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Visual Basic

Adding Sound

August 2016

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There are several ways to play sounds from within a Visual Basic program.

Method 1 - Using My.Computer.Audio.Play

This only works for sounds in the WAV format.

Method 2 - Using Windows Media Player

This will not work if the user hasn't properly configured their Windows Media Player.

The example below demonstrate how to play sound using the **My.Computer.Audio.Play** method.

There are several options for **AudioPlayMode** when playing a sound.

1. Background playing lets the application execute other code while the sound plays.

```
My.Computer.Audio.Play("C:\WINDOWS\Media\tada.wav", AudioPlayMode.Background)
```

2. In the example below, the sound will play in the background (like the previous example) but the sound will loop continuously (until the Stop() command is executed).

```
My.Computer.Audio.Play("C:\WINDOWS\Media\tada.wav", AudioPlayMode.BackgroundLoop)
```

3. In the example below, the sound will play and no further commands will be executed until after the sound has finished playing.

```
My.Computer.Audio.Play("C:\WINDOWS\Media\tada.wav", AudioPlayMode.WaitToComplete)
```

To stop a sound, use ...

```
My.Computer.Audio.Stop()
```

Playing a Sound in My.Resources

The best option for playing a sound is to import it into My.Resources.

1. Right-click on the **Project** name in **Solution Explorer** and Select "**Properties**".
2. Select "**Resources**" from the left-hand side of the page which is then displayed.
3. Select "**Audio**" from the first of the horizontal tabs (it may be showing its default choice of "String").
4. Click on the "**Add Resource**" button, which is located next to the tab you have just used.
5. From the File Browser dialog, navigate to your chosen **WAV** file and click OK.

Now, you can play the sound as follows ...

```
My.Computer.Audio.Play(My.Resources._____, AudioPlayMode.Background)
```