

[AudioDriverKit](#) / AudioDriverKit

Namespace

AudioDriverKit

DriverKit 21.0+

```
namespace AudioDriverKit;
```

Topics

Structures

IOUserAudioCustomPropertyInfo

A description of a custom property's data types.

IOUserAudioObjectPropertyAddress

An object that collects the three parts — selector, scope, and element — that identify a specific property.

IOUserAudioStreamBasicDescription

A structure that encapsulates all of the information for describing the basic format properties of a stream of audio data.

Variables

IOUserAudioIOOperationBeginRead

IOUserAudioIOOperationWriteEnd

IOUserAudioObjectPropertyElementMain

The identifier for an audio object's main element.

`kIOUserAudioObjectIDDriver`

The audio object ID of the driver.

Type Aliases

`IOOperationHandler`

`IOUserAudioIOOperation`

`IOUserAudioObjectID`

An identifier that provides a handle on a specific audio object.

`IOUserAudioObjectPropertyElement`

A four character code which, along with the selector and scope, identify a specific piece of information about an audio object.

`IOUserAudioObjectPropertySelector`

A four character code which, along with the scope and element, specific piece of information about an audio object.

Enumerations

`IOUserAudioChannelLabel`

Constants to set the preferred channel layout on an audio device.

`IOUserAudioClassID`

An identifier for the type of audio object.

`IOUserAudioClockAlgorithm`

Values that describe clock-smoothing algorithms.

`IOUserAudioCustomPropertyDataType`

A data and qualifier type used for custom properties.

`IOUserAudioDeviceTransportState`

`IOUserAudioFormatFlags`

Flag values that provide more information about the format used by an audio stream basic description.

`IOUserAudioFormatID`

An enumeration of four character codes used to identify distinct audio data formats.

`IOUserAudioObjectPropertyScope`

A four character code which, along with the selector and element, identify a specific piece of information about an audio object.

`IOUserAudioReservedConfigChangeAction`

Identifiers for object state changes that require a configuration change.

`IOUserAudioStartStopFlags`

Values that indicate I/O starts or stops.

`IOUserAudioStreamDirection`

A type representing the direction of audio flow.

`IOUserAudioStreamTerminalType`

Constants that describe the terminal type of an audio stream.

`IOUserAudioTransportType`

The type of transport to deliver audio.