

# USB Video: Lots of questions

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- *From:* mic <key@xxxxxxxxxxxxxx>
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I'm afraid I find myself thrust into this strange world of drivers, transport streams, miniports, codecs, etc. I've been programming in C for over 15 years, but I have almost zero experience with embedding programming, and none at all with video, so please forgive any obvious ignorance. I'm not even sure I'll be able to phrase the questions properly, because I'm still struggling with understanding the basics. But here goes...

My company is developing a handheld PC. We're planning to run Vista on it, and it will have two cameras -- one facing the user, one facing away, but only one operational at a time, of course. These will be USB. I've been tasked to find out some basic things for starters, and I hope someone here can read through my poorly worded questions and provide some guidance.

1. Is there a standard interface to recognize an available camera? For example, how does an app like a video chat program find it?
2. Do we need a special driver so apps can recognize the camera?
3. What does the data need to look like coming in so the miniport driver (if any) will like us?

Hopefully these make enough sense so someone will understand what kind of information I'm looking for, because honestly, I don't even understand the questions. Or maybe someone has experience developing a device like this and can offer some guidance.

I barely know where to start. I've read a few chapters of "Video Demystified", and I might as well be reading Swahili. I'm wide-open to suggestions as to how a newbie (re: drivers/video/embedded things) should approach this very complex subject.

Thanks.

mic  
key@xxxxxxxxxxxxxx