Abspielen von .wav Datei:  
  
System.Media.SoundPlayer player = new System.Media.SoundPlayer();  
                    player.SoundLocation = "Sound.wav";  
                    player.Load();  
                    player.Play();

Mp3 Abspielen:  
  
MP3.MP3Player \_M=new MP3.MP3Player("myPlayer");  
        private void btnPlay\_Click(object sender, System.EventArgs e)  
        {  
            this.\_M.Play(@"C:\..\xy.mp3");  
        }  
  
        private void btnStop\_Click(object sender, System.EventArgs e)  
        {  
            this.\_M.Stop();  
        }

WPF Anwendung : Audio wiedergabe

|  |
| --- |
| private void button2\_Click(object sender, EventArgs e)         {              OpenFileDialog open = new OpenFileDialog();             if (open.ShowDialog() == DialogResult.OK)             {                  //Hier das öffnen und ausführen:                  string filename =open.FileName;                 Audio audioPlayback = new Audio(filename);                 audioPlayback.Play();             }         } |

ACHTUNG: einfach auch noch Microsoft.DirectX einbinden !

Soundwiedergabe mp3   
  
        private string ms\_befehl;  
        private bool mb\_offen;  
  
        [DllImport("winmm.dll")]  
        private static extern long mciSendString(string strCommand, StringBuilder strReturn, int iReturnLength, int bla);  
  
        public MP3()  
        {  
        }  
  
        //Setter  
  
        //Stop Wiedergabe  
        public void SetSchliesen()  
        {  
            this.ms\_befehl = "close MediaFile";  
            mciSendString(this.ms\_befehl, null, 0, 0);  
            this.mb\_offen = false;  
        }  
  
        //Öffnen der MP3 Datei  
        public void SetOeffnen(string s\_Dateiname)  
        {  
            this.ms\_befehl = "open \"" + s\_Dateiname + "\" type mpegvideo alias MediaFile";  
            mciSendString(this.ms\_befehl, null, 0, 0);  
            this.mb\_offen = true;  
        }  
  
        //MP3 wiedergeben  
        public void SetAbspielen(bool b\_abspielen)  
        {  
            if (this.mb\_offen)  
            {  
                this.ms\_befehl = "play MediaFile";  
                if (b\_abspielen)  
                    this.ms\_befehl += " REPEAT";  
                mciSendString(this.ms\_befehl, null, 0, 0);  
            }  
        }  
  
        //Wiedergabe pausieren  
        public void SetPause()  
        {  
            this.ms\_befehl = "pause MediaFile";  
            mciSendString(this.ms\_befehl, null, 0, 0);  
        }  
  
        //Getter  
  
        //Status der Wiedergabe Ausgeben  
        public string GetStatus()  
        {  
            int i = 128;  
            StringBuilder sb\_Erstellen = new StringBuilder(i);  
            mciSendString("status MediaFile mode", sb\_Erstellen, i, 0);  
            return sb\_Erstellen.ToString();  
        }