

C++ Video Sample and Sound Sample Documentation

In order to successfully compile and run the sample application, the following requirements must be met:

Visual Studio or Visual C++ 2005 or later must be installed

...in order to open the sample Solution file. It can be obtained for free through the MSDNAA, via some of the Windows computers in the first row on the left side (from the front of the monitors) in the CSIL lab. Please see <http://www.cs.sfu.ca/CC/CSILPC/index.html#m-4> for more information. You'll need 2 CDs or a DVD to write the image files at those computers.

Otherwise, you can also obtain the free "Express edition" of Visual Studio 2008 from:
<http://www.microsoft.com/express/download/>

The Microsoft Windows Platform SDK and DirectX SDK must be installed

It used to be the case that the DirectX SDK was only necessary, but DirectShow has since been moved over to the Windows SDK. For reference, I used the Windows SDK version 6.1 and March 2008 DirectX SDK on a WindowsXP machine.

NOTE: *It is recommended that the April 2007 release of the DirectX SDK be used, due to the fact that a header used during compilation, called dxtrans.h, is missing from every DirectX SDK release since then. This is reportedly an unintentional slip-up on Microsoft's part and may be fixed in a future release.*

Should you decide to install a newer release and encounter errors relating to dxtrans.h, you could work around the error by commenting out any references to dxtrans.h and anything relating to "IDXEffect". This may lead to issues relating to the compilation of other programs that may reference the IDXEffect class however.

Upon installation of the Windows SDK, please run the Visual Studio Registration Tool to automatically configure VS to make use of said SDK. The DirectX SDK must be manually setup in Visual Studio by going to the 'Tools' menu -> 'Options' -> 'Projects and Solutions' -> 'C++ Directories'. You must then set the appropriate paths for 'Include files' ('include' directory) and 'Library files' ('bin' directory) by selecting the drop down box on the upper right called "Show directories for" and subsequently clicking the button represented by a folder with a star on the corner to create a new directory entry. The appropriate DirectX directories can then be specified. The default include path for the DirectX SDK is under **"C:\Program Files\Microsoft DirectX SDK(April 2007 or whichever version you have installed)\include"**.

Finally, a library called strmbasd.lib is included in the source directory of this sample, as it is required to compile the project successfully. In the event that it is outdated, the DirectShow base class project must be built in debug mode and copied over to the sample path. The DirectShow base class project can be found in **<Microsoft SDK path>\Samples\Multimedia\DirectShow\BaseClasses**