

[AVFoundation](#) / AVPlayerLayer

Class

AVPlayerLayer

An object that presents the visual contents of a player object.

iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.1+ | macOS 10.7+ | tvOS 9.0+ | visionOS 1.0+

```
class AVPlayerLayer
```

Mentioned in

 [Selecting subtitles and alternative audio tracks](#)

Overview

A common way to use this object in iOS or tvOS is as the backing layer for a [UIView](#), as the following example shows:

```
/// A view that displays the visual contents of a player object.
class PlayerView: UIView {

    // Override the property to make AVPlayerLayer the view's backing layer.
    override static var layerClass: AnyClass { AVPlayerLayer.self }

    // The associated player object.
    var player: AVPlayer? {
        get { playerLayer.player }
        set { playerLayer.player = newValue }
    }

    private var playerLayer: AVPlayerLayer { layer as! AVPlayerLayer }
```

```
}
```

Important

The value of a player layer's inherited `contents` property is opaque and you can't change it.

Topics

Creating a player layer

```
init(player: AVPlayer?)
```

Creates a layer object to present the visual contents of a player's current item.

Configuring the presentation

```
var videoRect: CGRect
```

The current size and position of the video image that displays within the layer's bounds.

```
var videoGravity: AVLayerVideoGravity
```

A value that specifies how the layer displays the player's visual content within the layer's bounds.

```
struct AVLayerVideoGravity
```

A structure that defines how a layer displays a player's visual content within the layer's bounds.

Determining display readiness

```
var isReadyForDisplay: Bool
```

A Boolean value that indicates whether the first video frame of the player's current item is ready for display.

Accessing the player

```
var player: AVPlayer?
```

The player whose visual content the layer displays.

Processing pixel buffers

```
var pixelBufferAttributes: [String : Any]?
```

The attributes of the visual output that displays in the player layer during playback.

```
func displayedPixelBuffer() -> CVPixelBuffer?
```

Returns the pixel buffer that the player layer currently displays.

```
func displayedReadOnlyPixelBuffer() -> CVReadOnlyPixelBuffer?
```

Returns the pixel buffer which is currently being displayed.

Relationships

Inherits From

CALayer

Conforms To

CAMediaTiming
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSCoding
NSObjectProtocol
NSSecureCoding
Sendable
SendableMetatype

See Also

Presentation

 Monitoring playback progress in your app

Observe the playback of a media asset to update your app's user-interface state.

`{}` Using HEVC video with alpha

Play, write, and export HEVC video with an alpha channel to add overlay effects to your video processing.

`class` `AVSynchronizedLayer`

A Core Animation layer that derives its timing from a player item so that you can synchronize layer animations with media playback.