

"Igor" Loads data from Igor Pro application.

If you specify /P=*pathName*, note that it is the name of an Igor symbolic path, created via **NewPath**. It is not a file system path like "hd:Folder1:" or "C:\\\\Folder1\\\\". See **Symbolic Paths** on page II-22 for details.

There are no sounds in the Igor Pro application file.

If the file is not fully specified and *fileNameStr* is not one of these special values, then PlaySnd presents a dialog from which you can select a file. "Fully specified" means that Igor can determine the name of the file (from the *fileNameStr* parameter) and the folder containing the file (from the /P=*pathName* flag or from the *fileNameStr* parameter).

PlaySnd sets the variable V_flag to 1 if the sound exists and fits in available memory or to 0 otherwise.

If the sound exists, PlaySnd also sets the string variable S_Info to:

```
"SOURCE:sourceName;RESOURCENAME:resourceName;RESOURCEID:resourceID"
```

If the sound is not a resource then *resourceName* is "" and *resourceID* is 0. *sourceName* will be the name of the file that was loaded or "Clipboard", "System" or "Igor".

Examples

```
PlaySnd/I=1/P=mySnds/Z "Wild Eep"
If (V_flag)           // Any 'snd' in the "Wild Eep" file?
    Print S_info      // Yes, print resource number, etc.
Endif
```

This prints the following into the history area:

```
SOURCE:resource fork;RESOURCENAME:Wild Eep;RESOURCEID:8;
```

PlaySound

```
PlaySound [/A[=a] /BITS=bits /C] soundWave
PlaySound /A[=a] /BITS=bits {soundWave1, soundWave2 [, soundWaveN... ] }
```

The PlaySound operation plays the audio samples in the named wave. The various sound output parameters — number of samples, sample rate, number of channels, and number of bits of resolution — are determined by the corresponding parameters of the wave.

Flags

/A[=a] Plays sounds asynchronously so that sounds will continue to play after the command itself has executed.

- /A=0: Same as no /A flag.
- /A=1: Plays sounds asynchronously; same as /A.
- /A=2: Stop playing any current sound before starting this one.
- /A=3: Return with user abort error if output buffers are full (rather than waiting.)
Use GetRTError(1) to detect and clear the error condition.

/BITS=bits Controls the number of bits used for each sound sample sent to the sound output hardware.

Use /BITS=24 with a 32-bit integer wave for 24-bit sound data capable of representing values from -8,388,608 to +8,388,607.

If you omit /BITS or use /BITS=0, PlaySound uses the wave's data type and size to determine how many bits are used for each sound sample.

The /BITS flag was added in Igor Pro 9.00.

/C Obsolete - do not use.

On Windows /C causes sound wave data greater than 16-bits to be converted to 16-bit integer. Such data should range from -32768 to +32767.

On Macintosh /C is ignored.