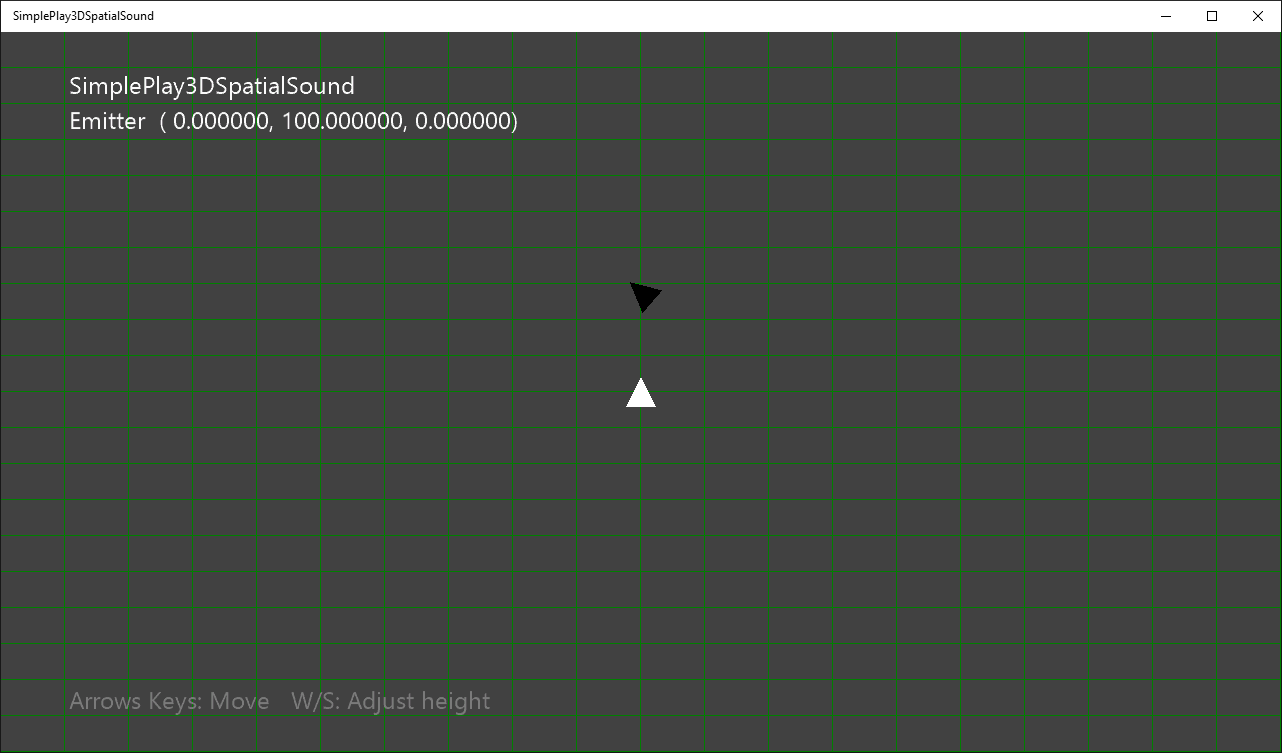
Simple Play 3D Spatial Sound Sample

*This sample is compatible with the Windows 10 Creators Update SDK (15063)*

# Description

This sample demonstrates how use ISpatialAudioClient to playback positional audio using Windows Sonic technologies in a Universal Windows Platform (UWP) app. The listener is static (represented by the white triangle) and emitter (represented by the spinning black triangle) can be moved in 3D space, though the view is top down.



# Using the sample

|  |  |  |
| --- | --- | --- |
| Action | Gamepad | Keyboard |
| Move the emitter | Left thumbstick | Up/Down/Left/Right |
| Adjust emitter height | Left/Right shoulder buttons | W/S |
| Reset emitter location | Left/Right thumstick | Home |

# Implementation notes

This sample demonstrates how to use ISpatialAudioClient to play positional sound using spatial technologies. Once ISpatialAudioClient has been initialized and started, it uses the callback to request buffer frames. At that time, the sound is also positioned based on the location of the emitter triangle.

# Privacy statement

When compiling and running a sample, the file name of the sample executable will be sent to Microsoft to help track sample usage. To opt-out of this data collection, you can remove the block of code in Main.cpp labeled “Sample Usage Telemetry”.

For more information about Microsoft’s privacy policies in general, see the [Microsoft Privacy Statement](https://privacy.microsoft.com/en-us/privacystatement/).

# Update history

Initial release March 2017