

defsound

DefSound[download archive](#)

Select Default Sound Render Device (using undocumented COM-interface IPolicyConfig).

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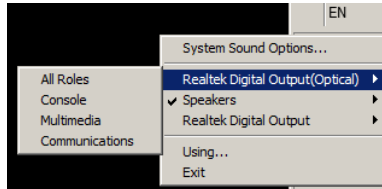
Select Default Sound Render Device (using undocumented COM-interface IPolicyConfig).

System Requirements: Microsoft Windows Vista and later

Visual C++ Redistributable for Visual Studio 2013: <http://www.microsoft.com/en-us/download/details.aspx?id=40784>

Run without parameters for show system tray icon

- right click: opens a context menu quick-change sound render device (audio endpoint)
- left double click: switch to next sound render device (audio endpoint)



- GDI+ hint on device switch

Realtek Digital Output(Optical)

Commad line parameters:

DefSound.exe <DEVICE>[,DEVICE...] [ROLE]

- DEVICE - device description or zero-based index
- ROLE - role that the system has assigned to an audio endpoint device ([http://msdn.microsoft.com/en-us/library/windows/desktop/dd370842\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/windows/desktop/dd370842(v=vs.85).aspx)). Variants:
 - ALL - all roles, default value
 - CON - system notification sounds and voice commands
 - MMEDIA - multimedia
 - VOICE - voice communications

If you supply -1, it will switch to next sound render device (audio endpoint)

If you specify more than one device, then the list will be rotated so that the default device is the latest. Example:

Default device before	Command line	Default device after
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2	DefSound.exe 0,1,2 0	
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0	DefSound.exe 0,1,2 1	
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1	DefSound.exe 0,1,2 2	
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