



## Python - Sound in Processing

To make sound play in Processing, we need to use the **Minim** library.

Step 0: Install Minim

- Click on Tools>Add Tool...
- Go to Libraries
- Search for Minim and install



- 1 Add the Minim library to your sketch (before setup()) and set up a player variable

```
add_library('minim')  
player = None
```

- 2 Download your sound file and add it to the sketch  
Sketch > Add File...

- 3 Create the player and Minim objects (in setup())  
global player  
minim = Minim(this)  
player = minim.loadFile("groove.mp3")

- 4 Play your sound! (in draw())  
global player  
player.play()

For more info:

<http://minimpython.blogspot.com>