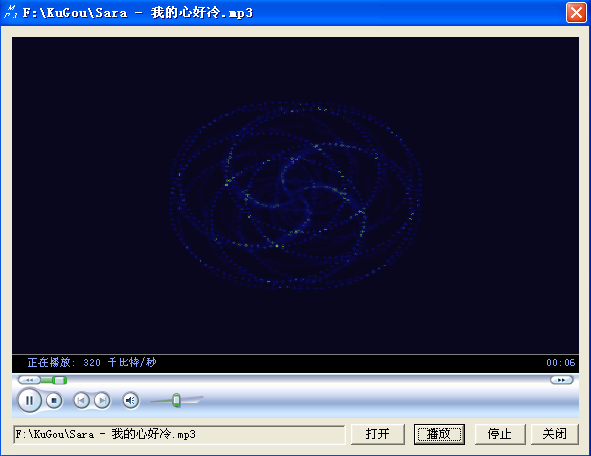
为Windows Media Player插件添加一个关联的变量m\_Ctrplay，在窗口类中定义private的CString型全局变量m\_strFilePathName;



添加四个按钮和一个文本编辑框，添加相应的响应函数，代码如下：

void CMediaPlayDlg::OnOpen()

{

// TODO: Add your control notification handler code here

CFileDialog dlg(TRUE,\_T(""),\_T(""),

OFN\_HIDEREADONLY|OFN\_OVERWRITEPROMPT,

\_T("(\*.\*)|\*.\*|(\*.mp3)|\*.mp3|(\*.avi)|\*.avi|"));

if (dlg.DoModal())

{

m\_strFilePathName=dlg.GetPathName();

SetDlgItemText(IDC\_EDIT,m\_strFilePathName); //文本编辑框显示打开的文件

}

}

void CMediaPlayDlg::OnPlay()

{

// TODO: Add your control notification handler code here

if (m\_strFilePathName!="")

{

m\_Ctrplay.SetUrl(m\_strFilePathName);

}

SetWindowText(\_T(m\_strFilePathName)); //标题栏显示正在播放的文件

}

void CMediaPlayDlg::OnStop()

{

// TODO: Add your control notification handler code here

m\_Ctrplay.close();

}

void CMediaPlayDlg::OnClose()

{

// TODO: Add your control notification handler code here

CMediaPlayDlg::OnOK();

}