

Transcode Clips for GPU Decoding

For a general overview of best possible Video Codecs for Playout, please see this article.

While PLAYDECK is able to transcode all Clips in realtime to your selected Output Format, this can put a heavy toll on your system during Playout, depending on your use case.

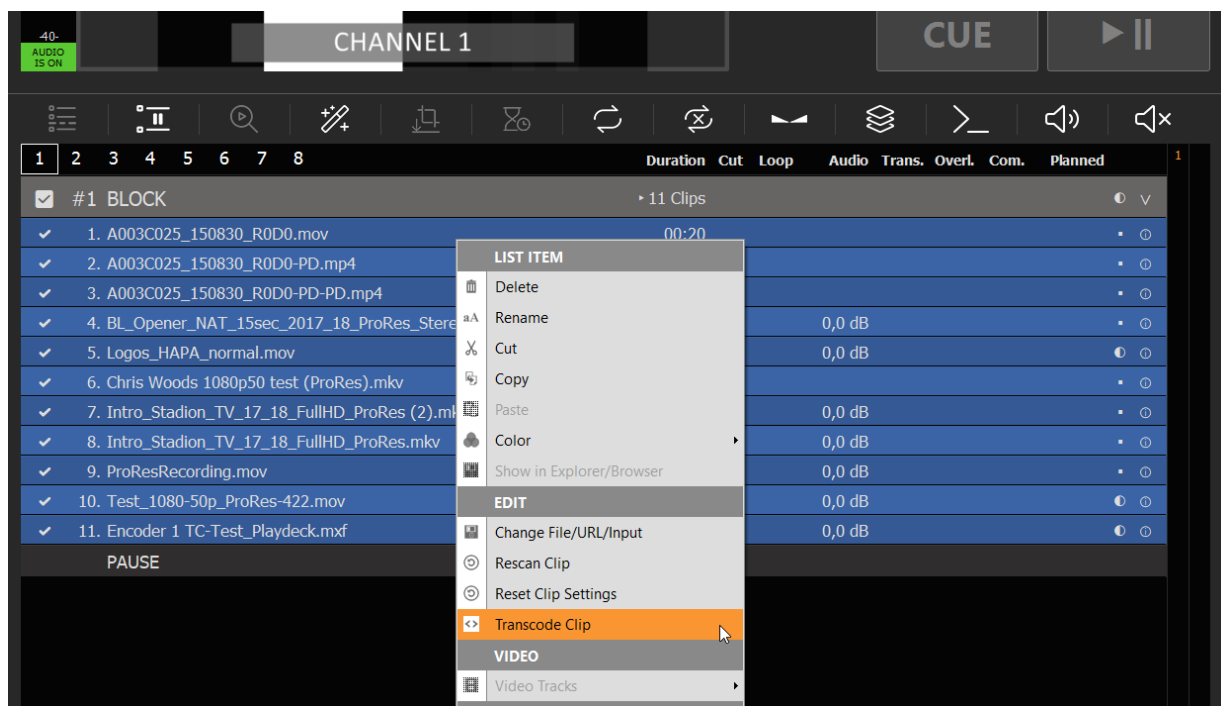
If your CPU usage reached critical level and you get playout lags (mostly perceived as audio stutter), you may want to make sure, that all Clips are decoded via the GPU, because most modern Graphic Cards can handle much more load than the CPU alone, thus making it possible to run multiple output channel with PLAYDECK.

Using the integrated transcoder

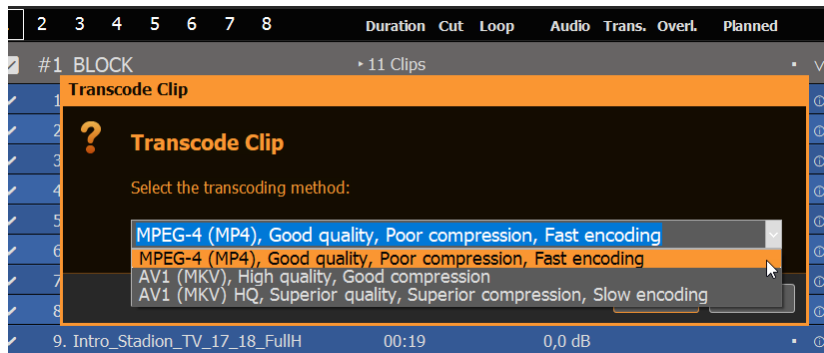
PLAYDECK has an integrated transcoder for video/audio files. It will make it more easy for you to QUICKLY transcode multiple files at once, e.g. if your show starts soon and you just don't have the time to transcode them via 3rd party tool like Adobe Media Encoder.

In your example we have a Block of Files, that only can be decoded via CPU, like ProRes, and HAP-A Video Codec. We now select any Clip, then press CTRL+A to select all Clips in the Block. You could also use SHIFT to select a Clip range or just CTRL to select individual Clips.

Now we right Click one of the selected Clips and select "Transcode Clips":



You will not get a list of pre-defined target video codecs, which all support GPU decoding:



If you are in a hurry or have a huge number of clips to transcode, pick the first option “MPEG-4”, as this options gives you incredibly fast results, while still maintaining a good quality. In all other cases go with the 2nd option “AV1”, as this produces fairly small files on SSD/HDD, while producing extrem high quality files, and also support HDR. The last option is unnervingly slow, but also takes quality and compression a nodge higher, but the time/quality ratio is bad in this case. Use this for overnight-transcodings.

Note: Sadly, we can not offer transcoding in H.264 or H.265 because of license reasons.

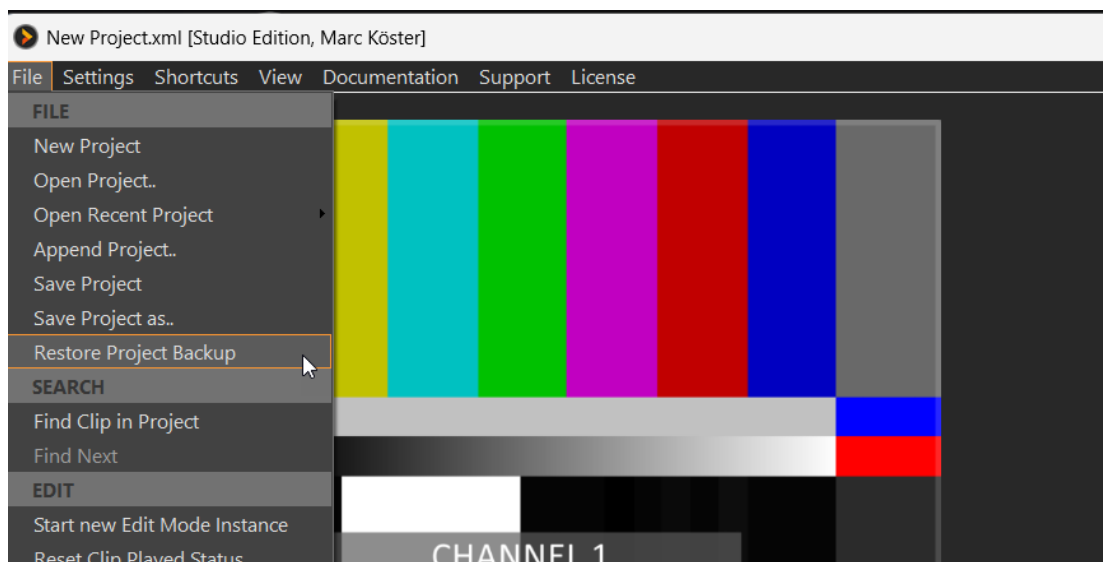
The transcoder will save the new file next to the old file and add “_transcoded” to the filename:

A003C025_150830_R0D0	00:00:20	13.10.2015 16:41:12
A003C025_150830_R0D0_transcoded	00:00:20	20.05.2025 03:17:35
A003C025_150830_R0D0-PD	00:00:20	12.04.2025 10:23:06
A003C025_150830_R0D0-PD_transcoded	00:00:20	20.05.2025 03:17:36
A003C025_150830_R0D0-PD-PD	00:00:20	12.04.2025 10:23:34
A003C025_150830_R0D0-PD-PD_transcoded	00:00:20	20.05.2025 03:17:37
BL_Opener_NAT_15sec_2017_18_ProRes_Stereo_R128	00:00:15	26.06.2017 10:42:59
BL_Opener_NAT_15sec_2017_18_ProRes_Stereo_R128_transcoded	00:00:15	20.05.2025 03:17:37
Chris Woods 1080p50 test (ProRes)	00:00:10	08.05.2025 15:20:03
Chris Woods 1080p50 test (ProRes)_transcoded	00:00:10	20.05.2025 03:17:45
Intro_Stadion_TV_17_18_FullHD_ProRes (2)	00:00:19	08.05.2025 14:49:22
Intro_Stadion_TV_17_18_FullHD_ProRes (2)_transcoded	00:00:20	20.05.2025 03:17:46
Intro_Stadion_TV_17_18_FullHD_ProRes	00:00:19	02.05.2025 01:51:10
Intro_Stadion_TV_17_18_FullHD_ProRes_transcoded	00:00:19	20.05.2025 03:17:48
ProResRecording	00:00:13	21.02.2021 23:35:00
ProResRecording_transcoded	00:00:13	20.05.2025 03:17:48
Test_1080-50p_ProRes-422	00:01:11	13.06.2019 11:17:40
Test_1080-50p_ProRes-422_transcoded	00:01:11	20.05.2025 03:17:50

The new Files will be automatically replaced and re-scanned in your Playlist:

1	2	3	4	5	6	7	8	Duration	Cut	Loop	Audio	Trans
<input checked="" type="checkbox"/>	#1 BLOCK							▶ 11 Clips				
<input checked="" type="checkbox"/>	1. A003C025_150830_R0D0_transcoded.mp4							00:20				
<input checked="" type="checkbox"/>	2. A003C025_150830_R0D0-PD_transcoded.mp4							00:20				
<input checked="" type="checkbox"/>	3. A003C025_150830_R0D0-PD-PD_transcoded.mp4							00:20				
<input checked="" type="checkbox"/>	4. BL_Opener_NAT_15sec_2017_18_ProRes_Stereo_R128_transcoded.mp4							00:15			0,0 dB	
<input checked="" type="checkbox"/>	5. Logos_HAPA_normal_transcoded.mp4							00:30			0,0 dB	
<input checked="" type="checkbox"/>	6. Chris Woods 1080p50 test (ProRes)_transcoded.mp4							00:10				
<input checked="" type="checkbox"/>	7. Intro_Stadion_TV_17_18_FullHD_ProRes (2)_transcoded.mp4							00:20			0,0 dB	
<input checked="" type="checkbox"/>	8. Intro_Stadion_TV_17_18_FullHD_ProRes_transcoded.mp4							00:19			0,0 dB	
<input checked="" type="checkbox"/>	9. ProResRecording_transcoded.mp4							00:12			0,0 dB	
<input checked="" type="checkbox"/>	10. Test_1080-50p_ProRes-422_transcoded.mp4							01:11			0,0 dB	
<input checked="" type="checkbox"/>	11. Encoder 1 TC-Test_Playdeck_transcoded.mp4							02:46			0,0 dB	
PAUSE								06:45				

If you need to at any time return to an earlier version of your Playlist, you can use the “Restore Project Backup” function:



What Files are being decoded on CPU in PLAYDECK

ProRes

This high quality video codec has it's roots on MAC computers, as it also was developed by Apple. Sadly, Apple never released any codec informations for Windows Systems, so it's still fairly impossible to decode ProRes via the GPU. If you need the Alpha Channel, we recommend using HAP-A video codec.

HAP and variants like HAP-A

These video codecs also support Alpha Channel and have very low CPU consumption.

DNxHD, MXF

The codecs also cant be decoded via GPU in PLAYDECK.

What GPU are recommended?

We refer to this article for PC Building for PLAYDECK.