

[Audio Toolbox](#) / Audio Unit Properties

API Collection

Audio Unit Properties

Obtain information about the built-in mixers, equalizers, filters, effects, and other Audio Unit app extensions.

Topics

General

- ⌵ Other Plug-In Formats
- ⌵ RenderQuality
Render quality settings for audio units.
- ⌵ General Audio Unit Properties
Properties that apply to any audio unit.

`struct` HostCallbackInfo

The time- and transport-related callback functions for an audio unit.

Mixers

- ⌵ Audio Unit Mixer Subtypes

`enum` AUSpatialMixerAttenuationCurve

`struct` AUSpatialMixerRenderingFlags

- ⌵ AUSpatialMixer Parameters
- ⌵ Panner Audio Unit Parameters

- ⌵ AUMatrixMixer Parameters
- ⌵ AUMultiChannelMixer Parameters
Parameters for the Multichannel Mixer unit.
- ⌵ Spatial Mixer Property IDs
- ⌵ Stereo Mixer Unit Parameters
- ⌵ Mixer Audio Unit Properties
Properties for Apple mixer audio units.
- ⌵ Mixer Audio Unit Subtypes
Audio mixing audio unit subtypes for audio units provided by Apple.

`enum AUSpatialMixerOutputType`

`enum AUSpatialMixerPointSourceInHeadMode`

`enum AUSpatialMixerSourceMode`

- ⌵ 3D Mixer Unit Parameters
Parameters for the 3D Mixer unit.

`enum AU3DMixerAttenuationCurve`

`struct AU3DMixerRenderingFlags`

`struct MixerDistanceParams`

Equalizers

- ⌵ Parametric EQ Unit Parameters
Parameters for the Parametric EQ unit.
- ⌵ Audio Unit Graphic EQ Parameter ID
- ⌵ Peak Limiter Unit Parameters
Parameters for the Peak Limiter unit.
- ⌵ Dynamics Processor Unit Parameters
Parameters for the Dynamics Processor unit.
- ⌵ Frequency Response Constants
The maximum number of frequency response bin structures for the `AudioUnitProperty_FrequencyResponse` property.

enum AUSpatializationAlgorithm

Filters

- ⌵ Audio Unit Filter Subtypes
- ⌵ Bandpass Unit Parameters
 - Parameters for the Bandpass unit.
- ⌵ AUHipass Parameters
 - Parameters for the Highpass unit.
- ⌵ AULowpass Parameters
 - Parameters for the Lowpass unit.
- ⌵ AULowShelf Parameters
 - Parameters for the Low Shelf Filter unit.
- ⌵ AUHighShelfFilter Parameters
 - Parameters for the High Shelf Filter unit.
- ⌵ AUNBandEQ Filter Types
 - Values for the filter type parameter of the Multitype EQ (NBandEQ) unit.
- ⌵ AUNBandEQ Property IDs
- ⌵ AUNBandEQ Parameters

Effects

- ⌵ Effect Audio Unit Subtypes
 - Effect (digital signal processing) audio unit subtypes for audio units provided by Apple.
- ⌵ AUMatrixReverb Parameters
- ⌵ AUDistortion Parameters
- ⌵ Reverb Parameters
 - Additional reverb parameters.
- ⌵ Reverb Unit Parameters
 - Parameters for the Reverb unit.

enum AURverbRoomType

- ⌵ Varispeed Unit Parameters
Parameters for the Varispeed unit.
- ⌵ AUDelay Parameters
- ⌵ AUMultibandCompressor Parameters
- ⌵ AUDeferredRenderer Properties
- ⌵ AUSampleDelay Parameters
- ⌵ AUNewTimePitch Parameters
- ⌵ AUTimePitch, AUTimePitch (offline), and AUPitch Unit Parameters

Input/Output

- ⌵ I/O Audio Unit Properties
Properties for Apple I/O audio units (sometimes called output units).
- ⌵ Inter-App Output Unit Property IDs
- ⌵ Inter-App Audio Unit Property IDs
- ⌵ Output Unit Parameters
- ⌵ AUNetReceive Properties
- ⌵ AUNetSend Properties
- ⌵ AUNetSend Parameters
- ⌵ AUNetReceive Parameters
- ⌵ AUNetSendPresetFormat Properties
- ⌵ Net Status Audio Unit Parameters
- ⌵ I/O Audio Unit Function Selectors
Audio unit component selectors, specific to I/O audio units, that correspond to functions in the audio unit API.

`struct AudioOutputUnitMIDICallbacks`

`struct AudioOutputUnitStartAtTimeParams`

A timestamp for scheduled starting of an I/O audio unit.

Generators

- ⋮ AURandom Parameters
- ⋮ AUSampler Parameters
- ⋮ AUSampler Property IDs
- ⋮ AUSampler Properties
- ⋮ AURogerBeep Parameters
- ⋮ AUMIDISynth Properties
- ⋮ AURoundTripAACParam Parameters

See Also

Audio Units

- { } Generating spatial audio from a multichannel audio stream
Convert 8-channel audio to 2-channel spatial audio by using a spatial mixer audio unit.
- ⋮ Audio Unit v3 Plug-Ins
Deliver custom audio effects, instruments, and other audio behaviors using an Audio Unit v3 app extension.
- ⋮ Audio Components
Find, load, and configure audio components, such as Audio Units and audio codecs.
- ⋮ Audio Unit v2 (C) API
Configure an Audio Unit and prepare it to render audio.
- ⋮ Audio Unit Voice I/O
Configure system voice processing and respond to speech events.