

The book was found

# Web Audio API



## Synopsis

Go beyond HTML5's Audio tag and boost the audio capabilities of your web application with the Web Audio API. Packed with lots of code examples, crisp descriptions, and useful illustrations, this concise guide shows you how to use this JavaScript API to make the sounds and music of your games and interactive applications come alive. You need little or no digital audio expertise to get started. Author Boris Smus introduces you to digital audio concepts, then shows you how the Web Audio API solves specific application audio problems. If you're an experienced JavaScript programmer, you'll not only learn how to synthesize and process digital audio, you'll also explore audio analysis and visualization with this API. Learn Web Audio API, including audio graphs and the audio nodes. Provide quick feedback to user actions by scheduling sounds with the API's precise timing model. Control gain, volume, and loudness, and dive into clipping and crossfading. Understand pitch and frequency: use tools to manipulate soundforms directly with JavaScript. Generate synthetic sound effects and learn how to spatialize sound in 3D space. Use Web Audio API with the Audio tag, getUserMedia, and the Page Visibility API.

## Book Information

Paperback: 76 pages

Publisher: O'Reilly Media; 1 edition (March 25, 2013)

Language: English

ISBN-10: 1449332684

ISBN-13: 978-1449332686

Product Dimensions: 7 x 0.2 x 9.2 inches

Shipping Weight: 4 ounces (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #969,495 in Books (See Top 100 in Books) #171 in [Books > Computers & Technology > Digital Audio, Video & Photography > Digital Audio Production](#) #12858 in [Books > Textbooks > Computer Science](#)

## Customer Reviews

The author explains the Web Audio API very concisely while coupling the core information with basic audio theory for non-audio savvy developers. As someone being on the opposite side of the fence (an audio-geek turned javascript developer) I very much enjoyed the concepts and code examples presented (and am still learning). If you're like me and want to learn how to program audio based browser applications there is no better time to learn javascript and get a copy of this book. I

gave it 5 stars but I admit I'm also a bit biased due to the subject matter. My only gripe is I would have liked to have read a reinterpretation of the material referred to in Chris Wilson's "Tales Of Two Clocks" essay. As a beginner-intermediate developer it's still a bit confusing. Still it's a minor point relative to the greater body of work. Founder-WikiAudio.org

This was just what I was looking for. I needed a clear and concise text to get me going with the awesome Web Audio API. W3C's standard specification is thorough but doesn't have examples of how to put everything together. This little (but detailed) book bridges the gap between specification and real code examples. The only thing the author could have left out (as well as many other books using JavaScript) is the layers of abstraction. For example, `this.object.prototype = function(this.return(self));`. We don't really need an audio library - we just need one-stop snippets to get each exercise/example working. I found myself trying to trace the code paths up and down so that I can see where a function is coming from or what it needs to work. All I want to see is low-level code dealing specifically with Web Audio, even if the set-up is redundant for each example. Please leave the prototype library for us to implement. Other than that, a must have book if you want to try the Web Audio API for yourself. Highly Recommended!

I give this book 5 stars because it took me in a short while some good way down the path from newbie to ninja in understanding and using the Web Audio API. All this within 60 odd pages! Yet, the API is covered in sufficient depth for any web developer to be able to exploit its new and very powerful features. This book complements the Web Audio API spec very well. Highly recommended.

Not for programming - just an overview

[Download to continue reading...](#)

RESTful API Design: Best Practices in API Design with REST (API-University Series Book 3) Pro ASP.NET Web API Security: Securing ASP.NET Web API (Expert's Voice in .NET) OAuth 2.0: Getting Started in Web-API Security (API University Series) (Volume 1) Web Audio API Twitter API: Up and Running: Learn How to Build Applications with the Twitter API API Architecture: The Big Picture for Building APIs (API-University Series Book 2) OAuth 2.0: Getting Started in API Security (API-University Series Book 1) ASP.NET Web API 2: Building a REST Service from Start to Finish The 201 on Building Web API with ASP.NET Core MVC: Book 1: Application Core Node JS: Learn Node In The Most Simple and Effective Way Possible. Learn to use Node in several ways.: With Events, Async Functions, API calls, Push Notifications, Command Line Input, Web Server Python:

Learn Web Scraping with Python In A DAY! - The Ultimate Crash Course to Learning the Basics of Web Scraping with Python In No Time (Web Scraping ... Python Books, Python for Beginners)  
Location Audio Simplified: Capturing Your Audio... and Your Audience Principles of Digital Audio, Sixth Edition (Digital Video/Audio) Designing Audio Effect Plug-Ins in C++: With Digital Audio Signal Processing Theory Sum & Substance Audio on Securities Regulation with Summary Supplement (CD) (Sum and Substance Audio) Learn Spanish with Stories for Beginners (+ audio download): 10 Easy Short Stories with English Glossaries throughout the text (Learn Spanish with Audio) (Volume 1) (Spanish Edition) Audio Production and Critical Listening: Technical Ear Training (Audio Engineering Society Presents) Physical Audio Signal Processing: for Virtual Musical Instruments and Digital Audio Effects Build APIs You Won't Hate: Everyone and their dog wants an API, so you should probably learn how to build them API-Driven DevOps: Strategies for Continuous Deployment

[Dmca](#)