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

Posted by [dolik.rce](#) on Tue, 06 Sep 2011 13:28:25 GMT

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silverx wrote on Tue, 06 September 2011 10:42I tried it and same result, except that the output file has:

```
000000000 52 49 46 46 24 60 03 00 57 41 56 45 66 6D 74 20 RIFF$` WAVEfmt
000000010 10 00 00 00 01 00 01 00 44 AC 00 00 44 AC 00 00      D  D
000000020 01 00 08 00 64 61 74 61 00 60 03 00 00 00 00 00    data `
000000030 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
000000040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
000000050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

It is all 0's after the first little part of it. I tried it with various devices, and was never able to get it to play. When I tried to open the file in the play tab, it says it is not a valid wav file. The non-zero bytes at the beginning are just the riff header. If you save it as raw bytes, it will be only the zeros. Since it happens for all the devices, the problem is probably something general ... I presume other recording software works as expected, right? As for the invalid file: I bet you just saved it as raw and tried to play it as wav. Playing the recorded wav in the other tab works for me.

silverx wrote on Tue, 06 September 2011 10:42Where would I find the stderr file? Is it the .pdb file? If so what do I need to be able to open and read the data in it? As I already said, I'm not a windows user... but if I remember correctly it should be possible to redirect the output when you run the app from cmd.exe, like this: SoundExample.exe 2>stderr.log 1>stdout.log Or simply run it from the ide, after setting Debug>Run Options...>Standard output to "console" or "file".

Also, I'm leaving for a holiday tomorrow, so my answers will most probably be quite slow for a the next week or so...

Honza

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