

# How to make VMR drop frames in case it is flooded with frames?

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Hi friends,

I am using VMR9 to render video stream which is received at 30 fps. The problem is when CPU gets overloaded, VMR9 buffers the frames and renders them at very slow speed, and when CPU load comes to normal, VMR just renders buffered frames at very high speed for fraction of time and then renders at correct fps.

How to avoid this? Is there any option to ask VMR to drop the frames in case it is flooded by frames and not able to render at proper fps.

thx for help,  
m...

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