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Thread: [Wave Player, Wave Generator \[Media\]](#)

KingDeath360 - February 1, 2015, 4:19 am

Wave Player

The Screenshot should explain everything.
comes with a lower level wave class

Form1.VB

<https://pastebin.com/ju9VJfMB>

Wave.VB

<https://pastebin.com/CTqATiiM>

Full project:

<http://www.filedropper.com/waveclass>

Wave Generator

<https://pastebin.com/gganJ7pH>

<https://pastebin.com/Nscfeh6b>

```
Code Dim a As New WaveGenerator(WaveGenerator.WaveExampleType.ExampleSineWave)
```

```
    a.Play()
```

```
    ' a.Save(My.Computer.FileSystem.SpecialDirectories.Desktop & "\test2.wav")
```

NOT MINE

Mad Hatter - February 1, 2015, 7:09 am

Hey this is pretty cool, I downloaded the full project and when I loaded it up I got a few errors though.

KingDeath360 - February 1, 2015, 7:19 am

(Feb 1, 2015 08:09 AM)CodeMagic Wrote: [\[CITE\]](#) Hey this is pretty cool, I downloaded the full project and when I loaded it up I got a few errors though.

The project was on my drive for years.

Can you post the errors

Only3 - February 1, 2015, 9:24 am

i made wave file Structure its fun to play with wave
now try to do it with mp3 ?

GenericSkid - February 1, 2015, 11:08 am

(Feb 1, 2015 10:24 AM)Only3 Wrote: [\[CITE\]](#) i made wave file Structure its fun to play with wave
now try to do it with mp3 :biggrn:

It's not his project. Read the red text.

SIM-1456245 - February 1, 2015, 12:37 pm

Looks pretty cool, even tho I think that there are multiple ways of making the event handling just a bit nicer, and modular. You could have made a custom class that inherits from picturebox and then loop through every one of those and handle the events like that. Or you could simply named the controls in a specific pattern and find them like that. Or even simpler if you have no other

pictureboxes loop through all pictureboxes and bob's your uncle.