

Forum:[Hack Forums](#)

Thread: [Microphone Recorder](#)

Adderall - July 7, 2016, 9:42 am

Hey, I just made a microphone recorder and wanted to share it.

I needed microphone functionality for a project and after I made that I thought about making a recorder. I used the [WinMM.Net](#) dll to get data from the microphone. Your virus scanner would probably say the WinMM dll is a virus, because some RATs use it, so don't worry it is a false positive.

It will save the recording in a .mr file I made up. So if you want to listen to the recording again you have to use the right side of the application.

Why not save it as an MP3 file?

I don't know how to save it as an MP3 file.

There are some settings, but don't change them for the best quality.

There are probably some bugs in it, but it is just to show people how to use the microphone.
[Source on GitHub](#)

?

HFDone - July 7, 2016, 10:49 am

using api much simple <http://www.visual-basic-tutorials.com/MicRecord.php>

Zilog80 - July 7, 2016, 11:57 am

Even more simple using NAudio instead "unknown dlls used in RATs"

PHP Code

```
<?php
public WaveIn waveSource = null;
public WaveFileWriter waveFile = null;

private void StartBtn_Click(object sender, EventArgs e)
{
    StartBtn.Enabled = false;
    StopBtn.Enabled = true;

    waveSource = new WaveIn();
    waveSource.WaveFormat = new WaveFormat(44100, 1);

    waveSource.DataAvailable += new EventHandler<WaveInEventArgs>(
waveSource_DataAvailable);
    waveSource.RecordingStopped += new EventHandler<StoppedEventArgs>(
waveSource_RecordingStopped);
```

```

    waveFile = new WaveFileWriter(@"C:\Temp\Test0001.wav", waveSource.WaveFormat);

    waveSource.StartRecording();
}

private void StopBtn_Click(object sender, EventArgs e)
{
    StopBtn.Enabled = false;

    waveSource.StopRecording();
}

void waveSource_DataAvailable(object sender, WaveInEventArgs e)
{
    if (waveFile != null)
    {
        waveFile.Write(e.Buffer, 0, e.BytesRecorded);
        waveFile.Flush();
    }
}

void waveSource_RecordingStopped(object sender, StoppedEventArgs e)
{
    if (waveSource != null)
    {
        waveSource.Dispose();
        waveSource = null;
    }

    if (waveFile != null)
    {
        waveFile.Dispose();
        waveFile = null;
    }

    StartBtn.Enabled = true;
}

```

NAudio github: <https://github.com/naudio/NAudio>

NAudio NuGet: <https://www.nuget.org/packages/NAudio/>

Adderall - July 7, 2016, 12:26 pm

(Jul 7, 2016 10:49 AM)HFDone Wrote: [\[CITE\]](#) using api much simple <http://www.visual-basic-tutorials.com/MicRecord.php>

Could be much more simple, but you cannot use settings or get the data directly in a byte array.

(Jul 7, 2016 11:57 AM)Zilog80 Wrote: [\[CITE\]](#) Even more simple using NAudio instead "unknown dlls used in RATs"

I have heard of NAudio, but the dll is 10 times the size of WinMM.Net.

That it is used in RATs doesn't mean it is bad. AForge is also used in many RATs, but it is very useful too.

#Kat - July 7, 2016, 1:16 pm

cscore > naudio just saying been targeting naudio for a few years can be a pain in the ass in most occasions .. but like everything it has its advantages which is widely used still

plocke123 - *July 10, 2016, 12:01 pm*

aah this could be pretty useful in the future :)

Xzity - *July 22, 2016, 8:07 pm*

It's a bit simple and broad but i'll try it