

[Immersive Media Support](#) / ShotFlopCommand

Structure

ShotFlopCommand

A command type to flip the video frames horizontally (mirrored horizontally) during playback for the duration of the command.

macOS 26.0+ | visionOS 26.0+

```
struct ShotFlopCommand
```

Topics

Initializers

```
init(from: any Decoder) throws
```

```
init(id: Int, time: CMTime, duration: CMTime, offset: CMTime?)
```

Creates a command instance for a certain time, duration and offset.

Instance Properties

```
var duration: CMTime
```

The duration of the command.

```
var id: Int
```

A unique command ID for the immersive media file.

```
var offset: CMTime?
```

The offset from the start time of this command.

```
var time: CMTIME
```

The time this command starts during playback.

Instance Methods

```
func encode(to: any Encoder) throws
```

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Presentation commands

```
enum PresentationCommand
```

A set of properties that define the interface for a presentation command.

```
struct FadeCommand
```

A command type for color fading during immersive media playback.

```
struct FadeEnvironmentCommand
```

A command type for opacity fading environment backdrops during immersive media playback.

```
struct SetCameraCommand
```

A command type for immersive camera switching during playback.

```
struct PresentationDescriptor
```

A structure that represents dynamic metadata used during playback or when outputting the metadata track for an immersive video file.

```
class PresentationDescriptorReader
```

An object that provides the functionality required to understand and process immersive presentation commands.