

```

1: unit Mute;
2:
3: {$mode objfpc}{$H+}
4:
5: //=====
6: //
7: //  Mute.pas
8: //
9: //  Calls: AGCommand : SetUHF_AGValue
10: //              SetVHF_AGValue
11: //              AppConstants
12: //              AppVariables
13: //              Main
14: //
15: //  Called By: Init : Initialize
16: //              Main : TfrmMain.bbtMuteClick
17: //
18: //  Ver: 1.0.0
19: //
20: //  Date: 19 Jul 2013
21: //
22: //=====
23:
24: interface
25:
26: uses
27:   Classes, Graphics, SysUtils,
28:   // Application Unit
29:   AGCommand, AppConstants, AppVariables;
30:
31: procedure ToggleMute;
32: procedure SetMuteOn;
33: procedure SetMuteOff;
34:
35: implementation
36:
37: uses
38:   Main;
39:
40: var
41:   vstrOriginalUHFAudioLevel : String;
42:   vstrOriginalVHFAudioLevel : String;
43:
44: //=====
45: procedure SetMuteOn;
46: begin
47:
48:   vstrOriginalUHFAudioLevel := gvstrUHFAudioLevel;
49:   vstrOriginalVHFAudioLevel := gvstrVHFAudioLevel;
50:   gvstrUHFAudioLevel := '00';
51:   gvstrVHFAudioLevel := '00';
52:   SetUHF_AGValue(gvstrUHFAudioLevel);
53:   SetVHF_AGValue(gvstrVHFAudioLevel);
54:   frmMain.bbtMute.Font.Color := clRed;
55:   frmMain.bbtMute.Font.Style := [fsBold];
56:   frmMain.uekUHFVolume.Transparent:= False;
57:   frmMain.uekVHFVolume.Transparent:= False;
58:   gvblnMute := gcblnOn;
59:

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60: end;// procedure SetMuteOn;
61:
62: //=====
63: procedure SetMuteOff;
64: begin
65:
66:   gvstrUHFAudioLevel := vstrOriginalUHFAudioLevel;
67:   gvstrVHFAudioLevel := vstrOriginalVHFAudioLevel;
68:   SetUHF_AGValue(gvstrUHFAudioLevel);
69:   SetVHF_AGValue(gvstrVHFAudioLevel);
70:   frmMain.bbtMute.Font.Color := clBlack;
71:   frmMain.bbtMute.Font.Style := [];
72:   frmMain.uekUHFVolume.Transparent:= True;
73:   frmMain.uekVHFVolume.Transparent:= True;
74:   gvblnMute := gcblnOff;
75:
76: end;// procedure SetMuteOff
77:
78: //=====
79: procedure ToggleMute;
80: begin
81:
82:   if gvblnMute = gcblnOn then
83:     SetMuteOff
84:   else
85:     SetMuteOn;
86:
87: end;//procedure TogglePTTBand
88:
89: //=====
90:
91: end.// unit Mute
92:
```