

DirectX callback problem

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.audio/2005-02/0138.f>

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Conext: Writing a program that will play an array of wav files in sequence. I use DSNotification to alert me when one is done. I know very little about this and am using a tutorial program, but the tutorial writer hasn't delved this deeply into it.

In the module, this is triggered when a sound stops:

```
Public Function DXCallback(ByVal eventid As Long) As Integer
    'Find the sound that caused this event to be triggered
    For iLoop = 4 To 7
        If Sound(iLoop).DSNotification = eventid Then
            Exit For
        End If
    Next

    DXCallback = iLoop ' Return the ID
End Function
```

I'm supposed to get the element of the array that triggered it. On the form:

```
Private Sub DirectXEvent_DXCallback(ByVal eventid As Long)
    Dim RetID As Integer
    'This event is triggered when a sound buffer reaches the position
    specified
        by DSPosition

    RetID = DSound.DXCallback(eventid) ' get which sound triggered the
    event

    If LastSequence = NextSequence Then Exit Sub ' exit if it's same #

    DSound.StopSound Sound(LastSequence).SoundID ' stop current sound
    DSound.PlaySound Sound(NextSequence).SoundID ' play the next one
    LastSequence = NextSequence
End Sub
```

When I run this, and debug.print the value of retID, it always returns all 3 elements:

0
1
2

0
1
2

Instead of the one selected.

can anyone help? How does this callback thing work? Are there any tutorials on the web that go into this depth?

Kevin