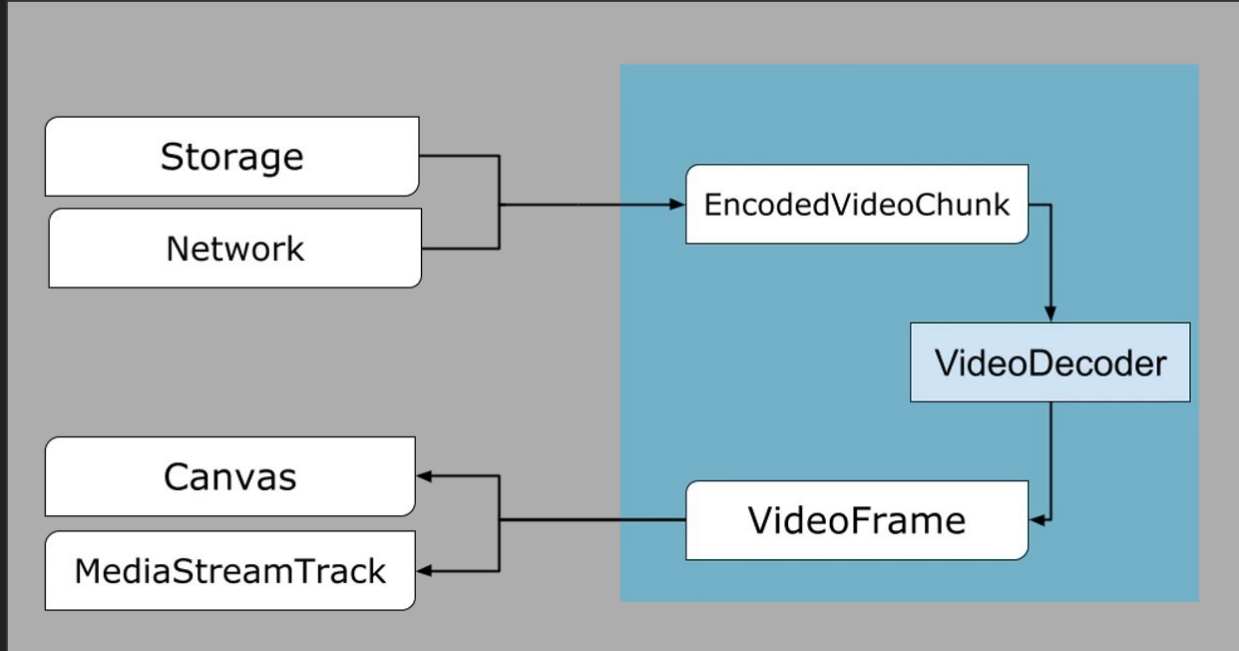


Hello WebCodecs

Video decoding flow



Build your own video renderer

https://chcunningham.github.io/wc-talk/rapid_videoPainter.html

Build your own audio renderer

https://github.com/chcunningham/wc-talk/blob/main/simple_video_player.html

AudioDecoder looks very similar.

```
[Exposed=(Window,DedicatedWorker), SecureContext]
interface AudioDecoder {
  constructor(AudioDecoderInit init);

  readonly attribute CodecState state;
  readonly attribute long decodeQueueSize;

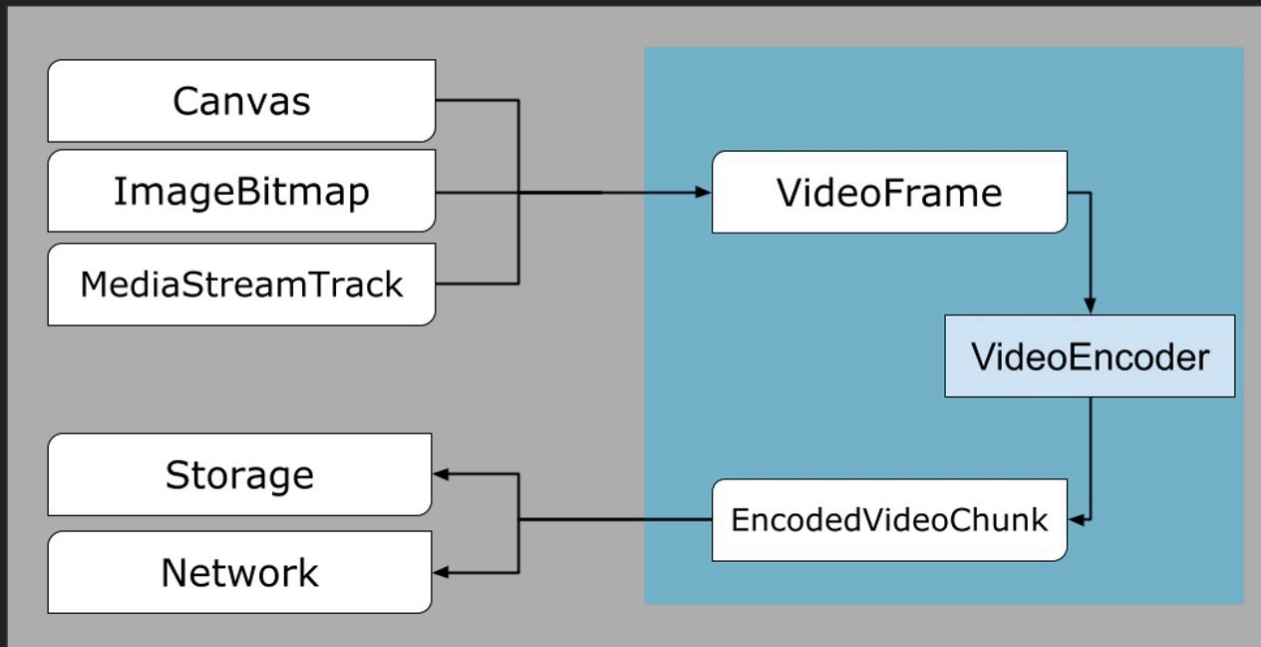
  undefined configure(AudioDecoderConfig config);
  undefined decode(EncodedAudioChunk chunk);
  Promise<undefined> flush();
  undefined reset();
  undefined close();

  static Promise<AudioDecoderSupport> isConfigSupported(AudioDecoderConfig config);
};

dictionary AudioDecoderInit {
  required AudioDataOutputCallback output;
  required WebCodecsErrorCallback error;
};

callback AudioDataOutputCallback = undefined(AudioData output);
```

Using Encoders looks very similar (just reversed).



You've seen it all!