firefox yt better audio scaling for when im studying

```
    // ==UserScript==
    // @name         Youtube Music fix volume ratio
    // @namespace    http://tampermonkey.net/
    // @version      0.4
    // @description  Makes the YouTube music volume slider exponential so it's easier to
select lower volumes.
    // @author       Marco Pfeiffer <git@marco.zone>
    // @icon         https://music.youtube.com/favicon.ico
    // @match        https://music.youtube.com/*
    // @run-at       document-start
    // @grant        none
    // ==/UserScript==

    (function() {
        'use strict';

        // manipulation exponent, higher value = lower volume
        // 3 is the value used by pulseaudio, which Barteks2x figured out this gist here:
https://gist.github.com/Barteks2x/a4e189a36a10c159bb1644ffca21c02a
        // 0.05 (or 5%) is the lowest you can select in the UI which with an exponent of 3
becomes 0.000125 or 0.0125%
        const EXPONENT = 3;

        const storedOriginalVolumes = new WeakMap();
        const {get, set} = Object.getOwnPropertyDescriptor(HTMLMediaElement.prototype,
'volume');
        Object.defineProperty(HTMLMediaElement.prototype, 'volume', {
            get () {
                const lowVolume = get.call(this);
                const calculatedOriginalVolume = lowVolume ** (1 / EXPONENT);
```

```
                // The calculated value has some accuracy issues which can lead to problems
for implementations that expect exact values.
                // To avoid this, I'll store the unmodified volume to return it when read
here.
                // This mostly solves the issue, but the initial read has no stored value and
the volume can also change though external influences.
                // To avoid ill effects, I check if the stored volume is somewhere in the same
range as the calculated volume.
                const storedOriginalVolume = storedOriginalVolumes.get(this);
                const storedDeviation = Math.abs(storedOriginalVolume -
calculatedOriginalVolume);

                const originalVolume = storedDeviation < 0.01 ? storedOriginalVolume :
calculatedOriginalVolume;
                // console.log('manipulated volume from', lowVolume.toFixed(2), 'to  ',
originalVolume.toFixed(2), storedDeviation);
                return originalVolume;
            },
            set (originalVolume) {
                const lowVolume = originalVolume ** EXPONENT;
                storedOriginalVolumes.set(this, originalVolume);
                // console.log('manipulated volume to  ', lowVolume.toFixed(2), 'from',
originalVolume.toFixed(2));
                set.call(this, lowVolume);
            }
        });
    })();
```

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