

[RealityKit](#) / [AudioFileGroupResource](#)

Class

AudioFileGroupResource

An audio file group.

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 18.0+ | macOS 15.0+ | tvOS 26.0+ | visionOS 1.0+

```
@MainActor @preconcurrency
class AudioFileGroupResource
```

Topics

Creating a resource

`init([AudioFileResource]) throws`

Creates a group resource from an array of audio file resources.

`convenience init(named: String, from: String, in: Bundle) async throws`

Initializes an audio resource from a Reality Composer Pro project.

`static func load(named: String, from: String, in: Bundle?) throws -> AudioFileGroupResource`

Loads an audio resource from a Reality Composer Pro project.

Working with the resource contents

`let resources: [AudioFileResource]`

The `AudioFileResource` objects which comprise this `AudioFileGroupResource`.

```
static func == (AudioFileGroupResource, AudioFileGroupResource) -> Bool
```

Relationships

Inherits From

AudioResource

Conforms To

Copyable

Equatable

Hashable

Resource

Sendable

SendableMetatype

See Also

Audio resources

```
class AudioFileResource
```

An audio resource that you load from a file or from a URL.

```
class AudioBufferResource
```

An audio resource that you load from an [AVAudioBuffer](#).

```
struct AudioLibraryComponent
```

A container for audio resources that you can look up by user-defined names.

```
class AudioResource
```

A playable audio resource

```
struct Calibration
```

A container for different calibration modes that can be applied for playback.

`struct Normalization`

Normalization adjusts the level of an audio file or buffer to be at a defined target.