

## RE: How do I load small "wav" files?

**Source:**

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.audio/2004-09/0091.f>

---

**From:** Rhett Gong [MSFT] ([v-raygon\\_at\\_online.microsoft.com](mailto:v-raygon_at_online.microsoft.com))

**Date:** 09/09/04

Date: Thu, 09 Sep 2004 09:38:58 GMT

I use following code with a 298 bytes sample, and it works fine. Could you apply it and let me know your result please?

```
//-----
```

```
Microsoft.DirectX.DirectSound.Device dev = new Device();  
dev.SetCooperativeLevel(this,  
Microsoft.DirectX.DirectSound.CooperativeLevel.Normal);
```

```
//Microsoft.DirectX.DirectSound.BufferDescription bd = new  
BufferDescription();  
//bd.ControlEffects = false;
```

```
Microsoft.DirectX.DirectSound.Buffer bf = new  
Microsoft.DirectX.DirectSound.Buffer(@"e:\truespeech.WAV", dev);  
bf.Play(0,BufferPlayFlags.Default);  
//-----
```

Best regards,  
Rhett Gong [MSFT]  
Microsoft Online Partner Support

This posting is provided "AS IS" with no warranties, and confers no rights.  
Please reply to newsgroups only. Thanks.