

Re: DirectShow base classes and the possible deadlocks

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

- *From:* "Cyril" <Cyril@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Fri, 29 Apr 2005 02:24:05 -0700
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Hi again,

I fully agree with your proposed solution for stopping FillBuffer. This also mean that all the source filter example in the SDK are wrong, as it is needed to implement Stop in the CSourceStream child.

Thank you for answering.
Cyril

• *References:*

- ◆ *DirectShow base classes and the possible deadlocks*
 ◇ *From:* Cyril
 - ◆ *Re: DirectShow base classes and the possible deadlocks*
 ◇ *From:* Thore Karlsen [MVP DX]
 - ◆ *Re: DirectShow base classes and the possible deadlocks*
 ◇ *From:* Cyril
 - ◆ *Re: DirectShow base classes and the possible deadlocks*
 ◇ *From:* Thore Karlsen [MVP DX]
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