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//*****
/**      MACRO: READFILE.WCM
/**      PURPOSE: Reads a text file, or plays a .wav, .midi, or .avi, file. You must have
ProVoice or Monologue software installed on your system to use this macro.
//*****
Application (A1; "WordPerfect"; Default; "UK")
Display(On!)
AllDone:=False
Filename:=""
DialogDefine("Dlg1"; 50; 50; 172; 90; 1+2+16; "Play File")
DialogAddFileNameBox("Dlg1"; "Fb1"; 8; 8; 150; 14; 2; FileNameBox; ;".wav; *.avi; *.txt;
*.mid")
DialogAddText("Dlg1"; "T1"; 8; 28; 150; 20; 1; "Select a text file to speak, or a .wav, midi,
or .avi file to play")
DialogAddPushButton("Dlg1"; "Pb1"; 8; 54; 48; 13; 0; "&Stop Speech")
DialogDisplay("Dlg1"; "Fb1"; Callback@)
DialogHandle(hwndFb1; "Dlg1"; "Fb1")
DialogHandle(hwndPb1; "Dlg1"; "Pb1")
DllLoad(UserLink; "User")
OnError(End@)
OnCancel(End@)

Repeat
Until(AllDone)

Label(End@)
DllFree(UserLink)
DialogUndisplay("Dlg1"; "OKBbtn")
DialogDestroy("Dlg1")
Quit

Label(Callback@)
Switch(Callback[3])
  CaseOf "":
    If(Callback[5]=274 And Callback[6]=61536)
      AllDone:=True
      MMStopSpeech()
    EndIf
    Return
  CaseOf "CancelBbtn":
    AllDone:=True
    MMStopSpeech()
  CaseOf "Pb1":
    MMStopSpeech()
  CaseOf "OKBbtn":
    DllCall(UserLink; "SendMessage"; NumBytes:INTEGER; {LoWord(hwndFb1);

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LoWord(13); LoWord(1024); Address(AnsiString(Filename)))
Last4:=SubStr(Filename; StrLen(Filename)-3; 4)
If((Last4=".wav") Or (Last4=".avi") Or (Last4=".mid"))
    DllCall(UserLink; "EnableWindow"; bVoid:BOOL; {LoWord(hwndPb1);
    LoWord(0)})
Else
    DllCall(UserLink; "EnableWindow"; bVoid:BOOL; {LoWord(hwndPb1);
    LoWord(1)})
EndIf
MMPlay(Filename)
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EndSwitch

Return