Class

IOUserAudioSelectorControl

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

DriverKit 21.0+

```
class IOUserAudioSelectorControl;
```

Topics

Creating a Selector Control

`Create`

Allocates and initializes an instance of the selector control class.

`init`

Initializes an instance of a selector control.

`IOUserAudioDriver`

A DriverKit provider object that manages communications with an audio device.

`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 Selector Control

`free`
    Frees the selector 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

`HandleChangeSelectedValues`
    Tells the selection control the value is changing.

Accessing the Selected Values

`SetCurrentSelectedValues`
    Sets the current selections of the selector.

`GetCurrentSelectedValues`
    Gets the current selections of the selector.

`GetControlValuesCount`
    Gets the number of available selector values.

`IOUserAudioSelectorValue`
    The type of values managed by a selector control.

`AddControlValueDescriptions`
    Add value descriptions to the selector control.

`RemoveControlValueDescriptions`

Removes value descriptions from the selector control.

`GetControlValueDescriptions`

Gets value descriptions used by the selector control.

`IOUserAudioSelectorValueDescription`

A type that describes a value in a selection control.

Relationships

Inherits From

`IOUserAudioControl`

See Also

Using Audio Controls

`IOUserAudioControl`

The base class for audio control objects.

`IOUserAudioBooleanControl`

A control object that supports setting a Boolean value.

`IOUserAudioStereoPanControl`

A control object that supports panning between stereo channels.

`IOUserAudioSliderControl`

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

`IOUserAudioLevelControl`

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