

# AVID Console Commands

This information has been culled from the experience of many Avid users. While I make no guarantee as to its accuracy, I would be happy to accept advice, corrections and additions. I will update and re-post at intervals. [console@paul-sampson.ca](mailto:console@paul-sampson.ca).

Please note Avid would never publish a list like this because many of these are unapproved, and in the case of *renamemedifiles* potentially dangerous.

There are no instructions on using the console here – if you don't know that already, then these commands might not be a good idea for you.

Included in this paper are:

- alldrives
- Cmd\_SetImportSlideLength
- CLoSeAllAVXPlugins
- Disable3D
- DumpMaxPeaks
- embedDNXCC
- fakedeck
- forceHDTranscode
- IgnoreQTRate
- LegacyOverlay
- Playlength
- Renamemedifiles
- repairsequences
- setresizetype
- subsys monpane debug
- TCBreakTolerance

We finish with a section titled "Stupid Console Tricks" which outlines other things the console can be used for.

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Current version at [www.paul-sampson.ca/AVIDSupport](http://www.paul-sampson.ca/AVIDSupport)

*Console commands are for diagnostics and for features that are in process of being completed and have not yet been fully tested or have a complete GUI. It is also to test out certain features or algorithms before putting them into a main release. Most console commands are "use at your own risk"*

*Michael Phillips, October 2007,*

## **alldrives** (nothing)

**Allows mapped network drives to be used by Avid for media storage**

**SYNTAX** *alldrives*

**NOTES** Networked drives which appear as drive letters on your desktop will not automatically be seen by the AVID application. To make these drives appear in the Avid application (Capture window for example), and to make media on these drives available for playback use this command.

**CAUTION** When using *alldrives* more than one editor should not use the same drive at the same time. Two editors recording to the same drive simultaneously could destroy the media databases. At the very least, with multiple users on the same drive repeated scans of the media files will be triggered which wastes time.

## **CloseAllAVXPlugins** (nothing)

**Close down all AVX plug-ins to save memory**

**SYNTAX** *CloseAllAVXPlugins*

**NOTES**

**CAUTION**

Contributed by [Jean-François Boisclair](#)

## Cmd\_SetImportSlideLength (Number of frames)

### Set the length of imported still frames

**SYNTAX** *Cmd\_setimportslidelength 1700*

**NOTES** In the Import Dialogue you can enter the duration, in *seconds*, for the still images you import. While you could choose the same number of seconds in the Import dialogue, this command allows you to select partial seconds for import durations. 1700 frames would be 56:20 in NTSC.

### CAUTION

## Disable3D

(nothing)

**Disable 3D hardware for Testing faults, making Macs go fast!**

**SYNTAX** *Disable3D*

**NOTES**

**CAUTION**

[Contributed by Roger Shufflebottom](#)

OK - it used to be useful on Meridien and ABVB systems with a hardware 3D board but I found it still worked with my Mac Mini. This has an unsupported 'graphics card' that uses part of system RAM. If you try to run MC Soft or XPro on it, it will fail to launch. If you hit G+O on the keyboard immediately after opening the app, it will launch correctly. Then use Disable3D to avoid having to use the G+O key combo each time. Same applies to Intel MacBooks, I think. Possibly a niche market?

## DumpMaxPeaks

(nothing)

**Displays maximum audio level since last Reset Peaks (on audio tool)**

**SYNTAX** *DumpMaxPeaks*

**NOTES**

**CAUTION**

[Contributed by Roger Shufflebottom](#)

Roger- I only have a VISTA workstation, running MC 2.8.3 perfectly well – except I have no sound and cannot test this!

## embedDNXCC

(nothing)

Toggles whether to embed closed captioning in DNX media.

**SYNTAX** *embedDNXCC*

**NOTES**

**CAUTION**

(more coming for above)

## Fakedeck

(nothing)

**Allows operations normally requiring a deck to proceed without one**

**SYNTAX** *Fakedeck*

**NOTES**

**CAUTION**

[Contributed by Roger Shufflebottom](#)

That VISTA workstation ? It also has no deck.....damn! Help says -- Uses a 'virtual' deck for deck control

## forceHDTranscode (true or false)

**Allows or inhibits the output of a mixed resolution sequence**

**SYNTAX** *forcehdtranscode true*

**NOTES** This command works only in an SD sequence.

When *forcehdtranscode* is true, trying to output a sequence with mixed SD and HD resolutions will not be allowed – an error reminding you to transcode first will be presented. When *forcehdtranscode* is false, you will be able to output the mixed sequence, even though the quality of the real time conversion may be inferior. The error message will still appear, but now will have a button to proceed despite the mixed resolutions.

In the console window, enter the command "forceHDTranscode false" to allow output of mixed resolution sequences, use 'forceHDTranscode true' to inhibit mixed resolution output.

The command will reset to true when the application restarts or you change projects.

**CAUTION** In a server environment, a mixed sequence cannot be transmitted using send To Playback under any circumstances. This command is for video based output only.

## IgnoreQTRate (true or false)

**Allows importing of QT movie with “wrong” frame rate**

**SYNTAX** *ignoreqtrate true*

**NOTES** Used to import a QT movie and interpret it with the frame rate of the current project. For example, import a 24 frame movie into a 30 (29.97) frame project. The 24 frame movie is imported into the 30fps project frame per frame, with 30 frames being imported as a second, resulting in a speedup of course. You might consider a timewarp effect to correct the speed at this point, if appropriate. Michael Phillips at [www.24p.com](http://www.24p.com) has some specific advice on this.

**CAUTION**

## LegacyOverlay (on or off)

### Switch video display between OpenGL (off) and DirectDraw (on)

**SYNTAX** *LegacyOverlay on*

**NOTES** Some systems crash on boot because they are not running OpenGL cards qualified by Avid. You can switch from OpenGL back to DirectDraw using this command. This setting is remembered between reboots. If you can't get the software to boot to enter this command, hold "L" plus "O" at power up to force this mode once, then enter the console command.

**CAUTION** Performance of the system may suffer as it is not processing effects optimally.

Contributed by [Jean-François Boisclair](#)

## Playlength (minutes)

Allows “look ahead” to be restricted for faster start of playback

**SYNTAX** *playlength 2*

**NOTES** By default, before the Avid begins to play it maps the entire timeline into memory. This can take a long time. Use *playlength* to tell the Avid to map only a certain number of minutes into memory, and thereby begin playing faster. Necessary to allow you to work faster when editing in a very long timeline.

Type the command in, and then use the Playlength Toggle button to activate this shorter playlength time when desired.

Playlength is reset upon next startup of the application.

**CAUTION** In previous versions you simply typed in the command and it worked. Current Avid products require you activate the Playlength Toggle button (which is *not* mapped by default) before the command takes effect.

## renamemedifiles (nothing)

Renames the files in your **OMFI MediaFiles** folder

**SYNTAX** *renamemedifiles*

**NOTES** This command renames your OMF media files so the names more closely resemble the actual clip names. The results are still largely cryptic, as shown below.

217V01.B33A5DBA379FBC1D.omf --->	Police.V1.Police Car.omf
217V01.B33A5DBA37BC9B5D.omf --->	Police.V1.Prison Bars.omf

**CAUTION** May cause media, particularly precomputes, to unlink. Will not work in media indexer (Interplay) environments and should never be used on shared storage anyway. Considered by many users to be dangerous



## repairsequences (unknown)

Attempts to repair sequences in open bins (?)

SYNTAX

NOTES (unknown)  
Knowledge base has entries from 1996 (!) only, with no explanation

CAUTION

## setresizetype 1,8,9

Sets quality of real-time 2D resize effects, including HD and SD transcoding

SYNTAX *Setresizetype 8*

NOTES AVID supports three quality levels for real time resizing. This can be done with an effect like Picture in Picture, or automatically by the system when you place an SD shot in an HD sequence (or vice versa). 3D warp effects are not changed by this setting.

1 = nearest neighbour  
8 = anti-aliased bilinear (*the default*)  
9 = polyphase

The intent is to allow you to balance real time performance against quality. When doing SD transcodes to HD, it is often desirable to do so at the highest quality possible, and it is here in particular where you would use *setresizetype 9*.

CAUTION

## subsys monpane debug (nothing)

### Allows precomputes to be loaded into monitors and played

**SYNTAX** *Subsys monpane debug*

**NOTES** This command allows rendered effects (precomputes) to be loaded into a monitor and played. This is useful when doing cleanup to determine which precomputes to delete.

Before you use it, you must make precomputes visible in your bin. To see your precomputes you need to select the BIN menu, and choose SET BIN DISPLAY. Place a check mark beside PRECOMPUTES to make them visible. You may need to toggle this selection ON and OFF repeatedly to update the precomputes you see in your bin. Precomputes travel with their sequences so the precomputes you see are those attached to any sequences in the bin.

Now run *Subsys monpane debug* and you will be able to load the precomputes into your player monitor for screening. You can actually edit with them as well- to be safe consider a video mixdown of any portions of your timeline made from precomputes.

#### CAUTION

## TCBreakTolerance 2 to 12

### Set tolerance of timecode break detection during capture across timecode breaks

**SYNTAX** *tcbreaktolerance 4*

**NOTES** **The digitize window/capture window must be open while entering the console command.**

This command sets the interval after which the system will check for a TC break. The default is to check the timecode every 6 frames during capture. Shortening the interval will catch the breaks earlier. It may also avoid a Timecode 'slip' which happens occasionally where the timecode on part of a clip can be off by several frames due to the (rather lengthy) timecode check interval.

**CAUTION** A setting below 3 is impractical – it will generate too many error messages when there are not any. The minimum practical setting seems to be 3. As stated above, type this change into the console with the Capture window active for it to work.

**From Jean-François Boisclair, CEV, Montreal :**

## **For Symphony Nitirs:**

**HDTitleFilter** -- Enable/Disable filtering of HD titles and mattes for downconvert to SD.  
(page 56-57 of SN 1.7.7 ReadMe)

**EnableCommitMulticam** -- <no description>  
(page 19 of SN 1.7.7 ReadMe)

**BackRevCC** -- Copy sequence for Symphony Meridien CC Relationship compatibility  
(page 28 of SN 1.0.9 ReadMe) Do we still need this command with newer SN version ???

## **For MC, Xpress Pro & NewsCutter XP**

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

## Stupid Console Tricks

The console also has a role as a tool for providing information about windows and objects within the editing system. Here are some of those tricks.

### Startup

When the Avid starts, the console prints a report of the startup operations. Software versions, startup errors and various status indications are found here. The most useful information for us is the SystemID and DongleID. This is a convenient way to get at this information without reading the dongle tag or running the “dongle dumper” application.

This information will ‘scroll off’ the console during your edit. The console has a limited size, and as new information is added, eventually the old information scrolls off the screen.

```
MCBootstrap::gwhoami = 30
AVX Library V1.5
OpenGL implementation found:
  vendor   = Brian Paul
  renderer = Mesa OffScreen16
  version  = 1.5 Mesa 6.4
  This OpenGL implementation does not support hardware texture render
  maximum render dimensions: = 1920 x 540 at 8 bits per pixel channel

OpenGL implementation found:
  vendor   = NVIDIA Corporation
  renderer = GeForce 8500 GT/PCI/SSE2
  version  = 2.1.1
  This OpenGL implementation supports hardware texture render
  maximum render dimensions: = 1920 x 540 at 8 bits per pixel channel

Dongle ID: (removed)
System ID: (removed)
Avid Media Composer
Avid DVD by Sonic
```

## Drop a Clip \ subclip \ Sequence in the Console Window

Information about a clip is returned when you drop it into the console window. A typical result is shown below. While most of the information is cryptic, the clip duration (122 frames at 24 fps), the number of tracks, the clip name (Abu Dhabi Camel Race) are easy to spot. Not very useful for an editor—truly a stupid trick.

```
'AComposition'; len 122, 24 fps; 1 trk, TGM_NORMAL; {MT_MASTER, AC_MASTER}(MASTER CLIP), "Abu Dhabi Camel Race",
AAFmobID 060a2b34010101010101010f0013-000000-442c0ff392020974-060e2b347f7f-2a80, OMFmobID 42.1143738355.158634498
! Track 0 { TT_PICTURE, 1}; cc 0, csc 0
! 'ASequence'; len 122, 24 fps; 1 subComponents
! : 'ASourceClip'; len 122, 24 fps, pos 0, track { TT_PICTURE, 1},
! : AAFmobID 060a2b34010101010101010f0013-000000-442c1091fc6d0976-060e2b347f7f-2a80, OMFmobID 42.1143738513.158792813
! : | 'AComposition'; len 122, 24 fps; 1 trk, TGM_NORMAL; {MT_PHYSICAL, AC_NULL}(FILE_MOB),
! : | AAFmobID 060a2b34010101010101010f0013-000000-442c1091fc6d0976-060e2b347f7f-2a80, OMFmobID 42.1143738513.158792813
! : | ! Track 0 { TT_PICTURE, 1}; cc 0, csc 0
! : | ! 'ASequence'; len 122, 24 fps; 1 subComponents
! : | ! : 'ASourceClip'; len 122, 24 fps, pos 0, track { TT_PICTURE, 0},
! : | ! : AAFmobID 060a2b34010101010101010f0013-000000-0000000000000000-060e2b347f7f-2a80, OMFmobID 42.0.0
```

You can also drop a subclip or a Sequence into the Console. A subclip provides similar information, and a Sequence provides this much information for every shot within itself.

## CONTROL + I (Information) on the Timeline

This command prints the following report in the console which provides detail about all clips at the position of the play head in the timeline. May be useful in some situations for providing information about shots for music clearance, graphics creation/animation or any other time a list of used shots is required. For music, note it reports the name of the clip and the total duration used. For graphics creation, it has the clip name and timecodes. A not-so-stupid trick.

Clip Name	Master Start	Master End	Duration	Source	Source Start	Source End	Drive	File
V2 Boston_22.new.01	01:00:06:21	01:00:10:07	2:25	n/a	n/a	n/a		
V1 Boston_12.new.01	01:00:05:03	01:00:09:07	3:10	n/a	n/a	n/a		
A1 Boston soundtrack.wa	01:00:02:18	01:01:03:06	48:15	n/a	00:59:00:00	01:00:00:19	500GIG (H:)	Boston souA01.442C0442C0FF6.mxf
A2 Boston soundtrack.wa	01:00:02:18	01:01:03:06	48:15	n/a	00:59:00:00	01:00:00:19	500GIG (H:)	Boston souA02.442C0442C0FF6.mxf
A3 Filler	01:00:00:00	01:01:03:24	51:01	n/a	n/a	n/a		
A4 Boston60.aif.new.01	01:00:04:28	01:01:03:24	47:03	n/a	00:59:00:00	00:59:58:21	500GIG (H:)	Boston60.aA01.442C0442C0FF3.mxf

## CONTROL + I (Information) on the Bin

As the report below shows, this provides very little useful information for the editor. Note this report is with nothing in the bin selected.

```
-----BIN INFO start-----
Bin name 'Lunar B Roll'.

Created by:  DELL390, Paul Sampson, , 2007/11/18 11:25:06
Created with: Win, Avid Media Composer 2.7.5, Cecil_PR_R38460

Modified by:  DELL390, Paul Sampson, , 2007/11/18 13:51:17
Modified with: Win, Avid Media Composer 2.7.5, Cecil_PR_R38460

Bin named '24 fps Bin' at 'C:\Users\Public\Documents\Shared Avid Projects\24 fps\Lunar B Roll.avb'.
0 selected items.

Total duration of selected items (24fps TC):    0:00
Total items in bin (including hidden): 126
Total links in bin:          135
-----BIN INFO end-----
```

## CONTROL + I (Information) with selected Bin contents

This is the most useful Bin Information trick. With items in the bin selected, it provides a report of the running time of these items. Below we see 57 items selected, with a running time of 4:53. This number does not tell us how much of this time is Audio, and how much is Video, it simply reports total running time of all items.

This is used often when performing a batch capture. Before initiating the batch, an editor can determine how long all the separate items add up to. This allows them to select a drive with enough space, and know if they have time for a phone call or a long lunch....

```
-----BIN INFO start-----
Bin name 'Lunar B Roll'.

Created by:  DELL390, Paul Sampson, , 2007/11/18 11:25:06
Created with: Win, Avid Media Composer 2.7.5, Cecil_PR_R38460

Modified by:  DELL390, Paul Sampson, , 2007/11/18 13:51:17
Modified with: Win, Avid Media Composer 2.7.5, Cecil_PR_R38460

Bin named '24 fps Bin' at 'C:\Users\Public\Documents\Shared Avid Projects\24 fps\Lunar B Roll.avb'.
57 selected items.

Total duration of selected items (24fps TC):    4:53:08
Total items in bin (including hidden): 126
Total links in bin:          135
-----BIN INFO end-----
```

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I hear and I forget \_ I see and I remember \_ I do and I understand

*Confucius*