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API Collection

VTMultiPassStorage

An object that stores video encoding metadata from a multipass encoding session.

Topics

Creating Storage Objects

```
func VTMultiPassStorageCreate(allocator: CFAllocator?, fileURL: CFURL?,  
timeRange: CMTimeRange, options: CFDictionary?, multiPassStorageOut: UnsafeMutablePointer<VTMultiPassStorage?>) -> OSStatus
```

Creates a multipass storage object using a temporary file.

Closing Storage Objects

```
func VTMultiPassStorageClose(VTMultiPassStorage) -> OSStatus
```

Ensures that any pending data is written to the multipass storage file and closes the file.

Inspecting Storage Objects

```
func VTMultiPassStorageGetTypeID() -> CFTTypeID
```

Retrieves the Core Foundation type identifier for the multipass storage object.

Data Types

```
class VTMultiPassStorage
```

An object for storing information for each frame of a multipass compression session.

Constants

let kVTMultiPassStorageCreationOption_DoNotDelete: CFString

Indicates that the multipass storage object's backing store should not be deleted when finalized.

See Also

Compression

{ } Encoding video for low-latency conferencing

Configure a compression session to optimize encoding for video-conferencing apps.

{ } Encoding video for live streaming

Configure a compression session to encode video for live streaming.

{ } Encoding video for offline transcoding

Configure a compression session to transcode video in offline workflows.

☰ VTCompressionSession

An object that compresses video data.

☰ VTDecompressionSession

An object that decompresses video data.

☰ VTFrameSilo

An object that stores sample buffers from a multipass encoding session.