

Writing a Splitter filter that works with DirectShow editing services

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2007-01/msg00>

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Hi!

I'm trying to write a new type of splitter filter (that will handle a new type of fileformat). The filter works fine in a simple graph like this:

File Source -> My Splitter -> Decoder -> Renderer

but somethings goes wrong when it is instanciated by DES:

File Source-> My Splitter -> Decoder -> Frame Rate Converter -> DES
-> Renderer

My splitter inherits from CBaseFilter and implements IMediaSeeking. It has one parser thread and one delivery thread per output pin.

The behaviour experienced is somewhat different in the different cases.

In case one i just get a Pause from the Filter Graph Manager, after which I start the parser thread and start delivery on the output pins, and a frame shows up in the video window. Fine.

In case two, I get a Pause, and a frame shows up exactly as in case one, then I get a SetRate, followed by a Stop followed by several SetPositions with two values (400000, 800000, 400000). Then a Pause arrives again and this time the frame in the video window dissapears! The graph never reaches the Paused state (no Run command is ever issued).

I have verified that My Splitter is sending samples downstream after Pause has arrived. I have also verified that no uncompressed image reaches the renderer after the first one. So some filter (Decoder, Frame Rate Converter or DES filter) refuses to pass data on to the next one.

A number of things could be wrong: I'm not sending the correct

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information, I'm sending the correct information at the wrong time or I'm not sending the required information at all. I am sending New Segment after all SetRates and SetPositions.

Do you have any ideas how to find this bug? What could be wrong? Since the filter is working fine in a simple graph (seeking, play, pause etc) this is a hard one.

I can supply much more information if you are willing to help.

Thanks for helping me out!

/Mats

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