

What is it?

DGIndex (I've called it that to make it easier to remember: it's actually DGMPGDec), in concert with the VFAPI Reader, is a frameserver, similar to Virtual Dub. It allows MEP to "read" and use an MPEG/VOB file/s without actually importing the file. This means that MPEGs/VOBs can be edited with audio sync intact, something that cannot be done if the file is imported direct into MEP 2004 if they are over approximately 2gb. Additionally, MEP2005/10 cannot import AC-3 audio-based VOBs easily (you need an AC-3 decoder and...).

Why is this better than Virtual Dub?

- No need to set up the frameserve for each MPEG/VOB file for subsequent sessions on the project. The d2v-vfapi.avi file for your MPEG/s still exist after the machine is shut down and will be read automatically by MEP next time you load the movie;
- Can do multiple files at once eg all the VOBs on a DVD;
- Can demux (separate) the audio at the same time into mpeg audio (mp1 format essentially constant bitrate mp3 files) at the same time;

Even without the audio, the fact that you don't have to keep re-frameserving your MPEGs for each session is a huge timesaver.

Limitations:

- You can only use one d2v-vfapi.avi file at a time with MEP. For example, you can't use two separate DGIndex projects. This also applies to using multiple d2v-vfapi files in multiple movies (for some reason on a multiple-movie project using DGIndex files, MEP previews the lower movie, even when the upper movie is visible on the timeline).

BUT, there is a simple workaround to this multiple-movie problem. All you do is bring all the MPEGs you want to work with into the same DGIndex project in the order that you want them on the timeline and then set up the d2v-vfapi frameserve file using the procedure below. This also applies if you want to split up a MPEG (or group of MPEGs) into two separate movies. Frameserve them all in as one d2v-vfapi project file and then simply use ALT+W to split the current movie to create a second movie. Easy!

If you want to import further MPEGs after you have already started your editing, you'll have to frameserve them in with VirtualDub.

- DGIndex can only be used for MPEG/VOB files.

Information

Information on DGIndex by the author, Donald Graft, can be found in the DGIndex folder on your computer (normally in your Program Files folder).

For more info on DGIndex, click [here](#).

For more info on the VFAPI Reader and Codec, click [here](#).

Installation

Either:

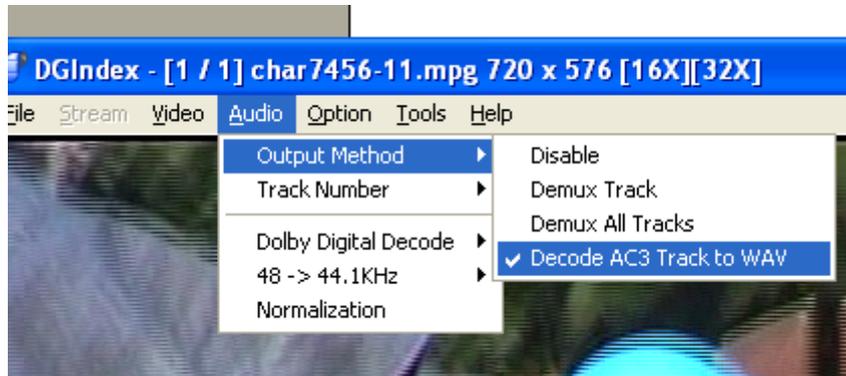
- Double click the exe files downloaded from the aaproductions website,

or

- Download DGMPGDec (DGIndex) from [here](#);
 - Download VFAPI Reader Codec 1.05 at [Doom9](#) (go to the Downloads page, scroll to Support Utilities, to VFAPI).
 - Unzip both these files into a folder for each of your choice.
 - Install the VFAPI codec by opening up the VFAPI folder and double-clicking VIFPSET.BAT.
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Frameserving

1. Run DGIndex (on your Start menu, or double-click on DGIndex.exe in your DGIndex folder)
2. Set up the Audio>Output Method:



- To not extract any audio, select Disable.
- To extract audio for use by MEP, firstly you need to determine what sort of audio your VOB or MPEG file has, or you can just guess! [GSpot](#) will help, although V252b1 crashes when trying to look at some AC-3 audio streams.

If it's a commercial DVD, chances are it has AC-3 or DTS audio, so you will need to set the Audio Menu>Output Method to Decode AC3 Track To WAV (producing a WAV format audio file).

If it's not AC-3/DTS, use the Demux All Tracks option (producing an MPA [that's MPEG 1 layer 2] format audio file).

- If you have more than one MPEG, all the audio is demuxed (demultiplexed, or extracted) into one big audio file.
- If you can't get it to produce the audio you want, open the file in VirtualDubMPEG2 and then Save WAV...

Note: If you're an audio officianardo, you can demux to AC3 using File>Save Project and Demux Video or use the Demux Track or All Tracks on your AC3 MPEG/VOB file.

3. Click File>Open.

Open any MPEG or VOB file you want to frameserve. The files must be on a hard drive.

Then keep clicking on Add until you have all the MPEGs you want to frameserve (I've tried it with 4), then click Open, then OK. Or you can select all the files in one go using Shift click, then click Open, then OK.

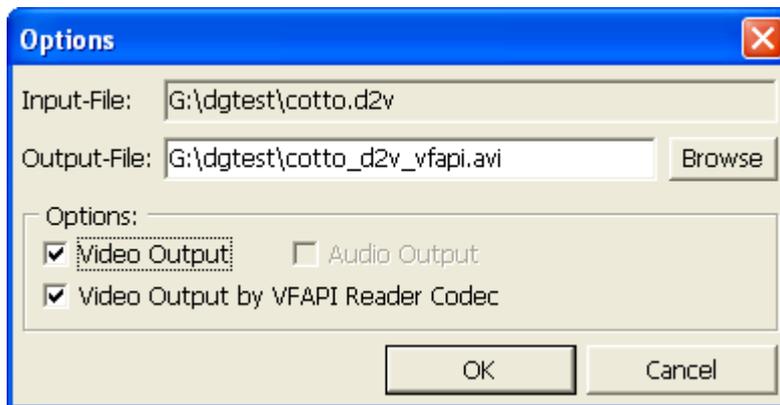


Frameserving with DGIndex 1.4 and VFAPI Reader

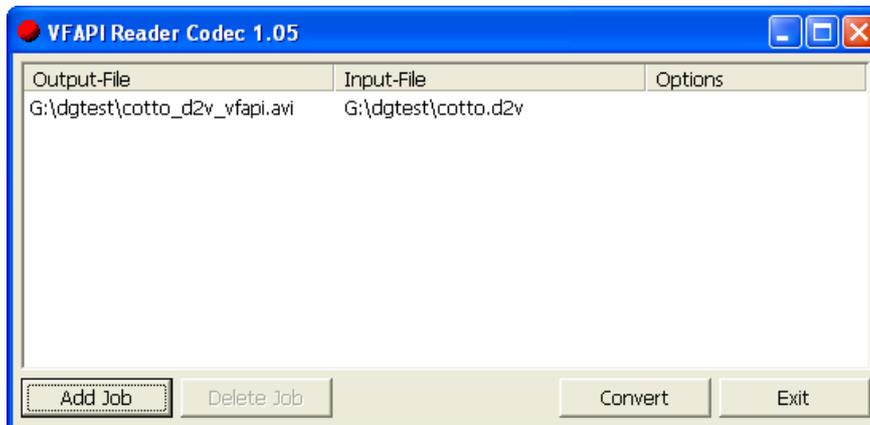
Note: If you open multiple files in the same DGIndex File List window, they'll be served to MEP as one big file in the order they are listed (the audio will also be created as one file).

Note: If you get an error message "Opening GOP is not closed", click OK and ignore it. Donald Graft says: "It will not cause any problems because the initial nondecodable frames will be automatically replaced with copies of the first good frame."

4. Click File>Save Project. It will create a D2V file in a folder of your choice. Name and save the D2V file. DGIndex will now index the VOBs/MPEGs you've selected.
5. When it finishes, the audio REMAIN will show FINISH. Close DGIndex.
6. Start up VFAPI Reader (Start menu or double-click VFAPICnv.exe in the VFAPI folder), click Add Job and browse to your D2V file, then open it.
7. On the next screen, tick as shown:



8. Click OK, click Convert (you may have to click Convert twice, according to Donald Graft), then after the conversion has occurred (it won't take long) click Exit.



9. Start up MEP and bring the xxx_dv2_vfapi.avi file onto the timeline (You may need to double-click it).
10. With MEP 2004, if you want to use the audio extracted by DGIndex, rename the audio file extension from xxx.mpa to xxx.mp3 and bring it onto the timeline. With MEP2005/10 no renaming is necessary: they will import .mpa files directly.
If your audio file was saved as a WAV, then no renaming action is needed.

You can also rename the audio file to remove the extra letters inserted by DGIndex. For example, for a D2V file named "cotto.d2v", the audio file is named "cotto MPA T01 DELAY 0ms.mpa".

11. Drag the audio file (either the renamed .MP3 or WAV) onto the timeline. It will import and resample, and there you are! Note that MEP will automatically create a WAV file of the audio that you extracted with DGIndex.
12. Before you start editing, make sure both objects (the video and the audio) are lined up exactly. If necessary, zoom in to make sure. Then I suggest you group them so they stay in sync.

For subsequent sessions, simply start up MEP and open your movie/project. All the frameserving will be done automatically and your objects (video and audio) will appear as normal.
