

Audio/video track status detection: muted/unmuted

Receiving stream status while playing a stream

Since IOS SDK build [2.6.32](#) 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 `FPWCSApi2Stream.onStreamEvent` in Objective C application or `WCSSStream.onStreamEvent` in Swift application.

Objective C example [code](#)

```
[_remoteStream onStreamEvent:^(FPWCSApi2StreamEvent *streamEvent){
    NSLog(@"No remote stream, %@", streamEvent.type);
    if ([streamEvent.type isEqual:[FPWCSApi2Model
streamEventTypeToString:kFPWCSSStreamEventTypeAudioMuted]]) {
        [_remoteControl onAudioMute:true];
    }
    if ([streamEvent.type isEqual:[FPWCSApi2Model
streamEventTypeToString:kFPWCSSStreamEventTypeAudioUnmuted]]) {
        [_remoteControl onAudioMute:false];
    }
    if ([streamEvent.type isEqual:[FPWCSApi2Model
streamEventTypeToString:kFPWCSSStreamEventTypeVideoMuted]]) {
        [_remoteControl onVideoMute:true];
    }
    if ([streamEvent.type isEqual:[FPWCSApi2Model
streamEventTypeToString:kFPWCSSStreamEventTypeVideoUnmuted]]) {
        [_remoteControl onVideoMute:false];
    }
}];
```

Swift example [code](#)

```
playStream?.onStreamEvent({streamEvent in
    if (streamEvent?.type == FPWCSApi2Model.streamEventType(toString:
.fpwcsStreamEventTypeAudioMuted)) {
        self.remoteViewController?.onAudioMute(true);
    }
    if (streamEvent?.type == FPWCSApi2Model.streamEventType(toString:
.fpwcsStreamEventTypeAudioUnmuted)) {
        self.remoteViewController?.onAudioMute(false);
    }
    if (streamEvent?.type == FPWCSApi2Model.streamEventType(toString:
.fpwcsStreamEventTypeVideoMuted)) {
```

```

        self.remoteViewController?.onVideoMute(true);
    }
    if (streamEvent?.type == FPWCSEApi2Model.streamEventType(toString:
        .fpwcsStreamEventTypeVideoUnmuted)) {
        self.remoteViewController?.onVideoMute(false);
    }
});

```

Receiving stream status after stream subscription

When a subscriber connects to a stream to play, this stream status can be received in

`StreamStatusPlaying` event handler using `Stream.getAudioState()` and `Stream.getVideoState()` methods

Objective C example [code](#)

```

[_remoteStream on:kFPWCSEStreamStatusPlaying callback:^(FPWCSEApi2Stream
*stream){
    [self changeStreamStatus:stream];
    [self onStart];
    _useLoudSpeaker.control.userInteractionEnabled = YES;
    [_remoteControl onAudioMute:[stream getAudioState].muted];
    [_remoteControl onVideoMute:[stream getVideoState].muted];
}]];

```

Swift example [code](#)

```

@IBAction func playPressed(_ sender: Any) {
    changeViewState(playButton, false)
    if (playButton.title(for: .normal) == "PLAY") {
        let options = FPWCSEApi2StreamOptions()
        options.name = playName.text;
        options.display = remoteDisplay.videoView;
        options.constraints = remoteMediaConstraints;
        options.transport = tcpTransport.isOn ?
kFPWCSETransport.fpwcsTransportTCP : kFPWCSETransport.fpwcsTransportUDP;
        do {
            playStream = try session!.createStream(options)
        } catch {
            print(error);
        }
        playStream?.on(.fpwcsStreamStatusPlaying, {rStream in
            self.changeStreamStatus(rStream!)
            self.onPlaying(rStream!);
        });
        ...
    }
}
...
fileprivate func onPlaying(_ stream:FPWCSEApi2Stream) {
    playButton.setTitle("STOP", for:.normal)
    changeViewState(loudSpeaker, true)
    changeViewState(playButton, true)
}

```

```
        self.remoteViewController!.onAudioMute(stream.getAudioState()?.muted ??
false)
        self.remoteViewController!.onVideoMute(stream.getVideoState()?.muted ??
false)
    }
```