

# Audio Channelling

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Among all different and tough ways to channel audio, we have found the easiest way to channel audio among the users. This is done by StereoPannerNode!

## StereoPannerNode example



### Set stereo panning



```
window.loop11ExtTerritory = true;
```

For getting a real-time demo experience, do visit <https://mdn.github.io/webaudio-examples/stereo-panner-node/>

The StereoPannerNode interface of the Web Audio API represents a simple stereo panner node that can be used to pan an audio stream left or right. It is an AudioNode audio-processing module that positions an incoming audio stream in a stereo image using a low-cost equal-power panning algorithm.

The pan property takes a unitless value between -1 (full left pan) and 1 (full right pan). This interface was introduced as a much simpler way to apply a simple panning effect than having to use a full PannerNode.

We will be using it in our product by using a simple analogy.



Person 1



Person 2



Person 3



Person 4

Assuming all are facing towards the screen, so if person 2 speaks, person 1 would have a stereopanner pan with a value of 0.9 (dominant right ear) because practically thinking, as the

person1 is just next to him some part of his audio could be audible to his left year too. So, the value of 0.9 would be doing just that adding a more realistic touch to working of the product. Similarly, person 3 would be having a stereopanner pan of -0.9(dominant left ear). Now for the person 4 person 2 is sitting little far as compared to other 2 friends, so for him the stereopanner pan would be full -1 (fully left ear) as his other ear would hear him very low.

**This scenario would be for person 2 speaking. Using similar analogy, we will be implementing the feature for other 3 users.**