

[AudioDriverKit](#) / [IOUserAudioBooleanControl](#)

Class

IOUserAudioBooleanControl

A control object that supports setting a Boolean value.

DriverKit 21.0+

```
class IOUserAudioBooleanControl;
```

Topics

Creating a Boolean Control

Create

Allocates and initializes an instance of the Boolean control class.

init

Initializes an instance of a Boolean control.

IOUserAudioObjectPropertyElement

A four character code which, along with the selector and scope, identify a specific piece of information about an audio object.

IOUserAudioObjectPropertyScope

A four character code which, along with the selector and element, identify a specific piece of information about an audio object.

Freeing a Boolean Control

free

Frees the audio Boolean control.

Getting Information About the Class

`GetClassID`

Gets the audio class identifier of the object.

`GetBaseClassID`

Gets the audio class identifier of the base class object.

`IOUserAudioClassID`

An identifier for the type of audio object.

Supporting Value Changes

`HandleChangeControlValue`

Tells the Boolean control the value is changing.

Accessing the Value

`SetControlValue`

Sets the Boolean value of the control.

`GetControlValue`

Gets the Boolean value of the control.

Relationships

Inherits From

`IOUserAudioControl`

See Also

Using Audio Controls

`IOUserAudioControl`

The base class for audio control objects.

`IOUserAudioStereoPanControl`

A control object that supports panning between stereo channels.

`IOUserAudioSliderControl`

A control object that supports setting a 32-bit integer value.

`IOUserAudioSelectorControl`

A control object that supports selecting from a set of values.

`IOUserAudioLevelControl`

A control object that supports setting an audio level, with either scalar or decibel values.