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main debug: processing request item: udp://239.255.255.12:44012, node: Playlist, skip: 0
main debug: rebuilding array of current - root Playlist
main debug: rebuild done - 1 items, index 0
main debug: starting playback of new item
main debug: resyncing on udp://239.255.255.12:44012
main debug: udp://239.255.255.12:44012 is at 0
main debug: creating new input thread
main debug: Creating an input for 'udp://239.255.255.12:44012'
main debug: requesting art for new input thread
main debug: using timeshift granularity of 50 MiB
main debug: using timeshift path: C:\Users\svrnk\AppData\Local\Temp
main debug: `udp://@239.255.255.12:44012' gives access `udp' demux `any' path
`@239.255.255.12:44012'
main debug: looking for meta fetcher module matching "any": 1 candidates
main debug: creating demux: access='udp' demux='any' location='@239.255.255.12:44012'
file='\\@239.255.255.12:44012'
main debug: looking for access_demux module matching "udp": 15 candidates
main debug: no access_demux modules matched
main debug: creating access: udp://@239.255.255.12:44012
main debug: (path: \\@239.255.255.12:44012)
main debug: looking for access module matching "udp": 26 candidates
lua debug: Trying Lua scripts in C:\Users\svrnk\AppData\Roaming\vlc\lua\meta\fetcher
lua debug: Trying Lua scripts in C:\Program Files (x86)\VideoLAN\VLC\lua\meta\fetcher
main debug: no meta fetcher modules matched
main debug: looking for art finder module matching "any": 2 candidates
udp debug: opening server=:0 local=239.255.255.12:44012
main debug: net: opening 239.255.255.12 datagram port 44012
lua debug: Trying Lua scripts in C:\Users\svrnk\AppData\Roaming\vlc\lua\meta\art
lua debug: Trying Lua scripts in C:\Program Files (x86)\VideoLAN\VLC\lua\meta\art
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\art\00_musicbrainz.luac
lua debug: skipping script (unmatched scope) C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\art\00_musicbrainz.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\art\01_googleimage.luac
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lua debug: skipping script (unmatched scope) C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\art\01_googleimage.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\art\02_frenchtv.luac
lua debug: skipping script (unmatched scope) C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\art\02_frenchtv.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\art\03_lastfm.luac
main debug: using access module "udp"
main debug: looking for stream_filter module matching "prefetch,cache_block": 24 candidates
prefetch debug: using 16777216 bytes buffer, 16384 bytes read
main debug: using stream_filter module "prefetch"
main debug: looking for stream_filter module matching "any": 24 candidates
lua debug: skipping script (unmatched scope) C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\art\03_lastfm.luac
main debug: no art finder modules matched
lua debug: Trying Lua scripts in C:\Users\svrnk\AppData\Roaming\vlc\lua\playlist
lua debug: Trying Lua scripts in C:\Program Files (x86)\VideoLAN\VLC\lua\playlist
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\anevia_streams.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\anevia_xml.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\appletrailers.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\bbc_co_uk.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\cue.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\dailymotion.luac
qt debug: IM: Setting an input
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\jamendo.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\koreus.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\liveleak.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\newgrounds.luac

lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\rockbox_fm_presets.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\soundcloud.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\twitch.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\imeo.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\vocaroo.luac
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\playlist\youtube.luac
main debug: no stream_filter modules matched
main debug: looking for stream_directory module matching "any": 1 candidates
main debug: no stream_directory modules matched
main debug: attachment of directory-extractor failed for udp://@239.255.255.12:44012
main debug: looking for stream_filter module matching "record": 24 candidates
main debug: using stream_filter module "record"
main debug: creating demux: access='udp' demux='any' location='@239.255.255.12:44012'
file='\\@239.255.255.12:44012'
main debug: looking for demux module matching "any": 55 candidates
main debug: looking for xml reader module matching "any": 1 candidates
main debug: using xml reader module "xml"
ts debug: Standard set to Auto
main debug: using demux module "ts"
ts debug: DEMUX_SET_GROUP 0 00000000
main debug: looking for meta reader module matching "any": 2 candidates
lua debug: Trying Lua scripts in C:\Users\svrnk\AppData\Roaming\vlc\lua\meta\reader
lua debug: Trying Lua scripts in C:\Program Files (x86)\VideoLAN\VLC\lua\meta\reader
lua debug: Trying Lua playlist script C:\Program Files
(x86)\VideoLAN\VLC\lua\meta\reader\filename.luac
main debug: no meta reader modules matched
main debug: `udp://@239.255.255.12:44012' successfully opened
ts debug: pid[4352] unknown
ts debug: first packet for pid=4352 cc=0x5
ts debug: pid[4368] unknown
ts debug: first packet for pid=4368 cc=0x9
ts debug: pid[4097] unknown
ts debug: first packet for pid=0 cc=0x1

ts debug: PATCallback called
ts debug: new PAT ts_id=7 version=0 current_next=1
ts debug: * number=0 pid=16
ts debug: * number=1 pid=256
ts debug: temporary receiving program 1
ts debug: first packet for pid=256 cc=0x1
ts debug: PMTCallback called for program 1
ts debug: new PMT program number=1 version=0 pid_pcr=4097
ts debug: * PMT descriptor: Registration (0x5)
ts debug: : HDMV registration
ts debug: * PMT descriptor: Unknown Private (0x88)
ts debug: * pid=4352 type=0x1b AVC video stream as defined in ITU-T Rec. H.264
ts debug: => pid 4352 has now es fcc=h264
main debug: selecting program id=1
main debug: looking for packetizer module matching "any": 24 candidates
main debug: using packetizer module "h264"
main debug: looking for video decoder module matching "any": 17 candidates
avcodec debug: using ffmpeg Lavc58.6.103
avcodec debug: CPU flags: 0x000fd3db
avcodec debug: allowing 5 thread(s) for decoding
avcodec debug: codec (h264) started
avcodec debug: using frame thread mode with 5 threads
main debug: using video decoder module "avcodec"
ts debug: Default program is 1
ts debug: * pid=4368 type=0xf ISO/IEC 13818-7 Audio with ADTS transport
ts debug: - SL/FMC descriptor not found/matched
ts debug: => pid 4368 has now es fcc=mp4a
main debug: looking for packetizer module matching "any": 24 candidates
mpeg4audio debug: running MPEG4 audio packetizer
mpeg4audio debug: ADTS Mode
main debug: using packetizer module "mpeg4audio"
main debug: looking for audio decoder module matching "any": 23 candidates
main debug: using audio decoder module "faad"
ts debug: enabling pid 4352 from program 1
ts debug: enabling pid 4368 from program 1
ts debug: enabling pcr pid 4097 from program 1
ts debug: first packet for pid=4368 cc=0xc
main debug: Buffering 0%
mpeg4audio info: AAC channels: 2 samplerate: 48000

main debug: restarting module due to input format change
main debug: removing module "faad"
main debug: looking for audio decoder module matching "any": 23 candidates
main debug: using audio decoder module "faad"
faad warning: decoded zero sample
main debug: Buffering 13%
main debug: reusing audio output
main debug: looking for aout stream module matching "any": 2 candidates
main debug: Buffering 26%
main debug: Buffering 40%
main debug: Buffering 53%
h264 debug: found NAL_SPS (sps_id=0)
h264 debug: found NAL_PPS (pps_id=0 sps_id=0)
main debug: restarting module due to input format change
main debug: removing module "avcodec"
main debug: looking for video decoder module matching "any": 17 candidates
avcodec debug: using ffmpeg Lavc58.6.103
avcodec debug: CPU flags: 0x000fd3db
avcodec debug: allowing 5 thread(s) for decoding
avcodec debug: codec (h264) started
avcodec debug: using frame thread mode with 5 threads
main debug: using video decoder module "avcodec"
avcodec debug: available hardware decoder output format 119 (cuda)
avcodec debug: available hardware decoder output format 53 (dxva2_vld)
avcodec debug: available hardware decoder output format 118 (d3d11va_vld)
avcodec debug: available hardware decoder output format 174 (d3d11)
avcodec debug: available software decoder output format 0 (yuv420p)
main debug: Buffering 66%
avcodec debug: trying format d3d11va_vld
main debug: looking for text renderer module matching "any": 3 candidates
freetype debug: Using DWrite backend
freetype debug: DWrite_GetFamily(): family name: Arial
freetype debug: DWrite_ParseFamily(): using font at index 0 with weight 400 for bold: 0, italic:
0
freetype debug: DWrite_ParseFamily(): using font at index 1 with weight 700 for bold: 1, italic:
0
freetype debug: DWrite_ParseFamily(): using font at index 2 with weight 400 for bold: 0, italic:
1
freetype debug: DWrite_ParseFamily(): using font at index 3 with weight 700 for bold: 1, italic:

main debug: using text renderer module "freetype"
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 32x32 (32x32) chroma: YUVA -> 16x16 (16x16) chroma: RGBA with scaling
using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: looking for video converter module matching "any": 24 candidates
main debug: Buffering 80%
yuvp debug: YUVP to YUVA converter
main debug: using video converter module "yuvp"
main debug: Deinterlacing available
main debug: deinterlace 1, mode blend, is_needed 0
main debug: looking for vout window module matching "qt,any": 3 candidates
qt debug: requesting video window...
main debug: Buffering 93%
main debug: Stream buffering done (160 ms in 140 ms)
main debug: resized to 1024x606
main debug: using vout window module "qt"
main debug: looking for inhibit module matching "any": 1 candidates
main debug: using inhibit module "inhibit"
main debug: Opening vout display wrapper
main debug: looking for vout display module matching "direct3d9": 12 candidates
wasapi debug: buffer size : 96000 frames
wasapi debug: maximum latency: 000 ns
wasapi debug: default period : 10000000 ns
wasapi debug: minimum period : 3000000 ns
main debug: using aout stream module "wasapi"
main debug: output 'f32l' 48000 Hz Stereo frame=1 samples/8 bytes
main debug: looking for audio volume module matching "any": 2 candidates
main debug: using audio volume module "float_mixer"
main debug: input 'f32l' 48000 Hz Stereo frame=1 samples/8 bytes
main debug: looking for audio filter module matching "scaletempo": 16 candidates
direct3d9 debug: Using Direct3D9 Extended API!
scaletempo debug: format: 48000 rate, 2 nch, 4 bps, fl32
scaletempo debug: params: 30 stride, 0.200 overlap, 14 search
scaletempo debug: 1.000 scale, 1440.000 stride_in, 1440 stride_out, 1152 standing, 288
overlap, 672 search, 2400 queue, fl32 mode
main debug: using audio filter module "scaletempo"
main debug: conversion: 'f32l' -> 'f32l' 48000 Hz -> 48000 Hz Stereo -> Stereo

main debug: conversion pipeline complete
main debug: conversion: 'f32l'-'f32l' 48000 Hz->48000 Hz Stereo->Stereo
main debug: conversion pipeline complete
main debug: looking for audio resampler module matching "any": 3 candidates
main debug: using audio resampler module "samplerate"
direct3d9 warning: cannot load Direct3D9 Shader Library; HLSL pixel shading will be disabled.
direct3d9 debug: creating Vout EventThread
direct3d9 debug: Win32VoutCreateWindow
main debug: VoutDisplayEvent 'resize' 1024x606
direct3d9 debug: inclinometer not found. (hr=0x80070490)
direct3d9 debug: created video sub-window
direct3d9 debug: Vout EventThread running
direct3d9 debug: D3D9 device caps 0x19AE50 / 0x51
direct3d9 debug: Direct3d9 Device: Intel(R) HD Graphics 5500 32902 5654 9
direct3d9 warning: trying surface pixel format: NV12
direct3d9 debug: selected surface pixel format is NV12
main debug: VoutDisplayEvent 'resize' 1936x1119
direct3d9 debug: Direct3D9 scene created successfully
direct3d9 warning: Direct3D shaders initialization failed !
direct3d9 debug: Direct3D9 device adapter successfully initialized
main debug: using vout display module "direct3d9"
main debug: A filter to adapt decoder DX11 to display NV12 is needed
main debug: looking for video converter module matching "any": 24 candidates
main debug: using video converter module "d3d11_filters"
main debug: Filter 'd3d11_filters' (075b7328) appended to chain
main debug: original format sz 1920x1088, of (0,0), vsz 1920x1080, 4cc DX11, sar 1:1, msk
r0x0 g0x0 b0x0
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
d3d11_filters warning: no context available
d3d11_filters debug: Filter without a context
deinterlace debug: unsupported chroma DX11
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
main debug: using video converter module "d3d11_filters"
main debug: Filter 'd3d11_filters' (075b6888) appended to chain
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing

main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (075b6dd8) appended to chain
main debug: using video filter module "chain"
main debug: Filter 'deinterlace' (075b6b30) appended to chain
main debug: Adding a filter to compensate for format changes
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I420 -> 1920x1080 (1920x1088) chroma: I422 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I422 -> 1920x1080 (1920x1088) chroma: I420 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6338) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b6338 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I422 -> 1920x1080 (1920x1088) chroma: I0AL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)

main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I422 -> 1920x1080 (1920x1088) chroma: I0AB with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b65e0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b65e0 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I422 -> 1920x1080 (1920x1088) chroma: I0FL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5de8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5de8 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I422 -> 1920x1080 (1920x1088) chroma: RV32 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b65e0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"

main debug: Filter 075b65e0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I422 -> 1920x1080 (1920x1088) chroma: RV24 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I422 -> 1920x1080 (1920x1088) chroma: BGRA with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b7080) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b7080 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I420 -> 1920x1080 (1920x1088) chroma: I0AL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b7080) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain debug: Trying to use chroma I420 as middle man

main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AL -> 1920x1080 (1920x1088) chroma: I420 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AL -> 1920x1080 (1920x1088) chroma: I422 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AL -> 1920x1080 (1920x1088) chroma: I0AB with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates

swscale debug: 1920x1080 (1920x1088) chroma: l0AL -> 1920x1080 (1920x1088) chroma: l0FL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6338) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b6338 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: l0AL -> 1920x1080 (1920x1088) chroma: RV32 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: l0AL -> 1920x1080 (1920x1088) chroma: RV24 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b65e0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b65e0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: l0AL -> 1920x1080 (1920x1088) chroma: BGRA with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"

main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b7080 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I420 -> 1920x1080 (1920x1088) chroma: I0AB with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b7080) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AB -> 1920x1080 (1920x1088) chroma: I420 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AB -> 1920x1080 (1920x1088) chroma: I422 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6338) appended to chain
main debug: looking for video converter module matching "any": 24 candidates

chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b6338 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AB -> 1920x1080 (1920x1088) chroma: I0AL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AB -> 1920x1080 (1920x1088) chroma: I0FL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b65e0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b65e0 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AB -> 1920x1080 (1920x1088) chroma: RV32 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)

main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AB -> 1920x1080 (1920x1088) chroma: RV24 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0AB -> 1920x1080 (1920x1088) chroma: BGRA with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b65e0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b65e0 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b7080 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I420 -> 1920x1080 (1920x1088) chroma: I0FL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates

chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0FL -> 1920x1080 (1920x1088) chroma: I420 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b7080) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b7080 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0FL -> 1920x1080 (1920x1088) chroma: I422 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0FL -> 1920x1080 (1920x1088) chroma: I0AL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6090) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"

main debug: Filter 075b6090 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0FL -> 1920x1080 (1920x1088) chroma: I0AB with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b65e0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b65e0 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0FL -> 1920x1080 (1920x1088) chroma: RV32 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6090) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b6090 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I0FL -> 1920x1080 (1920x1088) chroma: RV24 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b7080) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b7080 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates

swscale debug: 1920x1080 (1920x1088) chroma: l0FL -> 1920x1080 (1920x1088) chroma: BGRA with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b7080) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b7080 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: l420 -> 1920x1080 (1920x1088) chroma: RV32 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6338) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma l420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV32 -> 1920x1080 (1920x1088) chroma: l420 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma l422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV32 -> 1920x1080 (1920x1088) chroma: l422 with scaling using Bicubic (good quality)

main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b65e0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b65e0 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV32 -> 1920x1080 (1920x1088) chroma: I0AL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV32 -> 1920x1080 (1920x1088) chroma: I0AB with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV32 -> 1920x1080 (1920x1088) chroma: I0FL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"

main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV32 -> 1920x1080 (1920x1088) chroma: RV24 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5de8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5de8 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV32 -> 1920x1080 (1920x1088) chroma: BGRA with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b6338 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I420 -> 1920x1080 (1920x1088) chroma: RV24 with scaling using Bicubic (good quality)

main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV24 -> 1920x1080 (1920x1088) chroma: I420 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5de8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5de8 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV24 -> 1920x1080 (1920x1088) chroma: I422 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV24 -> 1920x1080 (1920x1088) chroma: I0AL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)

main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV24 -> 1920x1080 (1920x1088) chroma:
I0AB with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6090) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b6090 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV24 -> 1920x1080 (1920x1088) chroma:
I0FL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV24 -> 1920x1080 (1920x1088) chroma:
RV32 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5898) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"

main debug: Filter 075b5898 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: RV24 -> 1920x1080 (1920x1088) chroma: BGRA with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5de8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5de8 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: I420 -> 1920x1080 (1920x1088) chroma: BGRA with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b7080) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: BGRA -> 1920x1080 (1920x1088) chroma: I420 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma I422 as middle man

main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: BGRA -> 1920x1080 (1920x1088) chroma: I422 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma IOAL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: BGRA -> 1920x1080 (1920x1088) chroma: IOAL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma IOAB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: BGRA -> 1920x1080 (1920x1088) chroma: IOAB with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5de8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5de8 removed from chain
chain debug: Trying to use chroma IOFL as middle man
main debug: looking for video converter module matching "any": 24 candidates

swscale debug: 1920x1080 (1920x1088) chroma: BGRA -> 1920x1080 (1920x1088) chroma: I0FL with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6090) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b6090 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: BGRA -> 1920x1080 (1920x1088) chroma: RV32 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b5b40) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b5b40 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1920x1080 (1920x1088) chroma: BGRA -> 1920x1080 (1920x1088) chroma: RV24 with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (075b6090) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b6090 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 075b7080 removed from chain
main debug: no video converter modules matched

main error: Failed to create video converter
main error: Failed to compensate for the format changes, removing all filters
main debug: removing module "chain"
main debug: removing module "d3d11_filters"
main debug: Filter 075b6888 removed from chain
main debug: removing module "deinterlace"
main debug: Filter 075b6dd8 removed from chain
main debug: Filter 075b6b30 removed from chain
main debug: removing module "freetype"
main debug: VoutDisplayEvent 'resize' 1024x606
main debug: looking for text renderer module matching "any": 3 candidates
freetype debug: Using DWrite backend
freetype debug: DWrite_GetFamily(): family name: Arial
freetype debug: DWrite_ParseFamily(): using font at index 0 with weight 400 for bold: 0, italic:
0
freetype debug: DWrite_ParseFamily(): using font at index 1 with weight 700 for bold: 1, italic:
0
freetype debug: DWrite_ParseFamily(): using font at index 2 with weight 400 for bold: 0, italic:
1
freetype debug: DWrite_ParseFamily(): using font at index 3 with weight 700 for bold: 1, italic:
1
main debug: using text renderer module "freetype"
main debug: looking for hw decoder module matching "any": 2 candidates
d3d11va debug: Created the D3D11 device type 1 level b100.
d3d11va debug: Intel WDDM driver 20.19.15.4549
d3d11va debug: CreateDevice succeed
d3d11va debug: - 'MPEG-2 variable-length decoder' is supported
d3d11va debug: - 'MPEG-2 inverse discrete cosine transform' is supported
d3d11va debug: - 'VC-1 variable-length decoder' is supported
d3d11va debug: - 'VC-1 variable-length decoder 2 (Intel)' is supported
d3d11va debug: - 'VC-1 variable-length decoder (Intel)' is supported
d3d11va debug: - 'Windows Media Video 9 IDCT' is supported
d3d11va debug: - 'VC-1 inverse discrete cosine transform' is supported
d3d11va debug: - 'H.264 variable-length decoder, no film grain technology' is supported
d3d11va debug: - 'H.264 stereo high profile, mbs flag set' is supported
d3d11va debug: - 'H.264 stereo high profile' is supported
d3d11va debug: - 'H.264 multiview high profile' is supported
d3d11va debug: - 'H.264 scalable video coding, Scalable Constrained Baseline Profile' is supported

d3d11va debug: - 'H.264 scalable video coding, Scalable Constrained High Profile' is supported

d3d11va debug: - 'Unknown decoder 0x91cd2d6e-0x897b-0x4fa1-0xb0d751dc88010e0a' is supported

d3d11va debug: - 'Unknown decoder 0x442b942a-0xb4d9-0x4940-0xbc45a882e5f919f3' is supported

d3d11va debug: - 'Unknown decoder 0x97688186-0x56a8-0x4094-0xb543fc9daaa49f4b' is supported

d3d11va debug: - 'Unknown decoder 0xc346e8a3-0xcbcd-0x4d27-0x87cca70eb4dc8c27' is supported

d3d11va debug: - 'Unknown decoder 0xffc79924-0x5eaf-0x4666-0xa73606190f281443' is supported

d3d11va debug: - 'Unknown decoder 0xf416f7bd-0x098a-0x4cf1-0xa11bce54959ca03d' is supported

d3d11va debug: - 'Unknown decoder 0xbf44dacd-0x217f-0x4370-0xa383d573bc56707e' is supported

d3d11va debug: - 'Unknown decoder 0xd41289c2-0xecf3-0x4ede-0x9a043bbf9068a629' is supported

d3d11va debug: - 'Unknown decoder 0x2364d06a-0xf67f-0x4186-0xaed062b99e1784f1' is supported

d3d11va debug: - 'Unknown decoder 0x8c56eb1e-0x2b47-0x466f-0x8d337dbcd63f3df2' is supported

d3d11va debug: - 'HEVC Main profile' is supported

d3d11va debug: - 'Unknown decoder 0x75fc75f7-0xc589-0x4a07-0xa25b72e03b0383b3' is supported

d3d11va debug: - 'HEVC Main 10 profile' is supported

d3d11va debug: - 'VP9 profile Intel' is supported

d3d11va debug: - 'Unknown decoder 0x49761bec-0x4b63-0x4349-0xa5ff87ffdf088466' is supported

d3d11va warning: Unsupported profile 122 for H.264 variable-length decoder, no film grain technology

d3d11va error: FindVideoServiceConversion failed

main debug: no hw decoder modules matched

avcodec debug: trying format dxva2_vld

main debug: removing module "d3d11_filters"

main debug: Filter 075b7328 removed from chain

main debug: removing module "direct3d9"

direct3d9 debug: Direct3D9 scene released successfully

direct3d9 error: SetThumbNailClip failed: 0x800706f4

direct3d9 debug: Win32 Vout EventThread terminating
direct3d9 debug: Win32VoutCloseWindow
direct3d9 debug: WinProc WM_DESTROY
main debug: deinterlace 1, mode blend, is_needed 0
main debug: Opening vout display wrapper
main debug: looking for vout display module matching "direct3d9": 12 candidates
direct3d9 debug: Using Direct3D9 Extended API!
direct3d9 warning: cannot load Direct3D9 Shader Library; HLSL pixel shading will be disabled.
direct3d9 debug: creating Vout EventThread
direct3d9 debug: Win32VoutCreateWindow
main debug: VoutDisplayEvent 'resize' 1024x606
direct3d9 debug: inclinometer not found. (hr=0x80070490)
direct3d9 debug: created video sub-window
direct3d9 debug: Vout EventThread running
direct3d9 debug: D3D9 device caps 0x19AE50 / 0x51
direct3d9 debug: Direct3d9 Device: Intel(R) HD Graphics 5500 32902 5654 9
direct3d9 warning: trying surface pixel format: DXA9
direct3d9 debug: selected surface pixel format is DXA9
main debug: VoutDisplayEvent 'resize' 1936x1119
direct3d9 debug: Direct3D9 scene created successfully
direct3d9 warning: Direct3D shaders initialization failed !
direct3d9 debug: Direct3D9 device adapter successfully initialized
main debug: using vout display module "direct3d9"
main debug: original format sz 1920x1088, of (0,0), vsz 1920x1080, 4cc DXA9, sar 1:1, msk
r0x0 g0x0 b0x0
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
d3d9_filters debug: Using Direct3D9 Extended API!
d3d9_filters debug: deinterlacing not using frame history as requested
main debug: using video filter module "d3d9_filters"
main debug: Filter 'deinterlace' (0778a4f0) appended to chain
main debug: reusing provided vout
main debug: removing module "d3d9_filters"
main debug: looking for hw decoder module matching "any": 2 candidates
dxva2 debug: Using Direct3D9 Extended API!
main debug: Filter 0778a4f0 removed from chain
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
dxva2 debug: Reusing Direct3D9 device

dxva2 debug: CreateDevice succeed
dxva2 debug: OurDirect3DCreateDeviceManager9 Success!
dxva2 debug: obtained IDirect3DDeviceManager9
dxva2 debug: - 'MPEG-2 variable-length decoder' is supported
dxva2 debug: - 'MPEG-2 inverse discrete cosine transform' is supported
dxva2 debug: - 'VC-1 variable-length decoder 2 (Intel)' is supported
d3d9_filters debug: Using Direct3D9 Extended API!
dxva2 debug: - 'VC-1 variable-length decoder (Intel)' is supported
dxva2 debug: - 'VC-1 variable-length decoder' is supported
dxva2 debug: - 'H.264 variable-length decoder, no film grain technology' is supported
dxva2 debug: - 'H.264 stereo high profile, mbs flag set' is supported
dxva2 debug: - 'H.264 stereo high profile' is supported
dxva2 debug: - 'H.264 multiview high profile' is supported
dxva2 debug: - 'H.264 scalable video coding, Scalable Constrained Baseline Profile' is supported
dxva2 debug: - 'H.264 scalable video coding, Scalable Constrained High Profile' is supported
dxva2 debug: - 'Unknown decoder 0x91cd2d6e-0x897b-0x4fa1-0xb0d751dc88010e0a' is supported
dxva2 debug: - 'Unknown decoder 0x442b942a-0xb4d9-0x4940-0xbc45a882e5f919f3' is supported
dxva2 debug: - 'Unknown decoder 0x8c56eb1e-0x2b47-0x466f-0x8d337dbcd63f3df2' is supported
dxva2 debug: - 'HEVC Main profile' is supported
dxva2 debug: - 'Unknown decoder 0x75fc75f7-0xc589-0x4a07-0xa25b72e03b0383b3' is supported
dxva2 debug: - 'HEVC Main 10 profile' is supported
dxva2 debug: - 'VP9 profile Intel' is supported
dxva2 debug: - 'Unknown decoder 0xa74ccae2-0xf466-0x45ae-0x86f5ab8be8af8483' is supported
dxva2 debug: - 'Windows Media Video 9 IDCT' is supported
dxva2 debug: - 'VC-1 inverse discrete cosine transform' is supported
dxva2 debug: - 'Unknown decoder 0x49761bec-0x4b63-0x4349-0xa5ff87ffdf088466' is supported
dxva2 warning: Unsupported profile 122 for H.264 variable-length decoder, no film grain technology
dxva2 error: FindVideoServiceConversion failed
d3d9_filters debug: deinterlacing not using frame history as requested
main debug: no hw decoder modules matched
main debug: using video filter module "d3d9_filters"

main debug: Filter 'deinterlace' (0778aa40) appended to chain
main debug: VoutDisplayEvent 'resize' 1024x606
main debug: removing module "direct3d9"
direct3d9 debug: Direct3D9 scene released successfully
direct3d9 error: SetThumbNailClip failed: 0x800706f4
direct3d9 debug: Win32 Vout EventThread terminating
direct3d9 debug: Win32VoutCloseWindow
direct3d9 debug: WinProc WM_DESTROY
main debug: removing module "d3d9_filters"
main debug: Filter 0778aa40 removed from chain
main debug: deinterlace 1, mode blend, is_needed 0
main debug: Opening vout display wrapper
main debug: looking for vout display module matching "direct3d9": 12 candidates
direct3d9 debug: Using Direct3D9 Extended API!
direct3d9 warning: cannot load Direct3D9 Shader Library; HLSL pixel shading will be disabled.
direct3d9 debug: creating Vout EventThread
direct3d9 debug: Win32VoutCreateWindow
main debug: VoutDisplayEvent 'resize' 1024x606
direct3d9 debug: inclinometer not found. (hr=0x80070490)
direct3d9 debug: created video sub-window
direct3d9 debug: Vout EventThread running
direct3d9 debug: D3D9 device caps 0x19AE50 / 0x51
direct3d9 debug: Direct3d9 Device: Intel(R) HD Graphics 5500 32902 5654 9
direct3d9 warning: trying surface pixel format: YV12
direct3d9 debug: selected surface pixel format is YV12
main debug: VoutDisplayEvent 'resize' 1936x1119
direct3d9 debug: Direct3D9 scene created successfully
direct3d9 warning: Direct3D shaders initialization failed !
direct3d9 debug: Direct3D9 device adapter successfully initialized
main debug: using vout display module "direct3d9"
main debug: original format sz 1920x1090, of (0,0), vsz 1920x1080, 4cc l420, sar 1:1, msk
r0x0 g0x0 b0x0
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing
main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (0778af90) appended to chain
main debug: removing module "deinterlace"

main debug: reusing provided vout
main debug: Filter 0778af90 removed from chain
main debug: Adding 'deinterlace' as static
avcodec warning: plane 0 not aligned: disabling direct rendering
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing
main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (0778b4e0) appended to chain
main debug: Received first picture
main debug: Decoder wait done in 391 ms
main debug: inserting 5901 zeroes
mmdevice debug: state changed: 1
main warning: playback too late (60574): up-sampling
main debug: Detected interlaced video
main debug: deinterlace 1, mode blend, is_needed 1
main debug: VoutDisplayEvent 'resize' 1024x606
main debug: removing module "deinterlace"
main debug: Filter 0778b4e0 removed from chain
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing
main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (0778a248) appended to chain
main debug: picture might be displayed late (missing 2 ms)
main debug: picture might be displayed late (missing 9 ms)
main warning: playback way too late (408479): flushing buffers
mmdevice debug: state changed: 0
wasapi debug: reset
main debug: inserting 12243 zeroes
mmdevice debug: state changed: 1
main debug: picture might be displayed late (missing 12 ms)
main debug: picture might be displayed late (missing 14 ms)
main warning: picture is too late to be displayed (missing 18 ms)
main debug: picture might be displayed late (missing 5 ms)
main debug: picture might be displayed late (missing 10 ms)
main debug: picture might be displayed late (missing 14 ms)
main warning: picture is too late to be displayed (missing 18 ms)

main debug: picture might be displayed late (missing 1 ms)
main debug: picture might be displayed late (missing 7 ms)
main debug: picture might be displayed late (missing 10 ms)
main debug: picture might be displayed late (missing 12 ms)
main warning: picture is too late to be displayed (missing 17 ms)
main warning: picture is too late to be displayed (missing 322 ms)
main warning: picture is too late to be displayed (missing 289 ms)
main warning: picture is too late to be displayed (missing 257 ms)
main warning: picture is too late to be displayed (missing 223 ms)
main warning: picture is too late to be displayed (missing 190 ms)
main warning: picture is too late to be displayed (missing 157 ms)
main warning: picture is too late to be displayed (missing 140 ms)
main warning: picture is too late to be displayed (missing 106 ms)
main warning: picture is too late to be displayed (missing 73 ms)
main warning: picture is too late to be displayed (missing 40 ms)
main debug: picture might be displayed late (missing 7 ms)
main debug: auto hiding mouse cursor
main debug: auto hiding mouse cursor
main debug: auto hiding mouse cursor
main debug: VoutDisplayEvent 'mouse button' 0 t=8
main debug: VoutDisplayEvent 'mouse button' 0 t=9
main debug: auto hiding mouse cursor
main debug: auto hiding mouse cursor
main debug: restarting module due to input format change
main debug: removing module "avcodec"
main debug: looking for video decoder module matching "any": 17 candidates
avcodec debug: using ffmpeg Lavc58.6.103
avcodec debug: CPU flags: 0x000fd3db
avcodec debug: allowing 5 thread(s) for decoding
avcodec debug: codec (h264) started
avcodec debug: using frame thread mode with 5 threads
main debug: using video decoder module "avcodec"
avcodec debug: available hardware decoder output format 119 (cuda)
avcodec debug: available hardware decoder output format 53 (dxva2_vld)
avcodec debug: available hardware decoder output format 118 (d3d11va_vld)
avcodec debug: available hardware decoder output format 174 (d3d11)
avcodec debug: available software decoder output format 0 (yuv420p)
avcodec debug: trying format d3d11va_vld
main debug: removing module "direct3d9"

direct3d9 debug: Direct3D9 scene released successfully
direct3d9 error: SetThumbNailClip failed: 0x800706f4
direct3d9 debug: Win32 Vout EventThread terminating
direct3d9 debug: Win32VoutCloseWindow
direct3d9 debug: WinProc WM_DESTROY
main debug: removing module "deinterlace"
main debug: Filter 0778a248 removed from chain
main debug: deinterlace 1, mode blend, is_needed 0
main debug: Opening vout display wrapper
main debug: looking for vout display module matching "direct3d9": 12 candidates
direct3d9 debug: Using Direct3D9 Extended API!
direct3d9 warning: cannot load Direct3D9 Shader Library; HLSL pixel shading will be disabled.
direct3d9 debug: creating Vout EventThread
direct3d9 debug: Win32VoutCreateWindow
main debug: VoutDisplayEvent 'resize' 1024x606
direct3d9 debug: inclinometer not found. (hr=0x80070490)
direct3d9 debug: created video sub-window
direct3d9 debug: Vout EventThread running
direct3d9 debug: D3D9 device caps 0x19AE50 / 0x51
direct3d9 debug: Direct3d9 Device: Intel(R) HD Graphics 5500 32902 5654 9
direct3d9 warning: trying surface pixel format: NV12
direct3d9 debug: selected surface pixel format is NV12
main debug: VoutDisplayEvent 'resize' 1296x759
direct3d9 debug: Direct3D9 scene created successfully
direct3d9 warning: Direct3D shaders initialization failed !
direct3d9 debug: Direct3D9 device adapter successfully initialized
main debug: using vout display module "direct3d9"
main debug: A filter to adapt decoder DX11 to display NV12 is needed
main debug: looking for video converter module matching "any": 24 candidates
main debug: using video converter module "d3d11_filters"
main debug: Filter 'd3d11_filters' (077953f8) appended to chain
main debug: original format sz 1280x736, of (0,0), vsz 1280x720, 4cc DX11, sar 1:1, msk r0x0
g0x0 b0x0
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
d3d11_filters warning: no context available
d3d11_filters debug: Filter without a context
deinterlace debug: unsupported chroma DX11
chain debug: Trying to use chroma I420 as middle man

main debug: looking for video converter module matching "any": 24 candidates
main debug: using video converter module "d3d11_filters"
main debug: Filter 'd3d11_filters' (07794958) appended to chain
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing
main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (07794c00) appended to chain
main debug: using video filter module "chain"
main debug: Filter 'deinterlace' (07794ea8) appended to chain
main debug: Adding a filter to compensate for format changes
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)

main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma IOAB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: IOAB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma IOFL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: IOFL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"

main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: l422 -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: l422 -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma l0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: l420 -> 1280x720 (1280x736) chroma: l0AL
with scaling using Bicubic (good quality)

main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07793eb8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)

main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma IOFL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: IOAL -> 1280x720 (1280x736) chroma: IOFL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: IOAL -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: IOAL -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"

main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07793eb8 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I422 as middle man

main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: I0FL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates

swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma I0FL as middle man

main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: I0FL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794160) appended to chain
main debug: looking for video converter module matching "any": 24 candidates

d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794160 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)

main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter

main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07793eb8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07793eb8 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"

main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma IOFL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: IOFL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter

main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)

main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma IOAB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: IOAB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma IOFL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: IOFL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"

main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07793eb8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07793eb8 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794160) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture

chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07793eb8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07793eb8 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)

main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I0FL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"

main debug: Filter 077956a0 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794160 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main error: Failed to compensate for the format changes, removing all filters
main debug: removing module "chain"
main debug: removing module "d3d11_filters"
main debug: Filter 07794958 removed from chain
main debug: removing module "deinterlace"
main debug: Filter 07794c00 removed from chain
main debug: Filter 07794ea8 removed from chain
qt debug: Qt: Fullscreen state changed
main debug: reusing provided vout
main debug: looking for hw decoder module matching "any": 2 candidates
main debug: VoutDisplayEvent 'resize' 1024x606
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
d3d11_filters warning: no context available
d3d11_filters debug: Filter without a context
deinterlace debug: unsupported chroma DX11
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
main debug: using video converter module "d3d11_filters"
main debug: Filter 'd3d11_filters' (07794958) appended to chain
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing
main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (07794c00) appended to chain
main debug: using video filter module "chain"
main debug: Filter 'deinterlace' (07794ea8) appended to chain
main debug: Adding a filter to compensate for format changes
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain debug: Trying to use chroma I422 as middle man

main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794160) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794160 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"

main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
d3d11va debug: Created the D3D11 device type 1 level b100.
d3d11va debug: Intel WDDM driver 20.19.15.4549
d3d11va debug: CreateDevice succeed
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: I0FL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I422 -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"

main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: l422 -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
d3d11va debug: - 'MPEG-2 variable-length decoder' is supported
main debug: no video converter modules matched
d3d11va debug: - 'MPEG-2 inverse discrete cosine transform' is supported
main error: Failed to create video converter
d3d11va debug: - 'VC-1 variable-length decoder' is supported
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
d3d11va debug: - 'VC-1 variable-length decoder 2 (Intel)' is supported
main debug: no video converter modules matched
main error: Failed to create video converter
d3d11va debug: - 'VC-1 variable-length decoder (Intel)' is supported
main debug: removing module "swscale"
d3d11va debug: - 'Windows Media Video 9 IDCT' is supported
d3d11va debug: - 'VC-1 inverse discrete cosine transform' is supported
main debug: Filter 077956a0 removed from chain
d3d11va debug: - 'H.264 variable-length decoder, no film grain technology' is supported
chain debug: Trying to use chroma IOAL as middle man
d3d11va debug: - 'H.264 stereo high profile, mbs flag set' is supported
main debug: looking for video converter module matching "any": 24 candidates
d3d11va debug: - 'H.264 stereo high profile' is supported
d3d11va debug: - 'H.264 multiview high profile' is supported
d3d11va debug: - 'H.264 scalable video coding, Scalable Constrained Baseline Profile' is supported
d3d11va debug: - 'H.264 scalable video coding, Scalable Constrained High Profile' is

supported

d3d11va debug: - 'Unknown decoder 0x91cd2d6e-0x897b-0x4fa1-0xb0d751dc88010e0a' is supported

d3d11va debug: - 'Unknown decoder 0x442b942a-0xb4d9-0x4940-0xbc45a882e5f919f3' is supported

d3d11va debug: - 'Unknown decoder 0x97688186-0x56a8-0x4094-0xb543fc9daaa49f4b' is supported

d3d11va debug: - 'Unknown decoder 0xc346e8a3-0xcbed-0x4d27-0x87cca70eb4dc8c27' is supported

d3d11va debug: - 'Unknown decoder 0xffc79924-0x5eaf-0x4666-0xa73606190f281443' is supported

d3d11va debug: - 'Unknown decoder 0xf416f7bd-0x098a-0x4cf1-0xa11bce54959ca03d' is supported

d3d11va debug: - 'Unknown decoder 0xbf44dacd-0x217f-0x4370-0xa383d573bc56707e' is supported

d3d11va debug: - 'Unknown decoder 0xd41289c2-0xecf3-0x4ede-0x9a043bbf9068a629' is supported

d3d11va debug: - 'Unknown decoder 0x2364d06a-0xf67f-0x4186-0xaed062b99e1784f1' is supported

swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: I0AL with scaling using Bicubic (good quality)

d3d11va debug: - 'Unknown decoder 0x8c56eb1e-0x2b47-0x466f-0x8d337dbcd63f3df2' is supported

main debug: using video converter module "swscale"

d3d11va debug: - 'HEVC Main profile' is supported

main debug: Filter 'Swscale' (07794160) appended to chain

d3d11va debug: - 'Unknown decoder 0x75fc75f7-0xc589-0x4a07-0xa25b72e03b0383b3' is supported

main debug: looking for video converter module matching "any": 24 candidates

d3d11va debug: - 'HEVC Main 10 profile' is supported

d3d11va debug: - 'VP9 profile Intel' is supported

d3d11_filters warning: no context available

d3d11_filters debug: D3D11 opaque without a texture

d3d11va debug: - 'Unknown decoder 0x49761bec-0x4b63-0x4349-0xa5ff87ffdf088466' is supported

chain debug: Trying to use chroma I420 as middle man

d3d11va warning: Unsupported profile 122 for H.264 variable-length decoder, no film grain technology

main debug: looking for video converter module matching "any": 24 candidates

d3d11va error: FindVideoServiceConversion failed
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
main debug: no hw decoder modules matched
chain error: Too high level of recursion (3)
avcodec debug: trying format dxva2_vld
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain

chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: I0FL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07793eb8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07793eb8 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AL -> 1280x720 (1280x736) chroma: BGRA

with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794160 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794160) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"

main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: I0FL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain

main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0AB -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794160 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: I0FL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"

main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07793eb8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07793eb8 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077946b0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched

main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077946b0 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain

chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I0FL -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates

swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794408) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794408 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: I0FL

with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV32 -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07793eb8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07793eb8 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates

swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available

d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0FL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: I0FL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795bf0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched

main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795bf0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: RV24 -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 077956a0 removed from chain
chain debug: Trying to use chroma BGRA as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: I420 -> 1280x720 (1280x736) chroma: BGRA
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (077956a0) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain debug: Trying to use chroma I420 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I420
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"

main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I422 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I422
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I0AL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
d3d11_filters warning: no context available
d3d11_filters debug: D3D11 opaque without a texture
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma I0AB as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: I0AB
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07794160) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07794160 removed from chain

chain debug: Trying to use chroma IOFL as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: IOFL
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07793eb8) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07793eb8 removed from chain
chain debug: Trying to use chroma RV32 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: RV32
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
chain debug: Trying to use chroma RV24 as middle man
main debug: looking for video converter module matching "any": 24 candidates
swscale debug: 1280x720 (1280x736) chroma: BGRA -> 1280x720 (1280x736) chroma: RV24
with scaling using Bicubic (good quality)
main debug: using video converter module "swscale"
main debug: Filter 'Swscale' (07795948) appended to chain
main debug: looking for video converter module matching "any": 24 candidates
chain error: Too high level of recursion (3)
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"
main debug: Filter 07795948 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main debug: removing module "swscale"

main debug: Filter 077956a0 removed from chain
main debug: no video converter modules matched
main error: Failed to create video converter
main error: Failed to compensate for the format changes, removing all filters
main debug: removing module "chain"
main debug: removing module "d3d11_filters"
main debug: Filter 07794958 removed from chain
main debug: removing module "deinterlace"
main debug: Filter 07794c00 removed from chain
main debug: Filter 07794ea8 removed from chain
main debug: removing module "d3d11_filters"
main debug: Filter 077953f8 removed from chain
main debug: removing module "direct3d9"
direct3d9 debug: Direct3D9 scene released successfully
direct3d9 error: SetThumbNailClip failed: 0x800706f4
direct3d9 debug: Win32 Vout EventThread terminating
direct3d9 debug: Win32VoutCloseWindow
direct3d9 debug: WinProc WM_DESTROY
main debug: deinterlace 1, mode blend, is_needed 0
main debug: Opening vout display wrapper
main debug: looking for vout display module matching "direct3d9": 12 candidates
direct3d9 debug: Using Direct3D9 Extended API!
direct3d9 warning: cannot load Direct3D9 Shader Library; HLSL pixel shading will be disabled.
direct3d9 debug: creating Vout EventThread
direct3d9 debug: Win32VoutCreateWindow
main debug: VoutDisplayEvent 'resize' 1024x606
direct3d9 debug: inclinometer not found. (hr=0x80070490)
direct3d9 debug: created video sub-window
direct3d9 debug: Vout EventThread running
direct3d9 debug: D3D9 device caps 0x19AE50 / 0x51
direct3d9 debug: Direct3d9 Device: Intel(R) HD Graphics 5500 32902 5654 9
direct3d9 warning: trying surface pixel format: DXA9
direct3d9 debug: selected surface pixel format is DXA9
main debug: VoutDisplayEvent 'resize' 1296x759
direct3d9 debug: Direct3D9 scene created successfully
direct3d9 warning: Direct3D shaders initialization failed !
direct3d9 debug: Direct3D9 device adapter successfully initialized
main debug: using vout display module "direct3d9"
main debug: original format sz 1280x736, of (0,0), vsz 1280x720, 4cc DXA9, sar 1:1, msk r0x0

g0x0 b0x0

main debug: Adding 'deinterlace' as static

main debug: looking for video filter module matching "deinterlace,chain": 46 candidates

d3d9_filters debug: Using Direct3D9 Extended API!

d3d9_filters debug: deinterlacing not using frame history as requested

main debug: using video filter module "d3d9_filters"

main debug: Filter 'deinterlace' (07795150) appended to chain

qt debug: Qt: Fullscreen state changed

main debug: reusing provided vout

main debug: looking for hw decoder module matching "any": 2 candidates

main debug: VoutDisplayEvent 'resize' 1024x606

dxva2 debug: Using Direct3D9 Extended API!

dxva2 debug: Reusing Direct3D9 device

dxva2 debug: CreateDevice succeed

dxva2 debug: OurDirect3DCreateDeviceManager9 Success!

dxva2 debug: obtained IDirect3DDeviceManager9

dxva2 debug: - 'MPEG-2 variable-length decoder' is supported

main debug: removing module "d3d9_filters"

dxva2 debug: - 'MPEG-2 inverse discrete cosine transform' is supported

dxva2 debug: - 'VC-1 variable-length decoder 2 (Intel)' is supported

dxva2 debug: - 'VC-1 variable-length decoder (Intel)' is supported

dxva2 debug: - 'VC-1 variable-length decoder' is supported

dxva2 debug: - 'H.264 variable-length decoder, no film grain technology' is supported

dxva2 debug: - 'H.264 stereo high profile, mbs flag set' is supported

dxva2 debug: - 'H.264 stereo high profile' is supported

dxva2 debug: - 'H.264 multiview high profile' is supported

dxva2 debug: - 'H.264 scalable video coding, Scalable Constrained Baseline Profile' is supported

dxva2 debug: - 'H.264 scalable video coding, Scalable Constrained High Profile' is supported

dxva2 debug: - 'Unknown decoder 0x91cd2d6e-0x897b-0x4fa1-0xb0d751dc88010e0a' is supported

dxva2 debug: - 'Unknown decoder 0x442b942a-0xb4d9-0x4940-0xbc45a882e5f919f3' is supported

dxva2 debug: - 'Unknown decoder 0x8c56eb1e-0x2b47-0x466f-0x8d337dbcd63f3df2' is supported

dxva2 debug: - 'HEVC Main profile' is supported

dxva2 debug: - 'Unknown decoder 0x75fc75f7-0xc589-0x4a07-0xa25b72e03b0383b3' is supported

main debug: Filter 07795150 removed from chain

dxva2 debug: - 'HEVC Main 10 profile' is supported
main debug: Adding 'deinterlace' as static
dxva2 debug: - 'VP9 profile Intel' is supported
dxva2 debug: - 'Unknown decoder 0xa74ccae2-0xf466-0x45ae-0x86f5ab8be8af8483' is supported
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
dxva2 debug: - 'Windows Media Video 9 IDCT' is supported
dxva2 debug: - 'VC-1 inverse discrete cosine transform' is supported
dxva2 debug: - 'Unknown decoder 0x49761bec-0x4b63-0x4349-0xa5ff87ffdf088466' is supported
dxva2 warning: Unsupported profile 122 for H.264 variable-length decoder, no film grain technology
dxva2 error: FindVideoServiceConversion failed
main debug: no hw decoder modules matched
d3d9_filters debug: Using Direct3D9 Extended API!
d3d9_filters debug: deinterlacing not using frame history as requested
main debug: using video filter module "d3d9_filters"
main debug: Filter 'deinterlace' (07794ea8) appended to chain
main debug: removing module "direct3d9"
direct3d9 debug: Direct3D9 scene released successfully
direct3d9 error: SetThumbNailClip failed: 0x800706f4
direct3d9 debug: Win32 Vout EventThread terminating
direct3d9 debug: Win32VoutCloseWindow
direct3d9 debug: WinProc WM_DESTROY
main debug: removing module "d3d9_filters"
main debug: Filter 07794ea8 removed from chain
main debug: deinterlace 1, mode blend, is_needed 0
main debug: Opening vout display wrapper
main debug: looking for vout display module matching "direct3d9": 12 candidates
direct3d9 debug: Using Direct3D9 Extended API!
direct3d9 warning: cannot load Direct3D9 Shader Library; HLSL pixel shading will be disabled.
direct3d9 debug: creating Vout EventThread
direct3d9 debug: Win32VoutCreateWindow
main debug: VoutDisplayEvent 'resize' 1024x606
direct3d9 debug: inclinometer not found. (hr=0x80070490)
direct3d9 debug: created video sub-window
direct3d9 debug: Vout EventThread running
direct3d9 debug: D3D9 device caps 0x19AE50 / 0x51
direct3d9 debug: Direct3d9 Device: Intel(R) HD Graphics 5500 32902 5654 9

direct3d9 warning: trying surface pixel format: YV12
direct3d9 debug: selected surface pixel format is YV12
main debug: VoutDisplayEvent 'resize' 1296x759
direct3d9 debug: Direct3D9 scene created successfully
direct3d9 warning: Direct3D shaders initialization failed !
direct3d9 debug: Direct3D9 device adapter successfully initialized
main debug: using vout display module "direct3d9"
main debug: original format sz 1280x738, of (0,0), vsz 1280x720, 4cc l420, sar 1:1, msk r0x0
g0x0 b0x0
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing
main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (07795948) appended to chain
qt debug: Qt: Fullscreen state changed
main debug: reusing provided vout
main debug: removing module "deinterlace"
main debug: Filter 07795948 removed from chain
avcodec warning: plane 0 not aligned: disabling direct rendering
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing
main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (077956a0) appended to chain
main debug: VoutDisplayEvent 'resize' 1024x606
main debug: Detected interlaced video
main debug: deinterlace 1, mode blend, is_needed 1
main debug: removing module "deinterlace"
main debug: Filter 077956a0 removed from chain
main debug: Adding 'deinterlace' as static
main debug: looking for video filter module matching "deinterlace,chain": 46 candidates
deinterlace debug: using blend deinterlace method
deinterlace debug: deinterlacing
main debug: using video filter module "deinterlace"
main debug: Filter 'deinterlace' (077956a0) appended to chain
main warning: picture is too late to be displayed (missing 349 ms)
main warning: picture is too late to be displayed (missing 315 ms)

main warning: picture is too late to be displayed (missing 282 ms)
main warning: picture is too late to be displayed (missing 248 ms)
avcodec warning: More than 11 late frames, dropping frame
main debug: picture might be displayed late (missing 1 ms)
main debug: picture might be displayed late (missing 1 ms)
main debug: picture might be displayed late (missing 4 ms)
main debug: picture might be displayed late (missing 5 ms)
main debug: picture might be displayed late (missing 6 ms)
main debug: picture might be displayed late (missing 9 ms)
main debug: picture might be displayed late (missing 9 ms)
main debug: picture might be displayed late (missing 13 ms)
main debug: picture might be displayed late (missing 12 ms)
main debug: picture might be displayed late (missing 14 ms)
main warning: picture is too late to be displayed (missing 17 ms)
main debug: picture might be displayed late (missing 6 ms)
main debug: picture might be displayed late (missing 5 ms)
main debug: picture might be displayed late (missing 5 ms)
main debug: picture might be displayed late (missing 10 ms)
main debug: picture might be displayed late (missing 9 ms)
main debug: picture might be displayed late (missing 10 ms)
main debug: picture might be displayed late (missing 10 ms)
main debug: picture might be displayed late (missing 9 ms)
main debug: picture might be displayed late (missing 12 ms)
main debug: picture might be displayed late (missing 16 ms)
main warning: picture is too late to be displayed (missing 18 ms)
main debug: auto hiding mouse cursor
main debug: picture might be displayed late (missing 0 ms)
main debug: picture might be displayed late (missing 1 ms)
main debug: picture might be displayed late (missing 3 ms)
main debug: picture might be displayed late (missing 2 ms)
main debug: picture might be displayed late (missing 3 ms)
main debug: picture might be displayed late (missing 5 ms)
main debug: picture might be displayed late (missing 6 ms)
main debug: picture might be displayed late (missing 7 ms)
main debug: picture might be displayed late (missing 7 ms)
main debug: picture might be displayed late (missing 6 ms)
main debug: picture might be displayed late (missing 10 ms)
main debug: picture might be displayed late (missing 10 ms)

main debug: auto hiding mouse cursor

main debug: auto hiding mouse cursor