Subject: Re: Speaking of .wav files...
Posted by davidf on Thu, 18 Jan 2001 21:04:41 GMT
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RandyStack (randystack@aol.com) writes:

> I, too, am dealing with .wav files...working with IDL to process signals in the
> spectral domain between FFTs and iFFTs. While I've found IDL to have
> extraordinary resources for visualizing and displaying data, I've not found any
> corresponding routines to let me render the results of my sound processing to
> the speakers.
>
> Thus, is there any sort of "Play_Wav" routine? If not, has any here working
> with sound come up with a convenient way to get sound output from within an IDL
> app (other than writing a .wav file and opening a separate audio program to
> play it)? I'd love to include a "Play" button in my IDL user interfaces!

Have you tried SPAWNing your Audio Program with the name of
the WAV file to play? I think that's what I would do.

Cheers,

David

--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Speaking of .wav files...
Posted by Mark Rivers on Fri, 19 Jan 2001 04:52:26 GMT
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David Fanning wrote in message ...
> RandyStack (randystack@aol.com) writes:
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> Have you tried SPAWNing your Audio Program with the name of
> the WAV file to play? I think that's what I would do.

It's even simpler:

IDL> spawn, 'start myfile.wav'

You don't need to specify the player, Windows will launch whatever
application is associated with .WAV files. If the application is already
running it will just play the .WAV file without launching again.

I just tested the following and it works:
IDL> spawn, 'start message2.wav'

Mark Rivers