wavesurfer.js

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wavesurfer.js is a customizable audio waveform visualization, built on top of Web Audio API and HTML5 Canvas.

With **wavesurfer.js** you can create anything from an HTML5 audio player to a sophisticated DJ application.

Quick start

In HTML, include the minified script:

```
<script src="https://unpkg.com/wavesurfer.js"></script>
```

Create a container where the waveform is to appear:

```
<div id="waveform"></div>
```

In your JavaScript app, create a **wavesurfer** instance, passing the container selector along with some options:

```
var wavesurfer = WaveSurfer.create({
    container: '#waveform',
    waveColor: 'violet',
    progressColor: 'purple'
});
```

Finally, load the audio:

```
wavesurfer.load('audio.wav');
```

Checkout out our small tutorial. For the full reference, there's documentation on all parameters, methods and events.

If you have questions or you found a bug, feel free to contact us.

Enjoy your experience with **wavesurfer.js**!

Browser support

wavesurfer.js runs on modern browsers supporting Web Audio, including Firefox, Chrome, Safari (desktop and mobile) and Opera.

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