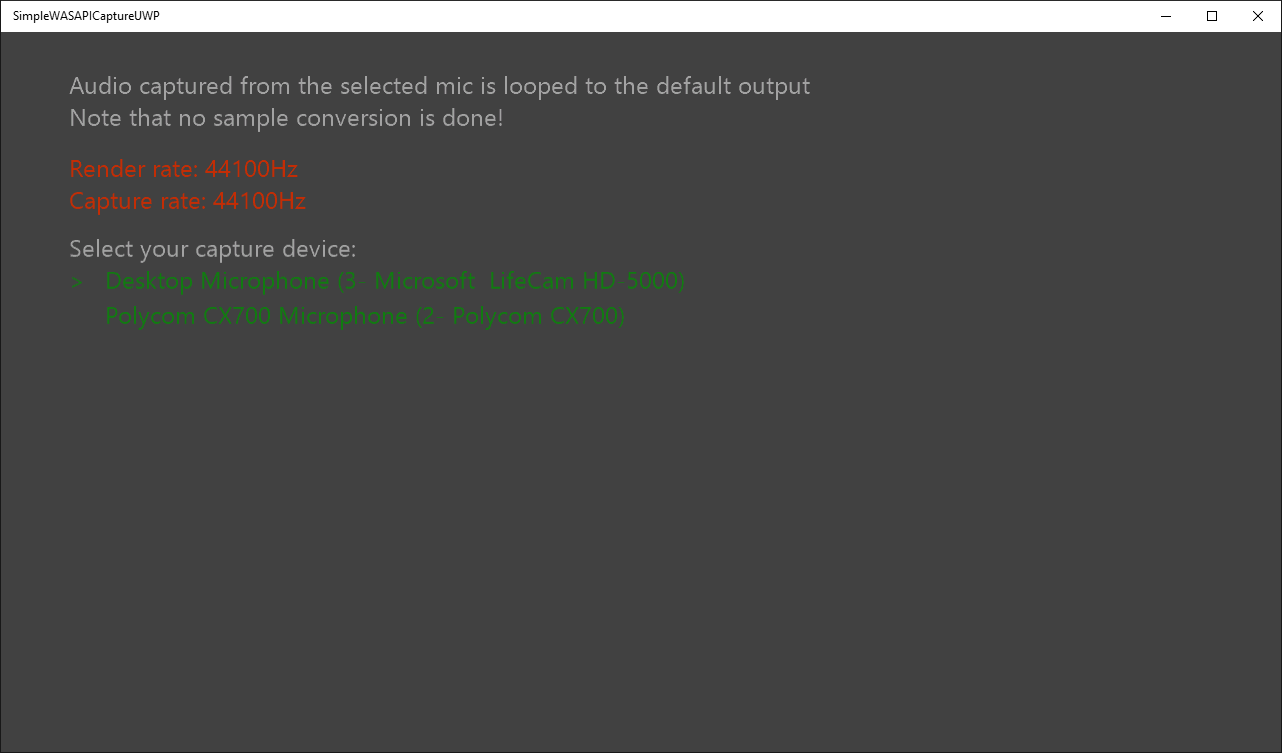
Simple WASAPI Capture Sample

*This sample is compatible with Windows 10 SDK November 2015 (10586).*

# Description

This sample demonstrates how to capture audio using WASAPI in a Universal Windows Platform (UWP) app.



# Using the sample

Use a keyboard or gamepad to select a capture device. The sample automatically uses the default audio renderer and starts by using the default capture device. **Note that there is no sample rate conversion between the capture and render, so playback will not sound correct unless the rates match.**

# Implementation notes

This sample demonstrates how to use WASAPI to capture audio. The samples captured are placed in a circular buffer that is then used for rendering samples. This example also uses a shared WASAPI instance between the renderer and capture. For a more advanced usage of WASAPI, please see the [Windows WASAPI Sample](https://code.msdn.microsoft.com/windowsapps/Windows-Audio-Session-22dcab6b)

# Update history

Initial release May 2016