

Re: directsound help

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.audio/2005-04/msg00>

- *From:* "Chris P. [MVP]" <msdn@xxxxxxxxxxxxx>
 - *Date:* Mon, 18 Apr 2005 12:06:48 -0400
-

On Sun, 17 Apr 2005 16:37:01 -0700, enz0 wrote:

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> "enz0" wrote:
>
>>
>> "Chris P. [MVP]" wrote:
>>
>>> On Sun, 17 Apr 2005 05:19:01 -0700, enz0 wrote:
>>>
>>> >
>>> > comctl32.lib dxerr9.lib winmm.lib d3dx9dt.lib dsound.lib dxguid.lib
>>> > odbc32.lib odbccp32.lib
>>> >
>>> > i wasnt sure which ones i needed so i copied and pasted all from the
>>> > directsound c++ sample.
>>> > In retrospect it was probably a bad idea
>>>
>>> And the guy that wrote the sample probably did the same thing.
>>>
>>> That looks fine however, nothing that would cause the unusual link to the
>>> managed library. Perhaps you have an incorrect include file somewhere,
>>> includes can define libraries to include as well. But I'm assuming you
>>> took most of that from the sample as well.
>>>
>>> At this point I can only suggest creating a brand new project file and
>>> re-adding your files.
>>>
>> I just did a comparison the sample code had win32,_debug,_windows in its
>> definition while mine just had win32;_debug
>> would the _windows make a difference
>>
>> It's also using a single thread debug
>> The sample also uses a precompiled header file I dont think this is the
>> problem but is there an advantage to using these and how do I make one
>>
>> thank you
>>
> I finally got it to work by copy/pasting my code into the sample project. A
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- > shoddy way because i still dont know what was wrong with it. I copied pretty
- > much all the compiler and linker options from the original sample yet it
- > still wouldnt work until I did the copy paste thing.
- >
- > Thanks again for your help

VS.NET hides away some settings in strange places so you may have just been missing something. To be sure you don't have any future problems I would make a new clean project and copy in all the appropriate settings.

• *References:*

- ◆ [**directsound help**](#)
 - ◇ *From:* enz0
 - ◆ [**Re: directsound help**](#)
 - ◇ *From:* Chris P. [MVP]
 - ◆ [**Re: directsound help**](#)
 - ◇ *From:* enz0
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 - ◇ *From:* Chris P. [MVP]
 - ◆ [**Re: directsound help**](#)
 - ◇ *From:* enz0
 - ◆ [**Re: directsound help**](#)
 - ◇ *From:* enz0
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