

Re: how to do real-time video processing without showing the preview window?

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<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2008-02/msg00>

- *From:* "Alessandro Angeli" <nobody@xxxxxxxxxxxxxxxxxxxxxx>
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From: "temp12000@xxxxxxxxxx"

Is there any way so that I don't need show (or use) the preview window and can access the image (video) data directly? All I need do is some calculation.

That depends on what capture method you are using.

It doesn't matter as long as use webcam to get the image data.

What do you mean it doesn't matter? If you want to keep using whatever method you are using now, it matters. Otherwise, you need DirectShow.

The documentation has a whole section on video capture and the SDK contains the source code of a complete capture application, that is the AmCap sample. Notice that a webcam is just another video capture device (unless the webcam you are using only provides proprietary drivers).

Once you know how to capture, you can process the frames in real-time by replacing the muxer filter with a custom sink/renderer or a SampleGrabber+NullRenderer. Both methods have been discussed many times, so you can find details by searching the history of this group on groups.google.com.

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// Alessandro Angeli
// MVP :: DirectShow / MediaFoundation
// mvpnews at riseoftheants dot com
// <http://www.riseoftheants.com/mmx/faq.htm>

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