

# volume()

Sets the audio/video volume.

Calling `media.volume()` without an argument returns the current volume as a number in the range 0 (off) to 1 (maximum).

The parameter, `val`, is optional. It's a number that sets the volume from 0 (off) to 1 (maximum). For example, calling `media.volume(0.5)` sets the volume to half of its maximum.

## Examples

Volume: 1
▶
■
Volume: 1
▶
✖

```

let dragon;

function setup() {
  createCanvas(100, 100);

  // Create a p5.MediaElement using createAudio().
  dragon = createAudio('/assets/lucky_dragons.mp3');

  // Show the default media controls.
  dragon.showControls();

  describe('The text "Volume: V" on a gray square with media controls beneath it. The number "V" oscillates between 0 and 1 as the music plays.');
}

function draw() {
  background(200);

  // Produce a number between 0 and 1.
  let n = 0.5 * sin(frameCount * 0.01) + 0.5;

  // Use n to set the volume.
  dragon.volume(n);

  // Get the current volume and display it.
  let v = dragon.volume();

  // Round v to 1 decimal place for display.
}

```

## Syntax

`volume()`

`volume(val)`

## Parameters

`val` Number: volume between 0.0 and 1.0.

## Returns

Number: current volume.

This page is generated from the comments in `src/dom/dom.js`. Please feel free to edit it and submit a pull request!

## Related References

[addClass](#)

Adds a class to the element.

[attribute](#)

Adds an attribute to the element.

[center](#)

Centers the element either vertically,

[child](#)

Attaches the element as a child of another element.

