

RAVE User Manual



Introduction: RAVE was designed to help media professionals, specifically audio specialists to quickly submit new versions or a partial versions of their work with a relevant synchronized video.

In practice RAVE replaces the audio inside video files without re-coding the media, that way new media created by the tool very quickly while keeping all original media attributes intact such as codec format, frame rate, bit rate, sample rate etc.

Main Functions:

When you first open RAVE it opens by default in Simple mode:

The screenshot shows the RAVE application interface. At the top, there are two input fields: "Drop video file on me" with a video camera icon and "Drop audio file on me" with an audio waveform icon. Below these are two tabs: "Simple mode" (selected) and "Advanced mode". Under "Simple mode", there is a red arrow pointing to a text box containing instructions: "Drop a video file in the top box and an audio file in the second box. The command will then appear the command window. Press the replace button and the audio will replace the original audio in your video file. Output will be the same folder as the source video input file." Below this is a large text area labeled "Command to be executed." At the bottom left, there is a note: "MacOS: For this app to work you need to install ffmpeg into your application folder. Windows: Install ffmpeg directly on C:\ and setup the environment mapping." At the bottom right, there is a blue "Replace" button.

Simple mode:

Only allows the user to replace audio (Wav or AIFF) in QT Movie files (containers) or MP3 audio file into MP4 files (containers)

Note: Any other attempt in Simple mode will not yield desirable results.

To achieve that the user only need to drag and drop one video file and one audio file respectively:

This screenshot is identical to the one above, showing the RAVE application interface with the "Simple mode" tab selected. It highlights the two input fields for video and audio files.

Note, it is paramount that both file start point shall be in-sync with each other for accurate results.

RAVE User Manual

To complete and execute the action just press the 'Replace' button at the bottom of the interface:

Replace

By default the app places the output video file in the same directory as the original input file with the same name as the original input video file and adds the prefix "new_" for your convenience.

Advanced mode:

Drop video file on me
Filename of videofile

Drop audio file on me
Filename of audiofile

Simple mode **Advanced mode**

Audio @ new in-point Start: 00:00:04.000 Duration: 00:00:08.000 Audio -> AAC Bitrate: 192 kBit/s

Custom output file: Output file name with extension.

Command to be executed.

MacOS: For this app to work you need to install ffmpeg into your application folder.
Windows: Install ffmpeg directly on CI, and setup the environment mapping.

Replace

Here you can control several things:

- Media Cropping/trimming via two variables

Start time = Define a point in time where you want the new media to begin.

Duration = What is the overall length of the new media after you adjust start point.

Start: 00:00:04.000 Duration: 00:00:08.000

Once you've entered both Start and Duration parameters as follow hh:mm:ss.fff The tool allows you to execute the action in two scenarios:

The first, [Audio @ new in-point checked] assuming you need to trim only the video's in-point because the audio render input is already begins at the new desired start point. Audio @ new in-point

The second, [Audio @ new in-point unchecked] assuming you have both audio and video starting at the same time. Audio @ new in-point

RAVE User Manual

If you need to create MP4 output file and your audio is PCM (wav or aiff) you will not be able to perform the operation. we cannot include PCM audio in Mp4 output.

For that case we added the option 'convert the audio into AAC format' and enable you to determine desired bit rate for your converted AAC. Audio -> AAC Bitrate: kBit/s

If you decide to convert your audio into AAC and do not specify target bit rate for it: the default bit rate is set to 192 kbp/s.

You can also specify file target and output name of your desire, just Remember to specify file extension with it (.mov .mp4)

Custom output file:

If you do not specify any target file the app by default places the output file in the same directory as the original input file with the same name as the original input video file and adds the "new_" prefix.

We also give the user the capability to edit the final code if for any reason you desire to do so and you familiar with the ffmpeg coding language, parameters and flags.

Audio @ new in-point Start: Duration: Audio -> AAC Bitrate: kBit/s

Custom output file:

```
ffmpeg -i "D:\Video.mp4" -i "D:\Audio.wav" -ss 00:00:31.000 -t 00:01:05.000 -acodec aac -b:a 256k -vcodec copy -map 0:v -map 1:a -shortest "D:\newVideo.mp4"
```

MacOS: For this app to work you need to install ffmpeg into your application folder.
Windows: Install ffmpeg directly on C:\ and setup the environment mapping.

When you're done and want to execute the action press the 'Replace' button at the bottom of the interface

Important to remember:

Note: if the exact file name is already present on target location the process will not complete.

In all methods we use in RAVE, any length mismatch (in the end tails) between audio and video files input will result in: encoding finish when the shortest input stream ends.

Best of luck to all of you Muxers :)