



**PIZZICATO.JS**

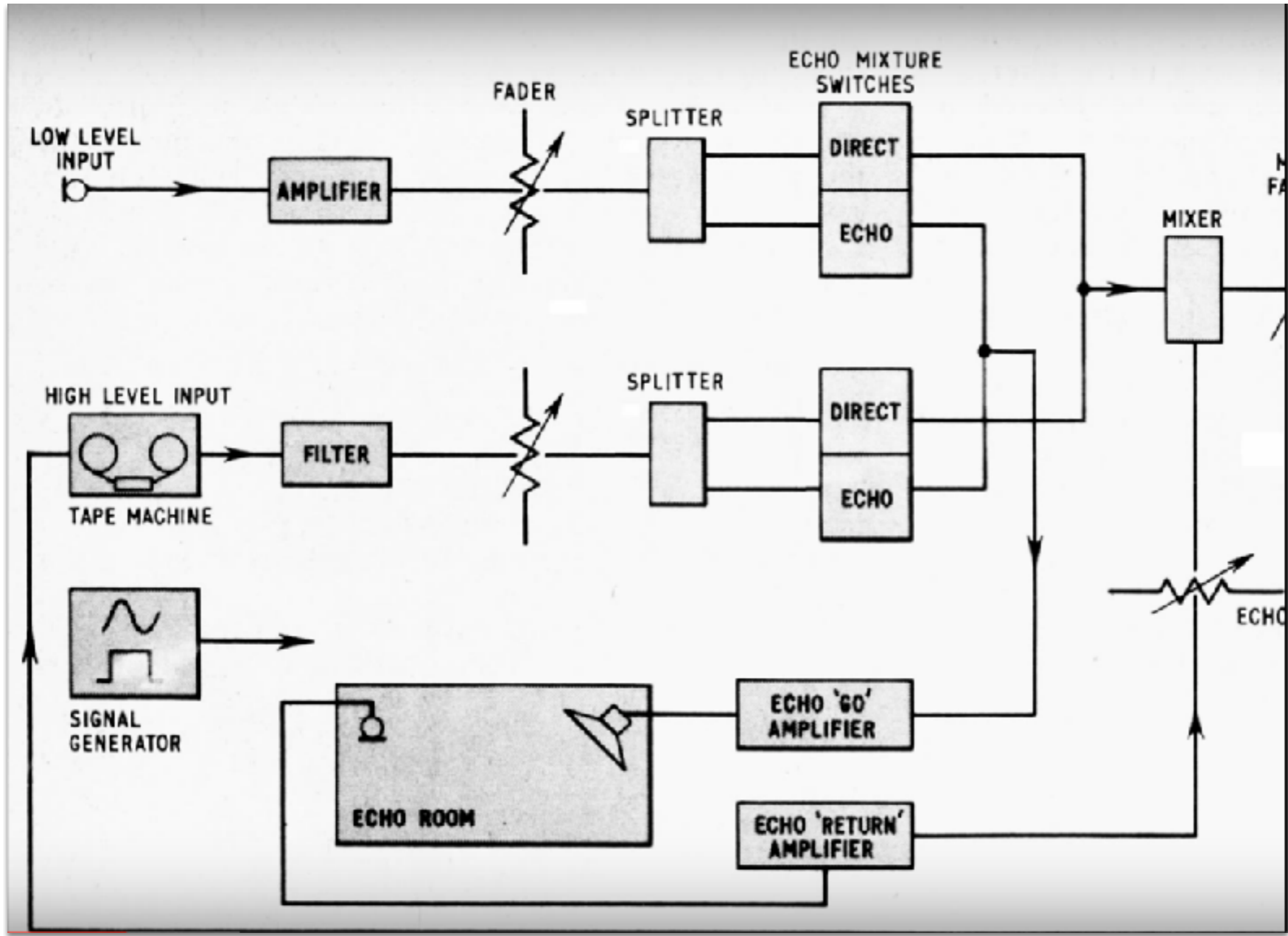


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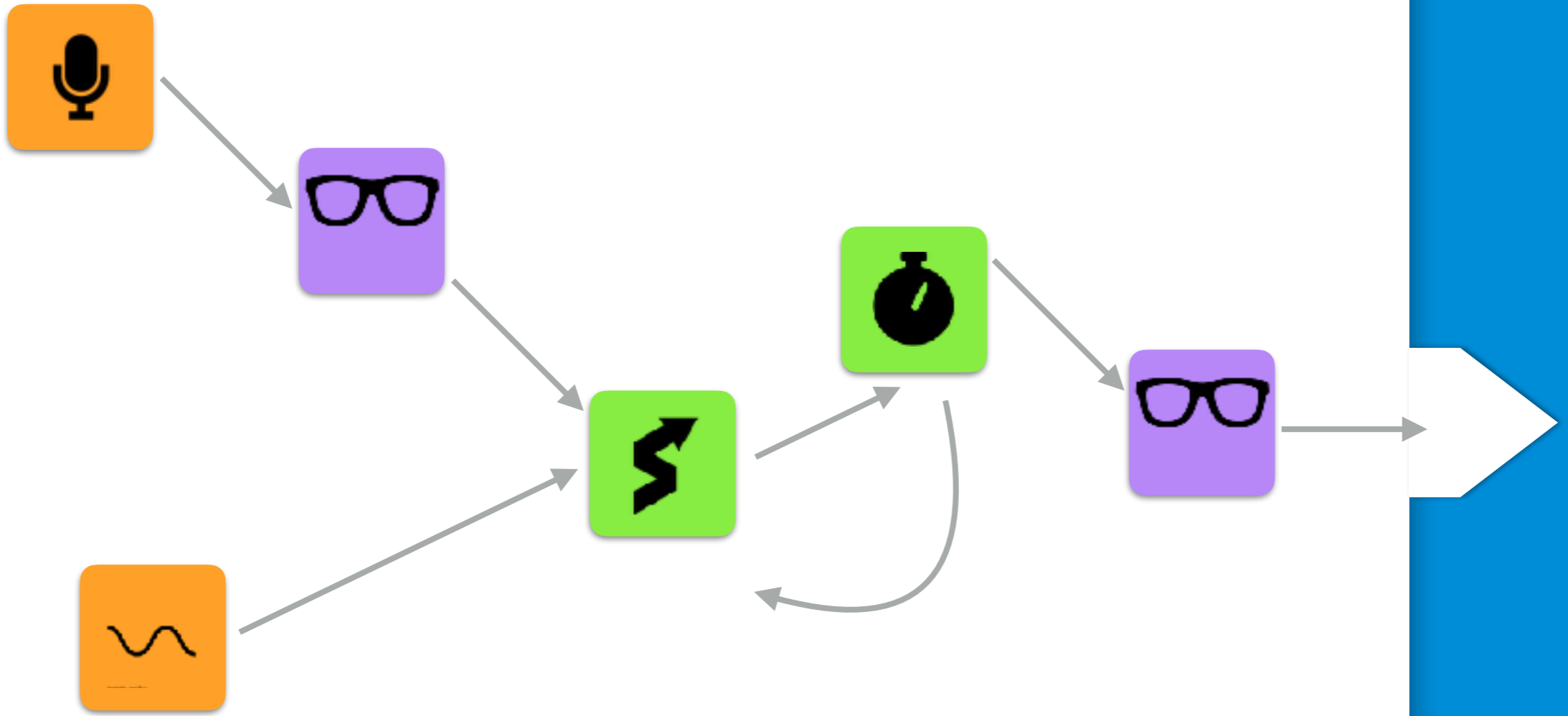








# Context



Destination















**PIZZICATO.JS**

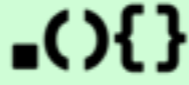
```
let sound = new Pizzicato.Sound({  
  source: "wave",  
  options: {  
    type: "sine",  
    frequency: 220  
  }  
})
```

```
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  source: "wave",  
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  }  
})
```

 wave

 file

 input

 script

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



volume



attack



sustain



source-specific

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



`sound.play()`



`sound.stop()`



`sound.pause()`





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

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

```
let 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

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

↑↑↑↑ effect-specific

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





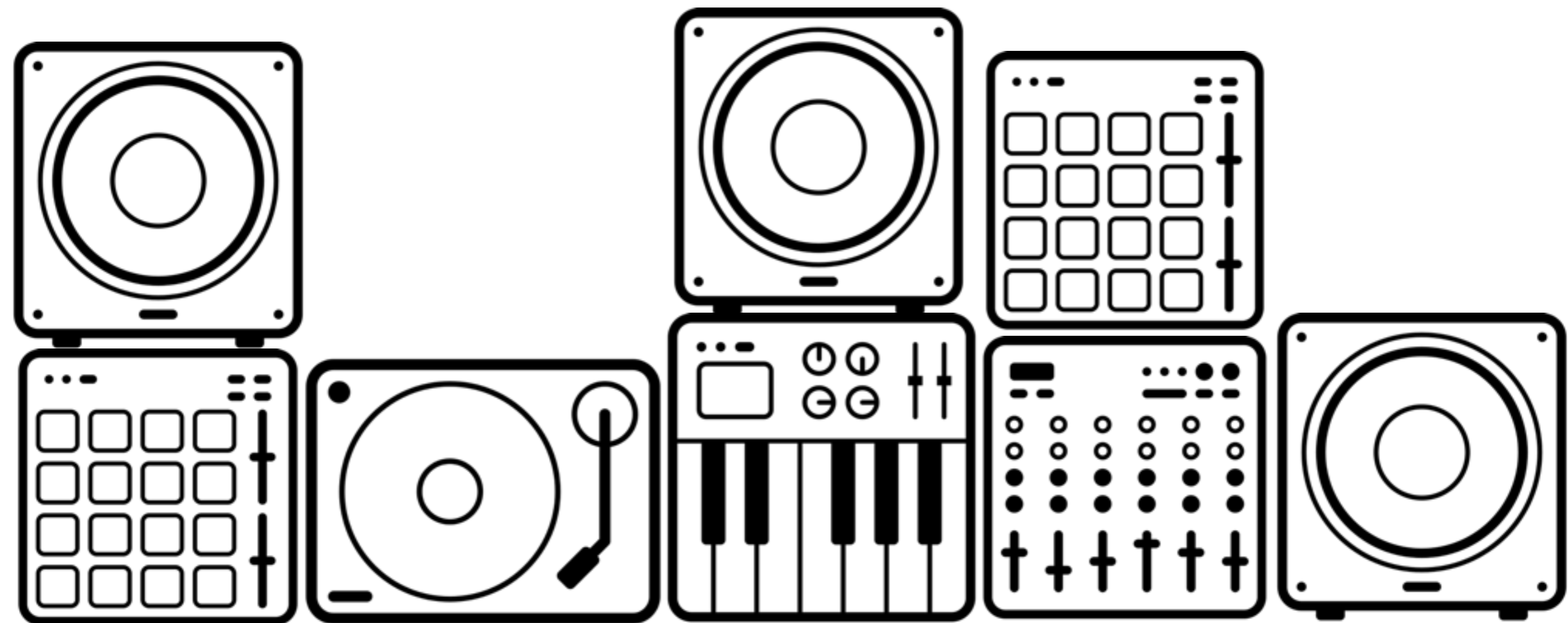
# PIZZICATO.JS



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



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





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