
Subject: Re: playing sound files

Posted by [menakkis](#) on Mon, 03 May 1999 07:00:00 GMT

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Jason Jonikas <jjonikas@bos.fti-net.com> wrote:

> Does any one know a good way of playing sounds in IDL other than
> spawning to the windows wav player. I had been toying with the idea of
> reading in all of the wav files at the begining of the program and then
> writing an IDL wav player but I cant find a good description of the wav
> file format. Any ideas would be a great help.

Hi Jason,

I could send you a really trivial little IDL / C-external routine to play .wav files if you like. (Email me at p.mason@syd.dem.csiro.au if you want it.) The routine calls the Win32 multimedia function PlaySound() directly, so it's more to-the-point than spawning a separate media player program. But I get the impression, somehow, that this is not quite what you're looking for. After all it's still going to have to open and load a .wav file before playing it, so it's not going to be as quick as these things can get. If response time is an issue for you, the simplest solution I can think of (assuming you have a fixed set of .WAV files) would be to bung the .wav files you want to play straight into your call-external DLL as binary resources (this is easy). With hardly any extra effort you could get PlaySound() to play these resources - bound to be quicker than separate .wav files. The "real thing", though, would involve pre-loading the .wav files into arrays (in memory), and using the lower-level multimedia routines.

I hope this helps,
Peter Mason

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