

[Cinematic](#) / CNFixedDetectionTrack

## Class

# CNFixedDetectionTrack

An object representing the fixed detection track.

iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+

```
class CNFixedDetectionTrack
```

## Topics

### Initializers

```
init(focusDisparity: Float)
```

Creates a detection track with fixed focus at the given disparity.

```
init(originalDetection: CNDetection)
```

Creates a detection track with fixed focus at the disparity of an existing detection.

### Instance Properties

```
var focusDisparity: Float
```

The disparity to use in order to focus on the object.

```
var originalDetection: CNDetection?
```

The original detection based on the fixed detection track.

---

# Relationships

## Inherits From

CNDetectionTrack

---

## See Also

### Editing

- `{}` Editing Spatial Audio with an audio mix  
Add Spatial Audio editing capabilities with the Audio Mix API in the Cinematic framework.

`struct CNDetection`

A structure that represents a detected subject, face, torso or pet at a particular time.

`struct CNDecision`

An object that represents a decision to focus on a particular detection, or group of detections, at a particular time.

`class CNDetectionTrack`

An object representing a series of detections of the same subject over time.

`class CNCustomDetectionTrack`

An object representing a discrete detection track composed of individual detections.

`enum CNDetectionType`

The type of object detected, such as face, torso, cat, dog and so on.