Note:
: No filters are applied to the first frame. When doing an extrapolate, please ignore the first two frames.

De-interlace
: Converts an interlaced frame into non-interlaced attempting to maintain as much resolution as possible. Also applies a temporal antialiasing filter to remove grain and improve detail.

Split
: Extracts two video fields and re-hydrates them into frames with most of the original resolution to get 60 fps. Also applies a filter to remove errors between odd and even frames if appropriate. Warning, do not overwrite input frames.

Extrapolate
: Creates new in-between frames based on the motion of existing frames using motion prediction and morph mapping techniques.

Re-interlace
: Interlacer two frames and saves them as one.

Input
: Sequence of Targa files

Output
: Name and path of output. Any extension and trailing numeric components will be replaced.

Process
: Begin processing selected frames.

Stop
: Stops a processing operation in progress.

Static filter
: 1-255. Applies to the temporal noise removal algorithm. Improves static details by borrowing from the previous frame

Jitter removal
: 0-255. Practical values between 0 and 16. Decreases jitter between even and odd fields after they've been converted to frames.

Field weight
: 0-100. In a de-interlace process, the two extracted frames may be blended to remove additional noise from an image, but may result in a double image ghost. This is the ratio of blending between the two frames. A value of 0 or 100 will keep only one of the frames.

Block size
: Used in calculating motion vectors Think of it as a grid such as used in a morphing program. Should be a multiple of the image's size and greater than 1. Bad things might happen if not.

Search size
: The block size and search block size are separate so a more accurate search may be conducted when using a small block size. A search size of 16 to 24 usually works well.

Search Horizontal
: How many pixels to search horizontally in either direction. Larger values allow more errors.

Search Vertical
: How many pixels to search vertically in either direction. Larger values allow more errors.

Opti-factor
: Optimizing factor. Higher values will allow a speed increase, but allows more errors. An optimal value seems to be around 8.

Show working buffers
: Shows several internal buffers as they're being worked on.