

# Can not start playing video wherever I want in an ASF file being b

---

**Source:**

<http://www.tech-archive.net/Archive/Media/microsoft.public.windowsmedia.sdk/2005-07/msg00262.html>

---

- *From:* "rvfr" <[rvfr@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:rvfr@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Thu, 28 Jul 2005 03:35:01 -0700
- 

Hi all,

While the ASF video file is being built (using WriteStreamSample() or WriteSample() functions of WMFormat v9.5 SDK), it is impossible to start playing wherever I want in it (no matter the movie player chosen : Media Player v10, DivX v6 Player, GraphEdit, etc).

I can only play the file by its start point.

But when file building is finished and I open it, I can start playing wherever I want.

Is this seek restriction a limitation of WMFormat SDK or of the ASF format ?  
Are there something I am doing bad ?

I noticed (via Windows Media ASFView) on a file not terminated properly (after a voluntary "crash") that :

- file duration value is 00:00.000
- 'Broadcast' and 'Live' attributes values are '1'
- 'Data Object' size is not set and 'Data Object' does not have a packet count.

I am surprised that these fields are not updated during streaming.

Is that the problem ?

Note: I have only one stream, the video stream (no audio stream).

Thanks.

rvfr.

.

---

• **Follow-Ups:**

- ◆ **Re: Can not start playing video wherever I want in an ASF file being b**

◇ *From:* Jonathan Benedicto

- ◆ **Re: Can not start playing video wherever I want in an ASF file being b**

◇ *From:* Alessandro Angeli [MVP::DigitalMedia]

- Prev by Date: **Can't transfer DRM protectd file to the device using WMDM 10 SDK**

Can not start playing video wherever I want in an ASF file being b

- Next by Date: ***Re: Can't play asf file***
- Previous by thread: ***Can't transfer DRM protectd file to the device using WMDM 10 SDK***
- Next by thread: ***Re: Can not start playing video wherever I want in an ASF file being b***
- Index(es):
  - ◆ ***Date***
  - ◆ ***Thread***