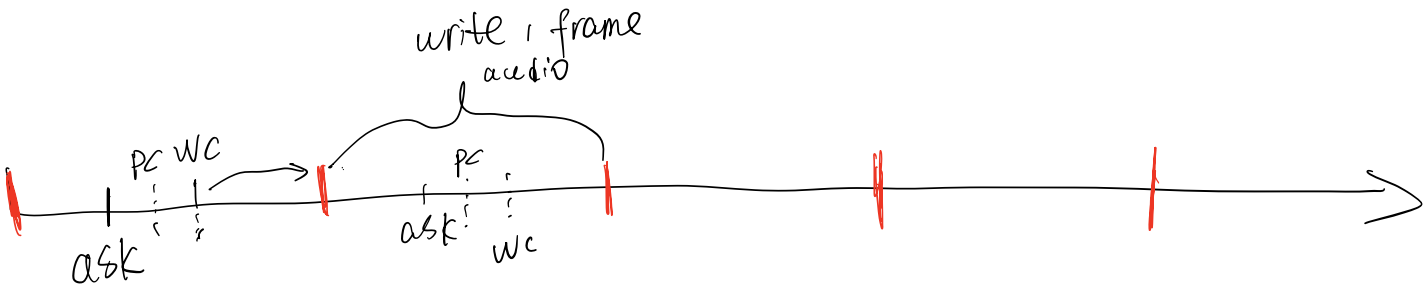
audio low latency

wall clock
audio clock
can diverge

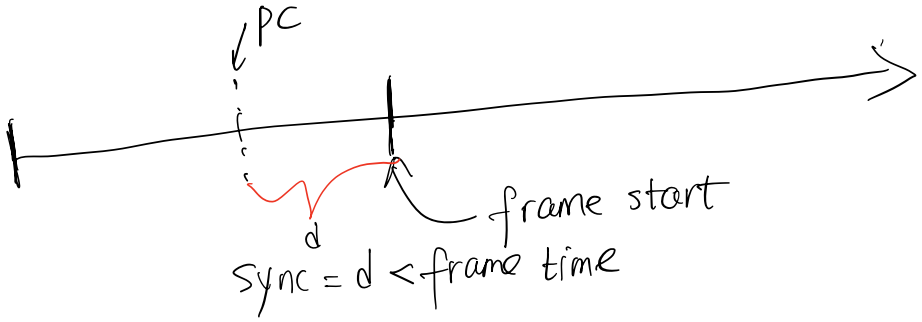


1. ask pc and wc location
2. forecast pc/wc location on frame boundary
   remaining frame time ⇒ audio samples
   ⇒ bytes ⇒ pc', wc' location
3.1 if wc' + Δ < frame boundary (bytes)
   write wc' → frame boundary
   + 1 frame of audio + Δ
3.2 if wc' + Δ > frame boundary
   write 1 frame of audio + Δ

average wc movement in 33ms (1 frame)

Can we do it without tracking the wc movement?

What's Audio Sync?



What's frame boundary?

- it's in audio time space, not in Query Perf Counter.
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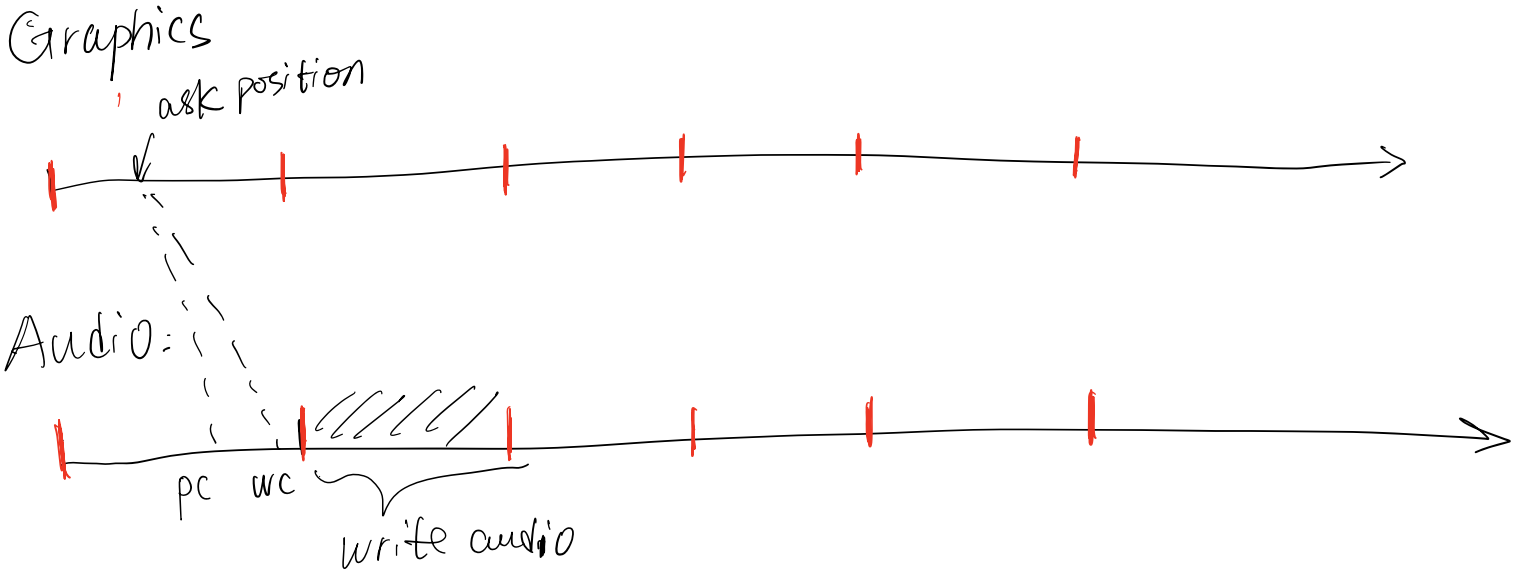
low latency audio (wc + Δ < frame boundary)



high latency audio