

GMFBridge, Windowless VMR and Multiple Monitors

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- *From:* JR <JR@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
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I have a simple application with a capture graph that reads a file and throws the samples through GMFBridge to a render graph with a windowless VMR9. (The bridge isn't necessary here, but this is the basis for something more complicated and I figured I should get the basics down first.) I'm not trying to stretch the video across multiple monitors, just display it to one of the two.

The application works fine on a single monitor, or on multiple monitors if I don't use GMFBridge. However, when I use GMFBridge and drag the window that the VMR is rendering to over onto the second monitor, it stops rendering and doesn't repaint.

As far as I can tell, my event handlers are set up correctly – the form's move and resize event handlers call `SetVideoPosition`, the repaint handler calls `RepaintVideo`, and the settings-change handler calls `DisplayModeChanged`. These do appear to trigger properly when I move the window to the other monitor.

I rigged up `SampleGrabbers` in the capture and render graphs to count the number of samples sent from the capture graph and received by the render graph. When the problem occurs, I see that the capture graph has sent one more sample than has been rendered and both counts stop incrementing. Is this dropped sample part of the cause?

This seems to be something particular to the operation of a render graph operating through GMFBridge, but I can't quite figure out how it should work. Any ideas on what I might be missing?

Thanks for your help.

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