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Subject: Re: Producing sounds in IDL

Posted by [Aram Panasenco](#) on Mon, 05 Apr 2010 18:20:54 GMT

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On Apr 5, 11:07 am, nata <bernat.puigdomen...@gmail.com> wrote:

> Hi gurus,

>

> Is it possible to produce sounds using IDL?

> I searched in the manual but it seems that there is nothing available.

> I was thinking that maybe using CALL\_EXTERNAL, SPAWN or ActiveX

> controls could be possible.

>

> I'm using Windows so I'm looking for a solution under this platform.

> Thanks,

> nata

It's possible, there is even an MP3 player made in IDL called IDLtunes.

You can download it here and look at the source IDLtunes.pro file in the download. I hope you'll find what you want!

<http://kilvarock.com/miscellaneous.htm>

<http://kilvarock.com/user/image/idltunes.zip>

~Aram Panasenco

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Subject: Re: Producing sounds in IDL

Posted by [natha](#) on Mon, 05 Apr 2010 18:53:06 GMT

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It seems that all is based on KRSaudiere.dlm and KRSaudiere.dll. That means that the program only works under Windows, right ?

I'll try to use the program on a Windows machine tomorrow morning so

I'll let you know my experiences using your program.

Thanks,

nata

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Subject: Re: Producing sounds in IDL

Posted by [Aram Panasenco](#) on Mon, 05 Apr 2010 19:01:32 GMT

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On Apr 5, 11:53 am, nata <bernat.puigdomen...@gmail.com> wrote:

> It seems that all is based on KRSaudiere.dlm and KRSaudiere.dll. That  
> means that the program only works under Windows, right ?

> I'll try to use the program on a Windows machine tomorrow morning so

> I'll let you know my experiences using your program.

> Thanks,  
> nata

I didn't write the program, I just found it a while ago on kilvarock.com. I am pretty sure the program's author is Ronn Kling, but I am not 100% certain. Anyway, let us know how it goes!

~Aram Panasenco

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Subject: Re: Producing sounds in IDL  
Posted by [Andrew Cool](#) on Tue, 06 Apr 2010 03:05:20 GMT  
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On Apr 6, 3:07 am, nata <bernat.puigdomen...@gmail.com> wrote:

> Hi gurus,  
>  
> Is it possible to produce sounds using IDL?  
> I searched in the manual but it seems that there is nothing available.  
> I was thinking that maybe using CALL\_EXTERNAL, SPAWN or ActiveX  
> controls could be possible.  
>  
> I'm using Windows so I'm looking for a solution under this platform.  
> Thanks,  
> nata

Search for Bell on [www.dfanning.com](http://www.dfanning.com)  
It contains code to play WAV files using Peter Mason's WINCLIP.DLL

Still works fine under XP.

Andrew

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Subject: Re: Producing sounds in IDL  
Posted by [David Fanning](#) on Tue, 06 Apr 2010 03:52:45 GMT  
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Andrew Cool writes:

> Search for Bell on [www.dfanning.com](http://www.dfanning.com)  
> It contains code to play WAV files using Peter Mason's WINCLIP.DLL  
>  
> Still works fine under XP.

That "You're doin' it all wrong!" clip is still my favorite  
Catch error handler sound! :-)

<http://www.dfanning.com/programs/bell.zip>

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: Producing sounds in IDL

Posted by [natha](#) on Tue, 06 Apr 2010 14:07:41 GMT

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Hi All,

I tried the bell program and the IDLtunes on my Windows machine and everything works fine.

The only issue I found is in the firsts lines of the bell.pro routine.

The routine tries to find the DLL file in a bad path and the way to check the OS is not the best one.

Anyways, that's right that "You're doin' it all wrong!" is a very funny error sound !

Thanks,

nata

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Subject: Re: Producing sounds in IDL

Posted by [Andrew Cool](#) on Wed, 07 Apr 2010 23:07:50 GMT

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On Apr 6, 11:07 pm, nata <[bernat.puigdomen...@gmail.com](mailto:bernat.puigdomen...@gmail.com)> wrote:

> Hi All,

>

> I tried the bell program and the IDLtunes on my Windows machine and

> everything works fine.

> The only issue I found is in the firsts lines of the bell.pro routine.

> The routine tries to find the DLL file in a bad path and the way to

> check the OS is not the best one.

>

> Anyways, that's right that "You're doin' it all wrong!" is a very  
> funny error sound !  
> Thanks,  
>  
> nata

Hi Nata,

Fair shake of the sauce bottle, old son!

The DLL part of the Bell program dates back to 1996, and was perfectly valid, correct and proper back then. Perhaps you weren't using IDL 14 years ago...?

Plus the code does contain specific instructions on where the DLL should be stored:-

```
; The file winclip.dll has to go into the main IDL directory for  
*each*  
; of your IDL distributions. That is "C:\RSI\IDL5.5" or "C:\RSI  
\IDL5.6"  
; or wherever you have installed IDL.
```

and ..

```
; Also, the path\filename of the WINCLIP DLL is returned in SHLIB if  
all's ok  
; To make life simple, I insist on having winclip.dll stored in the  
main IDL  
; directory.  
; It doesn't really have to be, of course, but if you put it somewhere  
else then ;you will have to modify this routine accordingly.
```

Maybe you could pull the code into the 21st century and email a copy to David Fanning?

Andrew

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