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[Info ] <Application::Application> Starting Shotcut version 21.03.21
[Info ] <Application::Application> Windows version 192
[Info ] <Application::Application> number of logical cores = 8
[Info ] <Application::Application> locale = QLocale(French, Latin, France)
[Info ] <Application::Application> install dir = "C:/Program Files/Shotcut"
[Debug ] <ShotcutSettings::log> language "fr_FR"
[Debug ] <ShotcutSettings::log> deinterlacer "onefield"
[Debug ] <ShotcutSettings::log> external monitor ""
[Debug ] <ShotcutSettings::log> GPU processing false
[Debug ] <ShotcutSettings::log> interpolation "bilinear"
[Debug ] <ShotcutSettings::log> video mode ""
[Debug ] <ShotcutSettings::log> realtime true
[Debug ] <ShotcutSettings::log> audio channels 2
[Debug ] <ShotcutSettings::log> display method 0
[Debug ] <MainWindow::changeTheme> begin
[Debug ] <MainWindow::MainWindow> begin
[Info ] <MainWindow::MainWindow> device pixel ratio = 1
[Debug ] <Mlt::Controller::Controller> begin
[Info ] <MLT> plugin_mgr_get_object_file_plugins: error opening shared object file
'C:\Program Files\Shotcut\lib\ladspa\AUTHORS': "C:\Program
Files\Shotcut\lib\ladspa\AUTHORS": Le module sp?cifi? est introuvable.
[Info ] <MLT> plugin_mgr_get_object_file_plugins: error opening shared object file
'C:\Program Files\Shotcut\lib\ladspa\COPYING': "C:\Program
Files\Shotcut\lib\ladspa\COPYING": Le module sp?cifi? est introuvable.
[Info ] <MLT> plugin_mgr_get_object_file_plugins: error opening shared object file
'C:\Program Files\Shotcut\lib\ladspa\readme.txt': "C:\Program
Files\Shotcut\lib\ladspa\readme.txt":
[Info ] <Mlt::Controller::resetLocale> decimal point .
[Debug ] <Mlt::Controller::Controller> end
[Debug ] <Mlt::GLWidget::GLWidget> begin
[Debug ] <Mlt::GLWidget::GLWidget> end
[Debug ] <MainWindow::setupSettingsMenu> begin
[Warning] <MLT> [consumer 0x20f645f3e00] The DeckLink drivers not installed.
[Debug ] <MainWindow::setupSettingsMenu> end
[Debug ] <MainWindow::readPlayerSettings> begin
[Debug ] <MainWindow::setAudioChannels> 2
[Debug ] <Mlt::Controller::setAudioChannels> 2
[Debug ] <MainWindow::setPreviewScale> 0
[Debug ] <Mlt::Controller::setPreviewScale> 720 x 576
[Debug ] <MainWindow::readPlayerSettings> end
[Debug ] <MainWindow::configureVideoWidget> begin
[Debug ] <MainWindow::setProfile> ""
[Debug ] <Mlt::Controller::setProfile> setting to profile "Automatic"
[Debug ] <MainWindow::setAudioChannels> 2
[Debug ] <Mlt::Controller::setAudioChannels> 2
[Debug ] <MainWindow::configureVideoWidget> end
[Debug ] <ScopeController::ScopeController> begin
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <AudioLoudnessScopeWidget::AudioLoudnessScopeWidget> begin
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[Debug ] <AudioLoudnessScopeWidget::AudioLoudnessScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <AudioPeakMeterScopeWidget::AudioPeakMeterScopeWidget> begin
[Debug ] <AudioPeakMeterScopeWidget::AudioPeakMeterScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <AudioSpectrumScopeWidget::AudioSpectrumScopeWidget> begin
[Debug ] <AudioSpectrumScopeWidget::AudioSpectrumScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <AudioWaveformScopeWidget::AudioWaveformScopeWidget> begin
[Debug ] <AudioWaveformScopeWidget::AudioWaveformScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <VideoHistogramScopeWidget::VideoHistogramScopeWidget> begin
[Debug ] <VideoHistogramScopeWidget::VideoHistogramScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <VideoRgbParadeScopeWidget::VideoRgbParadeScopeWidget> begin
[Debug ] <VideoRgbParadeScopeWidget::VideoRgbParadeScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <VideoRgbWaveformScopeWidget::VideoRgbWaveformScopeWidget> begin
[Debug ] <VideoRgbWaveformScopeWidget::VideoRgbWaveformScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <VideoVectorScopeWidget::VideoVectorScopeWidget> begin
[Debug ] <VideoVectorScopeWidget::profileChanged> 709
[Debug ] <VideoVectorScopeWidget::VideoVectorScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <VideoWaveformScopeWidget::VideoWaveformScopeWidget> begin
[Debug ] <VideoWaveformScopeWidget::VideoWaveformScopeWidget> end
```

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[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeWidget::ScopeWidget> begin true
[Debug ] <ScopeWidget::ScopeWidget> end
[Debug ] <VideoZoomWidget::VideoZoomWidget> begin
[Debug ] <VideoZoomWidget::VideoZoomWidget> end
[Debug ] <VideoZoomScopeWidget::VideoZoomScopeWidget> begin
[Debug ] <VideoZoomScopeWidget::VideoZoomScopeWidget> end
[Debug ] <ScopeDock::ScopeDock> begin
[Debug ] <ScopeDock::ScopeDock> end
[Debug ] <ScopeController::ScopeController> end
[Debug ] <RecentDock::RecentDock> begin
[Debug ] <RecentDock::RecentDock> end
[Debug ] <PlaylistDock::PlaylistDock> begin
[Debug ] <PlaylistDock::PlaylistDock> end
[Debug ] <TimelineDock::TimelineDock> begin
[Debug ] <TimelineDock::TimelineDock> end
[Debug ] <FiltersDock::FiltersDock> begin
[Debug ] <FiltersDock::FiltersDock> end
[Debug ] <KeyframesDock::KeyframesDock> begin
[Debug ] <KeyframesDock::KeyframesDock> end
[Debug ] <EncodeDock::EncodeDock> begin
[Debug ] <EncodeDock::EncodeDock> end
[Debug ] <JobsDock::JobsDock> begin
[Debug ] <JobsDock::JobsDock> end
[Debug ] <MainWindow::readWindowSettings> begin
[Debug ] <MainWindow::readWindowSettings> end
[Debug ] <LeapNetworkListener::start> begin
[Debug ] <MainWindow::MainWindow> end
[Debug ] <MainWindow::changeTheme> end
[Debug ] <FiltersDock::resetQview> begin
[Debug ] <KeyframesDock::load> begin
[Debug ] <Mlt::GLWidget::initializeGL> begin
[Info ] <Mlt::GLWidget::initializeGL> OpenGL vendor "Intel"
[Info ] <Mlt::GLWidget::initializeGL> OpenGL renderer "Intel(R) UHD Graphics 620"
[Info ] <Mlt::GLWidget::initializeGL> OpenGL threaded? true
[Info ] <Mlt::GLWidget::initializeGL> OpenGL ES? false
[Info ] <Mlt::GLWidget::initializeGL> OpenGL maximum texture size = 16384
[Info ] <Mlt::GLWidget::initializeGL> OpenGL maximum viewport size = 16384 x 16384
[Debug ] <Mlt::GLWidget::initializeGL> end
[Debug ] <NewProjectFolder::showEvent> m_profile "" action.data ""
[Info ] <Util::isMemoryLow> available RAM = 5830008 KB
[Debug ] <Worker::run> Database version is 1
[Debug ] <FilterController::loadFilterMetadata> reading filter metadata "alpha_adjust"
"meta.qml"
[Debug ] <FilterController::loadFilterMetadata> added filter "Canal alpha : Ajuster"
[Debug ] <FilterController::loadFilterMetadata> reading filter metadata "alpha_view"
"meta.qml"
[Debug ] <FilterController::loadFilterMetadata> added filter "Canal alpha : Voir"
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[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_balance"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Balance"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_bandpass"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Filtre passe-bande"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_basstreble"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Graves et aigus"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_channelcopy"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Copier le canal"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_compressor"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Compresseur"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_delay"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Delay"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_expander"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Expandeur"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_fadein"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Fondu audio entrant"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_fadeout"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Fondu audio sortant"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_gain"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Gain / Volume"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_highpass"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Filtre passe-haut"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_invert"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Inverser"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_limiter"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Limiteur"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_lowpass"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Filtre passe-bas"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_mono"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Mixage"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_mute"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Couper le son"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_noisegate"
"meta.qml"

[Debug] <FilterController::loadFilterMetadata> added filter "Porte de bruit"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata
"audio_normalize_1p" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Normalisation : Une passe"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata
"audio_normalize_2p" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Normalisation : Deux passes"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_notch"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Noeud"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_pan"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Panoramique"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_pitch"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Hauteur du son"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "audio_reverb"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "R \diamond verb"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata
"audio_swapchannels" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Echanger les canaux"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "bigsh0t_eq_mask"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "360: Masque
 \diamond quirectangulaire"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "bigsh0t_eq_to_rect"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "360: Parall \diamond logrammatique =>
Rectiligne"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata
"bigsh0t_hemi_to_eq" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "360: H \diamond misph \diamond rique =>
Parall \diamond logrammatique"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "bigsh0t_rect_to_eq"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "360: Rectiligne =>
Parall \diamond logrammatique"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata
"bigsh0t_stabilize_360" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "360: Stabiliser"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata
"bigsh0t_transform_360" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "360: Transformer"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "blend_mode"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Mode de fusion"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "bluescreen0r"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Cl \diamond chromatique : Simple"

[Debug] <FilterController::loadFilterMetadata> reading filter metadata "blur"
"meta_boxblur.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Flou: Dimensions"
[Debug] <QmlKeyframesMetadata::checkVersion> MLT version: "3" Shotcut
minimumVersion: "3"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "blur"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Flou"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "blur_exponential"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Flou: Exponentiel"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "blur_gaussian"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Flou: Gaussien"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "blur_lowpass"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Flou: Passe bas"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "brightness"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Luminosité"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "brightness"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Luminosité"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "choppy" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Choppy"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "chromahold"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Cl chromatique: Garder"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "color" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "talonnage des Couleurs"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "color"
"meta_frei0r_coloradj.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "talonnage des Couleurs"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "color"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "talonnage des Couleurs"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "contrast" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Contraste"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "contrast"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Contraste"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "corners" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Recadrer: Angles"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "crop" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Recadrer: Source"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "crop"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Recadrer: Source"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "crop_circle"
"meta.qml"

[Debug] <FilterController::loadFilterMetadata> added filter "Recadrer: Cercle"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "crop_rectangle"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Recadrer: Rectangle"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "dance"
"meta_dance.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Visualisation audio-
dformation"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "distort" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Tordre"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "dither" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Dither"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "dust" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Vieux film : poussi \diamond re"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "dynamicictext"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Texte: Simple"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "elastic_scale"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter " \diamond chelle \diamond lastique"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "fadein_brightness"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Fondu vid \diamond o entrant"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "fadein_movit"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Fondu vid \diamond o entrant"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "fadeout_brightness"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Fondu vid \diamond o sortant"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "fadeout_movit"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Fondu vid \diamond o sortant"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "flip" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Retourner"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "flip"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Retourner"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "fspp" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Reduce Noise: Quantization"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "glitch" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "D \diamond crochage d'image"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "glow"
"meta_frei0r.qml"
[Debug] <FilterController::loadFilterMetadata> added filter " \diamond clat"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "glow"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter " \diamond clat"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "gradient"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Gradient"

[Debug] <FilterController::loadFilterMetadata> reading filter metadata "grain" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Vieux film : grain"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "grid" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Grille"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "halftone"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Demi-teinte"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "hqdn3d" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Bruit : Rducteur HQDN3D"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata
"hue_lightness_saturation" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Teinte/Luminosit/Saturation"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "invert" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Inverser les couleurs"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "keyspillm0pup"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Nettoyage de masque :
Avanc"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "lenscorrection"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Correction d'objectif"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "levels" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Niveaux"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "lightshow"
"meta_lightshow.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Visualisation audio-lumiere"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "lines" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Vieux film : corchures"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "lut3d" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "LUT (3D)"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "mask" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Masquer"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "mask_alphaspot"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Masque: Forme Simple"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "mask_apply"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Masque: Appliquer"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "mask_shape"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Masque: A partir d'un fichier "
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "mirror" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Miroir"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "mirror"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Miroir"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "mosaic" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Mosaque"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "movit_diffusion"
"meta.qml"

[Debug] <FilterController::loadFilterMetadata> added filter "Diffusion"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "nervous" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Nerveux"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "noise_fast"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Bruit : Rapide"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "noise_keyframes"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Bruit : Images-cl♣s"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "nosync" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "No Sync"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "oldfilm" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Vieux film : projecteur"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "opacity" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Opacit♣"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "opacity"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Opacit♣"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "pillar_echo"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Flou: Tampon"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "posterize"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Post♣riser"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "rgbsplit0r"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "D♣calage RGB"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "richtext" "meta.qml"
[Debug] <QmlMetadata::isMltVersion> MLT version: "3" Shotcut minimumVersion: "2"
[Debug] <FilterController::loadFilterMetadata> added filter "Texte: Riche"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "rotate" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Rotation et Echelle"
[Debug] <QmlKeyframesMetadata::checkVersion> MLT version: "5" Shotcut
minimumVersion: "3"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "saturation"
"meta_frei0r.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Saturation"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "saturation"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Saturation"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "scanlines"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Scan Lines"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "select0r" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Cl♣ chromatique : Avanc♣"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "sepia" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Tons s♣pia"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "sharpen"
"meta_frei0r.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Nettet♣"

[Debug] <FilterController::loadFilterMetadata> reading filter metadata "sharpen"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Nettet" 
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "size_position"
"meta_affine.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Taille, Position & Rotation"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "size_position"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Taille et Position"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "sketch" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Esquisser"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "smartblur"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Bruit : R ducteur flou
dynamique"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "spectrum"
"meta_spectrum.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Visualisation du spectre audio"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "spillsuppress"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Nettoyage de masque : Simple"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "spot_remover"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Effaceur de taches"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "stabilize"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Stabiliser"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "tcolor" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Vieux film : Technicolor"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "threshold"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Seuil"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "timer" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Chronom tre"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "trails" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Trails"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "unpremultiply"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "D pr multiplier l'alpha"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "vagedenoiser"
"meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Bruit : R ducteur vaguelette"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "vertigo" "meta.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Vertigo"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "vignette"
"meta_movit.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Portrait"
[Debug] <FilterController::loadFilterMetadata> reading filter metadata "vignette"
"meta_oldfilm.qml"
[Debug] <FilterController::loadFilterMetadata> added filter "Portrait"

```
[Debug ] <QmlKeyframesMetadata::checkVersion> MLT version: "1.0" Shotcut
minimumVersion: "1.0"
[Debug ] <FilterController::loadFilterMetadata> reading filter metadata "wave" "meta.qml"
[Debug ] <FilterController::loadFilterMetadata> added filter "Onde"
[Debug ] <FilterController::loadFilterMetadata> reading filter metadata "waveform"
"meta.qml"
[Debug ] <FilterController::loadFilterMetadata> added filter "Visualisation de la forme
d'onde audio"
[Debug ] <FilterController::loadFilterMetadata> reading filter metadata "white"
"meta_frei0r.qml"
[Debug ] <FilterController::loadFilterMetadata> added filter "Balance des Blancs"
[Debug ] <FilterController::loadFilterMetadata> reading filter metadata "white"
"meta_movit.qml"
[Debug ] <FilterController::loadFilterMetadata> added filter "Balance des Blancs"
[Info ] <MainWindow::showStatusMessage> "Checking for upgrade..."
[Debug ] <MainWindow::open>
"C:/Users/33680/AppData/Local/Meltytech/Shotcut/___untitled___.mlt"
[Debug ] <MltXmlChecker::check> begin
[Debug ] <MltXmlChecker::check> end
[Info ] <MainWindow::open> decimal point '.'
[Debug ] <AudioLoudnessScopeWidget::resetQview> begin
[Debug ] <MainWindow::onUpgradeCheckFinished> response: "{\n \"version_number\":
210321,\n \"version_string\": \"21.03.21\", \n \"url\": \"https://shotcut.org/blog/new-release-
210321/^\n}\n"
[Info ] <MainWindow::showStatusMessage> "Vous utilisez la derni re version de Shotcut."
[Debug ] <LeapNetworkListener::onDisconnected> Disconnected from Leap Motion
[Debug ] <LeapNetworkListener::onError> Leap Motion WebSocket error: "Connexion
refus e"
[Info ] <Util::isMemoryLow> available RAM = 5610508 KB
[Debug ] <MainWindow::openVideo> QFlags<QFileDialog::Option>()
[Debug ] <MainWindow::open> "C:/Users/33680/Videos/blocage shotcut.mlt"
[Info ] <MainWindow::showStatusMessage> "Ouverture de C:/Users/33680/Videos/blocage
shotcut.mlt"
[Debug ] <MltXmlChecker::check> begin
[Debug ] <MltXmlChecker::check> QVector("Shotcut", "version", "21.03.21")
[Info ] <MltXmlChecker::check> decimal point '.'
[Debug ] <MltXmlChecker::check> end
[Info ] <MainWindow::open> decimal point '.'
[Debug ] <Mlt::Controller::setPreviewScale> 1600 x 900
[Debug ] <Mlt::Controller::setProjectFolder> project folder ""
[Debug ] <MainWindow::setAudioChannels> 2
[Debug ] <Mlt::Controller::setAudioChannels> 2
[Debug ] <Player::setIn> in -1 out -1
[Debug ] <Player::setOut> in -1 out -1
[Debug ] <MLT> [producer avformat] audio: total_streams 1 max_stream 1 total_channels 2
max_channels 2
[Debug ] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-05-01 08-50-48.mkv" missing hwaccel parameters.
skipping hardware initialization
```

[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-05-01 08-50-48.mkv" checking VFR: pkt.duration 16
[Debug] <TimelineDock::setSelection> Changing selection to () trackIndex -1 isMultitrack
true
[Debug] <VideoVectorScopeWidget::profileChanged> 709
[Info] <MainWindow::open> "C:/Users/33680/Videos/blocage shotcut.mlt"
[Debug] <TimelineDock::setSelection> Changing selection to () trackIndex -1 isMultitrack
false
[Info] <MLT> [consumer sdl2_audio] Audio Opened: driver=directsound channels=2
frequency=48000
[Debug] <MainWindow::openVideo> QFlags<QFileDialog::Option>()
[Debug] <MainWindow::open> "C:/Users/33680/Videos/fichiers gpx.mlt"
[Info] <MainWindow::showStatusMessage> "Ouverture de C:/Users/33680/Videos/fichiers
gpx.mlt"
[Debug] <MltXmlChecker::check> begin
[Debug] <MltXmlChecker::check> QVector("Shotcut", "version", "20.11.28")
[Info] <MltXmlChecker::check> decimal point '.'
[Debug] <MltXmlChecker::check> end
[Debug] <VideoVectorScopeWidget::profileChanged> 709
[Debug] <VideoVectorScopeWidget::profileChanged> 709
[Debug] <NewProjectFolder::showEvent> m_profile "" action.data ""
[Debug] <MainWindow::setProfile> ""
[Debug] <Mlt::Controller::setProfile> setting to profile "Automatic"
[Debug] <VideoVectorScopeWidget::profileChanged> 709
[Debug] <MainWindow::setAudioChannels> 2
[Debug] <Mlt::Controller::setAudioChannels> 2
[Debug] <MainWindow::setAudioChannels> 2
[Debug] <Mlt::Controller::setAudioChannels> 2
[Debug] <VideoVectorScopeWidget::profileChanged> 709
[Info] <MLT> [consumer sdl2_audio] Audio Opened: driver=directsound channels=2
frequency=48000
[Debug] <VideoVectorScopeWidget::profileChanged> 709
[Debug] <NewProjectFolder::showEvent> m_profile "" action.data ""
[Info] <MLT> [consumer sdl2_audio] Audio Opened: driver=directsound channels=2
frequency=48000
[Debug] <MainWindow::setProfile> ""
[Debug] <Mlt::Controller::setProfile> setting to profile "Automatic"
[Debug] <VideoVectorScopeWidget::profileChanged> 709
[Info] <MainWindow::open> decimal point '.'
[Debug] <Mlt::Controller::setPreviewScale> 1600 x 900
[Debug] <Mlt::Controller::setProjectFolder> project folder ""
[Debug] <MainWindow::setAudioChannels> 2
[Debug] <Mlt::Controller::setAudioChannels> 2
[Debug] <Player::setIn> in -1 out -1
[Debug] <Player::setOut> in -1 out -1
[Debug] <MLT> [producer avformat] audio: total_streams 1 max_stream 1 total_channels 2
max_channels 2
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" missing hwaccel parameters.
skipping hardware initialization

[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" checking VFR: pkt.duration 16
[Debug] <TimelineDock::setSelection> Changing selection to () trackIndex -1 isMultitrack
true
[Debug] <VideoVectorScopeWidget::profileChanged> 709
[Info] <MainWindow::open> "C:/Users/33680/Videos/fichiers gpx.mlt"
[Info] <MLT> [consumer sdl2_audio] Audio Opened: driver=directsound channels=2
frequency=48000
[Debug] <TimelineDock::setSelection> Changing selection to () trackIndex -1 isMultitrack
false
[Info] <Util::isMemoryLow> available RAM = 5249316 KB
[Debug] <MLT> [producer avformat] audio: total_streams 1 max_stream 1 total_channels 2
max_channels 2
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" missing hwaccel parameters.
skipping hardware initialization
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" checking VFR: pkt.duration 16
[Debug] <MLT> [producer avformat] audio: total_streams 1 max_stream 1 total_channels 2
max_channels 2
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" missing hwaccel parameters.
skipping hardware initialization
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" checking VFR: pkt.duration 16
[Debug] <MLT> [producer avformat] audio: total_streams 1 max_stream 1 total_channels 2
max_channels 2
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" missing hwaccel parameters.
skipping hardware initialization
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" checking VFR: pkt.duration 16
[Debug] <MLT> [producer avformat] audio: total_streams 1 max_stream 1 total_channels 2
max_channels 2
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" missing hwaccel parameters.
skipping hardware initialization
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" checking VFR: pkt.duration 16
[Debug] <MLT> [producer avformat] audio: total_streams 1 max_stream 1 total_channels 2
max_channels 2
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" missing hwaccel parameters.
skipping hardware initialization
[Debug] <MLT> [mlt_producer avformat-novalidate]
"C:/Users/33680/Videos/Captures/2021-04-26 13-23-48.mkv" checking VFR: pkt.duration 16
[Info] <Util::isMemoryLow> available RAM = 664656 KB