**NAME**
　　　　zplay – generate and play sound fragments

**SYNOPSIS**
　　　　**zplay** [*infile* [*outfile*]]

**DESCRIPTION**
　　　　Interpret ASCII input in *infile* using **guitar** and **mel**, save it to *outfile* in the WAVE format, and play
　　　　it using **xdg-open**.  This is a simple wrapper script added for convenience.  It can also be used to
　　　　just play WAVE, AIFF, and MP3 audio files specified via *infile*.  Filenames default to **/dev/stdin** or
　　　　**/dev/shm/tmp.wav**.  The dash (**-**) is a shorthand for the default value.