Subject: Re: playing sound from within IDL
Posted by Andrew Cool on Thu, 20 Sep 2001 22:38:06 GMT

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John Votaw wrote:

>
> Does anybody know how to play a portion of a .wav file from within IDL?
> I currently output the substream with write_wav() and then use
> RealPlayer to hear it but this is too cumbersome. I'm running IDL 5.4
> on a windows 2000 pc.
>
> John Votaw
> votaw@commander.eushc.org

 Goto to Ronn Kling's website, and suck in Randall Frank's IDL_TOOLS DLM & DLL
 files, which allow asynch sound playing. Certainly works or WIN95/98. You'll
 have to suck it & see on WIN2000...

 e.g.

    sounddata = READ_WAV(my_WAV_file, rate)
    handle   = SND_PLAY(sounddata, rate)

 If you only want to play a prtion of the WAV file, then why not only write out
 that portion of the array? If you don't know which portion, perhaps you can PLOT
 the array to visually determine the area of interest?

 http://www.rlkling.com/freeware/randallfrank.html

 But I'm no expert in matters sound - you may wish to wait for an Audio Guru
 to respond ;-)

 Andrew

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