

# HTML Audio/Video DOM Reference

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## HTML Audio and Video DOM Reference

The HTML5 DOM has methods, properties, and events for the `<audio>` and `<video>` elements.

## HTML Audio/Video Methods

Method	Description
<code>addTextTrack()</code>	Adds a new text track to the audio/video
<code>canPlayType()</code>	Checks if the browser can play the specified audio/video type
<code>load()</code>	Re-loads the audio/video element
<code>play()</code>	Starts playing the audio/video
<code>pause()</code>	Pauses the currently playing audio/video

## HTML Audio/Video Properties

Property	Description
<code>audioTracks</code>	Returns an <code>AudioTrackList</code> object representing available audio tracks
<code>autoplay</code>	Sets or returns whether the audio/video should start playing as soon as it is loaded
<code>buffered</code>	Returns a <code>TimeRanges</code> object representing the buffered parts of the audio/video
<code>controller</code>	Returns the <code>MediaController</code> object representing the current media controller of the audio/video
<code>controls</code>	Sets or returns whether the audio/video should display controls (like play/pause etc.)
<code>crossOrigin</code>	Sets or returns the CORS settings of the audio/video
<code>currentSrc</code>	Returns the URL of the current audio/video
<code>currentTime</code>	Sets or returns the current playback position in the audio/video (in seconds)
<code>defaultMuted</code>	Sets or returns whether the audio/video should be muted by default
<code>defaultPlaybackRate</code>	Sets or returns the default speed of the audio/video playback
<code>duration</code>	Returns the length of the current audio/video (in seconds)
<code>ended</code>	Returns whether the playback of the audio/video has ended or not
<code>error</code>	Returns a <code>MediaError</code> object representing the error state of the audio/video
<code>loop</code>	Sets or returns whether the audio/video should start over again when finished
<code>mediaGroup</code>	Sets or returns the group the audio/video belongs to (used to link multiple audio/video elements)
<code>muted</code>	Sets or returns whether the audio/video is muted or not
<code>networkState</code>	Returns the current network state of the audio/video
<code>paused</code>	Returns whether the audio/video is paused or not
<code>playbackRate</code>	Sets or returns the speed of the audio/video playback
<code>played</code>	Returns a <code>TimeRanges</code> object representing the played parts of the audio/video
<code>preload</code>	Sets or returns whether the audio/video should be loaded when the page loads
<code>readyState</code>	Returns the current ready state of the audio/video
<code>seekable</code>	Returns a <code>TimeRanges</code> object representing the seekable parts of the audio/video
<code>seeking</code>	Returns whether the user is currently seeking in the audio/video
<code>src</code>	Sets or returns the current source of the audio/video element
<code>startDate</code>	Returns a <code>Date</code> object representing the current time offset
<code>textTracks</code>	Returns a <code>TextTrackList</code> object representing the available text tracks
<code>videoTracks</code>	Returns a <code>VideoTrackList</code> object representing the available video tracks
<code>volume</code>	Sets or returns the volume of the audio/video

## HTML Audio/Video Events

Event	Description
<code>abort</code>	Fires when the loading of an audio/video is aborted
<code>canplay</code>	Fires when the browser can start playing the audio/video
<code>canplaythrough</code>	Fires when the browser can play through the audio/video without stopping for buffering
<code>durationchange</code>	Fires when the duration of the audio/video is changed
<code>emptied</code>	Fires when the current playlist is empty
<code>ended</code>	Fires when the current playlist is ended
<code>error</code>	Fires when an error occurred during the loading of an audio/video
<code>loadeddata</code>	Fires when the browser has loaded the current frame of the audio/video
<code>loadedmetadata</code>	Fires when the browser has loaded meta data for the audio/video
<code>loadstart</code>	Fires when the browser starts looking for the audio/video
<code>pause</code>	Fires when the audio/video has been paused
<code>play</code>	Fires when the audio/video has been started or is no longer paused
<code>playing</code>	Fires when the audio/video is playing after having been paused or stopped for buffering
<code>progress</code>	Fires when the browser is downloading the audio/video
<code>ratechange</code>	Fires when the playing speed of the audio/video is changed
<code>seeked</code>	Fires when the user is finished moving/skipping to a new position in the audio/video
<code>seeking</code>	Fires when the user starts moving/skipping to a new position in the audio/video
<code>stalled</code>	Fires when the browser is trying to get media data, but data is not available
<code>suspend</code>	Fires when the browser is intentionally not getting media data
<code>timeupdate</code>	Fires when the current playback position has changed
<code>volumechange</code>	Fires when the volume has been changed
<code>waiting</code>	Fires when the video stops because it needs to buffer the next frame

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