

## Re: wave api callback mechanism

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2007-10/msg00459.html>

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- *From:* Anwar <[sm.anwar04@xxxxxxxxxx](mailto:sm.anwar04@xxxxxxxxxx)>
  - *Date:* Wed, 17 Oct 2007 07:37:00 -0700
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On Oct 17, 5:51 pm, voidcoder <[voidco...@xxxxxxxxxx](mailto:voidco...@xxxxxxxxxx)> wrote:

> and just before that I also set the flag of the WAVEHDR  
> structure to "not in queue"

Are you setting the WHDR\_DONE flag before reporting  
completion?

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Oleg

Anwar wrote:

Hi,  
I am trying to develop a waveform audio driver using UAM model.  
Whenever I am done with playback of the particular WAVEHDR data I call  
the callback function passed by wave audio manager using  
WAVEOPENDESC  
structure and just before that I also set the flag of the WAVEHDR  
structure to "not in queue"  
But as soon as the callback function is called I get the error in  
"waveapi.cpp" which obviously is not present since it is not a shared  
source code  
The error I get is this  
"wave callback: client header invalidated while pending"  
I really dont know how to fix this.  
Getting very frustrating since I cant even debug into it

Any help would be great help

Regards  
Anwar- Hide quoted text -

Re: wave api callback mechanism

– Show quoted text –

Yes I am still I get the error

Any idea please

Thanks

\anwar

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