

## Re: Acquiring YV12 codec?

**Source:** <http://www.tech-archive.net/Archive/Media/microsoft.public.windowsmedia/2004-03/0418.html>

---

**From:** Ed ([eddiemarino\\_at\\_hotmail.com](mailto:eddiemarino_at_hotmail.com))

**Date:** 03/14/04

Date: Sun, 14 Mar 2004 12:42:37 -0500

Thanks. Tried DxDiag.exe. Got the following results in the Display test:

DirectDraw test results: All tests were successful.

Direct3D 7 test results: Failure at step 8 (Creating 3D Device): HRESULT = 0x887602eb (error code)

Direct3D 8 test results: Failure at step 8 (Creating 3D Device): HRESULT = 0x8007000e (Out of memory)

Direct3D 9 test results: Failure at step 8 (Creating 3D Device): HRESULT = 0x8007000e (Out of memory)

"Alessandro Angeli [MVP::DigitalMedia]" <nobody@nowhere.in.the.net> wrote in message news:OBgJiPdCEHA.3568@tk2msftngp13.phx.gbl...

- > *Check if hardware acceleration is enabled in Control*
- > *Panel -> Display -> Settings -> Advanced -> Troubleshooting*
- > *and, inside WMP, in Tools -> Options -> Performance and, in*
- > *this same place, go to Advanced and see what is enabled*
- > *(everything should be checked in the Video Acceleration*
- > *section).*
- >
- > *If you have DivXG400 or ffdshow and so on... installed,*
- > *disable them.*
- >
- > *Run DxDiag.exe and see whether in the Display panel*
- > *everything is enabled and the tests are successful.*
- >
- > *Does mplayer2.exe (you have it) play the files?*
- >
- >
- >
- > *Ed wrote:*
- >
- >> *Basically, I see a red ! beside the WMV file in the*
- >> *playlist.*
- >>
- >> *I have a nVidia GeForce video card.*

>>  
>>  
>> "*Alessandro Angeli [MVP::DigitalMedia]*"  
>> <*nobody@nowhere.in.the.net*> wrote in message  
>> *news:OIs1PGXCEHA.2620@TK2MSFTNGP12.phx.gbl...*  
>>> *Ed wrote:*  
>>>  
>>>> *Some of the WMV files that I have require YV12. Where*  
>>>> *could I get this?*  
>>>  
>>> *What is the exact error and behavior? If WMP tells you*  
>>> *you need an YUV codec, most likely it have some video*  
>>> *driver issue. This happens when you have a non-standard*  
>>> *configuration where use of an accelerated video overlay*  
>>> *surface is forced (like with some configuration of*  
>>> *DivXG400, ffdshow, DivX5...) and such a surface is not*  
>>> *available because it's already used by some video or*  
>>> *video acceleration is turned off in the player or in the*  
>>> *system or the video driver does not support it.*  
>>>  
>>> --  
>>>  
>>> /\*  
>>> \* *Alessandro Angeli*  
>>> \*  
>>> \* *MVP :: Digital Media*  
>>> \*  
>>> \* *a dot angeli at biosys dot net*  
>>> \*/  
>  
> --  
>  
> /\*  
> \* *Alessandro Angeli*  
> \*  
> \* *MVP :: Digital Media*  
> \*  
> \* *a dot angeli at biosys dot net*  
> \*/  
>  
>