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API Collection

Sample buffer playback

Create custom controllers to play and synchronize the timing of sample buffer streams.

Topics

Sample buffer generation

{ } Playing custom audio with your own player

Construct an audio player to play your custom audio data, and optionally take advantage of the advanced features of AirPlay 2.

`class AVSampleBufferRequest`

An object that describes a sample buffer creation request.

`class AVSampleBufferGenerator`

An object that creates sample buffers.

`class AVSampleBufferGeneratorBatch`

An object that generates sample buffers in a batch.

Presentation

`protocol AVQueuedSampleBufferRendering`

Methods you can implement to enqueue sample buffers for presentation.

`class AVSampleBufferRenderSynchronizer`

An object used to synchronize multiple queued sample buffers to a single timeline.

`class AVSampleBufferDisplayLayer`

An object that displays compressed or uncompressed video frames.

`class AVSampleBufferVideoRenderer`

An object that enqueues video sample buffers for rendering.

`class AVSampleBufferAudioRenderer`

An object used to decompress audio and play compressed or uncompressed audio.

See Also

Playback

☰ Media playback

Manage the playback of media assets and interstitial content, independent of how you present that content in your interface.

☰ Offline playback and storage

Download streamed content to disk to allow offline playback, and define policies to automatically remove downloaded assets.

☰ Streaming and AirPlay

Stream content wirelessly to other devices using AirPlay, and handle requests involving FairPlay-protected assets.