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

Posted by [dolik.rce](#) on Tue, 13 Sep 2011 11:04:26 GMT

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Hi David,

Sorry it took me so long to reply, I was off-line all week... Bu now I'm on my way home, so I'll be able to communicate normally again.

silverx wrote on Wed, 07 September 2011 14:49Progress has been made. It records the sound if I use the WASAPI, however, when I use the play on that tab it sounds like someone is scratching the mike and has lots of static in it.

But if I go to the play wav tab, go down and find the saved file and play the sound it is all clear and fine. So not sure why, the one on the record page doesn't work.I think I know what happened. When I rewrote it to support the device selection I changed the format of the saved sound a bit (from int8 to uint8) and forgot to make the same change for playback I'll fix it soon. Now if you have good results with wasapi, you can just compile your app with .WASAPI flag, which will disable all other backends, so it will become default and should work without too much fiddling with the settings

Honza

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