

HTML Audio: Revenge of the MIDI files

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HTML5

HTML



HTML~~5~~

<audio>

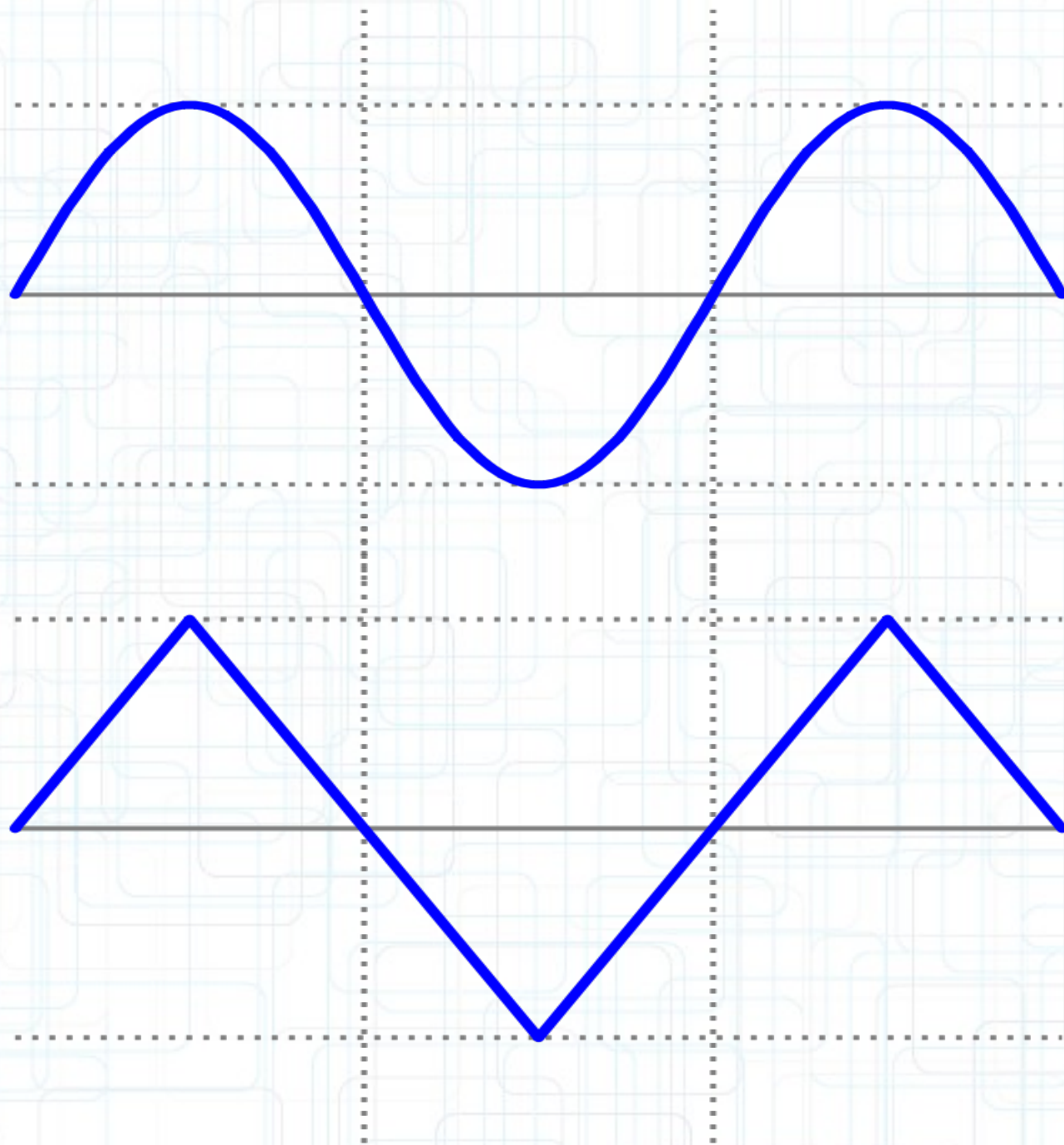
```
<audio>  
  <source src="rickroll.mp3" type="audio/mpeg" />  
  <source src="rickroll.ogg" type="audio/ogg" />  
</audio>
```

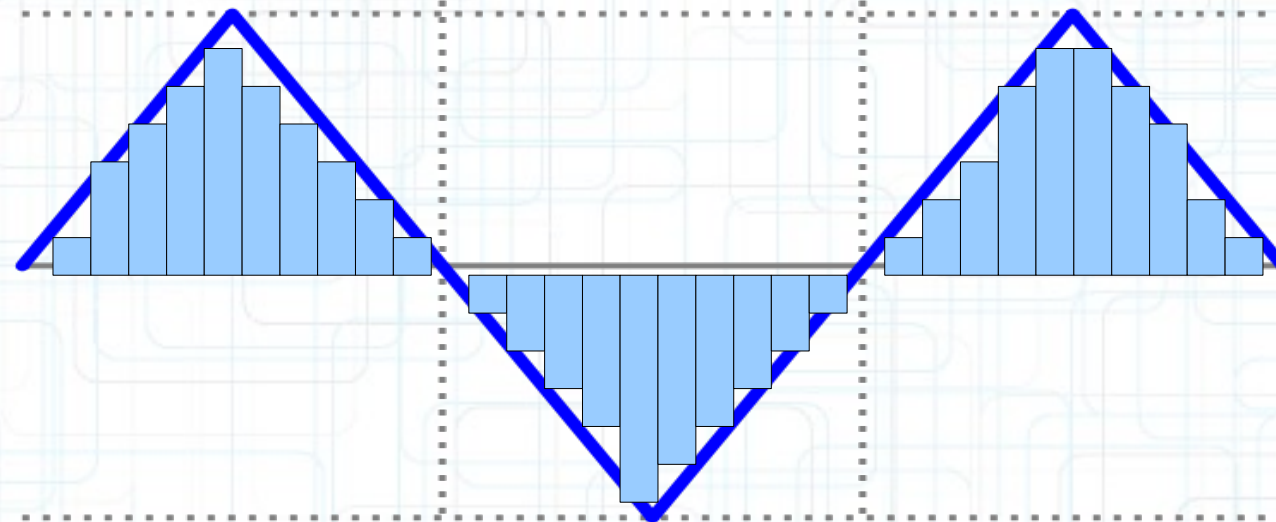
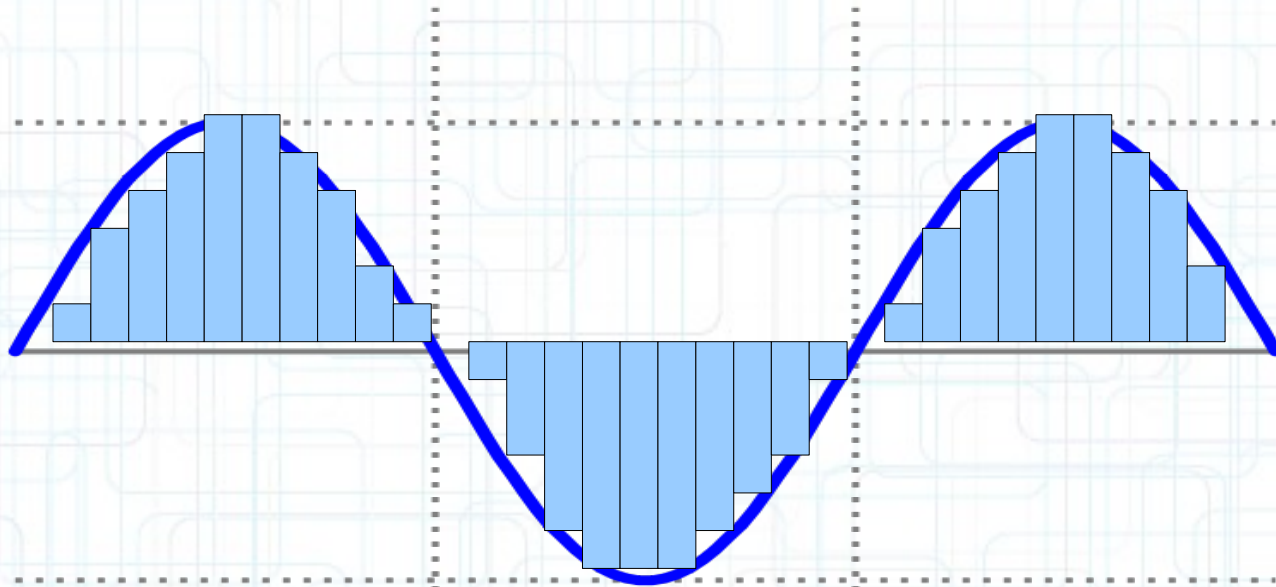
Audio Data API

https://wiki.mozilla.org/Audio_Data_API

```
var audioElement = new Audio();  
audioElement.mozSetup(2, 44100);
```

```
function play() {  
    audioElement.mozWriteAudio(  
        [0.3, 0.3, 0.4, 0.4...])  
}
```





Compatibility



W3C Working Draft

Web Audio API

chromium.googlecode.com/svn/trunk/samples/audio/spe

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???



JSNES: A JavaScript NES emul. x

benfirshman.com/projects/jsnes/

BEN FIRSHMAN.COM / PROJECTS

JSNES



MARIO 000000 x00 WORLD 1-1 TIME

SUPER MARIO BROS.

©1985 NINTENDO

1 PLAYER GAME
2 PLAYER GAME

TOP- 000000

Super Mario Bros.

pause restart enable sound zoom in

The image shows a web browser window displaying a page for 'JSNES: A JavaScript NES emulator'. The browser's address bar shows the URL 'benfirshman.com/projects/jsnes/'. The page content includes the site name 'BEN FIRSHMAN.COM / PROJECTS' and the title 'JSNES'. The main feature is a screenshot of the Super Mario Bros. title screen, which displays 'MARIO 000000 x00 WORLD 1-1 TIME', the game title 'SUPER MARIO BROS.', the copyright '©1985 NINTENDO', and options for '1 PLAYER GAME' and '2 PLAYER GAME'. Below the screenshot is a dropdown menu set to 'Super Mario Bros.' and four control buttons: 'pause', 'restart', 'enable sound', and 'zoom in'. The browser window has a scrollbar on the right side.

dynamicaudio.js

<https://github.com/bfirsh/dynamicaudio.js>