Working with streamed content: the`MediaSourceElement` node

In the previous lesson, we encountered the`MediaElementSource` node that is useful for routing the sound from a `<video>` or `<audio>` element stream. The above video shows how to make a simple example step by step, how to setup FireFox for debugging Web Audio applications and visualize the audio graph.

Typical use:

Example at JSBin

HTML:

```
<audio id="player" controlscrossorigin="anonymous" loop>

 <sourcesrc="http://mainline.i3s.unice.fr/mooc/guitarRiff1.mp3">
   Your browser does not support the audio tag.
 </audio>
```

JavaScript:

```
var ctx = window.AudioContext ||window.webkitAudioContext;
var context = new ctx();
var mediaElement =document.querySelector('#player');
var sourceNode =context.createMediaElementSource(mediaElement);
sourceNode.connect(context.destination); // connect to the
speakers
```

The `MediaElementSource` node is built using`context.createMediaElementSource(elem)`, where `elem`is an `<audio>` or

a `<video>` element.

Then we connect this source Node to other nodes. If we connect it directly to `context.destination`, the sound goes to the speakers with no additional processing.

In the following lessons, we will see the different nodes that are useful with streamed audio and with the`MediaElementSource` node. Adding them in the audio graph will enable us to change the sound in many different ways.