

## 22. Multimedia Services

The modules described in this chapter implement various algorithms or interfaces that are mainly useful for multimedia applications. They are available at the discretion of the installation. Here's an overview:

- 22.1. `audioop` — Manipulate raw audio data
- 22.2. `aifc` — Read and write AIFF and AIFC files
- 22.3. `sunau` — Read and write Sun AU files
  - 22.3.1. `AU_read` Objects
  - 22.3.2. `AU_write` Objects
- 22.4. `wave` — Read and write WAV files
  - 22.4.1. `Wave_read` Objects
  - 22.4.2. `Wave_write` Objects
- 22.5. `chunk` — Read IFF chunked data
- 22.6. `coloursys` — Conversions between color systems
- 22.7. `imghdr` — Determine the type of an image
- 22.8. `sndhdr` — Determine type of sound file
- 22.9. `ossaudiodev` — Access to OSS-compatible audio devices
  - 22.9.1. `Audio Device` Objects
  - 22.9.2. `Mixer Device` Objects