

**Proposed**



**TIP**

**Beep - Beep**

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# Want to add sounds to your VBA?

- As SolidWorks users we are very visually oriented.
- Having said that, we still like the comforting sounds that accompanying a lot of activities.
- For lengthy calculations, an end buzzer would be nice.



- ***How do we add sounds to SolidWorks?***

# Beep

- The easiest sound to add to a VBA created SolidWorks macro is “BEEP”.
- Beep doesn’t use any arguments and doesn’t return any values.
- Drop the word “BEEP” anywhere in your program that makes sense.
- Beep plays the system sound and works on all computers, all the time.



TIP

# Beep - Beep

- If you want a series of beeps, you need to add a delay.
- There is no “Pause” command in VBA but there is a Timer.

```
Beep
Pause = 0.250      ' Pause to 250 milliseconds
Start = Timer      ' Set start time.
Do While Timer < Start + Pause
    DoEvents      ' Yield to other processes.
Loop
Beep
```

- ***Now you know how the Roadrunner does it!***



# Wave Files

- A more complicated method of making sounds in a VBA created SolidWorks macro is to use a Dynamic Linked Library function call.
- Three step process:
  1. Declare
  2. Define
  3. Call



# Wave Files

- **Declarations Section of Code:**

```
Declare Function sndPlaySound32 Lib "winmm.dll"  
Alias "sndPlaySoundA" (ByVal lpszSoundName As  
String, ByVal uFlags As Long) As Long
```

- **Define Subroutine:**

```
Sub PlaySound()  
    Call sndPlaySound32("c:\solidworks.wav", 0)  
End Sub
```

## Call Subroutine:

```
Call PlaySound
```



# sndPlaySound32 Flags

- 0 = play synchronously (default)
- 2 = silence not default, if sound not found
- 16 = don't stop any currently playing sound
- 18 = combination of silence and don't stop playing current

`sndPlaySound32 ("c:\solidworks.wav", 0)`



# Closing Thoughts

- If you are going to share macros and use wave files then be careful with the file locations – BEEP works better.
- If you want to add sound effects to SolidWorks commands, write a macro with just that command and then add the sound effect.

- ***SOUND OFF!***







TIP

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