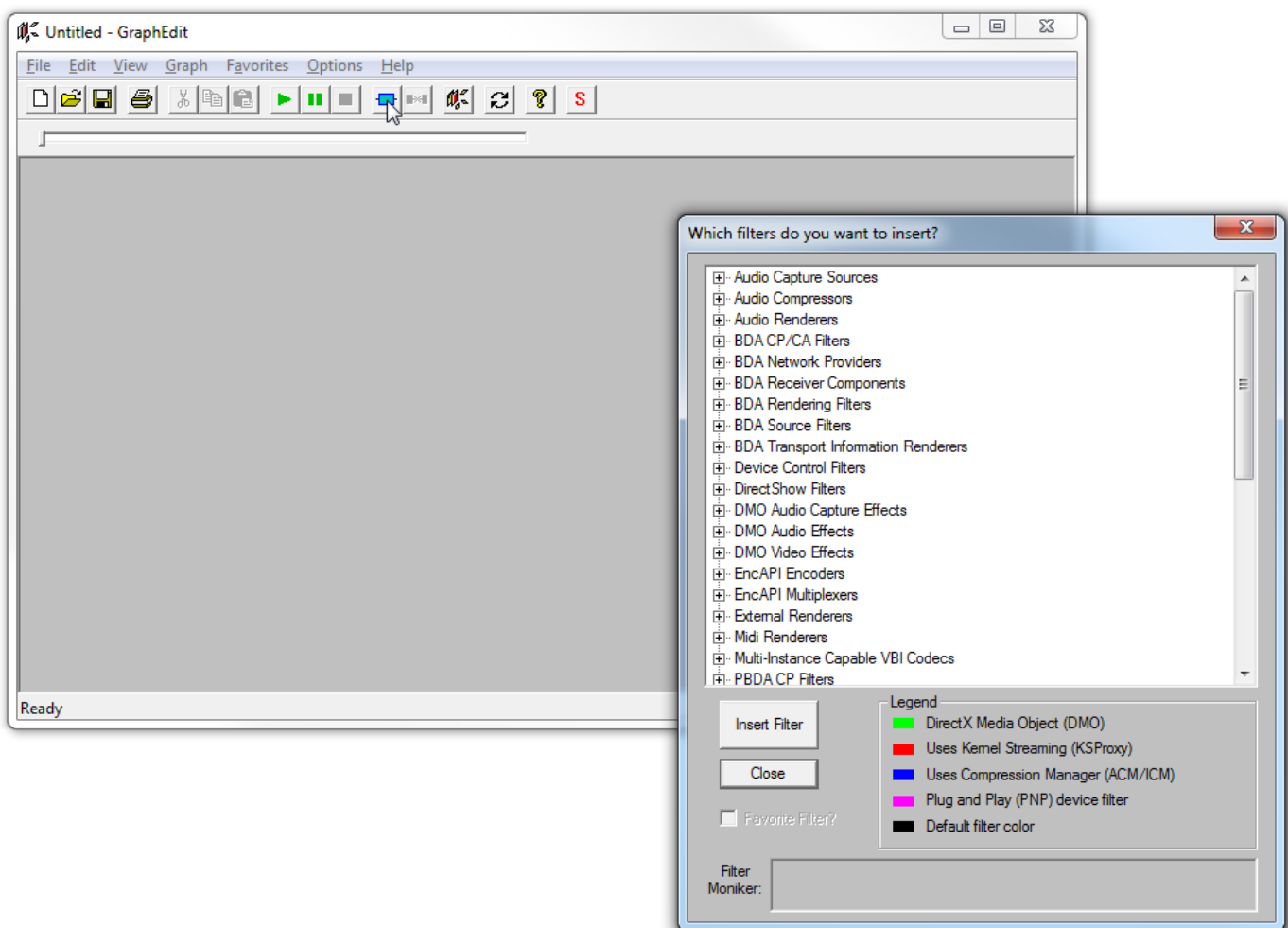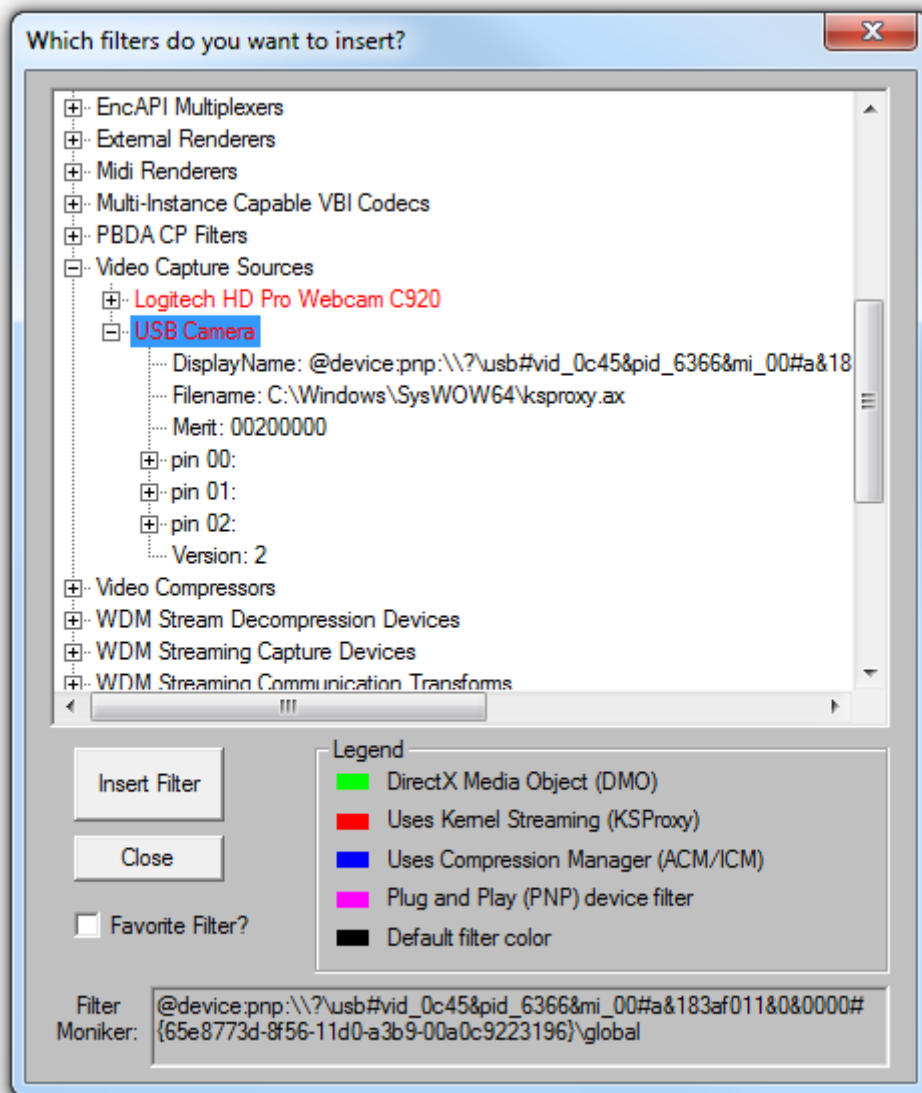# GraphEdit

GraphEdit is a little known tool distributed with Microsoft Windows Software Development Kit (SDK) and allows exploring camera settings and video rendering filters. A copy of the old version (which worked just fine without installing the whole SDK) can be found wildly on the internet. Besides the ability to tinker with options it is a much more advanced tool for viewing live view than for example VLC. There are even more advanced commercial modifications but original will be just fine. For more details check Wiki pages. A local copy of GraphEdit 9 can be found **here**.
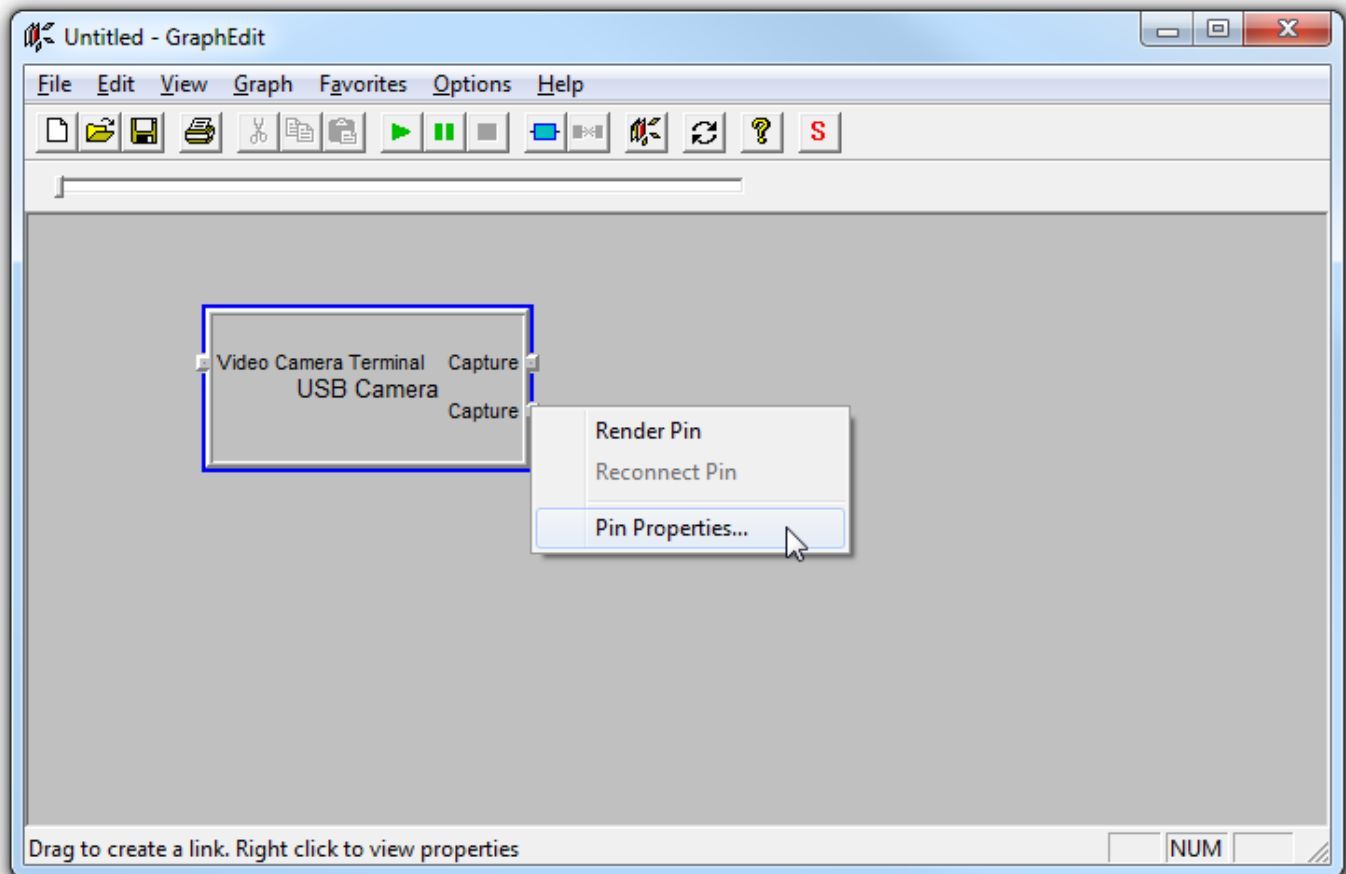
Below is a quick guide

- Download, unzip and Install GraphEdit-x86.exe or GraphEdit-x64.exe (if in doubt chose GraphEdit-x86.exe)
- Run graphedt.exe from the installed location
- Empty program window should appear
- Click on menu item **Graph / Insert Filters...**

- Locate **Video Capture Sources** and select the needed device and press **Insert Filter**

Which filters do you want to insert?

- ⊞ EncAPI Multiplexers
- ⊞ External Renderers
- ⊞ Midi Renderers
- ⊞ Multi-Instance Capable VBI Codecs
- ⊞ PBDA CP Filters
- ⊟ Video Capture Sources
  - ⊞ Logitech HD Pro Webcam C920
  - ⊟ USB Camera
    - DisplayName: @device:pnp:\\?\usb#vid_0c45&pid_6366&mi_00#a&18
    - Filename: C:\Windows\SysWOW64\ksproxy.ax
    - Merit: 00200000
    - ⊞ pin 00:
    - ⊞ pin 01:
    - ⊞ pin 02:
    - Version: 2
- ⊞ Video Compressors
- ⊞ WDM Stream Decompression Devices
- ⊞ WDM Streaming Capture Devices
- ⊞ WDM Streaming Communication Transforms

Insert Filter

Close

☐ Favorite Filter?

Legend
- 🟩 DirectX Media Object (DMO)
- 🟥 Uses Kernel Streaming (KSProxy)
- 🟦 Uses Compression Manager (ACM/ICM)
- 🟪 Plug and Play (PNP) device filter
- ⬛ Default filter color

Filter Moniker: @device:pnp:\\?\usb#vid_0c45&pid_6366&mi_00#a&183af011&0&0000#{65e8773d-8f56-11d0-a3b9-00a0c9223196}\global
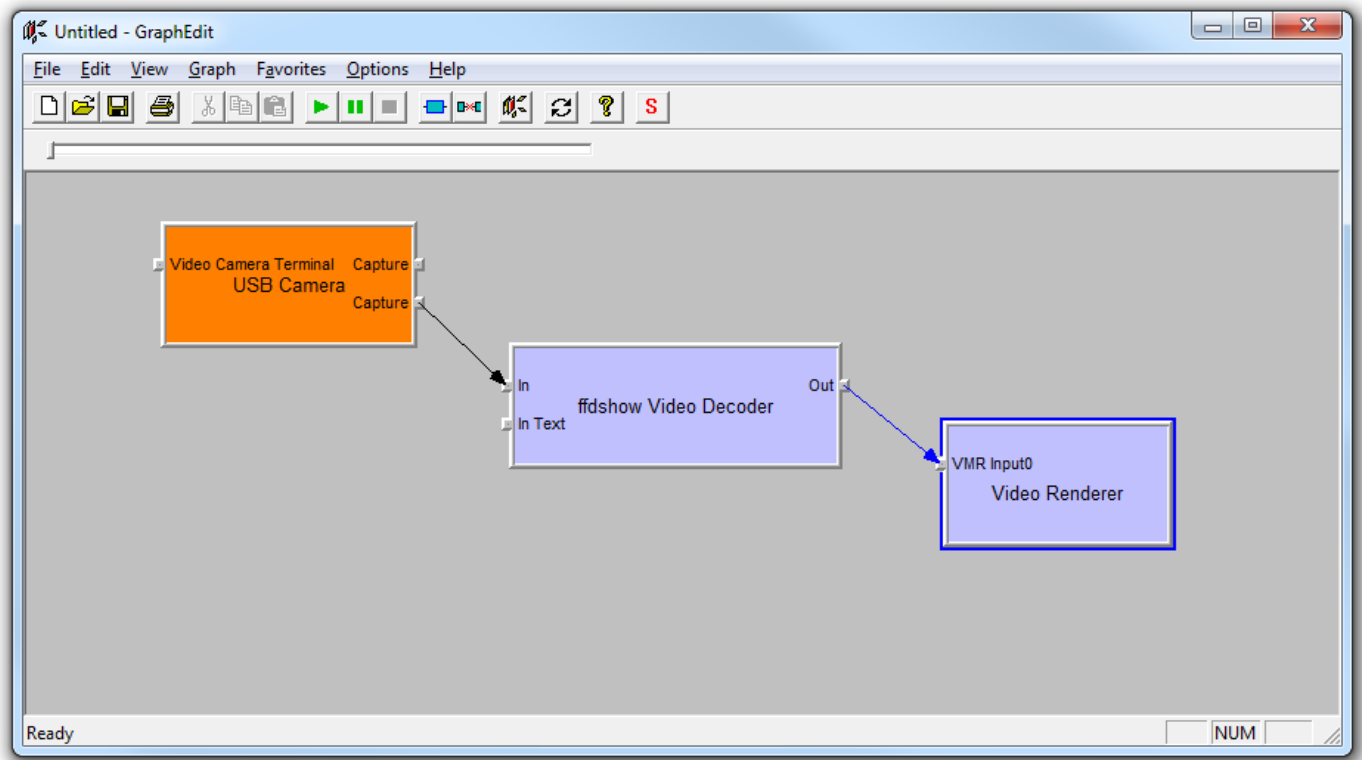
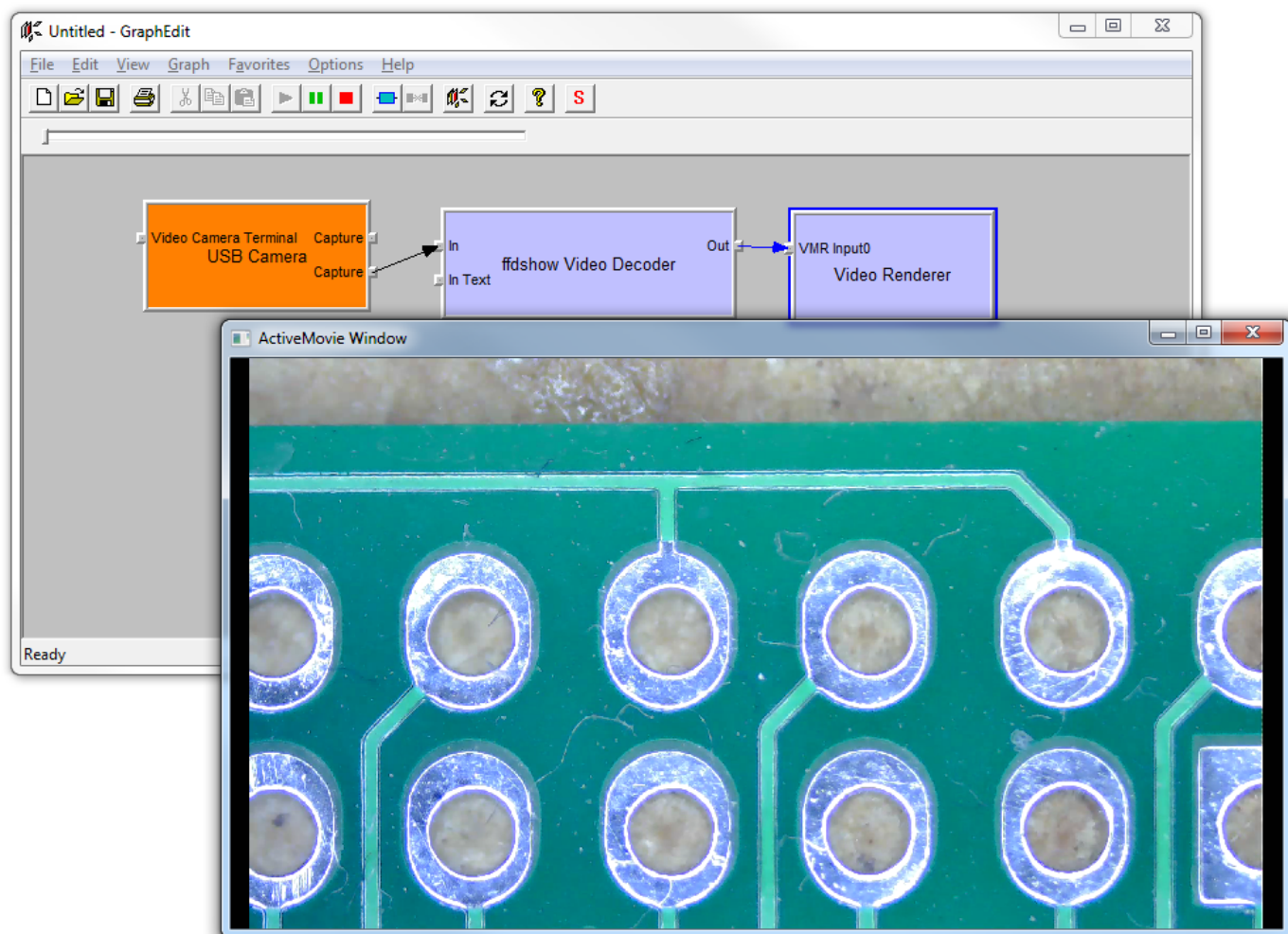- Now locate a pin and click the right mouse button.

As we further inspect all pins, we can find out that one pin has YUY2 and MJPG output options, another one is for H264.

- Chose options as needed or leave intact
- Right-click a pin again and click **Render Pin**

- Click the **Play** button or press **Space key** to play video.

Original blog post is still here

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