

Useful third party libraries

It's always better to know the API itself, and many examples you have seen during this course may be hard to write using high level libraries. However, if you don't have too many custom needs, such libraries can make your life simpler! Also, some libraries use sound synthesis that we did not cover in the course and are fun to use - for example, for adding 8bits sounds to your HTML5 game!

Many JavaScript libraries have been built above WebAudio. We recommend the following:

- [HowlerJS](#): useful for loading and playing sound sample in video games. Can handle audio sprites (multiple sounds in single audio files), loops, spatialization. Very simple to use.
 - Try [this very simple example we prepared for you at JsBin](#) that uses HowlerJS!
- [Webaudiox](#), and in particular a helper built with this library, [jsfx](#) for adding 8bits such as procedural sounds to video games, without the need to load audio files. [Try the demo!](#) There is also [a sound generator](#) you can try. When you obtain a sound you like just copy and paste the parameter values to your code.
- For writing musical applications, take a look at [ToneJS](#) !