

Audio/video track status detection: muted/unmuted

Since Android SDK build [1.1.0.29](#) it is possible to receive stream publisher events while playing the stream. This can be used to detect if audio or video is muted by stream publisher: when publisher uses `muteAudio()/muteVideo()` method, a special event is sending to all the subscribers. To receive this event while playing a stream, define the function `Stream.onStreamEvent()` and check a value returned by `StreamEvent.getType()` method:

code

```
@Override
public void onStreamEvent(StreamEvent streamEvent) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            switch (streamEvent.getType()) {
                case audioMuted:
                    mAudioMuteStatus.setText(getString(R.string.audio_mute_status)+"true");
                    break;
                case audioUnmuted:
                    mAudioMuteStatus.setText(getString(R.string.audio_mute_status)+"false");
                    break;
                case videoMuted:
                    mVideoMuteStatus.setText(getString(R.string.video_mute_status)+"true");
                    break;
                case videoUnmuted:
                    mVideoMuteStatus.setText(getString(R.string.video_mute_status)+"false");
            }
        }
    });
}
```

Receiving stream status after stream subscription

Since Android SDK build [1.1.0.39](#) it is possible to receive a stream status when a subscriber connects to this stream to play in `StreamStatusPlaying` event handler, using `Stream.getAudioState()` and `Stream.getVideoState()` methods

code

```
@Override
public void onStreamStatus(final Stream stream, final StreamStatus
streamStatus) {
```

```

        runOnUiThread(new Runnable() {
            @Override
            public void run() {
                if (!StreamStatus.PLAYING.equals(streamStatus)) {
                    ...
                } else {
                    onPlayed(stream);
                    ...
                }
            }
        });
    }
    ...
    private void onPlayed(Stream stream) {
        mPlayButton.setText(R.string.action_stop_play);
        mPlayButton.setTag(R.string.action_stop_play);
        mPlayButton.setEnabled(true);

        mAudioMuteStatus.setText(getString(R.string.audio_mute_status) +
String.valueOf(stream.getAudioState().isMuted()));
        mVideoMuteStatus.setText(getString(R.string.video_mute_status) +
String.valueOf(stream.getVideoState().isMuted()));
    }
}

```

Mixer incoming stream status detection while playing a mixed stream

Since Android SDK build [1.1.0.32](#) it is possible to detect mixer incoming stream status while playing a mixed stream. In this case, `Stream.onStreamEvent()` should be defined, in which `StreamEvent.payload` should be checked with a corresponding method. Then, if payload is not empty, the name of the muted/unmuted stream should be extracted

code

```

@Override
public void onStreamEvent(StreamEvent streamEvent) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            if (streamEvent.getPayload() != null) {
                mMutedName.setText(getString(R.string.muted_name) +
streamEvent.getPayload().getStreamName());
            }
            switch (streamEvent.getType()) {
                case audioMuted:
                    mAudioMuteStatus.setText(getString(R.string.audio_mute_status)+"true");
                    break;
                case audioUnmuted:
                    mAudioMuteStatus.setText(getString(R.string.audio_mute_status)+"false");
                    break;
                case videoMuted:
                    mVideoMuteStatus.setText(getString(R.string.video_mute_status)+"true");

```

```
break;
        case videoUnmuted:
mVideoMuteStatus.setText(getString(R.string.video_mute_status)+"false");
        }
    }
});
}
```