



VideoQ VQMP

QA/QC Media Player

Training Presentation

December 2024



www.videoq.com/vqmp.html

www.videoq.com

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1. General Info



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1.1 VQMP Concept



- VideoQ **VQMP**  is a real-time media player that can be used as a stand-alone QA/QC tool or it can work in close co-operation with VideoQ **VQV** player-analyzer

<http://www.videoq.com/vqmp.html>

<http://www.videoq.com/vqv.html>

VQMP via built-in server can exchange with VQV short command messages containing:

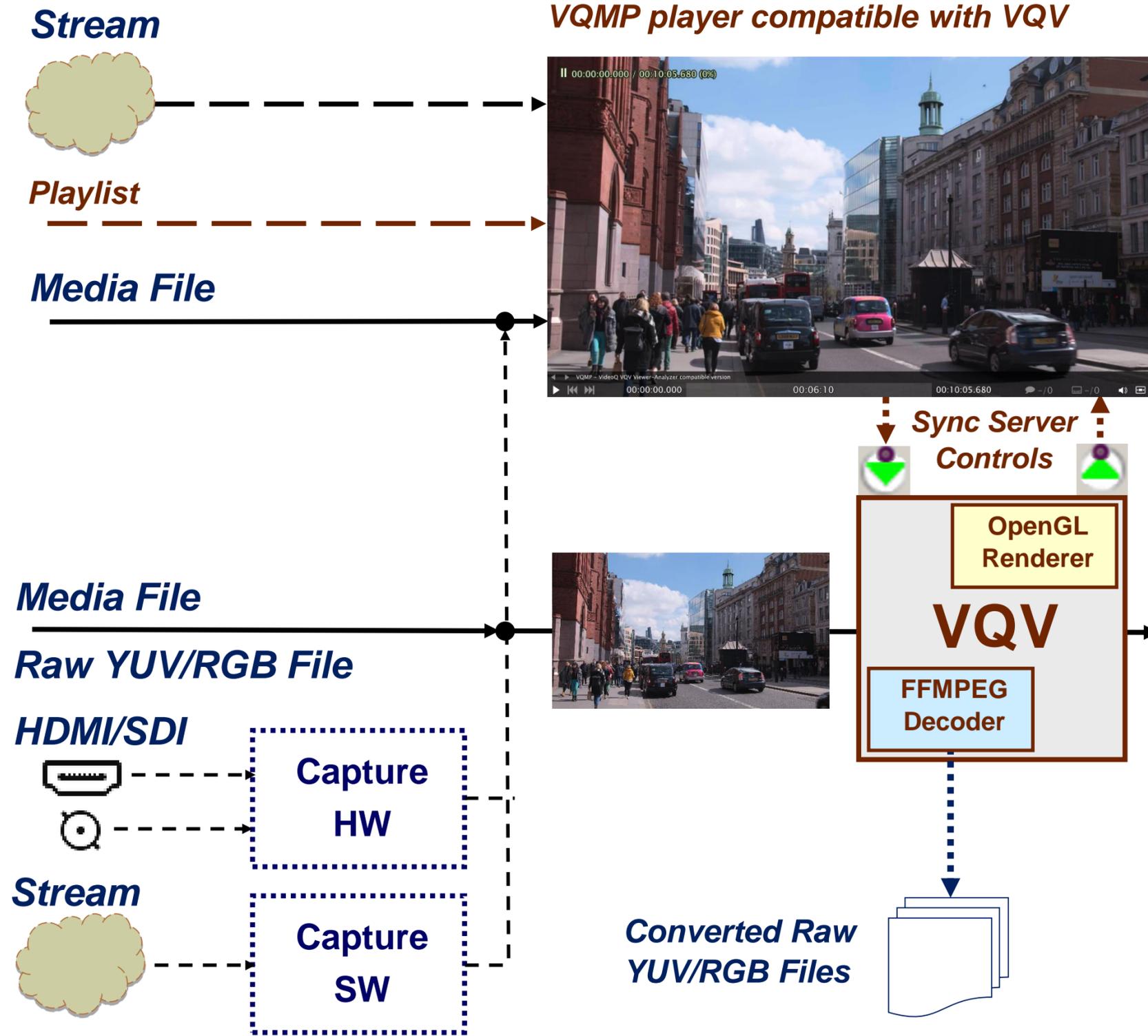
- Full path to media file
- Timeline position in s.ms format
- VQMP is using **MPV**  core engine and some of MPV keybindings (shortcuts)
<https://mpv.io>
- VQMP supports a large recent files list, internal and external playlists, multiple internal/external audio/subtitles tracks and timeline bookmarks
- It also features Advanced AV Monitor vitally important for QA/QC functionality

1.2 VQMP Features



- Real time media player combining minimalistic GUI (OSC = On-Screen Controller pop-up bar) with intuitive keyboard/mouse/overlay controls
- Powerful ffmpeg-based hardware-accelerated rendering and decoder that supports nearly all media formats, up to 8K UHD HDR/SDR
- Built-in HDR (PQ and HLG) to SDR conversion for easy HDR preview on SDR screen
- Multi-channel audio rendering engine, up to 7.1 surround sound
- Fast intuitive timeline navigation, including switchable messages and GoTo Manager
- Smart speed/scale/zoom/pan controls with info overlays
- Smart file opening, including configurable use of last-used timeline position and track controls
- Playlist Manager with editing controls
- Recent Files Manager with editing controls
- Smart video, audio and subtitle tracks selection
- Advanced AV Monitor overlays, various modes of operation

1.3 VQMP and VQV – Workflow Diagram



Real time video playout,
up to 8K UHD HDR/SDR,
multi-channel sound,
AV Monitor overlays



A rendered image with the unique VQV
readout and VQV filters/meters overlays



1.4 VQV and VQMP Synchronization



VQV is a **master control point**, launching **VQMP** player (and sync server running in the background) as needed.

Video files can be opened in VQV and/or in VQMP, so there are **several cases**:

- VQV and VQMP render **the same file**, possibly at different *timeline positions*.
- VQV and VQMP render **two different files**, even of two different types, e.g., video file by VQV, audio file by VQMP

In any case, VQV can exchange with VQMP short command messages containing:

- Full path to media file
- Timeline position in s.ms format

Click on **VQV**  button or use **Ctrl+ Up Arrow** to send message **from VQV to VQMP**

Click on **VQV**  button or use **Ctrl+ Down Arrow** to request and receive message **from VQMP to VQV**

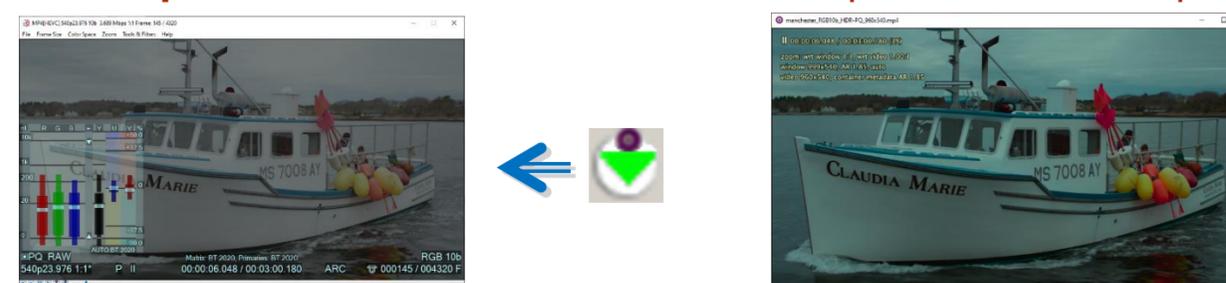
Idle VQV launches idle VQMP (server initialization only)



VQV sends to VQMP current file path and timeline position



VQV requests and receives from VQMP file path and timeline position



Special case: VQV can not open audio file, but VQMP can



1.5 CLI Parameters and Usage Info Helper



Click on Windows GUI **VQMP icon**  or enter **VQMP** in Windows console without any **CLI parameters** to bring up **Short Guide** image (**Start Page**) showing **Main Shortcuts** (see *next slide*).

Launching VQMP executable with **-h flag**, brings up the following help message:

Usage:

VQMP [-h] [InFileName] [TimePosition_s]

Use VQMP **without optional components** to launch VQMP showing **Short Guide** (static image)

InFileName option: specify Full Path to the **media file** or **URL**

TimePosition_s option: specify timeline position in s.ms. Default: 0.0

VQMP.EXE must be co-sited with **VQMP_.EXE** and other files of **VQMP package**

Use **-h flag** option to display this help message in **Windows console**

---- Opening URL ----

If InFileName = **URL**, e.g. "**https://z001-stream...**" the VQMP **OSD** (On-screen Display) **timeline 0s** starts at the **batch launch**, which corresponds to a **random position** within the incoming **live stream**, thus [TimePosition_s] option ***should not be used***.

---- Receiving AV stream over UDP or SRT protocol ----

VQMP can work with **explicit network address**: **vqmp "udp://192.168.0.47:32768"**

Alternatively, VQMP may receive AV data from "**localhost**" address: **vqmp "udp://localhost:32768"**

1.6 Start Page – Main Shortcuts Short Guide



Start Page
F1: Full list of controls

www.videoq.com



F1 - Help
Ctrl+o - Open File
Ctrl+u - Open URL
Ctrl+r - Recent Files
Ctrl+p - Playlist
F6 - Full Path
F7 - Title/FileName
F8 - Track List
F9 - Window Size & Zoom
MBTN_RIGHT, t - osd level
g - GoTo Manager

Shift+Up/Down, Shift+Mouse_Wheel - Window Size
Alt+Up/Down, Alt+Mouse_Wheel - Zoom
v, a, s - Video, Audio, Subtitles Track
Esc - AV Monitor Off

9/0, Ctrl+Mouse_Wheel - Volume
m, Alt+MBTN_MID - Mute
Alt+1,2,3,4 - AV Monitor Mode
Alt+0 - AV Monitor On



2. Controls and Control Modules



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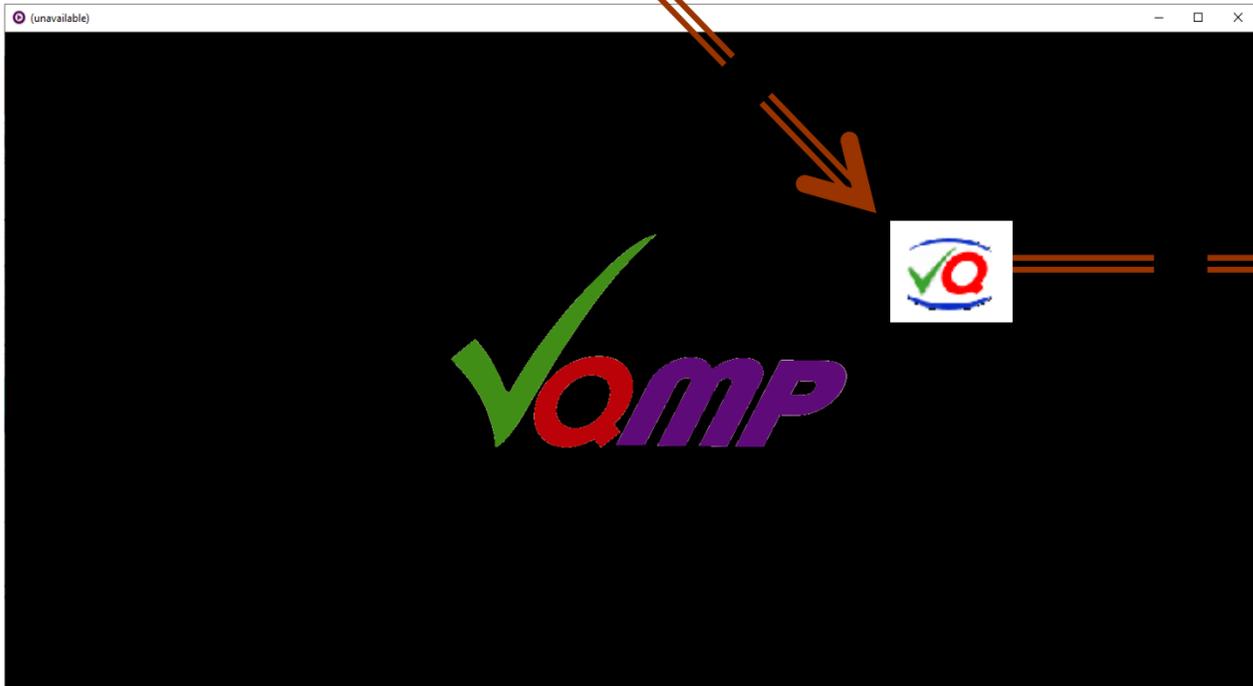
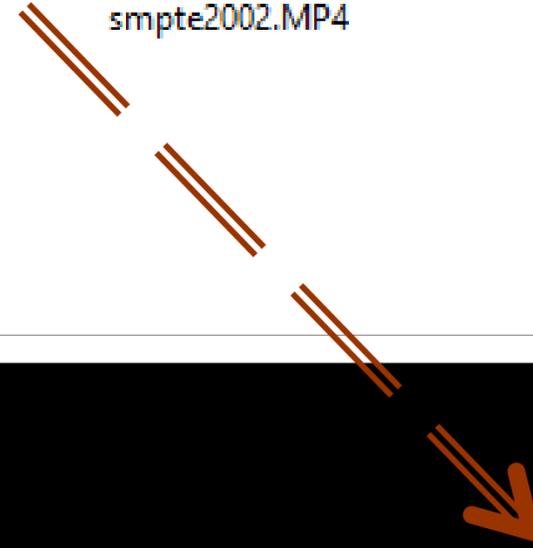
[2.19 Other Controls 2](#)

2.1 Keybindings – Keyboard and Mouse Controls



- The default keybindings are included into the original mpv  core engine.
- See <https://mpv.io> for full list of original built-in mpv keybindings.
- Some built-in **mpv keybindings** are **still in use** by VideoQ VQMP, some of them **disabled**, and some others **replaced** by VQMP  keybindings.
- Majority of VQMP shortcuts use lower-case keys
- All upper-case keys mentioned below mean Shift+key.
- Dynamic keybindings are valid only while the related mode is active
- Press **F1** to open the VQMP keybindings list document in WordPad
- See next slides for the detailed description of VQMP controls and shortcuts

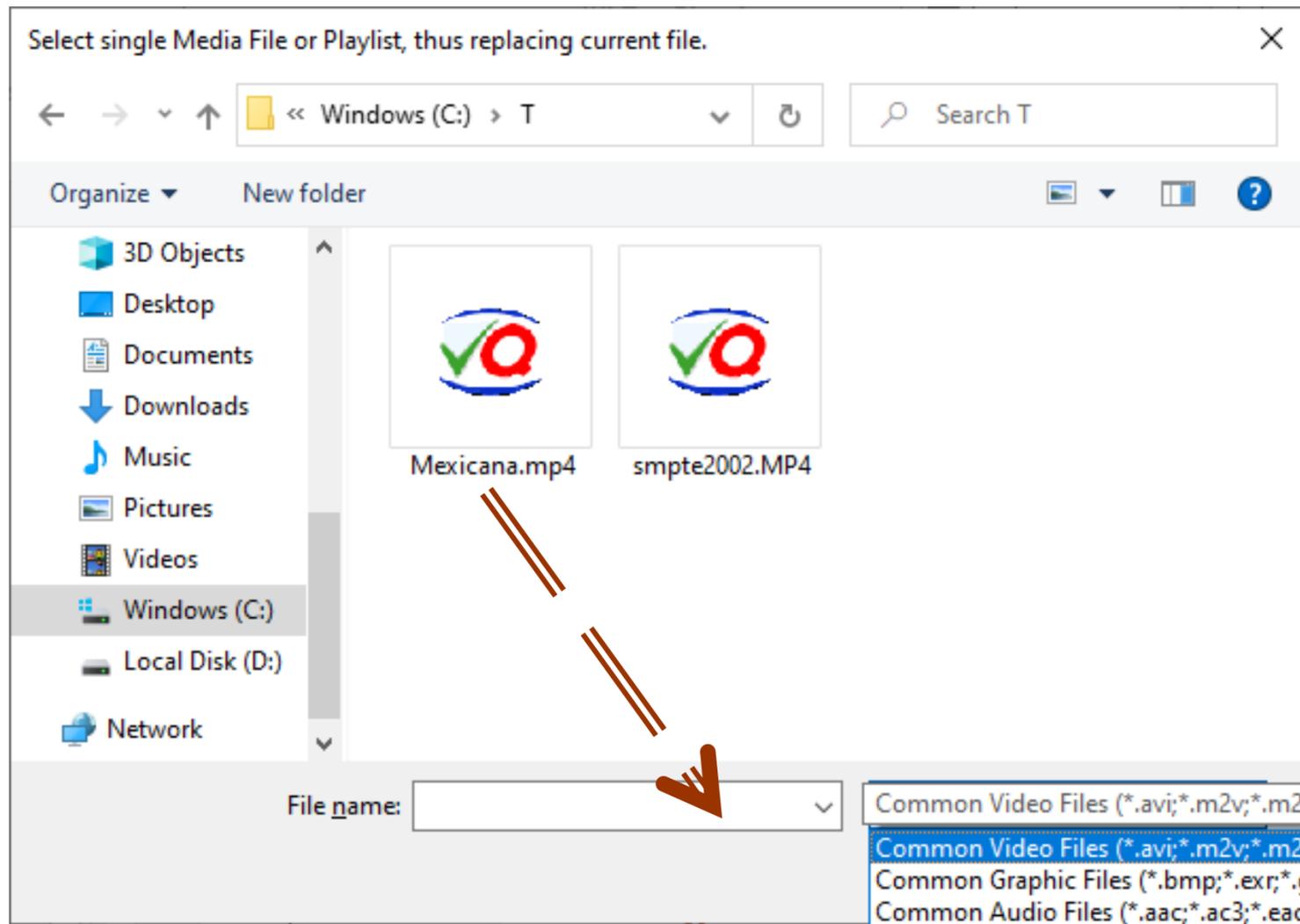
2.2 Opening Media File via Drag-And-Drop



VQMP supports Windows OS **drag-and-drop** (quick & easy) procedure. *Note that if “quit-watch-later” option was not disabled on previous exit, the last-used timeline positions and other controls stored for this file will be auto-applied.*



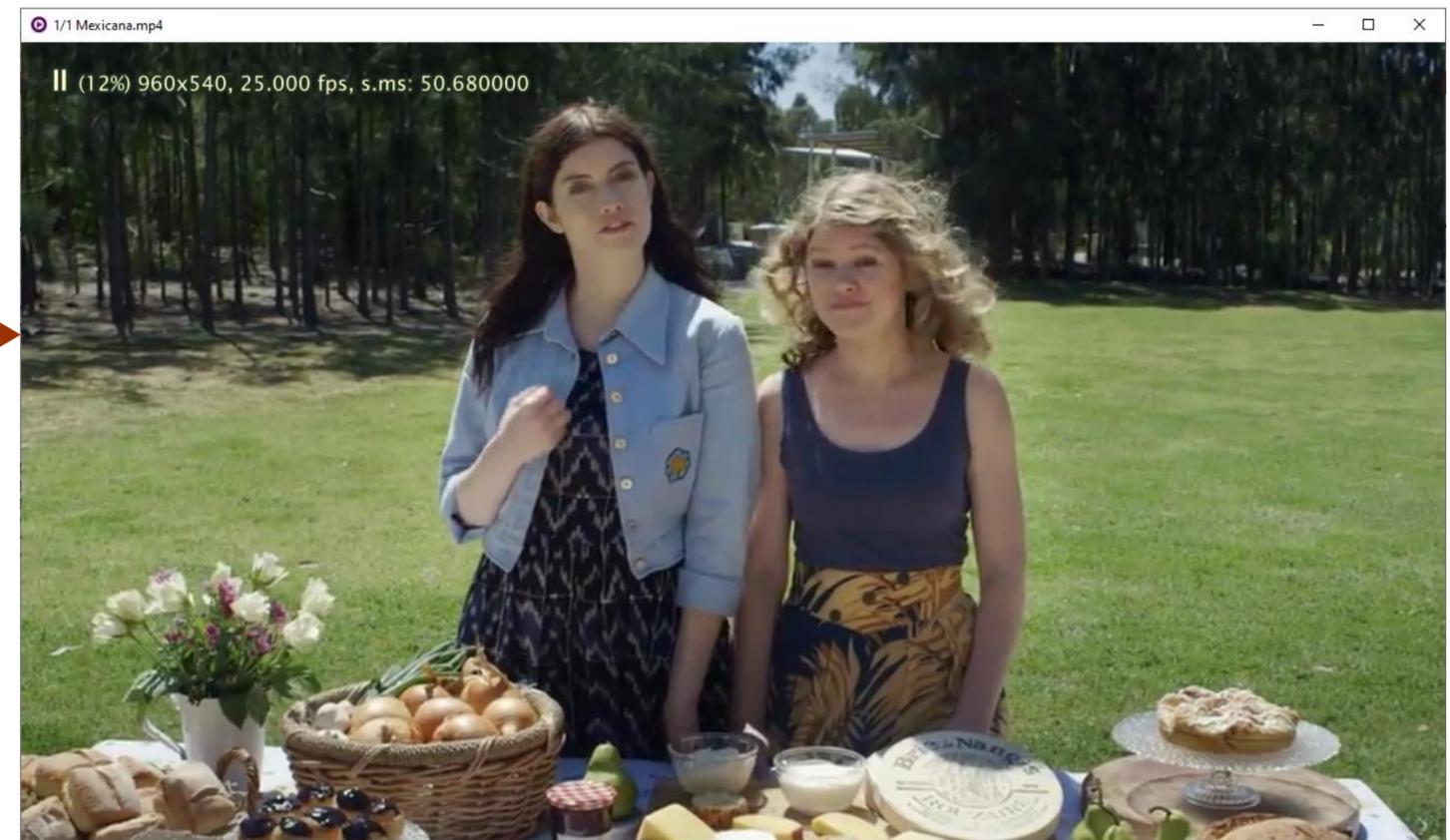
2.3 File Manager Controls 1



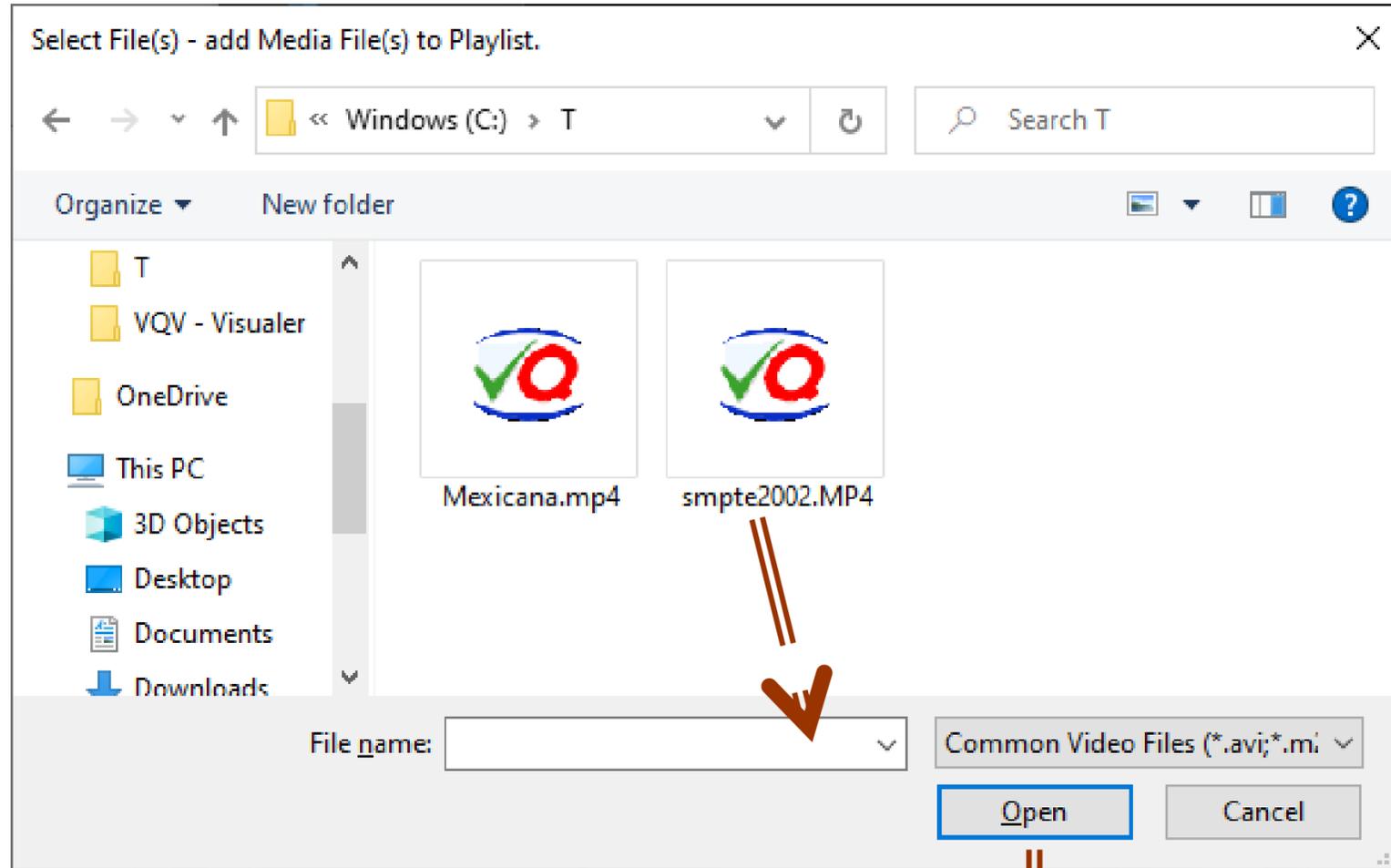
Ctrl+ o brings up standard File Open Dialog, the selected file or playlist will **replace** currently playing file or playlist.

New media file will be automatically included in **recent files list**. Also this operation will auto-reduce **internal playlist table** to just one item – new file.

Note that the upper-case “Ctrl+ O” should not be used.



2.4 File Manager Controls 2



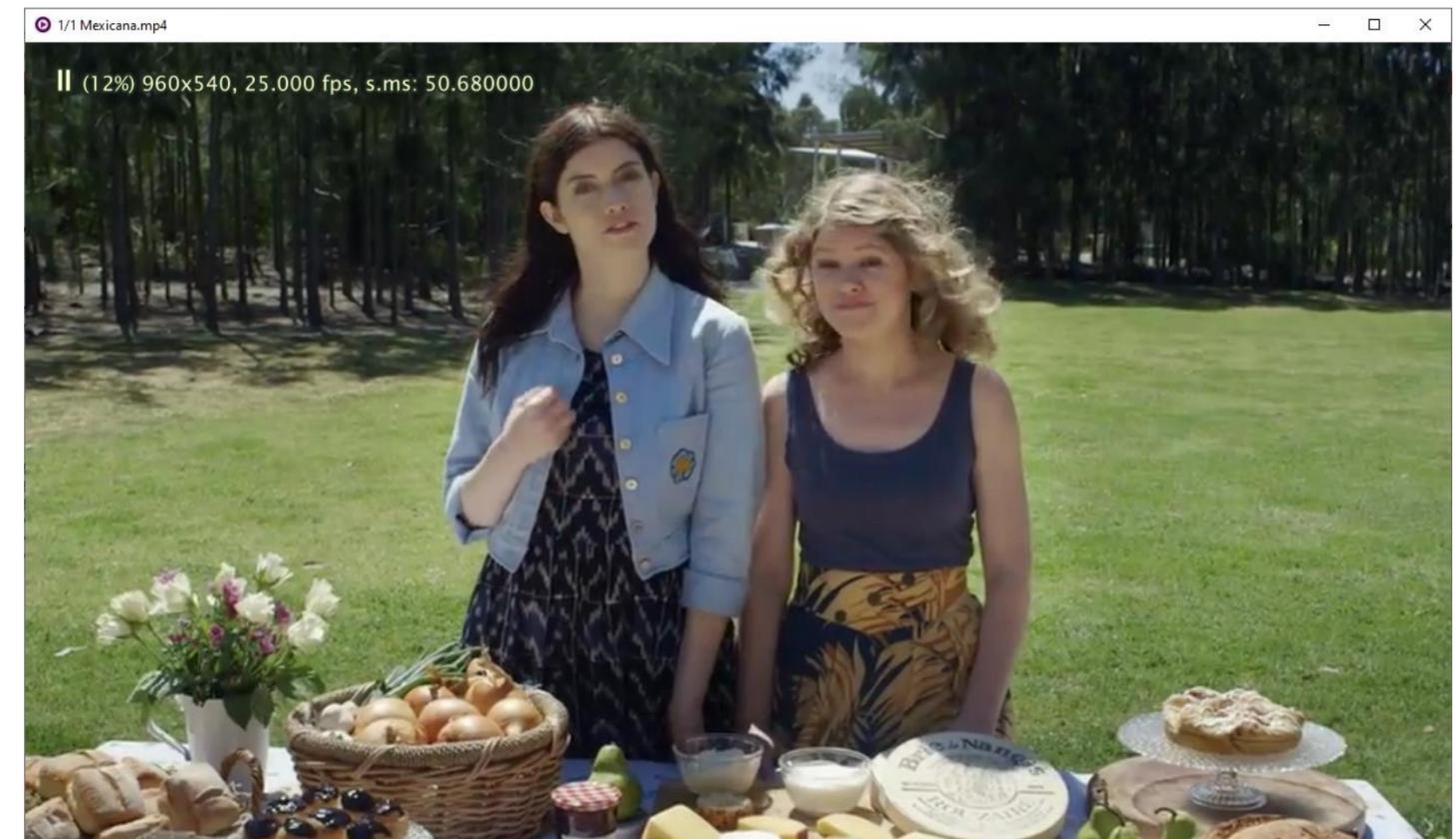
Internal playlist

Ctrl+ a brings up Add File Dialog.

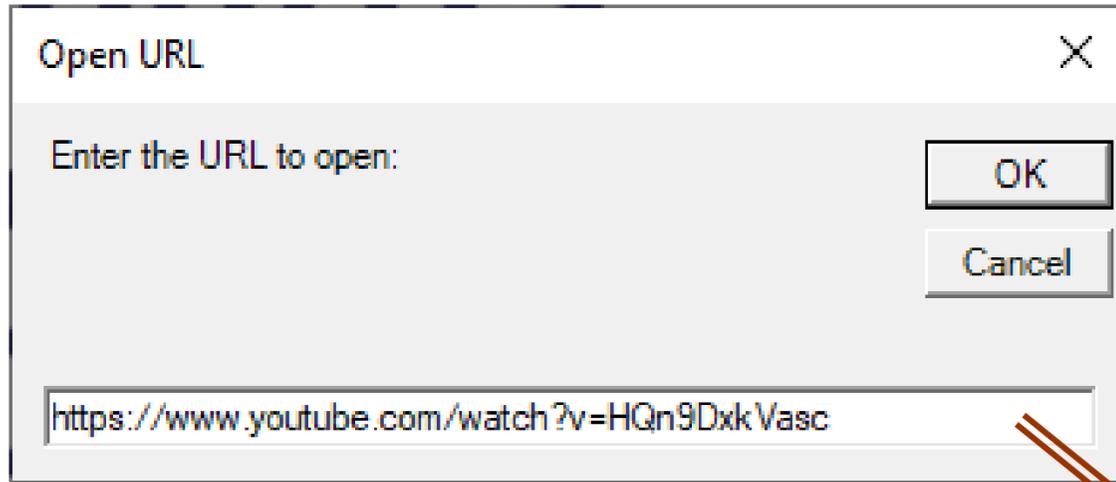
The selected “*smpte2002.MP4*” file will be **appended** to the **internal playlist table**.

Currently playing file will **continue to play**.

Note that the upper-case “Ctrl+ A” should not be used.



2.5 File Manager Controls 3



Ctrl+ u opens URL text edit box pop-up. Paste your URL into it.

Note that the upper-case “Ctrl+ U” should not be used.

Alt+ a opens **Add Subtitles File** dialog, the selected file will be **appended** to the **internal subtitles list table**.

Currently playing file will continue to play.

2.6 Classic Playout Controls



Use **Space** or **p** or **Mouse Middle Button** or symbol of OSC (On-Screen Controller pop-up bar) to toggle pause/play.
Use **q** or **Q** to quit and watch later: save timeline position and quit.

OSD (On-Screen Display) info message showing current **timeline position**, **duration** and **relative position** percentage.

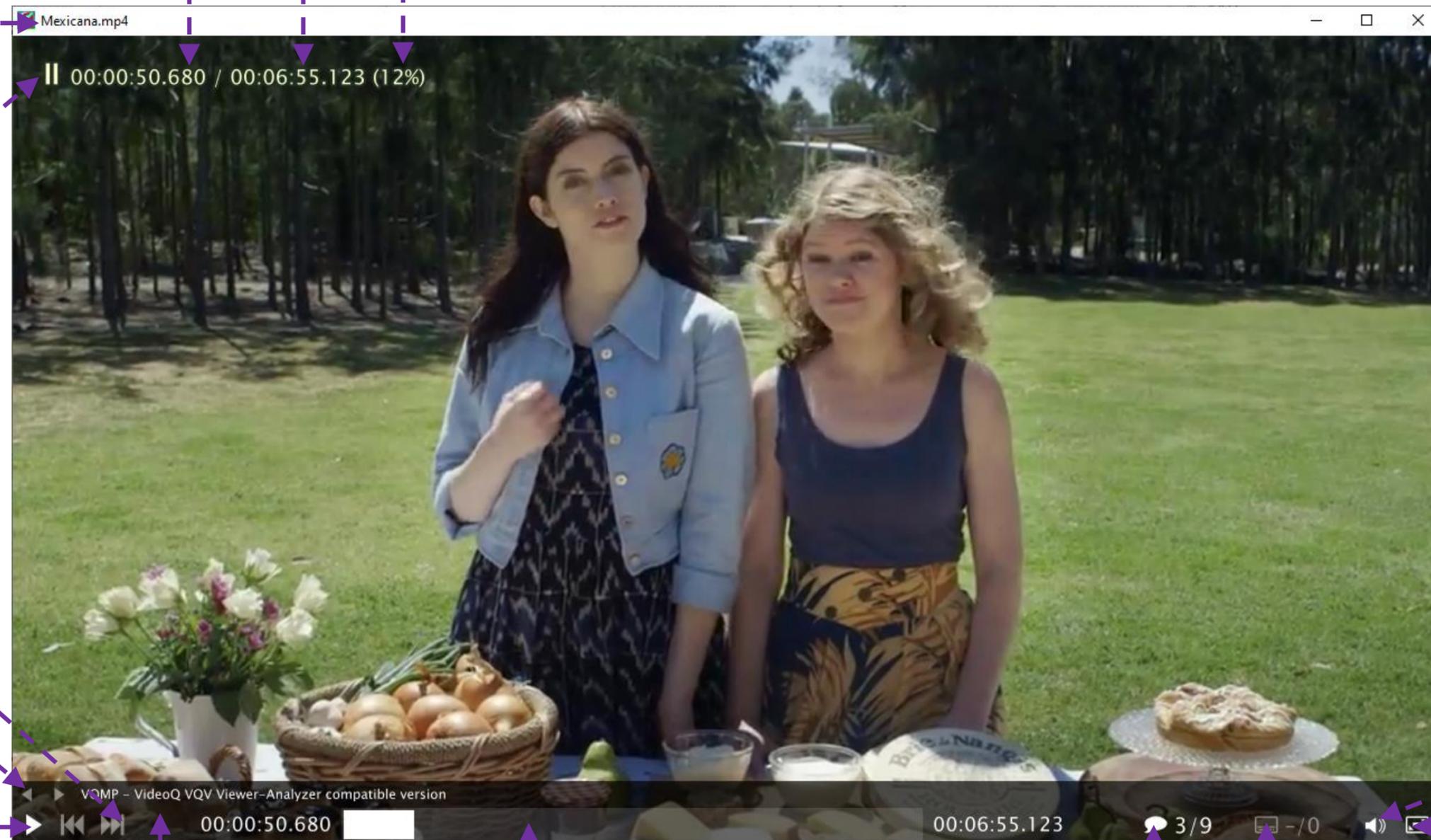
Currently playing file name

Play/pause symbol

Previous/Next Chapter

Previous/Next file of the Playlist

Play/Pause



Mute Control

Fullscreen Mode ON/OFF

OSC (On-Screen Controller pop-up bar).

Timeline Slider

Audio Tracks Control

Subtitle Tracks Control

2.7 Recent Files Manager

Ctrl+ r toggles the **Recent Files List** overlay ON/OFF.

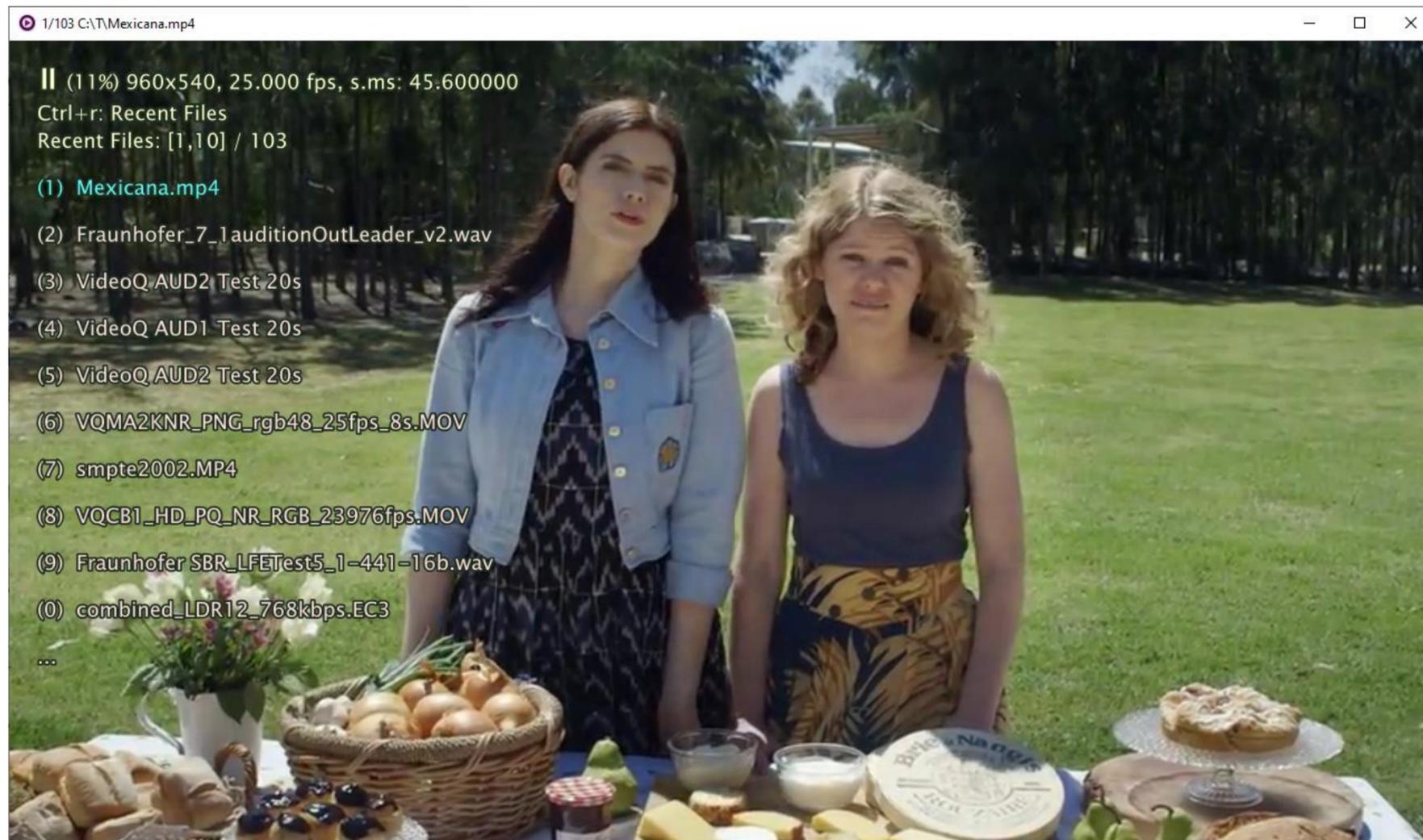
List size is unlimited, but the list is subdivided into pages, showing no more than 10 items at a time.

Use **Enter**, **Mouse Left Button** or digits **1 - 9**, or **0** to select the file from the list.

Use **Up/Down Arrows** or **Mouse Wheel** to scroll the list, one item at a time.

Use **PageUp/PageDown** to scroll the list, one page (10 items) at a time.

Del deletes item from the list, **Esc** switches list display OFF.



Note that Recent Files Manager and Playlist Manager are mutually exclusive.

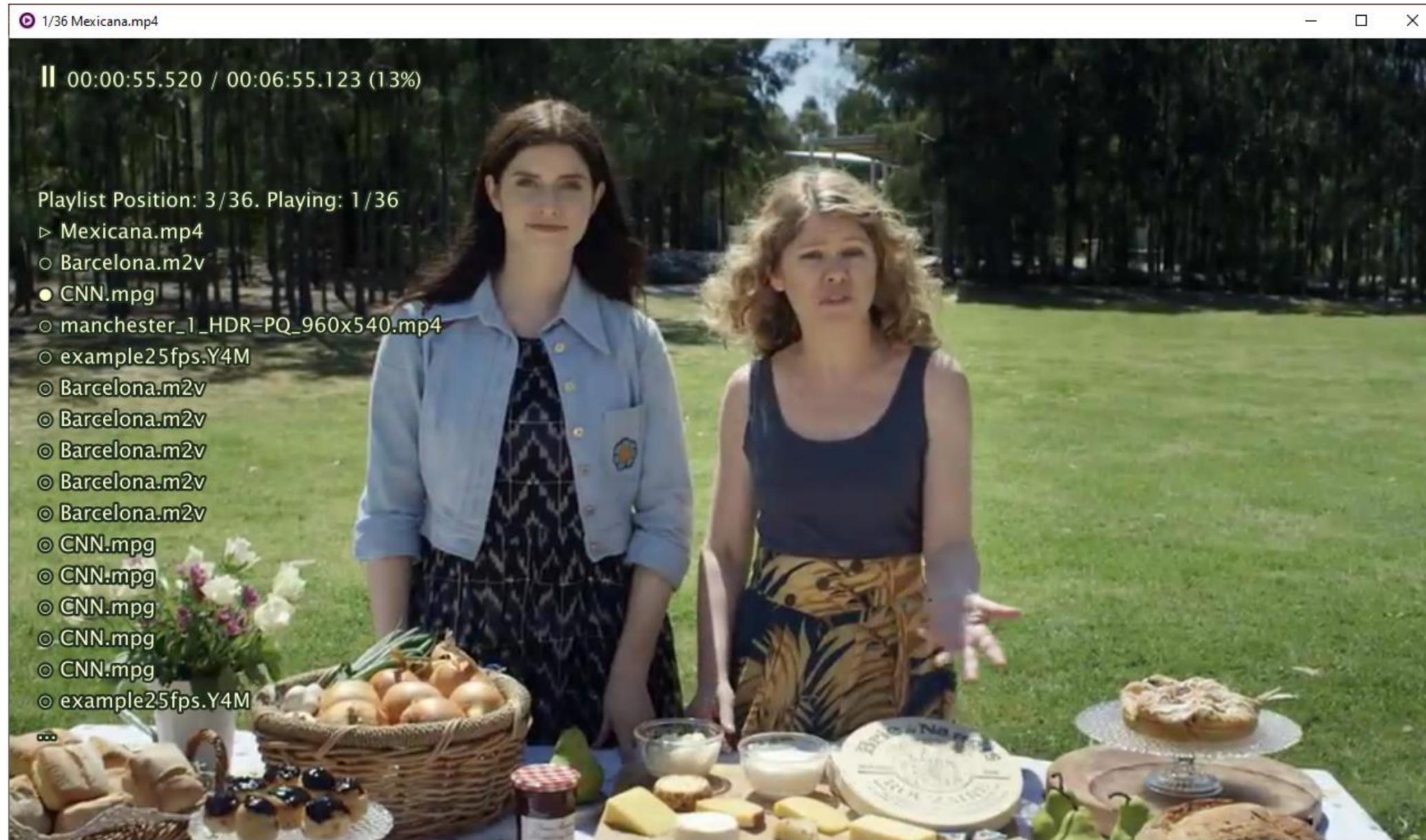
*Thus, if **Playlist Files Manager** was used, then launch of **Recent Files Manager** will auto-reduce playlist to just one item - currently playing file.*

2.8 Playlist Manager 1



Ctrl+ p brings up the **Playlist** overlay. List size is unlimited, but the displayed section is limited by VQMP window size.

See next two slides for item selection types, playlist navigation, modification and saving options.



Note that Recent Files Manager and Playlist Manager are mutually exclusive.

*Thus, if **Playlist Files Manager** was used, then launch of **Recent Files Manager** will auto-reduce playlist to just one item - currently playing file.*

You can select multiple media files in the Explorer and drag-and-drop them. In such case new playlist will be created, thus replacing the current list.

In absence of user actions, playlist display will auto-hide after the preconfigured OSD delay, e.g. 4000ms.

2.9 Playlist Manager 2

If **URL media titles** are available, they are shown as **playlist items**, otherwise **file names** or **URLs** are displayed.

While the playlist is **displayed**, the following **selection** and **modification** controls are active:

Up/Down Arrows or **Mouse Wheel**:

- if no item selected: scroll the list -- move the cursor up/down with wrap-around at the list end
- for the selected item: move its position in the list with wrap-around at the list end

Left/Right Arrows or **Mouse Right Button** modify the **selection type** and list's bullet point **shape**:

- – default (any item, except the selected or playing item)
- – hovered item (the item that can be played or selected)
- ➔ – the selected item
- ▷ – item is currently playing, but not hovered, nor selected
- ▶ – the hovered item is currently playing
- – the selected file is currently playing

Enter or click **Mouse Left Button**: auto-select and play the item at the current cursor position

Del – deletes the **hovered** item from the list (selected or not selected).

2.10 Playlist Manager 3



If playlist count > 1, then the following dynamic keybindings are active:

Enter plays next item in the playlist

< or **Ctrl+ ,** plays previous item in the playlist

> or **Ctrl+ .** plays next item in the playlist

Playlist mode **ON**

Playlist mode **OFF**

High-lighted top row arrow symbols within the OSC Bar indicate the **playlist count > 1**, i.e. **Playlist Mode ON**.



Ctrl+ P saves playlist in **.m3u** UTF-8 format.

Saved **playlist file name** is created **automatically** (*no file name edit dialog*);

saving **location** is **fixed** (pre-defined folder): “**.\playlists** “; saved file can be renamed, copied or moved for further use.

Ctrl+ Backspace clears the playlist, except the currently playing file, i.e. playlist is **reduced** to the **currently playing item**.

Ctrl+ Del deletes playlist table **completely** and forces VQMP engine to display **start page**:



2.11 Playlist Manager 4

Ctrl+ I (lower-case "L" key) auto-updates or creates the **internal playlist table**, which can be saved later.

VQMP will search the folder containing the **currently playing file** and append **all files of all supported formats** to the **playlist**.

Besides regular playlist mode there is a special "**Playlist Scan Mode**".

By default it is ON.

In this mode each file is opened for just **12 seconds**, **AV Monitor** and **text messages** show its video and audio parameters.

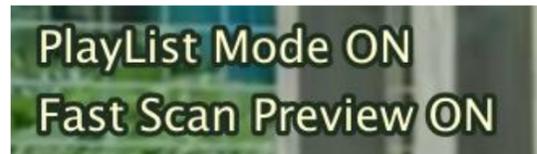
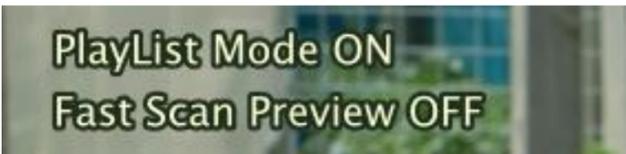
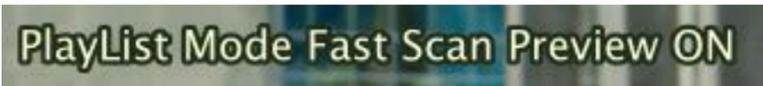
This mode is handy for fast preview of large number of media files.

For example, to preview **all files in the folder** press **Ctrl+ I** (to create temporary volatile playlist), playout starts automatically.

At any moment press **Ctrl+ Backspace** to delete the temporary playlist and start detailed analysis of currently playing file.

Alt+ v switch Playlist Scan Mode ON

Ctrl+ v switch Playlist Scan Mode OFF



2.12 Timeline Navigation Controls 1

There are several ways to control the timeline position.

General Timeline Navigation Controls:

To pause and seek the desired **relative** position use the following shortcuts:

- . (*dot*) or , (*comma*) or **Mouse Wheel** +/- 1 frame
- **TAB** +/- 1s
- **Ctrl+ TAB** +/- 10s
- **PageUp/PageDown** +/- 60s (1m)
- **Shift+ PageUp/PageDown** +/- 600s (10m)

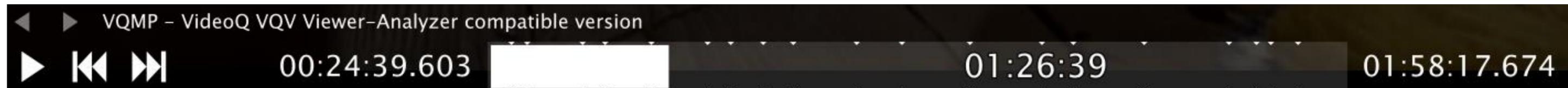
Alternatively, use the **slider strip** within the **OSC Bar** (*Note that clicking/dragging this slider does not force pause*).

In pause mode dragging the slider bar provides for fast preview of the visual content with on-the-fly timecode display.

*Note that the OSC Bar slider **precision** is limited to a few seconds; it is not enough for long duration file QA/QC purposes.*

Press **O** to cycle OSC Bar **visibility**: "auto" (default), "always", "never".

In auto-visibility mode OSC appears when mouse is in the bottom 25% of the video image.



2.13 Timeline Navigation Controls 2

Loop Controls:

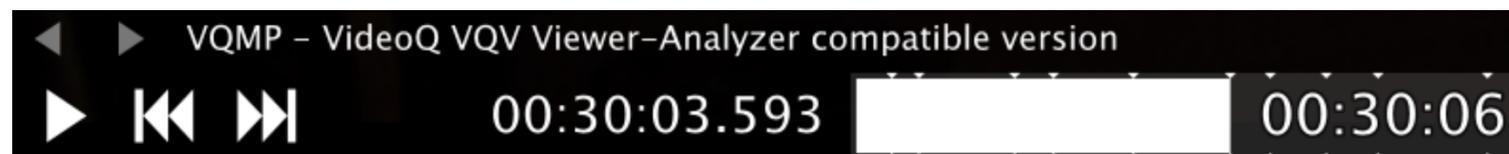
I (lower-case “L” key) Set/clear **A-B Loop** points: ‘Set A’, ‘Set B (AB Loop Mode active)’, ‘Clear A&B’

L Toggle **File Loop** playout mode: “inf” (default, except the playlist mode) or “no”

Note that in regular playlist mode selecting “inf” prevents jumping to next playlist file after previous file ends.

Chapter Navigation Controls:

Ctrl+ PageUp/PageDown Next / previous chapter



*Click on double-arrow symbol within the OSC Bar to see chapter list overlay. If currently playing file **metadata** include **chapter list**, then these symbols are **activated** (highlighted) and chapter markers (small white triangles) added to the slider bar.*

Bookmark Manager Controls:

User can store and recall up to 4 **permanent bookmarks** (store, see and recall **file path** and **timeline position**).

Ctrl+ 1,2,3,4 Set (store) bookmark #1,#2,#3,#4

Ctrl+Alt+ 1,2,3,4 Recall (load) bookmark #1,#2,#3,#4

Ctrl+Alt+0 Peek (preview) all 4 bookmarks: #1,#2,#3,#4

Peek here means display the media title/filename/URL and seek position saved in the bookmark slot.

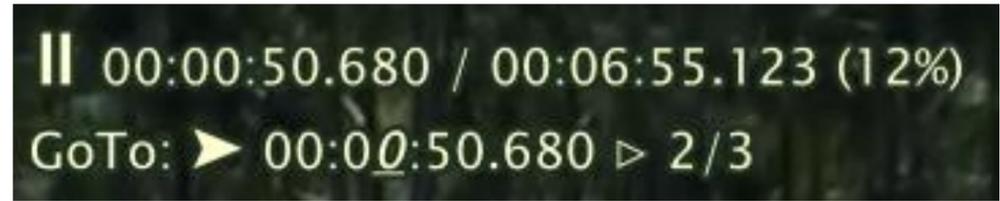
Ctrl+Shift+ Backspace Set one “revert-seek” mark

*This is the **single volatile bookmark**, i.e. the timeline position for revert-seek, valid only for the currently playing file.*

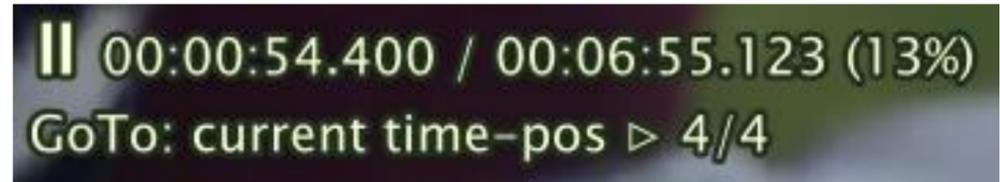
Shift+ Backspace Toggle between the “revert-seek” marked position and last used timeline position.

2.14 GoTo Manager Controls

g Toggle editable 'GoTo' **timecode string** overlay



b Store **current timeline position** as GoTo record (volatile bookmark)



GoTo Manager dynamic keybindings:

Left/Right Arrows Move to previous/next digit position (*underline italic*)



0 - 9 Enter current digit and move right to next digit

Backspace Clear current digit (set 0), then go left to previous digit

Up/Down Arrows Scroll through the **GoTo history**, numbers after  symbol show **current record / record count**

Esc Cancel current timecode string editing and remove the overlay

Enter Seek to the displayed **absolute** timeline position 

*GoTo Manager **history list** size is practically unlimited, and it can be used for setting up very handy **editable volatile bookmarks**, valid across multiple media files, e.g. Recent Files, but they are valid only whilst the VQMP instance is running.*



General Window Controls:

f or **Mouse Double Click**
Esc

Toggle full screen mode ON/OFF
Switch full screen mode OFF

T
Ctrl+ N
Ctrl+ R

Toggle VQMP window staying on top of other windows, default value is “no”
Create new VQMP instance with empty playlist (start page)
Re-open (close and open the same file)

Ctrl+ A

Cycle the rendered video **aspect ratios**: "16:9", "1.85", "2.0", "2.2", "2.35", "2.39", "4:3“, "-1", "no"
"-1" means the container/stream metadata aspect ratio, i.e. “auto mode”,
"no" means that aspect ratio defaults to unscaled video width/height, i.e. "square pixels mode“.

Ctrl+Alt+ a

Toggle the aspect ratio **metadata source**: **container/stream**

Window Size Controls:

*Except full screen mode, **active video image always fits the VQMP window boundaries**, thus window size controls indirectly change **window scaling** and **zoom factor** with reference to the **original video frame size**.*

Shift+ Up/Down Arrows
F9

Enlarge/shrink VQMP window (you can also use **Shift+ Mouse Wheel**)
Brings up text message overlay showing window size, video size, and zoom values
Max window size is limited by screen size, min window height = 480 pixels.

```
zoom: wrt window 1:1, wrt video 1.85:1
window 1779x1001, AR 1.78, auto
video 960x540, container metadata AR 1.78
```

*You can use **mouse dragging** for classic OS window size/position change **without any restrictions**, but scaling and zoom values will be hard to control and monitor.*

w, W, Ctrl+ w

Reset all window size & zoom related parameters

2.16 Zoom and Pan Controls

The controls listed below affect only **active video image**, window size remains **unchanged**.
Note that the "**smart limits**" of the Zoom and Pan controls depend on **video frame size** and **current window size**.

Alt+ Up/Down Arrows

Increase/decrease zoom factor: 1:1, 2:1, 4:1, 8:1, 16:1 (you can also use **Alt+ Mouse Wheel**)

z, Z, Ctrl+ z

Reset video zoom & pan controls

Ctrl+ Left/Right Arrows

Move (H pan) visible image within the window

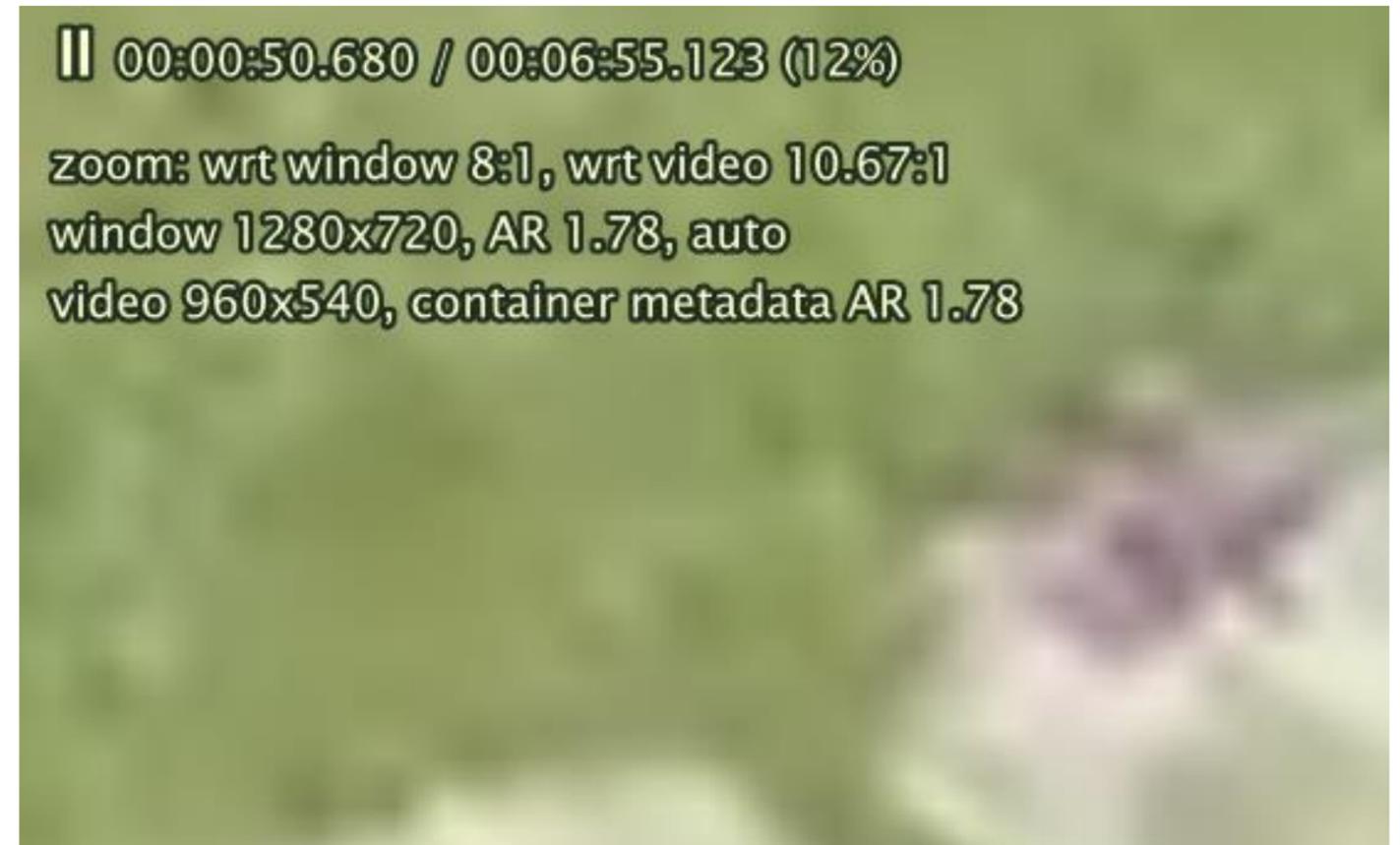
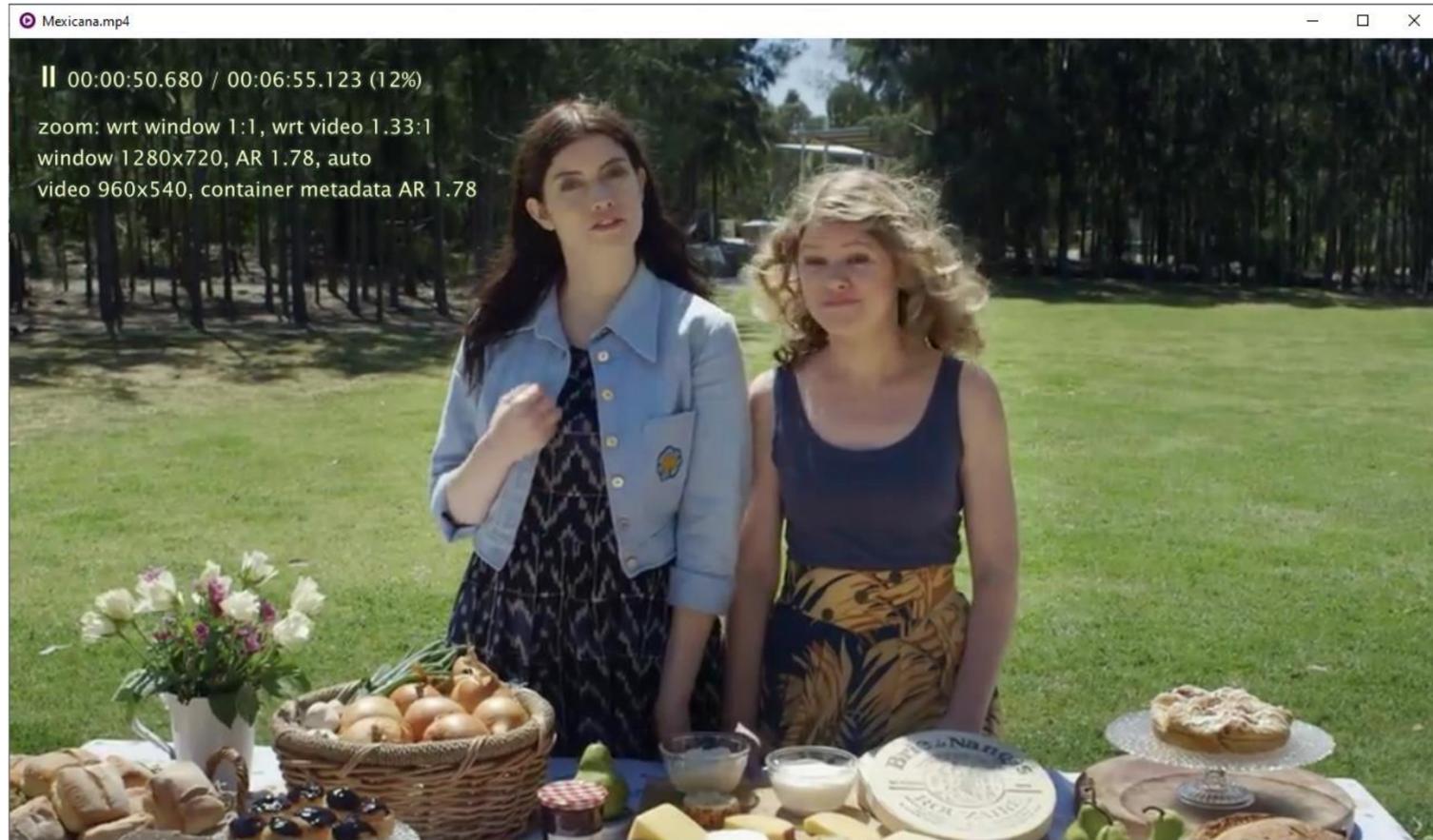
Ctrl+ Up/Down Arrows

Move (V pan) visible image within the window

F9

Show window size, video size, and zoom values.

```
pan %: x +50.0 y -29.3  
zoom 4:1
```



2.17 On-screen Display (OSD) Controls

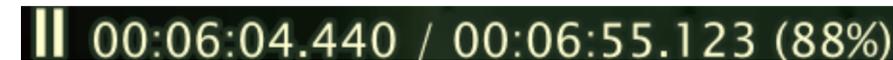


t or **Mouse Right Button**

Cycle osd-level 3, 2, 1, 0 (*modify the content of the topmost message line*)

osd-level **3** (default):

current timecode / duration timecode



osd-level **2**:

current frame number / frame count, speed



osd-level **1**:

frame size, frame rate, time position in s.ms



All 3 variants also include play/pause/seek/wait symbol and time position in %.

*For **audio files** and **AV Monitor overlays** the osd-level selection is fixed: **osd-level 3**.*

Selection of **osd-level 0** means that not only the topmost line, but nearly all osd messages will be hidden: **timeline messages OFF**

Important note: VQMP scripts may override this control by forcing the pre-defined osd-level: 1, 2 or 3.

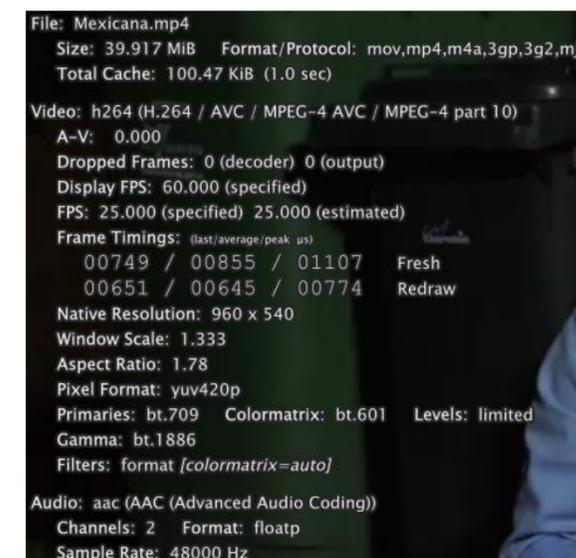
o, P Short time display of **progress bar** (absolute time position) overlay



i Short time display of **status info** page (aka "stats") overlay

l Toggle **permanent display** of **status info** page (aka "stats")

*While in "stats" mode **1, 2, 3, 4** keys can be used to browse 4 info pages*



F6 Short time display of **path + filename** or **URL**

F7 Short time display of **media-title** (e.g., of URL) or **filename**

F8 Short time display of video/audio/sub **tracks list**
with language and short description tags – if available

F9 Short time display of **window/zoom parameters**

F10 Cycle the **osd duration** values: 2s, 4s (default), 8s

2.18 Other Controls 1

Sound Volume Controls:

m or **Alt+ Mouse Middle Button**

Toggle **mute** ON/OFF

Default value of Mute control is OFF (reset for each new file opened)

0 / 9 or **Ctrl+ Mouse Wheel**

Increase/decrease **volume**

Default volume value is 50% (reset for each new file opened)

Playout Speed Controls:

] or **Ctrl+Alt+ f**

Increase **speed**: .05, .15, .3, .5, 1, 2, 3, 4, 10, 20

*Note that **audio** rendering is possible only*

[or **Ctrl+Alt+ s**

Decrease **speed**: 20, 10, 4, 3, 2, 1, .5, .3, .15, .05

*for speed values from **0.3** to **4***

{ / }

Set play direction **backward / forward**

Backspace

Reset speed controls to default values: speed = 1, play direction = forward

Video Image Controls:

2 / 1

Increase/decrease **contrast**

4 / 3

Increase/decrease **brightness**

6 / 5

Increase/decrease **gamma**

8 / 7

Increase/decrease **color saturation**

Alt+ s

Select **BT.601** (SD) color matrix

Alt+ n

Select video data **Narrow Range** (YUV input data default)

Alt+ h

Select **BT.709** (HD) color matrix

Alt+ f

Select video data **Full Range** (RGB input data default)

Alt+ u

Select **BT.2020** (UHD) color matrix

*By default, color matrix, video data range and dynamic range mode (SDR, HDR-PQ, HDR-HLG) selection is **automatic**.*



Video/Audio/Subtitles Track Selection Controls:

- a** Cycle through **audio tracks**
- v** Cycle through **video tracks**
- s, j** Cycle through **subtitles tracks**
- J** Cycle through **subtitles tracks** backwards

Subtitle Controls:

Ctrl+Alt+ Left/Right Arrow pause and go to previous/next **subtitle position**

Note that going to previous/next pre-fetched subtitle position also changes video and audio timeline positions.

- S** Cycle subtitles **scale** (size): 1. (default) 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, .5, .6, .7, .8, .9
- r / R** Move subtitles **up/down**

Misc. Controls:

= or **Shift+ Mouse Middle Button** **Reset** all AV control values: (video, audio, subtitles, speed)

F1 Open the **VQMP keybindings** (help) document in WordPad

You can save JPG screenshots in the pre-defined “**.\screenshots**” directory:

- Ctrl+ s** Save **scaled video screenshot** with subtitles and OSD
- Ctrl+ S** Save **unscaled video screenshot** without subtitles and majority of OSD messages

3. Audio-Video Monitor

[3.1 AV Monitor Modes](#)

[3.2 AV Monitor Mode 1](#)

[3.3 AV Monitor Mode 2](#)

[3.4 AV Monitor Mode 3](#)

[3.5 AV Monitor Mode 4](#)

[3.6 AV Monitor Controls 1](#)

[3.7 AV Monitor Controls 2](#)

[3.8 Audio Waveform Monitor Example](#)

[3.9 Audio VectorScope Usage Examples](#)

[3.10 Advanced Audio Monitor Usage Example 1](#)

[3.11 Advanced Audio Monitor Usage Example 2](#)

[3.12 Advanced Audio Monitor Usage Example 3](#)

3.1 AV Monitor Modes

Press **Alt+ 1 | 2 | 3 | 4** to pre-select or select the corresponding AV Monitor Mode.

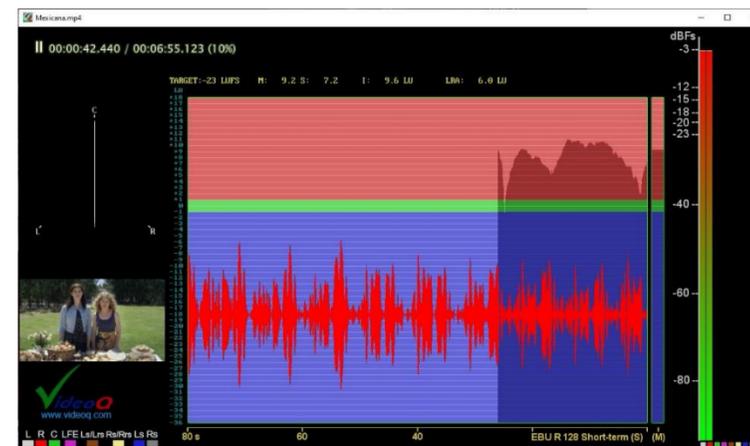
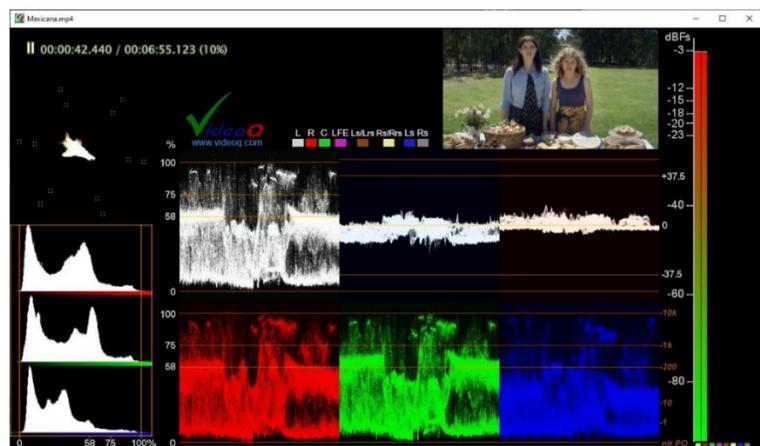
Mode 1

Mode 2

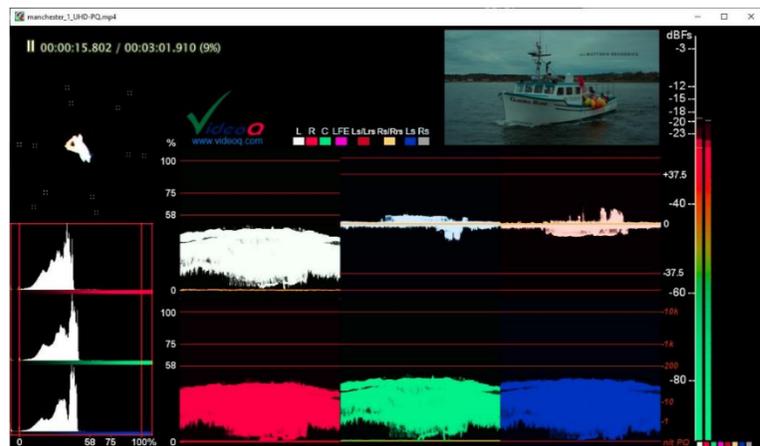
Mode 3

Mode 4

SDR Content



HDR-PQ Content



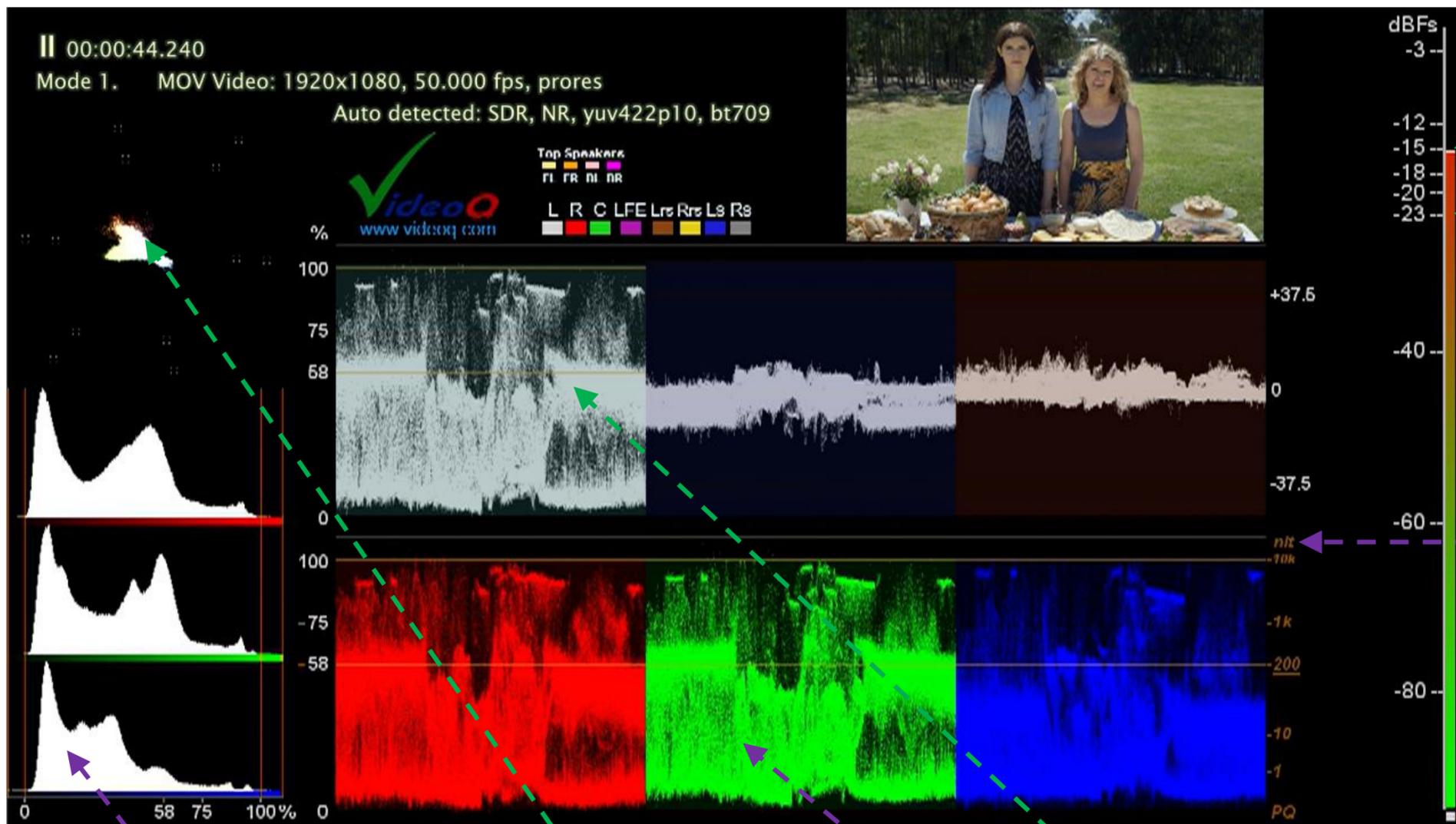
Video tools: **UV VectorScope, RGB Histograms, YUV Waveforms, RGB Waveforms**

Audio tools: **Level Meter, VectorScope, Frequency Spectrum, EBU R128 Monitor**

See next slides for more details about AV Monitor features and modes.

3.2 AV Monitor Mode 1

Press **Alt+ 0** to switch AV Monitor ON, **Esc** to switch it OFF, or **Ctrl+ Mouse Middle Button** to toggle AV Monitor ON/OFF



Press **Alt+ 1** to select the AV Monitor Mode 1

Audio Peak Markers

Log scale (dBFS) Audio Level Meter.

Note that the meter area width auto-expands depending on the number of audio channels.

HDR-PQ Light Levels Scale

values in **nits** (cd/sq.m)

The scheme below shows short codenames and color tags of audio channels.

*This color scheme is also used for audio waveforms – **Z order** of channel **overlays**.*

RGB NR/FR Histograms

UV VectorScope

YUV NR/FR Waveforms
RGB NR/FR Waveforms

Extra color tags used for 5.1.4 and 7.1.4 formats



Alt+ n | Alt+ f switches between video data **Narrow | Full Range**

2.0, 5.1, 7.1 Audio Formats: Channels Order and Color Scheme



3.3 AV Monitor Mode 2

Press **Alt+ 0** to switch AV Monitor ON, **Esc** to switch it OFF, or **Ctrl+ Mouse Middle Button** to toggle AV Monitor ON/OFF

Large slightly down-scaled video image

Press **Alt+ 2** to select the AV Monitor Mode 2



Audio VectorScope

Audio Frequency Spectrum

Audio Level Meter

EBU R 128 Meter
loudness values:
M – momentary
S – short-term
I – integrated
LRA – range

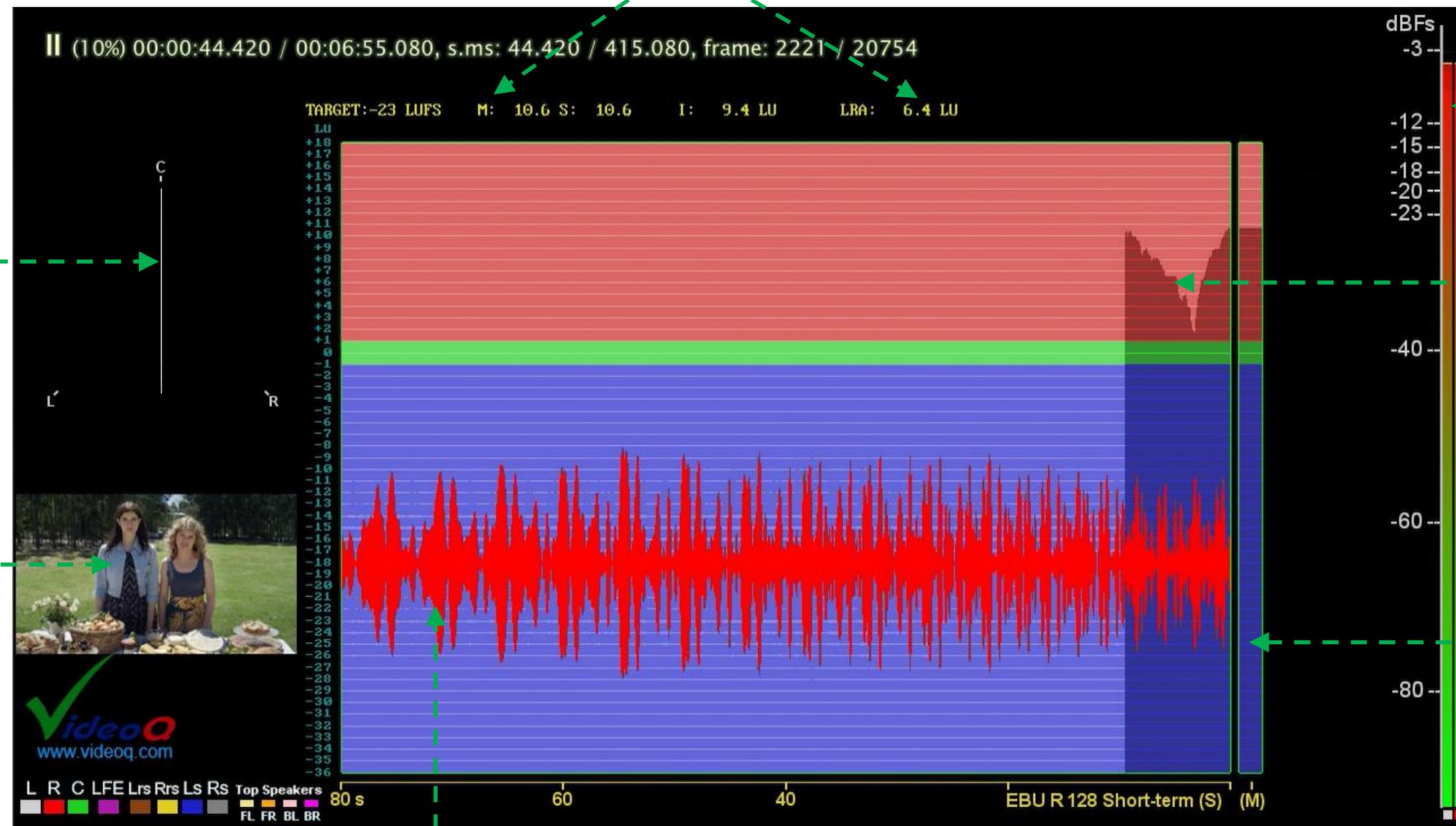
Audio Waveform Monitor

3.4 AV Monitor Mode 3

Press **Alt+ 0** to switch AV Monitor ON, **Esc** to switch it OFF, or **Ctrl+ Mouse Middle Button** to toggle AV Monitor ON/OFF

EBU R 128 Meter loudness values (M, S, I and LRA)

Press **Alt+ 3** to select the AV Monitor Mode 3



Audio VectorScope

Small Video Image

Audio Level Meter

EBU R 128 Short-term (S) Loudness Profile: 80s history log since the last-used seek position

EBU R 128 Momentary (M) Loudness Bargraph

Audio Waveform Monitor

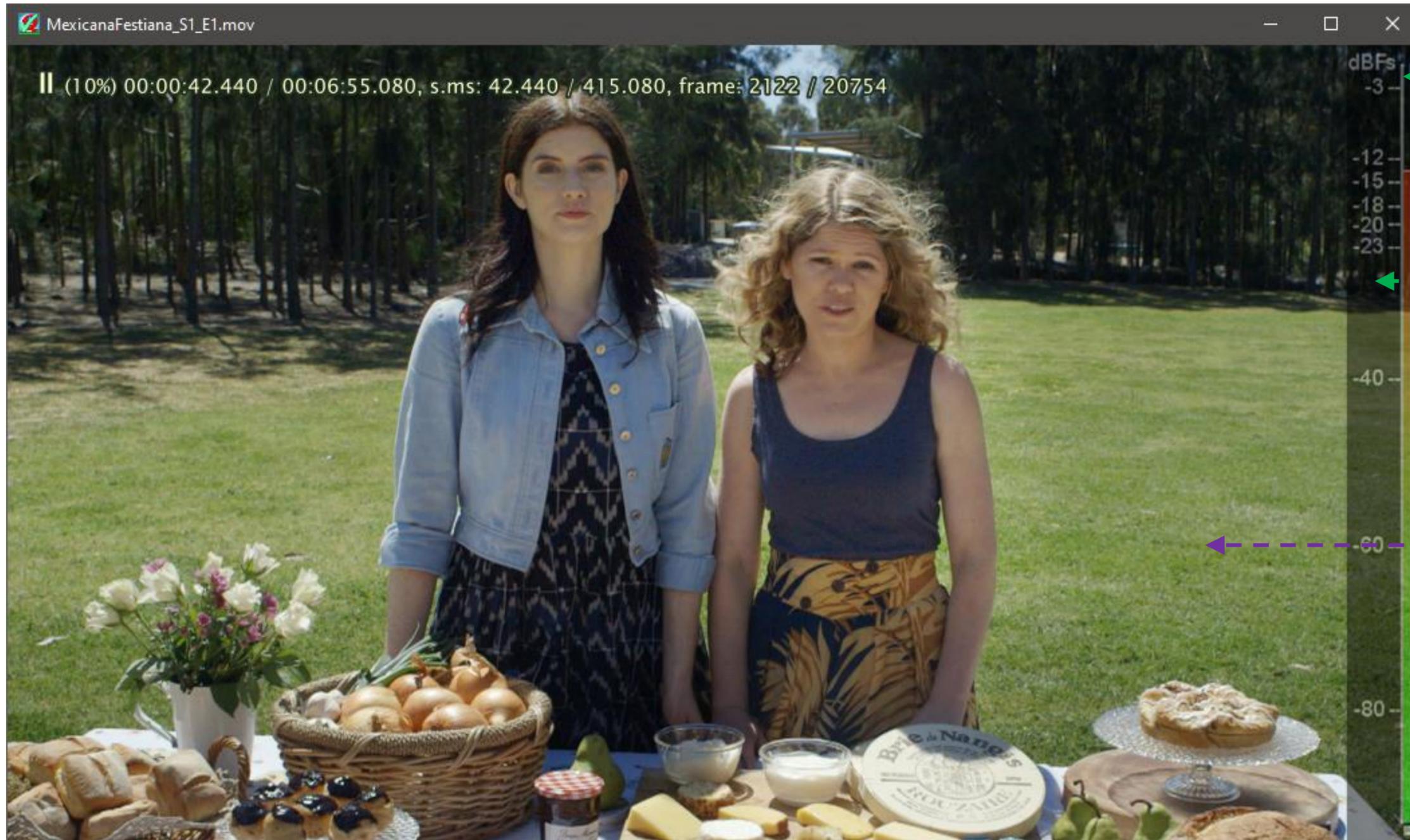
3.5 AV Monitor Mode 4



Press **Alt+ 0** to switch **AV Monitor ON**, **Esc** to switch it OFF, or **Ctrl+ Mouse Middle Button** to toggle **AV Monitor ON/OFF**

For **video files with internal or external audio streams**
AV Monitor Mode 4 is the **default mode** for each new file opened.

In **any AV Monitor Mode (including OFF)**:
Press **Alt+ 4** to select the **AV Monitor Mode 4**



- Audio Level Meter
- Semi-transparent dark background band
- Full size video image

3.6 AV Monitor Controls 1



For video files with internal or external audio streams:

Alt+ 0	Switch AV Monitor ON
Ctrl+ Mouse Middle Button	Toggle AV Monitor ON/OFF
Alt+ 1 2 3 4	Pre-select or select one of 4 Modes
M	Cycle thru AV Monitor Modes 1,2,3,4:
ESC (dynamic keybinding)	Switch AV Monitor OFF

For video only files without internal or external audio streams:

*Note that in this case, you can only switch the AV Monitor **Mode 1** ON/OFF, using the keys shown above. Audio Levels Meter is not shown (hidden).*

For audio files

*Note that for **audio files** AV Monitor is **always enabled**, you can only **switch** between **2 special modes**.*

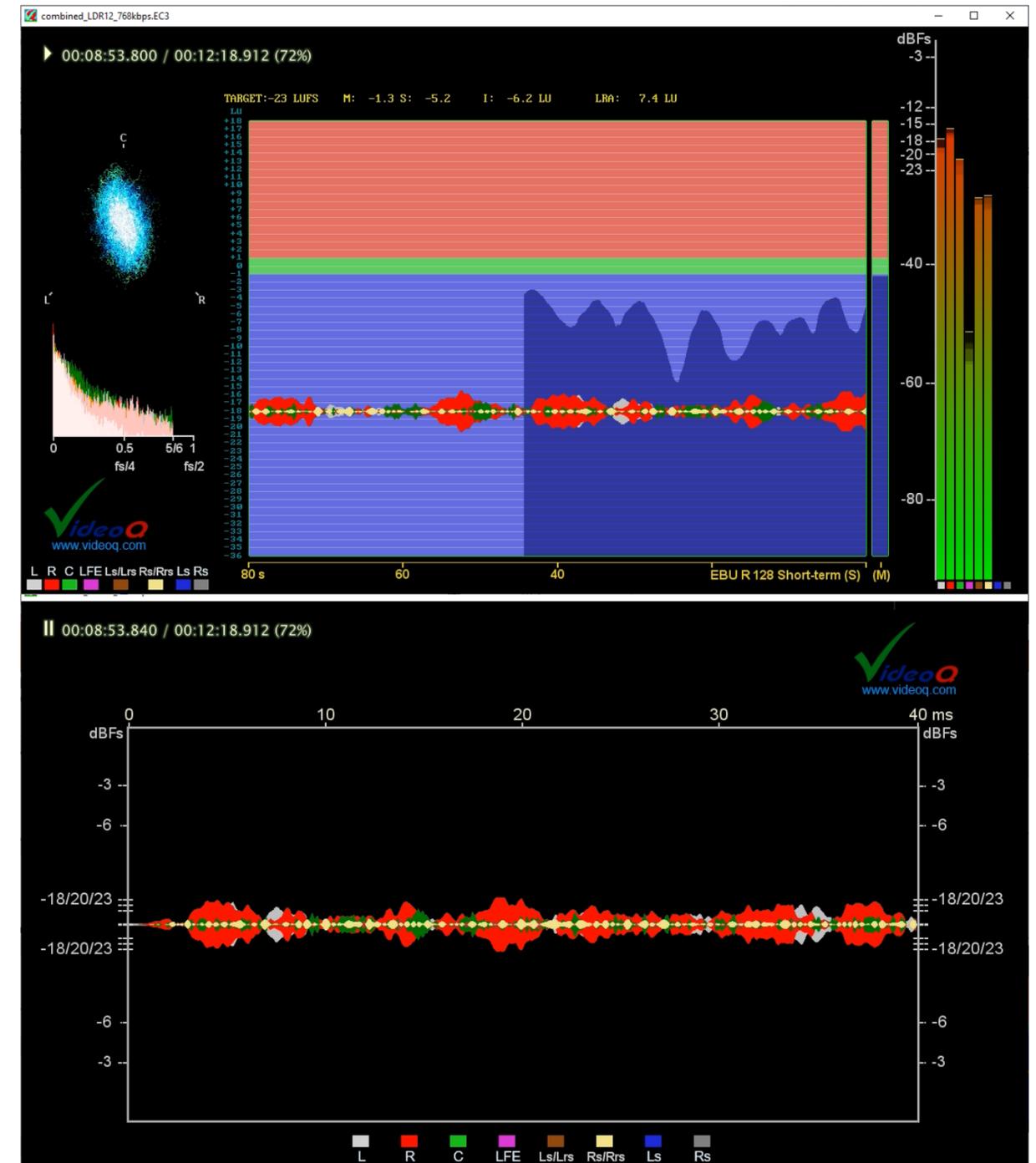
M or **Ctrl+ Mouse Middle Button** toggles between 2 modes:

- **AV Monitor Mode 3a**

This mode is **auto-ON** for each new audio file opened.

- **Large Audio Waveform Monitor**

(special mode available only for audio files)

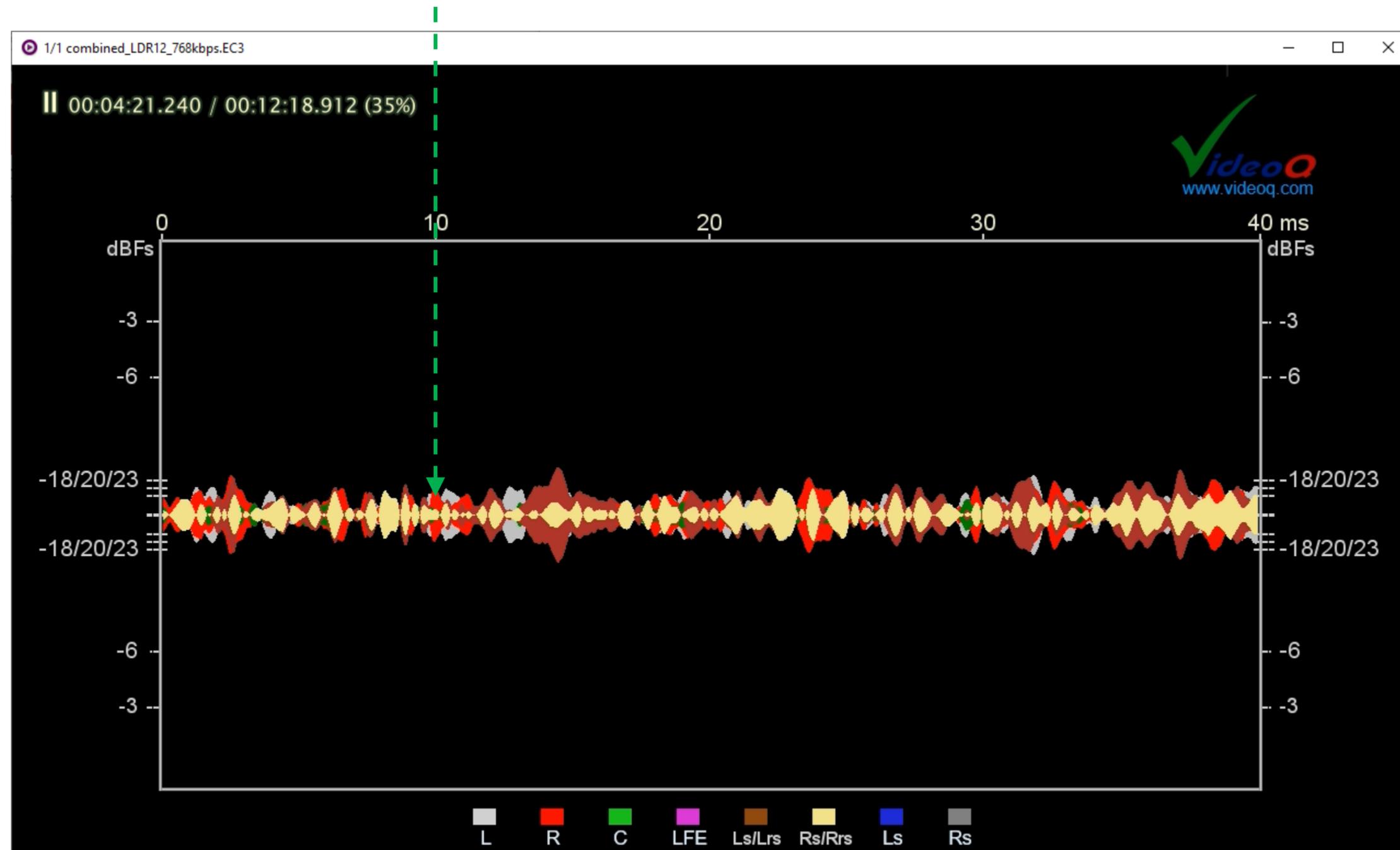


3.8 Audio Waveform Monitor Example



If input is an **audio file**, press **M** to toggle between Advanced Audio Monitor and Audio Waveform Monitor modes.

In this example **Waveform Monitor** shows that all 5.1 audio channel colors **are different**. *Looks like good professional job.*

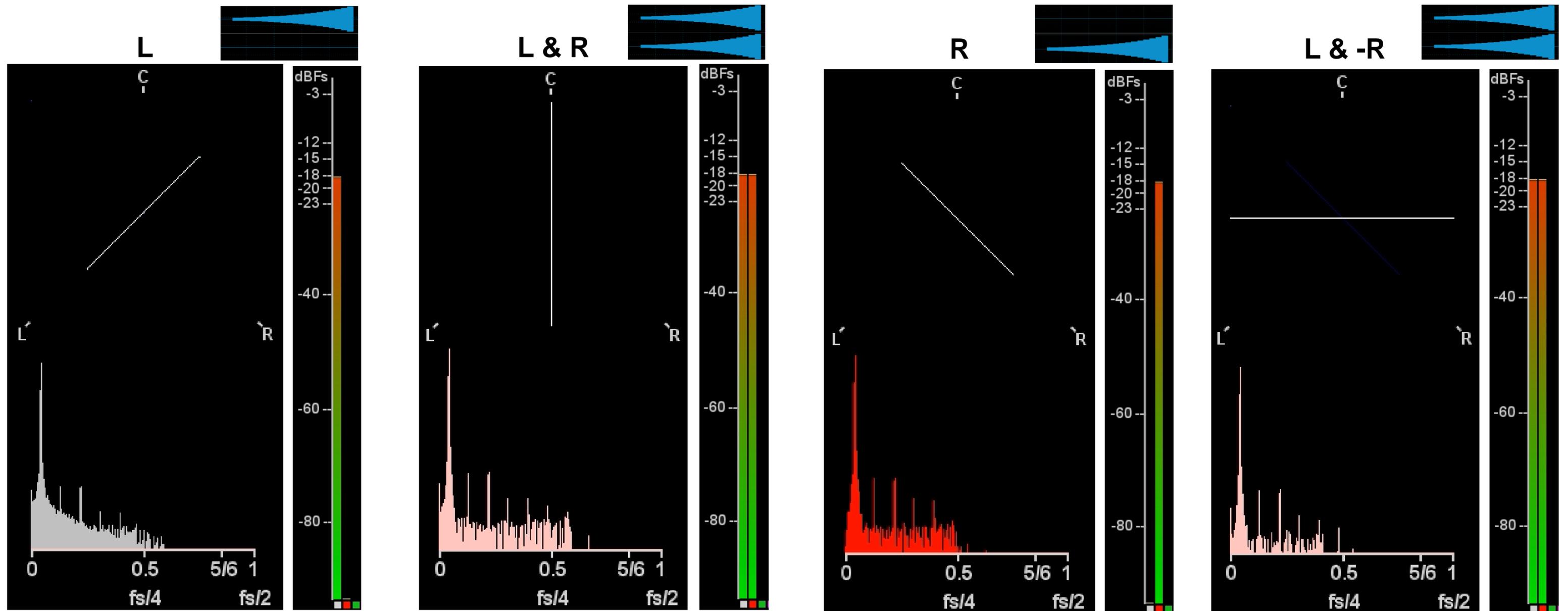


3.9 Audio VectorScope Usage Examples



VideoQ Audio Test #2: 1kHz tone, various levels and phases combinations: L, L & R (same phase), R, L & -R (anti-phase)

VectorScope Lissajous figures clearly show relative (L vs R) phases.
Level Meter and Spectrum color provides visual hints of active channels.



3.10 Advanced Audio Monitor Usage Example 1

Audio codec test: 5.1 channels, 2 tone frequencies, 2 levels

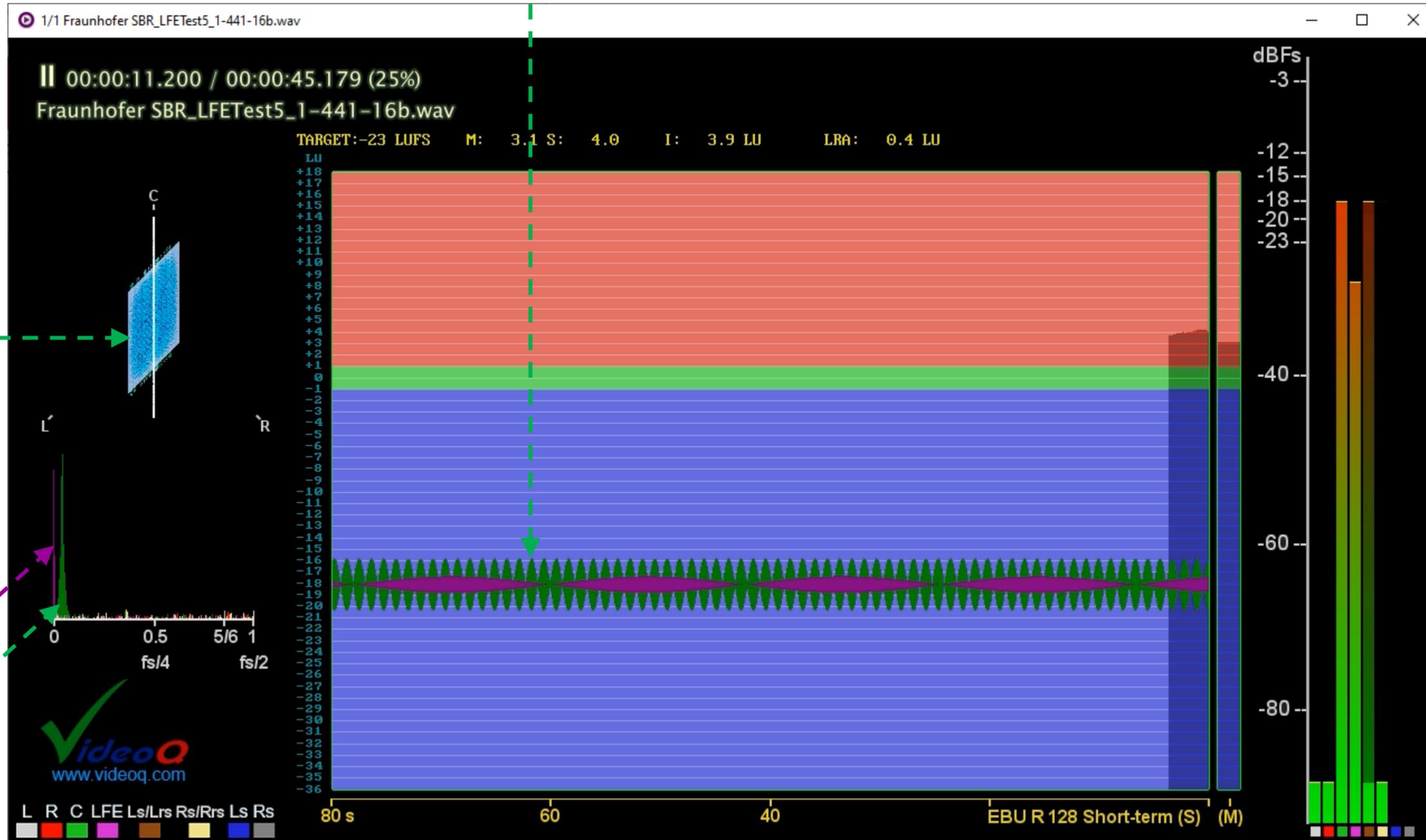
Frequency Spectrum and Waveform Monitor both show that the first tone has a lower frequency and level.

VectorScope

Lissajous figure shows tone frequencies relationship: 'non-integer ratio'

Frequency Spectrum

- 1st tone (LFE)
- 2nd tone (Center)



3.11 Advanced Audio Monitor Usage Example 2

Professional audio track: 5.1 ATMOS

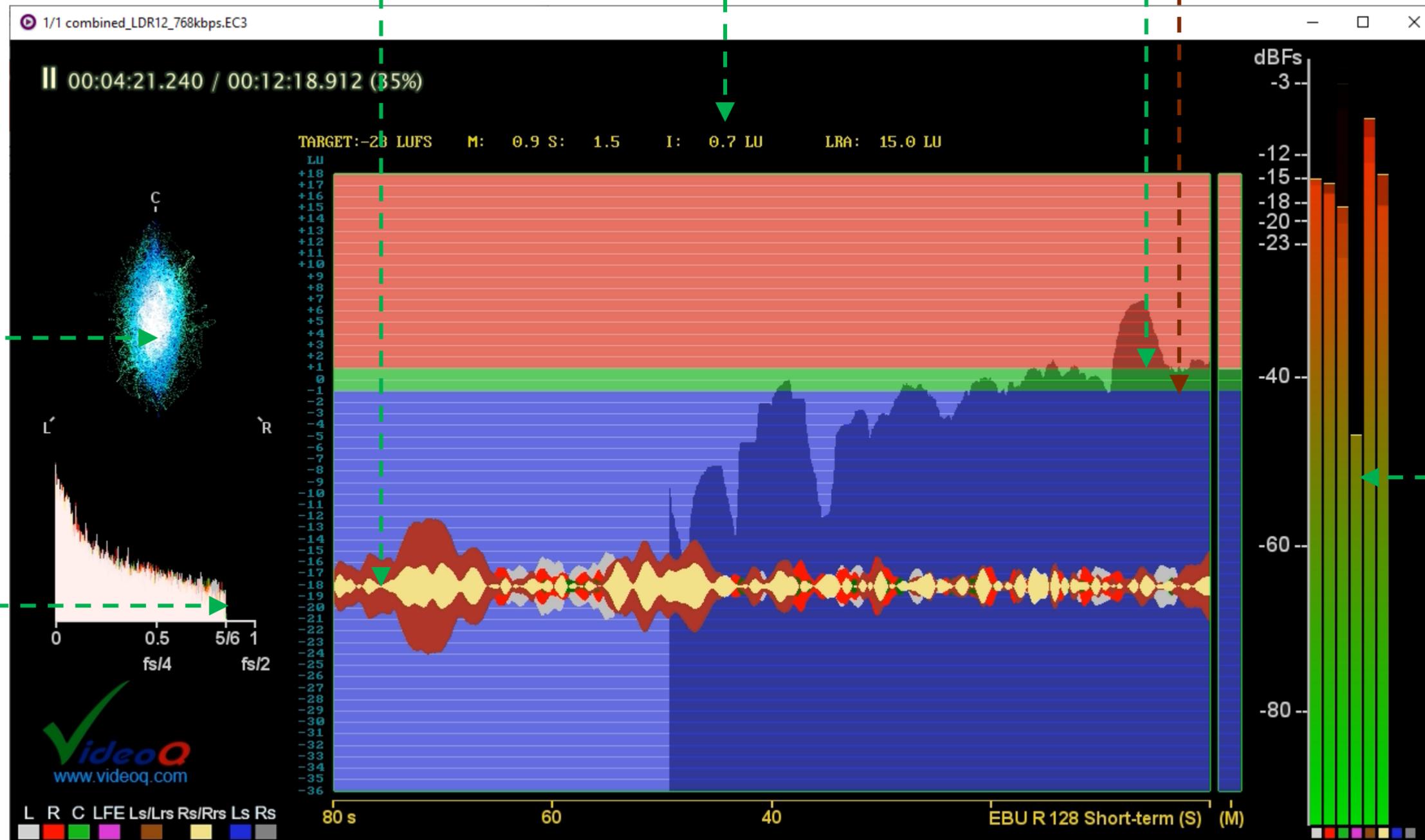
Waveform Monitor shows that all **6 channels** are in use (6 different colors)

EBU R 128 Integrated Loudness is **within +/- 1 LU** limits

VectorScope shows **wide** and **balanced** surround sound image

Frequency Spectrum shows **full 20kHz** audio bandwidth

Audio file metadata:
fs = 48kHz.
 $(fs/2) \times 5/6 = 20kHz.$



3.12 Advanced Audio Monitor Usage Example 3



Relatively low quality audio track: dual-mono (not real stereo sound), reduced bandwidth, levels are far too high.

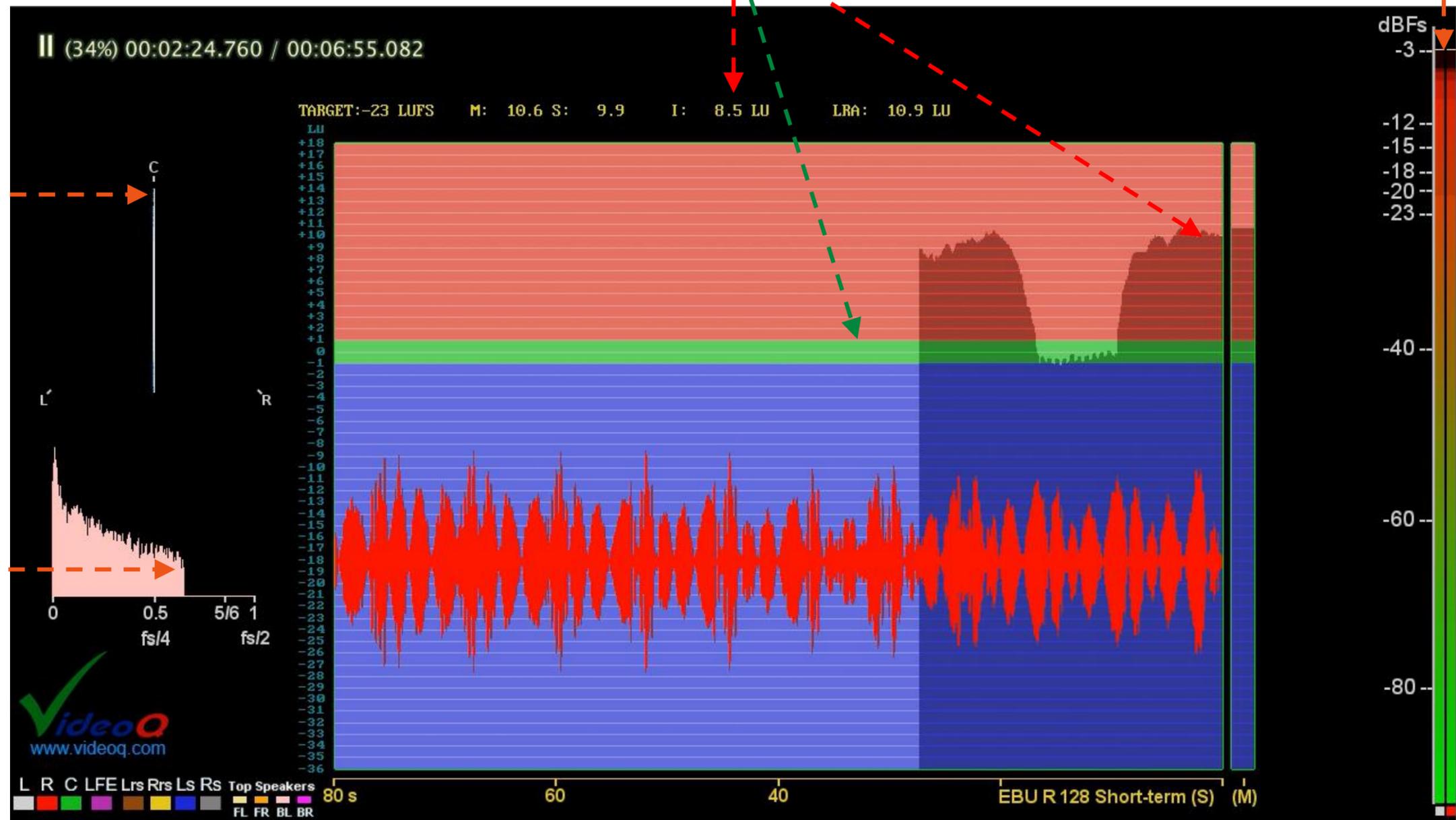
8.5 LU Integrated Loudness is **much higher** than + 1 LU limit

Level Meter shows dangerously **high peaks**.

VectorScope shows **center only dual-mono** image:

Frequency Spectrum shows **reduced** audio bandwidth (~ **15kHz**)
 $(48/2) \times 5/6 = 20\text{kHz}$,
 $(48/2) \times 0.5 = 12\text{kHz}$

Spectrum color is pink because L & R channels are **identical**



4. About VideoQ



Customers & Partners



Company History

- Founded in 2005
- Formed by an Engineering Awards winning team sharing between them decades of global video technology.
- VideoQ is a renown player in calibration and benchmarking of Video Processors, Transcoders and Displays, providing tools and technologies instantly revealing artifacts, problems and deficiencies, thus raising the bar in productivity and video quality experience.
- VideoQ products and services cover all aspects of video processing and quality assurance - from visual picture quality estimation and quality control to fully automated processing, utilizing advanced VideoQ algorithms and robotic video quality analyzers, including latest UHD and HDR developments.

Operations

- Headquarters in CA, USA
- Software developers in Silicon Valley and worldwide
- Distributors and partners in several countries
- Sales & support offices in USA, UK