## **NAME**

zplay - generate and play sound fragments

## **SYNOPSIS**

zplay [infile [outfile]]

## **DESCRIPTION**

Interpret ASCII input in *infile* using **guitar** and **mel**, save it to *outfile* in the WAVE format, and play it using **xdg-open**. This is a simple wrapper script added for convenience. It can also be used to just play WAVE, AIFF, and MP3 audio files specified via *infile*. Filenames default to **/dev/stdin** or **/dev/shm/tmp.wav**. The dash (-) is a shorthand for the default value.