

Re: Help – registering directshow filter in Pocket PC device

Source:

<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer/2007-04/msg00043.html>

- *From:* "Gary Daniels [MS]" <garydan@xxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Mon, 2 Apr 2007 15:14:26 -0700
-

"Michton" <y.michel.david@xxxxxxxx> wrote in message
<news:1175408068.615279.138040@xx>

On Mar 29, 3:25 am, "Gary Daniels [MS]" <gary...@xxxxxxxxxxxxxxxxxxxxxxxx>
wrote:

.ax is just the extension that Windows XP/Vista/etc. use to indicate DirectShow filters. If you want to use the .ax extension you can just rename your .dll. Windows CE/Mobile DirectShow will accept filters with either extension and treat them the same.

Gary Daniels
Windows CE Multimedia and Graphics

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"Michton" <y.michel.da...@xxxxxxxx> wrote in message

<news:1174503986.219740.242290@xx>

On Feb 8, 3:42 pm, hazy
<h...@xxxxxxxxxxxxxxxxxxxxxxxx> wrote:

thanx buddy

can i do like this

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```
HINSTANCE hDLL =  
LoadLibrary("somefilter.ax");  
if(NULL == hDLL)  
{  
// error  
DWORD error = GetLastError();  
TRACE1("LoadLibrary() Failed with:  
%i\n", error);  
return FALSE;  
}
```

```
typedef HRESULT (CALLBACK  
*HCRET)(void);  
HCRET lpfnDllRegisterServer;
```

```
lpfnDllRegisterServer =  
(HCRET)GetProcAddress(hDLL,  
"DllRegisterServer");  
if(NULL == lpfnDllRegisterServer)  
{  
// error  
DWORD error = GetLastError();  
TRACE1("GetProcAddress() Failed with  
%i\n", error);  
return FALSE;  
}
```

or anything more is required

thanx n Regards
Hazy

"Amit" wrote:

Hi,

Write another application
(exe) which calls the
DllRegisterServer

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function
that is exported by the dll.
LoadLibrary()
GetProcAddress(DllRegisterServer)..

--

Thanks and Regards
Amit Ranjan
blog:<http://amitrانjan.wordpress.com>

"hazzy" wrote:

Hello
Everybody

can anyone
help me
how can we
register the
directshow
filter(
transform
filter) in
Pocket PC
device.

In system,
we can
register it
via
Regsvr32
i.e.regsvr32
<full path
of
target>
but how can
i do the
same in
device...

or there
another way

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so that we
can use
directshow
filter (our
own
written
filter) in
device.

thanks in
advance
looking for
your
response
Hazy–
Hide quoted
text –

– Show quoted text –

Hi

Thank you for your question and answer.

How did you generate a ".ax" extension ? Only by renaming
a DLL?

Something else in Settings ?

(I just succeeded to compile (!!)) the NullRenderer from

Gary Daniel)

Thank you.– Hide quoted text –

– Show quoted text –

Gary the White Angel.
Thank you for your help.

I could not compile the CSampleGrabber at all on CE5.0. Have you
working version of this essential Code for me?

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Thank you VEEEEERRRRRRYYYYYYYYYYYYY MUCH!!!

Michel

What problem are you having when compiling on CE 5.0? Do you mean Windows Mobile 5.0, or are you compiling with Windows CE 5.0? They are different, Windows CE 5.0 is shipped via Platform Builder and used for general embedded.

I've only tried this with the Windows Mobile 5.0 SDK for visual studio, I have not tried compiling it for CE 5.0 but it should work the same. I have compiled it for CE 6.0. If you're compiling it for CE 5.0, you'll need to generate an SDK with DirectShow when you build your image in PlatformBuilder.

Gary Daniels
Windows CE Multimedia and Graphics

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