

Technical Support
Knowledge Center Open

VEE: Can I Play Sound Files With VEE?

Notices

© Keysight Technologies Incorporated, 2002-2020

1400 Fountaingrove Pkwy., Santa Rosa, CA 95403-1738, United States All rights reserved.

No part of this documentation may be reproduced in any form or by any means (including electronic storage and retrieval or translation into a foreign language) without prior agreement and written consent from Keysight Technologies, Inc. as governed by United States and international copyright laws.

Restricted Rights Legend

If software is for use in the performance of a U.S. Government prime contract or subcontract, Software is delivered and licensed as "Commercial computer software" as defined in DFAR 252.227-7014 (June 1995), or as a "commercial item" as defined in FAR 2.101(a) or as "Restricted computer software" as defined in FAR 52.227-19 (June 1987) or any equivalent agency regulation or contract clause.

Use, duplication or disclosure of Software is subject to Keysight Technologies' standard commercial license terms, and non-DOD Departments and Agencies of the U.S. Government will receive no greater than Restricted Rights as defined in FAR 52.227-19(c)(1-2) (June 1987). U.S. Government users will receive no greater than Limited Rights as defined in FAR 52.227-14 (June 1987) or DFAR 252.227-7015 (b)(2) (November 1995), as applicable in any technical data.

Portions of this software are licensed by third parties including open source terms and conditions.

For detail information on third party licenses, see [Notice](#).

Contents

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) |
```

```
| +-----+-----+-----+---+
||| Run Style: [ Minimized ] ||
+-->| Command | Wait for prog exit:[ Yes ] ||
|| Prog with params:[ c:\win\mp ] ||
|| Working directory: [ ] ||
+-----+-----+-----+---+
```

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.

Revision 1.0 31 Dec 99 djf

