

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

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Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2007-03/msg00>

- *From:* Iain <iain@xxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Thu, 8 Mar 2007 12:48:42 +0000
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On 7 Mar 2007 23:43:42 -0800, m... wrote:

Hi friends,

I am using VMR9 to renderer 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...

That sounds more like a decoder / source problem than a VMR problem. VMR is unlikely to be providing more than a handful of frame buffers, so it won't be queuing them up.

Sounds like the source isn't correctly handling Quality messages.

Iain

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