

Media Events

Events triggered by medias like videos, images and audio (applies to all HTML5 elements, but is most common in media elements, like audio, embed, img, object, and video):

Attribute	Value	Description
onabort	<i>script</i>	Script to be run on abort
oncanplay	<i>script</i>	Script to be run when a file is ready to start playing (when it has buffered enough to begin)
oncanplaythrough	<i>script</i>	Script to be run when a file can be played all the way to the end without pausing for buffering
ondurationchange	<i>script</i>	Script to be run when the length of the media changes
onemptied	<i>script</i>	Script to be run when something bad happens and the file is suddenly unavailable (like unexpectedly disconnects)
onended	<i>script</i>	Script to be run when the media has reach the end (a useful event for messages like "thanks for listening")
onerror	<i>script</i>	Script to be run when an error occurs when the file is being loaded
onloadeddata	<i>script</i>	Script to be run when media data is loaded
onloadedmetadata	<i>script</i>	Script to be run when meta data (like dimensions and duration) are loaded
onloadstart	<i>script</i>	Script to be run just as the file begins to load before anything is actually loaded
onpause	<i>script</i>	Script to be run when the media is paused either by the user or programmatically
onplay	<i>script</i>	Script to be run when the media is ready to start playing
onplaying	<i>script</i>	Script to be run when the media actually has started playing
onprogress	<i>script</i>	Script to be run when the browser is in the process of getting the media data
onratechange	<i>script</i>	Script to be run each time the playback rate changes (like when a user switches to a slow motion or fast forward mode)
onreadystatechange	<i>script</i>	Script to be run each time the ready state changes (the ready state tracks the state of the media data)
onseeked	<i>script</i>	Script to be run when the seeking attribute is set to false indicating that seeking has ended
onseeking	<i>script</i>	Script to be run when the seeking attribute is set to true indicating that seeking is active
onstalled	<i>script</i>	Script to be run when the browser is unable to fetch the media data for whatever reason
onsuspend	<i>script</i>	Script to be run when fetching the media data is

		stopped before it is completely loaded for whatever reason
ontimeupdate	<i>script</i>	Script to be run when the playing position has changed (like when the user fast forwards to a different point in the media)
onvolumechange	<i>script</i>	Script to be run each time the volume is changed which (includes setting the volume to "mute")
onwaiting	<i>script</i>	Script to be run when the media has paused but is expected to resume (like when the media pauses to buffer more data)

HTML5 Audio and Video DOM Reference

The HTML5 DOM has methods, properties, and events for the <audio> and <video> elements.

These methods, properties, and events allow you to manipulate <audio> and <video> elements using JavaScript.

HTML5 Audio/Video Methods

Method	Description
addTextTrack()	Adds a new text track to the audio/video
canPlayType()	Checks if the browser can play the specified audio/video type
load()	Re-loads the audio/video element
play()	Starts playing the audio/video
pause()	Pauses the currently playing audio/video

HTML5 Audio/Video Properties

Property	Description
audioTracks	Returns an AudioTrackList object representing available audio tracks
autoplay	Sets or returns if the audio/video should start playing as soon as it is loaded
buffered	Returns a TimeRanges object representing the buffered parts of the audio/video
controller	Returns the MediaController object representing the current media controller of the audio/video
controls	Sets or returns if the audio/video should display controls (like play/pause etc.)
crossOrigin	Sets or returns the CORS settings of the audio/video
currentSrc	Returns the URL of the current audio/video
currentTime	Sets or returns the current playback position in the audio/video (in seconds)

<u>defaultMuted</u>	Sets or returns if the audio/video is muted by default
<u>defaultPlaybackRate</u>	Sets or returns the default speed of the audio/video playback
<u>duration</u>	Returns the length of the current audio/video (in seconds)
<u>ended</u>	Returns if the playback of the audio/video has ended or not
<u>error</u>	Returns a <code>MediaError</code> object representing the error state of the audio/video
<u>loop</u>	Sets or returns if the audio/video should start over again when finished
<u>mediaGroup</u>	Sets or returns a the group the audio/video belongs to (used to link multiple audio/video elements)
<u>muted</u>	Sets or returns if the audio/video is muted or not
<u>networkState</u>	Returns the current network state of the audio/video
<u>paused</u>	Sets or returns if the audio/video is paused or not
<u>playbackRate</u>	Sets or returns the speed of the audio/video playback
<u>played</u>	Returns a <code>TimeRanges</code> object representing the played parts of the audio/video
<u>preload</u>	Sets or returns if the audio/video should be loaded when the page loads
<u>readyState</u>	Returns the current ready state of the audio/video
<u>seekable</u>	Returns a <code>TimeRanges</code> object representing the seekable parts of the audio/video
<u>seeking</u>	Returns if the user is currently seeking in the audio/video
<u>src</u>	Sets or returns the current source of the audio/video element
<u>startDate</u>	Returns a <code>Date</code> object representing the current time offset
<u>textTracks</u>	Returns a <code>TextTrackList</code> object representing the available text tracks
<u>videoTracks</u>	Returns a <code>VideoTrackList</code> object representing the available video tracks
<u>volume</u>	Sets or returns the volume of the audio/video

HTML5 Audio/Video Events

Event	Description
abort	Fires when the loading of an audio/video is aborted
<u>canplay</u>	Fires when the browser can start playing the audio/video
<u>canplaythrough</u>	Fires when the browser can play through the audio/video without stopping for buffering
<u>durationchange</u>	Fires when the duration of the audio/video is changed
emptied	Fires when the current playlist is empty
ended	Fires when the current playlist is ended
error	Fires when an error occurred during the loading of an audio/video
<u>loadeddata</u>	Fires when the browser has loaded the current frame of the audio/video

<u>loadedmetadata</u>	Fires when the browser has loaded meta data for the audio/video
<u>loadstart</u>	Fires when the browser starts looking for the audio/video
pause	Fires when the audio/video has been paused
play	Fires when the audio/video has been started or is no longer paused
playing	Fires when the audio/video is ready to play after having been paused or stopped for buffering
<u>progress</u>	Fires when the browser is downloading the audio/video
ratechange	Fires when the playing speed of the audio/video is changed
seeked	Fires when the user is finished moving/skipping to a new position in the audio/video
seeking	Fires when the user starts moving/skipping to a new position in the audio/video
stalled	Fires when the browser is trying to get media data, but data is not available
suspend	Fires when the browser is intentionally not getting media data
timeupdate	Fires when the current playback position has changed
volumechange	Fires when the volume has been changed
waiting	Fires when the video stops because it needs to buffer the next frame