Class

AVPlaybackCoordinator

An object that coordinates the playback of players in a connected group.

iOS 15.0+ | iPadOS 15.0+ | Mac Catalyst 15.0+ | macOS 12.0+ | tvOS 15.0+ | visionOS 1.0+

```
class AVPlaybackCoordinator
```

Overview

The framework provides two playback coordinator subclasses that manage different types of player objects:

- **AVPlayerPlaybackCoordinator** coordinates the state of **AVPlayer** objects. If your app uses **AVPlayer**, continue to use its standard interfaces to control playback. The coordinator intercepts changes to the player's rate and time, and propagates them to other players in the group.

- **AVDelegatingPlaybackCoordinator** coordinates the state of custom player objects. If your app uses a custom player, such as one that renders media using **AVSampleBuffer DisplayLayer** and **AVSampleBufferAudioRenderer,** use this object to coordinate group playback. Adopt the coordinator's delegate protocol so that your player responds to the commands that the coordinator issues.

> **Note**
>
> Use the Group Activities framework to connect a playback coordinator to its peers.

Topics

Configuring playback policies

`func participantLimitForWaitingOutSuspensions(withReason: AVCoordinatedPlaybackSuspension.Reason) -> Int`

Returns the limit on the number of partipants that a group may contain before the coordinator stops waiting on suspensions that occur for a particular reason.

`func setParticipantLimit(Int, forWaitingOutSuspensionsWithReason: AVCoordinatedPlaybackSuspension.Reason)`

Sets a limit on the number of partipants that a group may contain before the coordinator stops waiting on suspensions that occur for a particular reason.

`var suspensionReasonsThatTriggerWaiting: [AVCoordinatedPlaybackSuspension.Reason]`

The reasons that cause a coordinator to suspend playback.

`var pauseSnapsToMediaTimeOfOriginator: Bool`

A Boolean value that indicates whether participants mirror the originator's stop time when they pause.

Suspending state coordination

`func beginSuspension(for: AVCoordinatedPlaybackSuspension.Reason) -> AVCoordinatedPlaybackSuspension`

Tells the coordinator to stop sending playback commands temporarily when the playback object disconnects from the group activity.

`class AVCoordinatedPlaybackSuspension`

An object that represents a temporary suspension of coordinated playback.

`func expectedItemTime(atHostTime: CMTime) -> CMTime`

Returns a time in the current item's timeline that the coordinator expects to play at the specified host time.

Observing suspension reasons

`var suspensionReasons: [AVCoordinatedPlaybackSuspension.Reason]`

The reasons a coordinator is currently unable to participate in a group playback activity.

`class let suspensionReasonsDidChangeNotification: NSNotification.Name`

A notification that the coordinator posts when its suspension reasons change.

Observing other participants

`var otherParticipants: [AVCoordinatedPlaybackParticipant]`

The identifiers of the other participants in a group.

`class AVCoordinatedPlaybackParticipant`

An object that represents a participant in a coordinated playback session.

`class let otherParticipantsDidChangeNotification: NSNotification.Name`

A notification that the coordinator posts when its other participants change.

Coordinating with group sessions

`func coordinateWithSession<T>(GroupSession<T>)`

Begins coordination of a player with a group session.

Relationships

Inherits From

`NSObject`

Inherited By

`AVDelegatingPlaybackCoordinator`, `AVPlayerPlaybackCoordinator`

Conforms To

`CVarArg`
`CustomDebugStringConvertible`
`CustomStringConvertible`
`Equatable`
`Hashable`

```
NSObjectProtocol
Sendable
SendableMetatype
```

See Also

SharePlay

`{}` Destination Video

Leverage SwiftUI to build an immersive media experience in a multiplatform app.

`{}` Supporting coordinated media playback

Create synchronized media experiences that enable users to watch and listen across devices.

`class` **AVPlayerPlaybackCoordinator**

A playback coordinator subclass that coordinates the playback of player objects in a connected group.

`class` **AVDelegatingPlaybackCoordinator**

A playback coordinator subclass that coordinates the playback of custom player objects in a connected group.

`class` **AVPlaybackCoordinationMedium**