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Thread: [Using NAudio to stream an audio stream](#)

YashiroUchiha - December 22, 2015, 7:41 am

I have an audio stream through a URL and I need to be able to play it preferably with NAudio but I cant seem to get it to work or find anyone else who has tried doing what I need. I don't want to save the audio stream as a file I want to get the audio stream I have and send the bytes elsewhere.

This is what I have so far:

```
Code IEnumerable<VideoInfo> videoInfos = DownloadUrlResolver.GetDownloadUrls(e.Args[0]);
VideoInfo video = videoInfos.Where(info => info.CanExtractAudio).OrderByDescending(info =>
info.AudioBitrate).First();
Console.WriteLine(video.Title + " Bitrate: " + video.AudioBitrate);
using (Stream stream = WebRequest.Create(video.DownloadUrl).
    GetResponse().
    GetResponseStream())
{
    var outFormat = new WaveFormat(48000, 16, 1);
    int blockSize = outFormat.AverageBytesPerSecond / 5;
    byte[] buffer = new byte[blockSize];
    int read;
    while((read = stream.Read(buffer, 0, buffer.Length)) > 0)
    {
        voice.SendVoicePCM(buffer, read);
    }
}
```

When run it just plays a bunch of static.

He B TeMy - December 22, 2015, 8:51 am

I don't have time to read and update the code i got for you, but, this used to work in naudio 1.6 if i recall correctly (the last version that supported .net 2.0) .

```
Code Public Sub StartCapture(values As String)
    Dim splitted() As String = values.Split("|"c)
    _waveIn = New WaveIn()

    _waveIn.WaveFormat = New WaveFormat(CInt(splitted(0)), CInt(splitted(1)), CInt(splitted(2)))

    AddHandler _waveIn.DataAvailable, AddressOf DataAvailable
    AddHandler _waveIn.RecordingStopped, AddressOf RecordingStopped

    _waveIn.StartRecording()

    SendPacket(_client, _packer, DirectCast(PacketHeader.SoundRecorder, Byte),
    DirectCast(SoundRecorder.AverageTransferRate, Byte),
    _waveIn.WaveFormat.AverageBytesPerSecond)
    IsRecording = True
End Sub
```

```
Public Sub StopCapture()  
    If _waveIn IsNot Nothing Then  
        _waveIn.StopRecording()  
    End If
```

```
    IsRecording = False  
End Sub
```

```
Private Sub RecordingStopped(sender As Object, e As EventArgs)  
    If _waveIn IsNot Nothing Then  
        _waveIn.Dispose()  
    End If
```

```
    IsRecording = False  
End Sub
```

```
Private Sub DataAvailable(sender As Object, e As WaveInEventArgs)  
    SendPacket(_client, _packer, DirectCast(PacketHeader.SoundRecorder, Byte),  
DirectCast(SoundRecorder.StartCapture, Byte), e.Buffer, e.BytesRecorded)  
End Sub
```

Hope this helps, 'SendPacket' is explicit in the name i think you know what it does.

I just copied this from a previous project of mine, i don't have a c# version of this, but should be straightforward... adapt as you want.

limit3l3ss - January 3, 2016, 5:03 am

Load the stream in a Memory Stream, convert it into wav and then play it using NAudio
Check the NAudio Examples on their website