

Re: Display problems

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2004-05/0784.1>

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The Slow Onw wrote:

- > We had EXACTLY the same problem with an IEI board (IVC200) which is a
- > four input card (four BT878's)
- >
- > Initial development was fine. When it came time to ship the product
- > we bought a new card, installed it, and suddenly we had noise
- > consisting of horizontal streaks. A way to visualise the effect was
- > as if, say, the odd frame was fixed and only the even frame updated
- > (though the truth was partially inbetween).
- >
- > The solution was to install the `_old_` driver and the problems went
- > away. Completely !
- >
- > If you do the maths on the amount of data bytes you need for 4 large
- > images across the PCI bus it is about 120MB/s, ISTR the bus is
- > 133MB/s ??? Dropping frames I could accept, but not corruption !
- >
- > Incidentally, changing the source from RGB32 to say YUY2 improved the
- > situation but never effected a complete cure.

He was using the ADLink RTV.

I did the math, for 4 x full frame PAL requires 85MB/s plus overhead. So one card is fine as expected. 2 cards is going to require 170MB/s, just not going to happen on a standard 33MHz PCI bus which has a total bandwidth of 133MB/s. The card does support 66MHz PCI so with an appropriate motherboard it might be possible to have 2 cards running on a single 66MHz PCI bus (which has a bandwidth of 266MB/s) however, like you say, there still could be driver issues. Best to just use a server class motherboard with split PCI buses.