Audio/Video cheat sheet

HTML attributes for the <audio> and <video> tags

Attributes	Value	Description
autoplay		The media will start playing as soon as it is ready
controls		Media controls should be displayed (such as a play/pause button etc).
loop		Media will loop forever
muted		The audio output should be muted
preload	auto metadata none	If and how the media should be loaded when the page loads
src	URL	The URL of the media file
Video specific attributes		
height	Pixels	The height of the video player.
width	Pixels	The width of the video player.
poster	URL	If present, shows the poster image until the first frame of video has downloaded.

```
<video preload="metadata" src="clip.ogg" width="300" height="200"></video>
```

Properties that can be set or returned with JS (Audio API)

Property	Description
autoplay	Read/write	(boolean)
controls	Read/write	display controls (boolean)
currentTime	Read/write	the playback position in seconds. (double)
duration	Read only	the length of the media in seconds (double)
ended	Read only	if the playback has ended or not (boolean)
loop	Read/write	if the media should loop or not (boolean)
muted	Read/write	if the media is muted or not (boolean)
paused	Read/write	if the media is paused or not
playbackRate	Read/write	the speed of the media playback
readyState	Read only	the current ready state of the media: 0 = I know nothing! 1 = metadata for the media is ready 2 = data for the current playback position is available, but not enough data to play next frame/millisecond 3 = data for at least the next frame is available 4 = enough data available to start playing
src	Read/write	the current source of the audio/video element
volume	Read/write	the volume of the media

```
myVideo.playbackRate=1.5 //sets the speed to 150%
```

Methods to use with javascript

Methods	Description
load()	If the value of the attribute *preload* is set to *none*, this method will start loading the media
play()	Starts playback
pause()	Pauses playback

```
myVideo.play()
```

Events to listen for with javascript

Event name	Dispatched when...
loadstart	Media is starting to load
error	An error occurs while fetching the media data.
play	Playback has begun.
pause	Playback has been paused
loadedmetadata	The user agent has just determined the duration and dimensions of the media resource
loadeddata	The user agent can render the media data at the current playback position for the first time.
waiting	Playback has stopped because the next frame is not available, but the user agent expects that frame to become available in due course.
canplaythrough	The user agent estimates that if playback were to be started now, the media resource could be rendered at the current playback rate all the way to its end without having to stop for further buffering.
timeupdate	The current playback position changed as part of normal playback or in an especially interesting way, for example discontinuously.
ended	Playback has stopped because the end of the media resource was reached.
ratechange	The playbackRate attribute has just been updated.
volumechange	Either the volume attribute or the muted attribute has changed. Fired after the relevant attribute's setter has returned.

```
myVideo.addEventlistener("timeupdated",setProgressBar, false)
```