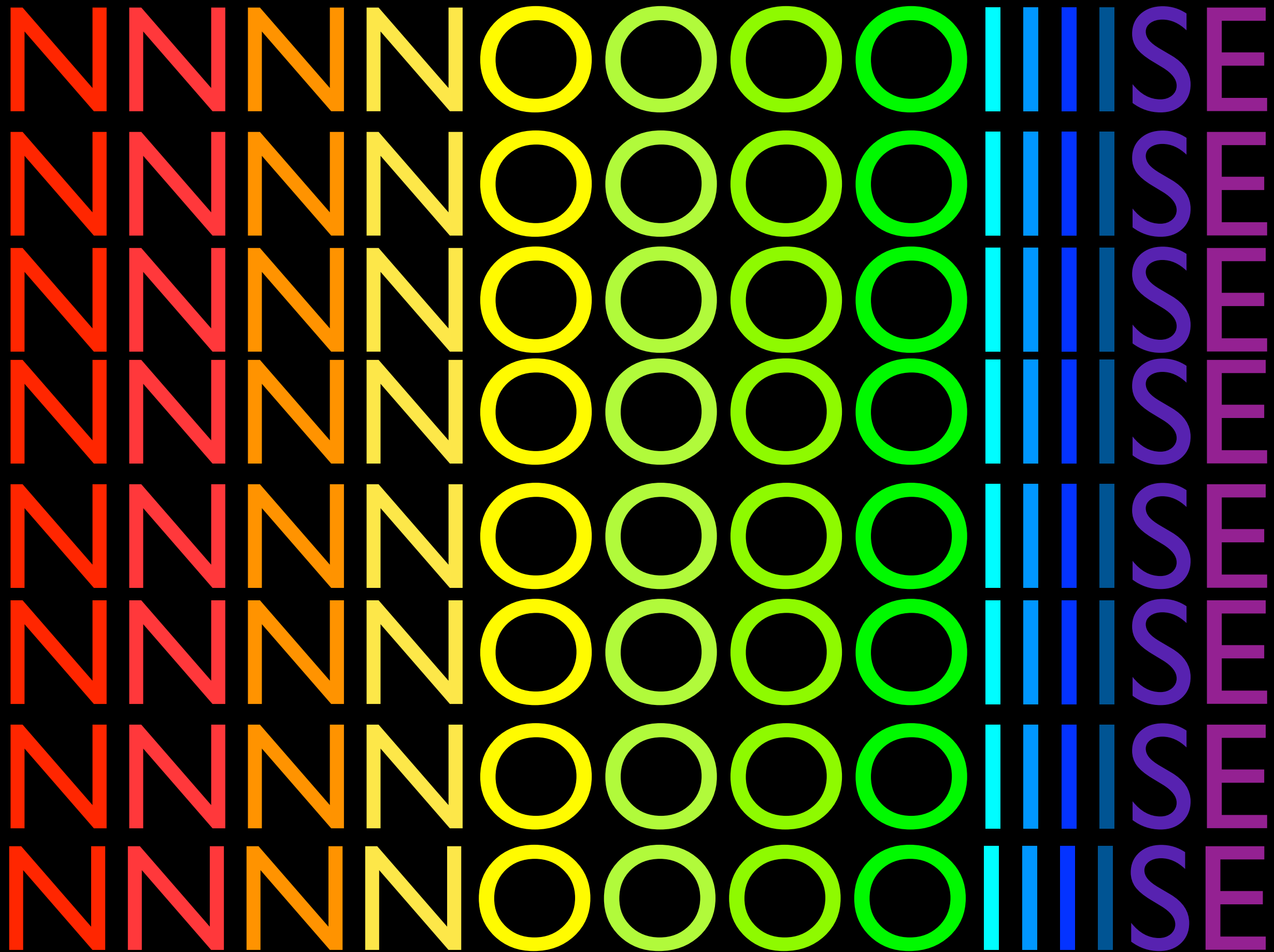


look, no mp3!
make your browser make noise

ari lacenski
@tensory



HTML 5 <audio>

- HTML 5 has the <audio> element
- Replaces <embed>
- <audio> normally plays music files...
- <audio src='nooooo.mp3'>

<http://users.content.ytmnd.com/1/c/8/1c8159dfba503b2db576bf48b5b6ef57.wav>

BUT ALSO

- `<audio>` can be used to generate sounds.
- Use JavaScript with the `Audio()` built-in constructor!
- ... in some



browsers.

WTF CHROME

Y U NO WORK

- Mozilla Web Audio Data isn't a W3C standard.
- Bah.
- **Opera** might work.

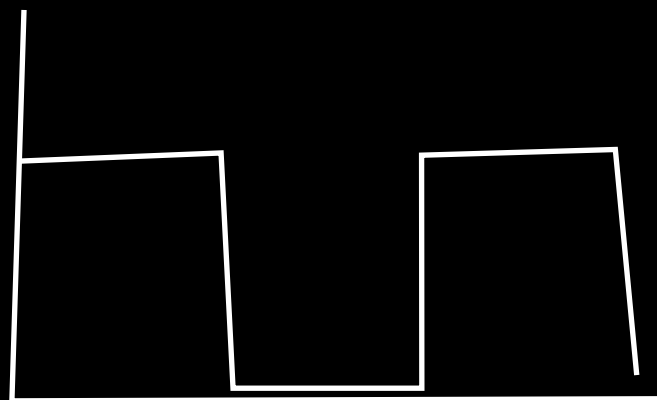
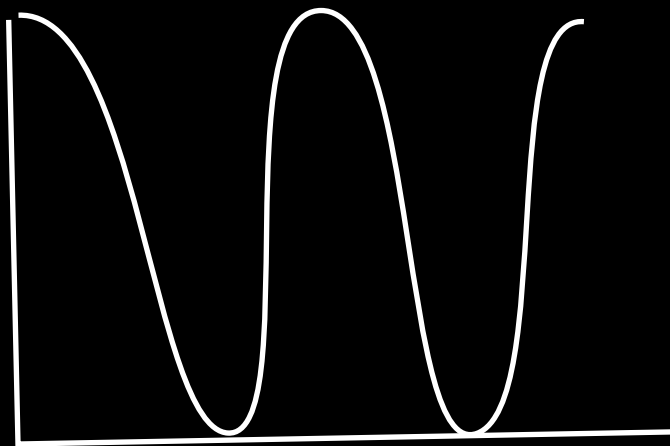


GREAT, LET'S CODE

- Create an `Audio()` object in JavaScript
- Set it up with an empty buffer with `Audio.mozWriteAudio()`
- Buffer should get larger faster than your playback speed
- “Play” the buffer by reading it with a `for loop`
- Create wave information as you play it

BUFFER DATA

- Different data “shapes” from 0 to an amplitude make different sounds.
- Smooth sine wave tone, buzz, chiptunes...



AND THEN?

- Make your own controls
- Save the buffer to an `<audio>` element!
- Amaze your friends
- Annoy your friends
- Check out

https://wiki.mozilla.org/Audio_Data_API

<http://visualcore.com/htmlsynth/>