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How do I disable auto-repeat audio from Mac's system speaker in a Java program? The speakers in Mac OS X are able to auto-
repeat audio. This is irritating when running audio-based programs like from Flash, since it can be hard to tell if you've made
progress or not. How do I disable this? I'm running Java in a Mac OS X app and using Mac OS X audio APIs, if that makes any
difference. A: One option is to have a Java app mute all the sounds it needs. For example, a KeyEvents listener could listen for
key presses and unpress them if they occur within the duration of your own audio (if you are planning on letting the system re-
play the sound it was muted for, you will need to do a lot of setup work). Your main Java thread could also listen for key presses
and dispatch to whatever other actions are required. Basically, you end up implementing a "special case" for your application that
serves to mute the sounds it needs. This might be kind of fun, but it's certainly a lot of work. A simpler approach would be to
"fix" the default sound manager to mute things. I am not sure what Java API you're using, but you'd probably want something like
this: SystemSoundID soundID; soundID = SystemSoundID((__bridge CFURLRef)[NSURL URLWithString:[NSBundle
mainBundle] pathForResource:@"sounds/sound_for_your_app" ofType:@"caf"]); NSError *error = NULL; [[SystemSoundID
systemSoundIDWithWaveformData:nil soundManager:nil error:&error] setVolume:0.0f error:&error]; [[SystemSoundID
systemSoundIDWithFile:soundID] play:&error]; The main issue is that SystemSoundID only takes a NSURL, not a CFURL, so
you need to convert the path to NSURL. I haven't tested this 2d92ce491b