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Simple VB.NET MIDI & Wave Play Class

EcoSys

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MIDI & Wave Player for VB.NET.

Introduction

This is a simple class to play MIDI and Wave files with your VB.NET application.

Using the code

Add a new class file into your project and copy the code into it. Make a reference to DirectX7 COM-Object.

VB

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```
Imports System
Imports DxVBLib

Public Class SoundPlayer

    ' Basic Wave and MIDI Player Class for VB.net 1.1
    ' Requires COM-Object : DirectX7
```

```
Private Declare Function mciSendString Lib "Winmm.dll" Alias "mciSendStringA" _
    (ByVal lpstrCommand As String, ByVal lpstrReturnString As String, _
    ByVal uReturnLength As Long, ByVal hwndCallback As Long) As Long

Private File As String

Private m_dx As New DirectX7
Private m_ds As DirectSound

Public Sub New(ByVal strFileName As String)

    Me.File = strFileName

End Sub

' To show what file is selected (if needed)
Public ReadOnly Property FileName() As String

    Get
        Return File
    End Get

End Property

Public Function PlaySound() As Boolean

    If InitAudio() = True Then
        If PlayFile() = True Then
            Return True
        Else
            Return False
        End If
    Else
        ' Audiohardware not found
        ' exit here
        Return False
    End If

End Function

Public Function StopSound() As Boolean

    StopFile()

End Function

Private Function PlayFile() As Boolean

    Dim lRet As Long

    Try
        StopFile()

        lRet = mciSendString("open " & Me.File & " alias track", "", 0, 0)
        lRet = mciSendString("play track", "", 0, 0)
        PlayFile = (lRet = 0)

    End Try

End Function
```

```
        Catch ex As Exception
            Return False
        End Try

        Return True
    End Function

    Public Function CloseAudio()

        mciSendString("close all", 0, 0, 0)

    End Function

    Private Function StopFile() As Boolean

        Dim lRet As Long

        Try
            lRet = mciSendString("stop track", "", 0, 0)
            lRet = mciSendString("close track", "", 0, 0)
            Return True
        Catch ex As Exception
            Return False
        End Try

    End Function

    Private Function InitAudio() As Boolean

        m_ds = m_dx.DirectSoundCreate("")
        If Err.Number <> 0 Then
            Return False
        Else
            Return True
        End If

    End Function

End Class
```

In your application, play a sound like this:

VB



```
Dim Sound As New SoundPlayer(".\sound\testmidi.mid")
Sound.PlaySound()
```

or

VB



```
Sound.StopSound()
```

to stop playing.

Sound.FileName shows the filename given to the class on declare.

I didn't test it but I'm sure that it works with DX8 or DX9 too. And always remember: this code is for the beginners to show how to play MIDI and Wave files. The class plays each file once. **No loop...**

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