Visual Basic Wave Sound Control

(c)1992 by Mark Gamber

This control provides sound via Wave files to Visual Basic. To begin using the control, copy **VBWAVE.VBX** to your Visual Basic directory. Select "Add File..." from the "File" menu and select the file from the listbox displayed. You should see a new icon appear on the toolbar if successful.

Properties:

Channels: Read-only. Number of output channels available. 1 is mono, two is stereo.
DeviceNum: Number of an output device to use. Start with zero.
Enable: TRUE enables sound output, FALSE disables sound.
End: Byte position in data stream to end playback. This must be after Start and before or equal to the Size property.
Filename: Wave file to play (*.WAV).
Loop: Number of times to play a wave file in a loop. If more than 0, asynchronous play is implied.
LRVolumeOK: Read-only, TRUE is stereo volume control, FALSE if mono control.
LVolume: Left channel volume level. Stereo only. Setting on a mono system has no effect.
Pitch: Multiply this number against current wave pitch for output sound.
PitchOK: Read-only, TRUE if Pitch supported, FALSE if unsupported by device driver.
PlayRate: Multiply this number by current speed for output play rate.
PlayrateOK: Read-only, TRUE if PlayRate supported, FALSE if unsupported by device driver.
Reverse: FALSE plays sound in normal direction, TRUE reverses output. Non-destructive.
RVolume: Right channel volume if stereo system.
SampPerSec: 0 for 11025, 1 for 22050, 2 for 44100 samples per second playback.
Size: Byte size of wave data.
Start: Byte position in wave data to begin playback. This must be less than End.
Synchronous: TRUE for synchronous sound, FALSE for asynchronous sound output.
Version: Version number of this control. 100 is version 1.00, for example.
Volume: Sets left and right channels to same setting, or single control on mono system.
VolumeOK: TRUE if volume supported, FALSE if unsupported by device driver.

Notes:

"Reverse" is non-destructive. Data is physically reversed only during actual play.
Not all hardware supports all available options. Use the status properties to determine the hardware capabilities at runtime and take appropriate action. In the demo, for example, the left and right volume levels are linked if stereo is not supported. "Pitch" remains disabled if it is not supported. Indeed, you may even make sure there's a driver by setting the device to check in the "DeviceNum" and reading the "Channels" property for a non-zero value.
On mono systems, setting the LVolume or RVolume properties have unknown results. It may set the mono level, it may not. If stereo is not supported on the target hardware, use the Volume property instead.

About this program:

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