

XAudio2 Custom APO

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This sample shows you how to create and use custom APOs with XAudio2.

Sample Location

Windows

The complete and working source code for this sample is in:

SDK root \Samples\C++\XAudio2\XAudio2CustomAPO

Xbox 360

The complete and working source code for this sample is in:

SDK root \Source\Samples\Audio\XAudio2CustomAPO

Sample Description

The sample creates a simple XAudio2 playback graph, adding a series of custom APOs to the playing source voice:

- *SimpleAPO* applies a simple gain factor by multiplying the sample values processed.
- *MonitorAPO* passes the audio data to the main thread by way of a lock-free communication channel for visualization by the application.
- *Comp1APO* performs a typical dynamic-range-compression effect.

The APOs are implemented by using a helper template class, **SampleAPOBase**, that handles shared registration, class factory, and parameter handling operations. Use of this template class is not required, but it is used to simplify the sample.

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