

## Re: Getting samples from single filter

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2005-05/msg00>

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- *From:* "Steven" <steve@xxxxxxxxxxxxxxxxxx>
  - *Date:* Tue, 31 May 2005 11:32:35 -0700
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"Jeremy Noring" <someone@xxxxxxxxxx> wrote in message <news:%23uKBVbgZFHA.2288@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> work. The filter must be connected to another filter to receive  
> samples, unless it's a source filter that generates its own samples. The  
> above interface is typically called by pins connected to your filter,  
> hence the note about applications not typically using this interface...  
>  
> I would consider using a sample grabber filter to get samples out of your  
> graph. If the sample grabber doesn't meet your needs, I would consider  
> writing a custom transform filter that gives you access to the samples as  
> they pass through the graph. Can you say a bit more about what you're  
> trying to accomplish here? I think there's probably a much more  
> standard/elegant solution to what you're trying to do.  
>

Thanks guys again. I will explain a little what I intend to do  
I want to either decode a video sample or if I have raw bitmap  
just put it to stream and save as ASF or AVI file.  
The problem is I don't use any input file – just pure data from  
other external application that's not using directx.  
I also plan to do such with audio samples as well.  
Thanks for all your help.

Steven

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- *Follow-Ups:*
    - ◆ **Re: Getting samples from single filter**  
◇ *From:* The March Hare [MVP]
  - *References:*
    - ◆ **Getting samples from single filter**  
◇ *From:* Steven

Re: Getting samples from single filter

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