

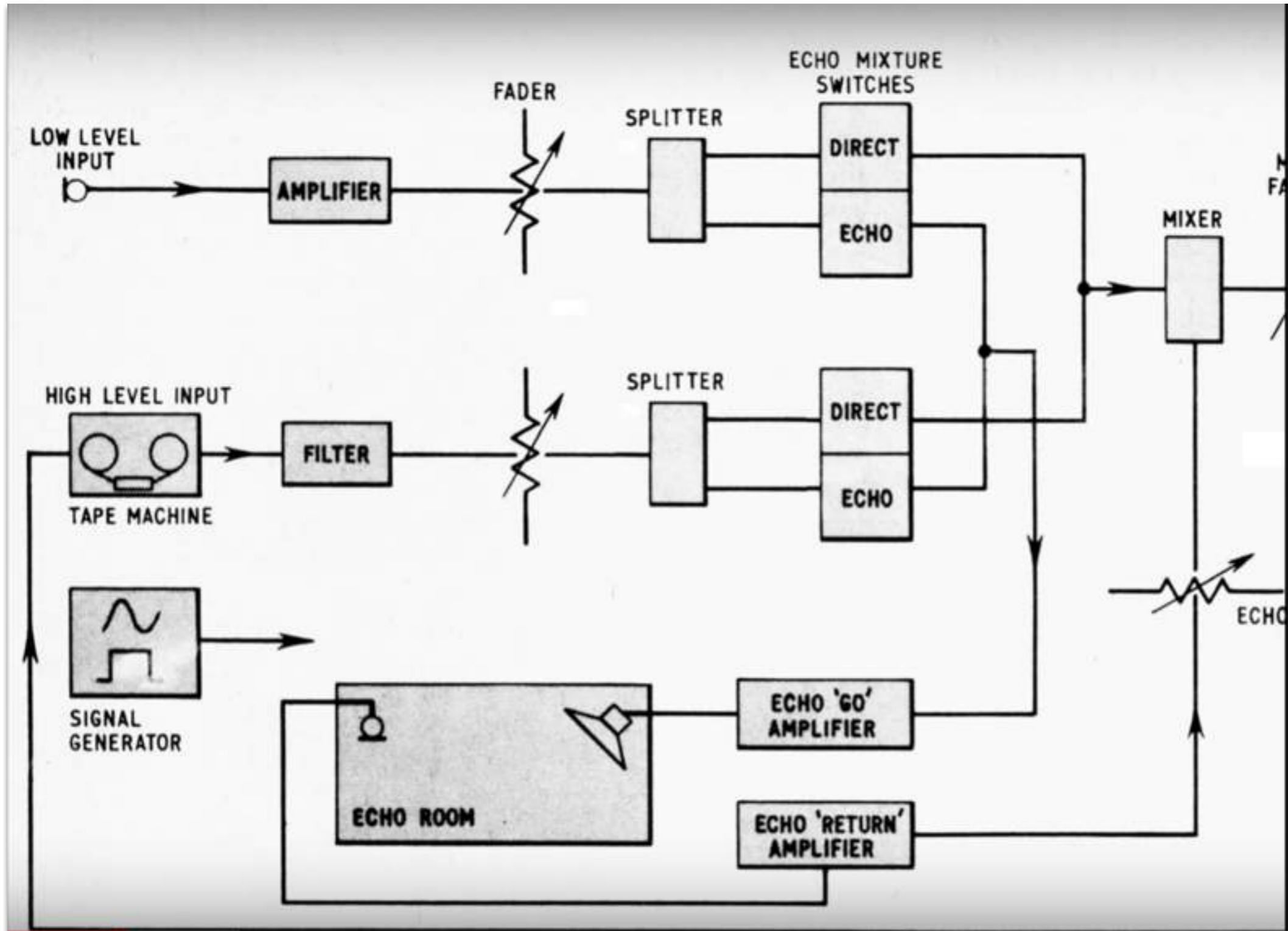


PIZZICATO.JS

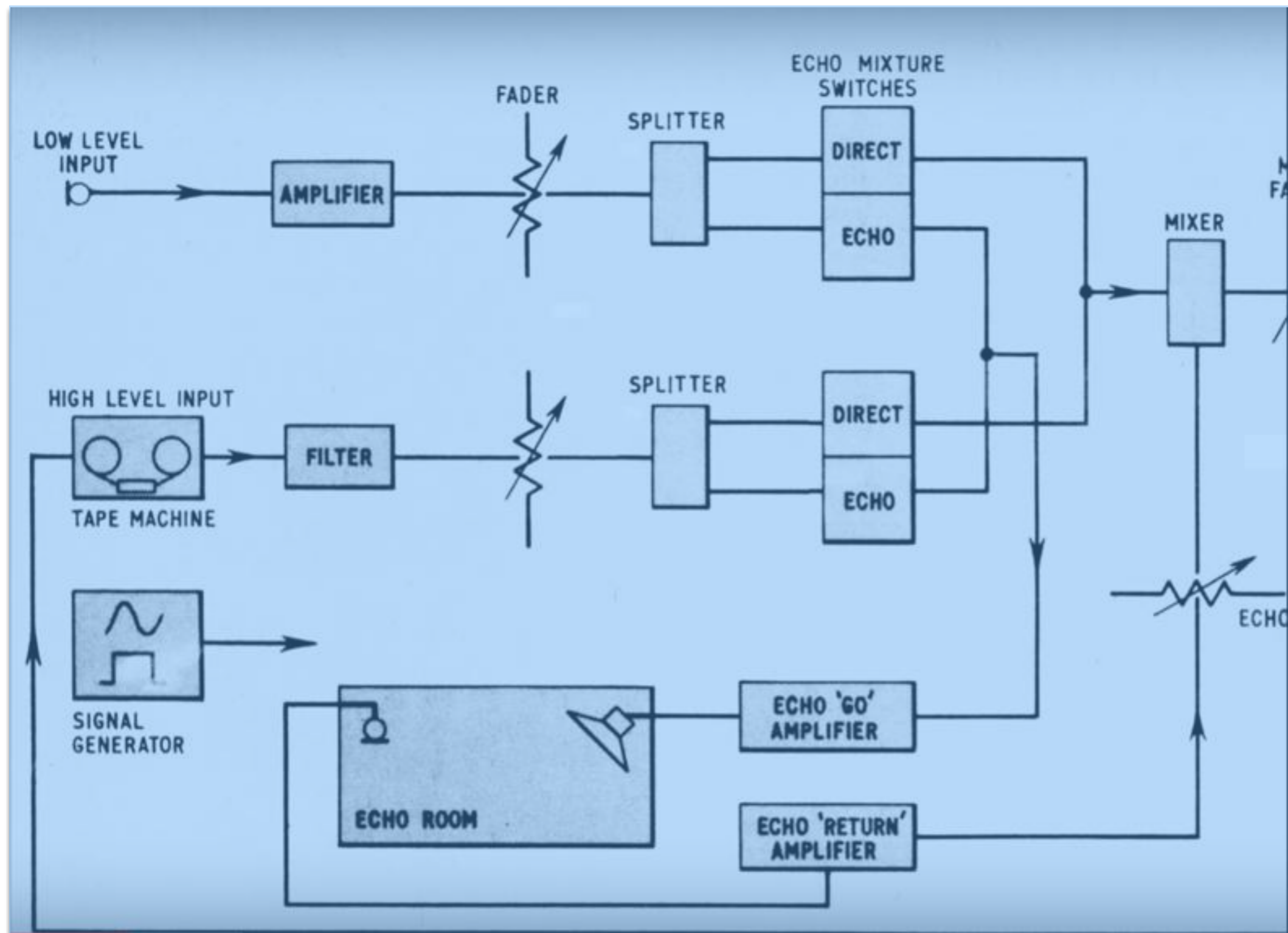


alemangui



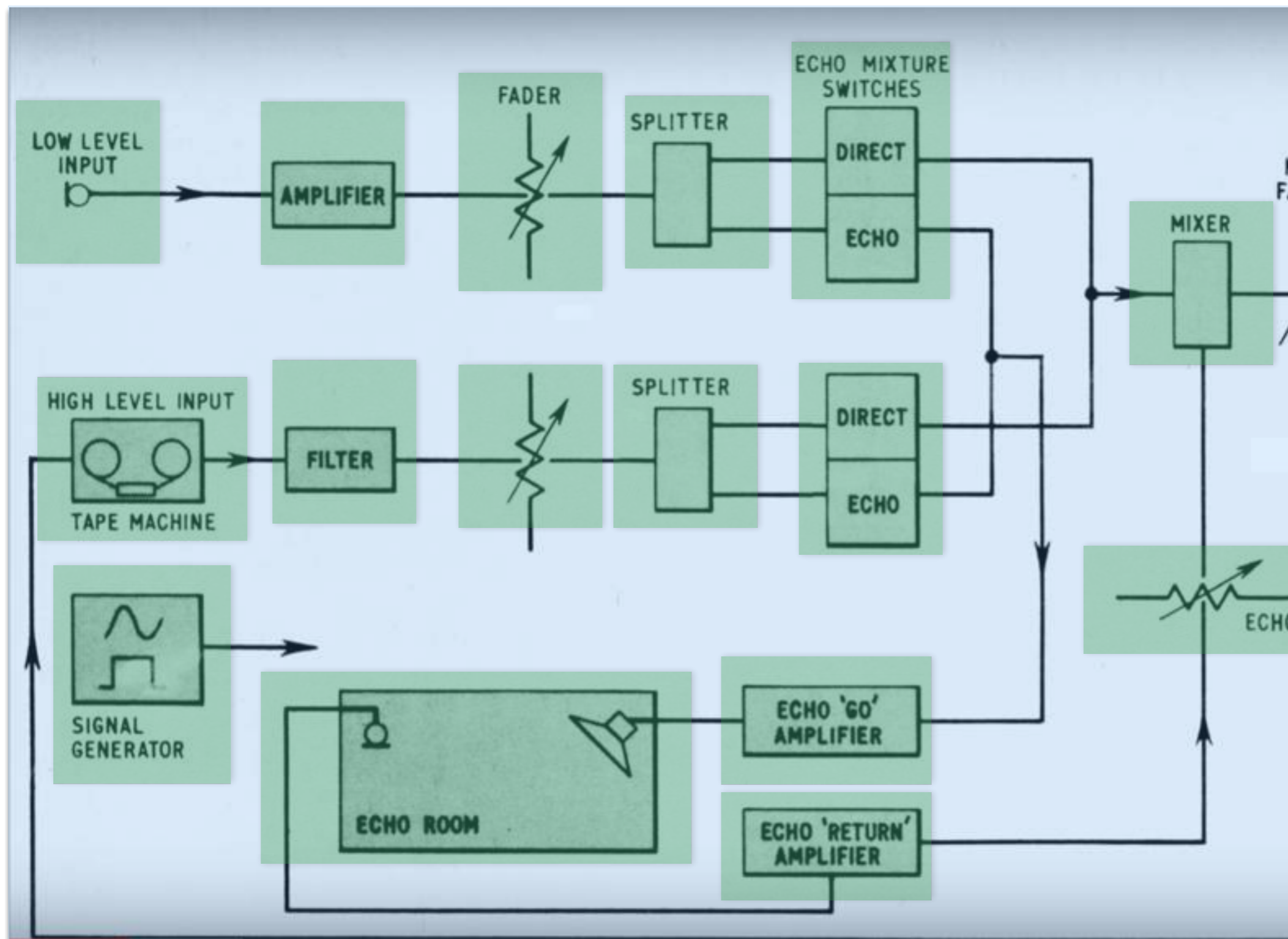


Audio context



Audio context

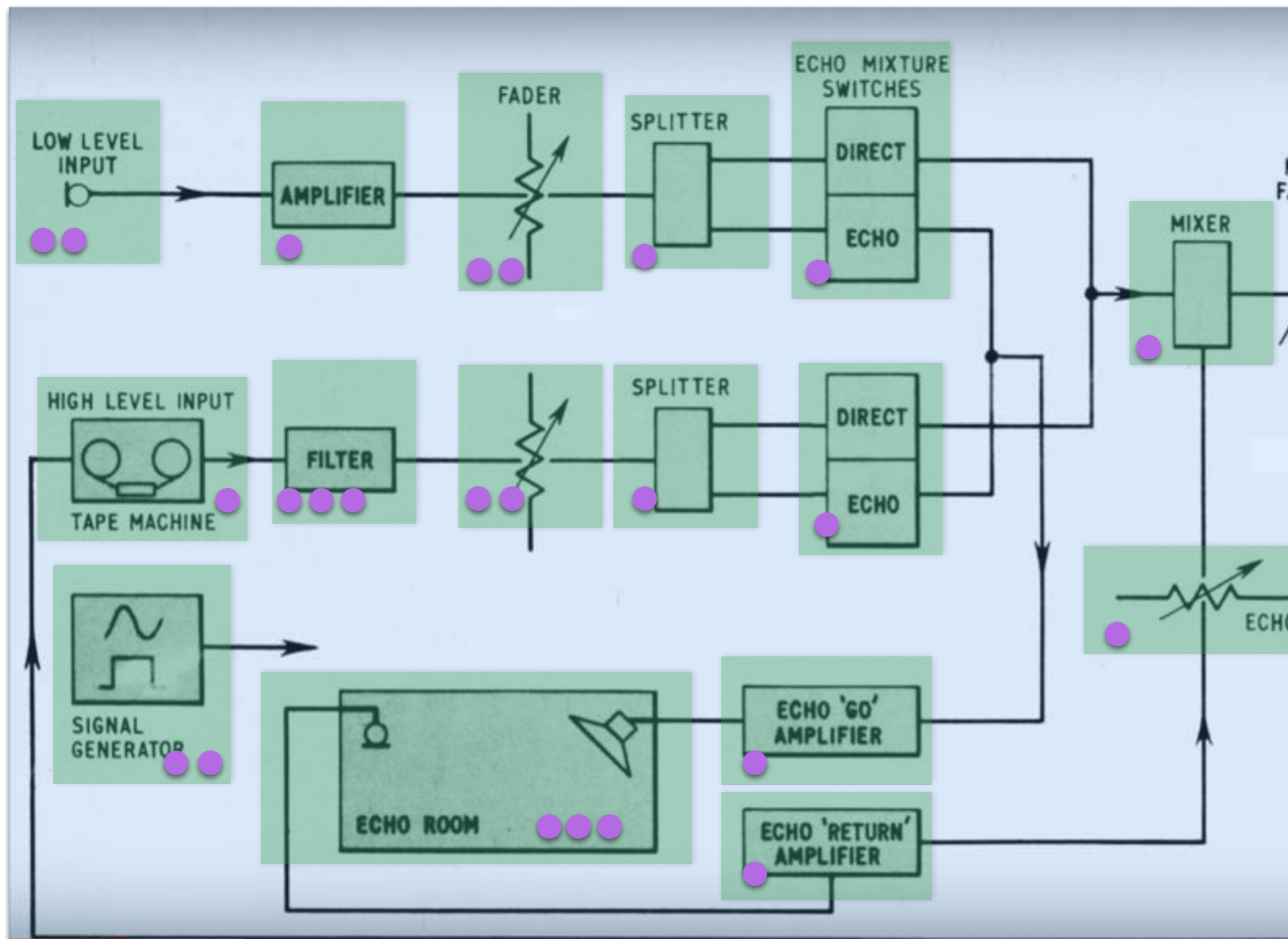
Nodes



Audio context

Nodes

Parameters



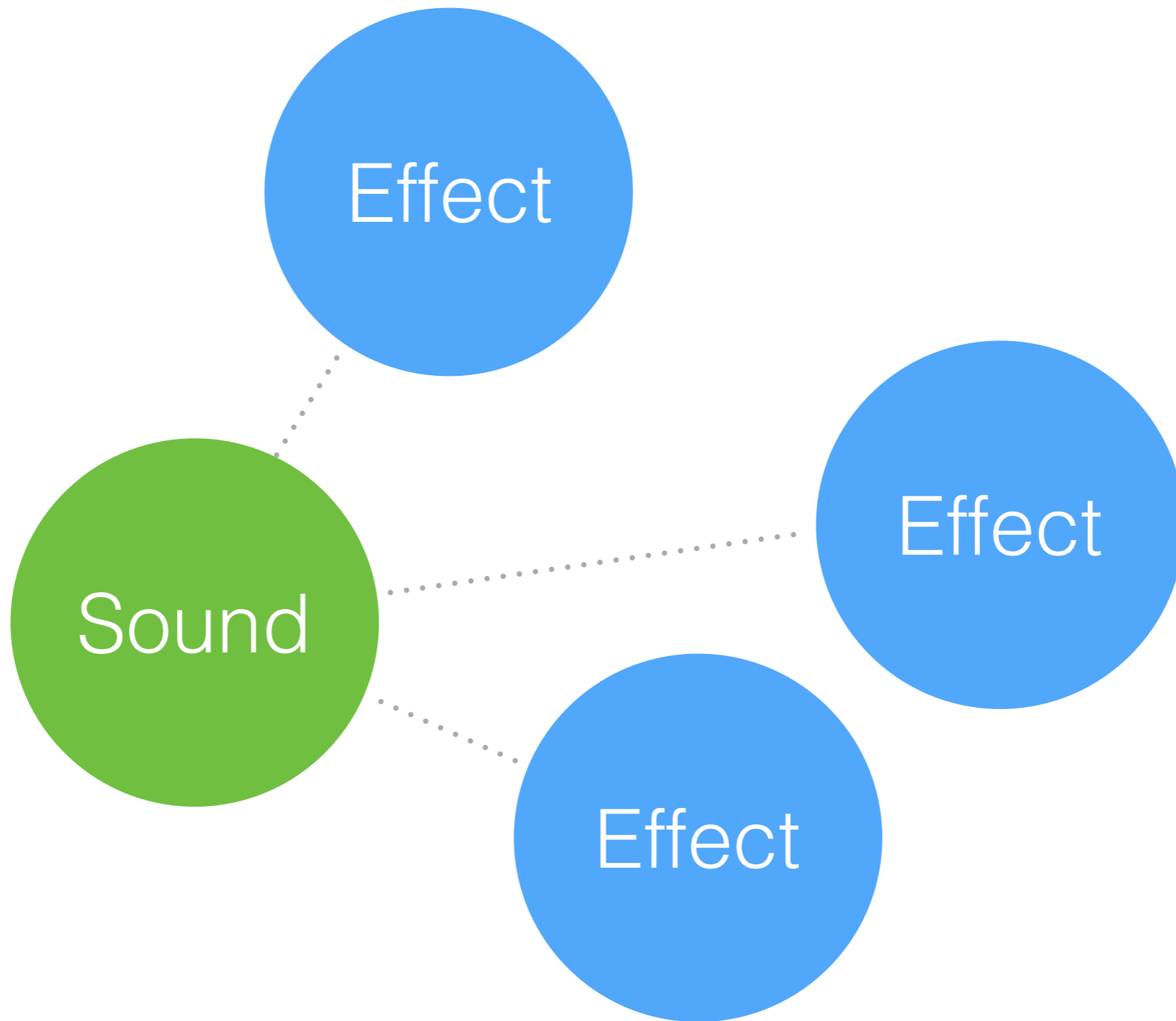
HACKING TIME














PIZZICATO.JS




Sound

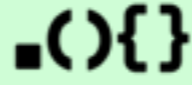
```
var sound = new Pizzicato.Sound({  
  source: "wave",  
  options: {  
    type: "sine",  
    frequency: 220  
  }  
});
```

```
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'
  }
}, function() {
  console.log('loaded!');
});
```

```
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);
    console.log('loaded!');
  }));
};
```



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

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

↑↑↑↑ effect-specific



AUX DEMOS



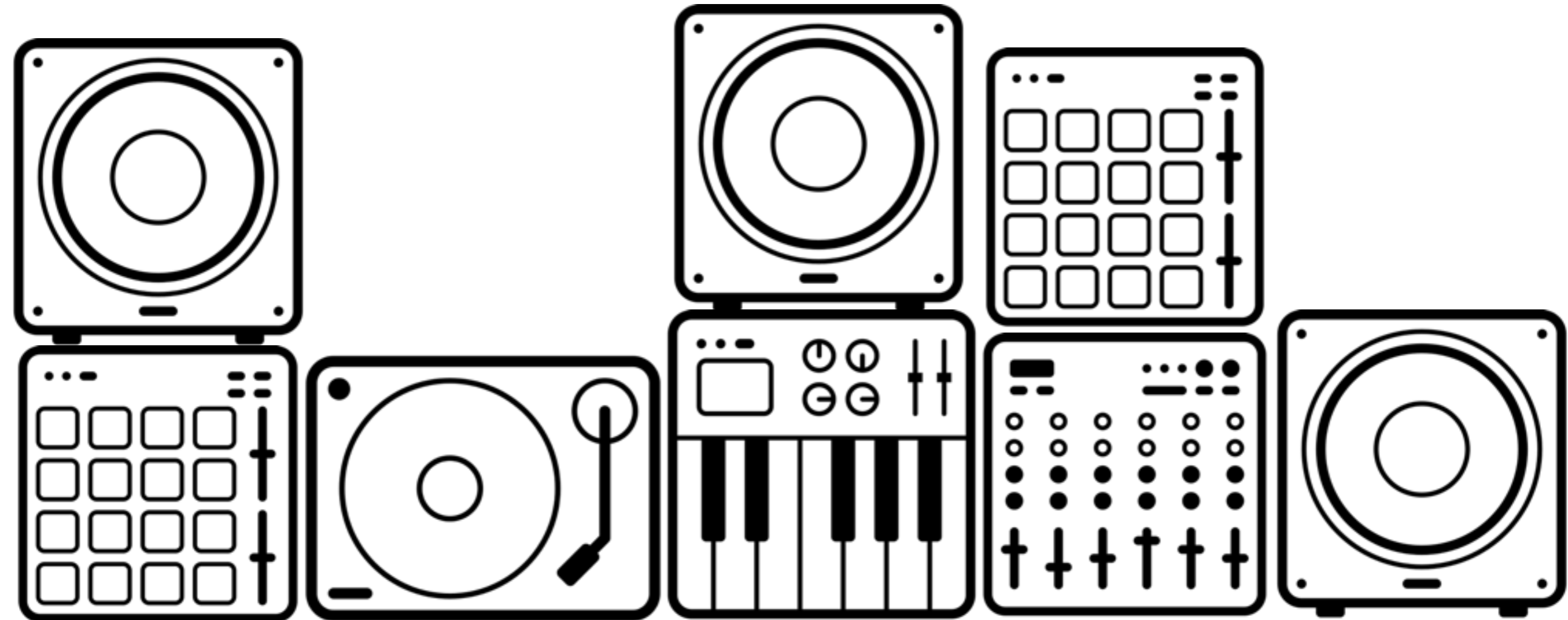
PIZZICATO.JS



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



github.com/alemangui/web-audio-resources





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