AVFoundation / AVPlayerItemTrack

Class

AVPlayerItemTrack

An object that represents the presentation state of an asset track during playback.

iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.1+ | macOS 10.7+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 1.0+

```
@MainActor
class AVPlayerItemTrack
```

Mentioned in

▢ Observing playback state in SwiftUI

Topics

Setting the enabled state

`var isEnabled: Bool`

A Boolean value that indicates whether the player item presents the track's media during playback.

Configuring video properties

`var currentVideoFrameRate: Float`

The current frame rate of the video track as it plays.

`var videoFieldMode: String?`

A mode that specifies the handling of video frames that contain multiple fields.

```
let AVPlayerItemTrackVideoFieldModeDeinterlaceFields: String
```
A video field mode that requests deinterlacing of video fields.

Accessing the asset track

```
var assetTrack: AVAssetTrack?
```
An asset track that provides the media for the player item track.

Relationships

Inherits From

NSObject

Conforms To

```
CVarArg
Copyable
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
Observable
Sendable
```

See Also

Playback control

📄 Observing playback state in SwiftUI

Keep your user interface in sync with state changes from playback objects.

📄 **Controlling the transport behavior of a player**

Play, pause, and seek through a media presentation.

{} **Creating a seamless multiview playback experience**

Build advanced multiview playback experiences with the AVFoundation and AVRouting frameworks.

`class` `AVPlayer`

An object that provides the interface to control the player's transport behavior.

`class` `AVPlayerItem`

An object that models the timing and presentation state of an asset during playback.

`class` `AVQueuePlayer`

An object that plays a sequence of player items.

`class` `AVPlayerLooper`

An object that loops media content using a queue player.