Class

CNAssetInfo

An object that provides Cinematic-specific information about an asset, including its tracks.

iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+

```
class CNAssetInfo
```

Topics

Initializers

`init(asset: AVAsset) async throws`

Creates a Cinematic object from an asset.

Instance Properties

`var allCinematicTracks: [AVAssetTrack]`

An array of the Cinematic asset tracks.

`let asset: AVAsset`

The original Cinematic source asset.

`var cinematicDisparityTrack: AVAssetTrack`

The Cinematic disparity track.

`var cinematicMetadataTrack: AVAssetTrack`

The Cinematic metadata track used.

`var cinematicVideoTrack: AVAssetTrack`

Track used for Cinematic video.

`var frameTimingTrack: AVAssetTrack`

The track used for Cinematic frame timing.

`var naturalSize: CGSize`

The video size if rendered at its natural size.

`var preferredSize: CGSize`

The video size if rendered at its natural size with the preferred transform applied.

`var preferredTransform: CGAffineTransform`

The preferred transform of the rendered image for display purposes.

`var sampleDataTrackIDs: [CMPersistentTrackID]`

The source metadata track IDs required to implement the video composition instruction protocol.

`var timeRange: CMTimeRange`

The time range over which all Cinematic tracks are valid.

`var videoCompositionTrackIDs: [CMPersistentTrackID]`

Source video track IDs required to implement the video composition instruction protocol.

`var videoCompositionTracks: [AVAssetTrack]`

Tracks required to construct the video composition output.

Type Methods

`class func isCinematic(asset: AVAsset) async -> Bool`

Determines if the asset is Cinematic asynchronously.

Relationships

Inherited By

CNCompositionInfo

See Also

Reading and rendering

`class` CNCompositionInfo

An object that enables you to add the appropriate number of tracks for a Cinematic asset.

`class` CNRenderingSession

An object representing the context in which rendering occurs.