

Command Reference

This page provides reference information for the commands available in Pdplayer.

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Overview

The following commands can be used with Pdplayer. For information on using them for creating custom shortcut keys, see the [Shortcut Keys](#) page.

System

Command	Description
<code>--attach</code>	Attach to an existing Pdplayer and pass it the rest of the command line.
<code>--cmdfile=filename.txt</code>	Execute the commands from <i>filename.txt</i> .
<code>--transient, --transient={0,1}</code>	Start Pdplayer in transient mode, that is, do not save settings on exit.

Global

Command	Description
<code>--back_color=black</code> (dark_grey, green, blue, magenta, white, transparent)	Set background color
<code>--safe_area=none</code> (blue, orange)	Set safe area type
<code>--mask_type=none</code> (transparent, crop, crop_safe)	Set mask type
<code>--mask_size=720,576</code>	Set mask size
<code>--grid=0</code> (1)	Turn grid on or off
<code>--counter=frame</code> (timecode)	Set counter type
<code>--repeat_type=none</code> (ping_pong, loop)	Set repeat type
<code>--fps=29.97</code>	Set fps
<code>--timeline=140</code>	Set the timeline length in frames
<code>--wa_begin=10</code>	Set work area start frame
<code>--wa_end=120</code>	Set work area end frame
<code>--time=7</code>	Set current time
<code>--zoom=250</code>	Set zoom (in percents)

<code>--pan=0,0</code>	Set pan position
<code>--frame_base=0 (1)</code>	Set frame base (whether frames start from 0 or from 1)
<code>--ext_device=</code> <code>{decklink,firewire,vtoaster,bluefish}</code>	Set external output type
<code>--selected_layer=4</code>	Select the specified track/layer
<code>--pp_visible={0,1}</code>	Set whether the property panel is visible
<code>--pp_position=0.02,0.98</code>	Set the position of the property panel in 0.0-1.0 coordinates
<code>--infoabar_visible={0,1}</code>	Set infoabar visibility
<code>--window_size=1280,720</code>	Set window size
<code>--http_port=80</code>	Set HTTP server port
<code>--always_on_top={0,1}</code>	Set the always on top property for the window
<code>--brush_size=10</code> <code>--brush_softness=25</code> <code>--brush_spacing=5</code> <code>--brush_color=255,255,255</code> <code>--brush_opacity=100</code>	Set brush size, softness, spacing, color, or opacity.
<code>--global_aspect=1.067</code>	Set global pixel aspect
<code>--timeline_visible={0,1}</code>	Set whether the timeline is visible
<code>--pv_tooltip_enabled={0,1}</code>	Enables/disables the preview area tooltip
<code>--spb_enabled={0,1}</code>	Enables/disables the secondary playback buttons
<code>--automatic_preload={0,1}</code>	Enables or disables the automatic preload
<code>--always_on_top={0,1}</code>	Enables or disables the always on top mode
<code>--apply_transforms_to_mask={0,1}</code>	Controls whether pan, zoom and global aspect are applied to the mask
<code>--stereo_view={left,right,both stereo}</code>	Displays the left view, the right view, or a stereo view
<code>--stereo_mode={anaglyph,anaglyph_gm,interlaced,checkerboard}</code>	Sets the stereo mode to anaglyph or interlaced
<code>--switch_stereo_views={0,1}</code>	Sets the stereo mode to anaglyph, green/magenta anaglyph, interlaced, or checkerboard

Layer Properties

Command	Description
<code>--range=1-10,12,13,20-80/2 (first-last/step)</code>	Select a range of frames from a sequence. Must immediately follow the file name. Example: <code>pdplayer.exe d:\footage\sequence.####.tga --range=1-200/2</code>
<code>--still_image</code>	Add a still image layer instead of autodetecting a sequence. Must immediately follow the file name.
<code>--force_sequence</code>	Add a sequence layer, even if the file doesn't exist or the sequence has a single frame. Must immediately follow the file name.
<code>--begin=8</code>	Set layer starting frame on the timeline
<code>--length=25</code>	Set layer length in frames
<code>--in_point=4</code>	Set layer in point

--out_point=84	Set layer out point
--name=foo	Set layer name
--position=0,0	Set layer position
--alpha={ignore,normal,pm,mask}	Set layer alpha mode
--blend={normal,add,multiply,screen,difference}	Set layer blend mode
--depth={ignore,replace,combine}	Set layer depth mode
--opacity=0..100	Set layer opacity
--invert_color=0,1	Invert layer color
--invert_alpha=0,1	Invert layer alpha
--invert_depth=0,1	Invert layer depth
--color_space={default,linear,srgb sRGB}	Set layer color space
--lookup_table=filename	Set layer lookup table
--lookup_table=default, --lookup_table=""	Reset layer lookup table to default
--exposure=2.4	Set layer exposure
--soft_clip=3.1	Set layer soft clip
--lift=0.14, --lift_r=-0.01	Set layer lift; --lift_r, --lift_g, --lift_b are per channel
--gamma=1.4, --gamma_r=1.8	Set layer gamma; --gamma_r, --gamma_g, --gamma_b are per channel
--gain=1.2, --gain_r=0.8	Set layer gain; --gain_r, --gain_g, --gain_b are per channel
--brightness=-0.1	Set layer brightness
--contrast=0.4	Set layer contrast
--hue=180	Set layer hue shift
--saturation=-8	Set layer saturation shift
--disable_cc=0,1	Disable color corrections
--auto_update=0,1	Set layer auto update mode
--disable_caching=0,1	Disable caching for this layer
--pixel_aspect=1.067	Set layer pixel aspect
--scale=150 --scale_x=150 --scale_y=150	Set layer scale
--flip_x={0,1} --flip_y={0,1}	Flip layer horizontally or vertically
--border=255,255,255 --border=none	Set layer border
--border={0,1}	Enable/disable layer border
--crop=X,Y,W,H --crop=none	Set layer crop rectangle
--text=0,0,"Lorem ipsum"	Set layer text to "Lorem ipsum".
--text_align_x={left,center,right}	Set horizontal text alignment.
--text_align_y={top,center/middle,bottom}	Set vertical text alignment.

<code>--text_font="Times New Roman"</code>	Set text font to "Times New Roman"
<code>--text_size=18</code>	Set text size to 18px.
<code>--text_bold={0,1}</code>	Set whether the text is bold.
<code>--text_italic={0,1}</code>	Set whether the text is italic
<code>--text_color=R,G,B</code>	Set text color
<code>--text_outline_color=R,G,B;</code> <code>--text_outline_color=none</code>	Set text outline color
<code>--text_shadow_color=R,G,B;</code> <code>--text_shadow_color=none</code>	Set text shadow color
<code>--text_back_color=A,R,G,B;</code> <code>--text_back_color=none</code>	Set text background color. A is the alpha and controls the opacity
<code>--group_id=8</code>	Set the layer group ID.
<code>--fade_in=15</code> <code>--fade_out=15</code>	Set fade in or fade out portion, in frames
<code>--primary_key=R,G,B,S,T</code> <code>--primary_key=none</code> <code>--secondary_key=R,G,B,S,T</code> <code>--secondary_key=none</code>	Set primary or secondary color key to (R, G, B), slope S, tolerance T.
<code>--image_layer="Diffuse"</code>	Set the image layer by name
<code>--image_layer=""</code>	Reset the image layer to the default
<code>--image_layer_index=5</code>	Set the image layer by index
<code>--target_view={left,right,both}</code>	Set the target view
<code>--layer_safe_area={0,1}</code>	Enable/disable the per-layer safe area
<code>--border_color=R,G,B</code>	Set the layer border/safe area color (without enabling the border)
<code>--layer_channels={r_grayscale,r_color,r_hidden,</code> <code>g_grayscale,g_color,g_hidden, b_grayscale,b_color,</code> <code>b_hidden,rgb,alpha,luma,depth}</code>	Set the layer channels

Commands

While the commands in this section can be used from the command line, their primary purpose is to be bound to keys using `pdplayer.keydefs.txt` (where they are not preceded by `--`.) The reverse is also true; while the options in the preceding two sections are intended to be used from the command line, they can too be bound to a hot key, again, not preceded by `--`.

Command	Description
<code>--layer_delete_selected</code>	Delete selected layer
<code>--layer_delete_all</code>	Delete all layers
<code>--layer_select_up</code>	Select previous layer
<code>--layer_select_down</code>	Select next layer

-- layer_select_first	Select first layer
-- layer_select_last	Select last layer
-- layer_select_none	Select no layer
--layer_select_all	Select all layers
-- layer_select_group	Selects all layers that share a group ID with the selected.
-- layer_assign_group	Synthesize a unique group ID and assign it to the selected layers.
-- layer_move_selected_up	Move selected layer up in Z-order
-- layer_move_selected_down	Move selected layer down in Z-order
--play_forward	Start playing forward, or pause if already playing forward
--play_backward	Start playing backward, or pause if already playing backward
--toggle_pause	Pause or resume playing if already paused
-- reverse_playback_direction	Reverse playback direction
--first_frame	Go to first work area frame
--next_frame	Advance one frame
--prev_frame	Go back one frame
--last_frame	Go to the last work area frame
--toggle_repeat	Toggle repeat mode
--increase_fps	Increase frames per second
--decrease_fps	Decrease frames per second
-- workarea_set_begin	Set work area beginning at the current frame
-- workarea_set_end	Set work area end at the current frame
-- layer_go_to_begin	Go to layer start
-- layer_go_to_end	Go to layer end
--layer_go_to_in	Go to layer in point
--layer_go_to_out	Go to layer out point
-- layer_align_begin	Align layer start at current frame
--layer_align_end	Align layer end at current frame
--layer_align_in	Align layer in point at current frame
--layer_align_out	Align layer out point at current frame
--layer_shift_left	Shift layer left one frame

-- layer_shift_right	Shift layer right one frame
-- increase_zoom_factor	Increase zoom factor
-- decrease_zoom_factor	Decrease zoom factor
-- reset_zoom_factor	Reset zoom factor
-- reset_pan_position	Reset pan position
-- reset_pan_and_zoom	Reset pan and zoom, or zoom to fit window if already reset
-- reset_layer_position	Reset the position of the selected layer to 0,0
--layer_move_left	Nudge the selected layer one pixel to the left
-- layer_move_right	Nudge the selected layer one pixel to the right
--layer_move_up	Nudge the selected layer one pixel up
-- layer_move_down	Nudge the selected layer one pixel down
-- layer_set_in_at_current	Set the in point of the selected layer at the current frame
-- layer_set_out_at_current	Set the out point of the selected layer at the current frame
-- workarea_set_to_selection	Set the work area to the in/out points of the selected layer
--channel_b	Toggle green channel display between RGBA, grayscale, green, or hidden
--channel_g	Toggle blue channel display between RGBA, grayscale, blue, or hidden
--channel_r	Toggle red channel display between RGBA, grayscale, red, or hidden
--channel_a	Toggle alpha channel
--channel_l	Toggle luma
--channel_z	Toggle depth channel
--toggle_timeline	Toggle the timeline
-- layer_half_width_left	Move selected layer half width to the left
-- layer_half_width_right	Move selected layer half width to the right
-- layer_half_height_up	Move selected layer half height up
-- layer_half_height_down	Move selected layer half height down

--layer_duplicate	Duplicate current layer
--layer_duplicate_and_split	Duplicate current layer, splitting it at the current frame
--layer_remove_from_cache	Remove selected layer from cache
--layer_toggle_disablecache	Toggle caching for the selected layer
--layer_toggle_autoupdate	Toggle automatic update for the selected layer
--toggle_property_panel	Toggle the layer property panel
--toggle_mask	Toggle mask
--toggle_grid	Toggle grid
--toggle_vsync	Toggle display synchronization
-layer_rescan_sequence	Rescan the sequence of the selected layer, looking for new or removed frames
--toggle_infobar	Toggle the infobar
--http_start	Start HTTP server
--http_stop	Stop HTTP server
--http_toggle	Toggle HTTP server
--cache_clear	Clear all cache
--toggle_fullscreen	Toggle full screen mode
--mail_screen_as_jpeg	E-mail screenshot as JPEG
--mail_screen_as_png	E-mail screenshot as PNG
--mail_mask_as_jpeg	E-mail the contents of the current mask as JPEG
--mail_mask_as_png	E-mail the contents of the current mask as PNG
--mail_frame_as_jpeg	E-mail the current frame of the selected layer as JPEG
--mail_frame_as_png	E-mail the current frame of the selected layer as PNG
--clipboard_paste	Paste the contents of the clipboard as a new layer
--clipboard_paste_frame	Paste the contents of the clipboard as a new single frame layer
--clipboard_paste_image	Paste the image on the clipboard as a new layer, ignoring other formats

-- clipboard_copy_l ayer	Copy the current frame of the selected layer to the clipboard
-- clipboard_copy_ mask	Copy an image of the mask contents to the clipboard
-- clipboard_copy_ screen	Copy an image of the window contents to the clipboard
-- clipboard_copy_l ayer_as_nk	Copy the the selected layer to the clipboard as a Nuke script
-- locate_in_explor er	Open Windows Explorer on the current frame of the selected layer
--open_with	Show the "Open With..." dialog for the current frame of the selected layer
-- resize_window_t o_fit	Resize the Pdplayer window to fit the visible layers
--add_layer	Open the Add Layer dialog
--save_screen_as	Open the Save Screen As dialog
--save_frame_as	Open the Save Frame As dialog
-- save_frame_as=fi lename	Save the current frame as 'filename'
--exit	Exit Pdplayer
-- layer_update_fra me	Update current frame
-- layer_update_mo dified	Remove modified frames from cache
-- layer_replace_wit h_previous	Replace an image layer with the previous image in the directory
-- layer_replace_wit h_next	Replace an image layer with the next image in the directory
-- layer_replace_with	Open the Replace with... dialog and replace the current layer
-- layer_replace_wit h=filename	Replace the current layer with 'filename'
-- layer_replace_wit h_image=filename	Replace the current layer with 'filename', treating it as a still image
--layer_flip_x --layer_flip_y	Flip layer horizontally or vertically
-- layer_toggle_visi ble	Toggle layer visibility
-- layer_toggle_dis able_cc	Disable/enable layer color corrections

-- new_adjustment_layer -- new_adjustment_layer=W,H,L	Adds a new adjustment layer (with the specified width, height, and length)
-- new_brush_layer -- new_brush_layer=W,H,L	Adds a new brush layer
-- new_brush_sequence_layer -- new_brush_sequence_layer=W,H,L	Adds a new brush sequence layer
--new_text_layer -- new_text_layer=W,H,L	Adds a new text layer
-- save_mask_as_image	Opens the "Save Mask as Image" dialog
-- save_mask_as_image=filename	Saves the current mask as 'filename'
-- save_mask_as_sequence	Opens the "Save Mask as Sequence" dialog
-- save_mask_as_sequence= file.ext,codec,quality,target	Saves the current mask as a sequence or a movie. The parameters are optional. For AVI or Quicktime, the available values for 'codec' can be seen in the Save Mask As dialog. For TGA images, 'codec' can be 'none' or 'rle'. 'quality' can be a value between 1 and 100. 'target' can be windows (default) or mac.
--save_layer_as	Opens the "Save Layer as" dialog
-- save_layer_as=file.ext,codec,quality,target	Saves the current layer as a sequence or a movie
--clear_canvas	Clear layer canvas
-- layer_toggle_crop	Enable/disable layer crop rectangle
-- layer_resize_to_timeline	Resizes a single-frame layer to cover the timeline
-- layer_resize_to_workarea	Resizes a single-frame layer to cover the work area
-- layer_preload_into_cache	Preload the selected layer into the cache
-- toggle_automatic_preload	Toggles the automatic preload

--toggle_pv_tooltip	Toggles the preview area tooltip
--save_composition_as	Open the Save Composition As dialog
--save_composition_as=filename	Saves the current composition as 'filename'
--save_composition	Saves the current composition
--open_composition	Open the Open Composition dialog
--new_composition	Discards the current composition
--toggle_always_on_top	Toggles the always on top mode
--export_composition_as	Open the Export Composition As dialog
--cache_stop_preload	Stops preloading a layer
--add_recent_layer=K	Add the recent layer with index K (starting from 1) as if chosen from the Add Recent menu
--timeline_fit_all_layers	Resize timeline to fit all layers
--timeline_trim_to_workarea	Trim timeline to work area
--layer_position_after	Position the in point of the selected layer at the out point of the layer beneath
--toggle_layer_stack	Toggle layer stack
--update_all_layers	Update all layers as if by using --layer_update_frame and --layer_update_modified on each
--layer_toggle_difference	Toggle the blend mode of the selected layer between Normal and Difference
--embed_layer	Embed a still image or an audio layer into the composition
--preload_all_layers	Preload all layers into cache
--switch_stereo_views	Switch the left and right view
--expand_into_layers	Expand the current layer into its corresponding image layers
--layer_select_all	Select all layers
--add_other_stereo_view	Add the other stereo view