

[AVFoundation](#) / AVContinuityDevice

## Class

# AVContinuityDevice

A class that represents a physical iOS device that's nearby and can provide access to its cameras and microphones.

tvOS 17.0+

```
class AVContinuityDevice
```

## Overview

Each continuity device instance represents another iOS device that's nearby. Your app can access the other device's cameras and microphones with its [videoDevices](#) and [audioSession Inputs](#) properties, respectively.

## Topics

### Checking a continuity device's availability

```
var isConnected: Bool
```

A Boolean value that indicates whether you can use the continuity device because it's connected to the system.

### Retrieving video devices from a continuity device

```
var videoDevices: [AVCaptureDevice]
```

An array of the continuity device's video-capture devices available to your app.

## Retrieving audio ports from a continuity device

```
var audioSessionInputs: [AVAudioSessionPortDescription]
```

An array of the continuity device's audio session port descriptions that's available to your app.

## Identifying a continuity device

```
var connectionID: UUID
```

A universally unique value that identifies a specific continuity device.

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# Relationships

## Inherits From

NSObject

## Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSObjectProtocol

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## See Also

## Capture devices



Choosing a capture device

Select the front or back camera, or use advanced features like the TrueDepth camera or dual camera.

## Adopting smart framing in your camera app

Capture the optimal shot by providing automatic framing recommendations.

`class AVCaptureDevice`

An object that represents a hardware or virtual capture device like a camera or microphone.

`class AVCaptureDeviceInput`

An object that provides media input from a capture device to a capture session.

`class AVExternalStorageDevice`

Represents a physical external storage device that stores media assets.

`class AVExternalStorageDeviceDiscoverySession`

Informs your app when the external storage devices connect to and disconnect from the system.