Archived:Audio Input Routing Symbian API

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Note: :This API is not part of the public SDK. It can be found in the SDK API Plug-in.

The Audio Input Routing API (CAudioInput) is used by audio applications to inform the Audio subsystem which audio streams it wants to record or capture.

This is an optional feature. If it is not supported on a platform, the `NewL` method of CAudioInput will leave with `KErrNotSupported` or return a NULL pointer. Even if the interface is supported, any method in the interface may leave with `KErrNotSupported`. It is the audio application’s responsibility to be able to handle this error when using this class.

CAudioInput requires the client to have an instance of one of the following:

- CMMFDevSound
- CMdaAudioRecorderUtility
- MCustomCommand
- MCustomInterface
- CMdaAudioInputStream
- CVideoRecorderUtility

The `TAudioInputPreference` enumeration defines the audio streams that can be selected as inputs for recording.

Attributes

- `EDefaultMic`: Microphone associated with the currently active speaker.
- `EOutputToSpeaker`: Audio currently being sent to the currently active speaker.
- `EFMRadio`: Audio of the currently tuned FM radio station.
- `EVoiceCall`: Audio stream associated with the current phone call.
- `ELineIn`: Audio being received from the line-in (if available).

Using the CAudioInput API for routing input audio

```
// Create CAudioInput
CAudioInput* audioInput = CAudioInput::NewL( *theRecordUtility );
// theRecordUtility is an instance of CMdaAudioRecorderUtility
RArray<CAudioInput::TAudioInputPreference> inputArray;
inputArray.Append( CAudioInput::EVoiceCall );
// Set Audio Input
audioInput->SetAudioInputL( inputArray.Array( ) );
// now the recorder utility will be able to record the audio from voice call
```