

Re: video/image gets flipped by video renderer

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- *From:* Tim Roberts <timr@xxxxxxxxxx>
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"geoPsyc" <mouster@xxxxxxxxxx> wrote:

For example, my capture filter produces 720x480 UYVY. VMR accepts this, but after it transitions to "run", I'm sent a new format of 768x-480 UYVY. I have to copy my 720 pixels to the leftmost 720 pixels of this new surface.

How do you detect the new format after transition to "run"?

In AVStream, I get another call to my SetFormat dispatch. In DirectShow, I believe that maps to another call to your pin's SetMediaType method.

If you are unable to handle this, then you need to insert a color space converter filter inbetween your filter and the renderer.

I manually added Color Converter and the image is still flipped, however when I changed the desktop resolution to 16bit instead of 32bit the color converter gets inserted automatically and the video rendered correctly. Any idea why this happens?

No. Is your output RGB? Is it top-down? Are you setting the length negative in your media type?

—
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