Sound Operators

bpy.ops.sound.**bake_animation()**

> Update the audio animation cache

bpy.ops.sound.**mixdown(*, filepath='', check_existing=True, filter_blender=False, filter_backup=False, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=True, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, relative_path=True, display_type='DEFAULT', sort_method='', accuracy=1024, container='FLAC', codec='FLAC', channels='STEREO', format='S16', mixrate=48000, bitrate=192, split_channels=False)**

> Mix the scene's audio to a sound file

> **PARAMETERS:**
>
> - **filepath** (*string, (optional, never None)*) – File Path, Path to file
> - **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
> - **filter_blender** (*boolean, (optional)*) – Filter .blend files
> - **filter_backup** (*boolean, (optional)*) – Filter .blend files
> - **filter_image** (*boolean, (optional)*) – Filter image files
> - **filter_movie** (*boolean, (optional)*) – Filter movie files
> - **filter_python** (*boolean, (optional)*) – Filter Python files
> - **filter_font** (*boolean, (optional)*) – Filter font files
> - **filter_sound** (*boolean, (optional)*) – Filter sound files
> - **filter_text** (*boolean, (optional)*) – Filter text files
> - **filter_archive** (*boolean, (optional)*) – Filter archive files
> - **filter_btx** (*boolean, (optional)*) – Filter btx files
> - **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
> - **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
> - **filter_usd** (*boolean, (optional)*) – Filter USD files
> - **filter_obj** (*boolean, (optional)*) – Filter OBJ files
> - **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
> - **filter_folder** (*boolean, (optional)*) – Filter folders
> - **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
> - **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
> - **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
> - **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) –
>   Display Type
>
>   - `DEFAULT` Default – Automatically determine display type for files.
>   - `LIST_VERTICAL` Short List – Display files as short list.
>   - `LIST_HORIZONTAL` Long List – Display files as a detailed list.
>   - `THUMBNAIL` Thumbnails – Display files as thumbnails.
>
> - **sort_method** (*enum in [], (optional)*) – File sorting mode
> - **accuracy** (*int in [1, inf], (optional)*) – Accuracy, Sample accuracy, important for animation data (the lower the value, the more accurate)
> - **container** (*enum in ['AAC', 'AC3', 'FLAC', 'MATROSKA', 'MP2', 'MP3', 'OGG', 'WAV'], (optional)*) –
>   Container, File format
>
>   - `AAC` AAC – Advanced Audio Coding.
>   - `AC3` AC3 – Dolby Digital ATRAC 3.
>   - `FLAC` FLAC – Free Lossless Audio Codec.
>   - `MATROSKA` MKV – Matroska.

- MP2 MP2 – MPEG-1 Audio Layer II.
- MP3 MP3 – MPEG-2 Audio Layer III.
- OGG OGG – Xiph.Org Ogg Container.
- WAV WAV – Waveform Audio File Format.

- **codec** (*enum in ['AAC', 'AC3', 'FLAC', 'MP2', 'MP3', 'PCM', 'VORBIS'], (optional)*) – Codec, Audio Codec

  - AAC AAC – Advanced Audio Coding.
  - AC3 AC3 – Dolby Digital ATRAC 3.
  - FLAC FLAC – Free Lossless Audio Codec.
  - MP2 MP2 – MPEG-1 Audio Layer II.
  - MP3 MP3 – MPEG-2 Audio Layer III.
  - PCM PCM – Pulse Code Modulation (RAW).
  - VORBIS Vorbis – Xiph.Org Vorbis Codec.

- **channels** (*enum in ['MONO', 'STEREO', 'STEREO_LFE', 'SURROUND4', 'SURROUND5', 'SURROUND51', 'SURROUND61', 'SURROUND71'], (optional)*) – Channels, Audio channel count

  - MONO Mono – Single audio channel.
  - STEREO Stereo – Stereo audio channels.
  - STEREO_LFE Stereo LFE – Stereo with LFE channel.
  - SURROUND4 4 Channels – 4 channel surround sound.
  - SURROUND5 5 Channels – 5 channel surround sound.
  - SURROUND51 5.1 Surround – 5.1 surround sound.
  - SURROUND61 6.1 Surround – 6.1 surround sound.
  - SURROUND71 7.1 Surround – 7.1 surround sound.

- **format** (*enum in ['U8', 'S16', 'S24', 'S32', 'F32', 'F64'], (optional)*) – Format, Sample format

  - U8 U8 – 8-bit unsigned.
  - S16 S16 – 16-bit signed.
  - S24 S24 – 24-bit signed.
  - S32 S32 – 32-bit signed.
  - F32 F32 – 32-bit floating-point.
  - F64 F64 – 64-bit floating-point.

- **mixrate** (*int in [8000, 192000], (optional)*) – Sample Rate, Sample rate in samples/s
- **bitrate** (*int in [32, 512], (optional)*) – Bitrate, Bitrate in kbit/s
- **split_channels** (*boolean, (optional)*) – Split channels, Each channel will be rendered into a mono file

bpy.ops.sound.**open(*, filepath='', hide_props_region=True, check_existing=False, filter_blender=False, filter_backup=False, filter_image=False, filter_movie=True, filter_python=False, filter_font=False, filter_sound=True, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, relative_path=True, show_multiview=False, use_multiview=False, display_type='DEFAULT', sort_method='', cache=False, mono=False)**

Load a sound file

PARAMETERS:
- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **hide_props_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files

- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **show_multiview** (*boolean, (optional)*) – Enable Multi-View
- **use_multiview** (*boolean, (optional)*) – Use Multi-View
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type

  - `DEFAULT` Default – Automatically determine display type for files.
  - `LIST_VERTICAL` Short List – Display files as short list.
  - `LIST_HORIZONTAL` Long List – Display files as a detailed list.
  - `THUMBNAIL` Thumbnails – Display files as thumbnails.

- **sort_method** (*enum in [], (optional)*) – File sorting mode
- **cache** (*boolean, (optional)*) – Cache, Cache the sound in memory
- **mono** (*boolean, (optional)*) – Mono, Merge all the sound's channels into one

bpy.ops.sound.**open_mono(*, filepath='', hide_props_region=True, check_existing=False, filter_blender=False, filter_backup=False, filter_image=False, filter_movie=True, filter_python=False, filter_font=False, filter_sound=True, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, relative_path=True, show_multiview=False, use_multiview=False, display_type='DEFAULT', sort_method='', cache=False, mono=True)**

Load a sound file as mono

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **hide_props_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files

- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **show_multiview** (*boolean, (optional)*) – Enable Multi-View
- **use_multiview** (*boolean, (optional)*) – Use Multi-View
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type

  - `DEFAULT` Default – Automatically determine display type for files.
  - `LIST_VERTICAL` Short List – Display files as short list.
  - `LIST_HORIZONTAL` Long List – Display files as a detailed list.
  - `THUMBNAIL` Thumbnails – Display files as thumbnails.

- **sort_method** (*enum in [], (optional)*) – File sorting mode
- **cache** (*boolean, (optional)*) – Cache, Cache the sound in memory
- **mono** (*boolean, (optional)*) – Mono, Mixdown the sound to mono

bpy.ops.sound.**pack()**

Pack the sound into the current blend file

bpy.ops.sound.**unpack(*, method='USE_LOCAL', id='')**

Unpack the sound to the samples filename

PARAMETERS:

- **method** (enum in Unpack Method Items, (optional)) – Method, How to unpack
- **id** (*string, (optional, never None)*) – Sound Name, Sound data-block name to unpack

bpy.ops.sound.**update_animation_flags()**

Update animation flags