

## Re: ISampleGrabber

**Source:**

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2004-10/0572.1>

---

**From:** The March Hare [MVP] ([phil\\_at\\_ndsm.maps](mailto:phil_at_ndsm.maps))

**Date:** 10/19/04

Date: Tue, 19 Oct 2004 11:51:37 -0600

On Tue, 19 Oct 2004 10:41:17 -0700, mrmrcoleman wrote:

- > *I seem to be having a problem getting the NullRenderer to compile, could you*
- > *by any chance post the code that you took out of qedit.h and put in a*
- > *separate file??*
- >
- > *I seem to be either missing something or I have just got it wrong..*

I didn't take it out of qedit.h. I separated my code so that I have one source file that uses qedit.h and the rest of my source files use the D3D headers.

--

Please read this before replying:

1. Learn about newsgroups - <http://dev.6581.com/newsgroups.html>
2. Trim & respond in-line (please don't top post or snip everything)
3. Benefit others - follow up if you are helped or you found a solution