

PlaySnd

```
PlayMovieAction extract
ImageTransform rgb2gray M_MovieFrame
NewImage M_RGB2Gray
```

When you are finished extracting frames, use the kill keyword to close the file.

To get a full path for use with the open keyword, use the **PathInfo** or **Open /D/R** commands.

Examples

These commands show to determine the number of frames in a simple movie:

```
PlayMovieAction open = <full path to movie file>
PlayMovieAction gotoEnd,getTime
Variable tend= V_value
PlayMovieAction step=-1,getTime
Print "frames= ",tend/(tend-V_value)
PlayMovieAction kill
```

See Also

Movies on page IV-245.

The **PlayMovie** operation.

PlaySnd

PlaySnd [*flags*] *fileNameStr*

Note: PlaySnd is obsolete. Use **PlaySound** instead.

Available only on the Macintosh.

The PlaySnd operation plays a sound from the file's data fork, or from an 'snd ' resource.

Parameters

The file containing the sound is specified by *fileNameStr* and */P=pathName* where *pathName* is the name of an Igor symbolic path. *fileNameStr* can be a full path to the file, in which case */P* is not needed, a partial path relative to the folder associated with *pathName*, or the name of a file in the folder associated with *pathName*. If Igor can not determine the location of the file from *fileNameStr* and *pathName*, it displays a dialog allowing you to specify the file.

If you use a full or partial path for *fileNameStr*, see **Path Separators** on page III-451 for details on forming the path.

Flags

<i>/I=resourceIndex</i>	Specifies the 'snd ' resource to load by resource index, starting from 1.
<i>/M=promptStr</i>	Specifies a prompt if PlaySnd needs to put up a dialog to find the file.
<i>/N=resNameStr</i>	Specifies the resource to load by resource name.
<i>/P=pathName</i>	Specifies the folder to look in for the file. <i>pathName</i> is the name of an existing symbolic path.
<i>/Q</i>	Quiet: suppresses the insertion of 'snd ' info into the history area.
<i>/R=resourceID</i>	Specifies the 'snd ' resource to load by resource ID.
<i>/Z</i>	Does not play the sound, just checks for its existence.

Details

If none of */I*, */N* or */R* are specified, PlaySnd tries to play a sound stored in the data fork of the file. If the file dialog is used, only files of type 'sfil' are shown.

If any of */I*, */N* or */R* are specified, PlaySnd tries to play a sound from an 'snd ' resource. Most programs store sounds in 'snd ' resources. If the file dialog is used, files of all types are shown.

If */P=pathName* is omitted, then *fileNameStr* can take on three special values:

"Clipboard"	Loads data from Clipboard.
"System"	Loads data from System file.