Class

AVInputPickerInteraction

Use `AVInputPickerInteraction` to present an input picker.

iOS 26.0+ | iPadOS 26.0+

```
@MainActor
class AVInputPickerInteraction
```

Topics

Creating an input picker

`init()`

> Creates a new instance of AVInputPickerController using a default sharedInstance from AVAudioSession.

`init(audioSession: AVAudioSession?)`

> Creates a new instance of AVInputPickerInteraction using a specific `AVAudioSession`.

Managing presentation

`var isPresented: Bool`

> A Boolean value that indicates whether the picker is currently visible.

`func present()`

> Presents the input picker.

`func dismiss()`

Dismisses the input picker.

Setting the delegate

`var delegate: (any AVInputPickerInteraction.Delegate)?`

    The input picker view's delegate.

`protocol Delegate`

    The `AVInputPickerInteractionDelegate` protocol defines methods you use to receive notifications about transitions in an `AVInputPickerInteraction` object.

Accessing the audio session

`var audioSession: AVAudioSession`

    The audio session for the picker.

Relationships

Inherits From

`NSObject`

Conforms To

```
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
Sendable
UIInteraction
```

See Also

iOS playback and capture

`{}` Playing video content in a standard user interface

Play media full screen, embedded inline, or in a floating Picture in Picture (PiP) window using a player view controller.

`class` `AVPlayerViewController`

A view controller that displays content from a player and presents a native user interface to control playback.

`protocol` `AVPlayerViewControllerDelegate`

A protocol that defines the methods to implement to respond to player view controller events.

`class` `AVCaptureEventInteraction`

An object that registers handlers to respond to capture events from system hardware buttons.

`class` `AVCaptureEvent`

An object that describes a user interaction with a system hardware button.

`class` `AVCaptureEventSound`

A sound object for a capture event.