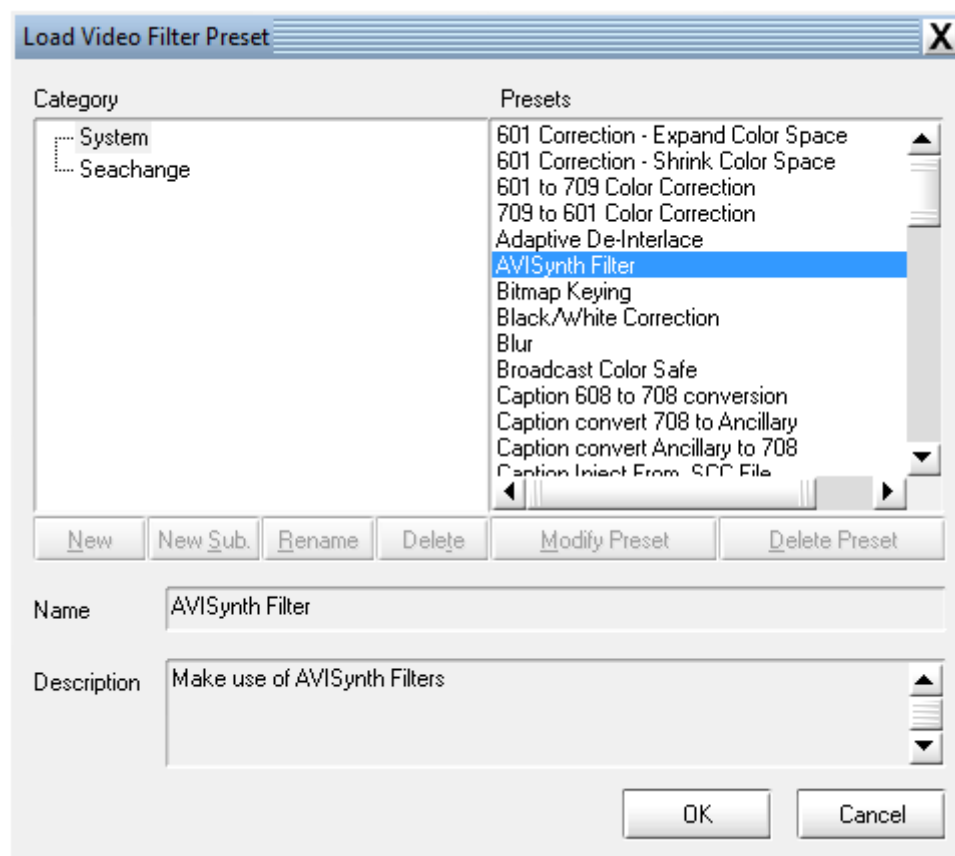


Harmonic (Rhozet) Carbon AviSynth Video Filter Plugin

What it is

This PlugIn is designed as a functional enhancement for Harmonic's (Rhozet) „Carbon Coder“. It adds a video filter that allows to utilize AviSynth for video processing. This is achieved by executing AviSynth scripts on the decoded source. This said this filter gets configured by scripting. That way all the power from AviSynth is made available within Carbon.



What to use it for

This product allows to use for instance

- high quality scaling and deinterlacing filters
- color space correction filters
- blurring and sharpening filters
- rotating and flipping filters
- swapping field filters
- pulldown filters
- deblocking filters
- denoising filters
- graphics overlay filters
- subtitling filters

How it works

- The Integration between AviSynth and Carbon Coder is done truly Native for both sides.
 - As both programs have a C++ API, it is possible to integrate any exchange of Video Frames “directly in-memory”.
 - This means, the frame buffer is not written to a harddisk, but handled in the RAM.
 - Both programs are 32bit, so the maximum memory consumption per process can only be theoretical 4GB at maximum on a 64 bit system, but:
 - Tests showed, that at least Carbon Coder does not address larger memory than about 2,5 GB. So this is the critical memory usage for any AviSynth experiments that you are going to try...
- It only makes much sense as “Source Filter” within Carbon Coder.
 - At Target Filter, Carbon Coder will already have done all the necessary filtering from Source to Target Format.

Specifications

Only raw decoded frames are passed between AviSynth and Carbon Coder.

- Inputs:
 - Only the path to an avs script is provided within Carbon Coder
 - AviSynth and Carbon only support 8 bit and 422 colorspace at maximum