# HTML <audio> Tag

<audio controls>  
  <source src="horse.ogg" type="audio/ogg">  
  <source src="horse.mp3" type="audio/mpeg">  
  Your browser does not support the audio tag.  
</audio>

## Definition and Usage

The <audio> tag defines sound, such as music or other audio streams.

Currently, there are 3 supported file formats for the <audio> element: MP3, Wav, and Ogg:

|  |  |  |  |
| --- | --- | --- | --- |
| **Browser** | **MP3** | **Wav** | **Ogg** |
| Internet Explorer | YES | NO | NO |
| Chrome | YES | YES | YES |
| Firefox | YES | YES | YES |
| Safari | YES | YES | NO |
| Opera | YES | YES | YES |

### MIME Types for Audio Formats

|  |  |
| --- | --- |
| **Format** | **MIME-type** |
| MP3 | audio/mpeg |
| Ogg | audio/ogg |
| Wav | audio/wav |

## Attributes

= New in HTML5.

|  |  |  |
| --- | --- | --- |
| **Attribute** | **Value** | **Description** |
| [autoplay](http://www.w3schools.com/tags/att_audio_autoplay.asp) | autoplay | Specifies that the audio will start playing as soon as it is ready |
| [controls](http://www.w3schools.com/tags/att_audio_controls.asp) | controls | Specifies that audio controls should be displayed (such as a play/pause button etc) |
| [loop](http://www.w3schools.com/tags/att_audio_loop.asp) | loop | Specifies that the audio will start over again, every time it is finished |
| [muted](http://www.w3schools.com/tags/att_audio_muted.asp) | muted | Specifies that the audio output should be muted |
| [preload](http://www.w3schools.com/tags/att_audio_preload.asp) | auto metadata none | Specifies if and how the author thinks the audio should be loaded when the page loads |
| [src](http://www.w3schools.com/tags/att_audio_src.asp) | *URL* | Specifies the URL of the audio file |

# HTML <audio> controls Attribute

An <audio> element with browser default controls:

<audio controls>  
  <source src="horse.ogg" type="audio/ogg">  
  <source src="horse.mp3" type="audio/mpeg">  
  Your browser does not support the audio element.  
</audio>

The controls attribute is a boolean attribute.

When present, it specifies that audio controls should be displayed.

Audio controls should include:

* Play
* Pause
* Seeking
* Volume

# HTML <audio> preload Attribute

### Example

Author thinks that the sound should NOT be loaded when the page loads:

<audio controls preload="none">  
  <source src="horse.ogg" type="audio/ogg">  
  <source src="horse.mp3" type="audio/mpeg">  
  Your browser does not support the audio element.  
</audio>

## Definition and Usage

The preload attribute specifies if and how the author thinks that the audio file should be loaded when the page loads.

The preload attribute allows the author to provide a hint to the browser about what he/she thinks will lead to the best user experience. This attribute may be ignored in some instances.

**Note:** The preload attribute is ignored if autoplay is present.

## Syntax

<audio preload="auto|metadata|none">

## Attribute Values

|  |  |
| --- | --- |
| **Value** | **Description** |
| auto | The author thinks that the browser should load the entire audio file when the page loads |
| metadata | The author thinks that the browser should load only metadata when the page loads |
| none | The author thinks that the browser should NOT load the audio file when the page loads |