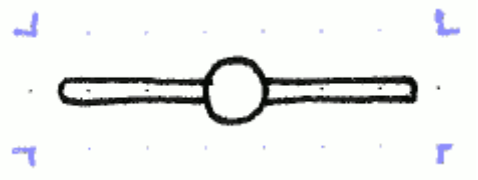
System volume control

(Bugs that will be fixed by this component: 652978, 1389761, 1397587, 1354178)



A system volume control is a control that any app can embed in its UI. Currently it consists of a slider that automatically reflects, and adjusts, the audio volume for the current output role through the current output device. In future it might also include other audio features, which the app similarly will not need to deal with itself.

App design guidelines

Use the system volume control whenever your app needs only one volume control — for example, if it is a media player, or a game that has sound effects but not background music. Using the system volume control has four advantages over implementing your own control:

- People aren't annoyed that your app is louder or quieter than others, because your app uses the system audio volume.
- Volume change notifications don't appear in front of your app when the slider is used (especially important for a video player).
- You don't need to implement your own volume-adjusting code. Ubuntu changes the volume of your app automatically.
- Any future Ubuntu features for audio routing will become available to your app automatically, without any code changes required.

[wireframe of multiple controls]

Don't use the system volume control if your app often plays multiple types of sound at once — for example, a game that plays background music as well as sound effects. Instead, provide a mute button and separate volume control for each type.

Place the control the same way as you would a toolbutton. For example, if it is in a block with other controls, you don't need to add any margin around it.

Don't **label** the system volume control: any label may become inaccurate if more features are added to the control later.

Visual style

The system volume control should be identical to a standard toolkit slider, except that:

- It is always monochrome, regardless of whether the standard toolkit slider includes color. (This avoids distraction when watching a video, and avoids clashing with a game's custom color scheme.)
- It includes internal horizontal and vertical spacing. (This lets an app developer embed it in a placard or next to a scrub bar, without having to worry about whether/where it will include

buttons or menus in the future.)

Behavior

The system volume control should automatically reflect, and adjust, the audio volume for the current output role through the current output device.