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Simple VB.NET MIDI & Wave Play Class

EcoSys

7 Oct 2004

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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

Shrink A



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)
```

```
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 1Ret 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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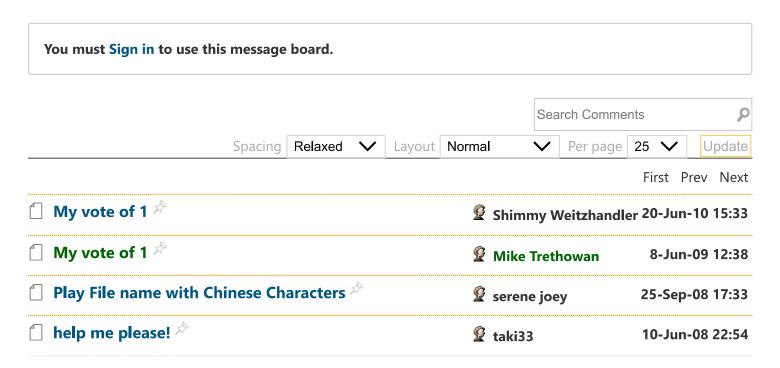
Written By

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Germany

This member has not yet provided a Biography. Assume it's interesting and varied, and probably something to do with programming.

Comments and Discussions



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