Subject: Re: Anyone have a simple wav recorder/player that works?
Posted by dolik.rce on Tue, 06 Sep 2011 19:40:10 GMT

I upgraded the package to current upstream version of portaudio, just in case it would make some difference. But it seems it doesn't - I found out that I can experience the same bug when compiling and running the application in wine.

After some googling I found some hints about broken event-based recording in Vista. It is quite an old informations, but it might be related. If that it is the case, then possible workaround would be to use blocking interface. Unfortunately, I didn't have time to try it out yet, but if you want you can try yourself It should be actually quite simple: Just use the SoundStream class from Sound package. You'd need to call OpenDefault() followed by Start() and then in some loop read the count of available bytes ReadAvailable() to figure out how much bytes can be safely retrieved by a call to Read(). You don't have to worry about the saving etc. for now, just check if the buffers have some non-zero values...

Honza