Class

IOUserAudioLevelControl

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

DriverKit 21.0+

```
class IOUserAudioLevelControl;
```

Topics

Creating a Level Control

`Create`

Allocates and initializes an instance of the level control class.

`init`

Initializes an instance of a level control.

`IOUserAudioDriver`

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

`IOUserAudioLevelControlRange`

A type that indicates minimum and maximum values for level controls.

`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 Level Control

`free`

Frees the level 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

`HandleChangeScalarValue`

Tells the slider control the scalar value is changing.

`HandleChangeDecibelValue`

Tells the slider control the decibel value is changing.

Accessing the Value

`SetScalarValue`

Sets the scalar value of the level control.

`GetScalarValue`

Gets the scalar value of the level control.

`SetDecibelValue`

Sets the decibel value of the level control.

`GetDecibelValue`

Gets the decibel value of the level 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.

`IOUserAudioSelectorControl`

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