

Re: Nvidia Update – Thanks

Source:

<http://www.tech-archive.net/Archive/Windows/microsoft.public.windows.mediacenter/2005-06/msg01034.html>

- From: "Chris Lanier" <cal2002a@xxxxxxxxxxxxxxxxxxxxxx>
 - Date: Sun, 12 Jun 2005 00:07:46 -0500
-

DirectShow is DirectShow, versions of filters at this point don't really matter. =)

To ATI, it's the same thing. And considering it was just published, you can bet ATI means "NVIDIA DVD Decoder".

--

Chris Lanier

<http://www.msmyps.com/chris/>

<http://www.thegreenbutton.com/>

"JW" <anonymous@xxxxxxxxxx> wrote in message

news:eT15hKwbFHA.2688@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

> The old NVDVD codec is a different product then the NVIDIA DVD Decoder
> and they should not be confused with each other since the NVDVD codec
> (last know release something like 2.0.255) is not on the MS approved list
> for MCE2005 logo program list whereas the NVIDIA DVD decoder (release
> 1.0.67 is)

>

> "Chris Lanier" <cal2002a@xxxxxxxxxxxxxxxxxxxxxx> wrote in message

> news:ODs1stvbFHA.3416@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

>> FYI: Jon

>>

>> Search for: NVDVD

>> <https://support.ati.com/ics/support/default.asp?deptID=894>

>>

>> =====

>> Corrupt or Choppy DVD playback using NVDVD codec with Catalyst 5.5 or
>> higher driver installed.

>>

>> The information in this article applies to the following

>> configuration(s):

>> * NVDVD Codec

>> * Catalyst 5.5 or higher

>> * ATI Radeon Series

>> * Windows MCE 2005

>>

>> On a Windows MCE system with Catalyst 5.5 or higher and NVDVD codec

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>> installed, you may experience corrupt video playback. This issue does not
>> occur with Intervideo or Cyberlink codecs.
>>
>> ATI Engineering has been advised of this issue and is investigating. Any
>> updates will be published when they become available.
>>
>> EPR:128539
>> =====
>>
>> Score 2 for me! NVIDIA's decoders *should* work on ATI hardware, and Cat
>> 5.5/5.6 have issues.
>>
>> Jon, it's a good idea to follow things from a consumer level some times,
>> and not developer level. Point proven here. Put away those DDK's and
>> debuggers. They are not needed for this. =) I remember saying that
>> somewhere else too!
>>
>> Thanks!
>>
>> --
>> Chris Lanier
>> <http://www.msmvps.com/chris/>
>> <http://www.thegreenbutton.com/>
>>
>> "JonP" <JonP@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
>> news:DA07076F-DB06-499F-ACDA-3352872D3C4D@xxxxxxxxxxxxxxxxxxxx
>>> Thank you Chris for the correction, now can you tell me what I have done
>>> wrong. I have tested this now one six different ATI cards, and four
>>> different
>>> hardware platforms, with and without diagnostics. Nvidia does not have
>>> any
>>> procedure as such, and I have documented fairly well what I did, so what
>>> did
>>> I do wrong?
>>>
>>> By the, I contacted, Intel developer support labs, and according to
>>> them,
>>> what I have done is correct and according to data stream information
>>> everything is correct and also according to intel, Nvidia does NOT
>>> support
>>> any products by their own. So this is interesting. Nvidia's
>>> documentation
>>> states that directx 8 cards are supported as well as specific cards
>>> including
>>> nvidia and Intel card are supported, as you have obviously pointed out
>>> correctly. I really mean it by saying thank you for the work. I
>>> appreciate
>>> the effort in getting to the nitty gritty. Now I never even thought
>>> about or
>>> tested Intel specific chipset as in the Intel chipsets you noted, but
>>> now I

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>>> have been told by Intel support that Intel chipset are NOT supported by
>>> Nvidia's decoder. This is getting odder and odder.
>>>
>>> I went right back to the beginning with a stock Dell 8200 and a stock
>>> ASUS
>>> P4P-800E both with ATI-9800XT boards. Did clean installs without ATI's
>>> Decoders , only Nvidia decoders, made images, did the same and installed
>>> ATI's decoders. I did not use any developer kit tools; so I did not
>>> muck up
>>> the equation that way; after I tested it the same way, I got the same
>>> results
>>> as noted before. So what gives. Again I am not making this up and did
>>> not
>>> start this to create an agenda. I just noted to Fernando what I had
>>> known
>>> before during my past and PRESENT development of transcoding media
>>> hardware
>>> and software, as well as codecs for hearing aids (yes I can back that up
>>> very
>>> well too), that Nvidia decoders did not support non-nvidia chipsets.
>>> Now I
>>> get Intel developer labs telling me that Nvidia only support their own
>>> chipsets, and yet you can very obviously show nvidia's documentation
>>> highlighting support for ATI's as well as Intel's hardware.
>>>
>>> Now I have a goal here, I am going to make something blasted well work.
>>> I
>>> have a whole lab of hardware supporting me, with as much external
>>> support as
>>> I really need. I guarantee this, I will get to the bottom of this, and
>>> document it as well.
>>>
>>> JonP P.Eng.
>>> "Chris Lanier" wrote:
>>>
>>>> PDF Link:
>>>> http://download.nvidia.com/Windows/dvd_decoder/1.00.67/1.00.67_release_notes.pdf
>>>>
>>>> Technical Specifications – Page 3
>>>>
>>>> ****Graphics Chips Supported****
>>>> NVIDIA DVD Decoder supports all Microsoft DirectX 8.x compatible chips,
>>>> including:
>>>> –NVIDIA GeForce 6 series
>>>> –NVIDIA GeForce4 family
>>>> –NVIDIA GeForce FX family
>>>> –NVIDIA Quadro® family
>>>> –NVIDIA Quadro2 family
>>>> –NVIDIA Quadro DCC family
>>>> –NVIDIA Quadro4 family
>>>> –NVIDIA Quadro FX family

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>>>> –NVIDIA nForce family
>>>> –NVIDIA nForce2 family
>>>> ****–ATI® Radeon family****
>>>> –Intel® i915
>>>> –Intel® i865
>>>> –Intel® i845G
>>>> –Intel i815G/i815EG
>>>>
>>>> Hold up, ATI® Radeon family? That's crazy!
>>>>
>>>> Again, I'm sorry that you can't get it to work. However, it will work
>>>> and
>>>> NVIDIA's Release Notes say it plain and clear. :-)
>>>>
>>>> Thanks!
>>>> --
>>>> Chris Lanier
>>>> <http://www.msmvps.com/chris/>
>>>> <http://www.thegreenbutton.com/>
>>>>
>>>> "JonP" <JonP@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
>>>> news:31BCD640-F12B-438B-BD98-63D6E13289B4@xxxxxxxxxxxxxxxxxxxx
>>>> > Robert that is not correct that the decoders will unregister
>>>> > themselves,
>>>> > go
>>>> > through just the test decoders in the DDK yourself and tryit
>>>> > yourself. It
>>>> > is
>>>> > rather odd to think that you can't work and debug with a decoder
>>>> > during a
>>>> > valid process. There is a lot of validated code right in the driver
>>>> > kit
>>>> > for
>>>> > just this very thing. How else do you expect do test and verify
>>>> > your
>>>> > drivers. You can run a process in real time or through and emulator
>>>> > and
>>>> > debug in real time, and still get real time capture information on
>>>> > all
>>>> > information about the decoder, driver, data streams etc you might
>>>> > want.
>>>> >
>>>> > By the Robert I did try to follow your instructions, and I haven't
>>>> > had
>>>> > anything working yet. I also asked you where you got this
>>>> > information, I
>>>> > note you did not respond about that as well. As a non-programmer and
>>>> > non-technical person, it is interesting where you have somewhat
>>>> > technical
>>>> > information, where I did ask where it did come from, and you did not
>>>> > come

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>>>> > back with any details. Don't worry about that, I will verify it from
>>>> > other
>>>> > sources.
>>>> >
>>>> > As to the point of running the test on a fresh install with the
>>>> > latest
>>>> > drivers, I did document that I did do that up to 5.5 (that was
>>>> > yesterday).
>>>> > Today I did it with 5.6 and there was no change. I also reported
>>>> > this as
>>>> > well.
>>>> >
>>>> > Why is it so difficult to ask for proof other than I just say so. I
>>>> > have
>>>> > documented exactly what I did. At the beginning, Fernando asked the
>>>> > question, and when he ran the Nvidia decoder withit, he got very bad
>>>> > results.
>>>> > I responded back exactly why he did, with a procedure to validate the
>>>> > proper
>>>> > dvd decoder. Along the way, I have been told that well it works for
>>>> > me,
>>>> > but
>>>> > no one will document it with logs or procedures. If it works to
>>>> > easily,
>>>> > then
>>>> > why not do so. I have developed hardware and software for years and
>>>> > this
>>>> > is
>>>> > rather foolish and unfortunately exactly what I expect from the
>>>> > general
>>>> > community now.
>>>> >
>>>> > JonP.
>>>> >
>>>> >
>>>> > "Robert Schlabbach" wrote:
>>>> >
>>>> >> "JonP" <JonP@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
>>>> >> news:75E10DC5-2880-454B-8E6E-FF4D56557A7C@xxxxxxxxxxxxxxxxxxxx
>>>> >> > Seriously though drop the nonsense of not using developer kits
>>>> >>
>>>> >> FWIW, you should not attempt to attach a debugger to any process
>>>> >> which is
>>>> >> utilizing the NVIDIA decoders, as the decoders (unfortunately) have
>>>> >> quite
>>>> >> a
>>>> >> bit of debugger detection code in them and will unregister
>>>> >> themselves and
>>>> >> stop functioning if they ever detect a debugger attached to them...
>>>> >>
>>>> >> FYI, I have been using the NVIDIA decoders on both an ATI Radeon

• **References:**

- ◆ **NVIDIA Decoder Problems**
◇ From: Francesco
 - ◆ **RE: NVIDIA Decoder Problems**
◇ From: JonP
 - ◆ **Re: NVIDIA Decoder Problems**
◇ From: Chris Lanier
 - ◆ **Show details – Re: NVIDIA Decoder Problems**
◇ From: JonP
 - ◆ **Re: Show details – Re: NVIDIA Decoder Problems**
◇ From: Dana Cline – MVP
 - ◆ **Re: Show details – Re: NVIDIA Decoder Problems**
◇ From: JonP
 - ◆ **Re: Show details – Re: NVIDIA Decoder Problems**
◇ From: Chris Lanier
 - ◆ **Re: Show details – Re: NVIDIA Decoder Problems**
◇ From: JonP
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◇ From: Robert Schlabbach
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