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Subject: Re: playing sound files  
Posted by [mirek](#) on Tue, 15 Aug 2006 18:04:45 GMT  
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No support in U++. However, host platforms can.

In Win32, it is easy. In linux, you can use

```
system("playsnd " + path);
```

- this is what I plan to use for playing "prompt beeps".

Mirek

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