HIVIL Reference

HTML Browser Support

HTML Global Attributes

HTML by Alphabet

HTML by Category

HTML Attributes

HTML Events

HTML Colors

HTML Canvas

HTML Audio/Video

HTML Doctypes

HTTP Messages

HTTP Methods

HTML URL Encode

HTML Language Codes

HTML Country Codes

PX to EM Converter

HTML Character Sets

Tutorials ▼

Start DEVELOPING

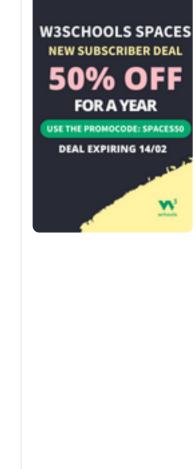
Without Installations

Try Now

Support Included COLOR PICKER

Next >





HTML Audio/Video DOM Reference **<** Previous

HTML Audio and Video DOM Reference

<video> elements.

The HTML5 DOM has methods, properties, and events for the <audio> and

Method

<u>audioTracks</u>

addTextTrack() Adds a new text track to the audio/video canPlayType() Checks if the browser can play the specified audio/video

Description

HTML Audio/Video Methods

	Property	Description
	io/Video Properties	
	<u>pause()</u>	Pauses the currently playing audio/video
	<u>play()</u>	Starts playing the audio/video
	<u>load()</u>	Re-loads the audio/video element
		type

available audio tracks

Returns an AudioTrackList object representing

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

canplaythrough Fires when the browser can play through the

HTML Audio/Video Events

Event

<u>abort</u>

<u>canplay</u>

Description

audio/video

Fires when the loading of an audio/video is aborted

Fires when the browser can start playing the

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

Newsletter

Get Certified

Top Tutorials HTML Tutorial CSS Tutorial JavaScript Tutorial How To Tutorial SQL Tutorial **Python Tutorial** W3.CSS Tutorial **Bootstrap Tutorial** PHP Tutorial Java Tutorial C++ Tutorial jQuery Tutorial

Report Error

Spaces

Top References HTML Reference **CSS** Reference JavaScript Reference SQL Reference Python Reference W3.CSS Reference **Bootstrap Reference** PHP Reference HTML Colors Java Reference

Angular Reference

jQuery Reference

Upgrade

HTML Examples CSS Examples JavaScript Examples How To Examples SQL Examples **Python Examples** W3.CSS Examples **Bootstrap Examples** PHP Examples

Java Examples

XML Examples

jQuery Examples

Top Examples

CSS Certificate JavaScript Certificate Front End Certificate SQL Certificate Python Certificate PHP Certificate jQuery Certificate Java Certificate

C++ Certificate

Get Certified

HTML Certificate

C# Certificate XML Certificate

FORUM | ABOUT

Copyright 1999-2023 by Refsnes Data. All Rights Reserved. W3Schools is Powered by W3.CSS.

W3Schools is optimized for learning and training. Examples might be simplified to improve reading and learning. Tutorials, references, and examples are constantly reviewed to avoid errors, but we cannot warrant full correctness of all content. While using W3Schools, you agree to have read and accepted our terms of use, cookie and privacy policy.