

Re: Direct3D9 and DirectShow and SampleGrabber

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2004-04/0366.1>

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"Danail Stoyanov" <DanailStoyanov@hotmail.com> wrote in message
news:94b0cb89.0404220357.5beb630b@posting.google.com...

> *I just copied all the stuff from QEdit regarding the ISampleGrabber,
> ISampleGrabberCB into a separate header file and use that instead of
> QEdit. You'll also need to copy the MediaDet definition, the whole
> header will be around 400 lines of code, directly copied from the
> QEdit header. Link as you would with Qedit. This means you can include
> vmr9 d3d9 etc in the same file.*

This is not something I would do. Then you need to examine header file
changes each time there is a DX SDK release. IIRC, there were three
releases last year. I spent 12 years working on portability of
applications amongst many UN*X flavors. Messing with system header files is
not something I would encourage based on that experience.