Archived:Controlling audio routing in S60 3rd Edition FP1



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Overview

In S60 3rd Edition, Feature Pack 1 devices, audio output (playback) routing can be controlled with the **Audio Output Routing API**, included in the Extensions plug-in package for S60 3rd Edition SDK for Symbian OS, for C++, supporting Feature Pack 1.

Description

When playing audio using either CMdaAudioPlayerUtility, CMdaAudioRecorderUtility, CMdaAudioOutputStream, or CMMFDevSound, the audio will be routed to the loudspeaker by default. When a headset or another accessory is connected, the audio is routed to the headset automatically.

The Audio Output Routing API provides means to change the routing from the default.

When no headset is connected, audio can be routed to the earpiece using the SetAudioOutputL() function in AudioOutput.h. Likewise, audio can be routed to the loudspeaker even when a headset is connected.

AudioOutput.h, part of the **Audio Output Routing API**, is included in the Extensions plug-in package for S60 3rd Edition SDK for Symbian OS, for C++, supporting Feature Pack 1.

Solution

Once the audio playback is started with CMdaAudioPlayerUtility, create a CAudioOutput instance and pass a reference of the player utility to it. The output routing can be now controlled with the TAudioOutputPreference parameter, passed to the SetAudioOutputL() function:

```
void CMySound::SetRoutingL(CAudioOutput::TAudioOutputPreference aAudioOutput)
{
  iAudioOutput = CAudioOutput::NewL(*iMyAudioPlayerUtility);
  iAudioOutput->SetAudioOutputL(aAudioOutput);
}
```

CAudioOutput provides NewL contructors also for other audio playback classes in addition to CMdaAudioPlayerUtility.

Description of the different routing options in TAudioOutputPreference

Note that the AudioOutputRouting API does not provide a constructor for the CVideoPlayerUtility instance. Therefore routing of the audio track of video clips cannot be controlled.