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HTML5 audio

show_controls, default_source_usage, volume, source, muted, autoc_play, alt가 .

API play, pause, stop, getvolume, setvolume, setplaybackrate, getmuted, setmuted, getsource, setsource, getduration가 .

on_play, on_ended, on_pause, on_timeupdate, on_loadeddata가 .

: /HTML5/COMPONENT/AUDIO/audio_basic

- [audio_basic.xml](#)
- [audio_basic.js](#)
- [audio_basic.html](#)

```
//
function screen_on_load()
{
    //
    this.pbVolume.setpos(this.audio.getvolume());

    //
    this.pbProgress.setpos(0);

    //          URL
    this.fld_source.settext(this.audio.getsource());
}
```

```
////////////////////////////////////
/
//
////////////////////////////////////
/
//
function audio_on_timeupdate(objInst, current_time)
{
```

```
var duration;

duration = this.fld_duration.getText();

//
this.pbProgress.setpos(Math.round((current_time / duration) * 100));
}

//
function audio_on_loadeddata(objInst)
{
    //
    this.fld_duration.setText(this.audio.getduration());
    this.txtPlayStatus.setText("      ");
}

//
function audio_on_play(objInst)
{
    this.txtPlayStatus.setText("      ");
}

//
function audio_on_ended(objInst)
{
    this.txtPlayStatus.setText("      ");
    this.pbProgress.setpos(100, false);
}

//
function audio_on_pause(objInst)
{
    this.txtPlayStatus.setText("      ");
}
////////////////////////////////////
/
//
////////////////////////////////////
/

//
function btnPlay_on_mouseup(objInst)
{
    this.audio.play();
}

//
function btnPause_on_mouseup(objInst)
{
    this.audio.pause();
}
```

```
//
function btnStop_on_mouseup(objInst)
{
    this.audio.stop();
}

//
function btnTurnDown_on_mouseup(objInst)
{
    var audio_volume;
    audio_volume = this.audio.getvolume() - 10;
    this.pbVolume.setpos(audio_volume);
    this.audio.setvolume(audio_volume);
}

//
function btnTurnUp_on_mouseup(objInst)
{
    var audio_volume;
    audio_volume = this.audio.getvolume() + 10;
    this.pbVolume.setpos(audio_volume);
    this.audio.setvolume(audio_volume);
}

// "0.5X"
function btnPlayRate0_on_click(objInst)
{
    this.audio.setplaybackrate(0.5);
}

// "1.0X"
function btnPlayRate1_on_click(objInst)
{
    this.audio.setplaybackrate(1);
}

// "2.0X"
function btnPlayRate2_on_click(objInst)
{
    this.audio.setplaybackrate(2);
}
```

From:
<https://technet.softbase.co.kr/wiki/> - **xFrame5 TechNet**

Permanent link:
https://technet.softbase.co.kr/wiki/guide/component/audio/audio_basic



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