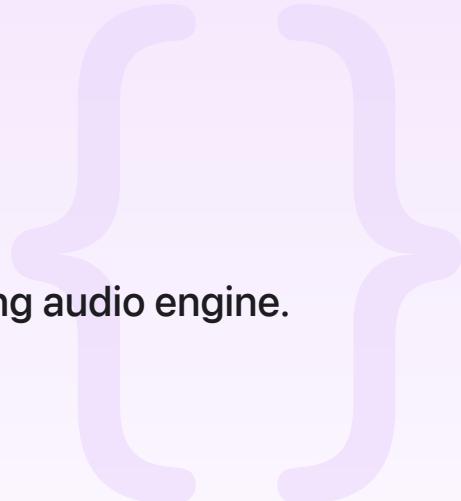Sample Code

Using voice processing

Add voice-processing capabilities to your app by using audio engine.

Download

iOS 17.0+ | iPadOS 17.0+ | Xcode 15.4+

Overview

> **Note**
>
> This sample code project is associated with WWDC 2019 session 510: What's New in AVAudioEngine.

Configure the Sample Code Project

Before you run the sample code project in Xcode, ensure you're using iOS 17 or later.

See Also

Playback

{} Playing custom audio with your own player

Construct an audio player to play your custom audio data, and optionally take advantage of the advanced features of AirPlay 2.

```
class AVAudioPlayerNode
```
    An object for scheduling the playback of buffers or segments of audio files.