

Re: Analyse audio peaks on a PocketPC

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- *From:* andrerus@xxxxxxxxxx
 - *Date:* 5 Sep 2006 09:18:40 -0700
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I'd like only to see each sample noticed by the input device. I suppose that when you start recording a track the signal is buffered as a sequence of bytes, each couple of which represent a sample. Am I wrong? I'd like to access that buffer and read the sampled values. DirectX allows something like this, but PocketPC supports only a graphics library, or at least so I understood.

Andrea

Paul G. Tobey [eMVP] ha scritto:

You're looking for what information? If you want to perform Fourier analysis on some audio data, *you* will have to write the code to actually do it. There's no reason for it to be built into DirectX (which not every device will have anyway).

Paul T.

<andrerus@xxxxxxxxxx> wrote in message
news:1157189124.008828.124400@xx

Hi,
Does anybody know if there exists a way to analyse audio peaks on a PocketPC, without writing a wave file?
Does it exist a way to access and get recording data buffer as a sequence (or array) of samples, as it can be done with DirectX?
Does anybody know where I can find useful info to answer these questions?

Thanks,

Andrea