

Re: analog video capture

Source:

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.moviemaker/2005-02/0181.html>

From: Digger (*nospam_at_junkmail.com*)

Date: 01/29/05

Date: Sat, 29 Jan 2005 16:30:57 -0500

Ok, that helps...

We have now confirmed that you do indeed have analog capable hardware, WDM driver support is installed and registered with the system, and the hardware OEM/ Supplier is AverMedia...

(<http://www.avermedia.com>)

We might learn a bit more about your capture hardware, via WinXP System Information...

1. Start-->Run-->type "msinfo32.exe" without quotes, press <Enter>
2. Expand "Components", and ignore "multimedia-->*Codecs". Stay focused on any visible entries referencing AverMedia; i.e. AverTV, Go 007, EZMaker, etc.

My own best guess is that you are probably using the AverTV Go 007 pci, which has a healthy dose of media capability. Don't know how good it is qualitatively, but the listed feature set is certainly well defined.

Assumptions:

WinXP SP-2

MM v2.1

DirectX v9.0c

(Start-->Run...-->type "dxdiag.exe" without quotes, press <Enter>)

Since I am unable to determine the specific model of your capture hardware from the limited info currently available, we really need to verify that an S-Video input source is actually being seen by MM and that it functions correctly. Since you did not respond to this question from my previous post, I must reiterate...

1. Open MM-->File-->Capture video...

2. Under "Available devices:" please insure that AverTV is properly selected as your primary capture device.

3. Within the same dialog window there exists a section labeled "Video input source:".

Select "Video input source:"

Insure that the "SVideo" input option is selected and not grayed-out or otherwise unavailable; this is where you tell MM to use SVideo --- if something is wrong here, it will never work.

--- The following checks will help confirm that a dialog exists between your hardware and MM...

4. Immediately below the "Video input source:" dialog, and offset slightly towards the right, you should see a button labeled "Configure...". This label opens the "Configure Video Capture Device" dialog box and only appears if your video capture device uses Windows Driver Models (WDM) drivers. If your capture device uses Video for Windows (VFW) software drivers, a dialog box specific to the selected device appears, and this dialog box lets you adjust different video settings. Thus, the availability of a "Configure Video Capture Device" options dialog offers further confirmation that your analogue device supports WDM

Select "Configure..."

The Configure Video Capture Device dialog is appropriately based upon the known capabilities of your hardware, which is exposed through the WDM driverset. You should now see an option button labeled "Video Settings"

Select "Video Settings"

In this dialog, you should be able to set capture parameters specific to your project needs; i.e. Video Standard = NTSC_M, Frame Rate = 29.970, Color Space/ Compression = UYVY (or YUY2, or...), Output Size = 320x240, etc. Rather than worry about changing these parameters for the moment, let's simply stick with the defaults as listed above until we are more sure of exactly where the problem lies.

--- If your media software can display the inbound SVideo stream on your monitor, MM should be able to capture it. Please conduct the following test...

Connect S-Video output from an alternative video source, VCR/ DVD/ etc....

NOTE: A VCR equipped with S-Video output works well for this test because we need not be concerned about commercially protected media (DRM) issues. Instead of inserting a VHS tape, simply select any locally available TV channel and configure the VCR for S-Video output; provides a constant stream

of source video.:--)

1. Are you able to display the resulting video on your desktop, using AverMedia software?

2. Are you able to capture the video stream with MM?

This should tell us whether the capture issue lies within your hardware configuration or is exclusive only to camcorder output. Thus, if MM captures correctly from other S-Video based output devices -- VCR, etc. -- we can eliminate system hardware from the problem equation and subsequently focus all of our efforts on the camcorder...

<http://www.papajohn.org> for possible solutions...see "Digital Camcorders" and "Analog Video Capture".

If MM is unable to capture from any SVideo based input source, hardware installation, configuration, or an undetermined compatibility issue is most likely the culprit. Because I am completely unfamiliar with your hardware, I probably would not be able to provide much further assistance in that regard. Perhaps someone with first-hand AverMedia specific knowledge will jump onboard.

Please report back on your findings...

--

Digger

"chuck" <chuck@discussions.microsoft.com> wrote in message news:FCC0615E-D50B-4A80-BEBE-516EEEEA9F1A9@microsoft.com...

> The available device listed is a AverMedia AverTVmpeg video capture. When
> I

> expand Sound,video and game controller it shows that I have Legacy Video
> driver and when I click on that it shows WDM for window capture win32.

> Once
> again I appreciate any help.

>
> Chuck

>
> "Chuck" wrote:

>
>> Thanks for the info, I will try it tonight when I have some free time to

>> dig
>> into it.

>>
>> Chuck

>>
>> "Digger" wrote:

>>
>> > Open MM -->File-->Capture Video...

>> >
>> > 1. What "Available devices:" are listed?

>> > i.e...
>> > ATI Theatre Video Capture
>> > IBM PC Camera, etc.

>> >
>> > 2. What "Video input source:" options are available, when specific
>> > device

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>> > is selected in paragraph 1, above?
>> >
>> > Another means of determining analog capture device capabilities is...
>> > 1. R-click My Computer and select Properties
>> > 2. Select Hardware tab and click Device Manager
>> > 3. Scroll downward and expand "Sound, video and game controllers"
>> > 4. look for video device driver descriptions that contain the letters
>> > "WDM"
>> >
>> > Your input device must include WDM support for legacy analog captures
>> > in
>> > order for MM to work with analog input sources. With properly
>> > installed WDM
>> > based drivers, MM will indeed capture streaming video from analog input
>> > devices; synchronized audio capture is however, another can of worms
>> > altogether.
>> >
>> > Please report your findings to the group so that we may all have some
>> > idea
>> > of exactly what make/ model of video input device is actually installed
>> > on
>> > your system. Gateway 825 means absolutely nothing to anyone not using
>> > a
>> > similar system so, what we really need is more detailed information
>> > regarding the nature of your specific video capture input device(s).
>> >
>> > --
>> > Digger
>> >
>> > "Chuck" <Chuck@discussions.microsoft.com> wrote in message
>> > news:E066E397-75BF-4F46-93F1-F978C326BF88@microsoft.com...
>> > >I have tried to capture analog video using s video input with no
>> > >luck. I
>> > >am
>> > > obvisouly doing something wrong. Any suggestions would be
>> > > appreciated.
>> >
>> >
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