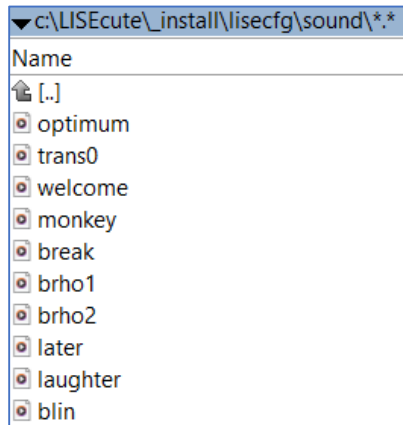


MyPlaySound() Optimization

Task:

Implement loading and playing of wav files in MyPlaySound() located in:

LISEcute\w_Stuff\win_util.cpp



New audio files created

- >open application
- >“welcome to the program LISE”
- >close application
- >”see you later”

```
bool MyPlaySound(const char /*name*/)
{
    // if(!opt->sound || !name) return false;

    //// QString SoundPath = ":/sound/";

    //QString SoundPath = "sound/";
    //AddPathToFileName(SoundPath, LISErootPATH);
    //SoundPath+=name;

    // QSound newMessage(SoundPath);
    // newMessage.play();

    // QMediaPlayer *player = new QMediaPlayer;    //internal error
    // QAudioOutput *audioOutput = new QAudioOutput;
    // player->setAudioOutput(audioOutput);

    // player->setSource(SoundPath);
    // audioOutput->setVolume(50);
    // player->play();

    // QSoundEffect effect;
    // effect.setSource(QUrl::fromLocalFile(SoundPath));
    // effect.setLoopCount(1);
    // effect.setMuted(false);
    // effect.setVolume(0.25f);
    // effect.play();

    //// app = QApplication(sys.argv)
    //// sound_file = 'Alarm06.wav'
    //// sound = QtMultimedia.QSoundEffect()
    //// sound.setSource(QtCore.QUrl.fromLocalFile(sound_file))
    //// #sound.setLoopCount(QtMultimedia.QSoundEffect.Infinite)
    //// sound.setVolume(50)
    //// sound.play()
    ////
```

+include qtimer.h

```
bool MyPlaySound(const char *name)
{
    if (!opt->sound || !name) return false;

    QString soundPath = ":/sound/";
    soundPath += name;

    QSoundEffect sound;
    sound.setSource(QUrl::fromLocalFile(soundPath));
    sound.setVolume(0.5); //volume (0-1)

    QEventLoop loop;
    bool loaded = false;
    QObject::connect(&sound, &QSoundEffect::loadedChanged, [&]()
    {
        if (sound.isLoaded())
        {
            loaded = true;
            loop.quit();
        }
    });

    QTimer::singleShot(12000, &loop, &QEventLoop::quit);
    loop.exec();

    if (!loaded)
    {
        qDebug() << "Sound could not be loaded.";
        return false;
    }

    sound.play();
    //qDebug() << "Playing sound... " << soundPath;

    QObject::connect(&sound, &QSoundEffect::playingChanged, [&]()
    { if (!sound.isPlaying()) loop.quit(); });

    loop.exec();
    //qDebug() << "Sound playback finished.";

    return true;
}
```

QSound removed in QT 6 -> QSoundEffect