

BiquadFilterNode

The BiquadFilterNode interface represents a simple low-order filter, and is created using the BaseAudioContext/createBiquadFilter method. It is an AudioNode that can represent different kinds of filters, tone control devices, and graphic equalizers. A BiquadFilterNode always has exactly one input and one output.

Number of inputs
1
Number of outputs
1
Channel count mode
"max"
Channel count
2 (not used in the default count mode)
Channel interpretation
"speakers"

Constructor

BiquadFilterNode()

Creates a new instance of a BiquadFilterNode object.

Properties

Inherits properties from its parent, <u>AudioNode</u>.

Note: Though the AudioParam objects returned are read-only, the values they represent are not.

BiquadFilterNode.frequency Read only

Is an <u>a-rate AudioParam</u>, a double representing a frequency in the current filtering algorithm measured in hertz (Hz).

<u>BiquadFilterNode.detune</u> Read only

Is an <u>a-rate AudioParam</u> representing detuning of the frequency in <u>cents</u>

BiquadFilterNode.Q Read only

Is an <u>a-rate AudioParam</u>, a double representing a <u>Q factor</u>, or *quality factor*.

BiquadFilterNode.gain Read only

Is an <u>a-rate AudioParam</u>, a double representing the <u>gain</u> used in the current filtering algorithm.

BiquadFilterNode.type

Is a string value defining the kind of filtering algorithm the node is implementing.

The meaning of the different parameters depending of the type of the filter (detune has the same meaning regardless, so isn't listed below)

type	Description	frequency	Q	gain
lowpass	Standard second- order resonant lowpass filter with 12dB/octave rolloff. Frequencies below the cutoff pass through; frequencies above it are attenuated.	The cutoff frequency.	Indicates how peaked the frequency is around the cutoff. The greater the value is, the greater is the peak.	Not used
highpass	Standard second- order resonant highpass filter with 12dB/octave rolloff. Frequencies below the cutoff are attenuated; frequencies above it	The cutoff frequency.	Indicates how peaked the frequency is around the cutoff. The greater the value, the greater the	Not used

	pass through.		реак.	
tvpe	Description	frequency	0	gain
cype	20001111011	r r equency	*	84211

bandpass	Standard second- order bandpass filter. Frequencies outside the given range of frequencies are attenuated; the frequencies inside it pass through.	The center of the range of frequencies.	Controls the width of the frequency band. The greater the Q value, the smaller the frequency band.	Not used
lowshelf	Standard second- order lowshelf filter. Frequencies lower than the frequency get a boost, or an attenuation; frequencies over it are unchanged.	The upper limit of the frequencies getting a boost or an attenuation.	Not used	The boost, in dB, to be applied; if negative, it will be an attenuation.
highshelf	Standard second- order highshelf filter. Frequencies higher than the frequency get a boost or an attenuation; frequencies lower than it are unchanged.	The lower limit of the frequencies getting a boost or an attenuation.	Not used	The boost, in dB, to be applied; if negative, it will be an attenuation.
peaking	Frequencies inside the range get a boost or an attenuation; frequencies outside it are unchanged.	The middle of the frequency range getting a boost or an attenuation.	Controls the width of the frequency band. The greater the Q value, the smaller the frequency band.	The boost, in dB, to be applied; if negative, it will be an attenuation.

type	Description	frequency	Q	gain	

notch	Standard notch filter, also called a band-stop or band- rejection filter. It is the opposite of a bandpass filter: frequencies outside the give range of frequencies pass through; frequencies inside it are attenuated.	The center of the range of frequencies.	Controls the width of the frequency band. The greater the Q value, the smaller the frequency band.	Not used
allpass	Standard second- order <u>allpass</u> filter. It lets all frequencies through, but changes the phase- relationship between the various frequencies.	The frequency with the maximal group delay. , that is, the frequency where the center of the phase transition occurs.	Controls how sharp the transition is at the medium frequency. The larger this parameter is, the sharper and larger the transition will be.	Not used

Methods

Inherits methods from its parent, <u>AudioNode</u>.

BiquadFilterNode.getFrequencyResponse()

From the current filter parameter settings this method calculates the frequency response for frequencies specified in the provided array of frequencies.

Example

See <u>AudioContext.createBiquadFilter</u> for example code that shows how to use an AudioContext to create a Biquad filter node.

Specifications

Specification	
Web Audio API # BiquadFilterNode	

Browser compatibility

Report problems with this compatibility data on GitHub

BiquadFilterNode	
Chrome	14
Edge	12
Firefox	25
Internet Explorer	No
Opera	15
Safari	6
WebView Android	4.4.3
Chrome Android	18
Firefox for Android	25
Opera Android	14
Safari on iOS	6
Samsung Internet	1.0
BiquadFilterNode() constructor	
Chrome	55
Edge	79
Firefox	53
Internet Explorer	No
Opera	42

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Safari	14.1
WebView Android	55
Chrome Android	55
Firefox for Android	53
Opera Android	42
Safari on iOS	14.5
Samsung Internet	6.0
Q	
Chrome	14
Edge	12
Firefox	25
Internet Explorer	No
Opera	15
Safari	6
WebView Android	4.4.3
Chrome Android	18
Firefox for Android	25
Opera Android	14
Safari on iOS	6
Samsung Internet	1.0
detune	
Chrome	14
Edge	12
Firefox	25
Internet Explorer	No
Opera	15
Safari	6
WebView Android	37
Chrome Android	18

Firefox for Android	25
Opera Android	14
Safari on iOS	6
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frequency	
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Edge	12
Firefox	25
Internet Explorer	No
Opera	15
Safari	6
WebView Android	4.4.3
Chrome Android	18
Firefox for Android	25
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Firefox	25
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Chrome Android	18
Firefox for Android	25
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Samsung Internet	1.0
<u>getFrequencyResponse</u>	
Chrome	14
Edge	12
Firefox	25
Internet Explorer	No
Opera	15
Safari	6
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Chrome Android	18
Firefox for Android	25
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WebView Android	4.4.3
Chrome Android	18
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Safari on iOS	6

Full support

No support		
See implementation notes.		

See also

• Using the Web Audio API

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