

# Re: Correlating SecondaryBuffer PlayCursor Position and Time in VB.NET

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*Source:*

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

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- *From:* "Chris P. [MVP]" <[msdn@xxxxxxxxxxxxx](mailto:msdn@xxxxxxxxxxxxx)>
  - *Date:* Mon, 18 Apr 2005 12:08:28 -0400
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On Mon, 18 Apr 2005 01:24:21 GMT, Chrisbot.com wrote:

> I am using VB.NET and DirectX9. I am trying to figure out how to place the  
> PlayCursor at a specific time in a SecondaryBuffer. Using a wav file that  
> contains segments of audio that I want to play in varying sequence, I intend  
> to choose a segment and Play() it, when the PlayCursor = X then I will  
> Stop() the player and move the PlayCursor to the next segment. I just need  
> to know how to calculate X as a buffer byte position from time in  
> milliseconds and knowing the properties of the wav file.

You can't force the play cursor position with a secondary buffer. You need to rethink your design and copy the current segment that you want to play into the current play cursor position and then call Play().

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• *Follow-Ups:*

- ◆ [\*\*Re: Correlating SecondaryBuffer PlayCursor Position and Time in VB.NET\*\*](#)  
◇ *From:* Chrisbot.com

• *References:*

- ◆ [\*\*Correlating SecondaryBuffer PlayCursor Position and Time in VB.NET\*\*](#)  
◇ *From:* Chrisbot.com

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