



# PIZZICATO.JS



alemangui







208

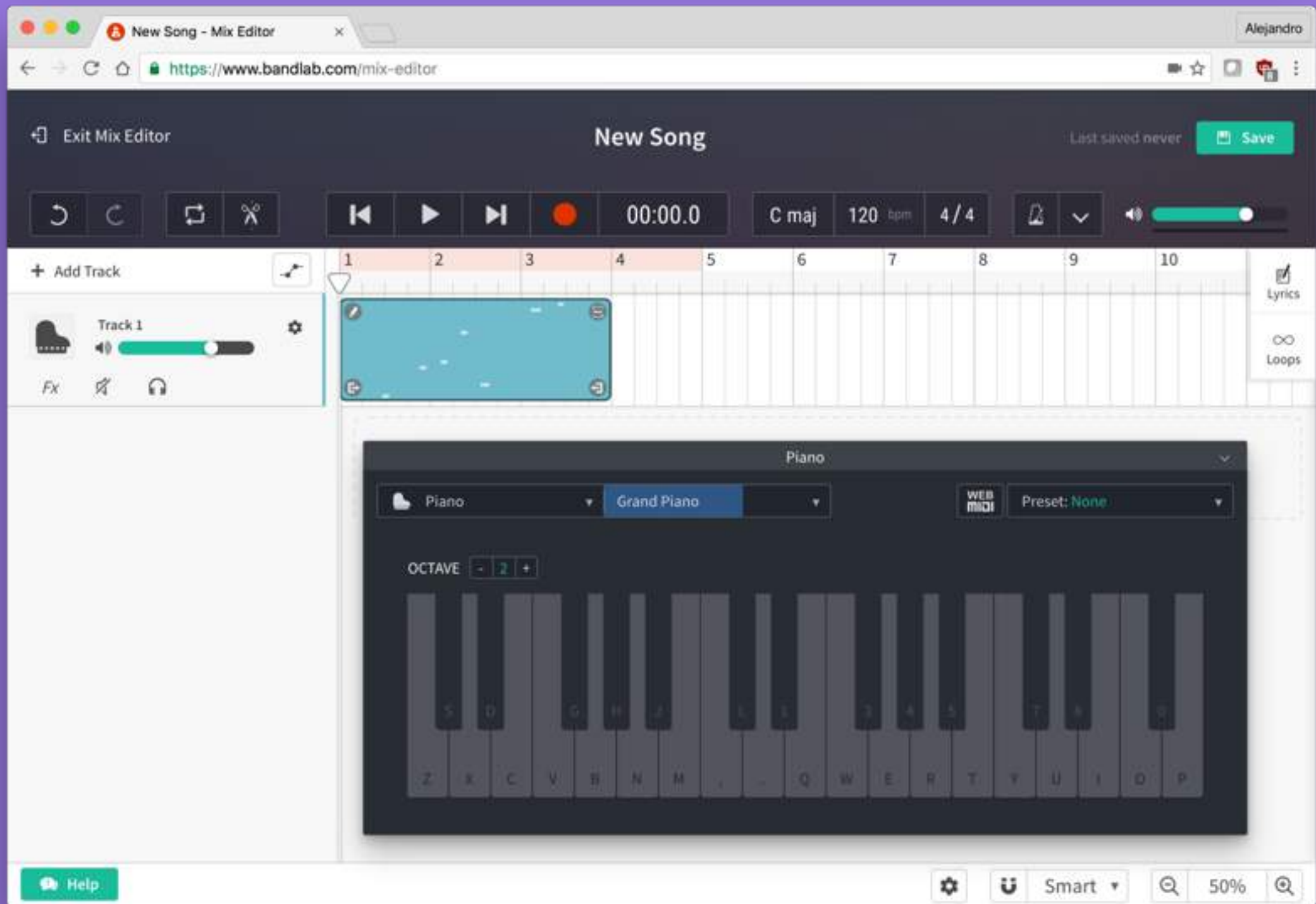
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— LIFE —



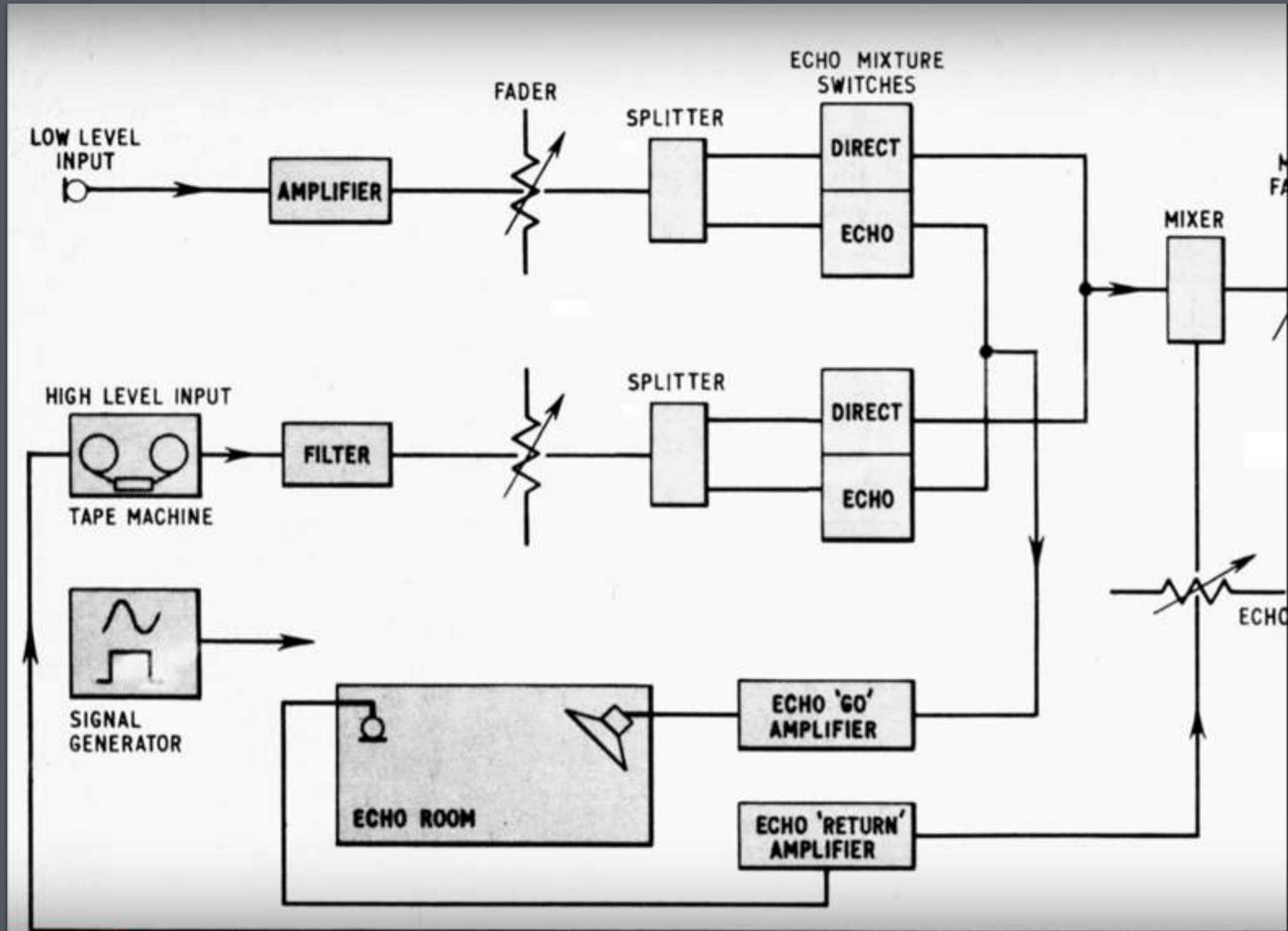






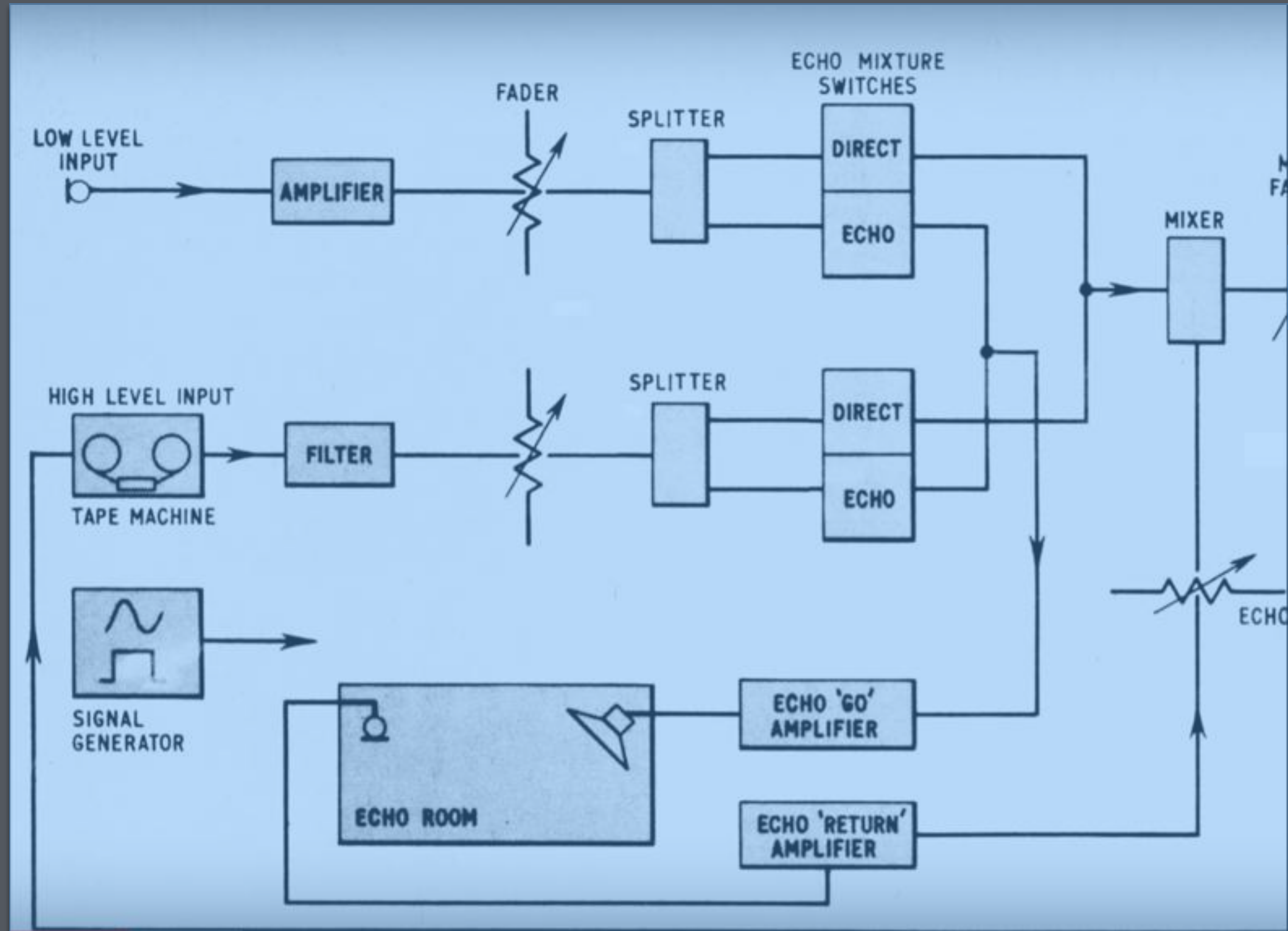






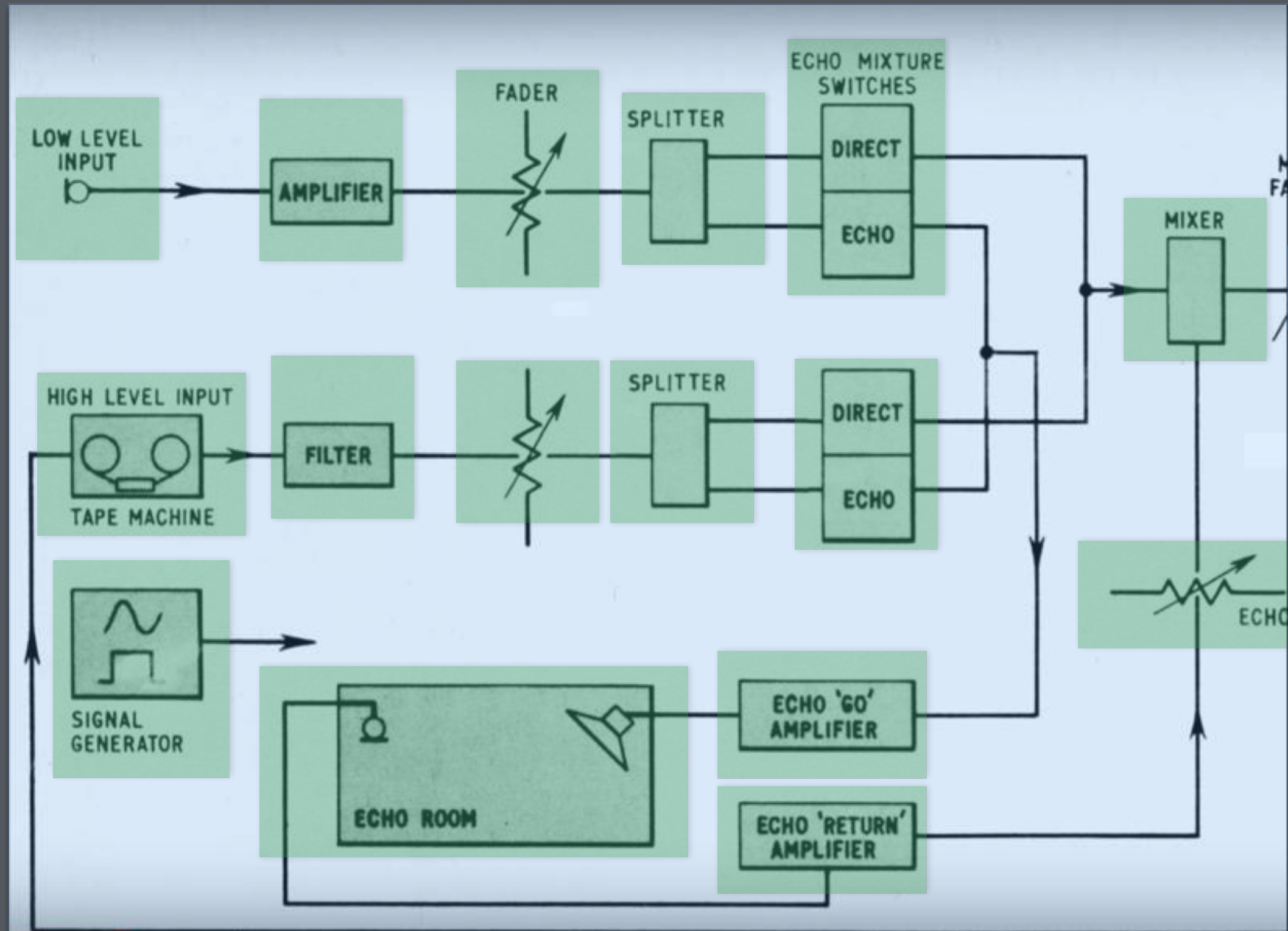


# Audio context



# Audio context

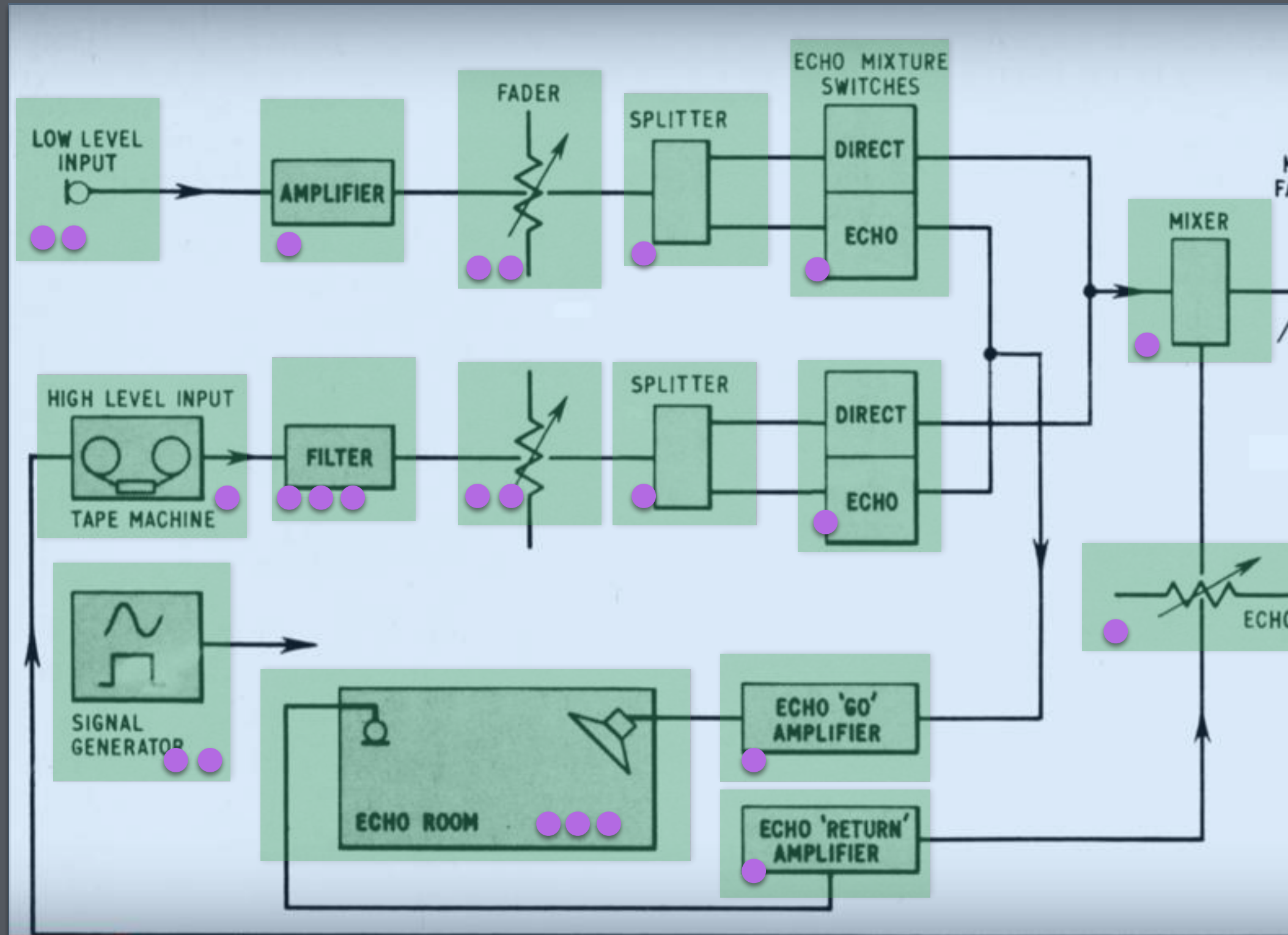
# Nodes



Audio context

Nodes

Parameters





# HACKING TIME

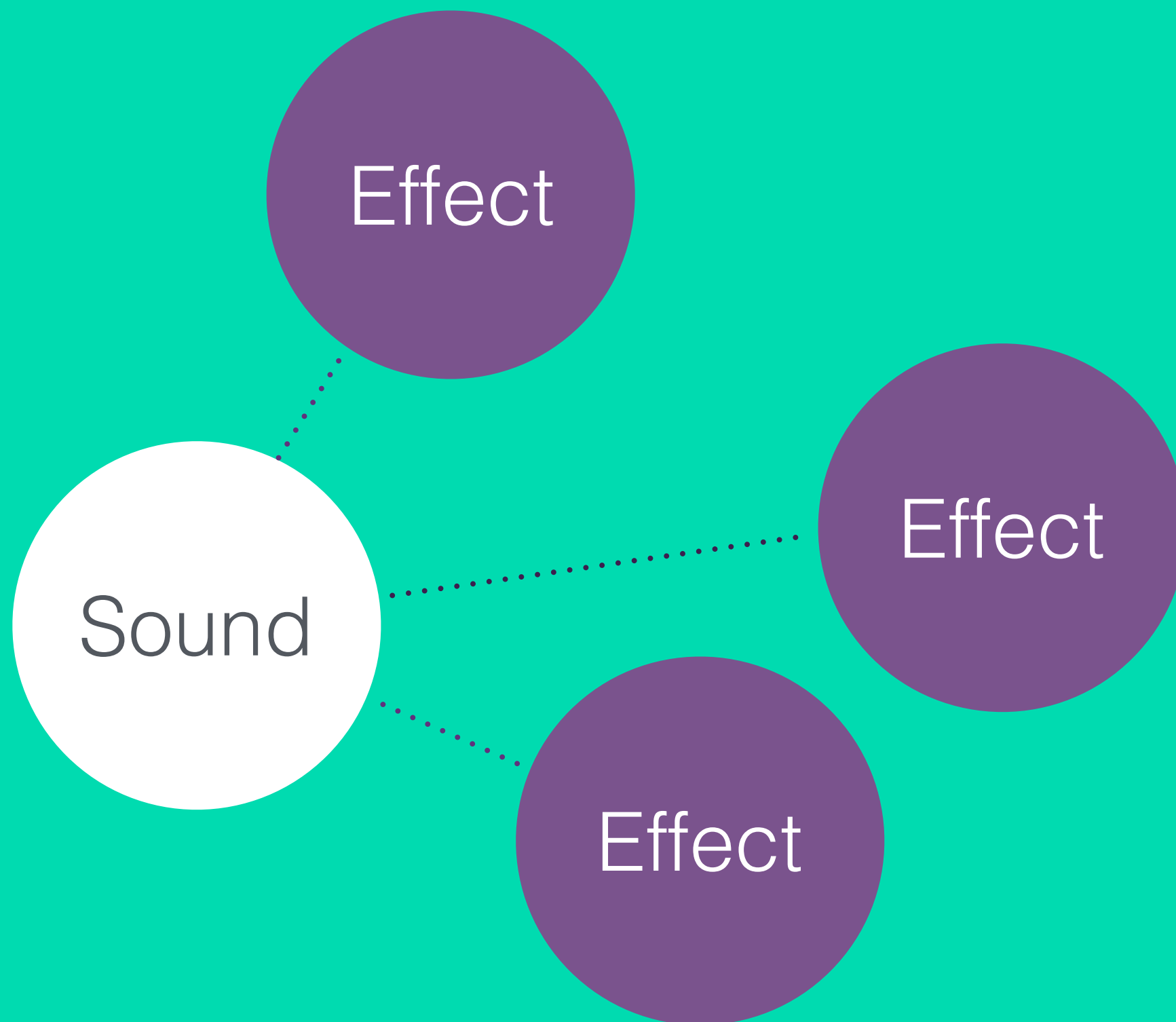

















**PIZZICATO.JS**




Sound

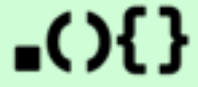
```
var sound = new Pizzicato.Sound({  
    source: "wave",  
    options: {  
        type: "sine",  
        frequency: 220  
    }  
});
```

```
var sound = new Pizzicato.Sound({  
  source: "wave",  
  options: {  
    type: "sine",  
    frequency: 220  
  }  
});
```

 wave

 file

 input

 script



```
var sound = new Pizzicato.Sound({  
  source: "wave",  
  options: {  
    type: "sine",  
    frequency: 220  
  }  
});
```



volume



attack



sustain

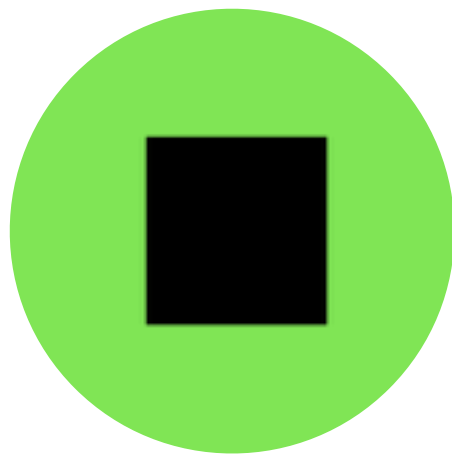


source-specific

```
var sound = new Pizzicato.Sound({  
  source: "wave",  
  options: {  
    type: "sine",  
    frequency: 220  
  }  
});
```



`sound.play()`



`sound.stop()`



`sound.pause()`

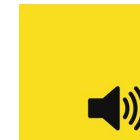




**AU**  
**CODE**



# Get sound from file



```
var sound = new Pz.Sound({  
  source: 'file',  
  options: {  
    path: './file.mp4'  
  }  
});
```

```
var Ctx = window.AudioContext ||  
          window.webkitAudioContext;  
var ctx = new Ctx();  
  
var req = new XMLHttpRequest();  
req.open('GET', './file.mp4', true);  
req.responseType = 'arraybuffer';  
  
req.onload = function(e) {  
  ctx.decodeAudioData(e.target.response, (function(b) {  
    var node = ctx.createBufferSource();  
    node.buffer = b;  
    node.connect(ctx.destination);  
  }));  
};
```



A large, solid purple circle is centered on a light blue background. The word "Effects" is written in white, serif font across the middle of the circle.

Effects

```
var effect = new Pz.Effects.Delay({  
    feedback: 0.8,  
    time: 0.22,  
    mix: 0.75  
});
```

```
sound.addEffect(effect);
```

```
var effect = new Pz.Effects.Delay({  
  feedback: 0.8,  
  time: 0.22,  
  mix: 0.75  
});
```

```
sound.addEffect(effect);
```



delay



distortion



flanger



compressor



low-pass filter



high-pass filter

etc...

```
var effect = new Pz.Effects.Delay({  
    feedback: 0.8,  
    time: 0.22,  
    mix: 0.75  
});
```

||||| effect-specific

```
sound.addEffect(effect);
```



**AUX  
DEMOS**

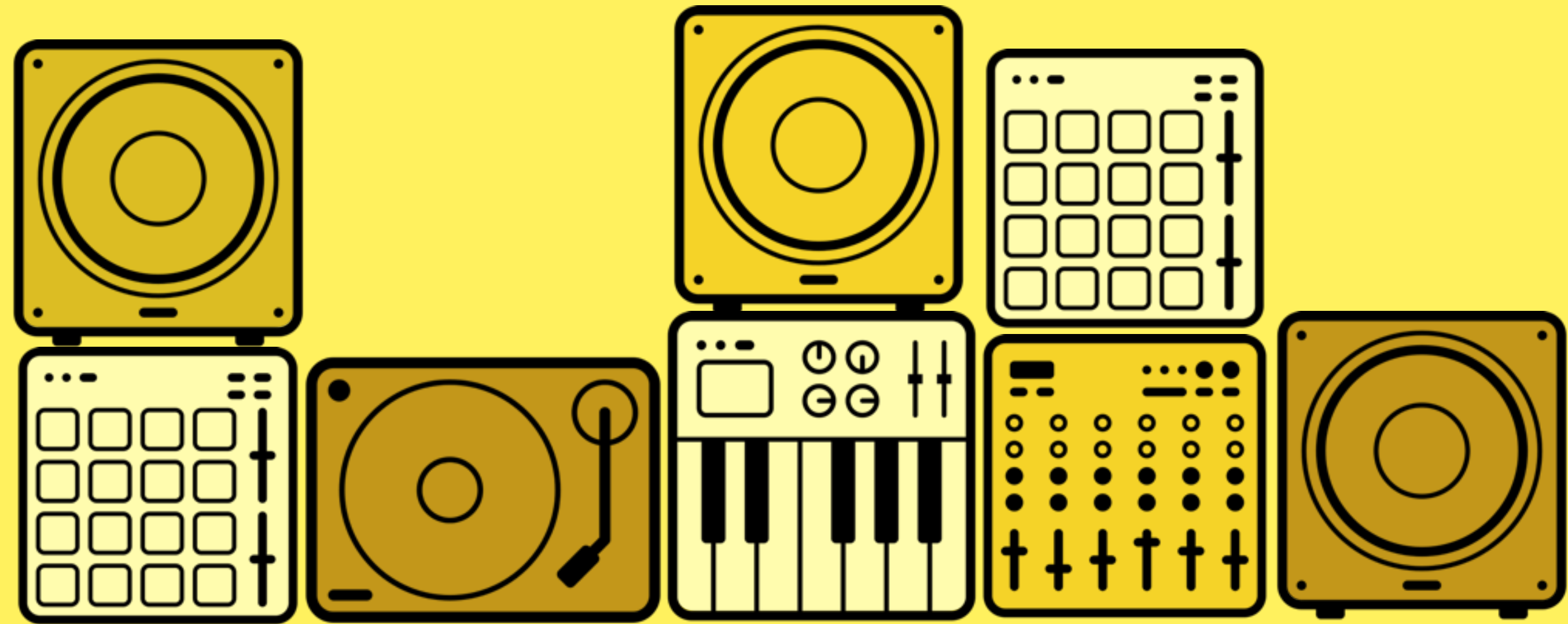








[github.com/alemangui/web-audio-resources](https://github.com/alemangui/web-audio-resources)





# PIZZICATO.JS



[alemangui.github.io/pizzicato/](http://alemangui.github.io/pizzicato/)  
[github.com/alemangui/\*\*pizzicato\*\*](https://github.com/alemangui/pizzicato)



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