**WDM音频体系结构：高级主题**

* 2017/04/20
* 2分钟阅读
  + [[https://github.com/DOMARS.png?size=32](https://github.com/MicrosoftDocs/windows-driver-docs/blob/staging/windows-driver-docs-pr/audio/wdm-audio-architecture--advanced-topics.md)](https://github.com/MicrosoftDocs/windows-driver-docs/blob/staging/windows-driver-docs-pr/audio/wdm-audio-architecture--advanced-topics.md" \o "1个贡献者)

本节讨论Microsoft Windows驱动程序模型（WDM）音频驱动程序的高级体系结构功能。它提出以下主题：

[数据交叉处理程序](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/data-intersection-handlers)

[多功能音频设备](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/multifunction-audio-devices)

[动态音频子设备](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/dynamic-audio-subdevices)

[支持非PCM波形格式](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/supporting-non-pcm-wave-formats)

[高保真音频DDI](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/high-definition-audio-ddi)