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API Collection

# Audio and video capture

Capture audio and video directly to media files, or capture streams of media for direct access to media sample buffers.

## Topics

### File capture

 Recording movies in alternative formats

Change the default format for capturing movie files.

`class AVCaptureMovieFileOutput`

A capture output that records video and audio to a QuickTime movie file.

`class AVCaptureAudioFileOutput`

A capture output that records audio and saves the recorded audio to a file.

`class AVCaptureFileOutput`

The abstract superclass for capture outputs that can record captured data to a file.

`protocol AVCaptureFileOutputDelegate`

Methods for monitoring or controlling the output of a media file capture.

`protocol AVCaptureFileOutputRecordingDelegate`

Methods for responding to events that occur while recording captured media to a file.

### Stream capture

 Capturing Spatial Audio in your iOS app

Enhance your app's audio recording capabilities by supporting Spatial Audio capture.

## class `AVCaptureVideoDataOutput`

A capture output that records video and provides access to video frames for processing.

## class `AVCaptureAudioDataOutput`

A capture output that records audio and provides access to audio sample buffers as they are recorded.

## class `AVCaptureSpatialAudioMetadataSampleGenerator`

An interface for generating a spatial audio timed metadata sample.

## Mac screen capture

### class `AVCaptureScreenInput`

A capture input for recording from a screen in macOS.

## See Also

## Capture

### ☰ Capture setup

Configure built-in cameras and microphones, and external capture devices, for media capture.

### ☰ Photo capture

Capture high-quality still images, Live Photos, and supporting photo data.

### ☰ Additional data capture

Capture additional data including depth and metadata, and synchronize capture from multiple outputs.