HTBWav.dll

DLL LOAD "HTBWav"

DLL GET "SHORT HTBWav: Playwav"

void Playwav(char * pFile, int wait)

Plays a wav file on the default sound device.

Parameter 1

Basic Type: STRING
C Type: char *

Parameter 1 is the filename of the wav file.

Parameter 2

Basic Type: LONG
C Type: int

If parameter 2 is non-zero the wav file is played synchronously. If parameter 2 is zero the wav file is played asynchronously.