



UScreenCapture

Windows Media Player is a popular multimedia framework which is deployed in all major desktop operating systems, such as Windows 95, Windows 98, Windows 2000, Windows XP, Windows Vista and Windows 7. It's based on DirectShow and the DirectShow filter DirectShowPlayer was one of the first filters designed to be used with WMP. DirectShowPlayer is a free DirectShow filter that is part of Microsoft Media Foundation. Although DirectShowPlayer does contain an equalizer preset called MediaPlayer::GetEqualizerPreset, it doesn't implement a custom equalizer where the user is able to adjust the volume, pan and balance of his/her audio sources. Use cases of DirectShowPlayer include: media source for video players, video renderers, video encoders and more. It can be used with various capture types such as screen capture, webcam capture or audio. If you need to access low-level video or audio data, DirectShowPlayer was designed for that. One of the major strengths of DirectShowPlayer is that it's easy to interface with the filter because it has two built-in interfaces: IFileSinkFilter and IFileSourceFilter, which allows you to interact with the media player as a sink or a source. DirectShowPlayer is not the only solution for accessing WMP from within a DirectShow filter because some applications provide their own interfaces. For instance, UkMediaPlayer uses the IQuickTimeFileSinkFilter interface, while Flash Player provides its own interface. In this article, I'll show you how to create a custom Equalizer interface that's based on DirectShowPlayer. First of all, you'll need to add the DirectShowPlayer interface (IID_IQuickTimeFileSinkFilter) to your interface, which will be used as a sink. According to the DirectShow Player user guide, this interface is used with the following types of sinks: 1. QuickTimeFileSink filter 2. WMPlayerSink filter 3. MidiPlayerSink filter 4. NetscapeMMSink filter The DirectShowPlayer interface has some methods which are mandatory such as: Open, Close, GetStreamMediaType and AddRef. It also has methods that are mandatory for a sink interface such as: SetFmt: and QueryFilters. Some other methods are optional such as: GetCurrentNumberOfFilters, GetFilters, GetFiltersCount and

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Record selected rectangular region from your screen. Fastest video capture. Configuration settings can be saved and restored through registry settings. Work with multiple applications at the same time. Don't forget to have FUN and come back for more if you like this type of software. UScreenCapture is a DirectShow source filter which can be used to capture video from your computer screen. In other words, it's a package that contains what you need to record your screen from third party applications that rely on DirectShow. It's built in such a way that it is easy for any application which works with video sources to pick up the filter and start interacting with it. To generalize, UScreenCapture is supported by video editing and capturing applications, streaming servers such as Unreal Media Server, VideoLan, Windows Media encoder and others. Apart from those, it's also compatible with Macromedia Flash. When implemented, it's able to capture the entire screen by default but it can also be configured to keep an eye on a specific region. UScreenCapture comes with a default frame rate of 10 frames per second. You can use various configuration registry settings to customize the functionality of the filter. It's possible to assign the target monitor from which it can capture, set the coordinates for the upper left and right corners of the frame, as well as choose the frame rate to use. The values you set for the 'MonitorNum', 'Left', 'Right', 'FrameRate', 'ShowCursor' and 'CaptureLayeredWindows' registry settings are read by the filter at startup. In the eventuality that their values are incorrect or absent, UScreenCapture uses the default ones. UScreenCapture can be used with Windows Media Player but you should take into account that the filter uses a considerable amount of system resources. The filter can be configured via custom interface IUScreenCaptureSettings as well as through a IFileSourceFilter interface. UScreenCapture Description: Record selected rectangular region from your screen. Fastest video capture. Configuration settings can be saved and restored through registry settings. Work with multiple applications at the same time. Don't forget to have FUN and come back for more if you like this type of software. 01-04-2011 Chat Buddy 09e8f5149f

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UScreenCapture is a DirectShow filter which can be used to capture video from your computer screen. In other words, it's a package that contains what you need to record your screen from third party applications that rely on DirectShow. UScreenCapture is compatible with the following video capture applications: VideoLan, Windows Media encoder, WinAMP, Windows Media player, VLC. It's also compatible with the following streaming servers: Unreal Media Server, Windows Media Center, Windows Media Encoder 9, Windows Media Encoder for content creators. For applications running under Windows 98 or ME, there are some compatibility issues with this filter. It's also compatible with the following Flash applications: Macromedia Flash Player, The Flash Player ActiveX control, Quicktime for Mac UScreenCapture is a DirectShow source filter which can be used to capture video from your computer screen. In other words, it's a package that contains what you need to record your screen from third party applications that rely on DirectShow. UScreenCapture is built in such a way that it is easy for any application which works with video sources to pick up the filter and start interacting with it. To generalize, UScreenCapture is supported by video editing and capturing applications, streaming servers such as Unreal Media Server, VideoLan, Windows Media encoder and others. UScreenCapture is also supported by Macromedia Flash. When implemented, it's able to capture the entire screen by default but it can also be configured to keep an eye on a specific region. UScreenCapture comes with a default frame rate of 10 frames per second. Configurations can be set via the registry and custom interface as well as through interfaces. UScreenCapture Description: UScreenCapture is a DirectShow filter which can be used to capture video from your computer screen. In other words, it's a package that contains what you need to record your screen from third party applications that rely on DirectShow. UScreenCapture is compatible with the following video capture applications: VideoLan, Windows Media encoder, WinAMP, Windows Media player, VLC. It's also compatible with the following streaming servers: Unreal Media Server, Windows Media Center, Windows Media Encoder 9, Windows Media Encoder for content creators. For applications running under Windows 98 or ME, there are some compatibility issues with this filter. It's also compatible with the following Flash applications: Macrom

What's New In?

Video capture source filter providing support for capturing desktop/screen video from most applications that use DirectShow. Many applications that stream video from the desktop, such as Windows Media Server and Media Center, rely on DirectShow for DShow-based video capture. Many other applications, such as Internet TV, view finder, and newsgathering, also need to capture video from the desktop. For all these applications, DirectShow has been the standard technology for desktop capture since DirectShow 1.0. UScreenCapture uses Windows Media Encoder as its rendering filter and runs as a DirectShow filtersink. Therefore, the rendering filter is always the first one on the graph when recording. UScreenCapture is not intended for live streaming, and it is not capable of streaming video. For live streaming, you might want to try using one of the DirectShow servers listed above instead. Note that these servers are not universally available, and it may be necessary to purchase an additional license. How to Use UScreenCapture UScreenCapture can be installed on Windows 2000/NT 4.0 and later. To install UScreenCapture, please download the zip file and extract it to a suitable location. Then, simply add the following entries to the registry in order to load it when the system starts: The registry settings specified above are read at system startup. If the filter was not installed properly, you may find that its Initialize or Run methods are never called. To fix this, please run UScreenCapture using the following commands to set the values to appropriate ones: Once you have it installed, right click an empty part of the desktop and select 'Screen Capture' to start the video capture. UScreenCapture is quite a demanding filter in terms of resources, so there is a chance that it will not work properly on your PC. The following example shows UScreenCapture starting and recording video on a 4-year-old, 1.3GHz Intel Celeron. WEST PALM BEACH, Fla. -- Gerrit Cole took command in his third career regular-season start, which included a complete-game shutout of the Los Angeles Dodgers. Cole and a Yankees bullpen that had been scuffling but turned in a spectacular performance on Saturday afternoon was able to hold on for a wild 9-8 victory in Game 3 of the ALDS at WEST PALM BEACH, Fla. -- Gerrit Cole took command in his third career

System Requirements:

Minimum: OS: Windows XP SP2, Windows Vista SP1, Windows 7 SP1, Windows 8.1 Processor: Intel Dual Core 1.4Ghz with 2Gb RAM Graphics: DirectX 9.0c compatible video card with 256MB of video memory Hard Drive: 2GB HD space DirectX: Version 9.0c Network: Broadband Internet connection Input Devices: Keyboard and Mouse Storage: 500MB available space on external USB HDD Recommended: OS: Windows Vista

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