`!winsound` --- Sound-playing interface for Windows

- Functions
- Constants

winsound

Source code: `PC/winsound.c`

The `!winsound` module provides access to the basic sound-playing machinery provided by Windows platforms. It includes functions and several constants.

Windows.

Functions

Beep(frequency, duration)

Beep the PC's speaker. The *frequency* parameter specifies frequency, in hertz, of the sound, and must be in the range 37 through 32,767. The *duration* parameter specifies the number of milliseconds the sound should last. If the system is not able to beep the speaker, `RuntimeError` is raised.

PlaySound(sound, flags)

Call the underlying `!PlaySound` function from the Platform API. The *sound* parameter may be a filename, a system sound alias, audio data as a `bytes-like object`, or `None`. Its interpretation depends on the value of *flags*, which can be a bitwise ORed combination of the constants described below. If the *sound* parameter is `None`, any currently playing waveform sound is stopped. If the

system indicates an error, `RuntimeError` is raised.

MessageBeep(type=MB_OK)

Call the underlying `!MessageBeep` function from the Platform API. This plays a sound as specified in the registry. The *type* argument specifies which sound to play; possible values are `-1`, `MB_ICONASTERISK`, `MB_ICONEXCLAMATION`, `MB_ICONHAND`, `MB_ICONQUESTION`, and `MB_OK`, all described below. The value `-1` produces a "simple beep"; this is the final fallback if a sound cannot be played otherwise. If the system indicates an error, `RuntimeError` is raised.

Constants

SND_FILENAME

The *sound* parameter is the name of a WAV file. Do not use with `SND_ALIAS`.

SND_ALIAS

The *sound* parameter is a sound association name from the registry. If the registry contains no such name, play the system default sound unless `SND_NODEFAULT` is also specified. If no default sound is registered, raise `RuntimeError`. Do not use with `SND_FILENAME`.

All Win32 systems support at least the following; most systems support many more:

`PlaySound` ***name***	**Corresponding Control Panel Sound name**
`'SystemAsterisk'`	Asterisk
`'SystemExclamation'`	Exclamation
`'SystemExit'`	Exit Windows
`'SystemHand'`	Critical Stop
`'SystemQuestion'`	Question

For example:

```
import winsound
# Play Windows exit sound.
winsound.PlaySound("SystemExit", winsound.SND_ALIAS)

# Probably play Windows default sound, if any is registered (because
# "*" probably isn't the registered name of any sound).
winsound.PlaySound("*", winsound.SND_ALIAS)
```

SND_LOOP

Play the sound repeatedly. The `SND_ASYNC` flag must also be used to avoid blocking. Cannot be used with `SND_MEMORY`.

SND_MEMORY

The *sound* parameter to `PlaySound` is a memory image of a WAV file, as a `bytes-like object`.

> [!NOTE] This module does not support playing from a memory image asynchronously, so a combination of this flag and `SND_ASYNC` will raise `RuntimeError`.

SND_PURGE

Stop playing all instances of the specified sound.

> [!NOTE] This flag is not supported on modern Windows platforms.

SND_ASYNC

Return immediately, allowing sounds to play asynchronously.

SND_NODEFAULT

If the specified sound cannot be found, do not play the system default sound.

SND_NOSTOP

Do not interrupt sounds currently playing.

SND_NOWAIT

Return immediately if the sound driver is busy.

> [!NOTE] This flag is not supported on modern Windows platforms.

SND_APPLICATION

The *sound* parameter is an application-specific alias in the registry. This flag can be combined with the `SND_ALIAS` flag to specify an application-defined sound alias.

SND_SENTRY

Triggers a SoundSentry event when the sound is played.

3.14

SND_SYNC

The sound is played synchronously. This is the default behavior.

3.14

SND_SYSTEM

Assign the sound to the audio session for system notification sounds.

3.14

MB_ICONASTERISK

Play the `SystemDefault` sound.

MB_ICONEXCLAMATION

Play the `SystemExclamation` sound.

MB_ICONHAND

Play the `SystemHand` sound.

MB_ICONQUESTION

Play the `SystemQuestion` sound.

MB_OK

Play the `SystemDefault` sound.

MB_ICONERROR

Play the `SystemHand` sound.

3.14

MB_ICONINFORMATION

Play the `SystemDefault` sound.

3.14

MB_ICONSTOP

Play the `SystemHand` sound.

3.14

MB_ICONWARNING

Play the `SystemExclamation` sound.

3.14

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