# 泡泡龙任务8

## 任务要点

使用多线程，播放音乐

## 1.2 任务内容

插入多线程，播放音乐

## 1.3 任务实现

**实现效果：**

**核心代码：**

void play\_BK\_BGM()

{

mciSendString(TEXT("open bk.mp3 alias BGM"), NULL, 0, NULL);

mciSendString(TEXT("play BGM repeat"), NULL, 0, NULL);

}

void close\_BK\_BGM()

{

mciSendString(TEXT("stop bk.mp3 alias BGM"), NULL, 0, NULL);

mciSendString(TEXT("close BGM"), NULL, 0, NULL);

}

void play\_BK1\_BGM()

{

mciSendString(TEXT("open bk1.mp3 alias BGM"), NULL, 0, NULL);

mciSendString(TEXT("play BGM repeat"), NULL, 0, NULL);

}

void close\_BK1\_BGM()

{

mciSendString(TEXT("stop bk1.mp3 alias BGM"), NULL, 0, NULL);

mciSendString(TEXT("close BGM"), NULL, 0, NULL);

}

void \*play\_music(void \*ret)//发射音效

{

char temp = \*(char \*)ret;

if (temp == 't')

{

mciSendString(TEXT("open begin.mp3 alias begin"), NULL, 0, NULL);

mciSendString(TEXT("play begin"), NULL, 0, NULL);

}

else if (temp == 'e')

{

mciSendString(TEXT("open win.mp3 alias win"), NULL, 0, NULL);

mciSendString(TEXT("play win"), NULL, 0, NULL);

}

else if (temp == 'r')

{

mciSendString(TEXT("open fantan.mp3 alias fantan"), NULL, 0, NULL);

mciSendString(TEXT("play fantan"), NULL, 0, NULL);

}

else if (temp == 'y')

{

mciSendString(TEXT("open playpao.mp3 alias playpao"), NULL, 0, NULL);

mciSendString(TEXT("play playpao"), NULL, 0, NULL);

}

else if (temp == 'u')

{

mciSendString(TEXT("open xiaochu.mp3 alias xiaochu"), NULL, 0, NULL);

mciSendString(TEXT("play xiaochu"), NULL, 0, NULL);

}

else if (temp == 'i')

{

mciSendString(TEXT("open playtoenemy.mp3 alias playtoenemy"), NULL, 0, NULL);

mciSendString(TEXT("play playtoenemy"), NULL, 0, NULL);

}

else if (temp == 'o')

{

mciSendString(TEXT("open diaoluo.mp3 alias diaoluo"), NULL, 0, NULL);

mciSendString(TEXT("play diaoluo"), NULL, 0, NULL);

}

}

此处创建线程

t = 'e';

pthread\_create(&ppid,NULL,play\_music,&t);