

# :mod:`winsound` --- Sound-playing interface for Windows

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library)winsound.rst, line 1); [backlink](#)**

Unknown interpreted text role "mod".

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library)winsound.rst, line 4)**

Unknown directive type "module".

```
.. module:: winsound
   :platform: Windows
   :synopsis: Access to the sound-playing machinery for Windows.
```

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library)winsound.rst, line 8)**

Unknown directive type "moduleauthor".

```
.. moduleauthor:: Toby Dickenson <htdr90@zepler.org>
```

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library)winsound.rst, line 9)**

Unknown directive type "sectionauthor".

```
.. sectionauthor:: Fred L. Drake, Jr. <fdrake@acm.org>
```

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The `:mod:`winsound`` module provides access to the basic sound-playing machinery provided by Windows platforms. It includes functions and several constants.

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library)winsound.rst, line 13); [backlink](#)**

Unknown interpreted text role "mod".

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library)winsound.rst, line 17)**

Unknown directive type "function".

```
.. function:: Beep(frequency, duration)
```

Beep the PC's speaker. The *\*frequency\** parameter specifies frequency, in hertz, of the sound, and must be in the range 37 through 32,767. The *\*duration\** parameter specifies the number of milliseconds the sound should last. If the system is not able to beep the speaker, `:exc:`RuntimeError`` is raised.

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Unknown directive type "function".

```
.. function:: PlaySound(sound, flags)
```

Call the underlying `:c:func:`PlaySound`` function from the Platform API. The *\*sound\** parameter may be a filename, a system sound alias, audio data as a `:term:`bytes-like object``, or ```None```. Its interpretation depends on the value of *\*flags\**, which can be a bitwise ORed combination of the constants described below. If the *\*sound\** parameter is

`None`, any currently playing waveform sound is stopped. If the system indicates an error, :exc:`RuntimeError` is raised.

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Unknown directive type "function".

```
.. function:: MessageBeep (type=MB_OK)
```

Call the underlying :c:func:`MessageBeep` function from the Platform API. This plays a sound as specified in the registry. The *\*type\** argument specifies which sound to play; possible values are ``-1``, ``MB\_ICONASTERISK``, ``MB\_ICONEXCLAMATION``, ``MB\_ICONHAND``, ``MB\_ICONQUESTION``, and ``MB\_OK``, all described below. The value ``-1`` produces a "simple beep"; this is the final fallback if a sound cannot be played otherwise. If the system indicates an error, :exc:`RuntimeError` is raised.

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Unknown directive type "data".

```
.. data:: SND_FILENAME
```

The *\*sound\** parameter is the name of a WAV file. Do not use with :const:`SND\_ALIAS`.

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Unknown directive type "data".

```
.. data:: SND_ALIAS
```

The *\*sound\** parameter is a sound association name from the registry. If the registry contains no such name, play the system default sound unless :const:`SND\_NODEFAULT` is also specified. If no default sound is registered, raise :exc:`RuntimeError`. Do not use with :const:`SND\_FILENAME`.

All Win32 systems support at least the following; most systems support many more:

-----+-----	
:func:`PlaySound` *name*   Corresponding Control Panel Sound name	
-----+-----	
``'SystemAsterisk'``   Asterisk	
-----+-----	
``'SystemExclamation'``   Exclamation	
-----+-----	
``'SystemExit'``   Exit Windows	
-----+-----	
``'SystemHand'``   Critical Stop	
-----+-----	
``'SystemQuestion'``   Question	
-----+-----	

For example::

```
import winsound
# Play Windows exit sound.
winsound.PlaySound("SystemExit", winsound.SND_ALIAS)

# Probably play Windows default sound, if any is registered (because
# "*" probably isn't the registered name of any sound).
winsound.PlaySound("*", winsound.SND_ALIAS)
```

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Unknown directive type "data".

```
.. data:: SND_LOOP
```

Play the sound repeatedly. The `:const:`SND_ASYNC`` flag must also be used to avoid blocking. Cannot be used with `:const:`SND_MEMORY``.

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Unknown directive type "data".

```
.. data:: SND_MEMORY
```

The `*sound*` parameter to `:func:`PlaySound`` is a memory image of a WAV file, as a `:term:`bytes-like object``.

```
.. note::
```

This module does not support playing from a memory image asynchronously, so a combination of this flag and `:const:`SND_ASYNC`` will raise `:exc:`RuntimeError``.

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Unknown directive type "data".

```
.. data:: SND_PURGE
```

Stop playing all instances of the specified sound.

```
.. note::
```

This flag is not supported on modern Windows platforms.

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Unknown directive type "data".

```
.. data:: SND_ASYNC
```

Return immediately, allowing sounds to play asynchronously.

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Unknown directive type "data".

```
.. data:: SND_NODEFAULT
```

If the specified sound cannot be found, do not play the system default sound.

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Unknown directive type "data".

```
.. data:: SND_NOSTOP
```

Do not interrupt sounds currently playing.

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**main\Doc\library\ (cpython-main) (Doc) (library)winsound.rst, line 129)**

Unknown directive type "data".

```
.. data:: SND_NOWAIT
```

Return immediately if the sound driver is busy.

```
.. note::
```

This flag is not supported on modern Windows platforms.

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Unknown directive type "data".

```
.. data:: MB_ICONASTERISK
```

Play the ``SystemDefault`` sound.

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Unknown directive type "data".

```
.. data:: MB_ICONEXCLAMATION
```

Play the ``SystemExclamation`` sound.

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Unknown directive type "data".

```
.. data:: MB_ICONHAND
```

Play the ``SystemHand`` sound.

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Unknown directive type "data".

```
.. data:: MB_ICONQUESTION
```

Play the ``SystemQuestion`` sound.

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Unknown directive type "data".

```
.. data:: MB_OK
```

Play the ``SystemDefault`` sound.