

000145

MSDN Home > MSDN Library > Win32 and COM Development > Graphics and Multimedia > DirectX > DirectShow > Introduction to DirectShow

Microsoft DirectX 9.0 SDK Update (October 2004)

Supported Formats in DirectShow

DirectShow is an open architecture, which means that it can support any format as long as there are filters to parse and decode it. The filters provided by Microsoft, either as redistributables through DirectShow or as Windows operating system components, provide default support for the following file and compression formats.

Note An asterisk (*) indicates that DirectShow applications must use the Windows Media® Format SDK to support this format. For more information, see the [Audio and Video](#) section of the MSDN Library.

File types:

- Windows Media® Audio (WMA)*
- Windows Media® Video (WMV)*
- Advanced Systems Format (ASF)*
 - Motion Picture Experts Group (MPEG)
 - Audio-Video Interleaved (AVI)
- QuickTime (version 2 and lower)
- WAV
- AIFF
- AU
- SND
- MIDI

Compression formats:

- Windows Media Video*
- ISO MPEG-4 video version 1.0*
- Microsoft MPEG-4 version 3*
- Sipro Labs ACELP*
- Windows Media Audio*
 - MPEG Audio Layer-3 (MP3) (decompression only)
 - Digital Video (DV)
- MPEG-1 (decompression only)
- MJPEG
- Cinepak

Microsoft does not provide an MPEG-2 decoder. Several DirectShow-compatible hardware and software MPEG-2 decoders are available from third parties.

For information on the availability of particular third-party codecs for redistribution with DirectShow applications, contact the codec manufacturer.

[Manage Your Profile](#) | [Legal](#) | [Contact Us](#) | [MSDN Flash Newsletter](#)

© 2005 Microsoft Corporation. All rights reserved. [Terms of Use](#) | [Trademarks](#) | [Privacy Statement](#)

