

[AVKit / AVCaptureEventSound](#)

Class

# AVCaptureEventSound

A sound object for a capture event.

iOS 26.0+ | iPadOS 26.0+

```
class AVCaptureEventSound
```

## Overview

### Important

To use AirPods Camera Control, it must be available in your country or region. AirPods Camera Control is not currently available in the European Union.

## Topics

### Creating a sound

```
init(url: URL) throws
```

Creates a sound object for a capture event.

### Accessing default sounds

```
class var cameraShutter: AVCaptureEventSound
```

The default sound for photo capture.

```
class var beginVideoRecording: AVCaptureEventSound
```

The default sound for starting a video recording.

```
class var endVideoRecording: AVCaptureEventSound
```

The default sound for ending a video recording.

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## Relationships

### Inherits From

NSObject

### Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSObjectProtocol

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## See Also

### iOS playback and capture

{ } Playing video content in a standard user interface

Play media full screen, embedded inline, or in a floating Picture in Picture (PiP) window using a player view controller.

```
class AVPlayerViewController
```

A view controller that displays content from a player and presents a native user interface to control playback.

```
protocol AVPlayerViewControllerDelegate
```

A protocol that defines the methods to implement to respond to player view controller events.

```
class AVCaptureEventInteraction
```

An object that registers handlers to respond to capture events from system hardware buttons.

```
class AVCaptureEvent
```

An object that describes a user interaction with a system hardware button.

```
class AVInputPickerInteraction
```

Use AVInputPickerInteraction to present an input picker.