22.8. sndhdr — Determine type of sound file

Source code: Lib/sndhdr.py

The sndhdr provides utility functions which attempt to determine the type of sound data which is in a file. When these functions are able to determine what type of sound data is stored in a file, they return a namedtuple(), containing five attributes: (filetype, framerate, nchannels, nframes, sampwidth). The value for *type* indicates the data type and will be one of the strings 'aifc', 'aiff', 'au', 'hcom', 'sndr', 'sndt', 'voc', 'wav', '8svx', 'sb', 'ub', or 'ul'. The *sampling_rate* will be either the actual value or 0 if unknown or difficult to decode. Similarly, *channels* will be either the number of channels or 0 if it cannot be determined or if the value is difficult to decode. The value for *frames* will be either the number of frames or -1. The last item in the tuple, *bits_per_sample*, will either be the sample size in bits or 'A' for A-LAW or 'U' for u-LAW.

sndhdr.**what**(*filename*)

Determines the type of sound data stored in the file *filename* using whathdr(). If it succeeds, returns a namedtuple as described above, otherwise None is returned.

Changed in version 3.5: Result changed from a tuple to a namedtuple.

sndhdr.**whathdr**(*filename*)

Determines the type of sound data stored in a file based on the file header. The name of the file is given by *filename*. This function returns a namedtuple as described above on success, or None.

Changed in version 3.5: Result changed from a tuple to a namedtuple.