

createAudio()

Creates a hidden `<audio></audio>` element for simple audio playback.

`createAudio()` returns a new **p5.MediaElement** object.

The first parameter, `src`, is the path the video. If a single string is passed, as in `'/assets/video.mp4'`, a single video is loaded. An array of strings can be used to load the same video in different formats. For example, `['/assets/video.mp4', '/assets/video.ogv', '/assets/video.webm']`. This is useful for ensuring that the video can play across different browsers with different capabilities. See **MDN** for more information about supported formats.

The second parameter, `callback`, is optional. It's a function to call once the audio is ready to play.

Examples



```
function setup() {
  noCanvas();

  // Load the audio.
  let beat = createAudio('/assets/beat.mp3');

  // Show the default audio controls.
  beat.showControls();

  describe('An audio beat plays when the user
double-clicks the square.');
```

Syntax

```
createAudio([src], [callback])
```

Parameters

src	String String[]: path to an audio file, or an array of paths for supporting different browsers.
callback	Function: function to call once the audio is ready to play.

Returns

p5.MediaElement: new **p5.MediaElement** object.

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, horizontally, or both.	child Attaches the element as a child of another element.
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