

# Re: Hardware Overlay with Push Source

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2005-04/msg00>

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- *From:* "Alessandro Angeli [MVP::DigitalMedia]" <nobody@xxxxxxxxxxxxxxxxxxxxxx>
  - *Date:* Wed, 13 Apr 2005 08:53:22 +0200
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Augie at NHN wrote:

- > I've just solved the problem.
- > It was because of the size of the source images.
- > When I used small images such as 176\*144, the Video
- > Renderer did not load the hardware overlay.
- > Now I am doing with 352\*288 and it's working good.
- >
- > But I don't know why the Video Renderer does not use
- > hardware overlay for the small size iamges.
- >
- > If I want to use small size images for the source input,
- > how can I create hardware overlay?

Hardware overlays have restrictions on which resolutions they support. There are 3 factors: the horizontal stride must be a multiple of N, the scanline count must be a multiple of M and pixel count must not be greater than S.

While S is usually a large enough value in today's cards and M is often 1 so that it is not a limiting factor, N is often 32 and only sometimes 16 or a smaller power of 2.

You should query the VR for IDirectDrawVideo and invoke GetCaps() so that you can check the overlay capabilities, like dwAlignStrideAlign, dwAlignBoundarySrc or dwAlignSizeSrc and so on.

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- **Follow-Ups:**
  - ◆ **Re: Hardware Overlay with Push Source**
    - ◇ *From:* Augie at NHN
  
- **References:**
  - ◆ **Hardware Overlay with Push Source**
    - ◇ *From:* Augie at NHN
  - ◆ **Re: Hardware Overlay with Push Source**
    - ◇ *From:* Alessandro Angeli [MVP::DigitalMedia]
  - ◆ **Re: Hardware Overlay with Push Source**
    - ◇ *From:* Augie at NHN
  - ◆ **Re: Hardware Overlay with Push Source**
    - ◇ *From:* The March Hare [MVP]
  - ◆ **Re: Hardware Overlay with Push Source**
    - ◇ *From:* Augie at NHN
  - ◆ **Re: Hardware Overlay with Push Source**
    - ◇ *From:* Alessandro Angeli [MVP::DigitalMedia]
  - ◆ **Re: Hardware Overlay with Push Source**
    - ◇ *From:* Augie at NHN
  
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