

## Public Support - Support Request #3486

### Multiple \*.dat files contain different video streams

2018-07-26 15:09 - hidden

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Category:</b>	
<b>Customer:</b> BOSCH	<b>Product Issue Numbers:</b>
<b>Department:</b> CC-DA/ETV	<b>Affected Products:</b> ADTF 2.13.3
<b>Requester's Priority:</b> Normal	<b>Platform:</b> Windows 10 64bit
<b>Support Level:</b> 2nd Level	<b>Topic:</b> ADTF::Common
<b>Resolution:</b> Solved Issue	<b>FAQ Links:</b>
<b>Description</b>	
<b>Supportanfrage</b>	
Die ADTF 2.13.3 docu zeigt den folgenden Use-Case ( <a href="#">Development Tips &amp; Tricks</a> ):	
Issue: Multiple *.dat recordings from a test-trip, each with the same Media- and StreamTypes, should be part of a playlist. The receiving Filter has a single Input-Pin, however, the *.dat files all name their output Pins differently. Despite the name, they should all connect to the very same input Pin of the receiving Filter during playback.	
Solution: The user-manual describes an exemplary use-case in which multiple <b>.dat files contain different video streams, each representing a different camera perspective. However, each *.dat file has a different name for the output Pin of the video stream, e.g. distinguishing between "video_front", "video_back" and so forth. To be able to supply the video stream to a single video display in a continuous playlist, the input Pin of the Video Display may be using wildcards for the Harddisk Player to connect to the Pin seamlessly when advancing an entry in the playlist. For this exemplary use-case a valid name for the Pin of the Video Display would yield "video_".</b>	
Note: Wildcard support for Pin names include the set of Perl compatible regular expressions.	
Das ist genau der Fall, welchen ich auch habe. Die Frage ist: Wie kann man den Input Pin des Video_Display in "video_*" umbenennen? Bei selbstgeschriebenen Filtern kann ich das einfach machen.	
<b>Lösung</b>	
Es geht dabei nicht um den Namen des Eingangspins am Video Display, sondern den Ausgangspins am Player. Siehe Usermanual <a href="#">Kap. 3.2.4 Regular expressions for Dynamic Output Pins</a>	

#### History

##### #1 - 2018-07-26 17:03 - hidden

- Project changed from Public Support to 5
- Status changed from New to In Progress
- Topic set to ADTF::Common

##### #2 - 2018-07-26 17:06 - hidden

- Description updated
- Status changed from In Progress to Customer Feedback Required

Hallo Gerd,

es geht dabei nicht um den Namen des Eingangspins am Video Display, sondern den Ausgangspins am Player.  
Siehe Usermanual [Kap. 3.2.4 Regular expressions for Dynamic Output Pins](#)

##### #3 - 2018-07-27 06:54 - hidden

Hallo Florian,  
ok, danke, funktioniert.  
Du kannst den Fall (öffentlich) schließen.  
Grüß Gerd

**#4 - 2018-07-27 08:23 - hidden**

- *Project changed from 5 to Public Support*
- *Description updated*
- *Status changed from Customer Feedback Required to To Be Closed*
- *Private changed from Yes to No*
- *Resolution set to Solved Issue*

**#5 - 2018-07-27 08:24 - hidden**

- *Status changed from To Be Closed to Closed*