



Avolites Prism Manual

Prism Player-v2.0

28 May 2025

Contents

1	Contact & Legal	3
2	Introduction	4
2.1	Introduction	4
3	Quick Start	6
3.1	Quick Start	6
3.2	Navigation	6
3.2.1	Main Menu	6
3.2.2	View Tabs	10
3.2.3	Status Bar	10
3.2.4	Multi Selection	10
3.3	Projects Management	11
3.4	Import	11
3.4.1	Export	11
3.4.2	Import	12
3.5	System Tray	12
4	Play	13
4.1	Play	13
4.2	Media Player	13
4.2.1	Playback	13
4.2.2	Play Bar	14
4.2.3	Shortcuts	14
4.3	Banks	14
4.3.1	Table View	15
4.3.2	Grid View	15
4.3.3	Bank	16
4.3.4	Bank Element	16
4.3.5	Import/Export	17
5	Encoder	18
5.1	Encoder	18
5.2	Encode Options	20
6	Settings	28
6.1	Settings	28
6.2	General Settings	28
6.3	System Info	30
6.4	Playback Settings	34
6.5	Encoder Settings	36

1 Contact & Legal

Useful Avolites phone numbers:

Avolites England

Sales and service: (+44) (0) 20 8965 8522

Service out of hours: (+44) (0) 7831 178 888

Fax: (+44) (0) 20 8965 0290

Email: support@avolites.com

Website: <http://www.avolites.com>

Before contacting Avolites for service enquiry please ensure that you have the **product serial number** and the **software version**. The serial number can be found on the back of the desk; the software version is displayed on the menu prompt when the console is switched to System mode.

The latest version of this manual and console software can be downloaded from the Avolites website.

The small print :

No Liability for Consequential Damages

Avolites has a policy of continuous product and documentation improvement. As such the detail within this manual may not match the operation of the console.

In no event shall Avolites be liable for any direct, indirect, special, incidental, or consequential damages or loss whatsoever (including, without limitation, damages for loss of profits, business interruption, or other pecuniary loss) arising out of the use or inability to use the console even if Avolites Ltd. has been advised of the possibility of such damages. Because some jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

Avolites Ltd recognise that all trademarks within the manual are the property of their respective owners.

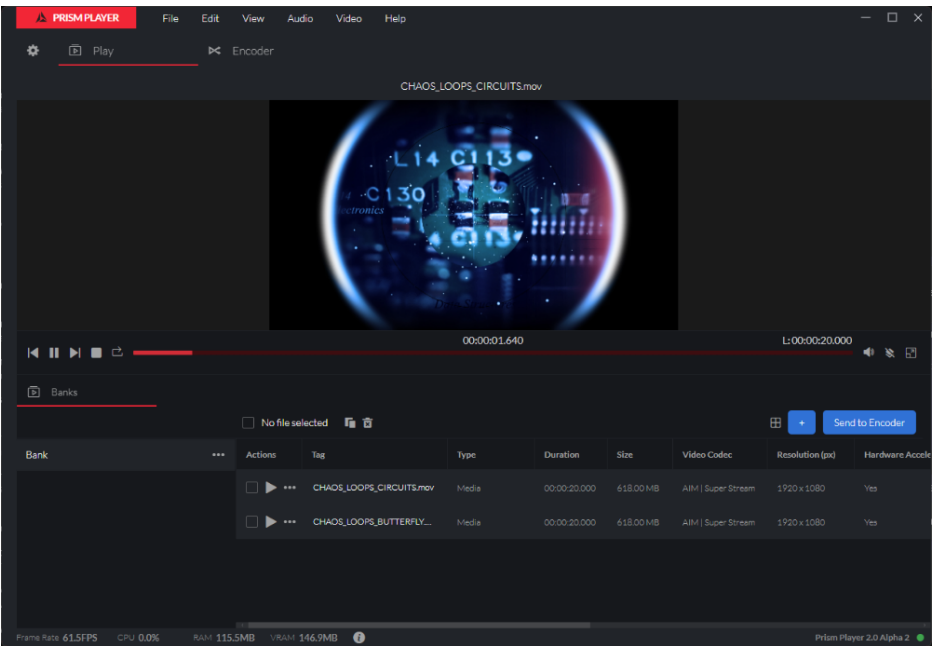
2 Introduction

2.1 Introduction

Prism Player is a free standalone auxiliary application developed by **Avolites** and part of the **Prism Suite** of applications.

It allows for easy previewing of media files as well as for preparing and converting them using the **AiM codec**, ready for use in **Ai, Prism**. Not only does **Prism Player** playback your favourite codecs such as *H264*, *HAP* and *Prores*, but it also supports playback of **NotchLC**.

Prism Player requires a license to run. Please refer to the [licensing page](#) in this manual.



Prism Player is composed of two parts - the **Server** and the **UI**. The **Server** runs in the **system tray** and the **UI** will run separately and show the interface. The components communicate using **port 9030**, no other application must use this port in order to work.

When starting **Prism Player** you may be prompted to add a firewall exception. If you have this experience please add this port to your firewall / anti-virus lists.

Please note that closing the **UI** doesn't necessarily close the server as this allows for any encoding to carry on behind the scenes.

More information on this is found on the General settings page.

Please contact support@avolites.com if you require any support.

3 Quick Start

3.1 Quick Start

1. Setting up a Project

Start by creating a new project via the file menu.

File > New Project

2. Play Media

Press the *Select Files* button within the Bank. Locate and load the required media files. Further media can be added by using the *Add* Button on the right or by dragging files into the Bank area.

To trigger media, click the *Play* button next to the media in the Bank.

3.2 Navigation

Prism Player's user interface is organized into three main sections:

- **Main Menu**
- **View Tabs (Section 3.2.2)**
- **Status Bar (Section 3.2.3)**

3.2.1 Main Menu

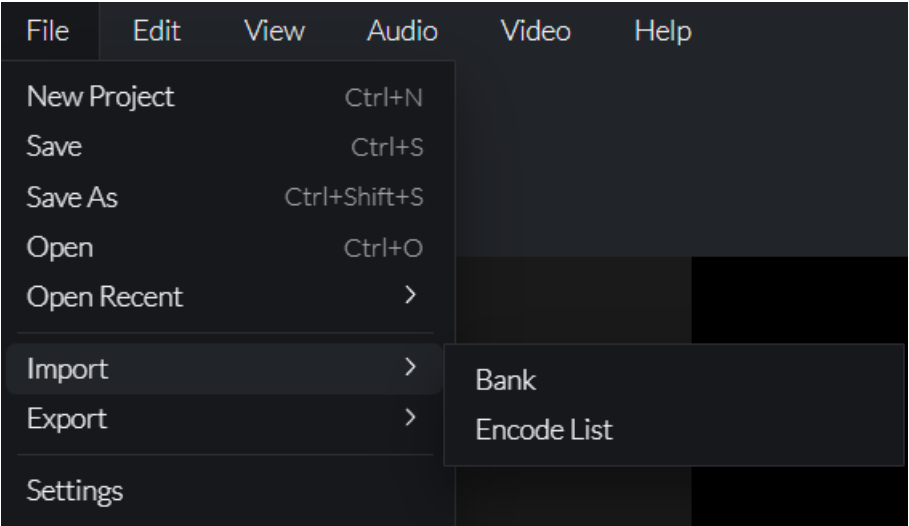


In this section it is possible to navigate the application menu, see the Project name, minimize, maximize or close the user interface.

App Logo

Clicking on Prism Player logo will hide all **View Tabs (Section 3.2.2)**, showing the selected **Surface** in fullscreen.

File



Item	Description
New Project	Resets application state and starts a new project.
Save	Saves the current project.
Save As	Save a new / replace project file.
Open	Open a project file.
Open Recent	Select to open from a list of previous projects.

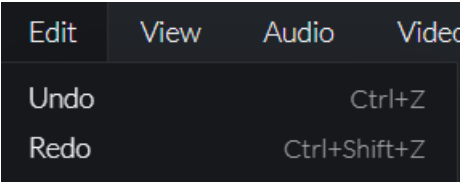
More information found at Projects Management

Item	Description
Import	Imports either a Bank or Encode List .
Export	Exports either a Bank or Encode List .

More information found at Import/Export

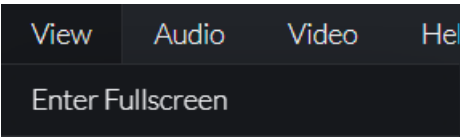
Item	Description
Settings	Navigates to the Settings View.

Edit



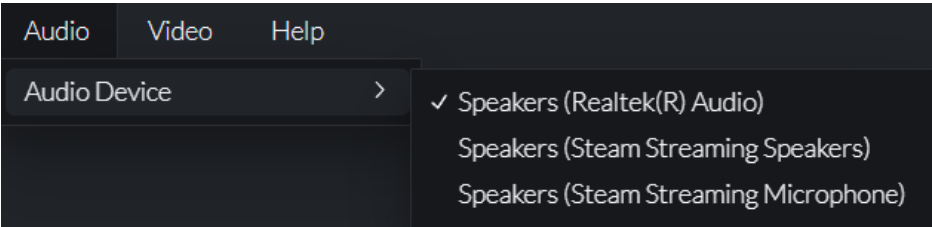
Item	Description
Undo	Undo the last action. <i>Note: Not all features have Undo actions.</i>
Redo	Redo the previous action. <i>Note: Not all features have Redo actions.</i>

View



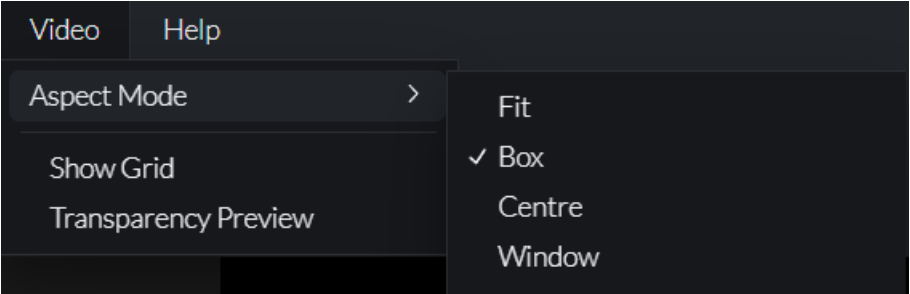
Item	Description
Enter Fullscreen	Toggle fullscreen mode on to fill the video display also toggle by pressing {Fullscreen}. Fullscreen mode can be exited either by pressing {Minimise} at the top right of the screen or by using the {Esc} button on your keyboard.

Audio



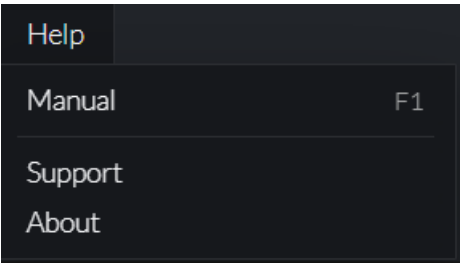
Item	Description
Audio Device	Sets the audio device output for Prism Player . This can also be configured via Settings.

Video



Item	Description
Aspect Mode	Changes the way the media fills the media player canvas.
Show Grid	Displays a reference grid over the media player / layer preview.
Transparency Preview	Toggles on the alpha channel showing a checkerboard in the transparent areas.

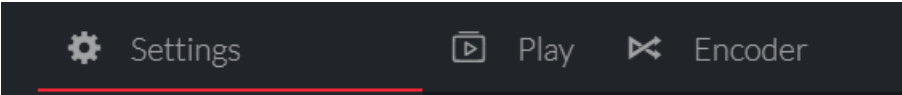
Help



Item	Description
Manual	Opens the Desktop Manual app.

Item	Description
Support	Shows a pop-up with company details.
About	Shows a pop-up with information about Prism Player .

3.2.2 View Tabs



In this section it is possible to navigate the following app **Views**:

- Play.
- Encoder.
- Settings.

An underline will give visual feedback of the selected **View**.

3.2.3 Status Bar

This bar shows the following app informations at a glance.



- App performance metrics - The full performance metrics are shown in the System Info page in **Settings**.
- Prism Player release version.
- User interface connection status LED - red when disconnected, green when connected to the Server.

3.2.4 Multi Selection

It is possible to select multiple elements by: - Ticking element selection boxes. - Holding *Ctrl* button and clicking on elements. - Clicking on an element then *Shift* clicking another element to range select. - Pressing *Ctrl-A* to select all elements in a list.

When multiple **Bank Elements** or **Encode List** entries have been selected, a *Multiple elements selected* orange label is shown in the *Controls* panel and changes will be applied to every selected element.

Any unchanged values in the *Controls* panel will initially display those of the first selected element.

If **Undo and Redo** (Section 3.2.1.3) are permitted, all selected elements will be affected.

3.3 Projects Management

New Project

To create a **Prism Player** project, click on **File > New Project** or use the **Ctrl+N** shortcut. Creating a new project will reset all application settings.

Encode list media files and **Settings** will remain unchanged as they are stored separately.

Save Project

To save a **Prism Player** project, click on **File > Save** or use the **Ctrl+S** shortcut.

The default destination folder of project files is in the **Documents** folder under **Avolites > Prism > Player > Projects**.

Clicking on **File > Save As** or using the **Ctrl+Shift+S** shortcut will prompt the **Save Project As** dialog box where the project file name and the default destination folder can be changed.

When a project is saved in **Prism Player**, it will contain all application settings throughout the software.

This includes all **Bank**, **Surface** and **Layers** settings.

Open Project

To open a **Prism Player** project, click on **File > Open** or use the **Ctrl+O** shortcut.

The default source folder of project files is in the **Documents** folder under **Avolites > Prism > Player > Projects**.

Clicking on **File > Open Recent** will show the list of recently opened projects, with the most recent at the top.

Selecting one of the projects from the list will open it.

Opening a previously saved project greatly reduces the setup time for a show and allows the recall of an earlier setup render queue without the need to rebuild it. When a project is opened, all settings across the application will be updated to those in the saved file.

3.4 Import

Banks and Encode Lists can be saved to an external file (Export), and loaded from an external file (Import).

3.4.1 Export

To export a **Prism Player** Bank, click on **File > Export > Bank**.

The default destination folder of Bank files is in the **Documents** folder under Avolites > Prism > Player > Playlists.

It is also possible to export a Bank from the Banks view using the Bank's **Sub Menu** *Export* function.

To export a **Prism Player** Encode List, click on File > Export > Encode List.

The default destination folder of Encode List files is in the **Documents** folder under Avolites > Prism > Player > Encodelists.

3.4.2 Import

To import a **Prism Player** Bank, click on File > Import > Bank.

The default source folder of Bank files is in the **Documents** folder under Avolites > Prism > Player > Playlists.

The imported Bank will replace the existing one.

It is also possible to import a Bank in the Banks view using the Bank **Sub Menu** *Import* function.

To import a **Prism Player** Encode List, click on File > Import > Encode List.

The default source folder of Encode List files is in the **Documents** folder under Avolites > Prism > Player > Encodelists. The imported Encode List will replace the existing one.

3.5 System Tray

Once **Prism Player** has been started, a **System Tray** icon becomes available.

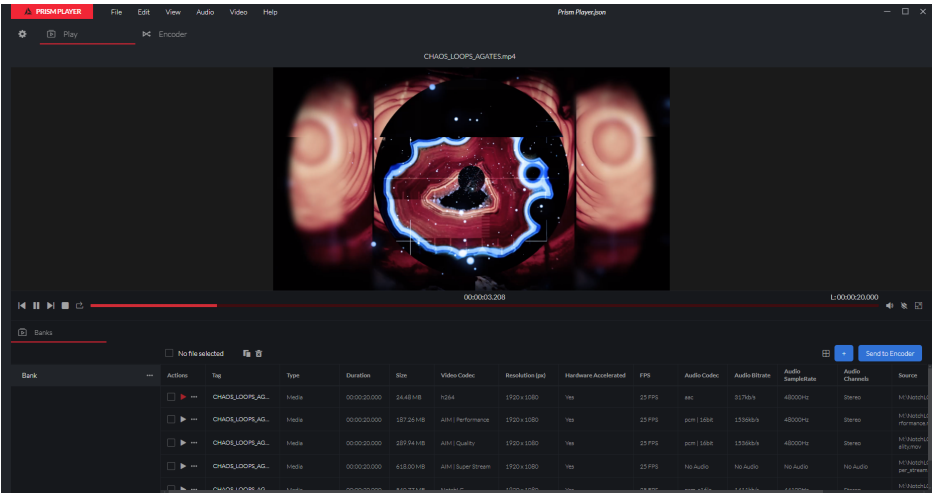
By right-clicking on it it is possible to access several features:

- The port which is being used for **Prism Player** - this is a read-only value, set to 9030.
- The **Open UI** function allows to focus the UI if it's running, or to open a new instance otherwise.
- The **Exit** function allows to fully close **Prism Player**.

4 Play

4.1 Play

This view shows media content organized in a **Bank** and gives control over media playback.



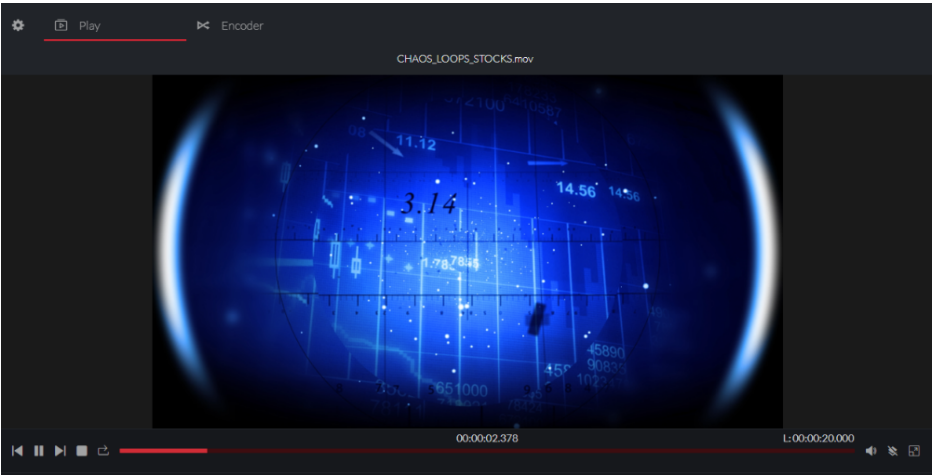
4.2 Media Player

4.2.1 Playback

Prism Player allows you to playback **H264**, **ProRes**, **NotchLC**, **HAP** & **AiM** files outside of **Avolites Ai** as well as check any parameters of the files before sending them to the Encoder.

Both *SDR* and *HDR* colour spaces are supported for playback, with *HDR* requiring support from the codec in use, such as **NotchLC**.

AiM decoding is hardware accelerated so it is advisable to make sure the most suitable GPU is selected in the **General Section** on the **Settings** page.



4.2.2 Play Bar

This area allows control of the media currently being played, it consists of the following components:

- Play Mode: Determines how files are played — either once, in a loop (as a bank), or shuffled.
- Playhead: Displays the current position within the file. You can manually scrub through the media by dragging the playhead along the timeline.
- Clear: Unloads the media from the player, clearing the canvas.
- Volume Control: Adjusts the application's volume.
- FullScreen: Toggle on and off fullscreen mode.

4.2.3 Shortcuts

Shortcut	Description
Play / Pause	spacebar
Seek Forward / Back	left & right arrows
Volume Controls	standard volume buttons

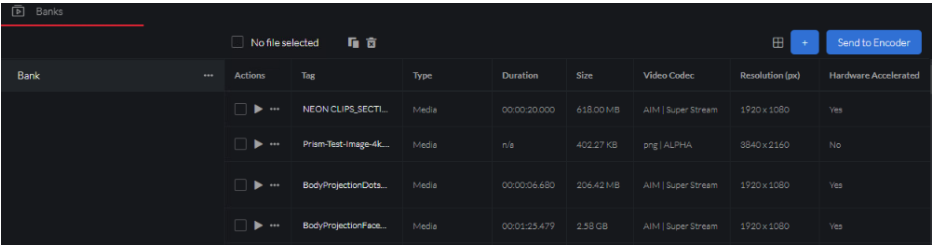
4.3 Banks

Banks provide a versatile space for managing media. They can be reordered, renamed, and imported or exported to use in other projects.

The **Banks** area can be displayed in two views: *Table* or *Grid*.

4.3.1 Table View

Table View gives more information about video / audio codecs, resolution, whether hardware acceleration is available on the media and much more.

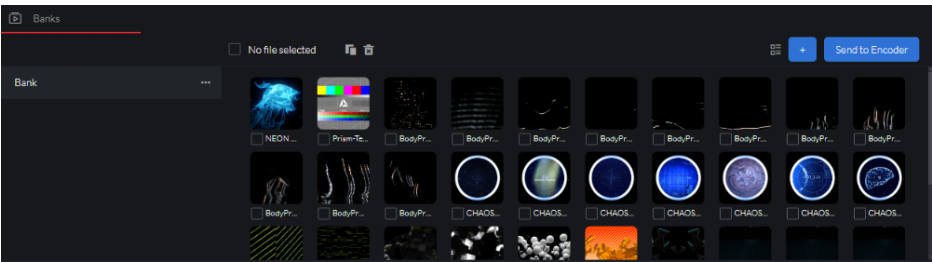


Bank	Actions	Tag	Type	Duration	Size	Video Codec	Resolution (px)	Hardware Accelerated
	☐ ▶	NEON CLIPS_SECTI...	Media	00:00:20.000	618.00 MB	AIM Super Stream	1920 x 1080	Yes
	☐ ▶	Prism-Test-Image-4k...	Media	n/a	402.27 KB	png ALPHA	3840 x 2160	No
	☐ ▶	BodyProjectionData...	Media	00:00:06.680	206.42 MB	AIM Super Stream	1920 x 1080	Yes
	☐ ▶	BodyProjectionFace...	Media	00:01:23.479	2.58 GB	AIM Super Stream	1920 x 1080	Yes

Users can playback elements using the {Play} button and preview elements with the {Preview} button.

4.3.2 Grid View

Grid View allows for easier triggering of clips due to the larger trigger area, thumbnails are shown here and are also stored on the **Prism Media Cache**.



Pressing the {+} button will add a new **Bank**, each with its own {Sub Menu}

Sub Menu

Item	Description
Rename	Renames the Bank
Remove	Deletes the Bank and its contents
Duplicate	Duplicates the Bank and its contents, including any Bank element property changes

Item	Description
Import	Replaces the Bank with the saved Bank. See Import & Export for more details.
Export	Saves the Bank to a file. See Import & Export for more details.

*Note: Only 1 Bank is allowed to be used on **Prism Player**.

4.3.3 Bank

To add new media to a Bank, select the Bank you wish to add to, and simply drag and drop your files or press the {+} button.

4.3.4 Bank Element

Bank elements can be rearranged by dragging them around in both table view and grid view.

Element Types

Image

Supports standard image types, such as **PNG, JPG, GIF**, etc.

Audio

Supports standard audio types, such as **MP3, WAV**, etc.

Video

Supports natively **Avolites AiM, NotchLC**, and **HAP**. Additionally, other standard video codecs such as **H264, H265, ProRes**, etc., are also supported.

To enhance playback performance, consider transcoding media into **Avolites AiM** codec. Media can be added to the encoder list by the {Send To Encoder} button.

Actions

Play

Playing an element will playback on the media player.

Sub Menu

Opening the {Sub Menu} on individual elements allows access to the following actions:

Item	Description
Remove	Deletes the element from the Bank
Replace	Replaces the element from the Bank with new media
Duplicate	Add a new copy of the Bank element, including all settings
Show In Folder	Open file explorer and navigate to the element's media file

4.3.5 Import/Export

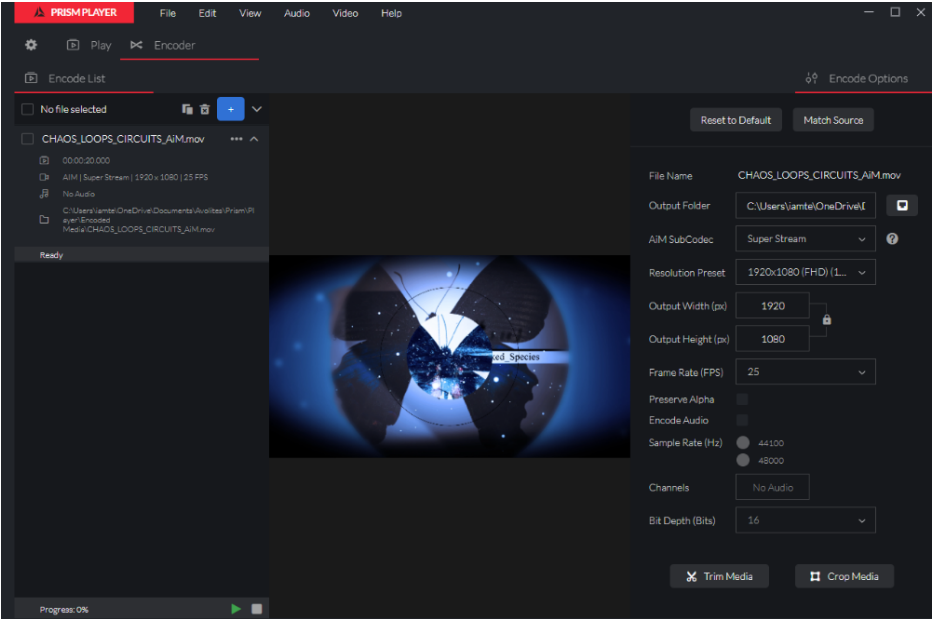
Please see Import/Export for reference.

Note: It is also possible to import Banks by simply dragging and dropping them in the drag and drop area.

5 Encoder

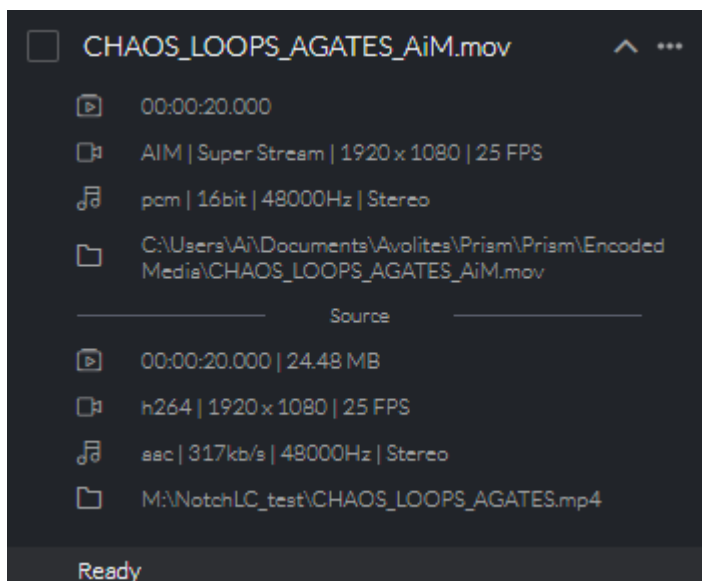
5.1 Encoder

The **Encoder** allows for files to be converted from common video codecs into the **AiM** codec in preparation for use on a live production.



Encode Element

When a piece of media is loaded into the **Encoder**, several details about the file can be viewed:



- The length of of the encoded media.
- The video codec, sub-codec, resolution and frame rate of the encoded media.
- The audio codec, bit depth, sample rate and channels of the encoded media.
- The destination folder of the encoded media.
- The current status of the job - *Ready, In Progress or Done.*

Opening the {Sub Menu} on individual elements allows access to the following actions:

Item	Description
Collapse/Expand	to collapse or expand the element details.
Hide Source/Show Source	to hide or show the details of the source media file and help compare changes made in the Encode Options .
Rename	to set the file's tag name, to be used as the destination file name.
Remove	to open Encode Options relative to this element.
Settings	to collapse or expand the element details.
Duplicate	to create a copy of the element, ready for encoding.
Show In Folder	to open the location of the encoded media that has been set in the Output Folder setting.

The order in which the elements are arranged will be the order of the encoding queue this can be changed by dragging and dropping the element to another position in the queue.

At the bottom of the **Encoder** queue a readout shows the completion percentage of the total jobs. Next to this are the {Play} / {Pause} and {Stop} buttons which control the encoding process.

Import/Export Encode Lists

Please see Import/Export section for reference.

5.2 Encode Options

This section let users specify the settings to be applied on an Encode List item. It is accessible by selecting an element or by left clicking the {Sub Menu} icon next to the Encode List item name and then clicking on **Settings**.

The results of these settings will be applied once the item is encoded.

 Encode Options

Reset to Default

Match Source

File Name

CHAOS_LOOPS_CHEMICAL_AiM.mov

Output Folder

C:\Users\Ai\Documents\Av



AiM SubCodec

Super Stream



Resolution Preset

1920x1080 (FHD) (1...



Output Width (px)

1920



Output Height (px)

1080



Frame Rate (FPS)

25



Preserve Alpha

☐

Encode Audio

☐

Sample Rate (Hz)

☒ 44100

☐ 48000

Channels

No Audio

Bit Depth (Bits)

16



 Trim Media

 Crop Media

Item	Description
Reset to Default	This button will reset all settings to default value.
Match Source	This button will set the following settings to match those of the source media file: - Resolution Preset - Output Width - Output Height - Frame Rate - Sample Rate - Bit Depth Any user changes to the audio and video settings will be discarded when pressing this button.
File Name	Is the name assigned to the encoded item after encoding. It can be modified by double-clicking in the name box.
Output Folder	Is the destination folder of the encoded file. It can be modified by clicking the {Change Folder} button. The default value of the destination folder is the one selected in the Settings > Encoder tab.
Related Bank (Prism Only)	This is the destination Bank for the encoded media. If the element is sent to the encoder through the {Send To Encoder} button in Banks , then this value will be defaulted to the bank from which the element has been sent.
AiM SubCodec	Selection of the AiM SubCodec: - Super Stream: Highest quality image and best playback performance. - Performance: Produces the smallest files but can suffer on complex imagery. - Quality: Medium quality image, variable file size depending on content.
Resolution Preset	It is possible to choose the video resolution from a selection of standard formats. Selecting a preset will override any user width and height values.

Item	Description
Output Width	User definable horizontal size in pixels. Width and Height values can be linked / unlinked by clicking on the {Lock} / {Unlock} icon. When {Lock} icon is shown, Width and Height will always maintain relative size according to the aspect ratio of the Width and Height set as the lock is pressed - if one value is adjusted, the other will change accordingly. When {Unlock} icon is shown, Width and Height can be individually set regardless of the resulting aspect ratio.
Output Height	User definable vertical size in pixels. Width and Height values can be linked / unlinked by clicking on the {Lock} / {Unlock} icon. When {Lock} icon is shown, Width and Height will always maintain relative size according to the aspect ratio of the Width and Height set as the lock is pressed - if one value is adjusted, the other will change accordingly. When {Unlock} icon is shown, Width and Height can be individually set regardless of the resulting aspect ratio.
Frame Rate	User definable frame rate in frames per second.
Preserve Alpha	Ticking the box will include an Alpha Channel in the render. Adding an alpha channel will increase the file size by approximately 33%. An Alpha Channel may only be included in the exported file if the source file contains Alpha data.
Encode Audio	Ticking the box will include the specified number of audio channels in the exported file.

Item	Description
Sample Rate	Sample rate can be set to either: - 44100 Hz - 48000 Hz
Channels	The following channel configurations are supported: - Mono - Stereo - 5.1 - 7.1 Prism can only convert existing audio channels, it cannot alter the amount of channels in the source file.
Bit Depth	Bit depth can be set between: - 8 bits - 16 bits - 24 bits - 32 bits The higher the bit rate, the greater the detail and dynamic range of the audio.

Trim Media

To adjust trim points press the {Trim} button at the bottom of the panel.

Trim Media

- Select a position in the text box below
- Press ↑ / ↓ arrows to + / - values based on position.
- Press ← / → arrows to change cursor position.

Trim IN point	00:00:00.000
Trim OUT point	00:00:20.000
Total length	00:00:20.000

Confirm

Cancel

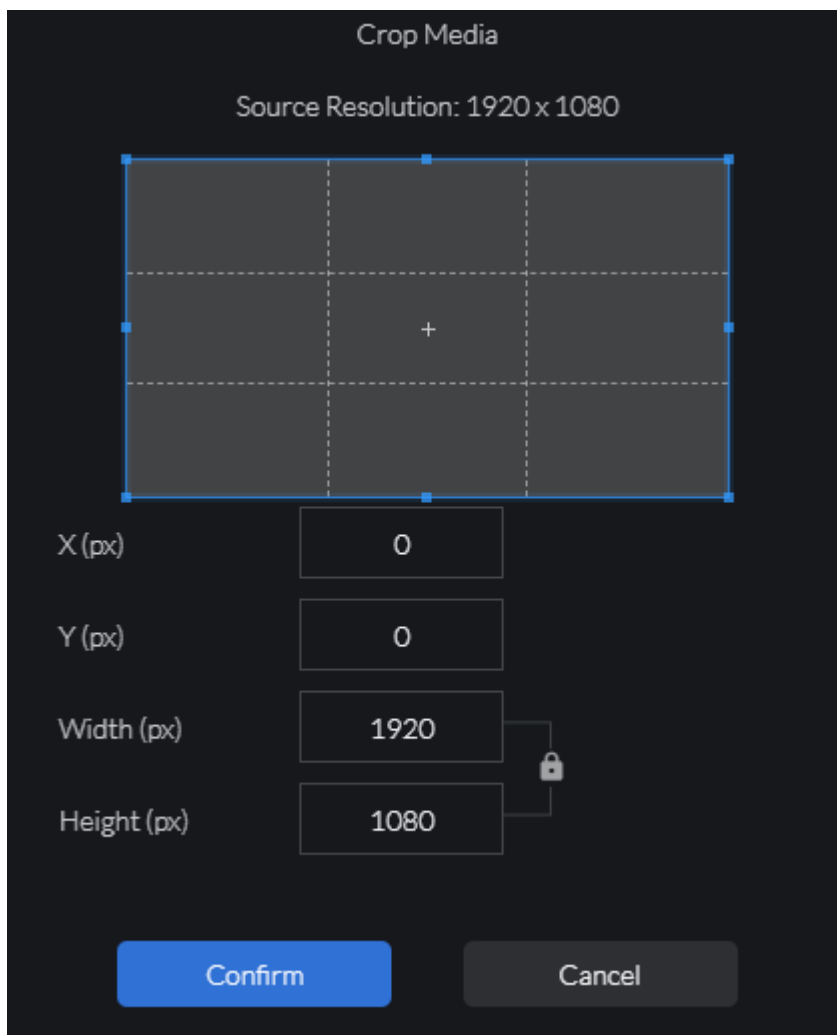
Trim values can be manually entered into both the Trim IN Point and Trim OUT Point boxes either by typing the value or using the arrow keys in the current fields.

The total duration of the exported clip will be calculated as the difference between Trim OUT Point and Trim IN Point.

*Note: The new duration may not exceed the duration of the source media and the Out Point will always have a higher millisecond value than the In Point.

Crop Media

To set a crop area press the the {Crop} button at the bottom of the panel.



- **X** and **Y** specifies the starting pixel for the top left corner of the cropping area to be drawn from.
- **Width** and **Height** sets the size of the area to be cropped, starting from the specified **X** and **Y** values.

Note: It is not possible to crop the exported file beyond the width and height of the source file.

Width and **Height** values can be linked / unlinked by clicking on the {lock} / {unlock} icon.

- When {lock} icon is shown **Width** and **Height** will always maintain relative size according to the current aspect ratio of the **Width** and **Height**. If one value is adjusted, the other will change accordingly.

- When {unlock} icon is shown **Width** and **Height** can be individually set regardless of the resulting aspect ratio of the cropped area.

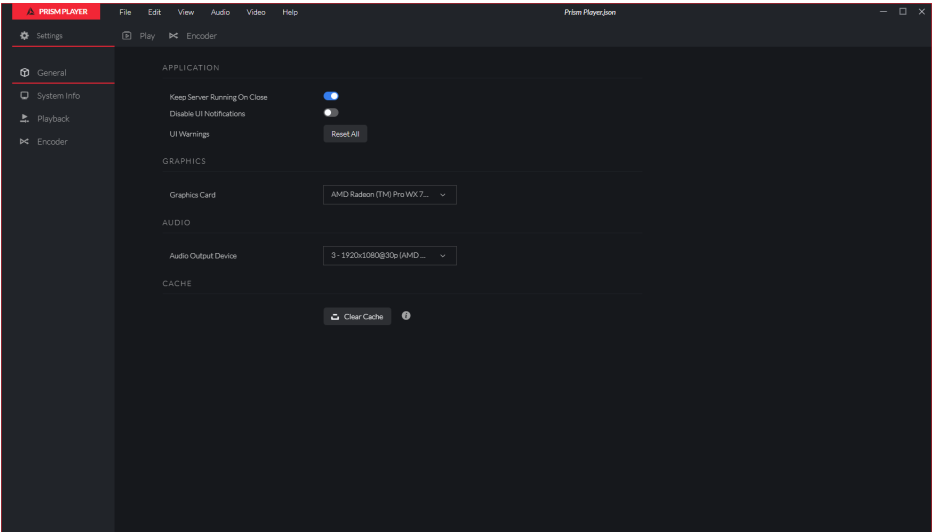
6 Settings

6.1 Settings

The settings window includes multiple sections for user-adjustable parameters and also provides feedback about the machine currently in use.

6.2 General Settings

This page displays the general settings for **Prism Player**.



There are four sections: - **Application** - Controls settings related to the application's user interface (UI). - **Graphics** - Controls settings for the application's graphics performance and quality. - **Audio** - Controls settings for the application's audio output. - **Cache** - Controls settings for the application's caching system.

Application

Item	Description
Keep Server Running On Close	Choose whether the application continues running after closing the UI. When enabled, the application stays active in the system tray and continues assigned tasks even after the UI is closed. When disabled, closing the UI will fully exit the application regardless of its current state.
Disable UI Notifications	Toggle UI notifications on or off. When enabled, messages from the application appear at the top of the UI.
UI Warnings	Resets the status of UI warnings. For example, if a “Render Warning” popup is disabled by selecting “Don’t show this message again,” pressing this button will re-enable that warning so it appears again when relevant.

Graphics

Item	Description
Graphics Card	List of available GPUs on the system. The selected device will be used by the application to output video frames.

Audio

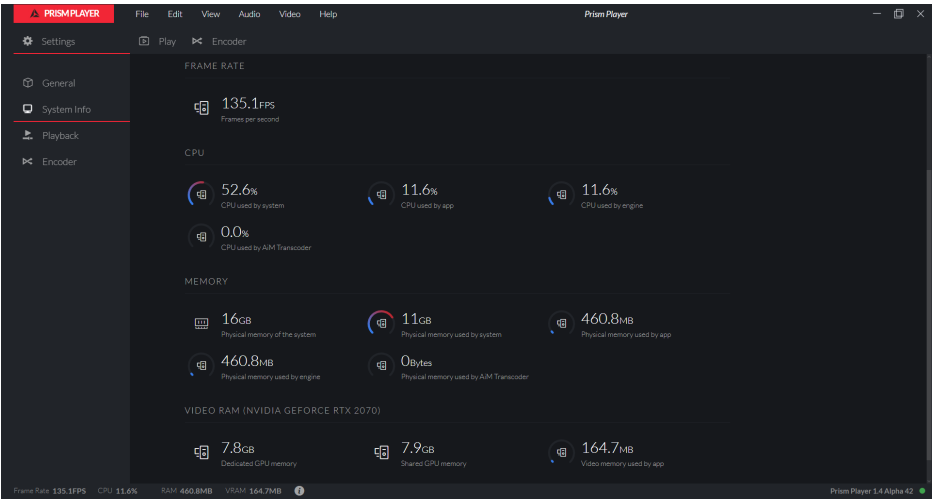
Item	Description
Audio Output Device	List of available audio output devices on the system. The selected device will be used by the application to output master audio.

Cache

Item	Description
Clear Cache	Clears bank elements informations and thumbnails, resets NDI and Live Inputs settings and clears Undo/Redo history.

6.3 System Info

This page shows general system information and performance metrics of the system and the application. App specific performance metrics are also displayed in the status bar at the bottom of the application UI.



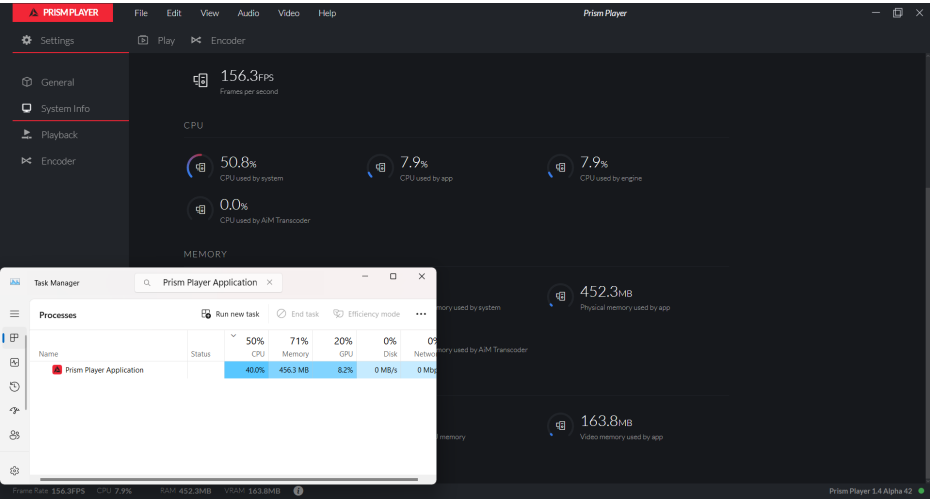
Item	Description
Connected Hard Drive	This section shows the hard drives connected to the system. For each hard drive the total storage space, the used space and the available space are displayed.

Item	Description
Frame Rate	This section shows the rate at which the app is displaying video frames.
CPU	This section shows the overall system CPU load and the app CPU load. Furthermore, it shows the engine process CPU load and the AiM Transcoder process CPU load. The app CPU load is the sum of these two values.
Memory	This section displays the total system memory available, the memory used by the app, and the overall system memory usage. It also breaks down memory usage by the engine process and the AiM Transcoder process. The app's total memory usage is the sum of the memory used by these two processes.

Item	Description
Video RAM	This section shows the total amount of Dedicated and Shared VRAM available for the selected GPU and the amount in use by the app.

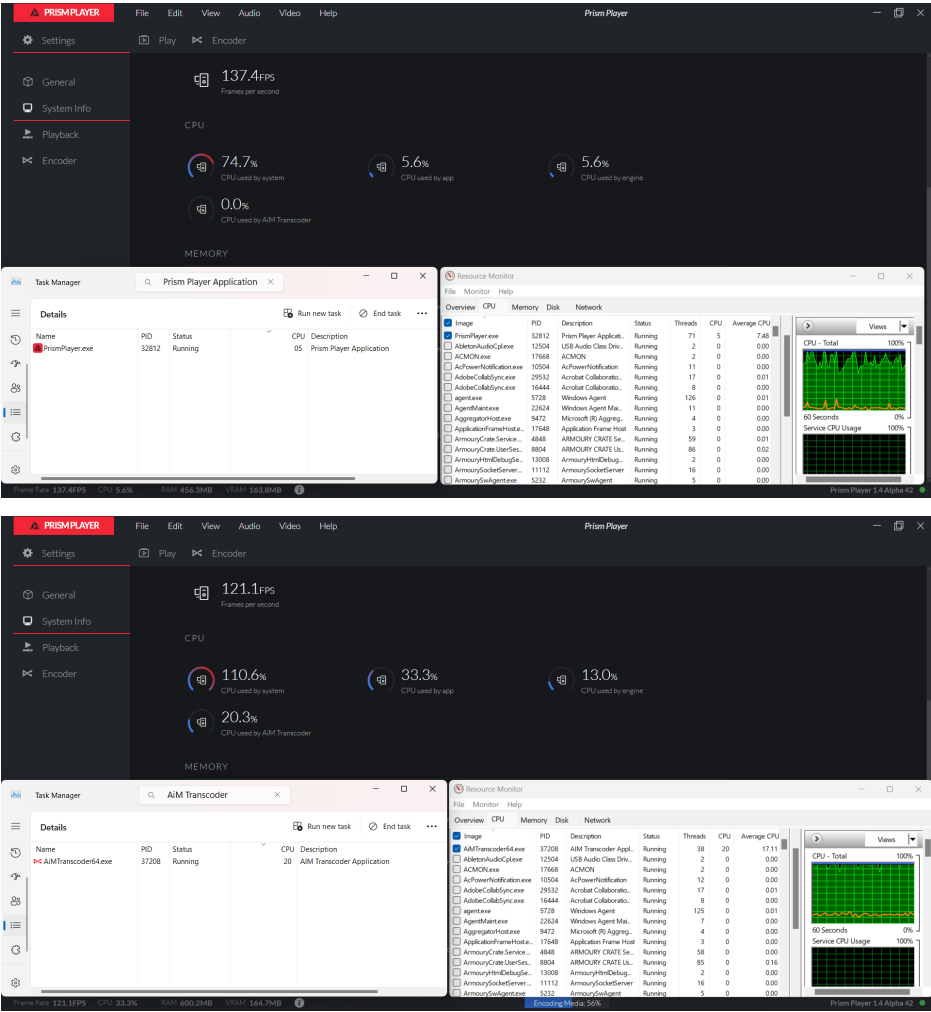
CPU

System CPU load is the last obtained value (not an average value), and it is comparable to the *Total processor utilisation across all cores* percentage value shown in Task Manager’s Processes tab header - CPU column, in absolute %.



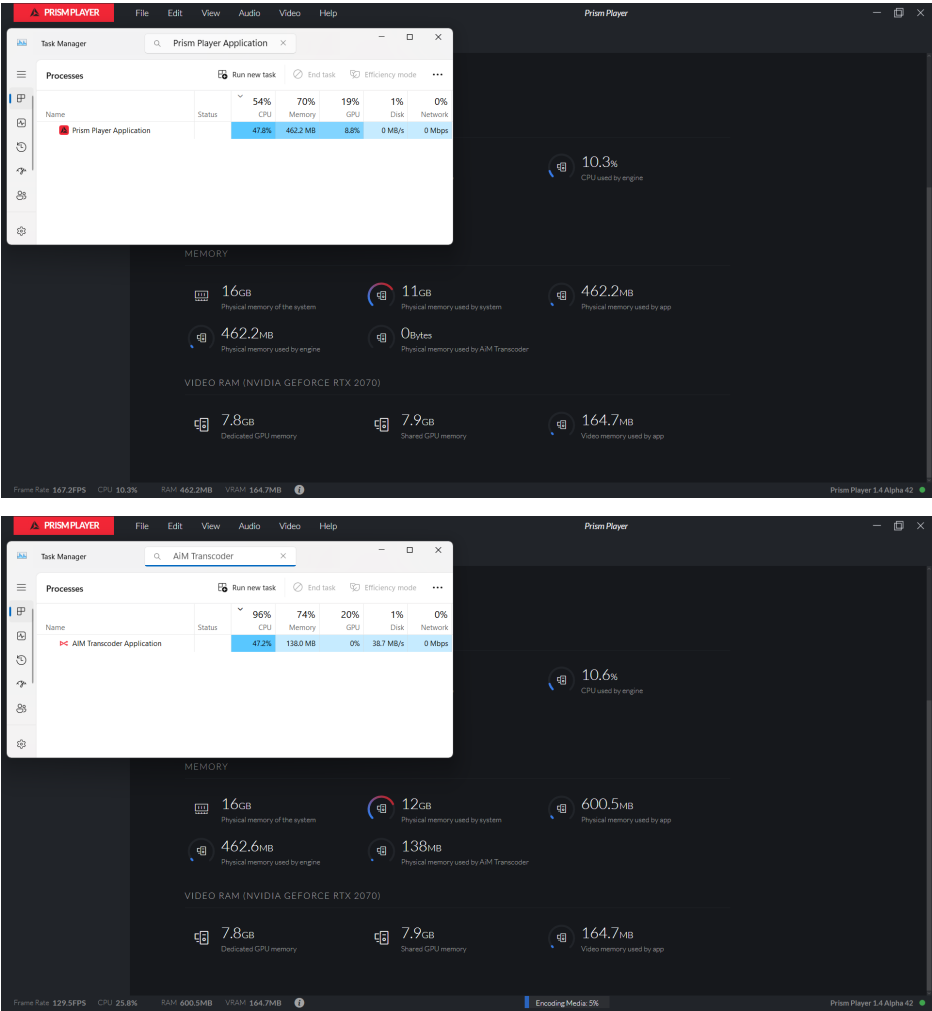
Per-process CPU load (engine process, AiM Transcoder process) is comparable to the value shown in Task Manager’s Details tab under the correspondent process details - CPU column, in absolute %.

Alternatively, these values can be found in Resource Monitor’s Processes tab under CPU column.



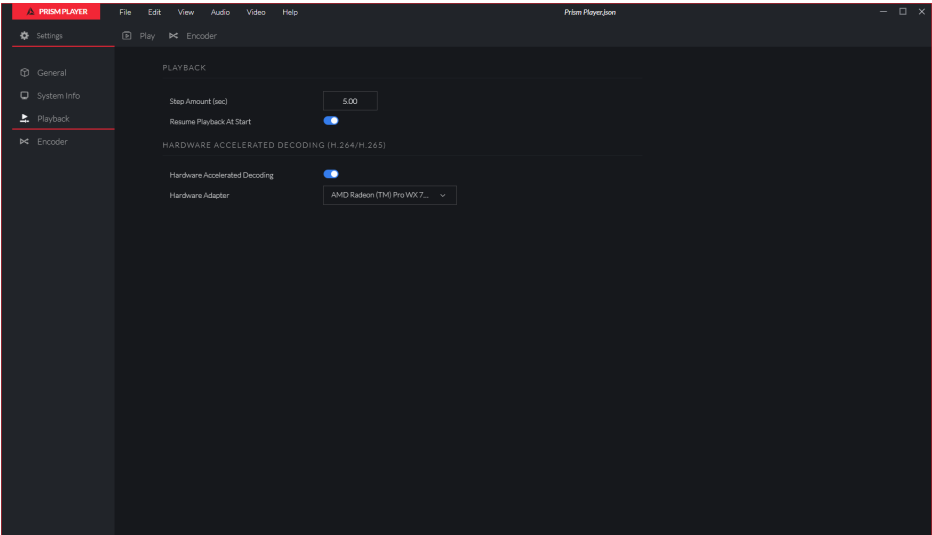
Memory

Per-process memory usage is comparable to the value shown in Task Manager's Processes tab under the correspondent process details - Memory column, in MB.



6.4 Playback Settings

This page shows the settings for the playback of media files.



There are three sections: - **Playback (Section 4.2.1)** - These options will give control over the media player. - **Hardware Accelerated Decoding (H.264/H.265)** - These options will give control over the media files decoding using H.264 and H.265 codecs. - **Renderer (Section 6.4.0.3)** - These options will give control over the renderer engine.

Playback

Item	Description
Step Amount	This value will set the step forward or backward on the player timeline, expressed in seconds. To step forwards it is possible to use the right arrow key shortcut. To step backwards it is possible to use the the left arrow key shortcut.
Resume Playback At Start	Enable resuming playback. When enabled, if the app has been previously closed with playing media, once re-opened the media will resume playing.
Cross Fade Duration (Prism Only)	This value will set the default duration in seconds of the cross fade. When loading a media on a Layer or in Preview Window, this duration indicates the time that it will take to fade out the current playing media and to fade in the newly selected media.

Hardware Accelerated Decoding (H.264/H.265)

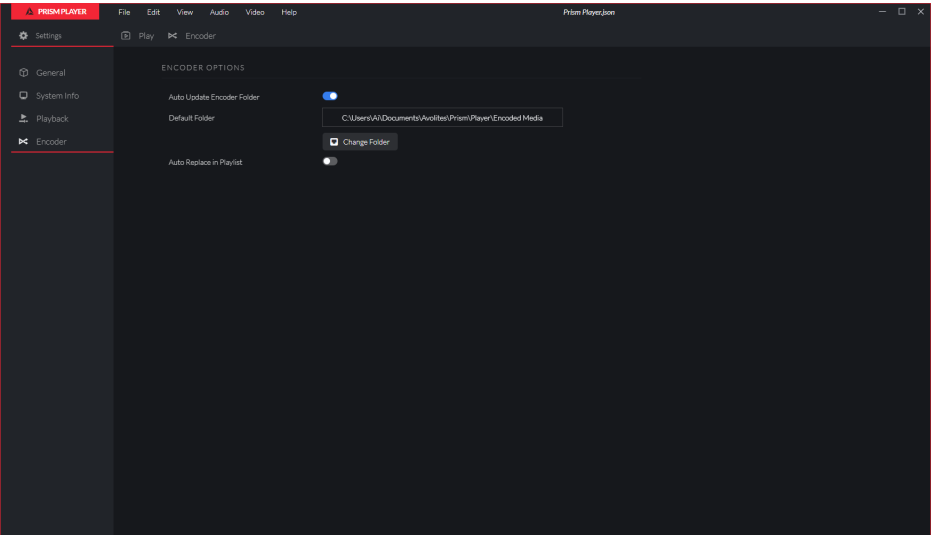
Item	Description
Hardware Accelerated Decoding	Enable hardware accelerated decoding for media using H.264 and H/265 codecs. When value is changed, media needs to be re-loaded in order for the update to take place.
Hardware Adapter	List of available GPUs on the system. GPUs which are not supporting H.264/H.265 hardware accelerated decoding are greyed-out.

Renderer

Item	Description
Use VSync	Enable VSync. When enabled the renderer frame rate will be synced to the screen frame rate.
Render Layers Bottom to Top (Prism Only)	Set the order of layers rendering inside a surface. When enabled the rendering will start from the bottom layer, when disabled it will start from the top layer.
Use Pre Adjustments Previews	Set if layer adjustments are used on Layer Previews. When enabled layer adjustment will not be applied on Layer Previews, when disabled layer adjustments will be applied on Layer Previews. This setting will be applied on the NDI previews on Synergy too.

6.5 Encoder Settings

This page shows the settings for the encoding of media files.



Encoder Options

Item	Description
Auto Update Encoder Folder	Enable automatic updates of the encoded media destination folder. When enabled all existing jobs in the Encode List will have their export destinations updated to the newly specified Default Folder . When disabled only newly added jobs will default to this location whilst pre-existing jobs will retain their already specified output location.
Default Folder	Set the default destination folder for encoded media. By pressing the {Change Folder} button it is possible to update the default destination folder that will be displayed in the box. Encoded media will use this default folder unless a specific export destination has been set for an item in the Encode List element Encode Options .
Auto Replace in Playlist	Enable automatic replacement of the source media.