

Re: Hardware Overlay with Push Source

Source:

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

- *From:* Augie at NHN <AugieatNHN@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 13 Apr 2005 19:59:01 -0700
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> 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?
>

I tried several resolutions
352 * 288 = FAILED
320 * 200 = SUCCEEDED
192 * 152 = SUCCEEDED
176 * 144 = FAILED
160 * 120 = FAILED

GetCaps results for my video card (NVIDIA Quadro4 NVS with AGP8X) are,

```
dwVidMemTotal 61669376
dwVidMemFree 61586176
dwMaxVisibleOverlays 1
dwCurrVisibleOverlays 0
dwNumFourCCCodes 27
dwAlignBoundarySrc 0
dwAlignSizeSrc 0
dwAlignBoundaryDest 1
dwAlignSizeDest 0
dwAlignStrideAlign 64
dwMinOverlayStretch 1
dwMaxOverlayStretch 20000
dwMinLiveVideoStretch 1
```

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dwMaxLiveVideoStretch 20000
dwMinHwCodecStretch 1
dwMaxHwCodecStretch 4095000

does dwAlignStrideAlign mean The M value?

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- **Follow-Ups:**
 - ◆ **Re: Hardware Overlay with Push Source**
◇ From: Alessandro Angeli [MVP::DigitalMedia]

 - **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**
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◇ From: The March Hare [MVP]
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