

[Immersive Media Support](#) / ImmersiveMediaRemotePreviewReceiver

Class

ImmersiveMediaRemotePreviewReceiver

An observable object that helps apps handle receiving commands and data sent from an immersive media remote preview sender object.

macOS 26.0+ | visionOS 26.0+

```
class ImmersiveMediaRemotePreviewReceiver
```

Overview

This object helps applications receiving Immersive Video over the network with the intent of rendering a preview playback.

To properly render an immersive video preview, the receiver also needs access to:

- The current [ImmersiveVideoFrame](#) to render.
- The current [VenueDescriptor](#) for rendering.
- The current [PresentationDescriptor](#) that describes one or more [PresentationCommand](#) instances active for the current frame.

Topics

Initializers

```
init() async throws
```

Creates a preview receiver object.

Instance Properties

```
var frame: ImmersiveVideoFrame?
```

The current remote preview of an immersive video frame.

```
var presentationDescriptor: PresentationDescriptor?
```

The current remote immersive video presentation descriptor.

```
var states: some AsyncSequence<ImmersiveMediaRemotePreviewReceiver.Status, Never>
```

The states to use for monitoring the current state of the preview receiver so the app can monitor events.

```
var venueDescriptor: VenueDescriptor?
```

The current remote immersive video venue descriptor.

Instance Methods

```
func start(connection: NWConnection) async throws
```

Performs the necessary steps to start receiving remote Immersive video frames using the given network connection.

```
func stop()
```

Stops receiving remote immersive video frames.

Enumerations

```
enum Status
```

A value that represents the status of the immersive media remote preview receiver object.

Relationships

Conforms To

Copyable

Observable

Sendable

SendableMetatype