Technical Support Knowledge Center Open

VEE: Can I Play Sound Files With VEE?



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Notices

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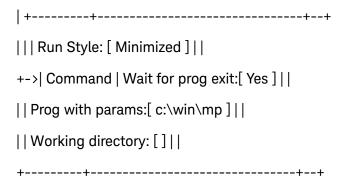
It is possible to get VEE to play sound files -- typically .WAV files -- on a PC. Although it is possible to use the VEE Execute Program object to run the Windows Media Player ("mplayer.exe") with a .WAV file as a parameter, it would play the file -- and then stay on the screen. It turns out that you have to invoke it as:

c:\win\mplayer.exe -play -close c:\sounds\bigboom.wav

-- assuming, of course, that the "mplayer.exe" file is in a directory named "c:\win" and you want to play a .WAV file named "c:\sounds\bigboom.wav." This brings up the Media Player, which then plays the .WAV file -- and goes away.

In practice, the VEE code to play different .WAV files would look something like this:

++
Start
++
++
Text
++
c:\win\mplayer.exe -play -close+-+ ++
++ Formula
+->+
+ A + " " + B++
Text +->+
+
c:\sounds\bigboom.wav +
+
+
++
Execute Program (PC)



Notice how the "Run Style" is set to "Minimized" to ensure that the Media Player only comes up as an icon. This program has successfully run on both Win3 and WinNT using PCs with sound cards. Experiments with the so-called "Sound Driver for the PC Speaker" did not provide very good results -- but then that particular driver does not provide very good results in general.

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