

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

## Instance Property

# timeControlStatus

A value that indicates whether playback is in progress, paused indefinitely, or waiting for network conditions to improve.

iOS 10.0+ | iPadOS 10.0+ | Mac Catalyst 13.1+ | macOS 10.12+ | tvOS 10.0+ | visionOS 1.0+ | watchOS 3.0+

`nonisolated`

```
var timeControlStatus: AVPlayer.TimeControlStatus { get }
```

## Mentioned in

📄 [Controlling the transport behavior of a player](#)

📄 [Observing playback state in SwiftUI](#)

## Discussion

When the value of [automaticallyWaitsToMinimizeStalling](#) is [true](#), the player waits until your app resumes playback.

During playback, the value of the property changes between [AVPlayer.TimeControlStatus.playing](#) and [AVPlayer.TimeControlStatus.waitingToPlayAtSpecifiedRate](#) depending on whether the player has sufficient media data to continue playback.

This property is key-value observable.

## See Also

## Configuring waiting behavior

`var automaticallyWaitsToMinimizeStalling: Bool`

A Boolean value that indicates whether the player should automatically delay playback in order to minimize stalling.

`var reasonForWaitingToPlay: AVPlayer.WaitingReason?`

The reason the player is currently waiting for playback to begin or resume.

`struct WaitingReason`

The reasons a player is waiting to begin or resume playback.

`enum TimeControlStatus`

Constants that indicate the state of playback control.

`func playImmediately(atRate: Float)`

Plays the available media data immediately, at the specified rate.