

# 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](#)