From: Brad Thayer
Sent: Tuesday, March 28, 2000 4:45 PM
To: Robert Scott; Ed Lyons
Subject: FW: more info from Microsoft

-----Original Message-----
From: Robert Scott
Sent: Thursday, August 26, 1999 3:11 PM
To: Brad Thayer
Subject: FW: more info from Microsoft

-----Original Message-----
From: Ed Lyons
Sent: Wednesday, August 25, 1999 4:59 PM
To: Kyle Faulkner; June White; Linh Dang; Robert Scott;
'YuanMeng@aol.com'
Subject: more info from Microsoft

I got this reply from Microsoft to my three new questions.

They provided a little technical information, but overall, are still not being very
helpful.

It will be up to us or Avid to get further.

Ed

-----Original Message-----
From: Sameer Murudkar [mailto:sameerm@microsoft.com]
Sent: Wednesday, August 25, 1999 4:28 PM
To: 'edlyons@burst.com'
Subject: RE: Email for case SRZ990819000584

Thanks for your reply to our questions. I have three followup questions:

In your reply you wrote:
...Unfortunately, Microsoft has stopped licensing the ASF 1.0 specification.

What exactly do you mean by this? (We still can look at the ASF
specification on your Web site)

The specification that you can seen of the ASF Web site is for ASF v2. ASF
v2 is still in the progress of becoming an open standard. The current
version of ASF is v1, that can played by clients like Media player. We used
to license the ASF v1 specification some time ago but this program has been
stopped now.

You also wrote:
The audio, video streams are then input to their respective ACM/ICM handlers
in a filter graph. Is there any documentation on how this is done?

There is no documentation on this. Basically, the Windows Media Source

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filter outputs stream with major type MEDIATYPE_NetShowPackets and minor type CLSID_AsfXStreamTypeIcmVideo or CLSID_AsfXStreamTypeIcmAudio. The ICM/ACM handlers convert these streams to MEDIATYPE_Video(or MEDIATYPE_Audio), to be input to decompressor filters. So, basically the handlers read the Audio/Video streams from the ASF file and build the outgoing media type's format data.

You also wrote:
It can accept ASF data from various sources like a locally stored ASF file or from a NetShow server using various protocols like mms, http, msbd etc. I guess you will have to stick with using the Windows Media Source filter for handling ASF data.

Is there a way to have the Windows Media Source filter that handles ASF read data from our data source?

The Windows Media Source filter is propriety and is not available like some other samples. To play ASF files you will have to use the source filter that comes with DirectShow, viz the Windows Media Source filter. It is not possible for the ASF filter to read data from your source filter. It can read data from a stored ASF file or a streaming ASF file.

Unless, you have the ASF v1 specification it is not possible to stream data with your source filter.

Please let me know if you have any additional questions or if I can close the issue.

Thanks,
Sameer Murudkar
Product Support Services   http://www.microsoft.com/support
<http://www.microsoft.com/support>
(425) 704 3073
We want to provide the best service possible. For comments about the quality of technical support please contact my manager, Mitch Nadler at [< mailto:managers@microsoft.com <mailto:managers@microsoft.com> >].