

# Sound samples and effects, visualizations, etc.

Of course, any effects that we have discussed (gain, stereo panner, reverb, compressor, equalizer, analyser node for visualization, etc.) can be added to the audio graphs that we've built in our sound sample examples.

Below, we have mixed the code from two previous examples:

[This one at JSBin:](#)



[And this one at JSBin:](#)

Shot 1 Shot 2

Shot 1 repeated Shot 2 repeated

Shot 1 repeated at random intervals Shot 2 repeated, pitch and interval random

Inspecteur Console Débogueur Éditeur de style Performances Réseau Web Audio

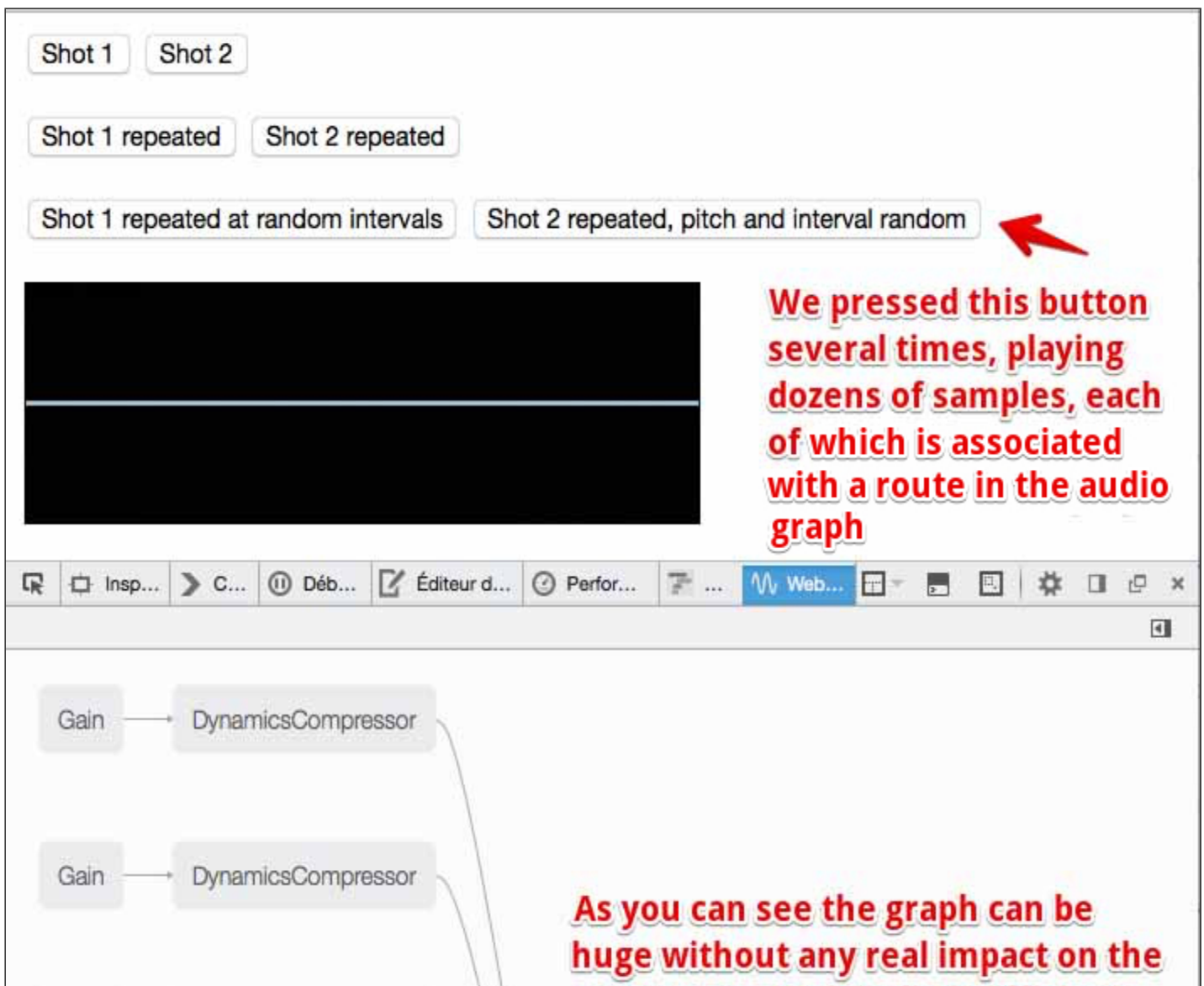
```
graph LR; G1[Gain] --> DC1[DynamicsCompressor]; G2[Gain] --> DC2[DynamicsCompressor]; G3[Gain] --> DC3[DynamicsCompressor]; DC1 --> AD[AudioDestination]; DC2 --> AD; DC3 --> AD;
```

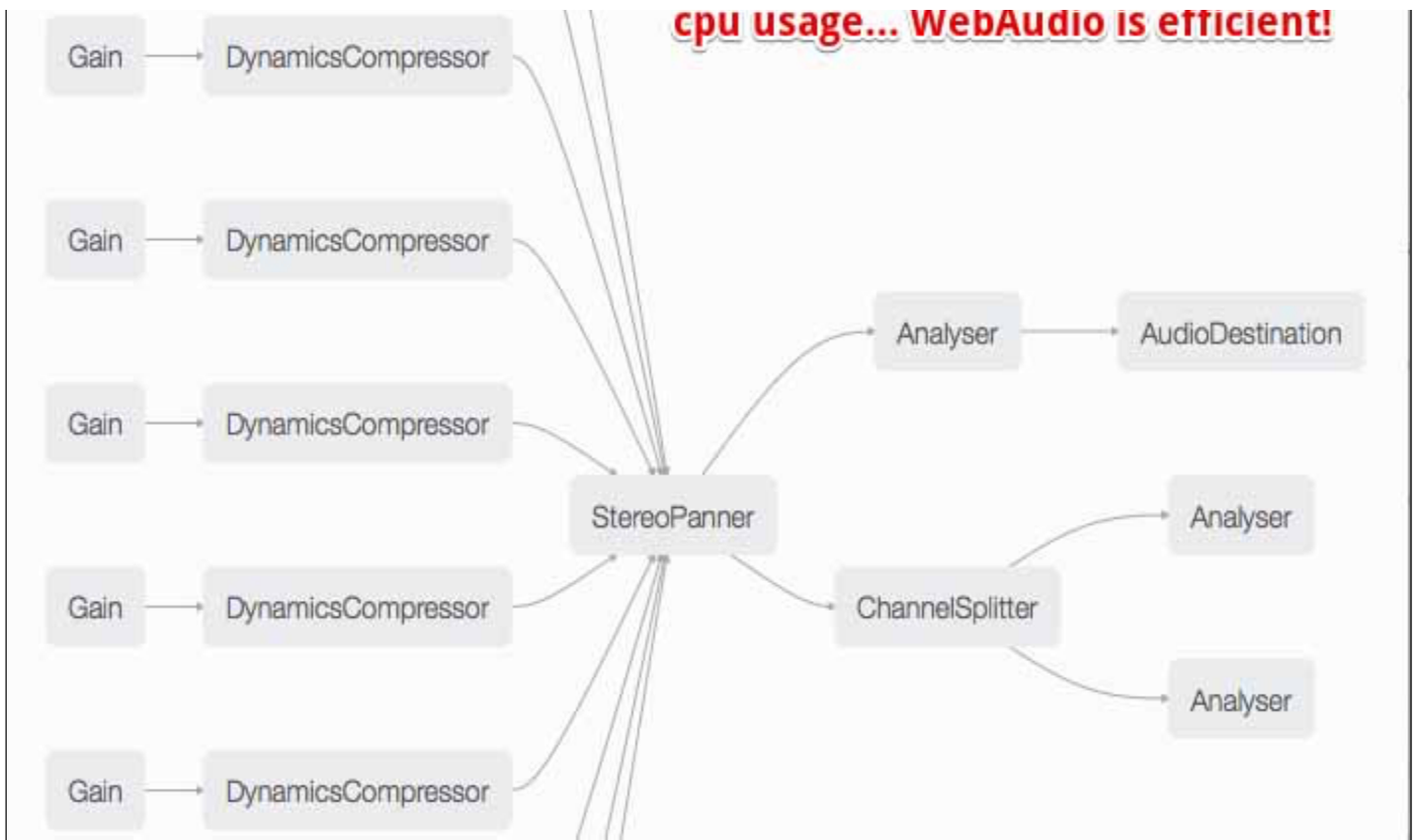
**The sound has been played 3 times we added a gain node and a compressor node. The gain node uses a random value between 0.2 and 1.2. The compressor is here to remove peaks in the signal if it becomes too strong.**

And here is the result ([try it at JSBin](#)):



Here is the audio graph of this example:





Look at the source code on JSBin, it's a quick merge of the two previous examples.