

XG Audio

Chris Lowis (BBC Radio and Music) on behalf of the
members of the XG Audio Incubator Group

<http://www.w3.org/2005/Incubator/audio>

chris.lowis@bbc.co.uk / @chrislowis

“explore the possibility of starting one or more specifications dealing with various aspects of advanced audio functionality, including reading and writing raw audio data, and synthesizing sound or speech.”

Demo

<http://videos.mozilla.org/serv/blizzard/audio-slideshow/>

Proposed/WIP API

W3C Working Draft



Web Audio API

W3C Audio Incubator Group Proposal

Editor:

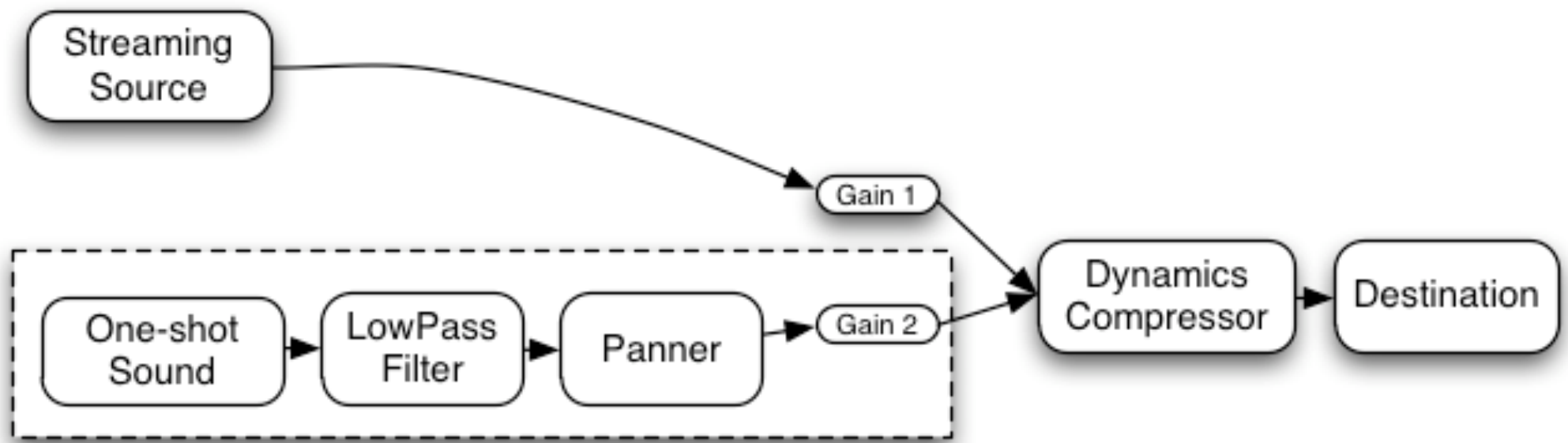
Chris Rogers, Google <crogers@google.com>

Initial Proposal: *24 May 2010*

Change History: [here](#)

Samples/Demos: [here](#)

HTML modified from [File API](#)



```
// Initial setup of the "long-lived" part of the routing graph
function setupAudioContext() {
    context = new AudioContext();

    compressor = context.createCompressor();
    gainNode1 = context.createGainNode();

    streamingAudio = document.getElementById('audioTagID');
    streamingAudio.audioSource.connect(gainNode1);

    gainNode1.connect(compressor);
    compressor.connect(context.destination);
}
```

```
// Later in response to some user action (typically mouse or key event)
// a one-shot sound can be played.
function playSound() {
    var oneShotSound = context.createBufferSource();
    oneShotSound.buffer = dogBarkingBuffer;

    // Create a filter, panner, and gain node.
    var lowpass = context.createLowPass2Filter();
    var panner = context.createPanner();
    var gainNode2 = context.createGainNode();

    // Make connections
    oneShotSound.connect(lowpass);
    lowpass.connect(panner);
    panner.connect(gainNode2);
    gainNode2.connect(compressor);

    // Play 0.75 seconds from now (to play immediately pass in 0.0)
    oneShotSound.noteOn(context.currentTime + 0.75);
}
```

Demos

<http://slice.noteflight.com/audioXG/>

[http://chromium.googlecode.com/svn/trunk/
samples/audio/drum-machine.html](http://chromium.googlecode.com/svn/trunk/samples/audio/drum-machine.html)

Thanks

- XG Audio Members - in particular Alistair Macdonald, Chris Rogers, Joe Berkovitz, David Humphrey, Corban Brook