

Description

The pitch property specifies the average pitch of the speaking voice used to render spoken text.

Possible Values

- **frequency** – A frequency value, which must be set in hertz *e. g.* , 140Hz, will define an absolute frequency to use as the pitch average.
- **x-low** – While the corresponding absolute frequency will be different for every voice family, the result given by x-low must at a minimum be lower than the result derived from the keyword low.
- **low** – While the corresponding absolute frequency will be different for every voice family, the result given by low must, at a minimum, be lower than the result derived from the keyword medium.
- **medium** – While the corresponding absolute frequency will be different for every voice family, the result given by medium must, at a minimum, be higher than the result given by the keyword low, and lower than the result derived from the keyword high.
- **high** – While the corresponding absolute frequency will be different for every voice family, the result given by high must, at a minimum, be higher than the result derived from the keyword medium.
- **x-high** – While the corresponding absolute frequency will be different for every voice family, the result given by x-high must, at a minimum, be higher than the result derived from the keyword high.

DOM Syntax

```
object.style.pitch = "hight";
```

Applies to

All the HTML elements

Example

Here is the example –

```
<style type="text/css">
  <!--
    p.dholak {pitch: high;}
    div.benjo {pitch: x-low;}
    body {pitch: 150Hz;}
  -->
</style>
```

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