

SndPauseFilePlay Suspend asynchronous play from disk

#include <Sound.h>

Sound Manager

OSErr **SndPauseFilePlay**(*chan*);
SndChannelPtr *chan*; a pointer to a valid sound channel
 returns Error Code; 0=no error

You can use **SndPauseFilePlay** in conjunction with **SndStopFilePlay** to control play from disk on a sound channel. Note that this call can be made only if your application has already called **SndStartFilePlay** with a valid sound channel. This function cannot be used with a synchronous **SndStartFilePlay** because, by definition, program control does not return to the caller until after the sound has completely finished playing.

chan should be a pointer to a valid sound channel. If the channel is not being used for play from disk, then **SndPauseFilePlay** returns the result code channelNotBusy. If the channel is busy and paused, then play from disk is resumed. If the channel is busy and the channel is not paused, then play from disk is suspended..

Returns: an operating system Error Code.

noErr	(0)	No error
queueFull	(-203)	No room in the queue
badChannel	(-205)	Channel is corrupt or unusable
channelNotBusy	(-211)	Channel not currently used

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