

Re: Planar YUV 4:1:1

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2008-07/msg00>

- *From:* Geraint Davies <geraintd@xxxxxxxxxx>
 - *Date:* Tue, 22 Jul 2008 08:43:36 +0100
-

On Mon, 21 Jul 2008 18:49:04 -0700 (PDT), Cyborg
<sirhaden@xxxxxxxxxx> wrote:

I need to render Planar YUV 4:1:1 from a DV decoder. I see that the media type is exposed in the Media Foundation SDK, but not in DirectShow. Is there a way to get this colorspace to work with DirectShow or is a conversion required? If anyone knows of a way to it convert to a packed YUV format or RGB, it would be greatly appreciated.

Try the YUV converter from www.gdcl.co.uk. This will convert to and from a range of RGB and YUV values, including some planar types. Also, some graphics adapters will support planar YUV directly, depending on the exact layout. Microsoft is pushing NV12 as a standard planar type.

G

.