

# SC590 Extra Software Programming Guide

## Custom Property

1. **KSPROPERTY\_CUSTOM\_GET\_DEVICE\_SERIAL\_NUMBER\_INFO** (0) (READ ONLY)

1. **KSPROPERTY\_CUSTOM\_GET\_DEVICE\_BUS\_NUMBER\_INFO** (2) (READ ONLY)

The property **KSPROPERTY\_CUSTOM\_GET\_DEVICE\_SERIAL\_NUMBER\_INFO** allows you to get Vendor ID (VID) and Product ID (PID) for the capture card. Vendor ID and product ID are 16-bit numbers used to identify PCI devices to a computer. The VID and PID are embedded in the capture card and communicated to the computer.

EXAMPLE#01: TO GET THE VENDER ID AND PRODUCT ID FROM THE CAPTURE CARD.

```
ULONG dwSerialNumber = 0x00000000;  
AMESDK_GET_CUSTOM_PROPERTY( hDevice, 0, &dwSerialNumber);
```

The property **KSPROPERTY\_CUSTOM\_GET\_DEVICE\_BUS\_NUMBER\_INFO** allows you to get current PCI bus number on the capture card. For example, the capture card on the first PCI slot, on the second PCI slot, or on the third PCI slot, etc.

EXAMPLE#02: TO GET THE BUS NUMBER ON THE CAPTURE CARD.

```
ULONG dwBusNumber = 0x00000000;  
AMESDK_GET_CUSTOM_PROPERTY( hDevice, 2, &dwBusNumber);
```

- 2. **KSPROPERTY\_CUSTOM\_GET\_ANALOG\_VIDEO\_SIGNAL\_LOCK\_STATUS** (230) (READ ONLY)
- 2. **KSPROPERTY\_CUSTOM\_GET\_ANALOG\_VIDEO\_RESOLUTION** (210) (READ ONLY)
- 2. **KSPROPERTY\_CUSTOM\_GET\_ANALOG\_VIDEO\_INTERLEAVED** (223) (READ ONLY)
- 2. **KSPROPERTY\_CUSTOM\_GET\_ANALOG\_VIDEO\_FRAME\_RATE** (208) (READ ONLY)
- 2. **KSPROPERTY\_CUSTOM\_GET\_ANALOG\_VIDEO\_FRACTION\_1000\_1001** (241) (READ ONLY)
- 2. **KSPROPERTY\_CUSTOM\_GET\_ANALOG\_VIDEO\_MACROVISION** (202) (READ ONLY)
- 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;
AMESDK_GET_CUSTOM_PROPERTY( hDev, 230, &nLock );
```

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 |                |
| 1920×1080p@50fps | 0x07800438 | 50 / 49.95 |                |
| 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 | * <sub>1</sub> |
| 720×288P@50fps   | 0x05A00240 | 50 / 49.95 | * <sub>1</sub> |

|                  |            |            |                |
|------------------|------------|------------|----------------|
| 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 | * <sub>2</sub> |
| 640×400p@60fps   | 0x02800190 | 60 / 59.94 | * <sub>3</sub> |
| 640×384p@60fps   | 0x02800180 | 60 / 59.94 | * <sub>3</sub> |

\*<sub>1</sub> THE FORMAT IS USED BY SONY PS1/PS2 GAME MACHINE.

\*<sub>2</sub> THE FORMAT IS USED BY MICROSOFT XBOX360 GAME MACHINE (640×480p@60fps).

\*<sub>3</sub> 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.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 210, &RESOLUTION );
AMESDK_GET_CUSTOM_PROPERTY( hDev, 223, &INTERLACED );
AMESDK_GET_CUSTOM_PROPERTY( hDev, 208, &FRAMERATE );
```

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;

AMESDK_GET_CUSTOM_PROPERTY( hDev, 208, &FRAMERATE );
AMESDK_GET_CUSTOM_PROPERTY( hDev, 241, &dw_framerate_fraction_property );

d_video_framerate_property = FRAMERATE;

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

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#04: GET HDCP PROTECT.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 202, &HDCP );
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#05: GET CURRENT AUDIO SAMPLE FREQUENCY.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 253, &FREQUENCY );
```

- 3. **KSPROPERTY\_CUSTOM\_GET\_ANALOG\_VIDEO\_SINGAL\_DEBUG\_INFO** (271) (READ ONLY)
- 3. **KSPROPERTY\_CUSTOM\_GET\_PREVIEW\_VIDEO\_STARAM\_FRAME\_NUMBER\_INFO** (351) (READ ONLY)
- 3. **KSPROPERTY\_CUSTOM\_GET\_PREVIEW\_AUDIO\_STARAM\_FRAME\_NUMBER\_INFO** (361) (READ ONLY)
- 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;  
AMESDK_GET_CUSTOM_PROPERTY( hDevice, 271, &dwSingalDebugInfo);
```

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;  
AMESDK_GET_CUSTOM_PROPERTY( hDev, 351, &dwPreviewVideoFrameNumber );
```

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;  
AMESDK_GET_CUSTOM_PROPERTY( hDev, 361, &dwPreviewAudioFrameNumber);
```

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;
```

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 430, &dwEncoderVideoFrameNumber);
```

- 4. **KSPROPERTY\_CUSTOM\_GET\_DEVICE\_VIDEO\_INPUT\_CONFIG\_INFO** (8) (READ ONLY)
- 4. **KSPROPERTY\_CUSTOM\_XET\_ANALOG\_VIDEO\_INPUT** (201)
- 4. **KSPROPERTY\_CUSTOM\_XET\_ANALOG\_VIDEO\_INPUT\_AUTO\_SCAN\_ENABLED** (232)
- 4. **KSPROPERTY\_CUSTOM\_XET\_ANALOG\_VIDEO\_SOG** (234)

The property **KSPROPERTY\_CUSTOM\_GET\_DEVICE\_VIDEO\_CONFIG** 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;  
AMESDK_GET_CUSTOM_PROPERTY( hDevice, 8, &nInput);
```

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.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 201, 0 );
```

EXAMPLE#03: CHANGE TO SDI INPUT.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 201, 4 );
```

EXAMPLE#04: GET CURRENT INPUT SOURCE.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 201, &INPUT );
```



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;  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 232, enable );
```

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#06: TO ENABLE SYNC ON GREEN

```
LONG input = 0x01;  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 234, input );
```

**5. KSPROPERTY\_CUSTOM\_GET\_DEVICE\_AUDIO\_CONFIG (9)**  
**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.  
`ULONG nInput = 0xFFFFFFFF;`  
`AMESDK_GET_CUSTOM_PROPERTY( hDevice, 9, nInput);`

The property **KSPROPERTY\_CUSTOM\_XET\_ANALOG\_AUDIO\_INPUT** 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.  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 255, 0 );`

EXAMPLE#03: CHANGE TO LINE-IN INPUT.  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 255, 1 );`

EXAMPLE#04: GET CURRENT AUDIO INPUT SOURCE.  
`AMESDK_GET_CUSTOM_PROPERTY( hDev, 255, &INPUT );`

**6. KSPROPERTY\_CUSTOM\_XET\_ANALOG\_VIDEO\_VERTICAL\_MIRROR (244)**

**6. KSPROPERTY\_CUSTOM\_XET\_ANALOG\_VIDEO\_HORIZONTAL\_MIRROR (245)**

The two properties (244/245) are used to set mirror function. When mirror function is enabled, the vertical or horizontal video frame is inverted on display window. Same as deinterlacing, the property is used for display engine only.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#03: ENABLE THE VERTICAL MIRROR FUNCTION ON DISPLAY WINDOW

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

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 244, enable);
```

EXAMPLE#04: ENABLE THE HORIZONTAL MIRROR FUNCTION ON DISPLAY WINDOW

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

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 245, enable);
```

## 7. 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.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 251, 128 );
```

EXAMPLE#02: TO GET THE AUDIO VOLUME AMPLITUDE.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 251, &VOLUME );
```

**8. KSPROPERTY\_CUSTOM\_XET\_ANALOG\_VIDEO\_VERTICAL\_MIRROR (244)**

**8. KSPROPERTY\_CUSTOM\_XET\_ANALOG\_VIDEO\_HORIZONTAL\_MIRROR (245)**

This property is used to set mirror function. When mirror function is enabled, the vertical or horizontal video frame is inverted on display window. Same as deinterlacing, the property is used for display engine only.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#01: ENABLE THE VERTICAL MIRROR FUNCTION ON DISPLAY WINDOW

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

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 244, enable);
```

EXAMPLE#02: ENABLE THE HORIZONTAL MIRROR FUNCTION ON DISPLAY WINDOW

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

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 245, enable);
```

## 9. 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.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 251, 128 );
```

EXAMPLE#02: TO GET THE AUDIO VOLUME AMPLITUDE.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 251, &VOLUME );
```

## 10. 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.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 218, 1 );
```

## 11. 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.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 220, 1 );
```



## 12. 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.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 215, 0 );  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 218, 0 );  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 220, 0 );
```

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

### 13. 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 or hardware-encoded (main, sub) stream. By the default, the queue size of the corresponding a preview and hardware-encoded stream is set 10 and 16. 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 nBfferSize = 10;  
AMESDK_SET_CUSTOM_PROPERTY( hPreviewDevice, 216, nBfferSize );
```

EXAMPLE#02: TO SET THE HARDWARE-ENCODED QUEUE(MAIN) SIZE TO 16 FRAMES

```
LONG nBfferSize = 16;  
AMESDK_SET_CUSTOM_PROPERTY( hMainDevice, 216, nBfferSize );
```

EXAMPLE#03: TO SET THE HARDWARE-ENCODED QUEUE(SUB) SIZE TO 16 FRAMES

```
LONG nBfferSize = 16;  
AMESDK_SET_CUSTOM_PROPERTY( hSubDevice, 216, nBfferSize );
```

#### 14. 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.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 350, &RESOLUTION );
```

**15. KSPROPERTY\_CUSTOM\_XET\_PREVIEW\_VIDEO\_STREAM\_POST\_SKIP\_FRAMERATE (246)**

**15. KSPROPERTY\_CUSTOM\_XET\_PREVIEW\_VIDEO\_STARAM\_POST\_AVG\_FRAMERATE (247)**

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.

SUPPORT VALUE:    0: DISABLE  
                  1, 2, 3, 4, ... SKIP

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

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 246, &FRAMERATE );
```

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.

SUPPORT VALUE:    0: DISABLE  
                  1 ~ 85 FPS

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

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 247, &FRAMERATE );
```

- 16. KSPROPERTY\_CUSTOM\_XET\_GPIO\_DIRECTION (940)
- 16. KSPROPERTY\_CUSTOM\_XET\_GPIO\_DATA (941)
- 16. KSPROPERTY\_CUSTOM\_XET\_GPIO\_SUPPORT (942) (READ ONLY)

The property allows you to access TW2809's GPIO interface. The property KSPROPERTY\_CUSTOM\_XET\_GPIO\_DIRECTION allows you to control its direction. Here, writing 1 to bit enables this pin as output pin. Usually, the GPIO is controlled by the first chipset in one board.

SUPPORT VALUE: 0 ~ 1 - INPUT ~ OUTPUT

The property KSPROPERTY\_CUSTOM\_XET\_GPIO\_DATA allows you to access GPIO's data.

SUPPORT VALUE: 0 ~ 1 - LOW ~ HIGH

The property KSPROPERTY\_CUSTOM\_XET\_GPIO\_SUPPORT allows you to obtain GPIO's information (pin size) on hardware board. Developer can use it to check if the device can support GPIO access.

SUPPORT VALUE: 0 IS NON-SUPPOR

EXAMPLE#01: TO DEFINE GPIO AS 8 OUTPUT PINS [0:7] AND 8 INPUT PINS [8:15].  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 940, 0x00FF );`

EXAMPLE#02: TO DEFINE GPIO AS 16 OUTPUT PINS [0:15] THEN PULL HIGH FOR ALL.  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 940, 0xFFFF );`  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 941, 0xFFFF );`

EXAMPLE#03: TO DEFINE GPIO AS 16 INPUT PINS [0:15] THEN READ DATA FROM IT.  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 940, 0x0000 );`  
`AMESDK_GET_CUSTOM_PROPERTY( hDev, 941, &GPIO );`

**18. KSPROPERTY\_CUSTOM\_SET\_OSD\_LINE (920) (WRITE ONLY)**

**18. KSPROPERTY\_CUSTOM\_SET\_OSD\_TEXT\_STRING (921) (WRITE ONLY)**

The properties allow you to change TW2809's OSD context. The properties \*SET\_OSD\_LINE and \*SET\_OSD\_TEXT\_STRING both help you to change string context. Note!! When you set the custom string into device, our driver will auto disable default time OSD. The max string length is 16 characters.

SUPPORT VALUE: 0 ~ 2 - LINE#0 ~ LINE#2

EXAMPLE#01: TO CHANGE LINE#0'S STRING.

```
CHAR string[] = "1234567890ABCDEF";  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 920, 0x00000000 );  
AMESDK_SET_CUSTOM_PROPERTY_EX( hDev, 921, (BYTE *) (string), strlen(string) + 1 );
```

EXAMPLE#02: TO CHANGE LINE#1'S STRING.

```
CHAR string[] = "CH00";  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 920, 0x00000001 );  
AMESDK_SET_CUSTOM_PROPERTY_EX( hDev, 921, (BYTE *) (string), strlen(string) + 1 );
```

- 19. **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_MODE** (407)
- 19. **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_QUALITY** (404)
- 19. **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_BITRATE** (403)
- 19. **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_MAX\_BITRATE** (409)
- 19. **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_MIN\_BITRATE** (410)

The property **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_MODE** allows you to get/set record mode on hardware-compressed capture device. There are 3 kinds of encoder mode: variable bitrate (VBR), constant bitrate (CBR) and average bitrate (ABR).

SUPPORT VALUE: 0: VBR ( FQP )  
1: CBR  
2: ABR

In the VBR mode, you choose the desired quality going from 0 (lowest quality) to 1000 (highest quality). The encoder tries to maintain the given quality for your video file. The main advantage is that you are able to specify the quality level that you want to reach, but the disadvantage is that the video size is unpredictable.

The property **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_QUALITY** allows you to set a suitable quality in VBR mode.

SUPPORT VALUE: 0 ~ 10000

EXAMPLE#01: TO SET VIDEO ENCODER QUALITY.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 407, 0 );  
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 404, 8000 );
```

In the CBR mode, the bitrate will be the same for the whole video file. The quality of your video is variable. The main advantage is that final video size can be accurately predicted, but the disadvantage is that the complex video parts will be a lower quality.

The property **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_BITRATE** allows you to set a suitable bitrate in CBR mode.

SUPPORT VALUE: 0 ~ 60000000 BPS

EXAMPLE#02: TO SET VIDEO ENCODER BITRATE.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 407, 1 );
```

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 403, 12 * 1024 * 1024 );
```

In the ABR mode, you choose a target bitrate and the encoder will try to constantly maintain an average bitrate while using higher bitrate for the parts of your video that need more bits. The result will be of higher quality than CBR encoding while the average file size will remain predictable.

SUPPORT VALUE: 0 ~ 600000000 BPS

EXAMPLE#03: TO SET VIDEO ENCODER BITRATE.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 407, 2 );
```

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 403, 12 * 1024 * 1024 );
```

The two properties **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_MAX\_BITRATE** / **KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_RECORD\_MIN\_BITRATE** allow you to set a suitable through/peak bitrate in ABR mode.

SUPPORT VALUE: 0 ~ 600000000 BPS

EXAMPLE#04: TO SET VIDEO ENCODER PEAK BITRATE.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 407, 2 );
```

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 409, 12 * 1024 * 1024 );
```

EXAMPLE#05: TO SET VIDEO ENCODER THROUGH BITRATE.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 407, 2 );
```

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 410, 1 * 1024 * 1024 );
```



**20. KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STREAM\_POST\_SKIP\_FRAMERATE (402)**

**20. KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STARAM\_POST\_AVG\_FRAMERATE (422)**

The property (402) allows you to adjust encoding 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 encoding frame rate, 15.000fps.

SUPPORT VALUE:    0: DISABLE  
                  1, 2, 3, 4, ... SKIP

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

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 402, 1 );
```

The property (422) allows you to adjust encoding 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.

SUPPORT VALUE:    0: DISABLE  
                  1 ~ 85 FPS

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

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 422, 9 );
```

## 21. KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_POST\_RESOLUTION (401)

The property allows you to adjust video encoding 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 VIDEO ENCODER RESOLUTION DYNAMICALLY.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 401, &RESOLUTION );
```

## 22. KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_PROFILE (412)

The property allows you to adjust video encoder profile on hardware-compressed capture device. There is only one kind of profile value.

SUPPORT VALUE:    0: DEFAULT (BASELINE)  
                  1: BASELINE

EXAMPLE#01: TO SET VIDEO ENCODER PROFILE.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 412, 1 );
```

### **23. KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_LEVEL (414)**

The property allows you to adjust video encoder level on hardware-compressed capture device. The range of the property is from 1 to 42.

SUPPORT VALUE: 1 ~ 42

EXAMPLE#01: TO SET VIDEO ENCODER LEVEL.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 414, 41 );
```

## 24. KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_ENTROPY (415)

The property allows you to adjust video encoder entropy on hardware-compressed capture device. There is only one kind of entropy value.

SUPPORT VALUE:    0: DEFAULT (CAVLC)  
                  1: CAVLC

EXAMPLE#01: TO SET VIDEO ENCODER ENTROPY.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 412, 1 );
```

## 25. KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_GOP (405)

The property allows you to set the maximum number of frames between each key frame on hardware-compressed capture device. For example, a value of 100 will create a key frame every 100 frames. A smaller GOP value will increase the size of your video file, but it will allow more precise playback in most players. The GOP set to higher value can increase the compression ratio, but that would not be free to jump to any time point in playback.

SUPPORT VALUE: 0 ~ 255

EXAMPLE#01: TO SET VIDEO ENCODER GOP.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 405, 30 );
```

## 26. KSPROPERTY\_CUSTOM\_SET\_ENCODER\_VIDEO\_STERAM\_FORCE\_KEY\_FRAME (406)

The property allows you to set video encoder force key frame on hardware-compressed capture device. The property puts key frame on the next frame or forcing a key frame at specified timestamp.

SUPPORT VALUE: 1: FROCE KEYFRAME

EXAMPLE#01: TO SET VIDEO ENCODER FORCE KEYFRAME.

```
AMESDK_SET_CUSTOM_PROPERTY( hEncoderDev, 406, 1 );
```

## 27. KSPROPERTY\_CUSTOM\_XET\_ENCODER\_VIDEO\_STERAM\_FRAME\_QUEUE\_LENGTH (424)

The property allows you to specify the number of the rendered video frame in the queue buffer for video encoded stream. By the default, the queue size of the corresponding video encoded stream is set 16. 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 VIDEO ENCODER QUEUE SIZE TO 16 FRAMES

```
LONG nBfferSize = 16;
```

```
AMESDK_SET_CUSTOM_PROPERTY(hEncoderDev, 424, nBfferSize );
```



## 28. Access Encoder Property

Developer can use the AMESDK\_G/SET\_VIDEOCOMPRESSION\_PROPERTY function to access all TW2809's video encoder properties. These properties as describe as the table below:

| PROPERTY                           | RANGE                               |
|------------------------------------|-------------------------------------|
| VideoCompression_PostResolution    | (cx << 12) + (cy << 0)              |
| VideoCompression_PostSkipFrameRate | 0 ~ 255                             |
| VideoCompression_PostAvgFrameRate  | 0 ~ 85                              |
| VideoCompression_Profile           | 0 (BASELINE DEFAULT), 1 (BASELINE), |
| VideoCompression_Level             | 1 ~ 42                              |
| VideoCompression_Entropy           | 0 (CAVLC DEFAULT), 1 (CAVLC)        |
| VideoCompression_RecordMode        | 0 (VBR), 1 (CBR), 2 (ABR)           |
| VideoCompression_RecordQuality     | 0 ~ 10000                           |
| VideoCompression_BitRate           | 0 ~ 60000000 BPS                    |
| VideoCompression_MaxBitRate        | 0 ~ 60000000 BPS                    |
| VideoCompression_MinBitRate        | 0 ~ 60000000 BPS                    |
| VideoCompression_KeyFrameRate      | 0 ~ 255                             |
| VideoCompression_OverrideKeyFrame  | 1 (WRITE ONLY)                      |

## 29. Access Custom Property for DirectShow Developer

Customer uses DirectShow to develop software can bypass our SDK to access TW2809 directly. The interface can be queried from our capture source filter.

You can use IKsPropertySet to access all.

### 29.1 Device Serial Number Property:

```
#define KSPROPERTY_CUSTOM_GET_DEVICE_SERIAL_NUMBER 0 (READ ONLY) (ULONG)
```

### 29.2 GPIO Property:

```
#define KSPROPERTY_CUSTOM_XET_GPIO_DIRECTION 940 (ULONG)
```

```
#define KSPROPERTY_CUSTOM_XET_GPIO_DATA 941 (ULONG)
```

```
#define KSPROPERTY_CUSTOM_XET_GPIO_SUPPORT 942 (ULONG)
```

### 29.3 GPIO Property:

```
#define KSPROPERTY_CUSTOM_SET_OSD_TEXT_STRING_1 921 (WRITE ONLY) (16 BYTES)
```

```
#define KSPROPERTY_CUSTOM_SET_OSD_TEXT_STRING_2 922 (WRITE ONLY) (16 BYTES)
```

```
#define KSPROPERTY_CUSTOM_SET_OSD_TEXT_STRING_3 923 (WRITE ONLY) (16 BYTES)
```

```
#define KSPROPERTY_CUSTOM_SET_OSD_TEXT_STRING_4 924 (WRITE ONLY) (16 BYTES)
```

```
#define KSPROPERTY_CUSTOM_SET_OSD_COLOR 929 (WRITE ONLY) (ULONG)
```

The property \*SET\_OSD\_TEXT\_STRING\_1 accesses the first 16 characters.

The property \*SET\_OSD\_TEXT\_STRING\_2 accesses the 17 ~ 32 characters.

The property \*SET\_OSD\_TEXT\_STRING\_3 accesses the 33 ~ 48 characters.

The property \*SET\_OSD\_TEXT\_STRING\_4 accesses the 48 ~ 64 characters.

### 29.4 Video & Audio Property:

```
#define KSPROPERTY_CUSTOM_GET_DEVICE_VIDEO_CONFIG 8 (READ ONLY) (ULONG)
```

```
#define KSPROPERTY_CUSTOM_GET_DEVICE_AUDIO_CONFIG 9 (READ ONLY) (ULONG)
```

```
#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_MACROVISION 202 (READ ONLY) (ULONG)
```

```
#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRAME_RATE 208 (READ ONLY) (ULONG)
```

```
#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_RESOLUTION 210 (READ ONLY) (ULONG)
```

```
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_QUEUE_BUFFER_SIZE 216 (ULONG)
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_FPS_PATCH 218 (ULONG)
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_FLEXIBLE_RESOLUTION_PATCH 220 (ULONG)
#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_INTERLEAVED 223 (READ ONLY) (ULONG)
#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SIGNAL_LOCK_STATUS 230 (READ ONLY)
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_AUTO_SCAN 232 (ULONG)
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_RX_VGA_SOG 234 (ULONG)
#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRACTION_1000_1001 241 (READ ONLY) (ULONG)
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_VERTICAL_MIRROR 244 (ULONG)
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_HORIZONTAL_MIRROR 245 (ULONG)
#define KSPROPERTY_CUSTOM_XET_PREVIEW_VIDEO_STREAM_POST_SKIP_FRAMERATE 246 (ULONG)
#define KSPROPERTY_CUSTOM_XET_PREVIEW_VIDEO_STREAM_POST_AVG_FRAMERATE 247 (ULONG)
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_BANDWIDTH 248 (ULONG)
#define KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_VOLUME 251 (ULONG)
#define KSPROPERTY_CUSTOM_GET_ANALOG_AUDIO_SAMPLE_FREQUENCY 253 (ULONG)
#define KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_INPUT 255 (ULONG)
#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_SINGAL_DEBUG_INFO 271 (READ ONLY) (ULONG)
#define KSPROPERTY_CUSTOM_XET_PREVIEW_VIDEO_STREAM_POST_RESOLUTION 350 (ULONG)
#define KSPROPERTY_CUSTOM_GET_PREVIEW_VIDEO_STARAM_FRAME_NUMBER_INFO 351 (READ ONLY)
#define KSPROPERTY_CUSTOM_GET_PREVIEW_AUDIO_STARAM_FRAME_NUMBER_INFO 361 (READ ONLY)
#define KSPROPERTY_CUSTOM_GET_ENCODER_VIDEO_DEFAULT_FRAME_NUMBER_INFO 430 (READ ONLY)
```

## 20.5 Video Encoder Property:

Please reference the two functions to get/set all video encoder's parameters.

```
static const GUID GUID_KPS_TW2809 = { 0xD1E5209F, 0x68FD, 0x4529, 0xBE, 0xE0, 0x5E, 0x7A, 0x1F, 0x47, 0x92, 0x1E };
```

```
BOOL OnGetVideoCompressionProperty( ULONG nProperty, ULONG * pValue )
{
    if( NULL == m_pAMVideoCompression ) { FALSE; }

    if( NULL == m_pKsPropertySet ) { FALSE; }

    if( nProperty == 0x00000000 ) { // KEY.FRAME.RATE (GOP)
        if( S_OK != m_pAMVideoCompression->get_KeyFrameRate( (LONG *) (pValue) ) ) { return FALSE; }
    }
    if( nProperty == 0x00000001 ) { // QUALITY
        double fQuality = 0.0f;

        if( S_OK != m_pAMVideoCompression->get_Quality( &fQuality ) ) { return FALSE; }

        *pValue = (ULONG) (fQuality * 10000.0f);
    }
    if( nProperty == 0x00000003 ) { // BIT.RATE.MODE
        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_TW2809, 407, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000004 ) { // BIT.RATE
        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_TW2809, 403, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000008 ) { // POST.RESOLUTION
        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_TW2809, 401, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000009 ) { // POST.SKIP.FRAME.RATE
        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_TW2809, 402, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x0000000D ) { // POST.AVG.FRAME.RATE
        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_TW2809, 422, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {
            return FALSE;
        }
    }
    return TRUE;
}
```

```

BOOL OnSetVideoCompressionProperty( ULONG nProperty, ULONG nValue )
{
    if( NULL == m_pAMVideoCompression ) { return FALSE; }

    if( NULL == m_pKsPropertySet ) { return FALSE; }

    if( nProperty == 0x00000000 ) { // KEY.FRAME.RATE (GOP)
        if( S_OK != m_pAMVideoCompression->put_KeyFrameRate( nValue ) ) { return FALSE; }
    }
    if( nProperty == 0x00000001 ) { // QUALITY
        double fQuality = nValue;

        fQuality /= 10000.0f;

        if( S_OK != m_pAMVideoCompression->put_Quality( fQuality ) ) { return FALSE; }
    }
    if( nProperty == 0x00000002 ) { // OVERRIDE.KEY.FRAME
        if( S_OK != m_pAMVideoCompression->OverrideKeyFrame( nValue ) ) { return FALSE; }
    }
    if( nProperty == 0x00000003 ) { // BIT.RATE.MODE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_TW2809, 407, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000004 ) { // BIT.RATE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_TW2809, 403, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000008 ) { // POST.RESOLUTION
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_TW2809, 401, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000009 ) { // POST.SKIP.FRAME.RATE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_TW2809, 402, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x0000000D ) { // POST.AVG.FRAME.RATE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_TW2809, 422, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    return TRUE;
}

```

## **21. 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.