
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 on 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 portion 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.rkling.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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