



The **controls** attribute adds audio controls, like play, pause, and volume.

The <source> element allows you to specify alternative audio files which the browser may choose from. The browser will use the first recognized format.

The text between the <audio> and </audio> tags will only be displayed in browsers that do not support the <audio> element.

Browser Support

The numbers in the table specify the first browser version that fully supports the <audio> element.

Element	©	9	(4)	6	0
<audio></audio>	4.0	9.0	3.5	4.0	10.5

Pipette Calibration & Repair

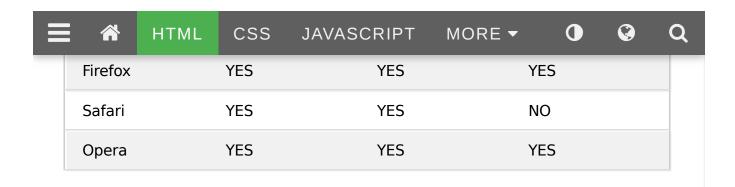
Leading service provider for Biotech, Pharma, & Academic Research Pipette.com



HTML Audio Formats

There are three supported audio formats: MP3, WAV, and OGG. The browser support for the different formats is:

Browser	МР3	WAV	OGG
Edge/IE	YES	NO	NO



HTML Audio - Media Types

File Format	Media Type
MP3	audio/mpeg
OGG	audio/ogg
WAV	audio/wav

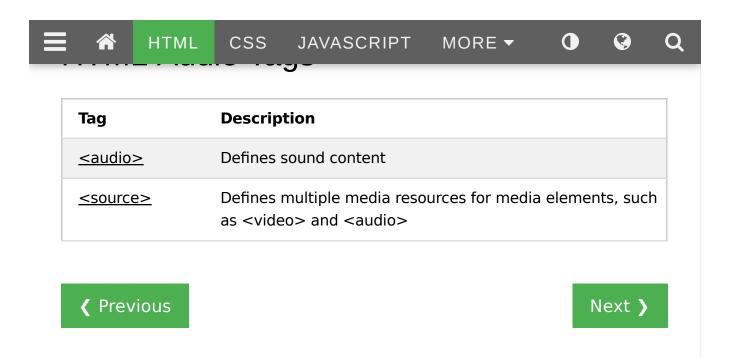
HTML Audio - Methods, Properties, and Events

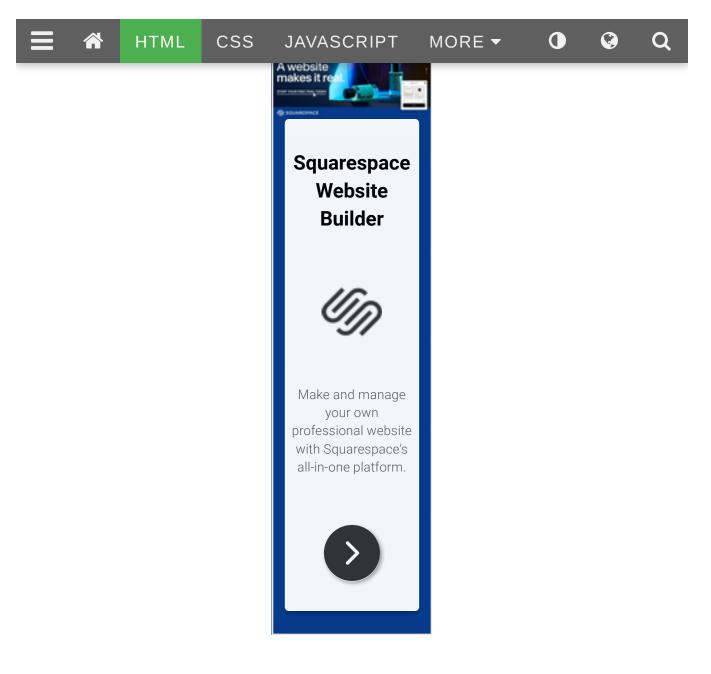
The HTML DOM defines methods, properties, and events for the <audio> element.

This allows you to load, play, and pause audios, as well as set duration and volume.

There are also DOM events that can notify you when an audio begins to play, is paused, etc.

For a full DOM reference, go to our <u>HTML Audio/Video DOM Reference</u>.

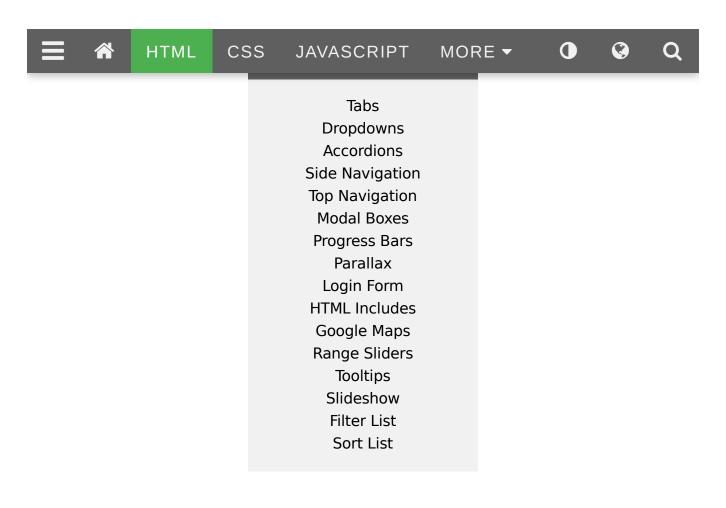




COLOR PICKER



SHOP



SHARE







CERTIFICATES

HTML

CSS

JavaScript

SQL

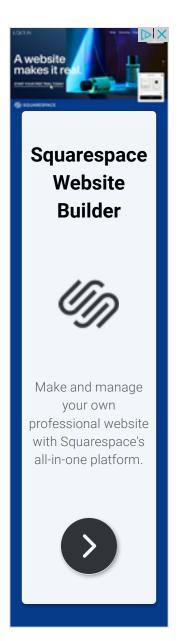
Python

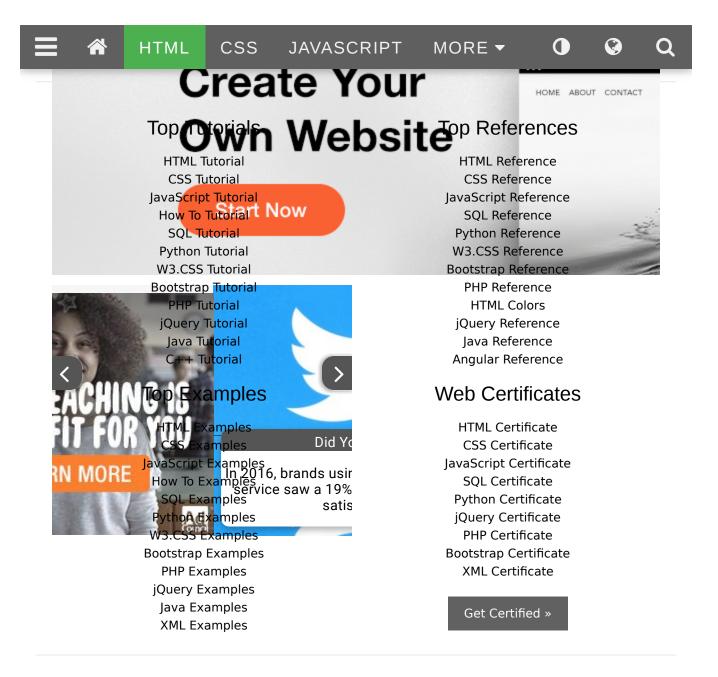
PHP

jQuery

Bootstrap







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