

SolveigMM Media Capture SDK

Developer Reference Manual

SDK Version: 1.0 Evaluation

First edition: August 11, 2010

Date modified: September 2, 2010

Note: The documentation of evaluation version is technically restricted

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SolveigMM Media Capture SDK Notices

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More information can be found at: <http://www.solveigmm.com/>

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Releases Notes

PRODUCT DESCRIPTION

The SolveigMM Media Capture SDK is a software development kit to enable programmers to develop digital video applications using Solveig Multimedia components.

COMPONENTS

SolveigMM Media Capture SDK involves **SolveigMM Overlay Hook** dynamic-link library (**SMM_OverlayHook.dll**) to implement the technology of DirectDraw ® overlay capture.

SAMPLES

OverlayHook

This sample demonstrates using of SolveigMM Overlay Hook dynamic-link library. It shows how to capture application screen activity which uses DirectDraw ® overlay with given frame rate. Derived images are displayed in OverlayHook window and optionally saved to BMP files.

SYSTEM REQUIREMENTS

- CPU (Intel® Pentium II, Celeron, AMD® Athlon, Opteron etc.)
- 128 MB RAM.
- Any VGA card.
- Windows® 2000/XP/2003/Vista/7.
- Microsoft® DirectX® 8.0 Runtime or higher.

SolveigMM Media Capture SDK User Guide

Installing SDK

To install the SolveigMM Media Capture SDK:

1. Run the SDK setup. To run, double click the executable file from the SDK setup package.
2. The *SolveigMM Media Capture SDK* window will appear. Read the recommendations and warnings. Click **Next**.
3. The Release Notes will appear. Click **Next**.
4. The license agreement will appear. Read the agreement and if you accept the terms within, select the "Yes I agree with the terms of this license agreement" check box. Click **Next**.
5. Select the destination folder in which you want to install the SDK. Click **Next**.
6. Select the program group in which you want the SDK to be located. Click **Next**.
7. To complete installation, follow the onscreen instructions. When setup has finished installing all of the necessary files on your computer, the appropriate message box with the text "SolveigMM Media Capture SDK has been successfully installed" will appear and the SDK is ready to use.

Uninstalling SDK

To uninstall the SolveigMM Media Capture SDK

1. Click *Start*→*Programs*→*Solveig Multimedia*→*SolveigMM Media Capture SDK xx* →*Uninstall SDK* (xx – the SDK version number).

Follow the onscreen instructions to complete removal of the application.

SDK Folder Structure

After installing the SDK, the "SolveigMM Media Capture SDK" folder will appear in the destination folder specified during installation.

Note: After installing the SolveigMM Media Capture SDK, the SDK Components (filters and DLLs) will be installed on your PC in the "Program Files\Common Files\Solveig Multimedia" (in addition to **SolveigMM Media Capture SDK** folder).

The SDK folder has the following folders:

Bin - contain release versions of compiled samples

Doc - includes all SDK-related documentation

Include- includes headers to comprise interfaces and headers

Samples – includes VC++ 8.0 Sample Application

SDK Sample Applications**OverlayHook**

This sample demonstrates using of SolveigMM Overlay Hook dynamic-link library. It shows how to capture application screen activity which uses DirectDraw ® overlay with given frame rate. Derived images are displayed in OverlayHook window and optionally saved to BMP files into bmps subfolder of OverlayHook folder. If overlay is not used the application displays the message about it. OverlayHook GUI is at the Figure 1.

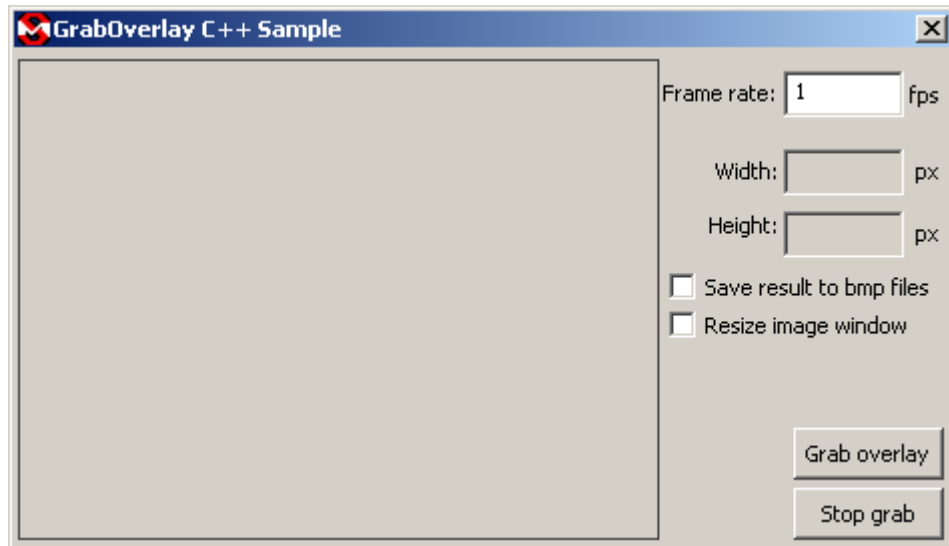


Figure 1 – The application GUI

Let us consider a simple example of the sample usage. It works if DirectDraw ® overlay is used for bitmap output. However Windows Media Player 12 (it is default version for Windows ® 7) does not use it and OverlayHook sample will not display any picture in this case. To grab such applications the another SolveigMM Media Capture SDK components should be used. They will be included in later versions of the SDK.

The example is the following. Start OverlayHook. Open any video in Windows Media Player ® and start playing.

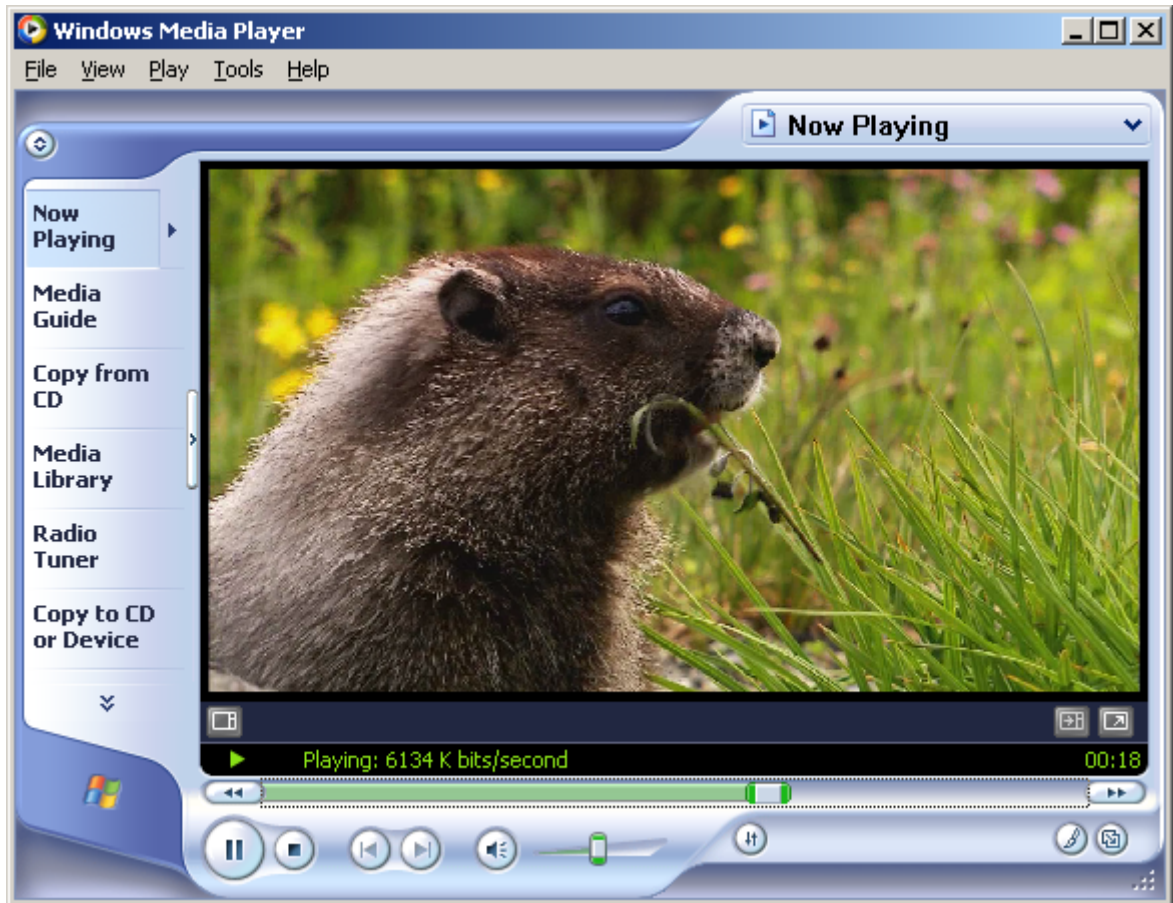


Figure 2 – Movie in the Windows Media Player ® window

Set necessary frame rate in the frame rate field at the OverlayHook window (it's set to 30 at the fig. 3), set "Resize image window" option and click "Grab overlay" button. Video from the Windows Media Player ® window will appear at the sample image window. Check "Save result to bmp files" option. OverlayHook will start to save the contents of image field to the bmp files named 000000.bmp, 000001.bmp, 000002.bmp etc.

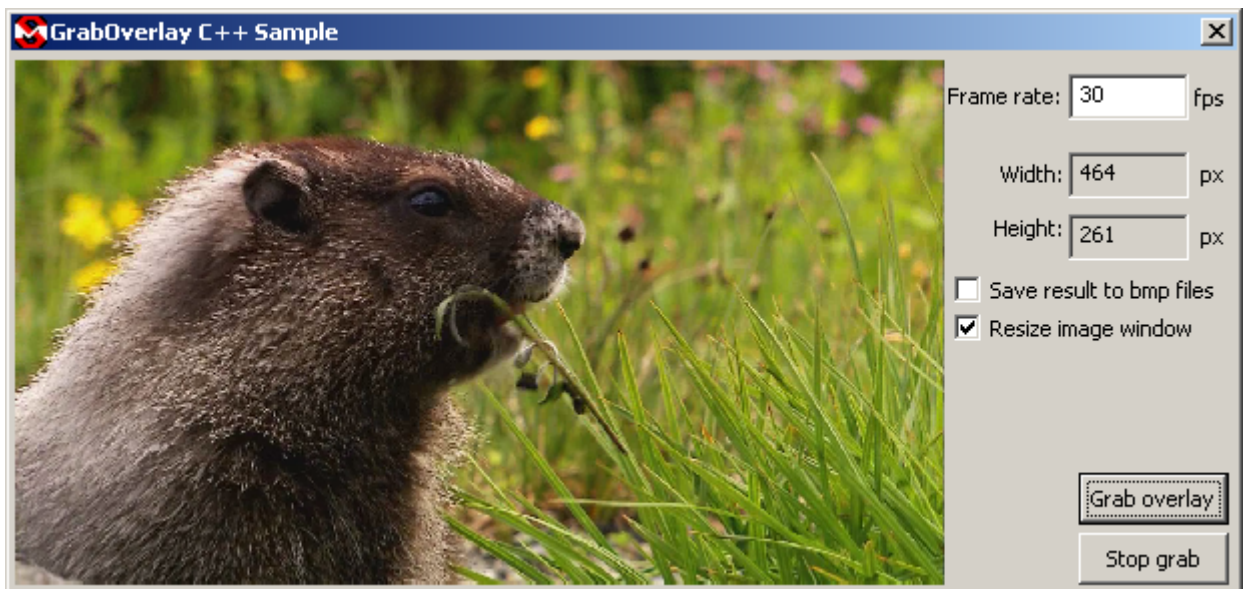


Figure 3 – Image in the OverlayHook window

Uncheck "Save result to bmp files" option. The image saving will be stopped. Click "Stop grab" button to stop capture and exit the sample.

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SolveigMM Overlay Hook dynamic-link library is a software-only solution for capture of application screen activity which uses DirectDraw ® overlay with given frame rate. The engine is implemented as a simple dynamic-link library and can be used by any Windows® application.

Executable	SMM_OverlayHook.dll
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The library contains the following functions.

Functions of SolveigMM Overlay Hook dynamic-link library

Description
Start the engine for capture overlay
Stop the engine which captures overlay
Retrieve a picture from overlay
Specify the capture frame rate
Bring the capture engine online
Make the capture engine offline
Check if overlay is used

These functions names and their detailed descriptions are available in the full SDK version.