from a regular module without using a qualified name.

- A public function defined in an independent module can be called from a procedure file in Proc-Global or from a regular module using a qualified name such as IndependentModuleA#Test.

- A public function defined in an independent module can not be called from another independent module.

- A static function defined in ProcGlobal can be called only from the file in which it is defined.

- A static function defined in a regular module can be called from a procedure file in ProcGlobal or from another regular module using a qualified name such as RegularModuleA#Test.

- A static function defined in a regular module can not be called from an independent module.

- A static function defined in an independent module can be called only from the procedure file in which it is defined.

- An independent module can call only functions defined in that independent module.

Sound

Two operations are provided for playing of sound through the computer speakers:

- PlaySound
- PlaySnd (*Macintosh*)

The **PlaySound** operation takes the sound data from a wave.

The obsolete **PlaySnd** operation gets its data from a Macintosh 'snd ' resource stored in a file.

A number of sound input operations are provided: **SoundInStatus** (page V-888) , **SoundInSet** (page V-887) , **SoundInRecord** (page V-887) , **SoundInStartChart** (page V-888) and **SoundInStopChart** (page V-889) . Several example experiments that use these routines can be found in your Igor Pro Folder in the Examples folder.

The **SoundLoadWave** operation loads various sound file formats into waves and **SoundSaveWave** saves wave data to sound files. These operations replace SndLoadWave, SoundSaveAIFF and SoundSaveWAV from the obsolete SndLoadSaveWave XOP.

Movies

You can create movies, optionally with a soundtrack, and extract frames from movies for analysis.

Playing Movies

Use the PlayMovie operation to play a movie in your default movie viewing program.

Creating Movies

You can create a movie from a graph, page layout, or Gizmo window. To do this, you write a procedure that modifies the window and adds a frame to the movie in a loop. On Windows, you can include audio.

Here are the operations used to create and play a movie:

- **NewMovie**
- **AddMovieFrame**
- **AddMovieAudio**
- **CloseMovie**
- **PlayMovie**
- **PlayMovieAction**

The NewMovie operation creates a movie file and also defines the movie frame rate and optional audio track specifications.