

# AudioFile.open

**AudioFile.open(filename)**

## Description

The `AudioFile.open` function creates an [AudioFile](#) object of the specified audio file. The [AudioFile](#) object can be used to retrieve information from the audio file, for example, the sample rate, bit depth, length in samples, etc. The location of the audio file can be a folder or a VST Sound archive.

Available in: Controller.

## Arguments

|                 |   |        |
|-----------------|---|--------|
| <b>filename</b> | The file path and name of the audio file. | string |
|-----------------|---|--------|

## Return Values

Returns an [AudioFile](#) object of the specified audio file.

## Example

```
-- open an audio file from Skylab
fname = "vstsound://F29C895D6D8E4D6C9BCBBA5198412192/.samples/Ambient Pad 01/Ambient Pad 01 - C3.tg3c"
af = AudioFile.open(fname)
-- print the sample rate and bit depth
print("Sample Rate: "..af.rate)
print("Bit Depth: "..af.bits)
```

**See Also:** [AudioFile](#), [getPeak](#)