Function

AudioFileWritePacketsWith Dependencies(_:_:_:_:_:_:_:_:)

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | visionOS 26.0+

```
func AudioFileWritePacketsWithDependencies(
    _ inAudioFile: AudioFileID,
    _ inUseCache: Bool,
    _ inNumBytes: UInt32,
    _ inPacketDescriptions: UnsafePointer<AudioStreamPacketDescription>?,
    _ inPacketDependencies: UnsafePointer<AudioStreamPacketDependency
Description>,
    _ inStartingPacket: Int64,
    _ ioNumPackets: UnsafeMutablePointer<UInt32>,
    _ inBuffer: UnsafeRawPointer
) -> OSStatus
```

Parameters

inAudioFile

The audio file to write to.

inUseCache

Set to `true` if you want to cache the data. Otherwise, set to `false`.

inNumBytes

The number of bytes of audio data being written.

inPacketDescriptions

A pointer to an array of packet descriptions for the audio data. Not all formats require packet descriptions. If no packet descriptions are required, for instance, if you are writing CBR data, pass NULL.

inPacketDependencies

A pointer to an array of packet dependencies for the audio data. This must not be NULL. To write packets without dependencies, use <u>AudioFileWritePackets(: : : : : : :)</u> instead.

inStartingPacket

The packet index for the placement of the first provided packet.

ioNumPackets

On input, a pointer to the number of packets to write. On output, a pointer to the number of packets actually written.

inBuffer

A pointer to user-allocated memory containing the new audio data to write to the audio data file.

Return Value

A result code. See Result Codes.

Discussion

Write packets of audio data with corresponding packet dependencies to an audio data file.

For all uncompressed formats, `packets == frames`.