FRIM Source

FRIM Source is free MPEG2, H.264 AVC, H.264 MVC (3D) and VC1 decoder plugin for AviSynth (2.58, 2.60 RC1 and AviSynth+ (64-bits)) in Windows.

It is based on Intel Media SDK, which can be freely distributed and used.

Supported OS: Windows 7, Windows 8.x, Windows 10

(Download for SW developers: https://software.intel.com/en-us/media-sdk)

FRIM Source binaries:
      x86:
             FRIMSource.dll
             libmfxsw32.dll (part of Intel Media SDK)
      x64:
             FRIMSource64.dll
             libmfxsw64.dll (part of Intel Media SDK)

Libraries **libmfxsw32.dll** and **libmfxsw64.dll** need to be placed in any directory which is specified in PATH environment variable.

Command syntax:

FRIMSource (*string "**codec**", string "**filename**" [, string "**filename_dep**"]*
        *[, string "**layout**"] [, bool "swaplr"]*
        [, string "platform"] [, string "memory"] [, int "async"] [, string "container"]
        *[, int "cache"] , [, bool "reload"] , int "**num_frames**" [, string "log_file"]*)

Options:

codec	mandatory, valid values are **mpeg2|h264|mvc|vc1|jpeg** (for more info about valid codecs please refer to Intel Media SDK documentation).
filename	mandatory, name of input file (for base view or combined).
filename_dep	name of input file for dependent view, mandatory only for separated mvc input.
layout	mandatory for mvc codec, otherwise ignored "sbs" - side-by-side, "tab" = top-above-bottom, "alt" - frame-alternation, "left|l" - left eye only, "right|r" - right eye only, For frame-alternation layout are frame rate, num_frames and cache size internally doubled. This is necessary for correct post processing and sound synchronization.
swaplr	optional, swaps L-R part of output frame, valid only for layout= sbs|tab|alt|left|right

platform	optional, "<empty>|sw|hw"
	If platform is not specified, hardware/software is detected automatically.

memory
optional, "<empty>|d3d|d3d11"
Default surface memory is system.

(for more info about software and hardware platform and memory please refer to Intel Media SDK documentation).

async
optional, depth of asynchronous pipeline (between 1 and 20). Default is 4

container
optional, input file's container, currently either empty, or "ts". Default empty

cache
optional, set to number of frames to be stored in temporary cache, default 1 (=current only). Used for partial scrolling, but mainly for subsequent temporal Avisynth filters.

num_frames
set to actual or maximum number of frames to be read from input file.
if set to 0 (zero), then system calculates number of frames automatically.
Can take longer time!
Limitation: This automatic calculation is available only for TS-container

reload
optional, "true|false". Default is true (!). When true, then system will load input file again when jumped "before" cached content. Warning: can be slower

log_file
optional, name of log file which shows parameters and frame numbers read from input file. Mainly for debugging purposes.

Examples of use in Avisynth filters:

1. H.264 AVC file (2D)

```
LoadPlugin ("…some_path…\FRIMSource.dll")

FRIMSource (codec="h264", filename="…path…\input.h264", cache=24,
            num_frames=14000)
```

2. H.264 AVC file (2D) in **.MTS transport stream** container

```
LoadPlugin ("…some_path…\FRIMSource.dll")

FRIMSource (codec="h264", filename="…path…\input.mts",
            container="ts", cache=24, num_frames=14000)
```

3. H.264 MVC file (3D)

```
LoadPlugin ("…some_path…\FRIMSource.dll")

FRIMSource (codec="mvc", filename="…path…\input_base.h264",
            filename_dep="…path…\input_dependent.h264",
            layout="sbs",
            cache=24, num_frames=14000)
```

4. MPEG2 file with debug logging

```
LoadPlugin ("…some_path…\FRIMSource.dll")

FRIMSource (codec="mpeg2", filename="…path…\input.h264",
            cache=24, num_frames=14000, log_file="…path…\input.log")
```