AVFoundation / QuickTime movies

API Collection

QuickTime movies

Access the contents of a QuickTime movie file, and perform sample-level edits of its media tracks.

Topics

Movies

`class` `AVMovie`

An object that represents an audiovisual container that conforms to the QuickTime movie file format or a related format like MPEG-4.

`class` `AVMovieTrack`

A track in a movie that conforms to the QuickTime or ISO base media file format.

Mutable movies

`class` `AVMutableMovie`

A mutable object that represents an audiovisual container that conforms to the QuickTime movie file format or a related format like MPEG-4.

`class` `AVMutableMovieTrack`

A mutable track that conforms to the QuickTime or ISO base media file format.

Fragmented movies

`class` `AVFragmentedMovie`

An object that represents a fragmented movie file.

class **AVFragmentedMovieTrack**

An object that represents a track in a fragmented movie.

class **AVFragmentedMovieMinder**

An object that checks whether a fragmented movie appends additional movie fragments.

protocol **AVFragmentMinding**

A protocol that defines whether an asset supports fragment minding.

Sample cursors

class **AVSampleCursor**

An object that provides information about the media sample at the cursor's current position.

struct **AVSampleCursorSyncInfo**

A structure that describes the attributes of media samples to consider when resynchronizing a decoder.

struct **AVSampleCursorDependencyInfo**

A value for describing dependencies between a media sample and other media samples in the same sample sequence.

struct **AVSampleCursorAudioDependencyInfo**

A structure that describes the independent decodability of audio samples.

struct **AVSampleCursorStorageRange**

A structure that indicates the offset and length of storage for a media sample or its chunk.

struct **AVSampleCursorChunkInfo**

A value that provides information about a chunk of media samples.

Media data storage

class **AVMediaDataStorage**

An object that represents the media sample data storage file.

See Also

Editing

☰ **Composite assets**

Combine tracks and segments of tracks from multiple assets into a composite asset that you can play or process.

☰ **Video effects**

Define standard video transition effects, synchronize layer animations with media timing, and create custom video compositors.

☰ **Audio mixing**

Define how to mix the audio levels from multiple audio tracks over an asset's duration.