AVFoundation / AVExternalStorageDevice

Class

AVExternalStorageDevice

Represents a physical external storage device that stores media assets.

iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst 17.0+ | macOS 14.0+ | tvOS 17.0+

```
class AVExternalStorageDevice
```

Overview

Each storage device instance corresponds to a physical external storage device where the system can media assets. You can access all of the currently available external storage devices with the AVExternalStorageDeviceDiscoverySession object's externalStorageDevices property.

Topics

Checking permission to generate URLs

```
class var authorizationStatus: AVAuthorizationStatus
```
Your app's authorization status for the external storage device.

Requesting permission to generate URLs

```
class func requestAccess(completionHandler: (Bool) -> Void)
```
Requests access to an external storage device on behalf of your app, which can present a dialog to a person on their device's display.

Generating URLs for image assets

`func nextAvailableURLs(withPathExtensions: [String]) throws -> [URL]`

Generates an array of security scoped URLs that are compliant for digital camera formats, where each element has a different path extension.

Inspecting a storage device

`var isConnected: Bool`

A Boolean value that indicates whether the system has a connection to the external storage device.

`var displayName: String?`

The name of an external storage device that's appropriate for a user interface.

`var uuid: UUID?`

The external storage device's unique identifier.

`var freeSize: Int`

The amount of free storage space, in bytes, that's available on the external storage device.

`var totalSize: Int`

The total amount of storage space, in bytes, that's available on the external storage device.

`var isNotRecommendedForCaptureUse: Bool`

A Boolean value that indicates whether the external storage device is suitable for camera capture.

Relationships

Inherits From

`NSObject`

Conforms To

`CVarArg`

```
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
```

See Also

Capture devices

📄 Choosing a capture device

Select the front or back camera, or use advanced features like the TrueDepth camera or dual camera.

📄 Adopting smart framing in your camera app

Capture the optimal shot by providing automatic framing recommendations.

class **AVCaptureDevice**

An object that represents a hardware or virtual capture device like a camera or microphone.

class **AVCaptureDeviceInput**

An object that provides media input from a capture device to a capture session.

class **AVContinuityDevice**

A class that represents a physical iOS device that's nearby and can provide access to its cameras and microphones.

class **AVExternalStorageDeviceDiscoverySession**

Informs your app when the external storage devices connect to and disconnect from the system.