

EXHIBIT 27

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Using the Time Compression Plug-In

You can use the time compression plug-in to accelerate a video stream without distorting the accompanying audio stream. By default, the plug-in provides no compression. Therefore, you must display the predefined property page so that end users can configure the plug-in. To learn how to create a dialog box and display a property page, see [Displaying the Plug-In Property Pages](#).

To use the time compression plug-in:

- One source must be audio.
- All sources must be files.
- Output must be to a file.
- One-pass encoding must be used.

Note You cannot apply inverse telecine or use multichannel audio with time compression.

The following examples show how to configure an encoding session for time compression. For end-to-end code examples, see [Complete Code Examples](#).

Visual Basic Example

To use the time compression plug-in, you must add the Windows Media Encoder Time Compression Plug-in reference to the project. For more information, see [Programming in Visual Basic](#).

```
' Create a WMEncoder object.
Dim Encoder As WMEncoder
Set Encoder = New WMEncoder

' Configure the encoding session, including the sources, output, and
' profile.

' Retrieve the transform collection from the source group.
Dim GrpTrnsColl As IWMEncTransformCollection
Set GrpTrnsColl = SrcGrp.GroupTransformCollection

' Add a transform plug-in to the collection.
Dim Trans As IWMEncTransform
Set Trans = GrpTrnsColl.Add

' Set the time compression plug-in into the source group.
Trans.SetInput "TCGroupTransformPlugin://TimeCompression1"

' To configure the time compression plug-in, you must enable the
' relevant property page and retrieve input from the end user.
' The plug-in defaults to no compression.
' You must also create an IWMEncFile object and configure the
' archiving process.
```

C++ Example

```
// Include libraries.
#include <windows.h>
#include <atlbase.h>
#include <comdef.h>
#include "C:\WMSDK\WMEncSDK9\include\wmencode.h"
#include <conio.h> // for kbhit()

HRESULT hr = S_OK;
IPropertyBag* pPropertyBag;
IWMEncSourceGroup2* pSrcGrp;
IWMEncTransformCollection* pTrnsColl;
IWMEncTransform* pTransform;
```

```

CComVariant varSpeed(1fSpeed);    speed up factor
CComVariant varRemovePause(bRemo  use); // enable pause removal
CComVariant varLogPath(szLogFileL  s); // pause removal log path

// Configure the source group and sources.

// Retrieve a pointer to the transform collection.
if ( SUCCEEDED( hr ) )
{
    hr = pSrcGrp->get_GroupTransColl(&pTransColl);
}

// Add a transform item to the collection.
if ( SUCCEEDED( hr ) )
{
    hr = pTransColl->Add(&pTransform);
}

// Add the time compression plug-in.
if ( SUCCEEDED( hr ) )
{
    hr = pTransform->SetInput(CComBSTR("TimeCompression"), CComBSTR("TCGroupTransformPlugin"));
}

// Retrieve a pointer to the property bag.
if ( SUCCEEDED( hr ) )
{
    hr = pTransform->QueryInterface(IID_IPropertyBag, (void**)&pPropertyBag);
}

// Configure the time compression plug-in.
if ( SUCCEEDED( hr ) )
{
    hr = pPropertyBag->Write(CComBSTR("TcpiObj_Speedup"), &varSpeed);
}
if ( SUCCEEDED( hr ) )
{
    hr = pPropertyBag->Write(CComBSTR("TcpiObj_PauseRemoveOn"), &varRemovePause);
}
if ( SUCCEEDED( hr ) )
{
    hr = pPropertyBag->Write(CComBSTR("TcpiObj_LogResultPath"), &varLogPath);
}

// Release pointers.
if ( pSrcGrp )
{
    pSrcGrp->Release();
    pSrcGrp = NULL;
}
if ( pTransColl )
{
    pTransColl->Release();
    pTransColl = NULL;
}
if ( pTransform )
{
    pTransform->Release();
    pTransform = NULL;
}
if ( pPropertyBag )
{
    pPropertyBag->Release();
    pPropertyBag = NULL;
}

```

See Also

- [Interfaces \(C#\)](#)
- [Interfaces \(C++\)](#)
- [Objects \(Visual Basic\)](#)
- [Preprocessing Audio and Video](#)

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