

HTML Audio/Video DOM Reference

HTML Audio and Video DOM Reference

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

These methods, properties, and events allow you to manipulate `<audio>` and `<video>` elements using JavaScript.

HTML Audio/Video Methods

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

HTML Audio/Video Properties

Property	Description
<u>audioTracks</u>	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
<u>duration</u>	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
<u>played</u>	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

HTML Audio/Video Events

Event	Description
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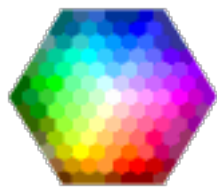
<u>abort</u>	Fires when the loading of an audio/video is aborted
<u>canplay</u>	Fires when the browser can start playing the audio/video
<u>canplaythrough</u>	Fires when the browser can play through the audio/video without stopping for buffering
<u>durationchange</u>	Fires when the duration of the audio/video 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
<u>loadedmetadata</u>	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

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