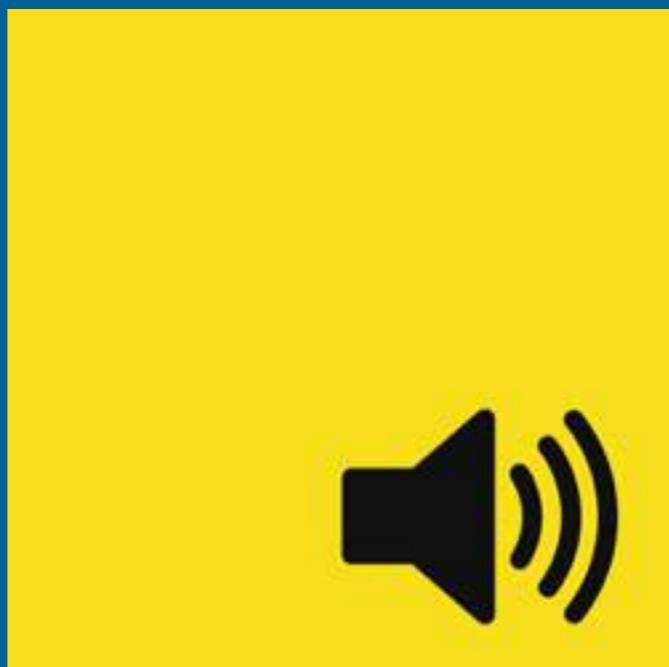


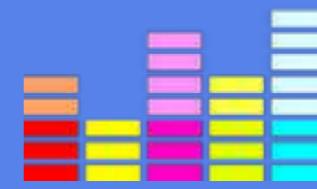


PIZZICATO.JS



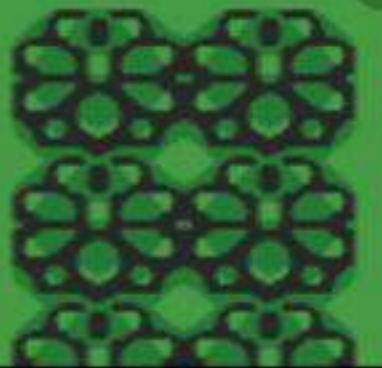
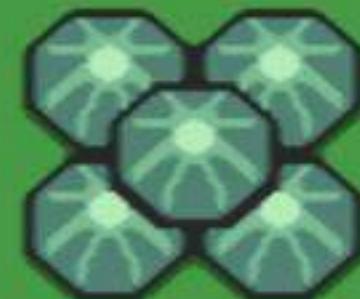
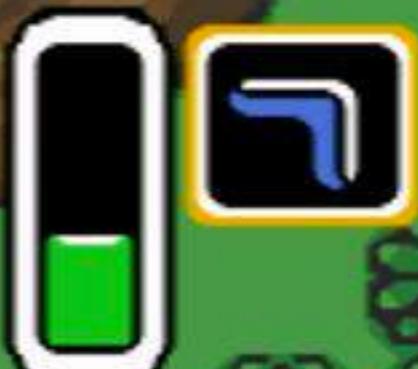
alemangui

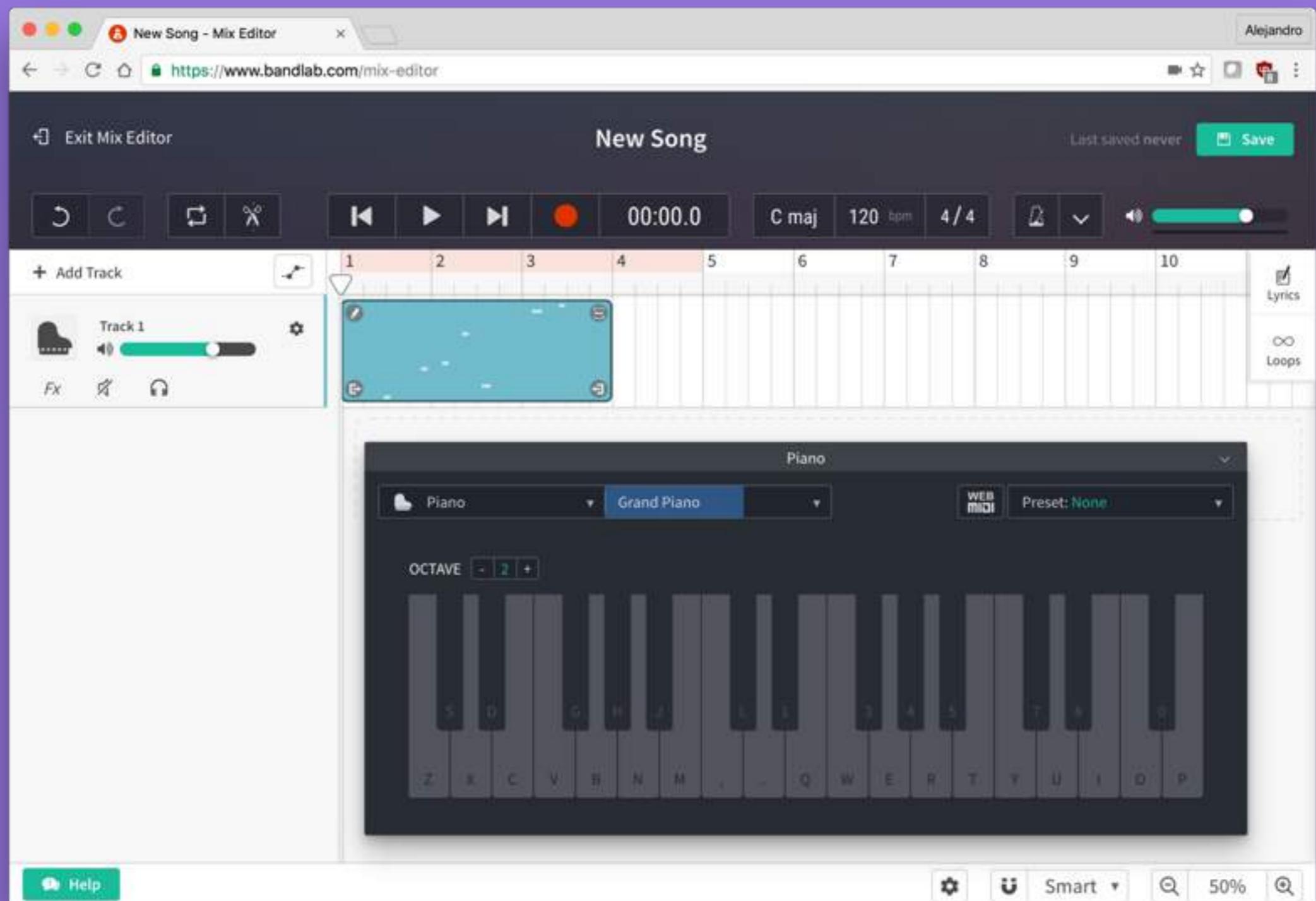




LIFE

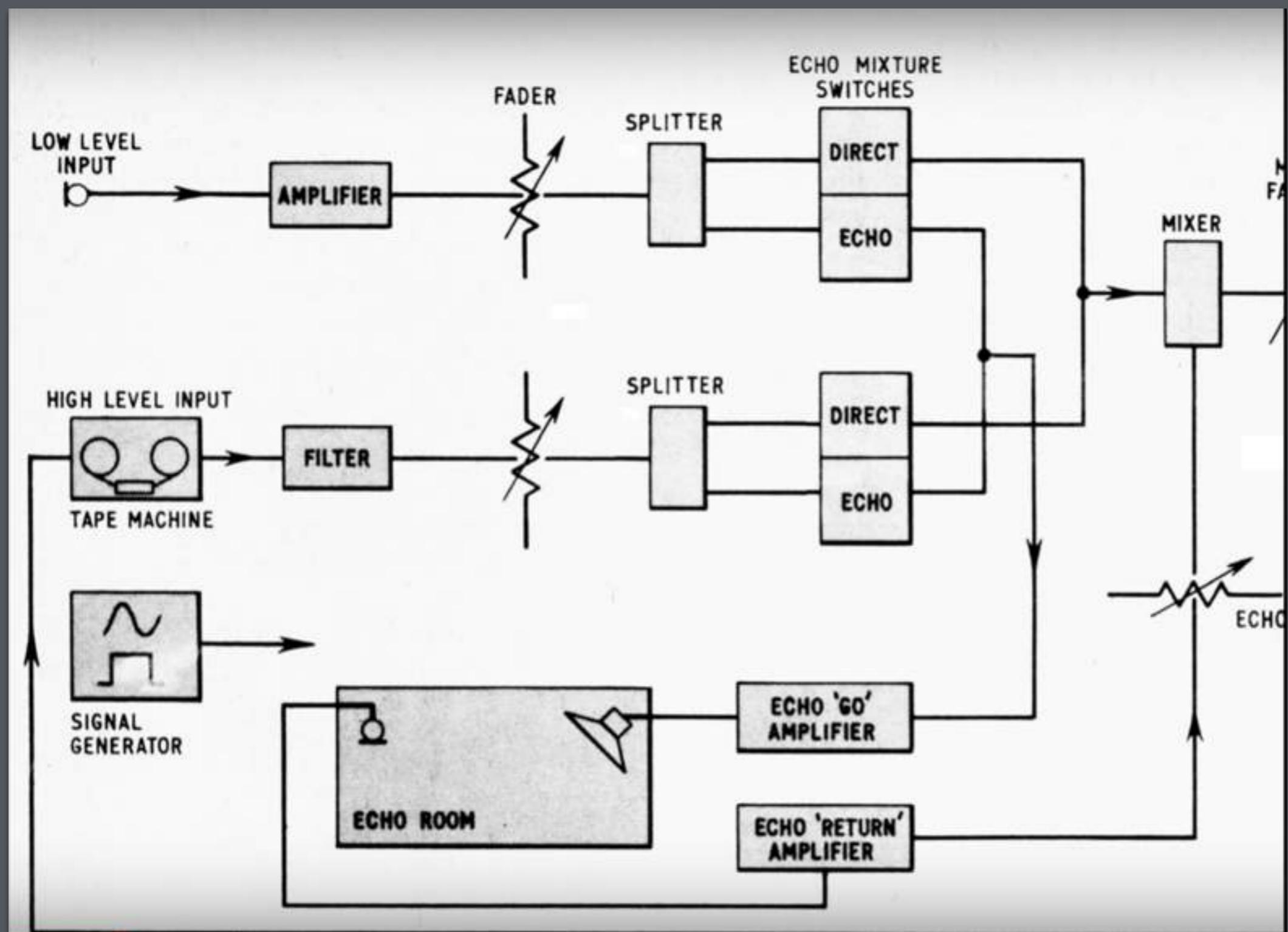
208 00 04



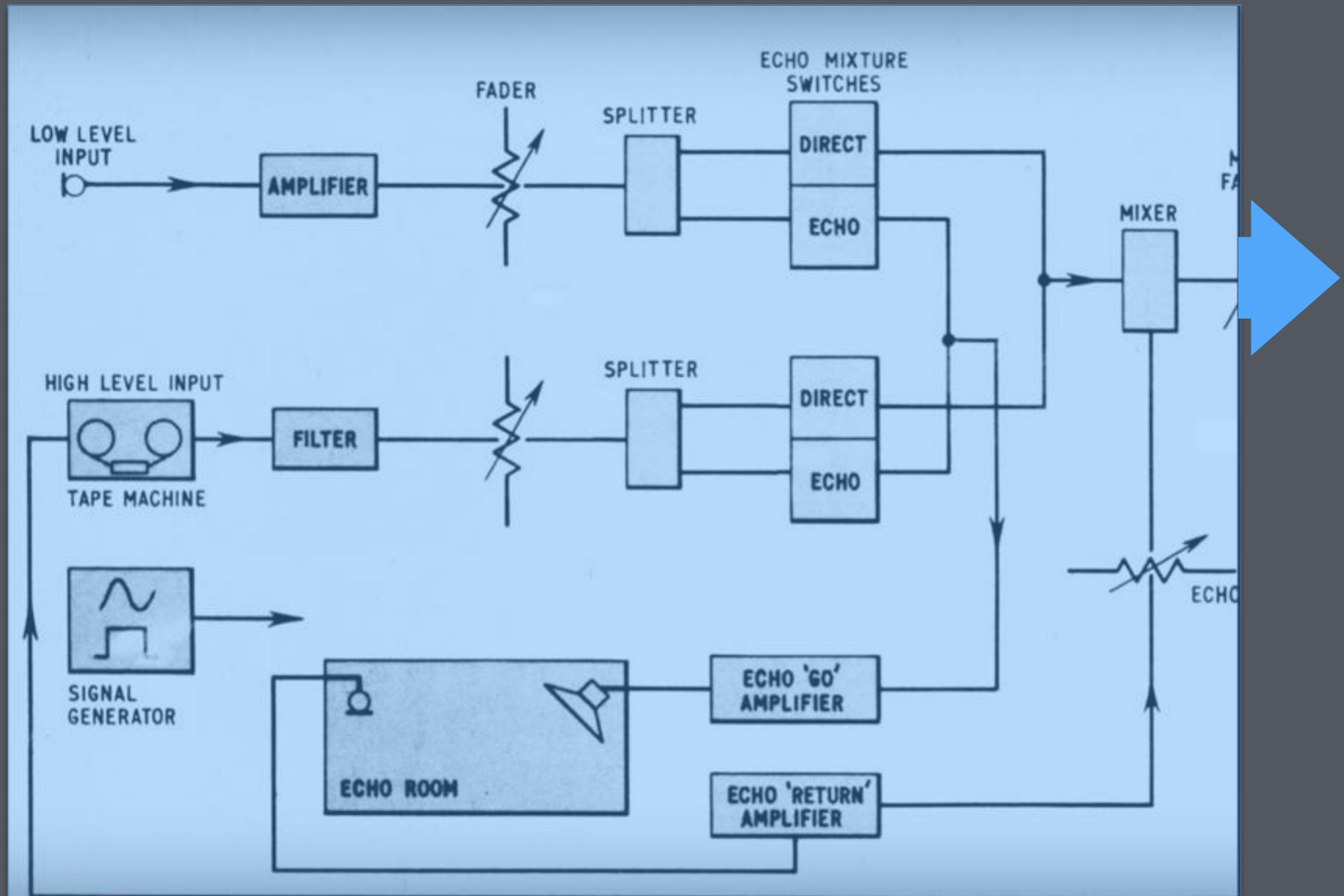






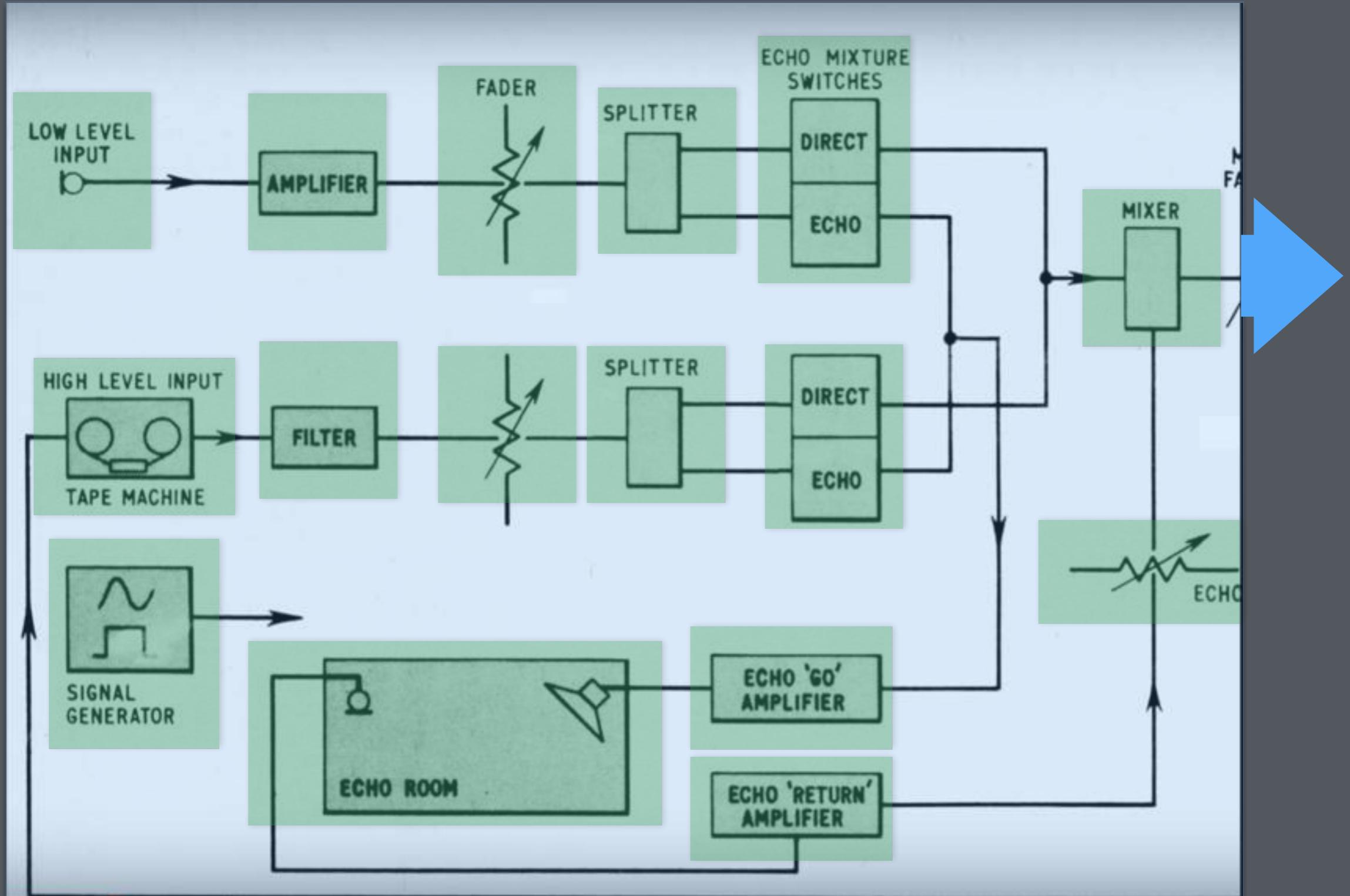


Audio context



Audio context

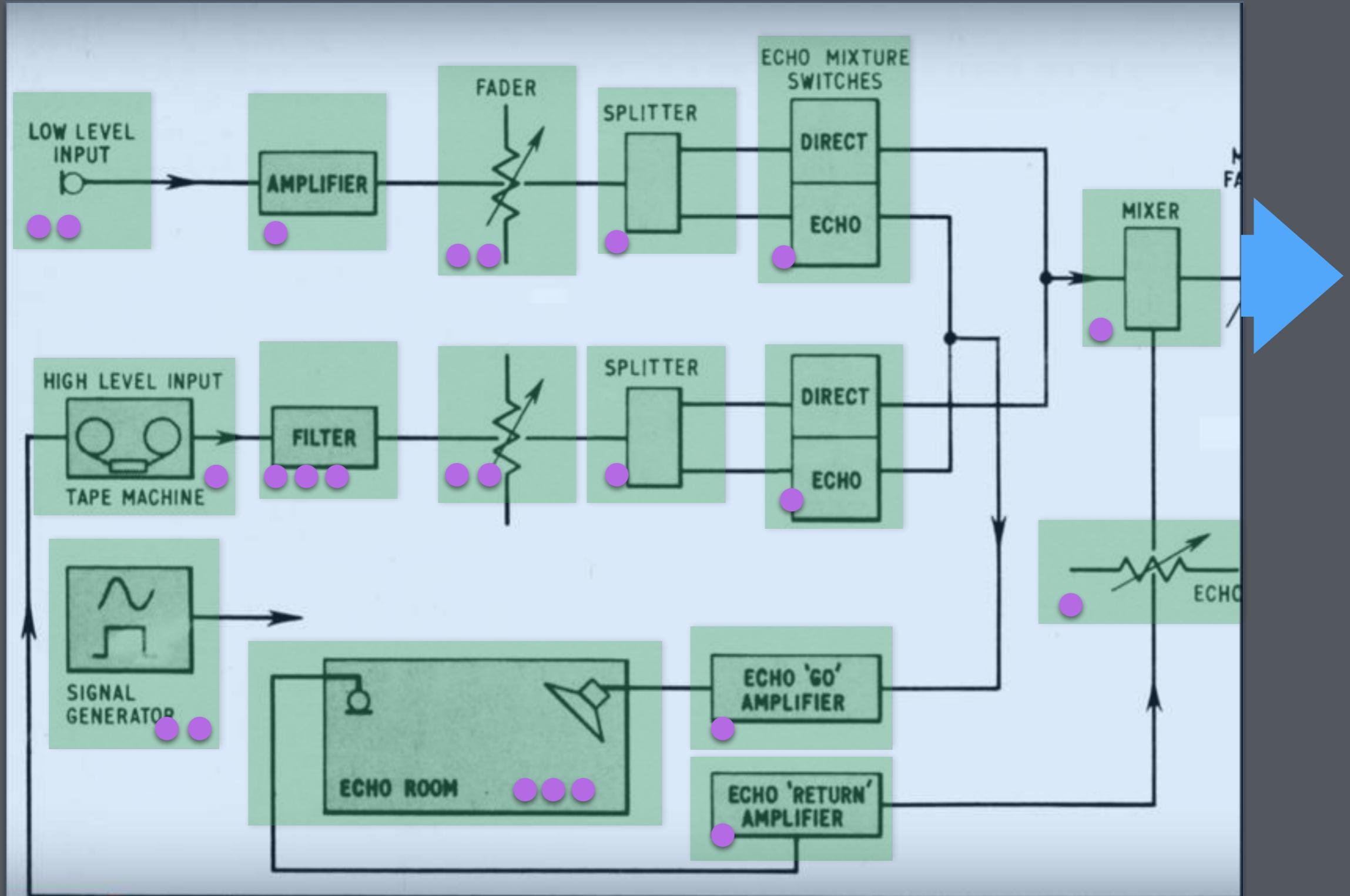
Nodes



Audio context

Nodes

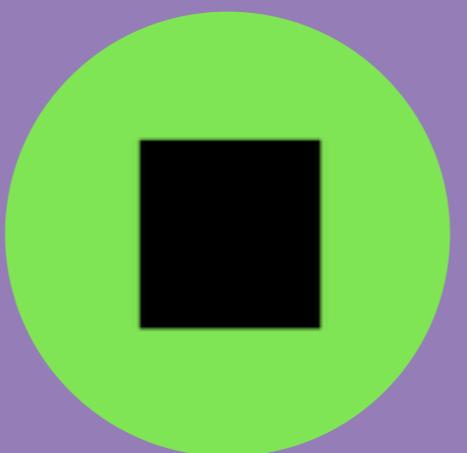
Parameters



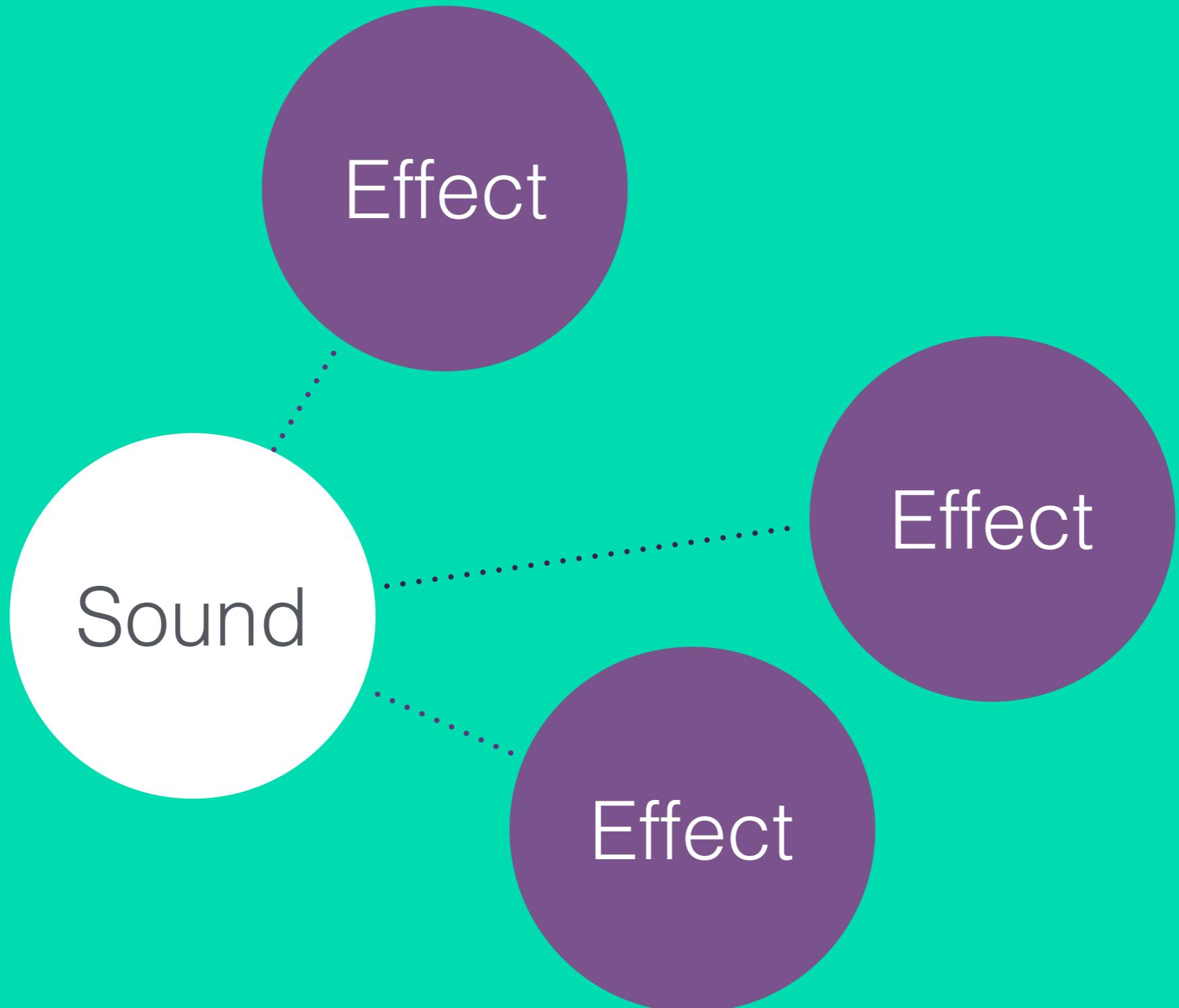
A scene from the movie WarGames. Two characters are in a dark, cluttered room filled with computer equipment. In the foreground, a man with glasses and a patterned shirt sits at a desk, looking at a monitor. Behind him, another man with pink hair and a red tank top stands near a stack of papers. The room is dimly lit by the glow of the computer screens.

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

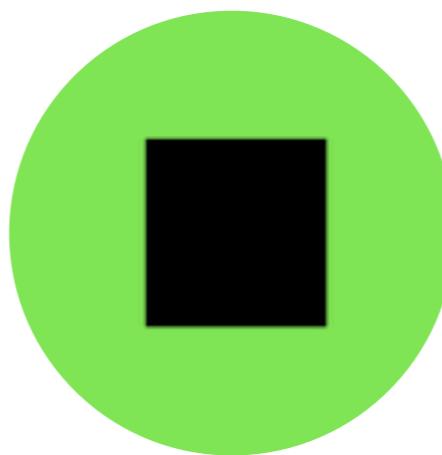


source-specific

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



sound.play()



sound.stop()



sound.pause()

A man with glasses and a mustache, wearing a patterned shirt, holds a vintage computer monitor labeled "microk". He is in a dark room filled with glowing computer monitors and equipment. The scene has a retro-futuristic aesthetic.

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);  
  })  
};
```

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

ffff effect-specific

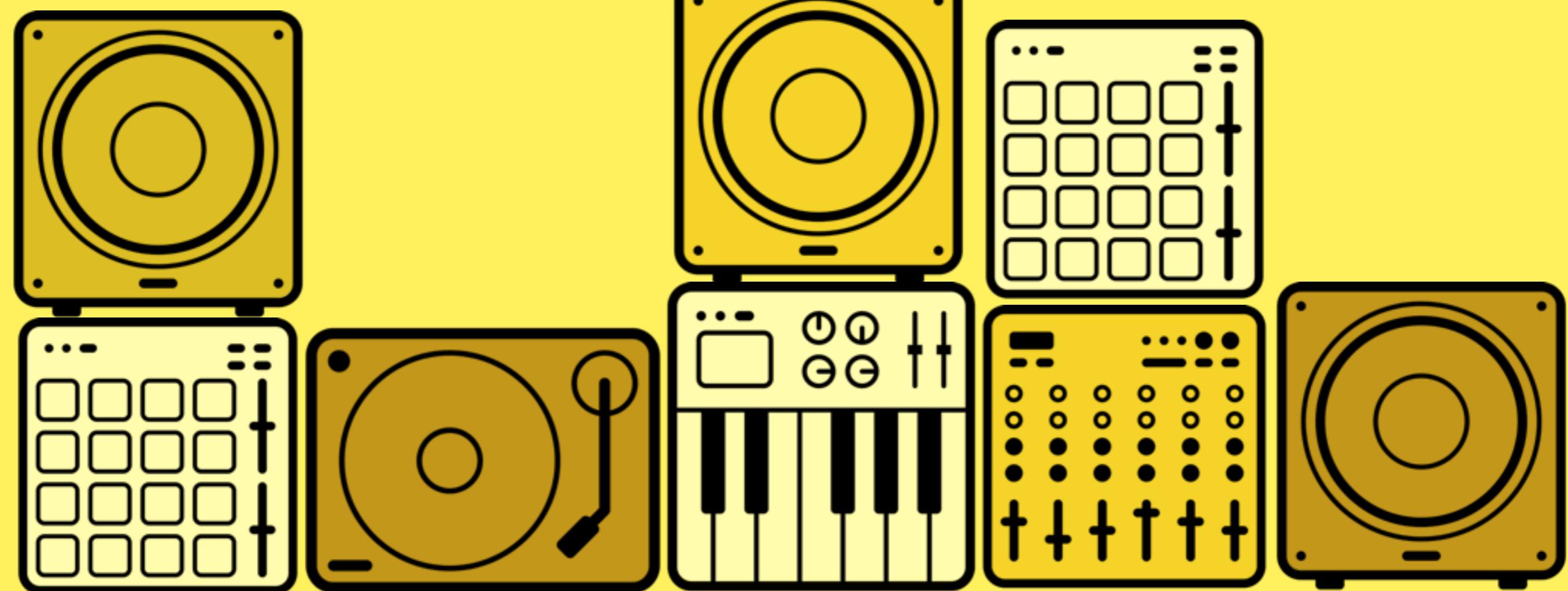
A person in a futuristic green suit and a glowing blue glove holds a glowing blue device. The device has a screen showing a grid and buttons below it. The background is dark and out of focus.

**AUX
DEMOS**





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





PIZZICATO.JS



alemangui.github.io/pizzicato/
github.com/alemangui/pizzicato



alemangui