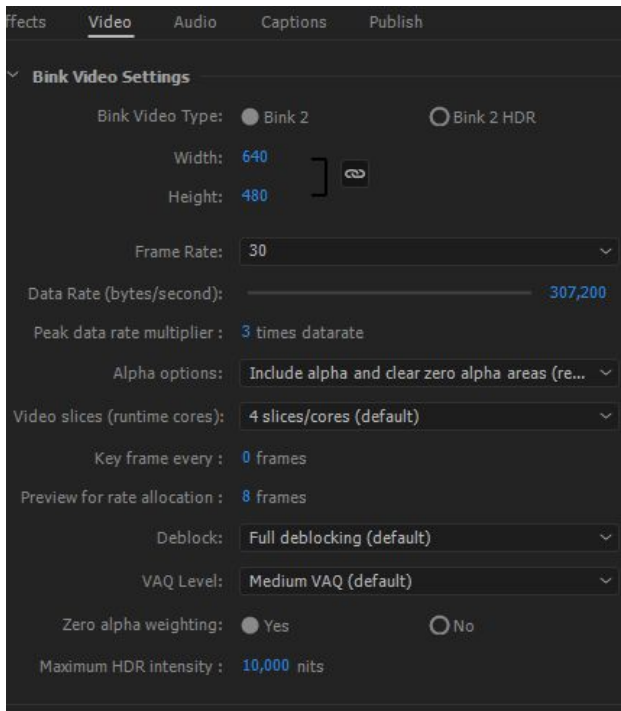# Bink 2 Premiere Plugin

Bink now includes an Adobe compatible plugin, that allows you to render directly out of Premiere Pro or Media Encoder. It should work with any Adobe CC since 2015, but has been tested mostly with 2017. It is available for 64-bit Windows.

Installation

The Bink plugin is a single file called Bink2Premiere.dll. You install it by copying this file into the Adobe plugin directory. This directory is in different places, depending on if Premiere and Media Encoder are both installed, or just one of them. Normally, you just drop it into:

 "c:\program files\Adobe\Common\Plug-ins\7.0\MediaCore".

If that directory is not present, just search for "Plug-ins" in the Adobe directory, and you should be able to quickly see the correct location.

Usage

Using the plugin is just like any other export plugin - when exporting, you choose Bink 2, and then set all of the Bink specific options. You can use it to make Bink 2 or Bink 2 HDR video files. You set the video parameters just like you do normally in the RAD Video Tools.

Bink HDR

Premiere just added HDR support in the very latest updates, so it's still a bit of a work in progress. Notably, Media Encoder seems to always export non-HDR videos unless you drop them into a Premiere Pro project first. We warn you if we never see any HDR pixels.

Scrubbing HEVC HDR video files also seems to crash often, so exercise care when dragging the source range sliders.

Premiere adds a fair amount of overhead during compression (since it runs the entire compositing pass), so if you are compressing a bunch of versions of the same file, you should export a series of OpenEXR files, and use the RAD Video Tools to compress the EXR files (it's about 30% faster to do this).

Audio

Bink exports the number of audio channels in the sequence automatically (up to 32 channels). It doesn't assume any channel ordering or anything - just the linear order of channels in the sequence settings. Then, at runtime, you can tell your programmers what channel is what speaker (if you changed it from the default order of front left, front right, center, sub, back left, back right). You can limit the number of exported channels to a smaller number on the audio tab (and also change the output frequency as well.