AVFoundation / Media reading and writing / Writing fragmented MPEG-4 files for HTTP Live Streaming

Sample Code

Writing fragmented MPEG-4 files for HTTP Live Streaming

Create an HTTP Live Streaming presentation by turning a movie file into a sequence of fragmented MPEG-4 files.

[Download]

macOS 11.0+ | Xcode 12.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC20 session 10011: Authoring Fragmented MPEG-4 with AVAssetWriter.

Configure the sample code project

Before you run the sample code project in Xcode:

1. Edit the shared scheme called `fmp4Writer`.

2. Open the Run action.

3. Replace the *<path to movie file on disk>* argument with the path to a movie file on your local hard drive.

4. Replace the *<path to output directory>* argument with your desired output directory; for example `~/Desktop/fmp4writer/`.

See Also

Media writing

`{}` Converting projected video to Apple Projected Media Profile

Convert content with equirectangular or half-equirectangular projection to APMP.

`{}` Converting side-by-side 3D video to multiview HEVC and spatial video

Create video content for visionOS by converting an existing 3D HEVC file to a multiview HEVC format, optionally adding spatial metadata to create a spatial video.

📄 Creating spatial photos and videos with spatial metadata

Add spatial metadata to stereo photos and videos to create spatial media for viewing on Apple Vision Pro.

📄 Tagging media with video color information

Inspect and set video color space information when writing and transcoding media.

☰ Evaluating an app's video color

Check color reproduction for a video in your app by using test patterns, video test equipment, and light-measurement instruments.

`class AVOutputSettingsAssistant`

An object that builds audio and video output settings dictionaries.

`class AVAssetWriter`

An object that writes media data to a container file.

`class AVAssetWriterInput`

An object that appends media samples to a track in an asset writer's output file.

`class AVAssetWriterInputPixelBufferAdaptor`

An object that appends video samples to an asset writer input.

`class AVAssetWriterInputTaggedPixelBufferGroupAdaptor`

An object that appends tagged buffer groups to an asset writer input.

`class AVAssetWriterInputMetadataAdaptor`

An object that appends timed metadata groups to an asset writer input.

`class` `AVAssetWriterInputGroup`

A group of inputs with tracks that are mutually exclusive to each other for playback or processing.