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<b>Platform</b>	S60 3rd Edition FP1, S60 3rd Edition FP2, S60 5th Edition	<b>Tested on devices</b>	S60 Emulator
<b>Category</b>	Qt for S60	<b>Subcategory</b>	Application

**Keywords (APIs, classes, methods, functions):** QSound

## Overview

The QSound class provides access to the platform audio facilities. [QSound](#)

Qt provides the most commonly required audio operation in GUI applications asynchronously playing a sound file. This is most easily accomplished using the static play() function.

## Preconditions

- Download and Install latest version [Qt for Symbian - Installation packages](#) which has links on how to install the latest version

## Function/Property

- Plays the sound stored in the file specified by the given filename

```
QSound *sound=new QSound("C://Documents and Settings//Viral//My Documents//sound//Windows XP Star
sound->setLoops(3);
```

## Signal/Slots

- Starts playing the sound specified by this QSound object.

```
QObject::connect(play, SIGNAL(clicked()), sound, SLOT(play()));
```

- Stops the sound playing.

```
QObject::connect(stop, SIGNAL(clicked()), sound, SLOT(stop()));
```

### Source File

```
#include <QtGui/QApplication>
#include "widget.h"
#include<QSound>
#include<QPushButton>
#include<QHBoxLayout>
#include<QWidget>
int main(int argc, char *argv[])
{
    QApplication a(argc, argv);
    QWidget *win=new QWidget();
    QHBoxLayout *lay=new QHBoxLayout();
    QSound *sound=new QSound("C://Documents and Settings//Viral//My Documents//sound//Windows XP
sound->setLoops(3);//three times that specific audio file is played
    QPushButton *play=new QPushButton("PLAY");//press button to play sound
    QPushButton *stop=new QPushButton("STOP");//press to stop playing
    QObject::connect (play,SIGNAL(clicked()),sound,SLOT(play()));
    QObject::connect (stop,SIGNAL(clicked()),sound,SLOT(stop()));
    lay->addWidget (play);
    lay->addWidget (stop);
    win->setLayout (lay);
    win->showMaximized();
    win->setStyleSheet ("* { background-color:rgb(199,147,88); padding: 7px ; color:rgb(255,255,255);
    return a.exec();
}
```