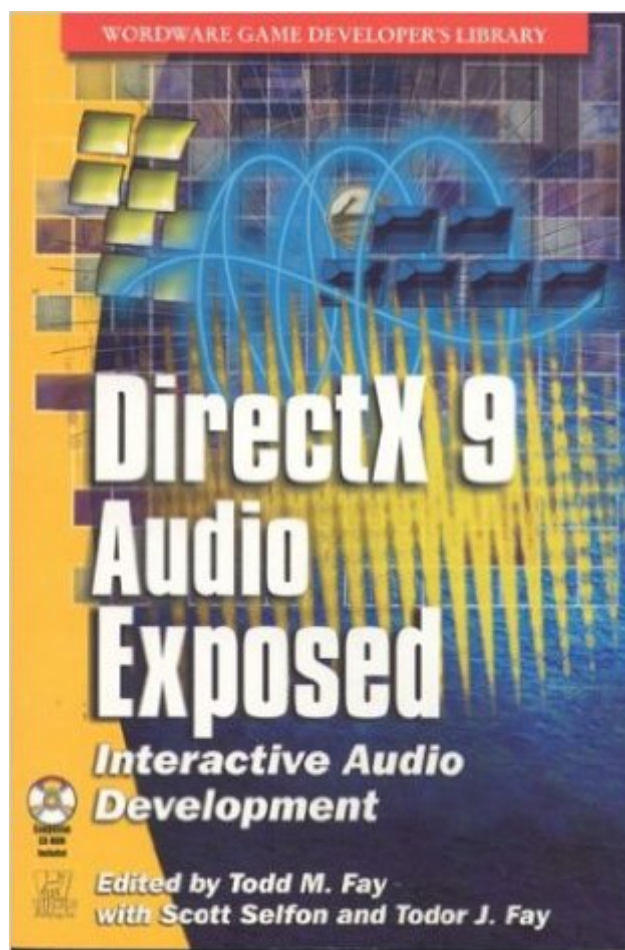# DirectX 9 Audio Exposed: Interactive Audio Development

Synopsis

The de facto resource on interactive sound and music creation for Windows, this book covers topics important to musicians and sound designers.

Book Information

Paperback: 550 pages

Publisher: Wordware Publishing, Inc.; Pap/Cdr edition (October 25, 2003)

Language: English

ISBN-10: 1556222882

ISBN-13: 978-1556222887

Product Dimensions: 6.1 x 1.2 x 9 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.6 out of 5 stars See all reviews (7 customer reviews)

Best Sellers Rank: #3,267,039 in Books (See Top 100 in Books)   #50 in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX   #187 in Books > Computers & Technology > Digital Audio, Video & Photography > Speech & Audio Processing   #486 in Books > Arts & Photography > Music > Theory, Composition & Performance > MIDI, Mixers, etc.

Customer Reviews

Not much in here about DirectSound so it's slightly misnamed, but this book serves well as a long overdue, comprehensive tutorial on Microsoft's rather arcane interactive music playback and authoring system, DirectMusic, that ships as part of the DirectX API's.DirectMusic is probably so little-known because when one first looks at it from either the content or the development side it's a little bit like stumbling into a secret treasure trove, complete with gaping bottomless pits and monsters, with no map, no light and no idea how far down the rabbit hole you have to go to learn your way around. This book provides both a map and a torch, but you'll still have to do the legwork to learn your way around.If you still get lost, at least the accompanying CD provides you with a very cool demo of some DirectMusic by King Crimson (somehow that's no surprise given their avant garde tendencies these past three decades) to help pass the time spent studying your map and exploring the trackless caverns of this extremely complex, but potentially revolutionary musical technology.

Lots of good information for game programming, but nothing useful for general audio programming with Direct Sound. Judging from what I had read about the book, I thought there would be more

meat in it on the Direct Sound interface, but there wasn't. There is lots in it if you are doing games and will have sound that you just need to playback, but if you need to do any audio processing with Direct Sound, that isn't in the book. It could really have benefitted from some interface documentation (perhaps an in an appendix) and a bit more low level stuff, especially on effects processing.

Compared to DirectX graphics, Directx Audio gets little spotlight. DirectX programming is known to be complex. This book does a good job in making DirectX (audio) more accessible to beginners.Here is my rating on the Content (5=Best):Accuracy: (4.5/5) So far, I have found minor ommissions in the text. However, the sample code is good enough.Coverage (4/5)The book, as some other reviews pointed out, focuses more on directmusic than direct audio programming. Maybe its just me, but I was expecting more programmer-oriented text. I only found 50% of the book applicable to my programming work.If you are considering buying this book, please check the table of contents. The direct music part is useful if you are considering composing music and/or need some basic understanding of computer sound.Completeness (3/5). This is by no means a complete reference for directx. Keep the SDK documentation handy.The author also fails to explain at times the rationale behind chosing the particular parameters values for various function calls. Expect to do some googling if you plan to understand the code insideo out.Style (5/5): The author's explaination is very clear and concise. A beginner to directx should have no trouble following the text.Overall: 5/5 if you have never touched directx before. 4/5 if you have previous experience with directx programming. You are better off with premier's game audio programming book.

If you want to gain all the benefits and sophistication that DirectMusic provides, this book is a must. Also included is a marvelous CDROM containing several very well thought out sample sound programs (both source and executables) that illustrate many of the chapters' concepts in real-time. Definitely take them for a drive.For programmers, I found this book to be packed with information on using both the DirectMusic API, and the very powerful (and free) DirectMusic Producer tool, which lets you view, edit, play, and drill down into DirectMusic files/projects. Understanding the Producer tool through this book will give you a much better understanding of the API and the architecture.The CDROM contains several VC++ projects you will find absolutely essential if you are writing your own applications. All the source code is included and is very clean, and the programs are cleverly devised and illustrate key points very clearly.This book contains a lot of information, but if you want to learn how to create dynamic music with this kind of audio quality and sophistication, this is by far

the best resource I have found.

DirectX 9 Audio Exposed: Interactive Audio Development Delphi Graphics And Game Programming Exposed! With DirectX The Awesome Power of Direct3D/DirectX - The DirectX 7 Version Programming Role Playing Games with DirectX (Game Development Series) Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software)) Programming Role Playing Games with DirectX w/CD (Premier Press Game Development) Visual Basic Game Programming with DirectX (Premier Press Game Development (Software)) Real-Time 3D Terrain Engines Using C++ and DirectX 9 (Game Development Series) Special Effects Game Programming with DirectX w/CD (Premier Press Game Development (Software)) Real-Time Rendering Tricks and Techniques in DirectX (Premier Press Game Development (Software)) DirectX 8 and Visual Basic Development 3D Game Programming With Directx 8.0 (Game Development Series) Visual Basic Game Programming with DirectX (The Premier Press Game Development Series) UNIX AWK and SED Programmer's Interactive Workbook (UNIX Interactive Workbook) Justin Bieber: JB Interactive Love Quiz (Interactive Quiz Books, Trivia Games & Puzzles all with Automatic Scoring) Interactive Japanese (Berlitz Interactive) The Vatican Exposed: Money, Murder, and the Mafia C++: A Smart Way to Learn C++ Programming and Javascript (c plus plus, C++ for beginners, JAVA, programming computer, hacking, hacking exposed) (C ... Coding, CSS, Java, PHP) (Volume 1) Programming Interviews Exposed: Secrets to Landing Your Next Job Hot X: Algebra Exposed!