

## Re: Async Filter question

**Source:**

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.audio/2004-02/0031.f>

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**From:** Iain (*idownsXXXX\_at\_dircon.co.uk*)

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Use a Push filter

You will need to add a custom interface with a 'queue for streaming' method and you must be sure that the formats of each successive file are identical.

If they are not then you have a problem because you need to partially or totally rebuild the graph between streams.

This is a common request and there are NO easy answers.

The most generic solution is to build a source filter which is fed by sink filters (basically pseudo renderers) in separate graphs in the same process.

The idea being that the format conversion (to wav for example) takes place in the other graphs (regardless of what the source is) and as one comes to an end the next is switched in to the source of the output graph.

A number of people had done this. One DS Guru says it only took him a day to do this (which I'm sure is true). If you are not expert in DS I would budget a good deal longer.

(You can in theory rebuild the graph whilst it is running, but it depends on all the filters involved supporting the appropriate interfaces. See Dynamic Graph Building or something such in the docs).

Iain

"Wilbur" <anonymous@discussions.microsoft.com> wrote in message news:12E243C3-91A8-4DEE-A4A6-C49CB9EB49C4@microsoft.com...

> *Thanks for the info Iain.*

>

> *The thing that is complicating the issue is that I want to add new audio file data to the stream dynamically while it is already playing the first files. I think I want to mimic a live audio source, but pull data from the (.mp3/.wav) files instead of the sound card inputs.*

>

> *Thanks*

> *Wilbur*