

MCI OLE Control Reference

Version 1.1 Wide Beta

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Note: This document is NOT completed!

About Our Beta Test Program

In order to receive recognition as an "official" beta tester for Dynamic Information Services we ask that you do the following:

Contact us via dstanley@muskingum.edu or via "snail mail" at: Box 89, Kimbolton OH 43749-0089, USA with your email address and the following items of information:

- Your programming language.
- Your level of experience in your language (Beg, Int, Adv)
- Product you wish to beta test.

Once we have received this information we will reply (usually within hours) with your beta serial number. This will prevent our product from displaying it's copyright/registration reminder.

After you have received this please keep us updated on a regular basis (preferably once a week) with:

- Bug reports. (Include information on how to recreate the error.)
- Feature requests.
- General comments / suggestions.

All "official" beta testers will receive permission to use the product for an unlimited period with their beta serial number, and will receive regular updates just as if they had registered the product.

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Registration Information

Registration of the MCI OLE control is \$25.00 US. All payments should be made to :

Dynamic Information Services

PO Box 89

Kimbolton, OH 43749-0089

USA

All payments should be for US funds drawn on a US bank or in the form of an international money order.

Please include an EMAIL address or other contact method so that we may send you your serial number.

Registration entitles you to free technical support as well as free minor updates and 2 major updates.

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The Play Method

Arguments: none.

This method starts the playback of the MCI file. If an error occurs an event will be generated.

Make sure that you have specified your SerialNumber and UserName in the appropriate properties or a message box will appear informing the user of your unregistered status.

See Also:

PlayFrom, PlayTo, PlayFromTo, PlayReverse, Stop, Pause, Resume, Step

Control Reference

MCI OLE Control

Property and Method Reference

General Properties

Filename - The name of the MCI file you wish to work with.

SerialNumber - A long property. Your unique serial number that proves you have registered the control

UserName - A string property. Your name (Must match SerialNumber).

Playback methods and properties

Play - Playback the MCI file specified in the Filename property.

PlayFrom - Playback the MCI file from a specified starting point.

PlayTo - Playback the MCI file to a specified ending point.

PlayFromTo - Playback the MCI file from a specified starting point to a specified ending point.

PlayReverse - Playback the MCI file in reverse.

Stop - Halt the playback of the MCI file.

Pause - Temporarily halt the playback of the MCI file.

Resume - Resumes the playback of an MCI file stopped with Pause.

Repeat - BOOL property to determine if the control should cause the MCI file to loop back and start over when it ends.

Step - Steps through the file by a specified number of units.

Playbar Options

ShowPlaybar - BOOL property to control the display of the playbar.

ShowMenu - BOOL property to control menu display.

ShowRecord - BOOL property to control display of the record button.

File Access

OpenDlg - Display a "File Open" dialog.

SaveDlg - Display a "Save As" dialog.

Save - Save the MCI file.

New - Create a new MCI file.

Positioning

SeekTo - Positions the MCI to a specified point.

The PlayTo Method

Arguments: long To.

This method takes a single argument, the point at which to stop playback.

This functions starts playback of the MCI file. Playback continues until either stopped by the user or the end point specified in the call is reached. Make you you have set SerialNumber and UserName to prevent display of the shareware notice.

Example

```
MCI1.PlayTo( 1000 )
```

See also:

Play, PlayFrom, PlayFromTo, PlayReverse, Stop, Pause, Resume, Step

Control Reference

The PlayFrom Method

Arguments: long From.

This method takes a single argument, a long value that specifies the starting point from which to begin playback.

This method starts the playback of the MCI file. Playback begins from the point specified in the passed variable and continues until either the end is reached or it is interrupted by the user.

Example

```
MCI.PlayFrom( 1000 )
```

See also:

[Play](#), [PlayTo](#), [PlayFromTo](#), [PlayReverse](#), [Stop](#), [Pause](#), [Resume](#), [Step](#)

Control Reference

The PlayFromTo Method

Arguments: long From, long To.

This method takes two arguments. Both are long values that specify the starting and ending points in the MCI file.

This method plays the MCI file starting from the location specified in the first argument and continuing until the point specified in the second argument is reached or playback is interrupted by the user.

Example

```
MC11.PlayFromTo( 100, 1000 )
```

See Also:

[Play](#), [PlayFrom](#), [PlayTo](#), [PlayReverse](#), [Stop](#), [Pause](#), [Resume](#), [Step](#)

[Control Reference](#)

The PlayReverse Method

Arguments: none.

This method plays the MCI file from end to beginning. The effect is similar to spinning old LPs backwards to search for hidden messages. Playback ends when the beginning of the file has been reached or the user interrupts playback.

Example

```
MCI1.PlayReverse()
```

See also:

[Play](#), [PlayFrom](#), [PlayFromTo](#), [PlayTo](#), [Stop](#), [Pause](#), [Resume](#), [Step](#)

Control Reference

The Filename Property

This string property specifies the full path to the MCI file you wish to use.

See also:

[OpenDlg](#), [SaveDlg](#), [Save](#)

[Control Reference](#)

The Stop Method

Arguments: none.

This method (strangely enough) halts the plback of the MCI file.

Example:

```
MCI1.Filename = "test.avi"  
MCI1.Play()  
// Wait for a while  
MCI1.Stop()
```

See also:

Play, PlayFrom, PlayTo, PlayFromTo, PlayReverse, Pause, Resume.

Control Reference

The Pause Method

Arguments: none.

The method pauses the playback of an MCI file. Playback can be resumed with the [Resume](#) method.

Example

```
MCI1.Play()  
MCI1.Pause()  
MCI1.Resume()
```

See Also:

[Play](#), [PlayFrom](#), [playTo](#), [PlayFromTo](#), [PlayReverse](#), [Stop](#), [Resume](#).

[Control Reference](#)

The Repeat Property

Type: BOOL

Default Value: TRUE

This property determines whether or not the control will cause the playback of the MCI file to restart after it reaches the end.

Note: If the ShowMenu property is set to TRUE and the ShowPlaybar property is set to FALSE the repeat property will force replay of the file even if the user selects stop from the pop-up menu!

The Repeat property also has the effect of automatically starting playback when a file is loaded if the ShowPlaybar property is set to FALSE.

See also:

Play, ShowPlaybar, ShowMenu

Control Reference

The SerialNumber Property

Type: Long.

Default Value: 0

This property is for your unique serial number you receive when you register this control. It should be set along with the UserName property before attempting playback of the MCI file.

See also:

UserName, Registration

Control Reference

The UserName Property

Type: String

Default value: "UNREGISTERED"

This property is for your username that matches the SerialNumber property. Registered users will receive a SerialNumber and UserName to disable the shareware notices.

Note: Make sure you set this property and the SerialNumber property before attempting playback of MCI files.

See also:

SerialNumber, Registration

Control Reference

The ShowPlaybar Property

Type: BOOL

Default Value: FALSE.

Set this property to true to display a playbar at the bottom of the control. The playbar allows the user to play and stop the playback of the MCI file. Other features are also enabled if the ShowMenu property is set to TRUE.

See also:

ShowMenu, ShowRecord

Control Reference

The ShowMenu Property

Type: BOOL

Default Value: TRUE

Set this property to TRUE to display a menu button on the playbar and to display a pop-up menu whenever the the right mouse button is pressed over the control.

The menu allows the user to control the voume, speed, etc. As well as load files.

See also:

[ShowPlaybar](#)

[Control Reference](#)

The ShowRecord Property

Type: BOOL

Default Value: FALSE

Set this property to TRUE to place a record button on the playbar.

See also:

ShowPlaybar

Control Reference

The OpenFileDialog Method

Arguments: None.

Use this method to display a "File Open" dialog to allow the user to browse and open an MCI file. This method will set the Filename property to the name of the file selected by the user.

See also:

Filename, Save, SaveDlg, New

Control Reference

The Save Method

Arguments: LPCSTR File.

This method will save the MCI file to the name specified by the passed variable. The Filename property will also be set.

See also:

SaveDlg, OpenDlg, Filename, New

Control Reference

The SaveDlg Method

Arguments: None.

This method displays a "Save As" dialog to allow the user to specify a filename to save an MCI file. The Filename property will also be set.

See also:

Save, OpenDlg, Filename, New

Control Reference

The SeekTo Method

Arguments: Long Where.

This method positions the MCI file to the location spefiified in the "where" argument. This is usefull for "fast forward" and "rewind" types of operations. Subsuquent calls the Play will start from the location.

See also:

SeekToEnd, SeekToHome, GetEnd, GetLength, GetStart, GetPosition, GetPositionString

Control Reference

The New Method

Arguments: LPCSTR File.

This method creates a new blank MCI file for use with recording. It also sets the Filename property.

See also:

OpenDlg, Save, SaveDlg, Filename

Control Reference

The Step Method

Arguments: Long Num.

This method steps through the file by the number of units (In animation files the units are frames) specified in the "Num" argument.

See also:

Play, PlayTo, PlayFrom, PlayFromTo, Stop, Pause, Resume

