

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

filename	The file path and name of the audio file.	string
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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](#)