**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:

单章:

* [Windows 10: What's New for Audio Drivers](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/windows-threshold--what-s-new-for-audio)
* [Windows Audio Architecture](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/windows-audio-architecture)
* [Roadmap for Developing WDM Audio Drivers](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/roadmap-for-developing-wdm-audio-drivers)
* [Custom Audio Driver Type Decision Tree](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/custom-audio-driver-type-decision-tree)

主题:

* [WDM Audio Drivers Overview](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/getting-started-with-wdm-audio-drivers)
  + [Universal Audio Architecture](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/universal-audio-architecture)
  + [Audio Signal Processing Modes](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-signal-processing-modes)
  + [Custom Audio Drivers](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/custom-audio-drivers)
  + [Specifying the Topology](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/specifying-the-topology)
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