```
#define  MM_MINDMAKER_GC_WAVEOUT            2
#define  MM_MINDMAKER_GC_MIXER              3

/* MM_TELEKOL product IDs */
#define  MM_TELEKOL_WAVEOUT                 1
#define  MM_TELEKOL_WAVEIN                  2

/* MM_ALGOVISION product IDs */
#define  MM_ALGOVISION_VB80WAVEOUT          1
#define  MM_ALGOVISION_VB80WAVEIN           2
#define  MM_ALGOVISION_VB80MIXER            3
#define  MM_ALGOVISION_VB80AUX              4
#define  MM_ALGOVISION_VB80AUX2             5

#endif  // !NOMMIDS

/* ------------------------------------------------------------------------    ↵
  */

/*              INFO LIST CHUNKS (from the Multimedia Programmer's Reference
                                      plus new ones)
*/
#define RIFFINFO_IARL      mmioFOURCC ('I', 'A', 'R', 'L')     /*Archival location  ↵
   */
#define RIFFINFO_IART      mmioFOURCC ('I', 'A', 'R', 'T')     /*Artist  */
#define RIFFINFO_ICMS      mmioFOURCC ('I', 'C', 'M', 'S')     /*Commissioned  */
#define RIFFINFO_ICMT      mmioFOURCC ('I', 'C', 'M', 'T')     /*Comments  */
#define RIFFINFO_ICOP      mmioFOURCC ('I', 'C', 'O', 'P')     /*Copyright  */
#define RIFFINFO_ICRD      mmioFOURCC ('I', 'C', 'R', 'D')     /*Creation date of   ↵
  subject  */
#define RIFFINFO_ICRP      mmioFOURCC ('I', 'C', 'R', 'P')     /*Cropped  */
#define RIFFINFO_IDIM      mmioFOURCC ('I', 'D', 'I', 'M')     /*Dimensions  */
#define RIFFINFO_IDPI      mmioFOURCC ('I', 'D', 'P', 'I')     /*Dots per inch  */
#define RIFFINFO_IENG      mmioFOURCC ('I', 'E', 'N', 'G')     /*Engineer  */
#define RIFFINFO_IGNR      mmioFOURCC ('I', 'G', 'N', 'R')     /*Genre  */
#define RIFFINFO_IKEY      mmioFOURCC ('I', 'K', 'E', 'Y')     /*Keywords  */
#define RIFFINFO_ILGT      mmioFOURCC ('I', 'L', 'G', 'T')     /*Lightness settings ↵
    */
#define RIFFINFO_IMED      mmioFOURCC ('I', 'M', 'E', 'D')     /*Medium  */
#define RIFFINFO_INAM      mmioFOURCC ('I', 'N', 'A', 'M')     /*Name of subject    ↵
  */
#define RIFFINFO_IPLT      mmioFOURCC ('I', 'P', 'L', 'T')     /*Palette Settings.  ↵
  No. of colors requested.   */
#define RIFFINFO_IPRD      mmioFOURCC ('I', 'P', 'R', 'D')     /*Product  */
#define RIFFINFO_ISBJ      mmioFOURCC ('I', 'S', 'B', 'J')     /*Subject            ↵
  description  */
#define RIFFINFO_ISFT      mmioFOURCC ('I', 'S', 'F', 'T')     /*Software. Name of  ↵
  package used to create file.  */
#define RIFFINFO_ISHP      mmioFOURCC ('I', 'S', 'H', 'P')     /*Sharpness.  */
```

```
#define RIFFINFO_ISRC       mmioFOURCC ('I', 'S', 'R', 'C')     /*Source.   */
#define RIFFINFO_ISRF       mmioFOURCC ('I', 'S', 'R', 'F')     /*Source Form. ie
  slide, paper  */
#define RIFFINFO_ITCH       mmioFOURCC ('I', 'T', 'C', 'H')     /*Technician who
  digitized the subject.  */

/* New INFO Chunks as of August 30, 1993: */
#define RIFFINFO_ISMP       mmioFOURCC ('I', 'S', 'M', 'P')     /*SMPTE time code
  */
/* ISMP: SMPTE time code of digitization start point expressed as a NULL terminated
               text string "HH:MM:SS:FF". If performing MCI capture in AVICAP,
                 this
               chunk will be automatically set based on the MCI start time.
*/
#define RIFFINFO_IDIT       mmioFOURCC ('I', 'D', 'I', 'T')     /*Digitization Time
   */
/* IDIT: "Digitization Time" Specifies the time and date that the digitization
  commenced.
               The digitization time is contained in an ASCII string which
               contains exactly 26 characters and is in the format
               "Wed Jan 02 02:03:55 1990\n\0".
               The ctime(), asctime(), functions can be used to create strings
               in this format. This chunk is automatically added to the capture
               file based on the current system time at the moment capture is
                 initiated.
*/

#define RIFFINFO_ITRK       mmioFOURCC ('I', 'T', 'R', 'K')     /*ASCIIZ
  representation of the 1-based track number of the content.  */
#define RIFFINFO_ITOC       mmioFOURCC ('I', 'T', 'O', 'C')     /*A dump of the
  table of contents from the CD the content originated from.  */

/*Template line for new additions*/
/*#define RIFFINFO_I      mmioFOURCC ('I', '', '', '')        */

/* ----------------------------------------------------------------------------
  */

#endif /* WINAPI_FAMILY_PARTITION(WINAPI_PARTITION_DESKTOP) */
#pragma endregion

#pragma region Application Family
#if WINAPI_FAMILY_PARTITION(WINAPI_PARTITION_APP)

#ifndef NONEWWAVE

/* WAVE form wFormatTag IDs */
#define  WAVE_FORMAT_UNKNOWN                    0x0000 /* Microsoft Corporation */
#define  WAVE_FORMAT_ADPCM                      0x0002 /* Microsoft Corporation */
```

```
#define  WAVE_FORMAT_IEEE_FLOAT                 0x0003 /* Microsoft Corporation */
#define  WAVE_FORMAT_VSELP                      0x0004 /* Compaq Computer Corp. */
#define  WAVE_FORMAT_IBM_CVSD                   0x0005 /* IBM Corporation */
#define  WAVE_FORMAT_ALAW                       0x0006 /* Microsoft Corporation */
#define  WAVE_FORMAT_MULAW                      0x0007 /* Microsoft Corporation */
#define  WAVE_FORMAT_DTS                        0x0008 /* Microsoft Corporation */
#define  WAVE_FORMAT_DRM                        0x0009 /* Microsoft Corporation */
#define  WAVE_FORMAT_WMAVOICE9                  0x000A /* Microsoft Corporation */
#define  WAVE_FORMAT_WMAVOICE10                 0x000B /* Microsoft Corporation */
#define  WAVE_FORMAT_OKI_ADPCM                  0x0010 /* OKI */
#define  WAVE_FORMAT_DVI_ADPCM                  0x0011 /* Intel Corporation */
#define  WAVE_FORMAT_IMA_ADPCM                  (WAVE_FORMAT_DVI_ADPCM) /*  Intel
  Corporation */
#define  WAVE_FORMAT_MEDIASPACE_ADPCM           0x0012 /* Videologic */
#define  WAVE_FORMAT_SIERRA_ADPCM               0x0013 /* Sierra Semiconductor Corp
   */
#define  WAVE_FORMAT_G723_ADPCM                 0x0014 /* Antex Electronics
  Corporation */
#define  WAVE_FORMAT_DIGISTD                    0x0015 /* DSP Solutions, Inc. */
#define  WAVE_FORMAT_DIGIFIX                    0x0016 /* DSP Solutions, Inc. */
#define  WAVE_FORMAT_DIALOGIC_OKI_ADPCM         0x0017 /* Dialogic Corporation */
#define  WAVE_FORMAT_MEDIAVISION_ADPCM          0x0018 /* Media Vision, Inc. */
#define  WAVE_FORMAT_CU_CODEC                   0x0019 /* Hewlett-Packard Company
  */
#define  WAVE_FORMAT_HP_DYN_VOICE               0x001A /* Hewlett-Packard Company
  */
#define  WAVE_FORMAT_YAMAHA_ADPCM               0x0020 /* Yamaha Corporation of
  America */
#define  WAVE_FORMAT_SONARC                     0x0021 /* Speech Compression */
#define  WAVE_FORMAT_DSPGROUP_TRUESPEECH        0x0022 /* DSP Group, Inc */
#define  WAVE_FORMAT_ECHOSC1                    0x0023 /* Echo Speech Corporation
  */
#define  WAVE_FORMAT_AUDIOFILE_AF36             0x0024 /* Virtual Music, Inc. */
#define  WAVE_FORMAT_APTX                       0x0025 /* Audio Processing
  Technology */
#define  WAVE_FORMAT_AUDIOFILE_AF10             0x0026 /* Virtual Music, Inc. */
#define  WAVE_FORMAT_PROSODY_1612               0x0027 /* Aculab plc */
#define  WAVE_FORMAT_LRC                        0x0028 /* Merging Technologies S.A.
   */
#define  WAVE_FORMAT_DOLBY_AC2                  0x0030 /* Dolby Laboratories */
#define  WAVE_FORMAT_GSM610                     0x0031 /* Microsoft Corporation */
#define  WAVE_FORMAT_MSNAUDIO                   0x0032 /* Microsoft Corporation */
#define  WAVE_FORMAT_ANTEX_ADPCME               0x0033 /* Antex Electronics
  Corporation */
#define  WAVE_FORMAT_CONTROL_RES_VQLPC          0x0034 /* Control Resources Limited
   */
#define  WAVE_FORMAT_DIGIREAL                   0x0035 /* DSP Solutions, Inc. */
#define  WAVE_FORMAT_DIGIADPCM                  0x0036 /* DSP Solutions, Inc. */
#define  WAVE_FORMAT_CONTROL_RES_CR10           0x0037 /* Control Resources Limited
```

```
   */
#define  WAVE_FORMAT_NMS_VBXADPCM              0x0038 /* Natural MicroSystems */
#define  WAVE_FORMAT_CS_IMAADPCM               0x0039 /* Crystal Semiconductor IMA
   ADPCM */
#define  WAVE_FORMAT_ECHOSC3                   0x003A /* Echo Speech Corporation
  */
#define  WAVE_FORMAT_ROCKWELL_ADPCM            0x003B /* Rockwell International */
#define  WAVE_FORMAT_ROCKWELL_DIGITALK         0x003C /* Rockwell International */
#define  WAVE_FORMAT_XEBEC                     0x003D /* Xebec Multimedia
  Solutions Limited */
#define  WAVE_FORMAT_G721_ADPCM                0x0040 /* Antex Electronics
  Corporation */
#define  WAVE_FORMAT_G728_CELP                 0x0041 /* Antex Electronics
  Corporation */
#define  WAVE_FORMAT_MSG723                    0x0042 /* Microsoft Corporation */
#define  WAVE_FORMAT_INTEL_G723_1              0x0043 /* Intel Corp. */
#define  WAVE_FORMAT_INTEL_G729                0x0044 /* Intel Corp. */
#define  WAVE_FORMAT_SHARP_G726                0x0045 /* Sharp */
#define  WAVE_FORMAT_MPEG                      0x0050 /* Microsoft Corporation */
#define  WAVE_FORMAT_RT24                      0x0052 /* InSoft, Inc. */
#define  WAVE_FORMAT_PAC                       0x0053 /* InSoft, Inc. */
#define  WAVE_FORMAT_MPEGLAYER3                0x0055 /* ISO/MPEG Layer3 Format
  Tag */
#define  WAVE_FORMAT_LUCENT_G723               0x0059 /* Lucent Technologies */
#define  WAVE_FORMAT_CIRRUS                    0x0060 /* Cirrus Logic */
#define  WAVE_FORMAT_ESPCM                     0x0061 /* ESS Technology */
#define  WAVE_FORMAT_VOXWARE                   0x0062 /* Voxware Inc */
#define  WAVE_FORMAT_CANOPUS_ATRAC             0x0063 /* Canopus, co., Ltd. */
#define  WAVE_FORMAT_G726_ADPCM                0x0064 /* APICOM */
#define  WAVE_FORMAT_G722_ADPCM                0x0065 /* APICOM */
#define  WAVE_FORMAT_DSAT                      0x0066 /* Microsoft Corporation */
#define  WAVE_FORMAT_DSAT_DISPLAY              0x0067 /* Microsoft Corporation */
#define  WAVE_FORMAT_VOXWARE_BYTE_ALIGNED      0x0069 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_AC8               0x0070 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_AC10              0x0071 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_AC16              0x0072 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_AC20              0x0073 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_RT24              0x0074 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_RT29              0x0075 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_RT29HW            0x0076 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_VR12              0x0077 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_VR18              0x0078 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_TQ40              0x0079 /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_SC3               0x007A /* Voxware Inc */
#define  WAVE_FORMAT_VOXWARE_SC3_1             0x007B /* Voxware Inc */
#define  WAVE_FORMAT_SOFTSOUND                 0x0080 /* Softsound, Ltd. */
#define  WAVE_FORMAT_VOXWARE_TQ60              0x0081 /* Voxware Inc */
#define  WAVE_FORMAT_MSRT24                    0x0082 /* Microsoft Corporation */
#define  WAVE_FORMAT_G729A                     0x0083 /* AT&T Labs, Inc. */
```

```
#define  WAVE_FORMAT_MVI_MVI2                   0x0084 /* Motion Pixels */
#define  WAVE_FORMAT_DF_G726                    0x0085 /* DataFusion Systems (Pty)
  (Ltd) */
#define  WAVE_FORMAT_DF_GSM610                  0x0086 /* DataFusion Systems (Pty)
  (Ltd) */
#define  WAVE_FORMAT_ISIAUDIO                   0x0088 /* Iterated Systems, Inc. */
#define  WAVE_FORMAT_ONLIVE                     0x0089 /* OnLive! Technologies,
  Inc. */
#define  WAVE_FORMAT_MULTITUDE_FT_SX20          0x008A /* Multitude Inc. */
#define  WAVE_FORMAT_INFOCOM_ITS_G721_ADPCM     0x008B /* Infocom */
#define  WAVE_FORMAT_CONVEDIA_G729              0x008C /* Convedia Corp. */
#define  WAVE_FORMAT_CONGRUENCY                 0x008D /* Congruency Inc. */
#define  WAVE_FORMAT_SBC24                      0x0091 /* Siemens Business
  Communications Sys */
#define  WAVE_FORMAT_DOLBY_AC3_SPDIF            0x0092 /* Sonic Foundry */
#define  WAVE_FORMAT_MEDIASONIC_G723            0x0093 /* MediaSonic */
#define  WAVE_FORMAT_PROSODY_8KBPS              0x0094 /* Aculab plc */
#define  WAVE_FORMAT_ZYXEL_ADPCM                0x0097 /* ZyXEL Communications,
  Inc. */
#define  WAVE_FORMAT_PHILIPS_LPCBB              0x0098 /* Philips Speech Processing
   */
#define  WAVE_FORMAT_PACKED                     0x0099 /* Studer Professional Audio
   AG */
#define  WAVE_FORMAT_MALDEN_PHONYTALK           0x00A0 /* Malden Electronics Ltd.
  */
#define  WAVE_FORMAT_RACAL_RECORDER_GSM         0x00A1 /* Racal recorders */
#define  WAVE_FORMAT_RACAL_RECORDER_G720_A      0x00A2 /* Racal recorders */
#define  WAVE_FORMAT_RACAL_RECORDER_G723_1      0x00A3 /* Racal recorders */
#define  WAVE_FORMAT_RACAL_RECORDER_TETRA_ACELP 0x00A4 /* Racal recorders */
#define  WAVE_FORMAT_NEC_AAC                    0x00B0 /* NEC Corp. */
#define  WAVE_FORMAT_RAW_AAC1                   0x00FF /* For Raw AAC, with format
  block AudioSpecificConfig() (as defined by MPEG-4), that follows WAVEFORMATEX */
#define  WAVE_FORMAT_RHETOREX_ADPCM             0x0100 /* Rhetorex Inc. */
#define  WAVE_FORMAT_IRAT                       0x0101 /* BeCubed Software Inc. */
#define  WAVE_FORMAT_VIVO_G723                  0x0111 /* Vivo Software */
#define  WAVE_FORMAT_VIVO_SIREN                 0x0112 /* Vivo Software */
#define  WAVE_FORMAT_PHILIPS_CELP               0x0120 /* Philips Speech Processing
   */
#define  WAVE_FORMAT_PHILIPS_GRUNDIG            0x0121 /* Philips Speech Processing
   */
#define  WAVE_FORMAT_DIGITAL_G723               0x0123 /* Digital Equipment
  Corporation */
#define  WAVE_FORMAT_SANYO_LD_ADPCM             0x0125 /* Sanyo Electric Co., Ltd.
  */
#define  WAVE_FORMAT_SIPROLAB_ACEPLNET          0x0130 /* Sipro Lab Telecom Inc. */
#define  WAVE_FORMAT_SIPROLAB_ACELP4800         0x0131 /* Sipro Lab Telecom Inc. */
#define  WAVE_FORMAT_SIPROLAB_ACELP8V3          0x0132 /* Sipro Lab Telecom Inc. */
#define  WAVE_FORMAT_SIPROLAB_G729              0x0133 /* Sipro Lab Telecom Inc. */
#define  WAVE_FORMAT_SIPROLAB_G729A             0x0134 /* Sipro Lab Telecom Inc. */
```

```
#define  WAVE_FORMAT_SIPROLAB_KELVIN            0x0135 /* Sipro Lab Telecom Inc. */
#define  WAVE_FORMAT_VOICEAGE_AMR               0x0136 /* VoiceAge Corp. */
#define  WAVE_FORMAT_G726ADPCM                  0x0140 /* Dictaphone Corporation */
#define  WAVE_FORMAT_DICTAPHONE_CELP68          0x0141 /* Dictaphone Corporation */
#define  WAVE_FORMAT_DICTAPHONE_CELP54          0x0142 /* Dictaphone Corporation */
#define  WAVE_FORMAT_QUALCOMM_PUREVOICE         0x0150 /* Qualcomm, Inc. */
#define  WAVE_FORMAT_QUALCOMM_HALFRATE          0x0151 /* Qualcomm, Inc. */
#define  WAVE_FORMAT_TUBGSM                     0x0155 /* Ring Zero Systems, Inc.
  */
#define  WAVE_FORMAT_MSAUDIO1                   0x0160 /* Microsoft Corporation */
#define  WAVE_FORMAT_WMAUDIO2                   0x0161 /* Microsoft Corporation */
#define  WAVE_FORMAT_WMAUDIO3                   0x0162 /* Microsoft Corporation */
#define  WAVE_FORMAT_WMAUDIO_LOSSLESS           0x0163 /* Microsoft Corporation */
#define  WAVE_FORMAT_WMASPDIF                   0x0164 /* Microsoft Corporation */
#define  WAVE_FORMAT_UNISYS_NAP_ADPCM           0x0170 /* Unisys Corp. */
#define  WAVE_FORMAT_UNISYS_NAP_ULAW            0x0171 /* Unisys Corp. */
#define  WAVE_FORMAT_UNISYS_NAP_ALAW            0x0172 /* Unisys Corp. */
#define  WAVE_FORMAT_UNISYS_NAP_16K             0x0173 /* Unisys Corp. */
#define  WAVE_FORMAT_SYCOM_ACM_SYC008           0x0174 /* SyCom Technologies */
#define  WAVE_FORMAT_SYCOM_ACM_SYC701_G726L     0x0175 /* SyCom Technologies */
#define  WAVE_FORMAT_SYCOM_ACM_SYC701_CELP54    0x0176 /* SyCom Technologies */
#define  WAVE_FORMAT_SYCOM_ACM_SYC701_CELP68    0x0177 /* SyCom Technologies */
#define  WAVE_FORMAT_KNOWLEDGE_ADVENTURE_ADPCM  0x0178 /* Knowledge Adventure, Inc.
   */
#define  WAVE_FORMAT_FRAUNHOFER_IIS_MPEG2_AAC   0x0180 /* Fraunhofer IIS */
#define  WAVE_FORMAT_DTS_DS                     0x0190 /* Digital Theatre Systems,
  Inc. */
#define  WAVE_FORMAT_CREATIVE_ADPCM             0x0200 /* Creative Labs, Inc */
#define  WAVE_FORMAT_CREATIVE_FASTSPEECH8       0x0202 /* Creative Labs, Inc */
#define  WAVE_FORMAT_CREATIVE_FASTSPEECH10      0x0203 /* Creative Labs, Inc */
#define  WAVE_FORMAT_UHER_ADPCM                 0x0210 /* UHER informatic GmbH */
#define  WAVE_FORMAT_ULEAD_DV_AUDIO             0x0215 /* Ulead Systems, Inc. */
#define  WAVE_FORMAT_ULEAD_DV_AUDIO_1           0x0216 /* Ulead Systems, Inc. */
#define  WAVE_FORMAT_QUARTERDECK                0x0220 /* Quarterdeck Corporation
  */
#define  WAVE_FORMAT_ILINK_VC                   0x0230 /* I-link Worldwide */
#define  WAVE_FORMAT_RAW_SPORT                  0x0240 /* Aureal Semiconductor */
#define  WAVE_FORMAT_ESST_AC3                   0x0241 /* ESS Technology, Inc. */
#define  WAVE_FORMAT_GENERIC_PASSTHRU           0x0249
#define  WAVE_FORMAT_IPI_HSX                    0x0250 /* Interactive Products,
  Inc. */
#define  WAVE_FORMAT_IPI_RPELP                  0x0251 /* Interactive Products,
  Inc. */
#define  WAVE_FORMAT_CS2                        0x0260 /* Consistent Software */
#define  WAVE_FORMAT_SONY_SCX                   0x0270 /* Sony Corp. */
#define  WAVE_FORMAT_SONY_SCY                   0x0271 /* Sony Corp. */
#define  WAVE_FORMAT_SONY_ATRAC3                0x0272 /* Sony Corp. */
#define  WAVE_FORMAT_SONY_SPC                   0x0273 /* Sony Corp. */
#define  WAVE_FORMAT_TELUM_AUDIO                0x0280 /* Telum Inc. */
```

```
#define  WAVE_FORMAT_TELUM_IA_AUDIO             0x0281 /* Telum Inc. */
#define  WAVE_FORMAT_NORCOM_VOICE_SYSTEMS_ADPCM 0x0285 /* Norcom Electronics Corp.
  */
#define  WAVE_FORMAT_FM_TOWNS_SND               0x0300 /* Fujitsu Corp. */
#define  WAVE_FORMAT_MICRONAS                   0x0350 /* Micronas Semiconductors,
  Inc. */
#define  WAVE_FORMAT_MICRONAS_CELP833           0x0351 /* Micronas Semiconductors,
  Inc. */
#define  WAVE_FORMAT_BTV_DIGITAL                0x0400 /* Brooktree Corporation */
#define  WAVE_FORMAT_INTEL_MUSIC_CODER          0x0401 /* Intel Corp. */
#define  WAVE_FORMAT_INDEO_AUDIO                0x0402 /* Ligos */
#define  WAVE_FORMAT_QDESIGN_MUSIC              0x0450 /* QDesign Corporation */
#define  WAVE_FORMAT_ON2_VP7_AUDIO              0x0500 /* On2 Technologies */
#define  WAVE_FORMAT_ON2_VP6_AUDIO              0x0501 /* On2 Technologies */
#define  WAVE_FORMAT_VME_VMPCM                  0x0680 /* AT&T Labs, Inc. */
#define  WAVE_FORMAT_TPC                        0x0681 /* AT&T Labs, Inc. */
#define  WAVE_FORMAT_LIGHTWAVE_LOSSLESS         0x08AE /* Clearjump */
#define  WAVE_FORMAT_OLIGSM                     0x1000 /* Ing C. Olivetti & C.,
  S.p.A. */
#define  WAVE_FORMAT_OLIADPCM                   0x1001 /* Ing C. Olivetti & C.,
  S.p.A. */
#define  WAVE_FORMAT_OLICELP                    0x1002 /* Ing C. Olivetti & C.,
  S.p.A. */
#define  WAVE_FORMAT_OLISBC                     0x1003 /* Ing C. Olivetti & C.,
  S.p.A. */
#define  WAVE_FORMAT_OLIOPR                     0x1004 /* Ing C. Olivetti & C.,
  S.p.A. */
#define  WAVE_FORMAT_LH_CODEC                   0x1100 /* Lernout & Hauspie */
#define  WAVE_FORMAT_LH_CODEC_CELP              0x1101 /* Lernout & Hauspie */
#define  WAVE_FORMAT_LH_CODEC_SBC8              0x1102 /* Lernout & Hauspie */
#define  WAVE_FORMAT_LH_CODEC_SBC12             0x1103 /* Lernout & Hauspie */
#define  WAVE_FORMAT_LH_CODEC_SBC16             0x1104 /* Lernout & Hauspie */
#define  WAVE_FORMAT_NORRIS                     0x1400 /* Norris Communications,
  Inc. */
#define  WAVE_FORMAT_ISIAUDIO_2                 0x1401 /* ISIAudio */
#define  WAVE_FORMAT_SOUNDSPACE_MUSICOMPRESS    0x1500 /* AT&T Labs, Inc. */
#define  WAVE_FORMAT_MPEG_ADTS_AAC              0x1600 /* Microsoft Corporation */
#define  WAVE_FORMAT_MPEG_RAW_AAC               0x1601 /* Microsoft Corporation */
#define  WAVE_FORMAT_MPEG_LOAS                  0x1602 /* Microsoft Corporation
  (MPEG-4 Audio Transport Streams (LOAS/LATM) */
#define  WAVE_FORMAT_NOKIA_MPEG_ADTS_AAC        0x1608 /* Microsoft Corporation */
#define  WAVE_FORMAT_NOKIA_MPEG_RAW_AAC         0x1609 /* Microsoft Corporation */
#define  WAVE_FORMAT_VODAFONE_MPEG_ADTS_AAC     0x160A /* Microsoft Corporation */
#define  WAVE_FORMAT_VODAFONE_MPEG_RAW_AAC      0x160B /* Microsoft Corporation */
#define  WAVE_FORMAT_MPEG_HEAAC                 0x1610 /* Microsoft Corporation
  (MPEG-2 AAC or MPEG-4 HE-AAC v1/v2 streams with any payload (ADTS, ADIF, LOAS/
  LATM, RAW). Format block includes MP4 AudioSpecificConfig() -- see
  HEAACWAVEFORMAT below */
#define  WAVE_FORMAT_VOXWARE_RT24_SPEECH        0x181C /* Voxware Inc. */
```

```
#define  WAVE_FORMAT_SONICFOUNDRY_LOSSLESS      0x1971 /* Sonic Foundry */
#define  WAVE_FORMAT_INNINGS_TELECOM_ADPCM      0x1979 /* Innings Telecom Inc. */
#define  WAVE_FORMAT_LUCENT_SX8300P             0x1C07 /* Lucent Technologies */
#define  WAVE_FORMAT_LUCENT_SX5363S             0x1C0C /* Lucent Technologies */
#define  WAVE_FORMAT_CUSEEME                    0x1F03 /* CUSeeMe */
#define  WAVE_FORMAT_NTCSOFT_ALF2CM_ACM         0x1FC4 /* NTCSoft */
#define  WAVE_FORMAT_DVM                        0x2000 /* FAST Multimedia AG */
#define  WAVE_FORMAT_DTS2                       0x2001
#define  WAVE_FORMAT_MAKEAVIS                   0x3313
#define  WAVE_FORMAT_DIVIO_MPEG4_AAC            0x4143 /* Divio, Inc. */
#define  WAVE_FORMAT_NOKIA_ADAPTIVE_MULTIRATE   0x4201 /* Nokia */
#define  WAVE_FORMAT_DIVIO_G726                 0x4243 /* Divio, Inc. */
#define  WAVE_FORMAT_LEAD_SPEECH                0x434C /* LEAD Technologies */
#define  WAVE_FORMAT_LEAD_VORBIS                0x564C /* LEAD Technologies */
#define  WAVE_FORMAT_WAVPACK_AUDIO              0x5756 /* xiph.org */
#define  WAVE_FORMAT_ALAC                       0x6C61 /* Apple Lossless */
#define  WAVE_FORMAT_OGG_VORBIS_MODE_1          0x674F /* Ogg Vorbis */
#define  WAVE_FORMAT_OGG_VORBIS_MODE_2          0x6750 /* Ogg Vorbis */
#define  WAVE_FORMAT_OGG_VORBIS_MODE_3          0x6751 /* Ogg Vorbis */
#define  WAVE_FORMAT_OGG_VORBIS_MODE_1_PLUS     0x676F /* Ogg Vorbis */
#define  WAVE_FORMAT_OGG_VORBIS_MODE_2_PLUS     0x6770 /* Ogg Vorbis */
#define  WAVE_FORMAT_OGG_VORBIS_MODE_3_PLUS     0x6771 /* Ogg Vorbis */
#define  WAVE_FORMAT_3COM_NBX                   0x7000 /* 3COM Corp. */
#define  WAVE_FORMAT_OPUS                       0x704F /* Opus */
#define  WAVE_FORMAT_FAAD_AAC                   0x706D
#define  WAVE_FORMAT_AMR_NB                     0x7361 /* AMR Narrowband */
#define  WAVE_FORMAT_AMR_WB                     0x7362 /* AMR Wideband */
#define  WAVE_FORMAT_AMR_WP                     0x7363 /* AMR Wideband Plus */
#define  WAVE_FORMAT_GSM_AMR_CBR                0x7A21 /* GSMA/3GPP */
#define  WAVE_FORMAT_GSM_AMR_VBR_SID            0x7A22 /* GSMA/3GPP */
#define  WAVE_FORMAT_COMVERSE_INFOSYS_G723_1    0xA100 /* Comverse Infosys */
#define  WAVE_FORMAT_COMVERSE_INFOSYS_AVQSBC    0xA101 /* Comverse Infosys */
#define  WAVE_FORMAT_COMVERSE_INFOSYS_SBC       0xA102 /* Comverse Infosys */
#define  WAVE_FORMAT_SYMBOL_G729_A              0xA103 /* Symbol Technologies */
#define  WAVE_FORMAT_VOICEAGE_AMR_WB            0xA104 /* VoiceAge Corp. */
#define  WAVE_FORMAT_INGENIENT_G726             0xA105 /* Ingenient Technologies,
  Inc. */
#define  WAVE_FORMAT_MPEG4_AAC                  0xA106 /* ISO/MPEG-4 */
#define  WAVE_FORMAT_ENCORE_G726                0xA107 /* Encore Software */
#define  WAVE_FORMAT_ZOLL_ASAO                  0xA108 /* ZOLL Medical Corp. */
#define  WAVE_FORMAT_SPEEX_VOICE                0xA109 /* xiph.org */
#define  WAVE_FORMAT_VIANIX_MASC                0xA10A /* Vianix LLC */
#define  WAVE_FORMAT_WM9_SPECTRUM_ANALYZER      0xA10B /* Microsoft */
#define  WAVE_FORMAT_WMF_SPECTRUM_ANAYZER       0xA10C /* Microsoft */
#define  WAVE_FORMAT_GSM_610                    0xA10D
#define  WAVE_FORMAT_GSM_620                    0xA10E
#define  WAVE_FORMAT_GSM_660                    0xA10F
#define  WAVE_FORMAT_GSM_690                    0xA110
#define  WAVE_FORMAT_GSM_ADAPTIVE_MULTIRATE_WB  0xA111
```

```
#define  WAVE_FORMAT_POLYCOM_G722               0xA112 /* Polycom */
#define  WAVE_FORMAT_POLYCOM_G728               0xA113 /* Polycom */
#define  WAVE_FORMAT_POLYCOM_G729_A             0xA114 /* Polycom */
#define  WAVE_FORMAT_POLYCOM_SIREN              0xA115 /* Polycom */
#define  WAVE_FORMAT_GLOBAL_IP_ILBC             0xA116 /* Global IP */
#define  WAVE_FORMAT_RADIOTIME_TIME_SHIFT_RADIO 0xA117 /* RadioTime */
#define  WAVE_FORMAT_NICE_ACA                   0xA118 /* Nice Systems */
#define  WAVE_FORMAT_NICE_ADPCM                 0xA119 /* Nice Systems */
#define  WAVE_FORMAT_VOCORD_G721                0xA11A /* Vocord Telecom */
#define  WAVE_FORMAT_VOCORD_G726                0xA11B /* Vocord Telecom */
#define  WAVE_FORMAT_VOCORD_G722_1              0xA11C /* Vocord Telecom */
#define  WAVE_FORMAT_VOCORD_G728                0xA11D /* Vocord Telecom */
#define  WAVE_FORMAT_VOCORD_G729                0xA11E /* Vocord Telecom */
#define  WAVE_FORMAT_VOCORD_G729_A              0xA11F /* Vocord Telecom */
#define  WAVE_FORMAT_VOCORD_G723_1              0xA120 /* Vocord Telecom */
#define  WAVE_FORMAT_VOCORD_LBC                 0xA121 /* Vocord Telecom */
#define  WAVE_FORMAT_NICE_G728                  0xA122 /* Nice Systems */
#define  WAVE_FORMAT_FRACE_TELECOM_G729         0xA123 /* France Telecom */
#define  WAVE_FORMAT_CODIAN                     0xA124 /* CODIAN */
#define  WAVE_FORMAT_FLAC                       0xF1AC /* flac.sourceforge.net */

#if !defined(WAVE_FORMAT_EXTENSIBLE)
#define  WAVE_FORMAT_EXTENSIBLE                 0xFFFE /* Microsoft */
#endif // !defined(WAVE_FORMAT_EXTENSIBLE)

//
//  New wave format development should be based on the
//  WAVEFORMATEXTENSIBLE structure. WAVEFORMATEXTENSIBLE allows you to
//  avoid having to register a new format tag with Microsoft. However, if
//  you must still define a new format tag, the WAVE_FORMAT_DEVELOPMENT
//  format tag can be used during the development phase of a new wave
//  format.  Before shipping, you MUST acquire an official format tag from
//  Microsoft.
//
#define WAVE_FORMAT_DEVELOPMENT         (0xFFFF)

#endif /* NONEWWAVE */

#ifndef WAVE_FORMAT_PCM

/* general waveform format structure (information common to all formats) */
typedef struct waveformat_tag {
    WORD    wFormatTag;         /* format type */
    WORD    nChannels;          /* number of channels (i.e. mono, stereo...) */
    DWORD   nSamplesPerSec;     /* sample rate */
    DWORD   nAvgBytesPerSec;    /* for buffer estimation */
    WORD    nBlockAlign;        /* block size of data */
} WAVEFORMAT;
typedef WAVEFORMAT       *PWAVEFORMAT;
```