Re: Sound programming on PPC2002

Source:
http://www.tech−archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2004−05/0068.html

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From: Bjoern Feld (*xfeld_at_aol.com*)
Date: 05/04/04

Date: Mon, 3 May 2004 21:43:51 −0400

Thanks Almon!

"Almon B. Strowger" <strowger@NOSPAM.kook.com> schrieb im Newsbeitrag
news:ezKYkYWMEHA.556@TK2MSFTNGP10.phx.gbl...
>
> Hi,
>
> You didn't state whether you have started this project or
> not, nor which language you are using / would like.
>
> You might want to take a look at Hekkus Sound System:
> http://www.shlzero.com/modules.php?name=Content&pa=showpage&pid=1
> (Yes, it is overkill, but "free").
>
> There is no tone−frequency API in Win32 for Pocket PC, so if
> you are using C/C++, you would have to use a sound library that
> supports such a thing, such as above, or roll your own.
>
> You might want to look into the MIDI capability in Pocket PC 2002,
> however I have seen people complain about its existence / functionality.
>
> If I were you, I would have several recordings of a beep at various
> pitches, and instead of making them files, make them resources
> and then load those resources. When they need to be played,
> use sndPlaySound(). This is faster than always going to a file.
> See "Using PlaySound with a Resource Identifier" in eVC help.
> Then you can just increase or decrease the silent period between
> the playing of the beeps. And at certain proximities, just change the
> beep used to one of a different pitch (different resource). That way
> you won't have to work down at the sample−level to change pitch.
>
> Hope this helps...
>
> Almon B. Strowger
> KOOK Pocket Software
>
>

> *"Bjoern Feld" <bjoern.feld@target−instruments.com> wrote in message*
> *news:e2oDJEVMEHA.128@TK2MSFTNGP09.phx.gbl...*
> > *Hi,*
> >
> > *I'm trying to manage a direct frequency output on a PPC2002 (iPAQ)*
device.
> > *I'd like to set a starting frequency, e.g. 440Hz and later modify the*
> > *frequency.*
> >
> > *The idea is to create a finder type application where the sound output*
> > *changes in pitch and frequency the close the device gets to a source.*
> >
> > *I tried using .wav files but that approach was to slow for my*
application.
> >
> > *Any help or suggestion is greatly appreciated.*
> >
> > *TIA*
> >
> > *Bjoern*
>
>