### audio (Audio)

This element is used to include audio during an animation.

[Example: Consider adding applause sound to an animation sequence. The <audio> element is used as follows:

<p:[cTn](cTn.docx)>

 <p:[stCondLst](stCondLst.docx)>...

 <p:[childTnLst](childTnLst.docx)>...

 <p:[subTnLst](subTnLst.docx)>

 <p:audio>

 <p:[cMediaNode](cMediaNode.docx) vol="11000">...

 </p:audio>

 </p:[subTnLst](subTnLst.docx)>

</p:[cTn](cTn.docx)>

End example]

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| --- |
| Parent Elements |
| [childTnLst](childTnLst.docx) (§); [subTnLst](subTnLst.docx) (§); [tnLst](tnLst.docx) (§) |

|  |  |
| --- | --- |
| Child Elements | Subclause |
| [cMediaNode](cMediaNode.docx) (Common Media Node Properties) | § |

|  |  |
| --- | --- |
| Attributes | Description |
| isNarration (Is Narration) | This attribute indicates whether the audio is a narration for the slide.The possible values for this attribute are defined by the XML Schema boolean datatype. |

The following XML Schema fragment defines the contents of this element:

<complexType name="CT\_TLMediaNodeAudio">

 <sequence>

 <element name="[cMediaNode](cMediaNode.docx)" type="CT\_TLCommonMediaNodeData" minOccurs="1" maxOccurs="1"/>

 </sequence>

 <attribute name="isNarration" type="xsd:boolean" use="optional" default="false"/>

</complexType>