

Re: using PlaySound within a dll

Source: <http://www.tech-archive.net/Archive/VB/microsoft.public.vb.winapi/2005-08/msg00079.html>

- *From:* "stacy" <stacyirish@xxxxxxxxxxxxxx>
 - *Date:* 4 Aug 2005 14:24:06 -0700
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Thanks again for the ideas however my problem persists! One last attempt before I give up on this...

I have now tried to simplify and compare:

The following code behind a form in an exe works fine:

```
Private Declare Function PlaySoundLong Lib "winmm.dll" Alias
"PlaySoundA" ( _
ByVal lpszName As Long, _
ByVal hModule As Long, _
ByVal dwFlags As Long) As Long

Private Declare Function PlaySound Lib "winmm.dll" Alias "PlaySoundA" (
_
ByVal lpszName As String, _
ByVal hModule As Long, _
ByVal dwFlags As Long) As Long

Private Const SND_ASYNC = &H1
Private Const SND_RESOURCE = &H40004
Private Const SND_NODEFAULT = &H2
Private Const SND_MEMORY = &H4
Private Const SND_SYNC = &H0

Private Sub Command1_Click()
Dim x As Long
x = PlaySoundLong(101, App.hInstance, SND_RESOURCE Or SND_ASYNC)
If x = 0 Then MsgBox "FAILED!"
End Sub
```

But what I want to work is this:

Code behind form in exe:

```
Private Sub Command1_Click()
Dim X As New dllSound.Class1
X.MySound
```

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End Sub

Code in dll Class1:

```
Private Declare Function PlaySound Lib "winmm.dll" Alias "PlaySoundA" (
_
ByVal lpszName As String, _
ByVal hModule As Long, _
ByVal dwFlags As Long) As Long

Private Declare Function PlaySoundLong Lib "winmm.dll" Alias
"PlaySoundA" ( _
ByVal lpszName As Long, _
ByVal hModule As Long, _
ByVal dwFlags As Long) As Long

Private Const SND_ASYNC = &H1
Private Const SND_NODEFAULT = &H2
Private Const SND_MEMORY = &H4
Private Const SND_SYNC = &H0
Private Const SND_RESOURCE = &H40004

Public Sub MySound()
Dim X As Long
X = PlaySoundLong(101, App.hInstance, SND_RESOURCE Or SND_ASYNC)
If X = 0 Then MsgBox "FAILED!"
End Sub
```

It is the same code, yes? Why why why is there no sound? Even in the dll case, X is returning true but I hear nothing.

Any more thoughts?
Stacy

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- **Follow-Ups:**
 - ◆ **Re: using PlaySound within a dll**
◇ From: Ken Halter

 - **References:**
 - ◆ **using PlaySound within a dll**
◇ From: stacy
 - ◆ **Re: using PlaySound within a dll**
◇ From: Ken Halter
 - ◆ **Re: using PlaySound within a dll**
◇ From: stacy
 - ◆ **Re: using PlaySound within a dll**
◇ From: Bob Butler

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- ◆ ***Re: using PlaySound within a dll***
 - ◇ *From: stacy*
- ◆ ***Re: using PlaySound within a dll***
 - ◇ *From: MikeD*
- ◆ ***Re: using PlaySound within a dll***
 - ◇ *From: stacy*
- ◆ ***Re: using PlaySound within a dll***
 - ◇ *From: Tom Esh*

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