

Audio

Python 2.x 2.7 , Python 3.x 3.5-3.6

🚩 Improvements requested:



Examples

Convert any soundfile with python and ffmpeg

```
from subprocess import check_call

ok = check_call(['ffmpeg', '-i', 'input.mp3', 'output.wav'])
if ok:
    with open('output.wav', 'rb') as f:
        wav_file = f.read()
```

note:

- <http://superuser.com/questions/507386/why-would-i-choose-libav-over-ffmpeg-or-is-there-even-a-difference>
- [What are the differences and similarities between ffmpeg, libav, and avconv?](#)

Playing Windows' beeps

Windows provides an explicit interface through which the winsound module allows you to play raw beeps at a given frequency and duration.

```
import winsound
freq = 2500 # Set frequency To 2500 Hertz
dur = 1000 # Set duration To 1000 ms == 1 second
winsound.Beep(freq, dur)
```

Working with WAV files

The following examples use built-in libraries

To play sound on Windows machines from WAV files:

```
import winsound
winsound.PlaySound("path_to_wav_file.wav", winsound.SND_FILENAME)
```

To read data from WAV files:

```
import wave
with wav_file as wave.open("path_to_wav_file.wav", "rb"):
    wav_file.readframes(5) # reads and returns the first 5 frames of audio
```

Audio With Pyglet

```
import pyglet
audio = pyglet.media.load("audio.wav")
audio.play()
```

For further information, see [pyglet](#)

Syntax

Parameters

Remarks