

4D Play 1.1
By Djundi Karjadi
Natural Intelligence Consulting

4D Play is an external procedure for
4th Dimension
that allows the playing of snd (sound)
resources!
(Right now only on a Macintosh II...
see below)

Installation

1. You can install 4D Play in two different ways:
 - A. You can install 4D Play directly into your application database or 4D application by using the 4D External Mover. If you only want it installed in a specific database application, choose the respective **dbname.res** file and install it there. Remember to hold down the option key when opening the **.res** file. Only install the **Play** procedure; ignore the "%A5init." To install in the 4D directly, do the above with the 4D application.

B. Rename the **4D Play** file to **Proc.ext** (type it exactly, since 4D specifically looks for that filename) and put it into your System Folder so it's available for all the 4D applications.

2. You can install the snd sound resources either directly into the **dbname.res** file or into the 4D application. Either way, use ResEdit to do the cutting and pasting of the snd resources. IF you're not familiar with ResEdit, drop us a line at any of the addresses below, or post a message on your favorite BBS or network.

Usage

Play (Stringvar)

where:

Stringvar is any valid 4D string variable or constant

Example: ErrSound:="I'm Sorry Dave"

Play (Err)

Or you can use a constant directly in the string value:

Example: **Play** ("I'm Sorry Dave")

Notes

PLEASE NOTE... The current version of 4D Play (1.1) only works on a Macintosh II computer. This is a compatability issue with the snd type of resources. We hope to have a all-Macintosh version out 'real soon now.' Stay tuned...

If anybody is interested in the source code (MPW Pascal), I can upload it upon request (for educational purposes only).

Addresses

Djundi Karjadi

Joshua Wachs

Natural Intelligence Consulting - Boston, Mass.

MacNet ID:JUNDI, NATURAL

Genie ID : D.KARJADI

DELPHI: NATURAL

CIS: 73537,1223 (Djundi) - 72427,177

(Natural)

Have a blast.