
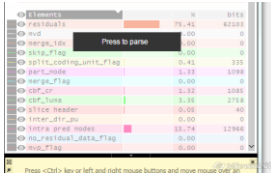
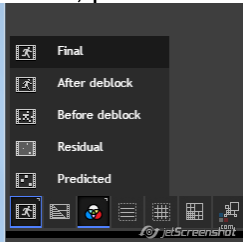
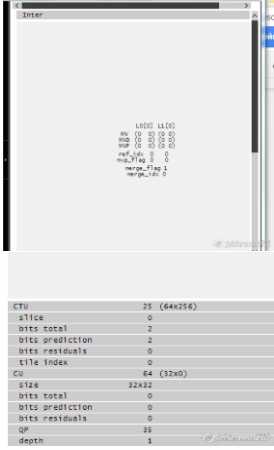


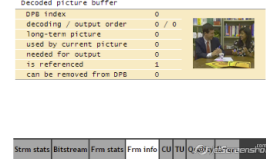
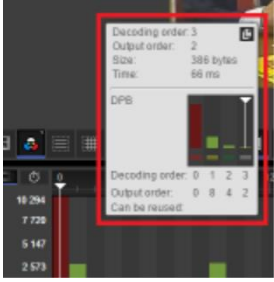
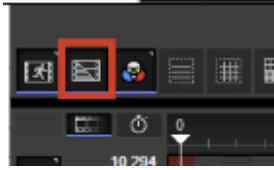


# Plans comparison

Current		business	home	Free
Technical Support		Priority	+	no
AVC, HEVC, AV1, MPEG2, EVC, YUV, Y4M		+	+	+
TS, MP4		TS, MP4	TS, MP4	TS, MP4
FullHD		+	+	+
4K		+	+	-
CLI		+	-	-
HRD		+	-	-
bitrate		+	+	+
Error parsing		+	-	-
Quality		+	-	-
Quality tab 		+	только для первого кадра, для vmaf и press to parse - баннер	First frame
 Stream Stats		+	баннер на press to parse, отображается только из расчета первого кадра	First frame
Decoding level final, after deblock, before deblock, residual, predicted 		+	+	Final

<p>channels</p> 			+	+	YUV  no separate channels
<p>transform channels</p> 			+	+	Y (luma only)
			+	+	no ref index
<p>decoding order</p> 			+	+	no
			+	+	no decoding order
<p>bitstream</p>			+	+	First frame
<p>Frame stats</p> 			+	+	First frame

<p>CU info</p>  <pre> CU ├── slice │   ├── bits total: 2 │   ├── bits prediction: 2 │   └── bits residuals: 0 │   └── title index: 0 └── Cu     ├── slice     │   ├── bits total: 0     │   ├── bits prediction: 0     │   └── bits residuals: 0     └── size: 64 (32x0)         ├── bits total: 0         ├── bits prediction: 0         ├── bits residuals: 0         ├── size: 32         └── depth: 1 </pre>			+	+	First frame
<p>TU info</p> 			+	First frame	First frame
<p>Spec quotes</p> 			+	No connection to spec	No connection to spec
<p>ZOOM</p>			+	+	
<p>dpb buffer B frame info</p>  <pre> Decoded picture buffer DPB index: 0 Decoding / output order: 0 / 0 Long-term picture: 0 Used by current picture: 0 Needed for output: 0 Is referenced: 1 Can be removed from DPB: 0 </pre>			+	First frame	First frame
<p>dpb preview B in bars</p>  <pre> Decoding order: 3 Output order: 3 Size: 388 bytes Time: 66 ms DPB Decoding order: 0 1 2 3 Output order: 0 8 4 2 Can be reused </pre>			+	First frame	First frame
<p>hex view</p>			+	+	+
<p>Interlaced frames display</p> 			+	+	+
<p>Slices boundaries grid</p>			+	+	+

					
<p>Tile boundaries grid</p> 			+	+	+
<p>Prediction partitions grid</p> 			+	+	+
<p>Motion vectors grid</p> 			+	+	+
<p>Генерация отчётов в CSV и JSON</p>			+	no	no