

## Re: Problems getting custom filter interface to work with application

**Source:**

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2004-10/0747.h>

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> *Flag, in here, is a test value that changes the color of the*  
> *displayed video filter output. Basically, if flag is being constantly*  
> *changed, the color displayed smoothly changes, but if it is -1, then*  
> *it's locked into a specified color. I can see that IID\_IMIFilter is*  
> *defined in the idl-generated header file, but if I try to do:*  
>  
> *pGB->QueryInterface(IID\_IMIFilter, (void \*\*)&pMI)*  
>  
> *in the modified playwnd project, it returns E\_NOINTERFACE, and the*  
> *debugging flag never reaches -1. I know it's getting called, because*  
> *flag is getting incremented all the time, but it goes through the else*  
> *every time.*

In the playwnd project, on line 43, is the following:

```
// DirectShow interfaces
```

```
IGraphBuilder *pGB = NULL;
```

You need to do QI on your output pin—not on the GraphBuilder interface. You always QI on the object in which your interface is implemented. I would also suggest you implement your interfaces on the source filter rather than your output pin, as it generally simplifies the code to implement your filter and you don't need to worry about releasing pins.

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Where am I going?  
And why am I in this handbasket?