Triggering Basic HTML5 Audio Events

Jeff Batt

FOUNDER & TRAINER

@jeffbatt01   www.learningdojo.net

Firing Code When Audio is Ready

Stylizing the Audio Player

Revisiting Play, Pause and Ended Events for Audio

Reading List of Audio Files from JSON Object

Creating Custom Audio Controls

Trigger an Event When Audio Time Updates

Updating the Playbar

Summary

What we learned

- Audio load event

- Stylizing MP3 player

- Revisiting play & pause events

- Reading from JSON

- Custom audio controls

- Trigger event on time update