Windows音频驱动设计指南 翻译列表

* 音频驱动设计指南 (完成)
  + [Window10中音频驱动的相关更新](https://mp.csdn.net/postedit/101463390)
  + [Windows音频架构](https://mp.csdn.net/postedit/101693844)
  + [开发WDM音频驱动的路线图](https://mp.csdn.net/postedit/101693758)
  + [自定义音频驱动类型决策树](https://mp.csdn.net/postedit/101694725)
* [WDM音频驱动程序概览](https://mp.csdn.net/postedit/101712994) (完成)
  + 1.通用Windows音频驱动程序
  + 2.通用音频架构
  + 3.音频信号处理模式
  + 4.定制音频驱动程序
  + 5.指定拓扑
  + 6.指定引脚数据范围
* WDM音频架构: 基本概念 (未开始)
  + [WDM Audio Architecture: Basic Concepts](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/wdm-audio-architecture--basic-concepts)
  + Introduction to WDM Audio Drivers
    - [Introduction to WDM Audio Drivers](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/introduction-to-wdm-audio-drivers)
    - [Basic Functions of a WDM Audio Driver](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/basic-functions-of-a-wdm-audio-driver)
    - [Vendor Audio Driver Options](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/vendor-audio-driver-options)
    - [WDM Audio Terminology](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/wdm-audio-terminology)
    - [Sample Audio Drivers](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/sample-audio-drivers)
    - [KsStudio Utility](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/ksstudio-utility)
  + Audio Filters, Pins, and Nodes
    - [Audio Filters, Pins, and Nodes](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-filters--pins--and-nodes)
    - [Audio Filters](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-filters)
    - [Filter Factories](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/filter-factories)
    - [Pin Factories](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/pin-factories)
    - [Nodes and Connections](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/nodes-and-connections)
    - [Audio Filter Graphs](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-filter-graphs)
    - [Wave Filters](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/wave-filters)
    - [MIDI and DirectMusic Filters](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/midi-and-directmusic-filters)
    - [Topology Filters](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/topology-filters)
  + Audio Endpoints, Properties and Events
    - [Audio Endpoints, Properties and Events](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-endpoints--properties-and-events)
    - [Audio Property Requests](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-property-requests)
    - [Filter, Pin, and Node Properties](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/filter--pin--and-node-properties)
    - [Audio Property Handlers](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-property-handlers)
    - [Basic Support Queries for Audio Properties](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/basic-support-queries-for-audio-properties)
    - [Audio Endpoint Builder Algorithm](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-endpoint-builder-algorithm)
    - [Dynamic Subdevice Registration and Unregistration](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/dynamic-subdeviceregistration-and-unregistration)
    - [Exposing Multichannel Nodes](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/exposing-multichannel-nodes)
    - [Pin Category Property](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/pin-category-property)
    - [Friendly Names for Audio Endpoint Devices](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/friendly-names-for-audio-endpoint-devices)
    - [Audio Position Property](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-position-property)
    - [Pin Data-Range and Intersection Properties](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/pin-data-range-and-intersection-properties)
    - [Jack Description Property](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/jack-description-property)
    - Microphone Array Geometry Property
    - [Hardware Events](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/hardware-events)
  + Audio Data Formats and Data Ranges
  + Digital Rights Management
* WDM音频架构: 高级概念 (未开始)
  + [WDM Audio Architecture: Advanced Topics](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/wdm-audio-architecture--advanced-topics)
  + Data-Intersection Handlers
  + Dynamic Audio Subdevices
  + Multifunction Audio Devices
  + Supporting Non-PCM Wave Formats
  + High Definition Audio DDI
* [在不同版本Windows上, WDM对音频支持](https://mp.csdn.net/postedit/102529815) (有三章未完成)
  + 实现音频模块通信
  + 配置和查询音频设备模块
  + 低延迟音频
  + 语音激活和多语音助手
  + [USB Audio 2.0 驱动](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/usb-2-0-audio-drivers)
  + 音频硬件资源管理 (音频流优先级指定和并发约束)
  + 音频驱动Bypass蓝牙指南(未开始)
  + [硬件音频分担处理](https://blog.csdn.net/danteLiujie/article/details/100701660)
  + WDM音频的平台差异
  + WDM 音频组件 (未开始)
  + 典型的音频配置 (未开始)
  + 影响波形输出流(Wave-Output)延迟的因素
  + 探索Windows Vista音频引擎
  + 格式协商
  + 动态格式更改
* [Windows 音频处理对象(APO)](https://blog.csdn.net/danteLiujie/article/details/101432216) (完成)
  + 音频处理对象架构
  + 实现APO
  + 实现APO UI
  + [实现硬件分担APO](https://blog.csdn.net/danteLiujie/article/details/100707708)
  + [Windows默认APO](https://blog.csdn.net/danteLiujie/article/details/101446443)
* 音频类微型端口驱动(Audio Miniport Drivers) (未开始)
  + [Audio Miniport Drivers](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-miniport-drivers)
  + Introduction to Port Class
  + Supporting a Device
  + Adapter Driver Construction
  + [Miniport Driver Types by Operating System](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/miniport-driver-types-by-operating-system)
  + COM in the Kernel
  + Miniport Interfaces
  + Installing a Port Class Audio Adapter
  + Port Driver Helper Objects
  + Power Management for Audio Devices
  + Version Numbers for Audio Drivers
  + Other Implementation Issues for Audio Drivers
* 传统音频接口 (未开始)
  + [Legacy Audio Interfaces](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/legacy-audio-interfaces)
  + [WavePci Port Driver](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/wavepci-port-driver)
  + [WavePci Miniport Driver](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/wavepci-miniport-driver)
  + Implementation Issues for WavePci Devices
  + [WaveCyclic Port Driver](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/wavecyclic-port-driver)
  + [WaveCyclic Miniport Driver](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/wavecyclic-miniport-driver)
  + Driver Support for DirectSound
  + Driver Support for DirectMusic
  + Driver Support for Legacy Audio Interfaces
* 音频设备驱动接口(Device Driver Interface, DDI) 参考手册 (未开始)
  + [Audio Devices DDI Reference Overview](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/portal-audio-ref)
  + [Audio Drivers Enumerations](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-drivers-enumerations)
  + Audio Drivers Property Sets
  + Audio Drivers Event Sets
  + Audio Topology Nodes
  + [Audio Drivers Structures](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-drivers-structures)
  + Audio Drivers Interfaces
  + Bluetooth HFP DDI Reference
  + High Definition Audio DDI Reference
  + [HD Audio DDI Enumerations](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/hd-audio-ddi-enumerations)
  + [DRM Functions](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/drm-functions)
  + [Audio Device Messages for MIDI](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/audio-device-messages-for-midi)
  + [Legacy Audio Device Messages](https://docs.microsoft.com/en-us/windows-hardware/drivers/audio/legacy-audio-device-messages)
  + Audio INF File Settings
  + Port Class Audio Driver Reference
  + Ks.h
  + Ksmedia.h