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easyDCP FOR DCP AND IMF

```
static bool parseArgs(int argc, char *argv[], CliParams* params);
static void printVersion()
{
    cout << endl << "Fraunhofer DCP API demo MyPlayer v2013-10-02" << endl;
    cout << IISFraunhoferDcpApi::getApiNameAndVersion() << endl << endl;
}

static bool printHelp()
{
    cout << "Usage: " << endl;
    cout << " -i <dcpcpl|am|m3u> Path to CPL, Assetmap or M3U Playlist. Can be used mult
    cout << " -mode <cpu|gpu> Use software-based or GPU-based decoder (win-only)" <<
    cout << " -meta Show Metadata Inspector Window" << endl;
    cout << " -hud Show head-up-displays (fps, timecode, etc)" << endl;
    cout << " -loop Loop playlist" << endl;
    cout << " -sdi Enable HD-SDI output" << endl;
    cout << " -rlvls <#-rlvls> Number of resolutions level to be discarded" << endl;
    cout << " -kdm <kdm.xml> Ingest KDM or easyDCP digest file (0-* times)" << endl;
    cout << " -password <user pwd> Requires -servercrt and -password." << endl;
    cout << " -url <user's url> User password that will be used to store" << endl;
    cout << " -oappdatareq <req.html> private key securely." << endl;
    cout << " -iappdata <appdata.zip> User's URL will be stated in the certificates' common na
    cout << " -log <file> Store application request to specified output folder" <<
    cout << " -log <file> Import zip with server certificates and/or License." <<
    cout << " -log <file> Requires -password." << endl;
    cout << " -log <file> Log to file" << endl;
}

int main(int argc, char *argv[])
{
    IISRetVal retval("MyPlayer");
    int retcode = EXIT_SUCCESS;
    CliParams params;
    bool useGpuDecoder = false;
    Log printVersion(Clear Play One Play All

    bool bExit = !parseArgs(argc, argv, &params);

    if (bExit)
        return retcode;
}

forschungspreis
IMP Feature 3840x2160 24 fps MCA IMF
Ree
2c.mxf
6_pcm.mxf
```



easyDCP – New versions, new features

- Authoring of SMPTE IMF App2 packages, accepted by Netflix
- Next-generation object based audio support
- Advanced subtitling options
- GPU-accelerated real-time playback of IMF packages
- GPU-accelerated JPEG 2000 encoding (Windows)
- Advanced scaling features
- Extended export features

References for different integrations

- Blackmagic Design: DaVinci Resolve
- Quantel: Pablo Rio

easyDCP software API for IMF integration

With over 1,500 licensees around the world, the post-production software easyDCP has secured its place on the market for creation, playback and quality control of digital cinema packages DCPs and Interoperable Master Packages IMPs.

Its rich functionality is not only available through our popular easyDCP standalone software, but is also integrated into a number of cutting-edge post-production tools. Our available, easy to use C++ API enables existing applications for DCP and IMF creation and playback.

Fraunhofer Institute for Integrated Circuits IIS

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*Demo version and
additional details*