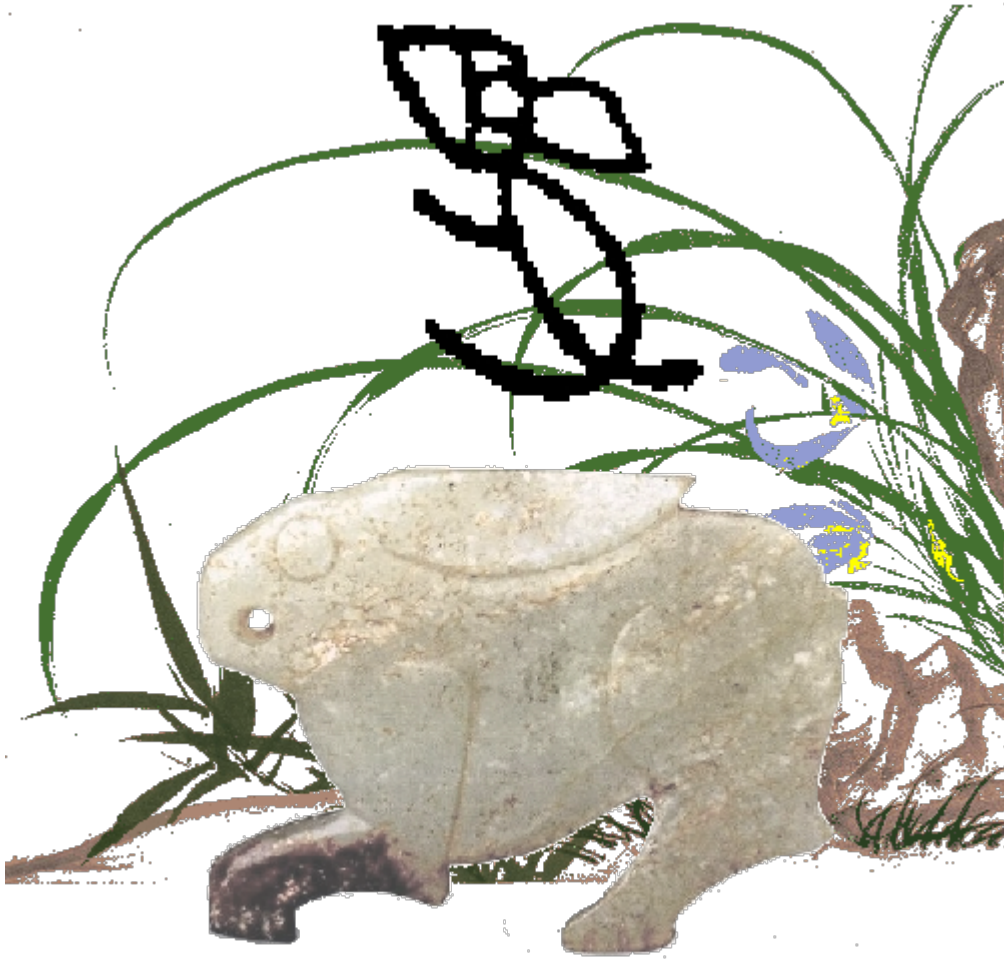




MyBox: Easy Tools Set User Guide – Media Tools

Author: Mara

Version: 6.7.1

Date: 2023-3-13

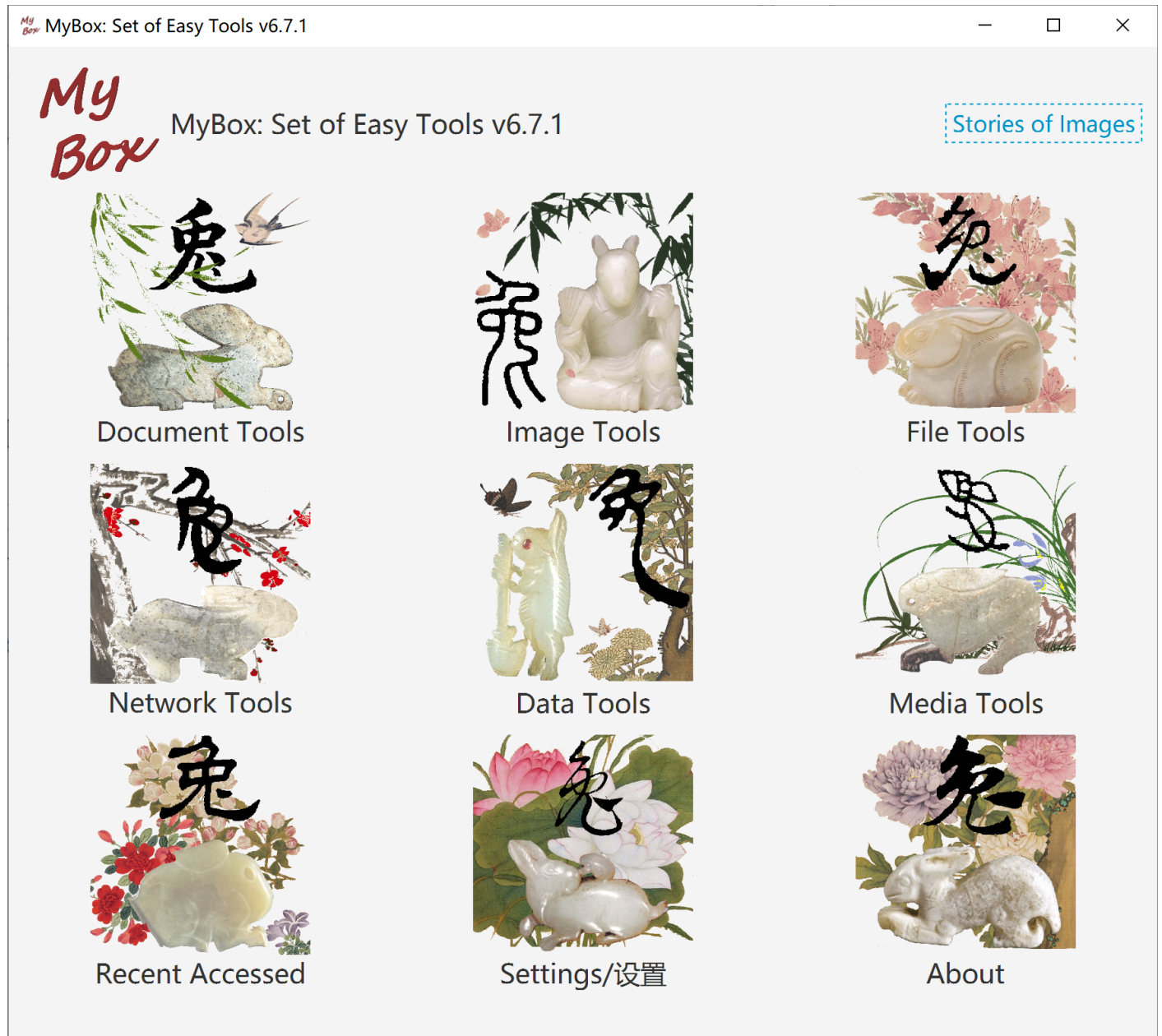
Contents

1 Introduction.....	3
1.1 Main Interface.....	3
1.2 Resources Addresses.....	4
1.3 Documents.....	5
1.4 Menu of Tools.....	7
2 Play Videos/Audios.....	8
3 Manage Playlist.....	9
4 Wrap Functions of ffmpeg.....	10
4.1 Base.....	10
4.2 Record Screen.....	12
4.3 Convert Videos/Audios in Batch.....	13
4.4 Combine Images And Audios As Video.....	13
4.5 Read Media Information with ffprobe.....	14
4.6 Read Information of ffmpeg.....	15
5 Game-Elimination.....	16
6 Game-Mine.....	17

1 Introduction

This is desktop application based on JavaFx to provide simple and easy functions. It's free and open sources.

1.1 Main Interface



1.2 Resources Addresses

Contents	Link
Project Main Page	https://github.com/Mararsh/MyBox/
Source Codes and Compiled Packages	https://github.com/Mararsh/MyBox/releases
Submit Software Requirements and Problem Reports	https://github.com/Mararsh/MyBox/issues
Data	https://github.com/Mararsh/MyBox_data
Documents	https://github.com/Mararsh/MyBoxDoc
Mirror Site	https://sourceforge.net/projects/mara-mybox/files/
Cloud Storage	https://pan.baidu.com/s/1fWMRzym_jh075OCX0D8y8A#list/path=%2F

The screenshot shows the GitHub repository page for Mararsh/MyBox. The repository is public and has 41 issues, 17 forks, and 79 stars. The repository structure includes folders like alpha/MyBox, docs, en, and released/MyBox, as well as files like .gitignore, LICENSE, and README.md. The 'Releases' section on the right shows the latest release, v6.5.8, which was released 18 days ago. The 'Code' button is highlighted with a red circle, and the 'Releases' section is also highlighted with a red circle.

File Explorer: 文件(F) 编辑(E) 查看(V) 历史(S) 书签(B) 工具(T) 帮助(H)

Address Bar: <https://github.com/Mararsh/MyBox>

Repository: Mararsh / MyBox (Public)

Actions: Pull requests, Issues, Marketplace, Explore

Repository Stats: Unpin, Watch 4, Fork 17, Star 79

Navigation: <> Code, Issues 41, Pull requests, Discussions, Actions, Projects, Wiki, Security, Insights, Settings

Repository Info: master, 1 branch, 90 tags

Files:

- alpha/MyBox a6.5.9 5 hours ago
- docs v6.5.8 18 days ago
- en v6.5.8 18 days ago
- released/MyBox v6.5.8 18 days ago
- .gitignore v6.5.6 3 months ago
- LICENSE Initial commit 4 years ago
- README.md v6.5.8 18 days ago

Readme: ReadMe in English

Releases: 89

Latest Release: v6.5.8 (Latest) 18 days ago

+ 88 releases

Tools: html, markdown, pdf, image, ocr, csv, sql, database, excel, convert, location, javafx, media, bytes, ppt, jshell, matirx

License: Apache-2.0 license

Stars: 79 stars

Watching: 4 watching

Forks: 17 forks

URL: <https://github.com/Mararsh/MyBox/releases>

1.3 Documents

Name	Version	Time	English	Chinese
Development Logs	6.7.1	2023-3-13	html	html
Shortcuts	6.7.1	2023-3-13	html	html
Functions list	6.7.1	2023-3-13	html	html
Packing Steps	6.7.1	2023-3-13	html	html
Development Guide	2.1	2020-8-27	PDF odt	PDF odt
User Guide - Overview	6.7.1	2023-3-13	html PDF odt	html PDF odt
User Guide - Data Tools	6.7.1	2023-3-13	html PDF odt	html PDF odt
User Guide - Document Tools	6.7.1	2023-3-13	html PDF odt	html PDF odt
User Guide - Image Tools	6.7.1	2023-3-13	html PDF odt	html PDF odt
User Guide - File Tools	6.7.1	2023-3-13	html PDF odt	html PDF odt
User Guide - Network Tools	6.7.1	2023-3-13	html PDF odt	html PDF odt
User Guide - Media Tools	6.7.1	2023-3-13	html PDF odt	html PDF odt
User Guide - Development Tools	6.7.1	2023-3-13	html PDF odt	html PDF odt
Examples - Information in Tree	6.6.1	2022-11-16	html	html
Examples - Favorite Address	6.6.1	2022-11-16	html	html
Examples - Notes	6.7.1	2023-3-13	html	html
Examples - SQL	6.6.1	2022-11-16	html	html
Examples - JShell	6.6.1	2022-11-16	html	html
Examples - JEXL	6.6.1	2022-11-16	html	html
Examples - JavaScript	6.6.1	2022-11-16	html	html
Examples - Math Function	6.6.1	2022-11-16	html	html
Examples - Row Filter	6.6.1	2022-11-16	html	html
About - data grouping	6.7.1	2023-3-13	html	html
About - Color	6.6.1	2022-11-16	html	html
About - Coordinate System	6.6.1	2022-11-16	html	html
About - Media	6.6.1	2022-11-16	html	html
About - Data Analysis	6.6.1	2022-11-16	html	html
About - Items in one sentence about java	6.7.1	2023-3-13	html	html
About - Items in one sentence about javafx	6.7.1	2023-3-13	html	html
Palette - Art hues wheel(RYB) - 24 colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Common Web Colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Chinese Traditional Colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Japanese Traditional Colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Colors from colorhexa.com	6.7.1	2023-3-13	rgba all	rgba all

Name	Version	Time	English	Chinese
Palette - Art hues wheel(RYB) - 12 colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Art hues wheel(RYB) - 360 colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Optical hues wheel(RGB) - 12 colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Optical hues wheel(RGB) - 24 colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Optical hues wheel(RGB) - 260 colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Art paints	6.7.1	2023-3-13	rgba all	rgba all
Palette - MyBox Colors	6.7.1	2023-3-13	rgba all	rgba all
Palette - Gray scale	6.7.1	2023-3-13	rgba all	rgba all
Stories of Images	6.7.1	2023-3-13	html PDF odt	html PDF odt

1.4 Menu of Tools

MyBox: Set of Easy Tools v6.7

MyBox

MyBox: Set of Easy Tools v6.7

Stories of Images



Document Tools



Image Tools



File Tools



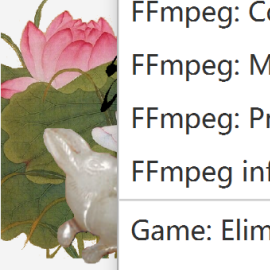
Network Tools



Recent Accessed



Data Tools



Settings

Play Video/Audio

Manage media lists

FFmpeg: Screen Recorder

FFmpeg: Convert Medias

FFmpeg: Merge Images and Audios as Video

FFmpeg: Probe Media Information

FFmpeg information

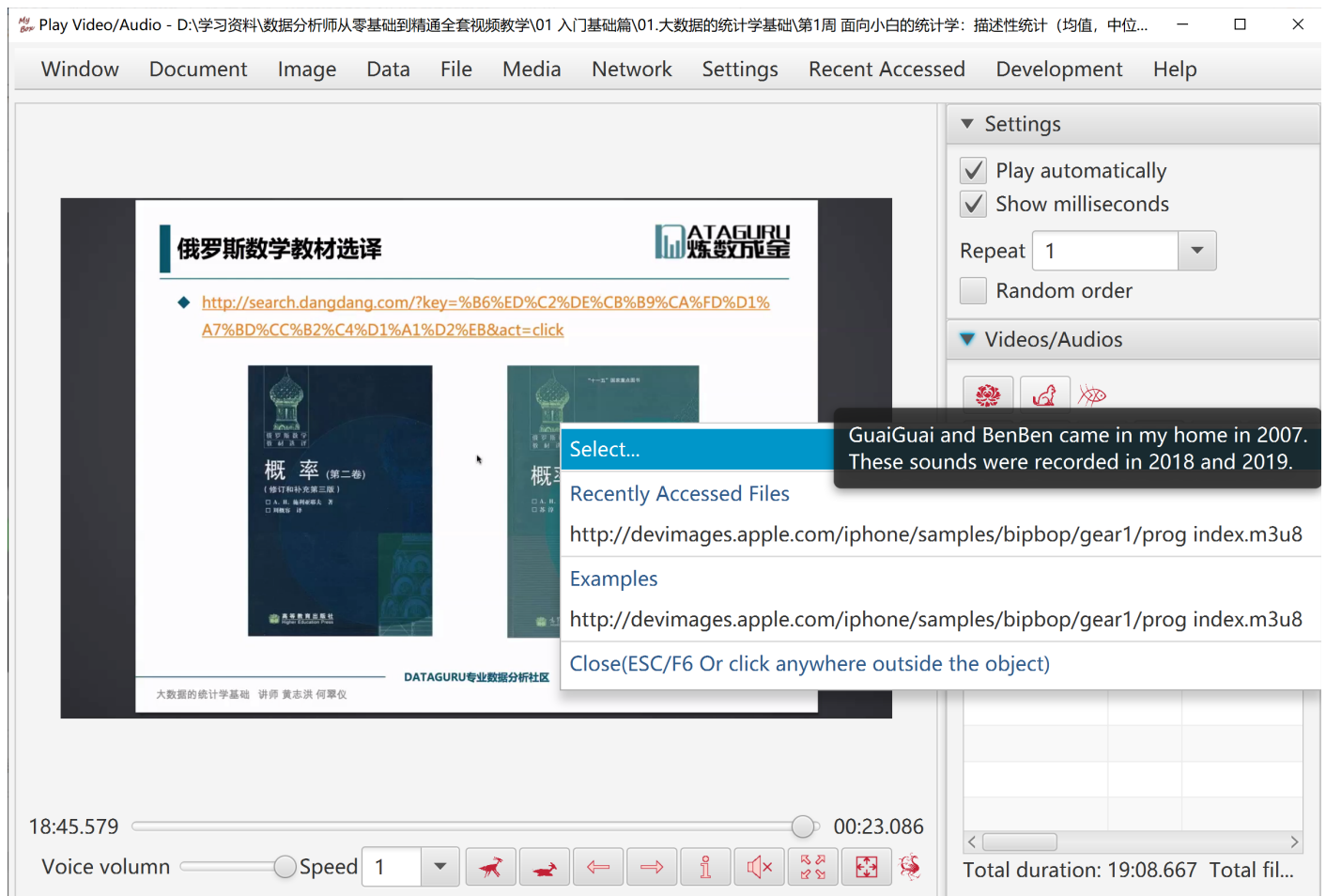
Game: Elimination

Game: Mine

Close(ESC/F6 Or click anywhere outside the object)

2 Play Videos/Audios

1. Create/load playlist
2. Options: auto-play, display milliseconds, loop number, random order
3. Set: volume, speed(0~8 times)
4. Buttons: Play, Pause, Stop, Next, Previous, Media-info, Mute, Full-screen
5. When full screen, display controls in short duration by clicking screen, and quit full-screen by ESC
6. The media player is based on javafx:
 - Supported container types:
AIFF, HLS, MP4, MP3, WAV
 - Supported encoding types:
AAC, MP3, PCM, H.264/AVC, H.265/HEVC
 - Supported protocols:
FILE, HTTP, HTTPS, JAR, HLS
7. Sounds of GuaiGuai and BenBen



3 Manage Playlist

1. Create/Delete/Update playlists.
2. Add/Delete items in playlists.
3. Read medias information, including duration, audio encoding, and video encoding.

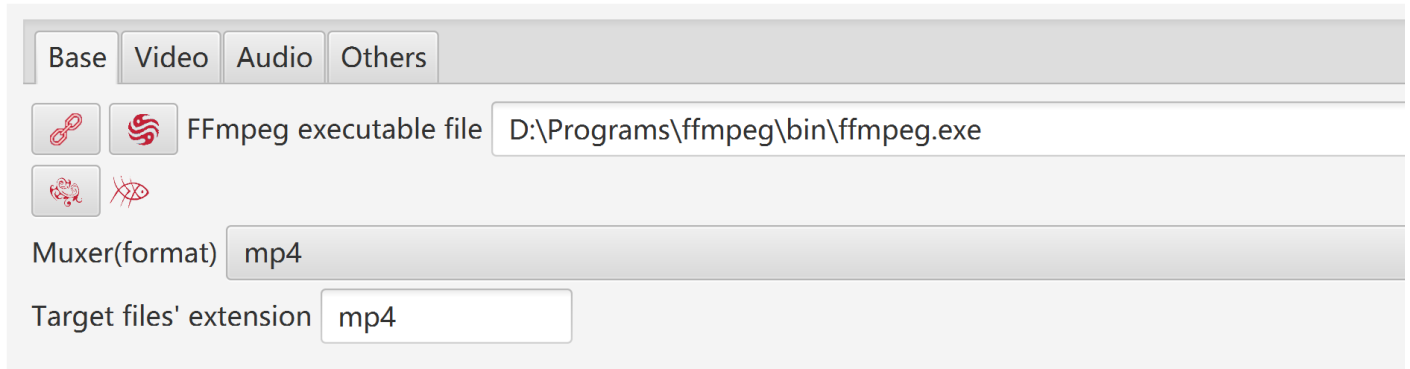
Table row	Curr...	Address	Duration	Audio encoding	+
☐ 1		d:\tmp\mybox-da...	00:01.541	audio/mpeg MPE...	
☒ 2		D:\视频\Photosho...	03:17.973	audio/mpeg AAC	v

地址file:/D:/视频/Photoshop%20CC2015/1----Photoshop%20CC%202015%20全面技能培训介绍.mp4
 时长: 03:17.973
 分辨率: 1280x720
 大小: 99.136 MB
 Track: 1
 Name: video/x-h264
 name: video/x-h264
 video width: 1280
 encoding: H264
 video height: 720
 enabled: true
 Track: 2
 Name: audio/mpeg
 name: audio/mpeg
 encoding: AAC
 enabled: true

4 Wrap Functions of ffmpeg

4.1 Base

Notice: This set of functions is based on ffmpeg, and user need download ffmpeg by yourself. (Suggest to use static version)



Base Video Audio Others

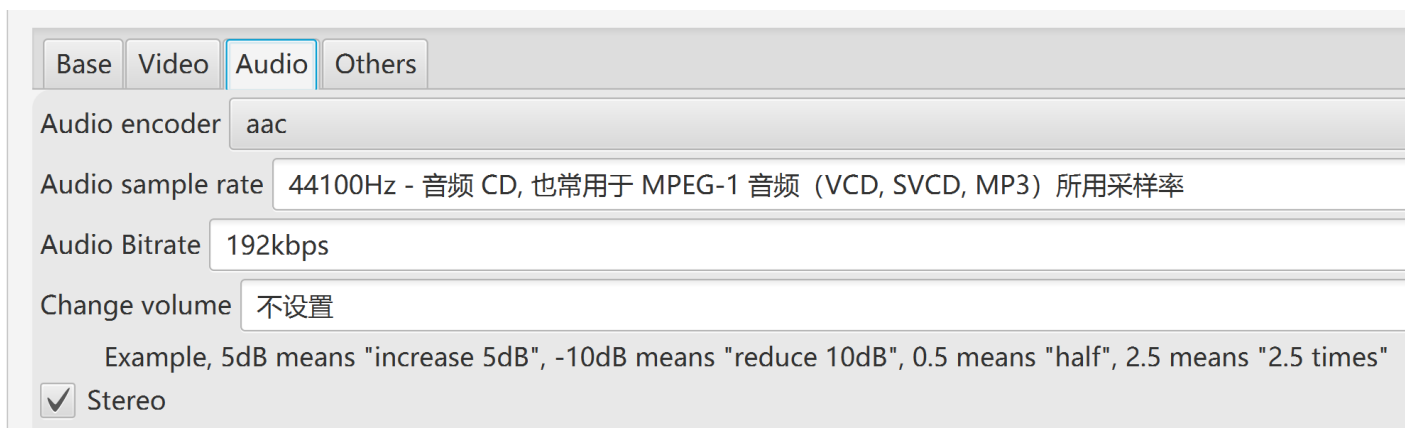
FFmpeg executable file D:\Programs\ffmpeg\bin\ffmpeg.exe

Muxer(format) mp4

Target files' extension mp4

When handle media:

1. All parameters can be selected/set, including format, codec, subtitle, frame rate, sample rate, change volumn, etc.
2. Button "Default": When NVIDIA is available, chooce "h264_nvenc" as video encoder, to make use of hardware acceleartion.
3. Most of players support: muxer "mp4", video codec "H.264", audio codec "AAC".



Base Video Audio Others

Audio encoder aac

Audio sample rate 44100Hz - 音频 CD, 也常用于 MPEG-1 音频 (VCD, SVCD, MP3) 所用采样率

Audio Bitrate 192kbps

Change volume 不设置

Example, 5dB means "increase 5dB", -10dB means "reduce 10dB", 0.5 means "half", 2.5 means "2.5 times"

☒ Stereo

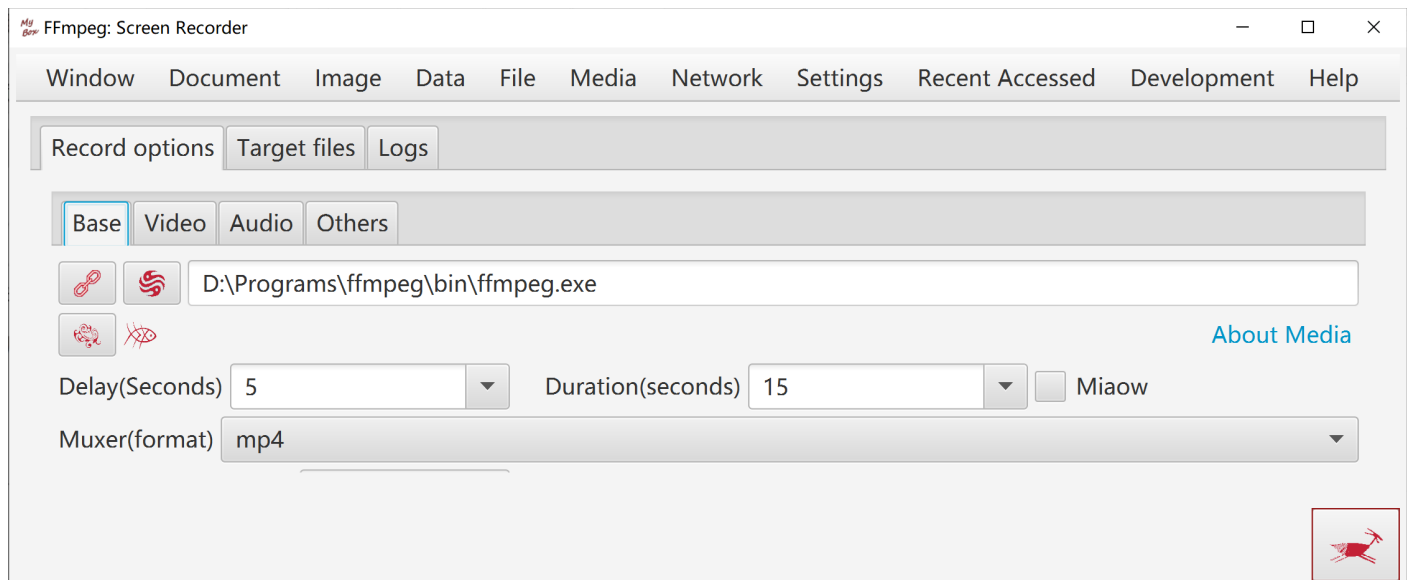
4. Try different options of encoders, preset, and CRF, to get suitable settings of your computer, as following factors :
 - The encoder should be fast enough to record without frames dropping.
 - Consume limited system resources, and leave enough CPU and memory for other applications.
 - Quality and size of the generated file are tolerable.

Base	Video	Audio	Others
Video encoder	h264_nvenc NVIDIA NVENC H.264 encoder (codec h264)		
Video frame rate	ntsc 30000/1001		
Video bitrate	1800kbps		
Video resolution	ntsc 720x480		
Aspect ratio	16:9		
Encoding preset	slow 1 hq 2 passes		
Factor for constant quality model (CRF)	A preset is a collection of options that will provide a certain encoding speed to compression ratio. Slower preset provides better quality and occupies more CPU. Quicker preset means worse quality and less CPU occupation.		

Base	Video	Audio	Others
Subtitle encoder	srt		
More arguments	Separated by space		
-ss 0:1:30	set the start time offset		
-sseof 0:5:00	set the start time offset relative to EOF		
-to 0:10:15	record or transcode stop time		
-t 0:0:20	record or transcode "duration" seconds of audio/video		
-aq quality	set audio quality (codec-specific)		
-ac 2	set audio channels: 1 for mono, 2 for stereo		
-title string			
-author string			
-copyright string			

4.2 Record Screen

- When have not NVIDIA and CPU is not so powerful:
 - Choose "libx264rgb" as video encoder, to bypass conversion from RGB to yuv444p.
 - Select quicker encoding preset.
 - After recording, use conversion tool to change generated video from RGB to yuv444p with encoder "libx264".
- Select whether record video:
 - Set size of threads queue.
 - Record area: full screen, window by title, rectangle.
- Select whether record audio:
 - Detect audio cards automatically, and pick the first one as the audio device.
 - Set size of threads queue.
- Set delay:
 - If "unlimited", record at once when user click button "Start".
 - If valid value, recording will start when this time is past.
- Set duration:
 - If "unlimited", record until user click button "Stop".
 - If valid value, recording will end when duration completes. User can click button "Stop" to finish recording at any time.



4.3 Convert Videos/Audios in Batch

1. Source files are listed as files/directories.
2. Source files are listed as streams and medias information.

4.4 Combine Images And Audios As Video

1. Source files are listed as files/directories.
2. Source files are listed as streams and medias information.
3. Duration can be set for each image, or set for all images.
4. Option: End video when audios finish.
5. Images are adjusted automatically to fit for screen size meanwhile keep width-height ratio.

FFmpeg: Merge Images and audios as Video - Images information

Window Document Image Data File Media Network Settings Recent Accessed Development Help

Images Audios FFmpeg options Target files Logs

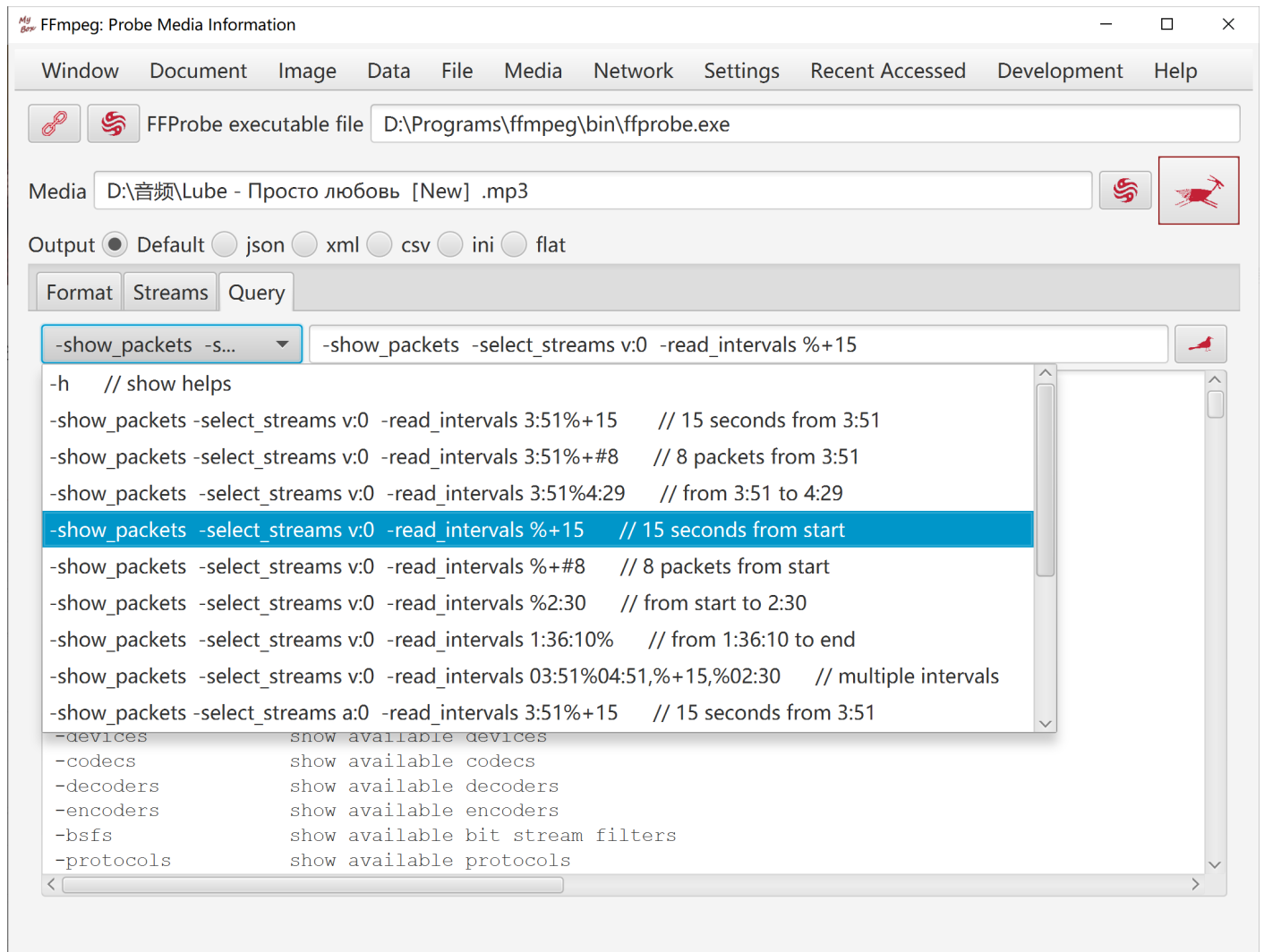
Table row	Curr...	Duration Milliseconds	Source image	Pixels	Color space	File
☐ 1		0		603x445	RGB	D:\tmp\4\MyBox-UserGuide-6.5.9-Ove..
☐ 2		3000		872x593	YCbCr	D:\tmp\4\14_2022-01-22_10-57-44-79..
☐ 3		3000		1946x1983	YCbCr	D:\tmp\4\1.jpg

Duration(milliseconds) 500 Set values for all or selected rows

Total pixels: 4,644,349 Total duration: 00:06.000 Total files: 3 Total Size: 2.842 MB Double click selected item to view

4.5 Read Media Information with ffprobe

1. Format of the media.
2. Streams of media.
3. Packets in defined duration of the media.
4. Output format can be selected.



4.6 Read Information of ffmpeg

Version, supported formats/codecs/filters, and query with customized parameters.

FFmpeg information

Window Document Image Data File Media Network Settings Recent Accessed Development Help

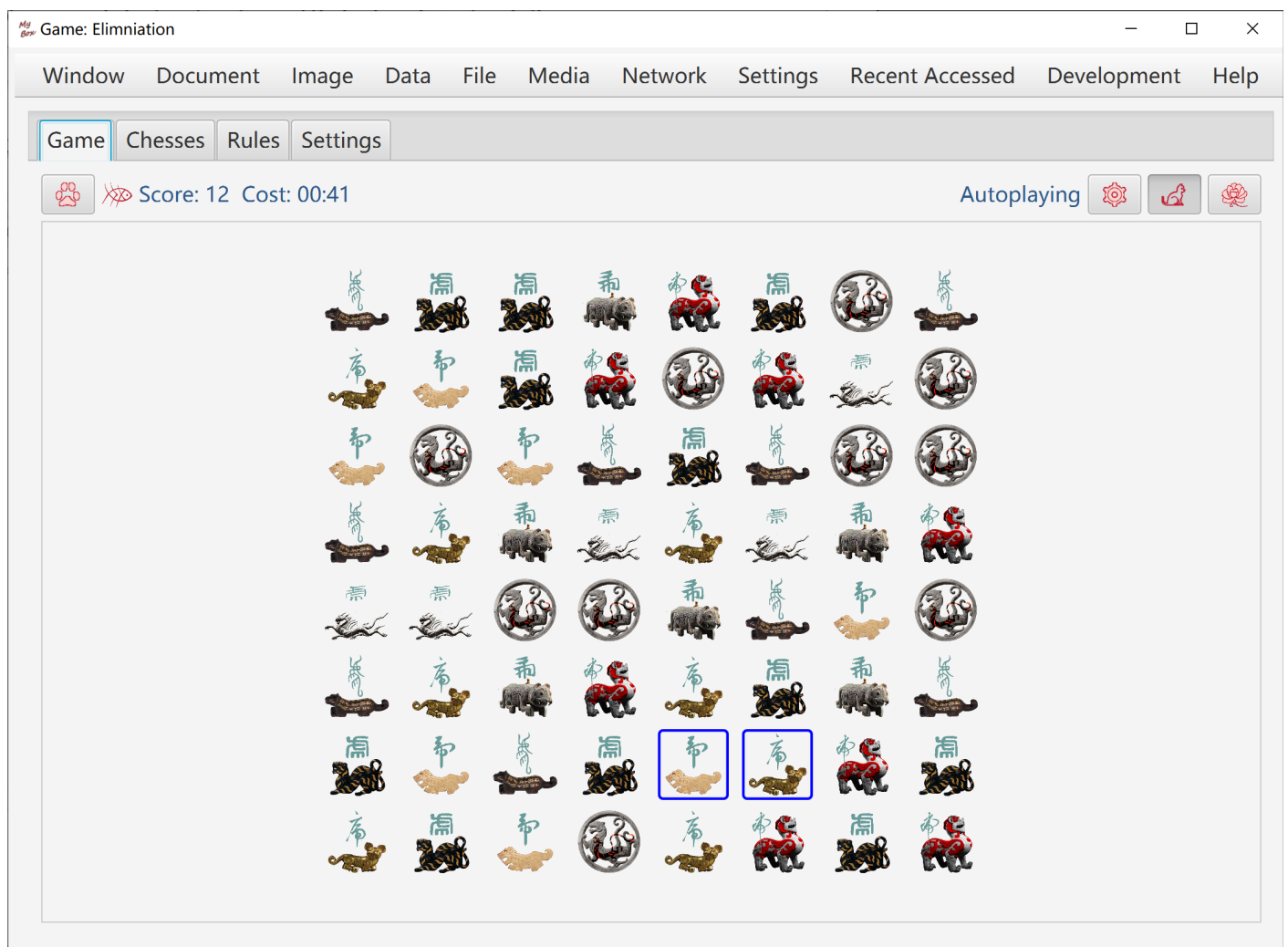
FFmpeg executable file D:\Programs\ffmpeg\bin\ffmpeg.exe

Version	Formats	Codecs	Filters	Query			
Codec	Type	Decoding supported	Encoding supported	Lossy compress...	Lossless compress...	Intra frame-only	
012v	Video	✓			✓	✓	Uncompressed 4:2:2 10-b
4xm	Video	✓		✓			4X Movie
8bps	Video	✓			✓	✓	QuickTime 8BPS video
a64_multi	Video		✓	✓		✓	Multicolor charset for Co
a64_multi5	Video		✓	✓		✓	Multicolor charset for Co
aasc	Video	✓			✓		Autodesk RLE
agm	Video	✓		✓			Amuse Graphics Movie
aic	Video	✓		✓		✓	Apple Intermediate Code
alias_pix	Video	✓	✓		✓	✓	Alias/Wavefront PIX imag
amv	Video	✓	✓	✓		✓	AMV Video
anm	Video	✓		✓			Deluxe Paint Animation
ansi	Video	✓		✓			ASCII/ANSI art
apng	Video	✓	✓		✓		APNG (Animated Portable
arbc	Video	✓		✓			Gryphon's Anim Compres
asv1	Video	✓	✓	✓		✓	ASUS V1

Total: 456

5 Game-Elimination

- Options about chesses images, number, size, effects like dropshadow or arc.
- Chesses can be predefined images, user defined images, or colors.
- Sound: praise from GuaiGuai, praise from BenBen, 3-conection from Ben and others from Guai, mute, or any mp3/wav file.
- Counted chesses: Make scores only when eliminate selected types of chesses.
- Customize rulers that how to give score when eliminate different type of connection.
- Set strategy when deadlock happens: keep score and renew game, make chance of elimination, or pop alert to have user chooce.
- Options: speed of automation, times of flush when eliminate, whether pop scores.
- Button "Help Me": prompt valid step.
- Button "Play Automatically": click to play by compute and click again to stop it.

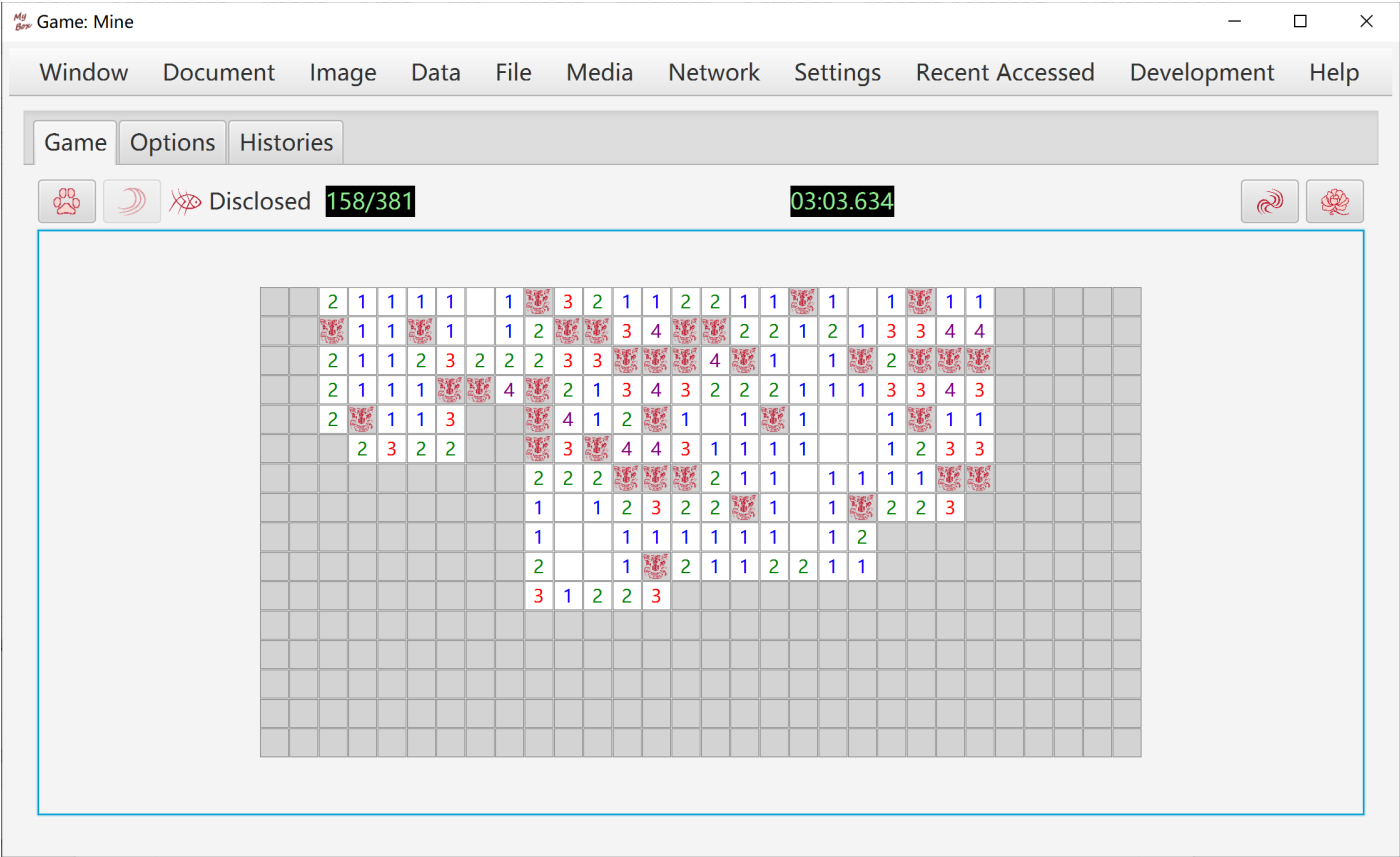


6 Game-Mine

Target: Disclose all cells which are not mines. Game fails once a mine is opened.

Rulers:

1. When game is started, all cells are in status "closed".
2. Start timing when click a cell at first time.
3. Count: Opened cells number / Total number of cells which are not mines.
4. When left-click a cell, nothing happens when it is "disclosed", or else:
 - If it is a mine, then game fails.
 - If it is not a mine, then it is opened and its status becomes "disclosed".
 - If there are mines around this cell, then the number of mines around it is shown in the cell.
 - If there is no mine around this cell, then it is shown as blank and all cells around it will be disclosed. Continue this process.
5. When right-click a cell, nothing happens when it is "disclosed", or else:
 - If this cell is not marked, then mark it as "Mine".
 - If this cell is marked as "Mine", then change its mark as "Suspected".
 - If this cell is marked as "Suspected", then remove its mark.
 - Right-clicking only marks the cell, and will not trigger mine nor disclose the cell.
6. When double-click a cell:
 - If the cell is in status "closed", then disclose it.
 - Disclose all cells which are not marked as "Mine" around this cell.
 - Do this only when you are sure all mines are marked correctly around this cell.
7. When you are unlucky to trigger a mine:
 - Click button "Undo", to pretend that did not happen and continue the timing and counting.
 - Click button "Replay", to restart the same game.
 - Click button "New Game" to start a different game.
8. Click button "Help me" to see all mines secretly, and click button "Undo" to continue playing.



<End of Document>