

# Package ‘beepr’

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**Type** Package

**Title** Easily Play Notification Sounds on any Platform

**Version** 2.0

**Encoding** UTF-8

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**Description** The main function of this package is beep(), with the purpose to make it easy to play notification sounds on whatever platform you are on. It is intended to be useful, for example, if you are running a long analysis in the background and want to know when it is ready.

**License** GPL-3

**URL** <https://github.com/rasmusab/beepr>

**BugReports** <https://github.com/rasmusab/beepr/issues>

**Imports** audio

**RoxygenNote** 7.3.1

**Suggests** testthat (>= 3.0.0)

**Config/testthat/edition** 3

**NeedsCompilation** no

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**Repository** CRAN

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beep

*Play a short sound*


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## Description

beep plays a short sound which is useful if you want to get notified, for example, when a script has finished. As an added bonus there are a number of different sounds to choose from.

## Usage

```
beep(sound = 1, expr = NULL)
```

## Arguments

**sound** character string or number specifying what sound to be played by either specifying one of the built in sounds, specifying the path to a wav file or specifying an url. The default is 1. Possible sounds are:

1. "ping"
2. "coin"
3. "fanfare"
4. "complete"
5. "treasure"
6. "ready"
7. "shotgun"
8. "mario"
9. "wilhelm"
10. "facebook"
11. "sword"

If sound does not match any of the sounds above, or is a valid path or url, a random sound will be played. If a negative number is given or the string "none" is given, no sound will be played.

**expr** An optional expression to be executed before the sound.

## Details

If beep is not able to play the sound a warning is issued rather than an error. This is in order to not risk aborting or stopping the process that you wanted to get notified about.

## Examples

```
# Play a "ping" sound
beep()

## Not run:
# Play a fanfare instead of a "ping".
```

```
beep("fanfare")
# or
beep(3)

# Play a random sound
beep(0)

# Update all packages and "ping" when it's ready
update.packages(ask=FALSE); beep()

## End(Not run)
```

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**beep***Easily Play Notification Sounds on any Platform*

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## Description

This package contains one function, `beep()`, with one purpose: To make it easy to play notification sounds on whatever platform you are on. It is intended to be useful, for example, if you are running a long analysis in the background and want to know when it is ready.

## Details

The package contains one main function `beep`, check it out to see what it does. For sound on Windows and MacOS **beep** depends on the **audio** package. For sound on Linux **beep** depends on that either the `paplay` utility from the Pulse Audio system, the `aplay` utility from the ALSA system, or VLC media player (<http://www.videolan.org/vlc/index.html>) is installed and on the `PATH`. Chances are that you already have one of these.

## Author(s)

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## See Also

Useful links:

- <https://github.com/rasmusab/beep>
- Report bugs at <https://github.com/rasmusab/beep/issues>

## Examples

```
# Play a "ping" sound
beep()
```

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`beep_on_error`*Play a short sound if there is an error*

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## Description

`beep_on_error` wraps an expression and plays a short sound only if an error occurs.

## Usage

```
beep_on_error(expr, sound = 1)
```

## Arguments

<code>expr</code>	An expression to be evaluated for errors.
<code>sound</code>	<p>character string or number specifying what sound to be played by either specifying one of the built in sounds, specifying the path to a wav file or specifying an url. The default is 1. Possible sounds are:</p> <ol style="list-style-type: none"><li>1. "ping"</li><li>2. "coin"</li><li>3. "fanfare"</li><li>4. "complete"</li><li>5. "treasure"</li><li>6. "ready"</li><li>7. "shotgun"</li><li>8. "mario"</li><li>9. "wilhelm"</li><li>10. "facebook"</li><li>11. "sword"</li></ol> <p>If sound does not match any of the sounds above, or is a valid path or url, a random sound will be played. Currently beep can only handle http urls, https is not supported.</p>

## Details

If beep is not able to play the sound a warning is issued rather than an error. This is in order to not risk aborting or stopping the process that you wanted to get notified about.

## Value

The value of `expr`, if no error occurs. If an error occurs then `beep_on_error` will re-throw the error.

**Examples**

```
## Not run:  
# Play a "ping" sound if \code{expr} produces an error  
beep_on_error(log("foo"))  
  
# Stay silent if \code{expr} does not produce an error  
beep_on_error(log(1))  
  
# Play the Wilhelm scream instead of a ping on error.  
beep_on_error(runif("bar"), "wilhelm")  
  
## End(Not run)
```

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