Subject: The SoundExample can not recording sounds on WINDOWS
Posted by akebee on Tue, 30 Jul 2013 08:18:25 GMT

Open SoundExample, i found it can`t recording wave data,
See the out.wav, all zero!

I complied paex_record.c from portaudio examples, it work well.

Subject: Re: The SoundExample can not recording sounds on WINDOWS
Posted by dolik.rce on Tue, 30 Jul 2013 08:57:11 GMT

akebee wrote on Tue, 30 July 2013 10:18

Open SoundExample, i found it can`t recording wave data,
See the out.wav, all zero!

I complied paex_record.c from portaudio examples, it work well.

Hi akebee,

It is quite a long time since I wrote those experimental sound classes... So something might have change since then. Also, I didn't (and still don't) have windows at the time of writing it So most of it is just guesses and testing in wine. I'm not really surprised there are some problems.

That said, have you tried playing with the settings? IIRC there is multiple windows APIs that can be used to play and record sounds via portaudio. I can try to have a look at it when I get home from work, but as I said, I don't really have the platform to test it...

Best regards,
Honza

Subject: Re: The SoundExample can not recording sounds on WINDOWS
Posted by dolik.rce on Wed, 31 Jul 2013 04:24:32 GMT

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

Subject: Re: The SoundExample can not recording sounds on WINDOWS
Posted by akebee on Wed, 31 Jul 2013 07:04:17 GMT
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Thank you dolik!
I will try when I get home from work today
The sound classes you wrote are beautifull.
For me it`s ugly to write with the PortAudio library because its based on c , so I wish the sound classes can work!