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A: I'm aware that there are some free but closed environments, but only for a part of the material (the most important parts). Personally, I like FL studio so I use it as my main platform for posting. You can make your own library of whatever you need and load that into the enviroment, or you can have the enviroment generate a library from the inputs (and your own). For a few dollar one can buy the professional license from FL, not sure if it is the same as in your case, but I don't think that it will make a difference. Good Luck, hope this helps Q: How to record a phone call in C# Is it possible to do this in C#? I have installed the C# Speech recognition SDK but I can't work out how to do it. Thanks A: I think in general you will want to use SpeechRecognitionEngine. RecognizeAsync(). You could try using the NativeAPI in the OpenSpeechTools project to see how they do it. Or you can use the Windows Phone Speech Recognition API from MSDN here. Note that the phone call, in general, will be handled by the User Interface, not the CPU. You could perhaps set up a timer to poll for input, if you wanted to. The speech recognition SDKs seem to have that capability. The API documentation shows a couple sample projects. A: A good way to do this is with a windows service. That allows you to run (and cancel) a process as a background task. At startup, you use the SpeechRecognitionEngine.Initialize(); method, and then you pass a delegate to the SpeechRecognitionEngine.SpeechRecognized event. For more details, see Speech Recognition Services – The Basics. Q: how to apply Google AMP like behavior on external page? Is there any way to apply Google AMP like behavior(like loading, performance, etc) to third party page? I mean if there is AMP code on external page, f678ea9f9e

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