

MediaConch

An open source audiovisual file conformance
checker

Open standard?	AUDIOVISUAL			TEXT	IMAGE
	<i>broadcast</i>	<i>film</i>	<i>Consumer</i>		
PREFORMA stakeholders	<i>MPEG-IMX (MXF/MPEG2)</i> <i>XDCAM HD422 (MXF/MPEG4)</i>	<i>DPX</i> <i>DCP (MXF/JPEG2000)</i>	<i>MOV/MPEG2</i> <i>AVI/MPEG2</i> <i>MPEG/MPEG2</i> <i>MPEG/MPEG4-AVC</i>	<i>PDF 1.4</i> <i>PDF/A1</i>	<i>TIFF 6.0</i> <i>JPEG</i> <i>JPEG2000</i> <i>RAW</i>
Industry standards	<i>AS107 (MXF/MPEG2)</i> <i>(MXF/JPEG2000)</i> <i>FIMS (MXF/MPEG2)</i>	<i>DCDM (TIFF 6.0)</i> <i>DCP (MXF/JPEG2000)</i> <i>IMF (MXF/MPEG4)</i>	<i>MPEG-AF</i>	<i>PDF</i>	<i>JPEG2000</i> <i>TIFF</i>
Open standards	<i>MKV/FFV1</i> <i>OGG/Dirac</i>	<i>PNG</i>	<i>WebM/VP8</i> <i>OGG/Theora</i>	<i>PDF/A1</i> <i>PDF/A3</i> <i>PDF/A3</i>	<i>PNG</i>
PREFORMA	<i>MKV (?) OGG JPEG2000 (?) FFV1 Dirac LPCM (?)</i>			<i>PDF/A</i>	<i>TIFF 6.0 (?)</i>

Definitive PDF/A Validation



veraPDF is a purpose-built, open source, file-format validator covering all PDF/A parts and conformance levels.

veraPDF is designed to meet the needs of digital preservationists and is supported by the PDF software developer community.

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DPF Manager



MediaConch

MediaArea Team

Project Leaders:

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Other Members:

- Guillaume Roques (Developer)
- Florent Tribouilloy (Developer)
- Ashley Blewer (Archivist)
- Tessa Fallon (Archivist)
- Erik Piil (Archivist)





Element Name	<u>L</u>	EBML ID	<u>Ma</u>	<u>Mu</u>	<u>Rng</u>	Default	<u>T</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>W</u>	Description
EBML Header													
EBML	0	[1A][45][DF][A3]	mand.	mult.	-	-	<u>m</u>	*	*	*	*	*	Set the EBML characteristics of the data to follow. Each EBML document has to start with this.
EBMLVersion	1	[42][86]	mand.	-	-	1	<u>u</u>	*	*	*	*	*	The version of EBML parser used to create the file.
EBMLReadVersion	1	[42][F7]	mand.	-	-	1	<u>u</u>	*	*	*	*	*	The minimum EBML version a parser has to support to read this file.
EBMLMaxIDLength	1	[42][F2]	mand.	-	-	4	<u>u</u>	*	*	*	*	*	The maximum length of the IDs you'll find in this file (4 or less in Matroska).
EBMLMaxSizeLength	1	[42][F3]	mand.	-	-	8	<u>u</u>	*	*	*	*	*	The maximum length of the sizes you'll find in this file (8 or less in Matroska). This does not override the element size indicated at the beginning of an element. Elements that have an indicated size which is larger than what is allowed by EBMLMaxSizeLength shall be considered invalid.
DocType	1	[42][82]	mand.	-	-	matroska	<u>s</u>	*	*	*	*	*	A string that describes the type of document that follows this EBML header. 'matroska' in our case or 'webm' for webm files.
DocTypeVersion	1	[42][87]	mand.	-	-	1	<u>u</u>	*	*	*	*	*	The version of DocType interpreter used to create the file.
DocTypeReadVersion	1	[42][85]	mand.	-	-	1	<u>u</u>	*	*	*	*	*	The minimum DocType version an interpreter has to support to read this file.

Header

Meta Seek
Information

Segment
Information

Track

Chapters

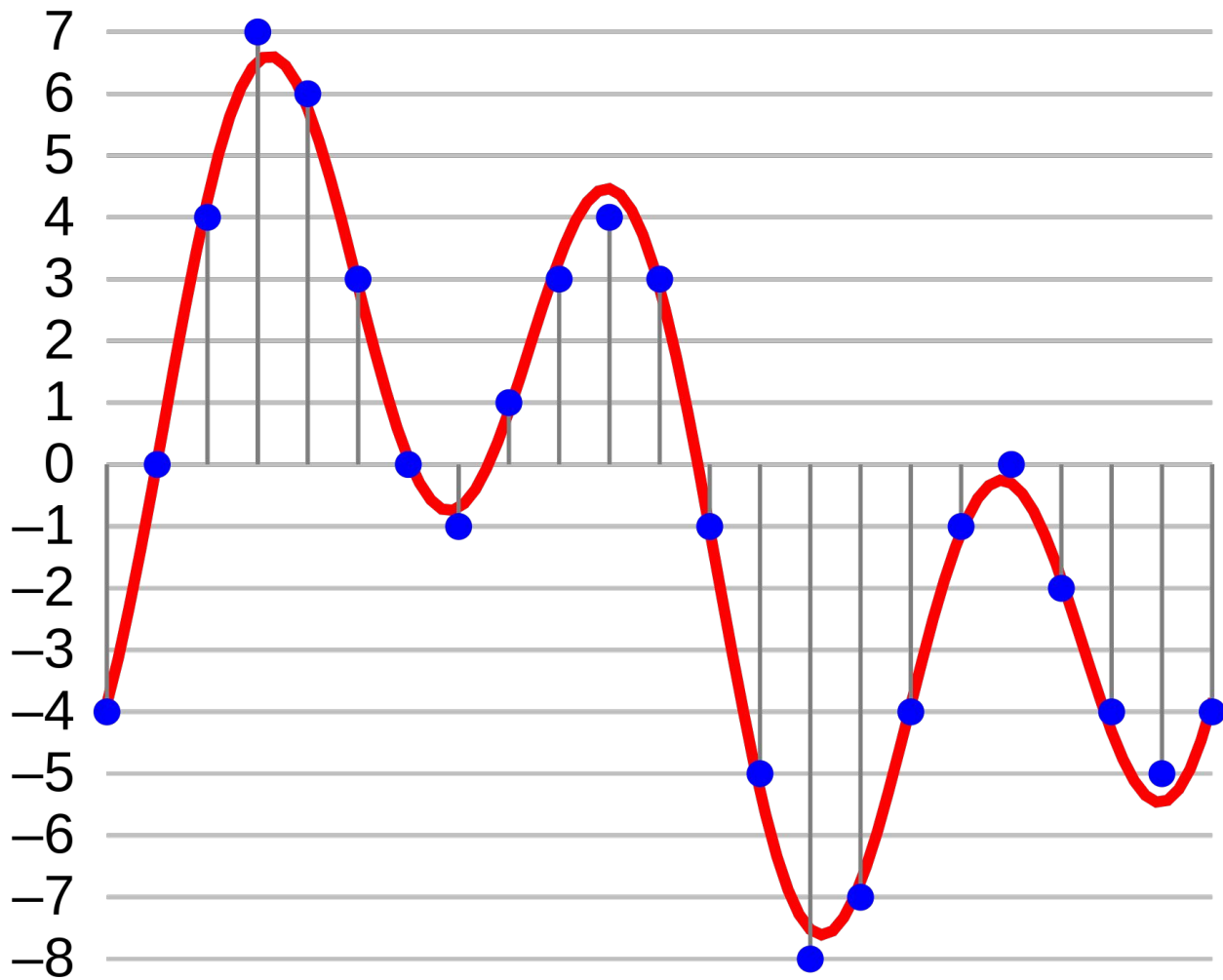
Clusters

Cueing Data

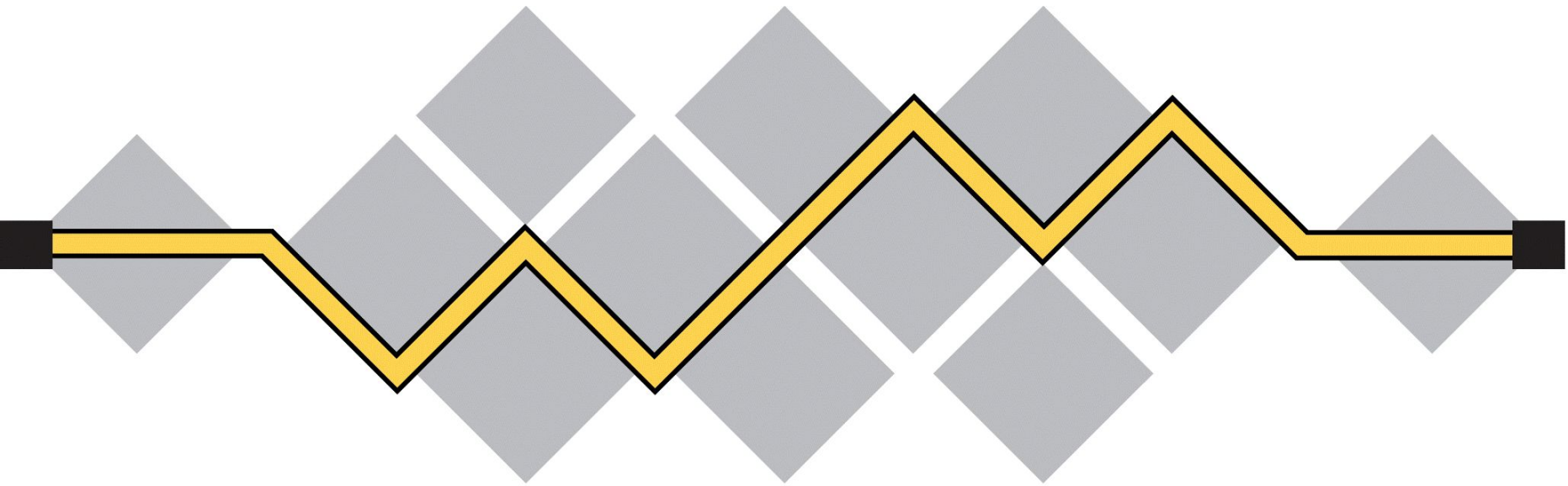
Attachment

Tagging





Standardization





I E T F®


CELLAR


Codec Encoding for LossLess Archiving and Realtime transmission

Project Advisors

MATROŠKA 

 **FFmpeg**

 **libav**

 artefactual

MediaConch components

Check files

[× Close all results](#)

Check by file upload

Policy, Schematron or XSL

Choose a policy

Or upload a Schematron (.sch) or a XSL (.xsl) file

 No file chosen

File (max 128M)

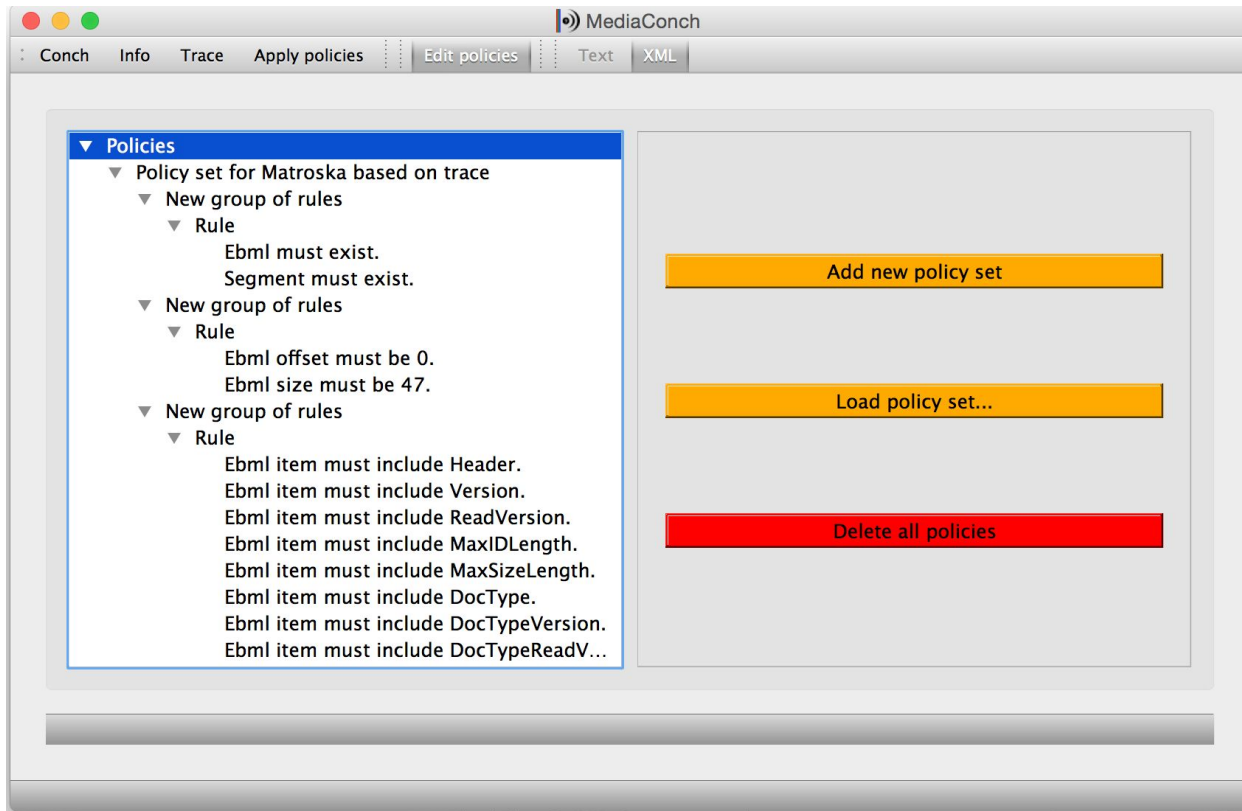
 No file chosen

Check online files

Check server files

Result for Test2_2.mkv

This file is: **NOT VALID**[Policy report](#)[Implementation report](#)[MediaInfo XML](#)[MediaInfo Trace](#)



MediaTrace sample output

```
<block offset="1920" name="Television information" size="128">  
  <data offset="1920" name="SMPTE time code">4294967295</data>  
  <data offset="1924" name="SMPTE user bits">4294967295</data>  
  <data offset="1928" name="Interlace" moreinfo="2:1 interlace">255</data>  
  <data offset="1929" name="Field number">255</data>  
  <data offset="1930" name="Video signal standard" moreinfo="Undefined">0</data>  
  <data offset="1931" name="Zero">255</data>  
  <data offset="1932" name="Horizontal sampling rate (Hz)">0.000</data>  
  <data offset="1936" name="Vertical sampling rate (Hz)">0.000</data>  
  <data offset="1940" name="Temporal sampling rate or frame rate (Hz)">0.000</data>  
  <data offset="1944" name="Time offset from sync to first pixel (ms)">0.000</data>  
  <data offset="1948" name="Gamma">0.000</data>  
  <data offset="1952" name="Black level code value">0.000</data>  
  <data offset="1956" name="Black gain">0.000</data>  
  <data offset="1960" name="Breakpoint">0.000</data>  
  <data offset="1964" name="Reference white level code value">0.000</data>  
  <data offset="1968" name="Integration time (s)">0.000</data>  
  <data offset="1972" name="Reserved for future use">(76 bytes)</data>  
</block>
```


What's Next?