Class

IOUserAudioBox

A container for other audio objects, typically audio devices and audio clock devices.

DriverKit 21.0+

```
class IOUserAudioBox;
```

Overview

Along with containing other audio objects, `IOUserAudioBox` publishes identifying information about itself and allows you to enable or disable the box. When disabled, the box's contents aren't available.

Topics

Creating an Audio Box

`Create`

    Allocates and initializes an instance of the audio box class.

`init`

    Initializes an instance of the audio box class.

`IOUserAudioDriver`

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

Freeing an Audio Box

`free`

Frees the audio box.

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.

Identifying the Box

`GetUID`

Returns the UID of the audio box.

Managing Box Contents

`AddDevice`

Adds an audio device to the audio box.

`RemoveDevice`

Removes an audio device from the audio box.

`IOUserAudioDevice`

An audio clock device object that handles the configurations for running I/O.

`AddClockDevice`

Adds an audio clock device to the audio box.

`RemoveClockDevice`

Adds an audio clock device to the audio box.

`IOUserAudioClockDevice`

An audio clock device object, used to synchronize and perform I/O.

Managing Protection State

`SetIsProtected`

Sets a Boolean value that indicates if the box requires authentication before use.

`IsProtected`

Returns a Boolean value that indicates if the box requires authentication before use.

Managing Acquirability

`HandleChangeAcquireBox`

Informs the box of a change to its acquisition state.

`SetIsAcquired`

Set the box's acquisition state.

`IsAcquired`

Returns a Boolean value that indicates the box's acquisition state.

`SetIsAcquirable`

Set the box's acquirability state.

`IsAcquirable`

Returns a Boolean value that indicates the box's acquirabilty state.

`SetAcquisitionFailure`

Sets the error code to return when box acquisition fails.

`GetAcquisitionFailure`

Returns the error code for use when box acquisition fails.

Determining Media Support

`SetHasAudio`

Sets a Boolean value that indicates the box's audio support.

`HasAudio`

Returns a Boolean value that indicates the box's audio support.

`SetHasVideo`

Sets a Boolean value that indicates the box's video support.

`HasVideo`

Returns a Boolean value that indicates the box's video support.

`SetHasMIDI`

Sets a Boolean value that indicates the box's MIDI support.

`HasMIDI`

Returns a Boolean value that indicates the box's MIDI support.

Working with Transport Types

`SetTransportType`

Sets the box's transport type.

`GetTransportType`

Returns the box's transport type.

`IOUserAudioTransportType`

The type of transport to deliver audio.

Relationships

Inherits From

`IOUserAudioObject`