You need a DiskImage Object for this.

The DiskImage class provides a stream abstraction which will handle accessing the data track from CD-ROM into regular file. This is handy as many sample CDs e.g also contain audio demo tracks.

Just a stream abstraction which will handle to access the data track. It has of course more methods, but which you shouldn’t care of; just use the mentioned constructor to open the CD-ROM device (e.g. "/dev/cdrom" or "/dev/hdc*").

WriteImage() allows to extract an Akai data track from CDROM into an regular file. It has of course more methods, but which you shouldn’t care of; just use the mentioned constructor to open the CD-ROM device (e.g. "/dev/cdrom" or "/dev/hdc*").

ListVolumes() that will fill the list with all AkaiVolumes in it’s partition.

Note to ListVolumes(): you have to define a std::list object and pass it to ListVolumes(), that will fill the list with all AkaiVolumes in it’s partition.

DiskImage(char* path)
DiskImage(std::streambuf*)
DiskImage(DiskImage* other)

Read(void* pBuffer, uint SampleCount)
Seek(int64_t Offset, akai_stream_whence_t Whence)
SetPos(int Where, akai_stream_whence_t Whence)

Use LoadSampleData() to load the sample wave into memory, mpSamples will then point to the beginning of the wave in memory. If you’re finished free the sample wave from memory.

Or instead of loading samples into RAM you can use the SetPos() and Read() methods, this allows disk streaming.