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22.9. sndhdr — Determine type of sound file¶

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 tuple (`type`, `sampling_rate`, `channels`, `frames`, `bits_per_sample`). 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 tuple as described above, otherwise `None` is returned.

`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 tuple as described above on success, or `None`.

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