

MuteSwitchDetector

About

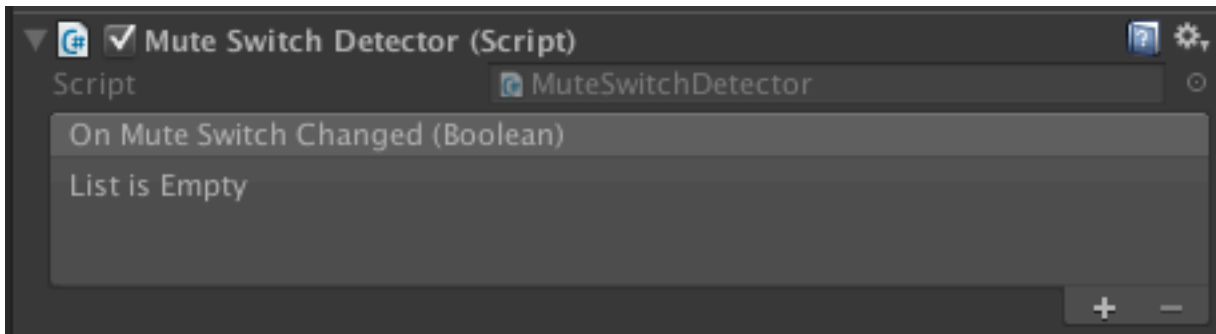
Plugin is based on excellent piece of code from here: <http://sharkfood.com/content/Developers/content/Sound%20Switch/>

Please keep in mind:

1. Mute state check is run every second
 2. Plugin uses public API
 3. Make sure that *mute.caf* file is inside *StreamingAssets* folder
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Usage

Simply drag & drop *MuteSwitchDetector* prefab on your scene and you are ready to listen for “On Mute Switch Changed” events.



API

```
public MuteSwitchChangedEvent onMuteSwitchChanged;
```

This is UnityEvent subclass which takes boolean parameter, indicating if the button is turned off or on.

You can register to those changes programatically:

```
detector.onMuteSwitchChanged.AddListener(MyFunction);
```

or through Editor.

```
public bool isMuted
```

Current state of mute button.