Digits System Volume 1.0.0

This plugin provides a global uniform API for the volume controls on Android, iOS and Windows. It exposes getters and setters for the volume on the device and mute/unmute checks and controls. Also, the API includes events for changes in volume and mute/unmute settings. More on that in the "API" section.
The behaviour on the different platforms can be slightly different due to how much the OS exposes. Be sure to check out of the "Platform differences" section to know the differences between the platforms. Examples of all the functionality in the plugin can be found in the Samples directory of the plugin.

API:

All the functionality can be accessed from the NativeSystemVolumeManager class. The following methods can be called on that class:

```
/// <summary>Refreshes the (connected) audio output devices</summary>
public static void RefreshAudioOutputDevices()
```
NOTE: Automatically gets called once on plugin initialization. Call this method when you expect that (external) audio output devices will be connected/disconnected at a later moment.

```
/// <summary>Gets the system volume for given audio stream type</summary>
public static float GetSystemVolume(AudioStreamType audioStreamType)
```

```
/// <summary>Gets the device volume for the device with given ID</summary>
public static float GetDeviceVolume(AudioOutputDevice audioOutputDevice)
```

```
/// <summary>Indicates if the system volume is muted for given audio stream type</summary>
public static bool IsSystemVolumeMuted(AudioStreamType audioStreamType)
```

```
/// <summary>Indicates if the system volume is muted for the device with given ID</summary>
public static bool IsDeviceVolumeMuted(AudioOutputDevice audioOutputDevice)
```

```
/// <summary>Sets the system volume for given audio stream type</summary>
/// <param name="volume">The requested volume value (between 0 - 1)</param>
/// <param name="audioStreamType">The audio stream type</param>
/// <param name="sendCallback">Optional: Indicates whether to send an event callback, default is false</param>
public static void SetSystemVolume(float volume, AudioStreamType audioStreamType, bool sendCallback = false)
```

```
/// <summary>Sets the device volume for device with given id</summary>
/// <param name="volume">The requested volume value (between 0 - 1)</param>
/// <param name="deviceID">The id of the device</param>
/// <param name="sendCallback">Optional: Indicates whether to send an event callback, default is false</param>
public static void SetDeviceVolume(float volume, AudioOutputDevice audioOutputDevice, bool sendCallback = false)
```

```
/// <summary>Mutes the system volume for given audio stream type</summary>
/// <param name="audioStreamType">The audio stream type</param>
/// <param name="sendCallback">Optional: Indicates whether to send an event callback, default is false</param>
public static void MuteSystemVolume(AudioStreamType audioStreamType, bool sendCallback = false)
```

/// <summary>Unmutes the system volume for given audio stream type</summary>
/// <param name="audioStreamType">The audio stream type</param>
/// <param name="sendCallback">Optional: Indicates whether to send an event callback, default is false</param>
public static void UnmuteSystemVolume(AudioStreamType audioStreamType, bool sendCallback = false)

/// <summary>Mutes the device volume mute state for device with given id</summary>
/// <param name="deviceID">The id of the device</param>
/// <param name="sendCallback">Optional: Indicates whether to send an event callback, default is false</param>
public static void MuteDeviceVolume(AudioOutputDevice audioOutputDevice, bool sendCallback = false)

/// <summary>Unmutes the device volume mute state for device with given id</summary>
/// <param name="deviceID">The id of the device</param>
/// <param name="sendCallback">Optional: Indicates whether to send an event callback, default is false</param>
public static void UnmuteDeviceVolume(AudioOutputDevice audioOutputDevice, bool sendCallback = false)

/// <summary>Gets the supported AudioStreamTypes of this platform</summary>
public static AudioStreamType[] GetSupportedAudioStreamTypes()

/// <summary>Gets the AudioOutputDevices of this device</summary>
public static AudioOutputDevice[] GetAudioOutputDevices()

/// <summary>Adds given SystemVolumeChanged listener</summary>
public static void AddSystemVolumeChangedListener(OnSystemVolumeChanged listener)

/// <summary>Removes given SystemVolumeChanged listener</summary>
public static void RemoveSystemVolumeChangedListener(OnSystemVolumeChanged listener)

/// <summary>Adds given DeviceVolumeChanged listener</summary>
public static void AddDeviceVolumeChangedListener(OnDeviceVolumeChanged listener)

/// <summary>Removes given DeviceVolumeChanged listener</summary>
public static void RemoveDeviceVolumeChangedListener(OnDeviceVolumeChanged listener)

/// <summary>Adds given SystemVolumeMuteChanged listener</summary>
public static void AddSystemVolumeMuteChangedListener(OnSystemVolumeMuteChanged listener)

/// <summary>Removes given SystemVolumeMuteChanged listener</summary>
public static void RemoveSystemVolumeMuteChangedListener(OnSystemVolumeMuteChanged listener)

```csharp
/// <summary>Adds given DeviceVolumeMuteChanged listener</summary>
public static void AddDeviceVolumeMuteChangedListener(OnDeviceVolumeMuteChanged listener)

/// <summary>Removes given DeviceVolumeMuteChanged listener</summary>
public static void RemoveDeviceVolumeMuteChangedListener(OnDeviceVolumeMuteChanged listener)
```

Platform differences:

Android:

AudioStreamTypes:

- ALARM: The volume of audio streams for alarms
- DTMF: The volume of audio streams for DTMF Tones
- MUSIC: The volume of audio streams for music playback
- NOTIFICATION: The volume of audio streams for notifications
- RING: The volume of audio streams for the phone ring
- SYSTEM: The volume of audio streams for system sounds
- VOICE_CALL: The volume of audio streams for phone calls

AudioOutputDevices:

- Requires Min SDK of 23, Otherwise list will be empty
- Uses one of the AudioStreamTypes internally when changing volume

iOS:

AudioStreamTypes:

- SYSTEM: The global volume of the system

AudioOutputDevices:

- Uses the SYSTEM AudioStreamType internally when changing volume

Windows:

AudioStreamTypes:

- SYSTEM: The volume of the main selected audio output device

AudioOutputDevices:

- All the available (internal and external) audio output devices