**Extended UWP Samples**

**Overview**Extended UWP Samples solution (InteropSamples.sln) contains 3 projects:

* MSDKInterop – DLL providing classes for between MSDK and UWP applications
* EncoderSample – sample showing how to encode raw stream (YUV) into elementary encoded stream (AVC, HEVC)
* PlayerSample – sample showing how to use MSDK for decoding compressed streams and render decoded frames using MediaElement and MediaStreamSource classes.

**Hardware Requirements**PC with Intel Core CPU of 6th generation (SKL) or higher.

**Software Requirements**

* Windows 10 RS5 installed MSDK DFP Package
* Microsoft Visual Studio 2017
* Windows 10 SDK build 10.0.17763.0
* Optional: FFMPEG package (for MP4 muxing support).

Note: if you have previously installed version of MSDK DFP, before installing newer one you have to uninstall previous version and all dependent apps. You may do it using these powershell commands:

1. Uninstall all previous instances of UWP apps that have DFP dependency

Get-AppxPackage | %{$package=$\_; $manifest=$(Get-AppxPackageManifest $package); $isDep=$False; $manifest.package.dependencies.packagedependency.name | %{if($\_ -like "\*AppUp.IntelMediaSDKDFP\*") {$isDep=$True;}}; if($isDep -eq $True) {$package;}}

1. Uninstall previous instances of DFP:

Get-AppxPackage \*mediasdk\* | Remove-AppxPackage

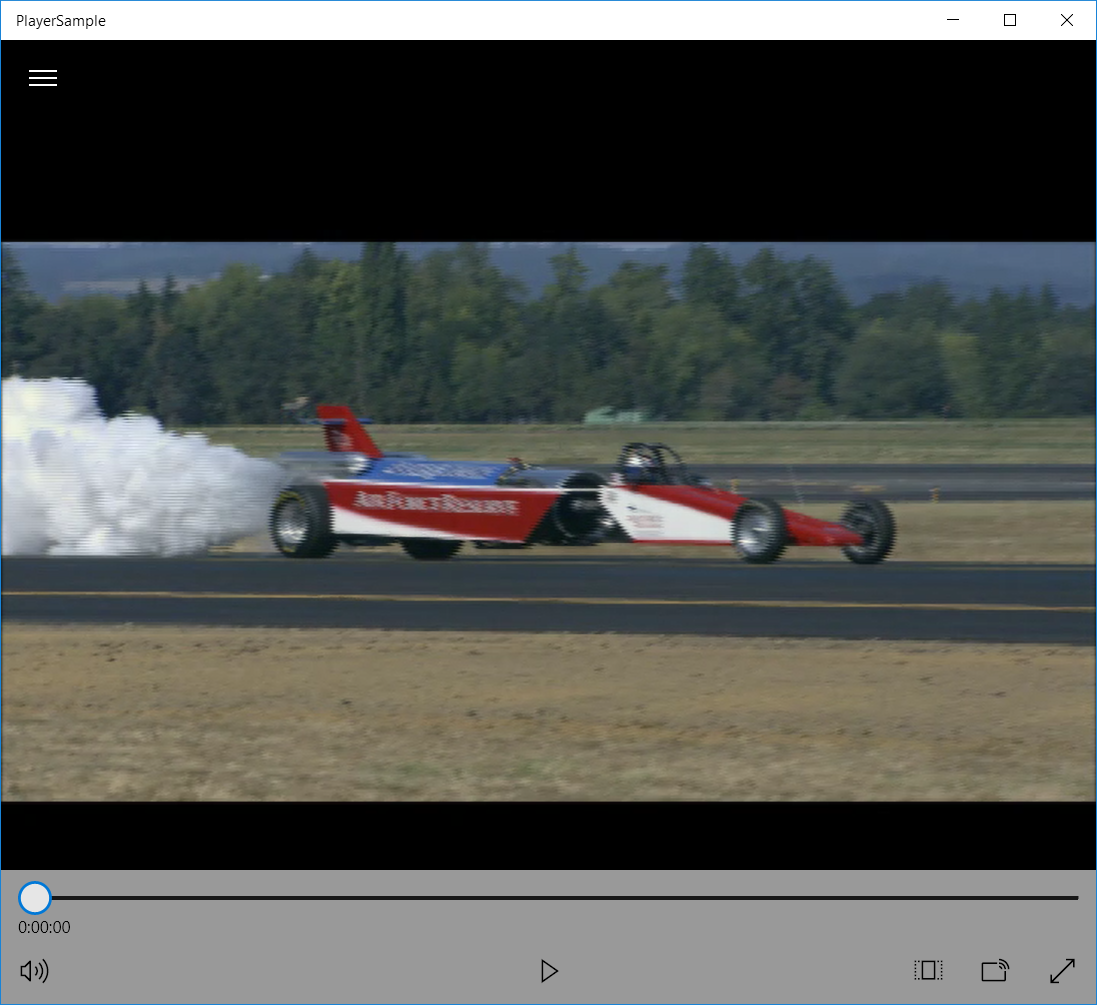
**How to Build the Application**Open and build samples solution: samples\ExtendedUWPSamples\InteropSamplesWithDispatcher.sln

For “WithExtras” configuration you need to copy built FFMPEG libraries into samples\ExtendedUWPSamples\ffmpeg folder.

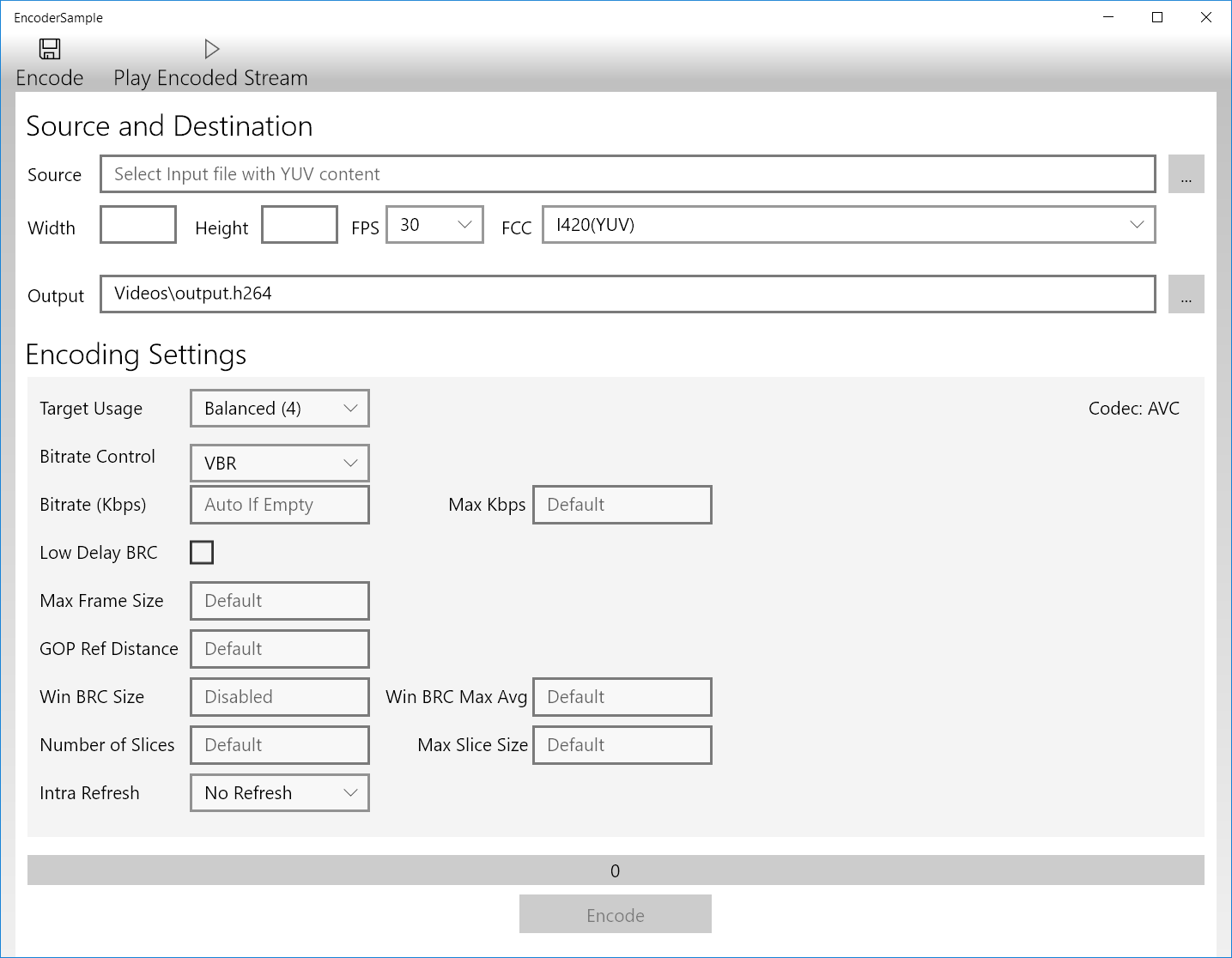
NOTE: Samples’ manifest files contain optional dependency to MSDK DFP package. Using optional dependency is required to pass WACK tests.

**Running the Software**Run samples from Visual Studio or build Store Package using Visual Studio and install them using generated PowerShell script. Both methods use sideloading, so you have to enable Developer Mode in Windows settings to run samples.

After launching PlayerSample use popup menu to open elementary stream file (codec type is determined by file extension) and use player control buttons to play/paus.



After launching EncoderSample please provide required information about files into corresponding fields (in and out file names, frame size, frame rate, color format) and fill in encoding parameter or use default values. Codec type is determined by file extension of output file.



**Known Limitations**

* MP4 files (MP4 container) cannot be played out using built-in player.

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