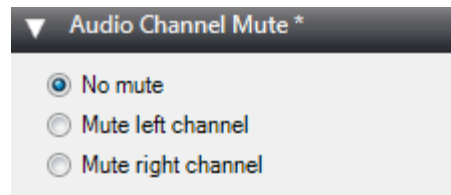


Audio Channel Mute – A SDR# plug-in

original plug-in and documentation by [thewraith2008](#) – October 2021



SDR# Side panel

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Description

The *Audio Channel Mute* plug-in allows the user to mute one of the audio channels (L/R)

Older versions of SDR# only had the *Mute* button for both audio channels and did not have an option for muting an individual channel.

This plug-in is only meant to be used with SDR# versions up to v1747

- Later versions already have the *Panning* option in the **Audio** section of SDR# which can do the same thing as this plug-in.

Features

- Mute either left or right audio channel
- Displays OK with themes

Installation

Copy the following file to you SDR# folder:

- ***SDRSharp.AudioChannelMute***

Update the file '***Plugins.xml***' (using notepad) with the following line (if it has not been done):

```
<add key="Audio Channel Mute" value="SDRSharp.AudioChannelMute.AudioChannelMutePlugin,SDRSharp.AudioChannelMute"/>
```

NOTE: This 'MagicLine' MUST be added as last line or muting may not occur as expected.

- see more information [here](#)

NOTE: It should be noted that not all SDR# plug-ins may work together very well.
If issues seen or if in doubt, then set-up a fresh SDR# with only this plug-in installed.

- This is the recommended way. (Don't use the *SDR# community installer*)

Usage

Select one of the mute options to apply to the audio

SDR# side panel controls

No mute (radio button)

Both audio channels passed as normal (SDR# audio remains unchanged)

Mute left channel (radio button)

Left audio channel is silenced and right channel is passed as normal.

Mute right channel (radio button)

Right audio channel is silenced and left channel is passed as normal.

Notes, bugs, limits or other things of possible interest

NOTE:

Not all aspects of this plug-in, whether it be it's usage, features, options, bugs, issues, problems or any other unforeseeable things maybe covered by this documentation.

The 'MagicLine' MUST be added as last line in the **Plugins.xml** file

- This is because SDR# plug-ins are placed in a processing chain in the order listed in Plugins.xml.
- As this plug-in is modifying SDR# audio stream, it may affect plug-ins down the chain.
- Other plug-ins may also modify the SDR# audio stream which may affect other plug-ins down the chain.

Thanks

This modified version and documentation by thewraith2008 started in 2021 see **Changelog.txt** for more details about changes and fixes.

Support forum here:

<https://forums.radioreference.com/forums/software-defined-radio.193/>

NOTE: Support is not guaranteed. Especially if the answers are contained in the documentation or on forum.

Special thanks to the creators of the following software:

SDRSharp (SDR#) by Youssef Touil

- <https://airspy.com/>
- The AudioChannelMute plug-in utilises code from the SDR# plug-in API. As such, that code used by the plug-in is the property of Youssef Touil (Airspy).

Necessary Disclaimer:

- This program is "as is"
- This program most probably contains errors, bugs or whatever and that it may crash itself, SDR#, the plug-ins, windows or your car. You accept that you use it at your own risk.
- I make no promises to update it or support it.
- I'm under no obligation to implement anything.
- The creator of SDR# has the right to change their code as they see fit. Because of this, this program/plugin can and probably will break.
- Not reading the read-me/set-up and usage documentation files may cause you issues.