

[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.