

Re: saving capture to disk

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.audio/2006-03/msg00>

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- *From:* [v-terryf@xxxxxxxxxxxxxxxxxxxxxx](mailto:v-terryf@xxxxxxxxxxxxxxxxxxxxxx) ("TerryFei")
  - *Date:* Tue, 14 Mar 2006 06:37:08 GMT
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Hi Darren,  
Welcome to MSDN Newsgroup!

Based on my knowledge, The DirectSound API does not include methods for writing to WAV files. We should do it by ourselves, just like Opening a file and writes the header chunks, Writing from a buffer to the data chunk and advancing the write cursor, Writing the size of the data chunk in the header and closing the file. It's so tedious and prone to error. However, we can use CWaveFile class to achieve this goal. This class encapsulates the "mmio" API to operate WAV file. It will make things easier. We can get this class source code from the Dsutil.cpp file shipped with DirectXSDK.

I hope the above information is helpful for you. If there is anything I can do for you, please feel free to let me know. Thanks and have a nice day!

Best Regards,

Terry Fei[MSFT]  
Microsoft Community Support  
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Date: Mon, 13 Mar 2006 15:19:19 -0800  
From: Darren <Darren@xxxxxxxxxxxxxx>  
User-Agent: Thunderbird 1.5 (Windows/20051201)  
MIME-Version: 1.0  
Subject: Re: saving capture to disk  
References: <Oi4m5JuRGHA.4920@xxxxxxxxxxxxxxxxxxxxxx>

<10nig0u0r93ph.718s0uiu21gc.dlg@xxxxxxxxxxxx>

In-Reply-To: <10nig0u0r93ph.718s0uiu21gc.dlg@xxxxxxxxxxxx>  
Content-Type: text/plain; charset=ISO-8859-1; format=flowed

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Content-Transfer-Encoding: 7bit  
Message-ID: <OtzGtTvRGHA.1844@xxxxxxxxxxxxxxxxxxxxxxxx>  
Newsgroups: microsoft.public.win32.programmer.directx.audio  
NNTP-Posting-Host: h70-66-128-230.sbm.shawcable.net 70.66.128.230  
Lines: 1  
Path: TK2MSFTNGXA03.phx.gbl!TK2MSFTNGP08.phx.gbl!TK2MSFTNGP12.phx.gbl  
Xref: TK2MSFTNGXA03.phx.gbl

microsoft.public.win32.programmer.directx.audio:8355

X-Tomcat-NG: microsoft.public.win32.programmer.directx.audio

I am using MDX.

I saw the CaptureSound sample that created a wav file but didn't want to go through

all that work if I didn't have to. I'm capturing and also dynamically generating

the samples and allowing the user to preview or save to a file.

I've looked at DirectShow but I don't like the API;  
I don't want to deal with graphs, pins, filters etc & AFAIK there is no managed version.

Chris P. [MVP] wrote:

On Mon, 13 Mar 2006 13:07:15 -0800, Darren wrote:

I cannot locate the method that will save a capture buffer to a wav file.

Perhaps I'm just making a bad assumption based on the buffer constructor being able to read wav files directly.

I presume your talking about managed code here (it is always good to specify so we don't have to guess).

Correct, there is no method to save a capture buffer to file. You have

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to

do this through standard file I/O methods. The buffer constructor has

the

method out of convenience and that output is much more common than input. It would be difficult for a capture buffer as the data is usually

streamed.

If you simply want to record a file DirectShow might be easier. The only catch is that you have to first compile the WaveDest sample as well as

the

baseclasses which are all C++.

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