**Aural Style Sheets**

Aural style sheets use a combination of speech synthesis and sound effects to make the user listen to information, instead of reading information.

Aural presentation can be used:

* by blind people
* to help users learning to read
* to help users who have reading problems
* for home entertainment
* in the car
* by print-impaired communities

The aural presentation converts the document to plain text and feed this to a screen reader (a program that reads all the characters on the screen).

An example of an Aural style sheet:

h1,h2,h3,h4  
{  
voice-family:male;  
richness:80;  
cue-before:url("beep.au")  
}

The example above will make the speech synthesizer play a sound, then speak the headers in a very rich male voice.

**CSS Aural Reference**

The "CSS" column indicates in which CSS version the property is defined (CSS1 or CSS2).

|  |  |  |  |
| --- | --- | --- | --- |
| **Property** | **Description** | **Values** | **CSS** |
| azimuth | Sets where the sound should come from | *angle* left-side far-left left center-left center center-right right far-right right-side behind leftwards rightwards | 2 |
| cue | Sets the cue properties in one declaration | *cue-before cue-after* | 2 |
| cue-after | Specifies a sound to be played after speaking an element's content | none *url* | 2 |
| cue-before | Specifies a sound to be played before speaking an element's content | none *url* | 2 |
| elevation | Sets where the sound should come from | angle below level above higher lower | 2 |
| pause | Sets the pause properties in one declaration | *pause-before pause-after* | 2 |
| pause-after | Specifies a pause after speaking an element's content | *time %* | 2 |
| pause-before | Specifies a pause before speaking an element's content | *time %* | 2 |
| pitch | Specifies the speaking voice | *frequency* x-low low medium high x-high | 2 |
| pitch-range | Specifies the variation in the speaking voice. (Monotone voice or animated voice?) | *number* | 2 |
| play-during | Specifies a sound to be played while speaking an element's content | auto none *url* mix repeat | 2 |
| richness | Specifies the richness of the speaking voice. (Rich voice or thin voice?) | *number* | 2 |
| speak | Specifies whether content will render aurally | normal none spell-out | 2 |
| speak-header | Specifies how to handle table headers. Should the headers be spoken before every cell, or only before a cell with a different header than the previous cell | always once | 2 |
| speak-numeral | Specifies how to speak numbers | digits continuous | 2 |
| speak-punctuation | Specifies how to speak punctuation characters | none code | 2 |
| speech-rate | Specifies the speed of the speaking | *number* x-slow slow medium fast x-fast faster slower | 2 |
| stress | Specifies the "stress" in the speaking voice | *number* | 2 |
| voice-family | Specifies the voice family of the speaking | *specific-voice generic-voice* | 2 |
| volume | Specifies the volume of the speaking | *number %* silent x-soft soft medium loud x-loud |  |