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# Audio player

Create cool styled audio player in one command with Metro 4 audio role.

## Create player

It is often necessary to play files to the user. Use the Metro 4 audio player to play audio the same in all systems.

To create `audio player` add attribute `data-role="audio"` to `audio` element. To define audio file add attribute `data-src="..."` .



```
<audio data-role="audio" data-src="file.mp3"></audio>
```

## Controls

You can define what controls will be shown and what image contained in it.

### Show controls

To define controls shown use attributes: `data-show-loop` , `data-show-play` , `data-show-stop` , `data-show-stream` , `data-show-volume` . All this attributes has ben one of two values: `true` or `false` .



```
<audio data-role="audio" data-src="https://metroui.org.ua/res/hotel_california.mp3" data-show-loop="false" data-show-stop="false" data-show-volume="false" data-show-info="false"></audio>
```

### Define controls images

To define controls images use next attributes: `data-loop-icon` , `data-play-icon` , `data-pause-icon` , `data-stop-icon` , `data-mute-icon` , `data-volume-low-icon` , `data-volume-medium-icon` , `data-volume-high-icon` , Values for these attributes must be valid html tag for icon from font or image.

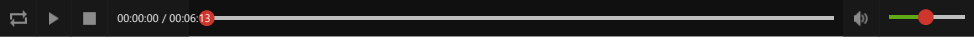


```
<audio data-role="audio" data-loop-icon="<span class='mif-loop2 fg-orange'></span>" data-mute-icon="<span class='mif-volume-mute2 fg-red'></span>" data-volume-low-icon="<span class='mif-volume-low fg-yellow'></span>" data-volume-medium-icon="<span class='mif-volume-medium fg-green'></span>" data-volume-high-icon="<span class='mif-volume-high fg-red'></span>" data-play-icon="<img src='images/play-icon.png'>" data-stop-icon="<img src='images/player_stop.png'>" data-src="file.mp3"></audio>
```

## Predefined colors

The `audio player` styled to two color schemes: `dark` (default) and `light` .

### Dark scheme



```
<audio data-role="audio" data-src="hotel_california.mp3"></audio>
```

### Light scheme



```
<audio data-role="audio" data-src="hotel_california.mp3" class="light"></audio>
```

## Audio options

Use additional options to interact with component.

### Looping audio

You can set `looping audio` with attribute `data-loop="true"` .

```
<audio data-role="audio" data-loop="true"></audio>
```

### Auto play audio

To `auto-play` audio, you can use attribute `data-autoplay="true"` .

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```
<audio data-role="audio" data-autoplay="true"></audio>
```



## Volume

You can setup `volume` with attribute `data-volume` . This value must be between `0` and `1` .

```
<audio data-role="audio" data-volume=".5"></audio>
```



## Events

When audio player works, it generated the numbers of events. You can use callback for this event to behavior with audio player.

Event	Data-*	Desc
onPlay(audio, player)	<code>data-on-play</code>	Fired when audio playing started
onPause(audio, player)	<code>data-on-pause</code>	Fired when audio paused
onStop(audio, player)	<code>data-on-stop</code>	Fired when audio stopped
onEnd(audio, player)	<code>data-on-end</code>	Fired when audio ended
onMetadata(audio, player)	<code>data-on-metadata</code>	Fired when player get metadata
onTime(currTime, duration, audio, player)	<code>data-on-time</code>	Fired when player play audio
onAudioCreate(audio, player)	<code>data-on-audio-create</code>	Fired when player created

## Methods

You can use audio player methods to interact with the component.

- **play()** - play current video
- **play(src)** - play video from src
- **pause()** - pause playing
- **resume()** - resume playing
- **stop()** - stop playing
- **volume()** - get current volume
- **volume(vol)** - set volume
- **loop()** - toggle looping video
- **mute()** - mute video

```
var player = $(e1).data('audio');
audio.play("https://metroui.org.ua/res/oceans.mp4");
audio.pause();
audio.resume();
```



## Observe

You can change attributes `data-src` and `data-volume` at runtime.