Subject: playing sound files

Posted by Jason Jonikas on Fri, 30 Apr 1999 07:00:00 GMT

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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.

Thanks in advance

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