

# PLAY

## PLAY action

### Function

The actions allows to play specified music file, or stop playing.

### Declaration

```
PLAY fileToPlay, boolIdent_Bool [LOOPPLAY]
```

or

```
PLAY NONE
```

### Parameters

fileToPlay	in	Identifier of the <i>Txt</i> type - music file to play (e.g. *.wav).
boolIdent_Bool	out	<a href="#">Identifier</a> of the <i>BOOL</i> type. Playing success.
<b>LOOPPLAY</b>	in	Optional keyword - cyclic playing.
<b>NONE</b>	in	Keyword - stop the cyclic playing.

### Example

```
BOOL _ret

PLAY "hallo.wav", _ret LOOPPLAY
IF _ret THEN
    DELAY 10[s]
    PLAY NONE
ENDIF
```



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[Script actions](#)