



## ***Linux Ubuntu 26.04 Manual Pages on command 'canberra-gtk-play.1'***

### ***\$ man canberra-gtk-play.1***

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#### 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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