**Sound Event Macro**

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This macro is used to play a sound on the computer when a user-defined event occurs. It is intended for use on computers running Windows7 and newer OS. It consists of a GlobalCode and a Test macro.

The macro requires the use of a third party executable, “PlayWav.exe”, available at either location:

<http://www.muconsulting.com/playwav/index.html>

<http://playwav.software.informer.com/1.0/>

Extract the contents of the zip file and then only PlayWav.exe is required. Move the file to the “c:\dhi\common” directory. For convenience the .wav file to be played should also be placed in the same location.

The next step is to test the Playwav executable and the .wav file to be played. Open the Windows command prompt and type the following string:



(In this example the command string is preceded by the computer’s user domain. At your command prompt, type in the string construct: *“{file path of the executable}” <space> {file path of .wav file}*

Create the GlobalCode macro:

The global code handles the work of opening and playing the file.

*'This macro plays a .wav file using the PlayWav.exe program. This*

*'small executable is not a normal Windows component, it must be downloaded*

*'and placed in the “c:\dhi\common” directory.*

*'Use this macro if your computer OS is Win7 or newer.*

*'(this might also work with WinXP machines)*

*'(FileSpec) is the path and file name of the .wav file. This is specified as*

*'part of the Test macro "EventSound".*

*'\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\**

**Function** **PlayWav**(FileSpec)

**Dim** objShell

**Dim** strCommand

**Dim** fso

*' wav files only*

**If** Right(FileSpec,3) <> "wav" **Then** **Exit** **Function**

*' file must exist*

**Set** fso = CreateObject("Scripting.FileSystemObject")

**If** **Not** fso.FileExists(FileSpec) **Then** **Exit** **Function**

**Set** objShell = CreateObject("Wscript.Shell")

*' specify the location of PlayWav.exe:*

strCommand = "c:\dhi\common\PlayWav " & FileSpec

objShell.Run strCommand, 0, **True**

**End Function**

Create the Test macro:

*'This TestEvent macro is used to play a sound when a test event occurs.*

*'It calls the GlobalCode "PlayWav" macro. The .wav file must be in the*

*'same directory as PlayWav.exe'*

*'Change the CurrentTestStep number To trigger the sound for different events.*

*'set the Timed Macro Interval to zero.*

*'\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\**

**Function** **EventSound**(iT, iL, iC, iP, cTest, cConfig)

**If** cCOMPASS.CurrentTestStep = 300 **Then**

*'Specify the location for the sound file:*

**PlayWav** ("C:\dhi\common\tada.wav")

**End If**

**End Function**

Search the COMPASS Macro Editor help menu for “CurrentTestStep” for a list of test step integers.

The PlayWav function can be called from other macros, it’s not exclusively tied to the “EventSound” macro. For example, a messagebox can be announced by playing a sound by inserting this function immediately prior to the messagebox being called:

**PlayWav** ("C:\dhi\common\tada.wav")