

[AVFoundation](#) / [AVPlayer](#) / rate

Instance Property

rate

The current playback rate.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS | watchOS

nonisolated

```
var rate: Float { get set }
```

Mentioned in

 Controlling the transport behavior of a player

 Observing playback state in SwiftUI

See Also

Controlling playback

```
var defaultRate: Float
```

A default rate at which to begin playback.

```
func play()
```

Begins playback of the current item.

```
func pause()
```

Pauses playback of the current item.

```
class let rateDidChangeNotification: NSNotification.Name
```

A notification that a player posts when its rate changes.