CR Keys To Control Phone Volume API

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

Purpose

CR Keys To Control Phone Volume API provides keys for controlling the phone volume of an ongoing call.

Use cases

- KTelephonyIncallEarVolume and KTelephonyIncallLoudspeakerVolume CR Keys can be used to increase or decrease the phone volume of an ongoing call.

Example code

Header Files:

```
#include <telephonyinternalcrkeys_partner.h> //CR Keys To Control Phone Volume
#include <centralrepository.h> //CRepository
```

Link against:

```
centralrepository.lib  //CRepository
```

Capabilities

```
CAPABILITY    WriteUserData  //required for Setting the Volume:
```

```
//Telephony Call Handling Persistent Info API.
//This API provides information related to call handling.
const TUid KCRUidCallHandling = {0x101F8784};

//Used by phone application, which contains the integer value
//of Incall in ear piece betweeen 1-10.
const TUint32 KTelephonyIncallEarVolume = 0x00000001;

//Used by phone application, which contains the integer value
//of Incall in Loud speaker betweeen 1-10.
const TUint32 KTelephonyIncallLoudspeakerVolume = 0x00000002;
```

The telephony Incall volume of ear piece and loud speaker can be controlled by passing the "KTelephonyIncallEarVolume"or "TelephonyIncallLoudspeakerVolume" to Get() and Set() methods of CRepository.

```
//To create a CRepository object for accessing Phone Volume repository:
iRepository = CRepository::NewL(KCRUidCallHandling);
```

The following is the code snippet for retrieving the Incall Ear Volume:

```
TBuf<3> lBufVol;
TInt lVol;
```


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```
User::LeaveIfError(iRepository->Get(KTelephonyIncallEarVolume,lVol));
lBufVol.AppendNum(lVol);
CEikonEnv::InfoWinL(_L("Phone Incall Ear Volume:"),lBufVol);
```

The following is the code snippet for retrieving the Incall Loud Speaker Volume:

```
TBuf<3> lBufVol;
TInt lVol;
User::LeaveIfError(iRepository->Get(KTelephonyIncallLoudspeakerVolume, lVol));
lBufVol.AppendNum(lVol);
CEikonEnv::InfoWinL(_L("Phone Incall Loud Speaker Volume:"),lBufVol);
```

The following is the code snippet for setting the Incall Ear and Loud Speaker Volume:

```
TInt lVol = 6;
TInt lErr = iRepository->Set(KTelephonyIncallEarVolume,lVol);
TBuf<10> lBufErr;
lBufErr.AppendNum(lErr);
if ( lErr == KErrNone )
  {
  CEikonEnv::InfoWinL(_L("Phone Ear Volume Set:"),_L("Successful"));
  }
else
  {
  CEikonEnv::InfoWinL(_L("Phone Ear Volume Set Err:"),lBufErr);
  }

lBufErr.Zero();
lErr = iRepository->Set(KTelephonyIncallLoudspeakerVolume,lVol);
lBufErr.AppendNum(lErr);

if ( lErr == KErrNone )
  {
  CEikonEnv::InfoWinL(_L("Phone Loud Speaker Volume Set:"),_L("Successful"));
  }
else
  {
  CEikonEnv::InfoWinL(_L("Phone Loud Speaker Vol Set Err:"),lBufErr);
  }
```

Example Project

- Example application to Control Phone Volume
- Example application to Control Phone Earpiece/loudspeaker

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