

## Re: WMP9 Won't Play .wav, .mid, or .mpg Audio Portion

**Source:**

<http://www.tech-archive.net/Archive/Media/microsoft.public.windowsmedia.player/2004-09/0188.html>

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**Date:** 09/01/04

Date: Wed, 01 Sep 2004 00:36:44 -0500

On Tue, 31 Aug 2004 21:42:17 -0500, Chris O. Smith <chriso1976@earthlink.net> blurted:

>Greetings!

>

>WMP 9

>Windows ME

>DirectX 9.0b

>

>Within the past couple of months, WMP9 has lost the ability to play .wav, .mid,  
>and .mpg audio portion from local files or from the Internet.

>

>Here is one error that comes up when I try to play a .wav file from the  
>Internet using WMP:

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>=====

>Windows Media Player cannot play the file. The file is either corrupt or the  
>Player does not support the format you are trying to play.

>=====

>

>And when I click "More Info", it says this:

>

>=====

>0xC00D1199: Cannot play the file  
>Windows Media Player cannot play the file.

>...

>The following table lists the file types (formats) supported by Windows Media  
>Player.

>

>Windows audio and video files .avi and .wav (No, I don't think so)

>=====

>

>I downloaded and reinstalled WMP9 from the Download Center, and it changed the  
>error message to the above. Before that, here was the error message:

>

microsoft.public.windowsmedia.player: Re: WMP9 Won't Play .wav, .mid, or .mpg Audio Portion

>"You've encountered error message 80040154 while using Windows Media Player."  
>  
>When I want to play MPEG clips, WAV files, and MIDI, I have to remove them from  
>the WMP file types and use Quick Time or Real Player. Also, when I go into the  
>Sound and Multimedia Control Panel applet, those same .wav files play fine when  
>I test them there.  
>  
>I searched all the WMP related newsgroups before I made this topic, and there  
>was no suitable fix posted anywhere for this problem. Shouldn't WMP9 be able to  
>play Microsoft's own file types? How do I fix this problem?  
>  
>Thank you!

Listen up, folks. The following procedure fixed the problem of Error  
"0xC00D1199: Cannot play the file" and Error # "80040154" for me:

I downloaded GSpot v. 2.21, installed, and ran it. I opened up a sample .wav file from my local hard drive. I clicked "Render" which came up with an error and it obviously couldn't render the file. The info in GSpot told me that the audio in .wav, .mid, .mpg, and .avi files was regular old PCM audio, which doesn't need a Co/Dec. Hmm OK, so I looked in the Control Panel -> Sounds and Multimedia on the Devices tab to see if PCM Audio was there, and it was as "Microsoft PCM Converter". Alright, it's installed but broken. I said, well, let me try reinstalling DirectX and see if that helps. When I went to the MS Download Center, I saw that there was a new version of DirectX, 9.0c so I downloaded and installed it. The system rebooted, and now WMP9 plays .wav and .mid files and the video AND sound of the .avi files off the Internet or on the hard drive just fine. I haven't tested .mpg files yet though. Hopefully that's fixed as well. I opened GSpot again and reopened the same .wav file, clicked "Render", and this time it succeeded. Here is the part that was broken on my system..."Audio Path: (S) --> Wave Parser --> (R)". So, the Wave Parser audio decoder somehow broke.

Solution: Reinstall or update your DirectX install.

Later Gator