# **Embedded Sound Files.**

By using the open SNDFILE with a file descriptor function:

SNDFILE\* sf\_open\_fd (int fd, int mode, SF\_INFO \*sfinfo, int close\_desc) ;

it is possible to open sound files embedded within larger files. There are however a couple of caveats:

* Read/Write mode (SFM\_RDWR) is not supported.
* Writing of embedded files is only supported at the end of the file.
* Reading of embedded files is only supported at file offsets greater than zero.
* Not all file formats are supported (currently only WAV, AIFF and AU).

The test program **multi\_file\_test.c** in the **tests/** directory of the source code tarball shows how this functionality is used to read and write embedded files.