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Rocky Enterprise Linux 9.2 Manual Pages on command 'canberra-gtk-play.1'

\$ man canberra-gtk-play.1

canberra-gtk-play(1) General Commands Manual canberra-gtk-play(1)

NAME

canberra-gtk-play - play a sound event

SYNOPSIS

canberra-gtk-play [OPTIONS...]

DESCRIPTION

This manual page documents briefly the canberra-gtk-play command.

canberra-gtk-play plays sound events that are specified by the XDG Sound Theme and Name Specification.

OPTIONS

Application Options

-v, --version

Display version number and quit

-i, --id=STRING

Event sound identifier

-f, --file=PATH

Play file

-d, --description=STRING

Event sound description

-c, --cache-control={ permanent|volatile|never }

Specify how canberra-gtk-play manages its cache. permanent will cause the sample to be cached permanently, volatile to be cached until the cache needs to be freed.

-l, --loop=INTEGER

Loop how many times (default: 1)

`-V, --volume=STRING`

A floating point dB value for the sample volume (ex: 0.0)

`--property=STRING`

An arbitrary property

`--display=DISPLAY`

X display to use

Help Options

`-h, --help`

Show help options

`--help-all`

Show all help options

`--help-gtk`

Show GTK+ Options

GTK+ Options

`--class=CLASS`

Program class as used by the window manager

`--name=NAME`

Program name as used by the window manager

`--screen=SCREEN`

X screen to use

`--sync` Make X calls synchronous

`--gtk-module=MODULES`

Load additional GTK+ modules

`--g-fatal-warnings`

Make all warnings fatal

AUTHORS

canberra-gtk-play is Copyright 2008 Lennart Poettering.

This manual page was written by Francois Wendling <frwendling@free.fr> for the Debian

GNU/Linux system (but may be used by others).

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