

CE5.00 CEPlayer cannot open .wav file (0x80040216)

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2004-11/1111.html>

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Date: 11/25/04

Date: Thu, 25 Nov 2004 16:43:35 -0000

Dear All

I am slowly going crazy with ceplayer.exe! I am trying to play a .wav file which exists in the windows folder and can be played via the control panel applet 'Volume and Sounds' however ceplayer.exe gives the following error:

Cannot open \windows\wstartup.wav. Please verify that the path and filename are correct and try again. (0x80040216)

I have debugged ceplayer.exe up to the point where it goes off into who knows where... and the filename and path are correct.

I have added directshow and the various codecs to the platform. I have even tried playing a wav file which is part of the platform and not mine (just in case) but the same error appears :(

I would also like to inform you that my QFE's are currently upto date.

Any Ideas...

Please accept my gratitude if you do :)

Regards...

P.

I have embedded a copy of the call stack just before the point where the error dialog appears:

```
CEPLAYER!CPlayerWindow::Error() line 3566
CEPLAYER!CMPEventSink::Invoke(long 0x00000bc2, const _GUID & {...}, unsigned
long 0x00000400, unsigned short 0x0001, tagDISPPARAMS * 0x1005e630,
tagVARIANT * 0x00000000, tagEXCEPINFO * 0x00000000, unsigned int *
0x00000000) line 293
MSDXM!IFireConnectionPointImpl<CdxmPlay,&IID__MediaPlayerEvents>::Fire(long
```

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0x00000bc2, tagDISPPARAMS * 0x1005e630) line 30 + 38 bytes
MSDXM!CProxy__MediaPlayerEvents<CdxmPlay>::Fire_Event(long 0x00000bc2) line 380
MSDXM!CProxy__MediaPlayerEvents<CdxmPlay>::Fire_Error() line 373
MSDXM!CProxy__MediaPlayerEvents<CdxmPlay>::Fire_Error(short 0x0216, unsigned short * 0x00071d08, unsigned short * 0x000676e8, int * 0x1005e710) line 568
MSDXM!CdxmPlay::SetStatusError(unsigned long 0x00000007, HRESULT 0x80040216, unsigned short * 0x00071d08, int 0x000009c4) line 2372
MSDXM!CdxmPlay::OpenFailed(HRESULT 0x80040216, int 0x00000001) line 2289 + 48 bytes
MSDXM!CdxmPlay::FinishOpening(HRESULT 0x80040216) line 1580 + 17 bytes
MSDXM!CdxmPlay::ProcessEvent(long 0x00000021, long 0x80040216, long 0x00000000, int 0x00000000) line 1417
MSDXM!COpenRequest::Cleanup() line 100 + 25 bytes
MSDXM!COpenRequest::~~COpenRequest() line 242 + 15 bytes
MSDXM!COpenRequest::~`scalar deleting destructor'() + 15 bytes
MSDXM!CdxmPlay::NotifyAsyncRenderComplete(unsigned int 0x00000501, unsigned int 0x00078180, long 0x00061970, int & 0x00000001) line 620 + 28 bytes
MSDXM!CdxmPlay::ProcessWindowMessage(HWND__ * 0x7c0145f0, unsigned int 0x00000501, unsigned int 0x00078180, long 0x00061970, long & 0x00000000, unsigned long 0x00000001) line 982 + 43 bytes
MSDXM!ATL::CContainedWindow::WindowProc(HWND__ * 0x00061a74, unsigned int 0x00000501, unsigned int 0x00078180, long 0x00061970) line 705 + 47 bytes
COREDLL!xxx_PerformCallback4(_CALLBACKINFO * 0x1005f950, void * 0x00000501, void * 0x00078180, void * 0x00061970) line 57 + 23 bytes
GWES!WindowProcCallback(void * 0x83a768ea, long (HWND__ *, unsigned int, unsigned int, long) * 0x00061a78, CWindow * 0x7c0145f0, unsigned int 0x00000501, unsigned int 0x00078180, long 0x00061970, bool * 0x1005f9c7) line 2345 + 21 bytes
GWES!CWindow::CallWindowProcWInternal(CePtr_t<long (__cdecl*)(HWND__ *, unsigned int, unsigned int, long)> { ... }, HWND__ * 0x7c0145f0, unsigned int 0x00000501, unsigned int 0x00078180, long 0x00061970, SendMsgEntry_t * 0x0a167e40) line 2528 + 33 bytes
GWES!MsgQueue::DispatchReceivedMsg() line 2892 + 48 bytes
GWES!MsgQueue::GetEvent(MsgqGetEventFlag 0x8000001e, HWND__ * 0x00000000, unsigned int 0x00000000, unsigned int 0x00000000, tagMSG * 0x1005fbbc) line 3107
GWES!MsgQueue::GetMessageW_I(tagMSG * 0x1005fbbc, HWND__ * 0x00000000, unsigned int 0x00000000, unsigned int 0x00000000) line 4892
NK!SC_GetMessageW(tagMSG * 0x1005fbbc, HWND__ * 0x00000000, unsigned int 0x00000000, unsigned int 0x00000000) line 594 + 25 bytes
COREDLL!GetMessageW(tagMSG * 0x1005fbbc, HWND__ * 0x00000000, unsigned int 0x00000000, unsigned int 0x00000000) line 2951 + 25 bytes
CEPLAYER!WinMain(HINSTANCE__ * 0x83a768ea, HINSTANCE__ * 0x00000000, unsigned short * 0x1005fcc0, int 0x00000005) line 499 + 15 bytes
CEPLAYER!WinMainCRTStartup(HINSTANCE__ * 0x83a768ea, HINSTANCE__ * 0x00000000, unsigned short * 0x1005fcc0, int 0x00000005) line 21 + 21 bytes
COREDLL!MainThreadBaseFunc(void * 0x000153b0, unsigned long 0x83a768ea, unsigned long 0x00000003, unsigned long 0x1005fcc0, HINSTANCE__ * 0x83bdbce4, unsigned long 0x00000000, unsigned long 0x00000000, unsigned long 0x00010000) line 542 + 27 bytes

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