

SPBVersion

Determine the version of the sound input routines

#include <SoundInput.h>**Sound Manager**NumVersion**SPBVersion()**;

You can use **SPBVersion** to determine the version of the sound input routines available on a machine.

Returns: a version number that contains the same information as in the first 4 bytes of a 'vers' resource.

Notes: You can call **SPBVersion** at interrupt time.

You can obtain information about a sound channel and about the **Sound Manager** itself by calling the **SndControl**, **SndChannelStatus**, and **SndManagerStatus** functions. You can obtain the version numbers of the **Sound Manager**, the MACE tools, and the sound input routines by calling the **SndSoundManagerVersion**, **MACEVersion**, and **SPBVersion** functions, respectively.