

## API reference



# VideoFrame Struct

Extends Sendable

Represents a single frame of video data from a Meta Wearables device. Contains the raw video sample buffer and provides utilities for converting to `UIImage`.

## Signature

`struct VideoFrame: Sendable`



## Properties

### sampleBuffer

[Get]

Provides access to the underlying video sample buffer.

**\*\*Important\*\*:** While this property exposes the raw `CoreMedia/CMSampleBuffer` for advanced use cases, callers must treat it as read-only. Mutating the sample buffer's attachments, timing information, or underlying pixel buffer may lead to undefined behavior, crashes, or data corruption since the buffer is shared across multiple contexts without synchronization.

For safe image conversion, use [makeUIImage\(\)](#) instead.

## Functions

### makeUIImage()

Converts the video frame to a `UIImage` for display or processing. This method handles the conversion from the underlying `CoreMedia` sample buffer to a `UIImage`.

#### Signature

`public func makeUIImage() -> sending UIImage?`



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