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License certification

Can I use the application on more than one PC?

This application can be used only on the PC that you used to register the license.

When should my license be certified?

The license certification is required when you start the application for the first time.

In addition, license certification is required in the following cases:

- When you use the application on another PC.
- When you reinstall the OS or change your PC environment.
- When the license certification file is damaged for some reason.

When you want to change a PC that uses CodecSys, select the [Transfer license] menu, disable the license on the original PC and register the license key on your new PC.

Do I need to follow the license certification procedures for evaluation versions?

Yes. You need to certify the license for the evaluation version as well. Please use the license key that was issued when you applied for the evaluation version.

The evaluation version can be used 14 days after you apply for a license.

The message, "Your license has expired," appears when you try to start the application.

Your license file may have expired. Please purchase a new license key from our Website and update the license by selecting [Update license] from the GUI menu.

The message, "Not certified" appears when you try to start the application.

Your license file may be invalid or damaged. Please obtain the latest license key from our Website and update the license by selecting [Update license] from the GUI menu.

The license certification failed.

When you certify your license, your PC must be connected to the Internet.

Please confirm that you are able to browse the web using Internet Explorer or another web browser.

Please confirm that you correctly entered the license key in the email we sent when you registered your license.

I want to change my PC.

When you change your PC, you must transfer your license. When you want to change a PC that uses CodecSys, select the [Transfer license] menu, disable the license in the original PC and register the license key on your new PC. If you are unable to transfer your license from the GUI, please contact the CodecSys support center.

I want to re-install the OS.

When you re-install your OS, you must transfer your license. Select the [Transfer license] menu, disable the license in the original PC before changing OS. Install the new OS and register the license key. If you are unable to

transfer your license from the GUI, please contact the CodecSys support center. Contact the CodecSys support center

Free trial version

How long can the evaluation version license be used?

The evaluation version license, which is granted once you have finished applying, is effective for 14 days. Please note that the term of the license does not start when you activate the application.

Are there any functional limitations in the evaluation version?

No. All features and functions of CodecSys Personal can be used.

The evaluation license has terminated. Do I need to install the product application?

You do not have to install the product application. The evaluation version will function as the product version once a license key is purchased and registered.

In order to use the product version, purchase a license key and register it.

Is it possible to update the evaluation version?

Yes. You can update to the latest version during the evaluation period if updates are available.

Installation

The fatal error message '0x8004FE00' appears and the application is shut down when application has been started.

This error may appear if Microsoft XNA Framework is not being properly installed. Since this issue has been fixed with ver1.0.2.0, install the latest version.

Product

How are software updates communicated?

If the software is updated, you will be notified via the email address that you provided when you registered the license.

In addition, you can be linked to the latest update information page by selecting [Help] > [Version].

Can I use CodecSys Personal on PS3 Slim(CECH-2000 series)?

No. The CodecSys Personal runs on Linux OX. Because PS3 Slim does not support Other OS, the application can not be installed on PS3 Slim.

The CodecSys Personal will continue to run on the previous PS3 in the future. Fixstars verified that the CodecSys Personal runs on the system software update version 3.00.

How to use

The PS3 can neither be shut down nor rebooted via the [Remote operation] menu.

The command to the shutdown, rebooting, and return GameOS fail to be accepted by the PS3.

When the command doesn't operate normally, it is possible to shut down by keeping pushing the power button on the PS3 for five seconds or more.

To return to GameOS, keep holding the power supply button for ten seconds or more while the PS3 is powered off.

A message, "Cannot connect to status bar," appears after application has been started.

It may indicate that your PC and PS3 are not properly communicating. Please confirm that the PC's network adapter that is connected to PS3 is set as a DHCP client.

In addition, confirm that in the [Other OS] menu of PS3 Yellow Dog Linux has been started and that the network cable is properly connected.

The encoding speed seems to be slow. Why?

In CodecSys Personal, when the PS3 is used as the accelerator for the H.264 encoding process, a full HD (1920x1080) image can be encoded into 22-23 frames per second. CodecSys Personal achieves high speed processing by transferring each frame data through Ethernet and compressing them in PS3. Therefore, if intended performance is not achieved, the following reasons may be considered:

- HDD read capability on PC is not sufficient.
- Your Ethernet adapter only supports 100base-T.
- PC and PLAYSTATION3 are connected via a network HUB.

In order to realize the high speed encoding and maximize the power of the PS3, you have to use a high speed part as the HDD where movie files are stored or install a RAID-0 storage system and connect the PC and PS3 directly to Gigabit Ethernet using crossover cables.

The read speed of movie files during encoding appears in [Input image read speed (average)] of the status bar; if this value is low, review the items above.

Is it possible to execute multiple encoding jobs simultaneously?

Multiple processes cannot be run simultaneously; only one job can be executed at any time.

If you want to encode multiple files sequentially, add multiple encoding jobs to a batch list and select [Start selected encoding job].

I want to encode a TV program while capturing it.

CodecSys Personal does not have the capability of real-time TV capture.

The game screen does not appear when PS3 is started.

There are two ways to switch back to GameOS in order to play games on the PS3 running CodecSys Personal.

- Changes from CodecSys Personal screen
Select [Remote operation] > [Restart after resetting PLAYSTATION®3 as game OS] from the file menu of CodecSys Personal (Windows GUI).
- Restart the PS3
While the power of PS3 is off

When a MPEG2 file is registered, it takes time for the preview to begin.

It may take time before an MPEG2 file can be read depending on the composition of DirecShow filters installed in your PC.

This does not influence the speed of operation after the encoding process has started.

Settings

Are there any guidelines for the settings for encoding?

In general, you have to allocate high bit rates for videos containing scenes with quick movement in conventional MPEG formats such as H.264. Therefore, the setting parameters must be changed according to the characteristics of input images.

Among parameters that you can set in the [Encode Parameter Settings] window, the quality of image after encoding most heavily depends on proper bit rate settings for the resolution/frame rate. If the target bit rate is set high, the encoding result is better, but the file size becomes larger.

The following bit rate is recommended for 30fps movie in order to get high quality encoding output.

- 1920x1080 : 8000Kbps(8Mbps) or higher
- 1440x1080 : 6000Kbps(6Mbps) or higher
- 1280x720 : 4000Kbps(4Mbps) or higher
- 720x576/720x480 : 2000kbps(2Mbps) or higher

Is it possible to automatically reflect the resolution of YUV file in the setting screen?

A YUV file format stores only each frame data for the movie. There is no header information such as resolution and frame rate. Therefore, you must properly enter resolution and frame rate information when the movie file is created. You can confirm whether the proper resolution is specified after completing the encoding job by double clicking the job on the Batch List window and checking the picture displayed on the preview screen.

What values should be set for the aspect ratio?

A pixel aspect ratio is set for the aspect ratio.

The following are examples of pixel aspect ratio for the combination of input resolution and display aspect ratio.

Input resolution	Display aspect ratio (DAR)	Pixel aspect ratio (PAR)
1920x1080i	16:9	1:1
1440x1080i	16:9	4:3
1280x720p	16:9	1:1
720x480p	16:9	40:33
720x480i	16:9	40:33
720x480i	4:3	10:11

How can I give preference to quality over compression ratio for making a short clip?

Try the followings.

- Set a profile to High.
- Set the encoding algorithm to display the quality priority.
- Increase the video bit rate and peak video bit rate.
- Decrease a start frame QP value and minimum QP value.
- Set the GOP to all intra.

Input resolution 1920x1080i, profile High, encoding algorithm to display quality priority, video bit rate 100,000Kbps(100Mbps), image read speed (average) will be up to 15fps (it depends on image, HD file read speed and Ethernet cable transfer speed). Please note that the playback environment is restricted.

An interference pattern is generated on the encoded screen.

When the input resolution is set to progressive format like 1440x1080p, the input file is encoded as progressive video.

If an interlaced video is encoded with a progressive setting, a striped interference is displayed when the video is played back.

Set the interlaced format as 1440x1080i input resolution when encoding interlaced video such as HDV cameras or if the interference occurs in the output video.

Input/Output

Encoded files cannot be played back on Windows Media Player.

Since the H.264 decoder does not come with Windows XP/Vista, you must install a player or codec that supports H.264 decoding.

For a simple method of previewing files, install the free software VLC media player (<http://www.videolan.org/>). In some cases, you may need to select MPEG2-TS container" as the output format to play back files. Please note that we do not provide technical support for VLC media players or other players.

Importing a file to the authoring tool for Blu-ray disc fails.

The video bit rate for Blu-ray disc must set to 37Mbps at a maximum. Portions of the actual bit rate after encoding may exceed the maximum value for some scenes with movement (fast moving screen transition, blinking on screen, white noise, etc.).

- This problem may be solved by increasing the minimum QP value.
- This problem may be solved by decreasing the bit rate.

You have to set a slice at 4 or more for resolutions greater than 1280x720 when encoding to create Blu-ray disc. Therefore"

While reading MPEG2, a screen sought in the preview screen does not immediately appear if it is.

Since MPEG2 movie files handle interframe reference, the decoding process of multiple frames is required to display a specified frame. Because this process is executed by the CPU of your PC, the response speed in seeking a specified frame depends on the performance of the CPU.

Is it possible to export a file in the MP4/FLV format?

The current version does not support this feature. However, future versions may support this feature.

How can I reduce the size of an output file without damaging the image quality?

Try the followings.

- Decrease the peak video bit rate.
- Increase the minimum QP value.
- Increase the number of B-picture.
- Decrease the scene detection sensitivity.
- Decrease the video bit rate.

Is it possible to output the audio as a separate file?

Yes, you can output the audio file by setting file name of the output audio and check PCM output of Audio Linear.

Is AVC-Intra format output supported?

The AVC-Intra standard includes AVC-Intra 50 and AVC-Intra 100, and both of them support the following features:

- AVC-Intra 50
 - Variable Length Coding : CABAC
 - Bit depth : 10bit
 - Chroma format : 4:2:0
- AVC-Intra 100
 - Variable Length Coding : CAVLC
 - Bit depth : 8bit
 - Chroma format : 4:2:2

It fails to read MPEG2.

CodecSys software does not have an MPEG2 decoder.

In order to read MPEG2, you have to install DirectShow filter with a MPEG2 decoding feature provided by a commercial DVD player, ffdshow tryouts(<http://ffdshow-tryout.sourceforge.net>), etc.

You can check whether a DirectShow filter with a MPEG2 decoding feature is installed or not by seeing whether a file plays properly using the Windows media player.

Some DirectShow filters may not properly search for a file in the application preview screen. In addition, behavior when an MPEG2 file is imported depends on DirectShow filter types and versions.

Please note that we do not support individual DirectShow filters.

A message, "The specified input file is not supported," appears and the file cannot be read.

Confirm the following:

- Resolution may not be supported. Confirm the movie file resolution.
- Confirm that the DirectShow filter is properly installed. (You can check whether a DirectShow filter is installed or not by seeing whether a file plays properly using the Windows media player)
- Confirm that the DirectShow filter setting is correct.

It fails to preview and encode MPEG-2 file after reading it.

It may be resolved by changing the DirectShow Filter that is called 'Splitter'.

We recommend MainConcept MPEGDemultiplexer(nonfree) or Elecard MPEG2 Demultiplexer(nonfree) as MPEG-2 splitter.

- MainConcept MPEG Demultiplexer is included in [MainConcept Decoder Packs](#) MPEG-2 package.
- Elecard MPEG2 Demultiplexer is included in [Elecard MPEG Player](#).

Please note that we do not provide technical support for these players or others.