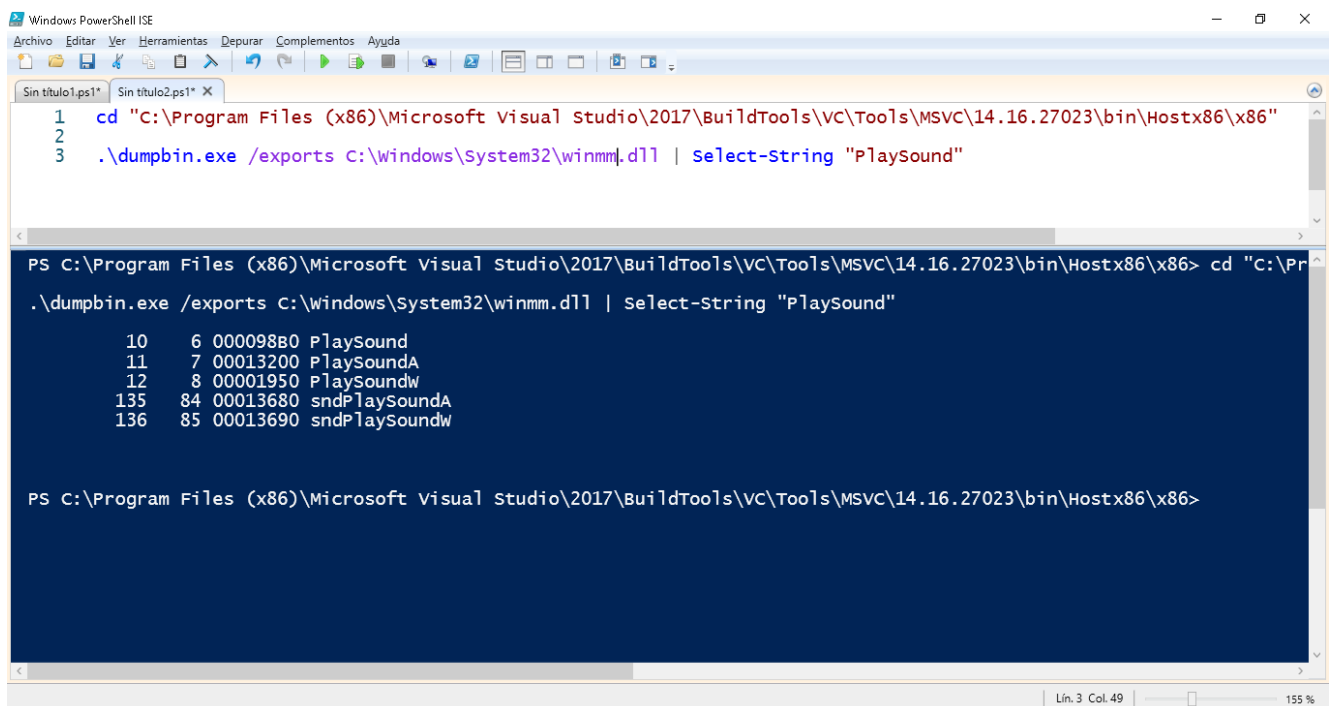


Reproducir un archivo de sonido WAV en el sistema operativo Windows llamado a la función PlaySound de la DLL winmm.dll

La DLL winmm.dll contiene el método PlaySound() como se puede comprobar utilizando la aplicación dumpbin.exe



```
Sin titulo1.ps1* Sin titulo2.ps1* X
1 cd "C:\Program Files (x86)\Microsoft Visual Studio\2017\BuildTools\VC\Tools\MSVC\14.16.27023\bin\Hostx86\x86"
2
3 .\dumpbin.exe /exports C:\Windows\System32\winmm.dll | Select-String "PlaySound"

PS C:\Program Files (x86)\Microsoft Visual Studio\2017\BuildTools\VC\Tools\MSVC\14.16.27023\bin\Hostx86\x86> cd "C:\Program Files (x86)\Microsoft Visual Studio\2017\BuildTools\VC\Tools\MSVC\14.16.27023\bin\Hostx86\x86"
.\dumpbin.exe /exports C:\Windows\System32\winmm.dll | Select-String "PlaySound"

    10  6 000098B0 PlaySound
    11  7 00013200 PlaySoundA
    12  8 00001950 PlaySoundW
   135 84 00013680 sndPlaySoundA
   136 85 00013690 sndPlaySoundW

PS C:\Program Files (x86)\Microsoft Visual Studio\2017\BuildTools\VC\Tools\MSVC\14.16.27023\bin\Hostx86\x86>
```

Desde PowerShell se usa DllImportAttribute para importar el punto de entrada del método winmm.dll de PlaySound (además se define SoundFlags necesarios para ejecutar la función PlaySound)

```
$Codigo = @"
using System;
using System.Runtime.InteropServices;
namespace NSonido {

    [System.Flags]
```

```

public enum PlaySoundFlags : int
{
    SND_SYNC = 0x0000,
    SND_ASYNC = 0x0001,
    SND_NODEFAULT = 0x0002,
    SND_LOOP = 0x0008,
    SND_NOSTOP = 0x0010,
    SND_NOWAIT = 0x00002000,
    SND_FILENAME = 0x00020000,
    SND_RESOURCE = 0x00040004
}

```

```

public class Sonar {

    [DllImport("winmm.dll", SetLastError=true)]
    public static extern bool PlaySound(string pszSound,
    UIntPtr hmod, uint fdwSound);
    [DllImport("winmm.dll", SetLastError=true)]
    public static extern bool PlaySound(string pszSound,
    IntPtr hmod, PlaySoundFlags fdwSound);
    public static void Play (string strFileName)
    {
        PlaySound (strFileName, UIntPtr.Zero,
        (uint)(PlaySoundFlags.SND_FILENAME));
    }
}
"@
Add-Type $Codigo
[NSonido.Sonar]::PlaySound("C:\Users\juan\casa.wav",0,0x000200
00)
[NSonido.Sonar]::Play("C:\Users\juan\casa.mp3")

```

Windows PowerShell ISE

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Sin título1.ps1 X

```
19 public class Sonar {
20
21     [DllImport("winmm.dll", SetLastError=true)]
22     public static extern bool PlaySound(string pszSound, UIntPtr hmod, uint fdwSound);
23     [DllImport("winmm.dll", SetLastError=true)]
24     public static extern bool PlaySound(string pszSound, IntPtr hmod, PlaySoundFlags fdwSound);
25
26     public static void Play (string strFileName)
27     {
28         PlaySound (strFileName, UIntPtr.Zero, (uint)(PlaySoundFlags.SND_FILENAME));
29     }
30 }
31 }
32 "@
33 Add-Type $Codigo
34 [NSonido.Sonar]::PlaySound("C:\Users\juan\casa.wav",0,0x00020000)
35 [NSonido.Sonar]::Play("C:\Users\juan\casa.mp3")
```

PS C:\Users\juan> [NSonido.Sonar]::PlaySound("C:\Users\juan\casa.wav",0,0x00020000)
True

PS C:\Users\juan> [NSonido.Sonar]::Play("C:\Users\juan\casa.mp3")

PS C:\Users\juan>

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