## Media Player File Format

Application Note



## **Playing back WAV-files in other formats than 16-bit integer**

This document provides instructions on how to circumvent play-back limitations in all versions of the W-CODE Media Player. The limitation prevents play back of WAV-files using sample formats other than 16-bit integer.

An attempt to open a WAV-file with another format than 16-bit integer will produce an error messages as depicted below, and a corresponding error message is displayed at the bottom of the Media Player window. Please notice that Media Player will not display the actual bits per sample for the file reported as invalid.

Be aware that some soundcard loudspeaker outputs will be muted if a plug is inserted into the audio output jack.

edia Player/Recor	
Input Device:	Mic in at rear panel (Pink) (Re
Input Source:	· · · · · · · · · · · · · · · · · · ·
Output Device:	Lautsprecher (Realtek High Defi
Sample Rate:	48000 Media Player/Recorder
Bits per Sample: Channel:	16 Stereo Error: Invalid file format Mute
[dB] -	60 OK t
File: STANAG	5-4285 (300 bps, Long, ITA-2 5N1) (1).wav 🔹 🖻 💌 Clear List
	Monitor Close
	Error: Invalid file format

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### Workaround A: Use W-CODE "Custom Inputs"

In contrast to the current versions of the Media Player, the W-CODE Custom Inputs supports 24-bit and 32-bit integer sample formats in addition to 32-bit float format.

Follow these steps to play-back the file via Custom Inputs

- Close any open decoder
- From Configuration select Custom Inputs
- In the Custom Inputs window click Add
- If desired rename the new custom input
- In the parameter pane select or enter values as appropriate. Device must be set to File and Type to PCM
- From File select the desired decoder or function
- From Demodulator select Input...
- Select the input named in Step 4
- The file will now be played back if it is in a supported format

Parameter	Value
	value
Input Name Device File Path	NewInput 1 File
Channel	Left
Type Play Continuous	РСМ
	Device File Path Channel Type

### Workaround B: Use Windows Media Player

Windows Media Player (WMP) supports a considerable number of sample formats. In order to use WMP to play back WAV-files not supported by W-CODE Media Player, follow these steps

- Connect an audio cable between the input and output jacks of the PC soundcard
- Open W-CODE
- From File select the desired function or decoder
- Open WMP
- Select the WAV-file to be played back
- Start WMP

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Since more than thirty years Wavecom Elektronik AG has developed, manufactured and distributed high quality devices and software for the decoding and retrieval of information from wireless data communication in all frequency bands. The nature of the data communication may be arbitrary, but commonly contains text, images and voice. The company is internationally established within this industry and maintains a longstanding, world-wide network of distributors and business partners.

### **Product Information**

Products	http://www.wavecom.ch/product-summary.php
Datasheets	http://www.wavecom.ch/brochures.php
Specifications	http://www.wavecom.ch/product-specifications.php
Documentation	http://www.wavecom.ch/manuals.php
Online help	http://www.wavecom.ch/content/ext/DecoderOnlineHelp/default.htm
Software warranty	One year free releases and bug fixes, update by DVD
Hardware warranty	Two years hardware warranty
Prices	http://www.wavecom.ch/contact-us.php

#### **System Requirements**

	Minimum	Recommended
CPU	P4 Dual-Core 2.4 GHz	Core i5 or Core i7 2.8 GHz
Memory	2 GB RAM	4 - 8 GB RAM
OS	Windows XP	Windows 7 32-bit or Windows 7 64-bit

### **Distributors and Regional Contacts**

You will find a list of distributors and regional contacts at <a href="http://www.wavecom.ch/distributors.php">http://www.wavecom.ch/distributors.php</a>



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