

How do I code my WinForms application play a system sound?

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For C++ there is a function, `PlaySound`, that can be used to, uh, play sounds. Is there something like this for C#? I have an application that I want to play a system sound when it starts, to announce its initiation.

There has GOT to be a way. I hope.

I want to put this at the end of my `Form_Load` event:

```
private void Form1_Load(object sender, EventArgs e)
{
    /*
     * A bunch of configuration and initialization stuff
     */

    PlayBeepBoop();
}

private void PlayBeepBoop()
{
    PlaySystemSound("Beep");
}
```

[c#](#)[winforms](#)[audio](#)[windows-7](#)

asked May 13 '14 at 23:54

[Cyberherbalist](#)

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3 Answers

▲ There's a [SystemSounds](#) class that sounds like what you might want:

8 `SystemSounds.Beep.Play();`

▼ It corresponds to whatever "wav" file you have set as the "Default Beep" in Windows' sound settings.



edited May 14 '14 at 0:05

answered May 14 '14 at 0:00



Grant

55.4k 7 78 128

▲ There's three ways I know to play system sounds.

4 The most generic one is the language agnostic `\a` character to print, that makes a pretty standard beep sound.



`Console.WriteLine("\a");`

The second method gives you direct access to a handful of sounds, like 'exclamation' and 'Hand'. They are located in the [SystemSounds](#) class (from the `SystemSounds` namespace) and the usage is pretty straightforward.

`SystemSounds.Hand.Play();`

Finally, the last method gives you access all the other Windows system sounds. All you have to do is create a [SoundPlayer](#), also located in the `System.Media` namespace, and load a sound manually with it. All system sounds are located at the same place, so it is pretty easy to do.

```
new System.Media.SoundPlayer(@"C:\Windows\Media\tada.wav").Play();
```

answered May 14 '14 at 3:35



Pierre-Luc Pineault

7,396 6 28 48



You can use this class to play any sound in ".wav" format. For example you can find windows sounds in "C:\Windows\Media" (Windows 7) .



```
public class Wav
{
    [DllImport("winmm.dll", CharSet = CharSet.Auto)]
    private static extern bool PlaySound(String lpszName, IntPtr hMod,
dwFlags);

    public static bool Play(string wavFileName)
    {
        try
        {
            return PlaySound(wavFileName, IntPtr.Zero, 0);
        }
        catch
        {
            return false;
        }
    }
}
```

answered May 13 '14 at 23:58



Tomasz Malik

160 7

Thanks, that's the C++ version, but I hadn't been aware it could be shoe-horned into a C# app, so this is also useful. – [Cyberherbalist](#) May 14 '14 at 0:08
