

[Immersive Media Support](#) / SetCameraCommand

Structure

SetCameraCommand

A command type for immersive camera switching during playback.

macOS 26.0+ | visionOS 26.0+

```
struct SetCameraCommand
```

Overview

The property `cameraID` has been added to this type to hold camera identifier string, so that we can switch from one immersive camera to another using these camera identifiers.

Topics

Initializers

```
init(from: any Decoder) throws
```

```
init(id: Int, time: CMTime, cameraID: String)
```

Creates a command with a specific ID, `cameraID` and start time.

Instance Properties

```
var cameraID: String
```

The camera ID to use for the duration of this command.

```
var duration: CMTime
```

The duration of the command.

```
var id: Int
```

A unique command ID for the entire immersive media file.

```
var offset: CMTime?
```

Reserved for later use.

```
var time: CMTime
```

The time this command starts during playback.

Instance Methods

```
func encode(to: any Encoder) throws
```

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Presentation commands

```
enum PresentationCommand
```

A set of properties that define the interface for a presentation command.

```
struct FadeCommand
```

A command type for color fading during immersive media playback.

```
struct FadeEnvironmentCommand
```

A command type for opacity fading environment backdrops during immersive media playback.

```
struct ShotFlipCommand
```

A command type to flip the video frames horizontally (mirrored horizontally) during playback for the duration of the command.

```
struct PresentationDescriptor
```

A structure that represents dynamic metadata used during playback or when outputting the metadata track for an immersive video file.

```
class PresentationDescriptorReader
```

An object that provides the functionality required to understand and process immersive presentation commands.