

[AVFoundation](#) / [AVPlayer](#) / rate

## Instance Property



# rate

The current playback rate.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS | watchOS

```
nonisolated
var rate: Float { get set }
```

## Mentioned in

-  Controlling the transport behavior of a player
-  Observing playback state in SwiftUI

## See Also

### Controlling playback

```
var defaultRate: Float
```

A default rate at which to begin playback.

```
func play()
```

Begins playback of the current item.

```
func pause()
```

Pauses playback of the current item.

```
class let rateDidChangeNotification: NSNotification.Name
```

A notification that a player posts when its rate changes.