, set it to be cut, etc.)

Slider context menu



Menu item	Description	Shortcut key
Save Selected Fragment As...	Specify the output filename and immediately save the selected fragment (start the trimming process) or add the selected fragment to the batch queue (*)	
Set New Marker	Add a new marker to the current slider cursor position	M
Remove Marker(s)	Remove the current marker or fragment	Delete
Keep On Selected Fragment	Sets the type of the selected fragment to be kept	S
Cut Off Selected Fragment	Set the type of the selected fragment to be cut	D
Invert Time Line Fragments	Invert time line fragments	I
Clear All Markers	Remove all markers	Ctrl + C

(*) - To add the task to the batch queue, you should select the **Don't start now. Add the task to batch queue instead** checkbox in the **Save As** dialog box as shown below:



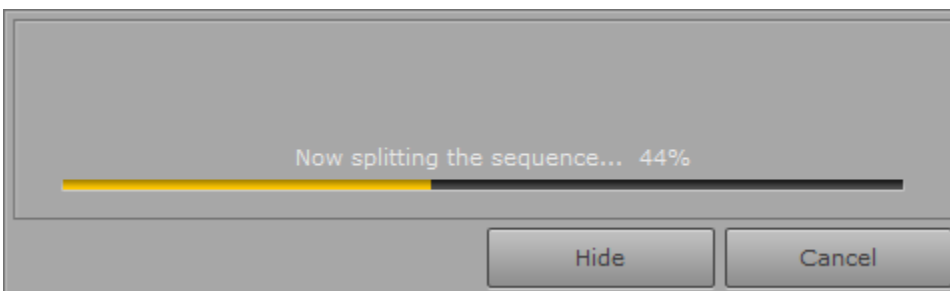
Preview window

The preview window is designed for easy navigation through media files and helps you put splitting markers as precisely as possible.

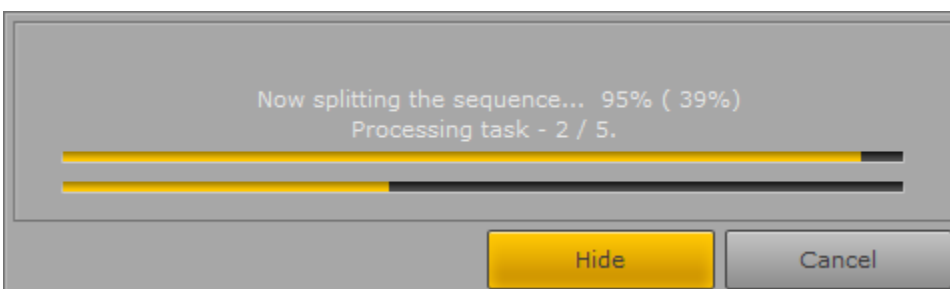


Progress window

The progress window indicates the current progress in percentage terms. You can cancel splitting by clicking the **Cancel** button or hide Splitter to the system tray by clicking the **Hide** button.



The Batch Processing progress window is shown below:



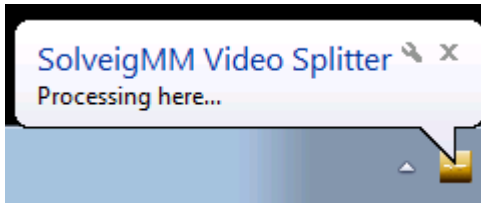
The upper progress bar shows the progress of the task being performed
The lower progress bar shows the progress of all the tasks in the batch queue

The **Hide** button hides Splitter to the system tray.
When trimming is complete, the Splitter window appears.

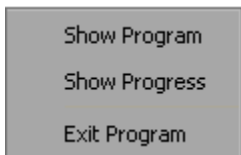
See also [Splitter in system tray](#)

Splitter in system tray

When you click the **Hide** button, Video Splitter is hidden to the system tray.



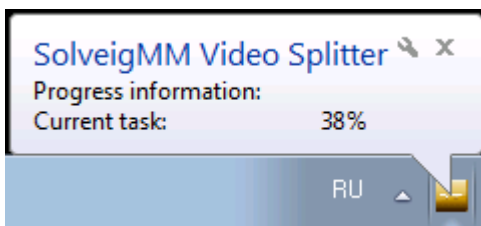
The following context menu is available when Video Splitter is in the system tray:



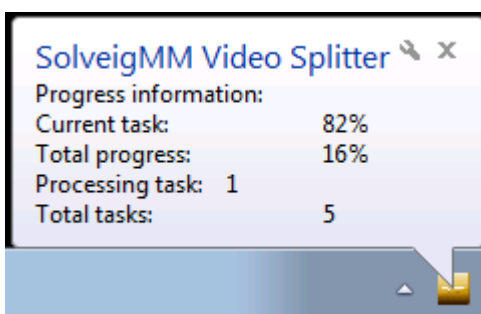
Menu item	Description
Show Program	Restore Video Splitter from the system tray
Show Progress	Show the current progress
Exit Program	Cancel the trim process and exit

The following progress information will be shown if you click the Video Splitter system tray icon:

One trimming task:



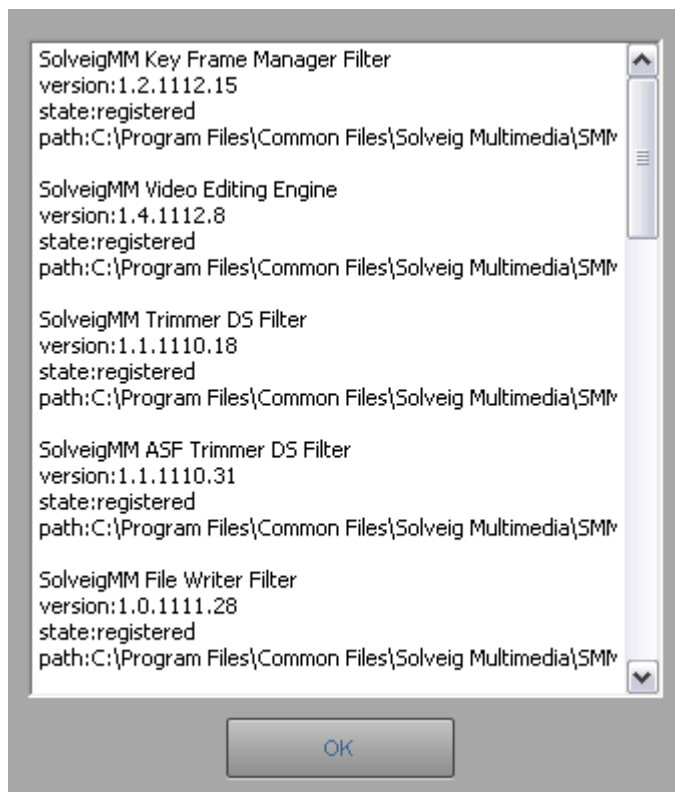
Batch processing:



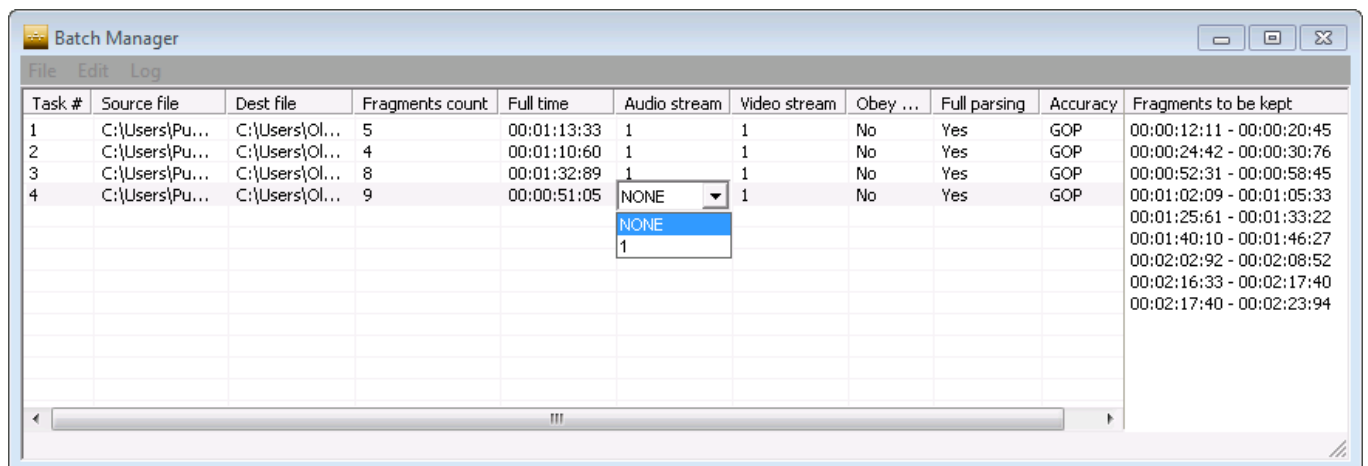
Filters info window

This window contains all the components necessary for Video Splitter to work properly.

1. Click the icon of in the upper left corner of the window (You can use the **Alt + Space** shortcut)
2. Click **Info...**



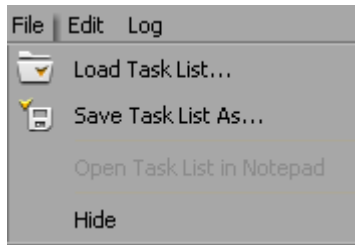
Batch manager window



The Batch Manager window is used to edit the batch queue.

Menu description:

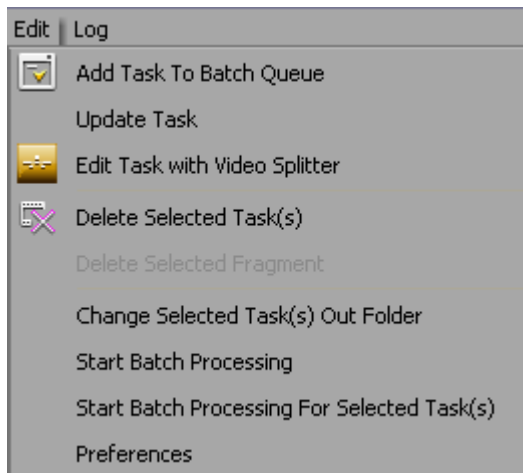
File menu



Menu item	Description	Shortcut key
Load Task List...	Load a saved batch queue from a file (*)	Ctrl + O
Save Task List As...	Save the batch queue to a file	Ctrl + S
Open Task List in Notepad	Open the batch queue in Notepad (*)	
Hide	Close this window	

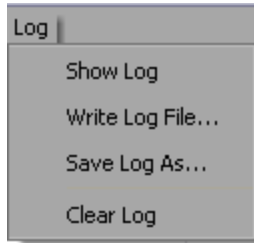
(*) - See Task List syntax in [Batch file format](#)

Edit menu



Menu Item	Description	Shortcut key
Add Task To Batch Queue	Add the current Video Splitter task to the batch queue	A
Update task	Update the task in the batch queue according to the changes made in Video Splitter	U
Edit Task with Video Splitter	Edit the selected task in the Video Splitter main window	Enter
Delete Selected Task(s)	Delete the selected task(s)	Delete
Delete Selected Fragment	Delete the selected fragment(s)	Delete
Change Selected Task(s) Out Folder	Change the output folder for all selected files. The program will not change the output filenames	
Start Batch Processing	Start batch processing	Ctrl + T
Start Batch Processing For Selected Task(s)	Start batch processing for the selected tasks	Shift + T
Preferences	Open preferences window	Ctrl + T

Log menu



Menu Item	Description
Show log	Show or hide the log window
Write log file...	Specify the filename all the messages will be written to during the batch manager operation.
Save log as...	Save all log messages to a file
Clear log	Erase all messages

Task queue field:

Task #	Source file	Dest file	Fragments count	Full time	Audio stream	Video stream	Obey ...	Full parsing	Accuracy	Fragments to be kept
1	C:\Users\Pu...	C:\Users\Ol...	5	00:01:13:33	1	1	No	Yes	GOP	00:00:12:11 - 00:00:20:45
2	C:\Users\Pu...	C:\Users\Ol...	4	00:01:10:60	1	1	No	Yes	GOP	00:00:24:42 - 00:00:30:76
3	C:\Users\Pu...	C:\Users\Ol...	8	00:01:32:89	1	1	No	Yes	GOP	00:00:52:31 - 00:00:58:45
4	C:\Users\Pu...	C:\Users\Ol...	9	00:00:51:05	NONE	1	No	Yes	GOP	00:01:02:09 - 00:01:05:33
					NONE					00:01:25:61 - 00:01:33:22
					1					00:01:40:10 - 00:01:46:27
										00:02:02:92 - 00:02:08:52
										00:02:16:33 - 00:02:17:40
										00:02:17:40 - 00:02:23:94

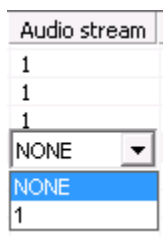
The list enumerates all tasks in the batch queue:

Column description:

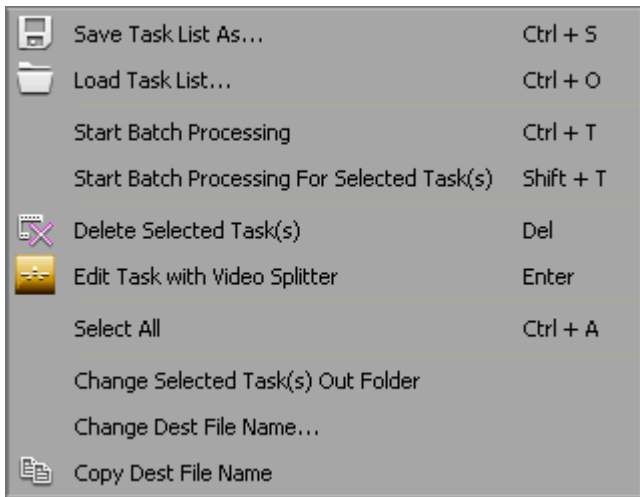
Menu Item	Description
Task #	Task number
Source file	Source filename
Dest file	Destination filename
Fragments count	Number of fragments to be cut
Full time	Total final file length
Audio stream	Audio stream number (*)
Video stream	Video stream number (*)
Obey samples times	Use an alternative synchronization algorithm. By default, it is disabled. If the final file is out of sync after repeated trimming, enabling this option should improve audio/video synchronization. (*)

(*) - These fields can be edited in the batch manager window. Just click the cell with the left mouse button two times (not a double-click) or click the mouse wheel. You can select the necessary item from the drop-down list depicted below.

Changing settings in the task list window



Context menu description:



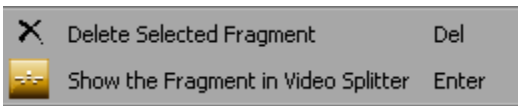
Menu item	Description	Shortcut key
Save Task List As...	Save the batch queue to a task list file.	Ctrl + S
Load Task List...	Load a batch queue from a task list file See Task List syntax in Batch file format	Ctrl + O
Start Batch Processing	Start batch processing	Ctrl + T
Start Batch Processing For Selected Task(s)	Start batch processing for selected task(s)	Ctrl + T
Delete Selected Task(s)	Delete the selected task(s)	Delete
Edit Task with Video Splitter	Edit the selected task in the main window	Enter
Select All	Select all tasks	Ctrl + A
Change Selected Task(s) Out Folder	Change the output folder for all selected files. The program will not change the output filenames	
Change Source File Name... Change Dest File Name...	Change the source or destination filenames. This item is available in the Source File and Dest File columns only.	
Copy Source File Name Copy Dest File Name	Copy the source or destination filename to the clipboard. This item is available for the Source File and Dest file columns only.	

Fragment list

Fragments to be kept
00:00:12:11 - 00:00:20:45
00:00:24:42 - 00:00:30:76
00:00:52:31 - 00:00:58:45
00:01:02:09 - 00:01:05:33
00:01:25:61 - 00:01:33:22
00:01:40:10 - 00:01:46:27
00:02:02:92 - 00:02:08:52
00:02:16:33 - 00:02:17:40
00:02:17:40 - 00:02:23:94

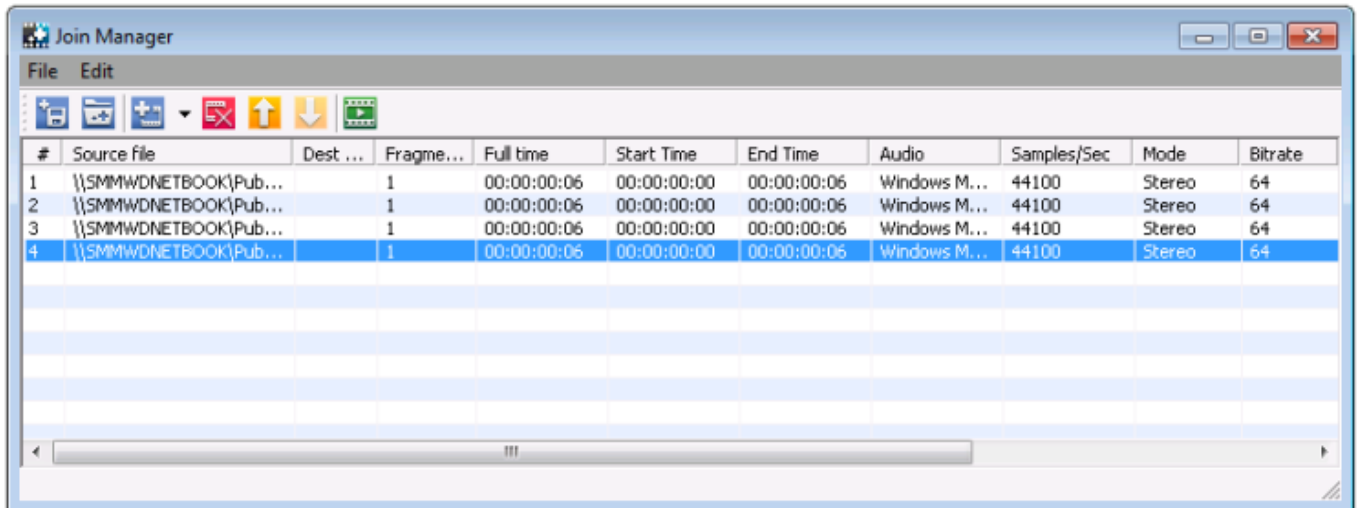
All the fragments to be cut out from the selected task are enumerated here.

Fragment list context menu



Menu item	Description	Shortcut key
Delete Selected Fragment	Delete the selected fragment	Delete
Show the Fragment in Video Splitter	Show and select the fragment in the Video Splitter main window	Enter

Join manager window



Join manager is used to join file with equal parameters like width/height of the frame, video/audio compression etc. Currently supported formats are listed [here](#). The list enumerates all files to be joined together. Only the whole files can be joined for now.

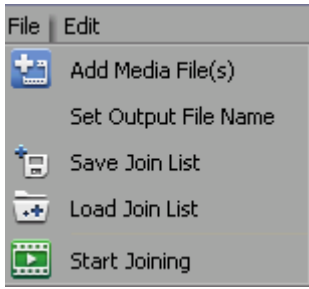
Columns description:

Menu Item	Description
#	File order
Source file	Source file name
Full time	Full time of current file to be appended to resulting file
Start time	Start time of the current fragment of the current file(*)
End time	End time of the current fragment of the current file(*)
Audio	Audio encoding
Samples/sec	Audio sampling frequency
Mode	Audio mode
Bitrate	Audio bitrate
Video	Video compression
Width	Video frame width
Height	Video frame height
Type	the file type

(*) - only full files can be joined so start time is the beginning of the file and end time is the duration of the file.

Menu description:

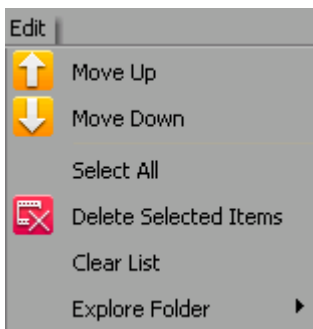
Menu "File"



Menu item	Description	Shortcut key
Add Media File(s)	Add files into the list(*)	Ins
Save Join List	Save current joining task into the file	
Load Join List	Load current task from the file	
Start Joining	Start the joining progress for the current task	

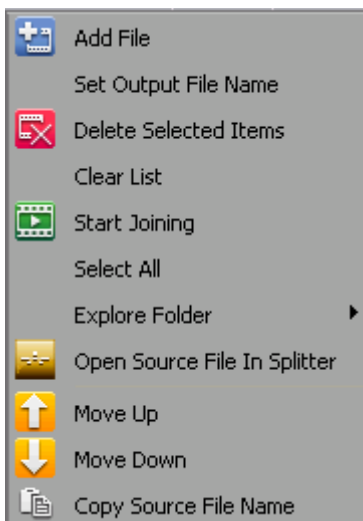
(*) - if you try to add files with different parameters you will be prompted with the appropriate message in the status bar of the "Join manager".

Menu "Edit"



Menu Item	Description	Shortcut key
Move Up	Move selected file up in the list	Page Up
Move Down	Move selected file down in the list	Page Down
Delete Selected Items	Delete all selected items from the list	Del
Clear List	Delete all items from the list	

Context menu:



The context menu commands duplicate menu commands for convenience, and it's "**Add**" and "**Move**" commands are applied to chosen file in the list (the highlighted one). Others are applied to the list in general.

Join manager toolbar:

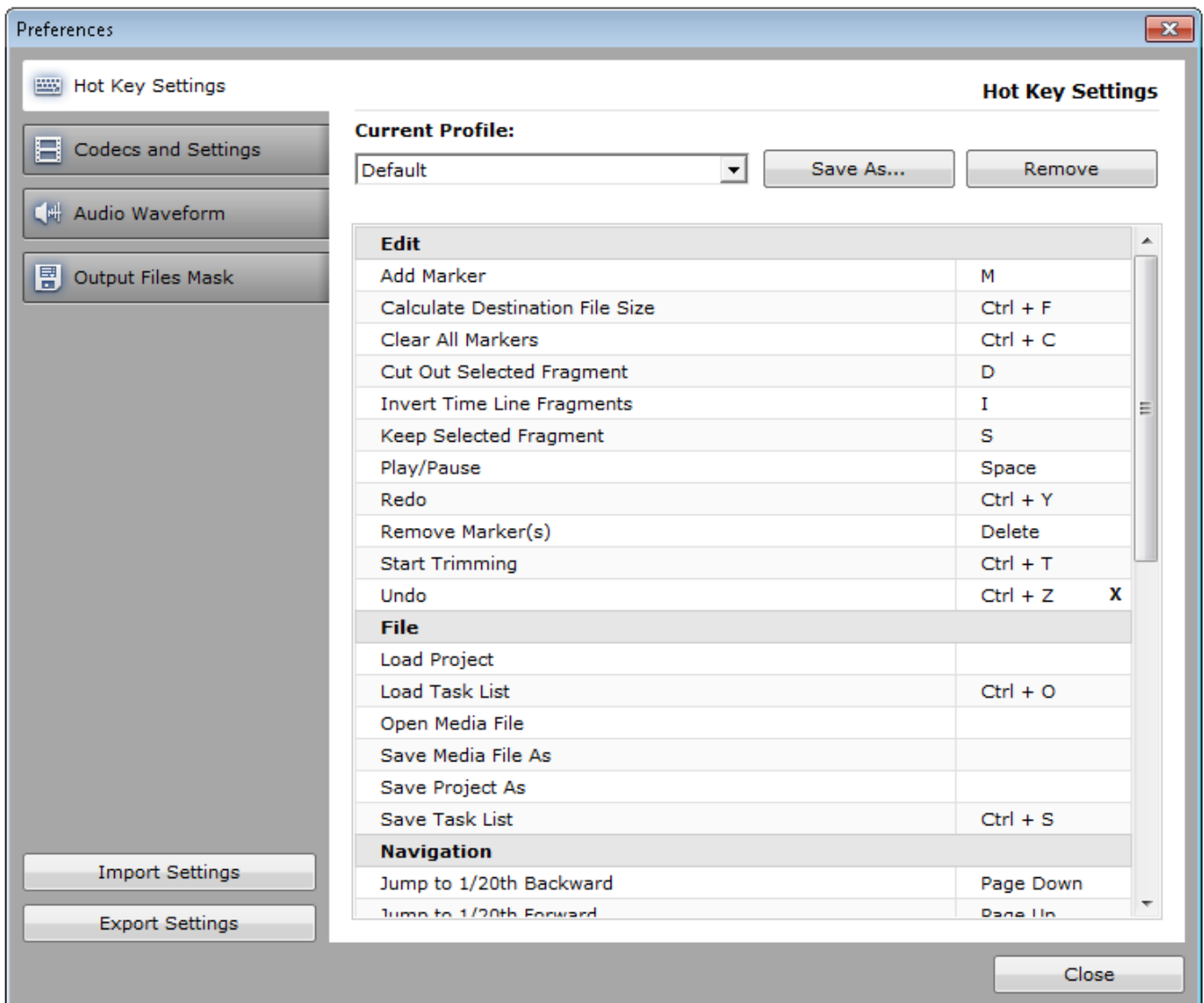


The toolbar also duplicate some commands that allow you to perform joining not opening the main Join Manager window.

Toolbar Item(left to right)	Description
Start Joining	Starts current joining task
Show / Hide	Shows / Hides the Join manager main window
Add File(s)	Adds files into the list
Load List	Loads joining task from file

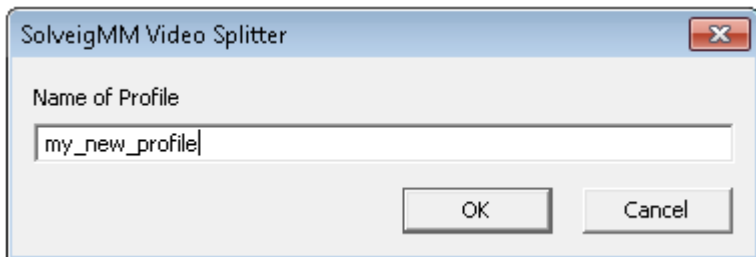
Preferences window

"Hot Keys Settings" tab



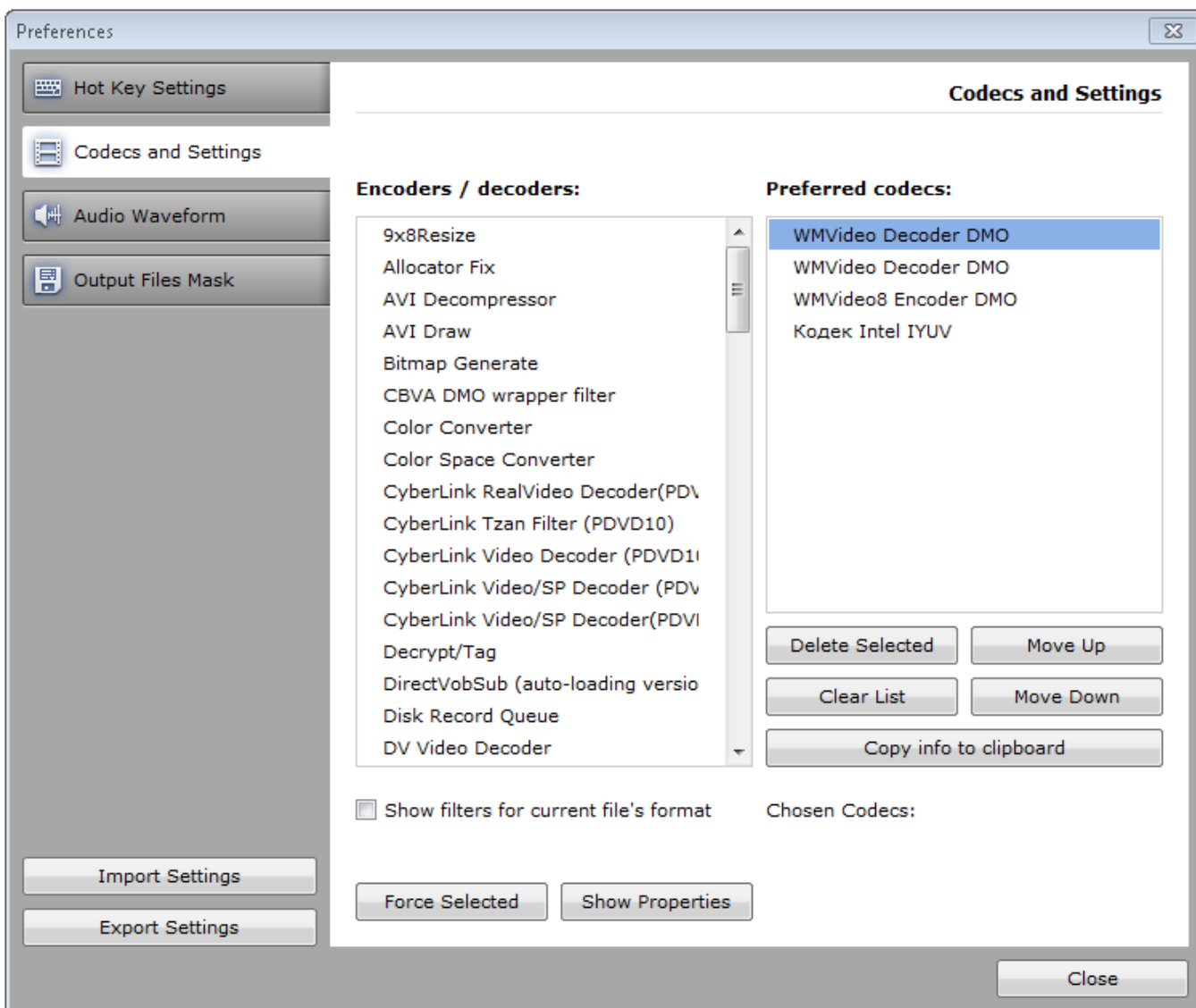
Video Splitter allows to choose the defined settings of your desired hot key profile.

Simply enter your hot key for the chosen operation (right column), click **Yes** in the appeared information window and then enter the desired name for the new profile, then click on the **OK** button. The new profile will appear in the **Current Profile** combobox.



You can remove your profile by selecting the needed one in the "**Current profile**" combobox and clicking on the **Remove** button.

"Codecs and settings" tab



Codecs and Settings window allows to choose the decoder and encoder that will be used in re-encoding process of first and last GOP when frame accuracy trimming (Smart Mode) is enabled.

To select the desired codec, choose one or several from the **Encoder/decoders** list and press the **Force selected** button.

The chosen codec will appear in the **Preferred codecs** list.

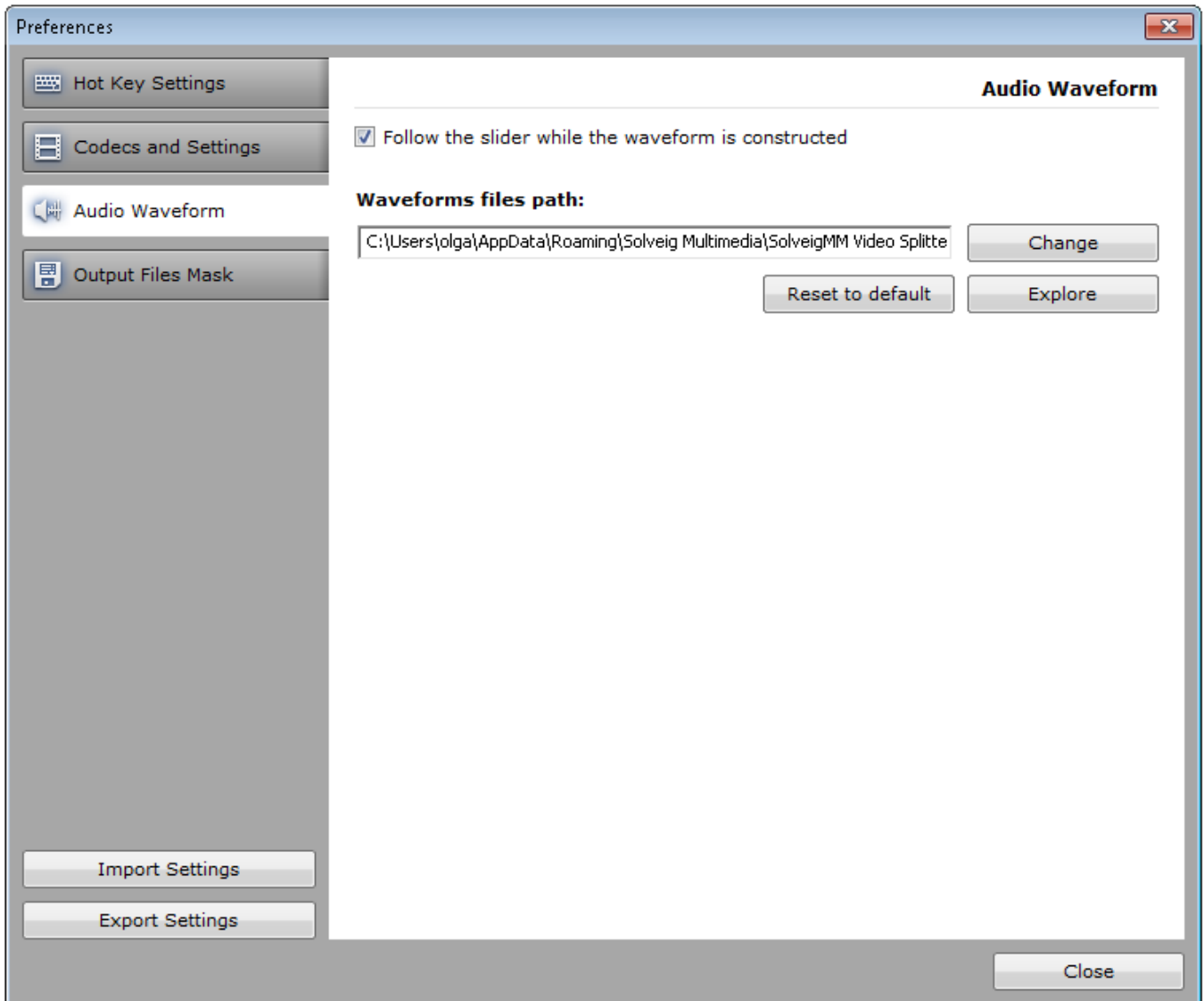
You can choose several codecs from the **Encoder/Decoder** list. All they will be placed to preferred codec **"Preferred codecs"** area.

Important notice: the decoder or encoder can be forced only for **WMV** and **MP4 (with MP4 Visual video)**.

Video Splitter uses codec that will be suitable for the format of the opened file.

You can use **Move Up** and **Move Down** buttons, to change the priority of the chosen codec.

"Audio Waveform" tab

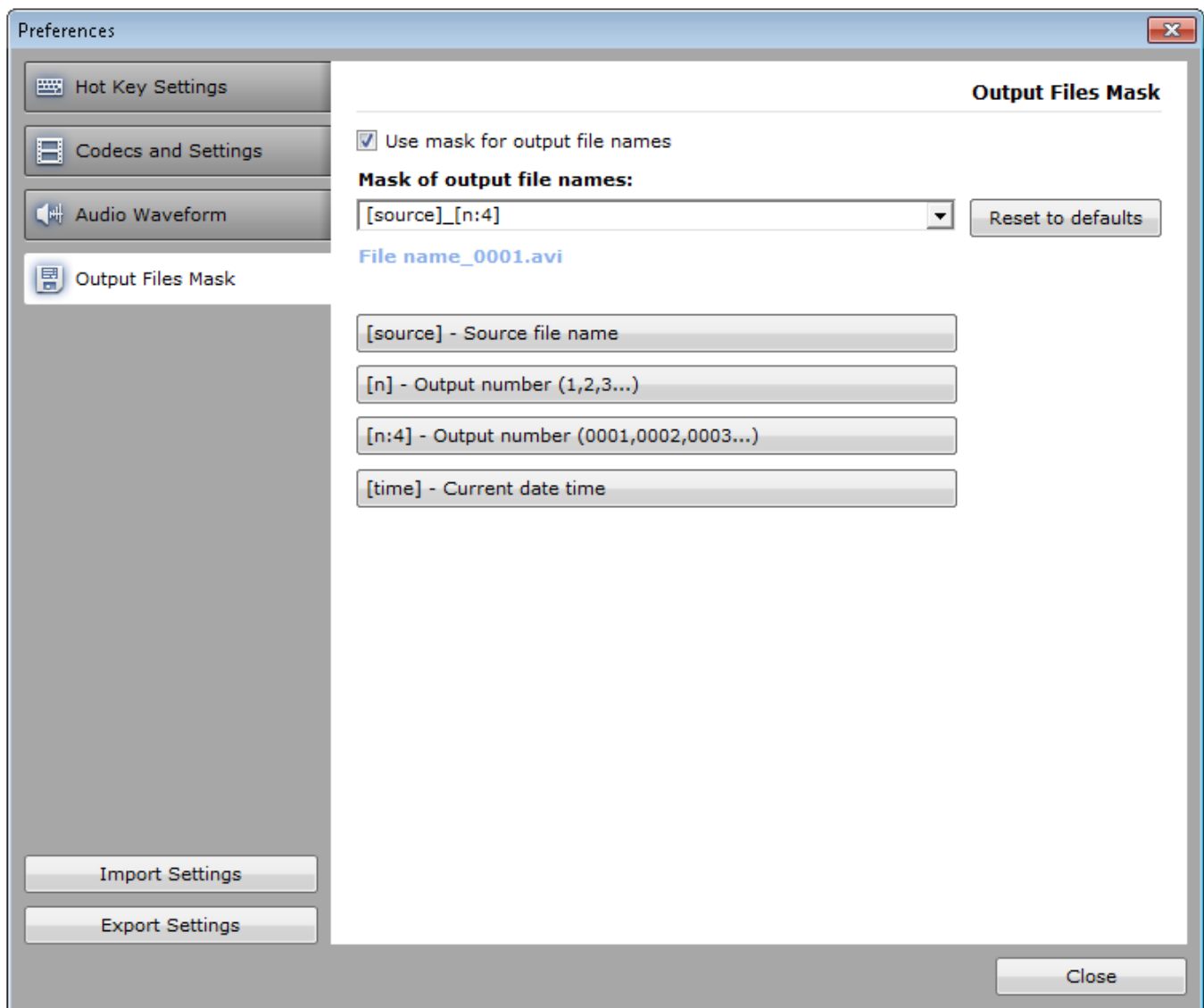


"Waveforms files path" setting defines waveform data cache path, that is used by Video Splitter.

"Follow the slider while the waveform is constructed" defines the way of wayform building. When the option is enabled the wayform will be build from the selected by the user slider position. Tick this checkbox if you would like the wayform building follow the slider movements.

If you would like you can change the file path for this file to keep free space on the system drive.

"Output Files Mask" tab



The files mask is intended to generate the names of the output files, using build-in macroses.

The mask is the template that consists of macroses.

It is possible to add predefined macros using special buttons under the "**Mask of output file names**" line to current cursor position at template edit box.

[source] macros defines the input file name.

[n] macros is the current number of fragment, that can be used in the template of the output file name.

[n:4] macros is the current number of fragment with defined minimum number of characters printed. Zeros are added to the left of the values.

[time] macros is intended for defining the current date time of the output file name.

To add the required macros just click on the button with the macros name and then change it in the **Mask of the output files names** field if needed.

You can change the order of this macroses to get the files with names that will be suitable for you.

To reset the mask to initial view, just click on the **Reset to defaults** button.

Below please find examples of mask templates and the output files names.

Admit we have the **Video.avi** input file and would like to save three fragments from the file. We make this operation on September 25, 2012 at 18:50:30.

The mask template	The output file name
[n]	1.avi 2.avi 3.avi
[source]_[n]	Video_1.avi Video_2.avi Video_3.avi
[source]_[n:2]	Video_01.avi Video_02.avi Video_03.avi
[source]_[time]	Video_2012_09_25_18_50_30.avi Video_2012_09_25_18_50_30.avi Video_2012_09_25_18_50_30.avi

Using Solveig Multimedia Video Splitter

In this section:

- [Opening a source file](#)
- [Using the splitting controls](#)
- [Saving a media file](#)
- [Starting the trimming process](#)
- [Working with the batch queue](#)
- [Working with MPEG-2 files](#)

Opening a source file

Operations with files are performed via the menu bar in Solveig Multimedia Video Splitter.

To open a source file, go to the menu bar, select **File** -> **Open Media File...** Select your video file in standard **Open File** dialog box. This file will not be changed, deleted or moved during the splitting process.

To set the destination file, select **File** -> **Output File...** and specify the name for the destination file. If a file with the same name already exists, you will be asked if you want to replace the old file with the new one. You can overwrite the old file or specify a new filename for the destination file.

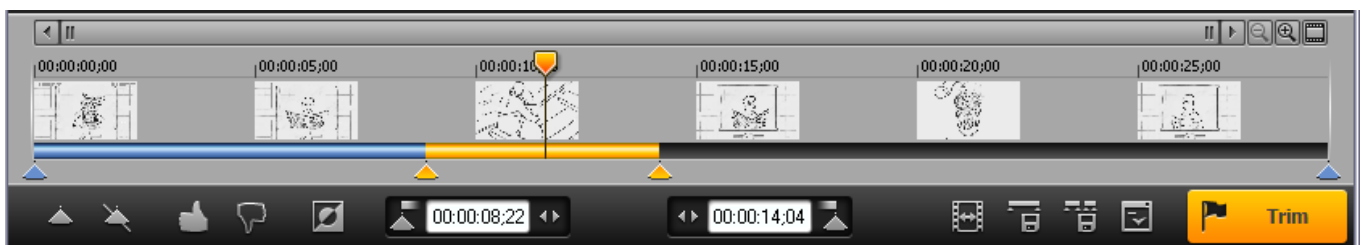
See also: [File menu](#), [Information panel](#)

Using the splitting controls

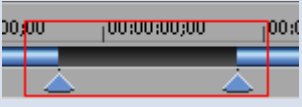
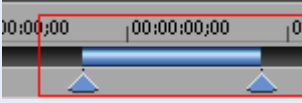

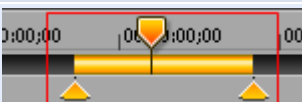
Before you start the trimming process, you should define the fragments you want to be cut or kept in the output file.







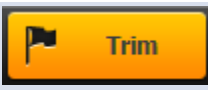
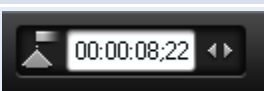



To add a new fragment to the slider:





1. Navigate to the beginning of the future fragment.
2. Press the **Set new marker** key (**M**) or select the **Edit** -> **Set New Marker** menu item from the menu bar
3. Navigate to the end of the future fragment.
4. Repeat step 2.
5. Set the fragment type by selecting **Edit** -> **Cut Off Selected Fragment (D)** or **Edit** -> **Keep On Selected Fragment (S)**.
6. If you need to change the start or stop fragment positions, just drag the markers to their new positions.



Sample fragments

Fragment color	Description
	This fragment is set to be deleted. It will not be present in the final movie
	This fragment is set to be kept. It will be present in the final movie
	This fragment is set to be deleted. It will not be present in the final movie. The yellow color means you can edit it (delete, set it to be kept, etc.)
	This fragment is set to be kept. It will be present in the final movie. The yellow color means you can edit it (delete, set it to be cut, etc.)

Window Item	Description	Shortcut key
	Add Marker: Add a new marker to the current slider cursor position.	M
	Remove Marker(s): Remove the current marker or fragment	Delete
	Keep Selected Fragment: Set the fragment type	S
	Cut Selected Fragment: Set the fragment type	D
	Invert: Invert the time line fragments	I
	Size: Calculate the output file size (available for AVI, MP3)	Ctrl + F
	Trim: Start trimming or batch processing (if there are any tasks in the batch queue)	Ctrl + T
	Left marker cursor time position. You can edit this value manually	
	Right marker cursor time position. You can edit this value manually	
	Zoom In: Increase the slider timeline resolution for editing neighbouring markers more comfortably (*) Zoom Out: Decrease the slider timeline resolution (*)	NumPad + NumPad -
	Story board Off/On: turn off/on the story board	

		
	Save current fragment as: saves the selected fragment	
	Save All fragments as: saves all selected fragment on the timeline	
	Add Task to Batch Queue: adds task to the batch queue to edit it later with Batch Manager	

Starting the trimming process

To start the trimming process after you set all the fragment you want to be deleted/saved, select **File -> Save Media File As...** (for details, see [File menu](#)) or click the **Save Media File As..** quick button (for details, see [Information panel](#)) or click the **Trim** button (for details, see [Splitting controls](#))

Note: You can save (trim) any selected fragment using the **Save Selected Fragment As..** item from the slider context menu (for details, see [Splitting controls](#))

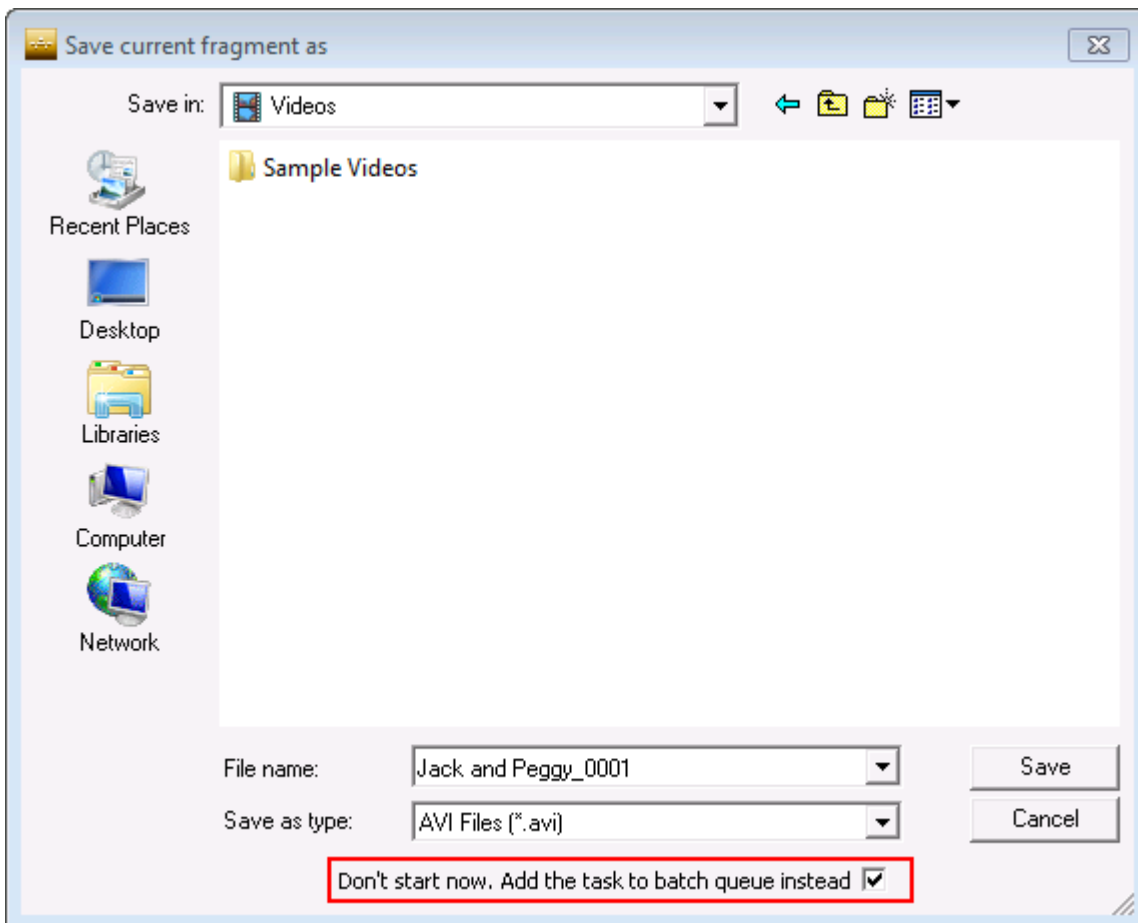
Working with the batch queue

To create a new batch queue (task list):

1. Open the media file you want to edit, set all the fragments you want to be saved/removed. For details, see [Opening source file](#) and [Solveig Multimedia Video Splitter interface](#)
2. Add the task to the queue. To do it, select **Tools->Batch Manager->Add Task To Batch Queue**
3. Repeat steps 1 and 2 for all the files you want to process.

See also [Tools menu](#), [Keyboard shortcuts](#)

Also, you can add a task to the queue by selecting **File -> Save Media File As...** from the menu, or clicking the [Information panel](#) quick button, or selecting the **Save selected fragment as..** item from the slider context menu (for details, see [Splitting controls](#)). You should select the **Don't start now. Add the task to batch queue instead** checkbox as shown below:



To open the Batch Manager window, select **Tools -> Batch Manager -> Show Batch Manager** on the menu or select **Tools -> Batch Manager -> Load Task List...** to open a task list file.

The Batch Manager window allows you to change audio/video streams, the **Obey samples times** attribute, delete any fragments, etc. For details, see [Tasks queue field](#).

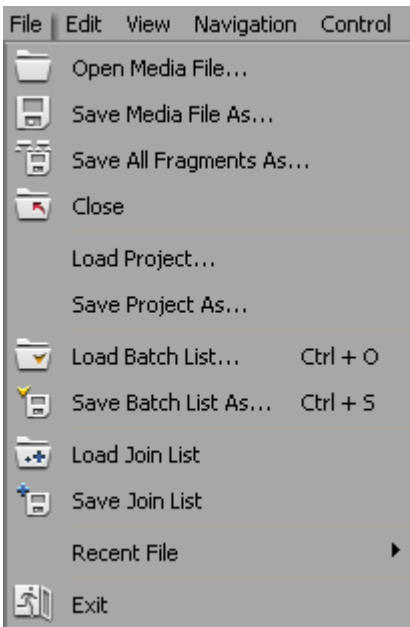
To edit a task, you have to open it in Video Splitter, change its fragments or settings and update it:

1. Select the task you need to edit. Select the **Edit -> Edit Task with Video Splitter** menu item or the **Edit Task with Video Splitter** item from the context menu or press the **Enter** hot key. For details, see [Tasks queue field](#), [Keyboard shortcuts](#)
2. Edit the task in the Video Splitter main window. To view the existing fragments in Video Splitter, you can use the [Fragment list field](#). To do it, select **Show the Fragment in Video Splitter** from the context menu or press the **Enter** hot key. For details, see [Keyboard shortcuts](#)
3. After you edit the trimming settings in Video Splitter, update the task in the batch queue by selecting the **Tools -> Batch Manager -> Update Task** menu item or the **Edit -> Update Task** item in the Batch Manager window.

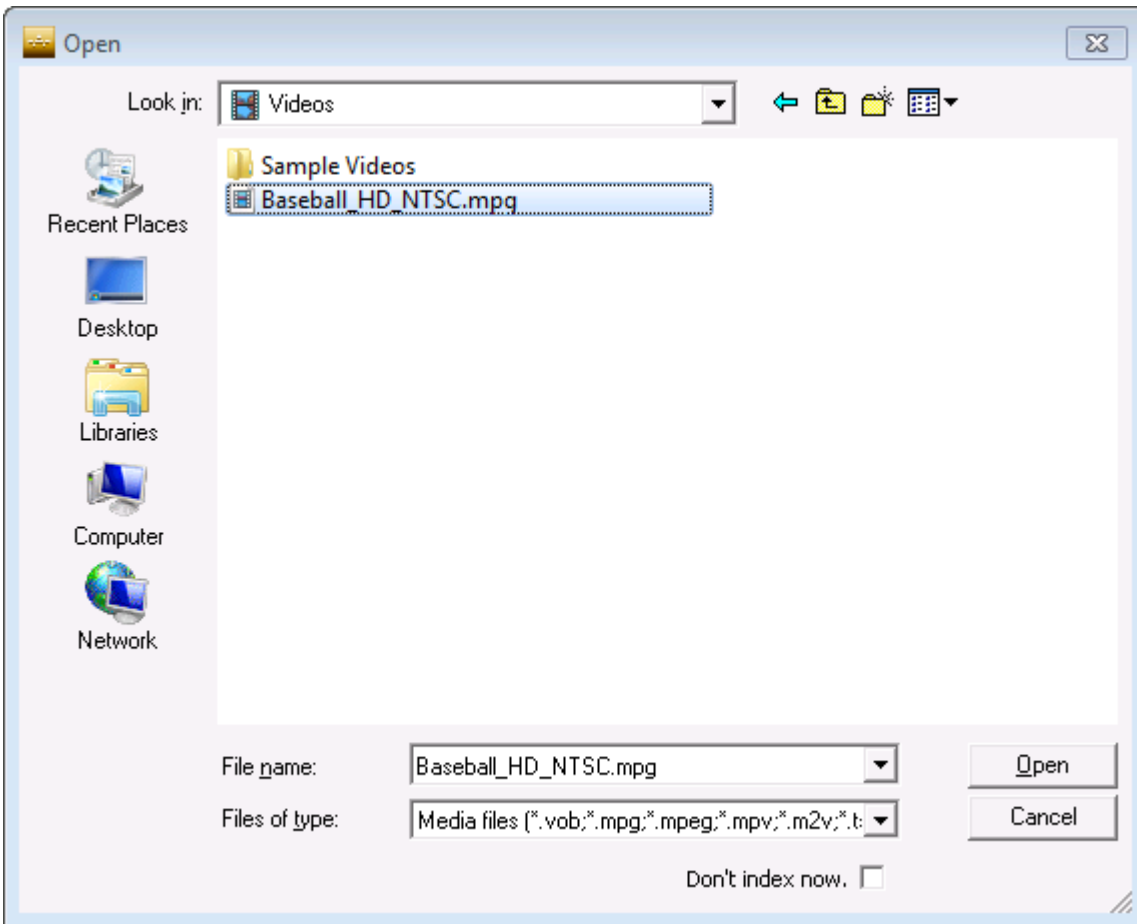
Working with MPEG-2 files

This section describes how to use SolveigMM Video Splitter with MPEG-2 video.

Open the MPEG-2 video file you want to split:
Select **File -> Open Media File...** from the menu.



The standard Windows **Open File** dialog box will appear.

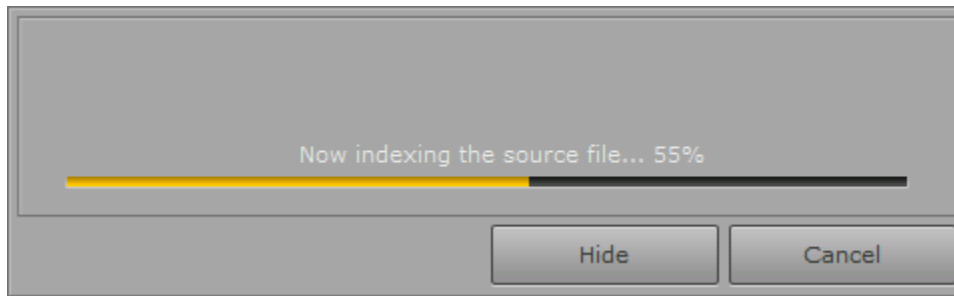


The **Don't index now** checkbox is used to prevent SolveigMM Video Splitter from indexing the MPEG-2 video file automatically.

Select the video file and click **Open**.

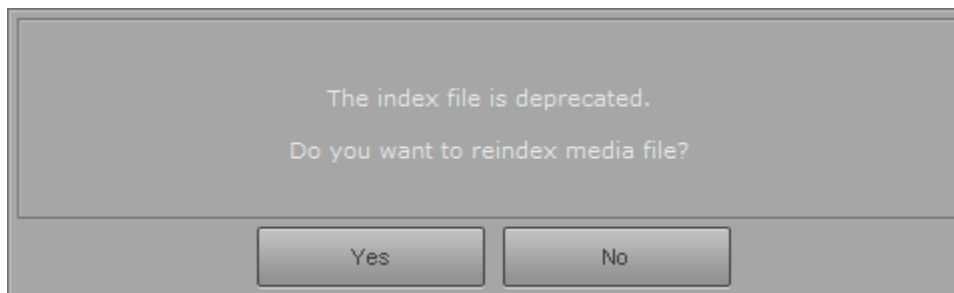
Note. Indexing the MPEG file is recommended but not required.

With no index, you will not be able to use K-Frames and the trimming process can be inaccurate.



If you cancel the indexing process or choose not to index the file, you can index it later in the following way: select **Tools** -> **Index file** from the menu.

If the source file was changed there will be the following message:



Note: It is recommended to press the **Yes** button for Video Splitter could update the index file.

What to do next is described in [How-to section](#).

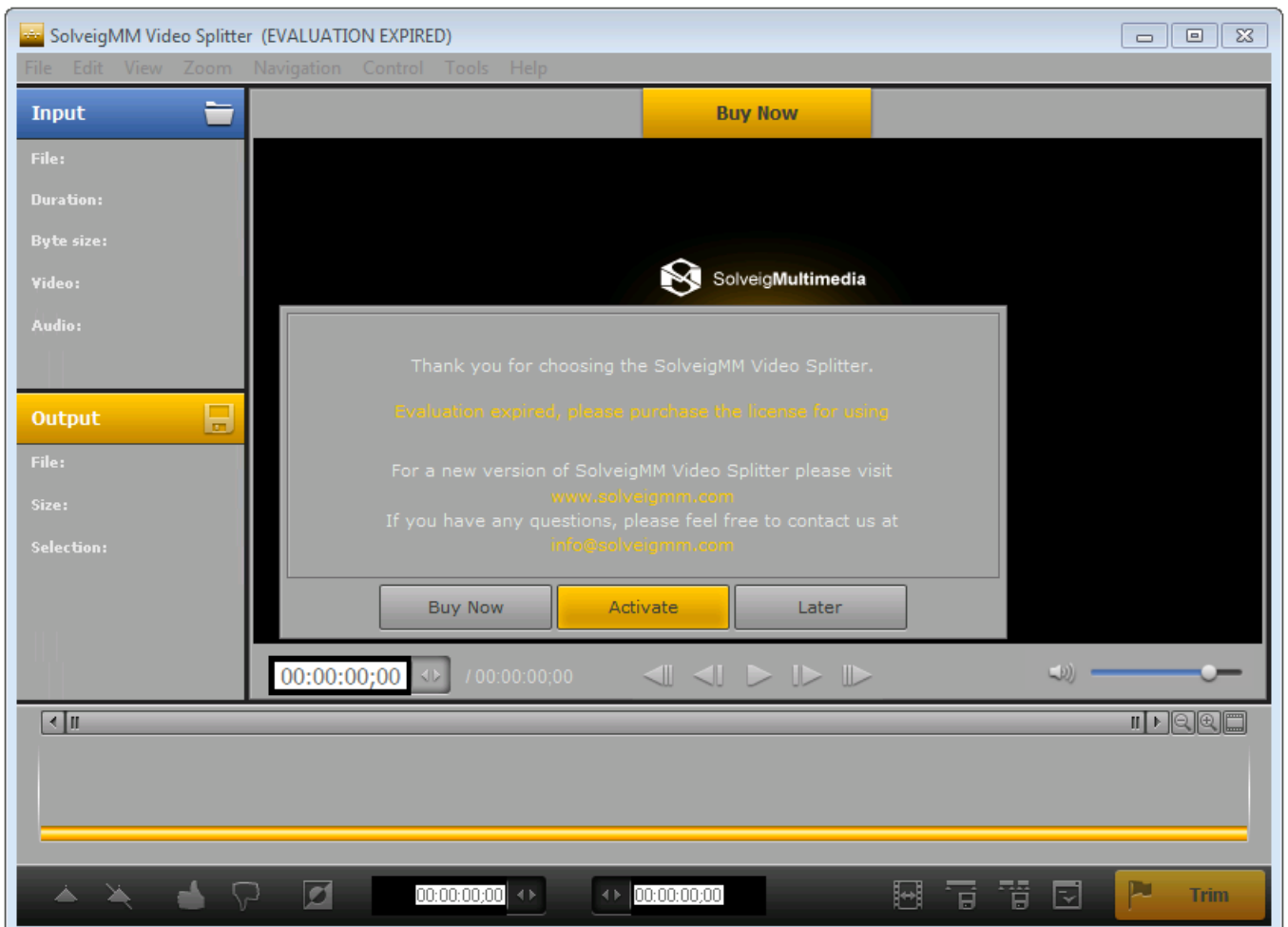
How to...

- [register Solveig Multimedia Video Splitter](#)
- [open a video file](#)
- [preview a video clip](#)
- [navigate in your video](#)
- [set and delete markers](#)
- [set fragments to be kept or cut](#)
- [select video and audio streams](#)
- [fix audio/video synchronization](#)
- [start splitting](#)
- [start joining](#)

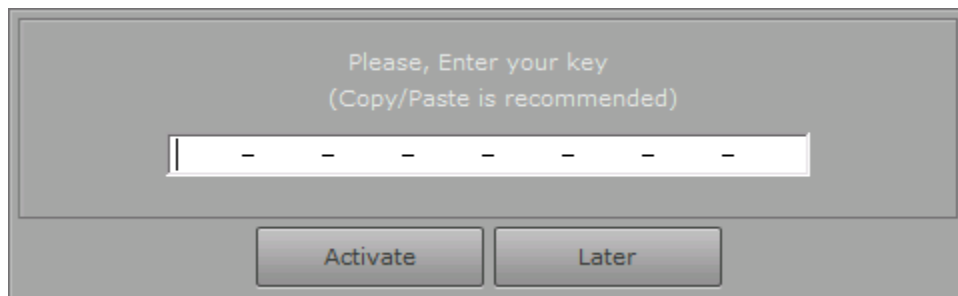
How to register Solveig Multimedia Video Splitter

To register Solveig Multimedia Video Splitter, please do the following:

1. Launch SolveigMM Video Splitter
2. Press "**Activate**" button to start registration



3. Enter your license code into the opened window and press "**Activate**" button.

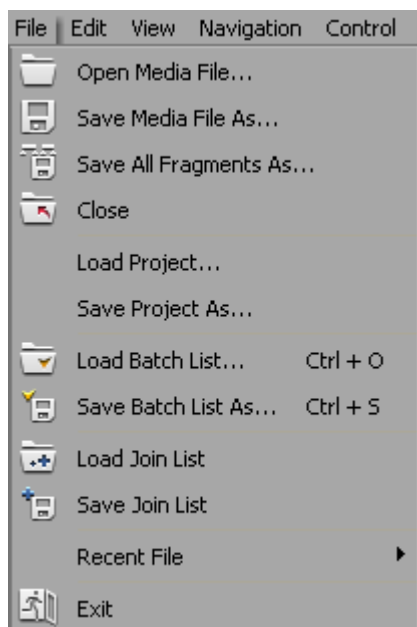


Registration completed!

How to open a video file

To open the video file you want to split, do the following:


1. Select **File** -> **Open Media File...** from the menu. The standard Windows **Open File** dialog will appear.
2. Find your video file and click **Open**.




See also [Supported file formats](#), [File menu](#)

How to preview a video clip

1. Open a video file
2. To start playback, click the **Play** button. Also, you can use the **Edit->Play** menu item or the Space shortcut key.
3. To pause playback, click the **Pause** button. You can use the **Edit -> Pause** menu item or the Space shortcut key.





Window element	Description	Shortcut key
	Previous K Frame	Left arrow

	Next K Frame	Right arrow
	Play/Pause	Space
	Next Frame	Cntr+ Right arrow
	Previous Frame	Cntr+ Left arrow

See also [Navigation controls](#), [Edit menu](#), [Keyboard shortcuts](#)

How to navigate in your video

1. To advance to the next K frame, click the **Next K Frame** button or select the **Edit->Next K Frame** menu item from the menu. You can also use the **Right arrow** shortcut key.
2. To jump to the previous K frame, click the **Previous K Frame** button or select the **Edit->Previous K Frame** menu item. The **Left arrow** shortcut key is also available.
3. Left-click the timeline at the position you need.
4. Type the necessary time in the edit box in the Navigation controls in the HH:MM:SS.mS format. The position will be automatically adjusted to the nearest previous K frame.

Window element	Description	Shortcut key
	Previous K Frame	Left arrow
	Next K Frame	Right arrow
	Previous Frame	Cntr+ Left arrow
	Next Frame	Cntr+ Right arrow

See also [Navigation controls](#), [Edit menu](#), [Control menu](#), [Keyboard shortcuts](#)

How to set and delete markers



To set a new marker, do the following:

1. Navigate to the position where you want to add it.
2. Press the **Set new marker** key (**M**) or select the **Edit -> Set New Marker** menu item

To delete a marker:

1. Left-click the marker you want to delete.
2. Press **Remove marker/fragment** key (Delete) or select the **Edit -> Remove marker or markers** menu item.

To delete all markers from the timeline, select the **Edit -> Clear All Marks** menu item or use the **Ctrl + C** shortcut **Note:** markers will be deleted without any confirmation

Window element	Description	Shortcut key
	Add a marker	M
	Remove the marker(s)	Delete

See also [Edit menu](#), [Keyboard shortcuts](#), [Splitting controls](#)

How to set fragments to be kept or cut

To define a new fragment:

1. Navigate to the beginning of the future fragment.
2. Press the Add a marker key (M) or select the Edit -> Set New Marker menu item.
3. Navigate to the end of the future fragment .
4. Repeat step 2.

To adjust the time of the fragment start and stop:

1. Select the marker at the beginning/end of the fragment
2. Drag the marker to the necessary position (or use the **Next K Frame/Previous K Frame** buttons)

To delete a fragment:

1. Left-click the fragment you want to delete.
2. Press the **Remove marker/fragment** key (Delete), or select the **Edit -> Remove marker or markers** menu item.



Note: the fragment will be deleted without any confirmation.



To set a fragment to be kept

1. Left-click the fragment you want to keep.
2. Press the **Keep On Selected Fragment** key (S) or select the **Edit -> Keep On Selected Fragment** menu item.

To set a fragment to be cut

1. Left-click the fragment you want to delete.
2. Press the **Cut Off Selected Fragment** key (D) or select the Edit -> **Cut Off Selected Fragment** menu item.

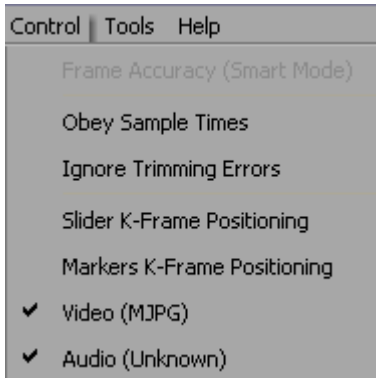
Window element	Description	Shortcut key
	Add Marker: Add a new marker to the current slider cursor position.	M
	Remove Marker(s): Remove the current marker or fragment	Delete

	Keep Selected Fragment: Set the fragment type	S
	Cut Selected Fragment: Set the fragment type	D

See also [Edit menu](#), [Keyboard shortcuts](#), [Splitting contros](#)

How to select video and audio streams

Solveig Multimedia Video Splitter allows you to choose the audio and video streams that will be rendered into the final movie. To choose the streams, open the Control menu:



All video/audio streams the input media file contains are enumerated in the lower part of the menu. Choose the streams you want to be present in the output file.

Only the audio stream will be saved in the example.

See also [Control menu](#)

How to fix audio/video synchronization

Solveig Multimedia Video Splitter is designed to split media files without losing audio/video synchronization. However, some media files lose synchronization after splitting. To avoid losing sync, you can try to do the following:

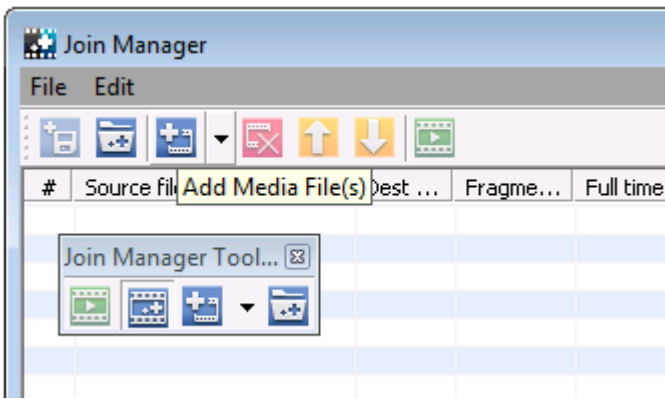
1. Open your video file.
2. Define the fragments you want to keep in the final movie.
3. Select the **Control -> Obey Sample times** menu item.
4. Continue the splitting process as usual.

See also [Control menu](#), [How to set fragments to be kept or cut](#)

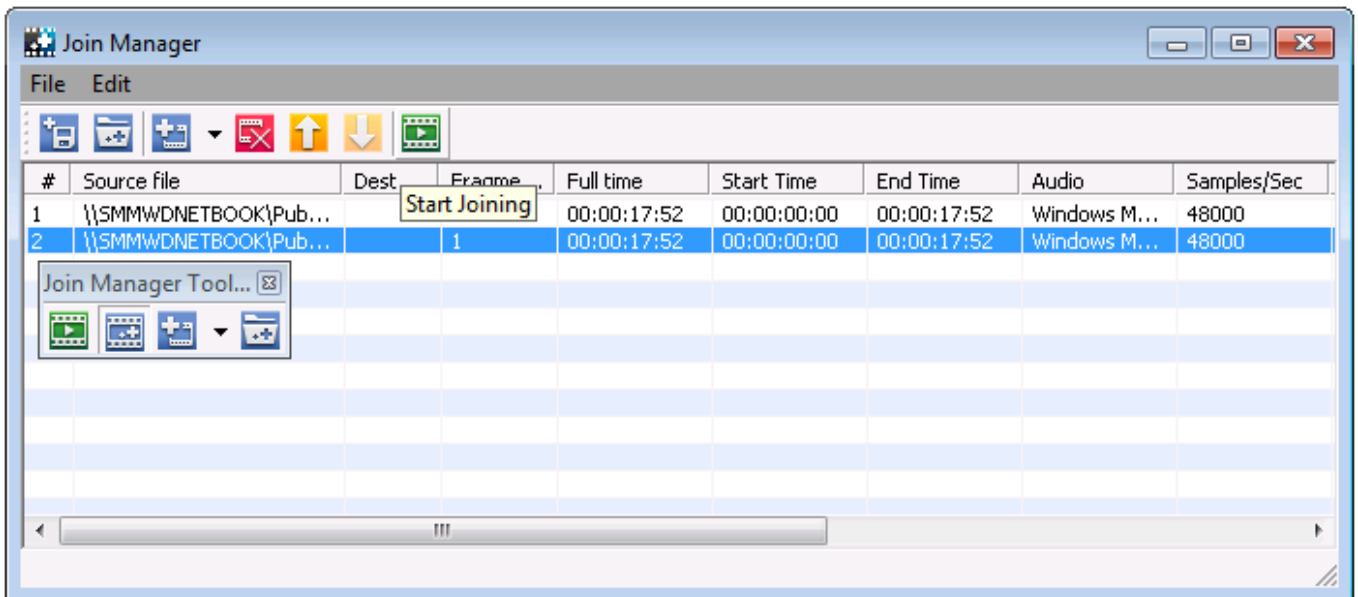
How to start joining

To start the joining process:

1. Add the video (audio) files you want to join either using drag'n'drop or by clicking the **Add Media File(s)** button.

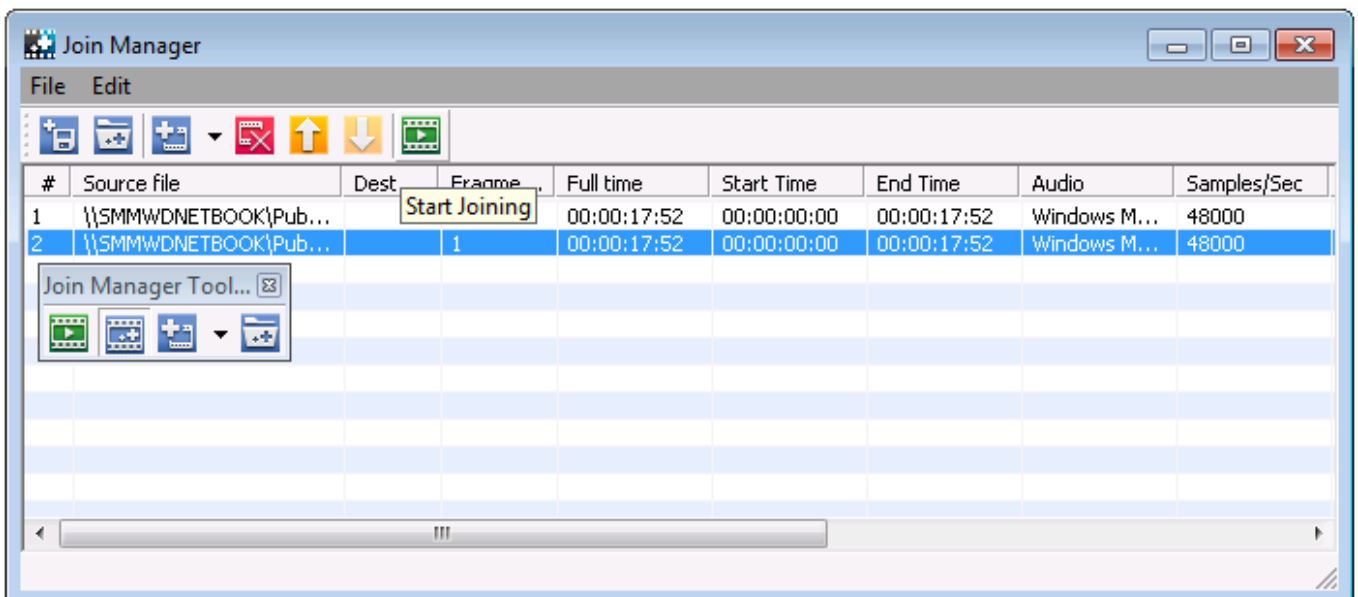


2. If the files have different parameters, you will be notified.



3. Sort files.

4. Start joining by clicking the **Start Joining** button or selecting the **File->Start Joining** menu item.



5. Enter the name of the destination file and click Save. The progress bar will appear and show the progress.

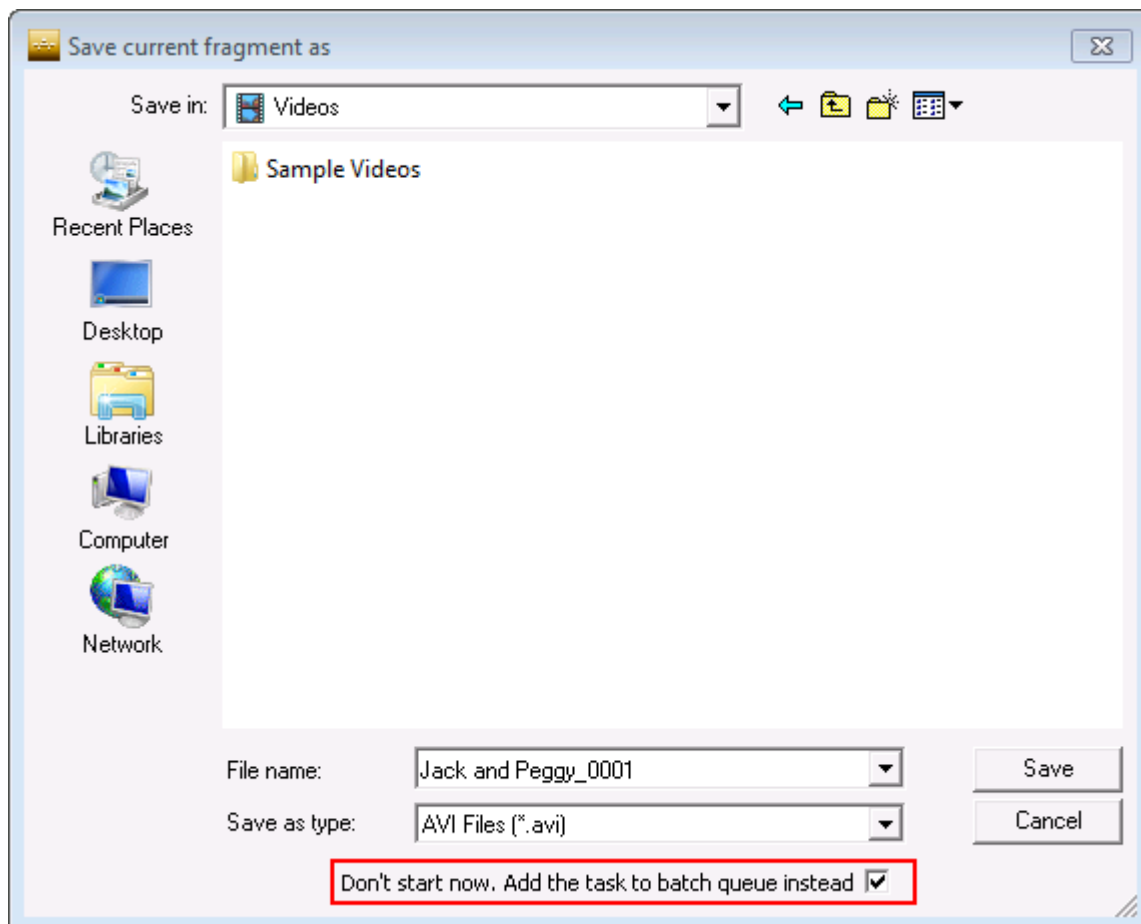
How to start splitting


To start the trimming process:

1. Open your video file.
2. Define the fragments you want to keep in the final movie
3. Press the Trim key (Ctrl + T) or select **Edit -> Start Trimming**
4. If you are asked for a filename, enter a name for the destination file and click **Save**. The progress bar will appear and showing that splitting is in progress.

Note: selecting the **File -> Save Media File As...** menu item also starts the trimming process.

Note: instead of immediate trimming, you can add the task to the batch queue by selecting the **Don't start now. Add the task to batch queue instead** checkbox as shown below:



Window element	Description	Shortcut key
	Trim: Start the trimming process	Ctrl + T

See also [Edit menu](#), [Keyboard shortcuts](#), [Splitting controls](#), [Batch manager](#)



Technical information

Video Splitter is based on the SolveigMM Video Editing SDK.

The AVI Trimmer Component is the freeware demonstration of the SDK. Send any questions about the SolveigMM Video Editing SDK to the Solveig Multimedia Technical Support Team at support@solveigmm.com

SolveigMM Video Splitter includes the following components:

Component	File Name	Description
COM \ ActiveX objects		
SolveigMM Video Editing Engine	SMM_EditEngine.dll	COM object for GOP accurate AVI, Windows Media video, MPEG1 and 2, Windows Media audio trimming without decoding/encoding.
SolveigMM ActiveX time line control	SMM_OCXSlider.ocx	ActiveX time line control
Direct show Trimmer Filters		
SolveigMM Trimmer	SMM_Trimmer.ax	DirectShow filter for AVI, ASF, WMV, WMA, MPEG1, 2 audio (ISO/IEC 11172-3, ISO/IEC 13818-3) GOP accurate file trimming
SolveigMM-Elecard MPEG-2 Frame Accuracy Trimmer	SMM_MP2FATrimmer.ax	DirectShow filter for frame accurate MPEG-2 Video/Audio trimming
SolveigMM MPEG4 Trimmer	SMM_MPEG4TrimmerFA.ax	DirectShow filter for MPEG4 AVC GOP/Frame accurate file trimming.
SolveigMM ASF Trimmer	SMM_ASF_Trimmer.ax	DirectShow filter for frame and GOP accurate Windows Media Video files trimming.
SolveigMM MPEG4 Visual Trimmer	SMM_MP4VTrimmerFA.ax	DirectShow filter for MPEG4 Visual Video frame accurate editing
SolveigMM VP8 Video Trimmer	SMM_VP8TrimmerFA.ax	DirectShow filter for VP8 video frame accurate editing

Direct show Multiplexer/Demultiplexer

SolveigMM ASF Multiplexer	SMM_ASFMuxer.ax	DirectShow filter for the video and audio multiplexing into Microsoft Advanced Streaming Format.
SolveigMM Wave format Multiplexer	SMM_WavMux.ax	DirectShow filter for the audio multiplexing into Wave File Format
SolveigMM MP4 format Multiplexer	SMM_MP4Muxer.ax	Direct show filter for video and audio multiplexing into QuickTime File Format and MPEG-4
SolveigMM MP4 format Demultiplexer	SMM_MP4Demuxer.ax	Direct show filter for demultiplexing QuickTime File Format and MPEG-4 Part 14 file format.
SolveigMM Matroska file format Multiplexer	SMM_MKVMuxer.ax	Direct show filter for video and audio multiplexing into Matroska file format.
SolveigMM Matroska file format Splitter	SMM_MKVSplitter.ax	Direct show filter for demultiplexing Matroska file format

Direct show Encoders/Decoders

SolveigMM Vorbis Audio Decoder	SMM_VorbisDecoder.ax	Decoder for Vorbis audio
SolveigMM VP8 Video Decoder	SMM_VP8Decoder.ax	Decoder for VP8 video
SolveigMM VP8 Video Encoder	SMM_VP8Encoder.ax	Encoder for VP8 video

Others

SolveigMM File Writer	SMM_FileWriter.ax	DirectShow filter for writing AVI and MPEG audio files. It is used to keep A/V synchronization when AVI with MPEG VBR audio is trimmed
SolveigMM K Frame Manager	SMM_KFrManager.ax	DirectShow filter for providing the K frame navigation during playback
SolveigMM Media Joiner	SMM_MediaJoiner.ax	DirectShow filter file-by-file audio/video joining.
SolveigMM ASF Validator	SMM_ASFValidator.dll	Library for Windows Media Video files validation.

SolveigMM Thumbnails Generation Library	SMM_ThumbNail.dll	Library for generation thumbnails from video files.
SolveigMM Custom Encoder	SMM_CustomEncoder.dll	Library for partial reencoding video fragments

Batch file structure

Video Splitter batch files have the *.xtl, *.jxtl extensions and are based on the DirectShow Editing Services XTL format.

Note: All the sections and attributes are case-sensitive and must be in the lower case. The values must be enclosed in quotation marks ("").

timeline Element

The timeline element defines the timeline. This element is the root node in an XML file.

Example:

```
<timeline>
</timeline>
```

Attributes:

no attributes specified.

Parent/Child Information

Parent	Children
None, root element.	group

group Element

The group element defines a group, the top-level object in a timeline.

Example:

```
<group name="....." mode=".....">
</group>
```

Attributes:

Attribute name	Possible values	Required	Description
name	Any string without symbol ("")	Yes	The name attribute specifies the output filename with its pa
mode	trimming, joining, indexation	No*	Specifies the operation performed with the file in the clip . trimming = the specified file will be trimmed joining = the specified files will be joined indexation = the specified file will be indexed

* If this parameter is not present, the default value is trimming.

Note: "indexation" can be performed only for MPEG-2 files, "joining" can merge only files with the same audio/video parameters(file types, video frame width/height, video/audio compression type).

Parent/Child Information

Parent	Children
timeline	track

track Element

The track element defines a track object (media files).

Example:

```
<track video="..." audio="..." obey_sample_times="...">
</track>
```

Attributes:

Attribute name	Possible values	Required	Description
video	any number	No	The video attribute specifies the number of video streams. The 0 value means the output file contains no video stream*
audio	any number	No	The audio attribute specifies the number of audio streams. The 0 value means the output file contains no audio stream*
obey_sample_time	0, 1	No	The obey_sample_times attribute specifies whether an alternative synchronization algorithm should be used: 0 = Do not use obey_sample_time 1 = Use obey_sample_time

* In case of joining, it should be set to -1.

Note: By default, if neither **video** nor **audio** is specified, both values are 1. If one of the values is present, the default value of the missing parameter is 0.

By default, **obey_sample_time** equals 0.

Parent/Child Information

Parent	Children
group	clip

clip Element

The clip specifies the media source.

Example:

```
<clip src="..." start="..." stop="..."/>
```

Attributes:

Attribute name	Possible values	Required	Description
src	any string without symbol (")	Yes	The src attribute specifies the path name of the input media file
start	HH:MM:SS.mS	Yes	The start attribute specifies the start time of the fragment to be saved in the output file.
stop	HH:MM:SS.mS	Yes	The stop attribute specifies stop time of the fragment to be saved in the output file.

Note: In case of trimming, the **src** attributes values of all [clip](#) sections must be identical within the [track](#) section. The start and stop time for joining should be set to 00:00:00:00. It means the whole file will be added to the output.

Parent/Child Information

Parent	Children
track	no

Sample batch file

Trimming

```
<timeline>
<group name="C:\video\result\Noname.avi">
<track video="1" audio="2" obey_sample_times="0">
<clip src="C:\video\Progulka.avi" start="00:00:00.00" stop="00:12:32.00"/>
<clip src="C:\video\Progulka.avi" start="00:32:41.00" stop="00:42:02.00"/>
<clip src="C:\video\Progulka.avi" start="00:54:09.00" stop="01:08:51.00"/>
</track>
</group>
<group name="C:\video\result\Noname1.avi">
<track video="0" audio="1" obey_sample_times="1">
<clip src="C:\video\Microcosmos.avi" start="00:11:48.08" stop="00:20:14.52"/>
</track>
</group>
</timeline>
```

Two files will be created as a result:

- 1) C:\video\result\Noname.avi - the file will consist of three sequential fragments from C:\video\Progulka.avi

Start Time	End Time
00:00:00.00	00:12:32.00
00:32:41.00	00:42:02.00
00:54:09.00	01:08:51.00

The file will contain the video stream and the second of two audio stream.

2) C:\video\result\Noname1.avi - the file will consist of one audio fragment from C:\video\Microcosmos.avi

Start Time	End Time
00:11:48.08	00:20:14.52

The file will contain only the audio stream.

Indexation

```
<timeline>  
<group name="C:\video\Test.mpg.xt1" mode="indexation">  
<track video="1" audio="1">  
<clip src="C:\video\Test.mpg" start="00:00:00.00" stop="00:00:00.00"/>  
</track>  
</group>  
</timeline>
```

As a result, the index file would be created for the corresponding MPEG-2 file specified in the [clip](#)

Joining

```
<timeline>  
<group name="C:\Test_full.mp3" mode="joining">  
<track video="-1" audio="-1">  
<clip src="C:\Test_part0.mp3" start="00:00:00.00" stop="00:00:00.00"/><br>  
<clip src="C:\Test_part1.mp3" start="00:00:00.00" stop="00:00:00.00"/><br>  
<clip src="C:\Test_part2.mp3" start="00:00:00.00" stop="00:00:00.00"/><br>  
<clip src="C:\Test_part3.mp3" start="00:00:00.00" stop="00:00:00.00"/><br>  
</track>  
</group>  
</timeline>
```

As a result, a file containing all parts specified in each [clip](#) in the specified order will be created



SolveigMM Batch Splitter console utility

The SolveigMM Batch Splitter console utility (SMM_BatchSplit.exe) duplicates the SolveigMM Video Splitter video/audio trimming functionality in the console mode. It allows you to trim AVI, ASF/WMV/WMA, MPEG-1, MPEG-2, MP4, MOV, MKV, AVCHD, MPEG Audio files (See [Supported File Formats](#) for more details). The files and parameters should be described in the batch file (*.xtl) specified as the input parameter to the utility.

The batch file specification is described [here](#).

It can also be produced with [SolveigMM Video Splitter Batch Manager](#)

Usage:

BatchSplit.exe [-L logfilename] file.xtl

Parameters:

-L logfilename: Log filename. By defaultm it is BatchSplit.log. Use the NULL value to disable logging

file.xtl: Batch file name with its full path.

Example:

BatchSplit.exe -L MySplitTaskLog.log "D:\Video\SplitTasks\MySplitTask.xtl"

See also [Sample batch file](#)
