

[RealityKit](#) / [Entity](#) / `playAudio(_:)`

Instance Method

playAudio(_:)

Prepares and plays a new audio playback instance on this entity.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 26.0+ | visionOS

```
@discardableResult @MainActor @preconcurrency
func playAudio(_ resource: AudioResource) -> AudioPlaybackController
```

Parameters

resource

The audio resource the method plays. Load an audio resource from the file system with [init\(named:in:configuration:\)](#), or from a URL with [init\(contentsOf:withName:configuration:\)](#).

Return Value

An [AudioPlaybackController](#) object that you can use to start and stop audio playback for this specific instance of a resource playing on this entity. You can also use this controller to update playback properties, such as gain and speed, during playback.

Discussion

The method prepares the audio by calling [prepareAudio\(_ :\)](#), and then immediately calls the [play\(\)](#) method of the controller that it returns. To begin multiple playback instances you can call `playAudio` multiple times.

See Also

Playing audio

```
func playAudio(configuration: AudioGeneratorConfiguration, Audio.  
GeneratorRenderHandler) throws -> AudioGeneratorController
```

Prepares and plays a real-time audio playback instance.

```
func prepareAudio(configuration: AudioGeneratorConfiguration, Audio.  
GeneratorRenderHandler) throws -> AudioGeneratorController
```

Prepares a real-time audio playback instances.

```
func prepareAudio(AudioResource) -> AudioPlaybackController
```

Prepares an audio resource for playback.

```
func stopAllAudio()
```

Stops playback for all audio on this entity.

```
var spatialAudio: SpatialAudioComponent?
```

The component that configures the spatial rendering of sounds from this entity.

```
var ambientAudio: AmbientAudioComponent?
```

The component that configures the ambient rendering of sounds from this entity.

```
var channelAudio: ChannelAudioComponent?
```

The component that configures the channel-based rendering of sounds from this entity.