NAME

pactl – Control a running PulseAudio sound server

SYNOPSIS

pactl [*options*] *COMMAND* [*ARGS ...*]

pactl --help

pactl --version

DESCRIPTION

pactl can be used to issue control commands to the PulseAudio sound server.

pactl only exposes a subset of the available operations. For the full set use the **pacmd(1)**.

OPTIONS

-h | --help
Show help.

--version
Show version information.

-s | --server=*SERVER*
Choose the server to connect to.

-n | --client-name=*NAME*
Specify the client name *pactl* shall pass to the server when connecting.

COMMANDS

When supplied as arguments to the commands below, the special names @DEFAULT_SINK@, @DEFAULT_SOURCE@ and @DEFAULT_MONITOR@ can be used to specify the default sink, source and monitor respectively.

stat Dump a few statistics about the memory usage of the PulseAudio daemon.

info Dump some info about the PulseAudio daemon.

list [*short*] [*TYPE*]
Dump all currently loaded modules, available sinks, sources, streams, etc. *TYPE* must be one of: modules, sinks, sources, sink-inputs, source-outputs, clients, samples, cards. If not specified, all info is listed. If short is given, output is in a tabular format, for easy parsing by scripts.

exit Asks the PulseAudio server to terminate.

upload-sample *FILENAME* [*NAME*]
Upload a sound from the specified audio file into the sample cache. The file types supported are those understood by *libsndfile*. The sample in the cache is named after the audio file, unless the name is explicitly specified.

play-sample *NAME* [*SINK*]
Play the specified sample from the sample cache. It is played on the default sink, unless the symbolic name or the numerical index of the sink to play it on is specified.

remove-sample *NAME*
Remove the specified sample from the sample cache.

load-module *NAME* [*ARGUMENTS ...*]
Load the specified module with the specified arguments into the running sound server. Prints the numeric index of the module just loaded to STDOUT. You can use it to unload the module later.

unload-module *ID|NAME*
Unload the module instance identified by the specified numeric index or unload all modules by the specified name.

move-sink-input *ID SINK*
Move the specified playback stream (identified by its numerical index) to the specified sink (identified by its symbolic name or numerical index).

move-source-output *ID SOURCE*
Move the specified recording stream (identified by its numerical index) to the specified source (identified by its symbolic name or numerical index).

suspend-sink *SINK true|false*
Suspend or resume the specified sink (which may be specified either by its name or index), depending whether true (suspend) or false (resume) is passed as last argument. Suspending a sink will pause all playback. Depending on the module implementing the sink this might have the effect that the underlying device is closed, making it available for other applications to use. The exact behaviour depends on the module.

suspend-source *SOURCE true|false*
Suspend or resume the specified source (which may be specified either by its name or index), depending whether true (suspend) or false (resume) is passed as last argument. Suspending a source will pause all capturing. Depending on the module implementing the source this might have the effect that the underlying device is closed, making it available for other applications to use. The exact behaviour depends on the module.

set-card-profile *CARD PROFILE*
Set the specified card (identified by its symbolic name or numerical index) to the specified profile (identified by its symbolic name).

set-default-sink *SINK*
Make the specified sink (identified by its symbolic name) the default sink.

set-sink-port *SINK PORT*
Set the specified sink (identified by its symbolic name or numerical index) to the specified port (identified by its symbolic name).

set-default-source *SOURCE*
Make the specified source (identified by its symbolic name) the default source.

set-source-port *SOURCE PORT*
Set the specified source (identified by its symbolic name or numerical index) to the specified port (identified by its symbolic name).

set-port-latency-offset *CARD PORT OFFSET*
Set a latency offset to a specified port (identified by its symbolic name) that belongs to a card (identified by its symbolic name or numerical index). *OFFSET* is a number which represents the latency offset in microseconds

set-sink-volume *SINK VOLUME [VOLUME ...]*
Set the volume of the specified sink (identified by its symbolic name or numerical index). *VOLUME* can be specified as an integer (e.g. 2000, 16384), a linear factor (e.g. 0.4, 1.100), a percentage (e.g. 10%, 100%) or a decibel value (e.g. 0dB, 20dB). If the volume specification start with a + or - the volume adjustment will be relative to the current sink volume. A single volume value affects all channels; if multiple volume values are given their number has to match the sink's number of channels.

set-source-volume *SOURCE VOLUME [VOLUME ...]*
Set the volume of the specified source (identified by its symbolic name or numerical index). *VOLUME* can be specified as an integer (e.g. 2000, 16384), a linear factor (e.g. 0.4, 1.100), a percentage (e.g. 10%, 100%) or a decibel value (e.g. 0dB, 20dB). If the volume specification start with a + or - the volume adjustment will be relative to the current source volume. A single volume value affects all channels; if multiple volume values are given their number has to match the source's number of channels.

set-sink-input-volume *INPUT VOLUME [VOLUME ...]*
Set the volume of the specified sink input (identified by its numerical index). *VOLUME* can be specified as an integer (e.g. 2000, 16384), a linear factor (e.g. 0.4, 1.100), a percentage (e.g. 10%, 100%) or a decibel value (e.g. 0dB, 20dB). If the volume specification start with a + or - the volume adjustment will be relative to the current sink input volume. A single volume value affects all channels; if multiple volume values are given their number has to match the sink input's number of channels.

set-source-output-volume *OUTPUT VOLUME [VOLUME ...]*
Set the volume of the specified source output (identified by its numerical index). *VOLUME* can be specified as an integer (e.g. 2000, 16384), a linear factor (e.g. 0.4, 1.100), a percentage (e.g. 10%, 100%) or a decibel value (e.g. 0dB, 20dB). If the volume specification start with a + or - the volume adjustment will be relative to the current source output volume. A single volume value affects all channels; if multiple volume values are given their number has to match the source output's number of channels.

set-sink-mute *SINK 1|0|toggle*
Set the mute status of the specified sink (identified by its symbolic name or numerical index).

set-source-mute *SOURCE 1|0|toggle*
Set the mute status of the specified source (identified by its symbolic name or numerical index).

set-sink-input-mute *INPUT 1|0|toggle*
Set the mute status of the specified sink input (identified by its numerical index).

set-source-output-mute *OUTPUT 1|0|toggle*
Set the mute status of the specified source output (identified by its numerical index).

set-sink-formats *SINK FORMATS*
Set the supported formats of the specified sink (identified by its numerical index) if supported by the sink. *FORMATS* is specified as a semi-colon (;) separated list of formats in the form 'encoding[, key1=value1, key2=value2, ...]' (for example, AC3 at 32000, 44100 and 48000 Hz would be specified as 'ac3-iec61937, format.rate = "[32000, 44100, 48000]"').

subscribe
Subscribe to events, pactl does not exit by itself, but keeps waiting for new events.

AUTHORS

The PulseAudio Developers <pulseaudio-discuss (at) lists (dot) freedesktop (dot) org>; PulseAudio is available from **http://pulseaudio.org/**

SEE ALSO

pulseaudio(1), **pacmd(1)**