AVID MC 6 CONSOLE COMMANDS

FROM AVID FORUM

Re: Convert 24p to 30p

Reply Contact

If you want to fiddle with the speed, you could follow my suggestion, then promote the Motion Adapter to a TimeWarp, and set the speed to your liking.

If it fails to AMA-link because of the frame rate, you can always link to the 24fps clip in a 24p project, then just open the 24p bin in your existing 30p project. Should work in 5.5, it does support mixed frame rates.

Other than that, there are two helpful console commands (CTRL-6, then type in the exact command, without quotation marks or colons):

- "IgnoreQTRate True": this allows a frame-by-frame import (traditional File->Import) of QT movies (thus speeding the 24fps up to 30fps), PROVIDED that the QT has no audio tracks (otherwise the sample rate of the audio overrules the import speed).

- "SetAMAQTForcedFrameRate true 30": this forces a pulled up/down speed to the specified framerate (30 in this case) on AMA's QT clips. Audio will come along, but will quickly run out of sync, as it stays at its native sample rate. This might be a command that only works in v6, though, not sure!

The latter command I just learned about this weekend, when a colleague needed to import a 24.00fps clip into a 23.976p project. I haven't tried it with 30 or 25, but I bet it works.

Don't export with a frame rate change from QT player, as this will just repeat frames, not blend/interpolate or vector-calculate them.

help commands aafexport -- export selected items from named bin as aaf files.

 aafklv -- Enable KLV AAF export format.

 aaflog -- Sets AAF Import logging.

 state may be "console", or "file", or "both"

AcplGpuEffects true - displays current state of ACPL GPU effects processing and if installed graphics card is qualified to do so.

 add -- Add an expression to a variable.

 AddDigIntCols -- <no description>

 AddPE -- <no description>

 admpassthru -- Enable/Disable OSX software audio passthru.

 admpreload -- Set the ADM preload amount

 admvsync -- Toggle ADM vsync synchronization

 afeklv -- Enable KLV AFE export format.

 AllDrives -- Allows all drives to act as media drives. (Type 'AllDrives -1' for help)

 AllocateMem -- <no description>

 AllocChecker -- Toggles the memory allocation tracking gear on/off

 AllowCrossRateTranscode -- <no description>

 AllowMemoryDomainDoubling -- Tells the editor to use less memory at the cost of performance when doubling is disabled. It is always disabled in 32-bit operating systems.

 AllowSWCapture -- Controls use of SW codecs for certain compression types during capture

 AllowUNCWrite -- Allow writing to UNC paths. Persistent.

 AMA -- Display a list of the AMA console commands.

 AMA\_EnableAAFdump -- Set the boolean to enable AAF dumping to the temp folder.

 AMA\_EnableDumpDIDView -- Set the boolean to enable DigitalImageDescriptor bonds box dumping to the console.

 AMA\_FileToBin -- Finds the appropriate MSP for the specified file and imports the clip to the named bin

 AMA\_GetLoggingLevel -- Get the AMA logging level: Errors=0x0, warnings=0x01, verbose=0x02, trace=0x04, info=0x08, all=>0xff

 AMA\_GetUseThreads -- Displays if AMA threading is enabled

 AMA\_ListComponents -- List AMA Plugin Components

 AMA\_ListPlugins -- List AMA Plugins

 AMA\_ManagerDump -- Dump the AMA\_Manager

 AMA\_MSPBlowover -- Set the AMA MSP Blowover check bits to automatically refresh clips based on media file replacement:

 ShowCurrent<0, None=0x0, AppResume=0x1, BinOpen=0x2, ProjectIdle=0x4, ProjectResume=0x8, All=0xf

 AMA\_MSPLink -- Finds the appropriate MSP for the chosen file and imports the clip to the named bin. No MVP is involved.

 AMA\_MSPLinkDir -- Mimics 'Link To File functionality' for all files in the specified directory. No MVP is involved.

 AMA\_MVPLink -- Finds the appropriate MVP for the chosen file and imports the clip to the named bin. No MSP is involved.

 AMA\_SetCachedBitRateLimit -- Sets maximum bit rate for cached AMA video material (set to 0 to disable)

 AMA\_SetLoggingLevel -- Set the AMA logging level: errors=0x1, warnings=0x02, verbose=0x04, trace=0x08, info=0x10, all=>0xff

 AMA\_SetUseThreads -- Set the boolean to use AMA threads. This defaults to being enabled.

 AMA\_ShowDebug -- Enable the debug OsPrintfs to give more information to the status of the threads

 AncData -- Toggle Ancillary Data Support

 answer -- Present a popup with 1-3 choices, and return the response

 AROaddClient -- adds a machine name or IP address to the list of authorized clients for the Avid Remote Objects server

 AROdebug -- enable or disable debugging statements in the Avid Remote Objects server

 AROlog -- enable or disable logging traffic for the Avid Remote Objects server

 AROremoveClient -- removes a machine name or IP address from the list of authorized clients for the Avid Remote Objects server

 AROstart -- starts the Avid Remote Objects server

 AROstartqeventfilter -- Starts ARO's ability to filter QEvents

 AROstartqtimer -- Starts ARO's QTimer and sets the interval to specified value in ms

 AROstatus -- display status for the Avid Remote Objects server

 AROstop -- shuts down and unloads the Avid Remote Objects server

 AROstopqeventfilter -- Stops ARO's ability to filter QEvents

 AROstopqtimer -- Stops ARO's QTimer

 AROusenotificationqevents -- Enables or disables the AROProcessEvent QEvent handling

 asiocontrol -- Open ASIO Control Panel

 asserT -- Assert that a given condition is true or generate an exception.

 AsyncResColumnDrawing -- <no description>

 AtticInfo -- Toggles displaying attic related information to user

 audiobuffertime -- Set Nitris audio playback buffer size in microseconds

 audioextras -- Enable or disable extra audio features

 AudioHWCalibration -- Displays and allows for setting the software side of Audio Hardware Calibration

 audiopreread -- Set the audio preread amount in seconds

 AudioRateMonVerbose -- Set AudioRateMonitor console logging

 audiovoicecount -- Set maximum number of audio voices

 avchdwf -- Set the AVC HD waveforem threshold time in seconds.

 AvHLockDebugTogglE -- <no description>

 aviddevicehwunderrun -- Enable/Disable HW Underrun detection.

 aviddeviceinfo -- Get FireBOB Information from the hardware

 avslog -- Routing of Video Slave logs to console or output

 avslogmask -- Routing of Video Slave logs to console or output

 avstrc -- Delay Tracing and Override. Traces coincidence point and StartIO timings. Allows to override.

 AVXRedrawRate -- Change the millisecond rate that background windows are refreshed

 AVXSetupCleanup -- AVXSetupCleanup on/off

 AVXToggleAltFrameOpt -- Toggles GetAlternateFrame UI Optimization

 BinRescan -- Enable/Disable MSMRescan when opening shared bins.

 blipstats -- Blip Play Stats

 BrianWasHere -- Enables/Disables Experimental Mouse Jog & Shuttle support for software-only editors

 BuildTrace -- <no description>

 CacheBadLocators -- Enables/disables caching of bad network paths for batch import

 CaptureMPEG -- Enables MPEG Baseband Capture

 ChangeGammaOnExport -- This will apply a Gamma change when exporting to H.264, Photo JPEG and MPEG-4 codecs in QuickTime

 ChangeProjType -- Change the project type

 ChangeXDCAMReadFlags -- Changes the XDCAM read flags. Boolean UseDirectIO param specifies using DirectIO/BufferedIO. Integer PageSizeKb param specifies read sizes (only 64, 128, 256 are supported)

 CheckAndRepairMob --

 CheckCommands -- <no description>

 CheckDecks -- Re-initializes serial communications with decks

 checkmem -- <no description>

 CheckSequences -- Check sequences for errors

 ChromaFilt411 -- Apply chroma filtering during DV25 title renders

 ChromaHueReverse -- Reverses the Software Color Effect Chroma Hue rotation

 CkPE -- <no description>

 cleanupdatabases -- <no description>

 ClearCachedLocators -- Clears cached markers found during batch import

 ClearPE -- <no description>

 ClearProtocolErrors -- Resets protocol error logs

 ClickDetector -- Turn click detection on/off

 ClickDetectorParams -- Set click detection options

 CloseAllAVXPlugins -- Close down all AVX plug-ins

 cmd\_setImportSlideLength -- Sets the number of frames for subsequent imports of single frame graphics.

 cmdDumpPrecomputes -- Display a list of precomputes for the current project

 CoalesceMem -- <no description>

 CodecInfo -- Extract codecs info from Compression Manager and save in a header file

 CodecLog -- Show codec error log.

 dump - dump tail (most recent) portion of logs to the console (use Redir first to dump to file)

 dumpall - dump all logs to the console (use Redir first to dump to file)

 on - show the logs in the console as they come in

 off - do not show the logs in the console as they come in

 level - set the log level, higher level for more logs, must also specify level parameter

 CompactMeM -- <no description>

 ConcurrentLocators -- enables concurrent markers

 Console -- Type 'Console help' for complete help.

 consoleloG -- Turns Console logging on and off.

 consolelogofF -- Turns Console logging off.

 consoleWindow -- <no description>

 ConsolidateGroupsOnExport -- Toggles whether or not group clips are consolidated on export.

 ConvertAVSMT -- <no description>

 ConvertColorSpace -- When on, converts 709 HD to 601

 CoreEvent -- Type 'CoreEvent help' for complete help.

 CoreEventLogger -- Type 'CoreEventLogger help' for complete help.

 CountThings -- Display count and list of all consumers/converters/producers in current pipes

 CreateFFMedia -- Toggle creation of Side-by-Side in place of Full Frame.

 csint -- Set control surface refresh interval between 0 and 1000 ms.

 DebugACFMemAllocation -- Toggle debugging info for the ACFMemAllocation interface

 debugadm -- Debug audio device manager

 DebugMenu -- <no description>

 DebugWin -- <no description>

 DefaultImageStartAlignment -- Sets the default value of image start alignment

 DesktopSampleOffset -- Set the sample offset to sync desktop audio and video

 DeveloperDongleMode -- Enables or disables DeveloperDongle privileges

 DigitalCutFrames -- <no description>

 digitalCutPlayDelay -- Set the timeout value to wait before starting player when doing Digital Cut

 DigitalCutPlayerCycles -- Set minimum player cycles for UI update.

 Disable3D -- Disables 3DFX on subsequent launches

 DisableSearch -- Disables Search client support on subsequent launches.

 DisableSWDecode -- Disables SW Decode of specified resolutions...

 DisableSWEncode -- Disables SW Encode of specified resolutions...

 disco -- <no description>

 DisplayControllerTraffic -- Display controller messages to Composer

 diva -- Hidden command to enable using hidden commands.

 dms -- DMS Test

 dmslog -- Toggles DMS logging on and off

 dmsmonikers -- Toggles DMS moniker source from node to checkin

 DoFtlAssert -- DoFtlAssert behavior.

 DontWrite -- Enable/Disable DIDWriter

 DPE -- <no description>

 DPEX -- <no description>

 DPEXM -- <no description>

 dump -- <no description>

 dumpampimixer -- Prints out the AMPI mixer signal net

 DumpCacheDetails -- Dumps a SingleLevelWaveformCache's cache map details to a text file in the app startup folder

 DumpClipSummary -- Dump a summary of clips found in the currently loaded sequence.

 By default, all tracks in the sequence are checked, ignoring any In-Out marks.

 DumpComponent -- Dumps a Component to the console.

 DumpDrives -- Dumps internal drive list.

 DumpEffectDepth -- DumpEffectDepth on/off

 DumpEffectPalette -- Dumps registered FX inside the Effect Windows (Dev Only)

 DumpFXLocation -- Dump a list of effects found in the currently loaded sequence with track and timecode location information.

 By default, all tracks in the sequence are checked, ignoring any In-Out marks.

 DumpFXSummary -- Dump a summary of effects found in the currently loaded sequence.

 By default, all tracks in the sequence are checked, ignoring any In-Out marks.

 dumpinputmixer -- Dump state of input mixer

 DumpLocalVolumes -- Dumps LocalVolume list.

 DumpMachineAttributes -- Displays template attributes for each machine

 DumpMachineTemplates -- Displays deck templates read into system

 DumpMaxPeaks -- Display Audio Meter Max Peaks

 DumpMediaFilePaths -- Enables print of media file paths during creation of media files.

 DumpMemInfo -- Write a dump file containing memory usage and heap information

 dumpmetertimestats -- Dump stats on the meters

 DumpMob -- Dumps a Mob to the console.

 DumpOverrunInfo -- Dump error logs after overruns.

 DumpPlayHistory -- <no description>

 dumppmr -- dumppmr drive

 drive is the refnum of the drive to be dumped

 No drive means all mobs on all drives including well known mobs are to be dumped.

 If drive is wkm, only the well known mobs are to be dumped.

 If drive is mdirs, only media directories with their drives refnums are to be dumped

 DumpProfileByTotal -- <no description>

 DumpProtocolErrors -- Displays serial communications errors

 DumpRecordMon -- <no description>

 DumpRenderGraph -- Enable the Player to dump Render Graph

 DumpSlots -- Dumps to the console the pending memory alloc/lock (slots) list

 DumpSourceMon -- <no description>

 DumpSourceSummary -- Dump a summary of sources found in the currently loaded sequence.

 By default, all tracks in the sequence are checked, ignoring any In-Out marks.

 DumpStartupTimeLog -- Dumps startup time log info - does not reset data

 DumpVolumeGroups -- Dumps list of VolumeGroups.

 DumpVolumes -- Dumps internal volume list.

 DumpWaveformEngine -- Dump the WaveformCache state to a text file in the app startup folder

 DynDialog -- Use "DynDialog help" for a list of possible dialogs

 DynView -- Use "DynView help" for a list of possible views.

 EatMem -- Allocate memory to stress the application.

 Usage:

EatMem [NbMegs] to allocate memory,

EatMem [0] to free any already allocated memory

 ebi -- <no description>

 echo -- Enables or disables echoing script commands to the console.

 EmbedDNXCC -- Toggles whether to embed closed captioning in DNX media.

 EmbedDNXCCdefault -- Sets ancillary data slot defaults.

 EmbedDNXCCOptions -- Sets the options for ancillary data in DNX media. (slot DID SDID on)

 Enable3D -- Enables 3DFX on subsequent launches

 EnableBinDialogue -- Toggles displaying Bin dialogue to user during Bin operations

 EnableDragDropLogging -- Enable/Disable drag/drop logging

 enableHD -- Reset the firehose board and get out of the decoder hung state.

 EnablePCEdit -- <no description>

 EnableSearch -- Enables Search client support for bin text and PhraseFind search on subsequent launches.

 EnableSWCC -- Enables software color correction

 EnableSWDecode -- Enables SW Decode of specified resolutions...

 EnableSWEncode -- Enables SW Encode of specified resolutions...

 EncodeAVCHD -- Enables AVC HD Encode

 EncodeMPEG2IFrame -- Enables MPEG2 I Frame Encode

 EncodeMPEG4 -- Enables MPEG4 Encode

 eqt -- <no description>

 euccaccel -- Set CC Acceleration Curve

 euchhd -- EUCON Channels Hide

 ExecScriptFile -- Load a script file & execute any non-definition commands.

 exiT -- Exit a script.

 Expect -- Assert that every line in a block will generate a given exception.

 exportOMFI -- Export the named composition into the named file

 ExportTmf -- Exports current sequence to TMF file

 ExportTmfOptions -- Toggle the option for TMF export/STP. Supported options: verbose

 FakeDeck -- Uses a 'virtual' deck for deck control

 fatal -- Abort a script with an assertion 'fatal' error message.

 fillmem -- <no description>

 FixOMFIMobInSrcMon -- <no description>

 FlushAllWaveformData -- Flushes all the waveform cache data

 ForceCheckin -- Toggles forced full checkin on and off.

 ForceFont -- Toggles Title Tool to always use the Font in the Font menu regardless of Input Language

 ForceHDTranscode -- Force Transcode of HD to SD when Digital Cutting HD material in a SD Project.

 ForceImportResolve -- Forces all imported mobs to wn the mob resolution. Non-persistent.

 ForceRgbCompositing -- ForceRgbCompositing [on = Force compositing in RGB(444), off = Restore default compositing]

 ForceVideoUnderrun -- Forces video underruns. (Type: 'ForceVideoUnderrun -1' for full help.)

 foreach -- Foreach statement using a comma separated list.

 forEachBinMob -- Executes a command for each Mob.

 forEachMob -- <no description>

 FrameRateMixMatch -- Enable/Disable support for frame rate mix & match.

 FSP -- Full Screen Playback: 'FSP Help' for more info

 FTCA -- FTCA [1 = Enable AlphaMono handling, 2 = Disable AlphaMono handling]

 FTCQ -- FTCQ [1 = Speed over quality, 2 = Quality over speed]

 FtlAssert -- FtlAssert behavior.

 FulfillAll -- Fulfill all pending requests at once to make sure cache is full

 FullQualFX -- Allows Full Quality Play with SWRTFX

 fxacplgraph -- Dumps ACPL execution graph

 FXDump -- Dumps registered FX

 GammaConform -- GammaConform toggle 8 bit color correction gamma control range between 16-235/0-255

 GetClips -- Populate the specified bin with the clips from the specified path using AMA.

 GetP2Clips -- Places all the master mobs located in rootPath if it's a media directory into targetBin.

If rootPath is "dlg", a directory selection dialog is presented.

 giantmsg -- huge dialog

 Global -- Create a global variable.

 GPP -- Display a graph of the player pipes (and, optionally, vdm devices) from the current player

 GPPOptions -- Sets options for the GraphPlayerPipes/GPP commands. Type GPPOptions help for more information.

 GraphPlayerPipes -- Display a graph of the player pipes from the current SF & RT players

 GraphPlayerPipesRemote -- Dumps dotty description of player pipes (and, optionally, vdm devices) from the current player to remote console

 HDTitleFilter -- Enable/Disable filtering of HD titles and mattes for downconvert to SD.

 help -- Help the user.

 hwtrc -- Hardware Tracing tools

 hwtrctest -- Hardware Tracing tools test

 IAC -- Display a list of the In-AppCommerce console commands.

 IAC\_ClearCookies -- Cleares the web cookies and cache

 IAC\_CreateSFClip -- Command used to test creation of stock footage clips without using the UI.

 IAC\_CreateSFReport -- Command used to create stock footage reports from the console.

 IAC\_CreateSFUploadData -- Command used to create stock footage upload data for purchase from vendor.

 IAC\_Disable -- Disables In-AppCommerce UI and support on subsequent launches

 IAC\_DisableHelp -- Disables IAC Help UI and support on subsequent launches

 IAC\_DisableStockFootage -- Disables Stock Footage UI and support on subsequent launches

 IAC\_DisableStore -- Disables IAC Store UI and support on subsequent launches

 IAC\_Enable -- Enables In-AppCommerce UI and support on subsequent launches.

 IAC\_EnableHelp -- Enables IAC Help UI and support on subsequent launches.

 IAC\_EnableStockFootage -- Enables Stock Footage UI and support on subsequent launches.

 IAC\_EnableStore -- Enables IAC Store UI and support on subsequent launches.

 IAC\_GetUrl -- <no description>

 IAC\_GotoTEPlatform -- <no description>

 IAC\_GotoTEQA -- <no description>

 IAC\_GotoUrl -- <no description>

 IAC\_History -- <no description>

 IAC\_RereadCookies -- reread cookies

 IAC\_SetSFHandleLength -- Command used to set the number of frames to add as 'handles' on clips when creating upload data for purchase from vendor.

 IAC\_WriteCookies -- write cookies

 iF -- iF statement (scripts only).

Single-statement if structure:

iF cond THEN stmt [ELSE stmt]

iF condition THEN statement

[ELSE statement]

iF condition

 THEN statement

 [ELSE statement]

Multiple-statement if structure:

iF condition

 THEN Statement-List

 END iF

iF condition THEN

 Statement-List

 ELSE statement

iF condition

 THEN Statement-List

 ELSE Statement-List

 END iF

If statements are valid in scripts only.

 IgnoreQTRate -- This will ignore the edit rate in a Quicktime file and import the file as if it is sampled at the current project rate

 ImportEvents -- See more detailed import events.

 iNewsDebug -- Temporary debugging for iNews Capture Mgr Control

 LastDownsampleFactor -- Reports the last downsample factor requested in GetWaveform()

 LBDebug -- Sets debugging flags in the buildpipes load balancing code

 leakmem -- Leak memory (in MB)

 LegacyOverlay -- Force legacy overlay for desktop video: 'LegacyOvelay Help' for more info

 LockMixdownMem -- Toggle locking down of memory for mixdowns

 Log -- <no description>

 LogCalls -- Direct all calls to Avidtalk commands into the logfile.

 LogClaims -- <no description>

 LogCompMgrCalls -- Enables logging of Compression Manager

 LogLocateBuffers -- Enables/disables locate buffer log

 LogLoopPlay -- Toggle the logging of Loop Play

 LogOnException -- When enabled, generates coreevent log on first player exception.

 LogTest -- Test the log file triggers

 logthread -- Add a thread to the list of threads to log.

 logthreadmode -- Specify desitination for thread logging events.

 ltcphase -- Set LTC phase offset in frames (+1, -1, or 0)

 MarkToLoopDelay -- <no description>

 MaxBrushStroke -- <no description>

 mcsessionlog -- Toggles MCSession logging on and off

 mdo -- Sets display options for dumping Mobs to the Console. (shortcut for MobDumpOptions)

 mem\_more\_masters -- <no description>

 MemClearTotals -- <no description>

 MemPrintStats -- <no description>

 MeridienColorFX -- Rotates hue on all color effects in sequence

 MeridienDSK -- <no description>

 midi002 -- Enable or disable Digi 002 as MIDI control surface on Mac

 MixdownDebug -- displays debug info during Mixdown in app console

 MixMatchRefreshPrompt -- Enable/Disable prompt for automatic refresh of Motion Adapters in sequences loaded into monitors.

 mixtool -- Open deprocated mix tool

 MMLogin -- Interplay Login command. Note: if one of the params has a dash you must quote the string.

 MobDumpOptions -- Sets display options for dumping Mobs to the Console.

 MobSummary -- Displays a one-line summary of a Mob.

 MonCon -- Set MonCon viewer mode any/gpu/cpu/off/on/auto. (If off, DesktopDisplay/Desktopconsumer will be used.

 MonitorProtocol -- Select protocol to monitor

 MotionFXSize -- MotionFXSize on/off

 MpegExportOptions -- Flip MPEG Export Option.

 verbose - turn on/off debug messages.

 elementary - turn on/off elementary stream keeping.

 splicing - turn on/off splicing.

 VBV - observe/ignore VBV constraint.

 msm -- Type 'msm help' for complete help.

 MSMContinuousBG -- Run AsyncMSMRescan continuously for debugging

 MsmIsOnlineFileCheck -- true means IsOnline uses filesystem (slower, accurate) vs cache (faster, less accurate).

 MSMMediaToolFullScan -- MSM Always Full MSMRescan on launch of Media Tool. This command is for debugging purposes only.

 MSMRescanFGRepeat -- Always Run Foreground MSMRescan when idle for debugging

 MSMRescanShowProgress -- Show Progress Bar for all MSM Scans Toggle (Persistent)

 MulticamPreload -- Allows the user to override the default number of frames to pre-load when beginning multicam playback. This can help reduce dropped frames.

 MultiChannel -- Enables/Disables the availability of multichannel audio support in the application.

 multichannelpipes -- Toggles building multichannel pipes for interleaved media

 MultithreadFX -- Toggles multithreaded rendering of FX

 NextProgressWindowStyle -- NextProgressWindowStyle

 nolocks -- toggles filesystem locks off and on

 OMMCheckAllMasterMobs -- Ask asset mgr about all master mobs in a bin, not just mobs on shared storage(toggle)

 on -- Define an event handler.

 openBin -- Open a Bin.

 OpenProject -- <no description>

 OsPrintf -- Enables/Disables OsPrintf. Type 'OsPrintf help' for complete help.

 PaintFX -- Toggles paint effects implementation to select new or legacy implementation

 PaneIDkey -- sets up F12 to be the Pane Dump key

 PaneIDToolTips -- Toggle paneID tooltip

 PauseToStopDelay -- <no description>

 pcmrt -- PCM - Press/Release Reset Threshold in seconds (default: 0.25, min: 0.1, max: 2.0)

 pcmundo -- PCM - Undo Reset Time in seconds (default: 1.0, min: 0.5, max: 5.0)

 PerfTest -- Peformance Tests

 PinnacleOptions -- Change MPEG Export Pinnacle Encoder Options.

 PlayEvent -- Type 'PlayEvent help' for complete help.

 PlayLength -- <no description>

 playStats -- play stats command

 Plog -- Play event logging: Plog <numEvents> <highmask> <lowmask> <zoneLogging=false>

 powerman -- Enable/Disable handling Power Management broadcast messages from OS

 PreventCachingWaveforms -- forces the WaveformCache into the prevent caching state

 PrintACFDefinition -- List the registered ACF Component definitions.

 PrintBBPAllocs -- Print the current allocations in the Big Buffer Pool to the debugger console

 PrintCacheStats -- Prints various collected cache statistics.

 PrintPlayerParams -- Prints out PlayerParam info from settings

 PrintPlayerPipes -- Display the player pipes from the current player

 PrintPlayHist -- <no description>

 PrintProcessorInfo -- Display information about the installed processors.

 ProfileFix -- Change the way we create the clip on the Profile using the extended BVW commands.

 PurgeAllUnreferenced -- <no description>

 put -- Store expression into a variable.

 QuitMC -- Exits from the MediaComposer application

 RecreateTitleMedia -- <no description>

 Redir -- <no description>

 RefNullComp -- References a null AComposition pointer, causing an error.

 RenameMediaFiles -- <no description>

 reneW -- Resets the problem and error counters.

 RepairKNMasks -- <no description>

 RepairKNStart -- <no description>

 RepairSequences -- Check sequences for errors and attempt to repair errors

 RepairSoundTC -- <no description>

 repeat -- General looping keyword.

 ResampleCapturedAudio -- Turn on/off DV audio resampling during capture

 ResetCacheStats -- Resets collected cache statistics.

 ResetDiskBlockSize -- Toggle between block size and chunk size for reported disk block size (requires the pipes to be rebuilt)

 RestoreMaxALBMSize -- Restores the maximum size of the Locate Buffer Manager to its default - Requires relaunch

 RestoreMaxStreams -- <no description>

 ReverseEmailSSLSettings -- Sets port 465 to use explicit SSL and all other ports to use implicit.

 rgbout -- Toggle mode for enabling output of RGB.

 Run -- Load a script file & execute any non-definition commands. The script file name is taken literally and must not be enclosed in quotes.

 RunScript -- Load a script file & execute any non-definition commands. The script file name may be any string expression.

 ScratchMode -- ScratchMode [0 = dup, 1 = both]

 ScrubLen -- Sets the range of frames to use when building the single frame player

 Search -- Command used to control Search subsystem behavior.

 SetAMAQTForcedFrameRate -- Forces the plug-in to use the specified rate. Usage: SetAMAQTForcedFrameRate <Boolean enabled> <float forcedFrameRate>

 SetAMAQTSettingFloat -- Sets settings editor settings to be used by AMA plug-ins. Usage: SetAMAEditorSettingFloat <int settingID> <float param2>

 SetAMAQTSettingInt -- Sets settings editor settings to be used by AMA plug-ins. Usage: SetAMAEditorSettingInt <int settingID> <int param1> <int param2>

 SetAMAQTSingleFrameDuration -- Sets duration of a single frame. Usage: SetAMAQTSingleFrameDuration <int seconds>

 setamimode -- Sets the AMI mode.

 SetAudioLoopPlayPerformance -- <no description>

 SetAudioTestingState -- <no description>

 SetAutoPan -- Sets the pan in the record monitor. Type 'help setautopan' for details.

 SetAVX2DebugLevel -- Set the verbosity of console reporting.

 setblipfade -- Set num samples to fade blip audio requests (0-24)

 SetBorrowCarry -- Allow user to adjust borrow carry operations in build-pipes

 SetCacheReq -- Set number of waveform cache requests to fulfill each Idle cycle

 SetCacheThreshold -- sets caching threshold in frames per cache block

 SetClipPan -- Sets the clip pan in the record monitor. Type 'help setclippan' for details.

 SetConstantBinTitles -- Toggles modification to the bin name in the window title

 SetDoNotRetFromPlay -- If (1) then play will NEVER allow the UI to update.

 setdsmserverlog -- Set DSM Server log level (0-5)

 SetDueTimeBias -- sets bias in seconds to decrease PreRead Due times

 SetEcho -- Flag to echo all executed commands to the console.

 SetEmailInfoUI -- Brings up Email Info UI

 SetMAIOLimit -- Sets num of Multi Async per Stream

 SetMaxALBMSize -- Sets the maximum size of the Locate Buffer Manager - Requires relaunch

 SetMaxStreams -- <no description>

 SetMixdownConserve -- Set mixdown memory conserve factor

 SetMonitorExceptionVerbosity -- Sets the user feedback level used by the AMonitorPane when it encounters player exceptions

 SetMouseCmd -- Set mouse parameters

 setnamefile -- sets preempting input for AFileDialog::NameFile.

 path - path to be used during preemption

 null args echos the current values

 SetPE -- <no description>

 SetPEmask -- <no description>

 SetPEsize -- <no description>

 SetPlayerUIbalance -- This command alters the delicate balance that adjusts the UI update frequency vs Player underruns/dmfas

 SetPlayStats -- Set the showing of play stats

 SetPrecompAutoDelete -- Enable/Disable automatic deletion of unsaved precomputes

 SetRenderThreadWait -- Change the amount of time the scheduler waits to let the render thread run

 SetRescanWarnings -- <no description>

 setrunoncebuffer -- Enable/Disable direct sound run once capture buffer.

 SetSBReqListSize -- Sets num of ms in SpringBuffer Streaming request list

 SetSFStats -- Set the showing of play stats

 SetShowBuildPipes -- Display the player pipes whenever the pipes are rebuilt:

 (graph = use dotty graph, new = print pipes in normal left-to-right order, old = print pipes in older backwards order)

 SetSleepTime -- Set time to sleep between null events

 SetSWFXSubPipes -- Force upstream effects of a SW effect to also be in SW (default = play). (Type: 'SetSWFXSubPipes help' for help using this command.

 SetUndoMan -- <no description>

 SetUpdateWhilePlayingOn -- Set whether globalState should be updated during play.

 SetVideoVitalsFromTrackGroup -- Enable/Disable SetVideoVitalsFromTrackGroup

 SetVolumeLatency -- Slows down the volume's I/O to simulate the slow volumes. Latency is in msec

 sf -- Toggle to display the count of late and skipped frames in the console at the end of streaming play.

 ShowAdvancedMem -- Enable/Disable advanced memory stats on project window

 showbptime -- Toggles display of build pipes times in the console

 ShowHeapErrors -- <no description>

 ShowMixdownMemStats -- Toggle showing mixdown memory statistics

 ShowPending -- Shows Current State of Waveform Cache Pending Mechanism, ON/OFF

 ShowPlayerAwayTime -- When enabled, outputs time between calls to APlayer::DoExecs().

 ShowPlayStats -- Toggle the showing of play stats

 ShowPlayStats -- Toggle the showing of play stats

 ShowSFStats -- Toggle the showing of single frame play stats

 ShowVolumeInfo -- Shows the information about all volumes

 SkippedFrames -- Toggle to display the count of late and skipped frames in the console at the end of streaming play.

 SlowAsyncReads -- Slows down only new async execution model reads.

 sod -- Toggle mode for stopping playback on dropped frames.

 ssw -- Stereo support

 StatTest -- <no description>

 StatTest -- <no description>

 StepToTrim -- <no description>

 stopondrop -- Toggle mode for stopping playback on dropped frames.

 Subsys -- Control the debug parameters. The first syntax is used to set or clear the debug flags for a subsystem. The second syntax is used to read the current value of a debug flag The command 'Subsys' with no arguments is used to list all of the available subsystems.

 SuppressUnderruns -- Turn suppression of underruns on/off. (Type: 'SuppressUnderruns help' for help using this command.

 tbb -- Toggles the usage of the Intel Threading Building Blocks (TBBs) for multi-core optimization

 TCBreakTolerance -- Continuous Timeode Checking: If the difference between 2 consecutive timecodes is more than 6 frames,

Avid considers this a break in timecode on the tape. You can override the 6 frame tolerance by setting this value.

 TCChecking -- <no description>

 tearingfix -- Toggle tearing fix for Source/Record monitor windows

 TestColorConversion -- <no description>

 testerr -- <no description>

 testNew -- <no description>

 TestOffspeedPlay -- <no description>

 tmDump -- <no description>

 tmDumpAllMethodLists -- <no description>

 tmDumpAllTools -- <no description>

 ToggleACFClientMonitorForAVX -- Toggles use of ACF Client Monitor for avxInstance\_v1::DrawToVideoBuffer.

 ToggleAsyncAMASP -- Toggles the default use of asynchronous behavior when reading data through AMA Sample Provider Mode

 ToggleAVXRedraw -- Toggle background redrawing when plug-in UI is up

 ToggleAVXResizing -- Enable/Disable AVX effect resizing

 ToggleCachedAMASP -- Toggles the use of file cache for AMA Sample Provider Mode

 ToggleCacheStats -- Toggles the collection of cache statistics.

 ToggleCheckDSCalc -- Toggles checking of downsample calculations

 ToggleCnvtrs -- Toggles use of new asynch converters

 ToggleDebugTools -- Toggle the enabling/disabling of the debug tools - requires restart.

 ToggleDefEC -- Toggles enabling of deferred tasks for effects

 toggledhdump --

 ToggleDXMouseSupport -- Enables/Disables Mouse Jog & Shuttle support with Nitris/Mojo DX

 ToggleEventLogTool -- Toggle the enabling/disabling of the event log tool - requires restart.

 ToggleEWCPlay -- Toggle the ability to play EWC/Frame Chase media in the editor

 ToggleFakeMouseShuttle -- Toggles the use of simulated input for the mouse jog & shuttle features.

 ToggleFileCachePreReads -- Toggles the use of pre-reads when reading through cache.

 ToggleFileCaching -- Toggles the use of caching when reading media files.

 ToggleHWDecode -- Toggles use of Hardware Decode converters

 ToggleHWEncode -- Toggles use of Hardware Encode converter

 ToggleJogSpeedAdjustment -- Toggles the use of simulated input for the mouse jog & shuttle features.

 ToggleMac2QtInspector -- Toggle Mac2QtInspector

 ToggleMAIO -- Toggles Multiple Asyncio per Stream

 ToggleMonCon -- Toggle mode for switching between MonCon and DesktopDisplay.

 ToggleMonPaneBlip -- Toggle single frame display in the monitors.

 ToggleMP2Mixdown -- <no description>

 ToggleMPEGCache -- Enable/Disable Long GOP media parameters cache.

 ToggleNewProgressWindow -- ToggleNewProgressWindow

 ToggleOlderMattes -- <no description>

 ToggleOptimizedBinFrameView -- Toggle optimized bin frame view drawing

 TogglePending -- Toggles whether or not we're using new Pending Cache Mechanism

 TogglePreRead -- Toggles whether PreReads are issued to ISIS volumes

 TogglePSF -- Switch the output between true Progressive and PSF out.

 ToggleReadRate -- Toggles whether ReadRates are osprintf'd

 togglerunmetersinplaycmd -- Toggle doing the meters directly in PlayCmd

 toggleShowLayoutErrors -- Toggles the state of showing layout errors

 toggleStatSpace -- Toggle statistics space calculation

 ToggleTemporalDecode -- Toggles use of the Temporal Decoder for long GOP

 ToggleThreadedScheduler -- Toggles the default use of the threaded scheduler on real-time pipes

 ToggleThreadedSFMode -- Enables/Disables Threaded Single Frame Mode

 ToggleTrackRenderingOrder -- Toggle the track rendering order (persisted): Bottom->Top / Top->Bottom

 toggleVQV -- Turn on/off video quality verifier

 ToggleWFfailLoudly -- Toggle advanced waveforme engine propagating exceptions

 ToggleYUV -- Toggles use of board for 1:1 <-> YUV

 tracefd -- Enables and disables file dialog tracing.

 tracesuspendresume -- <no description>

 TrimToUpdateDelay -- <no description>

 TSTest -- Test TaskScheduler performance

 useampimixer -- Enable or disable AMPI mixer

 UseAVS -- Toggle between using XML and AVS files (Persistent)

 UseNTSCAudioRate -- Toggles use bad NTSC value 29.97

 UseThreadedScheduler -- Use the threded buffer scheduler or make the schedule calls right from the player->play() loop

 UseVC3Labels -- Enable/Disable the use of VC3 labels when creating DNxHD MXF media

 ValidateConfig -- Validates the current deck configuration against the decks actually connected.

 verbosE -- Sets the level of information that goes to the screen. Verbose level must be between 0 and 5. 0 means don't echo anything, 5 means echo it all. Standard level is 4.

 VTRE -- Accesses VTR Emulation debug information. Type 'vtre help' for more info.

 VTREPriority -- Reports the current priority setting and whether setting the thread priority for VTRE was successful.

 WatchSequence -- Toggle watch sequence mode, which watches the integrity of the sequence in the timeline and alerts if it becomes corrupted.

 WaveformCacheStats -- displays memory usage to the console

 WaveformCommands -- Displays commands that affect the Advanced Waveform Engine

 WGPurgeAllOnDelete -- <no description>

 WriteSizeMegs -- Set Megs to Write

 XDebug -- <no description>

 xfermgr -- TransferStatusWindow debug

 xmldebug -- Toggle between XML settings debugging.

 xmllayouttool -- Shows the XML Layout Tool