

Intro to HTML5 Audio



Audio Element

- `<audio src = "effect.mp3" controls></audio>`
- Supported formats
 - mp3 : IE, Edge, Firefox, Chrome, Safari
 - ogg : Edge, Firefox, Chrome
 - wav : Edge, Firefox, Chrome, Safari
- `let audio = new Audio();`
 - This creates an Audio element, but doesn't have to be added to the document HTML
- BTW : www.caniuse.com

Audio Events, Attributes, Functions

- Attributes
 - **src** : URL source for the audio
 - src = 'assets/source/sound.mp3'
- Events
 - **canplay** : Fires when audio can be played
 - **timeupdate** : Fires when playback position has changed
- Functions
 - **play()** : Start playing the audio
 - **pause()** : Pause the audio (if it was playing)

Audio Events, Attributes, Functions

- Attributes
 - **autoplay** : Should audio start playing immediately
 - **loop** : Should audio start over when finished
 - **volume** : Range [0, 1]
 - **paused, seeking, seeking** : True/False for the state
 - ... many others ...
- Functions
 - **canPlayType(type)**
 - `console.log((new Audio()).canPlayType('audio/mp3'));`

Audio Element

- `let sound = new Audio();`
 - This creates an Audio element, but doesn't have to be added to the document HTML
 - Can then use all of the attributes, events, and functions

```
let sound = new Audio();
sound.addEventListener('canplay', function() { this.play(); });
sound.addEventListener('timeupdate', function(){
    console.log(`time update: ${this.currentTime}`);
});

sound.src = '/assets/audio/sound.mp3');
```