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st.audio_input



Streamlit Version ▼

Display a widget that returns an audio recording from the user's microphone.

Function signature[\[source\]](#)

st.audio_input(label, *, key=None, help=None, on_change=None, args=None, kwargs=None, disabled=False, label_visibility="visible")

Parameters

A short label explaining to the user what this widget is used for. The label can optionally contain GitHub-flavored Markdown of the following types: Bold, Italics, Strikethroughs, Inline Code, Links, and Images. Images display like icons, with a max height equal to the font height.

Unsupported Markdown elements are unwrapped so only their children (text contents) render. Display unsupported elements as literal characters by backslash-escaping them. E.g., "1\ . Not an ordered list".

See the body parameter of [st.markdown](#) for additional, supported Markdown directives.

For accessibility reasons, you should never set an empty label, but you can hide it with `label_visibility` if needed. In the future, we may disallow empty labels by raising an exception.

key (str or int) An optional string or integer to use as the unique key for the widget. If this is omitted, a key will be generated for the widget based on its content. No two widgets may have the same key.

Returns

(None or UploadedFile) The UploadedFile class is a subclass of BytesIO, and therefore is "file-like". This means you can pass an instance of it anywhere a file is expected. The MIME type for the audio data is `audio/wav`.

```
st.audio_input(label, *, key=None, help=None, on_change=None, args=None, kwargs=None, disabled=False,
               label_visibility="visible")
```

help (str)	An optional tooltip that gets displayed next to the widget label. Streamlit only displays the tooltip when <code>label_visibility="visible"</code> .
on_change (callable)	An optional callback invoked when this audio input's value changes.
args (tuple)	An optional tuple of args to pass to the callback.
kwargs (dict)	An optional dict of kwargs to pass to the callback.
disabled (bool)	An optional boolean that disables the audio input if set to <code>True</code> . Default is <code>False</code> .
label_visibility ("visible", "hidden", or "collapsed")	The visibility of the label. The default is <code>"visible"</code> . If this is <code>"hidden"</code> , Streamlit displays an empty spacer instead of the label, which can help keep the widget aligned with other widgets. If this is <code>"collapsed"</code> , Streamlit displays no label or spacer.

Returns

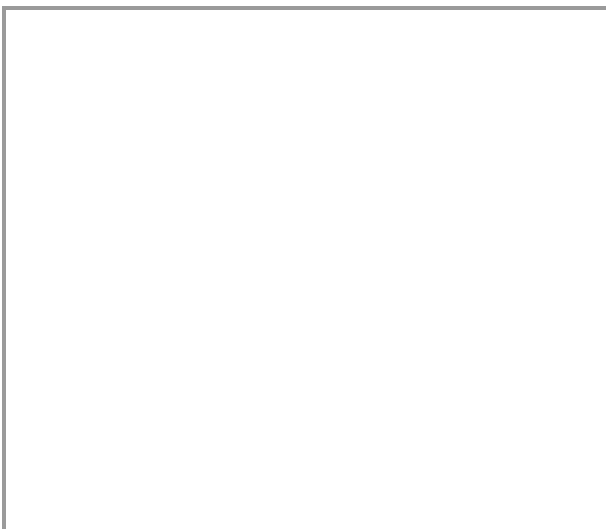
(None or UploadedFile)	The <code>UploadedFile</code> class is a subclass of <code>BytesIO</code> , and therefore is "file-like". This means you can pass an instance of it anywhere a file is expected. The MIME type for the audio data is <code>audio/wav</code> .
------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Examples

```
import streamlit as st

audio_value = st.audio_input("Record a voice message")

if audio_value:
    st.audio(audio_value)
```



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