

[AVFoundation](#) / AVAssetReaderSampleReferenceOutput

Class

AVAssetReaderSampleReferenceOutput

An object that reads sample references from an asset track.

iOS 8.0+ | iPadOS 8.0+ | Mac Catalyst 13.1+ | macOS 10.10+ | tvOS 9.0+ | visionOS 1.0+

```
class AVAssetReaderSampleReferenceOutput
```

Overview

Apps can extract information about the location of samples in a track — the file URL and offset — by adding an instance of this class to an asset reader. Read the [kCMSampleBufferAttachmentKey_SampleReferenceURL](#) and [kCMSampleBufferAttachmentKey_SampleReferenceByteOffset](#) attachments on the extracted sample buffers to get the location of the sample data.

You can also append sample buffers that you extract using this class to an [AVAssetWriterInput](#) instance to create movie tracks that aren't self-contained and reference data in the original file instead. To write tracks that aren't self-contained, use instances of [AVAssetWriter](#) that you configure to write files of type [mov](#).

Because this output doesn't return sample data, it ignores the value of the [alwaysCopiesSampleData](#) property.

Topics

Creating a sample reference output

```
init(track: AVAssetTrack)
```

Creates an object that supplies sample references.

Inspecting the track

`var track: AVAssetTrack`

The track from which the output reads sample references.

Relationships

Inherits From

AVAssetReaderOutput

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
Sendable
SendableMetatype

See Also

Media reading

{ } Reading multiview 3D video files

Render single images for the left eye and right eye from a multiview High Efficiency Video Coding format file by reading individual video frames.

`class AVAssetReader`

An object that reads media data from an asset.

```
class AVAssetReaderOutput
```

An abstract class that defines the interface to read media samples from an asset reader.

```
class AVAssetReaderTrackOutput
```

An object that reads media data from a single track of an asset.

```
class AVAssetReaderAudioMixOutput
```

An object that reads audio samples that result from mixing audio from one or more tracks.

```
class AVAssetReaderVideoCompositionOutput
```

An object that reads composited video frames from one or more tracks of an asset.

```
class AVAssetReaderOutputMetadataAdaptor
```

An object that creates timed metadata group objects for an asset track.