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Subject: Re: The SoundExample can not recording sounds on WINDOWS

Posted by [dolik.rce](#) on Wed, 31 Jul 2013 04:24:32 GMT

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Hi akabee,

Few ideas:

Have you tried to compile SoundExample with flags to allow additional APIs? By default only WMME and WASAPI are used on Windows, but you can set any number of .DS, .WASAPI, .WDMKS, .WMME and .ASIO build flags, to influence what is compiled. Some of them might not even compile, some might need specific drivers to work so you'll probably need to play with it a little...

Have you tried selecting different devices for the recording? Do all of them record empty file?

Have you tried playing the recorded sample in the application? There might just be a bug in the code that saves the data to file...

Honza

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