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Subject: Re: Anyone have a simple wav recorder/player that works?

Posted by [dolik.rce](#) on Mon, 05 Sep 2011 16:28:05 GMT

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I've uploaded some changes to the SoundExample package, most notably example code showing how to save recorded sound to wav file. It is pretty simple

Now to your problems: By default, WMME and WASAPI backends are enabled, since they don't have any external dependencies. If you have installed DirectX SDK (and maybe set some include paths etc.), you can try to add more backends. It can be done simply by compiling with flags "GUI .WMME .WASAPI .DSOUND .WDMKS". It might or might not help, I have never tested those.

Also, I will soon submit some changes that will allow to select the source for the recording (default is used now, for simplicity). I think that actually has a best chance to fix the problem for you...

As for the heap leaks, I didn't detect any :-/ Must be some specialty of Vista...

Honza

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