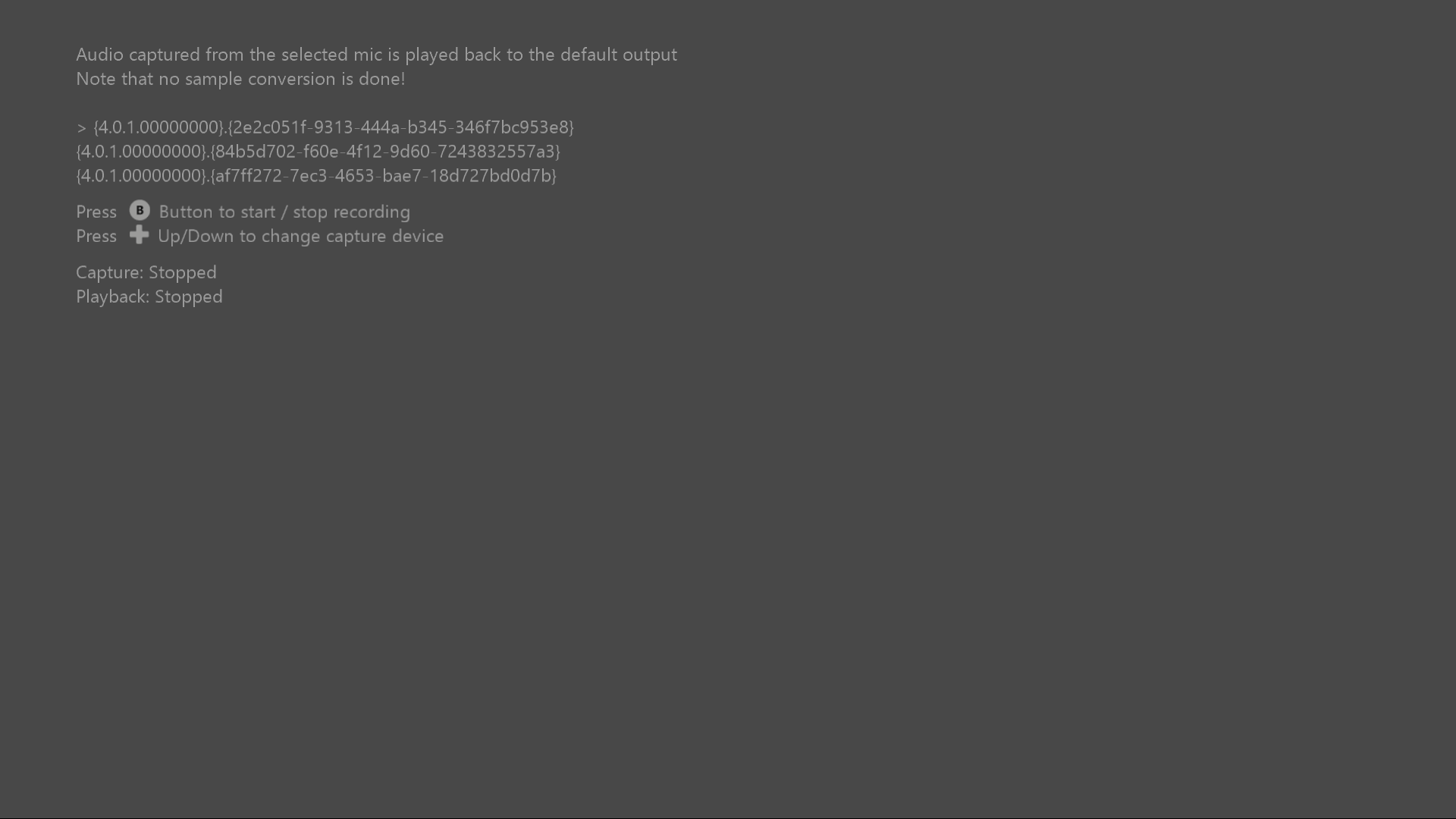
Simple WASAPI Capture Sample

*This sample is compatible with the Microsoft Game Development Kit (June 2020)*

# Description

This sample demonstrates how to capture audio using WASAPI on Xbox One.



# Building the sample

If using an Xbox One devkit, set the active solution platform to Gaming.Xbox.XboxOne.x64.

If using Project Scarlett, set the active solution platform to Gaming.Xbox.Scarlett.x64.

*For more information, see* Running samples*, in the GDK documentation.*

# Using the sample

Use a gamepad to select a capture device. The sample automatically uses the default audio rendere. **Note that there is no sample rate conversion between the capture and render, so playback will not sound correct unless the rates match.**

# Implementation notes

This sample demonstrates how to use WASAPI to capture audio. The samples captured are placed in a circular buffer that is then used for rendering samples. This example also uses a shared WASAPI instance between the renderer and capture. For a more advanced usage of WASAPI, please see the [Windows WASAPI Sample](https://code.msdn.microsoft.com/windowsapps/Windows-Audio-Session-22dcab6b)

# Update history

Initial release May 2019

# Privacy statement

When compiling and running a sample, the file name of the sample executable will be sent to Microsoft to help track sample usage. To opt-out of this data collection, you can remove the block of code in Main.cpp labeled “Sample Usage Telemetry”.

For more information about Microsoft’s privacy policies in general, see the [Microsoft Privacy Statement](https://privacy.microsoft.com/en-us/privacystatement/).