

mh_PLAYer — CLI Cheat-Sheet

Pipeline command-line reference · v2.12.2 · Windows x64

One exe, three modes. **Viewer** (default GUI) · **--convert** / **-X** (headless encode) · **--check** / **-C** (headless QC). INPUT accepts a file, an image sequence (#### or %04d with --nuke), a video, a .mhed1 timeline (Studio Pro), or a .m3u8 playlist.

Mode & input

--convert, -X	Headless convert mode (no GUI). Needs INPUT and OUTPUT.
--check, -C	Headless sequence completeness check (no GUI).
INPUT	File, sequence (####/%04d), video, .mhed1 timeline, or .m3u8 playlist.
OUTPUT	Output path — --convert only.

Frame range & playback

-s, --start FRAME	Start frame.
-e, --end FRAME	End frame.
-r, --fps FPS	Frame rate: ntsc, pal, film, 23.976, or any number.
-p, --play	Auto-play on launch (viewer).
-n, --stride N	Every Nth frame. Viewer: real-time, FPS-compensated. Convert: writes every Nth only.
-P, --loop MODE	loop (default) once bounce.

Display & colour

-m, --display MODE	srgb aces linear gamma lut ocio falsecolor.
-E, --ev STOPS	Exposure offset in stops (e.g. 1.5, -0.5). Default 0.0.
-G, --gamma VALUE	Display gamma value (power-gamma mode).
--lut FILE	Display LUT (.cube or .3dl).
--source-lut FILE	Look LUT applied in scene-linear before the display transform. Independent of --lut.
-c, --channel CH	Channel isolation: r g b a rgb.
--roi X,Y,W,H	Decode only the given rectangle (image-space pixels).
--ocio-config FILE	OCIO config (overrides \$OCIO).
--ocio-src / --ocio-display / --ocio-view NAME	OCIO source space / display device / view transform.

EXR layer / AOV / proxy

-L, --layer NAME	EXR layer (e.g. diffuse).
-A, --aov NAME	EXR AOV within layer (e.g. direct).
-x, --proxy N	1 = full, 2 = half, 4 = quarter. Default 1.
-z, --zoom PCT	Initial canvas zoom: 25 50 75 100 200 (viewer).
-F, --fullscreen	Launch fullscreen (viewer).

Convert output

-d, --depth DEPTH	8 16 half (EXR float16) float (EXR float32).
-f, --format EXT	Force output format (png, tiff, exr, ...).
--codec NAME	Video codec: h264 (default) h265 prores.
--compression TYPE	EXR compression: zip (default) piz rle zips none.
--quality 0-100	JPEG quality. Default 90.
--resize WxH	Resize output (e.g. 1920x1080).
-g, --gamma-convert MODE	Inter-format gamma handling: auto (default) off.
--threads N	Worker threads. Default auto.
--overwrite	Overwrite existing output (default: skip).
--ar RATIO	Aspect-ratio correction on convert output (2.39 Scope, 1.85 Flat, 1.778 HD). 0.0 = none.

Burn-in (license required)

--burnin	Bake frame number + timecode burn-in. Drop-frame (;) at 29.97 / 59.94.
--burnin-text STR	Custom text, bottom-right.
--tc-start HH:MM:SS:FF	Burn-in timecode start. Default 01:00:00:00.

Anaglyph stereo (--convert)

--anaglyph	Composite left + right eye into an anaglyph frame.
--anaglyph-mode MODE	rc_half (Red-Cyan, default) rc_grey ab_half (Amber-Blue) gm_half (Green-Magenta).
--right-eye FILE	Right-eye sequence/video (left eye = INPUT).

<code>--stereo-exr</code>	INPUT is one multi-camera EXR; L/R layer pair auto-detected.
<code>--eye-swap</code>	Swap L/R eyes (invert depth).
<code>--anaglyph-gamma</code>	Linearise before mixing, re-gamma after — reduces highlight fringing.

Viewer extras, cache & compatibility

<code>-w, --workspace FILE</code>	Load a .mhplay workspace on launch.
<code>-a, --audio FILE</code>	Import an audio track (viewer).
<code>-B, --compare FILE</code>	Load B-source for A/B wipe (viewer).
<code>--compare-offset N</code>	B-source frame offset. Default 0.
<code>--cache-dir PATH</code>	Override the L3 SSD cache directory.
<code>--no-cache</code>	Disable the SSD disk cache.
<code>--ram MB</code>	Override the total RAM cache limit.
<code>--no-plugins</code>	Disable plugin loading this session (safety flag).
<code>--nuke / --maya</code>	Compat: accept %04d (Nuke) / fcheck-style trailing-dot (Maya).
<code>-v / -q / --version</code>	Verbose / quiet / print version.

Check mode

<code>--json</code>	Emit the check report as JSON (--check).
<code>--strict</code>	Exit 1 on any gap, even a single frame (--check).

Exit codes

0	Success / sequence complete.
1	Gaps found (--check) or partial failure (--convert).
2	Fatal: not found, unreadable, license required, or FFmpeg missing.

Examples

```

mh_player beauty.####.exr -p -m aces -E 0.5      # view, play, ACES, +0.5 stop
mh_player a.####.exr -B b.####.exr              # A/B wipe in the viewer
mh_player beauty.####.exr -m falsecolor          # exposure heat map (green=18% grey)
mh_player cut.mhed1 -p                          # open + play a timeline (Studio Pro)
mh_player review.m3u8 -p                        # open + play a playlist
mh_player -X beauty.####.exr out.mov --codec prores # encode ProRes
mh_player -X beauty.####.exr scope.mp4 --ar 2.39 --burnin # Scope + burn-in
mh_player -X in.####.exr out.mp4 -s 1001 -e 1100 -n 2    # range, every 2nd frame
mh_player -X cut.mhed1 timeline.mp4              # render an EDL (Studio Pro)
mh_player -X cut.mhed1 out/####.png              # render an EDL to an image sequence
mh_player -X left.####.exr ana.mp4 --anaglyph --right-eye right.####.exr
mh_player -X stereo.####.exr ana.mp4 --anaglyph --stereo-exr
mh_player -X in.####.exr out.####.exr -d half --compression piz # EXR f16, PIZ
mh_player -C beauty.####.exr --json              # QC a sequence, JSON report

```

CLI PATH: Help → CLI PATH Setup... adds mh_PLAYer to your user PATH (no admin). Convert and check are farm-safe and need no display.