NAME

audiocontrol – audio control panel

SYNOPSIS

audiocontrol [**–d** *device*] [*generic-tool-arguments*]

DESCRIPTION

Audio Control is an OpenWindows DeskSet application that controls and configures the workstation audio device. By default, **Audio Control** operates on **/dev/audio**, though the **AUDIODEV** environment variable can be used to override this default. An alternate audio device name may be entered on the command line using the **–d** option.

Operations performed by the **Audio Control** control panel affect all audio programs using the specified device; for instance, adjusting the *Play Volume* instantly changes the output gain, regardless of which program is playing audio data. Further, **Audio Control** detects audio state changes made by other programs, and updates its display accordingly, so that it stays synchronized with the current device configuration.

In addition to command line initiation, **Audio Control** may be started via the ToolTalk Media Exchange Protocol. **Audio Tool**, for instance, invokes **Audio Control** for volume and audio port control.

Audio Control demonstrates an important principle involved in the integration of audio in the desktop environment: by enabling global control of important audio characteristics, it is not necessary for every application to provide an interface for these parameters. For instance, since the audio output can be set from the control panel, it is not strictly necessary that output applications contain output port controls themselves. However, such applications may detect that the audio output port has been changed, and take appropriate action.

Play Control Panel

Output Port
: This selector redirects audio output. There is a selector for each available output port provided by your hardware configuration. Normally, the available output ports include *Speaker* and *Headphone*. Some systems also support *Line Out*. If a control is present but inactivated (greyed-out), this indicates that the corresponding port is supported, but is unavailable; this can happen, for instance, when the audio device detects that a headset has not been plugged into the headphone jack. Note that some devices allow multiple output ports to be enabled simultaneously.

Play Volume
: This slider adjusts the output volume. Volume levels between 0 and 100 may be selected, where 0 represents infinite attenuation and 100 is maximum gain.

Play Balance
: This slider adjusts the left/right balance. This control does not appear if the audio device does not support stereo balance control.

Mute
: This button is used to enable and disable audio output muting. Note that muting output has no effect on audio input recording.

Record...
: This button brings up the Record Control Panel.

Record Control Panel

Input Port
: This control selects the audio input port. There is a selector for each available input port provided by your hardware configuration. On many systems, only the *Microphone* port is available, although some systems also support *Line In*. If a control is present but inactivated (greyed-out), this indicates that the corresponding port is supported, but is unavailable; this can happen, for instance, when the audio device detects that a microphone has not been plugged into the microphone input jack. In general, input ports are mutually exclusive; that is, audio signals on multiple inputs are not mixed.

Record Volume
: This slider adjusts the recording volume level in the range 0 to 100.

Record Balance
: This slider adjusts the left/right balance. This control does not appear if the audio device does not support stereo balance control.

Auto-Adjust
: Clicking this button starts an automatic recording level adjustment procedure. The input data is scanned to determine its loudness and the record volume is adjusted to achieve an optimal signal level. Once the input signal appears to be properly calibrated for several seconds, the panel will reset to a normal operating state. All input audio data is discarded during the automatic adjustment procedure.

  A display gauge indicates the overall input level. If you have connected a microphone to the audio input jack, then you may adjust the recording level for your speaking voice by pressing the *Auto-Adjust* button and then speaking normally into the microphone until the adjustment process is finished. If you have connected a CD-player or other audio source, you can adjust the *Monitor Volume* to hear the audio data that is being used to calibrate the recording level.

Monitor Volume
: This slider adjusts the monitor gain level in the range 0 to 100. Monitor gain controls the amount of audio input signal that is fed through to the output port. For instance, if an audio source (such as a radio or CD-player) is connected directly to the input port, the input signal may be monitored through the selected output port by adjusting this slider. Note that there may be audible feedback (a high-pitched whine) if a microphone is connected to the workstation and the monitor volume is set greater than zero.

Audio Device Status Panel

Audio Control includes an audio status panel that shows the current state of the audio device. This panel can be useful for debugging audio applications and determining whether applications are locking out the audio device by holding it open. Selecting ''Status...'' from the panel menu or pressing the **PROPS** (L3) key brings up the status panel.

Update
: When the *Update* selector is set to *Status Change*, the audio device status is updated only when a **SIGPOLL** signal is delivered to **Audio Control** (see **audio**(7)). Because of this, the *Active* and *Samples* indicators are not necessarily

kept up-to-date. This mode is useful for application debugging in order to see exactly when audio device status changes are being reported. When the *Continuous* mode is selected, the status is continually updated.

SEE ALSO **audiotool**(1), **audio**(7)