Appendix J - video playback - DirectX - AudioVideoPlayback - Hardware

Objective: AudioDirectX.AudioVideoPlayback use the library for video playback.

We made a first prototype (spike) to test the feasibility of this procedure.

It consists of a simple video player that must comply with the following features: Back of a painting, Normal Play, Pause, Stop, Play, Forward of a picture, Playback different speeds.

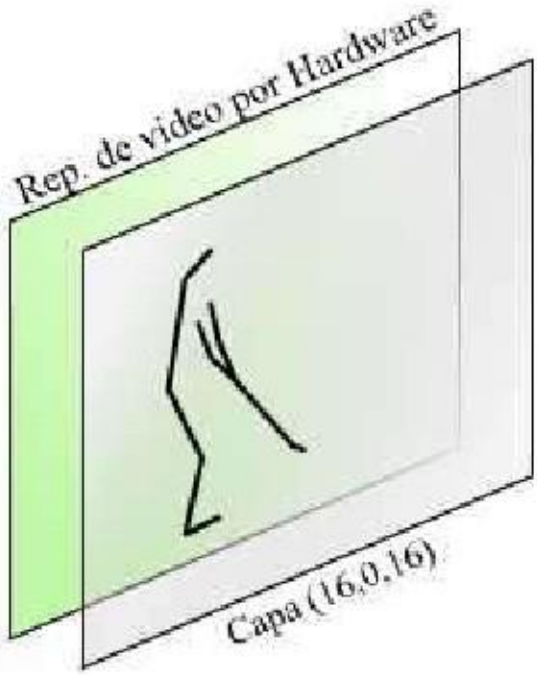
The library allows to generate the video accelerator card using the machine, which makes it very smooth their reproduction.

Since the methodology should allow playback we choose to draw on the video seek a form of do this.

What we found was that Windows reserves the color (16,0,16) and assigns it to the video card for the same play the video that place.

This is checked by a printscreen of video playback (with most players), pasting it into paint and then seeing the color of the place where the video. We note also that the video continue playing in the paint.

This gave us the idea of using a control with a background color of the color to use as mask placed on the video. In this way the layer receive mouse events and draw it and points lines.



This method, while functioning, presents some drawbacks.

Reproduction hardware is only given when you have a single video playback. From the moment in which open two or more, the second and successive video are reproduced by software, where the color layer (16,0,16) has no effect.

Related to this, we note that different players and applications working with color filters do not always used the (16,0,16).