

## SoundSaveWave

### Examples

```
// Display an Open File dialog and load the chosen file.  
// Use file's name for wave, overwrite any pre-existing wave, print information to history  
SoundLoadWave/O myDestWave  
  
// SoundLoadWave stores following in S_Info and prints it to the history area  
FILE:<file name>;FORMAT:MPEG Layer 3;CHANNELS:2;BITS:0;SAMPLES:524416;RATE:44100;  
  
// Rename the wave to a cleaned up version of the file name  
Rename myDestWave, $CleanupName(S_fileName,1)
```

### See Also

[SoundSaveWave](#), [PlaySound](#)

## SoundSaveWave

**SoundSaveWave [flags] typeStr, waveName [ , fileNameStr ]**

The SoundSaveWave operation saves the named wave on disk as an Audio Interchange File Format (AIFF-C) or Microsoft WAVE sound file. AIFF-C is primarily used on Macintosh.

### Parameters

*typeStr* must be either "AIFC" or "WAVE".

*fileNameStr* contains the name of the file in which the named wave is saved. If you omit *fileNameStr*, SoundSaveWave uses the wave name with the appropriate extension.

The file to be written is specified by *fileNameStr* and /P=*pathName* where *pathName* is the name of an Igor symbolic path. *fileNameStr* can be a full path to the file, in which case /P is not needed, a partial path relative to the folder associated with *pathName*, or the name of a file in the folder associated with *pathName*. If SoundSaveWave can not determine the location of the file from *fileNameStr* and *pathName*, it displays a dialog allowing you to specify the file.

If you use a full or partial path for *fileNameStr*, see **Path Separators** on page III-451 for details on forming the path.

### Flags

/BITS=bits      Controls the number of bits used for each sound sample written to the file.

Use /BITS=24 with a 32-bit integer wave to save 24-bit sound data capable of representing values from -8,388,608 to +8,388,607.

If you omit /BITS or use /BITS=0, SoundSaveWave uses the wave's data type and size to determine how many bits are written for each sound sample.

The /BITS flag was added in Igor Pro 9.00.

/I      Presents a Save File dialog in which you can specify the file to be saved.

/O      Overwrites the file if it already exists.

If you omit /O and the file exists, SoundSaveWave displays a Save File dialog.

/P=*pathName*      Specifies the folder to store the file in. *pathName* is the name of an Igor symbolic path, created via **NewPath**. It is not a file system path like "hd:Folder1:" or "C:\\\\Folder1\\\\". See **Symbolic Paths** on page II-22 for details.

/Q      Suppresses the normal messages in the history area of the command window. At present nothing is written to the history even if /Q is omitted.

### Details

The sound file is always an uncompressed AIFF-C or WAVE file, with as many channels as the wave contains columns.

The sound file format is determined by the wave's data type, *typeStr*, and the /BITS flag. Signed 8-, 16- and 24-bit integers are supported as are 32-bit and 64-bit floating point. When writing floating point waves, the wave data should be scaled to +/- 1.0 as full scale.