

**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 between 1-10.
const TUInt32 KTelephonyIncallEarVolume = 0x00000001;
```

```
//Used by phone application, which contains the integer value
//of Incall in Loud speaker between 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:
```

Purpose

CR_Keys_To_Control_Phone_Volume_API

```
iRepository = CRepository::NewL(KCRUIdCallHandling);
```

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

```
TBuf<3> lBufVol;  
TInt lVol;  
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](#)