C22 Kelelelice

## **CSS** Reference **CSS Browser Support CSS Selectors CSS Functions CSS Reference Aural CSS Web Safe Fonts**

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accent-color

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**CSS Aural Reference** 

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## Aural style sheets use a combination of speech synthesis and sound effects to make the user listen to information, instead of reading information.

**Aural Style Sheets** 

Aural presentation can be used: • by blind people

• to help users learning to read • to help users who have reading problems

• in the car

richness: 80;

- for home entertainment
- by print-impaired communities
- The aural presentation converts the document to plain text and feed this to a

An example of an Aural style sheet:

h1, h2, h3, h4 { voice-family: male;

screen reader (a program that reads all the characters on the screen).

```
cue-before: url("beep.au")
The example above will make the speech synthesizer play a sound, then
speak the headers in a very rich male voice.
```

**CSS Aural Reference** 

Property	Description	Values	CSS
azimuth	Sets where the sound should come from	angle left-side far-left left center-left center center-right right far-right right-side behind leftwards rightwards	2
cue	Sets the cue properties in one declaration	cue-before cue-after	2
cue-after	Specifies a sound to be played after speaking an element's content	none <i>url</i>	2
cue-before	Specifies a sound to be played before speaking an element's content	none <i>url</i>	2
elevation	Sets where the sound should come from	angle below level above higher lower	2
pause	Sets the pause properties in one declaration	pause-before pause-after	2
pause-after	Specifies a pause after speaking an element's content	time %	2
pause-before	Specifies a pause before speaking an element's content	time %	2
pitch	Specifies the speaking voice	frequency x-low low medium high x-high	2
pitch-range	Specifies the variation in the speaking voice. (Monotone voice or animated voice?)	number	2
play-during	Specifies a sound to be played while speaking an element's content	auto none <i>url</i> mix repeat	2
richness	Specifies the richness of the speaking voice. (Rich voice or thin voice?)	number	2
speak	Specifies whether content will render aurally	normal none spell-out	2
speak-header	Specifies how to handle table headers. Should the headers be spoken before every cell, or only before a cell with a different header than the previous cell	always once	2
speak-numeral	Specifies how to speak numbers	digits continuous	2
speak- punctuation	Specifies how to speak punctuation characters	none code	2
speech-rate	Specifies the speed of the speaking	number x-slow slow medium fast x-fast faster slower	2
stress	Specifies the "stress" in the speaking voice	number	2
voice-family	Specifies the voice family of the speaking	specific-voice generic-voice	2
volume	Specifies the volume of the speaking	<i>number</i> % silent	2

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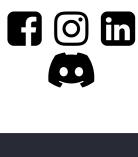
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