Subject: Re: Sound with IDL... HELP!
Posted by david[2] on Wed, 27 Jun 2001 14:43:08 GMT
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Alex Schuster writes:

> Okay, okay. I'm calm. Everything's just fine. I'm sure, someone will
> tell me that I don't have a BIG, BIG problem.
>
> Because, hey, it's 2001, and of course it should be no problem to play
> .wav files from IDL, right? Right.
>
> When I do a
> spawn, 'wav.exe mywav.wav' ,
> a big DOS window opens. If I use
> spawn, 'start /min wav.exe mywav.wav' ,
> it closes immedeately, but it is still opened first for a short time.
> I also see a small dialog telling me that IDL is spawning a command.
>
>
> And this is just unacceptable! I want to show images to our patients
> which are being tested, and I just cannot confuse them with appearing
> and disappearing dialogs. No way.
>
> Any ideas? If not, I really don't know what to do now. And I have to
> explain the doctors why the program I wrote this week is of no use.

Uh, how about the NOSHELL keyword to the SPAWN command.
Works in IDL 5.4. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Sound with IDL... HELP!
Posted by Alex Schuster on Wed, 27 Jun 2001 15:16:04 GMT
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Now that was fast!

David Fanning wrote:

> Alex Schuster writes:

>> When I do a
>>   spawn, 'wav.exe mywav.wav' ,
>> a big DOS window opens. If I use
>>   spawn, 'start /min wav.exe mywav.wav' ,
>> it closes immedeately, but it is still opened first for a short time.

Strange. Now, on the same computer, the DOS window doesn't appear. But I
still see this:

>> I also see a small dialog telling me that IDL is spawning a command.

> Uh, how about the NOSHELL keyword to the SPAWN command.

That was my idea in the first place, but according to the help it works
with the Unix version only.

> Works in IDL 5.4. :-)

You mean, in 5.4, I _really_ do not get any nasty windows at all? It
looks so, I downloaded the whatsnew.pdf from RSINC's website, and voila,
there it is, the noshell keyword!

Okay, we install 5.4, and everything will be fine, I hope. Thanks!

      Alex
--
 Alex Schuster   Wonko@planet-interkom.de
              alex@pet.mpin-koeln.mpg.de

Subject: Re: Sound with IDL... HELP!
Posted by david[2] on Fri, 29 Jun 2001 02:03:57 GMT
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Axex Schuster wrote the other day:

> Okay, we install 5.4, and everything will be fine, I hope. Thanks!

If you haven't gotten around to installing IDL 5.4,
here is another alternative if you are running a
Windows machine. I got this little gem in a round-about
way (twice), but it comes originally from that Doyen
of Dirty IDL Code, Peter Mason, in Australia.

It's a hack, it's not well documented, and you didn't
get it from me. But it's fun, and it *does* work just
the way he said it would! :-)

It uses a DLL (winclip.dll) to read and execute WAV files,
calling the Windows sound routines directly, rather than
spawning a WAV player.

Here is a zip file. Extract it and read the directions
in the winclip.readme file. Follow them, and then type:

   IDL> wavdemo

Get ready for a trip down memory lane! :-)

You can find the files here:

   ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/wavdemo.zi p

Enjoy!

David

--
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Subject: Re: Sound with IDL... HELP!
Posted by wonko on Fri, 29 Jun 2001 10:44:00 GMT
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David Fanning (david@dfanning.com) writes:

> If you haven't gotten around to installing IDL 5.4,
> here is another alternative if you are running a
> Windows machine. I got this little gem in a round-about
> way (twice), but it comes originally from that Doyen
> of Dirty IDL Code, Peter Mason, in Australia.

> It's a hack, it's not well documented, and you didn't
> get it from me. But it's fun, and it *does* work just
> the way he said it would! :-)

Sounds good :)

> It uses a DLL (winclip.dll) to read and execute WAV files,
> calling the Windows sound routines directly, rather than
> spawning a WAV player.

>   ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/wavdemo.zi p

Thanks! I will have a look. I'd like to implement opther features than
sound in the future, but for now that's fine.

The other hint I got was to use Randall Frank's routines at
www.rlkling.com/freeware/randallfrank.html.

    Alex