

Interactive Control of Audio and Video

One way to control audio and video in HTML 5 is to use the 'controls' attribute along with the audio tag so a standard controller will appear on screen. However, if you need more control over playback, you can use javascript to control almost every aspect of the playback process. These instructions will use the 'audio' tag but the same process will work with the video tag as well.

The first step is to add a video file to your page. You can accomplish this with Dreamweaver by selecting the option to insert HTML5 audio. Insert both alternative files, deselect the 'controls' option if checked, and be sure to give the audio tag an id (id ='audio').

Here is how you can add some simple buttons to control audio:

```
<button onclick="document.getElementById('audio').play()">&#x25B6;</button>
<button onclick="document.getElementById('audio').pause()">&#x25AE; &#x25AE;
</button>
```

This will work to a certain degree. If more control is needed, you can use javascript functions to set a number of different parameters. The following example sets up buttons and functions for playing, pausing, and stopping audio playback.

First, insert the buttons:

```
<button onclick="playAudio()">&#x25B6;</button>
<button onclick="pauseAudio()">&#x25AE; &#x25AE; </button>
<button onclick="stopAudio()">&#x25A0;</button>
```

Next, write the javascript functions. These can be placed either in the Head section of your HTML page, or in a separate javascript file, linked to the HTML page.

```
Function playAudio() {
    var audio = document.getElementById('audio');
    audio.play();
}
```

```
Function pauseAudio() {
    var audio = document.getElementById('audio');
    audio.pause();
}
```

```
Function stopAudio() {
    var audio = document.getElementById('audio');
    audio.pause();
    audio.currentTime = 0;
}
```