

Re: Output Pin Custom Allocator

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- *From:* "SmartSentry" <SmartSentry@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Sun, 19 Feb 2006 23:28:30 GMT
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Thanks Roman

Yep – I've seen this in the docs and in postings on this newsgroup – it's the very first frame where this occurs I believe. This problem is different, as the insertion occurs before I start the graph – And stays when it runs.

I've tried every possible format (640x480, 640x-480, 320x240, 320x-240 etc etc) all with an ARGB32 subtype and there's always a CSC inserted. Now I'm beginning to think that it's because my filter insists on using it's own allocator, so it's a way that the VMR9 can be certain that it can use it's own allocator (ie use the CSC as an intermediary between the 2 allocators).

If this is the case – as Thore suggests, there will always be a mem copy involved anyway, so it strikes me that the most efficient transport is to use the allocator that the VMR9 provides, which I hadn't considered.

I hope this is the case, as I've been wrestling with it for a couple of weeks, but never seen any mention in the docs, that the VMR9 will insist on using it's own allocator – Thanks again Roman / Thore.

Regards

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"Roman Ryl..." <ryltsov@xxxxxxxxxx> wrote in message

<news:1140389536.927751.193490@xx>

As far as I remember, VMR9 connects on ARGB32 first and once the graph is started it attempts to reagree format with upstream filter via dynamic reconnection (it is most likely to try 16-, 24- or 32-bit RGB format depending on your display settings, or some FOURCC format supported by hardware). You will have Color Space Converter inserted if you don't support ARGB32. I remember this is mentioned in DirectX 9 .CHM doc file but unsure where exactly.

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