

Re: Hardware Overlay with Push Source

Source:

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

- *From:* "Alessandro Angeli [MVP::DigitalMedia]" <nobody@xxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 13 Apr 2005 16:17:55 +0200
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Augie at NHN wrote:

- > Thank you. It was because of the factor M.
- > When I checked M values of several cards, many of them
- > were 64.
- > I think 64 is too big... Are most of video clips satisfy
- > the condition?

Standard TV resolutions:

- V: 288, 240, 576 or 480
- H: 352, 480, 512, 528, 544, 640, 704, 720, 768

As you can see, only very few of them are multiples of 64 while most are multiples of 32 and a few only of 16.

All video cards I've had (3 Matrox, 2 nVidia) have no problems with the above resolutions (but for the total pixel count on older cards). In fact, the vertical granularity should be 1 and the horizontal 32 or less. 64 is new to me. How did you determine this value for the vertical resolution?

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- *Follow-Ups:*
 - ◆ **Re: Hardware Overlay with Push Source**
 - ◇ *From:* Augie at NHN

Re: Hardware Overlay with Push Source

• **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**
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