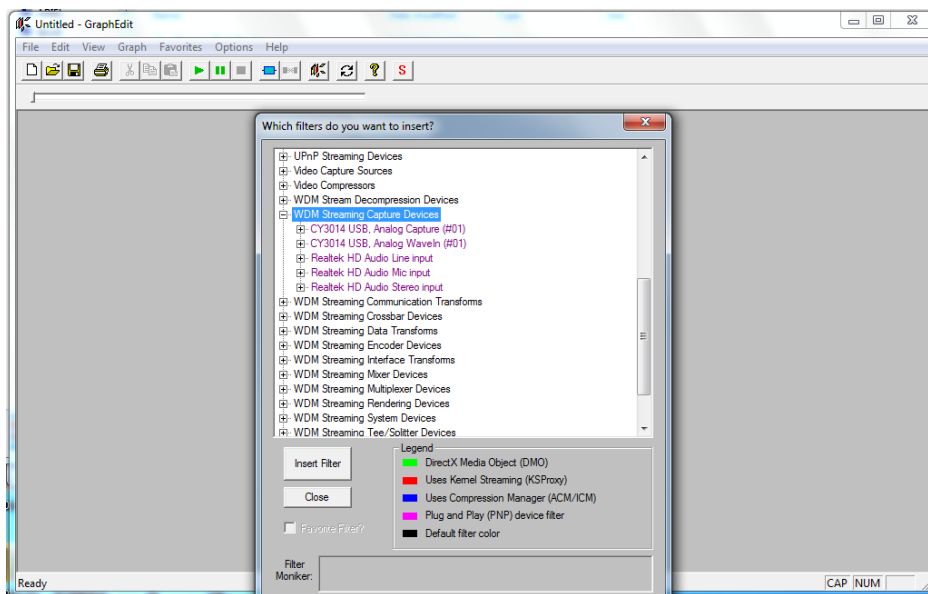


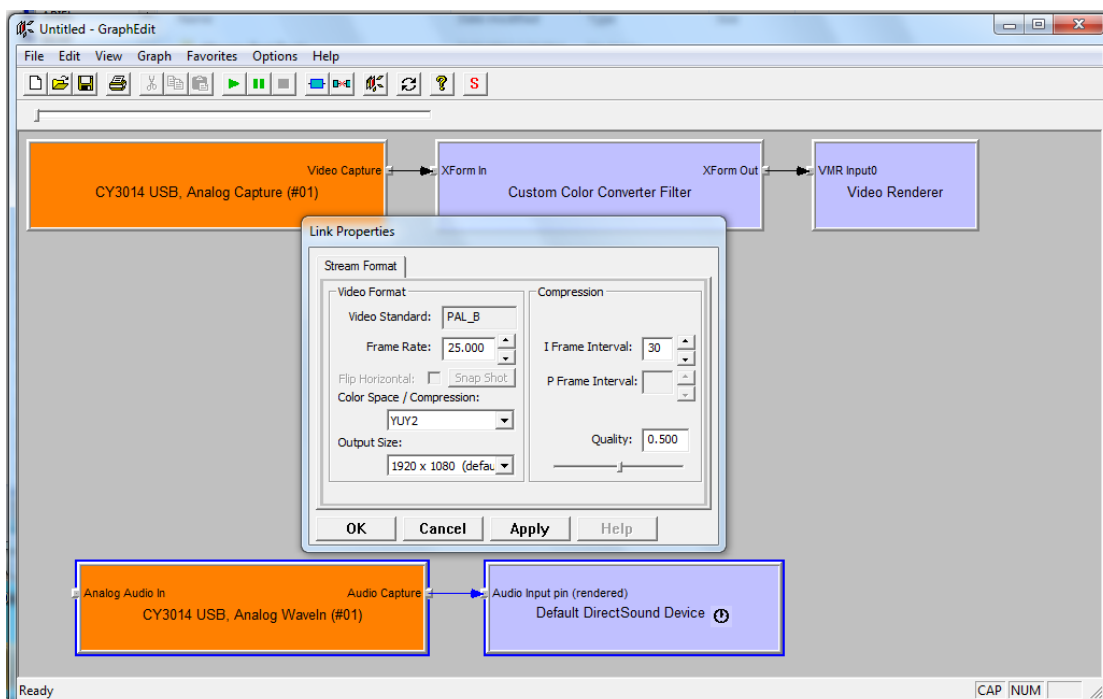
UB530 DirectShow Software Programming Guide

Customer uses DirectShow to develop software can bypass our SDK to access CY3014 directly. Majority of device properties is implemented by Microsoft DirectShow standard interface. Software developer can refer Section 1 and Section 2 to control them. Other custom properties are implemented by IKsPropertySet interface. The interface can be queried from our capture source filter. Section 3 will describe how to access them in detail.

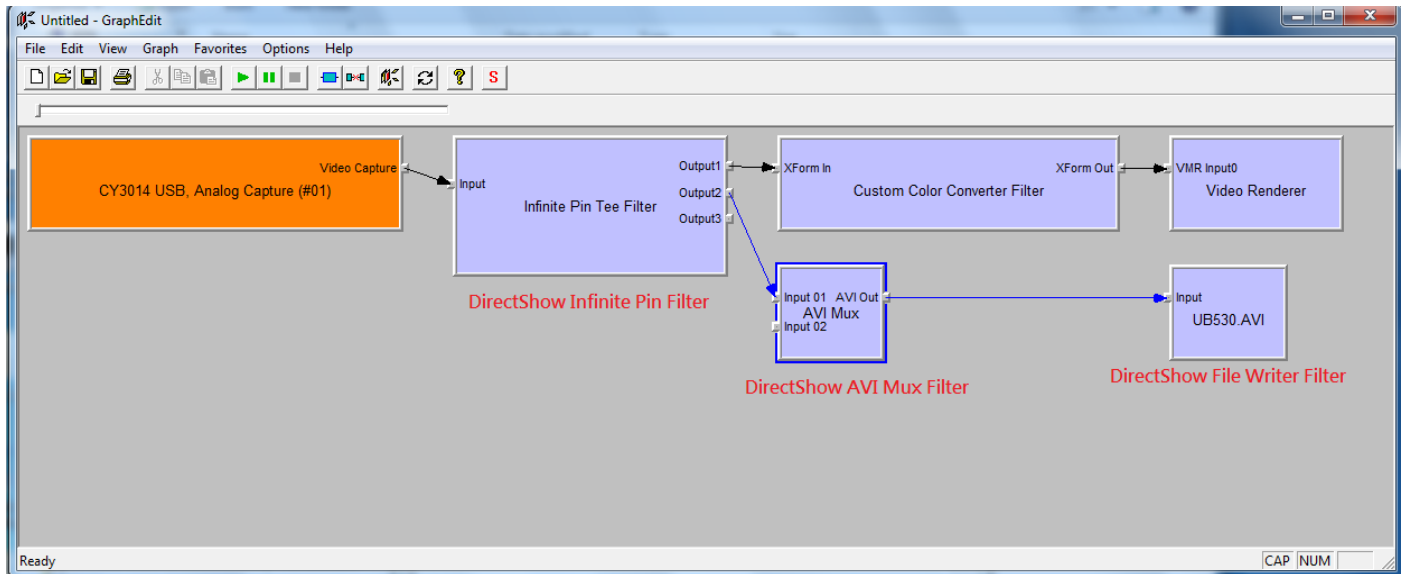
All filter names are "CY3014 USB, Analog Capture (#XX)" for video, and "CY3014 USB, Analog WaveIn (#XX)" for audio. They are registered at "WDM Streaming Captures Devices" category.



Here, the video format is YUY2 and audio format is PCM. The connection of filters is as:



Moreover, customer wants to use graphedit to save raw video stream into AVI can reference as below:



1. ACCESS VIDEO STANDARD (IAMAnalogVideoDecoder)

The video standard is implemented by IAMAnalogVideoDecoder interface. Customer must to setup the correct standard before accessing video format. For example, the 720X480@30fps format is only implemented under NTSC, and the 720x576@25fps format is only implemented under PALB.

EXAMPLE#01: SET STANDARD TO NTSC.

```
m_pCommonCaptureGraphBuilder2->FindInterface( NULL,
                                                NULL,
                                                m_pVideoCaptureSourceBaseFilter,
                                                IID_IAMAnalogVideoDecoder,
                                                (VOID **) (&m_pAMAnalogVideoDecoder) );
m_pAMAnalogVideoDecoder->put_TVFormat( AnalogVideo_NTSC_M );
```

2. ACCESS OUTPUT FORMAT OF CAPTURE PIN (IAMStreamConfig)

To get/set output format of capture pin, customer can use IAMStreamConfig interface.

EXAMPLE#01: SET VIDEO OUTPUT FORAMT TO 1920X1080 AT 30FPS.

```
m_pCommonCaptureGraphBuilder2->FindInterface( &LOOK_DOWNSTREAM_ONLY,
                                                NULL,
                                                m_pVideoCaptureSourceBaseFilter,
                                                IID_IAMStreamConfig,
                                                (VOID **)( &m_pAMStreamConfig) );

AM_MEDIA_TYPE * pmt = NULL;
m_pAMStreamConfig->GetFormat( &pmt );
((VIDEOINFOHEADER *) (pmt->pbFormat))->bmiHeader.biCompression = MAKEFOURCC('Y', 'U', 'Y', '2');
((VIDEOINFOHEADER *) (pmt->pbFormat))->bmiHeader.biHeight = 1920;
((VIDEOINFOHEADER *) (pmt->pbFormat))->bmiHeader.biWidth = 1080;
((VIDEOINFOHEADER *) (pmt->pbFormat))->bmiHeader.biBitCount = 16;
((VIDEOINFOHEADER *) (pmt->pbFormat))->bmiHeader.biSizeImage = 1920 * 1080 * 16 / 8;
((VIDEOINFOHEADER *) (pmt->pbFormat))->AvgTimePerFrame = (ULONG)(INT)(10000000.0 / 30.000);
((VIDEOINFOHEADER *) (pmt->pbFormat))->dwBitRate = (ULONG)(INT)(1920 * 1080 * 16 * 30.000);
m_pAMStreamConfig->SetFormat( pmt );
DeleteMediaType( pmt );
```

EXAMPLE#02: SET AUDIO OUTPUT FORAMT TO SETERO, 16BITS, AND 48000HZ.

```
m_pCommonCaptureGraphBuilder2->FindInterface( &LOOK_DOWNSTREAM_ONLY,
                                                NULL,
                                                m_pAudioCaptureSourceBaseFilter,
                                                IID_IAMStreamConfig,
                                                (VOID **)( &m_pAMStreamConfig) );

AM_MEDIA_TYPE * pmt = NULL;
m_pAMStreamConfig->GetFormat( &pmt );
((WAVEFORMATEX *) (pmt->pbFormat))->nChannels = (USHORT)(2);
((WAVEFORMATEX *) (pmt->pbFormat))->wBitsPerSample = (USHORT)(16);
((WAVEFORMATEX *) (pmt->pbFormat))->nSamplesPerSec = (ULONG)(48000);
((WAVEFORMATEX *) (pmt->pbFormat))->nBlockAlign = (USHORT)(2 * 16 / 8);
((WAVEFORMATEX *) (pmt->pbFormat))->nAvgBytesPerSec = (ULONG)(2 * 16 * 48000 / 8);
m_pAMStreamConfig->SetFormat( pmt );
DeleteMediaType( pmt );
```

3 Customer Property Access

Customer can access all custom properties by IKsPropertySet, the parameter rguidPropSet of IKsPropertySet::Set/Get function, is defined as below:

```
GUID PROPSETID_AMEBDAD_CUSTOM_PROP =  
{ 0xD1E5209F, 0x68FD, 0x4529, 0xBE, 0xE0, 0x5E, 0x7A, 0x1F, 0x47, 0x92, 0x1F };
```

All custom properties are defined as below:

```
typedef enum {  
    KSPROPERTY_CUSTOM_GET_DEVICE_SERIAL_NUMBER_INFO          = 0,  
    KSPROPERTY_CUSTOM_GET_DEVICE_BUS_NUMBER_INFO             = 2,  
    KSPROPERTY_CUSTOM_GET_DEVICE_VIDEO_CONFIG                 = 8,  
    KSPROPERTY_CUSTOM_GET_DEVICE_AUDIO_CONFIG                 = 9,  
    KSPROPERTY_CUSTOM_XET_VIDEO_DEVICE_DATA_TRANSFER_PIPE     = 10,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DEINTERLACE_TYPE       = 200,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT                  = 201,  
    KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_MACROVISION            = 202,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FRAME_RATE              = 208,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RESOLUTION              = 210,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_IS_SINGLE_FOMART_OUTPUT = 215,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_QUEUE_BUFFER_SIZE       = 216,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_FPS_PATCH      = 218,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_RESOLUTION_PATCH = 220,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_PHASE            = 219,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_OFFSET_X         = 221,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_OFFSET_Y         = 222,  
    KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_INTERLEAVED             = 223,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_ASPECT_RATIO     = 224,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_HACTIVE_PIXELS   = 225,  
    KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_LOCK_STATUS      = 230,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_COLOR_RANGE             = 231,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_AUTO_SCAN         = 232,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_CUSTOMIZED_OUTPUT_RESOLUTION = 233,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_SOG                     = 234,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DVI_YCBCR               = 235,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_VBI_LINES_GRAB_ENABLE   = 236,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_EQ                = 240,  
    KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRACTION_1000_1001      = 241,  
    KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_MAXIMAL_OUTPUT_RESOLUTION = 242,  
    KSPROPERTY_CUSTOM_XET_PREVIEW_VIDEO_STREAM_POST_SKIP_FRAMERATE = 246,  
    KSPROPERTY_CUSTOM_XET_PREVIEW_VIDEO_STARAM_POST_AVG_FRAMERATE = 247,  
}
```

```
KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_BANDWIDTH          = 248,
KSPROPERTY_CUSTOM_GET_ANALOG_AUDIO_SAMPLE_FREQUENCY          = 253,
KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_VOLUME                    = 251,
KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_INPUT                      = 255
KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SINGAL_DEBUG_INFO          = 271,
KSPROPERTY_CUSTOM_XET_PREVIEW_VIDEO_STERAM_POST_RESOLUTION    = 350,
KSPROPERTY_CUSTOM_GET_PREVIEW_VIDEO_STARAM_FRAME_NUMBER_INFO  = 351,
KSPROPERTY_CUSTOM_XET_PREVIEW_AUDIO_SAMPLE_POST_FREQUENCY     = 360,
KSPROPERTY_CUSTOM_GET_PREVIEW_AUDIO_STARAM_FRAME_NUMBER_INFO  = 361,
KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_COLORIMETRY        = 370,
KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_COLORRANGE         = 371,
KSPROPERTY_CUSTOM_GET_ENCODER_VIDEO_DEFAULT_FRAME_NUMBER_INFO = 430,
} KSPROPERTY_AMEBDAD_CUSTOM;
```


- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_LOCK_STATUS (230) (READ ONLY)
- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_RESOLUTION (210) (READ ONLY)
- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_INTERLEAVED (223) (READ ONLY)
- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRAME_RATE (208) (READ ONLY)
- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRACTION_1000_1001 (241) (READ ONLY)
- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_COLORIMETRY (370) (READ ONLY)
- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_COLORRANGE (371) (READ ONLY)
- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_MACROVISION (202) (READ ONLY)
- 3.2. KSPROPERTY_CUSTOM_GET_ANALOG_AUDIO_SAMPLE_FREQUENCY (253) (READ ONLY)

The property **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_LOCK_STATUS** is used to determine whether the signal is locked.

SUPPORT VALUE: 0 ~ 1 - UNLOCK ~ LOCK

EXAMPLE#01: TO GET THE CURRENT SIGNAL STATUS.

```
LONG nLock = 0x00;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_LOCK_STATUS, NULL, 0,
                        &nLock, sizeof(LONG) );
```

These properties (210/223/208/241) can auto detect video format and can report the current input format to your software. The both properties can help to obtain current video format's resolution and frame rate. Some supported formats are described in the table. The format table keeps on increasing into the new driver. Please check our sales to obtain the latest one.

FORMAT	RESOLUTION	FRAME RATE	
1920×1080p@60fps	0x07800438	60 / 59.94	* ₁
1920×1080p@50fps	0x07800438	50 / 49.95	* ₁
1920×1080p@30fps	0x07800438	30 / 29.97	
1920×1080p@25fps	0x07800438	25 / 24.97	
1920×1080p@24fps	0x07800438	24 / 23.97	
1920×1080i@60fps	0x0780021C	60 / 59.94	
1920×1080i@50fps	0x0780021C	50 / 49.95	
1280×720P@60fps	0x050002D0	60 / 59.94	
1280×720P@50fps	0x050002D0	50 / 49.95	
1280×720P@30fps	0x050002D0	30 / 29.97	
1280×720P@25fps	0x050002D0	25 / 24.97	
1280×720P@24fps	0x050002D0	24 / 23.97	
720×480P@60fps	0x02D001E0	60 / 59.94	
720×576P@50fps	0x02D00240	50 / 49.95	

720×480i@60fps	0x02D000F0	60 / 59.94	
720×576i@50fps	0x02D00120	50 / 49.95	
720×240P@60fps	0x05A001E0	60 / 59.94	* ₂
720×288P@50fps	0x05A00240	50 / 49.95	* ₂
1440×900p@60fps	0x05A00384	60 / 59.94	
1280×1024p@60fps	0x05000400	60 / 59.94	
1280×960p@60fps	0x050003C0	60 / 59.94	
1280×800p@60fps	0x05000320	60 / 59.94	
1280×768p@60fps	0x05000300	60 / 59.94	
1024×768p@60fps	0x04000300	60 / 59.94	
800×600p@60fps	0x03200258	60 / 59.94	
640×480p@60fps	0x028001E0	60 / 59.94	* ₃
640×400p@60fps	0x02800190	60 / 59.94	* ₄
640×384p@60fps	0x02800180	60 / 59.94	* ₄

*₁ THE FORMAT IS USED BY SC510 SERIES.

*₂ THE FORMAT IS USED BY SONY PS1/PS2 GAME MACHINE.

*₃ THE FORMAT IS USED BY MICROSOFT XBOX360 GAME MACHINE (640×480p@60fps).

*₄ THE FORMAT IS USED BY NEC IPC MACHINE (640×400p@56.4fps).

Note!! Developer should design one polling operation in one background thread to obtain/update current input format.

The resolution property **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_RESOLUTION:**

SUPPORT VALUE: RESOLUTION = (WIDTH << 16) | (HEIGHT << 0)

The interleaved property **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_INTERLEAVED:**

SUPPORT VALUE: 0: PROGRESSIVE

1: INTERLACED

The frame rate property **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRAME_RATE:**

SUPPORT VALUE: 24 / 25 / 30 / 50 / 60 FPS

EXAMPLE#02: GET CURRENT VIDEO FORMAT.

```
ULONG resolution = 0, framerate = 0, interlaced = 0;
```

```
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_RESOLUTION,
                        NULL, 0,
                        &resolution, sizeof(ULONG), &temp );
```

```

m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRAME_RATE,
                        NULL, 0,
                        &framerate, sizeof(ULONG), &temp );
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_INTERLEAVED,
                        NULL, 0,
                        &interlaced, sizeof(ULONG), &temp );

```

To obtain a more precise frame rate, combined with fraction property.
The **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRACTION_1000_1001**:

SUPPORT VALUE: 23.97 / 24.97 / 29.97 / 49.95 / 59.94 FPS

```

23.97 = 24 * (1000/1001)
24.97 = 25 * (1000/1001)
29.97 = 30 * (1000/1001)
49.95 = 50 * (1000/1001)
59.94 = 60 * (1000/1001)

```

EXAMPLE#03: TO GET MORE ACCURATE VIDEO FRAME RATE.

```

DWORD dw_framerate_fraction_property = 0;
double d_video_framerate_property = 0.0;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRAME_RATE,
                        NULL, 0,
                        &framerate, sizeof(ULONG), &temp );
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRACTION_1000_1001,
                        NULL, 0,
                        & dw_framerate_fraction_property, sizeof(ULONG), &temp );

d_video_framerate_property = framerate;

if ( dw_framerate_fraction_property == 1 ){
    d_video_framerate_property *= 1000;
    d_video_framerate_property /= 1001; }

```

The two properties **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_COLORIMETRY** / **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_COLORRANGE** allows you to get the YCbCr transfer matrix and RGB color range for incoming signal. For example, suppose the device converts from RGB to YCbCr. If it gets the YCbCr matrix

is 2 and the RGB color range is 1, the device converts full range RGB to ITU-R BT.709 YCbCr.

SUPPORT VALUE: 0: UNKNOWN
1: BT601
2: BT709

EXAMPLE#04: GET CURRENT COLORIMETRY.

```
ULONG nColorIMETRY = 0;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_COLORIMETRY,
                        NULL, 0,
                        &nColorIMETRY, sizeof(ULONG), &temp );
```

SUPPORT VALUE: 0: UNKNOWN
1: FULL RANGE (0 ~ 255)
2: LIMITED RANGE (16 ~ 235)

EXAMPLE#05: GET CURRENT RGB COLOR RANGE.

```
ULONG nColorRange = 0;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_COLORRANGE,
                        NULL, 0,
                        &nColorRange, sizeof(ULONG), &temp );
```

The property **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_MACROVISION** allows you to detect if the input's media content owns HDCP or MarcoVision protection.

Note!! To protect the content license, all behaviors in software porting should be complied with HDCP rules. Detect in any registered content of HDCP or MarcoVision, please disable the recording function in software.

SUPPORT VALUE: 0, 1 - NO ~ YES

EXAMPLE#06: GET HDCP PROTECT.

```
ULONG nHDCP = 0;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_MACROVISION,
                        NULL, 0,
                        &nHDCP, sizeof(ULONG), &temp );

if( HDCP == 1 ) { RECORD_FUNCTION = DISABLE; }
if( HDCP == 0 ) { RECORD_FUNCTION = ENABLE; }
```

The property **KSPROPERTY_CUSTOM_GET_ANALOG_AUDIO_SAMPLE_FREQUENCY** can auto detect current audio format and can report it to upper software. Currently, all audio formats are stereo and 16bits quality. The only difference is their sample frequency, so you can use the property to obtain the input's sample frequency.

SUPPORT VALUE: 48000 - STEREO / 16BITS / 48000HZ
44100 - STEREO / 16BITS / 44100HZ
32000 - STEREO / 16BITS / 32000HZ

EXAMPLE#07: GET CURRENT AUDIO SAMPLE FREQUENCY.

```
ULONG nFrequency = 0;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_AUDIO_SAMPLE_FREQUENCY,
                        NULL, 0,
                        &nFrequency, sizeof(ULONG), &temp );
```

- 3.3. **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SINGAL_DEBUG_INFO** (271) (READ ONLY)
- 3.3. **KSPROPERTY_CUSTOM_GET_PREVIEW_VIDEO_STARAM_FRAME_NUMBER_INFO** (351) (READ ONLY)
- 3.3. **KSPROPERTY_CUSTOM_GET_PREVIEW_AUDIO_STARAM_FRAME_NUMBER_INFO** (361) (READ ONLY)
- 3.3. **KSPROPERTY_CUSTOM_GET_ENCODER_VIDEO_DEFAULT_FRAME_NUMBER_INFO** (430) (READ ONLY)

The property **KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SINGAL_DEBUG_INFO** is used to get the debug information in capture card running state. The output information is 32-bit error numbers. If the number is 0, the device is working properly. You can call it in timer function to get current signal status regularly.

SUPPORT VALUE: 0: GOOD

OTHERS: ERROR BITS

EXAMPLE#01: TO GET CURRENT SINGAL DEBUG STATUS.

```
ULONG dwSingalDebugInfo = 0x00000000;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SINGAL_DEBUG_INFO,
                        NULL, 0,
                        &dwSingalDebugInfo, sizeof(ULONG), &temp );
```

The property **KSPROPERTY_CUSTOM_GET_PREVIEW_VIDEO_STARAM_FRAME_NUMBER_INFO** allows you to get the total number of frames in preview video. The property reads frame number information from video stream. You can call it in timer function to get current frame number regularly.

SUPPORT VALUE: FRAME NUMBER

EXAMPLE#02: TO GET VIDEO PREVIEW STREAM'S FRAME NUMBER.

```
ULONG dwPreviewVideoFrameNumber = 0;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_PREVIEW_VIDEO_STARAM_FRAME_NUMBER_INFO,
                        NULL, 0,
                        &dwPreviewVideoFrameNumber, sizeof(ULONG), &temp );
```

The property **KSPROPERTY_CUSTOM_GET_PREVIEW_AUDIO_STARAM_FRAME_NUMBER_INFO** allows you to get the total number of frames in preview audio. The property reads frame number information from audio stream. You can call it in timer function to get current frame number regularly.

SUPPORT VALUE: FRAME NUMBER

EXAMPLE#03: TO GET AUDIO PREVIEW STREAM'S FRAME NUMBER.

```
ULONG dwPreviewAudioFrameNumber = 0;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_PREVIEW_VIDEO_STARAM_FRAME_NUMBER_INFO,
                        NULL, 0,
                        &dwPreviewAudioFrameNumber, sizeof(ULONG), &temp );
```

The property **KSPROPERTY_CUSTOM_GET_ENCODER_VIDEO_DEFAULT_FRAME_NUMBER_INFO** allows you to get the total number of frames in video encoder. The property reads frame number information from compressed video stream. You can call it in timer function to get current frame number regularly.

SUPPORT VALUE: FRAME NUMBER

EXAMPLE#04: TO GET VIDEO ENCODER STREAM STREAM'S FRAME NUMBER.

```
ULONG dwEncoderVideoFrameNumber = 0;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_ENCODER_VIDEO_DEFAULT_FRAME_NUMBER_INFO,
                        NULL, 0,
                        &dwEncoderVideoFrameNumber, sizeof(ULONG), &temp );
```

- 3.4. **KSPROPERTY_CUSTOM_GET_DEVICE_VIDEO_INPUT_CONFIG_INFO** (8) (READ ONLY)
- 3.4. **KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT** (201)
- 3.4. **KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_AUTO_SCAN_ENABLED** (232)
- 3.4. **KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DVI_YCBCR** (235)
- 3.4. **KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_SOG** (234)

The property **KSPROPERTY_CUSTOM_GET_DEVICE_VIDEO_INPUT_CONFIG_INFO** allows you to get an OR combination of flag bits. This value shows what types of video sources you can set are supplied on one capture card.

EXAMPLE#01: TO GET THE SUPPORT INPUTS OF THE VIDEO SOURCE ON ONE CAPTURE CARD.

```
ULONG nInput = 0xFFFFFFFF;
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_GET_DEVICE_VIDEO_INPUT_CONFIG_INFO,
                        NULL, 0,
                        &nInput, sizeof(ULONG), &temp );
```

SUPPORT VALUE: 0: COMPOSITE
 1: SVIDEO
 2: HDMI
 3: DVI-D
 4: COMPONENTS (YCBCR)
 5: DVI-A (RGB) (VGA)
 6: SDI

The property **KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT** allows you to get/change current video input source. We can support total 7 kinds of video input sources, HDMI, DVI-D, Components, DVI-A, SDI, COMPOSITE and SVIDEO.

SUPPORT VALUE: 0: HDMI
 1: DVI-Digital
 2: Components (YCbCr)
 3: DVI-Analog (RGB) (VGA)
 4: SDI
 5: COMPOSITE
 6: SVIDEO

EXAMPLE#02: SET INPUT TO HDMI.

```
ULONG nInput = 0;
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT,
                        NULL, 0,
```

```
&nInput, sizeof(ULONG), &temp );
```

EXAMPLE#03: CHANGE TO SDI INPUT.

```
ULONG nInput = 4;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT,  
                        NULL, 0,  
                        &nInput, sizeof(ULONG), &temp );
```

EXAMPLE#04: GET CURRENT INPUT SOURCE.

```
ULONG nInput = 0;
```

```
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                      KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT,  
                      NULL, 0,  
                      &nInput, sizeof(ULONG), &temp );
```

The property **KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_AUTO_SCAN** allows you to enable or disable the automatic scan video input signal source. If this function detects the actual video input source and format on capture card, it will automatically set the correct video input source and format.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#05 ENABLE THE AUTO INPUT SCAN FUNCTION

```
LONG enable = 0x01;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                      KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_AUTO_SCAN,  
                      NULL, 0,  
                      &enable, sizeof(LONG), &temp );
```

The property **KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DVI_YCBCR** allows you to use the DVI-I connector for component incoming signals.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#06: TO ENABLE THE FUNCTION

```
LONG enable = 0x01;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                      KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DVI_YCBCR,  
                      NULL, 0,  
                      &enable, sizeof(LONG), &temp );
```


If your input supports SOG (Sync on Green), you can use the property **KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_SOG** to enable or disable it.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#07: TO ENABLE SYNC ON GREEN

```
LONG enable = 0x01;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_SOG,  
                        NULL, 0,  
                        &enable, sizeof(LONG), &temp );
```

3.5. KSPROPERTY_CUSTOM_GET_DEVICE_AUDIO_CONFIG (9)

3.5. KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_INPUT (255)

The property **KSPROPERTY_CUSTOM_GET_DEVICE_AUDIO_CONFIG** allows you to get an OR combination of flag bits. This value shows what types of audio sources you can set are supplied on one capture card.

EXAMPLE#01: TO GET THE SUPPORT INPUTS OF THE AUDIO SOURCE ON ONE CAPTURE CARD.

```
LONG nInput = 0xFFFFFFFF;
```

```
Preview->m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                                KSPROPERTY_CUSTOM_GET_DEVICE_AUDIO_CONFIG, NULL, 0,  
                                &nInput, sizeof(LONG) );
```

The property allows you to get/change current audio input source. You can select audio from embedded audio data or from extra line-in cable.

SUPPORT VALUE: 0: Embedded Audio
 1: Line In

Note!! The property is enabled only by HDMI, DVI-D, and SDI input mode.

EXAMPLE#02: CHANGE TO EMBEDDED AUDIO INPUT.

```
ULONG input = 0;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                       KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_INPUT,  
                       NULL, 0,  
                       &input, sizeof(ULONG) );
```

EXAMPLE#03: CHANGE TO LINE-IN INPUT.

```
ULONG input = 1;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                       KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_INPUT,  
                       NULL, 0,  
                       &input, sizeof(ULONG) );
```

EXAMPLE#04: GET CURRENT AUDIO INPUT SOURCE.

```
ULONG input = 0;
```

```
m_pKsPropertySet->Get( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                       KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_INPUT,  
                       NULL, 0,  
                       &input, sizeof(ULONG), &temp );
```


3.7. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DEINTERLACE_TYPE (200)

The property offers one software-based de-interlace on interleaved video frame buffer. There are 4 methods to de-interlace video that can be controlled by you. After de-interlacing video, the incoming video frame buffer will become one progressive frame.

SUPPORT METHOD: 0: BOB
 1: WEAVE (OFF)
 2: LOW MOTION
 3: HIGH MOTION

EXAMPLE#01: SET DEINTERLACE METHOD TO BOB.

```
ULONG nDeinterlaceMethod = 0;
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DEINTERLACE_TYPE,
                        NULL, 0,
                        &nDeinterlaceMethod, sizeof(ULONG) );
```

EXAMPLE#02: SET DEINTERLACE METHOD TO WEAVE.

```
ULONG nDeinterlaceMethod = 0;
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DEINTERLACE_TYPE,
                        NULL, 0,
                        &nDeinterlaceMethod, sizeof(ULONG) );
```

3.8. KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_VOLUME (251)

The property is used to control the current audio ADC's volume on the capture card.

SUPPORT VALUE: 0 (Mute): ~ 255 (Full)

Note!! The property is enabled only by HDMI, DVI-D, and SDI input mode.

EXAMPLE#01: TO SET THE AUDIO VOLUME AMPLITUDE.

LONG volume = 128;

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_VOLUME,  
                        NULL, 0,  
                        &volume, sizeof(ULONG), &temp );
```

- 3.9. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_OFFSET_X (221)
- 3.9. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_OFFSET_Y (222)
- 3.9. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_ASPECT_RATIO (224)
- 3.9. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_HACTIVE_PIXELS (225)

If input is in VGA or YCbCr, these properties (221/222/224/225) allow you to adjust the hardware receiver's property.

The offset property (221/222) allows you to adjust the horizontal and vertical offset for signal. Moreover, our driver will do auto memorize for setting value in next detection.

SUPPORT VALUE: -127 ~ +128

EXAMPLE#01: TO SET HORIZONTAL OFFSET FOR VGA.

```
LONG offset = -8;
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_OFFSET_X,
                        NULL, 0,
                        &offset, sizeof(LONG), &temp );
```

EXAMPLE#02: TO SET VERTICAL OFFSET FOR VGA.

```
LONG offset = -8;
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_OFFSET_Y,
                        NULL, 0,
                        &offset, sizeof(LONG), &temp );
```

The aspect ratio property (224) allows you to adjust signal's aspect ratio during displaying. The boundary will be filled by black image.

SUPPORT VALUE: 0 (4 : 3) , 1 (5 : 4) , 3 (16 : 9) ,
 4 (16 : 10) , 5 (3 : 2) , 6 (1 : 1) ,
 7 (HACTIVE PIXELS)

EXAMPLE#3: TO SET 16:9 ASPECT RATIO FOR VGA.

```
LONG aspectratio = 3;
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_ASPECT_RATIO,
                        NULL, 0,
                        &aspectratio, sizeof(LONG), &temp );
```

The horizontal active pixel property (225) allows you to set the total number of active pixels on a horizontal line. The horizontal component of timing consists of the horizontal active and horizontal blanking periods.

SUPPORT VALUE: PIXELS

EXAMPLE#4: TO SET HORIZONTAL ACTIVE PIXELS FOR VGA.

```
LONG pixels = 1920;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_HACTIVE_PIXELS,  
                        NULL, 0,  
                        &aspectratio, sizeof(LONG), &temp );
```

3.10. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_PHASE (219)

If input is in VGA or YCbCr, the property allows you to adjust the hardware receiver's property. If your monitor is on a VGA or YCbCr cable, you need to set the phase right. The property has values from 0 to 63. You can increase or decrease the value until the display clears up, no more fuzziness or shakiness.

The auto phase property can be set as below:

SUPPORT VALUE: 0 ~ 63 - MANUAL PHASE DEGREE

SUPPORT VALUE: 0x80000000 - AUTO PHASE

EXAMPLE#01: TO SET VGA PHASE AUTOMATICALLY.

```
ULONG phasevalue = 0x80000000;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_PHASE,  
                        NULL, 0,  
                        &phasevalue, sizeof(ULONG), &temp );
```


3.11. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_EQ (240)

3.11. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_BANDWIDTH (248)

The property (240) allows you to set a suitable distance in meter when using the DVI and HDMI signal. Basically, the quality of signal can vary widely based on the cable's materials, but here can adjust the settings through the property.

SUPPORT VALUE: 0 ~ 2 - **2m, 10m, 10~15m (METER)**

EXAMPLE#01: TO SET THE CABLE LENGTH IN 2 METER

```
LONG input = 0x00;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_EQ,  
                        NULL, 0,  
                        &input, sizeof(LONG), &temp );
```

EXAMPLE#02: TO SET THE CABLE LENGTH IN 10 METER

```
LONG input = 0x01;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_EQ,  
                        NULL, 0,  
                        &input, sizeof(LONG), &temp );
```

EXAMPLE#03: TO SET THE CABLE LENGTH IN 10~15 METER

```
LONG input = 0x02;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_EQ,  
                        NULL, 0,  
                        &input, sizeof(LONG), &temp );
```

The property (248) allows you to get/set current video input bandwidth for the HDMI or DVI input. We can support total 6 kinds of video input bandwidth, 50%, 75%, 100%, 125%, 150%, and 200%. By default, the bandwidth is 75%.

SUPPORT HDMI/DVI BANDWIDTH: 0: 50%

1: 75%

2: 100%

3: 125%

4: 150%

5: 200%

3.12. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_COLOR_RANGE (231)

The property allows you to control each input (HDMI, COMPONENT, VGA) to different scale rang. You should choose proper mode because it makes you achieve the most accurate color.

We can use a 32-bit number (4 byte) as input value:

A 2-bit **operation code** can be set as below to specify the conversion operation:

- 0: Keep the color range unchanged. (Default)
- 1: Shrink the input from full range to limited range. (16-235 level)
- 2: Expand the input from limited range to full range. (0-255 level)

Other bit fields are used to represent as below:

- [1:0] Operation code for HDMI input when register reveals 0 "Default (depend on video format)"
- [5:4] Operation code for HDMI input when register reveals 1 "Limited range"
- [9:8] Operation code for HDMI input when register reveals 2 "Full range"
- [13:12] Operation code for Component input
- [17:16] Operation code for VGA input

NOTE: Normally it is recommended to set operation code to default. If the displayed black or white color in the video input is not enough true. You can use the mode adjustment to change the color quality for video input.

EXAMPLE#01: TO CHANGE HDMI INPUT LIMITED RANGE TO FULL RANGE

```
LONG input = 0x00020;
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_COLOR_RANGE, NULL, 0,
                        &input, sizeof(LONG) );
```

EXAMPLE#02: TO CHANGE HDMI INPUT FULL RANGE TO LIMITED RANGE

```
LONG input = 0x00100;
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_COLOR_RANGE, NULL, 0,
                        &input, sizeof(LONG) );
```

EXAMPLE#03: TO CHANGE ALL INPUT TO LIMITED RANGE

```
LONG input = 0x11100;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_COLOR_RANGE, NULL, 0,  
                        &input, sizeof(LONG) );
```

EXAMPLE#04: TO EXPAND ALL INPUT COLOR RANGE NO MATTER WHAT

```
LONG input = 0x22222;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_COLOR_RANGE, NULL, 0,  
                        &input, sizeof(LONG) );
```

3.13. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_FPS_PATCH (218)

The property allows you to control the output format from one video capture filter. It allows you to adjust the video's frame rate from driver side. If it is disabled, the output frame rate is equal to input signal's frame rate.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#01: TO ENABLE FRAMERATE SCALER.

```
LONG enable = 0x01;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_FPS_PATCH, 0,  
                        &enable, sizeof(LONG) );
```

3.14. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_RESOLUTION_PATCH (220)

The property allows you to adjust the video's resolution from hardware board. If it is disabled, the output resolution is equal to input signal's resolution. If it is enabled, we will enable one auto scalar to output customized format. For example, input resolution is 1920x1080 and capture output pin's resolution is 720x480.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#01: TO ENABLE RESOLUTION SCALER.

```
LONG enable = 0x01;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_RESOLUTION_PATCH, 0,  
                        &enable, sizeof(LONG) );
```

3.15. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_IS_SINGLE_FOMART_OUTPUT (215)

To configure a capture filter's output format, the property can expose all range of output formats or expose only single format. If it is disabled, the capture filter expose all output formats. If it is enabled, we can only expose one format on the video capture filter output.

SUPPORT VALUE: 0: EXPOSE ALL FORMATS
1: SINGLE FORMAT

We can combine these three properties (215/218/220) to remove image scale function.

EXAMPLE#01: TO REMOVE IMAGE SCALER.

```
LONG enable = 0x00;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_IS_SINGLE_FOMART_OUTPUT, 0,  
                        &enable, sizeof(LONG) );
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_FPS_PATCH, 0,  
                        &enable, sizeof(LONG) );
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_RESOLUTION_PATCH, 0,  
                        &enable, sizeof(LONG) );
```

Note, to enable them (218, 220, 215), you need reboot the system.

3.17. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_QUEUE_BUFFER_SIZE (216)

The property allows you to specify the number of the rendered video frame in the queue buffer for a preview stream. By the default, the queue size of the corresponding a preview stream is set 10. Here we recommended use the size by default because this is implicated in many resource issues. For example, the unexpected signal error may occur if the total buffer sizes you want to set exceed the system capabilities.

Note: Setting queue buffer size will involve in dynamically allocated memory.

EXAMPLE#01: TO SET THE PREVIEW QUEUE SIZE TO 10 FRAMES

```
LONG nBufferSize = 10;
```

[illegible]

3.18. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_VBI_LINES_GRAB_ENABLE (236)

This property allows you to enable or disable the VBI (Vertical Blanking Interval) and VANC (Vertical Ancillary Data) capture function. When processing video signals, VBI is suitable for data transmission. The VANC can be used to carry additional data such as subtitles and timecode. Such as NTSC, VBI contains 21 lines, 1 to 9 are reserved for the use of video time signal. Line 10 to 21 can be used to transmit data. Line 21 is widely used in closed caption. Therefore, a total of 11 lines can be used to transmit data.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#01: ENABLE THE VBI/VANC CAPTURE FUNCTION

```
LONG enable = 0x01;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_VBI_LINES_GRAB_ENABLE,  
                        NULL, 0,  
                        &enable, sizeof(ULONG), &temp );
```

EXAMPLE#02: DISENABLE THE VBI/VANC CAPTURE FUNCTION

```
LONG disable = 0x00;
```

```
m_pKsPropertySet->Set( PROPSETID_AMEBDAD_CUSTOM_PROP,  
                        KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_VBI_LINES_GRAB_ENABLE,  
                        NULL, 0,  
                        &disable, sizeof(ULONG), &temp );
```


3.21. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_QUEUE_BUFFER_SIZE (216)

The property allows you to specify the number of the rendered video frame in the queue buffer for a preview stream. By the default, the queue size of the corresponding a preview stream is set 10. Here we recommended use the size by default because this is implicated in many resource issues. For example, the unexpected signal error may occur if the total buffer sizes you want to set exceed the system capabilities.

Note: Setting queue buffer size will involve in dynamically allocated memory.

EXAMPLE#01: TO SET THE PREVIEW QUEUE SIZE TO 10 FRAMES

```
LONG nBufferSize = 10;
```

[illegible]

3.22. KSPROPERTY_CUSTOM_XET_PREVIEW_VIDEO_STERAM_POST_RESOLUTION (350)

The property allows you to adjust current video resolution dynamically. The driver will re-allocate memory during changing video format on capture card running state.

SUPPORT VALUE: RESOLUTION = (WIDTH << 16) | (HEIGHT << 0)

EXAMPLE#01: TO SET PREVIEW VIDEO RESOLUTION DYNAMICALLY.

```
LONG resolution = (WIDTH << 16) | (HEIGHT << 0);
```

[illegible]

3.23. KSPROPERTY_CUSTOM_XET_PREVIEW_VIDEO_STREAM_POST_SKIP_FRAMERATE (246)

The property (246) allows you to adjust current video skip frame rate dynamically. The range of the property is from 1 to 255. It is identical to the skip number of frame. For example, the value 1 will generate the preview frame rate, 15.000fps.

EXAMPLE#01: TO SET PREVIEW VIDEO SKIP FRAMERATE DYNAMICALLY.

The property (247) allows you to adjust current video average frame rate dynamically. The range of the property is from 1 to 85. To enable it, our driver will follow the setting value to output one average fps. For example, 9 mean 9.00fps.

EXAMPLE#02: TO SET PREVIEW VIDEO AVERAGE FRAMERATE DYNAMICALLY.

4. Application Note for DirectShow Developer

The developer who uses DirectShow to access our capture source filter need check the frame size in the callback function of your SampleGrabber class. If the frame size is 0 bytes, it means the frame is one bad frame. You should drop it. More detail, please check with our engineer team directly.