

Re: What the heck is DXVA?

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<http://www.tech-archive.net/Archive/Windows/microsoft.public.windows.mediacenter/2005-09/msg00751.html>

- *From:* kalev- <you.wish@xxxxxxx>
 - *Date:* Thu, 08 Sep 2005 14:16:37 +0200
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Robert Schlabbach wrote:

- > *shoot* MCE has never used the video overlay. DXVA is about assisting the
- > video decoding process, and the level of assistance has increased over
- > time, starting from the last step in the decoding process (YUV-to-RGB
- > color space conversion), and moving "up the chain" with motion
- > compensation support and finally IDCT support. MCE expects support for all
- > three of these steps.
- >
- > The target which the decoded video is rendered to can be the frame buffer,
- > the overlay, a 3D texture or just any offscreen surface in video memory.
- > But as I said, MCE never decodes video to the overlay.

Appreciate the info, I stand corrected.

:~)

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Every day above ground is a good day

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• *References:*

- ◆ ***What the heck is DXVA?***
◇ *From:* johnb41
 - ◆ ***Re: What the heck is DXVA?***
◇ *From:* Gary Tsang
 - ◆ ***Re: What the heck is DXVA?***
◇ *From:* kalev-
 - ◆ ***Re: What the heck is DXVA?***
◇ *From:* Robert Schlabbach
-
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