

**NAME**

canberra-gtk-play – play a sound event

**SYNOPSIS**

**canberra-gtk-play** [ *OPTIONS...* ]

**DESCRIPTION**

This manual page documents briefly the **canberra-gtk-play** command.

**canberra-gtk-play** plays sound events that are specified by the XDG Sound Theme and Name Specification.

**OPTIONS****Application Options**

**-v, --version**

Display version number and quit

**-i, --id=STRING**

Event sound identifier

**-f, --file=PATH**

Play file

**-d, --description=STRING**

Event sound description

**-c, --cache-control={ *permanent*|*volatile*|*never* }**

Specify how **canberra-gtk-play** manages its cache. *permanent* will cause the sample to be cached permanently, *volatile* to be cached until the cache needs to be freed.

**-l, --loop=INTEGER**

Loop how many times (default: 1)

**-V, --volume=STRING**

A floating point dB value for the sample volume (ex: 0.0)

**--property=STRING**

An arbitrary property

**--display=DISPLAY**

X display to use

**Help Options**

**-h, --help**

Show help options

**--help-all**

Show all help options

**--help-gtk**

Show GTK+ Options

**GTK+ Options**

**--class=CLASS**

Program class as used by the window manager

**--name=NAME**

Program name as used by the window manager

**--screen=SCREEN**

X screen to use

**--sync** Make X calls synchronous

- gtk-module=MODULES**  
Load additional GTK+ modules
- g-fatal-warnings**  
Make all warnings fatal

## AUTHORS

**canberra-gtk-play** is Copyright 2008 Lennart Poettering.

This manual page was written by Francois Wendling <frwendling@free.fr> for the Debian GNU/Linux system (but may be used by others).