

Re: WaveOut too quick on Windows XP

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.mmedia/2004-03/0217.html>

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Kurt Grittner wrote:

> *Hi Richard,*

>

> *What is the sampling rate of the wave form that you are playing. Many
> sound cards only approximate the sampling rate using whatever clocks
> and divisors they have on board. I have noticed this sort of drift
> when reading from one sound card and playing back on another one.
> Letting the program run over the weekend, the drift can be
> significant. 10 percent in that short time period seems a bit high,
> however.*

10 samples out of 1000 would be 1 percent :)