HTML5 Mobile Web Development

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About the instructor

Jake Carter is a web and software developer at RogueSheep, an award-winning Seattle-based company dedicated to creating top-tier applications that focus on design and usability. While he currently develops for Apple's iOS devices, Jake has a personal and professional enthusiasm for web standards. Staying on the cutting edge of technology is more than just a job for Jake—it's a passion.

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Week 7 Tip Sheet

Encoding for <video> and <audio>

When encoding a media for the video or audio elements, you need to make sure to pick a format that the browser you're targeting supports.

Mobile Safari currently supports the following audio formats:
Uncompressed WAV and AIF
MP3
AAC

The iPhone 3GS and later support the following video formats:
H.264 (Baseline profile 3.1)
QuickTime

The iPhone 3G and earlier support the following video formats:
H.264 (Baseline profile 3.0)
QuickTime

Related Links
http://developer.apple.com/library/safari/#documentation/AudioVideo/Conceptual/
Using_HTML5_Audio_Video/AudioandVideoTagBasics/AudioandVideoTagBasics.html

http://diveintohtml5.org/video.html

http://stackoverflow.com/questions/1711078/html5-video-element-on-android

Audio/Video Scripting

Both the audio and video tags are very scriptable. Just a few things you can do are:
• pause
• play
• control volume
• mute

There are also events that you can listen for. Some of the important ones are:
• canplay
• canplaythrough
• timeupdate
• ended

For a full list of both, see the related links.

Related Links
http://dev.w3.org/html5/spec/video.html#video
http://dev.w3.org/html5/spec/video.html#audio
http://dev.w3.org/html5/spec/video.html#htmlmediaelement
http://dev.w3.org/html5/spec/video.html#mediaevents