

# Muting and unmuting user actions in Android application

A many operations requires a time while publishing video, for example, Websocket connection establishing and WebRTC publishing itself. It is recommended to lock excessive user actions like repeated clicks until the device enters the next stable state.

To do this, create `muteButton` method to disable all the keys used, for example

code

```
private void muteButton() {
    mStartButton.setEnabled(false);
    mTestButton.setEnabled(false);
    mSwitchCameraButton.setEnabled(false);
    mSwitchFlashlightButton.setEnabled(false);
    mSwitchRenderButton.setEnabled(false);
}
```

and `unmuteButton` method to enable all the keys

code

```
private void unmuteButton() {
    mStartButton.setEnabled(true);
    mSwitchCameraButton.setEnabled(true);
    mSwitchRenderButton.setEnabled(true);
    if (mSendVideo.isChecked()) {
        mSwitchCameraButton.setEnabled(true);
    }
    if (Flashphoner.isFlashlightSupport()) {
        mSwitchFlashlightButton.setEnabled(true);
    }
}
```

Then these methods should be called:

- `muteButton()` - at operation start
- `unmuteButton()` - at operation end

For example, when user switches a camera used, `muteButton` should be called after `Switch Camera` key pressing, and `unmuteButton` should be called after camera is switched successfully, or switching failed due to some error

code

```

mSwitchCameraButton.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick(View view) {
        if (publishStream != null) {
            turnOffFlashlight();
            muteButton();
            publishStream.switchCamera(new CameraSwitchHandler() {
                @Override
                public void onCameraSwitchDone(boolean var1) {
                    runOnUiThread(new Runnable() {
                        @Override
                        public void run() {
                            if (mStartButton.getTag() == null ||
Integer.valueOf(R.string.action_stop).equals(mStartButton.getTag())) {
                                unmuteButton();
                            }
                        }
                    });
                }
            });
        }

        @Override
        public void onCameraSwitchError(String var1) {
            runOnUiThread(new Runnable() {
                @Override
                public void run() {
                    unmuteButton();
                }
            });
        }
    }
});

```