

[AVFoundation](#) / AVQueuePlayer

## Class

# AVQueuePlayer

An object that plays a sequence of player items.

iOS 4.1+ | iPadOS 4.1+ | Mac Catalyst 13.1+ | macOS 10.7+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 1.0+

```
@MainActor
class AVQueuePlayer
```

## Mentioned in

- 📄 Implementing simple enhanced buffering for your content
- 📄 Observing playback state in SwiftUI
- 📄 Supporting AirPlay in your app

## Overview

Use an instance of this class to manage a queue of player items.

## Topics

### Creating a queue player

```
init(items: [AVPlayerItem])
```

Creates an object that plays a queue of items.

## Managing the player queue

```
func items() -> [AVPlayerItem]
```

Returns an array of the currently enqueued items.

```
func advanceToNextItem()
```

Ends playback of the current item and starts playback of the next item in the player's queue.

```
func canInsert(AVPlayerItem, after: AVPlayerItem?) -> Bool
```

Returns a Boolean value that indicates whether you can insert a player item into the player's queue.

```
func insert(AVPlayerItem, after: AVPlayerItem?)
```

Inserts a player item after another player item in the queue.

```
func remove(AVPlayerItem)
```

Removes a given player item from the queue.

```
func removeAllItems()
```

Removes all player items from the queue.

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## Relationships

### Inherits From

AVPlayer

### Conforms To

AVRoutingPlaybackParticipant

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSObjectProtocol

Observable

Sendable

## See Also


### Playback control

 Observing playback state in SwiftUI

Keep your user interface in sync with state changes from playback objects.

 Controlling the transport behavior of a player

Play, pause, and seek through a media presentation.

 Creating a seamless multiview playback experience

Build advanced multiview playback experiences with the AVFoundation and AVRouting frameworks.

`class AVPlayer`

An object that provides the interface to control the player’s transport behavior.

`class AVPlayerItem`

An object that models the timing and presentation state of an asset during playback.

`class AVPlayerItemTrack`

An object that represents the presentation state of an asset track during playback.

`class AVPlayerLooper`

An object that loops media content using a queue player.