Media SDK

FAQ



1 General Questions

- 1. On Windows 7, while using Visual Studio 2010, I get a COFF error when I build.
 - In the linker settings, change the Build Incrementally option to NO.
- 2. Connecting the decoder MFT to the encoder MFT directly for interlace streams fails and generates topology errors.

Currently, the AMD H.264 encoder does not support the interlaced mode. Therefore, if the interlaced mode is presented to the encoder, the encoder fails to build the topology.

3. Why does the Video Quality filter provided by AMD not work on Trinity or Richland platforms?

The Video Quality filter is supported for Southern Island graphics cards (and later versions). Trinity and Richland platflorms contain Northern Island graphics cards.

4. How do I generate the MFTrace for my processing topology?

For generating the MFTrace for your topology, review the following link: http://msdn.microsoft.com/en-us/library/windows/desktop/ff685370%28v=vs.85%29.aspx

5. I have Richland + SI dGPU. The PlaybackVQ or TranscodeVQ sample runs, but the Video Quality filter does not take effect.

The Video Quality (VQ) filters are not supported on NI platforms. Hence the VQ component gets bypassed when the display is connected to an NI platform. Connecting the display to a supported dGPU will ensure that VQ filters take effect.

6. Why does the Image Overlay sample not execute on Intel machines?

By default, the DX <-> OpenCL Interop is enabled in the Image Overlay sample. Some of AMD's OpenCL extensions may not be supported on Intel machines. Disabling Interop (by setting the useInterop flag to 0 in the configuration file) will ensure that the sample executes successfully on Intel machines.

7. Elementary streams are required as input to the Simple Transcode sample. How do I extract the elementary stream from container formats?

To extract elementary streams from container formats, you can use tools such as the following:

- ☐ FFmpeg (http://www.ffmpeg.org/download.html)
- □ MP4Box (http://www.videohelp.com/tools/mp4box)
- □ YAMB (http://yamb.unite-video.com/download.html)

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F	or ty	pical container formats, the following tools are recommended:
		.avi with any codec: FFmpeg
		.3gp, .mp4 with MPEG4/H.264 codec: MP4Box, or YAMB (if a GUI is desired)
E	Extrac	cting using FFmpeg
		Verify that the required elementary stream format is part of the supported formats by executing the following command: ffmpeg -formats
		To extract, execute the following command: ffmpeg -i <input/> -vcodec copy -f <format> <output.format></output.format></format>
E	Extrac	cting elementary H.264 from an AVI using FFmpeg
		To dump the elementary stream with start codes, execute the following command: -vbsf h264_mp4toannexb -f h264 -vcodec copy
		Verify that the required elementary stream format is part of the supported formats by executing the following command: ffmpeg -formats (you should see "format = h264" as one of the supported formats)
		To extract, execute the following command: ffmpeg -i input.avi -vcodec copy -vbsf h264_mp4toannexb -f h264 output.h264
E	Extrac	cting elementary MPEG4 from an AVI using FFmpeg
		Verify that the required elementary stream format is part of the supported formats by executing the following command:
		To extract, execute the following command: ffmpeg -i input.avi -vcodec copy -f m4v output.m4v
E	Extrac	cting using MP4Box
		Get the track-IDs to dump by executing the following command: mp4box -info input.mp4
		Dump the required track by executing the following command: mp4box -raw <trackid> input.mp4</trackid>
		If you prefer a GUI, use the YAMB tool instead.
	What stream	should I do if the Transcode VQ sample does not work for some H.264 containerns?
		To isolate the issue, generate an elementary stream from the H.264 container stream and run the elementary stream through the Simple Transcode sample.

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The Transcode VQ sample uses the <code>Source-->Decoder-->VQ</code> <code>Filter-->Encoder-->Sink</code> topology, while the Simple Transcode sample uses the Custom <code>Source-->Decoder-->Encoder-->Custom</code> <code>Sink</code> topology. Therefore, if the issue does not exist with the Simple Transcode sample, the <code>Decoder</code> and <code>Encoder</code> modules must be working correctly, and the <code>Source</code>, <code>Sink</code>, and <code>VQ</code> <code>Filter</code> modules will need to be debugged further.

9. Can a software or hardware encoder/decoder be explicitly specified?

- Yes, you can specify whether the software encoder/decoder (codec) or the hardware codec must be used by setting the useSWCodec flag in the configuration file for the following samples:
 - ImageOverlay OpenCL
 - Simple Transcode
 - Transcode VQ
 - Video Edit AMP
 - Video Edit OpenCL
- □ By default, the hardware codec is selected.

If the hardware codec is specified, i.e. if the useSWCodec flag is set to 0, then the sample uses the AMD hardware codec if it is available; otherwise, the sample uses any other available hardware codec. If no hardware codecs are available, the sample falls back to using the software codec.

If the useSWCodec flag is set to 1, the sample uses the software codec; otherwise, the sample uses the AMD hardware codec or any other available hardware codec (in that order).

2 DEM Questions

10. Why is audio missing in the VCE_DEM in AV_TS mode?

Audio and video are provided in only the "Generic" usage mode. Audio is not provided in the "Wireless display" usage mode and in the "Low latency" usage mode.

11. How is Audio and Video synchronization maintained in VCE DEM?

The Display Controller Engine does audio-video synchronization before transferring control to the VCE. To ensure that the application delivers synchronized video and audio, it is recommended to use the DEM APIs. The <code>GetTimeStamp()</code> method (part of the <code>AMFDemBuffer</code> class) can be used to determine the timestamps of the data; the <code>GetDataType()</code> method (part of the <code>AMFDemBuffer</code> class) can be used to determine the data type (i.e. whether it is audio or video).

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