

MUTE

Audio/Video Mute

Class: [Data island packet generator](#)

Description: Enables/disables the HDMI Audio/Video Mute (AVMUTE) feature. When enabled, audio and video are muted by the generator.

Syntax: MUTE *flag*

flag

0 = disable (AVMUTE_clear_flag sent repeatedly)

1 = enable (AVMUTE_set_flag sent repeatedly)

Query Syntax MUTE?

Query Response 0 or 1

Related commands: [XGCP](#)

Example: To enable AVMUTE:

```
MUTE 1
```

```
MUTE?
```

Use the MUTE? to continuously check until the AVMUTE state is changed (may not take place right away).