**Windows Audio Devices Design Guide**

本文来自: <https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/>

该目录下文档描述了如何设计基于微软WDM(Windows驱动模型)的音频驱动. 这些驱动控制音频适配器(audio adapters)渲染(render) 和捕获(capture)包含wave和MIDI格式的音频数据流.

计划挑选适当的部分进行学习和翻译.

相关主题包括:

* 1 前言
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