

CSS2 - AURAL PROPERTIES

http://www.tutorialspoint.com/css/css_aural_references.htm

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This is a complete reference guide for web developers where we have listed all the CSS properties related to Aural defined in the World Wide Web Consortium's Recommended Specification for Cascading Style Sheets, Level 2.

Click any property to see its description with examples –

Property	Description
azimuth	Describes the position of a sound source along the horizontal axis of the listener's environment.
cue-after	Plays the designated sound after an element is spoken.
cue-before	Plays the designated sound before an element is spoken.
elevation	Sets the height at which a sound is played.
pause	The pause property is CSS shorthand for specifying shorthand property for specifying pauses in aural media.
pause-after	Pauses a media after speaking an element.
pause-before	Pauses a media before speaking an element.
pitch	Sets the average pitch of an element's spoken content.
pitch-range	Sets the range of the pitch, from 0 <i>flat</i> to 100 <i>broad</i> ; default is 50.
play-during	If a URL is provided, it is played during an element's spoken content. specifying <i>repeat</i> loops the audio; <i>mix</i> causes it to mix with, rather than replace, other background audio.
richness	Sets the richness of the voice, from 0 <i>flat</i> to 100 <i>mellifluous</i> ; default is 50.
speak	Determines how an element's content is spoken.
speak-header	Determines if table headers are spoken once for each row or column or each time a cell is spoken.
speak-numeral	Determines how numerals are spoken.

[speak-punctuation](#)

Determines if punctuation is spoken or used for inflection.

[speech-rate](#)

Sets the rate of speech; a number sets the rate in words per minute.

[stress](#)

Sets the stress of the voice, from 0 *catatonic* to 100 *hyperactive*; default is 50.

[volume](#)

Sets the volume of spoken content; numeric values range from 0 to 100.

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