

# Start stream playback with muted audio

Sometimes, it is necessary to start stream playback with muted audio. To do this:

1. In WebSDK builds before **2.0.210** call the `Stream.muteRemoteAudio()` function by receiving `STREAM_STATUS.PLAYING` event:

```
session.createStream({
  name: streamName,
  display: remoteVideo
}).on(STREAM_STATUS.PENDING, function (stream) {
  ...
}).on(STREAM_STATUS.PLAYING, function (stream) {
  stream.muteRemoteAudio();
  ...
}).on(STREAM_STATUS.STOPPED, function () {
  ...
}).play();
```

or set `muted` of video tag on the page by `playing` event

```
session.createStream({
  name: streamName,
  display: remoteVideo
}).on(STREAM_STATUS.PENDING, function (stream) {
  var video = document.getElementById(stream.id());
  if (!video.hasListeners) {
    video.hasListeners = true;
    video.addEventListener('playing', function (event) {
      video.muted = true;
    });
  }
}).on(STREAM_STATUS.PLAYING, function (stream) {
  ...
}).on(STREAM_STATUS.STOPPED, function () {
  ...
}).play();
```

2. In WebSDK builds since **2.0.210** and newer set the stream option `unmutePlayOnStart` to `false`

```
session.createStream({
  name: streamName,
  display: remoteVideo,
  unmutePlayOnStart: false
}).on(STREAM_STATUS.PENDING, function (stream) {
  ...
}).on(STREAM_STATUS.PLAYING, function (stream) {
```

```
    ...  
  }).on(STREAM_STATUS.STOPPED, function () {  
    ...  
  }).play();
```

Later, stream audio can be unmuted by some user action by calling the function

```
stream.unmuteRemoteAudio();
```