

# 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 workarond 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];  
    }  
}
```

