

You can use the **SndPlay** function to play the sounds that are stored in an 'snd ' resource, either format 1 or format 2. You can use the **SysBeep** procedure to play the system alert sound. Alert sounds are stored in the System file as format 1 'snd ' resources. The user selects an alert sound in the **Sound** control panel. The default alert sound is a simple beep.

SndPlay and **SysBeep** are the highest-level sound routines and are generally used separately from the other **Sound Manager** routines. Depending on the needs of your application, you may be able to accomplish all desired sound-related activity simply by using **SysBeep** to produce the system alert sound or by using **SndPlay** to play other sounds that are stored as 'snd ' resources.