

Programmatic Video Script Manual

Create videos using commands for media, AI, audio and effects.

1. INIT

init duration fps width height
Sets video settings.

Example

```
init 10 12 1280 720
```

2. FILE

file start duration fileID
Uses uploaded media (video, audio, image).

fileID

0 to 14

Example

```
file 0 5 0
```

3. IMAGE (AI)

image start duration "prompt"

Example

```
image 0 5 "a cat"
```

4. SOUND

sound start duration "prompt"

Example

```
sound 0 5 "explosion"
```

5. VOICE

voice start duration "text" "speaker"

Speaker

Male Voices (English)

Brian UK, natural
Matthew US, clear, popular
Joey US, casual
Justin US, younger
Kevin US, child
Arthur UK, neural, high quality

Female Voices (English)

Joanna US, default
Kendra US, professional
Kimberly US, warm tone
Salli US, expressive
Ivy US, child
Emma UK, natural

Amy UK, popular
Olivia neural, realistic

Example

voice 0 5 "hello world" "Brian"

6. VIDEO EFFECT

video_effect start duration "effect" [p1] [p2] [p3]

Effect

Effect	Description
brightness	factor (p1)
grayscale	none
invert	none
blur	radius (p1)
fadein	none
fadeout	none
contrast	factor (p1)
shake	strength (p1)

Example

video_effect 0 5 "blur" 5

7. AUDIO EFFECT

audio_effect start duration "effect" [p1] [p2] [p3]

Effect	Description
volume	gain (p1)
echo	delay (p1), decay (p2)
fadein	none
fadeout	none
reverb	room (p1), damping (p2)

Example

audio_effect 0 10 "echo" 0.3 0.6

8. TEXT

text start duration "text" x y size [alpha r g b]

Draws text on video.

Example

text 0 5 "Hello" 100 200 24 255 255 255

9. SUBTITLES

subtitles start duration "text"

Example

subtitles 0 5 "Hello"

10. MELOBYTES SONG

melobytes_song start duration tempo voice signature minore soundfont "lyrics" "language" acappella

Tempo

40 to 255

Voice

Value	Description
0	No voice
1	Male
2	Female
3	Male + Female
4	Robot
5	I feel fearless
6	Rap
-1	Random

Signature

2 to 9

Minore

-1 for random, 1 or 0

Soundfont

0 to 82

Language

Code	Language
en	English
el	Greek
fr	French
de	German
it	Italian
es	Spanish (EU)
es-la	Spanish (Latin America)
pt-br	Portuguese (Brazil)
pt	Portuguese (EU)
ru	Russian
tr	Turkish
nl	Dutch
da	Danish
sv	Swedish
fi	Finnish
no	Norwegian
pl	Polish
cs	Czech
sk	Slovak
sl	Slovenian
hr	Croatian
sr	Serbian
bs	Bosnian
hu	Hungarian
ro	Romanian
bg	Bulgarian
ar	Arabic / Persian
fa	Persian
fa-latin	Persian (Latin)

hi	Hindi
bn	Bengali
ta	Tamil
te	Telugu
ml	Malayalam
mr	Marathi
gu	Gujarati
pa	Punjabi
ne	Nepali
si	Sinhala
zh	Chinese (Mandarin)
zh-cn	Chinese (Simplified)
zh-hk	Chinese (Cantonese)
ja	Japanese
ko	Korean
vi	Vietnamese
vi-n	Vietnamese (North)
vi-c	Vietnamese (Central)
vi-s	Vietnamese (South)
id	Indonesian
ms	Malay
sw	Swahili
af	Afrikaans
sq	Albanian
am	Amharic
eu	Basque
et	Estonian
lv	Latvian
lt	Lithuanian
ga	Irish
cy	Welsh

Acappella

1 or 0

Example

melobytes_song 0 10 120 2 4 -1 0 "Hello world\nThis is my song" "en" 0

11. MELOBYTES WIND CHIMES

melobytes_wind_chimes start duration tempo instruments_category soundfont

Instruments category

Value	Category
-1	Random
0	Piano
1	Chromatic Percussion
2	Organ
3	Guitar
4	Bass
5	Strings
6	Ensemble
7	Brass
8	Reed

- 9 Pipe
- 10 Synth Lead
- 11 Synth Pad
- 12 Synth Effects
- 13 Ethnic
- 14 Percussive
- 15 Sound Effects
- 16 Any

Soundfont

0 to 82

Example

melobytes_wind_chimes 0 10 120 1 0

12. MELOBYTES RIFFS

melobytes_riffs start duration tempo instrument1 instrument2 soundfont

Instruments

Value	Instrument
-1	Random
-2	No instrument
0	Piano - Acoustic Grand Piano
1	Piano - Bright Acoustic Piano
2	Piano - Electric Grand Piano
3	Piano - Honky-tonk Piano
4	Piano - Rhodes Piano
5	Piano - Chorused Piano
6	Piano - Harpsichord
7	Piano - Clavinet
8	Chromatic Percussion - Celesta
9	Chromatic Percussion - Glockenspiel
10	Chromatic Percussion - Music Box
11	Chromatic Percussion - Vibraphone
12	Chromatic Percussion - Marimba
13	Chromatic Percussion - Xylophone
14	Chromatic Percussion - Tubular Bells
15	Chromatic Percussion - Dulcimer
16	Organ - Hammond Organ
17	Organ - Percussive Organ
18	Organ - Rock Organ
19	Organ - Church Organ
20	Organ - Reed Organ
21	Organ - Accordion
22	Organ - Harmonica
23	Organ - Tango Accordion
24	Guitar - Acoustic Guitar (nylon)
25	Guitar - Acoustic Guitar (steel)
26	Guitar - Electric Guitar (jazz)
27	Guitar - Electric Guitar (clean)
28	Guitar - Electric Guitar (muted)
29	Guitar - Overdriven Guitar
30	Guitar - Distortion Guitar

31 Guitar - Harmonics
32 Bass - Acoustic Bass
33 Bass - Electric Bass (finger)
34 Bass - Electric Bass (pick)
35 Bass - Fretless Bass
36 Bass - Slap Bass 1
37 Bass - Slap Bass 2
38 Bass - Synth Bass 1
39 Bass - Synth Bass 2
40 Strings - Violin
41 Strings - Viola
42 Strings - Cello
43 Strings - Contrabass
44 Strings - Tremolo
45 Strings - Pizzicato
46 Strings - Harp
47 Strings - Timpani
48 Ensemble - String Ensemble 1
49 Ensemble - String Ensemble 2
50 Ensemble - Synth Strings 1
51 Ensemble - Synth Strings 2
52 Ensemble - Choir Aahs
53 Ensemble - Voice Oohs
54 Ensemble - Synth Voice
55 Ensemble - Orchestra Hit
56 Brass - Trumpet
57 Brass - Trombone
58 Brass - Tuba
59 Brass - Muted Trumpet
60 Brass - French Horn
61 Brass - Section
62 Brass - Synth Brass 1
63 Brass - Synth Brass 2
64 Reed - Soprano Sax
65 Reed - Alto Sax
66 Reed - Tenor Sax
67 Reed - Baritone Sax
68 Reed - Oboe
69 Reed - English Horn
70 Reed - Bassoon
71 Reed - Clarinet
72 Pipe - Piccolo
73 Pipe - Flute
74 Pipe - Recorder
75 Pipe - Pan Flute
76 Pipe - Bottle Blow
77 Pipe - Shakuhachi
78 Pipe - Whistle
79 Pipe - Ocarina
80 Synth Lead - Square
81 Synth Lead - Sawtooth
82 Synth Lead - Calliope
83 Synth Lead - Chiffer

- 84 Synth Lead - Charang
- 85 Synth Lead - Voice
- 86 Synth Lead - Fifths
- 87 Synth Lead - Brass + Lead
- 88 Synth Pad - New Age
- 89 Synth Pad - Warm
- 90 Synth Pad - Polysynth
- 91 Synth Pad - Choir
- 92 Synth Pad - Bowed
- 93 Synth Pad - Metallic
- 94 Synth Pad - Halo
- 95 Synth Pad - Sweep
- 96 FX - Rain
- 97 FX - Soundtrack
- 98 FX - Crystal
- 99 FX - Atmosphere
- 100 FX - Brightness
- 101 FX - Goblins
- 102 FX - Echoes
- 103 FX - Sci-fi
- 104 Ethnic - Sitar
- 105 Ethnic - Banjo
- 106 Ethnic - Shamisen
- 107 Ethnic - Koto
- 108 Ethnic - Kalimba
- 109 Ethnic - Bagpipe
- 110 Ethnic - Fiddle
- 111 Ethnic - Shana
- 112 Percussive - Tinkle Bell
- 113 Percussive - Agogo
- 114 Percussive - Steel Drums
- 115 Percussive - Woodblock
- 116 Percussive - Taiko Drum
- 117 Percussive - Melodic Tom
- 118 Percussive - Synth Drum
- 119 Percussive - Reverse Cymbal
- 120 SFX - Guitar Fret Noise
- 121 SFX - Breath Noise
- 122 SFX - Seashore
- 123 SFX - Bird Tweet
- 124 SFX - Telephone Ring
- 125 SFX - Helicopter
- 126 SFX - Applause
- 127 SFX - Gunshot
- 128 Drums

Soundfont

0 to 82

Example

melobytes_riffs 0 10 120 27 33 0

13. MELOBYTES AMBIENT MUSIC

melobytes_ambient_music start duration tempo soundfont

Tempo

40 to 255

Soundfont

0 to 82

Example

melobytes_ambient_music 0 10 60 1

14. LINE

line start duration x1 y1 x2 y2 thickness alpha r g b

Draws a line between two points.

Arguments

start = start time (seconds)

duration = duration (seconds)

x1, y1 = start point

x2, y2 = end point

thickness = line width (default: 2)

alpha = transparency (0-255)

r g b = color

Example

line 0 5 100 100 500 100 3 255 255 0 0

15. POLYGON

polygon start duration "x1,y1 x2,y2 x3,y3 ..." filled thickness alpha r g b

Draws a polygon (filled or outline).

Arguments

start = start time

duration = duration

points = list of coordinates

filled = 1 (filled) or 0 (outline)

thickness = border size (for outline)

alpha = transparency

r g b = color

Example (filled)

polygon 2 5 "200,200 300,250 250,350" 1 2 200 0 255 0

Example (outline)

polygon 2 5 "200,200 300,250 250,350" 0 3 255 255 0 0

16. PATH (SVG-like)

path start duration "commands" thickness alpha r g b

Draws a path using SVG-like commands.

Supported commands

M x y → move

L x y → line

Z → close path

Arguments

start = start time
duration = duration
commands = path string
thickness = line width
alpha = transparency
r g b = color

Example

```
path 4 6 "M 400 200 L 500 200 L 500 300 L 400 300 Z" 3 255 0 0 255
```

17. CIRCLE

circle start duration cx cy radius filled thickness alpha r g b
Draws a circle.

Arguments

start = start time (seconds)
duration = duration (seconds)
cx, cy = center of the circle
radius = circle radius
filled = 1 (filled) or 0 (outline)
thickness = border size (for outline)
alpha = transparency (0-255)
r g b = color

Example (filled)

```
circle 0 5 300 200 80 1 2 255 255 0 0
```

Example (outline)

```
circle 0 5 300 200 80 0 3 255 0 0 255
```

18. ELLIPSE

ellipse start duration x y width height filled thickness alpha r g b
Draws an ellipse.

Arguments

start = start time
duration = duration
x, y = top-left position of bounding rectangle
width = ellipse width
height = ellipse height
filled = 1 (filled) or 0 (outline)
thickness = border size (for outline)
alpha = transparency
r g b = color

Example (filled)

```
ellipse 0 5 500 200 200 100 1 2 255 0 255 0
```

Example (outline)

```
ellipse 0 5 500 200 200 100 0 3 255 255 0 0
```

19. RECTANGLE

rectangle start duration x y width height filled thickness alpha r g b

Draws a rectangle.

Arguments

start = start time

duration = duration

x, y = top-left position

width = rectangle width

height = rectangle height

filled = 1 (filled) or 0 (outline)

thickness = border size (for outline)

alpha = transparency

r g b = color

Example (filled)

rectangle 0 5 200 300 150 100 1 2 255 0 0 255

Example (outline)

rectangle 0 5 200 300 150 100 0 3 255 0 255 255

Notes

- Time is in seconds
- Commands run sequentially
- Effects apply only within the specified time range

Example 1

init 10 12 1280 720

' visuals

image 0 4 "dark storm clouds rolling fast over an empty field, cinematic lighting"

image 4 3 "abandoned house in the distance under lightning flashes"

image 7 3 "close-up of a broken window moving slowly with the wind, eerie atmosphere"

' sound effects

sound 0 10 "strong wind howling"

sound 2 6 "distant thunder rumbling"

sound 6 4 "window creaking slowly"

' background tension

sound 0 10 "low dark ambient drone"

' dialogue (Brian & Joanna)

voice 0 2.5 "Joanna... did you hear that?" "Brian"

voice 2.5 2.5 "Hear what? It's just the wind... I think." "Joanna"

voice 5 2.5 "No... something moved inside that house." "Brian"

voice 7.5 2.5 "Brian... there's someone behind you." "Joanna"

' audio effects

audio_effect 0 10 "echo" 0.3 0.6

audio_effect 5 5 "reverb" 0.4 0.7

' subtitles

subtitles 0 2.5 "Brian: Joanna... did you hear that?"

subtitles 2.5 2.5 "Joanna: Hear what? It's just the wind..."

subtitles 5 2.5 "Brian: No... something moved inside that house."

subtitles 7.5 2.5 "Joanna: Brian... there's someone behind you."

' video effects

video_effect 0 10 "grayscale"

video_effect 0 10 "contrast" 1.5

video_effect 0 4 "blur" 2

video_effect 4 6 "shake" 2

video_effect 0 2 "fadein"

video_effect 8 2 "fadeout"

Example 2

```
init 11 12 1280 720
' Moving objects with FOR/NEXT
for i = 0 to 120 step 1
  dim t = i / 12
  dim x = 50 + i * 4
  ' moving line
  line t 0.08 x 200 x+100 200 3 255 255 0 0
  ' moving filled polygon
  polygon t 0.08 "x,300 x+80,300 x+40,380" 1 2 180 0 255 0
  ' moving path (SVG-like)
  path t 0.08 "M x 400 L x+80 400 L x+80 480 L x 480 Z" 2 255 0 0 255
next i
' static text overlay
text 0 11 "Moving Vector Objects" 50 50 40 255 255 255 255
```