Delphi: Play System-Sounds

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**Delphi makes it very easy to play system sounds like the start-up tone, the end-sound or the standard error sound within your own application.**

We are using the PlaySound function from the unit MMSystem for this, with which it is possible to play any wave file. We can pass to PlaySound a file or the name of a system sound as well as information about how the sound should be played:

|  |
| --- |
| uses MMSystem;    PlaySound('SYSTEMSTART', 0, SND\_ASYNC); |

The example plays the Windows start-up tone (constant SYSTEMSTART) for a single time (SND\_ASYNC).

**Constants for System Sounds**

Instead of "SYSTEMSTART" we can use the following other constants with PlaySound:

* SYSTEMEXCLAMATION (Note)
* SYSTEMHAND (Critical Stop)
* SYSTEMQUESTION (Question)
* SYSTEMSTART (Windows-Start)
* SYSTEMEXIT (Windows-Shutdown)
* SYSTEMASTERIX (Star)
* RESTOREUP (Enlarge)
* RESTOREDOWN (Shrink)
* MENUCOMMAND (Menu)
* MENUPOPUP (Pop-Up)
* MAXIMIZE (Maximize)
* MINIMIZE (Minimize)
* MAILBEEP (New Mail)
* OPEN (Open Application)
* CLOSE (Close Application)
* APPGPFAULT (Program Error)

All available constants are defined in the registry under the path HKEY\_CURRENT\_USER -> AppEvents -> Schemes -> Apps -> .Default. Here, depending on the installed applications and your Windows version, you can surely find the one or another sound file and the associated constant.

**Playback Modes**

**SND\_ASYNC** plays the sound in the background and let the program continue while playing.

**SND\_SYNC** stops the program while playing and lets the program continue only after playing the sound completely.

**SND\_LOOP** plays the sound in a loop over and over. Only when playing a new sound, or when you call PlaySound (nil, 0, 0) the playing is stopped.

**Воспроизведение WAV файла:**

**sndPlaySound('100-k-1-the-same-answer.wav',SND\_ASYNC);**