

# Muting playback volume

Due to the bug 17292753 mentioned [here](#) it is impossible to mute playback volume using device hardware buttons. The following methods are added since build [2.6.26](#) to mute

```
[[FPWCSPi2 getAudioManager] muteAudio];
```

and unmute audio playback

```
[[FPWCSPi2 getAudioManager] unmuteAudio];
```

It is necessary to subscribe to volume change events to work around the bug and allow to mute sound with hardware buttons ([code](#))

```
[[NSNotificationCenter defaultCenter] addObserver:self selector:@selector(volumeChanged:) name:@"AVSystemController_SystemVolumeDidChangeNotification" object:nil];
```

and mute audio when current volume value reaches the certain value, and unmute when this value is exceeded ([code](#))

```
- (void)volumeChanged:(NSNotification *)notification
{
    float volume =
    [[[notification userInfo]
     objectForKey:@"AVSystemController_AudioVolumeNotificationParameter"]
     floatValue];

    currentVolume = volume;

    if (volume <= 0.0625) {
        [[FPWCSPi2 getAudioManager] muteAudio];
    } else {
        [[FPWCSPi2 getAudioManager] unmuteAudio];
    }
}
```