AudioDriverKit / IOUserAudioControl

Class

IOUserAudioControl

The base class for audio control objects.

DriverKit 21.0+

```
class IOUserAudioControl;
```

Overview

Don't subclass or allocate this class directly.

Topics

Creating a Control

`init`

    Initializes an instance of an audio 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 Control

`free`

Frees the audio 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.

Working with Control Properties

`GetControlScope`

Returns the control's scope: input, output, global, or play-through.

`IOUserAudioObjectPropertyScope`

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

`GetControlElement`

Returns the control's identifying element.

`IOUserAudioObjectPropertyElement`

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

`IOUserAudioObjectPropertyElementMain`

The identifier for an audio object's main element.

`GetIsSettable`

Returns a Boolean value that idicates if the control can be set.

Relationships

Inherits From

IOUserAudioObject

Inherited By

IOUserAudioBooleanControl
IOUserAudioLevelControl
IOUserAudioSelectorControl
IOUserAudioSliderControl
IOUserAudioStereoPanControl

See Also

Using Audio Controls

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.

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.