JavaScript API of the <audio> and<video> elements

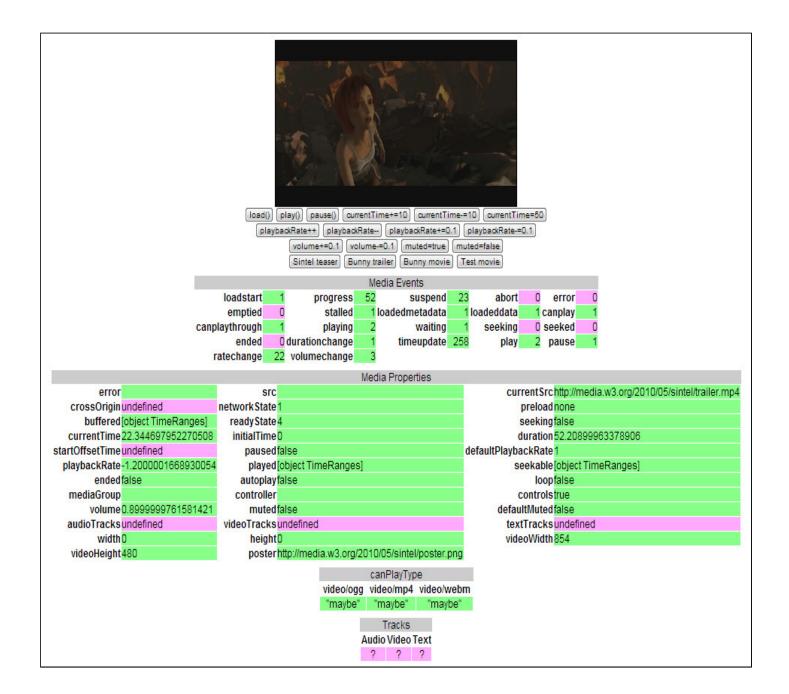
METHODS, PROPERTIES, AND EVENTS

The JavaScript API gives you powerful tools to manipulate the <video> element, as the video object provides many properties, methods and events.

The complete list of <u>events</u> can be found at the W3C specification page, and numerous examples of each event can be found on plenty of Web sites like this one.

The complete list of <u>properties</u> can be found at the W3C HTML5 Video Events and API page. This page is interesting for Web developers because it shows an interactive view of the different values and events changing over time while the video is playing within the page.

Click the picture to see it running online (or try the direct link), then play with the different buttons and look at the table of events and properties that will change in real time. The displayed names show the properties, events, and methods from the API.



HERE IS A TABLE THAT SHOWS THE MOST INTERESTING METHODS, PROPERTIES, AND EVENTS PROVIDED BY THE <VIDEO> ELEMENT API

We provide this as a quick reminder - keep in mind that the complete list is much longer!

Methods	Properties	Events
play()	currentSrc	play

pause()	currentTime	pause
stop()	startTime (readonly)	progress
canPlayType()	videoWidth	error
	videoHeight	timeupdate
	duration (readonly)	ended
	ended (readonly)	abort
	error	empty
	paused (readonly)	emptied
	muted	waiting
	seeking	loadedmetadata
	volume	
	height	
	width	
	seekable (readonly)	
	played (readonly)	

Let's see now, through a set of examples, how to use the most important of these properties, methods, and events...